

# TopoDroid Palette

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# Drawing tool palette

- Drawing tools
  - point (iconic symbols)
  - lines
  - areas (shaded regions)
- System tools (cannot change, cannot disable)
  - 2 points: “user”, “label”
  - 2 lines: “user”, “wall”
  - 2 areas: “user”, “water”

# Drawing tools palette (2)

- User tools
  - loaded from file (sub-folders of “symbol”)
  - 45 points
  - 19 lines
  - 7 areas
  - can be modified
  - can be enabled / disabled
  - can add your own
  - can be removed from the folder

# Palette framework

1. Add / remove files from “symbol” sub-folders
2. Specify which files to load  
from the main window, button “palette”  
or from the sketch window, menu “palette”
3. Each sketch has its own drawing tool palette  
(= set of enabled symbols)

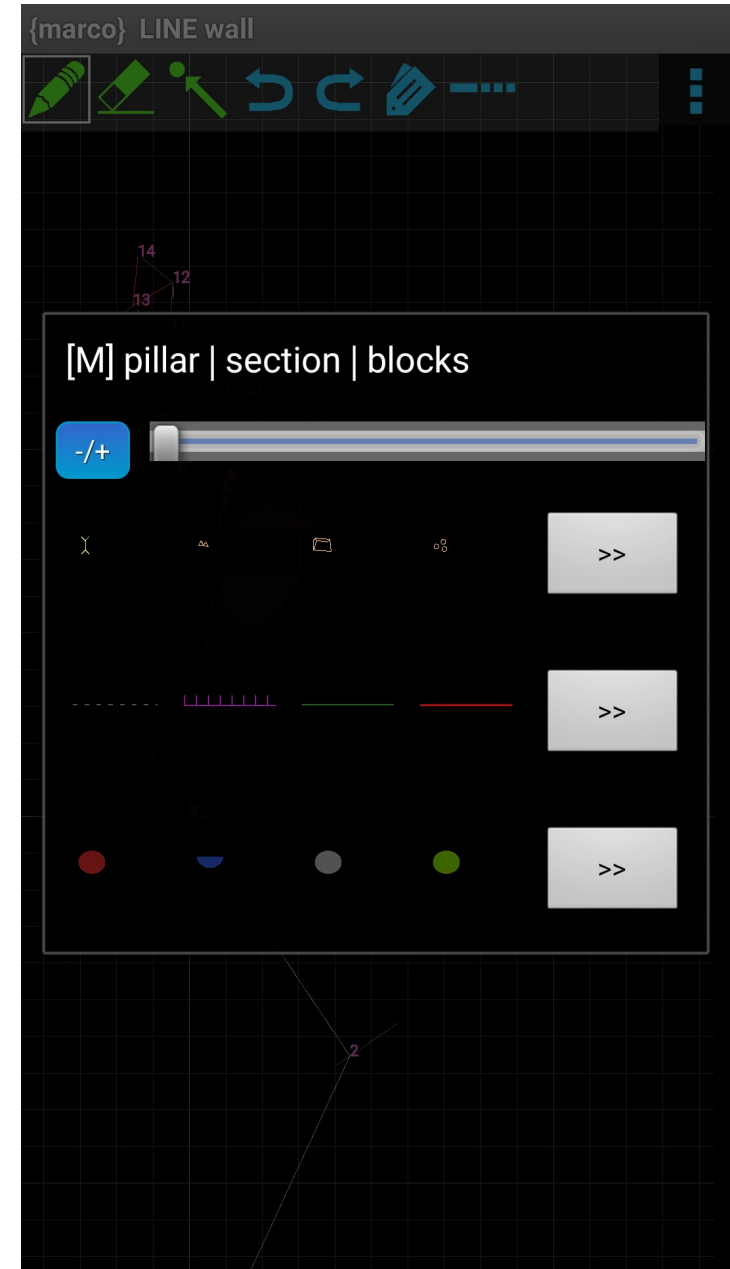
N.B. when a sketch symbol is not found among the files, it is replaced by the “user” symbol

# Drawing tool selection

- Item picker types
  - most recently used
  - list
  - grid
  - triple-grid
- The dialog is opened from the “pencil” button, in drawing mode
- The type is set with a sketch setting

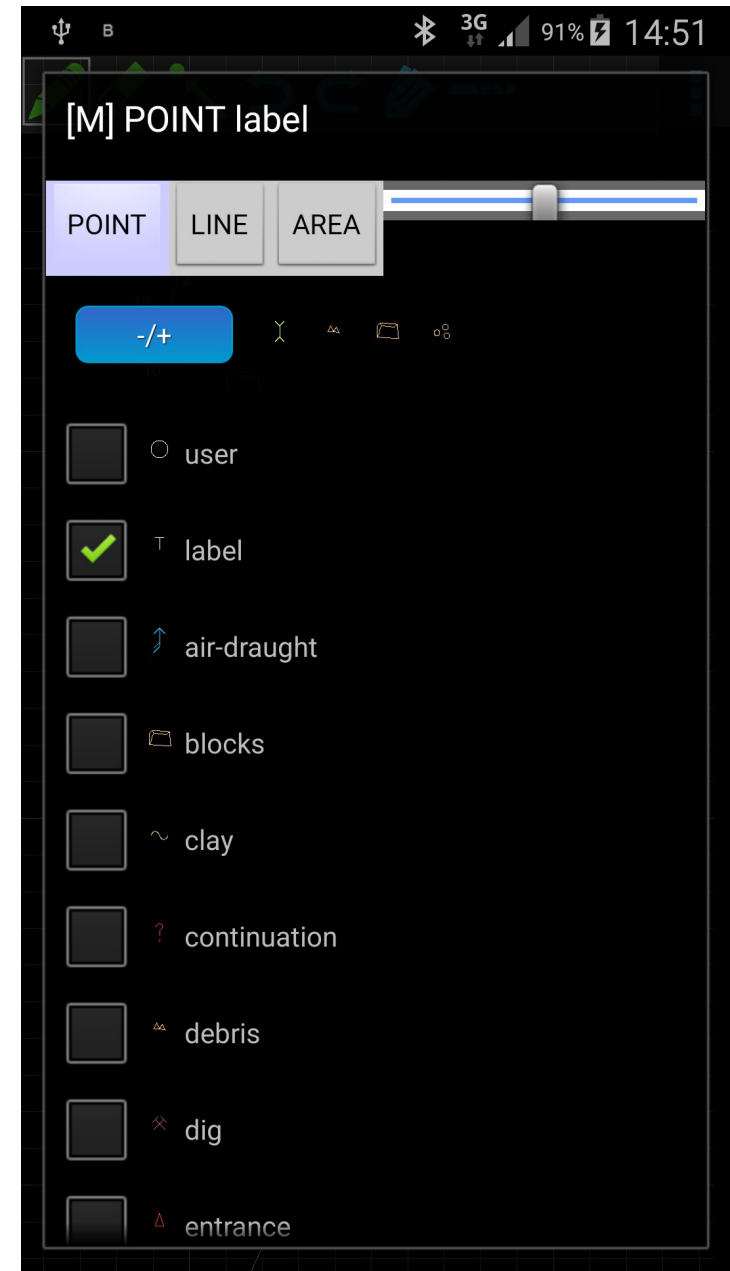
# Most recently used picker

- Points
- Lines
- Areas
  
- Title: [size] leftmost tools
- “-/+” button: point size
- “orientation” slider
- “arrow” buttons open the list picker
- To select: tap an icon



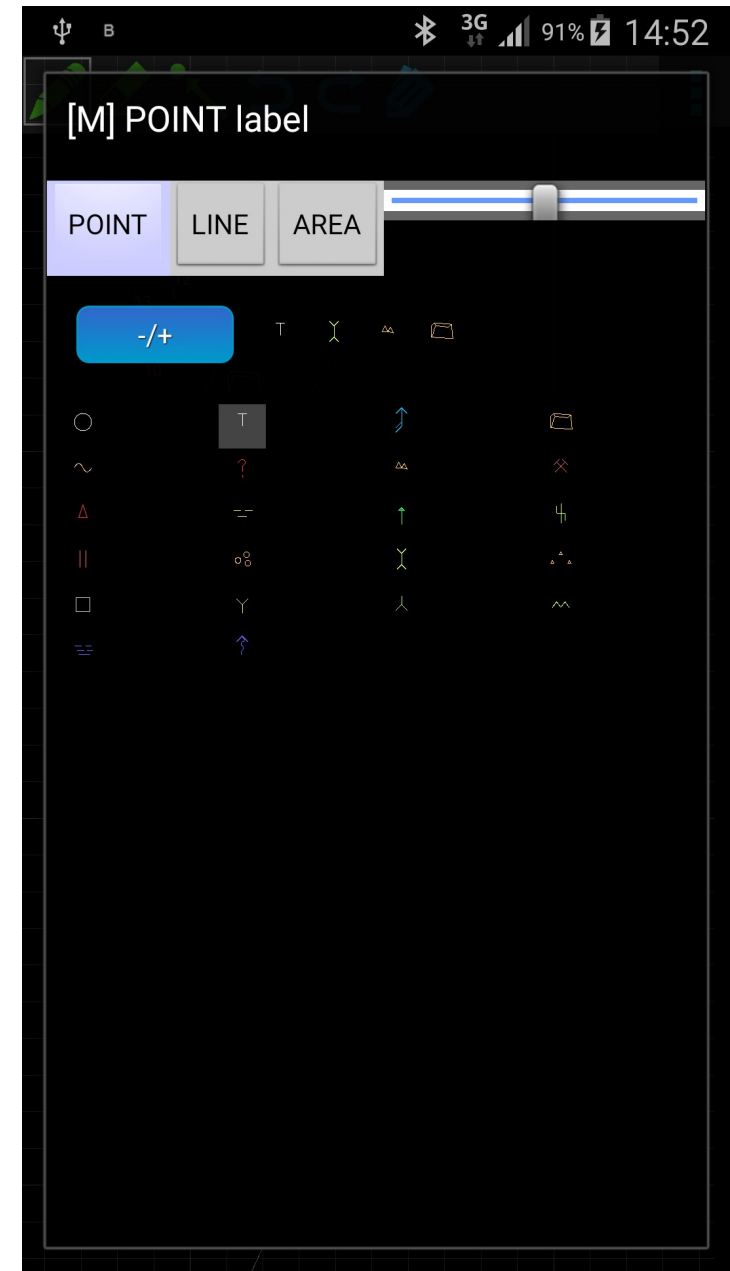
# List picker

- Three tabs
  - points
  - lines
  - areas
- Title: [size] chosen tool
- Tool icons and names
- Orientation slider
- “-/+” size buttons
- To select chosen tool: close the dialog



# Grid picker

- Three tabs
  - points
  - lines
  - areas
- Title: [size] chosen tool
- Tool icons
- Orientation slider
- “-/+” size buttons
- To select chosen tool: close the dialog





# Triple grid picker

- Title: [size] chosen tool
- Tool icons
- Orientation slider
- “-/+” size button
- To select chosen tool: close the dialog

