Computer Aided Documentation

Thematic maps for Conservation Condition Survey
Siqueiros Mural "America Tropical"in the Italian Hall. Los Angeles

Release 2. December 1997 January 1998

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Customized AutoCAD© menu and layer naming techniques for conservators

A RELEASE HISTORY

Historically the greater problem using CAD software was the integration raster/vector. The way usually adopted was to vectorialize the drawing (automatically or manually) and so resolve all the problem before to use the CAD software.

The first Release of this customization resolved these problems by using Hitachi V/Image as an helper software for AutoCAD 13 to enable mixed raster/vector visualization.

Hitachi software is one of the great number of software that allows the integration process.

I needed a cheap software, easy to customize e powerful mainly in the visualization step.

Beetween the main objective in testing the system there were also to test the feasibility of a hybrid raster/vector display, using mosaiced digital images as a "object's model" overlaid with AutoCAD generated "information's model". We need no modification of the base in the worksite.

To manage the raster file we can use Aldus Photoshop or other with similar features.

Objective in my research project is the training of a Field documentation technique and the development of a useful, light and user friendly information instrument for the recording of graphic and non-graphic data in conservation using common software.

The principal goal was to reach a situation in which the conservator (or the draughtsman) could useful record, in a definitive way and directly on site, all the data related to the mapping techniques, distinct for each category and class, which characterise the graphic documentation of a restoration operation. This should be accomplished without altering in a drastic way the intrinsic complexity of the software used, while avoiding any prior hyper-specialist technical preparation.

It is on site that it is necessary to maximise the enormous potential offered by data elaboration systems that can store and process such enormous amounts of data in a simple way.

The ultimate AutoCAD release, the n°14, offers a lot of new features:

- improved layer and display controls;
- improved hatch patterns that require much less memory;
- a new raster image tools.

Offering AutoCAD a fully integrated raster/vector visualization is necessary upgrade the previous release and substitute all the V/image commands with AutoCAD command and calibrate all the parameter’s set to the new necessities.

But the upgrading process is a critical rewiew too. So a new release grew up without "intentionallity" being not a simple review but a all-new release.

All the toolbars set was rewritten, the toolbar and pop-up menù are not two copies of the same structure but the toolbars contains all the macro and command to operate while the pop-up menù it's mainly a setting tool area.

The customization is not a subsitution of the AutoCAD tool. Having now the Getty documentation's specialist a knowledge in CAD methodology and techniques is better to remove the basical AutoCAD command and improve the Conservation-oriented tools.

First Release was named IG15. The number 15 descend by a lot of modifications in the main menu. Fifteen because the definitive release was obtained according to the customer requirement in a information's exchange.

Now the second release has the identification trademark as SIQ14. SIQ is for Siqueiros project and 14 is related to the AutoCAD latest release.

The advertising press highlight all the capabilities for AutoCAD users. Really we can found a lot of new features. Expecially I've founded many innovation regarding raster iages, zoom & pan, layer management, ecc.

This is a selection (extact by a list of 101[1]) of the most interesting AutoCAD R14 NEW Features. They focusing on raster manage, layer control and tools for customize the menu.

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- *Drawing files open much faster than previous Release*
- *Layer operations such as on/off/freeze/thaw work much faster than Release 13—by up to 400 percent.*
- *New Hatch entity saves disk space and memory. Associative hatch recalculation is quicker.*
- *Menu and toolbars conform to Microsoft® Office and have been simplified considerably, providing quick and easy access.*
- *New TOOLBAR dialog makes it easy to show/hide or customize toolbars.*
- *New SAVEAS dialog makes it easy to save the drawing in a variety of drawing file formats including AutoCAD Release 12 and Release 13 formats.*
- *Include color, bitonal, and gray scale raster images.*
- *Clip images to any rectangular or polygonal boundary.*
- *View and manage Raster Images via new IMAGE dialog.*
- *Raster images can be externally referenced by a drawing.*
- *Scale raster images to match real world units and align with existing geometry.*
- *Control the transparency, brightness, and contrast of individual raster images.*
- *Toggle the display of image frames on/off.*
- *Temporarily UNLOAD raster images from memory without losing their inclusion in the drawing.*

[1] These informations were downloaded by the Autodesk Web Site Copyright 1997 Autodesk, Inc ©. All rights reserved

- *View and manage External Reference file via new XREF dialog box.*
- *Filter individual Reference files by layer.*
- *XREF Bind can optionally behave like INSERT instead of creating new symbol table records.*
- *Temporarily UNLOAD External Reference files without losing their association with the current drawing.*
- *External reference files now only load the data that is needed.*
- *Attach, bind, and edit the paths of reference files using the XREF dialog.*
- *Circular XREFs are now automatically detected and loaded to the point of self-referencing.*
- *New Image API added for managing Raster objects.*

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MANAGE RASTER

"Raster objects are one of the most interesting new features in R14. Raster image are not actually inserted into the drawing data-base. So they are not AutoCAD entities, but however they are native AutoCAD objects and can be manipulated by the software just as easily as a line. Linking the images is a way to keep the drawing file small and make it easiere to edit and enhance the raster file with tools outside of AutoCAD.

Aside from the well known AutoCAD properties (scale, rotation and layer) raster selectability can be turned on or off and basic image properties can be applied to them, including contrast, brightness and fade, without any modification of the source image.

The list of supported file format is satisfactory. Formats include BMP, GIF, JPG, PCX, TIF.

For performance purpose the on-screen resolution can be reduced to drafr mode (IMAGEQUALITY Command) without reducing plot resolution.

MENU CUSTOMIZATION

Menu customization is useful if you need to perform an application-specific task on a regular basis. You can improve productivity by adding a (or many) selection to your menu.

In this way, multiple steps to accomplish a task can be initiated with a single menu selection, automating a complex operation.

Menus are defined by ASCII files of the file type mnu. You can modify an existing menu file (such as acad.mnu) or create your own. By editing the text in a menu file, you can define the appearance and location of menu items. You can then assign menu macros that execute specific actions when a menu item is selected.

Menu macros can be simple recordings of keystrokes that accomplish a task, or they can be a complex combination of commands and programing code. A menu macro is similar to a script in that it issues a series of commands.

This chapter tells you how to create custom menus to complement those supplied with AutoCAD.

Menu Files

A menu file is a text file containing AutoCAD command strings and macro syntax that define the menu macros. The following menu areas are defined by menu files.

- Pull-down and cursor menus
- Screen menus
- Image tile menus
- Pointing-device button menus
- Digitizing-tablet menus
- Toolbars
- Keyboard accelerators
- Help strings and tool tips

A short review: Menu File Types

The following table lists the menu files used by DOS (only mnu and mnx) and by Windows .

Menu type	***Description***
.mnu	Template menu file (Dos-Windows)
.mnx	Compiled menu file (Dos)
.Mnc	Compiled menu file. This binary file contains the command strings and menu syntax that defines the functionality and appearance of the menu (Windows)
.Mnr	Menu resource file. This binary file contains the bitmap images used by the menu for buttons or other graphics (Windows)
.Mns	Source menu file (AutoCAD generated). When AutoCAD generates the mnc file it also creates a mns file. This is an ASCII file that is initially the same as the mnu file (without comments or special formatting). The mns file is modified by AutoCAD each time you make changes to the contents of the menu file through the interface . (Windows)

Loading Menu Files

Use the MENU command to load a new menu. Windows uses two other commands, MENULOAD and MENUUNLOAD, to load and unload additional menus (called partial menus) and add or remove individual pull-down menus from the menu bar.

During the process AutoCAD uses to load menus, AutoCAD compiles the .mnu (or mns) file into mnc and mnr files. The mnc file is a compiled version of the mnu, and the. mnr file contains the bitmaps used by the menu.

Although the initial positioning of the toolbars is defined in the mnu file, changes to the show/hide and docked/floating status, or changes to the toolbar positions are recorded in the acad.ini file. After a mns file has been created, it is used as the source for generating future mnc, and mnr files. If you modify the mnu file after a mns file has been generated, you must use the MENU command to explicitly load the .mnu file so that AutoCAD will generate new menu files and your changes will be recognized.

Menu file structure

Menu files are divided into *sections* relating to specific menu areas.

The sections contain instructions for the appearance and function of menu selections.

Menu sections can contain *submenus* that you can reference and display as needed. The command strings and macro syntax that define the result of a menu selection are called *menu macros.* Menu macros can have labels; in some sections, labels are displayed as text in the menu area, while in other sections they specify information related to the menu type.

The Standard Menu Sections are :

Menu section labels

Section label (Common)	*Menu area*
***BUTTONSn	Pointing-device button menu (where n is a number from 1 to 4)
***AUXn	Auxiliary device menu (where n is a number from 1 to 4)
***POPn	Pull-down/cursor menu areas (where n is the number 0 for the Cursor Menu or a number from 1 to 16 for the pull down menu)
***SCREEN	Screen menu area (only for DOS)
***IMAGE	Image tile menu area
***TABLETn	Tablet menu area (where n is a number from 1 to 4)

Section label (Windows)	*Menu area*
***TOOLBARS	*Toolbars menus*
***ACCELERATORS	Keyboards accelerators
***HELPSTRINGS	*Toolbars and pull-down menu status bar help*

Modifications and customized sections are noted using the color blue.

Pull-Down Menus

```
***BUTTONS1
;
$p0=*
^C^C
^B
^O
^G
^D
^E
^T

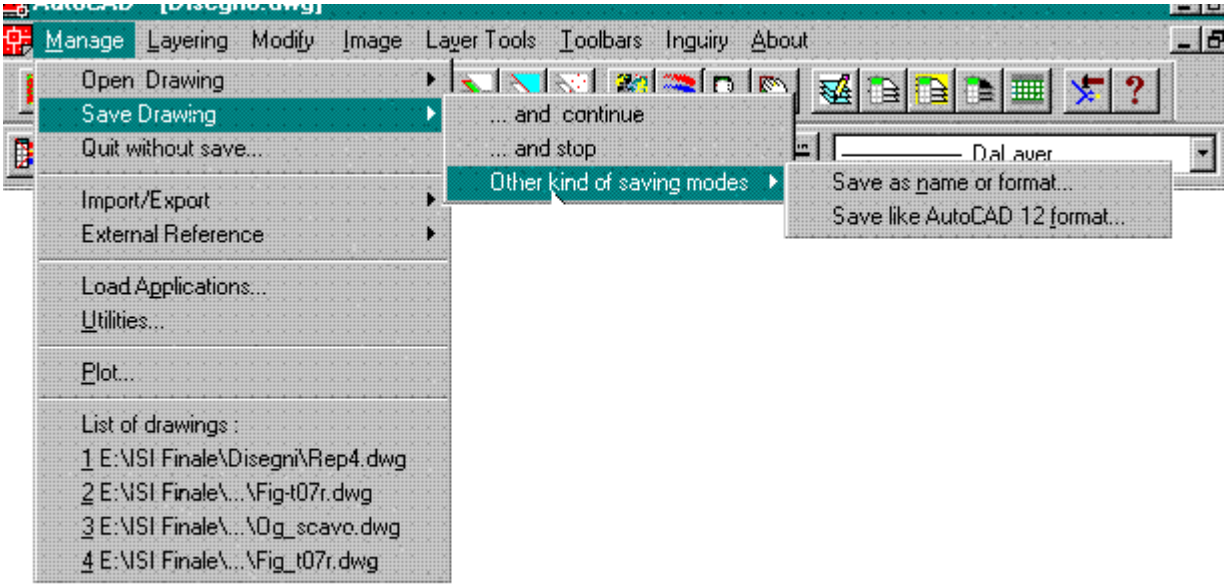
***BUTTONS2
$p0=*

***AUX1
;
$p0=*
^C^C
^B
^O
^G
^D
^E
^T

***AUX2
$p0=*

***POP0
        [Osnap]
        [ENDPOINT]_endp
        [CENTER]_center
        [NODE]_nod
        [--]
        [Insertion]_ins
        [Nearest]_nea
        [Midpoint]_mid
        [Intersection]_int
        [Quick,]_qui,^Z
```

***POP1		MANAGE
Open Drawing	>	Siqueiros Drawing
	>	Any other Drawing
Save Drawing	>	and continue
	>	and stop
	>	Other kind of saving modes
		> Save as &name or format...
		> Save like AutoCAD 12 &format...
Quit without save...		
Import/Export	>	Importing Drawings...
		> DXF In...
		> DXB In...
		> IGES In...
		> PostScript In...
	>	Exporting Drawings...
		> DXF Out...
		> IGES Out...
		> PostScript Out...
	>	Pack 'n Go...
External Reference	>	Attach...
	>	Detach...
	>	Reload...
	>	List of xref...
	>	Change Path...
Load Applications...		
Utilities...		
Plot...		
List of drawings :		
Drawing History		


Manage
Layering
Modify
Image
Layer Tools
Toolbars
Inquiry
About
Open Drawing
Save Drawing
Quit without save...
Import/Export
External Reference
Load Applications...
Utilities...
Plot...
List of drawings :
1 E:\ISI Finale\Disegni\Rep4.dwg
2 E:\ISI Finale\...\Fig-t07r.dwg
3 E:\ISI Finale\...\Og_scavo.dwg
4 E:\ISI Finale\...\Fig_t07r.dwg
... and continue
... and stop
Other kind of saving modes
Save as name or format...
Save like AutoCAD 12 format...

***POP2	LAYERING

Show tables

All tables

Symbols, Data & Lines

Pattern & Symbols

Lines

Techniques of execution

All the tables

Symbols, Data & Lines

Pattern & Symbols

Lines

Table 1 Plaster joins (certain and hyphotetical)

Symbols, Data & Lines

Pattern & Symbols

Lines

State of Conservation

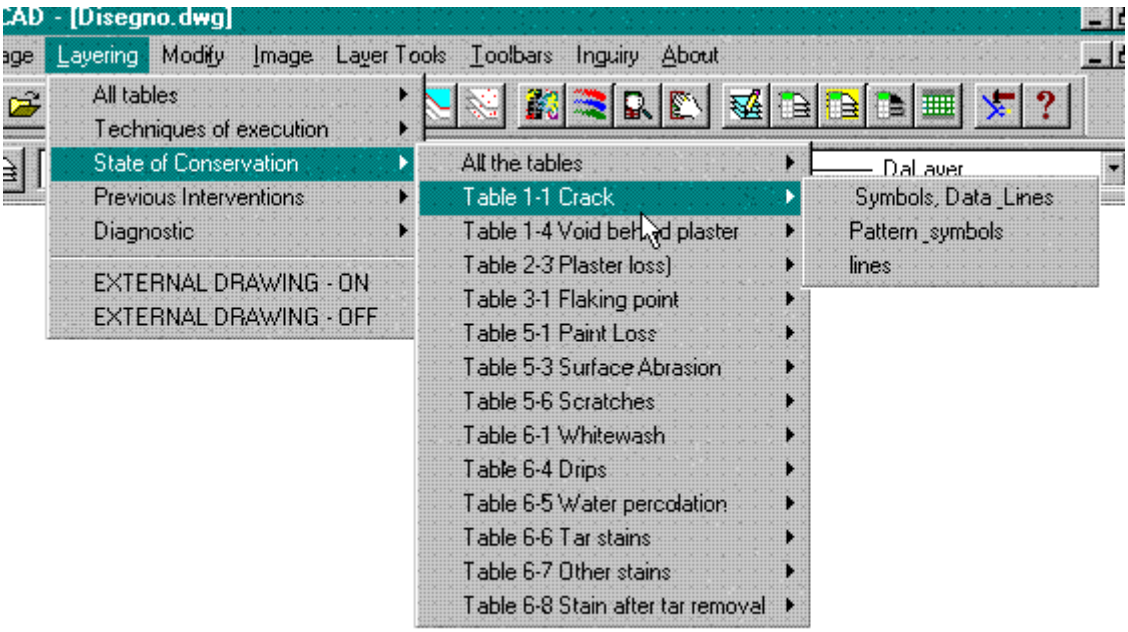
All the tables

Symbols, Data & Lines

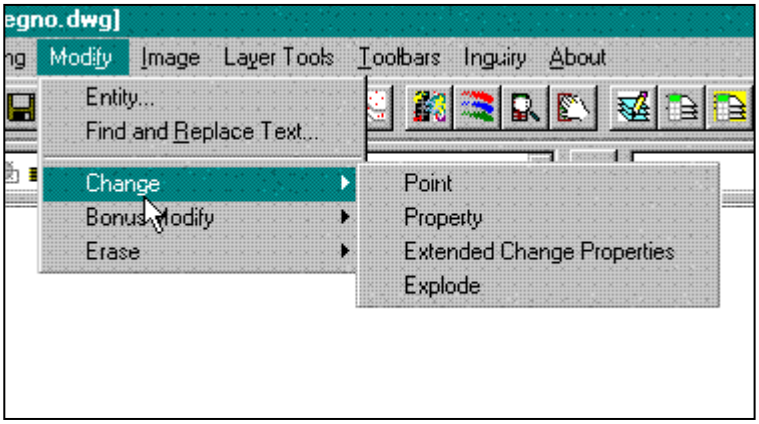
Pattern & Symbols

Lines

(...same structure for all the items...)



Entity...
Find and &Replace Text...
Change
Point
Property
Extended Change Properties
Explode
Bonus Modify
Move Copy Rotate
Cookie Cutter &Trim
Erase
    Selection
    Single
    Last
Slide
    View...
    Save...



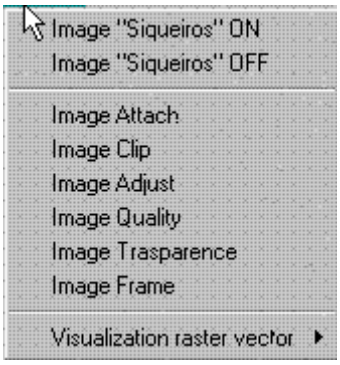
***POP4	IMAGE

Image "Siqueiros" ON *
Image "Siqueiros" OFF *

Image Attach

Image Clip
Image Adjust
Image Quality
Image Trasparence
Image Frame

Visualization raster vector
Front
Back



*

Those are menu macros calling a Lisp file (see appendix A for text) allowing the conservator to visualize or hide the raster file. The Lisp file is able only for Siqueiros Mural. For all other project is necessary a specified file or a table with the parameter you need.

***POP5	LAYER TOOLS

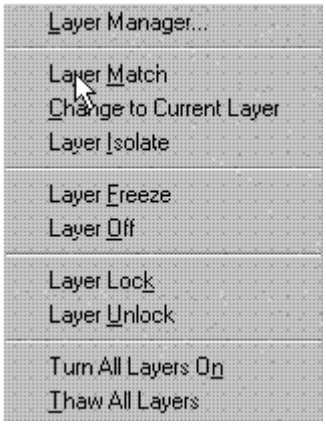
Layer Manager...

Layer Match
Change to Current Layer
Layer Isolate

Layer Freeze
Layer Off

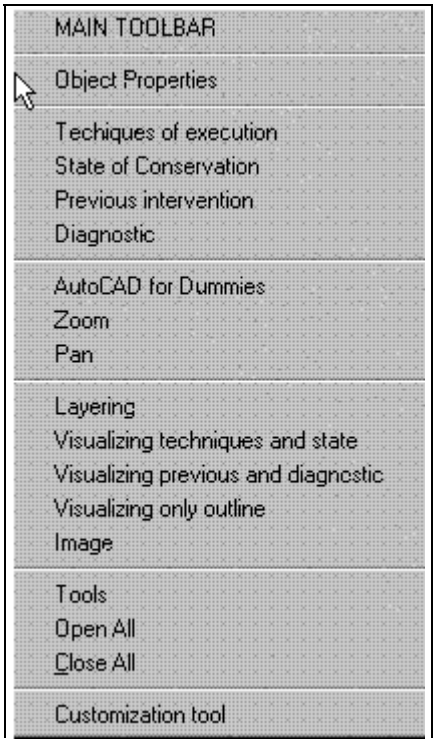
Layer Lock
Layer Unlock

Turn All Layers On
Thaw All Layers



*****POP6 TOOLBARS**

MAIN TOOLBAR
Object Properties
Techiques of execution
State of Conservation
Previous intervention
Diagnostic
AutoCAD for Dummies
Zoom
Pan
Layering
Visualizing techniques and state
Visualizing previous and diagnostic
Visualizing only outline
Image
Tools
Open All
Close All
Customization tool



***POP7	INQUIRY

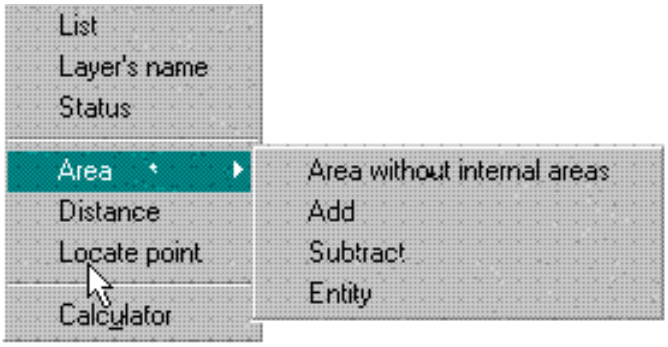
List

Layer's name
Status

Area
- Area without internal areas
- Add
- Subtract
- Entity

Distance
Locate point

Calculator

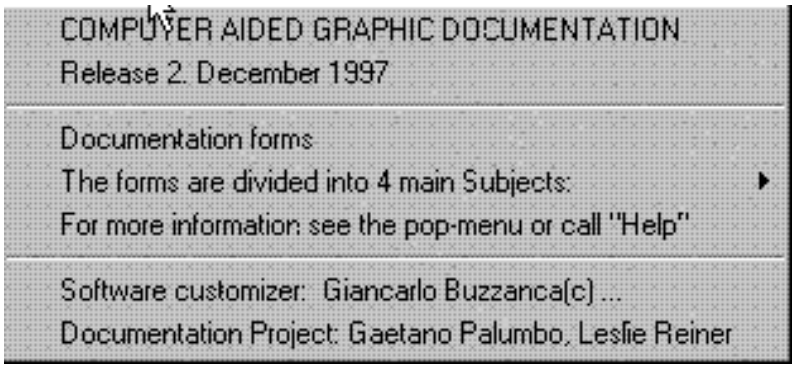


COMPUTER AIDED GRAPHIC DOCUMENTATION
Release 2. December 1997

Documentation forms
The forms are divided into 4 main Subjects:
A. Techniques of Execution ...
B. State of Conservation ...
C. Previous Interventions ...
D. Diagnostic ...

Some subjects are divided into subgroups.
For more information see the pop-menu or call "Help"

Software customizer: Giancarlo Buzzanca(c) ...
Documentation Project: Gaetano Palumbo, Leslie Reiner



Iit's only an information flag. Contains also slides to show the software structure and the documentation form.

STANDARD AND NEW AUTOCAD TOOLBAR

The most direct way to adapt AutoCAD is to customize the toolbars. In the menu file The TOOLBARS section specifies the default layout and contents of the toolbars. The are no substantial variation in release #14 concerning the toolbar sintax, compared to release #13

A fast review

There are five distinct types of items that can be specified for toolbars. The syntax of each kind is provided in the example below. All lines other than the separator begin with a standard name tag, which is used to associate help information with the item.

***TOOLBARS
**TOOLS1

TAG1	[Toolbar (*tbarname", orient, visible, xval, yval, rows*)
TAG2	[Button (*"btnname", id_small, id_large*)] *macro*
TAG3	[Flyout (*",flyname", id_small, id_large, icon, alias*)] *macro*
TAG4	[Control (*element*)]

The first toolbar definition line (TAG1) defines the characteristics of the toolbar definition. It uses the key word Toolbar followed by a series of options contained in parentheses. The options are as follows:

tbarname	The string that names the toolbar. The string must be of alphanumeric characters with no punctuation other than a dash (-) or an underscore (_). This name along with the alias allow the toolbar to be referenced programmatically.
Orient	The orientation key word. The acceptable values are Floating, Top, Bottom, Lef t, and Right, and are not case sensitive.
Visible	The visibility key word. The acceptable values are show and Hide and are not case sensitive.
Xval	A numeric value specifying the X coordinate in pixels, measured from the left edge of the screen to the right side of the toolbar.
Yval	A numeric value specifying the Y coordinate in pixels, measured from the top edge of the screen to the top of the toolbar.
Rows	A numeric value specifying the number of rows.

The second line **(TAG2)** defines a button. It uses the key word Button followed by a series of options contained in parenthesis. The options are as follows:

btnname	The string that names the button. The string must be of alphanumeric characters with no punctuation other than a dash (-) or an underscore (-). This string displays as a ToolTip when the cursor is placed over the button.
id_small	The string that names the ID string of the smallimage resource (16 x 16 bitmap). The string must be of alphanumeric characters with no punctuation other than a dash (-) or an underscore (_). This can also specify a user-defined bitmap.
id_big	The string that names the ID string of the, large-image resource (24x24 bitmap). The string must be of alphanumeric characters with no punctuation other than a dash (-) or an underscore (_). This can also specify a user-defined bitmap.
macro	The definition is followed by a command string that follows the standard menu item syntax for command strings.

The third line **(TAG3)** defines a flyout control. It uses the key word **Flyout** followed by a series of options contained in parentheses. No flyout control were here adopted.

The fourth line **(TAG4)** defines a special control **element**. It uses the key word control followed by a name specifying the type of control element requested contained in parentheses.

This parameter has three possible values. They are not case sensitive.

Layer	specifies the layer control element. This element is a pop-up list box that provides control of the current layers in the drawing.
Linetype	specifies the linetype control element. This element is a pop-up list box that provides specification of the current linetype.
Color	specifies the color control element. This element is a button that issues the DDCOLOR command.

The fifth line defines a separator (--).

User-defined bitmaps can be used in place of the id-small and id-large image resource names. A user-defined bitmap must be of the proper size (16 pixels square for the id - **small** parameter and 24 (32 in rel.13) pixels square for the **id_large** parameter) and must reside in the Support path. Specify a user-defined bitmap with the file name and bmp extension as shown in the following example.

```
TAG34 [Button ("My Command", mycmd16.bmp, mycmd32.bmp)]'C^CMYCMD
```

Customization

Release 2 modify deeply the toolbar' set. In Siqueiros' Project Release 1 I used only a part of the standard toolbar:

top-level standard

**TB_ATTRIBUTE
**TB_EXTERNAL_DATABASE
**TB_MISCELLANEOUS
**TB_POINT
**TB_EXTERNAL_REFERENCE
**TB_OBJECT_SNAP
**TB_TRIM
**TB_SELECT_OBJECTS

Flyout standard

**TB_BLOCK
**TB_BREAK
**TB_COPY
**TB_EXPLODE
**TB_HATCH
**TB_INQUIRY
**TB_POLYGON
**TB_RESIZE
**TB_ROTATE

I've added those 20 top level toolbars (in alphabetical order);

top level customized toolbar

**TB_AUTOCAD_FOR_DUMMIES
**TB_DIAGNOSTIC
**TB_DIAGNOSTIC_STANDARD
**TB_GB_ICR
**TB_LAYERING
**TB_OBJECT_PROPERTIES
**TB_PAN
**TB_PREVIOUS_INTERVENT._STANDARD
**TB_PREVIOUS_INTERVENTIONS
**TB_STATE_OF_CONSERV._STANDARD
**TB_STATE_OF_CONSERVATION

**TB_TECHNIQUES_OF_EXEC._STANDARD
**TB_TECHNIQUES_OF_EXECUTION
**TB_TOOL_WINDOWS_ON_-_OFF
**TB_VIEWS
**TB_VISUAL_IMAGE
**TB_VISUALIZING
**TB_VISUALIZING2
**TB_VISUALIZING3
**TB_ZOOM

The TB_XXX are standard AutoCAD toolbar with substantial modification

Release #2 modifies deeply the toolbar' set. In Siqueiros' Project Release #1 I used only six standard toolbar:

top-level standard autoCAD toolbar

**TB_ATTRIBUTE
**TB_EXTERNAL_DATABASE
**TB_EXTERNAL_REFERENCE
**TB_SELECT_OBJECTS
**TB_OBJECT_SNAP
**TB_INQUIRY

I've reduced the top level toolbars to #16 (in alphabetical order);

top-level customized toolbar

**TB_AUTOCAD_FOR_DUMMIES
**TB_DIAGNOSTIC
**TB_IMAGE
**TB_LAYERING
**TB_OBJECT_PROPERTIES
**TB_PAN
**TB_PREVIOUS_INTERVENTIONS
**TB_STATE_OF_CONSERVATION
**TB_TECHNIQUES_OF_EXECUTION
**TB_TOOL_WINDOWS_ON_-_OFF
**TB_TOOLS
**TB_VIEWS
**TB_VISUALIZING
**TB_VISUALIZING2
**TB_VISUALIZING3

**TB_ZOOM

The TB_IMAGE is a new one and include all the new features and capability of the raster manager section.

The TB_TOOLS include a lot of native AutoCAD toolbar to resolve some managing problems: how to rotate, align, scale, trim, break, offset etc. an entity. Many opportunities share out in many toolbars in the previous release now are together in this toolbar. We have no limitation in efficacy or manageability but we razionalize for a better use.

The main toolbar (**TB_TOOL_WINDOWS_ON_-_OFF) appears in the top bar. It manage the on-off status for all the toolbars. The POP-UP MENU #6 has the same structure.It's the only one reply of the content of the toolbar in the pop_up menu area. This double-control ensure a customization full control.

However there is a third way. And a fourth too.

You can clik the right mouse button on a toolbar area (except the button) and appear the Toolbar dialog control box. Or type `toolbar` at the command prompt to select the toolbar you want to open. Better way is to use the customized button. Dont' forget to close each toolbar using the left button, the one with a red cross.

Of course it's possible close the toolbar using the right top box, according to the Windows standard.

NEW TOOLBARS

This is the main toolbar. You can show the toolbar selecting the icon button. The toolbar appear in the position of the last saved session. To call the toolbar in a pre-defined position you must use the pop-up menu.

Those are the pop_up menu line and the Main toolbar.

The first icon load a slide showing the documentation structure. Then a group of four standard command:

- open a drawing;
- exit;
- save the drawing;
- plot the drawing.

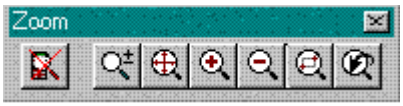
On the main toolbars the first toolbars switch ON/OFF contain the one with the three special control **element** .

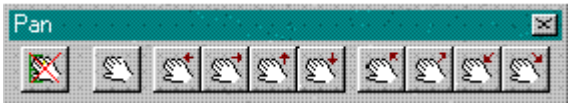
Layer specifies the layer control element. This element is a pop-up list box that provides control of the current layers in the drawing.

Color specifies the color control element..

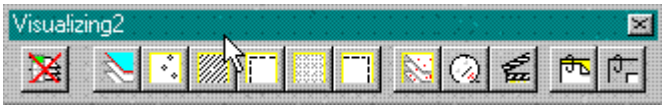
Linetype specifies the linetype control element. This element is a pop-up list box that provides specification of the current linetype.

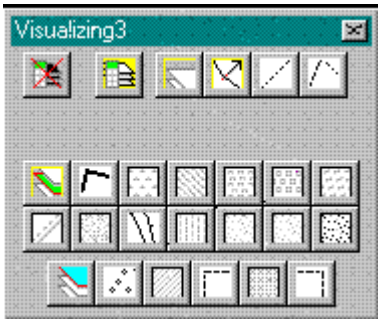
Following we have the thematic map symbols toolbars:

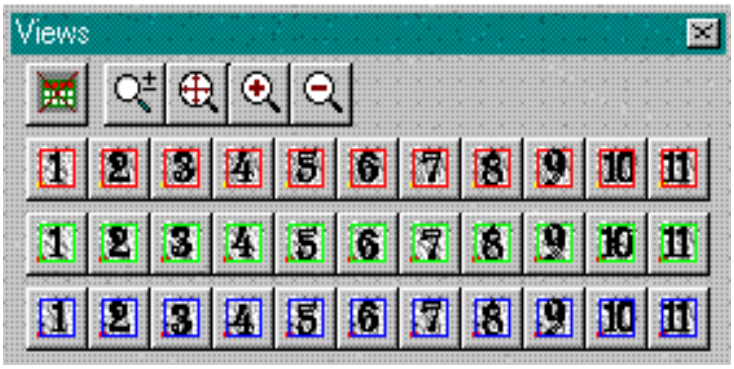


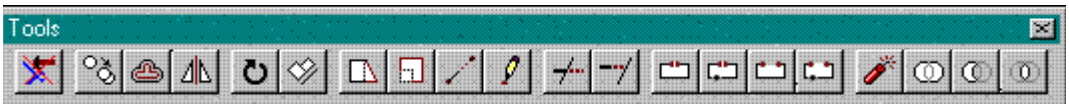


Layering ang visualization tools

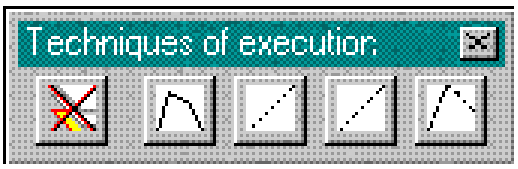








The toolbars related to the thematic maps are without any modification. The *Conservation* toolbars are untouched



****TB_TECHNIQUES_OF_EXECUTION**

3. Techniques of execution. Hide the toolbar

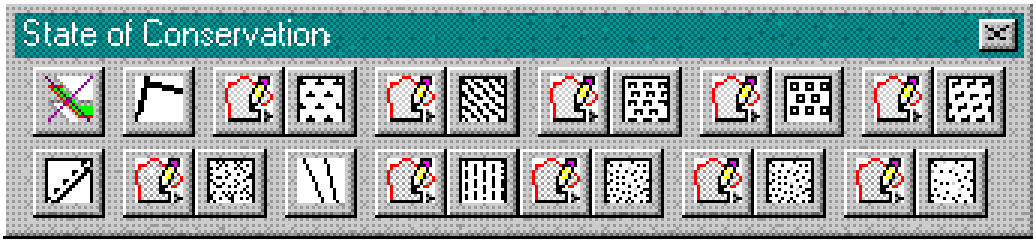
--

Plaster joins

Plaster joins (hypothetical)

Incised preparatory

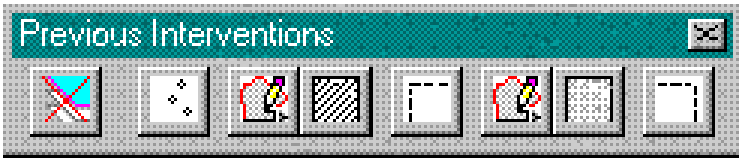
Underdrawing



****TB_STATE_OF_CONSERVATION**

4. State of Conservation. Hide the toolbar

			Crack
	Outline an area for void behind plaster		Void behind plaster
	Outline an area for plaster loss		Plaster loss
	Outline an area for flaking paint		Flaking Paint
	Outline an area for paint loss		Paint Loss
	Outline an area for surface abrasion		Surface AbrasionPaint
			Paint : Scratches
	Outline an area for whitewash		Whitewash
			Drips
	Outline an area for water perculation		Water perculation
	Outline an area for tar		Tar
	Outline an area for other stains		Other stains
	Outline an area for stains after tar removal		Stains after tar removal



****TB_PREVIOUS_INTERVENTIONS**

5. Previous Interventions. Hide the toolbar

			Injection holes
	Outline an area of infill		Infill
			Test strip
	Outline an area of shiny surface		Shiny surface
			Flashing

****TB_DIAGNOSTIC**
6. Diagnostic

ICONS

Once you've mastered the four varieties of toolbar label syntax, the other step is to find or to create bitmap icons.

There are two basic approaches:

- use Autodesk's icons, which are defined in \R13\WIN\ACADBTN.DLL.
- create your own BMP icons using the Toolbars dialog (AutoCAD has an internal graphic editor for button's icon) or a third-party icon editing tool.

The first approach is the easiest, but it limits you to the icons that Autodesk supplied with R13. ACADBTN.DLL contains 16-pixel and 24 (32-in release 13) pixel versions of almost 400 icons, so you have quite a few choices.

Button Label Syntax

ICON_16_NAMEICON	The 16-pixel standard AutoCAD icon is displayed on the button's face when the user has Large Button turned OFF in the toolbar dialog. It's the default condition.
ICON_24_NAMEICON	The 24-pixel standard AutoCAD icon is displayed on the button's face when the user has Large Button turned ON in the toolbar dialog.
NAMEICON.BMP	The 16 or 24 icon is displayed on the button's face when the you use a non-standard icon.

TAKING CUSTOMIZATION OVER

AutoCAD offers a very high degree of flexibility and customization, allowing you to tailor the software's look and feel to your requirements. Using this customization set you will learn how you can take full control of AutoCAD for thematic maps in condition report activities to fit your particular needs.

Here's a few ideas to improve the customization:

- Define a standard prototipe drawing (including a automatic setting system variables dialog control);
- Define a layering Manual and a software that allow to control (or create) all the layer (name, color, linetype, etc.)
- Create custom new linetypes
- Create custom new hatch patterns

ACKNOWLEDGMENTS & C.

ACKNOWLEDGMENTS

I wish to thank again the Heritage Project team and staff.

I'm greateful expecially to Angelyn Bass, Michell "Cad Monster" Bishop, Francesca Piquè, Leslie Rainer, Irene Sen and *in primis* Gaetano "King" Palumbo.

ALL MY DUE

For the Chapter "Menu Customization" I used the structure, the sintax and the table list of the Chapter 4 "Custom Menu" of the *AutoCAD. Customization Guide* (release oct 1995).

Many of the explication of the Chapter "Standard and new AutoCAD toolbar" was taken, with modification, by *Maximizing AutoCAD R13*, written by Rusty Gesner, Marl Middlebrook & Tony Tanzillo, Autodesk Press Volume published by International Thomson Publishing Company in 1997.

Technical articles and tips and triks sometimes can be found on CADence, a Miller Freeman Monthly Magazine for AutoCAD's enthusiast (like me).

A concise explanation and a complete coverage of features new to R14 (included improved raster image handling) is obtained reading George Omura *Mastering AutoCAD 14* , published by Sybex in 1997.

APPENDIX A

Listing Lisp file used in Layering Toolbar

Menu LISP files have the file type mnl. These files are loaded into memory when a menu file with the same file name is loaded. These files contain AutoLISP expressions that are used by the menu file.

TB_LAYERINGLAYERING(...)

SHOW only layer of selected entity	SL2
FREEZE layer of selected entity	LF
... thaw layer freezed...	LO
SET layer of selected entyty	SL
CHANGE layer to selected entity	CL
COPY selected entity on other layer	CPL
MOVE all entity in other layer	GML
COPY all entity in other layer	GCL
ERASE all entity on the some layer of the selected entity	DL
Attach Siqueiros raster File and move it back	SIQIM

Only SIQIM.LSP was written for the release #2. Here you can read it.

```
;;;   BUZZANCA PROVIDES THIS PROGRAM "AS IS" AND WITH ALL FAULTS.
;;;   BUZZANCA DOES NOT WARRANT THAT THE OPERATION OF THE PROGRAM WILL BE
;;;   UNINTERRUPTED OR ERROR FREE.
;;;   Lisp file written by Giancarlo Buzzanca jan 98

(defun C:siqof ()
  (command "_image" "_detach" "masterbw")
  (princ)
)
(defun C:siqon ()
  (command "_image" "_attach" "masterbw" "0,0" "2225" "0")
  (setq si (entlast))
  (command "_draworder" si "" "_back")
     (princ)
)
```

APPENDIX B: LISTING THE SIQ14.MNU

```
//
//      File di menu AutoCAD  - C:\Getty\Siqueiros\Siq14.mns
//      Customizer: Giancarlo Buzzanca

***MENUGROUP=c:\getty\Siq14.mnu

***BUTTONS1
;
$p0=*
^C^C
^B
^O
^G
^D
^E
^T

***BUTTONS2
$p0=*

***AUX1
;
$p0=*
^C^C
^B
^O
^G
^D
^E
^T

***AUX2
$p0=*

***POP0
               [Osnap]
               [ENDPOINT]_endp
               [CENTER]_center
               [NODE]_nod
               [--]
               [Insertion]_ins
               [Nearest]_nea
               [Midpoint]_mid
               [Intersection]_int
               [Quick,]_qui,^Z

***POP1
ID_Gestione        [&Manage]
                   [->Open  Drawing]
ID_Siqfin          [Siqueiros Drawing]C^C_open siq-fin
                   [<- Any other Drawing]C^C_open
                   [->Save Drawing]
ID_conti           [... and  continue]^C^C_qsave
                   [... and stop]C^C_end
                   [->Other kind of saving modes]
ID_Saveas          [Save as &name or format...]^C^C_saveas
ID_SavR12          [<-<-Save like AutoCAD 12 &format...]^C^C_saveasr12
ID_exit            [Quit without save...]^C^C_quit
                   [--]
```

```
                    [->Import/Export]
ID_Import           [&Importing Drawings...]^C^C^Pai_3dsFiles;^P_import
                    [DXF In...]^C^C_dxfin
                    [DXB In...]^C^C_dxbin
                    [IGES In...]^C^C_igesin
                    [PostScript In...]^C^Cpsin
                    [--]
ID_Export           [&Exporting Drawings...]^C^C_export
                    [DXF Out...]^C^C_dxfout
                    [IGES Out...]^C^C_igesout
                    [PostScript Out...]^C^Cpsout
                    [--]
ID_BnsPakngo        [<-&Pack 'n Go...]^C^C_.Pack
                    [->External Reference]
                    [Attach...]^C^C_xref;_attach;~
                    [Detach...]^C^C_xref;_detach
                    [Reload...]^C^C_xref;_reload
                    [List of xref...]^C^C_xref;?;*;
                    [<-Change Path...]^C^C_xref;_path
                    [--]
ID_Appld            [Load A&pplications...]^C^C_appload
ID_Files            [&Utilities...]^C^C_files
                    [--]
ID_Print            [&Plot...]^C^C_plot
                    [--]
ID_Mngt             [List of drawings :]
ID_MRU              [Drawing History]

***POP2
ID_Layers       [&Layering]
                [->All tables]
ID_TUTML          [ Symbols, Data & Lines]^C^C_LAYER _T ??????*;;
ID_TUTM           [Pattern & symbols]^C^C_LAYER _T ???????m;;
ID_TUTL           [<-lines]^C^C_LAYER _T ???????l;;
                [->Techniques of execution]
                  [->All the tables]
                    [ Symbols, Data & Lines]^C^C_LAYER _T tecese*;;
                    [Pattern & symbols]^C^C_LAYER _T tecese??m;;
                    [<-lines]^C^C_LAYER _T tecese??l;;
                  [->Table 1-1    Plaster joins]
                    [ Symbols, Data & Lines]^C^C_LAYER _T tecese11*;;
                    [<-Pattern & symbols]^C^C_LAYER _T tecese11m;;
                  [->Table 1-2    Plaster joins hypothetical]
                    [ Symbols, Data & Lines]^C^C_LAYER _T tecese12*;;
                    [Pattern & symbols]^C^C_LAYER _T tecese12m;;
                    [<-lines]^C^C_LAYER _T tecese1?l;;
                  [->Table 4-1   Incised preparatory]
                    [ Symbols, Data & Lines]^C^C_LAYER _T tecese41*;;
                    [Pattern & symbols]^C^C_LAYER _T tecese41m;;
                    [<-lines]^C^C_LAYER _T tecese41l;;
                  [->Table 4-5   Underdrawing]
                    [ Symbols, Data & Lines]^C^C_LAYER _T tecese45*;;
                    [Pattern & symbols]^C^C_LAYER _T tecese45m;;
                    [<-<-lines]^C^C_LAYER _T tecese45l;;
                [->State of Conservation]
                  [->All the tables]
                    [ Symbols, Data & Lines]^C^C_LAYER _T stacon*;;
                    [Pattern & symbols]^C^C_LAYER _T stacon??m;;
                    [<-lines]^C^C_LAYER _T stacon??l;;
                  [->Table 1-1 Crack]
                    [ Symbols, Data & Lines]^C^C_LAYER _T stacon11*;;
                    [Pattern & symbols]^C^C_LAYER _T stacon11m;;
                    [<-lines]^C^C_LAYER _T stacon11l;;
                  [->Table 1-4 Void behind plaster]
```

```
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon14*;;
    [Pattern & symbols]^C^C_LAYER _T stacon14m;;
    [<-lines]^C^C_LAYER _T stacon14l;;
  [->Table 2-3 Plaster loss)]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon23*;;
    [Pattern & symbols]^C^C_LAYER _T stacon23m;;
    [<-lines]^C^C_LAYER _T stacon23l;;
  [->Table 3-1 Flaking point]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon31*;;
    [Pattern & symbols]^C^C_LAYER _T stacon31m;;
    [<-lines]^C^C_LAYER _T stacon31l;;
  [->Table 5-1 Paint Loss]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon51*;;
    [Pattern & symbols]^C^C_LAYER _T stacon51m;;
    [<-lines]^C^C_LAYER _T stacon51l;;
  [->Table 5-3 Surface Abrasion]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon53*;;
    [Pattern & symbols]^C^C_LAYER _T stacon53m;;
    [<-lines]^C^C_LAYER _T stacon53l;;
  [->Table 5-6 Scratches]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon56*;;
    [Pattern & symbols]^C^C_LAYER _T stacon56m;;
    [<-lines]^C^C_LAYER _T stacon56l;;
  [->Table 6-1 Whitewash]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon61*;;
    [Pattern & symbols]^C^C_LAYER _T stacon61m;;
    [<-lines]^C^C_LAYER _T stacon61l;;
  [->Table 6-4 Drips]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon64*;;
    [Pattern & symbols]^C^C_LAYER _T stacon64m;;
    [<-lines]^C^C_LAYER _T stacon64l;;
  [->Table 6-5 Water percolation]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon65*;;
    [Pattern & symbols]^C^C_LAYER _T stacon65m;;
    [<-lines]^C^C_LAYER _T stacon65l;;
  [->Table 6-6 Tar stains]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon66*;;
    [Pattern & symbols]^C^C_LAYER _T stacon66m;;
    [<-lines]^C^C_LAYER _T stacon66l;;
  [->Table 6-7 Other stains]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon67*;;
    [Pattern & symbols]^C^C_LAYER _T stacon67m;;
    [<-lines]^C^C_LAYER _T stacon67l;;
  [->Table 6-8 Stain after tar removal]
    [ Symbols, Data & Lines]^C^C_LAYER _T stacon68*;;
    [Pattern & symbols]^C^C_LAYER _T stacon68m;;
    [<-<-lines]^C^C_LAYER _T stacon68l;;
[->Previous Interventions]
  [->All the tables]
    [ Symbols, Data & Lines]^C^C_LAYER _T intpre*;;
    [Pattern & symbols]^C^C_LAYER _T intpre??m;;
    [<-lines]^C^C_LAYER _T intpre??l;;
  [->Table 2-3 Injection holes]
    [Symbols, Data & Lines]^C^C_LAYER _T intpre23*;;
    [Pattern & symbols]^C^C_LAYER _T intpre23m;;
    [<-lines]^C^C_LAYER _T intpre23l;;
  [->Table 2-5 Infill]
    [ Symbols, Data & Lines]^C^C_LAYER _T intpre25*;;
    [Pattern & symbols]^C^C_LAYER _T intpre25m;;
    [<-lines]^C^C_LAYER _T intpre25l;;
  [->Table 3-1 Test strip]
    [ Symbols, Data & Lines]^C^C_LAYER _T intpre31*;;
    [Pattern & symbols]^C^C_LAYER _T intpre31m;;
    [<-lines]^C^C_LAYER _T intpre31l;;
```

```
                  [->Table 4-1 Shiny surface]
                    [ Symbols, Data & Lines]^C^C_LAYER _T intpre41*;;
                    [Pattern & symbols]^C^C_LAYER _T intpre41m;;
                    [<-lines]^C^C_LAYER _T intpre41l;;
                  [->Table 4-3 Flashing]
                    [ Symbols, Data & Lines]^C^C_LAYER _T intpre43*;;
                    [Pattern & symbols]^C^C_LAYER _T intpre43m;;
                    [<-<-lines]^C^C_LAYER _T intpre43l;;
                [->Diagnostic]
                  [->All the tables]
                    [ Symbols, Data & Lines]^C^C_LAYER _T dia*;;
                    [Pattern & symbols]^C^C_LAYER _T dia?m;;
                    [<-lines]^C^C_LAYER _T dia?l;;
                  [->Table  Analysis]
                    [ Symbols, Data & Lines]^C^C_LAYER _T dia1*;;
                    [Pattern & symbols]^C^C_LAYER _T dia1m;;
                    [<-lines]^C^C_LAYER _T dia1l;;
                  [->Table Photographic Documentation]
                    [ Symbols, Data & Lines]^C^C_LAYER _T dia2*;;
                    [Pattern & symbols]^C^C_LAYER _T dia2m;;
                    [<-<-lines]^C^C_LAYER _T dia2l;;
                [--]
                [EXTERNAL DRAWING - ON]^C^C_layer _t xref _t xref2 _t
si*;;
                [EXTERNAL DRAWING - OFF]^C^C_layer _f xref;;

***POP3
ID_modifi       [Modi&fy ]
                [Entity...]^C^C(load "ddmodify") ^Pddmodify
ID_BnsFind      [Find and &Replace Text...]^C^Cfind
                [--]
                [->Change]
                  [Point]^C^C_change
                  [Property]^C^Cddchprop
ID_BnsChgprp      [Extended Change Properties]^C^Cexchprop
                  [<-Explode]^C^C_explode
ID_MNBnsMdfy    [->Bonus Modify]
ID_BnsMocoro      [M&ove Copy Rotate]^C^C_.mocoro
ID_BnsExtrim      [<-Cookie Cutter &Trim]^C^Cextrim
                [->Erase]
                  [Selection]^C^C_erase
                  [Single]^C^C_erase;_single;
                  [Last]^C^C_erase;_last;;
                [--]
ID_Slides       [->Sli&de]
ID_Sldvie         [&View...]^C^C_vslide
ID_Sldsav         [<-&Save...]^C^C_mslide

***POP4
ID_Images       [&Image]
ID_Image        [Image "Siqueiros" ON]^C^C-layer;_set;xref;;(cond((null
c:siqim)(prompt "Loading file ...") (load "siqim.lsp")) (T
(princ)));siqon;
ID_Image        [Image "Siqueiros" OFF]^C^C^P(cond((null c:siqim)(prompt
"Loading file ...") (load "siqim.lsp")) (T (princ)));siqof;
                [--]
ID_ImageAtta    [Image Attach]^C^C_imageattach
ID_Imageclip    [Image Clip]^C^C_imageclip
ID_Imageadju    [Image Adjust]^C^C_imageadjust
ID_Imagequal    [Image Quality]^C^C_imagequality
ID_Transpare    [Image Trasparence]C^C_transparency
ID_Imagefram    [Image Frame]^C^C_imageframe
                [--]
ID_MnOrder      [->Visualization raster vector]
```

```
ID_DrawordeF     [Front]^C^C^P_draworder;\;_f;
ID_DrawordeB     [<-<-Back]^C^C^P_draworder;\;_b;

***POP5
ID_LayToo      [La&yer Tools]
ID_BnsLayman   [&Layer Manager...]^C^Clman
               [--]
ID_BnsLaymch   [Layer &Match]^C^Claymch
ID_BnsLaycur   [&Change to Current Layer]^C^Claycur
ID_BnsLayiso   [Layer &Isolate]^C^Clayiso
               [--]
ID_BnsLayfrz   [Layer &Freeze]^C^Clayfrz
ID_BnsLayoff   [Layer &Off]^C^Clayoff
               [--]
ID_BnsLaylck   [Layer Loc&k]^C^Claylck
ID_BnsLayulk   [Layer &Unlock]^C^Clayulk
               [--]
ID_BnsLayon    [Turn All Layers O&n]^C^Clayon
ID_BnsLaythw   [&Thaw All Layers]^C^Claythw

***POP6
ID_Tpal        [&Toolbars]
ID_TBTOOLWIN   [MAIN TOOLBAR]^C^C_toolbar;TB_TOOL_WINDOWS_ON_-_OFF;_TOP;;
               [--]
ID_TbObjpro    [Object
Properties]^C^C_toolbar;TB_OBJECT_PROPERTIES;_BOTTOM;;
               [--]
ID_TbTECEXE    [Techiques of
execution]^C^C_toolbar;TB_TECHNIQUES_OF_EXECUTION;_TOP;;
ID_TbSTACON    [State of
Conservation]^C^C_toolbar;TB_STATE_OF_CONSERVATION;_TOP;;
ID_TbINTPRE    [Previous
intervention]^C^C_toolbar;TB_PREVIOUS_INTERVENTIONS;_TOP;;
ID_TbDIA       [Diagnostic]^C^C_toolbar;TB_DIAGNOSTIC;_TOP;;
               [--]
ID_TbDUMM      [AutoCAD for
Dummies]^C^C_toolbar;TB_AUTOCAD_FOR_DUMMIES;_BOTTOM;;
ID_TbZOOM      [Zoom]^C^C_toolbar;TB_ZOOM;_FLOAT;110,110;;
ID_TbPAN       [Pan]^C^C_toolbar;TB_PAN;_float;120,120;;
               [--]
ID_LAYERS      [Layering]^C^C_toolbar;TB_LAYERING;_float;130,130;;
ID_VISUA1      [Visualizing techniques and
state]^C^C_toolbar;TB_VISUALIZING;_float;140,140;;
ID_VISUA2      [Visualizing previous and
diagnostic]^C^C_toolbar;TB_VISUALIZING2;_float;150,150;;
ID_VISUA3      [Visualizing only
outline]^C^C_toolbar;TB_VISUALIZING3;_float;160,160;5
ID_TbImage     [Image]^C^C_toolbar;TB_IMAGE;_FLOAT;170,170;;
               [--]
ID_LAYERS      [Tools]^C^C_toolbar;TB_TOOLS;_float;180,180;;
ID_OpenA       [Open All]^C^C_toolbar;ALL;_open
ID_TbClall     [&Close All]^C^C_toolbar;ALL;_hide
               [--]
ID_Tbcust      [Customization tool]^C^C_toolbar;

***POP7
               [In&quiry]
ID_List        [List ]^C^C_list
               [Layer's name]^C^C^P(cond((null c:WF)(prompt "Loading file
..."") (load "WF.lsp")) (T (princ))) ^PWF;
               [Status]'_status
               [--]
               [->Area]
```

```
                  [Area without internal areas]^C^C^P(cond((null
c:superf)(prompt "Loading  file ...") (load "Superf.lsp")) (T (princ)))
^PSuperf;
                  [Add]^C^C_area Add
                  [Subtract]^C^C_area Subtract
                  [<-Entity]^C^C_area Entity
                [Distance]^C^C'_dist
                [Locate point]'_id
                [--]
ID_Cal          [Calc&ulator]'_cal

***POP8
                [&About]
                [COMPUTER AIDED GRAPHIC DOCUMENTATION]^c^c
                [Release 2. December 1997]^C^C
                [--]
                [Documentation forms]^C^C
                [->The forms are divided into 4 main Subjects:]
ID_tecesesld    [A.  Techniques of Execution ...]$S=X $S=SLIDES
^C^C_VSLIDE CGPR1;
ID_staconsld    [B.  State of Conservation ...]$S=X $S=SLIDES ^C^C_VSLIDE
CGPR2;
ID_intpresld    [C.  Previous Interventions ...]$S=X $S=SLIDES ^C^C_VSLIDE
CGPR3;
ID_intpresld    [D.  Diagnostic ...]$S=X $S=SLIDES ^C^C_VSLIDE CGPR3;
                [--]
                [<-Some subjects are divided into subgroups.]^C^C
                [For more information see the pop-menu or call "Help"]^C^C
                [--]
ID_sofstr       [Software customizer:  Giancarlo Buzzanca(c) ...]$S=X
$S=SLIDES ^C^C_VSLIDE bucad;
                [Documentation Project: Gaetano Palumbo, Leslie
Reiner]^C^C

-------------------------------------------------------------------------


***TOOLBARS
**TB_ZOOM
**ZOOM
 [_Toolbar("Zoom", _Floating, _Hide, 10, 10, 1)]
 [_Button("Zoom. Hide the toolbar", "tzN16.bmp",
          "tzN24.bmp")]^C^C_toolbar;TB_ZOOM;_hide
 [--]
 [--]
 [_Button("Zoom Real Time", "ICON_16_RTZOOM", "ICON_24_RTZOOM")]'_zoom ;
 [_Button("Zoom Extents", "ICON_16_ZOOEXT",
          "ICON_24_ZOOEXT")]^C^C_zoom;_e;
 [_Button("Zoom In", "ICON_16_ZOOIN", "ICON_24_ZOOIN")]'_zoom;2x;
 [_Button("Zoom Out", "ICON_16_ZOOOUT", "ICON_24_ZOOOUT")]'_zoom;.5x;
 [_Button("Zoom Window", "ICON_16_ZOOWIN", "ICON_24_ZOOWIN")]'_zoom;_w
 [_Button("Zoom Previous", "ICON_16_ZOOPRE", "ICON_24_ZOOPRE")]'_zoom;_p;

**TB_PAN
**PAN
 [_Toolbar("Pan", _Bottom, _Hide, 0, 1, 1)]
 [_Button("Pan. Hide the toolbar", "tpanN16.bmp",
          "tpanN24.bmp")]^C^C_toolbar;TB_PAN;_hide
 [--]
 [--]
 [_Button("Pan", "ICON_16_PAN", "ICON_24_PAN")]'_.pan;\\
 [--]
```

```
 [_Button("Pan Left", "ICON_16_PANLEF", "ICON_24_PANLEF")]'_pan ^P(trans
         (list (* 0.5 (getvar "viewsize")) 0) 0 1) ;
 [_Button("Pan Right", "ICON_16_PANRIG", "ICON_24_PANRIG")]'_pan ^P(trans
         (list (* -0.5 (getvar "viewsize")) 0) 0 1) ;
 [_Button("Pan Up", "ICON_16_PANUP", "ICON_24_PANUP")]'_pan ^P(trans (list
         0 (* -0.5 (getvar "viewsize"))) 0 1) ;
 [_Button("Pan Down", "ICON_16_PANDOW", "ICON_24_PANDOW")]'_pan ^P(trans
         (list 0 (* 0.5 (getvar "viewsize"))) 0 1) ;
 [--]
 [_Button("Pan Up Left", "ICON_16_PANUPL", "ICON_24_PANUPL")]'_pan
         ^P(trans (list (* 0.5 (getvar "viewsize")) (* -0.6 (getvar
         "viewsize"))) 0 1) ;
 [_Button("Pan Up Right", "ICON_16_PANUPR", "ICON_24_PANUPR")]'_pan
         ^P(trans (list (* -0.5 (getvar "viewsize")) (* -0.6 (getvar
         "viewsize"))) 0 1) ;
 [_Button("Pan Down Left", "ICON_16_PANDOL", "ICON_24_PANDOL")]'_pan
         ^P(trans (list (* 0.5 (getvar "viewsize")) (* 0.6 (getvar
         "viewsize"))) 0 1) ;
 [_Button("Pan Down Right", "ICON_16_PANDOR", "ICON_24_PANDOR")]'_pan
         ^P(trans (list (* -0.5 (getvar "viewsize")) (* 0.6 (getvar
         "viewsize"))) 0 1) ;

**TB_OBJECT_PROPERTIES
 [_Toolbar("Object Properties", _Bottom, _Hide, 0, 0, 1)]
 [_Button("Layers and objects properties - Hide the toolbar",
         "TOOPRO1.BMP",
         "TOOPRO1.BMP")]^C^C_toolbar;TB_OBJECT_PROPERTIES;_Hide
 [--]
 [_Button("Layers", "ICON_16_LAYERS", "ICON_24_LAYERS")]'_ddlmodes
 [--]
 [_Control(_Layer)]
 [--]
 [_Control(_Color)]
 [--]
 [_Button("Linetype", "ICON_16_LINETY", "ICON_24_LINETY")]'_ddltype
 [--]
 [_Control(_Linetype)]
 [--]
 [_Button("Property & Inquiry. Show the toolbar", "objpro16.bmp",
         "objpro24.bmp")]^C^C_toolbar;TB_INQUIRY;_show

**TB_INQUIRY
**INQUIRY
 [_Toolbar("Inquiry", _Floating, _Hide, 10, 340, 1)]
 [_Button("Property & Inquiry. Hide the toolbar", "objpron16.bmp",
         "objpron24.bmp")]^C^C_toolbar;TB_INQUIRY;_hide
 [--]
 [_Button("Properties", "ICON_16_MODIFY", "ICON_24_MODIFY")]^C^Cai_propchk
 [--]
 [_Button("Object Creation", "ICON_16_OBJCRE",
         "ICON_24_OBJCRE")]'_ddemodes
 [_Button("Multiline Style", "ICON_16_MSTYLE",
         "ICON_24_MSTYLE")]^C^C_mlstyle
 [--]
 [_Button("List", "ICON_16_LIST", "ICON_24_LIST")]^C^C_list
 [_Button("Locate Point", "ICON_16_ID", "ICON_24_ID")]'_id
 [_Button("Distance", "ICON_16_DIST", "ICON_24_DIST")]'_dist
 [_Button("Area", "ICON_16_AREA", "ICON_24_AREA")]^C^C_area
 [--]
 [_Button("Calculator", "ICON_16_CAL", "ICON_24_CAL")]'_cal

**TB_AUTOCAD_FOR_DUMMIES
 [_Toolbar("AutoCAD for Dummies", _Bottom, _Hide, 0, 1, 1)]
```

```
[_Button("Standard SIQ14 menu for dummies. Hide the toolbar",
        "tsiqn16.bmp",
        "tsiqN24.bmp")]^C^C_toolbar;TB_AUTOCAD_FOR_DUMMIES;_hide
[--]
[--]
[_Button("Line", "ICON_16_LINE", "ICON_24_LINE")]^C^C_line
[_Button("Polyline", "ICON_16_PLINE", "ICON_24_PLINE")]^C^C_pline
[_Button("Close polyline", "clpl16.bmp", "clpl24.bmp")]cl
[_Button("Edit Polyline", "ICON_16_PEDIT", "ICON_24_PEDIT")]^C^C_pedit
[_Button("Multiple &Pedit", "clpls16.bmp", "clpls24.bmp")]^C^Cmpedit
[--]
[_Button("Multiline", "ICON_16_MLINE", "ICON_24_MLINE")]^C^C_mline
[_Button("Edit Multiline", "ICON_16_MLEDIT",
        "ICON_24_MLEDIT")]^C^C_mledit;cs
[--]
[_Button("Spline", "ICON_16_SPLINE", "ICON_24_SPLINE")]^C^C_spline
[_Button("Edit Spline", "ICON_16_SPLEDI",
        "ICON_24_SPLEDI")]^C^C_splinedit
[--]
[_Button("Text", "ICON_16_MTEXT", "ICON_24_MTEXT")]^C^C_LAYER t text set
        text;;;_dtext;\;\;;
[_Button("Edit Text", "ICON_16_TEXEDI", "ICON_24_TEXEDI")]^C^C_ddedit
[--]
[_Button("Hatch", "ICON_16_BHATCH", "ICON_24_BHATCH")]^C^C_bhatch
[_Button("Edit Hatch", "ICON_16_HATEDI", "ICON_24_HATEDI")]^C^C_hatchedit
[--]
[--]
[--]
[--]
[_Button("Running Object Snap", "ICON_16_OSNAP",
        "ICON_24_OSNAP")]'_ddosnap
[_Button("Running Object Snap by menu", "ICON0041.bmp",
        "ICON_24_OSNAP")]$P0=POP0 $P0=OSNAP =*
[_Button("Object Snap - Show the toolbar", "ICO116.bmp",
        "ICO124.bmp")]^C^C_toolbar;TB_OBJECT_SNAP;_show;
[_Button("Select objects - Show the toolbar", "ICON6500.bmp",
        "ICON_24_SELWIN")]^C^C_toolbar;TB_SELECT_OBJECTS;_show;
[--]
[_Button("Undo", "ICON_16_UNDO", "ICON_24_UNDO")]_u
[_Button("Redo", "ICON_16_REDO", "ICON_24_REDO")]^C^C_redo
[--]
[_Button("Erase", "ICON_16_ERASE", "ICON_24_ERASE")]^C^C_erase
[_Button("Oops!", "ICON.bmp", "ICON_24_OOPS2")]^C^C_oops

**TB_SELECT_OBJECTS
ID_TbSelect    [_Toolbar("Select Objects", _Floating, _Hide, 239, 143, 4)]
ID_Selwin   [_Button("Select Window", "ICON_16_SELWIN",
        "ICON_24_SELWIN")]$M=$(if,$(getvar,cmdactive),,_select;)_w
ID_Selcro   [_Button("Select Crossing", "ICON_16_SELCRO",
        "ICON_24_SELCRO")]$M=$(if,$(getvar,cmdactive),,_select;)_c
ID_Selgro   [_Button("Select Group", "ICON_16_SELGRO",
        "ICON_24_SELGRO")]$M=$(if,$(getvar,cmdactive),,_select;)_g
ID_Selpre   [_Button("Select Previous", "ICON_16_SELPRE",
        "ICON_24_SELPRE")]$M=$(if,$(getvar,cmdactive),,_select;)_p
ID_Sellas   [_Button("Select Last", "ICON_16_SELLAS",
        "ICON_24_SELLAS")]$M=$(if,$(getvar,cmdactive),,_select;)_l
ID_Selall   [_Button("Select All", "ICON_16_SELALL",
        "ICON_24_SELALL")]$M=$(if,$(getvar,cmdactive),,_select;)_ALL
ID_Selwp    [_Button("Select Window Polygon", "ICON_16_SELWP",
        "ICON_24_SELWP")]$M=$(if,$(getvar,cmdactive),,_select;)_wp
ID_Selcp    [_Button("Select Crossing Polygon", "ICON_16_SELCP",
        "ICON_24_SELCP")]$M=$(if,$(getvar,cmdactive),,_select;)_cp
ID_Selfen   [_Button("Select Fence", "ICON_16_SELFEN",
        "ICON_24_SELFEN")]$M=$(if,$(getvar,cmdactive),,_select;)_f
```

```
ID_Seladd   [_Button("Select Add", "ICON_16_SELADD",
         "ICON_24_SELADD")]$M=$(if,$(getvar,cmdactive),,_select;)_a
ID_Selrem   [_Button("Select Remove", "ICON_16_SELREM",
         "ICON_24_SELREM")]$M=$(if,$(getvar,cmdactive),,_select;)_r
ID_Filter   [_Button("Selection Filters", "ICON_16_FILTER",
         "ICON_24_FILTER")]'_filter

**TB_OBJECT_SNAP
ID_TbOsnap     [_Toolbar("Object Snap", _Floating, _Hide, 131, 137, 1)]
ID_Osnfro   [_Button("Snap From", "ICON_16_OSNFRO",
         "ICON_24_OSNFRO")]_from
ID_Osnend   [_Button("Snap to Endpoint", "ICON_16_OSNEND",
         "ICON_24_OSNEND")]_endp
ID_Osnmid   [_Button("Snap to Midpoint", "ICON_16_OSNMID",
         "ICON_24_OSNMID")]_mid
ID_Osnint   [_Button("Snap to Intersection", "ICON_16_OSNINT",
         "ICON_24_OSNINT")]_int
ID_Osnapp   [_Button("Snap to Apparent Intersection", "ICON_16_OSNAPP",
         "ICON_24_OSNAPP")]_appint
ID_Osncen   [_Button("Snap to Center", "ICON_16_OSNCEN",
         "ICON_24_OSNCEN")]_cen
ID_Osnqua   [_Button("Snap to Quadrant", "ICON_16_OSNQUA",
         "ICON_24_OSNQUA")]_qua
ID_Osnper   [_Button("Snap to Perpendicular", "ICON_16_OSNPER",
         "ICON_24_OSNPER")]_per
ID_Osntan   [_Button("Snap to Tangent", "ICON_16_OSNTAN",
         "ICON_24_OSNTAN")]_tan
ID_Osnnod   [_Button("Snap to Node", "ICON_16_OSNNOD",
         "ICON_24_OSNNOD")]_nod
ID_Osnins   [_Button("Snap to Insertion", "ICON_16_OSNINS",
         "ICON_24_OSNINS")]_ins
ID_Osnnea   [_Button("Snap to Nearest", "ICON_16_OSNNEA",
         "ICON_24_OSNNEA")]_nea
ID_Osnqui   [_Button("Snap to Quick", "ICON_16_OSNQUI",
         "ICON_24_OSNQUI")]_quick,^Z
ID_Osnnon   [_Button("Snap to None", "ICON_16_OSNNON",
         "ICON_24_OSNNON")]_non
ID_Osndd    [_Button("Running Object Snap", "ICON_16_OSNAP",
         "ICON_24_OSNAP")]'_ddosnap

**TB_TOOLS
**TOOLS
ID_Tbtools     [_Toolbar("Tools", _Floating, _Hide, 180, 180, 1)]
ID_Tools    [_Button("Tools", "tlsn16.bmp",
             "tlsn24.bmp")]^C^C_toolbar;TB_TOOLS;_hide
               [--]
ID_Copyob   [_Button("Copy Object", "ICON_16_COPYOB",
             "ICON_24_COPYOB")]$M=$(if,$(eq,$(substr,$(getvar,cmdnames),1,
             4),grip),_copy,^C^C_copy)
ID_Offset   [_Button("Offset", "ICON_16_OFFSET",
             "ICON_24_OFFSET")]^C^C_offset
ID_Mirror   [_Button("Mirror", "ICON_16_MIRROR",
             "ICON_24_MIRROR")]$M=$(if,$(eq,$(substr,$(getvar,cmdnames),1,
             4),grip),_mirror,^C^C_mirror)
               [--]
ID_Rotate   [_Button("Rotate", "ICON_16_ROTATE",
             "ICON_24_ROTATE")]$M=$(if,$(eq,$(substr,$(getvar,cmdnames),1,
             4),grip),_rotate,^C^C_rotate)
ID_Align    [_Button("Align", "ICON_16_ALIGN", "ICON_24_ALIGN")]^C^C_align
               [--]
ID_Stretch  [_Button("Stretch", "ICON_16_STRETC",
             "ICON_24_STRETC")]^C^C_stretch
```

```
ID_Scale    [_Button("Scale", "ICON_16_SCALE",
             "ICON_24_SCALE")]$M=$(if,$(eq,$(substr,$(getvar,cmdnames),1,4
             ),grip),_scale,^C^C_scale)
ID_Length   [_Button("Lengthen", "ICON_16_LENGTH",
             "ICON_24_LENGTH")]^C^C_lengthen
ID_Change   [_Button("Point", "ICON_16_CHANGE",
             "ICON_24_CHANGE")]^C^C_change
               [--]
ID_Trim     [_Button("Trim", "ICON_16_TRIM", "ICON_24_TRIM")]^C^C_trim
ID_Extend   [_Button("Extend", "ICON_16_EXTEND",
             "ICON_24_EXTEND")]^C^C_extend
               [--]
ID_Bre1pt   [_Button("Break: 1 Point", "ICON_16_BRE1PT",
             "ICON_24_BRE1PT")]^C^C_break \@
ID_Bre1ps   [_Button("Break: 1 Point Select", "ICON_16_BRE1PS",
             "ICON_24_BRE1PS")]^C^C_break \_f \@
ID_Bre2pt   [_Button("Break: 2 Points", "ICON_16_BRE2PT",
             "ICON_24_BRE2PT")]^C^C_break
ID_Bre2ps   [_Button("Break: 2 Points Select", "ICON_16_BRE2PS",
             "ICON_24_BRE2PS")]^C^C_break \_f
               [--]
ID_Explode  [_Button("Explode", "ICON8467.bmp",
             "ICON_24_EXPLOD")]^C^C_explode
ID_Union    [_Button("Union", "ICON_16_UNION", "ICON_24_UNION")]^C^C_union
ID_Subtra   [_Button("Subtract", "ICON_16_SUBTRA",
             "ICON_24_SUBTRA")]^C^C_subtract
ID_Inters   [_Button("Intersection", "ICON_16_INTERS",
             "ICON_24_INTERS")]^C^C_intersect

**TB_EXTERNAL_REFERENCE
ID_TbXref     [_Toolbar("External Reference", _Floating, _Hide, 10, 340,
             1)]
ID_XreAtt   [_Button("Attach", "ICON_16_XREATT",
             "ICON_24_XREATT")]^C^C_xref _a
ID_XreOve   [_Button("Overlay", "ICON_16_XREOVE",
             "ICON_24_XREOVE")]^C^C_xref _o
ID_XreRel   [_Button("Reload", "ICON_16_XREREL",
             "ICON_24_XREREL")]^C^C_xref _r
ID_XreDet   [_Button("Detach", "ICON_16_XREDET",
             "ICON_24_XREDET")]^C^C_xref _d
ID_XreCli   [_Button("Clip", "ICON_16_XRECLI",
             "ICON_24_XRECLI")]^C^C_xrefclip
ID_XrePat   [_Button("Path", "ICON_16_XREPAT", "ICON_24_XREPAT")]^C^C_xref
             _p
ID_TbBind     [_Flyout("Bind", ICON_16_BIND, ICON_24_BIND, _OtherIcon,
             SIQ14.TB_BIND)]
ID_XreLis   [_Button("List", "ICON_16_XRELIS", "ICON_24_XRELIS")]^C^C_xref
             _?

**TB_ATTRIBUTE
**ATTRIBUTE
ID_TbAttrib    [_Toolbar("Attribute", _Floating, _Hide, 7, 157, 1)]
ID_AttDef   [_Button("Define Attribute", "ICON_16_ATTDEF",
             "ICON_24_ATTDEF")]^C^C_ddattdef
ID_AttRed   [_Button("Redefine Attribute", "ICON_16_ATTRED",
             "ICON_24_ATTRED")]^C^C_attredef
ID_AttEdi   [_Button("Edit Attribute", "ICON_16_ATTEDI",
             "ICON_24_ATTEDI")]^C^C_ddatte
ID_AttEdg   [_Button("Edit Attribute Globally", "ICON_16_ATTEDG",
             "ICON_24_ATTEDG")]^C^C_attedit

**TB_EXTERNAL_DATABASE
ID_TbExtdb     [_Toolbar("External Database", _Floating, _Hide, 10, 340,
             1)]
```

```
ID_Aseadm   [_Button("Administration", "ICON_16_ASEADM",
             "ICON_24_ASEADM")]^C^C_aseadmin
ID_Aserow   [_Button("Rows", "ICON_16_ASEROW",
             "ICON_24_ASEROW")]^C^C_aserows
ID_Aselin   [_Button("Links", "ICON_16_ASELIN",
             "ICON_24_ASELIN")]^C^C_aselinks
ID_Asesel   [_Button("Select Objects", "ICON_16_ASESEL",
             "ICON_24_ASESEL")]^C^C_aseselect
ID_Aseexp   [_Button("Export Links", "ICON_16_ASEEXP",
             "ICON_24_ASEEXP")]^C^C_aseexport
ID_Asesql   [_Button("SQL Editor", "ICON_16_ASESQL",
             "ICON_24_ASESQL")]^C^C_asesqled
```

****TB_SIQUEIROSTE**

```
**TB_TECHNIQUES_OF_EXECUTION
ID_Siquete     [_Toolbar("Techniques of execution", _Floating, _Hide, 283,
               114, 1)]
ID_tw1        [_Button("Techniques of execution. Hide the toolbar",
               "layten16.bmp",
               "layten24.bmp")]^C^C_toolbar;TB_TECHNIQUES_OF_EXECUTION;_hide
                 [--]
                 [--]
ID_te12       [_Button("Plaster joins", "te1-216.bmp", "te1-
               224.bmp")]^C^C_LAYER _t * _Set tecese12m _f * _t tecese1?m _t
               xref _t xref2 _t si*;;_linetype _set _bylayer ;^P_color
               _bylayer;;_pline \_w;0.8;0.8
                 [--]
ID_te13       [_Button("Plaster joins - Hypothetical", "te1-316.bmp", "te1-
               324.bmp")]^C^C_LAYER _t * _Set tecese13m _f * _t tecese1?m _t
               xref _t xref2 _t si*;;_linetype _set hidden2 ;_color
               _bylayer;;_pline \_w;0.8;0.8
                 [--]
ID_te41       [_Button("Incised preparatory", "te4-116.bmp", "te4-
               124.bmp")]^C^C_LAYER _t * _Set tecese41m _f * _t tecese4?m _t
               xref _t xref2 _t si*;;_color _bylayer _linetype _set divide2
               ;_pline \_w;0.5;0.5
                 [--]
ID_te45       [_Button("Underdrawing", "te4-516.bmp", "te4-
               524.bmp")]^C^C_LAYER _t * _Set tecese45m _f * _t tecese4?m _t
               xref _t xref2 _t si*;;_color _bylayer _linetype _set dashdot2
               ;_pline \_w;0.4;0.4
```

****TB_SIQUEIROSSC**

```
**TB_STATE_OF_CONSERVATION
ID_Siquesc     [_Toolbar("State of Conservation", _Floating, _Hide, 335,
               151, 2)]
ID_tw2        [_Button("State of Conservation. Hide the toolbar",
               "laystn16.bmp",
               "laystn24.bmp")]^C^C_toolbar;TB_STATE_OF_CONSERVATION;_hide
                 [--]
ID_sc11       [_Button("Crack", "sc1-116.bmp", "sc1-124.bmp")]^C^C_LAYER _t
               * _Set stacon11m _f * _t stacon1?m _t xref _t xref2 _t
               si*;;_linetype _set _bylayer ;^P_mline;scale;.5;
                 [--]
ID_out        [_Button("Outline an area for void behind plaster",
               "out16.bmp", "out24.bmp")]^C^C_LAYER _t * _Set stacon14l _f *
               _t stacon1?l _t xref _t xref2 _t si*;;_linetype _set _bylayer
               ;_color _bylayer;_pline \_w;0.2;0.2
ID_sc14       [_Button("Void behind plaster", "sc1-416.bmp", "sc1-
               424.bmp")]^C^C_layer _t * _set stacon14m _f * _t stacon1?? _t
               xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
               _bylayer _hatch 002 5 0;
                 [--]
```

```
ID_out      [_Button("Outline an area for Plaster loss", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon23l _f * _t stacon2?l
             _t xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer;_pline \_w;0.2;0.2
ID_sc23     [_Button("Plaster loss", "sc2-316.bmp", "sc2-
             324.bmp")]^C^C_LAYER _t * _set stacon23m _f * _t stacon2?? _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch sq3 2 45;
               [--]
ID_out      [_Button("Outline an area for Flaking paint", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon31l _f * _t stacon3?l
             _t xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer;_pline \_w;0.2;0.2
ID_sc31     [_Button("Flaking paint", "sc3-116.bmp", "sc3-
             124.bmp")]^C^C_LAYER _t * _set stacon31m _f * _t stacon3?? _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch square2 3 0;
               [--]
ID_out      [_Button("Outline an area for Paint Loss", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon51l _f * _t stacon5?l
             _t xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer;_pline \_w;0.2;0.2
ID_sc51     [_Button("Paint Loss", "sc5-116.bmp", "sc5-
             124.bmp")]^C^C_LAYER _t * _set stacon51m _f * _t stacon51l _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch square .4 0;
               [--]
ID_out      [_Button("Outline an area for surface abrasion", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon53l _f *  _t xref _t
             xref2 _t si*;;_linetype _set _bylayer ;_color _bylayer;_pline
             \_w;0.2;0.2
ID_sc53     [_Button("Surface Abrasion", "sc5-316.bmp", "sc5-
             324.bmp")]^C^C_LAYER _t * _set stacon53m _f * _t stacon53l _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch flex .4 0;
               [--]
ID_sc56     [_Button("Paint : Scratches", "sc5-616.bmp", "sc5-
             624.bmp")]^C^C_LAYER _t * _set stacon56m _f * _t stacon56l _t
             xref _t xref2 _t si*;;_linetype _set hidden2 ;_color
             _bylayer;_pline \_w;0.8;0.8
               [--]
ID_out      [_Button("Outline an area for whitewash", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon61l _f * _t xref _t
             xref2 _t si*;;_linetype _set _bylayer ;_color _bylayer;_pline
             \_w;0.2;0.2
ID_sc61     [_Button("Whitewash", "sc6-116.bmp", "sc6-124.bmp")]^C^C_LAYER
             _t * _set stacon61m _f * _t stacon61l _t xref _t xref2 _t
             si*;;_linetype _set _bylayer ;_color _bylayer _hatch dots .8
             45;
               [--]
ID_SC64     [_Button("Drips", "sc6-416.bmp", "sc6-424.bmp")]^C^C_LAYER _t
             * _set stacon64m _f * _t stacon64l _t xref _t xref2 _t
             si*;;_linetype _set hidden2 ;_pline;\_w;0.8;0.8
               [--]
ID_out      [_Button("Outline an area for water perculation", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon65l _f * _t xref _t
             xref2 _t si*;;_linetype _set _bylayer ;_color _bylayer;_pline
             \_w;0.2;0.2
ID_sc65     [_Button("Water percolation", "sc6-516.bmp", "ip6-
             524.bmp")]^C^C_LAYER _t * _set stacon65m _f * _t stacon65l _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch dash .6 90;
ID_out      [_Button("Outline an area for  tar", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon66l _f * _t xref _t
```

```
             xref2 _t si*;;_linetype _set _bylayer ;_color _bylayer;_pline
             \_w;0.2;0.2
ID_sc66      [_Button("Tar", "sc6-616.bmp", "sc6-624.bmp")]^C^C_LAYER _t *
             _set stacon66m _f * _t stacon66l _t xref _t xref2 _t
             si*;;_linetype _set _bylayer ;_color _bylayer _hatch ar-sand
             .03 90;
               [--]
ID_out       [_Button("Outline an area for  other stains", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set stacon67l _f * _t xref _t
             xref2 _t si*;;_linetype _set _bylayer ;_color _bylayer;_pline
             \_w;0.2;0.2
ID_sc67      [_Button("Other stains", "sc6-716.bmp", "sc6-
             724.bmp")]^C^C_LAYER _t * _set stacon67m _f * _t stacon67l _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch ar-sand .03 90;
               [--]
ID_out       [_Button("Outline an area for stain after tar removal",
             "out16.bmp", "out24.bmp")]^C^C_LAYER _t * _Set stacon68l _f *
             _t xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer;_pline \_w;0.2;0.2
ID_sc68      [_Button("Stain after tar removal", "sc6-816.bmp", "sc6-
             824.bmp")]^C^C_LAYER _t * _set stacon68m _f * _t stacon68l _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch ar-sand .06 90;

**TB_SIQUEIROSIP
**TB_PREVIOUS_INTERVENTIONS
ID_Siqueip     [_Toolbar("Previous Interventions", _Floating, _Hide, 150,
             189, 1)]
ID_tw3       [_Button("Previous Interventions. Hide the toolbar",
             "layipn16.bmp",
             "layipn24.bmp")]^C^C_toolbar;TB_PREVIOUS_INTERVENTIONS;_hide
               [--]
               [--]
ID_ip23      [_Button("Injection holes", "ip2-316.bmp", "ip2-
             324.bmp")]^C^C_LAYER _t * _set intpre23m _f * _t xref _t
             xref2 _t si*;;^P_linetype _set _bylayer ;_color _blue;_donut
             0.2 1.0 \;
               [--]
ID_out       [_Button("Outline an area for infill", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set intpre25l _f * _t intpre2?l
             _t xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer;_pline \_w;0.2;0.2
ID_ip25      [_Button("Infill", "ip2-516.bmp", "ip2-524.bmp")]^C^C_LAYER _t
             * _set intpre25m _f * _t intpre25l _t xref _t xref2 _t
             si*;;_linetype _set _bylayer ;_color _bylayer _hatch ansi31
             0.45 0;
               [--]
ID_ip31      [_Button("Test strip", "ip3-116.bmp", "ip3-
             124.bmp")]^C^C_LAYER _t * _set intpre31m _f * _t intpre31l _t
             xref _t xref2 _t si*;;_linetype _set border2 ;_pline
             \_w;0.6;0.6
               [--]
ID_out       [_Button("Outline an area for shiny surface", "out16.bmp",
             "out24.bmp")]^C^C_LAYER _t * _Set intpre42l _f * _t intpre42l
             _t xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer;_pline \_w;0.2;0.2
ID_ip41      [_Button("Shiny surface", "ip4-116.bmp", "ip4-
             124.bmp")]^C^C_LAYER _t * _set intpre42m _f * _t intpre42l _t
             xref _t xref2 _t si*;;_linetype _set _bylayer ;_color
             _bylayer _hatch cross .2 45;
               [--]
ID_ip43      [_Button("Flashing", "ip4-316.bmp", "ip4-324.bmp")]^C^C_LAYER
             _t * _set intpre43m _f * _t intpre43l _t xref _t xref2 _t
```

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            si*;;_linetype _set border2 ;_color _bylayer;_pline
            \_w;0.6;0.6

**TB_DIAGNOSTIC
**DIAGNOSTIC
ID_Siquedia    [_Toolbar("Diagnostic", _Floating, _Show, 300, 250, 1)]
ID_tw4      [_Button("Diagnostic", "laydian16.bmp",
            "laydia24.bmp")]^C^C_toolbar;TB_DIAGNOSTIC;_hide

**TB_TOOL_WINDOWS_ON_-_OFF
ID_TbToolwi    [_Toolbar("Tool Windows ON - OFF", _Top, _Show, 0, 0, 1)]
               [--]
ID_Stdtbut  [_Button("Documentation Structure", "gianco.bmp",
            "gianco.bmp")]^C^C^P_vslide;gbmenu
               [--]
               [--]
ID_Open     [_Button("Open drawing", "ICON_16_OPEN",
            "ICON_24_OPEN")]^C^C_open
ID_Exit     [_Button("Close drawing", "ICON_16_exit",
            "ICON_24_EXIT")]^C^C_end
               [--]
ID_Save     [_Button("Save", "ICON_16_SAVE", "ICON_24_SAVE")]^C^C_qsave
ID_Print    [_Button("Print", "ICON_16_PRINT", "ICON_24_PRINT")]^C^C_plot
               [--]
               [--]
               [--]
               [--]
ID_Lay4     [_Button("Layers and objects properties", "ICON_16_TOOPRO",
            "ICON_24_TOOPRO")]^C^C_toolbar;TB_OBJECT_PROPERTIES;_Show
               [--]
ID_tw1      [_Button("Techniques of execution. Show the toolbar",
            "layte16.bmp",
            "layte24.bmp")]^C^C_toolbar;TB_TECHNIQUES_OF_EXECUTION;_show
ID_tw2      [_Button("State of Conservation. Show the toolbar",
            "layst16.bmp",
            "layst24.bmp")]^C^C_toolbar;TB_STATE_OF_CONSERVATION;_show
ID_tw3      [_Button("Previous Interventions. Show the toolbar",
            "layip16.bmp",
            "layip24.bmp")]^C^C_toolbar;TB_PREVIOUS_INTERVENTIONS;_show
ID_tw4      [_Button("Diagnostic. Show the toolbar", "laydia16.bmp",
            "laydia24.bmp")]^C^C_toolbar;TB_DIAGNOSTIC;_show
               [--]
ID_Stdtbar  [_Button("Standard SIQ14. Show the toolbar", "tsiq16.bmp",
            "tsiq24.bmp")]^C^C_toolbar;TB_AUTOCAD_FOR_DUMMIES;_show
ID_Tbimage  [_Button("Raster Image. Show the toolbar", "IMG016.BMP",
            "IMG024.BMP")]^C^C_toolbar;TB_IMAGE;_SHOW
ID_Tbzoom   [_Button("Zoom. Show the toolbar", "tz16.bmp",
            "tz24")]^C^C_toolbar;TB_ZOOM;_show
ID_Tbpan    [_Button("Pan. Show the toolbar", "tPAN16.BMP",
            "tPAN24.BMP")]^C^C_toolbar;TB_PAN;_show
               [--]
ID_Tblaye   [_Button("Layering. Show the toolbar", "layeri16.bmp",
            "layeri24.bmp")]^C^C_toolbar;TB_LAYERING;_show
ID_Tblaye1  [_Button("Visualizing the layer (TE & SC).  Show the toolbar",
            "vlA16.bmp", "vlA24.bmp")]^C^C_toolbar;TB_VISUALIZING;_show
ID_Tblaye2  [_Button("Visualizing the layer (PI & D). Show the toolbar",
            "vlaye16.bmp",
            "vlaye24.bmp")]^C^C_toolbar;TB_VISUALIZING2;_show
ID_TBlaye3  [_Button("Visualizing All the outline. Show the toolbar",
            "Vlb16.bmp", "Vlb24.bmp")]^C^C_toolbar;TB_VISUALIZING3;_show
ID_TB1      [_Button("Visualizing the grid of the Siqueiros' mural- Show
            the toolbar", "vta16.bmp",
            "vta24.bmp")]^C^C_toolbar;TB_VIEWS;_show
               [--]
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ID_Tbttols  [_Button("Tools. Show the toolbar", "tls16.bmp",
             "tls24")]^C^C_toolbar;TB_TOOLS;_show
ID_Help     [_Button("AutoCAD Help", "ICON_16_HELP", "ICON_24_HELP")]'_?

**TB_LAYERING
**LAYERING
ID_tblaye      [_Toolbar("Layering", _Floating, _Hide, 8, 199, 2)]
ID_la       [_Button("Layering. _Hide the toolbar", "layerin16.bmp",
             "layerin24.bmp")]^C^C_toolbar;TB_LAYERING;_hide
               [--]
ID_LA1      [_Button("SHOW only layer of selected entity", "la116.bmp",
             "la124.bmp")]^C^C^PSL2
ID_LA2A     [_Button("FREEZE layer of selected entity", "la2a16.bmp",
             "la2a24.bmp")]^C^C^PLF
ID_LA2B     [_Button("... thaw layer freezed...", "la2b16.bmp",
             "la2b24.bmp")]^C^C^PLO
ID_LA3      [_Button("SET  layer of selected entyty", "la316.bmp",
             "la244.bmp")]^C^C^PSL
ID_LA4      [_Button("CHANGE layer to selected entity", "la416.bmp",
             "la424.bmp")]^C^C^PcL
ID_LA5      [_Button("COPY selected entity on other layer", "la516.bmp",
             "la524.bmp")]^C^C^PCPL
ID_LA6      [_Button("MOVE all entity in other layer", "la616.bmp",
             "la624.bmp")]^C^C^Pgml
ID_LA7      [_Button("COPY  all entity in other layer", "la716.bmp",
             "la724.bmp")]^C^C^Pgcl
ID_LA8      [_Button("ERASE all entity on the some layer of the selected
             entity'", "la816.bmp", "la824.bmp")]^C^C^Pgcl
ID_Lmaker   [_Button("MAKE&SET LAYER", "la916.bmp",
             "la924.bmp")]^C^C^Plmaker
               [--]
               [--]
               [--]
               [--]
               [--]
               [--]
ID_BnsLayman[_Button("Layer Manager", "LAYMAN16.bmp",
             "LAYMAN24.bmp")]^C^Clman
ID_BnsLaymch[_Button("Match Object's Layer", "LAYMCH16.bmp",
             "LAYMCH24.bmp")]^C^Claymch
ID_BnsLaycur[_Button("Change to Current Layer", "LAYCUR16.bmp",
             "LAYCUR24.bmp")]^C^Claycur
ID_BnsLayiso[_Button("Isolate Object's Layer ", "LAYISO16.bmp",
             "LAYISO24.bmp")]^C^Clayiso
ID_BnsLayfrz[_Button("Freeze Object's Layer", "LAYFRZ16.bmp",
             "LAYFRZ24.bmp")]^C^Clayfrz
ID_BnsLayulk[_Button("Unlock Object's Layer", "LAYULK16.bmp",
             "LAYULK24.bmp")]^C^Clayulk

**TB_VISUALIZING
**VISUALIZING
ID_TBVI        [_Toolbar("Visualizing", _Floating, _Hide, 24, 121, 1)]
ID_TBVIn    [_Button("Visualizing All. _Hide the toolbar", "VlAn16.bmp",
             "VlAn24.bmp")]^C^C_toolbar;TB_VISUALIZING;_hide
               [--]
ID_Layers   [_Button("All tables", "vlaye16.bmp",
             "vlaye24.bmp")]^C^C_LAYER _t *;;
               [--]
ID_VTEA     [_Button("Techniques of execution-All tables", "vte16.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set tecese1m _f * _t tecese??m
             _t xref _t xref2 _t si*;;
ID_VTE11    [_Button("T.E. Table 1   Plaster joins (Certain &
             hypothetical)", "vlx16.bmp", "v1X24.bmp")]^C^C_LAYER _t *
             _Set tecese11m _f * _t tecese1?m _t xref _t xref2 _t si*;;
```

```
ID_VTE41    [_Button("T.E. Table 4-1 Incised preparatory", "vte4-116.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set tecese41m _f * _t xref _t
             xref2 _t si*;;
ID_VTE45    [_Button("T.E. Table 4-5 Underdrawing", "vte4-516.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set tecese45m _f * _t xref _t
             xref2 _t si*;;
               [--]
ID_VSCA     [_Button("State of Conservation - All the Tables",
             "vsc16.bmp", "vXX24.bmp")]^C^C_LAYER _t * _Set stacon1m _f *
             _T stacon??m _t xref _t xref2 _t si*;;
ID_VSC11    [_Button("S.C. Table 1-1 Crack", "vsc1-116.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon11m _f * _t xref _t
             xref2 _t si*;;
ID_VSC14    [_Button("S.C. Table 1-4 Void behind plaster", "vsc1-416.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon14m _f * _t xref _t
             xref2 _t si*;;
ID_VSC23    [_Button("S.C. Table 2-3 Plaster Loss", "vsc2-316.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon23m _f * _t xref _t
             xref2 _t si*;;
ID_VSC31    [_Button("S.C. Table 3-1 Flaking paint", "vsc3-116.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon31m _f * _t xref _t
             xref2 _t si*;;
ID_VSC51    [_Button("S.C. Table 5-1 Paint loss", "vsc5-116.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon51m _f * _t xref _t
             xref2 _t si*;;
ID_VSC53    [_Button("S.C. Table 5-3 Surface Abrasion", "vsc5-316.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon53m _f * _t xref _t
             xref2 _t si*;;
ID_VSC56    [_Button("S.C. Table 5-6 Scratches", "vsc5-616.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon56m _f * _t xref _t
             xref2 _t si*;;
ID_VSC61    [_Button("S.C. Table 6-1 Whitewash", "vsc6-116.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon61m _f * _t xref _t
             xref2 _t si*;;
ID_VSC64    [_Button("S.C. Table 6-4 Drips", "vsc6-416.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon64m _f * _t xref _t
             xref2 _t si*;;
ID_VSC65    [_Button("S.C. Table 6-5 Water percolation", "vsc6-516.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon65m _f * _t xref _t
             xref2 _t si*;;
ID_VSC66    [_Button("S.C. Table 6-6 Tar stains", "vsc6-616.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set stacon66m _f * _t xref _t
             xref2 _t si*;;
ID_VSC67    [_Button("S.C. Table 6-7 Other stains", "vsc6-716.bmp", "vsc6-
             724.bmp")]^C^C_LAYER _t * _Set stacon67m _f * _t xref _t
             xref2 _t si*;;
ID_VSC68    [_Button("S.C. Table 6-8 Stain after tar removal", "sc6-
             816.bmp", "sc6-824.bmp")]^C^C_LAYER _t * _set stacon68m _f *
             _t xref _t xref2 _t si*;;

**TB_VISUALIZING2
**VISUALIZING2
ID_VI2        [_Toolbar("Visualizing2", _Floating, _Hide, 159, 166, 1)]
ID_VI2N     [_Button("Visualizing All. _Hide the toolbar", "vlaN16.bmp",
             "vlaN24.bmp")]^C^C_toolbar;TB_VISUALIZING2;_hide
               [--]
               [--]
ID_VIPA     [_Button("Previous Interventions - All the layer",
             "layip16.bmp", "vXX24.bmp")]^C^C_LAYER _t * _Set intpre1m _f
             * _t intpre??m _t xref _t xref2 _t si*;;
ID_VIP23    [_Button("P.I. Table 2-3 Injection holes", "vip2-316.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set intpre23m _f * _t xref _t
             xref2 _t si*;;
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ID_VIP25    [_Button("P.I. Table 2-5 Infill", "vip2-516.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set intpre25m _f * _t xref _t
             xref2 _t si*;;
ID_VIP31    [_Button("P.I. Table 3-1 Test strip", "vip3-116.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set intpre31m _f * _t xref _t
             xref2 _t si*;;
ID_VIP41    [_Button("P.I. Table 4-1 Shiny surface", "vip4-116.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set intpre41m _f * _t xref _t
             xref2 _t si*;;
ID_VIP43    [_Button("P.I. Table 4-3 Flashing", "vip4-316.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set intpre43m _f * _t xref _t
             xref2 _t si*;;
               [--]
ID_VDA      [_Button("Table Dignostics - All the layer", "vdia16.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set dia1m _f * _t dia2m _t xref
             _t xref2 _t si*;;
ID_VD1      [_Button("D. Table  Analysis", "vdia1-16.bmp", "vdia1-
             24.bmp")]^C^C_LAYER _t * _Set dia1m _f * _t xref _t xref2 _t
             si*;;
ID_VD2      [_Button("D. Table Photographic Documentation", "vdia2-
             16.bmp", "vXX24.bmp")]^C^C_LAYER _t * _Set dia2m _f * _t xref
             _t xref2 _t si*;;
               [--]
ID_EXON     [_Button("EXTERNAL DRAWING - ON", "vexton16.bmp",
             "vXX24.bmp")]^C^C_layer _t xref _t xref2 _t si*;;
ID_EXOF     [_Button("EXTERNAL DRAWING - OFF", "vextof16.bmp",
             "vXX24.bmp")]^C^C_layer _f xref;;

**TB_VISUALIZING3
**VISUALIZING3
ID_VI3        [_Toolbar("Visualizing3", _Floating, _Hide, 25, 150, 5)]
ID_VI3N     [_Button("Visualizing All the outline. _Hide the toolbar",
             "Vlbn16.bmp",
             "Vlbn24.bmp")]^C^C_toolbar;TB_VISUALIZING3;_hide
               [--]
               [--]
ID_VIA      [_Button("All tables", "vlaye16.bmp",
             "vlaye24.bmp")]^C^C_LAYER _t *;;
               [--]
ID_VOTEA    [_Button("Techniques of execution-All tables", "vte16.bmp",
             "vXX24.bmp")]^C^C_LAYER _t * _Set tecese1l _f * _t tecese??l
             _t xref _t xref2 _t si*;;
ID_VOTE11   [_Button("T.E. Table 1   Plaster joins (Certain &
             Hypothetical)", "vlx16.bmp", "v1X24.bmp")]^C^C_LAYER _t *
             _Set tecese11m _f * _t tecese1?m _t xref _t xref2 _t si*;;
ID_VOTE41   [_Button("T.E. Table 4-1 Incised preparatory drawing", "Lte4-
             116.bmp", "LTE4-124.bmp")]^C^C_LAYER _t * _Set tecese41m _f *
             _t xref _t xref2 _t si*;;
ID_VOTE45   [_Button("T.E. Table 4-5 Pounced underdrawing", "Lte4-
             516.bmp", "LTE4-524.bmp")]^C^C_LAYER _t * _Set tecese45m _f *
             _t xref _t xref2 _t si*;;
               [--]
               [--]
               [--]
ID_VOSCA    [_Button("State of Conservation - All the Tables",
             "vsc16.bmp", "vXX24.bmp")]^C^C_LAYER _t * _Set stacon1l _f *
             _T stacon??l _t xref _t xref2 _t si*;;
ID_VOSC11   [_Button("S.C. Table 1-1 Crack", "Lsc1-116.bmp", "LSC1-
             124.bmp")]^C^C_LAYER _t * _Set stacon11m _f * _t xref _t
             xref2 _t si*;;
ID_VOSC14   [_Button("S.C. Table 1-4 Void behind plaster", "Lsc1-416.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon14l _f * _t xref _t
             xref2 _t si*;;
```

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ID_VOSC23   [_Button("S.C. Table 2-3 Plaster Loss", "Lsc2-316.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon23l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC31   [_Button("S.C. Table 3-1 Flaking paint", "Lsc3-116.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon31l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC51   [_Button("S.C. Table 5-1 Paint Loss", "Lsc5-116.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon51l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC53   [_Button("S.C. Table 5-3 Surface Abrasion", "Lsc5-316.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon53l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC56   [_Button("S.C. Table 5-6 Scratches", "Lsc5-616.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon56m _f * _t xref _t
             xref2 _t si*;;
ID_VOSC61   [_Button("S.C. Table 6-1 Whitewash", "Lsc6-116.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon61l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC64   [_Button("S.C. Table 6-4 Drips", "Lsc6-416.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon64m _f * _t xref _t
             xref2 _t si*;;
ID_VOSC65   [_Button("S.C. Table 6-5 Water percolation", "Lsc6-516.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon65l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC66   [_Button("S.C. Table 6-6 Tar stains", "Lsc6-616.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon66l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC67   [_Button("S.C. Table 6-7 Other stains", "Lsc6-716.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set stacon67l _f * _t xref _t
             xref2 _t si*;;
ID_VOSC68   [_Button("S.C. Table 6-8 Stain after tar removal", "sc6-
             816.bmp", "sc6-824.bmp")]^C^C_LAYER _t * _set stacon68l _f *
             _t xref _t xref2 _t si*;;
               [--]
               [--]
               [--]
ID_VOIPA    [_Button("Previous Interventions - All the layer",
             "layip16.bmp", "vXX24.bmp")]^C^C_LAYER _t * _Set intpre1l _f
             * _t intpre??l _t xref _t xref2 _t si*;;
ID_VOIP23   [_Button("P.I. Table 2-3 Injection holes", "Lip2-316.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set intpre23m _f * _t xref _t
             xref2 _t si*;;
ID_VOIP25   [_Button("P.I. Table 2-5 Infill", "Lip2-516.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set intpre25l _f * _t xref _t
             xref2 _t si*;;
ID_VOIP31   [_Button("P.I. Table 3-1 Test strip", "Lip3-116.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set intpre31m _f * _t xref _t
             xref2 _t si*;;
ID_VOIP41   [_Button("P.I. Table 4-1 Shiny surface", "Lip4-116.bmp",
             "LXX24.bmp")]^C^C_LAYER _t * _Set intpre41l _f * _t xref _t
             xref2 _t si*;;
ID_VOIP43   [_Button("P.I. Table 4-3 Flashing", "Lip4-316.bmp",
            "LXX24.bmp")]^C^C_LAYER _t * _Set intpre43l _f * _t xref _t
            xref2 _t si*;;

**TB_VIEWS
**VIEWS
ID_TBVIEW      [_Toolbar("Views", _Floating, _Hide, 200, 177, 4)]
ID_TB1      [_Button("Visualizing the grid of the Siqueiros' mural- _Hide
            the toolbar", "vtaN16.bmp",
            "vtan24.bmp")]^C^C_toolbar;TB_VIEWS;_hide
               [--]
ID_ZoomRealt[_Button("Zoom Tempo reale", "ICON_16_RTZOOM",
            "ICON_24_RTZOOM")]'_zoom ;
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ID_Zooext    [_Button("Zoom Extents", "ICON_16_ZOOEXT",
             "ICON_24_ZOOEXT")]^C^C_zoom;_e;
ID_Zooin     [_Button("Zoom In", "ICON_16_ZOOIN",
             "ICON_24_ZOOIN")]'_zoom;2x;
ID_Zooout    [_Button("Zoom Out", "ICON_16_ZOOOUT",
             "ICON_24_ZOOOUT")]'_zoom;.5x;
                [--]
ID_za        [_Button("View A1 (0,400)", "za1-16.bmp", "za1-
             24.bmp")]^C^C^P_zoom;_l;0,400;200;
ID_za        [_Button("View A2 (200,400)", "za2-16.bmp", "za2-
             24.bmp")]^C^C^P_zoom;_l;200,400;200;
ID_za        [_Button("View A3 (400,400)", "za3-16.bmp", "za3-
             24.bmp")]^C^C^P_zoom;_l;400,400;200;
ID_za        [_Button("View A4 (600,400)", "za4-16.bmp", "za4-
             24.bmp")]^C^C^P_zoom;_l;600,400;200;
ID_za        [_Button("View A5 (800,400)", "za5-16.bmp", "za5-
             24.bmp")]^C^C^P_zoom;_l;800,400;200;
ID_za        [_Button("View A6 (1000,400)", "za6-16.bmp", "za6-
             24.bmp")]^C^C^P_zoom;_l;1000,400;200;
ID_za        [_Button("View A7 (1200,400)", "za7-16.bmp", "za7-
             24.bmp")]^C^C^P_zoom;_l;1200,400;200;
ID_za        [_Button("View A8 (1400,400)", "za8-16.bmp", "za8-
             24.bmp")]^C^C^P_zoom;_l;1400,400;200;
ID_za        [_Button("View A9 (1600,400)", "za9-16.bmp", "za9-
             24.bmp")]^C^C^P_zoom;_l;1600,400;200;
ID_za        [_Button("View A10 (1800,400)", "za10-16.bmp", "za10-
             24.bmp")]^C^C^P_zoom;_l;1800,400;200;
ID_za        [_Button("View A11 (2000,400)", "za11-16.bmp", "za11-
             24.bmp")]^C^C^P_zoom;_l;2000,200;200;
                [--]
ID_zb        [_Button("View B1 (0,200)", "zb1-16.bmp", "zb1-
             24.bmp")]^C^C^P_zoom;_l;0,200;200;
ID_zb        [_Button("View B2 (200,200)", "zb2-16.bmp", "zb2-
             24.bmp")]^C^C^P_zoom;_l;200,200;200;
ID_zb        [_Button("View B3 (400,200)", "zb3-16.bmp", "zb3-
             24.bmp")]^C^C^P_zoom;_l;400,200;200;
ID_zb        [_Button("View B4 (600,200)", "zb4-16.bmp", "zb4-
             24.bmp")]^C^C^P_zoom;_l;600,200;200;
ID_zb        [_Button("View B5 (800,200)", "zb5-16.bmp", "zb5-
             24.bmp")]^C^C^P_zoom;_l;800,200;200;
ID_zb        [_Button("View B6 (1000,200)", "zb6-16.bmp", "zb6-
             24.bmp")]^C^C^P_zoom;_l;1000,200;200;
ID_zb        [_Button("View B7 (1200,200)", "zb7-16.bmp", "zb7-
             24.bmp")]^C^C^P_zoom;_l;1200,200;200;
ID_zb        [_Button("View B8 (1400,200)", "zb8-16.bmp", "zb8-
             24.bmp")]^C^C^P_zoom;_l;1400,200;200;
ID_zb        [_Button("View B9 (1600,200)", "zb9-16.bmp", "zb9-
             24.bmp")]^C^C^P_zoom;_l;1600,200;200;
ID_zb        [_Button("View B10 (1800,200)", "zb10-16.bmp", "zb10-
             24.bmp")]^C^C^P_zoom;_l;1800,200;200;
ID_zb        [_Button("View B11 (2000,200)", "zb11-16.bmp", "zb11-
             24.bmp")]^C^C^P_zoom;_l;2000,200;200;
                [--]
ID_zc        [_Button("View C1 (0,0)", "zc1-16.bmp", "zc1-
             24.bmp")]^C^C^P_zoom;_l;0,0;200;
ID_zc        [_Button("View C2 (200,0)", "zc2-16.bmp", "zc2-
             24.bmp")]^C^C^P_zoom;_l;200,0;200;
ID_zc        [_Button("View C3 (400,0)", "zc3-16.bmp", "zc3-
             24.bmp")]^C^C^P_zoom;_l;400,0;200;
ID_zc        [_Button("View C4 (600,0)", "zc4-16.bmp", "zc4-
             24.bmp")]^C^C^P_zoom;_l;600,0;200;
ID_zc        [_Button("View C5 (800,0)", "zc5-16.bmp", "zc5-
             24.bmp")]^C^C^P_zoom;_l;800,0;200;
```

```
ID_zc       [_Button("View C6 (1000,0)", "zc6-16.bmp", "zc6-
            24.bmp")]^C^C^P_zoom;_l;1000,0;200;
ID_zc       [_Button("View C7 (1200,0)", "zc7-16.bmp", "zc7-
            24.bmp")]^C^C^P_zoom;_l;1200,0;200;
ID_zc       [_Button("View C8 (1400,0)", "zc8-16.bmp", "zc8-
            24.bmp")]^C^C^P_zoom;_l;1400,0;200;
ID_zc       [_Button("View C9 (1600,0)", "zc9-16.bmp", "zc9-
            24.bmp")]^C^C^P_zoom;_l;1600,0;200;
ID_zc       [_Button("View C10 (1800,0)", "zc10-16.bmp", "zc10-
            24.bmp")]^C^C^P_zoom;_l;1800,0;200;
ID_zc       [_Button("View C11 (2000,0)", "zc11-16.bmp", "zc11-
            24.bmp")]^C^C^P_zoom;_l;2000,0;200;

**TB_IMAGE
**IMAGE
ID_TbImage     [_Toolbar("Image", _Floating, _Hide, 100, 190, 1)]
ID_tbImage2 [_Button("Image. Hide the toolbar", "imgn16.bmp",
            "imgn24.bmp")]^C^C_toolbar;TB_IMAGE;_hide
               [--]
ID_Image    [_Button("Image", "ICON_16_IMAGE", "ICON_24_IMAGE")]^C^C_image
ID_ImageAtta[_Button("Attach", "ICON_16_IMGATT",
            "ICON_24_IMGATT")]^C^C_imageattach
ID_Imageclip[_Button("Clip", "ICON_16_IMGCLP",
            "ICON_24_IMGCLP")]^C^C_imageclip
ID_Imageadju[_Button("Adjust", "ICON_16_IMGADJ",
            "ICON_24_IMGADJ")]^C^C_imageadjust
ID_Imagequal[_Button("Quality", "ICON_16_IMGQUA",
            "ICON_24_IMGQUA")]^C^C_imagequality
ID_Transpare[_Button("Trasparence", "ICON_16_TRANSP",
            "ICON_24_TRANSP")]^C^C_transparency
ID_Imagefram[_Button("Frame", "ICON_16_IMGFRAME",
            "ICON_24_IMGFRAME")]^C^C_imageframe
               [--]
ID_DrawordeF[_Button("Draw order: Front", "front16.bmp",
            "front24.bmp")]^C^C_draworder;\;_f;
ID_DrawordeB[_Button("Draw order: Back", "Back16.bmp",
            "Back24.bmp")]^C^C_draworder;\;_b;

-------------------------------------------------------------------------

***IMAGE
**FONTS1
[Select Text Font]
[acad(romans,Roman Simplex)]'_style romans romans
[acad(romanc,Roman Complex)]'_style romanc romanc
[acad(romand,Roman Duplex)]'_style romand romand
[acad(romant,Roman Triplex)]'_style romant romant
[acad(italicc,Italic Complex)]'_style italicc italicc
[acad(italict,Italic Triplex)]'_style italict italict
[acad(scripts,Script Simplex)]'_style scripts scripts
[acad(scriptc,Script Complex)]'_style scriptc scriptc
[acad(cyrillic,Cyrillic Alpha.)]'_style cyrillic cyrillic
[acad(cyriltlc,Cyrillic Trans.)]'_style cyriltlc cyriltlc
[acad(greeks,Greek Simplex)]'_style greeks greeks
[acad(greekc,Greek Complex)]'_style greekc greekc
[acad(gothice,Gothic English)]'_style gothice gothice
[acad(gothicg,Gothic German)]'_style gothicg gothicg
[acad(gothici,Gothic Italian)]'_style gothici gothici
[acad(syastro,Astronomical)]'_style syastro syastro
[acad(symath,Mathematical)]'_style symath symath
[acad(symusic,Music Symbols)]'_style symusic symusic
[acad(symap,Mapping Symbols)]'_style symap symap
[acad(symeteo,Meteorological)]'_style symeteo symeteo
[acad(cibt,City Blueprint)]'_style CityBlueprint cibt____.pfb
```

```
[acad(cobt,Country Blueprint)]'_style CountryBlueprint cobt____.pfb
[acad(eur,EuroRoman)]'_style EuroRoman eur_____.pfb
[acad(euro,EuroRoman Oblique)]'_style EuroRomanOblique euro____.pfb
[acad(par,PanRoman)]'_style PanRoman par_____.pfb
[acad(rom,Romantic)]'_style Romantic rom_____.pfb
[acad(romb,Romantic Bold)]'_style RomanticBold romb____.pfb
[acad(romi,Romantic Italic)]'_style RomanticItalic romi____.pfb
[acad(sas,SansSerif)]'_style SansSerif sas_____.pfb
[acad(sasb,SansSerif Bold)]'_style SansSerifBold sasb____.pfb
[acad(sasbo,SansSerif Bold Oblique)]'_style SansSerifBoldOblique
sasbo___.pfb
[acad(saso,SansSerif Oblique)]'_style SansSerifOblique saso____.pfb
[acad(suf,Super French)]'_style SuperFrench suf_____.pfb
[acad(te,Technic)]'_style Technic te______.pfb
[acad(teb,Technic Bold)]'_style TechnicBold teb_____.pfb
[acad(tel,Technic Light)]'_style TechnicLight tel_____.pfb
[acad(monotxt,Mono-spaced TXT)]'_style monotxt monotxt
[acad(txt,Original TXT)]'_style txt txt

--------------------------------------------------------------------------

***ACCELERATORS
[CONTROL+"L"]^O
[CONTROL+"R"]^V
ID_Undo         [CONTROL+"Z"]
ID_Cut          [CONTROL+"X"]
ID_Copy         [CONTROL+"C"]
ID_Paste        [CONTROL+"V"]
ID_Open         [CONTROL+"O"]
ID_Print        [CONTROL+"P"]
ID_New          [CONTROL+"N"]
ID_Save         [CONTROL+"S"]

---------------------------------------------------------------------------


***HELPSTRINGS
ID_ZOOPRE       [Zooms to display the previous view]
ID_XRELIS       [Lists the xref path name and the number of attached
xrefs]
ID_VOSC66       [State of Conservation. Table 6-6 Tar stains      ]
ID_VOSC11       [State of Conservation. Table 1-1 Crack           ]
ID_VDA          [Table Dignostics - All the layer]
ID_TW4          [Diagnostic. Show or hide the toolbar]
ID_TPAL         [Opens and closes toolbars]
ID_TBXREF       [Displays the External Reference toolbar]
ID_STRETCH      [Moves or stretches objects]
ID_STATS        [Displays rendering statistics]
ID_SELPRE       [Selects the most recent selection set]
ID_POINT        [Creates a point object]
ID_PANUPR       [Moves the view of the drawing up and to the right]
ID_MLSTYLE      [Defines a style for multiple parallel lines]
ID_LAYIP2       [Previous Interventions - Table 2]
ID_LAYDIA       [Diagnostic]
ID_LA7          [COPY  all entity in other layer]
ID_GESTIONE     [Open and close file, manages layer  etc...]
ID_EXTEND       [Extends an object to meet another object]
ID_BNSXDLIST    [Lists extended entity data (xdata) attached to entity:
XDLIST]
ID_BNSLAYFRZ    [Layers of selected object(s) will be frozen: LAYFRZ]
ID_BNSCHGPRP    [Extended change properties program: EXCHPROP]
ID_VOTE11       [Techniques Of Execution Table 1   Plaster joins]
ID_VOSC67       [State of Conservation. Table 6-7 Other stains    ]
ID_VOSC56       [State of Conservation. Table 5-6 Scratches       ]
```

```
ID_VOSC23       [State of Conservation. Table 2-3 Plaster Loss    ]
ID_VD1          [Diagnostic. Table  Analysis]
ID_TXTWIN       [Opens the AutoCAD Text window]
ID_TBRESIZE     [Displays the Resize toolbar]
ID_TBRENDER     [Displays the Render toolbar]
ID_TBOBJPRO     [Displays the Object Properties toolbar]
ID_TB1          [Visualizing the grid of the Siqueiros' mural. Display the
toolbar]
ID_SPLEDI       [Edits a spline object]
ID_SLDSAV       [Creates a raster image slide file of the current
viewport]
ID_SKETCH       [Creates a series of freehand line segments]
ID_SELGRO       [Selects objects within a specified group]
ID_PANDOR       [Moves the view of the drawing down and to the right]
ID_OSNQUI       [Snaps to the first snap point found]
ID_LAYIP3       [Previous Interventions - Table 3]
ID_LA8          [ERASE all entity on the some layer of the selected
entity]
ID_IP23         [Previous Interventions - Injection holes]
ID_IMAGEFRAM    [Consente di visualizzare su schermo o nascondere la
cornice dell'immagine: corniceimm]
ID_BNSXPLODE    [Explode with options for controling exploded entities'
properties: XPLODE]
ID_BNSPAKNGO    [Starts AutoCAD drawing resources packaging program: PACK]
ID_BNSMPEDIT    [Pedit for multiple polylines: MPEDIT]
ID_BNSLAYOFF    [Layers of selected object(s) will be turned off: LAYOFF]
ID_BNSARCTXT    [Creates text which follows selected arc: ARCTEXT]
ID_ASSI         [Come si lavora ? Cosa si deve fare ? Quanto e' grande]
ID_ARRPOL       [Creates a polar array]
ID_VSC61        [State of Conservation  - Visualization - Whitewash]
ID_VOTE45       [Techniques Of Execution. Table 4-5 Pounced underdrawing]
ID_VOSC68       [State of Conservation. Table 6-8 Stain after tar removal]
ID_VOIPA        [Previous Interventions - All the layer           ]
ID_VD2          [Diagnostic. Table Photographic Documentation]
ID_TUTML        [??? ]
ID_TBPLINE      [Displays the Polyline toolbar]
ID_TBMISC       [Displays the Miscellaneous toolbar]
ID_TBBNSLAYE    [Bonus Layer toolbar]
ID_TBBIND       [Binds dependent symbols of an xref to the drawing]
ID_STRUME       [Tools]
ID_SIQUESCST    [Los Angeles - Siqueiros' Mural "America Tropical" -
Standard State of conservation]
ID_SAVR12       [Saves the current drawing in AutoCAD Release 12 format]
ID_MLINE        [Creates multiple parallel lines]
ID_LAYIP4       [Previous Interventions - Table 4]
ID_EXPLODE      [Explode]
ID_BNSPCNVRT    [Unconditionally converts old-style polylines to light
weight polylines: CONVERTPLINES]
ID_BNSFIND      [Find and replace text strings globally or by selecton:
FIND]
ID_BHATCH       [Fills an enclosed area with an associative hatch pattern]
ID_ASELIN       [Manipulates links between objects and an external
database]
ID_TBTTOLS      [Tools. Show the toolbar]
ID_XREREL       [Reloads one or more xrefs]
ID_VSC51        [State of Conservation  - Visualization - Paint loss]
ID_VOSC14       [State of Conservation. Table 1-4 Void behind plaster]
ID_VOIP41       [Previous Interventions. Table 4-1 Shiny surface  ]
ID_VIUNCROP     [Uncrop Images]
ID_TUTL         [??? ]
ID_TBMODIFY     [Displays the Modify toolbar]
ID_SIQUETEST    [Los Angeles - Siqueiros' Mural "America Tropical" -
Standard Techniques of execution]
ID_SELWP        [Selects objects within a defined polygon]
```

```
ID_ROTATE       [Moves objects about a base point]
ID_OPEN         [Opens an existing drawing file]
ID_MINSER       [Inserts multiple instances of a block in a rectangular
array]
ID_IP25         [Previous Interventions - Infilling not reintegrated]
ID_EXOF         [External Drawing - Off]
ID_DTEXT        [Displays text on screen as it is entered]
ID_BNSTXTEXP    [Explodes text into polyline entities: TXTEXP]
ID_BNSLAYCUR    [Changes the layer of selected object(s) to the current
layer: LAYCUR]
ID_BNSDIMEX     [Saves dimension styles to a file: DIMEX]
ID_VTEA         [Visualizing techniques of execution - All the tables]
ID_VOIP31       [Previous Interventions  Table 3-1 Test strip     ]
ID_Siqfin       [Open Siqueiros Final Condition Report. To open the image
too chose "IMAGE" and select "SIQUEIROS"]
ID_TUTM         [??? ]
ID_TBATTRIB     [Displays the Attribute toolbar]
ID_TB1N         [Visualizing the grid of the Siqueiros' mural. Hide the
toolbar]
ID_SPHERE       [Creates a 3D solid sphere]
ID_PANPIC       [Moves the view of the drawing by the specified distance]
ID_OSNMID       [Snaps to the midpoint of an arc or a line]
ID_LAYTE1       [Techniques of execution - Table 1]
ID_LAYST        [Open Layer State of Conservation]
ID_LA           [Layering. _Hide the toolbar]
ID_IMGVIE       [Displays a GIF, TGA, or TIFF image]
ID_BNSQLDTCH    [Disassociate leaders in a selection set from their
annotation: QLDETACHSET]
ID_BNSLAYTHW    [Thaws all layers in drawing: LAYTHW]
ID_BNSLAYMCH    [Changes the layer of selected object(s) to the layer of a
selected destination object: LAYMCH]
ID_BNSGATTE     [Globaly changes attribute values: GATTE]
ID_ARRREC       [Creates a rectangular array]
ID_VTE41        [Techiques of execution - Visualizing Incised preparatory]
ID_VSCA         [State of conservation - Visualization - All the tables]
ID_VSC64        [State of Conservation  - Visualization - Drips]
ID_VSC53        [State of Conservation  - Visualization - Surface
abrasion]
ID_VSC31        [State of Conservation  - Visualization - Adhesion
failure]
ID_VOIP43       [Previous Interventions. Table 4-3 Flashing       ]
ID_TORUS        [Creates a donut-shaped solid]
ID_TBDUMM       [Display the AutoCAD for Dummies toolbar]
ID_SIQUEDIAST   [Los Angeles - Siqueiros' Mural "America Tropical" -
Standard Diagnostic]
ID_SIQUEDIA     [Los Angeles - Siqueiros' Mural "America Tropical" -
Toolbar Diagnostic]
ID_PLINE        [Creates two-dimensional polylines]
ID_MIRROR       [Creates a mirror image copy of objects]
ID_LAYTE2       [Techniques of execution - Table 2]
ID_LAYTE        [Techniques of execution]
ID_LAYST1       [State of Conservation - Table 1]
ID_CHANGE       [Changes the properties of existing objects]
ID_BRE1PS       [Breaks the selected object at a specified point]
ID_BNSPOPUP     [Loads and unloads the bonus pop-up menu utility:
BONUSPOPUP]
ID_BNSEXTBLK    [Extend to entities nested in blocks or xrefs: BEXTEND]
ID_BNSDIMIM     [Imports dimension styles saved to a file with dimex:
DIMIM]
ID_ATTRED       [Redefines a block and updates associated attributes]
ID_VSC65        [State of Conservation  - Visualization - Water
percolation]
ID_TRACE        [Creates solid lines]
```

```
ID_TBTOOLWI    [Displays the Main Tool Windows toolbar. Set and keep
always in state ON]
ID_TBOSNAP     [Displays the Object Snap toolbar]
ID_SELREM      [Switches to Remove mode]
ID_SELCP       [Selects objects within and crossing a defined polygon]
ID_SC61        [State of Conservation - Whitewash]
ID_SAVEAS      [Saves an unnamed drawing with a file name or renames the
current drawing]
ID_RENAME      [Changes the names of objects]
ID_RECTAN      [Draws a rectangular polyline]
ID_PANDOW      [Moves the view of the drawing down]
ID_OSNNEA      [Snaps to the nearest point of an arc, a circle, a line,
or a point]
ID_MNBNSBOUT   [Displays information about the bonus applications:
BNSABOUT]
ID_MIR3D       [Creates a mirror image copy of objects about a plane]
ID_LIGHT       [Manages lights and lighting effects]
ID_LAYTE3      [Techniques of execution - Table 3]
ID_LAYST2      [State of Conservation - Table 2]
ID_INTPRESLD   [Display the documentation's structure : Previous
Interventions e Diagnostic]
ID_HATEDI      [Modifies an existing associative hatch block]
ID_EXIT        [ Exits AutoCAD (no saving any file)]
ID_COMPILE     [Compiles shape files and PostScript font files]
ID_BRE2PS      [Breaks the selected object between two specified points]
ID_BRE1PT      [Breaks the selected object at the selection point]
ID_BNSXRFLST   [Displays properties of entities nested in external
references or blocks: XLIST]
ID_BNSWIPOUT   [Creates object hiding entity useful for display and
plotting: WIPEOUT]
ID_BNSTXTFIT   [Fits text between specified points: TEXTFIT]
ID_BNSLAYULK   [Layer of selected object will be unlocked: LAYULK]
ID_BNSLAYLCK   [Layer of selected object will be locked: LAYLCK]
ID_AREA        [Calculates the area and perimeter of objects or of
defined areas]
ID_ALIGN       [Moves and rotates objects to align with other objects]
ID_ZOODYN      [Zooms to display the generated portion of the drawing]
ID_ZA          [Visualizing the grid of the Siqueiros' mural- Showing the
upper line]
ID_VSC66       [State of Conservation  - Visualization - Tar]
ID_VSC11       [State of Conservation - Visualization - Crack]
ID_VOTEA       [Techniques of execution-All tables]
ID_VOIP23      [Previous Interventions. Table 2-3 Injection holes]
ID_VI3N        [Visualizing All the outline. _Hide the toolbar]
ID_TBTRIM      [Displays the Trim and Extend toolbar]
ID_TBSELECT    [Displays the Select Objects toolbar]
ID_TBPANN      [Hide the PAN toolbar]
ID_TBELL       [Displays the Ellipse toolbar]
ID_TBDRAW      [Displays the Draw toolbar]
ID_TBCLALL     [Close all the toolbar at the same time]
ID_STATUS      [Displays drawing statistics, modes, and extents]
ID_SC51        [State of Conservation - Paint loss]
ID_SAVTIM      [Sets the automatic save interval]
ID_REDALL      [Refreshes the display of all viewports]
ID_PANLEF      [Moves the view of the drawing to the left]
ID_OBJECTSNAP  [Sets running Object Snap mode and changes the target box
size]
ID_OBJCRE      [Sets properties for new objects]
ID_MNGT        [Lists managerial functions]
ID_LINTYPS     [Lists linetype and linetype scale options]
ID_LAYTE4      [Techniques of execution - Table 4]
ID_LAYST3      [State of Conservation - Table 3]
ID_LAYDIA1     [Diagnostic - Table 1]
ID_FILES       [List, Delete, Copy, Unlock or Rename drawing files]
```

```
ID_BRE2PT      [Breaks the selected object between the selection point
and a specified point]
ID_BNSQLATCH   [Associate a leader to an annotation object: QLATTACH]
ID_ZOOWIN      [Zooms to display an area specified by a rectangular
window]
ID_ZB          [Visualizing the grid of the Siqueiros' mural- Showing the
middle line]
ID_VTE11       [Table 1   Plaster joins (Certain & hypothetical)]
ID_VSC67       [State of Conservation  - Visualization - Other stains]
ID_VSC56       [State of Conservation  - Visualization - Scratches]
ID_VSC23       [State of Conservation  - Visualization - Plaster loss]
ID_VOSCA       [State of Conservation - All the Tables]
ID_VIMOVEA     [Move All Raster Files]
ID_VI2N        [Previous Interventions - Visualizing - _Hide Toolbar]
ID_TIME        [Displays the date and time statistics of a drawing]
ID_TEXT        [Creates a single line of text]
ID_TEXSTY      [Creates named text styles]
ID_TBZOOMN     [_Hide the Zoom toolbar]
ID_TBROTATE    [Displays the Rotate toolbar]
ID_TBLAYE      [Display the Layering toolbar]
ID_TBBNSTOOL   [Bonus Standard toolbar]
ID_STACON      [State of Conservation]
ID_SPLINE      [Creates a quadratic or cubic spline (NURBS)]
ID_SLIDES      [Creates or displays slide files]
ID_SIQUEIPST   [Los Angeles - Siqueiros' Mural "America Tropical" -
Standard Previous Intervention]
ID_SELWIN      [Selects all objects completely within a defined window]
ID_REDO        [Reverses the previous UNDO or U command]
ID_PANUP       [Moves the view of the drawing up]
ID_OSNPER      [Snaps to a point perpendicular to an arc, a line, or a
circle]
ID_OSNEND      [Snaps to the closest endpoint of an arc or a line]
ID_OSNCEN      [Snaps to the center of an arc or a circle]
ID_OFFSET      [Creates concentric circles, parallel lines, and parallel
curves]
ID_LIST        [Displays database information for selected objects]
ID_LAYTE5      [Techniques of execution - Table 5]
ID_LAYST4      [State of Conservation - Table 4]
ID_LAYDIA2     [Diagnostic - Table 2]
ID_IMAGEADJU   [Regola i valori di luminosità, contrasto e annebbiamento
di un'immagine selezionata: regolaimm]
ID_CONFIG      [Reconfigures AutoCAD]
ID_BNSTRMBLK   [Trim to entities nested in blocks or xrefs: BTRIM]
ID_BNSLAYISO   [Layers of selected object(s) will be isolated: LAYISO]
ID_BNSCHTEXT   [Changes attributs of multiple text items, incuding
height, justification, location, rotation, style, text, and width: CHT]
ID_SNOB        [Object Snap - Show the toolbar]
ID_ZOOCEN      [Displays a window specified by a center point and height]
ID_ZC          [Visualizing the grid of the Siqueiros' mural- Showing the
bottom line]
ID_VTE45       [Techiques of execution - Visualizing Underdrawing]
ID_VTE12       [Techiques of execution - Visualizing Plaster joins]
ID_VSC68       [State of Conservation  - Visualization - Stain after tar
removal]
ID_VOIP25      [Previous Interventions  Table 2-5 Infill         ]
ID_TE41        [Techniques of execution - Incised preparatory]
ID_TBZOOM      [Displays the Zoom toolbar]
ID_TBFEATUR    [Displays the Chamfer and Fillet toolbar]
ID_TBEXPLODE   [Displays the Explode toolbar]
ID_TBCOPY      [Displays the Copy toolbar]
ID_SUBTRA      [Subtracts the area or volume of one set of regions or
solids from another set]
ID_SPELL       [Checks the spelling of text]
```

```
ID_SIQUESC      [Los Angeles - Siqueiros' Mural "America Tropical" -
Toolbar State of conservation]
ID_SC64         [State of Conservation - Drips]
ID_SC53         [State of Conservation - Surface abrasion]
ID_SC31         [State of Conservation - Adhesion failure]
ID_SAVE         [Saves the drawing with the current file name or a
specified name]
ID_REINIT       [Reinitializes the input/output ports, digitizer, display,
and program parameters file]
ID_POLYGO       [Creates an equilateral closed polyline]
ID_OSNNON       [Turns off Object Snap mode]
ID_OSNHELP      [Sets running Object Snap mode and changes the target box
size (using the menu)]
ID_LAYTE6       [Techniques of execution - Table 6]
ID_LAYST5       [State of Conservation - Table 5]
ID_IMGSAV       [Saves a rendered image to a GIF, TGA, or TIFF file]
ID_IMAGEQUAL    [Imposta la qualità di visualizzazione di un'immagine:
qualitimm]
ID_EXPORT       [Exports a drawing to a different file format]
ID_ERASE        [Removes objects from a drawing]
ID_CONTI        [Save and continue the session]
ID_BNSGETSEL    [Collects specific entity types and makes them the current
selection: GETSEL]
ID_BNSEXTRIM    [Trim using closed polyline for cookie cutter effect:
EXTRIM]
ID_BNSALIAS     [Dialog based editor for the acad.pgp file: ALIASEDIT]
ID_ZOOLEF       [Displays a window specified by the lower-left corner and
height]
ID_XREOVE       [Overlays an xref]
ID_VTE13        [Techiques of execution - Visualizing Plaster joins
(hypothetical)]
ID_VSC14        [State of Conservation - Visualization - Void behind
plaster]
ID_VIP41        [Previous Interventions - Visualizing - Shiny surface]
ID_TBST         [Standard Toolbar]
ID_TBPOIFIL     [Displays the Point Filters toolbar]
ID_TBLINE       [Displays the Line toolbar]
ID_TBIMAGE      [Display the image Toolbar]
ID_SIQUETE      [Los Angeles - Siqueiros' Mural "America Tropical" -
Toolbar Techniques of execution]
ID_SELLAS       [Selects the most recently created visible object]
ID_SC65         [State of Conservation - Water percolation]
ID_PEDIT        [Edits polylines and three-dimensional polygon meshes]
ID_PANRIG       [Moves the view of the drawing to the right]
ID_PAN          [Moves the view of the drawing in the current viewport]
ID_OSNQUA       [Snaps to a quadrant point of an arc or a circle]
ID_OSNINS       [Snaps to the insertion point of text, a block, a shape,
or an attribute]
ID_MSTYLE       [Manages multiline styles]
ID_LAYST6       [State of Conservation - Table 6]
ID_LAYIP        [Open  layer Previous Interventions]
ID_LAYERS       [Manages layers]
ID_IMAGECLIP    [Crea nuovi contorni di ritaglio per oggetti immagine
singoli: ritagliaimm]
ID_ID           [Displays the coordinates of a location]
ID_DETACH       [Detaches xrefs]
ID_CLOSE        [Closes the drawing file]
ID_BNSQLEADR    [Quick leader command: QLEADER]
ID_BNSBURST     [Explodes block and converts attributes to text: BURST]
ID_ATTDEF       [Creates an attribute definition]
ID_ZOOOUT       [Decreases the apparent size of objects in the current
viewport]
ID_VIP31        [Previous Interventions- Visualizing - Test strip]
ID_TEXEDI       [Edits attribute definitions, text, and mtext objects]
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ID_TBBLOCK     [Creates a block definition from a set of objects]
ID_SC66        [State of Conservation - Tar]
ID_SC11        [State of Conservation - Crack]
ID_REGION      [Creates a region object from a selection set of existing
objects]
ID_PSDISP      [Controls the appearance of a PostScript image as it's
dragged using PSIN]
ID_PANUPL      [Moves the view of the drawing up and to the left]
ID_OSNINT      [Snaps to the intersection of a line, an arc, or a circle]
ID_OSNDD       [Sets running Object Snap mode and changes the target box
size]
ID_LA1         [SHOW only layer of selected entity]
ID_IMPORT      [Imports a file into a drawing]
ID_IMAGEATTA   [Attacca un nuovo oggetto immagine e la sua definizione:
attaccaimm]
ID_HELP        [Displays on-line help]
ID_EXON        [External Drawing - On]
ID_BNSTXTMSK   [Masks entities from behind text: TEXTMASK]
ID_BNSNCOPY    [Copies entities nested inside blocks and xrefs: NCOPY]
ID_BNSLAYON    [Turns on all layers in drawing: LAYON]
ID_ATTACH      [Attaches an xref]
ID_ASESEL      [Creates a selection set from rows linked to textual
selection sets and graphic selection sets]
ID_ASEROW      [Displays and edits table data and creates links and
selection sets]
ID_XRECLI      [Inserts and clips an xref]
ID_VOSC61      [State of Conservation  Table 6-1 Whitewash       ]
ID_VIP43       [Previous Interventions - Visualizing - Flashing]
ID_VIMOVE      [Move Raster File]
ID_VIA         [Visualizing All the outline - All tables]
ID_TRIM        [Trims objects at a cutting edge defined by other objects]
ID_TBVIN       [Visualizing All. _Hide the toolbar]
ID_TBPGON      [Displays the Polygon toolbar]
ID_TBOBJPRON   [Hide the Object properties toolbar]
ID_SOLID       [Creates solid-filled polygons]
ID_SIQUE       [Los Angeles - Siqueiros' Mural "America Tropical" -]
ID_SELFEN      [Selects all objects crossing a selection fence]
ID_SC67        [State of Conservation - Other stains]
ID_SC56        [State of Conservation - Scratches]
ID_SC23        [State of Conservation - Plaster loss]
ID_REDRAW      [Refreshes the display of the current viewport]
ID_PANDOL      [Moves the view of the drawing down and to the left]
ID_OUT         [Outline an area fot the  mapping. Pay attention: the
pline must be everytime a closed poliline]
ID_OSNTAN      [Snaps to the tangent of an arc or a circle]
ID_MTEXT       [Creates paragraph text]
ID_MNBNSHELP   [Displays online help for the bonus applications.]
ID_IOOPTS      [Controls options for importing and exporting]
ID_DWGAIDS     [Sets drawing aids]
ID_DINSER      [Inserts a block or another drawing]
ID_CAL         [Evaluates mathematical and geometric expressions]
ID_BNSXDATA    [Attaches extended entity data (xdata) to any entity:
XDATA]
ID_BNSLAYMAN   [Layer Manager saves and restores layer settings: LMAN]
ID_ASEADM      [Performs administrative functions for external database
commands]
ID_ZOOLIM      [Zooms to display the objects within the drawing limits]
ID_XREPAT      [Displays and edits the path name associated with an xref]
ID_XREATT      [Attaches an xref]
ID_XLINE       [Creates an infinite line]
ID_VOSC51      [State of Conservation. Table 5-1 Paint Loss      ]
ID_VISUA1      [Display the Visualizing techniques of execution & State
of conservation  toolbar]
ID_TECESE      [Techniques of execution]
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ID_TE45         [Techniques of execution - Underdrawing]
ID_TE12         [Techniques of execution - Plaster joins]
ID_TBVI         [Visualizing]
ID_TBTECEXE     [Displays the Techniques of execution toolbar]
ID_TBSTACON     [Displays the state of conservation toolbar]
ID_TBHATCH      [Displays the Hatch toolbar]
ID_STACONSLD    [Display the documentation's structure : State of
Conservation]
ID_SOFSTR       [Mostra la struttura logica del menu']
ID_SLDVIE       [Displays a raster image slide file in the current
viewport]
ID_SC68         [State of Conservation - Stain after tar removal]
ID_REGEN        [Regen the drawing]
ID_OOPS         [Reverse the cancel  action]
ID_MASSPR       [Calculates and displays the mass properties of regions or
solids]
ID_LMAKER       [MAKE&SET LAYER]
ID_LAY4         [Layers and objects properties]
ID_LA3          [SET  layer of selected entyty]
ID_IMPO         [Set]
ID_IMAGES       [Creates or saves GIF, TGA, and TIFF files]
ID_IMAGE        [Inserisce immagini di vari formati in un file di disegno
di AutoCAD: immagine]
ID_FILTER       [Creates lists to select objects based on properties]
ID_DDMODI       [Controls object properties]
ID_BNSQLATAL    [Associate leaders in a selection set to likely
annotation: QLATTACHSET]
ID_ATTEDG       [Changes attribute information independent of its block
definition]
ID_ZOOSCA       [Zooms the display using a specified scale factor]
ID_XREDET       [Detaches xrefs]
ID_VISUA2       [Display the Visualizing Previous intervention &
Diagnostic toolbar]
ID_VIP23        [Previous Interventions - Visualizing - Injection holes]
ID_VI2          [Previous Interventions - Visualizing - Display Toolbar]
ID_UNDO         [Reverses the most recent operation]
ID_TW1          [Techniques of execution. Show or hide the toolbar]
ID_TE13         [Techniques of execution - Plaster joins (hypothetical)]
ID_TBPOINT      [Displays the Point toolbar]
ID_TBPAN        [Display the PAN toolbar]
ID_TBLAYE1      [Visualizing the layer Techiques of Execution & State of
conservation. Show the toolbar]
ID_TBINQ        [Displays the Inquiry toolbar]
ID_TBEXTDB      [Displays the External Database toolbar]
ID_TBBREAK      [Displays the Break toolbar]
ID_TBBNSTEXT    [Bonus Text toolbar]
ID_SHADE        [Displays a flat-shaded image of the drawing in the
current viewport]
ID_SELCRO       [Selects objects within and crossing a defined window]
ID_SC14         [State of Conservation - Void behind plaster]
ID_PRINT        [Prints a drawing to a plotter, printer, or file]
ID_OSNAPP       [Snaps to the apparent intersection of two objects]
ID_MRU          [Drawing  history. List of last opened drawing]
ID_MEASURE      [Places point objects or blocks at measured intervals on
an object]
ID_LENGTH       [Lengthens an object]
ID_LA4          [CHANGE layer to selected entity]
ID_LA2A         [FREEZE layer of selected entity]
ID_IP41         [Previous Interventions - Shiny surface]
ID_INTERS       [Intersection]
ID_COPYOB       [Duplicates objects]
ID_BNSSYSVAR    [Dialog interface for editing sytem variables: SYVDLG]
ID_BNSMSTRCH    [Stretches with multiple selection windows: MSTRETCH]
ID_BLOCK        [Creates a block definition from a set of objects]
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ID_ZOOIN        [Increases the apparent size of objects in the current
viewport]
ID_ZOOEXT       [Zooms to display the drawing extents]
ID_ZOOALL       [Zooms to display the entire drawing in the current
viewport]
ID_VOTE41       [Techniques Of Execution Table 4-1 Incised preparatory
drawing]
ID_VOSC64       [State of Conservation. Table 6-4 Drips           ]
ID_VOSC53       [State of Conservation. Table 5-3 Surface Abrasion]
ID_VOSC31       [State of Conservation. Table 3-1 Flaking paint   ]
ID_VISUA3       [Display the Visualizing only outline table toolbar]
ID_VI3          [Toolbar Visualizing3]
ID_TW2          [State of Conservation. Show or hide the toolbar]
ID_TBOPALL      [Open all trhe toolbar at the same time]
ID_TBLAYE2      [Visualizing the layer Previous interventions & Diagnostic
toolbar]
ID_TBDIA        [Display the Diagnostic Toolbar]
ID_STDTBUT      [Menu customization it's a Buzzanca production, except
simbology]
ID_STANDARDTOOLBAR [Displays the Standard toolbar]
ID_SIQUEIP      [Los Angeles - Siqueiros' Mural "America Tropical" -
Toolbar Previous intervention]
ID_SELALL       [Selects all objects on thawed layers]
ID_SELADD       [Switches to Add mode]
ID_MLEDIT       [Edits multiple parallel lines]
ID_LINE         [Creates straight line segments]
ID_LIMITS       [Sets and controls the drawing boundaries]
ID_LA5          [COPY selected entity on other layer]
ID_LA2B         [... thaw layer freezed...]
ID_IP31         [Previous Interventions - Test strip]
ID_CLPL         [Close a polyline]
ID_BPOLY        [Creates a region or polyline of a closed boundary]
ID_BNSCLIPIT    [Xclip with arc circle and polyline capability: CLIPIT]
ID_ATTEDI       [Edits the variable attributes of a block]
ID_VOSC65       [State of Conservation  Table 6-5 Water percolation]
ID_VIPA         [Previous Interventions- Visualizing - All the layer]
ID_VIP25        [Previous Interventions - Visualizing - Infilling not
reintegrated]
ID_UNITS        [Controls coordinate and angle display formats and
determines precision]
ID_UNION        [Creates a composite region or solid]
ID_TW3          [Previous Interventions. Show or hide the toolbar]
ID_TECESESLD    [Display the documentation's structure : Techniques of
execution]
ID_TBLAYE3      [Display all the outline. Show the toolbar]
ID_TBINTPRE     [Display the Previous intervention toolbar]
ID_STDTBAR      [Displays the Standard toolbar]
ID_OSNNOD       [Snaps to a point object]
ID_OSNFRO       [Snaps to a temporary reference point]
ID_MODIFI       [Tools for modify]
ID_LINETY       [Loads and sets linetypes]
ID_LAYIP1       [Previous Interventions Table 1]
ID_LA6          [MOVE all entity in other layer]
ID_IP43         [Previous Interventions - Flashing]
ID_DIVIDE       [Places evenly spaced point objects or blocks along the
length or perimeter of an object]
ID_DIST         [Measures the distance and angle between two points]
ID_BNSREVCLD    [Draws revision cloud on current layer: REVCLOUD]
ID_BNSMOCORO    [Move copy rotate and scale entities: MOCORO]
ID_ASESQL       [Executes Structured Query Language (SQL)]
ID_ASEEXP       [Exports link information for selected objects]

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//      Fine del file di menu AutoCAD - C:\Getty\Siqueiros\Siq14.mns
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