

Read Me First!

The Doodle! CD contains both Windows and Macintosh versions of Doodle! The serial number you receive will be for the platform you purchased only.

The Manual:

The Doodle! Manual (located in the "Doodle! 11 Folder") is in "pdf" format and can be read with Adobe Reader. If you don't already have Adobe Reader, it is a free download at Adobe's web site:

www.adobe.com

What's new in Doodle! 11:

Preview Doodle Style:

Shows a preview image of the desired Doodle Style.

Doodle Pen Color Option:

Allows a custom pen color for all doodled lines (including doodle hatch lines).

More "human" Doodle Hatches and Marker Fills. The hatch lines and marker strokes are not perfectly parallel creating a bit more of a human look.

Requirements:

1. Macintosh Version: Vectorworks 11, 12, 2008, 2009, or 2010 for Macintosh

Windows Version: Vectorworks 11, 12, 2008, 2009, or 2010 for Windows

2. Since Doodle is run directly inside Vectorworks, it uses the same RAM that Vectorworks uses. The required RAM partition for Vectorworks is dependent on the size and types of drawings, and the amount of effects used in Doodle.

NOTE: The "Pen Hatch" and "Marker Fill" effects are very processor intensive. Doodle time and RAM requirements can be considerably higher when using these effects.

Installation:

Make sure you have Vectorworks installed on your computer before installing Doodle.

1. Quit Vectorworks if it is running.
2. Open the folder named "Copy CONTENTS to Vectorwks Fldr".
3. Select the "Doodle! 11 Folder" and copy it to the Vectorworks folder. Although the "Doodle! 11 Folder" can be moved to any location on your hard disk, we recommend the Vectorworks folder because it's a convenient place to access the "Doodle Styles".
4. Open the folder named "Copy CONTENTS to Plug-ins Fldr".
5. Select all the items in the folder and copy them to the "Plug-ins" folder located inside the Vectorworks folder.

Adding the Doodle! Commands to your workspace:

Before running Doodle, the commands must be added to a pull-down menu in Vectorworks. To do this run Vectorworks and follow these steps:

1. Start Vectorworks.
2. Go to the "File" pull-down menu and select "Workspace Editor" under the "Workspaces" submenu.
3. Select the "Edit the current workspace" Option and click "OK".
4. In the Workspace Editor: In the list to the left, open the "Doodle!" Category. In the list to the right, open the desired pull-down menu item (we recommend "Tool"). Add the "Doodle!" and "Doodle Paper Texture" commands from the left list (in the "Doodle!" Category) to the desired menu on the right. Click "OK" and you're finished. You should now see the "Doodle!" and "Doodle Paper Texture" commands available under the pull-down menu in which you placed it.

For more information on using the Workspace Editor, refer to the Vectorworks manual.

Running Doodle!:

After adding the "Doodle!" menu command to your workspace, you simply run it from the pull-down menu in which you've placed it. The command will be grayed out unless you have objects selected for doodling.

Tutorial:

In the "Doodle! 11 Folder" there's a "Quick Tutorial" to get you started.