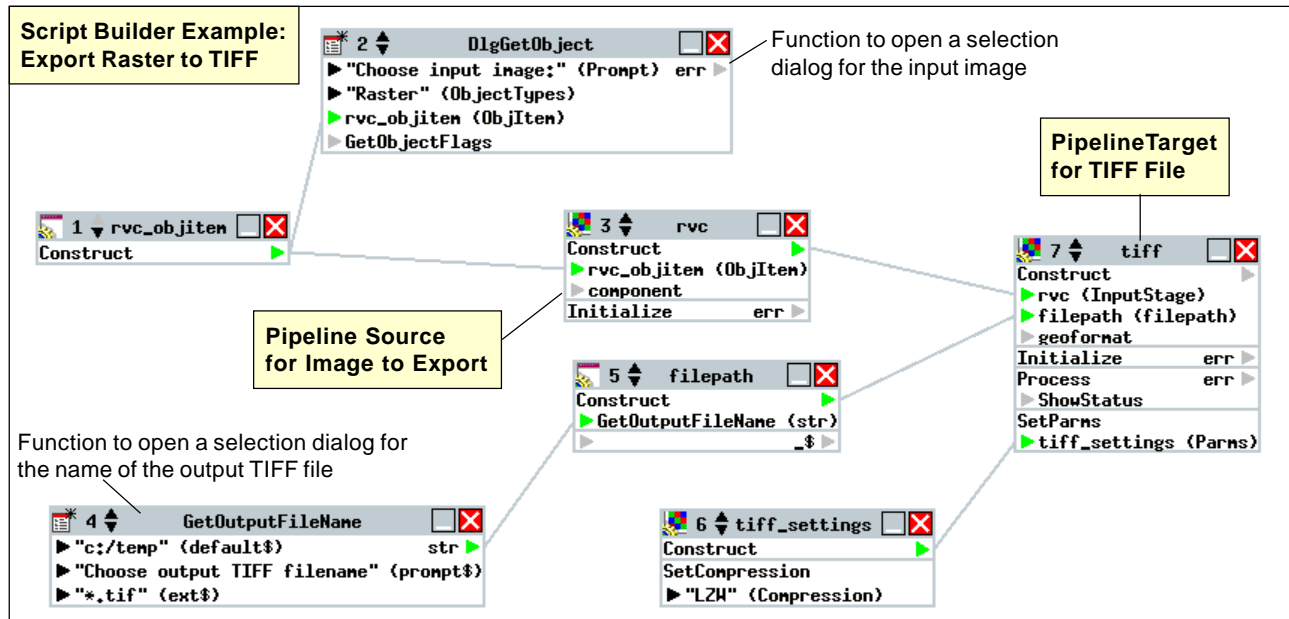
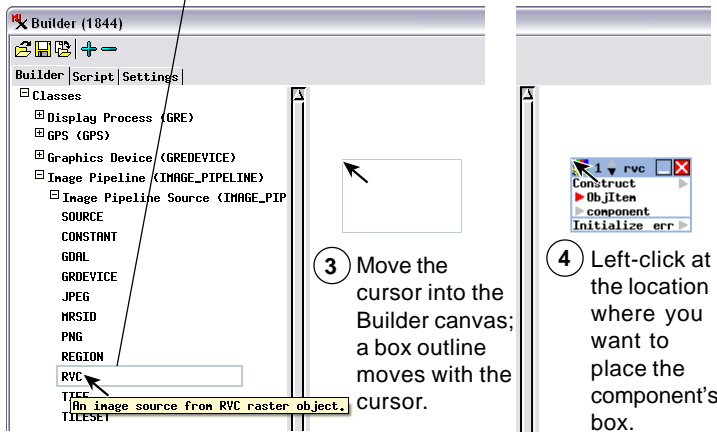


Operating the Builder



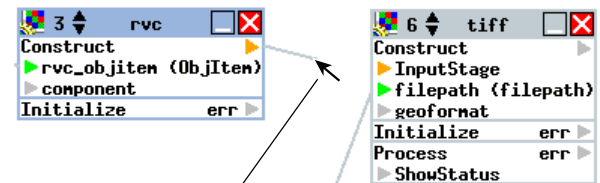
Adding a Component to the Builder Canvas

- 1 Use the tree control in the list to locate the desired class or function.
- 2 Left-click on the class or function name; a box appears around it to indicate that it is selected. (Release the mouse button after the left-click; dragging is not required.)

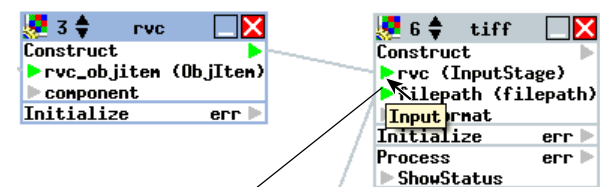


Connecting Two Components (Setting One Component as the Input for Another)

- 1 In the Builder canvas, locate the box for the class or function to be used as the input. Left-click on its output arrowhead in the upper right corner of the box (below the title bar). This arrowhead should change color from gray to orange, indicating it is ready to be connected. (Release the mouse button after the left-click; dragging is not required.)



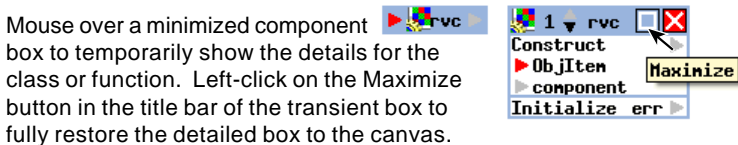
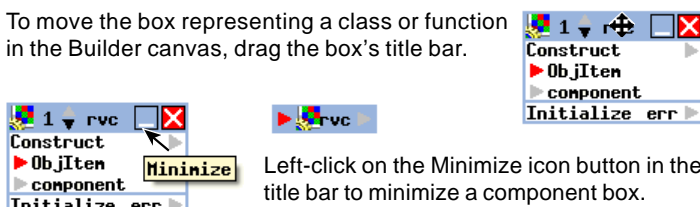
- 2 Move the mouse from the starting output arrowhead to the input arrowhead on the left side of the component box for which you are setting the input. A line is automatically drawn following the cursor from the starting arrowhead.



- 3 Left-click on the Input Stage arrowhead to complete the connection. The starting and ending arrowheads should both turn green to indicate the connection has been made.

Moving, Minimizing, and Maximizing Components

To move the box representing a class or function in the Builder canvas, drag the box's title bar.



(over)

