GARDOS SOFTWARE LTD

MELOBYTES DRAW v.1

Your ideas. Your canvas.

User Manual

English edition | Version 1 | November 2026

https://gardos-software.com/

© 1993-2026 Gardos Software LTD

START HERE

Using this manual

Melobytes Draw v.1 is a creative vector drawing application for Windows. Use it to make illustrations, page layouts, diagrams and artwork with editable shapes, curves, text and embedded pictures. A project may contain several pages, each with its own artwork and settings.

Install on Windows 10/11 x64 with .NET Framework 4.8 or later. Run the supplied setup, choose the installation folder and follow its prompts. Start Melobytes Draw from its installed shortcut. To remove it, use Windows Installed apps or Programs and Features; keep your project files separately.

This guide uses the English interface names. A path such as File > Save means open the File menu and choose Save. The interface can also be displayed in Greek, Italian, French and German. Change it with the header Language button or Help > Language.

First drawing and workspace	3
Projects, pages and page setup	5
Basic shapes and creative presets	7
Compound curves and node editing	9
Selecting and transforming objects	11
Appearance and text	12
Images and effects	14
Object order, groups and layers	16
Snaps and precise drawing	17
Modify commands and measurements	18
Dimension annotations	20
Import, export and printing	21
Troubleshooting and version limits	23
Keyboard reference	25

This edition describes the version 1 application supplied with this workspace. Command availability depends on the selected objects and activation status. The PDF and RTF contain the same instructional text; PDF is recommended for reading and printing. RTF pagination can vary between word processors.

01

Make your first drawing

This short exercise creates a simple illustrated title page. Activate the application before starting work that you need to save.

1. Choose File > New project, or click + New project. A new project opens with one page. Choose Page setup below the page tabs and select a paper size, orientation and safe margin. Click Apply.

2. In NEW SHAPES at the top, choose Solid fill, a Fill colour, an Outline colour and an Outline mm value. Use 0 for no outline. These controls set the appearance of the shapes you create next.

3. Choose Rectangle in the left toolbox or Shapes menu. Click one corner of the rectangle, move the pointer to preview its size, then click the opposite corner. The finished rectangle becomes selected.

4. Change the selected rectangle using Properties on the right. Change Fill colour or edit Width (mm) and Height (mm). Click empty paper to see PAGE PROPERTIES instead.

5. Choose Circle. Click its centre, then a point on the circumference. Choose Shapes > More shapes > Star for an additional motif and click two opposite corners of its enclosing rectangle.

6. Choose Text. Enter a short title, choose Font and Height mm, then click Place text. Click on the page to position the text. Select the text later and use Edit > Edit text to revise it.

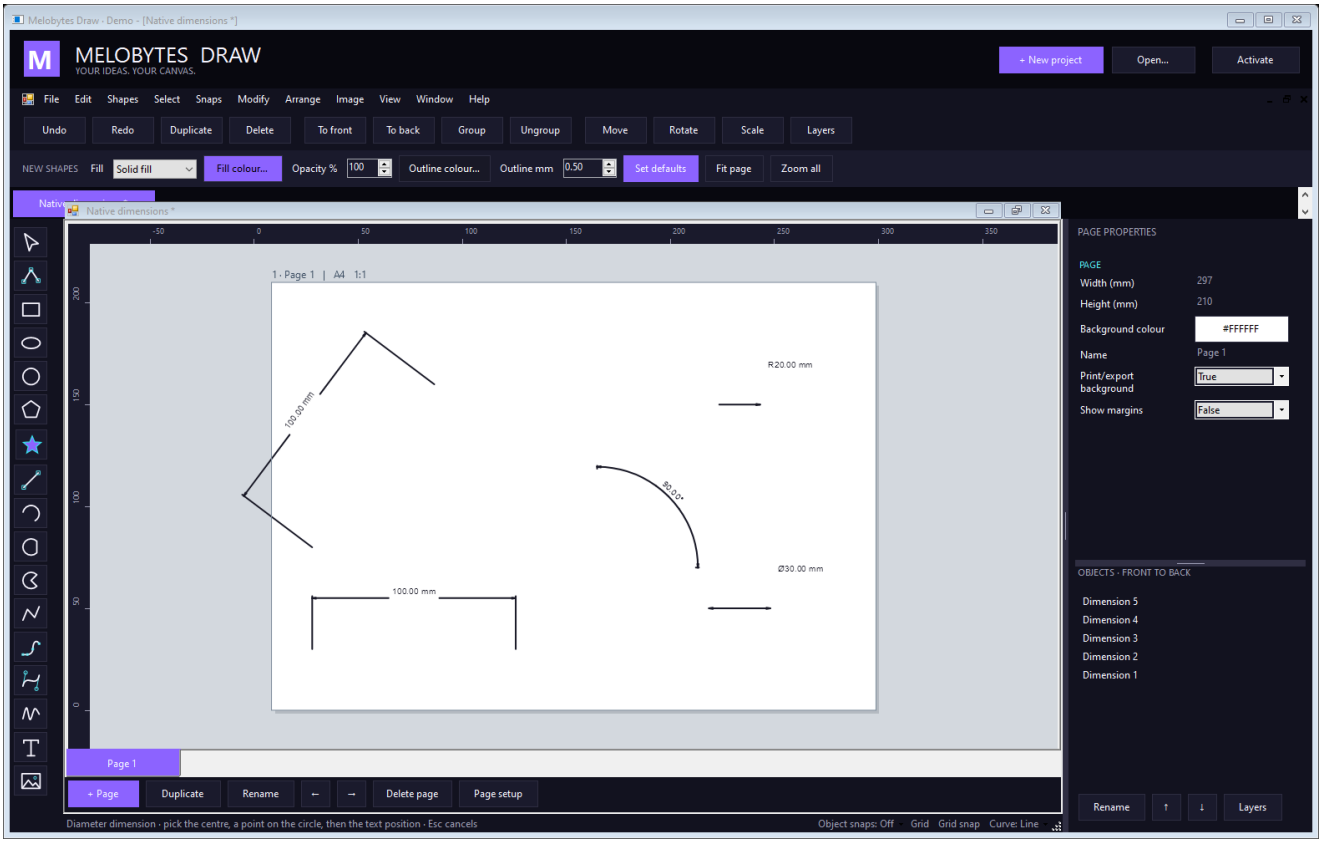
7. Select objects and use Arrange to position or group them. Use the Objects list to select artwork that is difficult to reach on the page.

8. Press Ctrl+S. Choose a folder and save a .meldraw project. Use File > Export active page for a picture or vector PDF, or File > Export all pages to PDF for the entire project.

> Read the status bar while a tool is active: it tells you which point to pick next. Enter finishes a point-based path; Esc cancels an unfinished operation. Use Undo if a completed change is not what you intended.

02

Find your way around



Example workspace showing a page with dimension annotations. Artwork and the available property fields depend on the active page and selection.

Area	Purpose
Top menus and buttons	Create, open and save projects; choose drawing, editing, output and view commands.
NEW SHAPES	Set fill, opacity, outline and line-style defaults for future objects.
Left toolbox	Start selection, shape, curve, text and image tools. Hover for a tooltip.
Drawing and rulers	Work on the active page. Fit page frames the paper; Zoom all includes artwork outside the paper.
Properties / Objects	Edit the selection or page; select and reorder objects from front to back.
Bottom controls	Switch/manage pages and configure object snaps, grid and compound-curve segment mode.

Drag with the right mouse button to pan. A right-click without dragging opens the editing menu. Drag the sidebar's left divider to change its width, or the horizontal divider inside it to give Properties or Objects more space.

03

Projects and activation

Create, open and save

A .meldraw project preserves every page, page order, page names, editable shapes and curves, embedded images and image effects. Save this format as your working original, even when you also export a PDF or image.

File > New project creates a separate project window. File > Open project replaces the active project after offering to save its changes. Cancel keeps the current project open. Opening a project that is already open switches to its existing window. You can also open native .avax or .avx drawings and save them as .meldraw projects.

Save updates the current file; Save as creates a copy with a different name or location. An asterisk beside the project title indicates unsaved changes. Closing a changed project offers Save, discard or Cancel. Save regularly and keep an independent backup of important originals.

Work with several projects

Click a project button below the drawing defaults to switch projects. The Window menu can tile projects vertically or horizontally, cascade their windows or maximize the active project. Each project has independent pages. Editing Undo/Redo belongs to the individual live page; Undo history is not saved in the project file.

Demo and activated use

Demo mode allows creating and editing artwork. Saving, exporting, printing and copying artwork to other applications require activation. Open Help > Activate / deactivate, or click Activate in the header, and follow the activation dialog with your product serial number and an Internet connection.

After successful activation, the header offers Deactivate. Deactivation requires confirmation from the licensing service. Use it when you need to release this computer's activation. If activation fails, check the connection and serial number, then retry. Your existing serial may be checked again after an application update.

> Activate before creating work you need to keep: Demo cannot save a project. The application does not provide an automatic project recovery workflow. Exported files are additional deliverables; they do not replace your editable .meldraw original.

04

Pages and page setup

Manage pages

Use the tabs along the bottom of a project to select a page. + Page adds a blank page. Duplicate copies the active page and its artwork. Rename changes its title. The left and right arrow buttons move the active page in the project order; this is also the order used by all-page PDF export and printing.

Delete page asks for confirmation and removes the active page together with its Undo history. The final remaining page cannot be deleted. Page-management actions should not be treated as drawing Undo operations: save a copy before removing pages you might need later. A project supports up to 250 pages.

Set paper dimensions

1. Select the page and click Page setup below the tabs.

2. Choose a standard Paper size or a creative preset such as Album cover - square, Thumbnail - 16:9 or Portrait - 9:16. Choose Portrait or Landscape.

3. For a custom page, enter Width (mm) and Height (mm). The allowed dimensions are 10-10000 mm. Changing the dimensions selects Custom.

4. Enter a Safe margin (mm), then click Apply. The margin must be less than half the smaller page dimension. Use zero for no safe margin.

Page colour and output

Click empty paper, or clear the selection, to display PAGE PROPERTIES. Background colour changes this page only. Print/export background controls whether the page colour is included in printing and page-based output. The editing view continues to show the chosen colour either way. Show margins controls the visible margin guides.

New pages use a white background. Page colour and the output option are saved with the page, copied by Duplicate and support Undo/Redo. Disabling background output does not provide transparent PNG output; PNG uses white paper in that case.

> Artwork can extend beyond the paper while you edit. Use Fit page to inspect the sheet and Zoom all to find off-page objects. Page-based image/PDF output uses the sheet bounds and the configured output clipping; check your exported result before sending it.

05

Draw basic shapes

Choose a tool from the left toolbox or Shapes menu, then follow the status-bar prompt. A live outline previews multi-point shapes. Esc cancels the current construction. Set the top NEW SHAPES controls before drawing; edit finished objects in Properties.

Tool	How to draw
Rectangle / Ellipse	Click two opposite corners of the enclosing rectangle.
Circle	Click the centre, then a radius point.
Polygon	Choose the vertex count in the dialog, then click the centre and a radius point. Shapes > Polygon vertices changes the default count.
Line / Point	Line uses two endpoints. Point, available in Shapes, uses one position.
Arc / Closed arc	Click the start, the end, then the centre. Closed arc adds a straight chord between the endpoints.
Pie	Click centre and radius. The initial sector has a 45-degree start and 270-degree sweep; edit the angles in Geometry.
Polyline / Bezier	Click the construction points and press Enter to finish. The standalone Bezier tool creates a sampled curve; use Compound curve for exact editable Bezier segments.
Freehand	Draw a freehand path and finish the active construction with Enter. Read the status prompt and press Esc to cancel.

Change a shape's geometry

Select one shape to see its Geometry fields. Depending on its type, these include radius, ellipse radii, polygon vertices, rectangle dimensions and arc angles. A rectangle can have rounded corners, including separate X/Y corner radii. Geometry dimensions follow the object's own frame after rotation.

Transform Width/Height describe the axis-aligned selection bounds. They can differ from a rotated rectangle's Shape width/height. Nonuniform scaling can turn a circle into an ellipse. Arbitrary node edits can turn a parametric object into a free path.

> Arc, Polyline, Bezier and Freehand finish open. To fill a suitable path, select it and enable Geometry > Closed path. A Closed arc closes with a chord; a Pie closes through its centre.

06

Creative shape presets

Choose Shapes > More shapes, or the star button in the toolbox. These presets remain editable: their proportions are stored as parameters rather than being fixed to a single outline.

Family	Available presets
Geometry	Triangle, Right triangle, Square, Parallelogram, Rhombus, Trapezoid, Pentagon, Hexagon, Octagon
Symbols	Star, Arrow, Chevron, Cross, Heart, Ring, Speech bubble
Illustrations	Cylinder and Cube (two-dimensional illustrations)

1. Choose a preset and click two opposite corners of its enclosing rectangle.

2. Keep the shape selected and edit its Geometry parameters on the right. The available fields depend on the preset: for example, a star exposes its inner radius ratio and point count.

3. Drag the orange control points for direct parameter editing. Use ordinary selection handles to transform the complete object.

4. Set fill, outline and opacity in Properties. Save as .meldraw to retain the editable parameters.

When to convert to curves

Use a preset's parameters while you need an easily adjustable shape. If you need to move individual nodes freely, choose Shapes > Convert to curves and use Nodes. Conversion changes the editing model from preset parameters to curve geometry; Undo restores the earlier form while that operation remains in the page's history.

> Cylinder and Cube are illustrations on the drawing plane. They do not create a three-dimensional model. Vector formats can preserve their outlines, while the native project keeps the most complete editing information.

07

Construct compound curves

Compound curve builds exact paths containing straight lines, arcs and cubic Bezier segments. It is the preferred tool when you want precise curved geometry with editable nodes and tangents.

1. Choose Compound curve from the toolbox or Shapes menu and click the first point.

2. Use the Curve dropdown in the bottom bar to choose Line, Arc or Bezier for the next segment. You can change this choice during construction.

3. For Line, click the next endpoint. For Arc, click a point on the bend and then its endpoint. For Bezier, click the first tangent control point, the second tangent control point, then the endpoint.

4. Continue with more segments. Use Closed curve in the Curve menu if you want a closed path, then press Enter to finish. Esc cancels the unfinished construction.

5. Select the finished curve and edit its appearance. A closed curve can have a fill. Choose Nodes for direct editing or Shapes > Edit curve segments for numerical segment properties.

Combine or join existing curves

Shapes > Combine curves gathers selected vector curves or shapes into one compound curve and retains separate subpaths. It does not perform a boolean union of overlapping outlines.

Shapes > Join connected curves connects open curves whose endpoints already meet. The endpoint tolerance is 0.001 drawing units. Use object snaps when preparing endpoints, then select the curves and run Join connected curves. If joining fails, check that the curves are open and that the intended endpoints coincide.

A compound curve may contain several open or closed subpaths. The segment editor's Subpath list lets you address each one. Exact creative curves use the two-dimensional drawing plane; elevated CAD objects cannot be converted directly to this curve form.

08

Edit nodes and segments

Edit on the page

Select a curve and choose Nodes or Shapes > Edit vertices. If it is a parametric preset, first use Convert to curves when you need free segment editing. Drag anchor points to change the path and blue tangent handles to change Bezier bends. Orange handles on an unconverted preset change its parameters.

Use the segment editor

1. Select exactly one compound curve. Choose Shapes > Edit curve segments, or the Segments action in the Geometry properties.

2. Choose the Subpath, then select a segment in the list. Edit its numerical properties in the inspector. Fields depend on the segment type and include positions, control points or arc geometry.

3. Choose a Segment type when you need a different representation. A change is accepted only if it defines supported, connected geometry.

4. Set End node mode to Corner, Smooth or Symmetric. Corner allows independent tangents; Smooth keeps a continuous tangent direction; Symmetric also balances the tangent handles.

5. Use Split in two to divide the selected segment, or Reverse to reverse the curve direction. Close the dialog when finished.

> The Curve segments dialog applies changes immediately. Close does not discard them. Use its Undo button or the application's Undo to reverse a change. Image effects and Layers use a separate Apply/Cancel workflow.

Keep editing predictable

Work on one curve at a time for numerical segment edits. If an object still exposes preset parameters, keep those parameters for regular adjustments or convert it deliberately for free editing. Save a copy before major conversions if you want to preserve both the original preset and a custom outline.

Closed path controls whether endpoints are joined for appropriate shapes. Filling an open outline does not automatically make it closed. Inspect the closing edge before exporting a filled design.

09

Select and transform

Build the selection you need

Choose Select and click an object. Shift adds to the selection. Drag on empty space for a crossing window, or choose a specific operation from Select. The same selection commands are available in the right-click menu.

Command	Result
Window select	Includes objects inside or touching the window. Drag or click two opposite corners.
In window select	Includes only objects fully enclosed by the window.
Add / Remove from selection	Click objects or use a window to adjust the current set.
Select all / Clear selection	Selects visible, selectable artwork or clears the current selection.
Objects list	Select one or several named objects without reaching them on the page.

Move, rotate and resize

Drag the visible selection handles for direct changes. For exact placement or size, enter X (mm), Y (mm), Width (mm) or Height (mm) in Transform properties. For point-driven operations, select the objects and choose Move, Rotate or Scale from the toolbar or Modify menu, then pick the requested reference points.

Duplicate makes a copy displaced slightly from the original. Copy/Cut and Paste use the clipboard; copying artwork out of the application requires activation. Delete or Modify > Erase removes the selection. Undo and Redo operate on the active page.

Arrange > Flip horizontally or Flip vertically mirrors the selection. Arrange also offers Left, Centre, Right, Top, Middle, Bottom and distribution commands. Modify > Align provides nine positions relative to the last selected object; select that reference object last.

> If an object cannot be selected, inspect Layers for hidden or locked status. When several objects overlap, use the Objects list and its front-to-back order to choose the one you need.

10

Fill, outline and colour

Defaults and selected-object properties

NEW SHAPES controls the appearance of future shapes. Properties controls objects that are already selected. If an existing object does not change when you adjust the top bar, select it and use the right-hand inspector.

Setting	How it behaves
Fill	Choose Solid fill, No fill or Gradient for supported shapes. Paths must be closed to use an interior fill.
Fill colour	Choose a colour for the interior. A page has a palette of up to 256 colours; when full, a custom choice may use the nearest palette colour.
Gradient	Uses the chosen fill colour toward cyan at a 45-degree angle.
Opacity (%)	Controls the object's fill/appearance opacity. Lower values show more of the artwork behind it.
Outline colour	Choose a concrete colour or ByLayer, where offered, to follow the object's layer colour.
Outline (mm)	Controls line thickness. Fractional widths are supported; 0 removes the outline.
Line style	Choose a named/rendered line pattern or ByLayer. ByLayer colour and line style are independent choices.

Use layers for consistent styling

Open Layers to set the layer's colour and line style. Objects assigned ByLayer follow those settings. An object with an explicit colour can still use the layer's line style, and an object with an explicit line style can still follow the layer colour.

For mixed selections, an empty or mixed field indicates different current values. Editing that field applies a common value to the selection. Untouched fields preserve individual assignments. Text has its own fill and character-outline fields; images use their image properties and filters.

A group's children retain their own appearance. Ungroup before changing the children's fill or their individual stacking order. Save in .meldraw to retain the complete native appearance information.

11

Create and edit text

1. Choose Text from the toolbox or Shapes menu. Enter your text in the editor; Enter adds a new line.

2. Click Font to choose a system font and styles such as bold, italic, underline or strikeout. Height mm controls the drawing text height; it is not a point-size field.

3. Click Place text, then click its position on the page. Select the finished text to adjust its size, placement and appearance.

4. To revise content, select one text object and choose Edit > Edit text, or double-click its entry in Objects. The right-hand Text properties also provide editable content and formatting.

Text properties

For selected text, the Text section exposes Font, Text height (mm), Bold, Italic, Underline and Strikethrough, along with Fill, Fill colour, Opacity, Outline colour and Outline (mm). The outline follows the actual characters. Set its width to zero to remove the character outline.

Additional text fields include letter spacing, word spacing, line spacing and alignment. Set values on the selected text and inspect the result before output. In the Properties content editor, Enter adds a line and Ctrl+Enter applies the edit. With several text objects selected, shared style changes apply to them together; edit content one object at a time.

Preserve editable text

Keep a .meldraw original and the required fonts installed when moving a project to another computer. A different font can change the size and layout of text. Review PDF or image output for line breaks, clipping and character appearance.

If you need to edit letters as geometry, keep an editable copy before using conversion or Explode operations. Geometry cannot offer the same ordinary text editing. Text-on-path is outside the version 1 feature set.

> For outlined lettering, use the text object's own Outline fields. Drawing an ordinary rectangle around the text does not create a character outline. A no-fill text style with a visible outline creates hollow lettering.

12

Insert and place images

1. Choose Image in the toolbox, Shapes > Image or Image > Insert image. Select an image file.

2. Click the first corner of its placement rectangle, move the pointer and click the opposite corner. The preview and accepted placement preserve the source aspect ratio.

3. Select the placed image to move or resize it and inspect image-related properties. Use Image > Image effects or Properties > Filters to adjust its appearance.

4. Save the project as .meldraw. Image pixels are embedded in the page, so the native project retains the placed image and its filter settings.

Image formats

The image tool accepts PNG, JPEG, BMP, GIF, TIFF and WebP. File > Import into current page also exposes supported metafiles, icons, PCX and animation/video formats. A still-image effect stack is intended for still pictures, rather than animated content.

Size and image quality

A vector outline can be scaled without the same pixel limit as a photograph. Enlarging a small picture cannot create extra source detail. Start with enough source pixels for the intended output and check at final size. Effects support still images up to 32 megapixels.

Page/background settings affect page-based output. Native projects keep image data; some exchange formats have different capabilities. In particular, CAD export cannot embed bitmap pictures. Use PDF or an appropriate image export when the complete visual composition is the main deliverable.

> Image effects preserve source pixels. Symmetric crop is a filter that fits the cropped result into the original image frame; it does not offer a separate freeform crop rectangle.

13

Build an image effect stack

Select one or more still images, then choose Image > Image effects. The dialog previews the selected image while retaining its original pixels. Effects run from the top of the stack to the bottom, so changing their order can change the result.

1. Choose a Filter type and click + Add. The new filter starts enabled with its default amount.

2. Select the filter in the stack and adjust its amount with the number field or slider. Preview updates may take a moment on a large image.

3. Use Enabled to compare the stack with or without that filter. Compare with original temporarily previews the unadjusted source.

4. Use the up/down buttons to reorder a filter, or Remove to delete it. Reset restores the selected filter's default amount; Reset all clears the complete stack.

5. Click Apply to commit the stack. Cancel discards the dialog's uncommitted changes. Apply is one Undo step. When several images are selected, the edited stack is applied to those images.

Type of adjustment	Effects
Light and colour	Brightness, Contrast, Exposure, Gamma, Saturation, Hue, Temperature, Tint
Colour treatment	Grayscale, Sepia, Invert, Posterize
Detail and framing	Blur, Sharpen, Pixelate, Vignette, Crop (symmetric)

Each image can hold up to 32 ordered effects. To revisit a saved adjustment, select that stack item: its own amount and enabled state are restored in the controls. Choosing a different filter type prepares a new filter; it does not silently change the selected saved item.

> If a preview is unavailable, read the dialog's status message and check that the selection contains supported still images within the size limit. Cancel preserves the artwork. Keep the original .meldraw project even after exporting a flattened image.

14

Order, groups and layers

Stack objects

Objects are listed from front to back. Select a row to select that object. Rename gives one selected object a useful name. Bring to front/Send to back changes the overall stack position; Bring forward/Send backward moves one step.

Drag rows in Objects to reorder them. A cyan line shows the drop position, and the list scrolls near its edges. Dragging several selected rows keeps their relative order. Esc cancels a drag. One Undo reverses the complete reorder.

Group related artwork

Select at least two objects and choose Arrange > Group or Ctrl+G. The result behaves as one native block. Use Arrange > Ungroup or Ctrl+Shift+G before editing individual children or their order. Grouping organizes objects; it does not merge their overlapping silhouettes.

Use the Layers dialog

1. Open View > Layers, the toolbar Layers button or the Objects-pane Layers button.

2. Choose a layer in the list. Edit its Name, Visible, Locked and Print flags. Set its Colour and Line style if you want ByLayer objects to share that appearance.

3. The chosen layer becomes the current layer for new objects. Enable Move selected objects to this layer if you also want to reassign the current selection.

4. Click Apply to commit the layer changes and current layer. Cancel leaves the drawing unchanged.

There are 256 layer slots, numbered 0-255. Hidden layers do not appear in the editing view; locked layers prevent ordinary selection/editing; non-printing layers are excluded from output where that flag is supported. Check these flags if artwork seems missing or uneditable.

> An object's Layer can also be changed in Properties. Layer assignment and stacking order are separate: moving an object to another layer is not the same as bringing it to the front.

15

Snaps and precise drawing

Object snaps

Object snaps help a picked point coincide with existing geometry. Open Snaps or the bottom Object snaps menu. F3 toggles object snaps without restarting the current drawing command. Enable only the snap types useful to the current task.

Snap	Target
Endpoint / Midpoint	End or halfway point of a supported segment.
Center / Quadrant	Centre or principal quadrant of supported circle, ellipse and arc geometry.
Intersection / Node	Supported intersections or explicit nodes/vertices.
Nearest	A nearby point on supported geometry.
Perpendicular / Tangent	A supported perpendicular or tangent solution during point input.

Hover near an eligible point while drawing. A green marker and snap name in the status bar indicate the resolved snap. New pages enable Endpoint, Midpoint, Center, Intersection, Quadrant and Node. Default object snaps restores that set. Available snap solutions depend on the object's geometry; native circles/arcs and converted shape outlines can expose different points.

Grid display and grid snapping

F7 shows or hides the grid. F9 turns snapping to the grid on or off. These controls are independent: showing grid lines does not itself force points onto the grid. The same toggles appear in Snaps, View and the bottom bar.

Choose Snaps > Grid spacing to enter independent Horizontal and Vertical spacing in drawing units. These are not automatically millimetres for imported drawings with a different unit scale. New pages use one millimetre per drawing unit. Grid spacing, object snaps and zoom are aids; use property fields for exact final dimensions.

For joined curves, use Endpoint snaps to place matching endpoints. If a picked position is unexpectedly attracted elsewhere, check the enabled object-snap types and grid snap, or temporarily toggle F3/F9.

16

Modify: copying and transforms

The Modify menu provides additional CAD-style operations for selected objects. Select the source objects first, choose a command, then respond to its parameter dialog or point prompts. The status bar describes the current step. Enter accepts a parameter prompt; Esc cancels an unfinished command. Modify > Cancel returns to selection.

Command group	Workflow
Change	Layer, Colour, Width, Line type and Fill lead to the corresponding Properties editor. Shape parameters opens the editable geometry fields. Text/Font/Font height opens the text editor for one text shape.
Copying > Copy	Select the originals, start Copy and pick its reference points to place copies.
Copying > Array	Enter the requested array parameters, then pick a base point and a spacing point as prompted.
Copy offset	Enter the offset parameters and click the side for the copy. Copy offset in/out provides inward/outward variants for supported geometry.
Move	Pick a base/reference point and destination to displace the selection.
Transformation	Mirror, Rotate and Scale use the selected geometry and requested reference points/parameters.
Align	Align two or more selected objects to one of nine positions. The last selected object is the reference and stays in place.

Practical use

Use Duplicate for a quick offset copy, interactive Copy for reference-point placement and Array for repeated copies. Use Transform properties when the required result is a numeric X/Y position or width/height. A mirror or flip changes orientation; an alignment changes placement without combining geometry.

Some Change commands address imported CAD attributes such as point type, 3D elevation or 3D height. They are relevant only to compatible objects. The creative curve tools operate in the two-dimensional plane. If an operation reports that the selection is unsupported, cancel it and choose suitable source geometry.

> Inspect the result after an advanced operation and use Undo if necessary. Keep a saved copy before converting or splitting important imported artwork, particularly when you need to preserve its original object types.

17

Modify: reshape and measure

Command	Purpose and input
Stretch	Select the objects/geometry to change, then pick base and destination points as prompted.
Trim / Extend	Select boundary objects first. Start the command, then click an unselected object to trim or extend against those boundaries. Esc finishes.
Fillet	Enter the requested rounding parameters for supported source geometry and follow the command prompts.
Create block	Build a native block from the selection; pick its base point. This command requires activation.
Create polyline	Convert/join compatible selected geometry into a polyline for later polyline operations.
Divide	Divide supported geometry according to the requested parameters.
Explode / Explode block	Break compatible composite objects into simpler parts. The editable object type may change.
Break line	Pick two break points on supported geometry.
Taxonomy	Reorders polyline segments. Use Create polyline first for shape/curve selections.

Measure length and area

1. Select the object or objects to measure.

2. Choose Modify > Measurement > Length or Area.

3. Read or copy the selectable value in the result dialog. Length is displayed in millimetres; area is in square millimetres. A closed shape's length includes its perimeter.

Measurements convert drawing units to millimetres independently of the page's print scale. They do not alter geometry, the selection or Undo history. Area needs geometry that defines a supported area; an arbitrary open path may not provide a useful result.

> The menu label Union / Split groups object-structure commands. It is not a boolean shape-union/subtraction tool. Use grouping for organization or Combine curves to retain several subpaths in one curve.

18

Dimension annotations

Shapes > Dimensions creates editable drawing annotations. These differ from a temporary measurement result: a dimension remains on the page as one object and is saved with the project.

Dimension	Points to pick, in order
Linear	Two measured points, then the position of the horizontal/vertical dimension line.
Aligned	Two measured points, then the dimension position. The dimension follows the measured direction.
Angular	The vertex, one point on the first ray, one on the second ray, then the dimension arc position.
Radius	The centre, a point on the circle, then the text position.
Diameter	The centre, a point on the circle, then the text position.

1. Choose the required type in Shapes > Dimensions.

2. Use object snaps to pick accurate reference points and follow the status-bar prompt. Esc cancels an unfinished annotation.

3. Select the completed Dimension object to inspect its available properties. Undo removes the completed annotation in one step.

Units and exchange

New pages use millimetre labels, two decimal places and 3.5 mm dimension text; angular values use decimal degrees. Imported pages retain their existing dimension styles and defaults. Review the dimensions after importing drawings with other unit conventions.

Dimensions remain native editable objects in .meldraw and native AVAX files. DXF/DWG export writes compatible DIMENSION entities. A PDF or image is a visual deliverable and does not retain ordinary drawing-object editing.

> Use Modify > Measurement to read a selected object's length or area without adding artwork. Use Shapes > Dimensions when you want a visible annotation on the drawing.

19

Import existing artwork

Choose the right import workflow

File > Import into current page adds compatible content to the active page. File > Import AVAX page creates a separate page from a native .avax or .avx drawing. File > Open project opens .meldraw projects or native drawings; it replaces the active project after offering to save changes.

Type	Import into current page
Native drawing	AVAX, AVX and BLK
CAD / plotting	AutoCAD DXF/DWG, HPGL PLT/HPG
Vector / geographic	SVG, AVAX XML, ESRI SHP
Text	TXT and RTF
Images / metafiles	PNG, JPEG, BMP, GIF, TIFF, ICO, WMF, EMF, PCX and WebP
Animation / video	AAF and AVI; supported animated image content follows the shared drawing control's capabilities.

For ordinary images, importing starts the image-placement tool: pick the two corners of the placement rectangle. Other supported drawing content is inserted into the current page and selected where possible. Zoom all helps you find content whose coordinates place it beyond the sheet.

Check imported results

Exchange formats contain features that do not always map directly to the application. Check page size, units, fonts, line styles, images, clipping, fills and object positions. CAD import warnings can appear in the status bar. A file with no supported drawable content may be rejected.

SVG import supports a subset of SVG features. In particular, workspace SVG exports using a nonzero safe margin can contain clipping that is outside the current importer subset. Retain .meldraw/native files for round trips where complete editing information matters.

> Importing artwork into a page is different from restoring a multi-page project. Use the original .meldraw project when you need its pages, names and native settings.

20

Export and print

1. Save your editable .meldraw original first.

2. To export one page, activate it and choose File > Export active page. Choose the required file type and destination.

3. For raster images, WMF or RTF, enter the requested output width from 64 to 8000 pixels. The default is 2400 pixels. Larger output needs more memory.

4. To make a single document in page order, choose File > Export all pages to PDF. To print, choose File > Print project and select a printer in the Windows print dialog.

Output	Use and limits
PNG / JPEG / BMP / GIF / TIFF	Pixel-based output for sharing or other applications. Page background follows the page output setting; transparent page output is not exposed.
Active-page PDF / SVG	Vector page output for scalable line work and text, with embedded image content where supported.
All-page PDF / Print	Renders pages as images. PDF targets 300 dpi and limits either image dimension to 6000 pixels; it is not the same as the active-page vector PDF.
DXF / DWG	AutoCAD 2018 exchange with supported native CAD objects and dimensions. Bitmap pictures cannot be embedded.
WMF / RTF	Metafile or rich-text picture output for compatible Windows/document workflows.
Other exchange / native	HPGL PLT, PIC, APL, AVAX XML, AVAX, AVX and BLK. Native export is a drawing/page copy; .meldraw preserves the complete project.

Printing uses project page order and each page's paper dimensions. The physical printer's supported paper sizes and margins can affect the result. Open the exported file and check page size, clipping, text, background and image sharpness before delivery. Saving, output and clipboard copy require activation.

Choose active-page vector PDF for one scalable page, and all-page PDF when a single multi-page document is needed. Keep the .meldraw source for future edits regardless of the delivery format.

21

Solve common problems

Symptom	What to check
Save/export/print is blocked	Check the title/header for Demo and activate the application with the correct serial and a working Internet connection.
A shape's colour did not change	Use selected-object Properties for existing objects. NEW SHAPES changes future objects. Check ByLayer and group membership.
An outline is invisible	Check Outline (mm), outline colour, opacity and the layer. A zero outline width intentionally removes the stroke.
An open curve will not fill	Enable Geometry > Closed path for a suitable path and inspect its closing edge.
Cannot select an object	Check hidden/locked layers and use the Objects list. Clear selection or cancel an active tool before retrying.
Artwork disappeared off-page	Use Zoom all, then move the artwork or adjust the paper. Fit page shows the sheet, not every off-page object.
Points snap unexpectedly	Check F3 object snaps and F9 grid snap; reduce the enabled snap types or change grid spacing.
Join connected curves fails	Use open curves with coincident endpoints. Use Endpoint snaps when preparing the geometry.
Curve edits changed immediately	The segment editor applies edits as made. Use Undo; closing its dialog does not cancel changes.
Image effects preview is slow	Allow a moment for large-image preview. Check the 32-megapixel still-image limit and the dialog status. Cancel leaves the artwork unchanged.
Import or CAD output differs	Check warnings, unsupported format features, units, fonts and bitmap limitations. Use native projects to preserve editing information.

If a file cannot be saved, check that the destination folder is writable and has enough free space. Choose Save as in another folder if appropriate. Keep the current project open until you have a verified saved copy.

22

Good habits and version limits

Keep a useful working original

Save to .meldraw while working. Use meaningful page and object names. Save a separate copy before deleting pages, converting text or presets, exploding groups or making large edits to imported artwork. Undo history belongs to the current page session and is not restored when you reopen a project.

Open an exported deliverable to verify it before sharing. Page-based output, native drawing exports and CAD exchange solve different needs; a successful export does not guarantee that every external application supports every feature in the same way.

Practical limits in version 1

- A project supports 250 pages. Very large projects and high-resolution images use more memory because the pages remain live while open.

- Still-image effects support up to 32 megapixels and 32 ordered effects per image. Crop is symmetric and remains within the image's original frame.

- The page palette supports up to 256 colours; a full palette can force a custom choice to the nearest existing colour.

- Groups are native blocks. Ungroup before editing individual children's fill or stacking order.

- The standalone Bezier and Freehand tools create sampled paths. Compound curve provides exact editable Bezier/arc segments.

- Boolean union/subtraction, text-on-path and shadow/glow effects are not provided by this version.

- Page background transparency is not exposed. All-page PDF and printing rasterize the pages; active-page PDF and SVG use vector output.

- Creative curves are two-dimensional. Some imported CAD features and external-format capabilities do not map to the creative editing model.

Product information

Use Help > Quick guide for a compact reminder, and Help > About for product information. Choose Help > Language or the header Language button to change the interface language. Project content and user-defined names are not translated.

Melobytes Draw v.1
https://gardos-software.com/
© 1993-2026 Gardos Software LTD

REFERENCE

Keyboard reference

Use these shortcuts when focus is on the drawing or application. Text fields retain their normal typing, selection and clipboard behavior.

Shortcut	Action
Ctrl+N	New project
Ctrl+O	Open project
Ctrl+S	Save project
Ctrl+Shift+S	Save as
Ctrl+W	Close project
Ctrl+P	Print project
Ctrl+Z / Ctrl+Y	Undo / Redo on the active page
Ctrl+C / Ctrl+X / Ctrl+V	Copy / Cut / Paste
Ctrl+A	Select all
Ctrl+D	Duplicate selection
Ctrl+G / Ctrl+Shift+G	Group / Ungroup
F3	Toggle object snaps
F7	Show/hide grid
F9	Toggle snap to grid
Enter	Finish a point-based curve or accept an active parameter prompt
Esc	Cancel an unfinished operation or object-order drag
Shift+click	Add an object to the selection
Ctrl+Enter	Apply content in the Properties text editor

Right-click opens the editing context menu. Drag with the right button to pan. For an exact operation sequence, follow the current status-bar message and the relevant chapter in this manual.