Viewing

Slick! for Windows v8.0 supports viewing of over 200 file formats. The complete list is in the Supported Formats chapter at the end of this manual. Always consult the Slick! Documentation file in Windows for the latest changes.
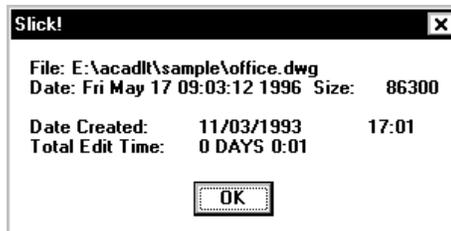
If you have gone through the Quick Start section, you should now be able to do general file viewing. To view a file, simply double-click the filename in the file list area. If supported, the file is displayed in the graphics window. The display is affected by the default configuration settings (see *Installation* section) and the current settings (see *Settings* menu below).
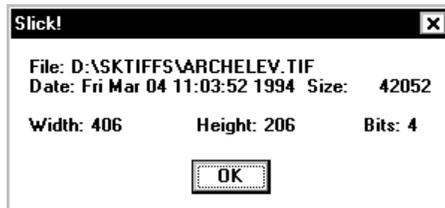
Display Menu Commands

File Information

Use this command to display information on the current file. The contents of the information screen will change depending on the file type.

For AutoCAD drawings, Slick! displays the file name, file size, creation date and time, last update date and time, and the total edit time in days, hours, and minutes. For example:

```
Slick!                                    [x]

File: E:\acadlt\sample\office.dwg
Date: Fri May 17 09:03:12 1996  Size:      86300

Date Created:       11/03/1993        17:01
Total Edit Time:     0 DAYS 0:01

              [ OK ]
```

For graphics files, Slick! displays the file name, size, creation date, width and height in pixels, and bits per pixel. For example a 24-bit JPEG file might display the following information:

```
Slick!                                    [x]

File: D:\SKTIFFS\ARCHELEV.TIF
Date: Fri Mar 04 11:03:52 1994  Size:      42052

Width: 406          Height: 206          Bits: 4

              [ OK ]
```
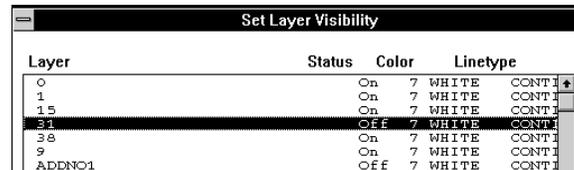
Set DWG Layout

Slick v8.0 now supports the viewing of drawing layouts which were implemented in AutoCAD 2000/2002.

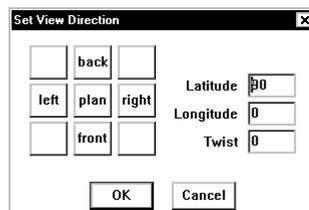Select Set DWG Layout from the Display menu. Select the desired layout and press OK.

Layers

Use to control the visibility of AutoCAD drawing layers. The drawing layer table is displayed showing all the layers defined for the current drawing. Only those layers whose status is set to *ON* are visible on the screen. Double-click on a layer name to toggle the status ON or OFF. Pick OK to return to the main menu. Following figure shows a sample layer table:

Set Layer Visibility				
Layer	Status	Color	Linetype	
O	On	7	WHITE	CONTI
1	On	7	WHITE	CONTI
15	On	7	WHITE	CONTI
31	Off	7	WHITE	CONTI
38	On	7	WHITE	CONTI
9	On	7	WHITE	CONTI
ADDNO1	Off	7	WHITE	CONTI

Camera

Use this command to set the viewpoint of a 3D drawing. Slick! displays a Set View Direction dialogue box. Think of your drawing as being enclosed by a *"globe"*. The camera is on the surface of this globe pointed to the center of the globe. The camera position is determined by two variables namely *longitude* and *latitude*.

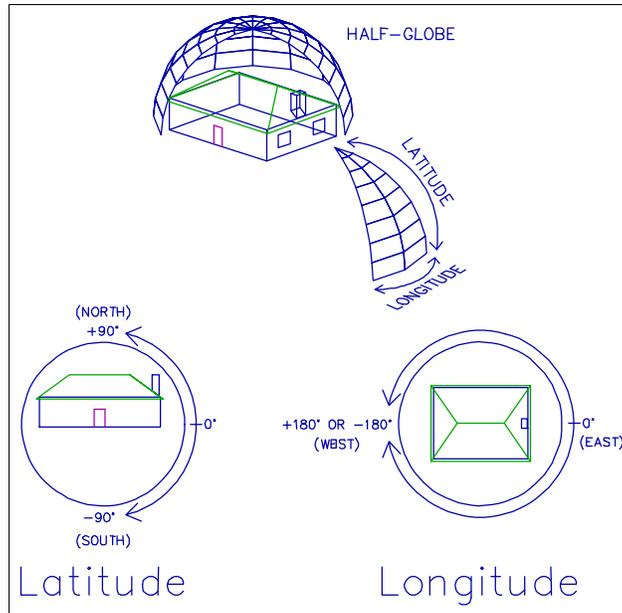| Set View Direction	
back	Latitude 30
left plan right	Longitude 0
front	Twist 0
OK Cancel	

Longitude

Longitude is the angular distance east or west measured in degrees. To change longitude, pick the box next to it and enter the desired value.

Latitude

Latitude is the angular distance north or south measured in degrees. To change latitude, pick the box next to it and enter the desired value. Normally, you would first set the value of the latitude and then rotate the view of the drawing by varying the longitude. For your convenience, the Camera Direction Menu allows you to change the value of the longitude by specifying plan, left, right, or back view. Selecting any of these will automatically display the drawing at the new viewpoint.
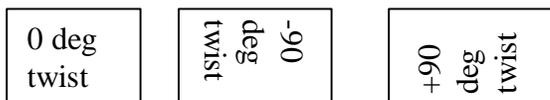
If latitude is set to 90 degrees, selecting *LEFT, RIGHT, BACK, FRONT* will cause latitude to be set to 0 degrees for elevation viewing. Otherwise, the current latitude setting is retained. If you wish to use the values that you have set for longitude and latitude, select OK from the Camera menu.

LONGITUDE AND LATITUDE

Twist

The angle by which the camera is rotated about the line of sight. It is measured in degrees counterclockwise. Use this command to rotate raster images.

New Window

A new graphics and database window will be created by Slick!. The windows will be empty until you pick another file list.

Note: When working with multiple windows, you have to size and move the graphics windows and related database windows in order that you may see a portion of each. Otherwise, the windows will overlay each other completely. You can use the Tile and Cascade commands in the Windows menu to arange these windows automatically for you.

Zoom 2X

Pick this command to zoom in by a factor of two or

simply hit plus (+) key on the keyboard.
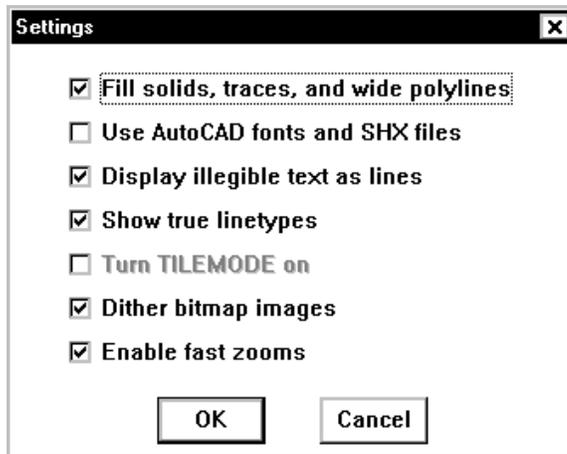
Zoom .5x

Pick this command to zoom out by a factor of two or
simply hit the minus (-) key on the keyboard.

Flipx / Flipy

These commands are for raster files only. Pick to flip the image on the x or y-
axis. Use the Display – Camera – Twist command to rotate the images.

Settings

You may use this command to temporarily override the default settings you
defined in Slick!'s configuration file. To change the default settings, you must
reconfigure Slick!

You may enable or disable a setting by selecting it with the left mouse button.
 A setting is enabled if it is marked by an X.

Fill solids, traces, and wide polylines
Select to enable area fill of the above drawing entities

Use AutoCAD fonts and SHX files
Select to use AutoCAD .SHX files.

If Slick! cannot locate the AutoCAD text or shape file(s), it will display at
the bottom of the screen the error message(s):
" Cannot find ....shx file"

MAKE SURE THAT THE SHX DIRECTORY PATH YOU HAVE
SPECIFIED IN CONFIGURATION IS CORRECT AND THAT THESE
DIRECTORIES ACTUALLY CONTAIN YOUR SHX FILES!
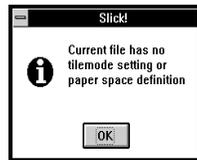
Display illegible text as lines
Select to display text that is not readable as lines.

Show true linetypes
Select to enable AutoCAD linetypes.

Turn TILEMODE on
Select to turn Tilemode on. This selection is dimmed if the drawing does not
contain a paper space definition.

```
 _____
|▬|        Slick!            |
|───────────────────────────|
|      Current file has no   |
|  (i) tilemode setting or   |
|      paper space definition|
|                            |
|          [ OK ]            |
|_____|
```

This setting may be used only for R11 or R12 drawings. Setting Tilemode
ON actives model space. Turning it OFF activates paper space. If Tilemode
is set to OFF and the drawing does not contain a paper space definition, Slick!
displays the error message shown above.

Dither bitmap images
Dithering mixes pixels to produce a perception of more colors than are
actually available. Although it produces an appearance of more colors, it can
decrease the apparent sharpness of the image. Dithering is recomended for
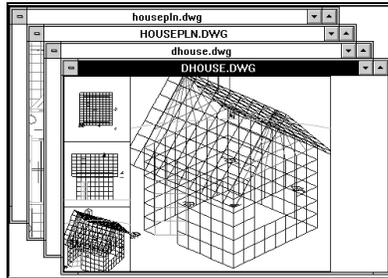images which have sharp lines and multiple colors such as CAD images.

Enable Fast Zooms
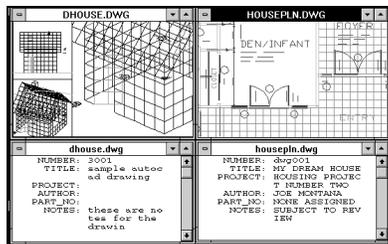When enabled, illegible text is displayed as straight lines.

Window Commands

These commands control how multiple graphics and database windows are displayed on the screen.

Cascade

Tile

Arrange Icons

Use this command to arrange Slick! icons.

Close All

Use this command to close all Slick! windows.

Viewing Tips

HPGL Plot Files

Slick! by default recognizes .plt as an HPGL plot file. If your plot file has a different extension, Slick might not recognize it. In this case, try changing the extension to .plt.

In some cases, plot files may be mirrored on the x and y-axes. To view properly, click on the View – Camera command and set Latitude to –90 degrees and Twist to 180.

Visio VSD Files

Slick will view the Preview Picture saved with the file. For Slick! to be able to view text, set the VSD File Properties as follows before saving the file:
File ?   Summary ?   Preview Picture ?   Detailed.