

Tips & Trick Raster Snap

Did you know that?

In WiselImage for AutoCAD/AutoCAD LT you can apply snap command to raster objects.

For example, you can draw a line, the end point of which coincide with another raster line end point, or stretch the raster line so that its end point is placed on a point of raster circle.

You can only use a raster snap on monochrome raster image.

When you select points on the image with raster snap on, a square raster snap pickbox appears. For each snap type a special marker is used. The size of raster pick box is equal to the size of the AutoCAD object snap.

1. Tuning Raster snap.

Operation of raster snap tools depends on the parameters, which are set in the Options tab of the Conversion Options dialog box.

The raster snap is influenced by three parameters of the Options Tab: Max Width, Max Break and Approximation Accuracy.

2. There are two raster snap types:

- running snap
- on demand snap

Running snap is a type of snap, which operates permanently until you turn it off.

On demand snap is a type of snap, which turns on at the moment when AutoCAD is waiting for entry of point coordinates.

3. Raster snaps work in a similar way to the AutoCAD vector snap modes. You can use both raster and vector snap type simultaneously; both the points of vector objects and the points of raster objects are snapped. The snap to the raster has lower priority. This means that an attempt is made to snap to the vector object first, and then, if this fails, to the raster object. Raster's snaps only work when the AutoCAD vector snaps are running. Running raster snaps modifies all currently active AutoCAD vector snaps in order to apply them to both raster and vector objects.

4. There are a few snap options:

- *Default* - Snaps using current AutoCAD settings

- *Endpoint* - snaps to the raster objects endpoints (lines, arcs etc.).
- *Midpoint* - snaps to the middle of raster objects (lines, arcs etc.).
- *Center* - snaps to the center of a raster arc, circle.
- *Quadrant* - snaps to the nearest quadrant (the point located under an angle 0, 90, 180 or 270 degrees from center) of arc, circle.
- *Intersection* - snaps to the intersections of raster objects (lines, circles, arcs etc.).
- *Perpendicular* - snaps to the point of the raster object lying perpendicularly to another object or to its imagined extension.
- *Tangent* - snaps to the point on an arc or circle belonging to the tangent of another object.
- *Nearest* - snaps to the point of the raster object located closely to the indication point.

5. You can only use a raster snap on monochrome raster image.

. To snap on demand:

- During applying any object construction command in reply to the point input prompt, select the mode of object snap from cursor menu or *rImage/Snap menu*

Move the cursor to a position close to the required snap point and click with the mouse button..

To start the command:

From the *rImage* menu, choose Snap, then need mode.

