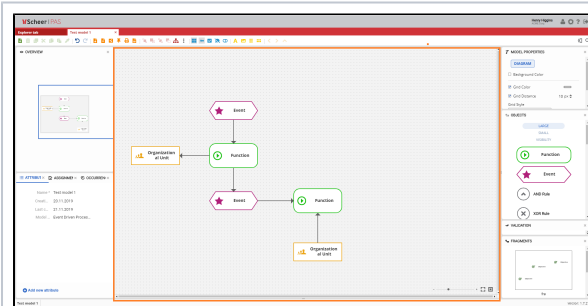


Canvas

Canvas Overview



The **Canvas** is the main window where you can **edit** models and **create** objects.

Creating object is possible through the objects panel using drag and drop.

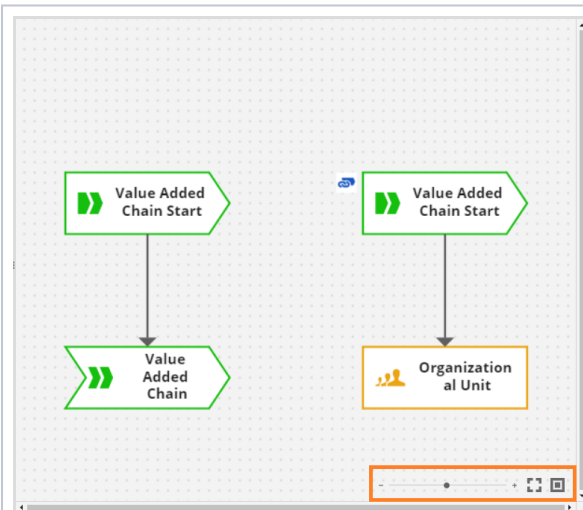
On this Page:

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 - [Zooming and Scaling a Model](#)
 - [Dragging and Dropping Objects](#)
 - [Creating a New Fragment](#)
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Related Pages:

- [Permissions](#)
- [Canvases](#)
- [Panels](#)
- [Model Toolbar](#)
- [Export and Import](#)
- [Keyboard and Mouse Shortcuts](#)
- [Reusing Objects](#)
- [Messaging](#)
- [Query Wizard](#)

Zooming and Scaling a Model



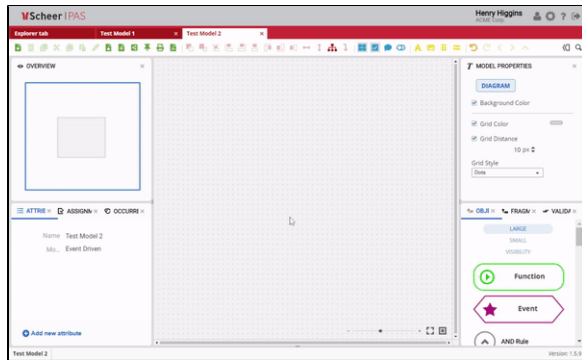
In the bottom right corner the zoom options can be found.

1. On the left hand side there is a **zoom scroll** that can be moved by dragging the dot on the line, or by pressing **+** or **-**.

	<p>2. The second icon is the Fit Area icon. After you click it, your model will zoom in or out in order to fit your screen. Using this icon gives you the full size view of your model.</p> <p>3. On the right is the Scale to 100% icon. This icon brings your model to a default zoom factor of 100%.</p>
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Dragging and Dropping Objects

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To add new objects to the model, **drag and drop** an object from the object panel. They will connect automatically to any existing selected object.

Each object contains **multiple points to connect** to other objects on the Canvas. Click on one of these points on the object, then drag the connection to another object to connect them.

i When you have added an object to Canvas, and clicked on it, a list of

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Creating a New Fragment

Select one or more objects, right-click on one of the selected objects and when a pop-up window with icons appears, select **Create Fragment** icon.



You can also include **object attributes** in a fragment, and in addition, a fragment can be created from one or more **model attributes**.

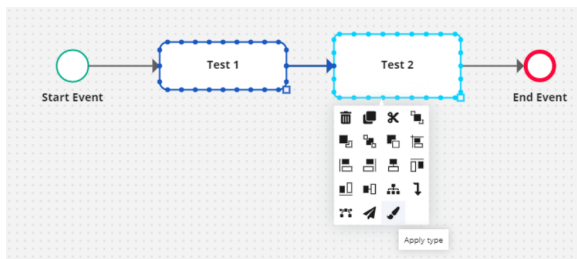
Enter the fragment's name in the popup **Create New Fragment** and click **Save**.

The newly created fragments are displayed in the **Fragments** panel.

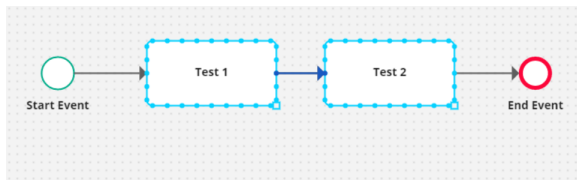


For more details on the Fragments panel visit page [Fragments](#).

Change Symbol And Object Type

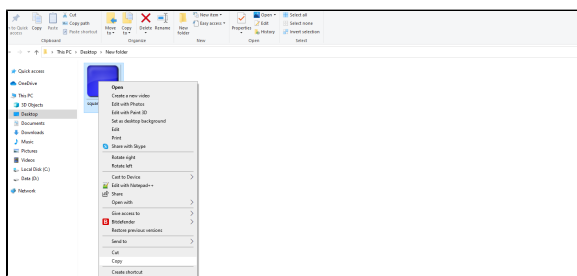


Select two or more objects, **right-click an object whose type you want to apply** to the remaining selected objects and when a pop-up window with icons appears, select **Apply type** icon.



Apply Type option changes both **symbol** and **object type**.

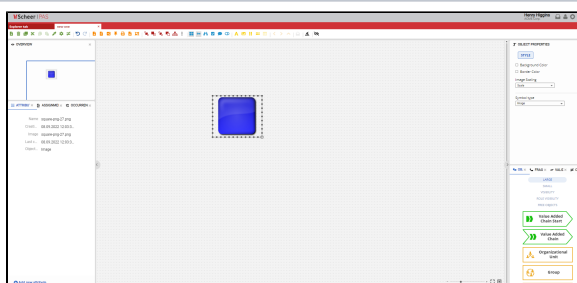
Add Images from Computer or Web directly to Canvas



You can add images from the web or images saved on your computer directly to the model.

Select the image you want to copy, right-click on the mouse or trackpad and click **Copy** or **Copy Image**.

The image will be copied to the Clipboard (a type of temporary storage) on your computer.



To add an image to the Canvas, go to the model where you want to add the image and press *Ctrl+V*.

The image was added to the Canvas.

After the image is once added to the Canvas, it is permanently removed from the Clipboard.



Edge and Chrome browsers support adding multiple images at once.

To select multiple images

ges, click on one of the images on your computer you want to select. Hold down the control key (Ctrl). Click on the other

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To add multiple images to the Canvas, go to the model where you want to add images and press Ctrl+V.

Firefox browser does not have support for adding multiple images at once.