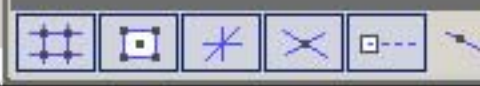


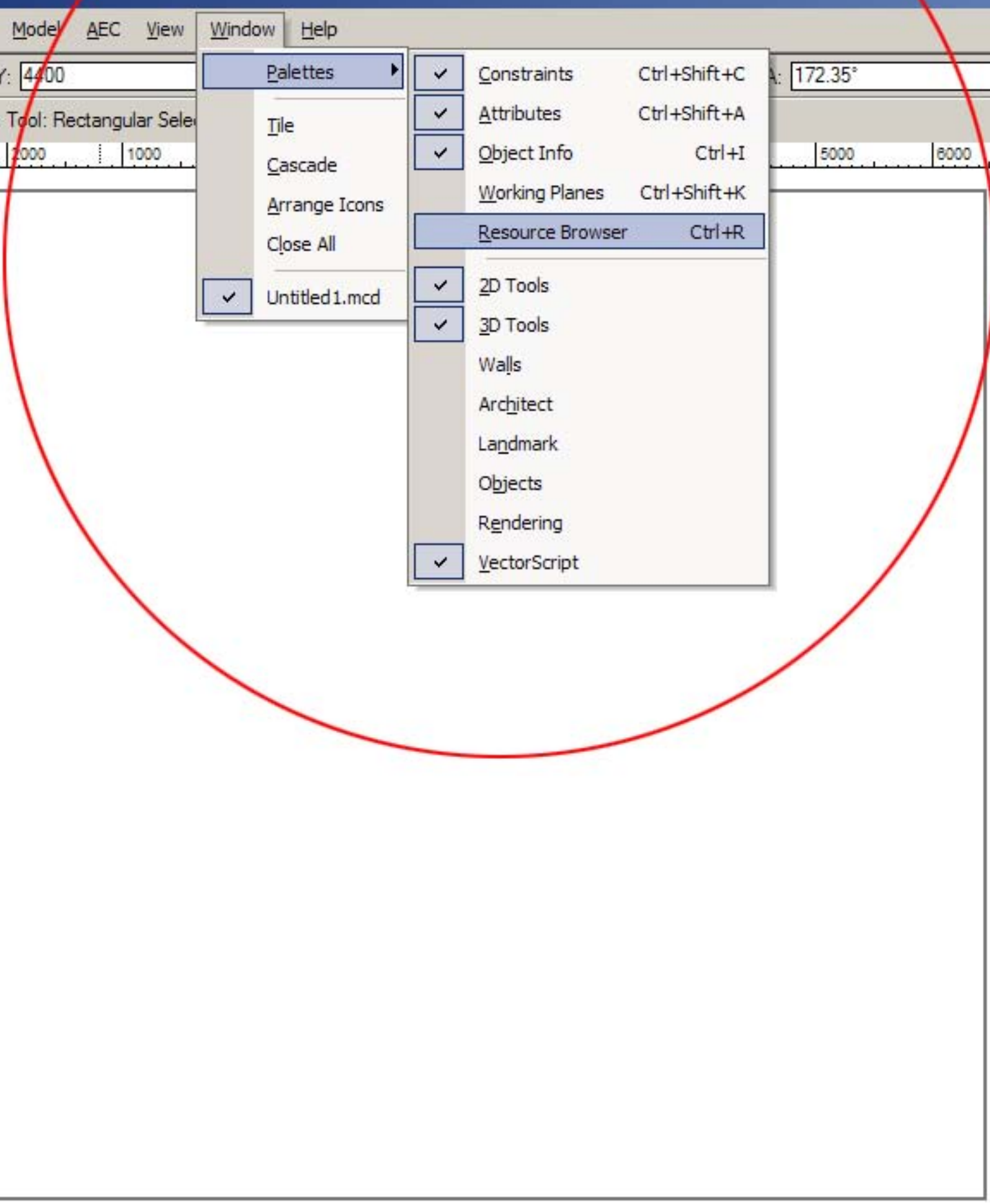
Y: 4400
Selection Tool: Rectangular Sele
2000 1000

A: 172.35° None
5000 6000 7000 8000

- Palettes ▾
 - Tile
 - Cascade
 - Arrange Icons
 - Close All
 - ✓ Untitled1.mcd
- ✓ Constraints Ctrl+Shift+C
- ✓ Attributes Ctrl+Shift+A
- ✓ Object Info Ctrl+I
- Working Planes Ctrl+Shift+K
- Resource Browser Ctrl+R
- ✓ 2D Tools
- ✓ 3D Tools
- Walls
- Architect
- Landmark
- Objects
- Rendering
- ✓ VectorScript



Object Info - Shape



Resource Browser ⌵ ✕

Files and Folders

Untitled1

↳ Top Level

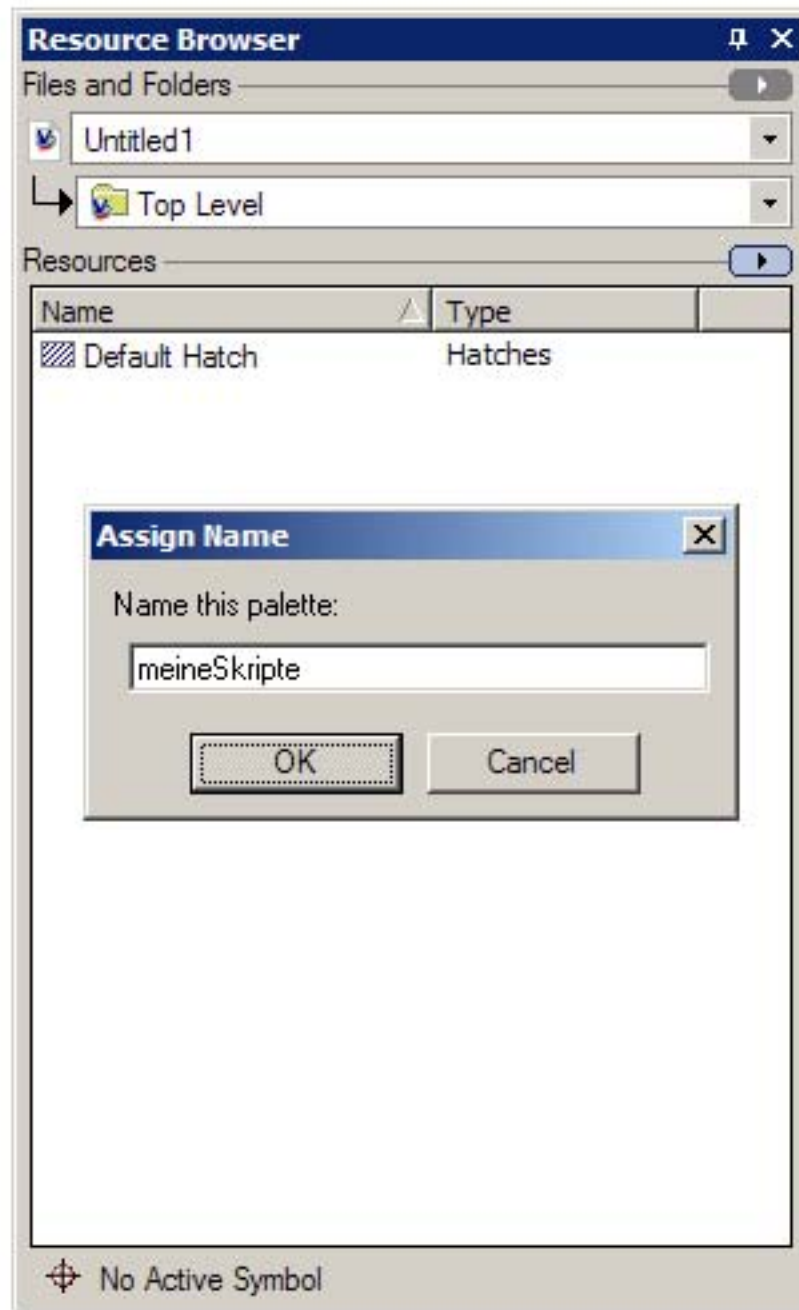
Resources

Name	Type
Default Hatch	Hatches

▢ No Active Symbol

- View As ▶
- Show Object Types ▶
- Find Resource on Disk...
- New Resource in Untitled1 ▶

- Gradient...
- Hatch...
- Image...
- Record Format...
- VectorScript Palette...
- Symbol Folder...
- VectorScript...
- Worksheet...
- RenderWorks Texture...
- RenderWorks Background...



80 L: 2380.8 A: -158.82°

Rectangular Selection Mode

1000 0 1000 2000 3000 4000 5000 6000 7000

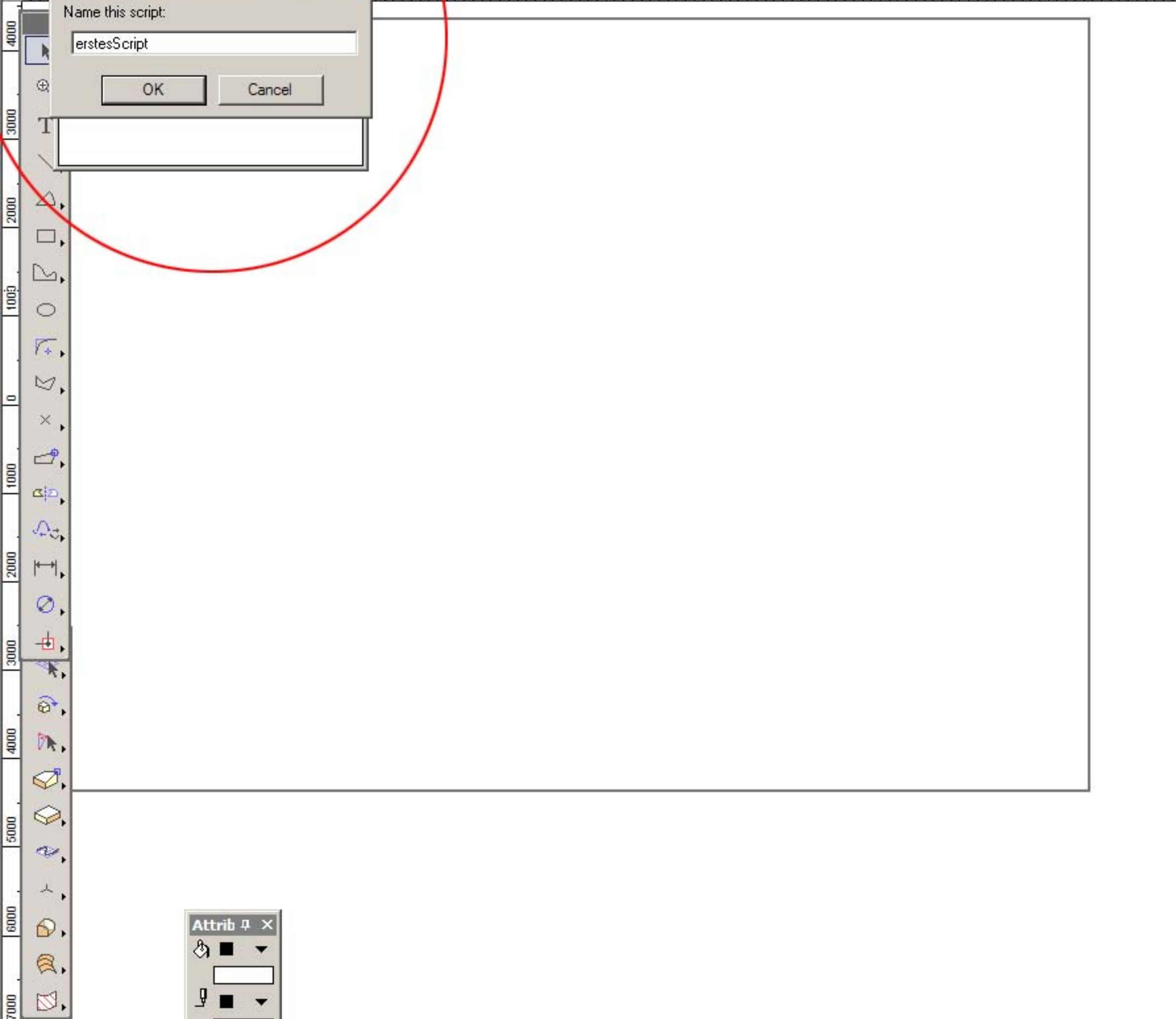
meineSkripte

Assign Name

Name this script:

erstesScript

OK Cancel



Attrib

Fill color selection icons

Stroke color selection icons

1

The screenshot shows a software interface with a large red circle overlaid on a white background. A vertical line extends from the top of the circle to the top edge of the 'Object Info - Shape' window. The 'Object Info - Shape' window is at the top right. Below it is the 'VectorScript Editor' window, which is the main focus. The editor window has a title bar with 'VectorScript Editor' and a close button. Below the title bar is a toolbar with a list icon and a gear icon. The status bar shows 'Line: 12' and 'File: meineSkripte / erstesScript'. The main text area contains the following code:

```
PROCEDURE meinSkript;  
  
VAR  
{here you have to declare your variables you like to use}  
  
BEGIN  
{here you write your vectorscript code}  
  
END;  
{End of your Script}  
Run(meinSkript);|
```

At the bottom of the editor window is an 'Edit Window' field and 'OK' and 'Cancel' buttons. To the right of the editor window is a panel with a 'Type' dropdown menu showing 'VectorScripts'. At the bottom right of the entire interface is a status bar with a crosshair icon and the text 'No Active Symbol'.

VectorScript Editor

Line: 12 File: meineSkripte / erstesScript

```
PROCEDURE meinSkript;  
  
VAR  
{here you have to declare your variables you like to use}  
  
BEGIN  
{here you write your vectorscript code}  
  
END;  
{End of your Script}  
Run(meinSkript);|
```

Edit Window

OK Cancel

No Active Symbol

Type
VectorScripts