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Chapter 1: Introduction

Imagars LLC offers the SketchRec[®] 3.0 software to customers seeking to

- Rapidly transition from a handwritten design sketch to a presentable entity, e.g., a figure in a presentation slide or formal project report, without the need to redraw the sketch (hence providing enhanced productivity).
- Rapidly explore variations of a key design concept, for the purpose of enhanced creativity.

The primary new additions in the SketchRec[®] 3.0 software pertain to the addition of cursive handwriting recognition and localized graphics recognition.

The SketchRec[®] 3.0 software comes in three flavors:

- SketchRec Pro offers sketch recognition with touch-screen support and cursive handwriting recognition.
- SketchRec Standard offers sketch recognition with touch-screen support, but without cursive handwriting recognition.
- SketchRec Light offers sketch recognition without touch-screen support and without cursive handwriting recognition.

The common denominator is image recognition of high accuracy.

The installation package is offered through Imagars' website

<http://www.imagars.com/>

for 30-day free evaluation, and for purchase.

For further information on the benefits of the SketchRec[®] 3.0 software, refer to the product data sheet:

<http://www.imagars.com/ProductDataSheet-SketchRec3.0.pdf>

Operating Systems Supported

The SketchRec 3.0 SW supports Windows 10, Windows 8, Windows 7 and Machintosh. For information on the Machintosh support, refer to Appendix C.

License Purchase

Upon expiration of the 30-day evaluation period, the SketchRec[®] 3.0 SW prompts the user for a license key. Licenses can be purchased through Imagars' website

<http://www.imagars.com/>.

Chapter 2: Installation and Overview

The Installation Process

With SketchRec being a Windows application, the installation process is fairly typical. Figure 1 presents the welcome dialog.

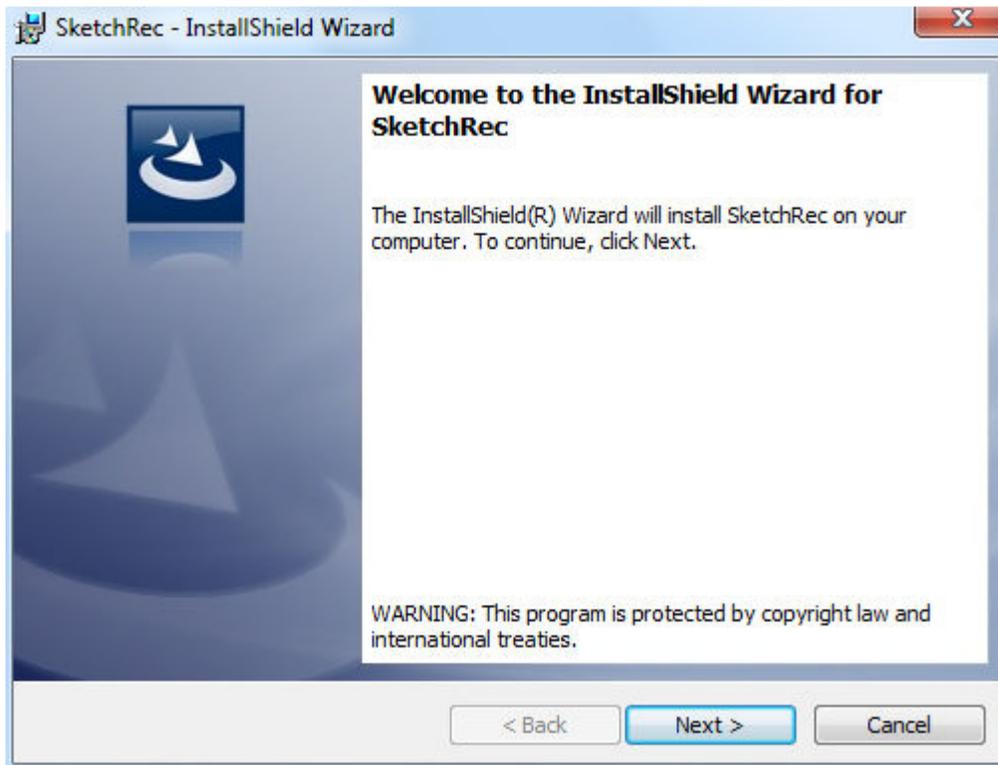


Figure 1: The welcome dialog.

The Tutorial Samples

The tutorial samples are contained in the folder

[\[base\]\SketchRec\Tutorial Samples\](#)

Here [base] could stand for

[C:\Program Files \(x86\)](#)

The tutorial samples provide the user with the ability to quickly experiment with the SketchRec software, and get up speed, without having to create any image sketches from scratch.

View Operations

Table 2 outlines the view operations supported by the SketchRec[®] 3.0 software.

Submenu	Function
Zoom In	Zoom in on the current canvas
Zoom 100%	Zoom current canvas to original scale
Zoom Out	Zoom out on the current canvas

Table 2: View operations supported by the SketchRec[®] 3.0 software.

- When a new image is loaded onto the canvas, SketchRec[®] 3.0 renders the image using the current (but not default) zoom settings. Once the user launches the SketchRec[®] software, loads an image, zooms in or out, and then loads another image, the first image is loaded using the default zoom settings, but the second image is loaded using the zoom that had been configured at the end of the work with the first image.
- In addition to pressing 'Ctrl+' or 'Ctrl-' to activate the zooming, zooming can also be achieved – perhaps more conveniently - using the mouse wheel (refer to Figure 3 for an illustration).

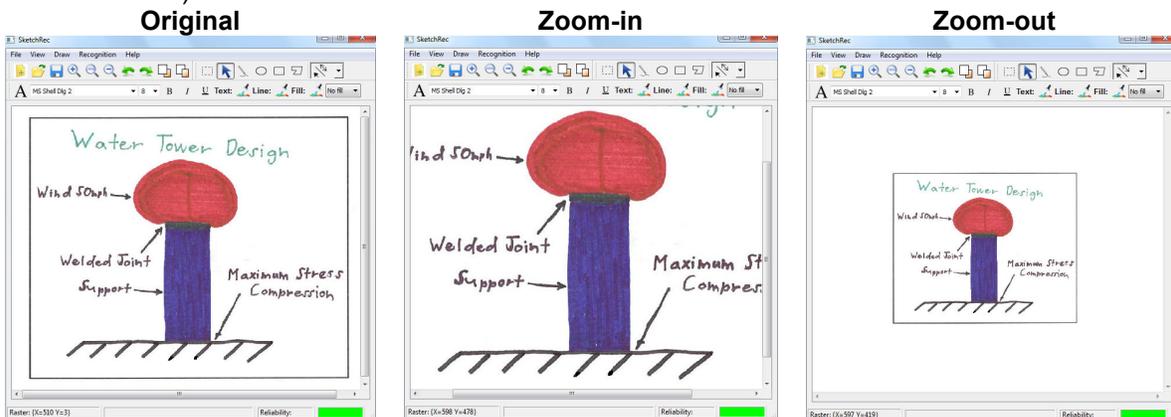


Figure 3: Convenient zooming using the mouse wheel.

Draw Operations

Undo or Redo

The SketchRec[®] 3.0 release offers undo and redo operations with greatly enhanced functionality, compared to the earlier releases:

1. The undo and redo operations can now be applied to multiple objects (i.e., a group of objects), up to infinite in number.
- They also can be applied to raster-scan images, pixel maps and SVG images (1).
2. Even when the user clears the canvas, by executing a File → New operation, the user can retrieve the lost objects, by “undoing the clearing”, if desired.
3. The user can “undo” a graphics recognition operation, and return back to the input (raster) image.
- This may be convenient, in case the user were to develop alternative ideas about the sketch (e.g., design) during its construction.
4. SketchRec[®] 3.0 empowers the user with the ability to “undo” recognized text and thus retrieve the original stroke assembly.

Bring to Front or Send to Back

The SketchRec[®] 3.0 software provides the user with the ability to bring objects to the front or send them to the back (see Figure 5). In this sense, SketchRec[®] 3.0 supports a layered paradigm.

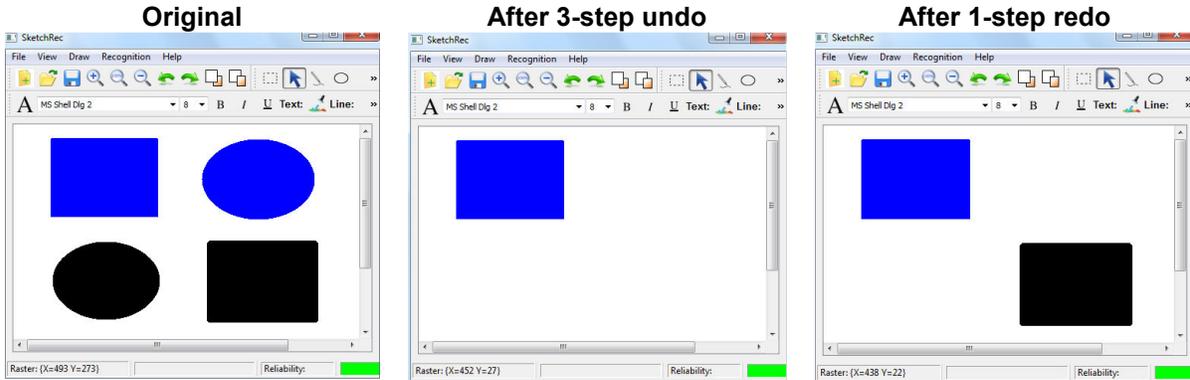


Figure 4: Undo and redo operations applied to a single object.

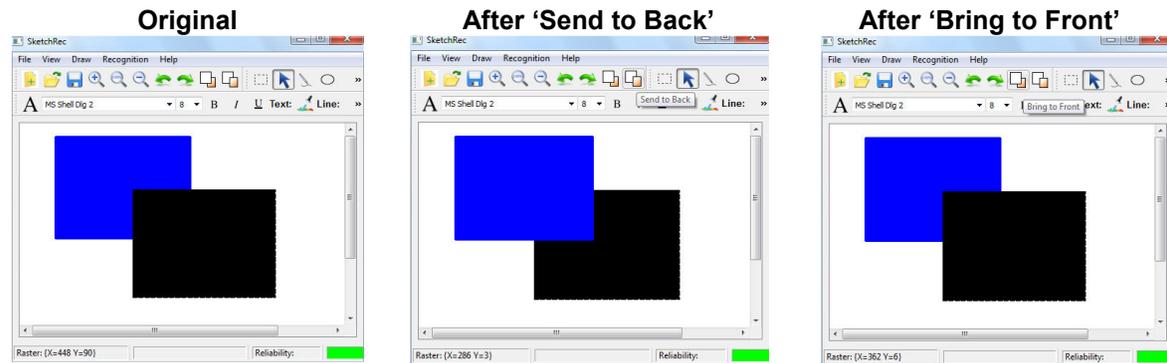


Figure 5: Simple illustration of the layered object paradigm of the SketchRec[®] 3.0 software. In the image to the left, the black rectangle has been selected.

Object or Area Selection

Object selection is achieved by simply clicking once on the object of interest. This will result in SketchRec[®] rendering contours of the object, as well as its bounding box, as a thin, black, dashed line (see Figure 6 or Figure 14 for an example).

To deploy the area selection, the user simply clicks on the icon with the dashed rectangle and specifies the corner points of the rectangle whose content is to be deleted, either with the mouse or the stylus. As a result, the objects inside the selection area, and their bounding boxes, are visualized with a dashed line, indicating they have been selected (see Figure 6). The user then simply presses on the delete key on the keyboard. This tool can be very effective.

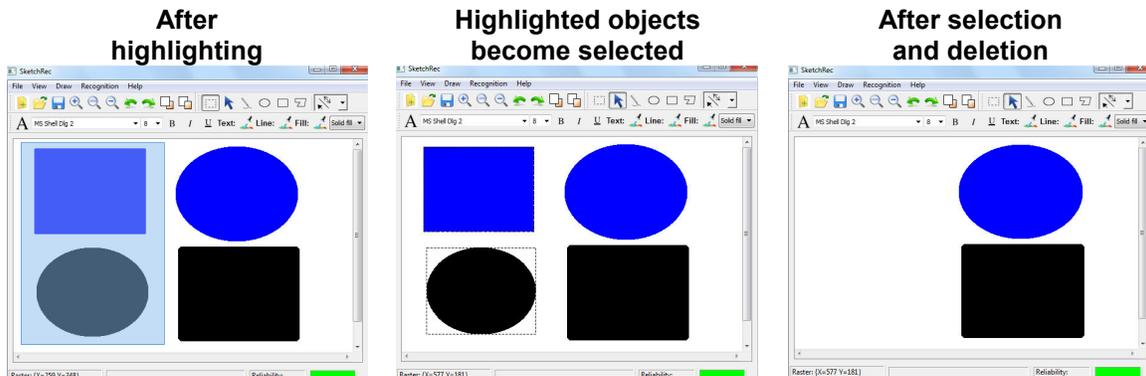


Figure 6: Simple example of area selection.

Regarding the area selection, there are two additional points worth mentioning:

1. The rectangle specified identifies the objects located inside it with high degree of accuracy (see the image to the left in Figure 6).
 2. The area selection is automatically turned off after each highlighting.
- This is done to avoid cases of false area definition, once the user moves on to other assignments, such as to selecting other objects in the scene.

Inserting a Shape

Ellipses and Rectangles

The logic for inserting ellipses and rectangles is essentially the same as before. The user simply selects the icon for the object, clicks on the canvas to define the first corner point of the ellipse or rectangle, with the mouse or the stylus, drags over to the second corner point and releases.

Polygons

To insert a polygon, the user selects the polygon icon in the menu, click on the canvas with the left mouse button, to define the first corner point of the polygon, moves the mouse to the next corner point (without holding it down) and left-clicks again. The user proceeds to define the other corner points in the same way. The user, finally, moves the mouse to the position of the first corner point and double-clicks with the left mouse button. This closes the polygon.

General

Once done inserting the object, the SketchRec® 3.0 software switches automatically back to the 'Selector' mode. Without this functionality, the user is prone to inadvertently introducing unintentional (false) ellipses, rectangles or polygons.



Figure 7: Connectors supported.

Inserting a Connector

To insert a connector, the user simply selects a connector from the drop-down list (see Figure 7), clicks on the canvas to define the starting point of the connector, with the mouse or the stylus, drags over to the end point and releases. Once done inserting the connector, the SketchRec® 3.0 software switches automatically back to the 'Selector' mode. Without this functionality, the user is prone to inadvertently introducing unintentional (false) connectors.

Text Insertion

To insert a text object, simply click on the text icon, triple-click with the cursor on the canvas, and start typing. The font type, font size, font color and other formatting attributes will reflect the formatting specified just prior to the text insertion. To insert subsequent text objects, you need to triple-click on the canvas and then start typing. The triple-clicking was introduced to avoid insertion of false text objects. For further illustration, refer to Figure 8.

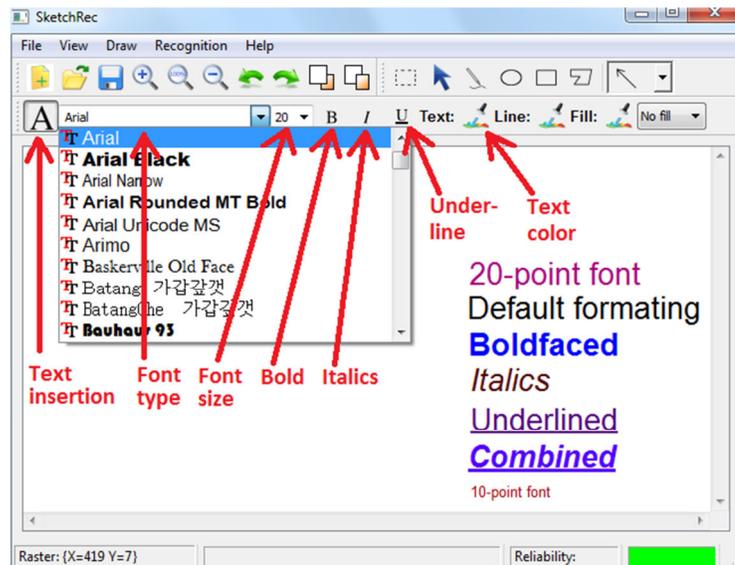


Figure 8: SketchRec™ 2.1 features related to text insertion.

Configuring the Thickness of the Default or Stylus Pen

The default pen controls the thickness of the shapes, connectors and of the free-hand mouse. The thickness of the default and stylus pens can be specified as 'Thinnest', 'Thin', 'Medium', 'Thick' or 'Thickest', with 'Medium' being the default value (see Figure 9). Figure 10 illustrates what strokes from a 'Thin', 'Medium' and 'Thick' pen look like, both for the free-hand mouse, the shapes and connectors.

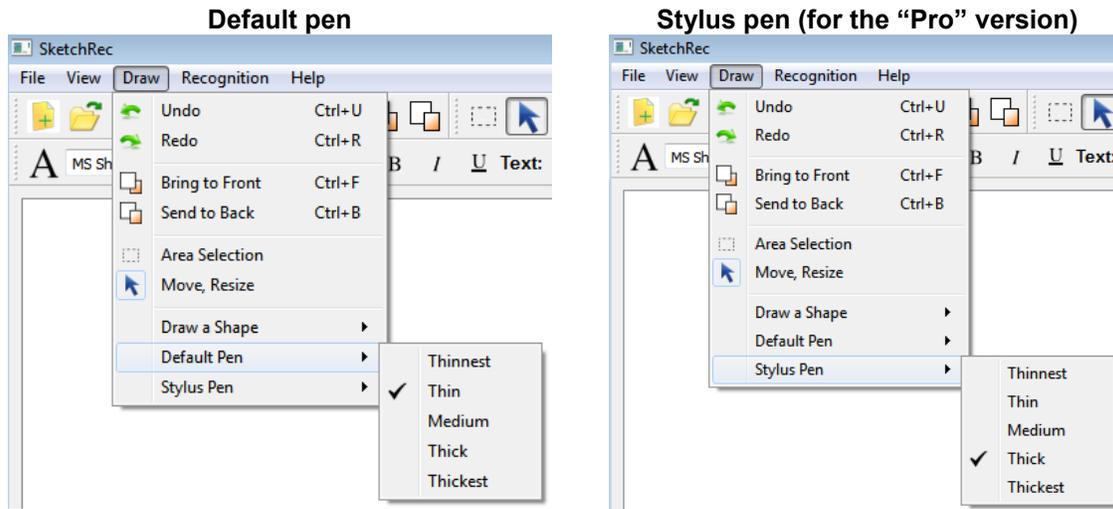


Figure 9: The user interface for the configuration of the default and stylus pens.

Free-hand Drawing with the Mouse

The free-hand drawing with the mouse is enabled simply by selecting the icon for 'Free-hand drawing, eraser, stylus'. The free-hand mouse strokes are generated by pressing the left-mouse button. The color of the strokes is defined using the color selector for 'lines', and the thickness corresponds to that of the default pen. Figure 10 contains a sample illustration.

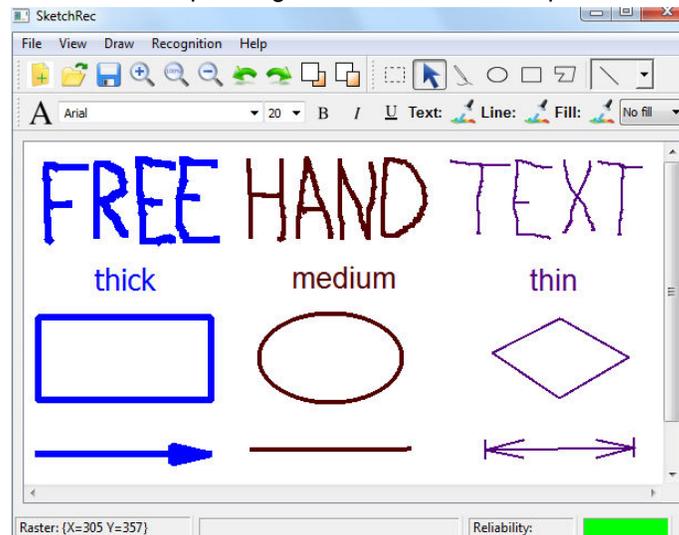


Figure 10: Strokes from the free-hand mouse, of different thickness and color, along with shapes and connectors of corresponding thickness and color.

Recognition Operations

The recognition capabilities of the SketchRec software are covered, for most parts, in Chapter 4. With regards to the user interface, it suffices to make the following, two points (for now):

1. The user is provided with the opportunity to specify the desired thickness of the pen used to draw the contours recognized onto the canvas.
2. The recognized objects are automatically scaled such that they are all viewable inside the current canvas area, regardless of the zoom settings prior to launching the recognition (see Figure 11).

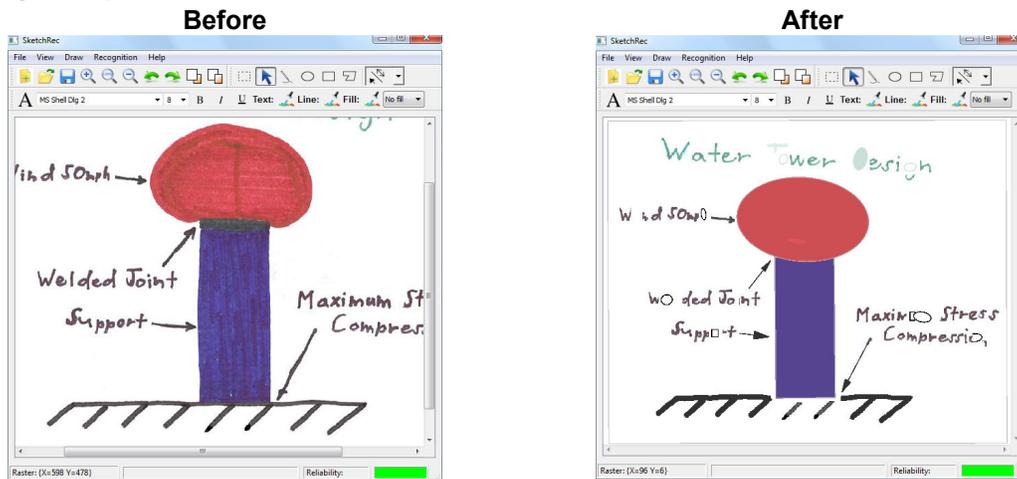


Figure 11: After launching the recognition and generating the vector objects, the field of view is automatically scaled, such that all the objects recognized fit within the viewable area.

Help Operations

The help menu contains submenus titled 'About', presenting background information about the SketchRec 3.0 software, and 'License Key', for entering the license key.

About Menu

Figure 12 presents the 'About' menu for the sketch recognition application.

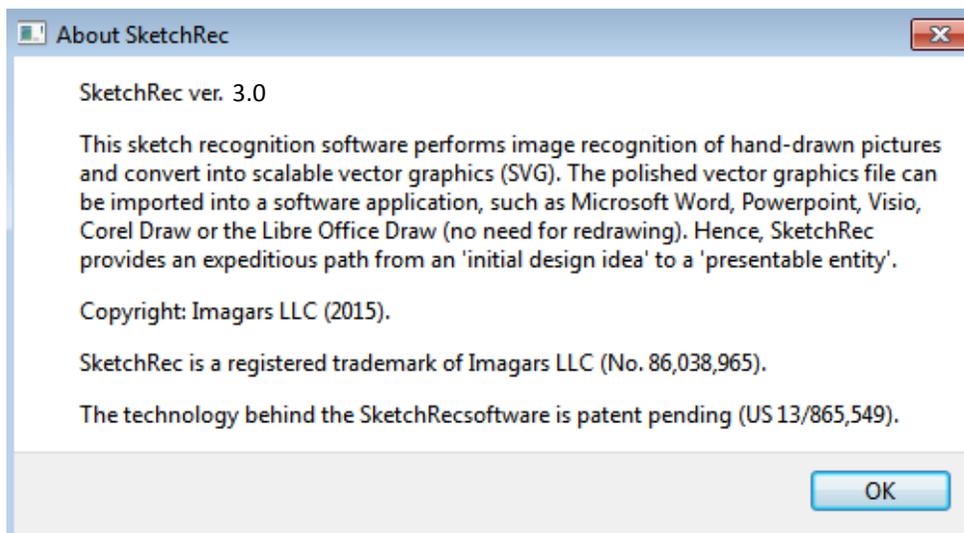


Figure 12: The 'About' menu for the sketch recognition application.

User Manual

This User Manual is also available online:

www.imagars.com/UserManual-SketchRec-3.0.pdf

Accessing the License Dialog

The license dialog is accessed by selecting 'Help' in the main menu, and then 'License Key'.

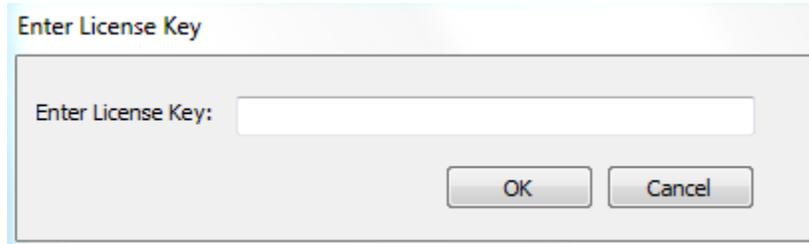


Figure 13: The license dialog for the sketch recognition application.

Touch-Up Capabilities

The SketchRec[®] 3.0 software offers capabilities for fixing up the vector graphics recognized. In particular, SketchRec[®] provides capabilities for

- Removing undesired objects
- Adjusting the object position
- Adjusting object height or width

Removing Undesired Items

The SketchRec[®] 3.0 software enables the user to remove undesired objects. Individual objects can be removed, by selecting the object (clicking on) and pressing the 'delete' button. Alternatively, objects can be highlighted, by selecting an area, and the highlighted objects removed using the 'delete' button.

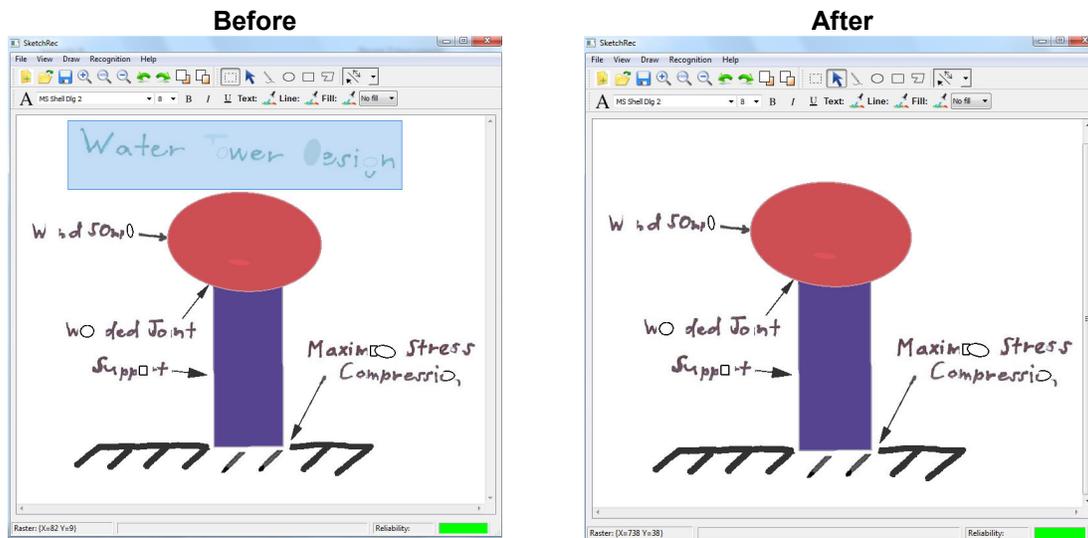


Figure 14: Removal of undesired vector items.

Adjusting Object Position

Adjustments of object position are straight forward. You simply can click on the object of interest and move it around using the mouse or stylus. Refer to Figure 15 for an example.

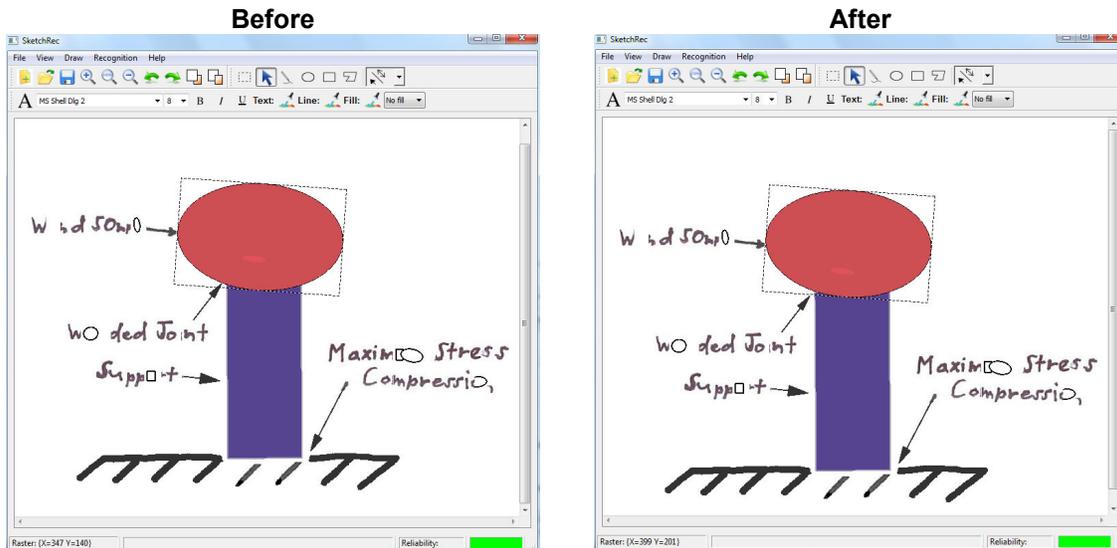


Figure 15: Example of a minor adjustment in the position of an ellipse object.

Adjusting Object Height or Width

To adjust the height or width of a given vector object, simply double-click on the object and adjust the position of the anchor in the lower right-hand corner. The size of the object will be adjusted accordingly. To exit the resizing mode, simply double-click on the canvas area outside the vector object. For an illustrative example, refer to Figure 16.

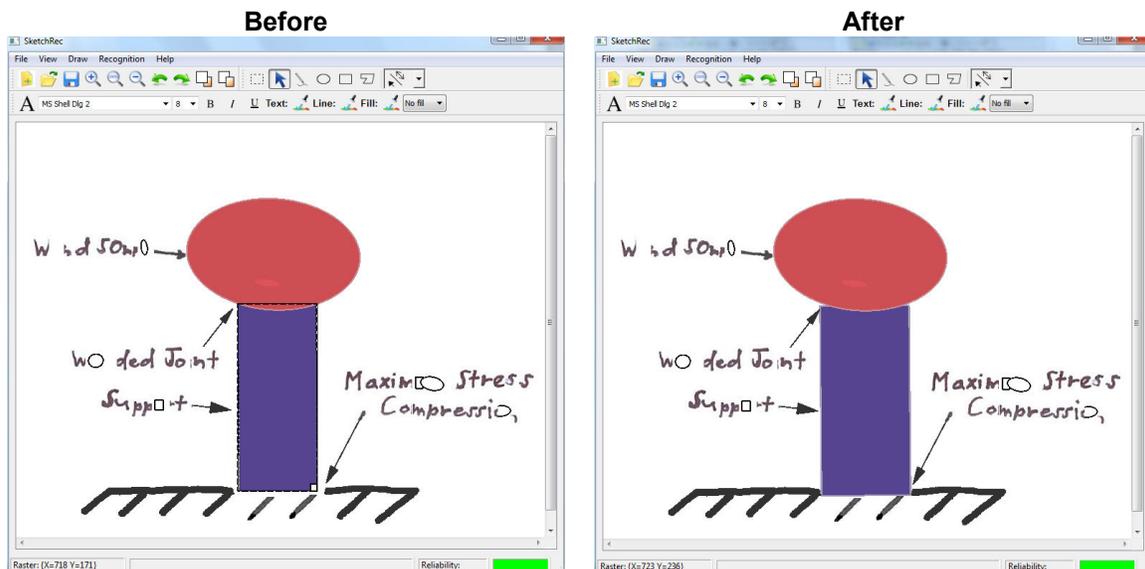


Figure 16: Example of minor increase in the height and width of a rectangle object.

Chapter 4: Handwriting Recognition

Primary Benefits

The SketchRec[®] 3.0 software is capable of recognizing *cursive* handwriting with high degree of accuracy. SketchRec provides the user with easy access to the solution alternatives offering good, but not the best, match to the stroke pattern recognized. SketchRec also offers the user with the ability to reverse back to the original stroke pattern (provides an 'undo' mechanism). It is even able to automatically estimate the font size yielding the best match to the stroke pattern.

Recommended Usage

Central Assumption

Recommended usage assumes the cursive handwriting recognition is run before the graphics recognition.

Typical Usage

1. Enable free-hand drawing, by clicking on the icon titled 'Free-hand drawing, eraser, stylus' in the toolbar.
2. Enter the pattern of interest onto the canvas using the stylus or the free-hand mouse.
3. Highlight the text you want to recognize using the 'Area Selection' icon (see Figure 17).
4. The cursive handwriting recognition is applied, once the user selects Recognize → Recognize as text

Simple Illustration

Figure 17 provides a simple illustration of typical usage of the cursive handwriting recognition.

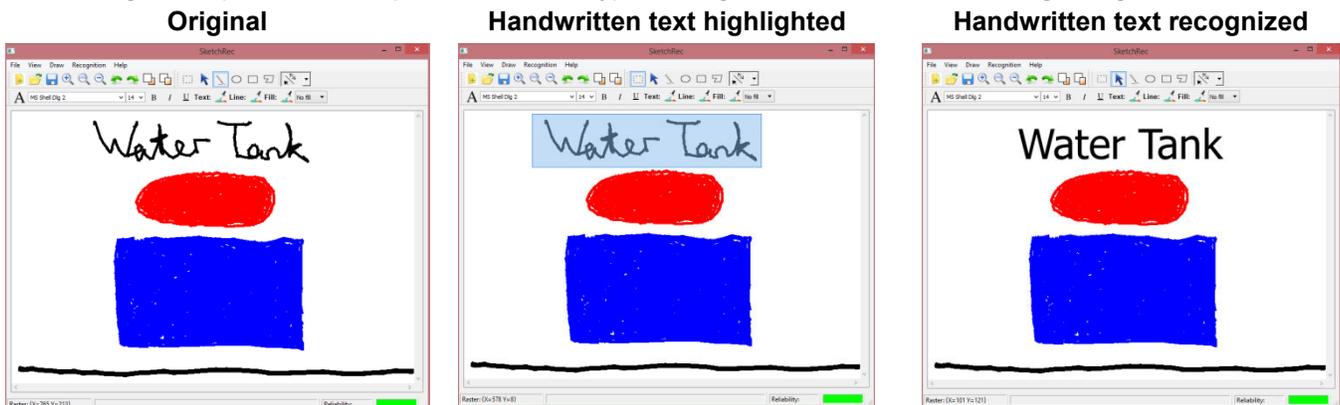


Figure 17: Simple illustration of the cursive handwriting recognition.

Special Features

Error Correction

In the event of inaccurate recognition, the SketchRec 3.0 SW offers the user with the ability to select the correct text from a list of close alternatives. The list appears upon the user right-clicking anywhere inside the bounding rectangle for the recognized text (see Figure 18).

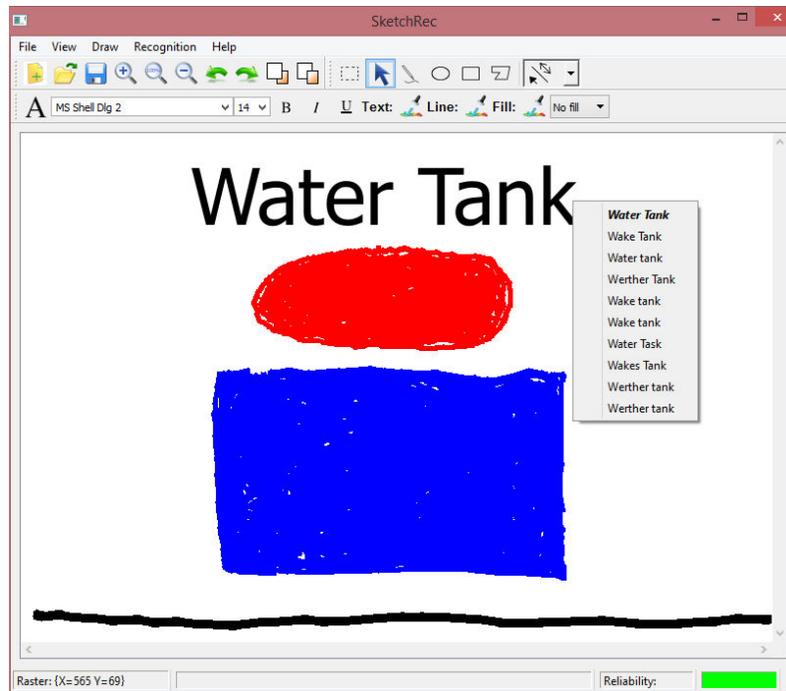


Figure 18: Recognition alternatives available upon right-clicking inside the textbox.

Reversion Back to the Original Strokes (Undo)

In case the user has a second thought about the desired course of action, the SketchRec 3.0 SW provides a seamless way of reverting back to the original stroke assembly, upon the user simply pressing on the 'undo' icon (see Figure 19). Note through that 'redo' will not bring back the recognized text. For that the user will have to run the text recognition again.

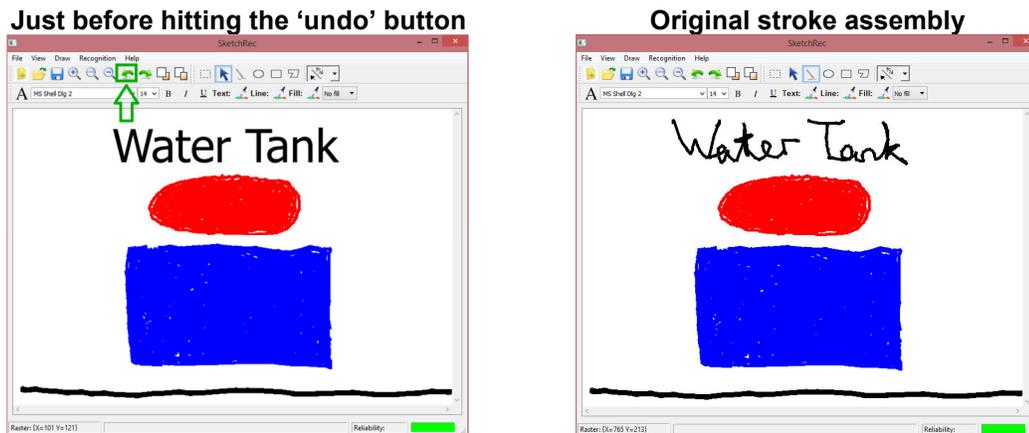


Figure 19: SketchRec 3.0 offers simple revision back to the original assembly of handwritten strokes.

Automatic Estimation of the Font Size

The SketchRec 3.0 SW is capable of automatically estimating the font size matching the original stroke assembly. Unless there is a large exclamation mark towards the end, or other outliers, the font size should be accurately estimated. The recognized text may also appear a little wider, or a little thinner, compared to the original strokes, depending on how close the font type resembling the original strokes matches the one selected for rendering the recognized text, in terms of the aspect ratio.

Chapter 5: Graphics Recognition

On the Submenus

Thickness of Recognized Contours

By selecting the 'Contour' option under the 'Recognition' menu, the user has the ability to specify the thickness of the recognized contours. For canvas with row and column number not exceeding 500 pixels, the current default ('Auto') may result in reasonable rendering of the recognized image. For canvas with 2000 rows or columns, contour thickness of 4 points may be more appropriate.

Recognition Statistics

The SketchRec software is capable of counting the recognized objects and presenting an itemized count by object category. Upon selecting 'Run' in the 'Start ...' menu under 'Recognition', the graphics recognition gets activated. The objects recognized are automatically rendered on the canvas and the recognition statistics populated. Note that the recognition statistics can be sorted in ascending or descending order by clicking on the icon for 'Total'. Note also that some rectangles may be classified as polygons.

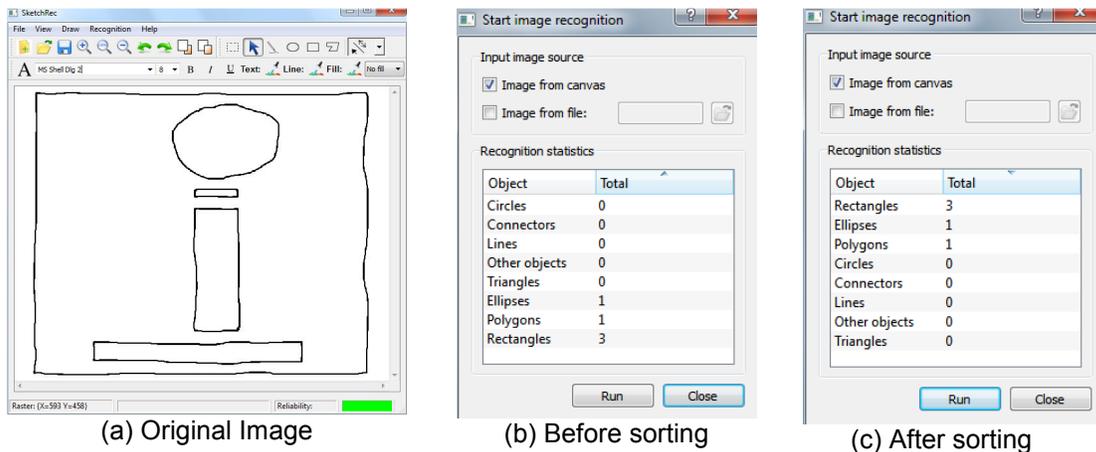


Figure 20: Count capabilities of the SketchRec[®] 3.0 software (simple illustration).

Reliability Metric

The SketchRec[®] software provides an estimate for its confidence in the accuracy of recognition results. This confidence metric is presented, through color coding, in the lower right corner of the user interface. The color coding is explained in Table 3.

Color	Meaning
Green	Recognition results are considered of high accuracy
Yellow	Recognition results are considered of medium-to-high accuracy
Magenta	Recognition results are considered of no more than medium accuracy

Table 3: Meaning of the color coding for the reliability metric.

Intended Usage

Typical usage of the SketchRec[®] software is summarized in Figure 21. The user first loads the input image into SketchRec, through 'File' → 'Open' in the menu (see Step A). The user then kicks off the recognition, through selection of the menu options for 'Recognition' → 'Start' → 'Run' (see Step B). The user next saves the recognized image as SVG and imports into the 3rd party tool of choice, for example Microsoft Word, Visio or PowerPoint (Step C). Importing into Visio can be an intermediate step, if minor clean-up is considered necessary. As noted in Chapters 1 and 2, the overall goal is to expedite the process of converting an initial design sketch into a 'presentable entity'.

Keep in mind the recognition only needs to be run once. Repeated runs are not likely to improve the accuracy.

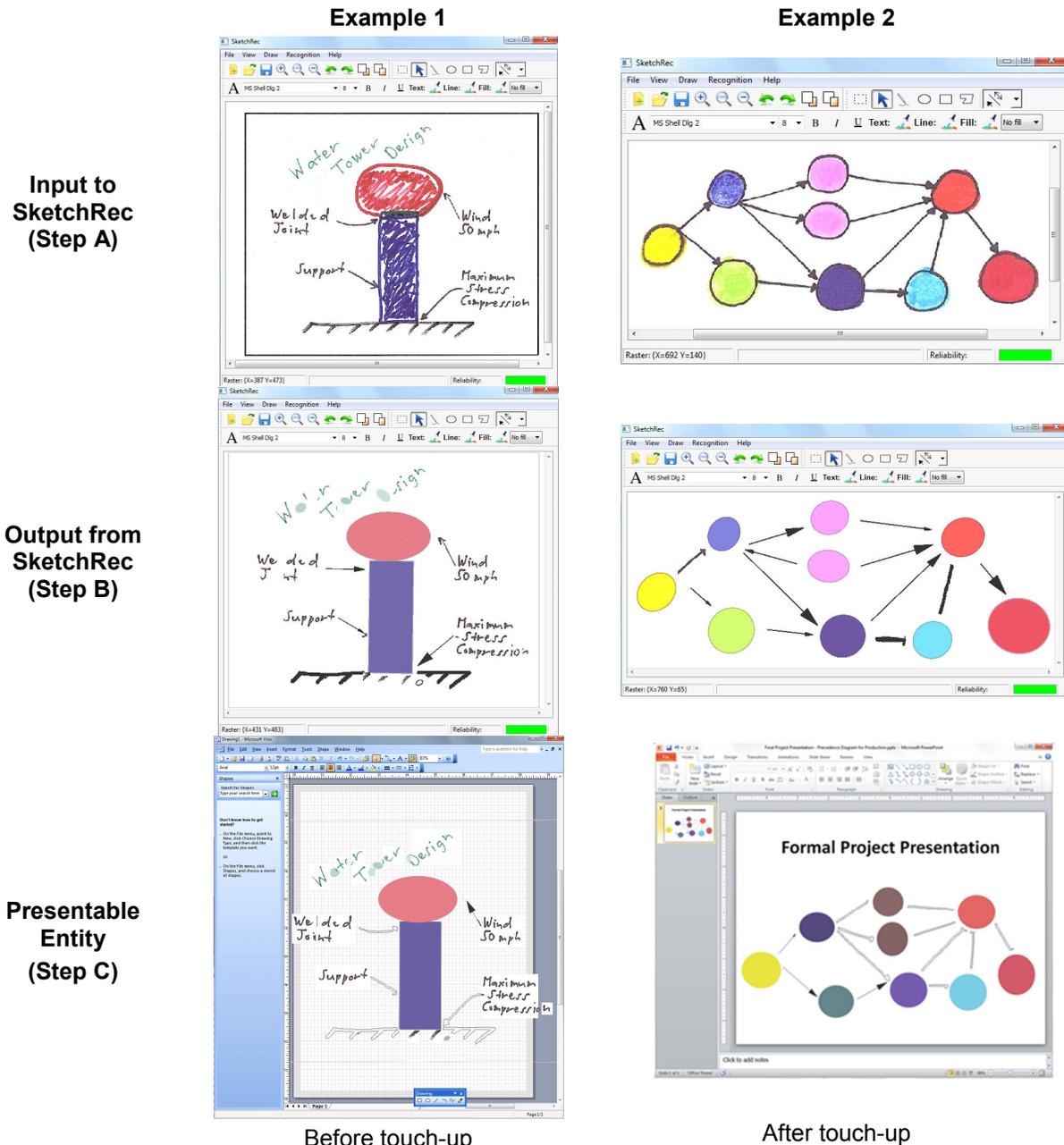


Figure 21: Sample output from the SketchRec 3.0 SW (from the Tutorial Samples).

Input Formats

SketchRec[®] 3.0 can import raster image in the BMP, JPG and PNG formats. The recommended scanning format is PNG. To help professionals add to or modify previous designs, SketchRec[®] can also input vector images in the SVG format.

Input Resolution

Input resolution of 200 – 250 dpi suffices for most practical purposes. It does not make sense to run recognition on images with resolution in excess of 500 dpi.

Minimum Contour Thickness

For accurate recognition, SketchRec expects contours with minimum thickness of 2 points.

Output Formats Supported

The SketchRec 3.0 SW allows the user to save the recognized image as Scalable Vector Graphics (SVG), Portable Document Format (PDF) or as a raster image (JPG or BMP). To realize the time savings offered by SketchRec, SVG is the recommended output format. For background information on SVG, refer to

http://en.wikipedia.org/wiki/Scalable_Vector_Graphics.

Types of Graphical Objects Recognized

The SketchRec[®] 3.0 software supports recognition of the following object types:

- Polygons
- Rectangles
- Triangles
- Ellipses
- Circles
- Other objects
- Lines
- Connectors

Rectangles may be detected as polygons, as noted above, but should not be double-detected. 'Other objects' may unrecognized objects not conforming to any of the other object types.

More on the Connectors

Generic connectors are classified as 'Connectors' unless they exhibit high degree of conformity with a line. The SketchRec[™] software contains logic for assessing whether connectors contain an arrowhead or not. 'Lines' with an arrowhead are rendered as arrows. Otherwise, they are simply rendered as straight lines.

Ability to Recognize Text Areas

The SketchRec software is capable of recognizing the areas in the image containing text. Upon running the recognition, the content of these areas is presented alongside the recognized graphics. Upon saving the vector graphics and importing into one of the supported tools, it only takes a few clicks to highlight and delete the text, if the user wishes not to include it in the final product (the presentable entity).

3rd Party Tools Supporting the SVG Format

The 3rd party tools supporting scalable vector graphics include, to name **some**,

- Microsoft Word

- Microsoft Visio
- Microsoft PowerPoint
- Libre Office (available both for Linux and Windows).
- OpenOffice (available both for Linux and Windows).
- Google Drawing
- Google Docs
- Google Chrome
- Mozilla Firefox
- Internet Explorer 9 and 10
- Corel Draw
- Adobe Illustrator
- Inkscape
- ImageMagick
- Scribus (for desktop publishing)

Convenient Importing Procedure for the Common Usage Scenarios

For each of the common usage scenarios, Table 4 summarizes the procedure for efficiently importing the SVG graphics from SketchRec into the application used to create the final deliverable.

Scenario	Application for Final Deliverable	Importing Mechanism
Presentable entity consists of formal project report or presentation created in MS Office (MS Visio installed)	MS Word or MS Powerpoint	Import the SVG into Visio (→ File → Open) and copy into Word or Powerpoint
Presentable entity created in MS Office (no Visio installed)		If direct importing does not work, try importing SVG into a free 3 rd party application, such as InkScape or LibreOffice, generate EMF and import the EMF into Word or Powerpoint
Presentable entity created through Google Docs or Google Drawing	Google Docs	Simply select 'File' and then 'Open'
	Google Drawing	
Presentable entity created in LibreOffice or OpenOffice	Libre Office	
	OpenOffice	
Presentable entity consists of brainstorming notes exchanged through e-mail	MS Outlook	Simply attach the SVG, presentation or document as a regular attachment
	Gmail	Simply select 'Insert files using Drive'

Table 4: SketchRec offers convenient importing procedure for each of the common usage scenarios.

“Localized” Graphics Recognition

The SketchRec 3.0 software provides the user with the ability to run recognition on a subset of the input stroke assembly. To apply the “localized” graphics recognition, simply highlight the stroke assembly of interest with the Area Selection tool and select

Recognition → Recognize as graphics ...

Figure 22 provides a simple illustration.

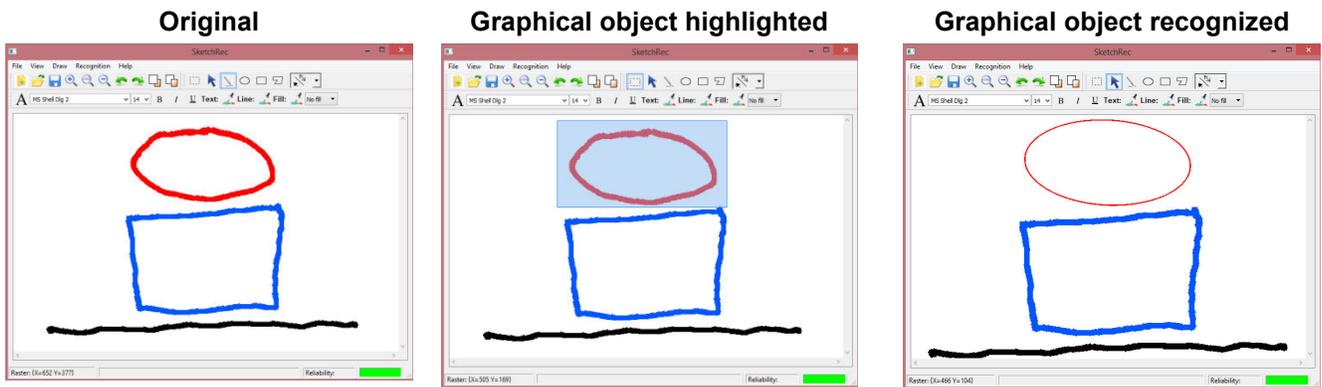


Figure 22: Simple illustration of the local graphics recognition.

Chapter 6: Touch-Screen Applications

Primary Benefits

Compared to the raster-scan images, the touchscreen (Pro) version of SketchRec[®] provides means for more direct input. For the latter, the user can run the recognition directly on the stylus image (no scanning needed).

Assumptions

SketchRec[®] 3.0 Pro was developed and tested on platforms supporting high-precision Wacom styluses, as opposed to the less expensive digitizers, supporting finger touch input, but no stylus.

Platforms Supported

SketchRec[®] 3.0 Pro is aimed at mobile users with convertible laptops running Windows 7 or Windows 8, with Surface Pro 2 or Surface Pro 3 tablets.

Recommended Usage

The recommended usage of the SketchRec[®] 3.0 Pro assumes the mouse is connected separately. Using the mouse, vector objects can be drawn directly onto the canvas, while the free-hand strokes can be provided using the stylus.

In the absence of mouse input, the user can draw on the canvas using the stylus, but also draw most objects (in particular rectangles, ellipses and the connectors). Polygon objects cannot be drawn using a stylus, since most styluses are missing the equivalent of a right-click button. Note that for free-hand drawings with the stylus, the user needs to enable the icon labeled 'free-hand drawing, eraser, stylus'.

Further Recommendations on the Stylus Usage

1. Apply the Stylus at an Angle, and Don't Press Hard onto the Glass
 - For detailed instructions, refer to the user instructions for the stylus.
2. No Undo Needed for the Stylus Input, Since Most Styluses Support Erasing Functionality
 - Similar to regular pens, the eraser is oftentimes located at the end opposite to the tip of the pen.
 - Simply rotate the pen and apply the eraser.
3. The Eraser Thickness Matches the Stylus Thickness
 - When you adjust the thickness of the stylus pen, you are indirectly adjusting the eraser thickness as well.

Sample Results

Figure 23 and Figure 24 contain sample results showing the recognized image, the corresponding count results as well as the PowerPoint presentation comprising the final presentable entity.

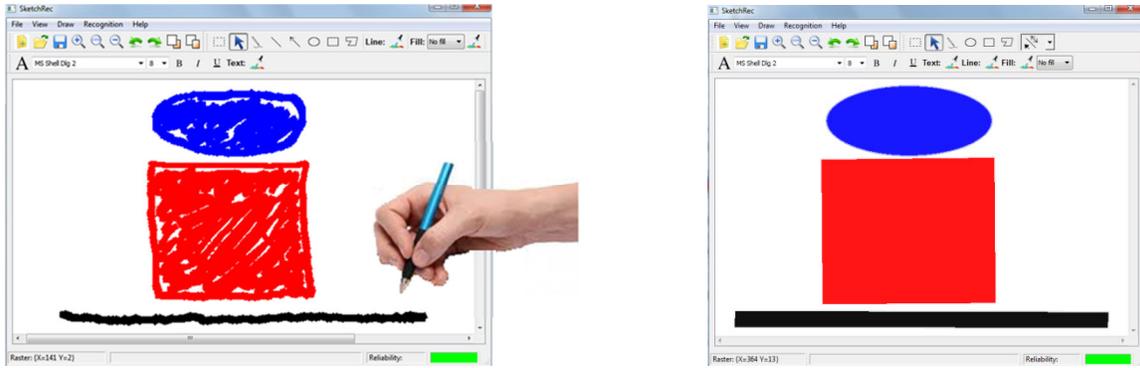


Figure 23: Input image from stylus (left) and the corresponding recognized image (right).

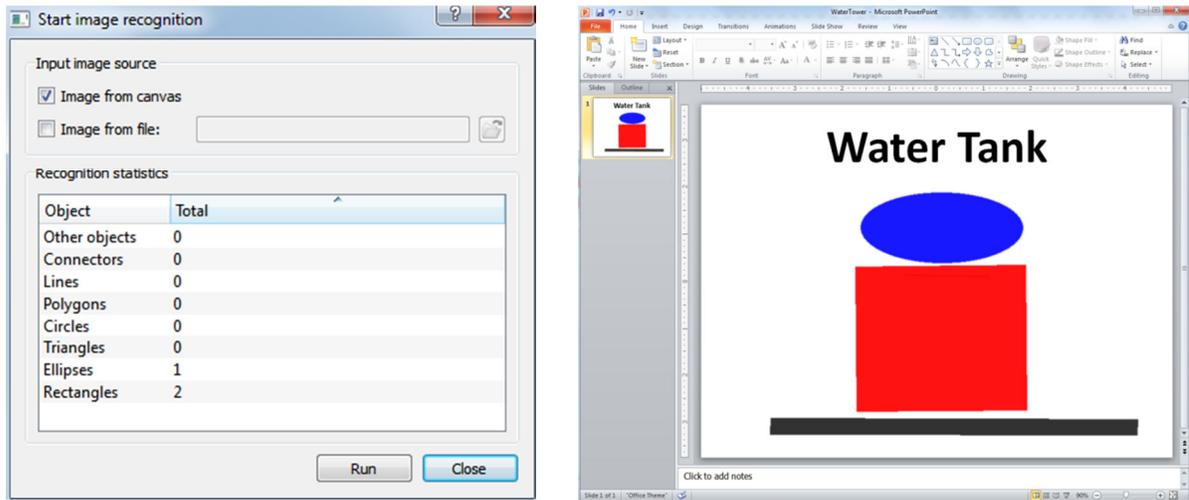


Figure 24: Mining (count) results and presentable entity for the input image in Figure 23.

Chapter 7: References

1. **Wikipedia**. Scalable Vector Graphics. s.l. : http://en.wikipedia.org/wiki/Scalable_Vector_Graphics, October 16, 2013.
2. **Geek, How-To**. *5 Ways to Run Windows Software on a Mac*. Nov. 22 2015. <http://www.howtogeek.com/187359/5-ways-to-run-windows-software-on-a-mac/>.
3. **Kronenberg, Mike**. *WineBottler: Run Windows-based Programs on a Mac*. November 22, 2015. <http://winebottler.kronenberg.org/>.
4. **Thurana, Jeffrey**. *Running Windows Programs on Your Mac using WineBottler*. January 14, 2010. <http://www.makeuseof.com/tag/sleeping-with-the-enemy-running-windows-programs-on-your-mac-using-winebottler/>.

Appendix A: Frequently Asked Questions

Table 5 lists recommended resolutions for problem scenarios that could conceivably arise.

Problem Scenario	Resolution to Consider
Shape shows up in the recognized image, but is not included among the count statistics	<ul style="list-style-type: none"> • Is the contour 'open'? • Consider fully 'closing' the contour.
The colors don't come through correctly upon importing the SVG file	<ul style="list-style-type: none"> • Check for a missing extension
The SVG vector graphics are presented as a single figure, not as a collection of individual objects	<ul style="list-style-type: none"> • LibreOffice or OpenOffice: Check for a missing extension • Google Drawing or Google Docs: Try converting the SVG into WMF (or EMF), using Inkscape, and then import the WMF (EMF) file
Windows 7: Tutorial files remain after uninstallation	Simply right-click on the tutorial samples in the All Program menu and select 'Remove'
Arrow head cannot be scaled independent of the line	Create the arrow head as a polygon and add the line separately. Then you can scale them separately.
"The application was unable to start correctly (0xc000007b)"	<p>This type of problem definitely should not arise with the SketchRec™ 3.0 SW. In the very unlikely scenario that you do come across this message, consider installing the following package:</p> <p>http://www.microsoft.com/en-us/download/details.aspx?id=30679</p>

Table 5: Recommended resolutions for problem scenarios that could arise.

Appendix B: Recent Enhancements

Release	Key Enhancements
1.0	<ul style="list-style-type: none"> • Essential sketch recognition and search facility
1.1	<ul style="list-style-type: none"> • Visualization of thumbnail images from CATIA v.5 and Pro/Engineer part files
1.2	<ul style="list-style-type: none"> • Visualization of AutoCAD drawing (.dwg) files. • Additional tutorial samples (CATIA v.5, Pro/Engineer and AutoCAD).
1.3	<ul style="list-style-type: none"> • Enhanced visualization of thumbnail images from CATIA v.5 and Pro/Engineer part files.
2.0	<ul style="list-style-type: none"> • Sketch and search utility presented as separate applications. • Support for .PDF output. • Undo & redo. • Significantly improved graphics recognition. <ul style="list-style-type: none"> ○ For example detection of lines and triangles.
2.1	<ul style="list-style-type: none"> • Introduction of a user-friendly interface, supporting <ul style="list-style-type: none"> ○ Object selection and deletion ○ Area selection ○ Deletion of the content of an area selected ○ Ability to adjust the position of objects selected ○ Ability to adjust the height or width of objects selected ○ Ability to insert polygon objects ○ Ability to insert a variety of different connector types (lines and arrows) ○ Ability to move an object to the foreground or send to the background ○ Ability to identify obscured parts of the input image and scale recognized graphics to automatically fit inside the viewable area ○ Ability to import SVG (say, a previous design, to be modified or enhanced) ○ Ability to type in text ○ Customizable thickness of the free-hand pen ○ Customizable thickness of the stylus pen ○ Seamless zooming of the scene with the mouse wheel
2.2	<ul style="list-style-type: none"> • Resolution of problems associated with earlier versions of SketchRec[®] appearing to hang up, when processing very large and dense input images. • Enhanced capabilities for moving and resizing objects with a stylus.
3.0	<ul style="list-style-type: none"> • Cursive handwriting recognition • “Localized” graphics recognition • Support for Machintosh

Table 6: The key enhancements included in software versions released.

Appendix C: Support for Macintosh

There are at least three ways for Mac users to run the SketchRec 3.0 SW (2):

1. Through dual booting mechanism, like Boot Camp, if configured.
2. Through a Virtual Machine, like VmWare Fusion, if installed.
3. Using the WineBottler (3).
4. Using the CodeWeavers' CrossOver Mac.
5. Using a Remote Desktop.

The WineBottler is a free Mac application which can be downloaded from (3)

<http://winebottler.kronenberg.org/>

Instructions on how to install and run the Ecosystem, using the WineBottler, are listed in (4)

<http://www.makeuseof.com/tag/sleeping-with-the-enemy-running-windows-programs-on-your-mac-using-winebottler/>

During the testing phase, the Ecosystem 1.0 SW was installed and run under Macintosh, using the WineBottler, per instructions from (4). No problems were observed.