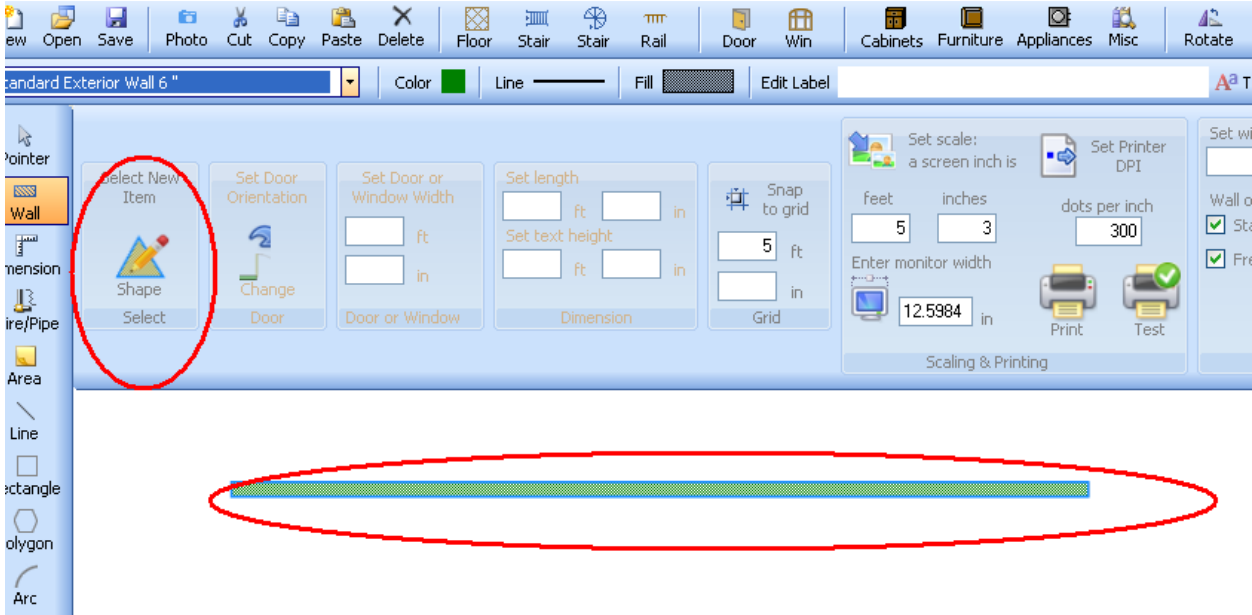


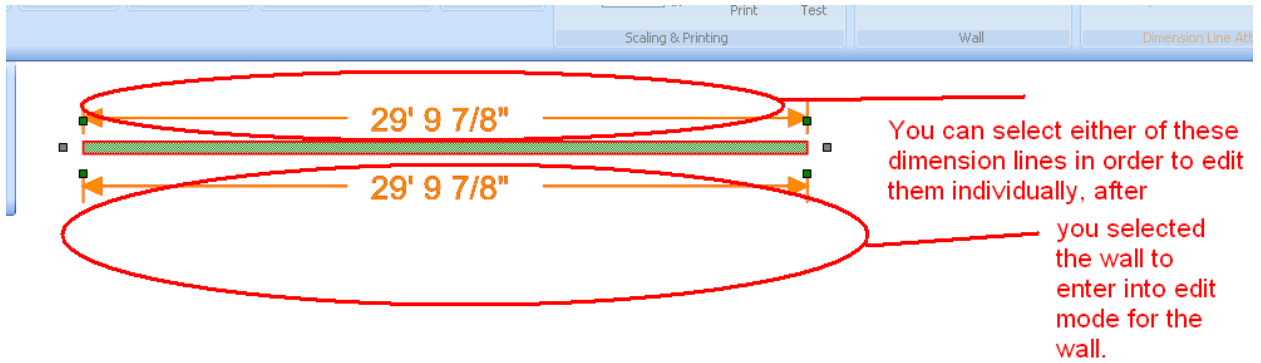
# Drawing Tools, Edit Modes and Deleting

When you pick a drawing tool, you enter into a “drawing mode”. This means that any changes that you make to the colors, hatch styles, pens, widths, become part of the current tool that you are using to draw shapes in your drawing. When you select a shape, you **temporarily exit** your current drawing mode, and you enter into an **edit mode**.

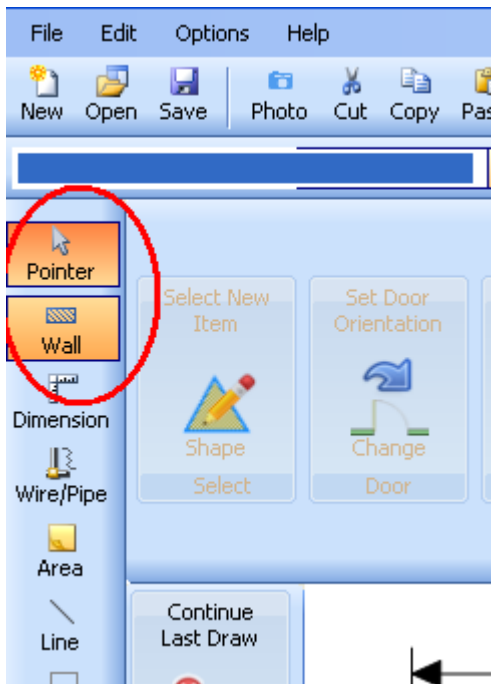
There are two basic ways of entering into an edit mode. The **easiest** way to enter into an edit mode is immediately after creating the object. You will notice that the object that you just created is highlighted in **blue**. If you then select the “Select New Item” button, then the object that you just created (the one highlighted in **blue** ) will become **selected**.



In the case of complicated objects, such as walls, you can then select specific items inside of the complicated shapes, and those specific items in the shape will become selected. Or, for complicated objects, you can select specific control points to change the shape in more radical ways.

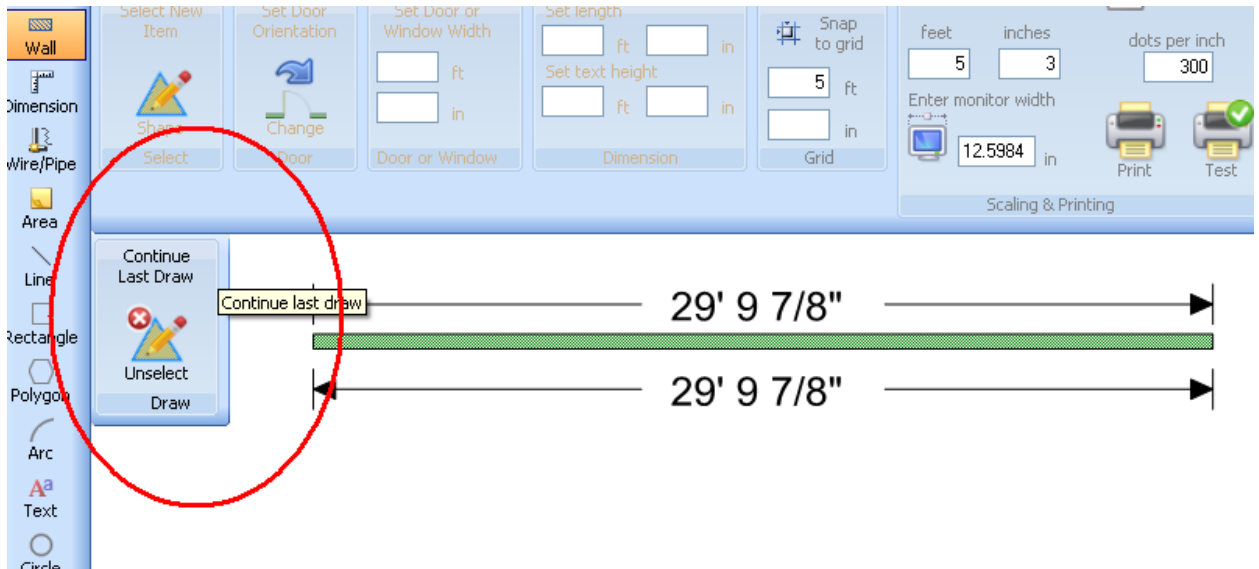


The other way to enter into an edit mode is to use the pointer tool, and then move your mouse to select the object you want to edit.



In order to **exit** a drawing mode, you can:

- 1) Select a new draw tool in order to start drawing a new type of object.
- 2) Click on the Continue Last Draw button in order to continue drawing using the **draw command that you were using right before you went into edit mode** (using the colors, fills, widths, pens that you were using right before you went into an edit mode):



When you hit the **delete** button, you will always go back to your **previous draw mode command**. So, if you click the pointer tool, select an object, and delete the object, you will automatically go back into the **previous draw mode**.