OmniGraphSketcher

version 1.0
Manual

Table of Contents

Table of Contents (Continued)

4 What is OmniGraphSketcher?

OmniGraphSketcher combines some features of illustration software with some features of data plotting software, so that you can create graphs really, really quickly.

Ordinarily, if you wanted to sketch out a quick graph and have it look passably attractive, you'd need to struggle against a drawing application that has no idea what axes or data sets are. Or, you'd have to do battle with a spreadsheet or mathematics application that makes drawing anything feel like pulling teeth: even if you don't have specific data to plot, you need to make some up in order to illustrate your concept.

OmniGraphSketcher is a quick, straightforward tool for creating graphs, whether you have specific data to visualize or you just have a concept to explicate. And it doesn't assume that you have gobs of free time and attention to learn how to use it.
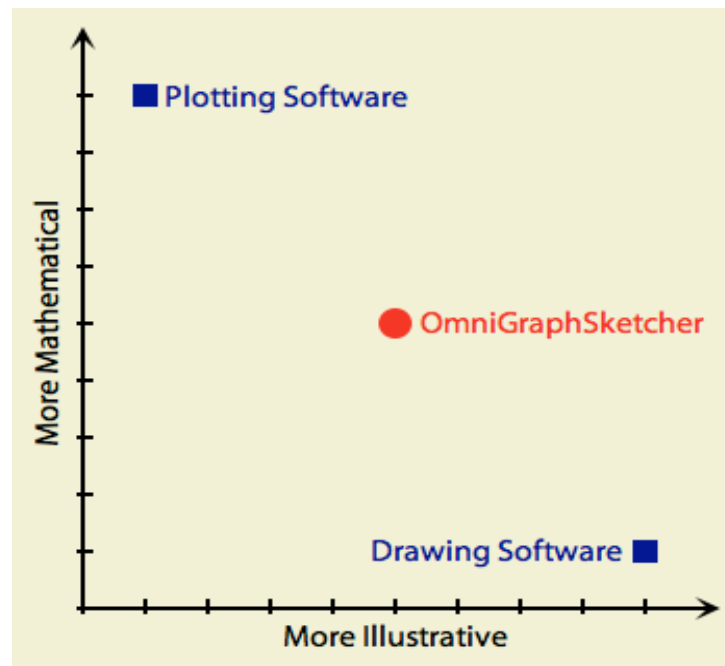
For the most part, you should be able to click around and figure out for yourself how it works. If you get stuck, or you're just the sort of person who likes to read software documentation (hello!), go ahead and continue with this manual.

5   Introduction to the Canvas

The **Toolbar** at the top of the window contains buttons for OmniGraphSketcher's four tools (Modify, Draw, Fill, and Text) and some common commands. You can add, remove, or rearrange buttons by choosing **Customize Toolbar** from the **View** menu. Show and hide the toolbar by clicking the white button in the upper-right corner of the window.

The **Axes** define the visible ranges of your data. There are several ways to customize the axes' numerical ranges, appearance, and position.

The **Margins** are the area between the edge of your graph and the edge of the canvas. If you put the mouse pointer near the inside of the margin, a magenta guide appears; you can drag it to adjust the margin. Because the axes lie on that same line, you may need to go near the corner of the window to adjust these guides. You can also adjust the margins in the Canvas inspector.

The **Labels** on the two axes, and the **Tick Labels** delineating values along the axes, can also be edited. Double-click a label to edit it. (You can edit a tick label at the edge of the graph to quickly adjust axis ranges.) Click a label and then use the Style inspector to change its appearance. You can also show or hide these labels with the Axes inspector.

As you draw or manipulate objects on the canvas, blue **Guides** apppear to help you arrange and align them. These guides correspond to the axis ticks, so you can adjust the ticks to make the guides more coarse or more precise. If you prefer not to have your drawing constrained by the guides, you can turn off the **Snap to Grid** setting in the Arrange menu.

The **Status Bar** at the bottom of the window gives contextual, possibly-interesting information.

- If nothing is selected: the precise coordinates of the mouse pointer in the graph.

- If nothing is selected and the mouse pointer is outside the canvas: the dimensions of the canvas in pixels and in inches (assuming 72 dots per inch).

- If a single point is selected: the point's coordinates.

- If multiple points are selected: the points' average coordinates.

- If a two-point line is selected: The linear equation that describes the line.

If you click and drag the lower-right corner of the window to resize it, the canvas scales along with it. That is, a document is always exactly as big as its window, so there is no need to zoom or scroll. You can adjust the canvas size to particular pixel values with the Canvas inspector.

6   Drawing Lines and Points with the Draw Tool

The Draw tool is how you sketch data, in the form of points, on the canvas. To get into Draw mode, just click the Draw button in the toolbar, or hold down the D key (the "hot key" for this tool). Draw mode lasts for as long as you hold down the key. As you use OmniGraphSketcher more and more, you'll probably find that the hot keys are the quickest way to switch between tools.

While in Draw mode, you have several ways of making points (and connecting them with lines):

> • Double-click to create an individual point without any line attached. You can group these and connect them with a line later, if you like.

> • Click once for each point you want; the points are connected by a line. To make the last point, double-click. (With this method, you can hold Shift to constrain the angle of your line to 45-degree increments.)

> • Drag across the canvas with the mouse button down to draw a line freehand. OmniGraphSketcher does its best to create a smooth line that matches the one you drew.

If you draw a point on top of an existing line or point, the two objects snap together. So, subsequently moving one of the objects will bring the other one along for the ride, unless you detach them.

The lines and points you draw with the Draw tool follow the default styles defined by the Style inspector. To draw differently-styled objects, first deselect all objects on the canvas and then adjust the Style inspector to your liking. Any further objects you draw will match the new style settings.

Once you've created a line or a point, you can change it with the Modify tool.

7 Drawing Fills with the Fill Tool

The Fill tool is how you shade or highlight areas of the canvas. To get into Fill mode, just click the Fill button in the toolbar, or hold down the F key (the "hot key" for this tool). Fill mode lasts for as long as you hold down the key. As you use OmniGraphSketcher more and more, you'll probably find that the hot keys are the quickest way to switch between tools.

To create a fill:

> • While in Fill mode, click once to define each corner of the fill. You need at least three corners, of course, but beyond that you can create as many as you need.

If you draw a corner on top of an existing line or point, the corner and the object snap together. So, subsequently moving the line or point will bring the corner along for the ride, unless you detach them.

If two consecutive corners of a fill are snapped to the same line, the fill conforms to the shape of the line.

Once you've created a fill, you can change it with the Modify tool.

Adding Labels with the Text Tool

The Text tool is how you add labels to the canvas. Text labels can be attached to pretty much anything. There are two ways to create text labels:

> • Click the Text tool, then click an object or a blank area of the canvas.

> • Double-click an object or a blank area of the canvas.

A new label starts out in text editing mode, so you can type or paste text into it. Click the Font button in the Style inspector to change the style of the selected text. To go back and edit a label's text later, just double-click it again.

8   Using the Modify Tool

The Modify tool works just like the ordinary mouse pointer in most applications:

> • Click an object to select it. You can select individual points, or a whole line or fill including all of its points.
>
> • Hold the Command key while clicking an object to add it to or remove it from the selection.
>
> • Hold the Shift key while clicking an object to select all objects between it and the last object you selected.
>
> • Drag an object to move it. Hold Shift while dragging to constrain the movement to
>
> • Hold the Option key while dragging an object to duplicate it.

Once an object is selected, you can use the Style inspector to change its appearance.

Attaching and Detaching Objects

If you draw a point on top of an existing line or point, or drag a point onto another object, the two objects snap together. So, subsequently moving one of the objects will bring the other one along for the ride, unless you detach them.

Note that dragging an entire line or fill into contact with another won't attach them; you need to be dragging an individual point.

To detach a point that is snapped along a line, just drag the point away.

To detach objects that share a point:

> 1. Select one of the objects. (To be precise about which connection to detach, select the particular point that the objects share.)
>
> 2. Click the Detach toolbar button, or choose Detach from the Arrange menu.
>
> 3. If you selected a whole object, all attachments that the object had are broken. If you selected an individual point, just the connection at that point is broken.

9   Locking and Unlocking Objects

If you've got something in just the right position, you can keep it from getting accidentally moved.

To lock objects:

> 1. Select all of the objects you want to lock.
>
> 2. Click the Lock button in the toolbar, or choose Lock Positions from the Arrange menu.

Now the objects can't be moved until you unlock them.

To unlock objects:

> 1. Select all of the objects you want to unlock.
>
> 2. If all of the selected objects are locked, the Lock button in the toolbar changes to Unlock, and the Lock Positions command in the Arrange menu becomes Unlock Positions. If some of the objects are locked and some aren't, lock them all first and then use the same command again to unlock them all.

Now the objects can be moved again.

10   Grouping and Ungrouping Objects

Related objects can be grouped together, so that they always become selected and move as a whole. When you select one object in a group, all of the other objects in the group are selected. When you move one member, the rest come with.

To group objects together:

1. Select all of the objects you want to group.

2. Click the Group button in the toolbar, or choose Group from the Arrange menu.

Now when you select or move one group member, the other members are automatically selected or moved too.

To ungroup objects:

1. Select the group.

2. The click the Ungroup button in the toolbar, or choose Ungroup from the Arrange menu.

Now you can select and move the objects independently.

You can cheat a little and still manipulate grouped objects individually without ungrouping them, if you really want to. Hold the Command key while selecting a group member to avoid selecting the rest of the group.

11   Adjusting the Axes

The *x*-axis and *y*-axis of your graph determine the range of values that are visible. You can adjust their scale to best display your data.

If you already have some data and you want to automatically adjust the axes to it:

> • Click the Scale to Fit toolbar button, or choose Scale to Fit Data from the View menu.

There are several ways to make an axis show a different range of values:

> • Click a tick label (the number) near the end of the axis, and drag it toward the edge or toward the middle. The ticks get closer together or father apart. You may need to do this more than once to get the range you want.
>
> • Double-click the tick label on the edge of a graph, and type the number you want. Note that editing a tick label that's not on the very edge of the graph just changes that label; it doesn't change the axis range.
>
> • Use the Axes inspector to type in precise axis ranges.

To move the axes without changing their scale, click and drag either axis.

You can control the location and visibility of axes, tick marks, and labels with the Axes inspector.

You can change the visual style of an axis with the Style inspector.

Importing Data

Importing numeric data into OmniGraphSketcher is pretty straightforward. In many cases, you can just select it from your spreadsheet, outline, or text document, copy it, and then paste it into a graph. If the data is in a text file, it can be comma-separated (CSV) or tab-delimited. Here are some tips for amicable importing.

OmniGraphSketcher makes its best guess at the meaning of the data you give it, based on these situations:

- **One column of numbers:** Each row becomes a point with the imported number as its Y value; incrementing integers (1, 2, 3…) are assigned for the X values.

- **Two columns of numbers:** Each row becomes a point, with the first number as its X value, and the second number as its Y value.

- **More than two columns of numbers:** Each row becomes several points, with the first number as their X value, and the following numbers for their Y values.

- **A column of text:** If there is only one number column, then the text column becomes labels on the x-axis. If there are two number columns, the text becomes labels on the points. If there are more than two number columns, the text is not used.

Pitfalls:

OmniGraphSketcher doesn't (yet) interpret dates. If you paste in data with labels that indicate uniform spans of time, like "January 2009, February 2009, March 2009…", they are interpreted as text and applied to the X values 1, 2, 3…. But if your date labels are not uniformly spaced, OmniGraphSketcher doesn't try to space them out for you. To get around this, you could first convert your dates to integers (using, for example, the DATEDIF function in Apple Numbers to calculate a number of days).

13 Exporting Data

You can export your graph in a number of image formats, and you can also get your numerical data out.

The easiest way to get your graph as an image is to click the Copy As Image toolbar button or choose Copy Graph as Image from the Edit menu. Then, you can just paste it into another application.

To create an image file of your graph, use the Export command in the File menu and choose the format that meets your needs.

- **PDF** (Portable Document Format) is a lovely vector-based image format that crisply preserves the form of your graph at any size, and is the best choice for printing or for using with modern Mac applications. It cannot be embedded in a web page, though.

- **PNG** (Portable Network Graphics) is a bitmap (pixel-based) image format that will faithfully reproduce your graph, but only at the particular pixel dimensions it had on your screen when you created it. This format works well for the Web, as it is understood by all decent web browsers.

- **JPEG** is a bitmap (pixel-based) image format that may introduce some tiny visual artifacts into your graph. But, it is more widely supported than PNG or PDF, and may come in handy when working with older or less savvy applications.

If you just want the data points from your graph, you can copy it from the Data Points inspector and paste it into a spreadsheet, text editor, or outliner application.

14   The Style Inspector

The Style inspector controls all of the visual attributes of objects on the canvas. To open it, click the first tab in the inspector. If the inspector isn't open, choose Style from the Inspectors menu.

The Style inspector affects the objects you have selected on the canvas. If you have nothing selected, it instead affects the style of objects that will be created by the Draw tool.

• **Thickness** controls how thick a line is, or how big a point is. Drag the slider, or enter a precise value in the field. For lines and axes, the value in the field is an exact width in pixels. Points with the same Thickness value are considerably bigger, so that they are visible even when inside lines.

• **Color** sets the color of any selected object. Click the color well to use the standard Mac color picker. To the right is a slider for quickly making the color more transparent or opaque.

• **Point Type** determines whether to draw points as shapes, as ticks, as bars, or not at all. If you choose Shape, you can then specify which shape with the menu below. Ticks are short little lines that always draw perpendicular to the line they're on. Bars draw from the point to the x- or y-axis. Choose Hidden to prevent the points from appearing at all.

• **Shape** determines what shape the selected points should have.

• **Line Type** sets the way that the selected points are connected. Straight Segments connects one point to the next normally. Curved Segments calculates a smoothly flowing line between the points. Best-Fit Line uses a linear regression equation to calculate a slope that best describes the selected points.

• **Stroke** controls the style of line to draw between points. Choose from a variety of solid, dotted, dashed, or decorated strokes.

• **Arrowheads** puts a pointy end on the selected line or axis.

• **Label Text** is an easy way to add or change the label attached to the selected object.

15   The Style Inspector (Continued)

• **Font** shows the font particulars for the selected text; click the button to open the standard Mac Font panel.

• **Font Size** offers a quick way to change text size without making a trip to the Font panel. Slide the slider, or type an exact value.

• **Distance** determines how far away a text label should be from the object it is attached to. This works for axis and tick labels, too.

• **Position** is a quick way to check or change the X, Y location of the selected object on the canvas.

16   The Axes Inspector

The Axes inspector controls the x-axis, the y-axis, and the grid. To open it, click the second tab in the inspector. If the inspector isn't open, choose Axes from the Inspectors menu.

You can use the **Axis Ranges** section as an alternative to modifying the axes directly on the canvas, in order to get precise ranges of values. Enter the minimum and maximum numbers you want to be visible on each axis. When you change these, the objects on the canvas automatically move along with the axes.

The **Axis Positions** buttons set where the axes appear, if at all. There is one strip of buttons for the *x*-axis and one for the *y*-axis; they can have different settings.

> • Click the first button to put the *x*-axis at the bottom or the *y*-axis at the left of the graph, regardless of the axis ranges.

> • Click the second button to keep the axis at the origin (0,0), wherever it happens to be. If the origin is outside of the graph, then the axis appears at the edge closest to it.

> • The third button places axes at both edges of the graph. To enclose the graph in a box, choose this option for both axes.

> • The fourth button hides the axis.

The **Titles** section has buttons for showing or hiding the axes' titles.

The **Tick Marks** section has buttons for showing or hiding the little perpendicular lines that delineate values on the axes, and their labels.

The **Tick Spacing** fields control how frequently ticks should appear along the axes. If the ticks are too close together, there may not be enough room for each tick to get a label of its own. Tick spacing also controls the spacing of grid lines.

The **Grid** buttons show or hide the vertical and horizontal grid lines.

Use the **Grid Style** section to choose a color and thickness for the grid lines.

The Canvas Inspector

The Canvas inspector controls the dimensions and appearance of the drawing area for your graph. To open it, click the third tab in the inspector. If the inspector isn't open, choose Canvas from the Inspectors menu.

Click the **Color** well to open the standard Mac color panel and choose a background color for your graph. You can even choose partially transparent colors, if you need to export a copy of your graph to overlay on top of something else.

If you must add shadows to your graph, you can do so with the **Shadows** slider. But take heed: information visualization experts frown upon such frippery.

The **Canvas Size** fields show the dimensions of your window, in points. You can just resize the window, of course, but these fields give you precise control in case you are aiming for a very particular size. If you need to make a much bigger or much smaller final product than your screen will accommodate, you can export as PDF and then use a graphics application to scale it.

The **Margins** section controls the area of the canvas outside your graph. For the most part, you can let OmniGraphSketcher automatically set your margins for you, based on the size and distance of your axis labels. But if you need more space (to add annotations, for instance), you can deselect the **Automatic** checkbox and enter specific values. (You could also drag the magenta guides that appear when you put the mouse pointer over one of the margins.)

18 The Data Points Inspector

The Data Points inspector contains a table of all of the data in your graph. To open it, click the fourth tab in the inspector. If the inspector isn't open, choose Data Points from the Inspectors menu.

For the most part, you can use this inspector like a miniature, minimally-featured spreadsheet; each row represents a point on the graph. Double-click a cell to add or edit a value. Press Tab to move to the next cell. To sort, click the header for the column you want to sort by. Anything you enter in the Label column is added as a text label for the corresponding point.

What's especially useful is that you can copy and paste rows between this table and a spreadsheet, text editor, or outliner application. See the Importing section for more details about sharing data with other applications.

This inspector is also a handy way to select specific points. Any points you select in the table are also selected on the canvas.

The **Connect Points** button is a shortcut for quickly connecting the selected points with a line; this is especially useful if you just pasted a bunch of data.

Tips for Working with Data Sets

Sometimes you'll need to bring in data from another application, like a spreadsheet or text document. OmniGraphSketcher is pretty good at interpreting your data, so whether you're importing one data point, or several sets, the method of transfer is the same.

Simply select and copy the data set or sets you'd like to bring to OmniGraphSketcher and then paste it into your graph. OmniGraphSketcher will differentiate between these sets and turn each one into a locked group, assigning each group its own style. So instead of copy and pasting each set until your fingers will copy and paste no more,

Best-Fit Lines

Finding the line of best-fit is a snap. Select any number of data points on either your graph or in the Data Points inspector. Then, in the Style inspector, choose Best-Fit Line. A line will appear, along with a linear regression equation that indicates the slope best describing the selected points. (This can be edited like any other label.) You can extend or retract the line by dragging its end points.

19 Menu Commands

OmniGraphSketcher's menus are jam-cram-packed with useful commands for working on your graphs. Here's a list of what they all do.

OmniGraphSketcher Menu

About OmniGraphSketcher — A little bit of information about the application. Useful for double-checking exactly which version you're using.

Buy OmniGraphSketcher — This menu item only appears if you haven't licensed OmniGraphSketcher; choose it to visit the Omni Store on the web. Buying OmniGraphSketcher keeps our larder full, so we can continue to hand-craft fine software for you.

Check for Updates — See if there is a new version of OmniGraphSketcher available to download. You can also set up automatic checking in the Update preferences.

Preferences — Open the OmniGraphSetcher Update preferences. (That's right, there aren't any other preferences to set!)

Licenses — Open the Licenses window, where you can add OmniGraphSketcher licenses you've bought, or check your existing licenses.

Services — Access system-wide Mac OS X services offered by other applications.

Hide OmniGraphSketcher — Temporarily hide all of OmniGraphSketcher's windows.

Hide Others — Temporarily hide windows of all other applications so you can concentrate on OmniGraphSketcher.

Show All — Show all windows of all open applications.

Quit OmniGraphSketcher — Stop using OmniGraphSketcher, at least until its siren song lures you back. If you have any unsaved graphs open, you are asked to save or abandon them.

Menu Commands (Continued)

File

New — Start a brand new graph, using your default styles (see Make Current Styles Default, below).

Open — Choose an existing OmniGraphSketcher document to work on.

Open Recent — Choose from a list of the last few graphs you opened, for convenience.

Close — Close the frontmost OmniGraphSketcher document. If it has unsaved changes, you are asked to save or abandon them.

Save — Write the current state of the graph document to the disk.

Save As — Write the current state of the graph document to the disk as a different file, leaving the current file as it is. Any further changes that you save apply to the new file.

Revert — Cancel any unsaved changes and go back to the last saved version of the graph document.

Make Current Styles Default — Save the graph's axis styles, new line and point styles, font styles, and canvas styles to be used for all new graphs you make.

Import — This isn't a real command! It's just there to let you know that the best way to import data into OmniGraphSketcher is to copy and paste it.

Export — Choose from a submenu of the three types of image you can export your graph as.

Page Setup — Use the standard Mac Page Setup panel to configure the paper size, scale, and dimensions to use when printing or when exporting the graph to PDF.

Print — Use the standard Mac Print panel to render your graph on real physical paper, if you are into that kind of thing.

Edit

Undo — Take back the last change you made to the graph. You can keep stepping backward through all of the changes you've made since opening the document.

Redo — Un-take-back the last change you took back. You can keep stepping forward through all of the changes you've undone.

Cut — Remove the selected objects from the graph and put them on the clipboard so that you can paste them somewhere.

Copy — Put a copy of the selected objects on the clipboard, so you can paste them somewhere.

Copy Graph as Image — Put a PDF version of the graph on the clipboard, so you can easily paste it into another application. There's also a handy toolbar button for this.

Paste — Put the contents of the clipboard on the graph. You can do some clever things with data copied from other applications; see the Importing section for details.

Paste as Line — If the clipboard contains rows of data from a spreadsheet or a text file that OmniGraphSketcher can understand, save yourself a step and paste them as points already connected by a line.

Delete — Expunge the selected objects from existence.

Select All — Quickly select all of the data on the graph: points, lines, fills, and ordinary labels, but not the axes, axis labels, or tick labels. Or, select only the points, the lines, or the labels.

Select Connected — Select all of the objects that are attached to the selected objects. Or, select only the points, lines, or labels that are connected.

Deselect All — Select nothing at all.

Line — Just like in the Style inspector, you can choose to connect the selected points with a curved, straight, or best-fit line, or to disconnect them.

Menu Commands (Continued)

Edit (Continued)

Font — This submenu contains standard commands for changing the appearance of the selected text. It works on any text you can select in your graph, and is handy for reproducing mathematical contrivances like superscripts and subscripts.

Spelling — This submenu contains the standard Spelling commands for the Mac OS X spell checking system: Spelling (which opens the Spelling window), Check Spelling (which checks spelling in the document once), and Check Spelling As You Type (which turns the automatic spell checking on or off).

Special Characters — Open the Mac OS X Character Palette, where you can find characters not easily accessible from the keyboard, like ⚲ and ☕.

Menu Commands (Continued)

View

> **Scale to Fit Data** — Adjust the axis ranges so that the graph's data points fit snugly with the size of the window. Also available as a toolbar button.

> **Swap Axes** — Switch the x and y values of all of your data points, and switch the axis labels.

> **Cut** — Remove the selected objects from the graph and put them on the clipboard so that you can paste them somewhere.

> **Show Grid** — Make the grid visible or invisible. You can customize the appearance of the grid with the Axes inspector. Also available as a toolbar button.

> **Show/Hide Toolbar** — Make the toolbar visible or invisible.

> **Customize Toolbar** — Open the standard panel for changing the contents and appearance of the toolbar that appears on all graph windows. Several useful menu commands are available as buttons that you can add to your own toolbar.

Arrange

> **Snap to Grid** — Turn on or turn off the blue guides that OmniGraphSketcher offers to keep your drawing neat and aligned.

> **Group/Ungroup** — Collect the selected objects as a group, or disband the selected group. Also available as a toolbar button.

> **Lock/Unlock Position** — Lock the selected objects to stop them from being moved, or allow locked objects to be moved again. Also available as a toolbar button.

> **Detach** — For any selected objects that are attached to another object, stop sharing the attached points and allow the objects to move independently.

Menu Commands (Continued)

Inspectors

Show/Hide Inspectors — Summon up the inspector window, or put it away.

Reset Inspector Locations — This is just in case your inspector window somehow ends up in a weird offscreen location and you need to get it back.

Style, Axes, Canvas, Data Points — Switch to the corresponding section of the inspector window.

Window

Minimize — Shrink the frontmost window down into the Dock.

Select Tool — Switch to a particular tool; these commands are provided mainly for the convenience assigning them custom keyboard shortcuts in System Preferences.

Bring All to Front — Get all of the OmniGraphSketcher windows up in front of other applications' windows.

At the bottom of the **Window** menu is a list of all of your OmniGraphSketcher document windows; choose one to bring it to the front.

25   Licensing

Choose **Licenses** from the **OmniGraphSketcher** menu to see the Licenses dialog. From here you can review and edit your OmniGraphSketcher licenses, which verify that you've actually paid for the software. (Thanks!)

To buy a license:

> Click the **Buy Licenses** button and you will find yourself magically transported to the Omni Group's store on the web. Naturally, this only works when you have a live Internet connection.
>
> If you're considering buying a Family Pack license, note that a Family Pack licenses up to five members of a private household. If you're buying for a company or some other organization that's not a private household, you can't use a Family Pack. Also, if you're just planning on using OmniGraphSketcher on a couple of different computers by yourself, and you don't intend to have more than one copy running at a time, you can just buy a single license.

To add a license you've bought:

> Click the **Add License** button.
>
> If you have a license key in an e-mail message, copy and paste both the **Owner** name and the **License Key** into the appropriate fields. If you can't copy and paste the information, you'll have to type it in; make sure you copy everything exactly as it appears in your license message. Also, double-check that the license you're entering really is a license for OmniGraphSketcher; licenses for other Omni Group products won't work.
>
> Use the drop-down menu to select the type of license you would like to use. (Keep reading to learn about license types.)
>
> Click the **Save** button.

26 Licensing (Continued)

OmniGraphSketcher has three different types of licenses:

Personal: One person, any number of computers. This license is for your personal use, and is only available when you are logged in as the user who installed the license, on the computer where it was installed. You can install this kind of license on more than one computer, but only for your personal use. If a personal license is available, the application will use it instead of other types of license.

Computer: One computer, any number of people. You can use this license on the computer where it was installed, and so can any other user of that computer. But, you should not install this license on more than one computer. If both a network license and a computer license are available, the application will prefer the computer license.

Network: A certain number of people, shared on a network of computers. This license sits on your network and is available to any user on the network. However, only a certain number of users (indicated by the number of "seats") can use the license at one time. OmniGraphSketcher will only use a network license if neither a personal nor a computer license is available.

To remove a license:

Select the license you want to remove.

Click the **Delete License** button.

27 Software Update Preferences

OmniGraphSketcher can automatically use your internet connection to check for new and updated versions of itself; you can get to the automatic update options by choosing **Preferences** from the **OmniGraphSketcher** menu.

If **Check for Updates** is selected, you will be notified when there is a new version of OmniGraphSketcher ready for you to enjoy. Click **Check for Updates Now** to look for the newest version once right away.

You can select **Include system information** to volunteer some information about your computer's configuration when you check for updates. For details about what kind of information we collect and how we use it, click the **Learn More** button. Visit http://update.omnigroup.com/ to see the statistics we have collected from users.

28   Getting Help

OmniGraphSketcher Web Site

Visit the OmniGraphSketcher Web Site to watch tutorial videos and find out the latest news.

http://www.omnigroup.com/applications/omnigraphsketcher/

Forums

Head over to the Omni Group forums and get in touch our staff and other users. Share your questions, ideas, and experiences of OmniGraphSketcher or any of our other applications.

http://forums.omnigroup.com/

Support

If you happen to find yourself stuck, have a really great idea to share, or just want to say "Hi!", don't hesitate to send us an email. Support is a pretty big deal for us and we like to get to know our users, so it shouldn't be too long before you hear from a human. (A robot may let you know we've received it.) To drop us a line, write us at omnigraphsketcher@omnigroup.com or select **Send Feedback** from the **Help** menu.