# Getting Started Guide for Desktop systems (Mac, Windows and Linux)

This Getting Started manual will show you the basics of AutoQ3D CAD for Desktops systems, you can apply this example concepts to Mac, Windows and Linux systems.

You will notice that AutoQ3D is not just a paint program but a precise 2D/3D CAD system for your desktop system.

We will teach an easy example step by step to get familiar with the options. Let´s begin.

First start AutoQ3D program, and then select the *Draw > Rectangle* menu option.
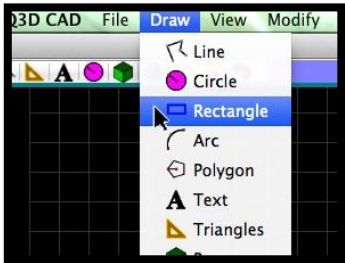

You will notice that the rectangle command now appears at the command line area and it is asking you to set first corner. But before that, and to add more precision to the drawing process, we will activate the snap function.

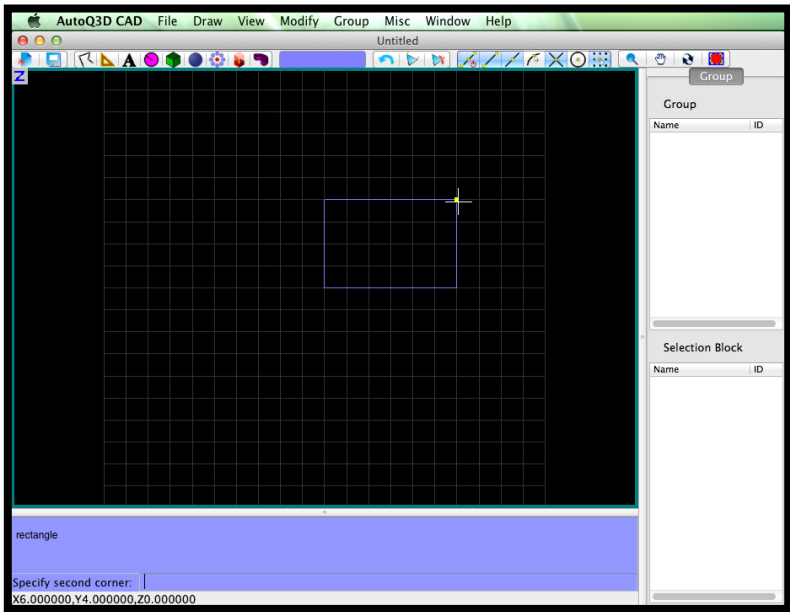Click on the *Snap Grid icon* and then click on the *Snap ON/OFF icon*
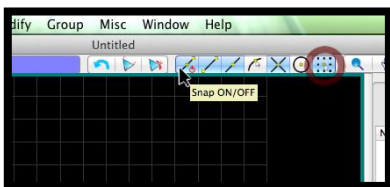
Now move your cursor to *0,0* coordinate and then click your mouse button, this sets the first corner of the rectangle.
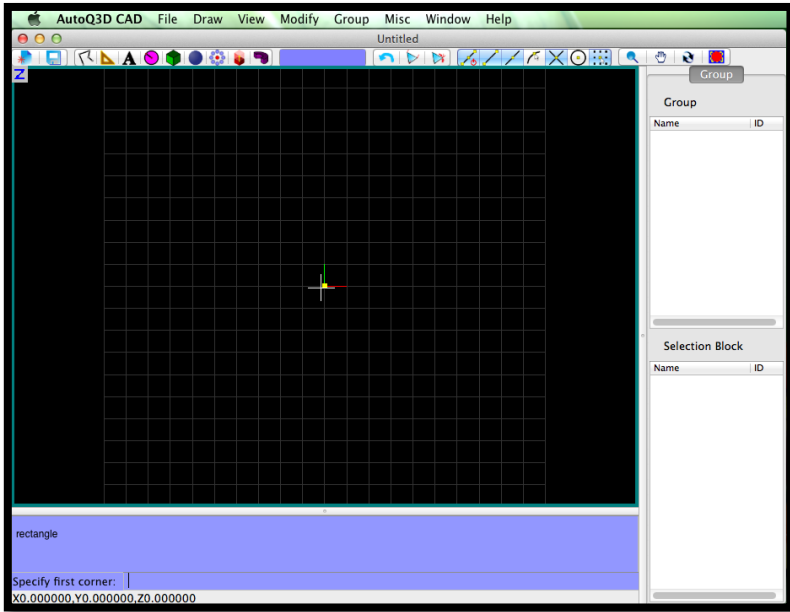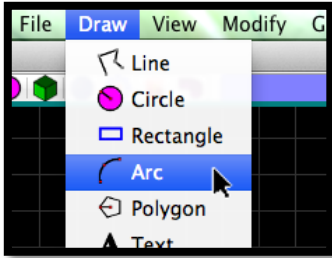

Once you have clicked your first point, the *rectangle* command asks you for the second corner.

Just move the cursor to coordinate *6,4* and click your mouse button.
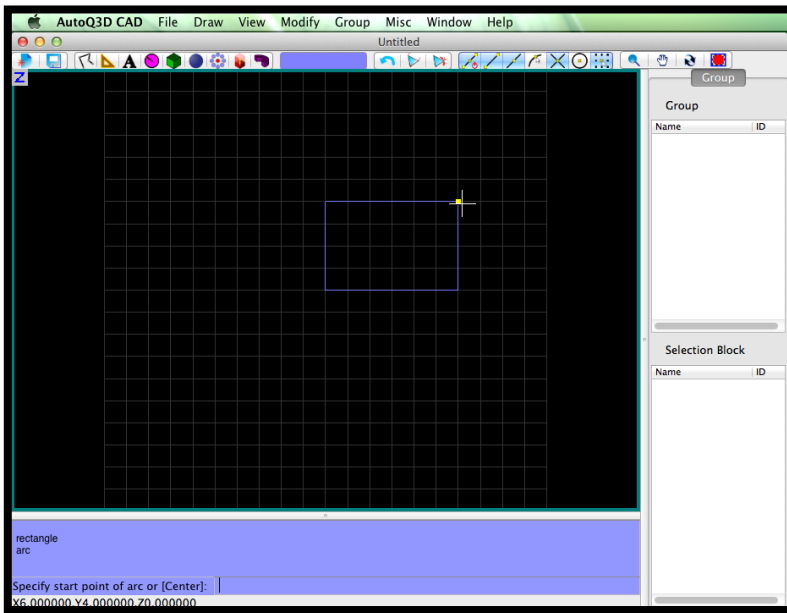

That will finish the *rectangle* command.

Now, we are going to draw an arc, just select the *Draw > Arc* menu option.

Then move the cursor to the position *6,4* and click your mouse button to specify the start point.
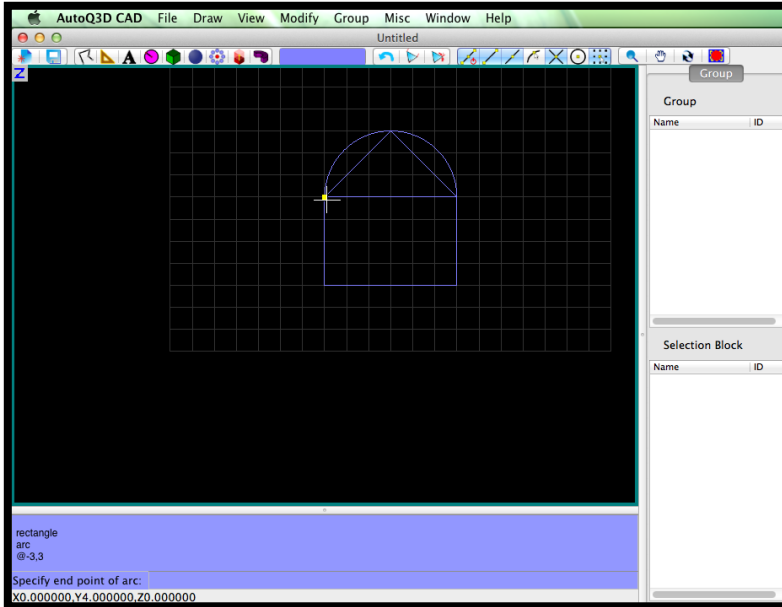

Now, enter the second point, but this time we are going to input the coordinates manually.

Just go to command line area and enter the value manually. Type *"@-3,3"*, then press *<Enter>* key.

The *"@"* symbol means it is a relative coordinate to the current point.
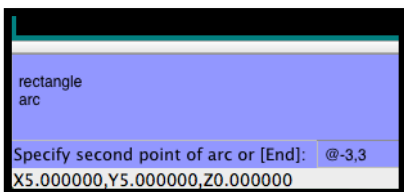
Then, select the third point moving the cursor on the endpoint and click with your mouse button.


That will finish the *arc* command

Now, we will erase the top line of the rectangle. Just set the cursor with the small square pointing to the line and click your mouse button. (Note: if you drag the cursor, then you will set a window selection). To unselect or cancel the current command press *<Escape>* key.
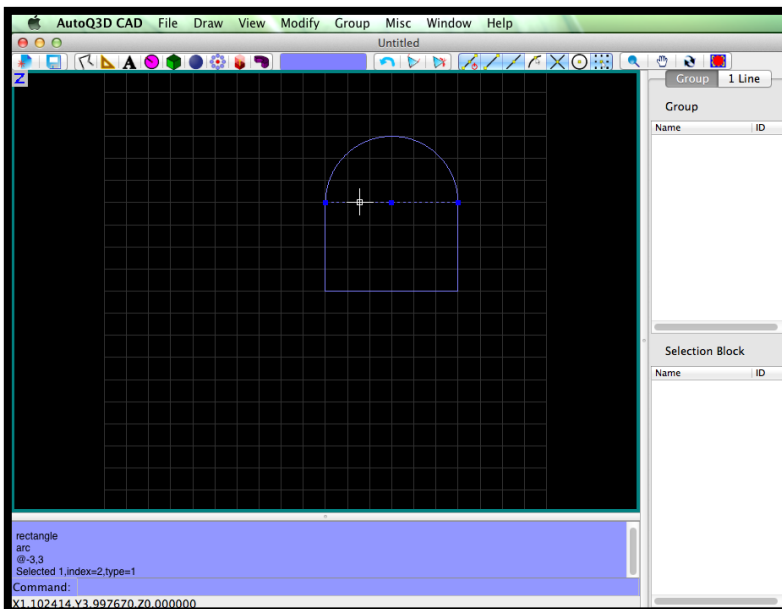
Then, type *"erase"* or *"e"* in the command line area and then press *<Space>* or *<Enter>* key to erase the selected object.
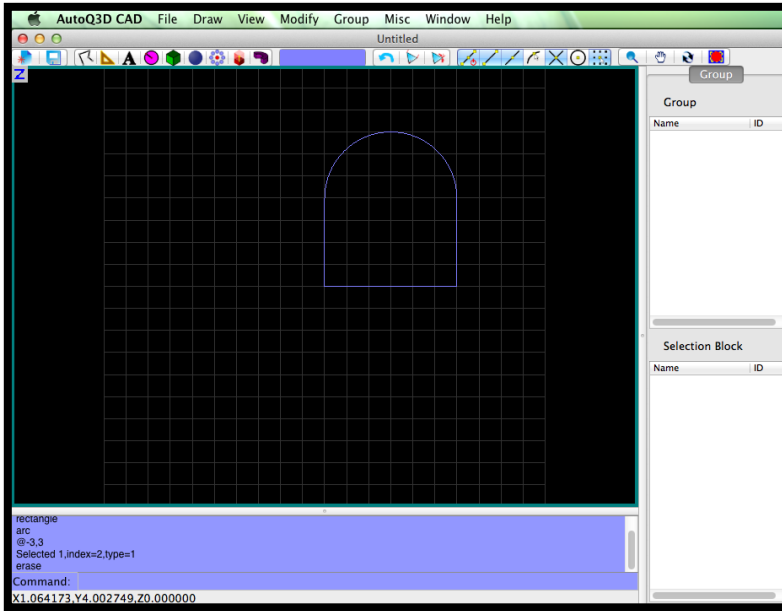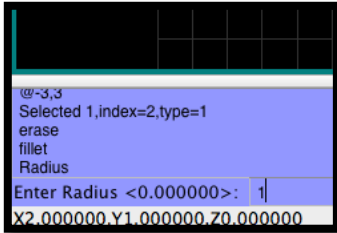

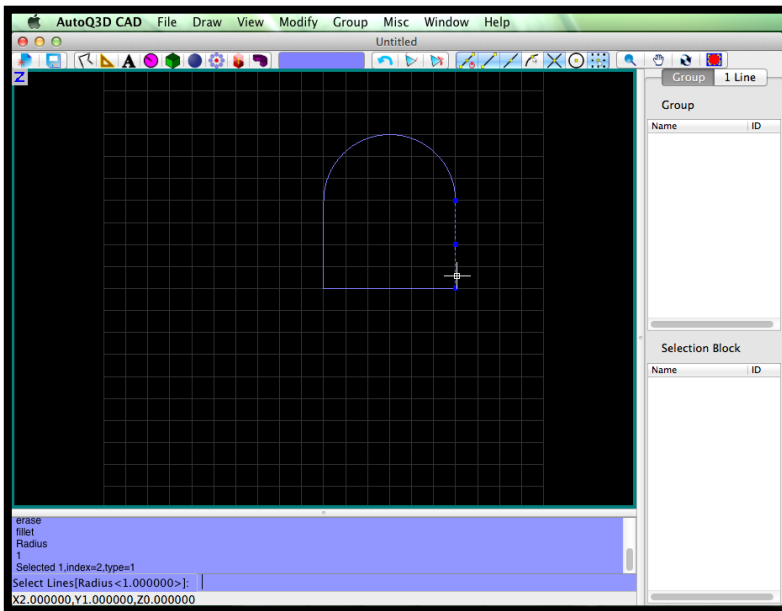Now, we are going to do a round fillet. Select *Modify > Fillet* menu option
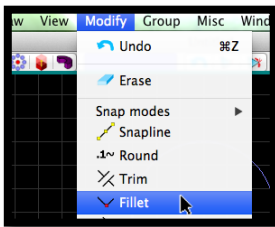
To change the fillet radius, type *"r"* and press *<Enter>* or *<Space>* Key. Notice the options that are in brackets, to access these options just type their uppercase letter. In this example the option is *Radius*, just type *"r"* or *"R"* to access it.
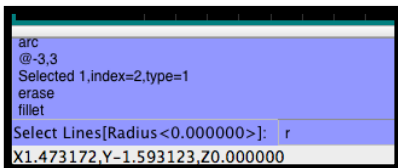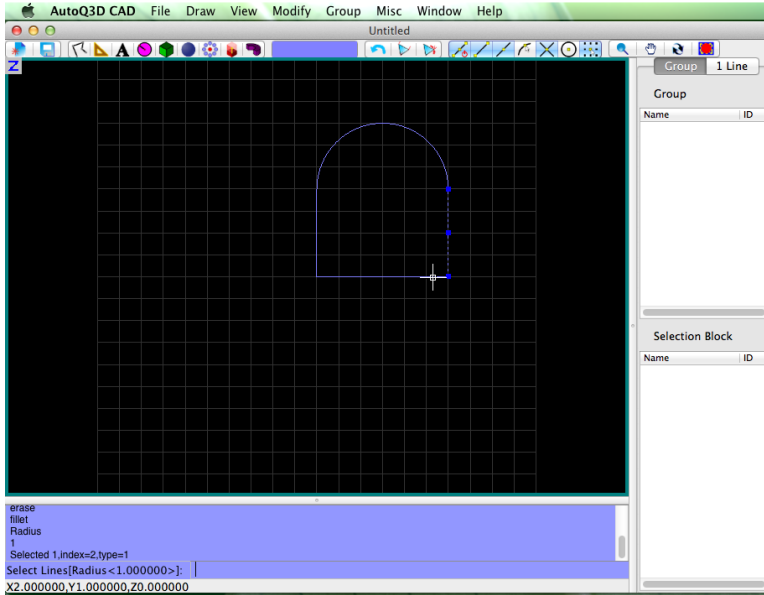
Type the value *"1"* and press *<Enter>* key.

Now, select the right line of the original rectangle. Just set the small square cursor over the lower corner of this right line and then click with you mouse button.
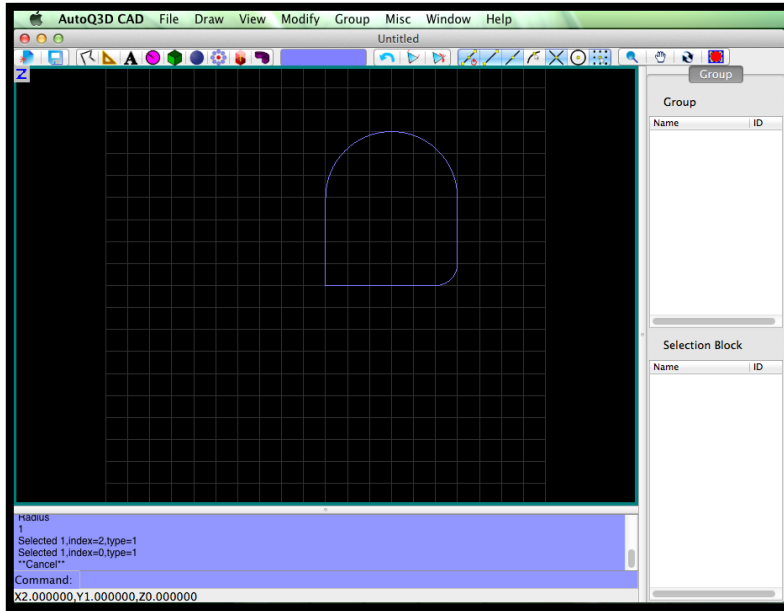
Then select the line, the one that is the rectangle base. Just set the small square cursor over the right side of this line and click the mouse button.

You will notice that the fillet command rounded these two lines.
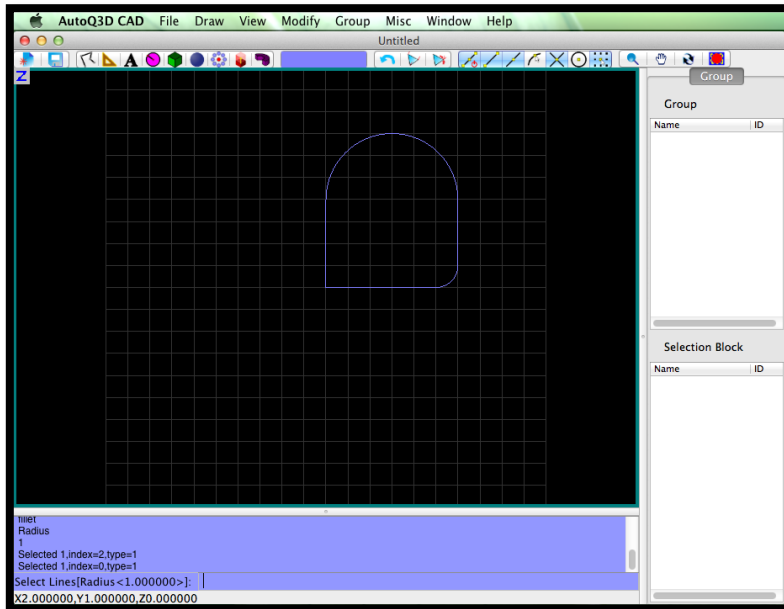
To exit the *fillet* command just press *<Escape>* key. Now you will see that the command line changed, just waiting for another command.
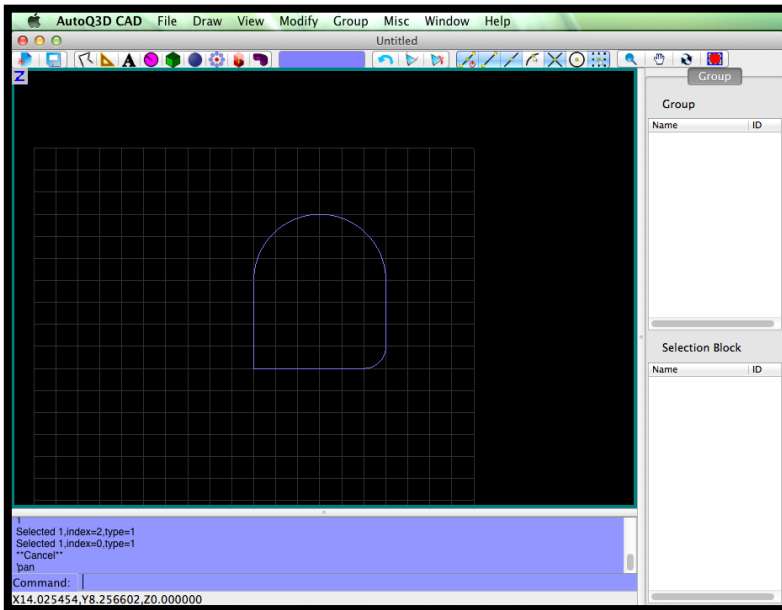

Now, we will change the view. Select the *"Pan"* icon on the toolbar. Note that you can change the views even when you are setting points with another command and return to that command just pressing the <Escape> key.

Now, drag the view to the desired point.
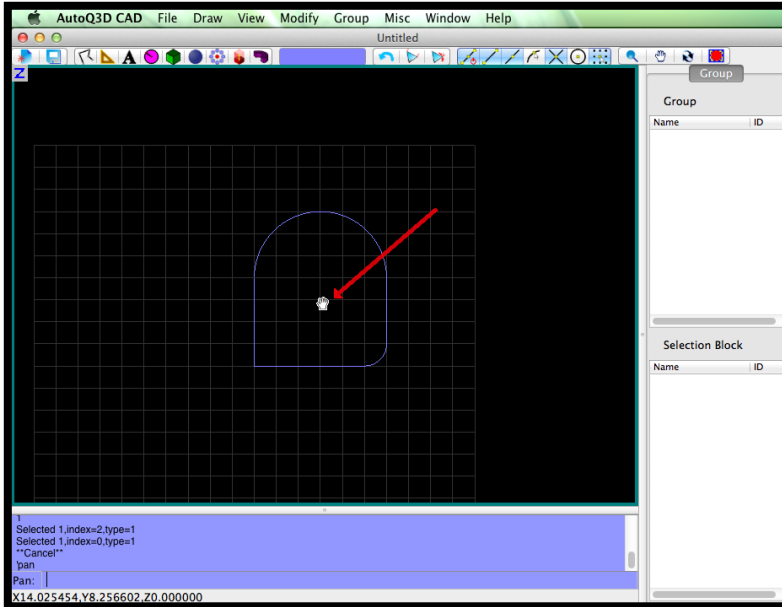
Then press *<Escape>* key to exit the *"Pan"* command.

In this example you have learned how to draw some basic objects, modify them and change the view of them.

For further information please visit http://autoq3d.com/documentation or subscribe to our YouTube Channel at http://www.youtube.com/user/autoq3d