

Symbol Factory for CTC

Working with Interact

These instructions explain how you can copy pictures into an Interact PTM/GMM panel and how you can copy bitmaps and textures into Interact.

Copying Pictures into an Interact PTM/GMM Panel

To copy pictures into an Interact PTM/GMM panel, follow these steps:

1. Select a picture in the Symbol Factory.
2. From the Symbol Factory **Edit** menu, choose **Copy as Picture (wmf) Only** (Ctrl+Shift+C).
3. Switch to Interact.
4. Select the desired panel for the image.
5. From the Interact **Edit** menu, select **Paste** (Ctrl+V).

The image pasted into Interact will be created in one of two ways:

- As a single object, or
- As an image that is a group of multiple GMM objects.

The single object may be resized and animated. The grouped GMM objects can be ungrouped into individual components. Each component can be animated, resized, deleted, or modified using any of the options available for manipulating GMM objects.

The WMF CAD preference setting in Interact allows you to specify how the image will be created. You can find this setting by selecting **Settings**, then **Preferences**, then **CAD**, then **WMF** from the menu bar while working in PTM/GMM.

See the Interact online help file “How to Import a WMF (Windows Meta-file Format) File” for detailed information about the options for importing a WMF file.

Copying Bitmaps and Textures into Interact

To copy bitmaps and textures into Interact, follow the same procedure as described above for copying pictures into a PTM/GMM panel, except choose **Copy to Clipboard** from the Symbol Factory **Edit** menu in step 2, rather than **Copy as Picture (wmf) Only**.

Note In either of the two procedures described in these instructions, some images may not convert properly and may need to be modified in a graphics editing program.

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