

Geometry ExpressionsTM Manual

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Table of Contents

Getting Started.....	11
Need Help?.....	11
Linked Text	11
The Display and How It's Organized.....	14
The Status Bar.....	15
Customizing Your Display.....	18
Arranging Project Pages.....	19
Changing Background Color.....	20
Adjusting the Default Settings.....	24
File Handling.....	28
Wookbooks and Individual .gx Files.....	29
MathML.....	32
Some Opening Examples.....	34
Tools	36
Drawing.....	36
Using the Drawing Tools	36
Adding a Point	37

Adding Line Segments	38
Drawing Lines	38
Drawing Vectors	39
Drawing Polygons	40
Drawing Circles	41
Drawing Ellipses	42
Drawing Parabolas	43
Drawing Hyperbolas	44
Drawing Arcs	45
Drawing Regular Polygons	48
Drawing Curve Approximations	49
Adding Text to the Drawing	51
Using Pictures in the Drawing	52
Adding Expressions	54
Creating Functions	55
The Selection Arrow	67
Adjusting the Drawing	68
Constraints	69
Using Drawing Constraints	69
System Added Constraints	72
Constraint Conflicts	74
Distance / Length Constraint	76
Radius Constraint	77
Perpendicular Constraint	77
Angle Constraint	78

Direction Constraint	79
Slope Constraint	79
Coordinate Constraint	80
Constraining Vector Coefficients	80
Tangent Constraint	81
Incident Constraint	81
Congruent Constraint	82
Parallel Constraint	83
Implicit Equation Constraint	83
Point Proportional Along a Curve Constraint	84
Constructions.....	87
Creating Constructions	87
Midpoints of Line Segments	89
Intersections	89
Perpendicular Bisector	90
Angle Bisector	91
Parallel Constructions	91
Perpendicular Constructions	92
Tangents	92
Polygon Construction	93
Reflection	93
Translation	94
Rotation	94
Dilation	95
Locus of Points / Envelope	95

Trace	97
Area Under the Arc	99
Annotations.....	101
Applying Annotations	101
Calculations.....	110
Calculating the Output	111
Distance / Length Calculation	112
Radius Calculation	113
Angle Calculation	113
Direction Calculation	115
Slope Calculation	115
Calculate Coordinates	116
Area Calculation	116
Perimeter Calculation	117
Calculate Coefficients	117
Calculating Parametric Equations	118
Calculating Implicit Equation	118
Output.....	119
Viewing the Output	119
Symbols.....	124
Using Math Operations	125
Inserting Greek Letters.....	130
System Variables and Animation.....	131

Investigating Variables	132
Variables List	133
Functions List	133
Using the Lock Tool	134
Changing and Locking the Variable Value	135
Animation	135
Animation Console	137
Animation Modes	137
Animation Values and Duration	137
Animation and the Locus Tool	138
Menus and Icons.....	140
File Menu.....	140
Importing Files from the Figure Gallery	141
Exporting a Drawing	144
Graphing Mode	164
Edit Menu.....	165
Copying Mathematics	167
View Menu.....	176
Zooming and Scaling	178
Toolbox Menus.....	179
Help Menu.....	180
Context Menus.....	180
The General Context Menu	181

Selection Context Menu	182
Tool Bar.....	192
More About Geometry Expressions.....	196
What's New in Geometry Expressions?.....	196
Where is the Geometry Expressions Website?.....	196
Can I See Some Examples?.....	196
Index	197



Getting Started



Need Help?

There are many ways to get help with *Geometry Expressions*.

In both the PDF manual document and the embedded Help system you can:

- Use the table of contents to get details on using a tool, an icon or a menu.
- Use the index for help on a particular topic, such as "parametric equations".

Inside the *Geometry Expressions* Help system you can:

- Use the Search tool to find all topics based on a key word, such as "constraints".
- Browse through help with the up - "Previous page", and down - "Next Page" arrows  . This will step you through the help subtopics in a logical sequence.
- You can click on [colored text](#) which links you to more information.

Tool Tips:

When you move the cursor over any icon on the screen, the name of the icon appears briefly below the cursor.


Linked Text


Some words in the program's Help system are highlighted and underlined. When you place the cursor over this text, the cursor becomes the hand symbol. This text indicates a [link](#) to more information on the subject. Click the text to jump to the related help page.



The Display and How It's Organized

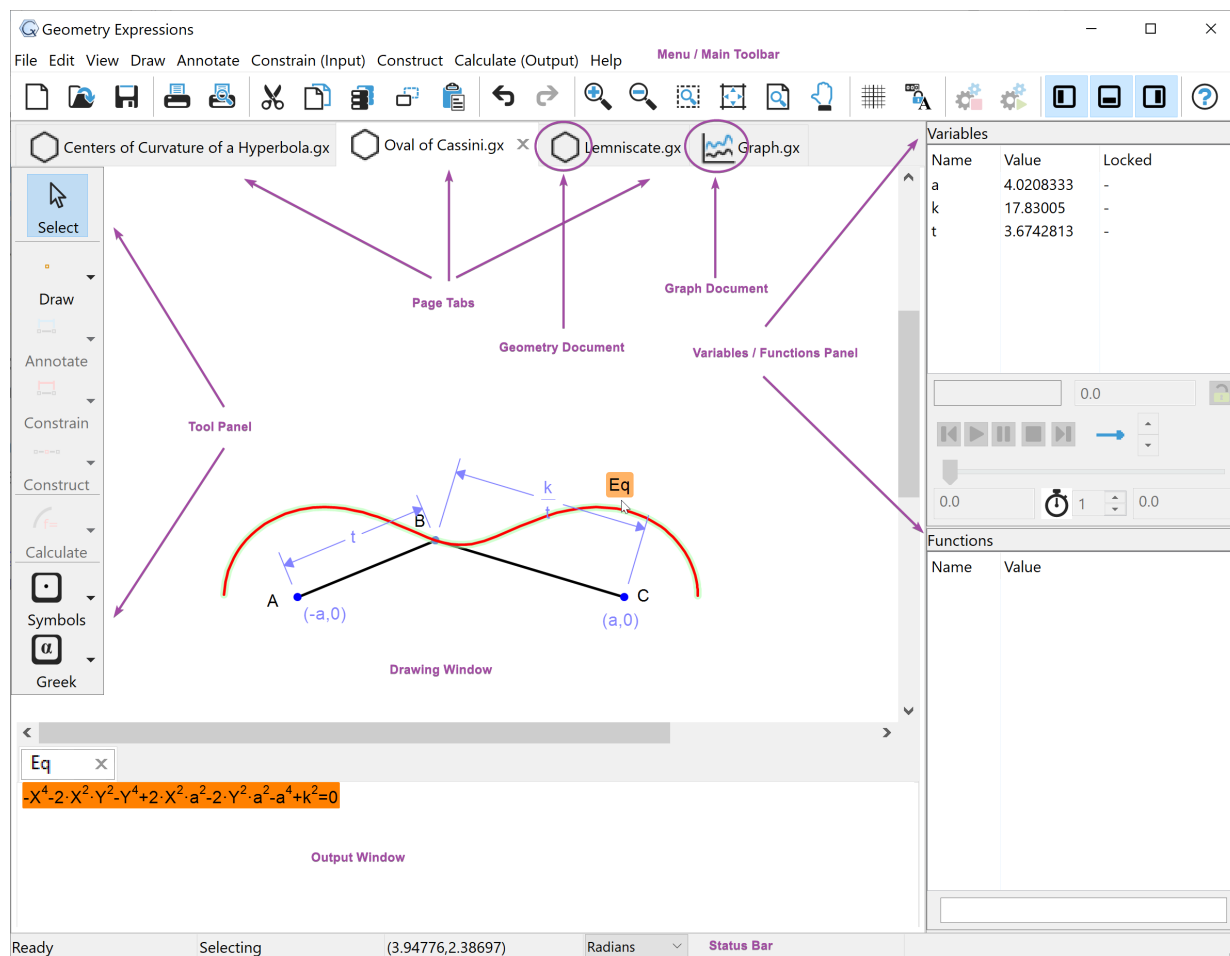
Many of the options in the drop-down menu bar at the top of the screen correspond to the icons or buttons located either across the top or along the left side of the display window.

The icons at the top of the screen represent standard Windows commands, such as **File**, **Edit**, **View**, and **Help**. On the left side, the tool panel provides access to functions like **Draw**, **Annotate**, **Constrain**, **Construct**, **Calculate**, **Symbol** and **Greek** letters. You can show or hide this tool panel by clicking the  button on the main toolbar or by selecting **Tools** from **View** menu.

Similarly, the Output window, which is used to display large expressions below the drawing window, can be toggled on or off by clicking the  button on the main toolbar or by selecting **Output** from **View** menu.

The [status bar](#) at the bottom of the window displays the following (from left to right):

<Menu Help> <Current Mode> <Cursor Coordinates> <Angle Mode>



The Status Bar

The status bar at the bottom of the screen prompts the following information (from left to right):

Ready	Selecting	(0.886339,-2.72791)	Radians	▼
-------	-----------	---------------------	---------	---


- **Menu Help** - summary of a selected menu item.
- **Current Mode** - Each icon in the drawing toolbox represents a mode. Tools requiring additional inputs after clicking the tool will display further prompts in this field.
- **Cursor Coordinates** - Displays the current coordinates of the cursor in the diagram.
- **Angle Mode** - A drop down window for conveniently changing from Radians to Degrees and *visa versa*. This default can also be changed in the [Preferences](#) dialog - **Edit / Preferences / Math**. This mode not only affects **Constraints** and **Calculations** in your geometry, but also this


setting is crucial when drawing trig functions. It must be set to Radians or your sin waves will be flat! You can still label the X axis in degrees or radians from the **Context** menu, [Axis Properties / Units](#).



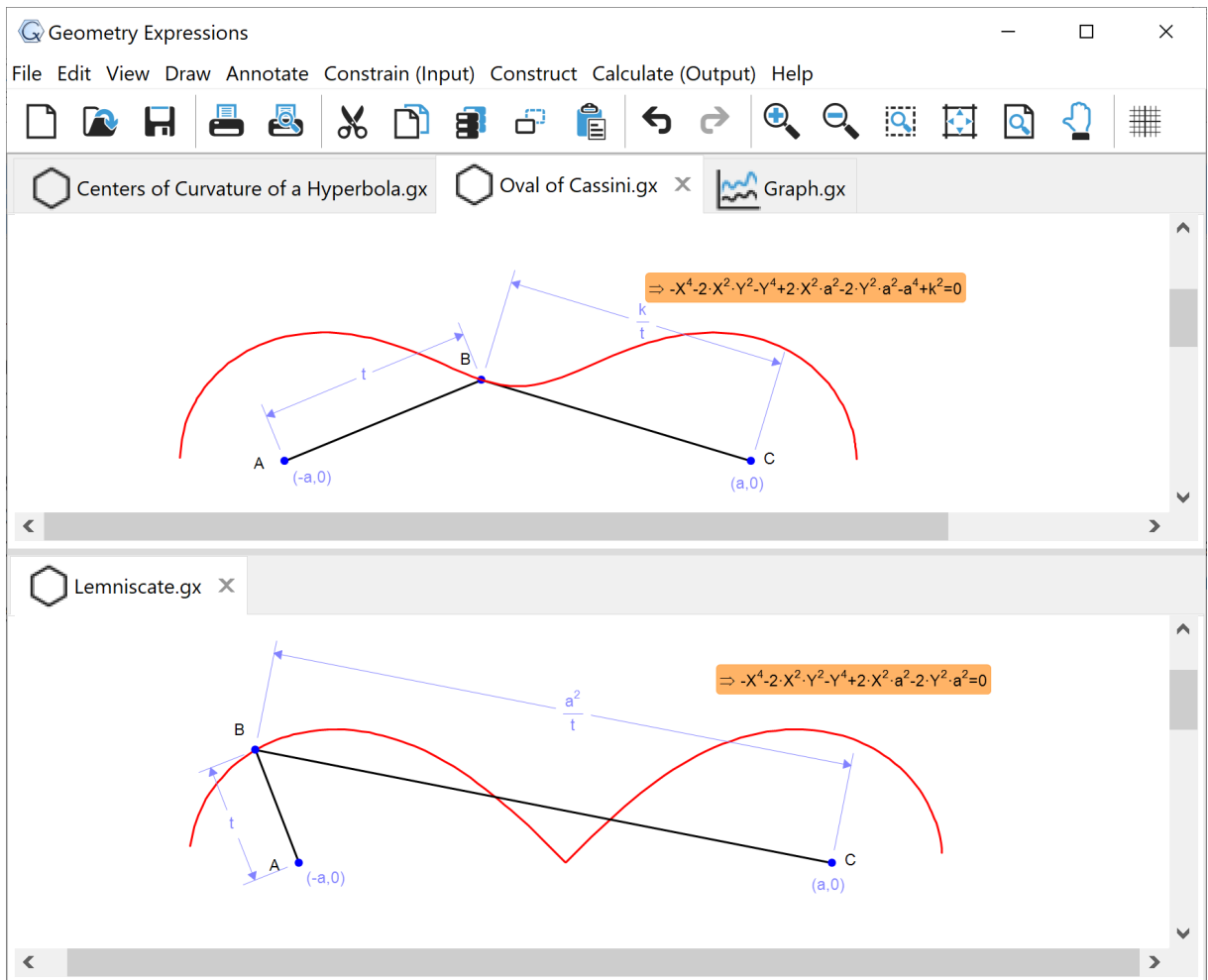
Customizing Your Display

You can arrange the display as it suits you.

Tools Panel - to show/hide the Tools panel displays on the left side of the display window, click on the Show/hide tools button  on the main toolbar at the top or select **Tools** from [View](#) menu.

Variables and Functions tool panel - to show/hide the Variables and Functions panel displays on the right side of the display window, click on the Show/hide variables and functions button  on the main toolbar at the top or select **Variables/Functions** from the [View](#) menu.

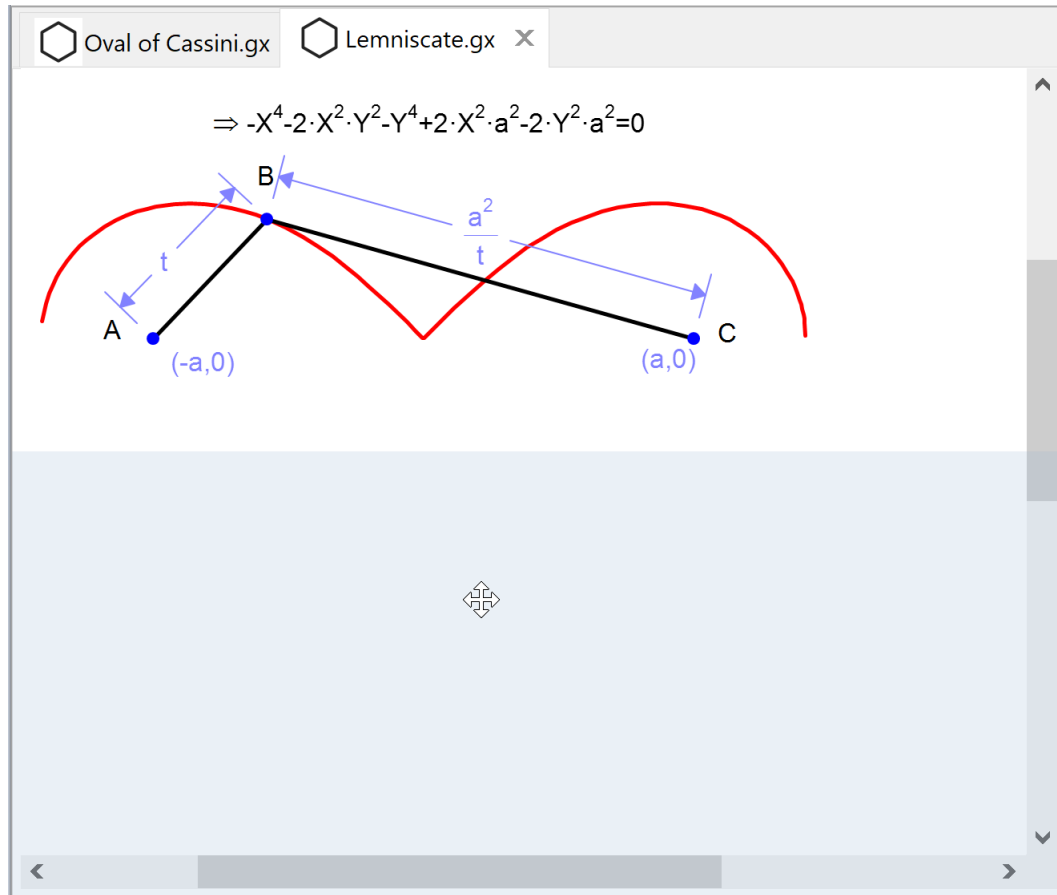
Arranging projects - You can open multiple project files and arrange them in the drawing window using the page tabs.



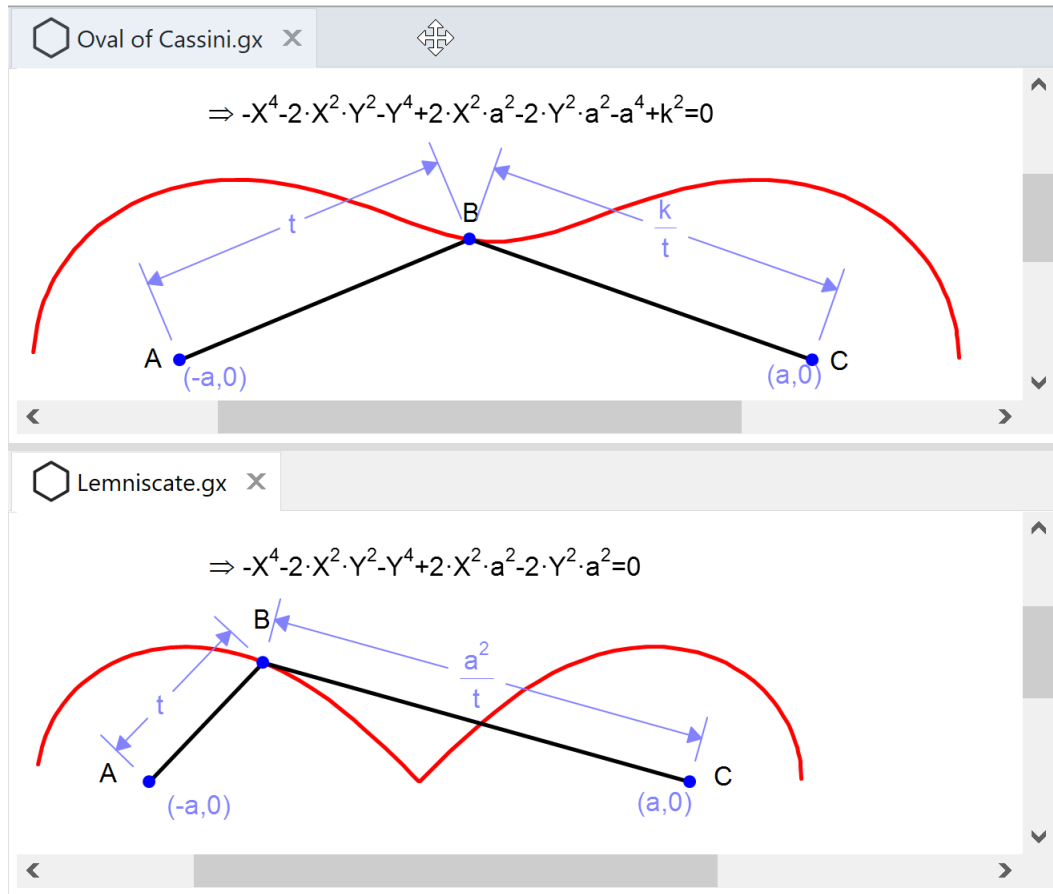
Arranging Project Pages

You can open multiple project files for quick reference. By default files are overlaid. Click a page tab to bring a file to the top.

Comparing drawings side by side - click the page tab and drag it to one side, top, or bottom of the window. A shadow of the drawing gives you an indication of how the drawings will be arranged before you release the mouse button.



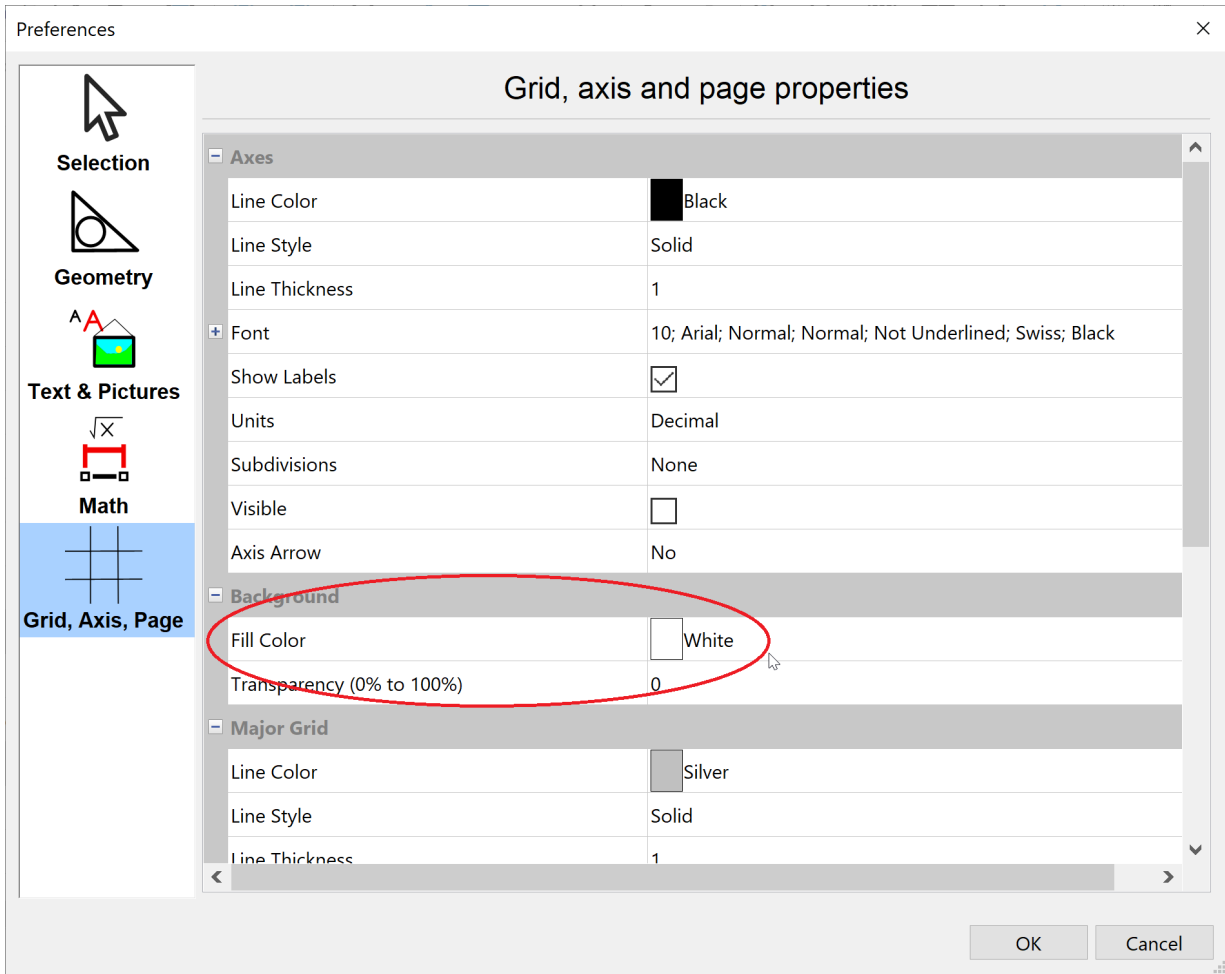
Returning to overlaid configuration - drag one tab and position it over the other tab. The shadow will appear only on the title bar, then release the mouse button.



Changing Background Color

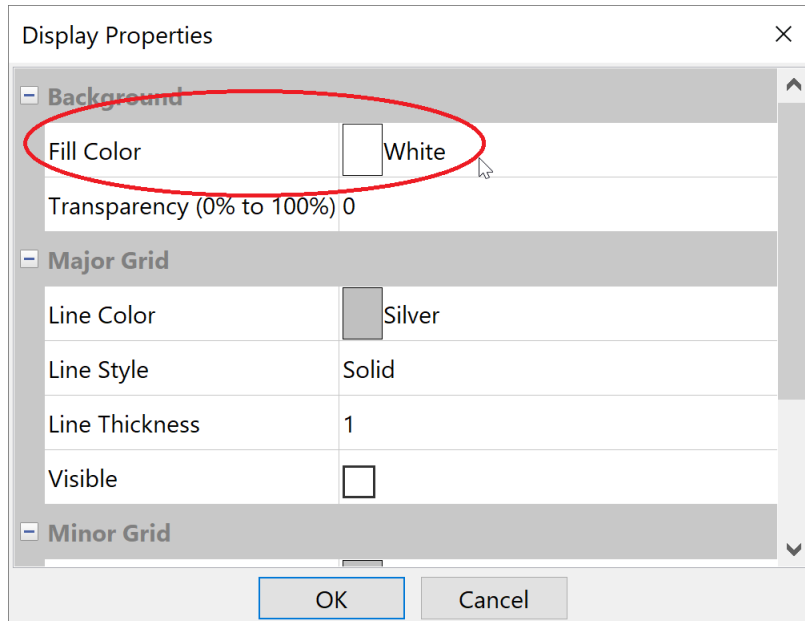
You can now change the drawing's background color to something other than white by the following steps:

1. Select **Edit / Preferences...** (or in the Mac version, **Geometry Expressions / Preferences...**)
2. Click **Grid, Axis, Page** button
3. Change **Fill Color** in **Background** section. The color will be applied to all pages.



To change the drawing's background color of a page, do the following

1. Without anything highlighted, select **Edit / Properties...** or right click on the screen and then select **Display Properties...**
2. Change **Fill Color** in **Background** section. The color will be applied to the current page and will be saved when saving the file. Changing background color in Preferences dialog box won't effect it.



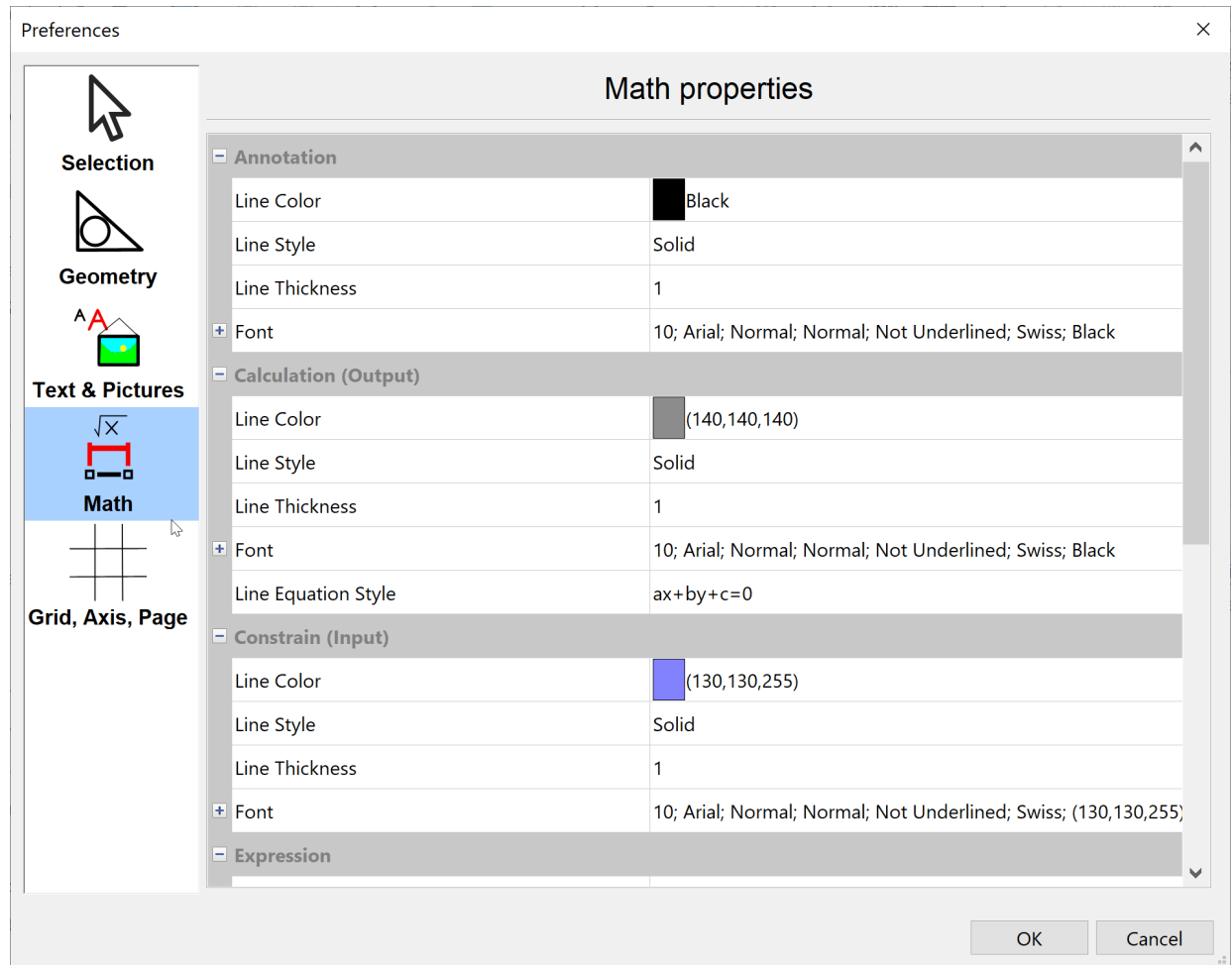



Adjusting the Default Settings





Select **Preferences** from the **Edit** menu (or in the Mac version, **Geometry Expressions / Preferences...**) to modify the program's defaults.

The default settings are grouped by type, listed on the left side of the **Preferences** dialog. Click the icon to display the desired page.

These settings are also available for editing a selected object or group of objects individually without changing the defaults, using the [Selection Context Menu](#).






 <p>Selection</p>	<p>set the line color and style for each selection type.</p>
--	--

 Geometry	set font related properties for labels; color and size / style for other geometric elements.
 Text & Pictures	set font properties for text, the rotation angle and the transparency level of an inserted picture, and the Pinned state for Text and Pictures. Pinned Text and Pictures will not move relative to the Page Boundaries as the result of a Scale operation.
 Math	set the properties for alphanumeric input and output; mathematical calculation defaults.
 Grid, Axis, Page	set properties of the Major and Minor Grid, the coordinate Axes, the drawing's background color, and the Page Boundary lines.



To see the possible values for each property, click the row. An icon will appear at the right end of the row (except the Point Size selection under the Font property -you can enter the point size directly).

Math	
Angle Mode	Radians
Intermediate Variable Complexity (2 to 100)	15
Precision Type	Significant Figures
Decimal Digits (0 to 8)	8 Digits

Click the icon to display the selection dialog  or drop-down menu of choices .


Math	
Angle Mode	Radians 
Intermediate Variable Complexity (2 to 100)	Radians
Precision Type	Degrees
Decimal Digits (0 to 8)	8 Digits

Changing a default for a type of drawing entity will apply to all entities of that type except ones whose properties have been individually set, by selecting it and then choosing **Edit / Properties** or right clicking **All Properties** from the **Selection Context** menu. Likewise, text, pictures or

expressions that were individually pinned  or unpinned  will not be affected by changes to the default Pinned settings.




File Handling

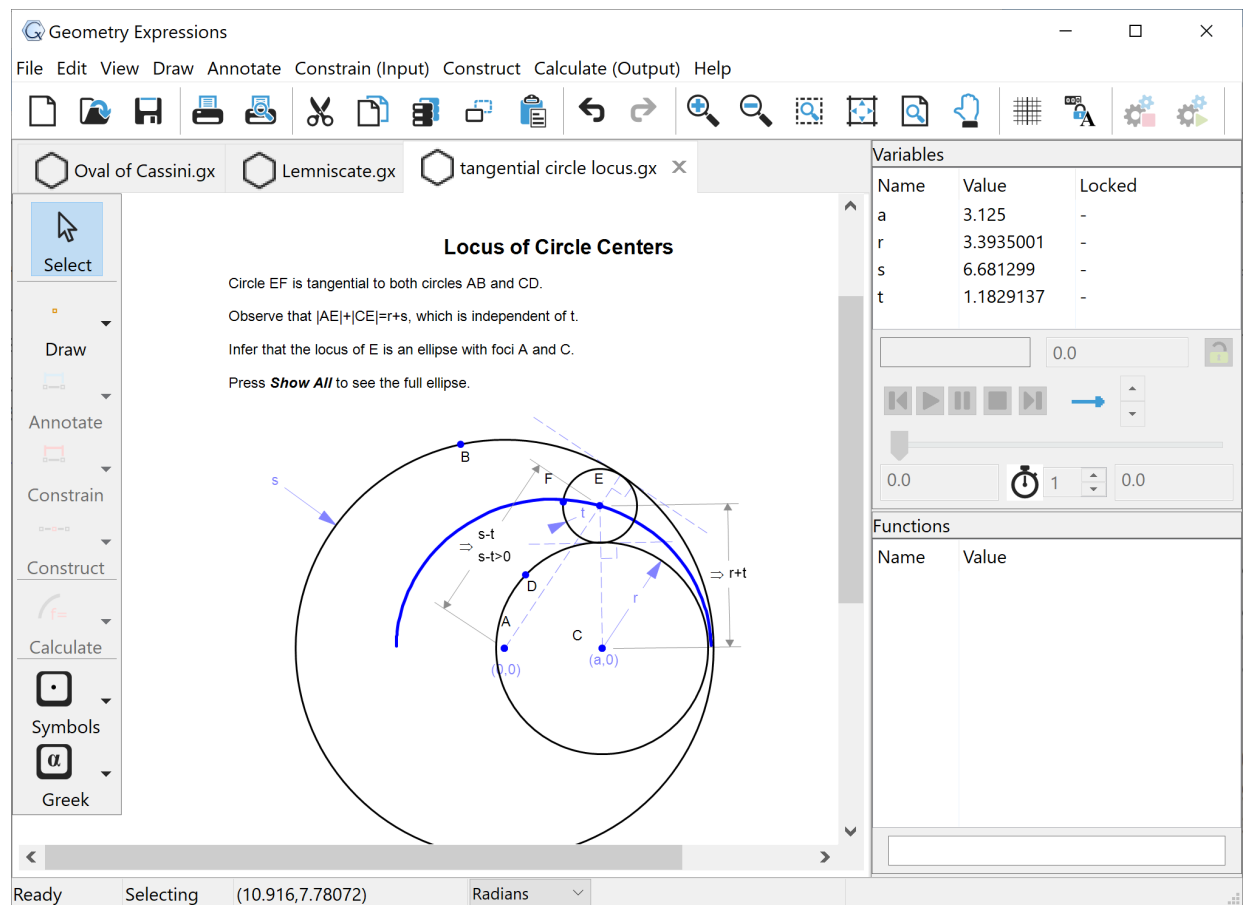
Geometry Expressions uses standard Windows file **Open** and **Save** operations. Save your files regularly with the handy  icon at the top of the screen.

The data files generated from your drawings will have the extension ".gx". You may create multiple data files and have them open in a session. Each file is on separate page with the tabs across the top of the drawing window. Click the tab to view the file.

If you are preparing a multi-paged lesson, you can save the pages together as a **Workbook**, with the file extension ".gxw". This is a completely separate file from the .gx files.

The Open / Save (As) / Close [Workbook file selections](#) apply only to the workbook.  and the File / Save commands will NOT save the workbook files. They only affect the individual .gx files.

Files can also be [arranged for comparison viewing](#).



The screenshot displays the Geometry Expressions software interface. The main window shows a geometric construction titled "Locus of Circle Centers". The construction involves two fixed circles, AB and CD, with centers A and C. A third circle, EF, is shown tangent to both AB and CD. The locus of the center E of circle EF is an ellipse. The diagram includes various labels (A, B, C, D, E, F) and dimensions (s, t, r) that define the geometry. Text instructions within the window state: "Circle EF is tangential to both circles AB and CD. Observe that $|AE| + |CE| = r + s$, which is independent of t. Infer that the locus of E is an ellipse with foci A and C. Press **Show All** to see the full ellipse."

The interface includes a menu bar (File, Edit, View, Draw, Annotate, Constrain (Input), Construct, Calculate (Output), Help) and a toolbar with icons for file operations, drawing, and navigation. On the left, there is a vertical toolbar with buttons for Select, Draw, Annotate, Constrain, Construct, Calculate, Symbols, and Greek. The top of the drawing window has tabs for different files: "Oval of Cassini.gx", "Lemniscate.gx", and "tangential circle locus.gx". On the right, there are panels for "Variables" and "Functions".

Name	Value	Locked
a	3.125	-
r	3.3935001	-
s	6.681299	-
t	1.1829137	-

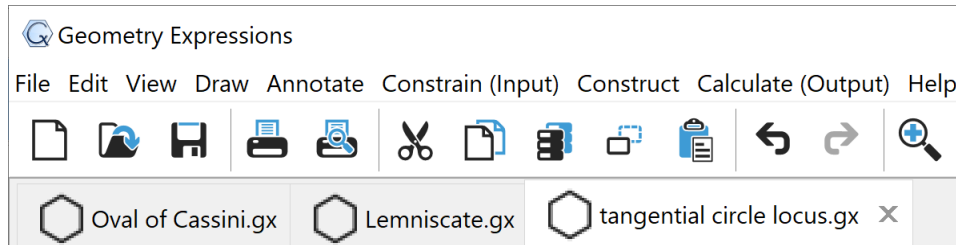
Below the variables table, there is a slider control for the variable t, ranging from 0.0 to 0.0, with a play button icon. Below the slider, there is a section for "Functions" with a table for Name and Value.

The status bar at the bottom shows "Ready", "Selecting", the coordinates "(10.916, 7.78072)", and the unit "Radians".

Wookbooks and Individual .gx Files

Workbooks are a handy way of putting lessons together.

- You can make a workbook by opening new tabs (**File / New**).
- You can **Open** .gx files that you have already created to make them part of your workbook.
- You can create pages from a combination of the above.



When all of the pages are together on the page tab bar, select **Save Workbook (As)** from the file menu.



Note: saving the workbook does NOT update any of the individual .gx files displayed in the workbook, since the workbook file is an entirely separate file (.gxw). If you want to keep the individual .gx file up to date with the workbook page, you must use the regular **File / Save** for each page / file. But, if you forget, you can always save it from the workbook at any time.

Likewise, saving an individual page, **File / Save**, of an open workbook does NOT update the workbook file (.gxw). However, if you forget to save the workbook, but save a page (.gx), you can always open the .gx file again from your open workbook file and resave the workbook.

If you don't want to keep individual copies of all your workbook pages, then you just have to remember to use the **Save Workbook** file selection.

However, to give the workbook pages custom names (instead of unnamed7.gx), you must save the individual page (for example, Lesson 1 Ellipse.gx) at least once. After the first time, you don't need to continue to save the .gx file.

Only one workbook file can be open at a time. If you open a workbook file while other individual files or another workbook file is open, they will be closed, after, of course, prompting you to save them if you have made changes.



MathML

All mathematical expressions in *Geometry Expressions* are written in *MathML*, so you can copy and paste directly to or from any other *MathML* program.

Usually the standard **Edit / Copy** or Ctrl-C command should work. If this doesn't give you the desired result, try the **Edit / Copy As** command. Select from the submenu of choices appropriate to your application.

If you copy an expression that uses [Intermediate Variables](#), the algebra system will create a function from the pasted expression.

To **Paste** math into *Geometry Expressions* it must be *Content MathML*.

- *Maple* creates *Content MathML* by default.
- To create *Content MathML* in *Mathematica v6.0*, execute the following commands:

```
SetOptions[XML`MathML`ExpressionToMathML, "NamespacePrefixes" > {}, "Formats" > {"ContentMathML"}]
```

```
SetOptions[XML`MathML`BoxesToMathML, "NamespacePrefixes" > {}, "Formats" > {"ContentMathML"}]
```

```
SetOptions[Export, ConversionOptions > {"NamespacePrefixes" > {}, "Formats" > {"ContentMathML"}}]
```

```
SetOptions[ExportString, ConversionOptions > {"NamespacePrefixes" > {}, "Formats" > {"ContentMathML"}}]
```

- To create *Content MathML* in *Mathematica v7.0* or higher, execute the following commands

```
ExportString[expression, "MathML", "Presentation" -> False, "Content" -> True]
```

Then copy the content MathML representation (the exported mathematical expression) as Plain Text and paste it into *Geometry Expressions*.



Some Opening Examples

Your installation comes with several examples - look in the *Examples* subdirectory. For step by step instructions through some example sets, see the *Geometry Expressions Tutorial.pdf* and *Geometry Expressions Examples.pdf* which can be found under the *Doc* subdirectory in your Gx installation.

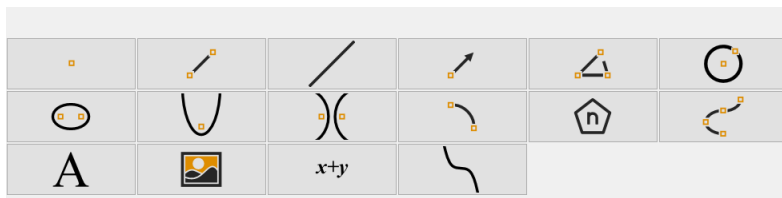




Tools

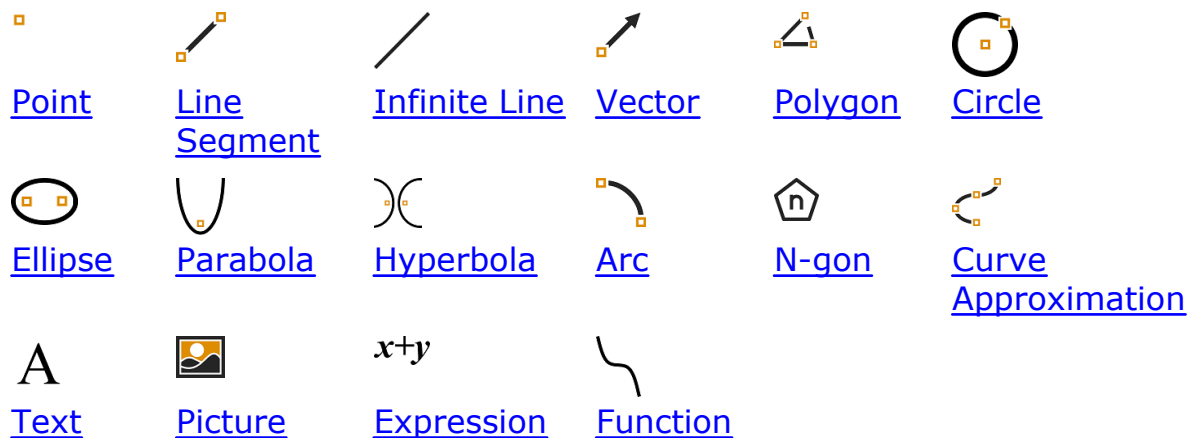
Drawing

Using the Drawing Tools

The **Draw** toolbox contains the drawing commands and the [Selection Arrow](#). The drawing commands can also be invoked from the **Draw** menu.



Unlike commands in the other toolboxes, Drawing commands are always available and require no pre-selection. Many of the commands are active until you change to a different one or press the Esc key or click the selection arrow , e.g. you can make multiple points until you select another tool or press esc. The selection mode, indicated by the selection arrow cursor, , is used for invoking all other commands. You can find the active command mode by noting which button is pressed or looking at the [current mode](#) on the status bar.

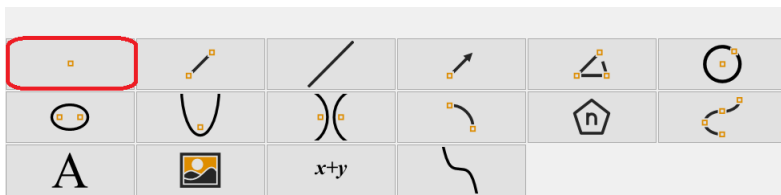


Before you start your drawing, select **Edit / Preferences / Geometry** to set various attributes, such as line color / style, fill color / style and transparency level, of the various drawing elements.



You can [change the attributes](#) of individual drawing elements by selecting

them, right click the mouse, and choose **All Properties** from the context menu.

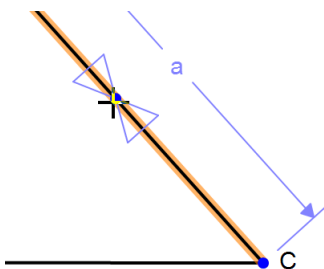
Adding a Point




To insert a point in your drawing, follow these steps:

1. Click the **Point** icon  in the **Drawing** toolbox or select **Point** from the **Draw** menu.
2. Move the crosshairs  into position.
3. Click the mouse to place the point under the crosshair.

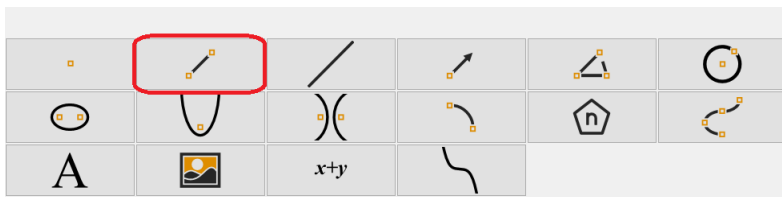
When the crosshairs are positioned over some geometry an incidence symbol (bowtie) is displayed around the point and the geometry is highlighted. A click of the mouse will create the point incident to the highlighted geometry.





Each point is displayed with a letter label. You can [change the label](#) from the [Select mode](#) .

Point is a modal command. You can continue making points until you choose the select arrow or another drawing tool.

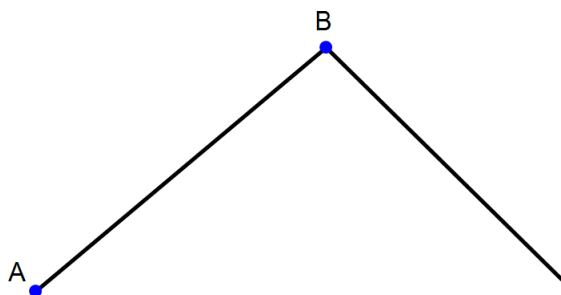
Adding Line Segments



To add line segments to your geometry follow these steps:

1. Click on the **Line Segment** icon  in the **Draw** toolbox or select **Line Segment** from the **Draw** menu.
2. Position the cursor  in the drawing window.
3. Click the mouse to place each endpoint.

Each line segment is displayed with a letter label for each endpoint.

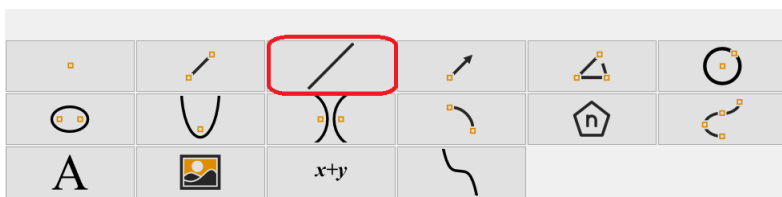


You can [change the label](#) from the [Select mode](#) .


To abort a line segment in the middle of the drawing operation, hit the "esc" key.

Line Segment is a modal command. You can continue making segments until you choose the select arrow or another drawing tool.


Drawing Lines

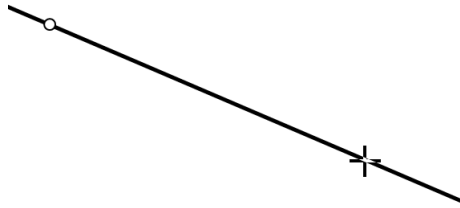


Lines are similar to line segments except they have infinite length.

1. Click the **Infinite Line** icon  in the **Draw** toolbox or select **Infinite**

Line from the **Draw** menu.

2. Position the line cursor  in the drawing window.
3. Click the cursor to anchor the line at the cursor position. The anchor point will be displayed on the line.



4. Move the cursor in the drawing window to position the line and click the cursor when you get the line in the desired orientation.

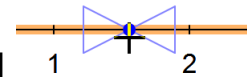
Lines are infinite and do not have points associated with them unless you specifically [place one](#) on the line.

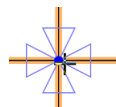
Line is a modal command. You can continue making lines until you choose the select arrow or another drawing tool.

Active Axes -

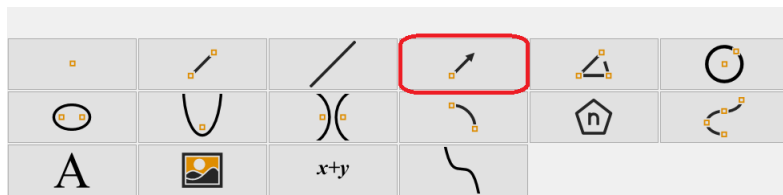
The x and y axes have the properties of perpendicular infinite lines. When the crosshairs are positioned over an axis, the incidence symbol (bow tie) is

displayed at the intersection and the axis is highlighted




When the cursor is at the origin, both axes are highlighted . Points and End points of line segments can be placed directly on the axes without using the **Constrain / Incident** tool when the bow tie is displayed.

Drawing Vectors



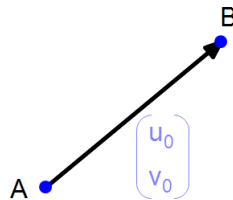
To add vectors to your geometry follow these steps:

1. Click the **Vector** icon  in the **Draw** toolbox or select **Vector** from the **Draw** menu.

2. Position the cursor  in the drawing window.
3. Click the mouse to place each endpoint.

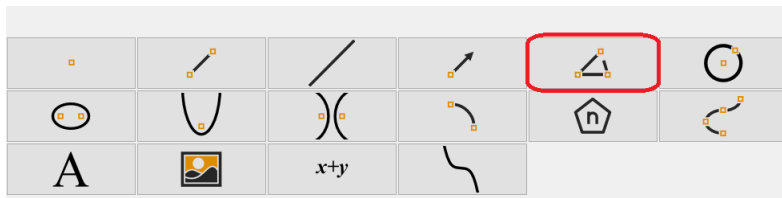
Each vector is displayed with a letter label for each endpoint.

Drawing vectors is similar to drawing line segments, but vectors are [constrained with coefficients](#) of the form:







Vector is a modal command. You can continue making vectors until you choose the select arrow or another drawing tool.

Drawing Polygons



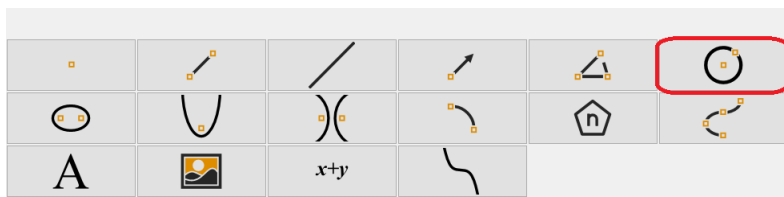
You can quickly create a multisided figure with these steps:

1. Click the **Polygon** icon  in the **Draw** toolbox or select **Polygon** from the **Draw** menu.
2. Position the cursor  in the drawing window.
3. Move the cursor and click once to place each vertex.
 - As you create the sides of the polygon, each vertex is automatically assigned a letter name. You can [change the label](#) in Select  mode.
 - When you create the last side of the polygon by clicking on the first vertex, the polygon will be filled with the default fill color, style and transparency.
 - To change the appearance of the polygon (color or style), select  it, right click, and choose **All Properties** from the context menu.
 - **Polygon** is a modal command. You can continue making polygons until you choose the select arrow or another drawing tool.



Polygons can be filled with the color, style, and transparency level of your choice. See the [Edit / Preferences](#) menu, **Geometry** tab to set the

default. To change the color / style / transparency level of selected polygons, select the polygon(s), right-click, and select **All Properties** from the [Selection Context](#) menu (or **Edit / Properties** from the menu bar).

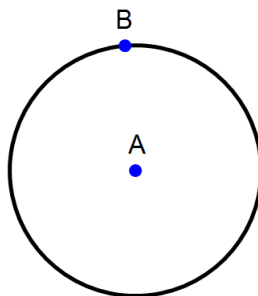
Drawing Circles



To add a circle to your diagram, follow these steps:

1. Click the **Circle** icon  in the **Draw** toolbox or select **Circle** from the **Draw** menu.
2. Move the cursor  in the drawing window to the position of the center of the circle and click once.
3. Move the cursor to draw the circle in the desired size and click again.

Notice the circle is displayed with 2 points, the center and a point on the perimeter.

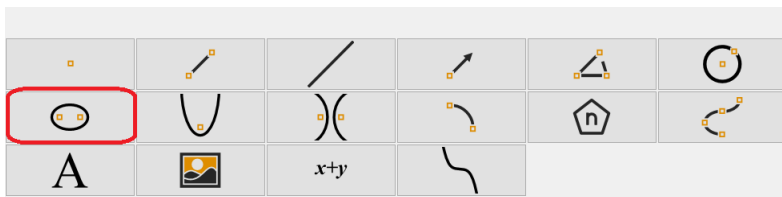


Circle is a modal command. You can continue making circles until you choose the select arrow or another drawing tool.



You can [adjust the circle](#) in Select  mode.

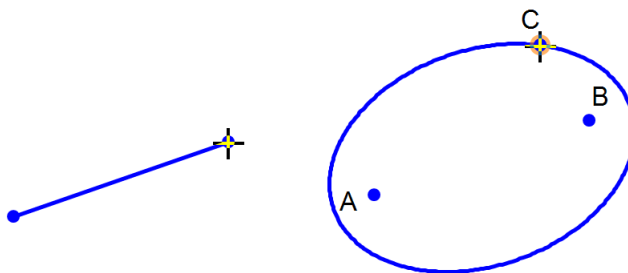
Circles can be filled with the color / transparency level of your choice. See the [Edit / Preferences](#) menu, **Geometry** tab to set the default. To change the color / transparency level of selected circles, select the circle(s), right-click, and select **All Properties** from the selection context menu (or **Edit / Properties** from the menu bar).

Drawing Ellipses



To create an ellipse in your diagram, follow these steps:

1. Click the **Ellipse** icon  in the **Draw** toolbox or select **Ellipse** from the **Draw** menu.
2. Move the cursor  in the drawing window to the position of one focal point. Click to place the first focus point. Move the cursor and click again to place the second focal point.
3. Then move the cursor to open the ellipse to the desired shape and click the mouse a third time.

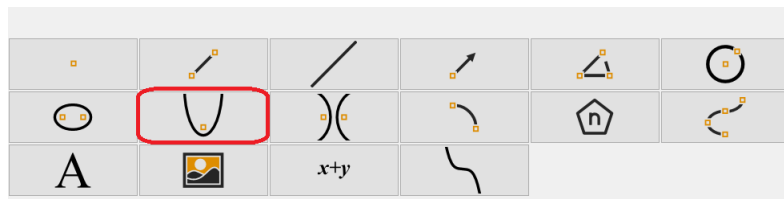


The ellipse will appear with three labeled points, the two foci and a point on the ellipse.



The **Ellipse** tool is a modal command. You can continue making ellipses until you choose the select arrow or another drawing tool.

Ellipses can be filled with the color / transparency level of your choice. See the [Edit / Preferences](#) menu, **Geometry** tab, Conic properties group to set the default. To change the color / transparency level of selected ellipses, select the ellipse(s), right-click, and select **All Properties** from the selection context menu (or **Edit / Properties** from the menu bar).


Drawing Parabolas

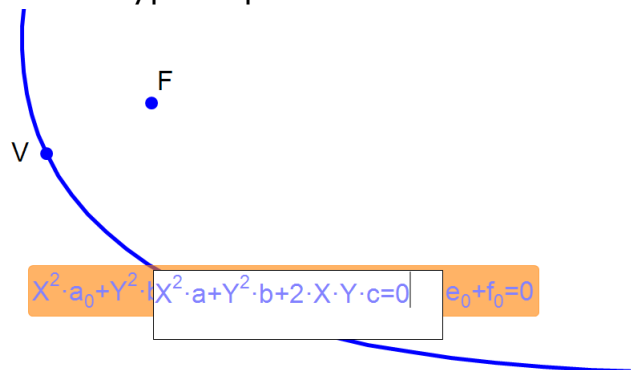


To create a parabola in your diagram, follow these steps:

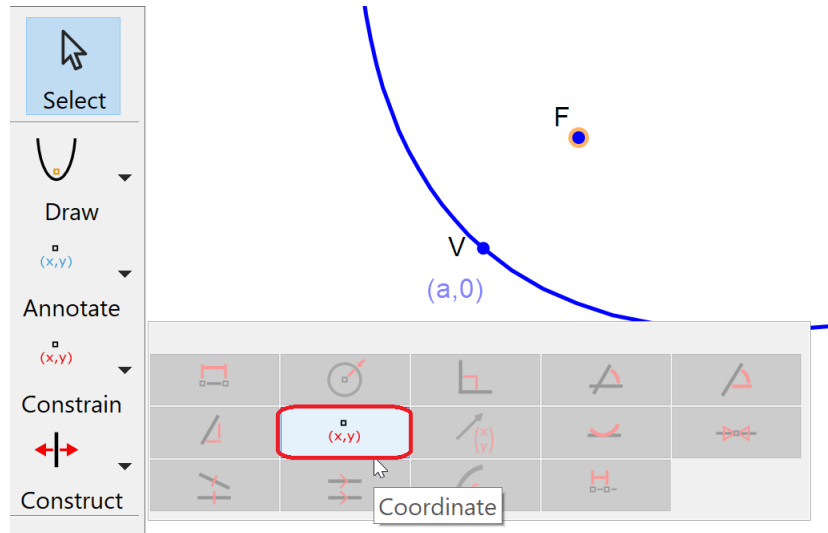
1. Click the **Parabola** icon  in the **Draw** toolbox or select **Parabola** from the **Draw** menu.
2. Move the cursor  in the drawing window to the position of the parabola's vertex. Click and drag the mouse along the major axis. Release the mouse at the focus.

After sketching the general parabola, you can constrain it in the following ways:

1. Click the parabola and select **Implicit equation**  from the **Constrain** toolbox and type or paste the formula.

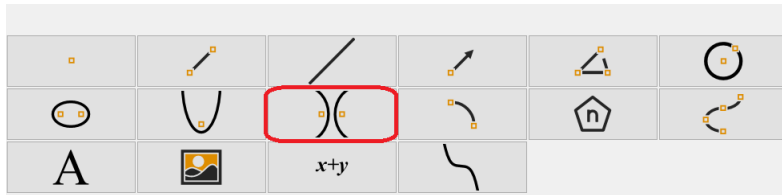


2. Constrain the vertex and focus points to some coordinate values.





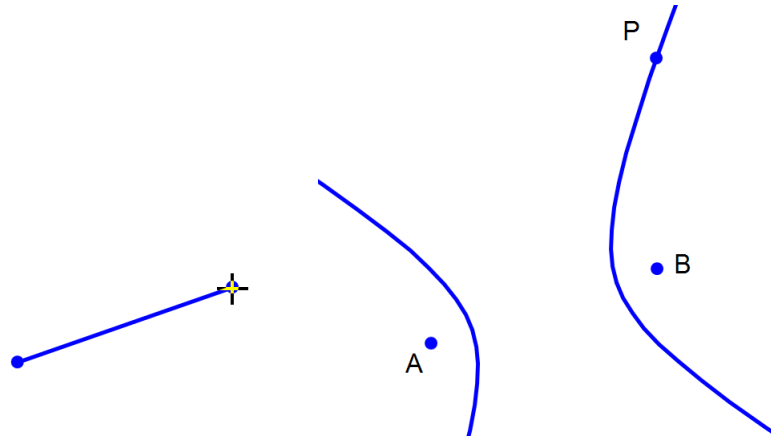
3. You can also adjust the parabola with the [Translation](#), [Rotation](#) and [Dilation](#) tools.

Drawing Hyperbolas



To create a hyperbola in your diagram, follow these steps:

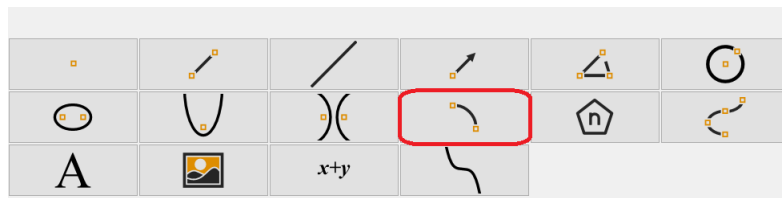
1. Click the **Hyperbola** icon  in the **Draw** toolbox or select **Hyperbola** from the **Draw** menu.
2. Move the cursor  in the drawing window to the position of one focal point. Click to place the first focus. Move the cursor and click again to place the second focal point.
3. Then move the cursor to open the hyperbola to the desired shape and click the mouse a third time.



The hyperbola will appear with three labeled points, the two foci and a point on the hyperbola.


The **Hyperbola** tool is a modal command. You can continue making hyperbolas until you choose the select arrow or another drawing tool.

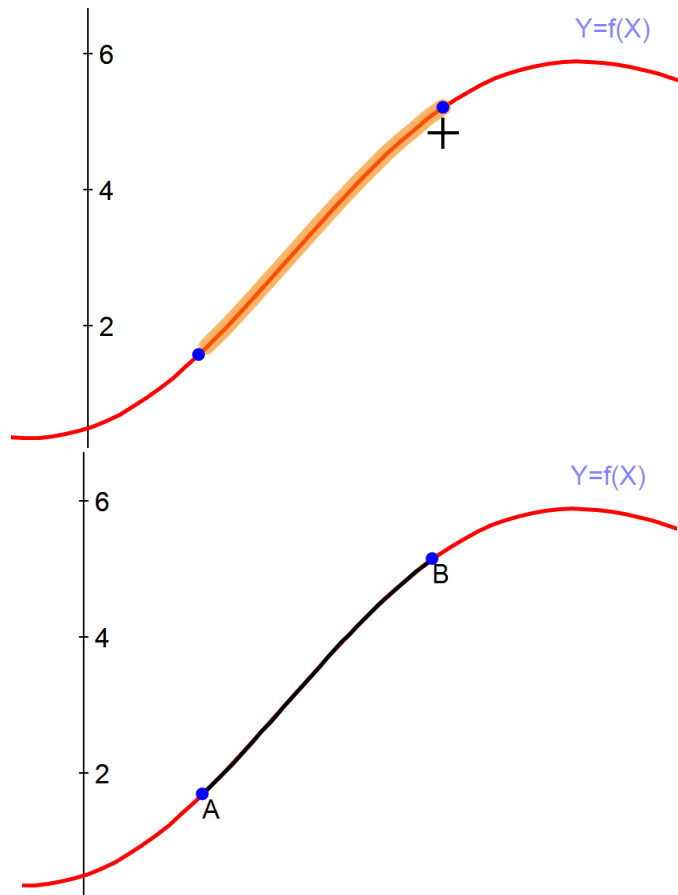
Drawing Arcs



Arcs can be placed on any of the conics - circle, ellipse, parabola, hyperbola - or any function. Points are automatically placed at the ends of the arc.


Here are the steps:

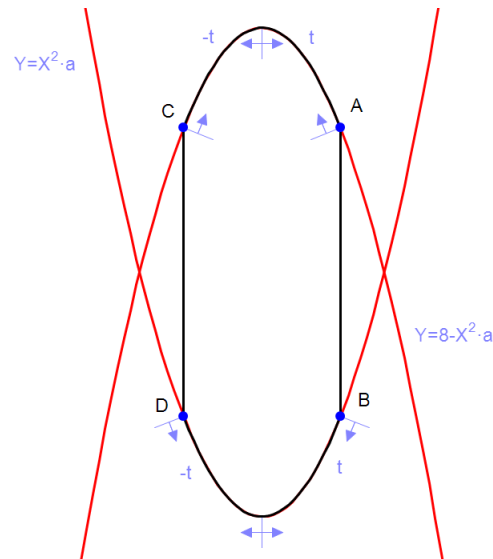
1. First draw the conic or function which will be the basis for the arc.
2. Choose the Arc tool  and move the cursor over the section of the existing curve where the arc will be defined. Click and drag the cursor over the curve.



Endpoints are automatically inserted on the arc.

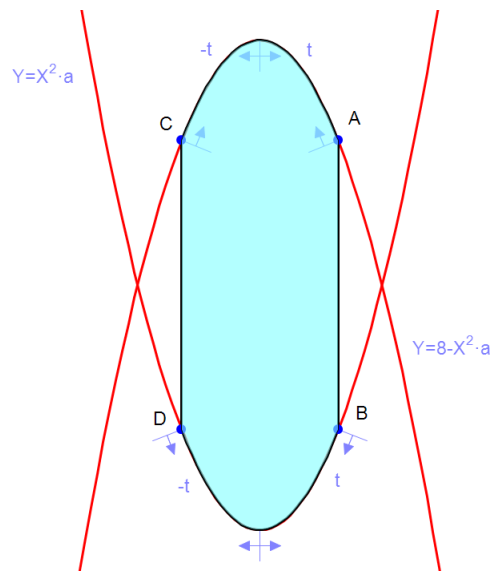
Curvilinear Polygons

The **Arc** drawing tool  lets you make curvilinear polygons for which you can assign fill properties and find areas. There are some limitations, however. Since you can't construct a point on two intersecting curves (except for circles), you have to connect curves with line segments. If you want to connect two arcs, you have to first connect them with a line and move it to the intersection like this:

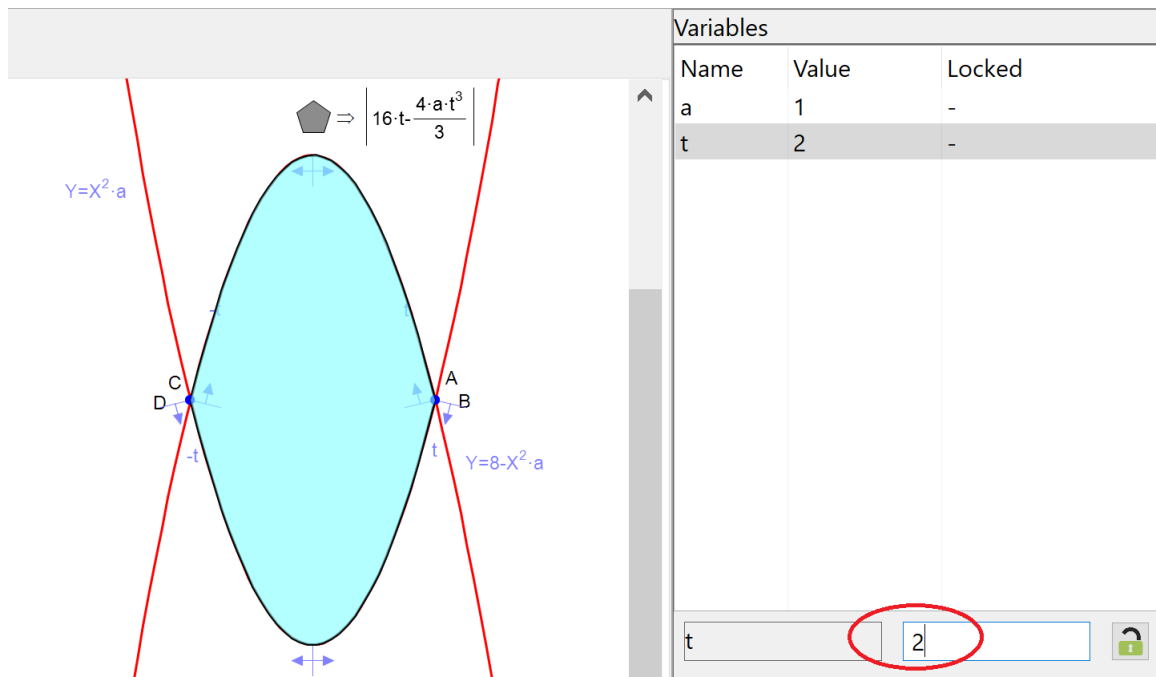


To make a curvilinear polygon of the intersecting parabolas here are the steps:

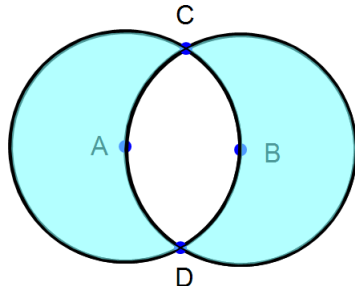
- Attach two lines.
- Make endpoints C and D $-t$ [point proportional along the curves](#).
- Make endpoints A and B t point proportional along the curves.
- Draw the two arcs - select **Draw / Arc**, from C to A and D to B.
- Select the sides and arcs of the polygon in order and click **Construct / Polygon**.



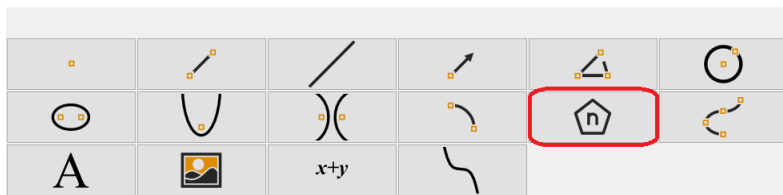
- Set $t=2$ in the **Variables** toolbox and the lines will become the intersection points.



It's easier with circles because you can place points on their intersections:




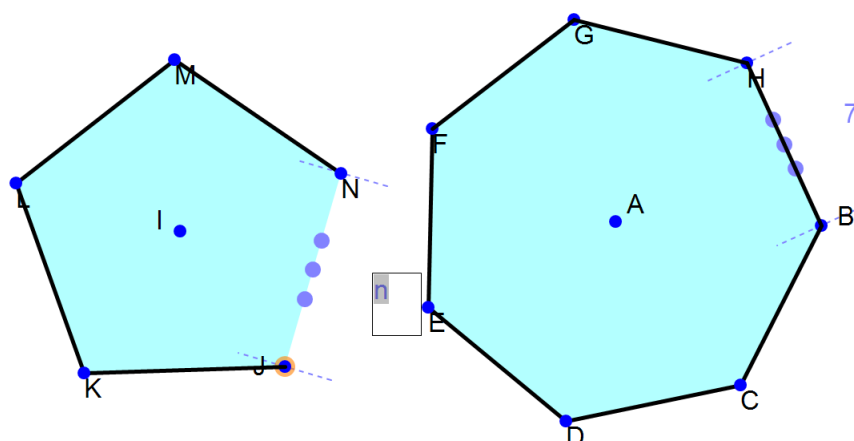
Drawing Regular Polygons



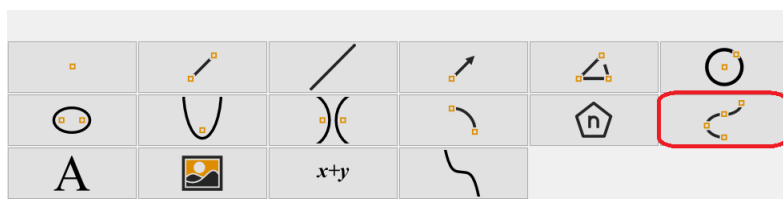
The **N-gon** tool lets you quickly draw any regular polygon. You can even work on problems where the number of sides is n , or whatever variable you choose.

Here are the steps:

1. Click the N-gon button  in the Draw toolbox.
2. Similar to drawing a circle, position the cursor to place the center of the n-gon and click to the desired size. The n-gon at first appears to be a pentagon.
3. In the data entry box, enter the number of sides you want or a variable to represent the number of sides and press Enter.




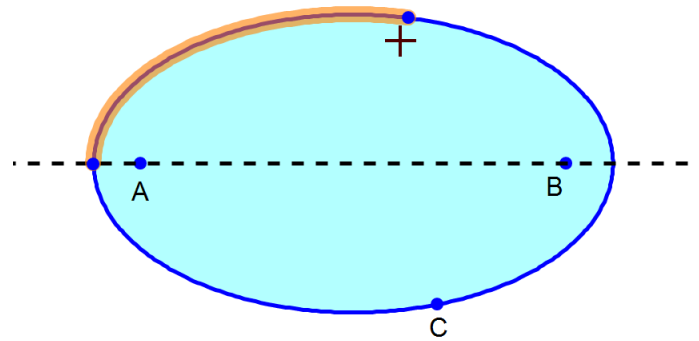
Drawing Curve Approximations



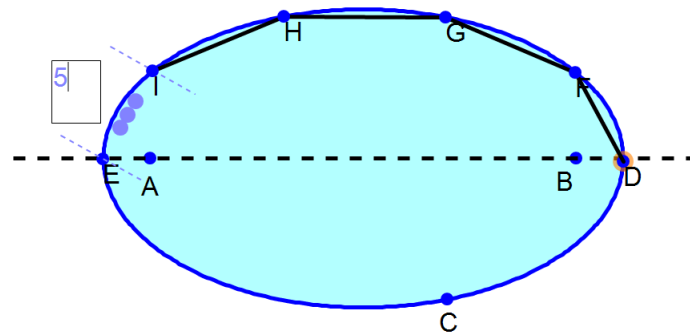
The **Curve Approximation** tool will insert a specified number of points and edges evenly spaced on a selected section of a curve or conic. This is a great tool for introducing problems using the Trapezoidal Method of integration. (Take a look at our [Gx book, Calculus Explorations](#).)

Here are the steps:

1. Click Draw / Curve Approximation .
2. Select any function, circle, ellipse or parabola and drag the cursor over the curve.

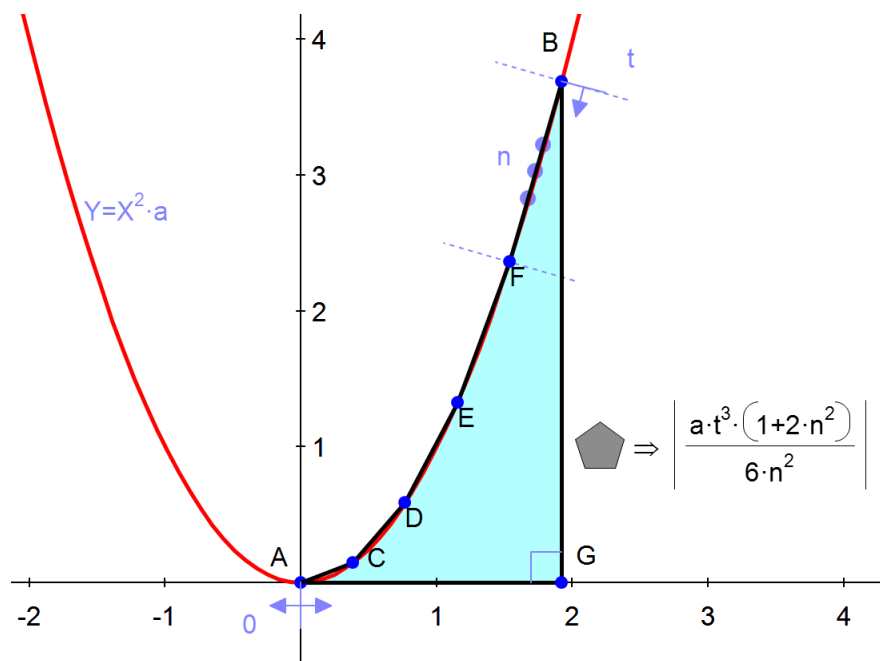


3. In the data entry box type the number of points you want on the arc.

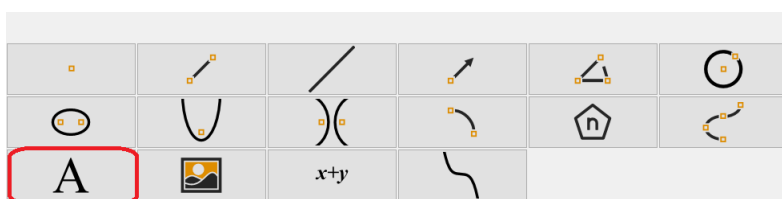


Note: It is best to draw your curve independent of existing points on the curve. Then connect other geometry to the approximation points. If you start or finish the arc with points lying on the curve (e.g. point C in the ellipse above) and later decide to delete the curve approximation, attached geometry may also get deleted.

Here is the area of a function using the Trapezoidal Method:



Adding Text to the Drawing



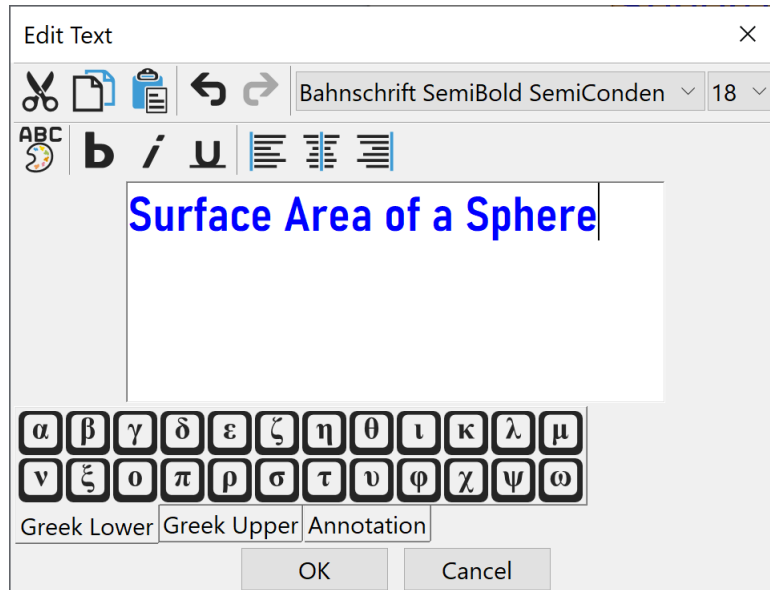
To add titles or other annotation to the drawing follow these steps:

1. From the **Draw** toolbox click the **Text** icon **A** or select **Text** from the **Draw** menu.
2. Position the text cursor +_A at the upper left corner where you would like your window of text located.
3. Click and drag to form your text box to the appropriate size.
4. Enter and format your text in the [Edit Text dialog](#).

Enter mathematical statements using the [Annotation / Expression](#) tool.

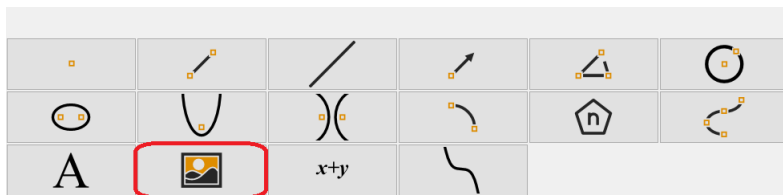
Inserting and Editing Text

In the **Edit Text** dialog you can enter and format the text that will be displayed in your defined text window.





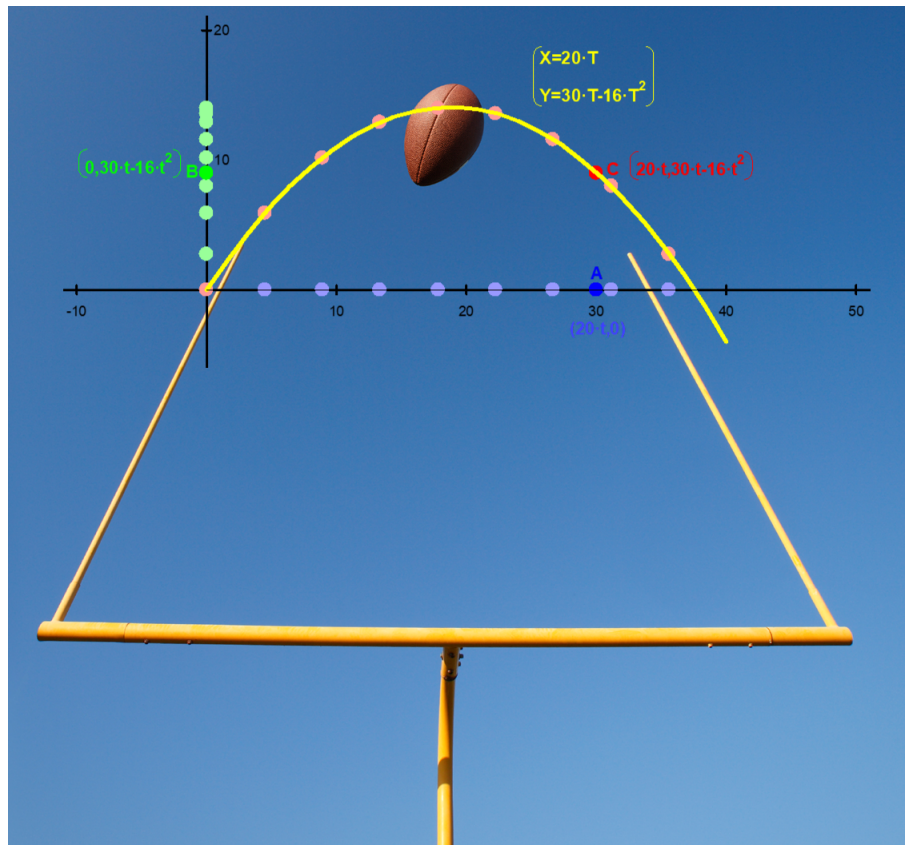
The default text formatting for this dialog is set in **Edit / Preferences / Text & Pictures**.

Using Pictures in the Drawing



Liven up your examples with a picture or two, or use an image for reference points in your drawing. Here's how:

1. Click the **Picture** icon  in the **Draw** toolbox or select **Picture** from the **Draw** menu.
2. Click and drag the cursor to delimit the area where you want to place the picture.
3. Find your image in the **Select Image File** dialog. Image formats include: **.bmp**, **.gif**, **.jpg**, **.pcx**, **.png**, and **.tif**
4. After entering your images, change to **Select**  mode or choose another **Draw** command.



Pictures are always inserted under your drawing objects, so you can add a picture at any time.

In **Select** mode you can move a picture, as with any drawing object. The inserted picture can be rotated and the transparency level can be set in the **Display Properties** dialog box.

- Right click on a highlighted picture and then select **All Properties**
- Or select **Properties** from **Edit** menu.

Display Properties
×

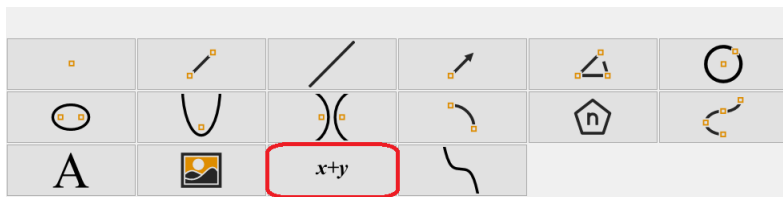
Picture

Visibility Condition	
Pinned	<input checked="" type="checkbox"/>
Angle In Degrees (-359 to 359)	0
Transparency (0% to 100%)	0

OK

Cancel

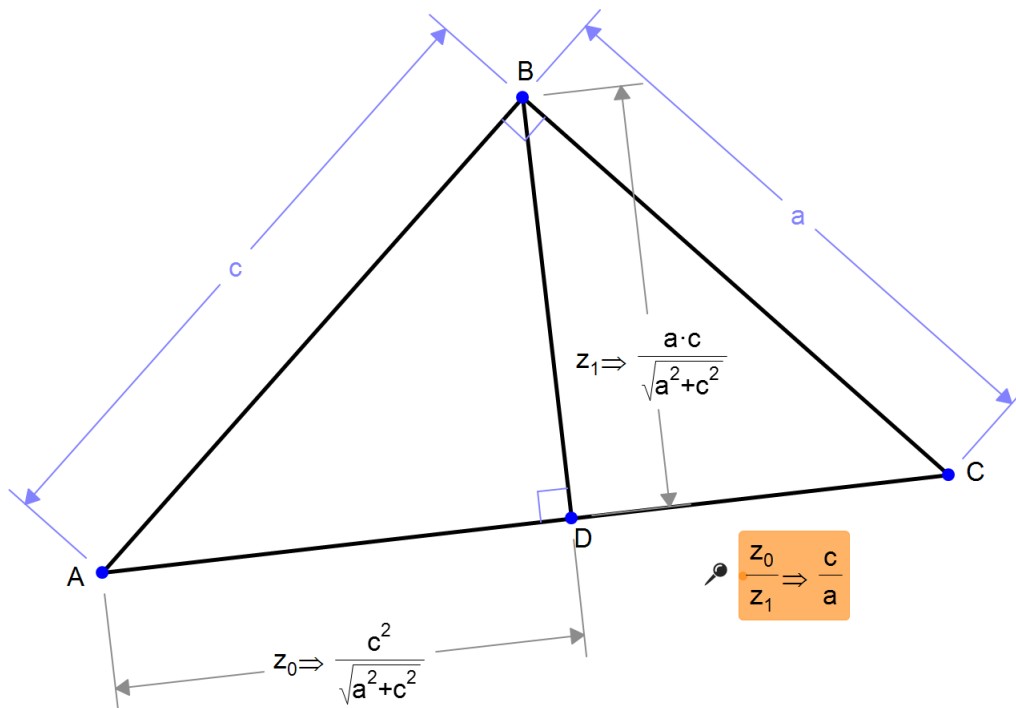
Adding Expressions



You can type an algebraic expression in the drawing window and Geometry Expressions will solve it with whatever information it has available. Here are the steps:

1. From the **Draw** toolbox click the **Expression** icon $x+y$ or select **Expression** from the **Draw** menu.
2. Move the expression cursor + to the position where you want it to appear in the drawing window and click to display the data entry box.
3. Enter the expression using numbers, variables, and output expression names. Use the [Symbols](#) toolbox to help you enter mathematics.

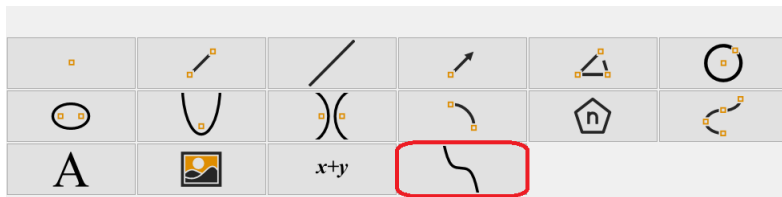
Adding an expression to the diagram can help you work out relationships in the geometry. Here is an example making use of the **Expression** tool to see the relationship between similar triangles.



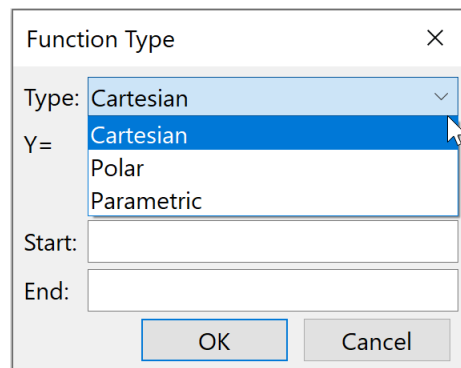
Sides a and c are perpendicular, and AC is perpendicular to BD . We obtained the [Output](#) of lengths AD and BD using the [Show Name button](#).


The expression to solve is the relationship of the two lengths: z_0 / z_1 . The system immediately evaluates the expression as $\Rightarrow c/a$.

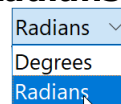
Creating Functions



1. Click the **Function** icon in the **Draw** toolbox or select **Function** from the **Draw** menu
2. Click the drop-down list button to select the function type that you want to use in your drawing.



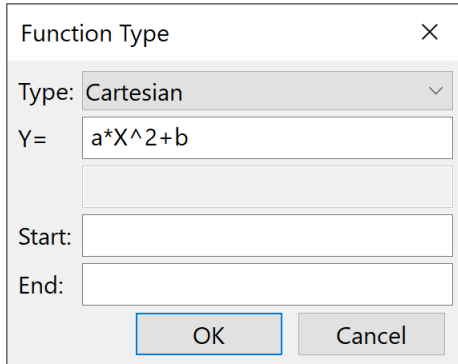
 **Important Note for Trig Functions:** Remember that in order for geometry to be displayed accurately on the screen, *Geometry Expressions* uses equal scaling in the X and Y directions. So in order for your trig functions to be displayed properly you must be in **Radians** mode - check



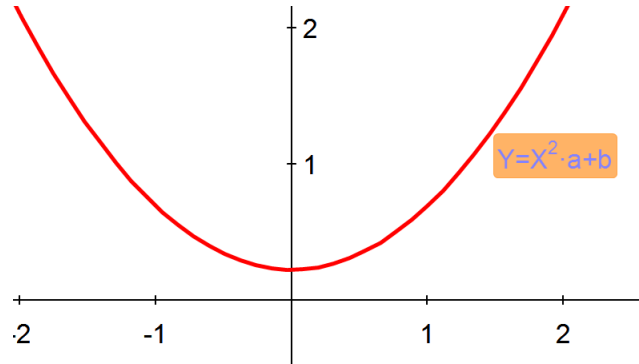
the window on the bottom right side of the screen. No matter what the mode, you still have a choice in labeling the X axis from the **Context** menu, [Axis Properties / Units](#).

Cartesian Function

When you select **Cartesian** from the **Function Type** dialog, the next line contains a general form of the function in terms of Y.



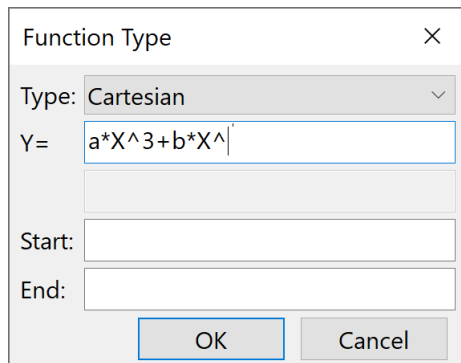
Function Type dialog box showing the Cartesian function form $Y = a \cdot X^2 + b$. The Type is set to Cartesian. The formula field contains $a \cdot X^2 + b$. The Start and End fields are empty. The OK and Cancel buttons are at the bottom.



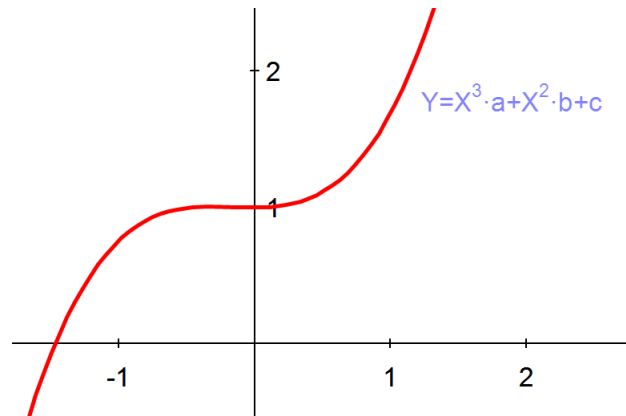
You can define a domain of the function by enter values for Start and End. If you want to draw function with indefinite domain, leave these fields blank.

You can define this function in these ways:

- Modify the formula directly:



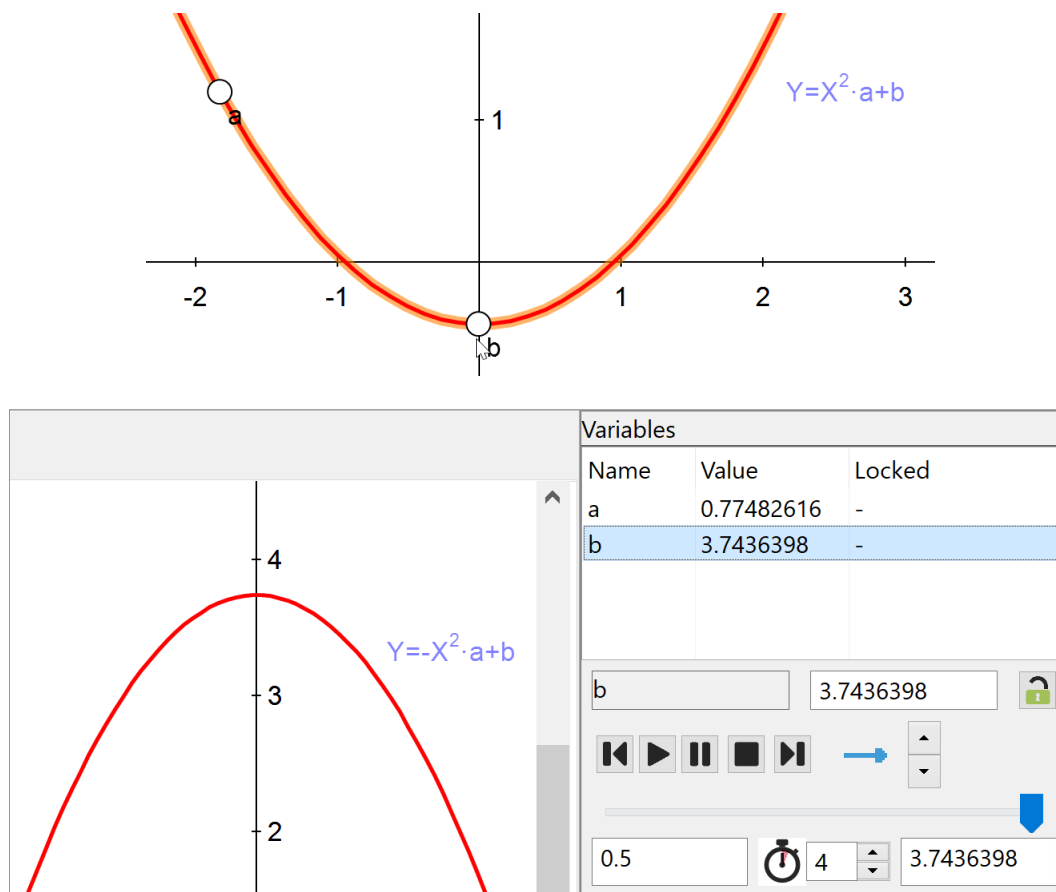
Function Type dialog box showing the Cartesian function form $Y = a \cdot X^3 + b \cdot X^2 + c$. The Type is set to Cartesian. The formula field contains $a \cdot X^3 + b \cdot X^2 + c$. The Start and End fields are empty. The OK and Cancel buttons are at the bottom.



- Modify the function interactively using "handles". In the drawing window, click the function to select it. Click and drag it and a circle appears on the curve. This handle represents one of the variables in the equation. You can click and drag this handle around the drawing. Click and drag another place on the function and another moveable handle appears if there is another variable in the equation.

This feature is a wonderful way to understand exactly how the equation represents the function.

In the first example, a click of the curve gives you the b handle, the y -intercept, and lets you drag the function up and down. Click and drag another place on the curve and you get the a handle to change the shape of the curve.

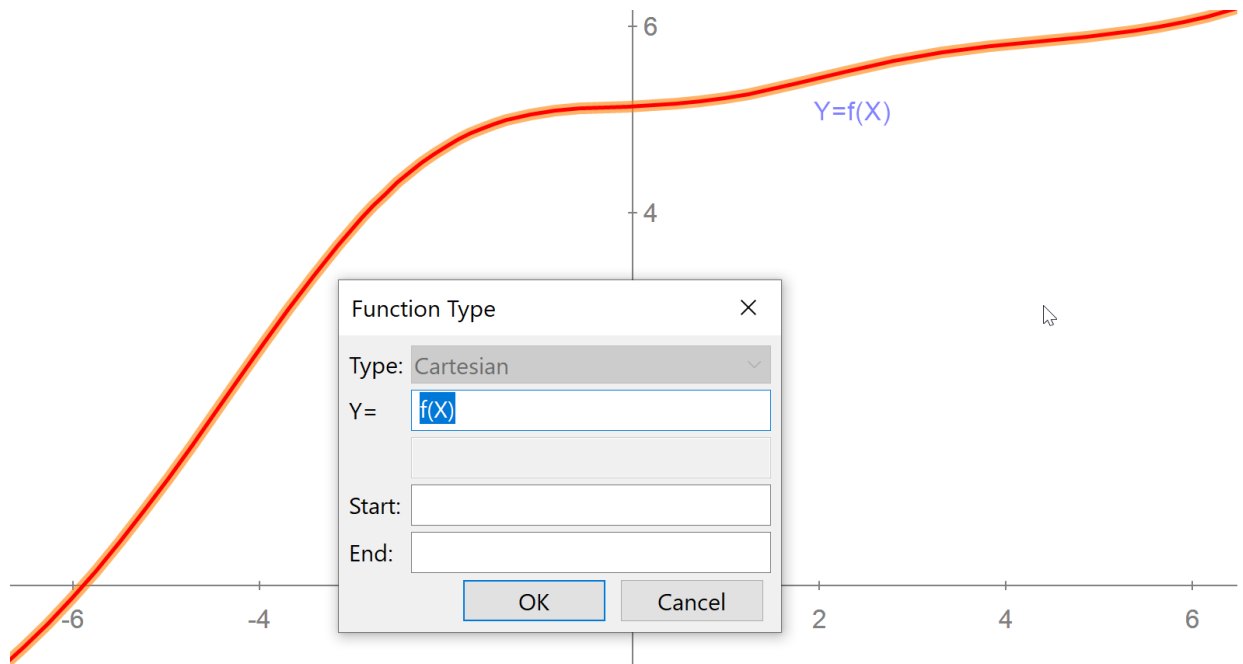


Notice the **Variable** toolbox displays the changing values as you move the handles.

- Modify the function after it's drawn by double clicking the function tag and changing it in the edit box.
- Modify the domain of the function after it's drawn by double clicking the curve.

The Generic Function $f(X)$

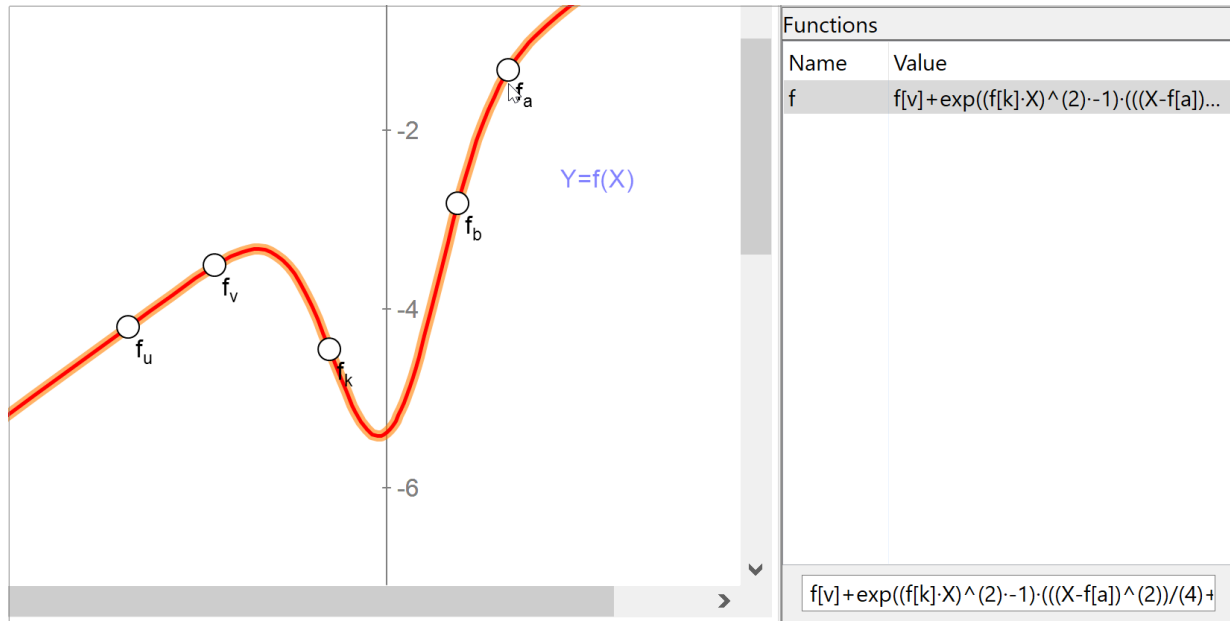
To use the generic form of a function, $Y=f(X)$, select **Cartesian** from the **Function Type** dialog, enter $f(X)$ in the edit window and click OK:



Click the **Functions** tab of the **Variables** toolbox to see the values used in the function.

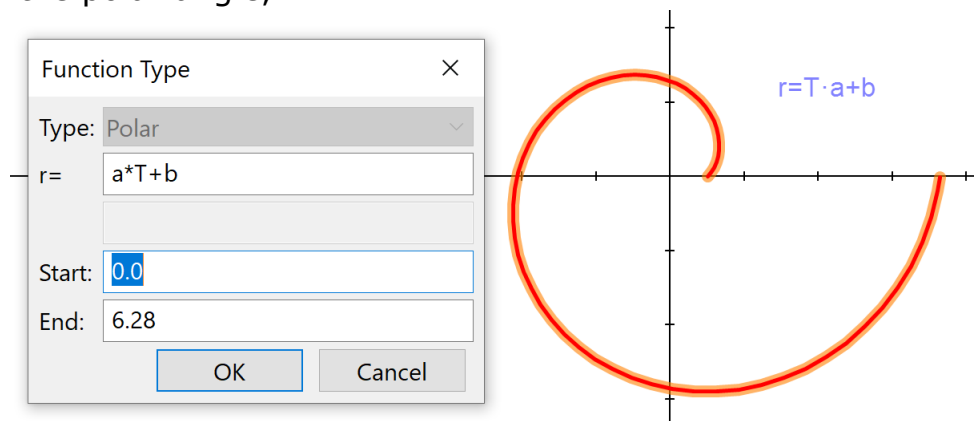
You can define this function in these ways:

- Modify the edit line at the bottom of the **Functions** tab. (Use your keyboard arrow keys to move through the whole function.)
- Modify the function interactively using "handles". In the drawing window, click the function to select it. Click and drag it and a circle appears on the curve. This handle represents one of the variables in the equation. You can click and drag a handle around the drawing to change the curve. Click and drag another place on the curve and another moveable handle appears if there is another function variable in the equation. In the general function in this example we have 5 possible handles: $f(a)$, $f(b)$, $f(k)$, $f(u)$, and $f(v)$.



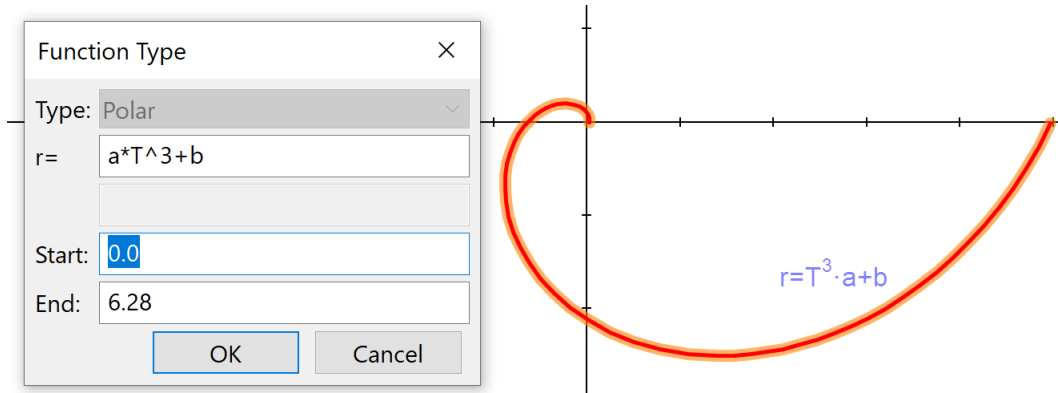
Polar Function

When you select **Polar** from the **Function Type** dialog, the next line contains the general form of the function in terms of the radial coordinate, r and the polar angle, T .



You can define this function in these ways:

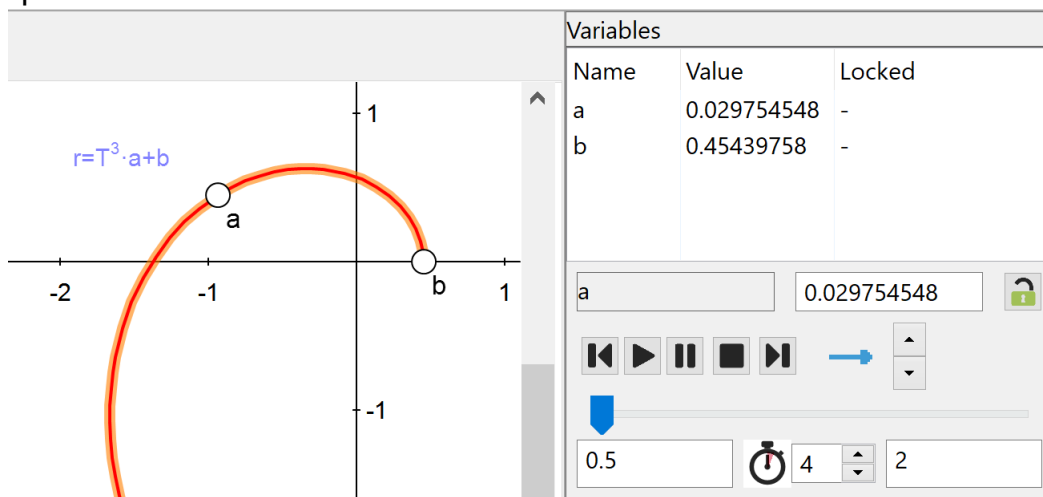
- Modify the formula and the curve domain directly:



- Modify the function interactively using "handles". In the drawing window, click the function to select it. Click and drag it and a circle appears on the curve. This handle represents one of the variables in the equation. You can click and drag this handle around the drawing. Click and drag another place on the function and another moveable handle appears if there is another variable in the equation.

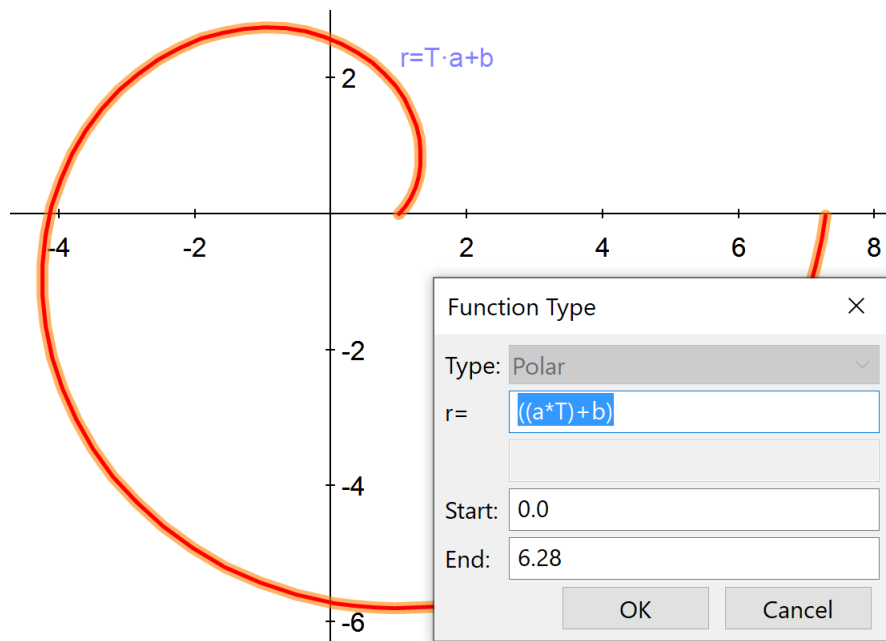
This feature is a wonderful way to understand exactly how the equation represents the function.

In the example above, the second click gives you the a handle; click and drag another place on the curve and you get the b handle to change the shape of the curve.



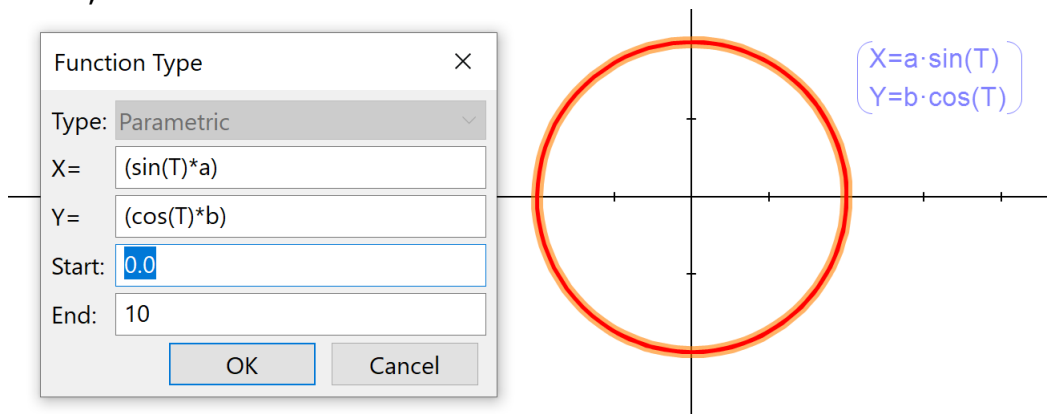
Notice the **Variable** toolbox displays the changing values as you move the handles.

- Modify the function after it's drawn by double clicking the function tag.
- Modify the domain of the function after it's drawn by double clicking the curve:



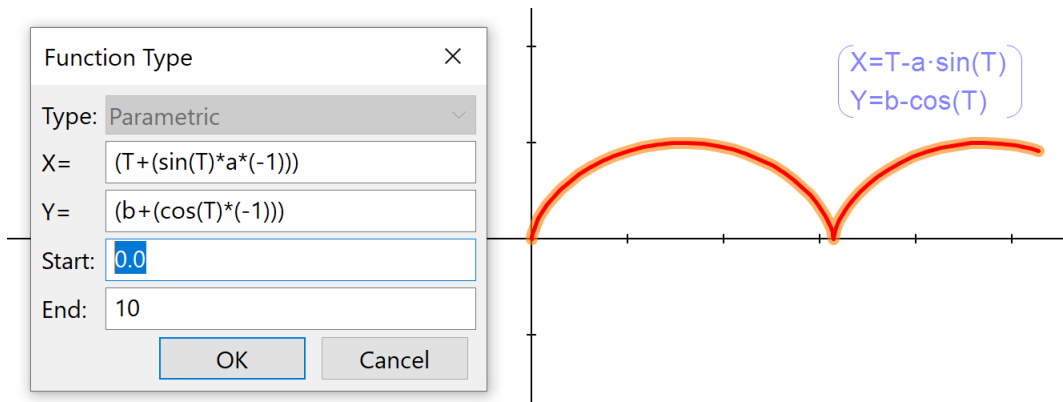
Parametric Function

When you select **Parametric** from the **Function Type** dialog, the next line contains the general form of the function in terms of X and Y and a parameter, T.



You can define this function in these ways:

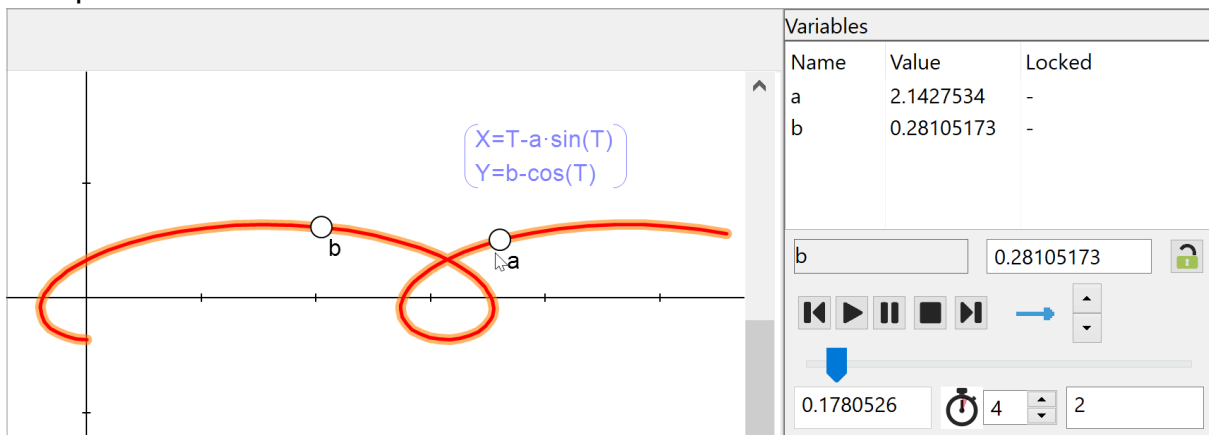
- Modify the formula and its domain directly:



- Modify the function interactively using "handles". In the drawing window, click the function to select it. Click and drag it and a circle appears on the curve. This handle represents one of the variables in the equation. You can click and drag this handle around the drawing. Click and drag another place on the function and another moveable handle appears if there is another variable in the equation.

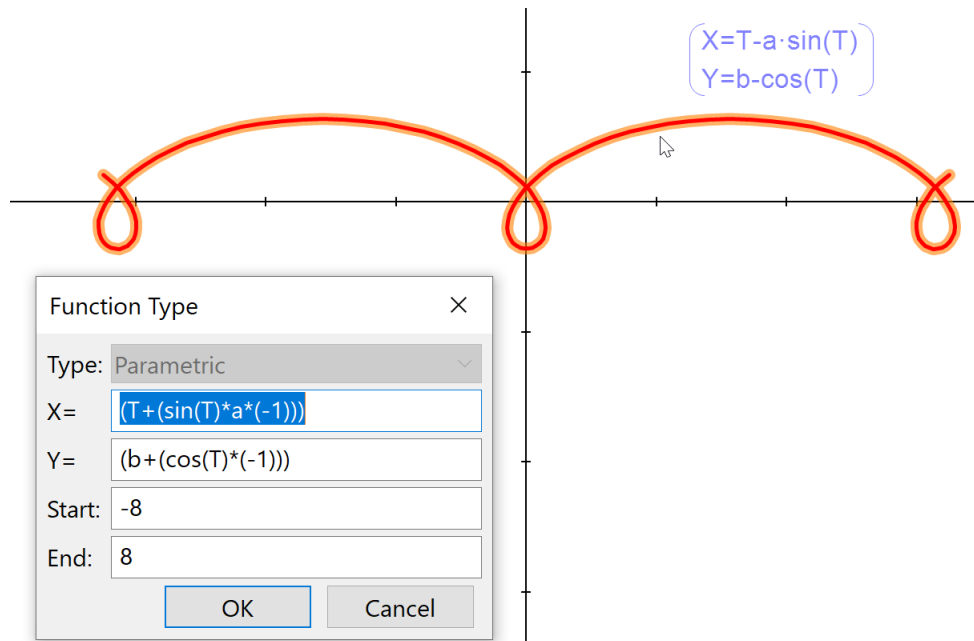
This feature is a wonderful way to understand exactly how the equation represents the function.

In the example above, $X=T-a\sin(T)$, $Y=b-\cos(T)$, a click and drag gives you the b handle, and lets you drag the function up and down. Click and drag another place on the curve and you get the a handle to change the shape of the curve.



Notice the **Variable** toolbox displays the changing values as you move the handles.

- Modify the function after it's drawn by double clicking the function tag.
- Modify the domain of the function after it's drawn by double clicking the curve:



Piecewise Function

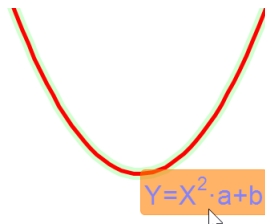
A piecewise function or expression can be created using the **Piecewise** symbol:



or the [built-in function](#) - `piecewise({expression1, domain1},{expression2, domain2}...,{last expression, otherwise})`. The reserved word, "otherwise" is an option available for the last condition.

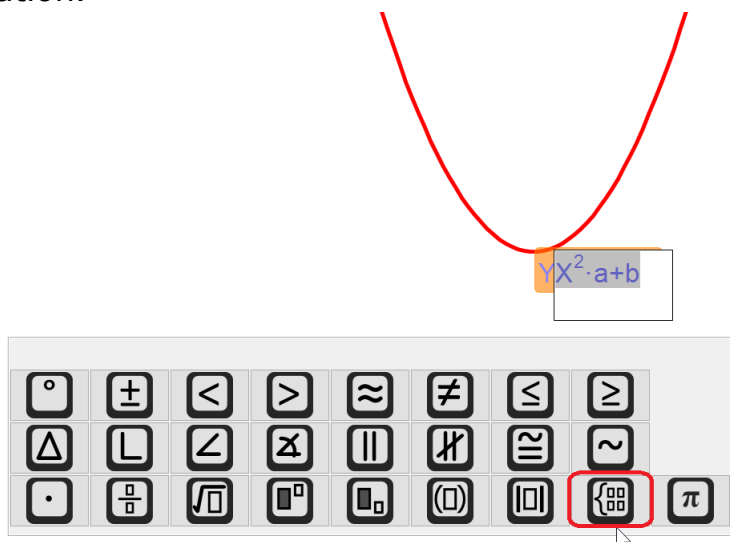
Here we show how to enter the sequence of values, followed by conditions:

- Create a function ↘.
- Double click the equation to edit.

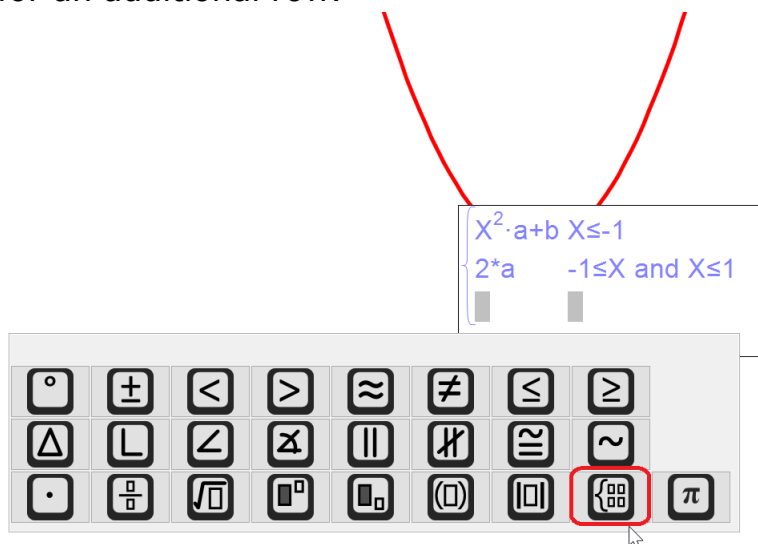


- From the edit box click the **Piecewise** icon in the **Symbols** toolbox.

Four small gray boxes will appear, including the one containing the original equation.



- Fill in your piecewise parameters - equations in the left column and their domain in the right column. To expand the function, click the **Piecewise** icon again for an additional row.



Here's the finished piecewise function:

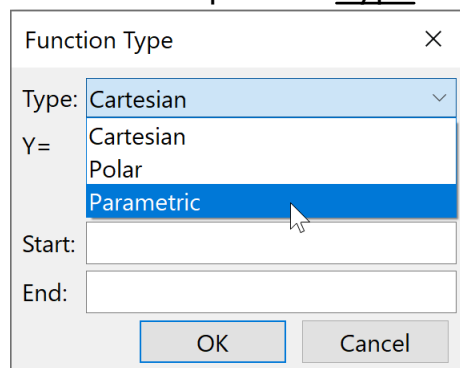
The diagram shows a red line graph representing the finished piecewise function. It consists of a downward-sloping line segment, a horizontal segment, and an upward-sloping line segment. Below the graph, the function is defined as:

$$Y = \begin{cases} X^2 \cdot a + b & X \leq -1 \\ 2 \cdot a & -1 \leq X \text{ and } X \leq 1 \\ a + X^2 \cdot a & X > 1 \end{cases}$$

Piecewise Parametric Example

Any of the functions available in *Geometry Expressions* can be piecewise, including parametric functions. Take this square for example.

1. Click the **Draw / Function** tool
2. Select **Parametric** from the drop down Type window.



Function Type

Type: Cartesian

Y= Cartesian

Polar

Parametric

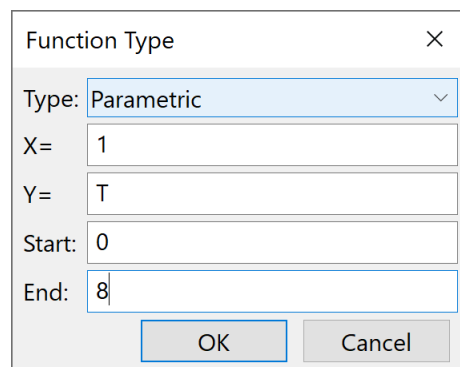
Start:

End:

OK Cancel

3. Enter the first value (side) for the square and the range for the parameter values -

Hit enter. Don't worry about the shape of the function, it's not defined yet.



Function Type

Type: Parametric

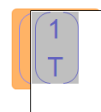
X= 1


Y= T

Start: 0

End: 8

OK Cancel



4. Double-click the function and select the x value
5. Click the **Piecewise** icon  on the Symbols toolbox
6. Enter the x values for each side of the square. When you run out of gray boxes, click the **Piecewise** icon again to get another row

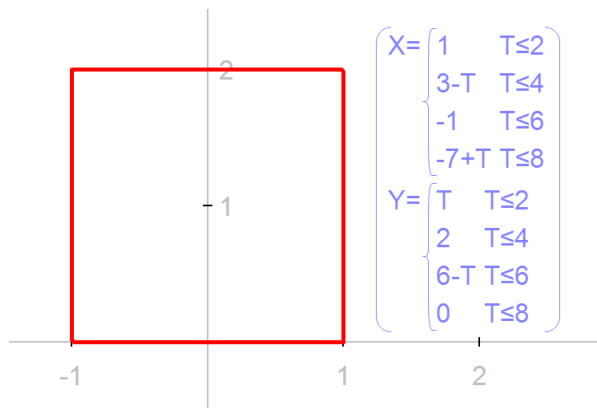
$$X = \begin{cases} 1 & T \leq 2 \\ 2 - T & T \leq 4 \\ -1 & T \leq 6 \\ 0 & T \leq 8 \end{cases}$$

7. Now do the same for the y value, select the T parameter and click the **Piecewise** icon 3 times

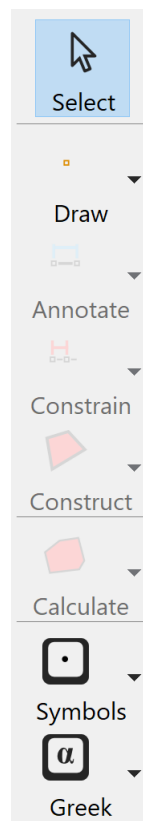
$$Y = \begin{cases} 1 & T \leq 2 \\ 3 - T & T \leq 4 \\ -1 & T \leq 6 \\ -7 + T & T \leq 8 \end{cases}$$


Use the arrow keys on your keyboard or your mouse to move to the next gray box.

Here is the function:



The Selection Arrow



When you are finished with the drawing functions, click the selection arrow  or press the [Esc] key on the computer keyboard, to enable other functions or [adjust your drawing](#).


With the arrow, you must first select elements of the drawing in order to enter [constraints](#) and [constructions](#) and to [output calculations](#).

Many of the tools require you to select [multiple objects](#).

Selecting Multiple Objects


Many of the **Constrain**, **Construct**, and **Calculate** tools require that you select more than one object.

To select more than one object:

- Click the selection arrow  on the tool bar.
- Hold down the CTRL or SHIFT key as you click the objects you want to select.

If you click the wrong object while holding down the CTRL key, click it again and it will become unselected.

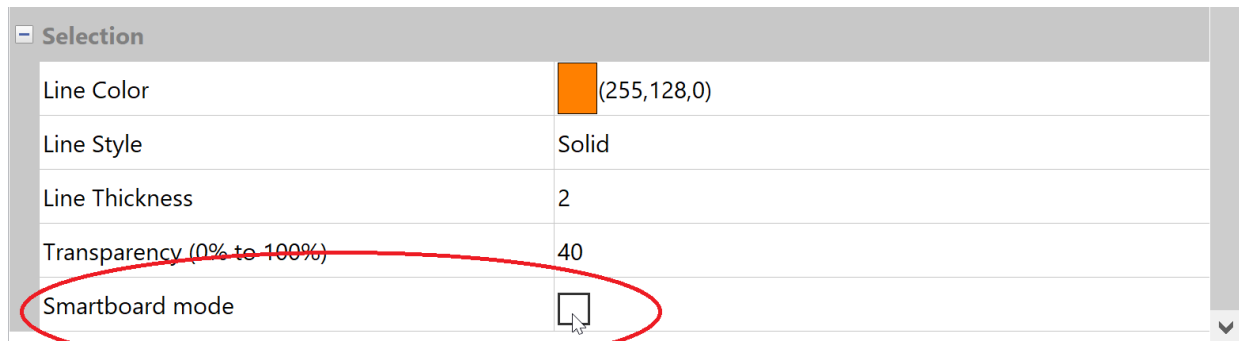
If all of the objects you wish to select fall within a rectangular region, you can use the selection box:

- Click on the selection arrow  on the tool bar.
- Draw a rectangle around all of the objects by clicking and dragging.

If you are using *Geometry Expressions* on a *Smartboard*, turn on [Smartboard mode](#) to make multiple selections without using the *Ctrl* or *Shift* keys. In this mode selections accumulate. Clicking a blank space in the drawing clears the selections. Clicking on an item a second time unselects only that item.


Smartboard Mode

To turn on the **Smartboard** mode select **Edit / Preferences / Selection**; in the Selection group check (click) Smartboard mode checkbox.



When the box is checked, selections accumulate until you click a command. Clicking a selected item a second time unselects that item, but any other selected items stay selected. To clear all the selections, select **Clear Selection** under the **Edit** menu or click all the selected objects again.

Adjusting the Drawing

Click the [Select](#) arrow  on the tool panel on the left to move, rotate or delete selected object(s) in the drawing.



You can change a constraint value, annotation or label by double clicking it, retyping the value or variable and then pressing the enter key.

The **Scale**, **Zoom** and **Move / Pan** functions have a mouse shortcut:

- The scroll wheel on your mouse can be used to **Scale** the drawing up or

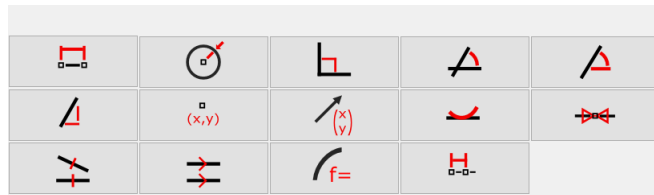
down. Hold down the ctrl key while moving the wheel and the operation becomes a **Zoom**.

- Right-click and drag the mouse anywhere in the drawing window to **Move** or **Pan**.


The **Move geometry** icon  is a modal command. It stays active until you select  or choose another mode (e.g. any **Draw** tool).

Constraints


Using Drawing Constraints
















After sketching the geometry of a problem, constrain it with measurements, coordinates and implicit equations in real or symbolic terms. The drawing responds automatically to the assigned input constraints. *Geometry Expressions* will [automatically add any constraints](#) you leave out.

Since [annotations](#) may look identical to constraints, use the icon, , to **Distinguish Constraints / Annotations**. The icon is a toggle; to turn off the marks, click it again.


Initially, all the constraints in the toolbox are inactive. You must first select the parts for your drawing that will be constrained. Constraint choices are listed below along with the drawing elements that must be preselected. Be careful when selecting geometry objects, if extra things are selected that are not related to the constraint (like other constraints) the constraints will remain inactive. This can happen by mistake, especially when using the selection box tool.

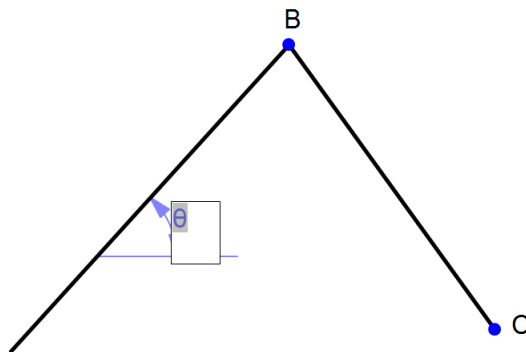
	Constraint	Preselected Objects
	Distance / Length	Two of any combination of points, lines, line segments, vectors, or

		polygon sides.
	Radius	A circle
	Perpendicular	Two of any lines, segments, vectors, or polygon sides.
	Angle	Two of any lines, segments, vectors, or polygon sides.
	Direction	A line, segment, vector, or polygon side.
	Slope	A line, segment, vector, or polygon side.
	Coordinate	A point
	Coefficients	A vector
	Tangent	A circle or locus and a line, segment, vector, or polygon side.
	Incident	A point and a line, segment, vector, polygon side, circle or locus.
	Congruent	Two or three of any line segment, vector, or polygon side.
	Parallel	Two or three of any line segment, vector, or polygon side.
	Implicit Equation	A circle, line, segment, vector, or polygon side.
	Point Proportional Along Curve	A point and a line, segment, vector, polygon side, or locus

Occasionally you may try to add too many constraints to the geometry, causing a conflict. The system will help you correct this problem in the [Resolve Constraint Conflict](#) dialog.

Changing a Constraint

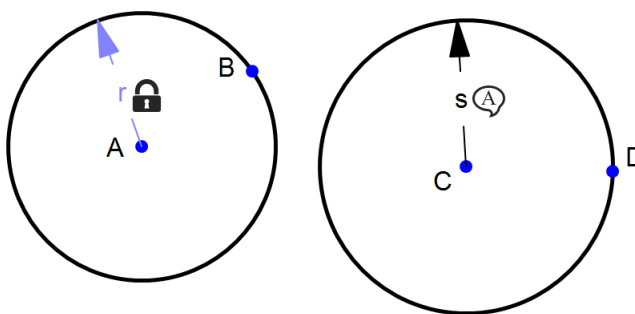
To change a constraint, double click it with the selection arrow  retype the value or variable and press the enter key.






Distinguishing Constraints from Annotations

Your drawing is defined by [Constraints](#) on geometry elements. [Annotations](#) are like labels and have no influence on the geometry measurements. The original default settings ([Preferences / Math](#)) fix **Constraint** lines and text in blue and **Annotation** lines and text in black. To further distinguish these

use the **Distinguish Constraints / Annotations**  toggle button on the main icon bar.



When active, the button is highlighted - , and a  is placed next to all constraints and a  is placed next to all annotations.

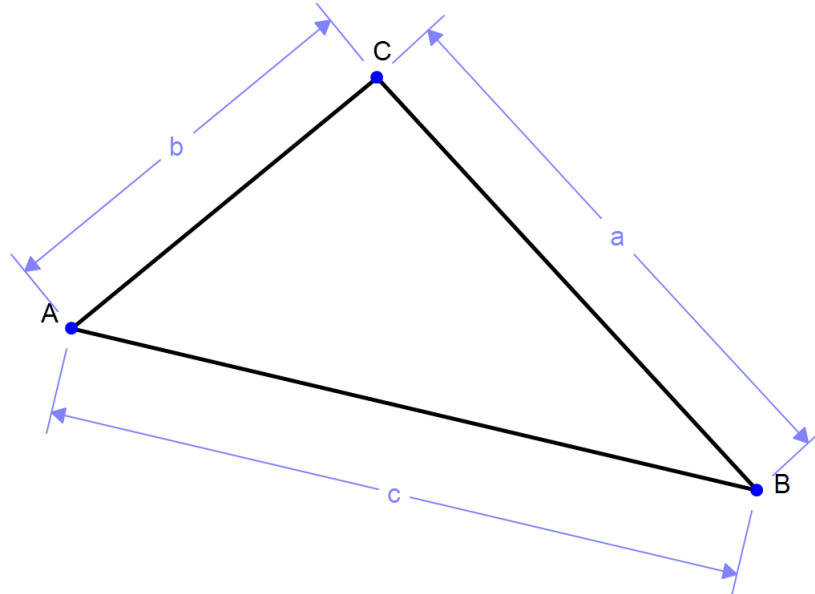
As with all toggles, you can turn these marks off with another click of the

 button.

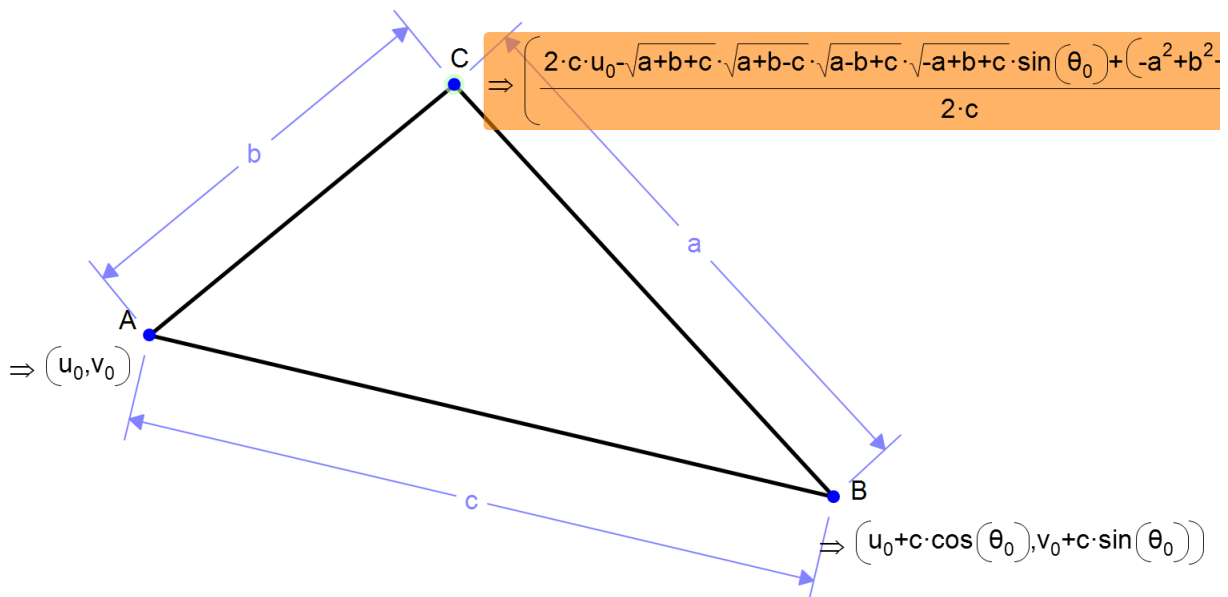
System Added Constraints

In *Geometry Expressions*, you do not need to fully constrain your model. Any parameters you have left unconstrained are filled in by the geometry engine.

For example, the following drawing is constrained only modulo a rigid transformation (typical for many geometry problems).



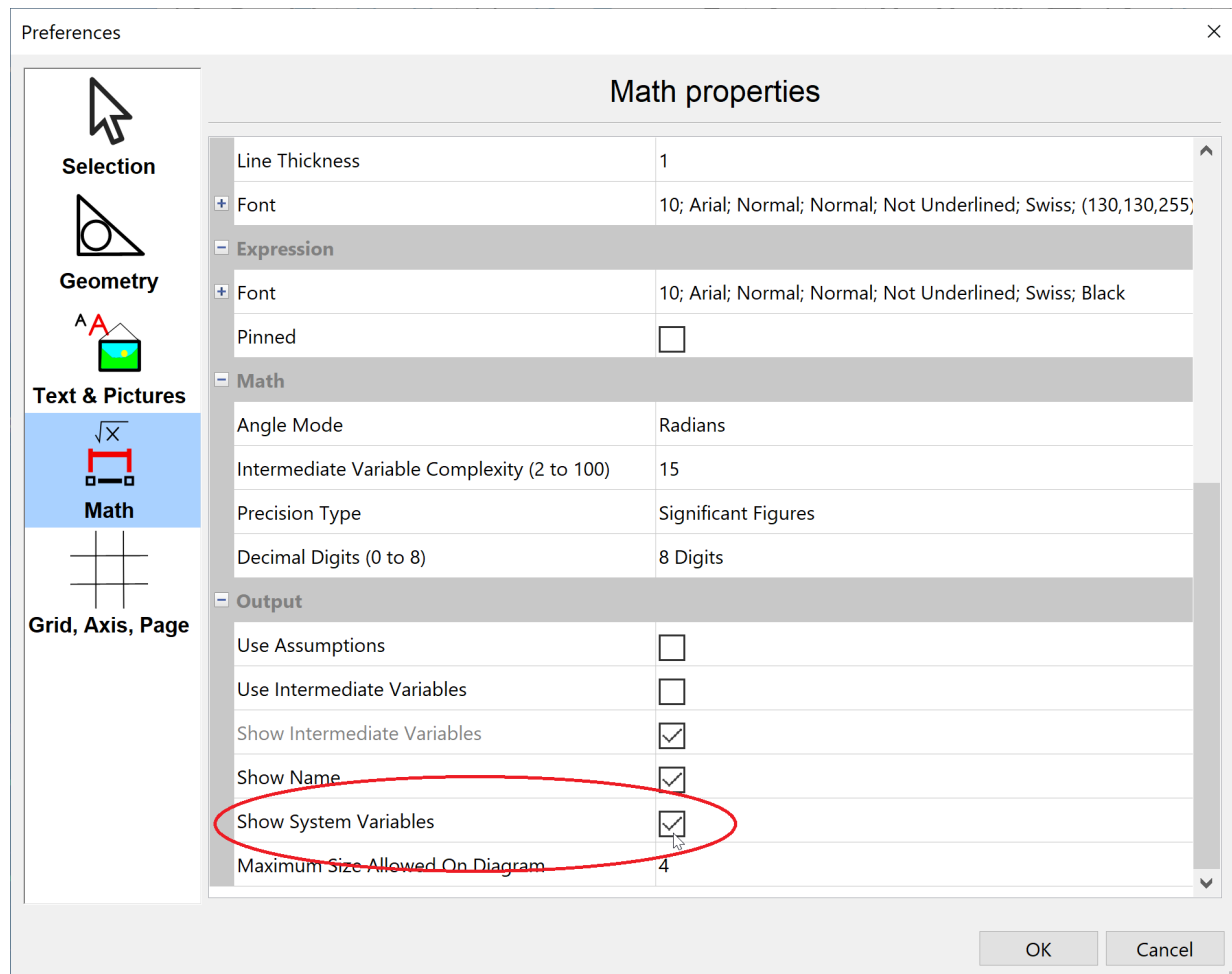
So if you ask for the coordinates of any of the points, they will be given in terms of system added variables:



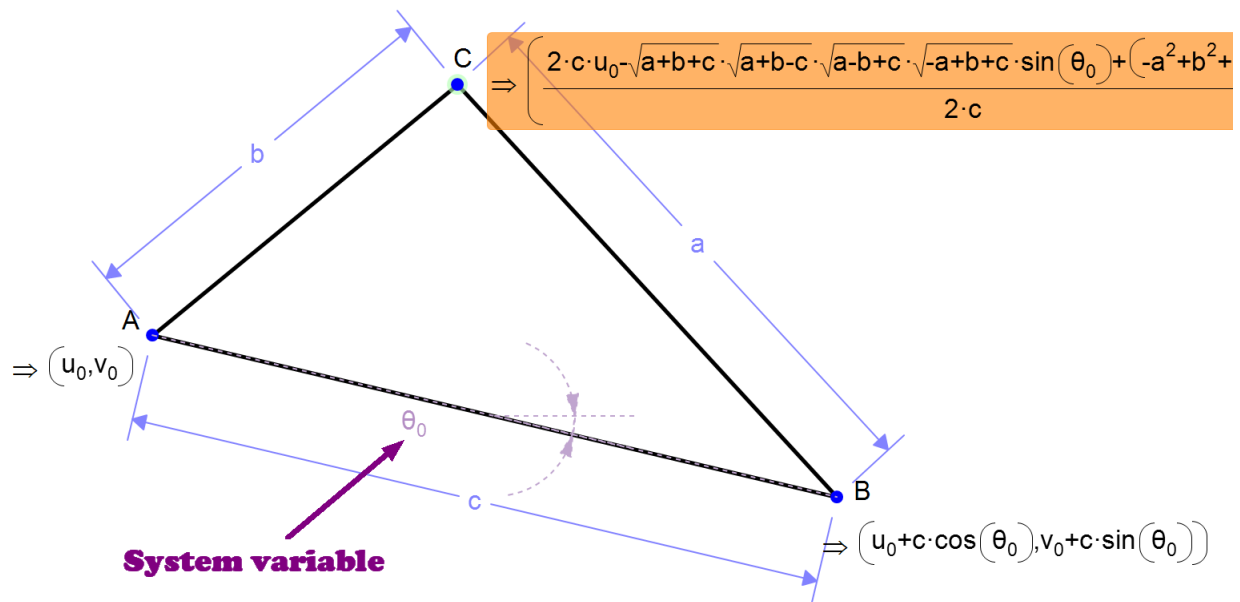
Clearly the system has added variables for the location of point A, and for

the direction of line AC.

To display these variables, check the default setting, Show System Variables, found in the **Edit / Preferences** [menu selection](#) on the **Math** page (left panel) under **Output**.

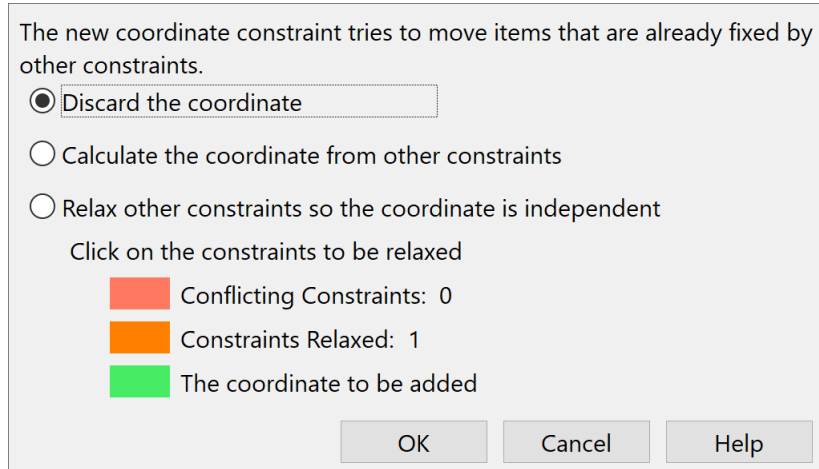


When checked, you will see the system variables when you select the output:



Constraint Conflicts

If you enter a constraint for some geometry which is already constrained by another constrained object you will see a message like the one below.



In this case, the **Coordinate** constraint was already determined by the other two sides and an angle constraint on the triangle. There are three ways of dealing with this problem:

1. Hit the **Cancel** button to leave the drawing as it was without the new constraint.
2. Click the first button, "Calculate the coordinates from other constraints" (the default choice). This is similar to the first choice, it eliminates the new constraint, but also calculates the selected geometry's

value. In this case, the coordinates of point C would be calculated and displayed.

3. If you choose "Relax other constraints so the coordinate is independent", this will keep the new constraint you just entered and allow you to eliminate one of the **red highlighted** constraints (*figure 1*). When you select one of these constraints (in *figure 2* below we clicked on θ), the highlight changes to gray. After you click **Ok**, the selected constraint, the angle θ in this case, is calculated and displayed (*figure 3*).

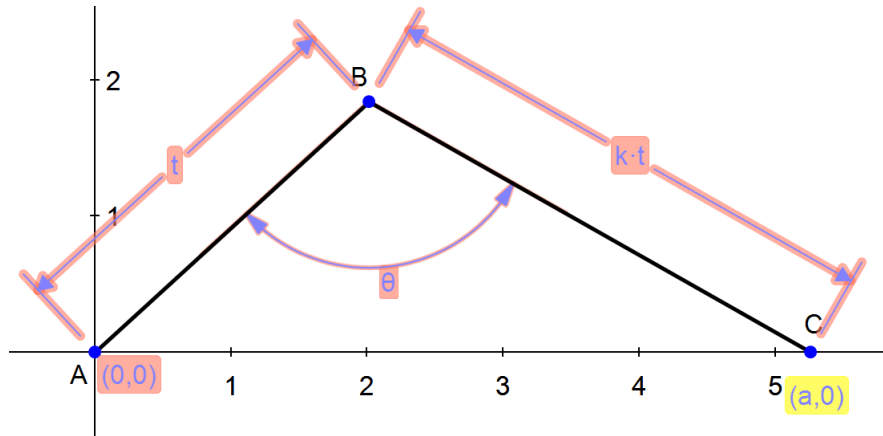


Figure 1

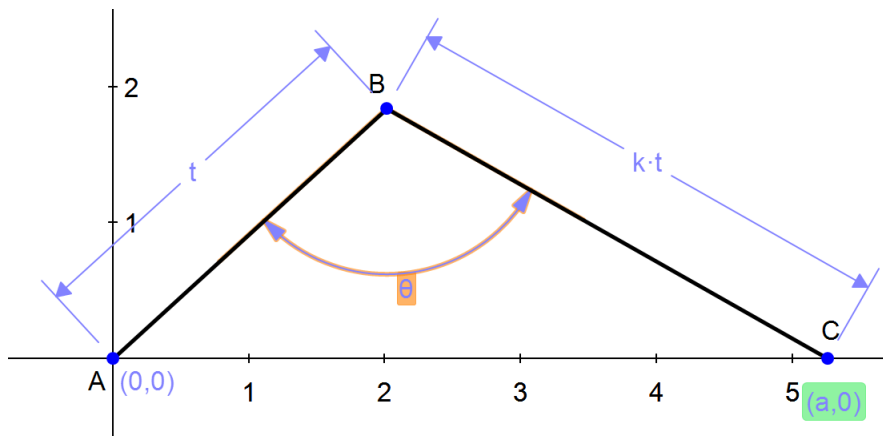


Figure 2

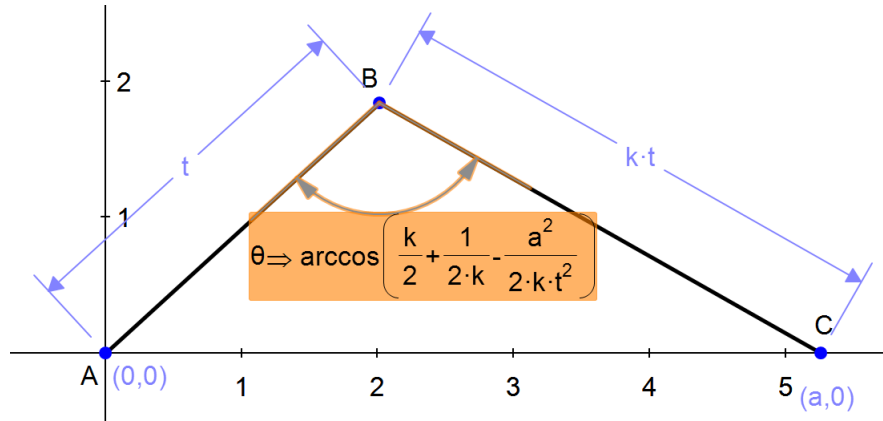
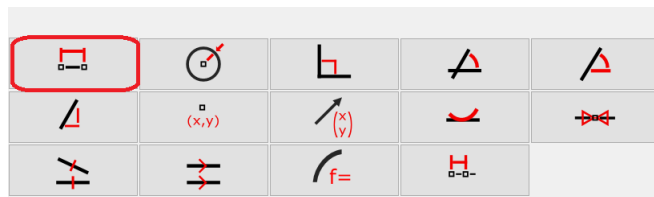


Figure 3

Distance / Length Constraint

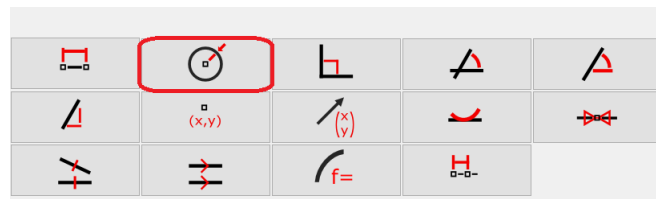


The **Distance / Length** constraint lets you specify the following dimensions:



- Length of a line segment, vector, or polygon side
- Distance between two points or a point and any one of the line types listed above.
- To enter a constraint:
 1. [Select](#) the appropriate drawing object(s). When you make your selection, the **Distance / Length** icon will light up.
 2. Click the icon, enter the constraint value, either real or symbolic, and press enter. You can press enter without typing a value to accept the system's default value.

You can click the constraint and drag it to adjust its placement on the drawing.

Radius Constraint

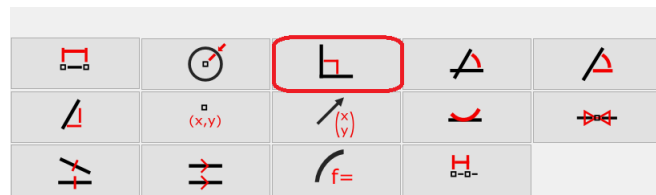


To specify the radius of a circle:



1. From [select](#) mode , click the circle. The circle will be highlighted as well as the icon .
2. Click the **Radius** icon, enter the constraint value, either real or symbolic, and press enter. You can press enter without typing a value to let the system insert a variable name.

You can click the constraint and drag it to [adjust](#) its placement on the drawing.

Perpendicular Constraint

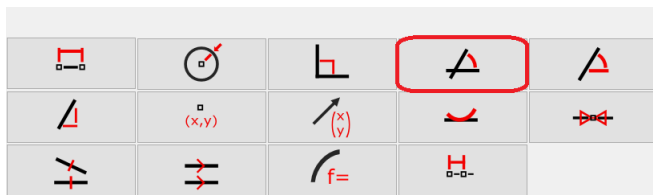


Any two of lines, segments, vectors or polygon sides can be constrained to be perpendicular with these steps:


1. [Select](#)  two from the line types listed above.
2. Click the **Perpendicular** icon .

The lines are redrawn and the perpendicular constraint is attached.

Angle Constraint

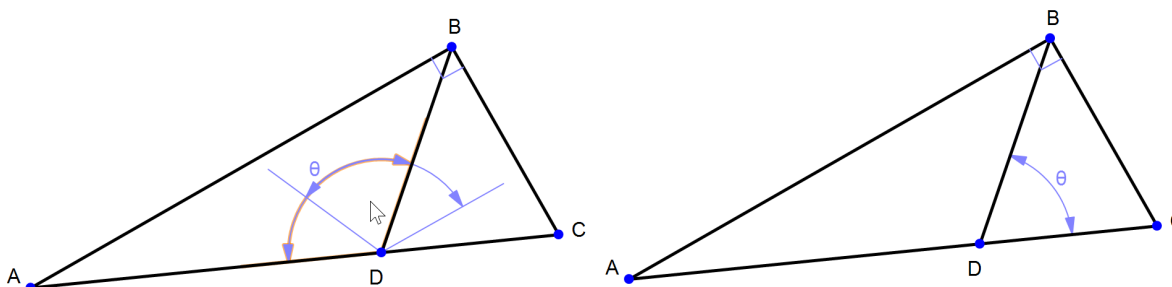


Any two of lines, segments, vectors or polygon sides can be constrained with an angle value or variable name with these steps:

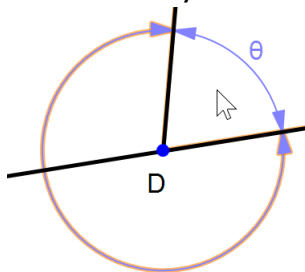
1. [Select](#) two from the line types listed above.
2. Click the **Angle** icon .
3. Enter the constraint, real or symbolic. If you enter a real value, the lines will be adjusted to reflect the constraint.

Which Side to Constrain?

Sometimes when identifying angles, the constraint falls on the wrong one. In the example below, we wanted BDC, not BDA. Just click the cursor over the constraint arrow and drag it to the other side, then release the mouse button - done!

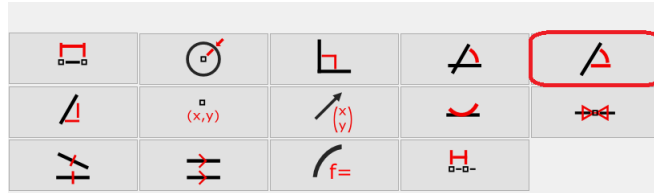


To get the reflex angle, hold the *Ctrl* key while dragging the angle symbol.





Note: The angular units are displayed in the [lower right of the screen](#). You can choose Radians or Degrees in this window, or set the default Angle Mode in the **Edit / Preferences / Math Properties** menu, **Math** settings group.

Direction Constraint

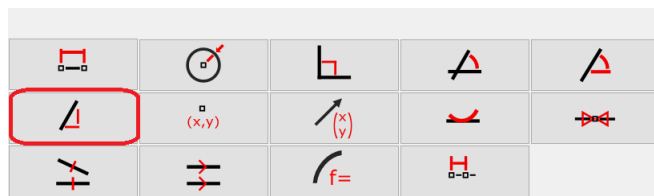


Constrain any of the line types; line, line segment, vector, or polygon side, to a direction measured from the horizontal.



1. [Select](#)  one of the line types listed above.
2. Click the **Direction** icon .
3. Enter the constraint, real or symbolic. If you enter a real value, the line will be adjusted to reflect the constraint.

Note: The angular units are displayed in the lower right of the screen. Change the default (Degrees or Radians) in the **Edit / Preferences** menu.

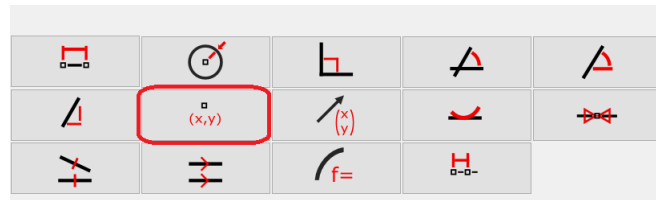
Slope Constraint





Specify a slope for any of the line types; line, line segment, vector, or polygon side.

1. [Select](#)  one of the line types listed above.
2. Click the **Slope** icon .
3. Enter the constraint, real or symbolic. If you enter a real value, the line will be adjusted to reflect the constraint.

Coordinate Constraint

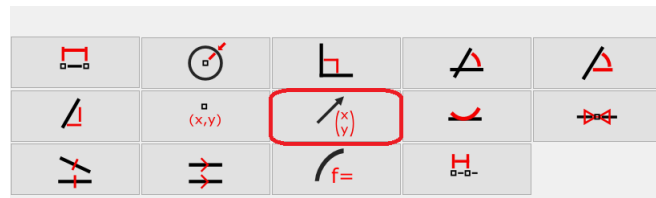


You can give coordinates to any point in your drawing:



1. [Select](#)  a point.
2. Click the **Coordinate** icon .
3. Enter the constraint, real or symbolic. If you enter a real value, the line will be adjusted to reflect the constraint, even if the coordinate axes are not displayed.

To change the coordinates shown, double click and type over the highlighted value in the data entry box.

Constraining Vector Coefficients

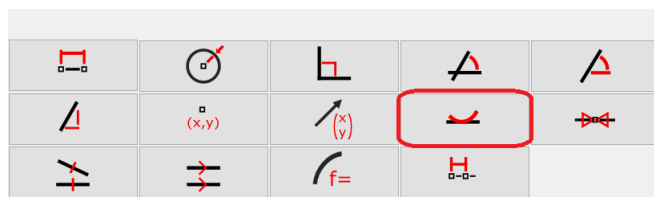


You can specify coefficients for a vector with the following steps:


1. [Select](#)  a vector.
2. Click the coefficients icon .
3. Enter the coefficients separated by a comma.

Note: Don't forget the parentheses or an error message appears.

Tangent Constraint

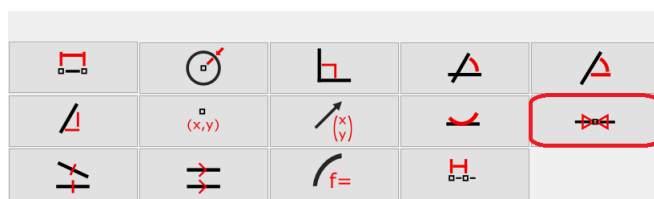


Any of the line types; line, line segment, vector, or polygon side can be made tangent to a circle or locus with these steps:


1. [Select](#) a line of the types listed above and the circle or locus.
2. Click the **Tangent** icon  from the **Constrain** tool box or select **Tangent** from the **Constrain** menu.

The line and curve immediately become tangent.

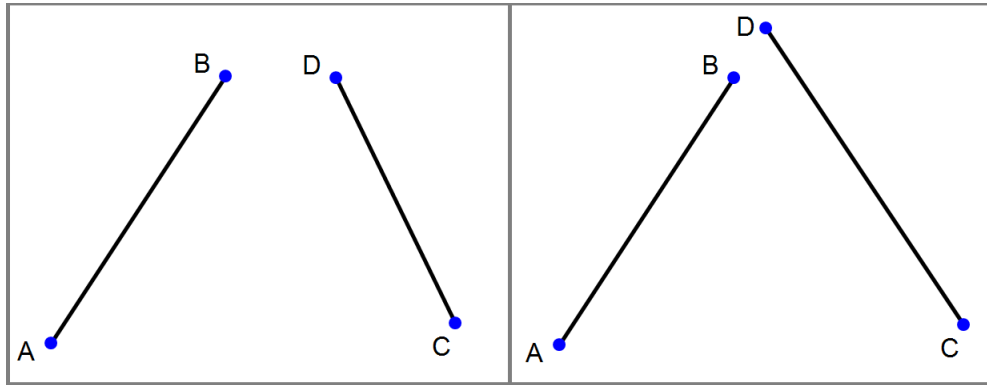
Incident Constraint



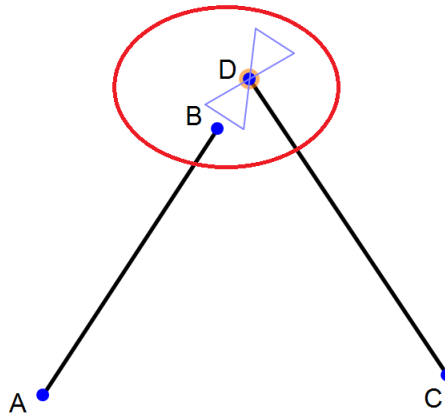
Constrain a point to be incident to any other geometry; line, segment, vector, polygon side, circle or locus with these steps:

1. [Select](#) the point and the other geometry listed above.
2. Click the **Incident** icon  from the **Constrain** toolbox, or select **Incident** from the **Constrain** menu.

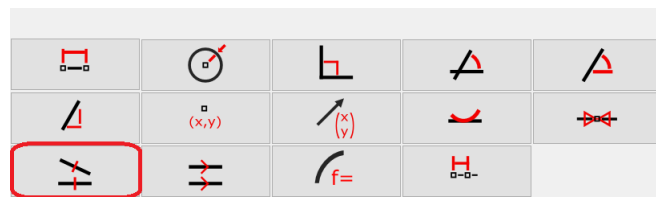
The point is moved to meet the line or curve, or the extension of the line. Below is an example of the latter, point D is moved to lie on the extension of line segment AB.





If you select the point or the line, incidence is indicated by a bowtie around the point:



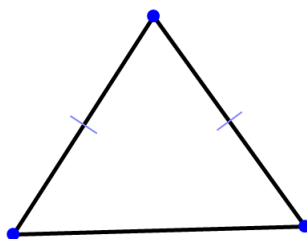
Congruent Constraint



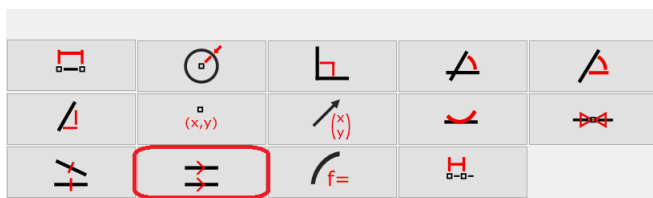
Constrain two or three of any of these geometry types: line segments, vectors, or polygon sides, to be congruent with these steps:

1. [Select](#)  two line segments.
2. Click the **Congruent** icon  from the **Constrain** toolbox, or select **Congruent** from the **Constrain** menu.


You will see matching congruency lines on the selected segments and a length will be adjusted.



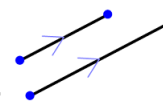
Parallel Constraint



Any two or three of the linear geometry types can be made parallel: line, segment, vector, or polygon side.

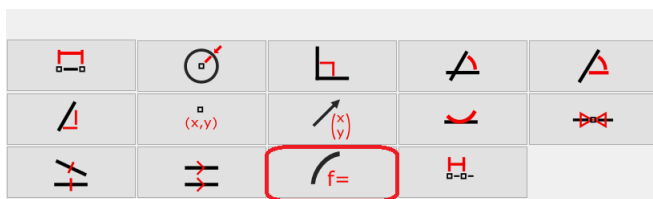
1. [Select](#) two or three from the types listed above.
2. Click the **Parallel** icon  from the **Constrain** toolbox, or select **Parallel** from the **Constrain** menu.

The geometry will be adjusted and matching symbols




appear on the selected lines.

Implicit Equation Constraint



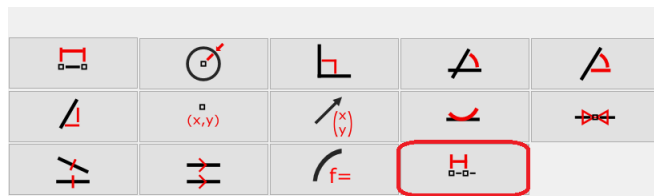
You can use symbolic variables to constrain geometry with an implicit equation. Lines, line segments, polygon sides, vectors and circles and conics can all be constrained with implicit equations.

1. [Select](#) the geometry.
2. Click the **Implicit Equation** icon  from the **Constrain** toolbox, or

select **Implicit Equation** from the **Constrain** menu.


An input window will open next to the geometry you selected. Highlighted in the window is a generic equation for the selected object; for a line, an equation like $-XA_1 + YB_1 + C_1 = 0$ might appear. You can edit the equation with different variable names or coefficients as you like. You will find these variables added to the variable list in the [Variables toolbox](#).

Point Proportional Along a Curve Constraint

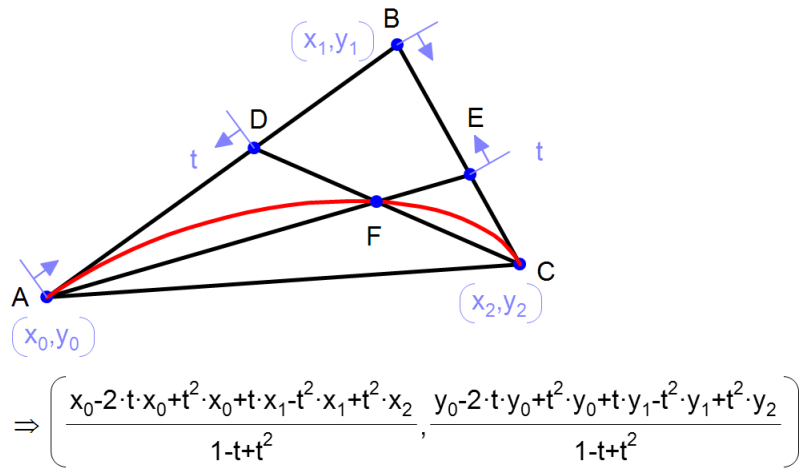


A point proportion t along a curve is defined variously for different types of curves as follows:

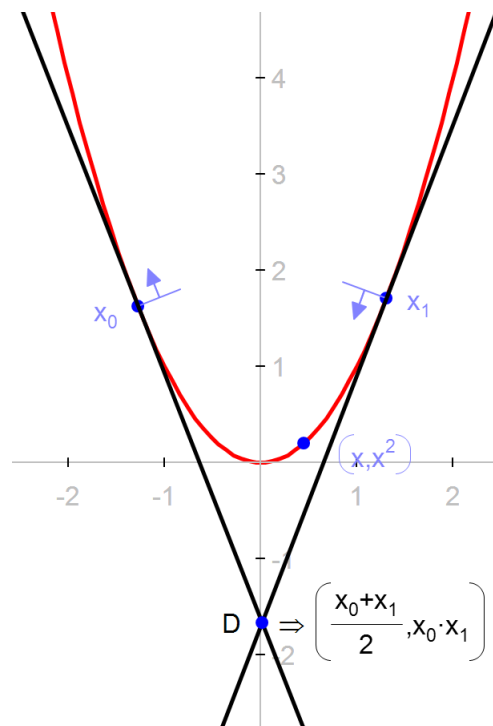
- For a **Line segment** AB, it defines the point $(1-t) \cdot A + t \cdot B$
- For a **Circle** it defines the point on the circle which subtends angle t at the center.
- For a **Locus** or envelope, it defines the point at parameter value t .
- For general **Cartesian** functions, it defines the x value of the point on the function.
- For **Polar** functions, it defines the point on the function which subtends angle t .
- For general **Parametric** functions, it defines the point at parameter value t .
- For an **Ellipse** of the form $X^2/a^2 + Y^2/b^2 = 1$ it defines the point $(a \cos(t), b \sin(t))$.
- For a **Parabola** of the form $Y = X^2/4a$ it defines the point $(2at, at^2)$
- For a **Hyperbola** of the form $X^2/a^2 - Y^2/b^2 = 1$ it defines the point $(a/\cos(t), (b \sin(t))/\cos(t))$.

1. [Select](#) a point and one of the curves mentioned above.
2. Click the **Point Proportional** icon  from the **Constrain** toolbox, or select **Point Proportional** from the **Constrain** menu.
3. Enter the parameter or quantity (symbolic or real) in the data entry box.

For example, in the following diagram, D is defined proportion t along AB, and E is defined proportion t along BC. The curve is the locus of F as t varies between 0 and 1.



In the following example, the curve is the locus of the point (x, x^2) . Tangents are created at points with parameter values x_0 and x_1 on this curve.

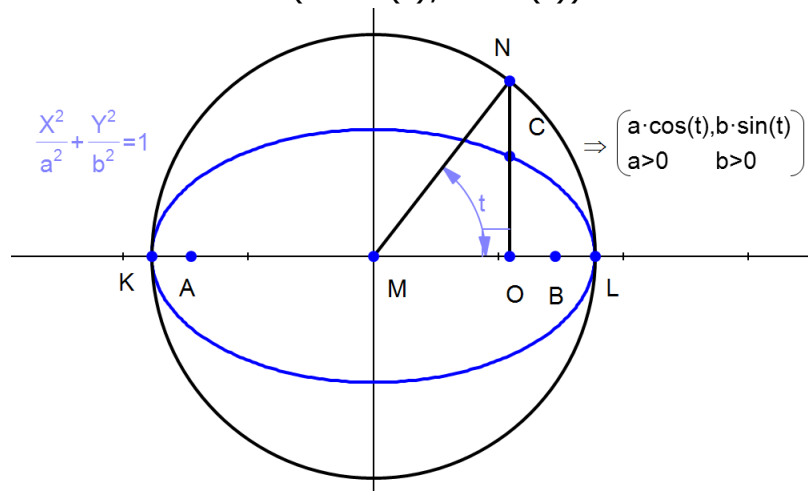


Where is **Point proportional along curve** for conics?

The best way to understand the location of **Point proportional along curve** command for conics is to see how we construct it geometrically for each conic:

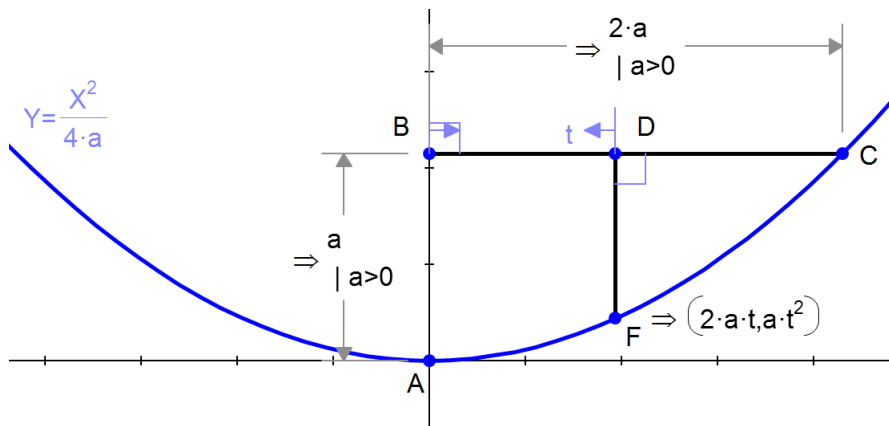
Ellipse

The ellipse with foci A and B is inscribed in circle, center M. Draw the radius MN at angle t to the major axis and drop the segment NO perpendicular to the major axis of the ellipse. When the intersection of NO with the ellipse (point C) is constrained to be t proportional along the ellipse, its coordinates will be $(a \cos(t), b \sin(t))$.



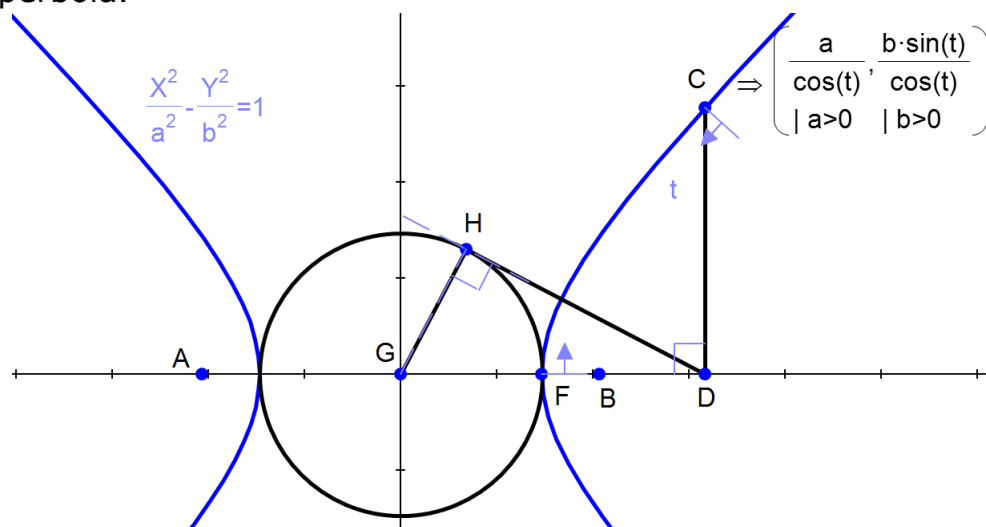
Parabola

C lies on the parabola and BC is perpendicular to the axis AB of the parabola. Point D is located proportion t along the segment. Point F is the intersection of the perpendicular to BC through D with the parabola. It has the coordinates $(2at, at^2)$ when it is constrained to parametric location t on this parabola.



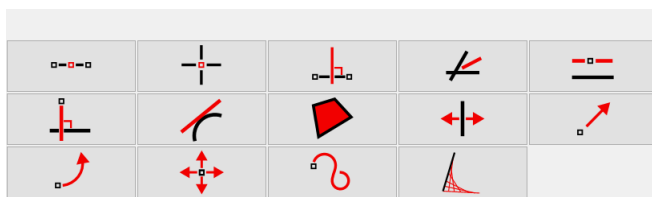
Hyperbola

CD is the perpendicular projection of C onto the axis of the hyperbola, GF is the circle centered at the center of the hyperbola which goes through the intersections of the hyperbola with its axis. H is the point of contact of this circle with the tangent from D. We can see that the angle DGH is the same as the parameter value. When point C is constrained to be at parametric location t along the curve, its coordinates are $(a/\cos(t), b \sin(t)/\cos(t))$ on this hyperbola.



Constructions













Creating Constructions





After sketching and constraining your drawing there are a whole set of constructions that can be applied to the geometry. First you must select the geometry elements which pertain to the construction. When you select the geometry the appropriate constructions will be highlighted.

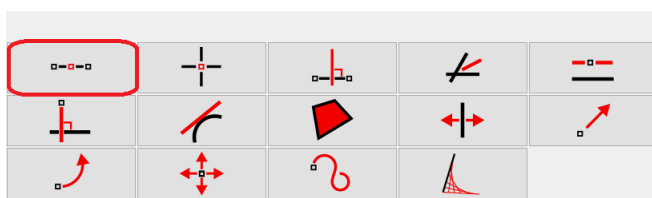
The following table lists the **Constructions**, their icons, and which elements must be preselected to activate the constructions. Be careful when selecting geometry objects, if extra things are selected that are not related to the construction, the construction icons will remain inactive. This

can happen by mistake, especially when using the [selection box tool](#).


	Construction	Preselected Objects
	Midpoint	A line segment, vector, or polygon side.
	Intersection	Two of: a line, segment, vector, polygon side or conic. Conics are limited to intersecting only with lines, segments and vectors.
	Perpendicular Bisector	A line segment, vector, or polygon side.
	Angle Bisector	Two of: a line, segment, vector, or polygon side.
	Parallel	A point and one of: a line, segment, vector, or polygon side.
	Perpendicular	A point and one of: a line, segment, vector, or polygon side.
	Tangent	A circle or curve, and optionally, a point on the curve
	Polygon	Three or more connected line segments or points (vertices) to form a polygon
	Reflection	One or more objects
	Translation	One or more objects
	Rotation	One or more objects
	Dilation	One or more objects

	Locus	A point or line that will vary with a parameter
	Trace	One or more objects that will vary with a parameter
	Area Under Arc	An arc of a Cartesian function

Midpoints of Line Segments

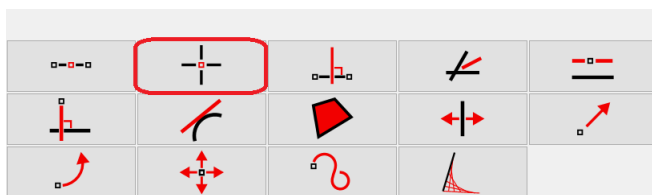


You can construct a midpoint on any line segment, vector, polygon side, or between two points by:


1. [Select](#) two from the geometry types listed above.
2. Click the **Midpoint** tool , or select **Midpoint** from the **Construct** menu.

A point will appear in the middle of the selected line.

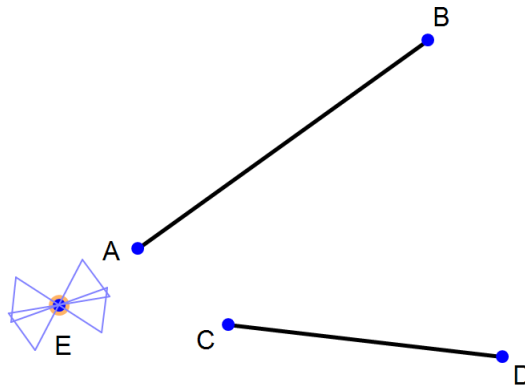
Intersections



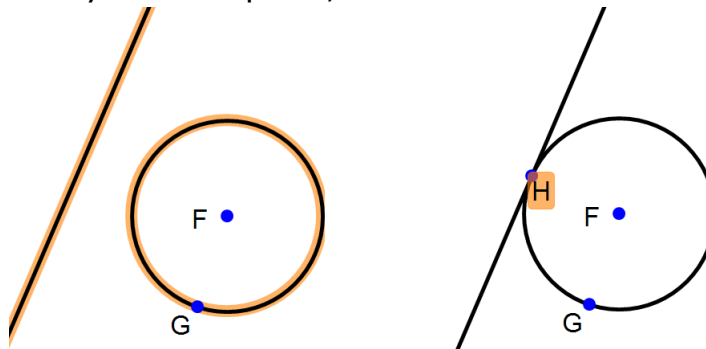
You can construct a point of intersection between any of the line types in your geometry; line, segment, vector, polygon side or circle. You can also construct intersections of circles. Conics are limited to intersections only with lines, segments or vectors.

1. [Select](#) two from the line types listed above.
2. Click the **Intersection** tool , or select **Intersection** from the **Construct** menu.

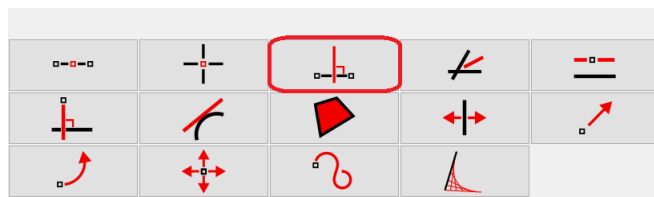
A new point and label will appear at the intersection. If the lines are segments that do not intersect, a point will be created at the extension of the lines as with line segments AB and CD below.




If the geometry will never intersect, the selected objects are moved to form the intersection. In the example below, the infinite line and circle become tangent at the newly created point, H.



Perpendicular Bisector

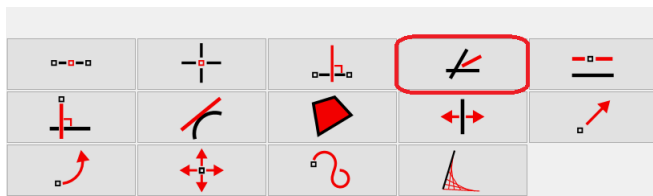


You can construct a perpendicular bisector on any line, segment, vector, or polygon side with these steps:



1. [Select](#) any of the line types listed above.
2. Click the **Perpendicular Bisector** tool  or select **Perpendicular Bisector** from the **Construct** menu.

An infinite line will appear at right angles to the selected line.

Angle Bisector

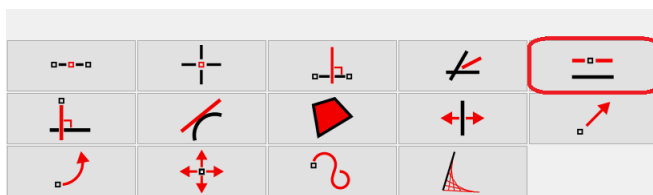


You can bisect the angle between any combination of line types; line, segment, vector, or polygon side with these steps:



1. [Select](#)  two of any of the line types listed above.
2. Click the **Angle Bisector** tool  or select **Angle Bisector** from the **Construct** menu.

An infinite line will appear between the two selected lines. You can use the [Calculate / Angle tool](#) to get the value of the bisected angle.

Parallel Constructions

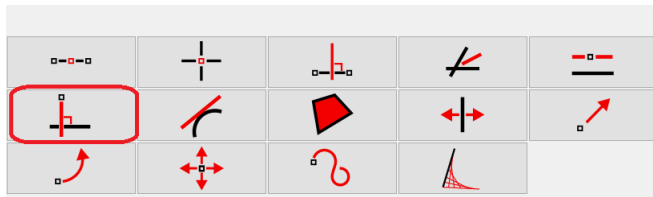


You can construct a line, through a point, and parallel to another line, segment, polygon side or vector with these steps:



1. [Select](#)  a point and a line of one of the types listed above.
2. Click the **Parallel** tool  or select **Parallel** from the **Construct** menu.

A line is constructed which is parallel to the selected line and passes through the selected point.

Perpendicular Constructions

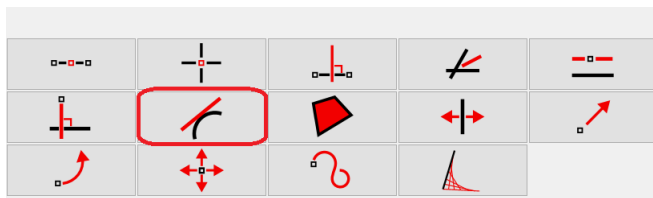


You can construct a line, through a point, which is perpendicular to another line, segment, polygon side or vector with these steps:



1. [Select](#)  a point and a line of one of the types listed above.
2. Click the **Perpendicular** tool  or select **Perpendicular** from the **Construct** menu.

A line is constructed which is perpendicular to the selected line and passes through the selected point.

Tangents

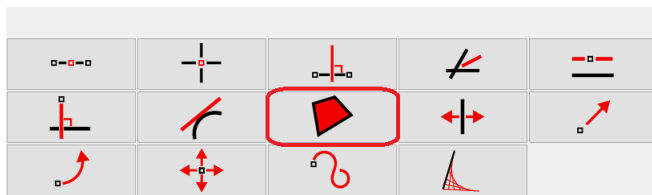


You can construct a line that is tangent to a circle or curve with these steps:



1. [Select](#)  the circle or curve. You can also select a point on the curve so that the tangent goes through the point on the curve.
2. Click the **Tangent** tool  or select **Tangent** from the **Construct** menu.

A line tangent to the selected curve will appear at the point where you selected the circle or curve, or at the selected point.

Polygon Construction

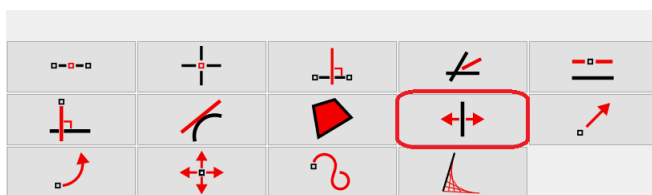


If you created a polygon with the [line segment tool](#), or your polygon was not shaded for some reason, (e.g. the drawing of the sides was interrupted or out of order) you can make joined line segments into a polygon that can be selected with a single click using this construction.



1. [Select](#)  the line segments that make up the polygon.
2. Click the **Polygon** tool  in the **Construct** toolbox, or select **Polygon** from the **Construct** menu.

The polygon will be filled and you can now select the entire polygon with a single click.

Reflection



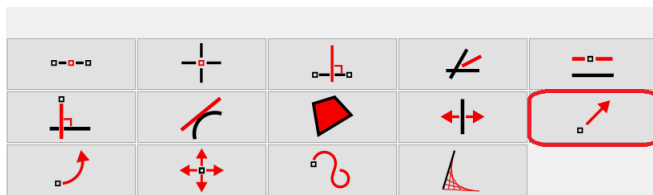
You can reflect any subset of your diagram about a line with these steps:

1. [Select](#)  one or more geometry objects to reflect.
2. Click the **Reflection** tool  in the **Construct** toolbox, or select **Reflection** from the **Construct** menu.
3. Either click the cursor to place the reflection line on the screen, adjust the angle and click again, or select an existing line as the reflection line.



A copy of your selected geometry will appear on the other side of the reflection line.

Notice all points on the reflected geometry are written as "prime", *i.e.* A becomes A'. If you reflect the geometry again, A' becomes A".

Translation



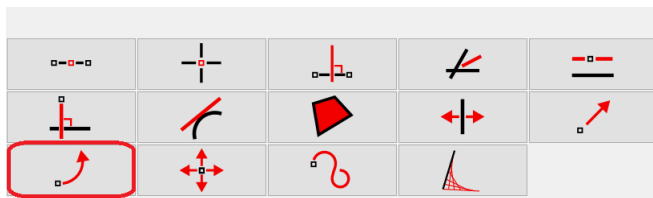
You can translate any subset of your diagram with a translation vector. Here are the steps:

1. [Select](#)  the geometry to be translated.
2. Click the **Translation** tool  in the **Construct** toolbox, or select **Translation** from the **Construct** menu.
3. Click the cursor to draw the end point of your translation vector and move the cursor to establish the length and angle of the translation. Click again to finish the vector.



The translated geometry appears. You can adjust the position of the translation by clicking and dragging the tip of the vector.

Notice all points on the translated geometry are written as "prime", *i.e.* A becomes A'. If you translate this geometry again, A' becomes A".

Rotation



You can rotate any subset of your diagram about a point. Here are the steps:

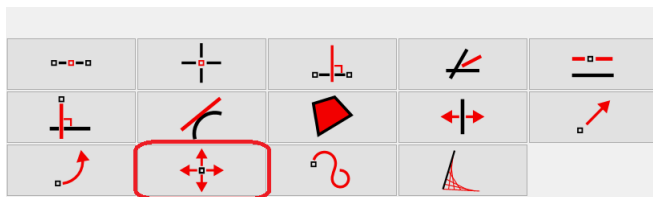
1. [Select](#)  the geometry to be rotated.
2. Click the **Rotation** tool  in the **Construct** toolbox, or select **Rotation** from the **Construct** menu.
3. Click the screen to place your rotation point.
4. In the data entry box presented, enter the angle of rotation.

The rotation of the selected geometry appears.



Notice all points on the rotated geometry are written as "prime", *i.e.* A

becomes A' . If you rotate this geometry again, A' becomes A'' .

Dilation



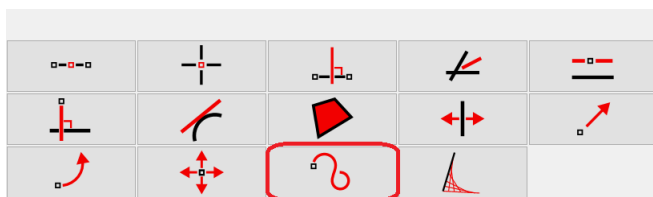
You can dilate any subset of your diagram from a point. Here are the steps:

1. [Select](#)  the geometry to be dilated.
2. Click the **Dilation** tool  in the **Construct** toolbox, or select **Dilation** from the **Construct** menu.
3. Click the cursor on your dilation point.
4. In the data entry box presented, enter the dilation factor.



The dilated geometry appears.

Notice all points on the dilated geometry are written as "prime", *i.e.* A becomes A' . If you dilate this geometry again, A' becomes A'' .

Locus of Points / Envelope



You can construct a locus of points or envelope from a selected point or line, by defining a range for some constraint in the drawing. Just follow these easy steps:

1. [Select](#)  the point on the drawing that will form the locus (point B in the example below); select a line, line segment, or vector to form an envelope.
2. When you click the **Locus** icon , the **Edit Locus** dialog pops up.

Edit Locus

Parametric Variable t

Start Value 0.0

End Value 15

OK Cancel

3. You need a parameter to drive the motion to create the locus. Click the arrow key to the right of the **Parametric Variable** window to select from a list of all variables in the drawing. (If you entered the needed constraint in real terms, Cancel the trace and change the constraint to a variable by double-clicking it in the drawing window.)

Edit Locus

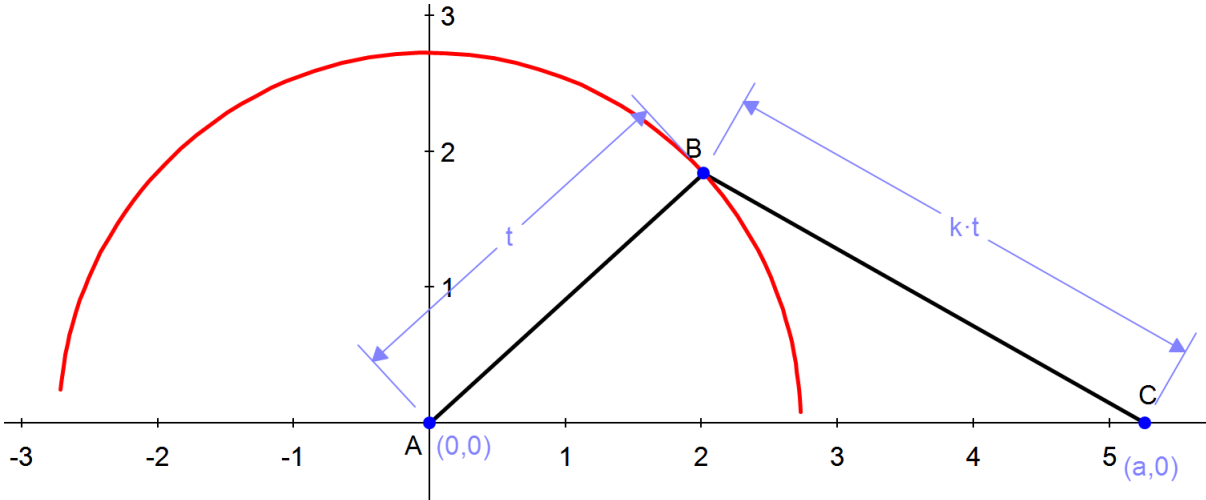
Parametric Variable a

Start Value a

End Value k

OK Cancel

4. Simply fill in the values for the appropriate variable and click the Ok button.

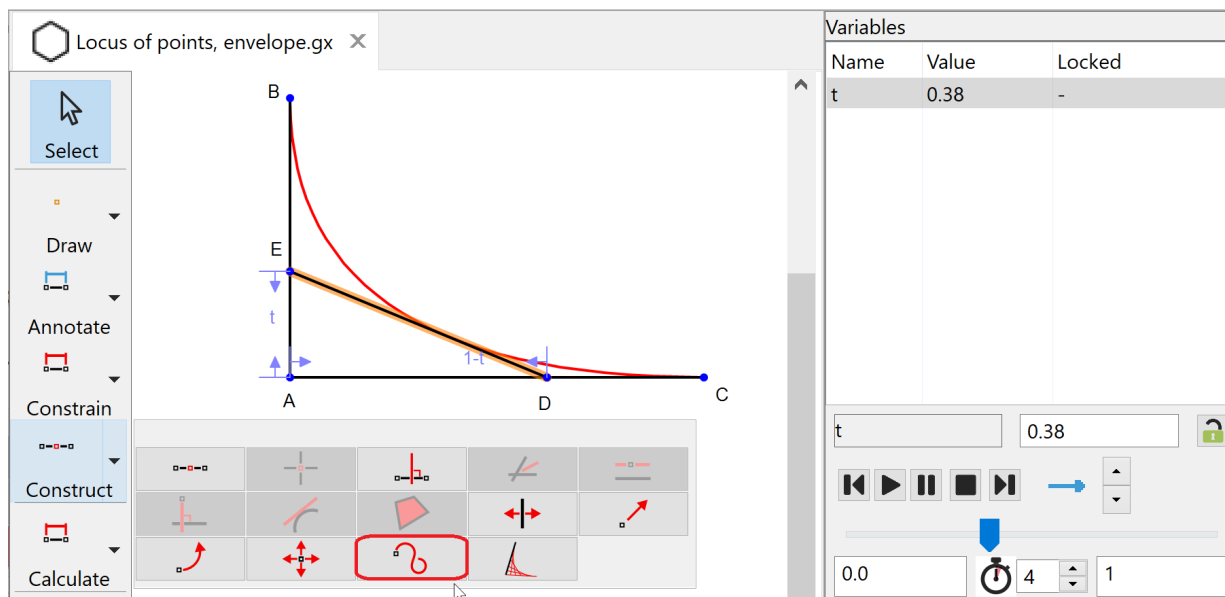


⚠ Note: The locus only works if the figure's position is fixed i.e. a point in a triangle will not work as a locus unless the location of the other two points are fixed with coordinate constraints.

To adjust the range of the locus, double-click the locus to edit the dialog.

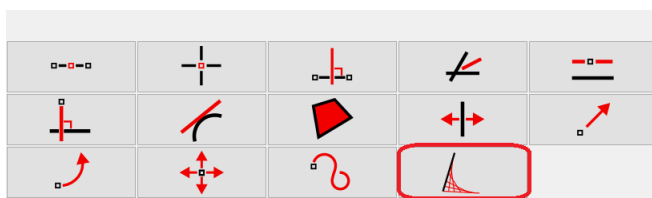
The following example shows an envelope of the line DE. We use the [Point proportional along curve constraint](#) and the parameter t to position the

points D and E (D is $(1-t)$ along line AC and E is t along line AB). In the **Edit Locus** dialog, we create the envelope from parameter t as it ranges from 0 to 1.



You can replay the creation of the envelope with the [Animation tools](#). Select variable t and click the Play button.

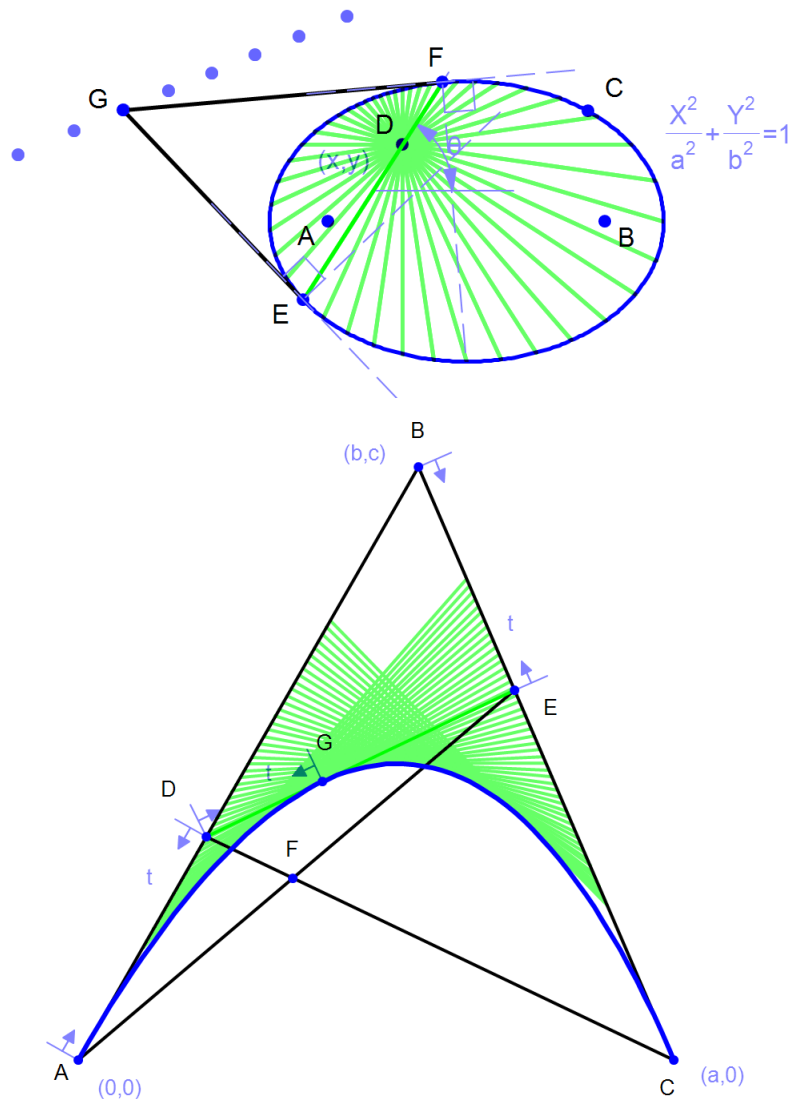
Trace



You can **Trace** the movement of one or a group of drawing objects. You can create string art drawings and see how an envelope curve is formed. Here are the steps:

1. [Select](#) the drawing objects to be traced.
2. Click the **Trace** tool and the **Edit Trace** dialog pops up.
3. You need a parameter to drive the motion of the trace. Click the arrow key to the right of the **Parametric Variable** window to select from a list of all variables in the drawing. (If you entered the needed constraint in real terms, Cancel the trace and change your constraint to a variable by double-clicking it in the drawing window.)

4. Simply fill in the values for the appropriate variable and click the OK button.



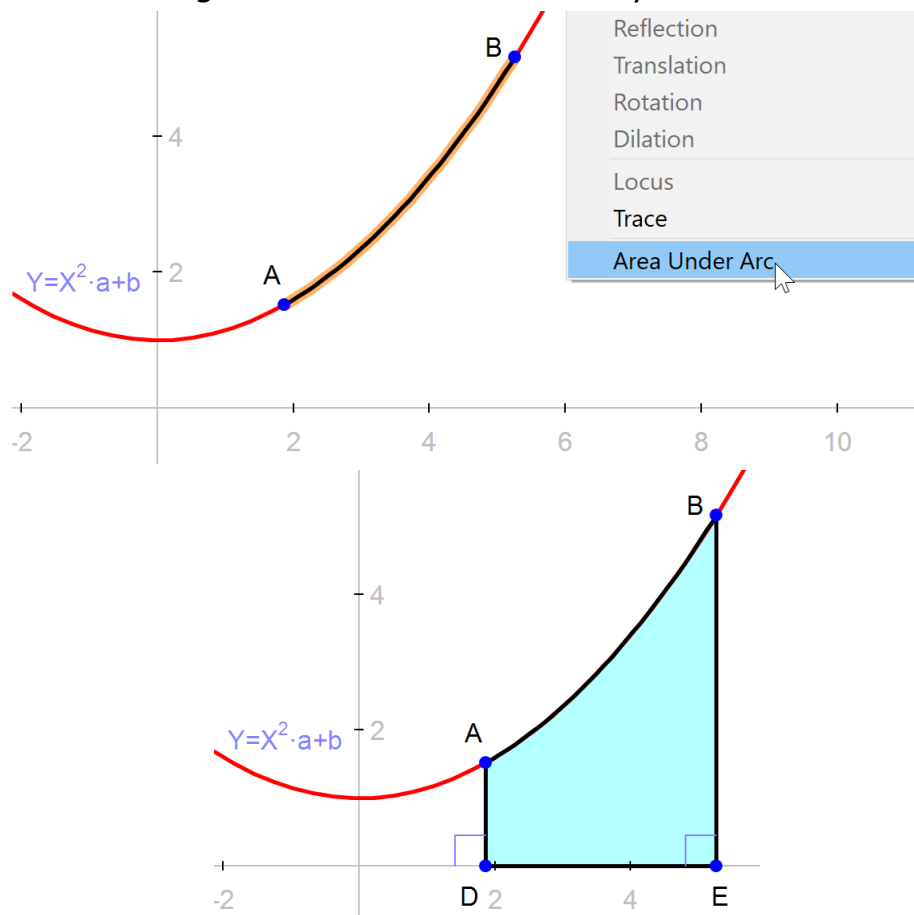
To adjust the range or number of traces, double-click one of the traces to edit the dialog.

Area Under the Arc

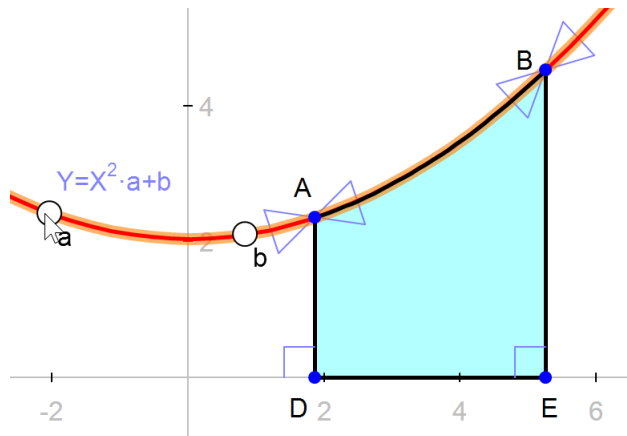
The **Area Under Arc** function is found only in the **Construct** menu at the top of the main window. Here are the steps:

1. Select an [arc](#) drawn over a function.
2. Select **Construct / Area Under Arc**.

A filled area is created between the arc and the X axis. The necessary lines and points containing the area are automatically added.



Drag the handles of the original function and the area under the curve changes accordingly.



This is a great way to illustrate the [definite integral](#).

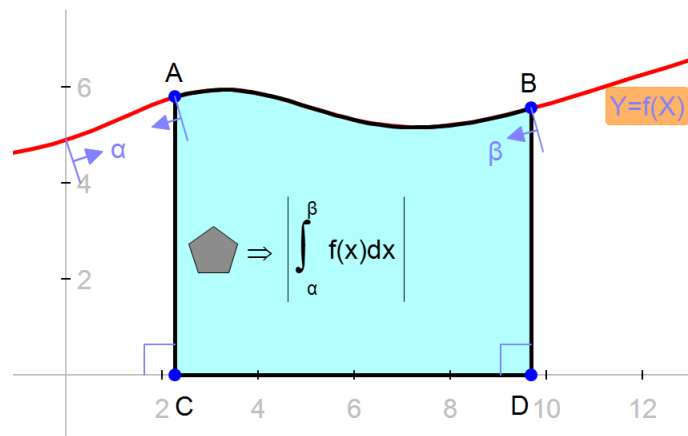
Note: this only works for arcs drawn on functions. For arcs drawn on conics, create the sides with the **Draw / Line Segment**, select all sides and use the [Construct / Polygon](#) tool. See also: instructions for creating [curvilinear polygons](#).

Integral Calculus

The **Area Under Arc** function is a great way to show problems with the definite integral.

Here are the steps for making the integral of the generic function $f(x)$ over the interval α to β :

1. Select the [Draw / Function](#) tool and enter $f(x)$ in the Y= data entry box. Click OK.
2. Use the [Draw / Arc](#) tool to trace over some portion of the function.
3. Select the new arc - be careful not to select the whole function. Just the section of arc should be highlighted.
4. Choose [Area Under Arc](#) from the **Construct** menu. The area between the arc and the X axis will be filled.
5. For each endpoint of the arc, use the [Constrain / Point proportional along curve](#) tool to define the limits of the region, e.g. select α and β from the [Symbols](#) toolbox.
6. Select the area under the arc and click [Calculate / Symbolic / Area](#).



Annotations


Applying Annotations



Annotations allow you to add constraint information to your drawing which isn't needed for its construction. These might be constraints that cause the geometry to be over constrained, but you might want to give the viewer some additional information. This feature can be very helpful for making up texts or worksheets.

Annotate tools are similar to [Text](#) in that they have no influence on the geometry engine, even though they are placed exactly like the [Constrain](#) tools.

Since annotations may look identical to constraints, use the icon from icon

bar  at the top of the window to **Distinguish Constraints / Annotations**. The icon is a toggle; to turn off the marks, click it again.

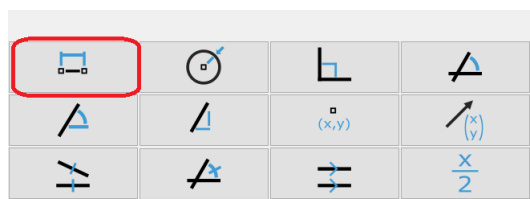
The [Symbols](#) toolbox is available to the **Annotate** tools.

Here are the **Annotate** tools and the object(s) to preselect:

	Annotation	Preselected Object(s)
--	------------	-----------------------

	Distance / Length	A line segment, vector, or polygon side, or a point and one of these line types (perpendicular distance), or two points.
	Radius	Circle
	Perpendicular	Two of any line, segment, vector, or polygon side.
	Angle	Two of any line, segment, vector, or polygon side.
	Direction	A line, segment, vector, or polygon side.
	Slope	A line, segment, vector, or polygon side.
	Coordinates	Point
	Coefficients	Vector
	Congruent	A line, segment, vector, or polygon side.
	Congruent Angle	Two of any lines, segments, vectors, or polygon sides
	Parallel	A line, segment, vector, or polygon side.
	Expression	[none]

Distance / Length Annotation

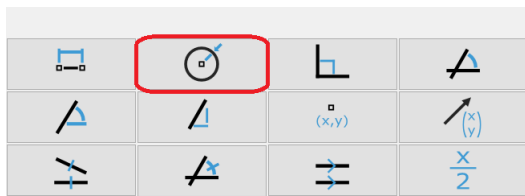


Length annotations may be applied to any line, segment, polygon side or vector. Distance annotations are available between two points, or the perpendicular distance between a point and a line, segment, polygon side, or vector. Use these steps:


1. [Select](#) the line segment, or point and line, or pair of points as described above. When you make your selection, the drawing objects will be highlighted and the **Distance / Length** icon will light up .
2. Click the icon
3. Enter the distance information. There are no format restrictions. You can use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.

You can click the annotation and drag it to adjust its placement in the drawing.

Radius Annotation

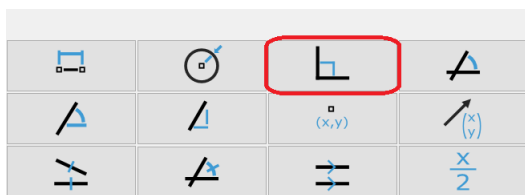


To annotate a circle's radius use these steps:


1. [Select](#) the circle. The **Annotate / Radius** icon  will light up and the circle will be highlighted.
2. Click the icon
3. Enter the radius information. There are no format restrictions. You can use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.

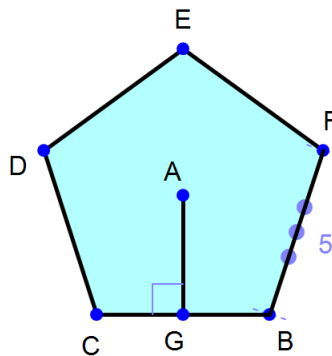
You can click the annotation and drag it to adjust its placement in the drawing.

Perpendicular Annotation



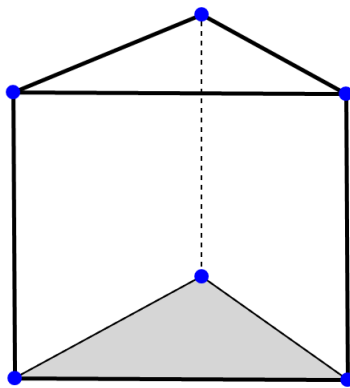
The perpendicular annotation inserts the perpendicular mark between any two of these line types: line, segment, polygon side or vector. Use these steps:

1. [Select](#) two of any line, segment, vector, or polygon side. The **Annotate / Perpendicular** icon  will light up when both lines are highlighted.
2. Click the icon.

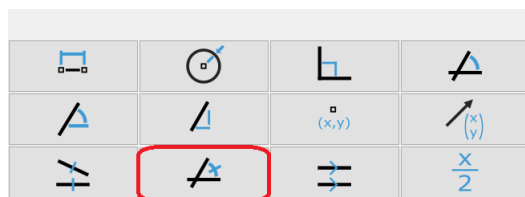


Note: Placing this annotation between two lines does not change the relative position of the lines or prevent the lines from changing their relative position as it does with the **Constrain** tool of the same name.



This annotation is very useful if you are displaying a 3-d object. In this example we imported the Triangular Prism from the **Solids** folder in the [Figure Gallery](#).



Angle Annotation



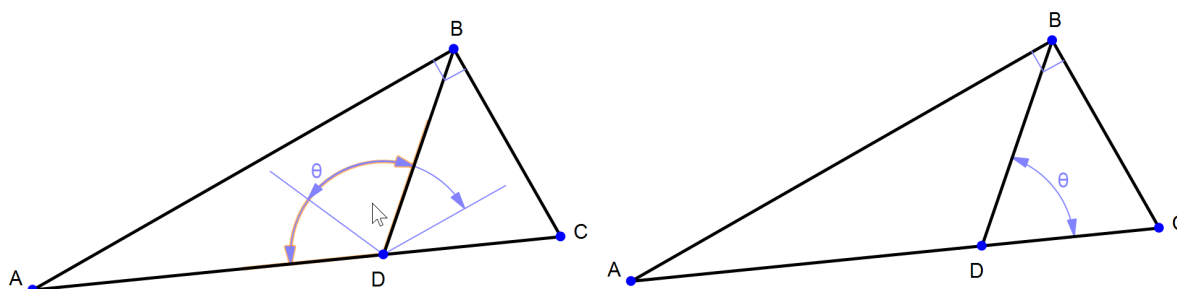
To annotate an angle use these steps:

1. [Select](#)  two of any line, segment, vector, or polygon side. The **Annotate / Angle** icon  will light up and the lines will be highlighted.
2. Click the icon
3. Enter the angle information. There are no format restrictions. You can

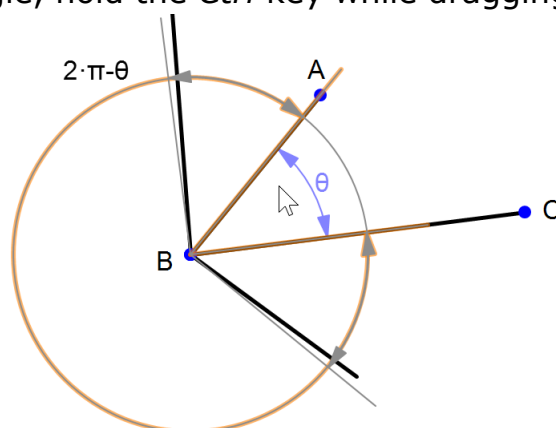
use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.

Which Side to Annotate?

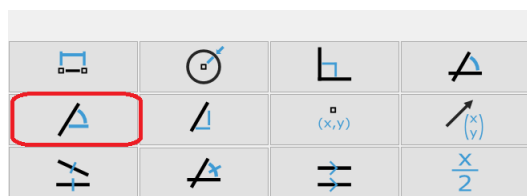
Sometimes when identifying angles, the annotation falls on the wrong one. In the example below, we wanted BDC, not BDA. Just click the cursor over the annotation arrow and drag it to the other side, then release the mouse button - done!




To get the reflex angle, hold the *Ctrl* key while dragging the angle symbol.



Direction Annotation



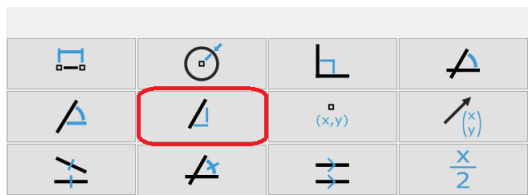
To annotate a line's direction use these steps:

1. [Select](#) a line, segment, vector, or polygon side. The **Annotate / Direction** icon  will light up and the line will be highlighted.
2. Click the icon
3. Enter the direction information. There are no format restrictions. You


can use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.

You can click the annotation and drag it to adjust its placement in the drawing.

Slope Annotation

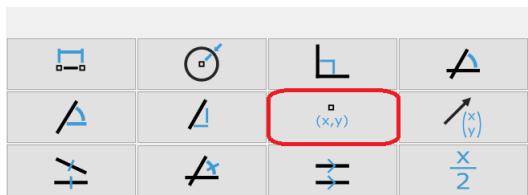


To annotate a line's slope use these steps:


1. [Select](#) a line, segment, vector, or polygon side. The **Annotate / Slope** icon  will light up and the line will be highlighted.
2. Click the icon
3. Enter the slope information. There are no format restrictions. You can use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.

You can click the annotation and drag it to adjust its placement in the drawing.

Coordinate Annotation



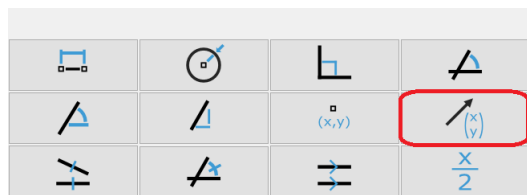
To annotate an point's coordinates use these steps:

1. [Select](#) point. The **Annotate / Coordinate** icon  will light up and the point will be highlighted.
2. Click the icon
3. Enter the coordinate information. There are no format restrictions. You can use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.


You can click the annotation and drag it to adjust its placement in the

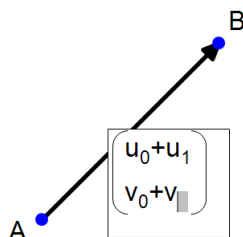
drawing.

Coefficients Annotation



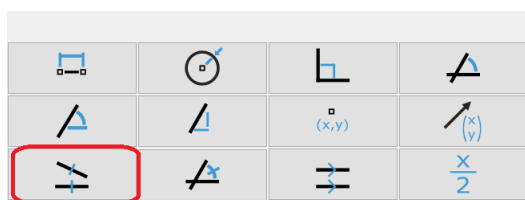
To annotate a vector's coefficients use these steps:

1. [Select](#) vector. The **Annotate / Coefficients** icon  will light up and the vector will be highlighted.
2. Click the icon
3. Enter the vector's coefficients. There are no format restrictions. You can use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.




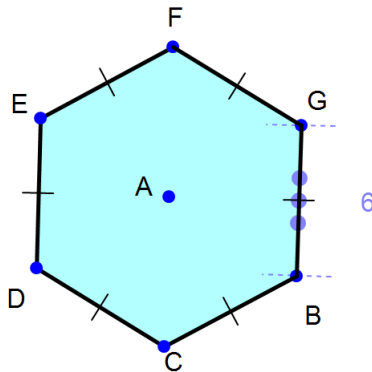
You can click the annotation and drag it to adjust its placement in the drawing.

Congruent Annotation



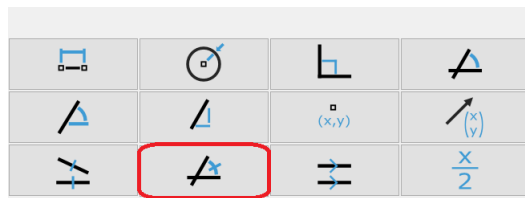
Place a congruent mark on any of the linear drawing elements: lines, segments, vectors, or polygon sides. Use these steps:

1. [Select](#) any line, segment, vector, or polygon side. The **Annotate / Congruent** icon  will light up when both lines are highlighted.
2. Click the icon.




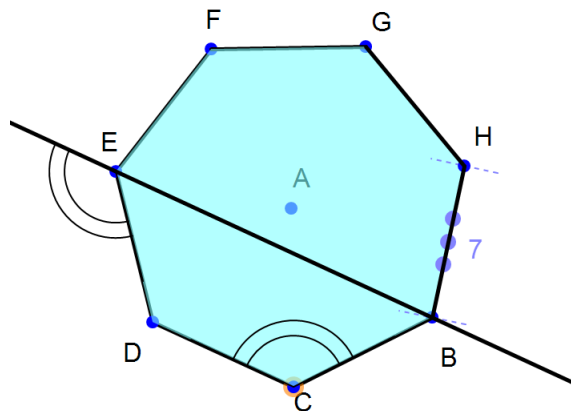
Note: Placing this annotation on lines does not change the relative lengths of the lines or keep them the same length as it does with the **Constrain** tool of the same name.

Congruent Angle Annotation



Place a congruent mark between pairs of linear drawing elements: lines, segments, vectors, or polygon sides. Use these steps:

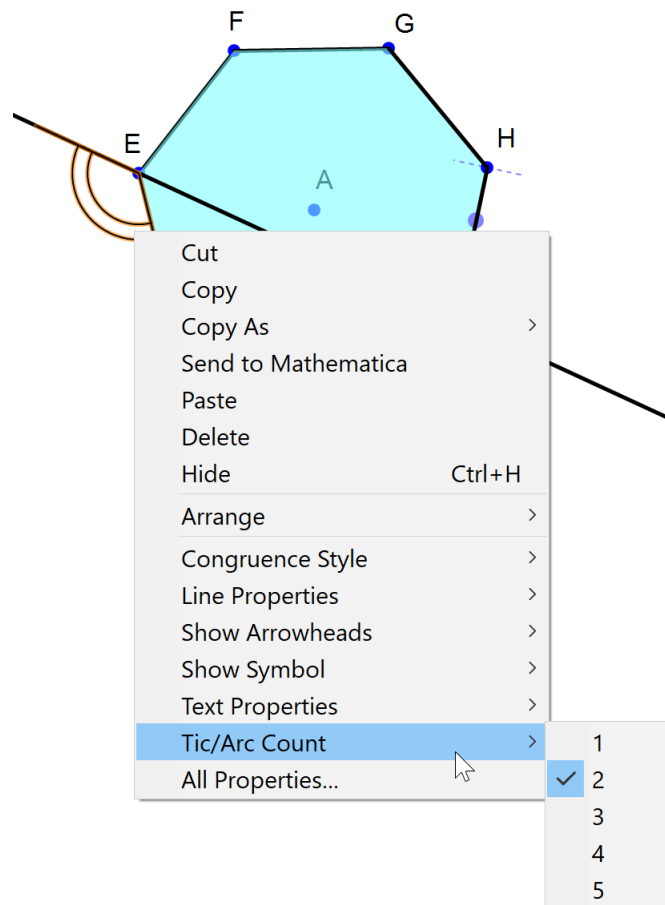
1. [Select](#) two lines, segments, vectors, or polygon sides. The **Annotate / Congruent Angle** icon  will light up when both lines are highlighted.
2. Click the icon.



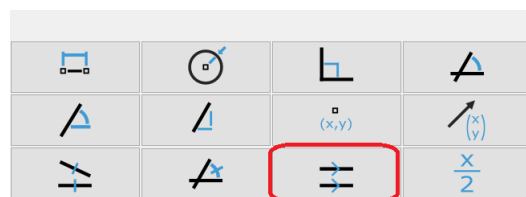
You can change the arc count with these steps:

1. Select the annotation.


2. Right click to invoke the [selection Context menu](#).
3. Select **Tic/Arc Count** from the menu and click the desired number.

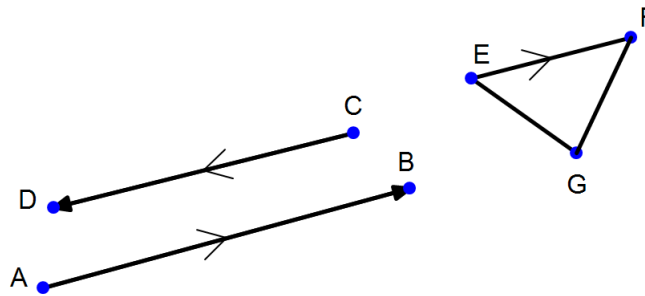


Parallel Annotation



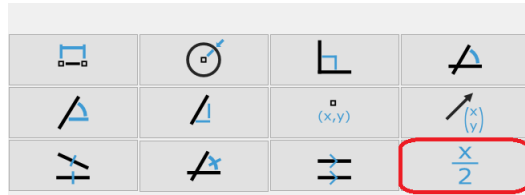
Place a parallel mark on any of the linear drawing elements: lines, segments, vectors, or polygon sides. Use these steps:

1. [Select](#) any line, segment, vector, or polygon side. The **Annotate / Perpendicular** icon  will light up when both lines are highlighted.
2. Click the icon.



Note: Placing this annotation on lines does not change the relative position of the lines or prevent the lines from changing their relative position as it does with the **Constrain** tool of the same name.

Expression Annotation



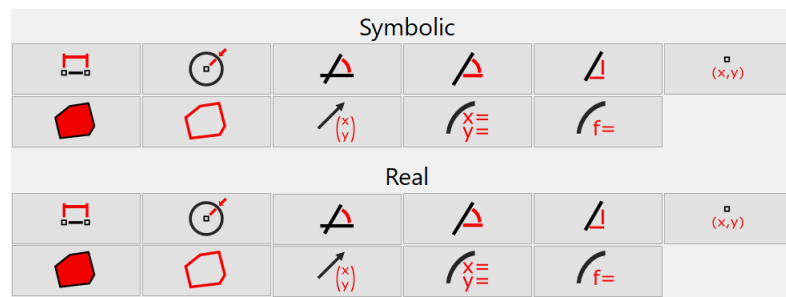
The **Annotate / Expression** command is useful for placing a line of mathematics anywhere in your drawing.

1. Click the icon $\frac{x}{2}$.
2. Move the cursor to the position where you want to place the expression and click.
3. Enter the expression. There are no format restrictions. You can use [Symbols](#) and [Annotation Symbols](#) in the entry. Press enter when you're done.

You can click the annotation box and drag it to adjust its placement in the drawing.

Calculations


Calculating the Output



Geometry Expressions will make calculations in the geometry based on any constraints or constructions you have specified, or just from the sketch. Calculations can be output in **Real** or **Symbolic** terms by choosing the appropriate button.

If you haven't supplied all of the necessary input constraints, the system inserts any missing variables automatically or, for real calculations, bases the value on the sketch.

Some calculations may take longer than you expected. If the calculation isn't immediate, you can stop it and restart it with these buttons on the tool bar.




 Stop calculations









 Start calculations.

You may want to reconsider the problem, add constraints, or just let it continue with the calculation.

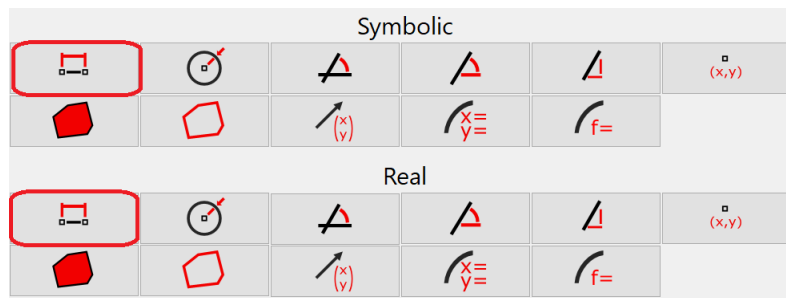
The **Stop calculations** and **Start calculations** can also be found under **Calculate (Output)** menu and under the [general context menu](#).

The table below lists all the available calculations and geometry elements which must be preselected. Be careful when selecting geometry objects, if extra things are selected that are not related to the calculation (like other calculations) the calculations will remain inactive. This can happen by mistake, especially when using the selection rectangle.


	Calculation	Preselected Object(s)
	Distance / Length	A line segment, vector, or polygon side, or a point and one of these line types (perpendicular distance), or two points.
	Radius	Circle
	Angle	Two of any line, segment, vector, or polygon side.

	Direction	A line, segment, vector, or polygon side.
	Slope	A line, segment, vector, or polygon side.
	Coordinates	Point
	Area	Circle or polygon
	Perimeter	Circle or polygon
	Coefficients	Vector
	Parametric Equation	A line, segment, vector, polygon side, circle, or a constructed locus.
	Implicit Equation	A line, segment, vector, polygon side, circle, or a constructed locus.

Distance / Length Calculation

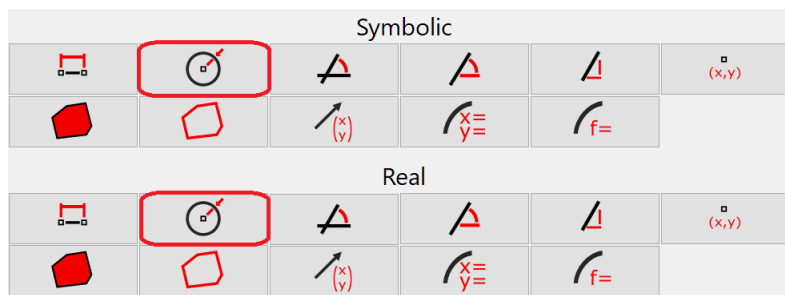


Length calculations may be obtained for any line segment, polygon side or vector. Distance calculations are available between two points, or the perpendicular distance between a point and a line, segment, polygon side, or vector. Use these steps:

1. [Select](#)  the line segment, or point and line, or pair of points as described above.
2. Click either the Symbolic or Real **Distance / Length** tool in the **Calculate** toolbox or select **Distance / Length** from the **Calculate** menu.

Geometry Expressions displays the length, using any relevant parameters you may have specified.

Radius Calculation

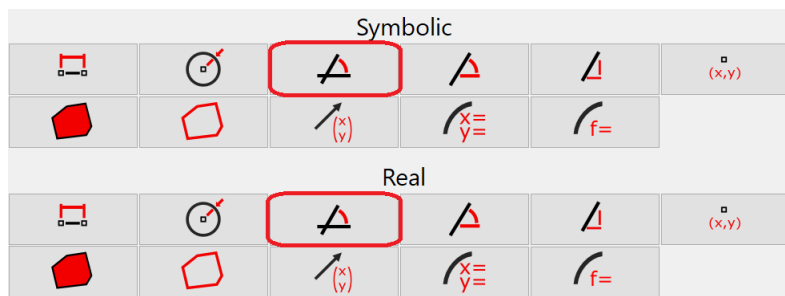


Geometry Expressions will calculate the radius of any circle. Use these steps to find the radius:

1. [Select](#) a circle.
2. Click the **Radius** tool in the **Calculate** toolbox or select **Radius** from the **Calculate** menu.

The equation with real or symbolic terms appears in the diagram.

Angle Calculation



Geometry Expressions will calculate any angle between lines in the geometry. Use these steps to find the angle:

1. [Select](#) two line types - any line, segment, vector, or polygon side.
2. Click the **Angle** tool in the **Calculate** toolbox or select **Angle** from the **Calculate** menu.

The equation with real or symbolic terms appears in the diagram.

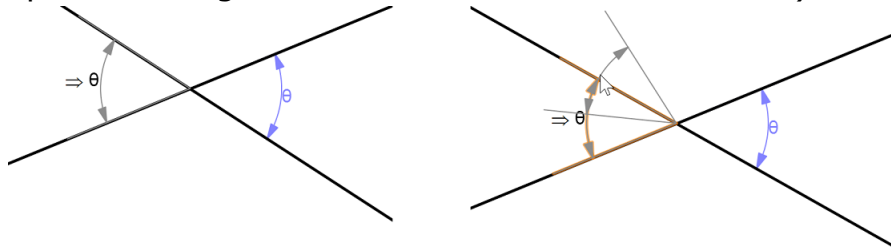
You can obtain [the angle's supplement](#) by dragging the angle symbol.

To get the [reflex](#) angle, hold the *Ctrl* key while dragging the angle symbol.

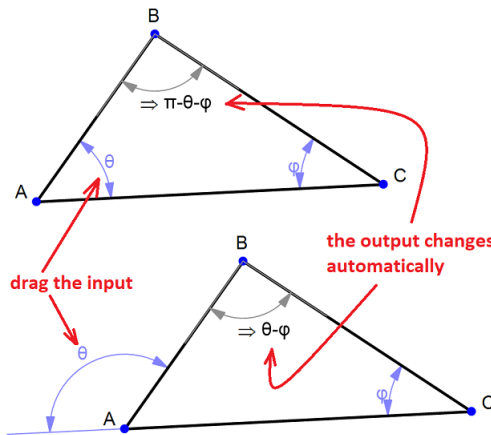
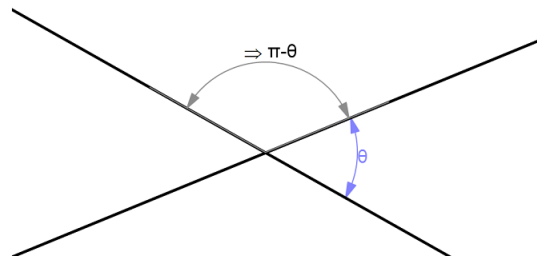
Supplementary and Reflex Angles

If it's unclear whether a calculation is requested for the angle or its supplement, you can drag the angle symbol to the correct position.

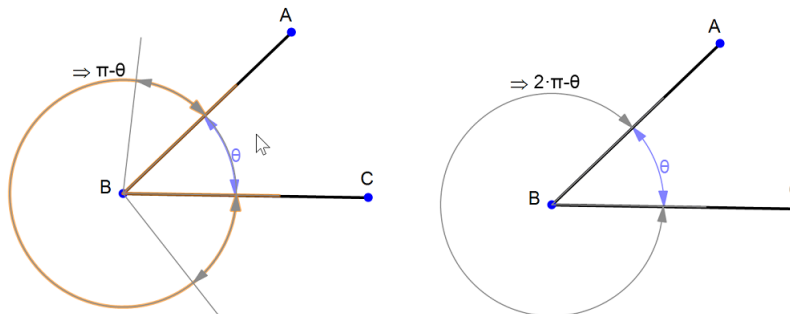
Here are some examples of playing around with supplementary angles (inputs, outputs and angle annotations all have this feature):



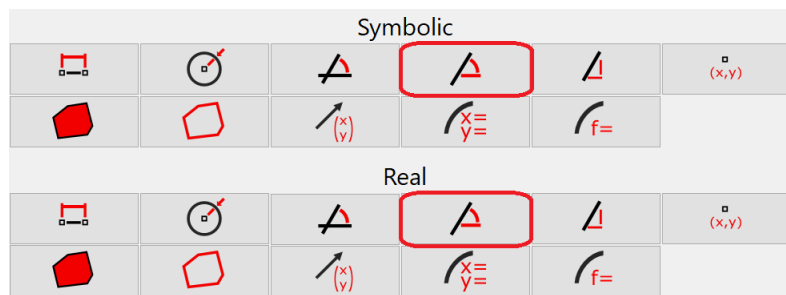
Select and drag to get the supplement angle




To get the reflex angle, hold the *Ctrl* key while dragging the angle symbol.



Direction Calculation

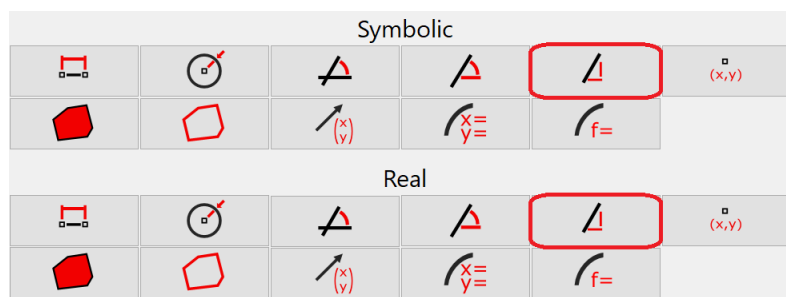


Geometry Expressions will calculate the direction of lines, segments, polygon sides, or vectors with these steps:

1. [Select](#)  a line type.
2. Click the **Direction** tool in the **Calculate** toolbox or select **Direction** from the **Calculate** menu.

The direction measurement appears in real or symbolic terms.

Slope Calculation

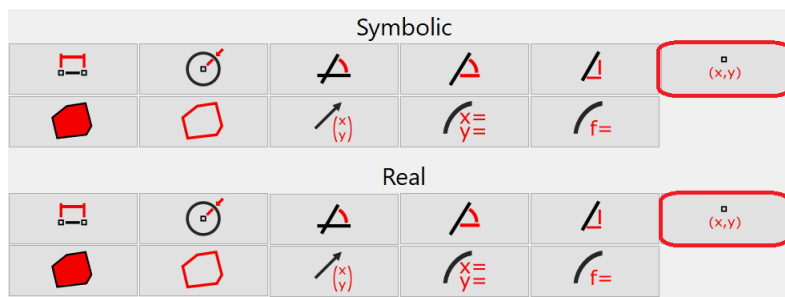


Geometry Expressions will calculate the slope of lines, segments, polygon sides, or vectors with these steps:


1. [Select](#)  a line type.
2. Click the **Slope** tool in the **Calculate** toolbox or select **Slope** from the **Calculate** menu.

The equation for the slope with real or symbolic terms appears in the diagram.

Calculate Coordinates

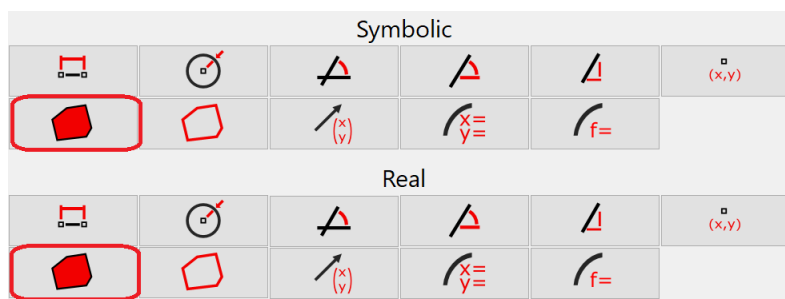


You can calculate the coordinates of any point in your diagram with these steps:

1. [Select](#)  a point.
2. Click the **Coordinates** tool in the **Calculate** toolbox or select **Coordinates** from the **Calculate** menu.

The real or symbolic coordinates appear by the point.

Area Calculation



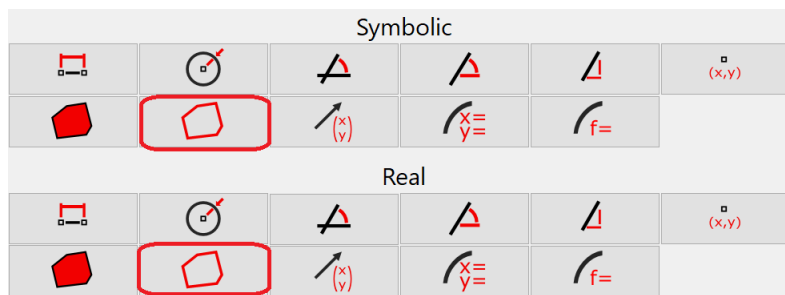
You can obtain the area of any polygon or circle in your diagram.

Note: If your polygon is not filled it is just a group of line segments. To convert them to a polygon, use the [Polygon Construction](#) tool, then proceed with these steps:

1. [Select](#)  a circle or polygon.
2. Click the **Area** tool in the **Calculate** toolbox or select **Area** from the **Calculate** menu.


The area is displayed in real or symbolic terms.

Perimeter Calculation



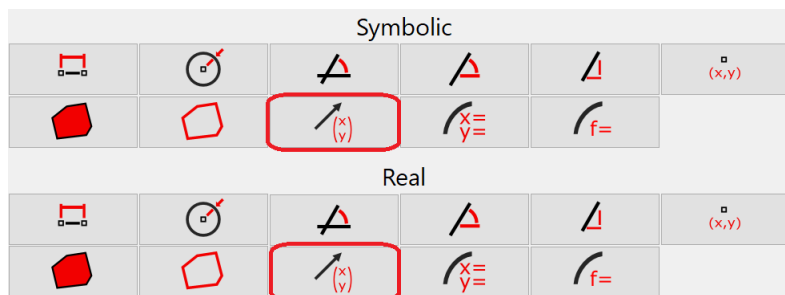
You can obtain the perimeter of any polygon or circle in your diagram.

Note: If your polygon is not filled it is just a group of line segments. To convert them to a polygon, use the [Polygon Construction](#) tool, then proceed with these steps:


1. [Select](#)  a circle or polygon.
2. Click the **Perimeter** tool in the **Calculate** toolbox or select **Perimeter** from the **Calculate** menu.

The perimeter is displayed in real or symbolic terms.

Calculate Coefficients

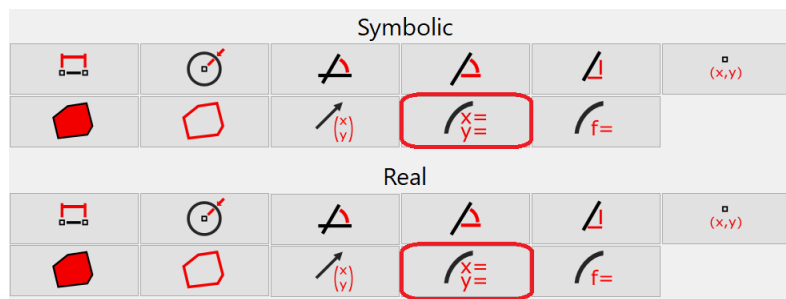


Use this tool to calculate the coefficients of a vector in the diagram with these steps:

1. [Select](#)  a vector.
2. Click the **Coefficients** tool in the **Calculate** toolbox or select **Coefficients** from the **Calculate** menu.

The real or symbolic coefficients appear by the vector.


Calculating Parametric Equations



Computes parametric equations for a locus or envelope, based on the parameter defining the curve.

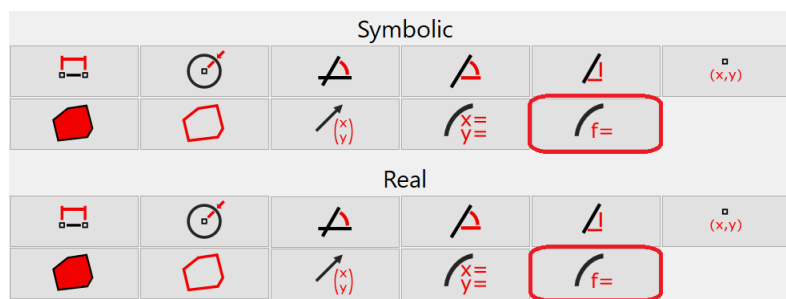
You can also calculate parametric equations for a circle or line.

Use these steps:

1. [Select](#)  any geometry object described above.
2. Click the **Parametric Equation** tool in the **Calculate** toolbox or select **Parametric Equation** from the **Calculate** menu.


The real or symbolic equations for x and y appear by the geometry.

Calculating Implicit Equation





Calculates the implicit equation for the selected circle or a line.

Geometry Expressions will also attempt to calculate the equation of a locus or envelope curve.

1. [Select](#)  any geometry object described above.
2. Click the **Implicit Equation** tool in the **Calculate** toolbox or select **Implicit Equation** from the **Calculate** menu.

The real or symbolic equation appears by the geometry.

Output

 Math  Grid, Axis, Page	Angle Mode	Radians
	Intermediate Variable Complexity (2 to 100)	15
	Precision Type	Significant Figures
	Decimal Digits (0 to 8)	8 Digits
	Output	
	Use Assumptions	<input type="checkbox"/>
	Use Intermediate Variables	<input type="checkbox"/>
	Show Intermediate Variables	<input checked="" type="checkbox"/>
	Show Name	<input checked="" type="checkbox"/>
	Show System Variables	<input checked="" type="checkbox"/>
Maximum Size Allowed On Diagram	4	

Viewing the Output

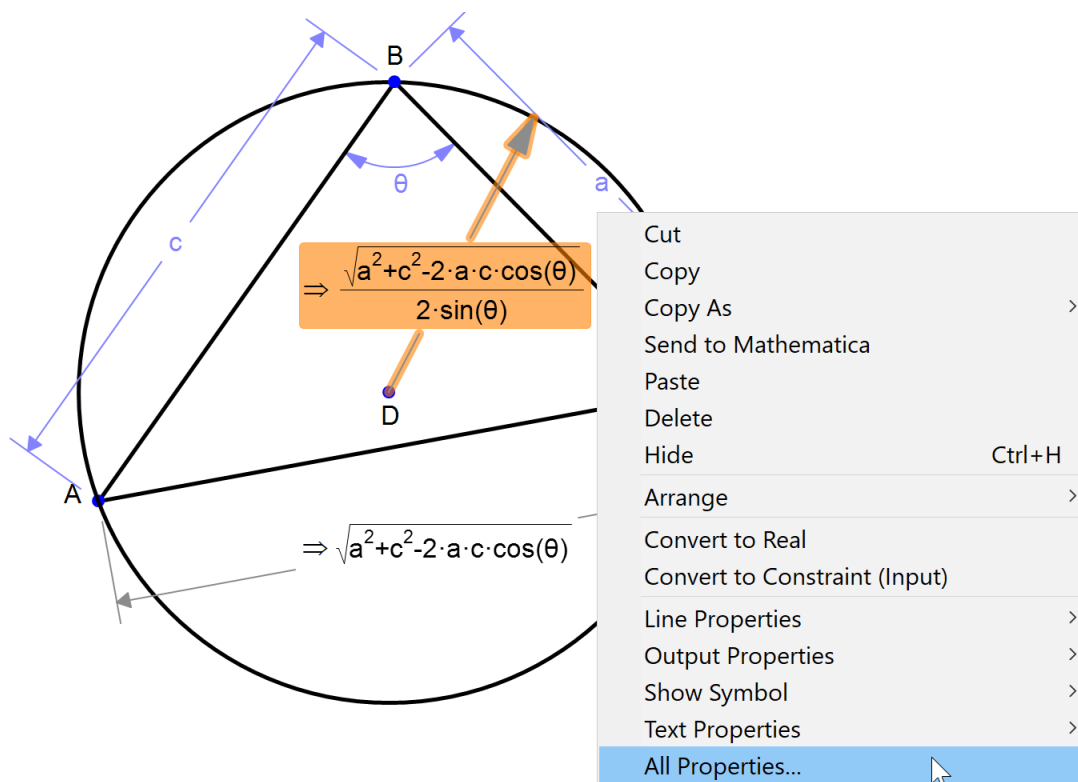
The **Output** settings apply to [Symbolic Calculations](#). The general default **Output** settings are found in the **Edit / Preferences** menu selection,



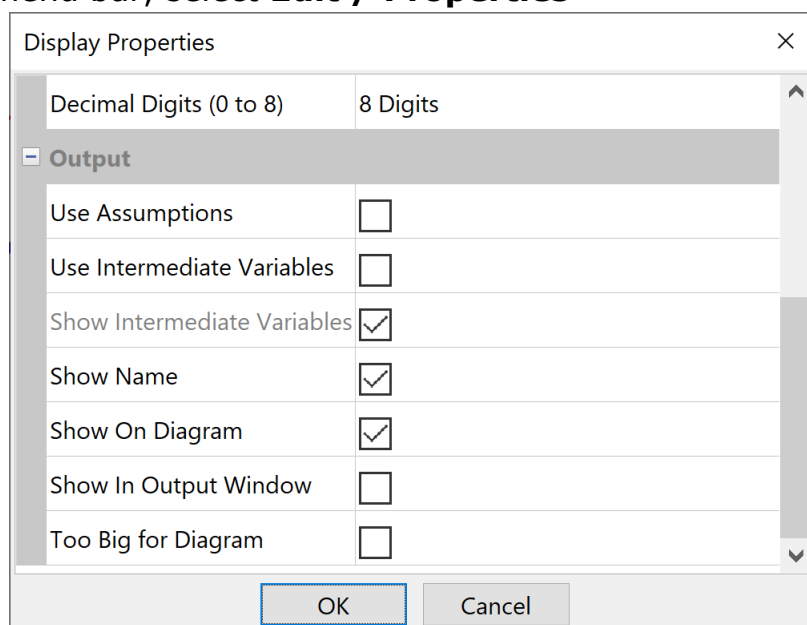
Math tab **Math** .

Individual outputs can be adjusted in the **Display Properties** dialog. Select the output(s), then invoke the dialog in one of two ways:

- right click the mouse and select **All Properties** from the **Selection** context menu



- from the menu bar, select **Edit / Properties**



The **Output** selections specify how the calculations are made and how the output is displayed.

[Use Assumptions](#) - applies to equations containing absolute values.


[Use Intermediate Variables](#) - can sometimes simplify the output.

The "[Show](#)" [check boxes](#) control where the output is displayed.

The check boxes are toggles; when the box is checked the property is set to true, when it is clear the property is false.

Assumptions


With the Use Assumptions selection, *Geometry Expressions* eliminates the absolute value from expressions and determines from the diagram whether the value is positive or negative. Try it with these steps:

1. [select](#)  one or more output calculations
2. right click the mouse and select **All Properties** from the **Selection** context menu
3. check the Use Assumptions check box

Obviously, this tool only has an effect when the expression selected contains an absolute value.

Intermediate Variables

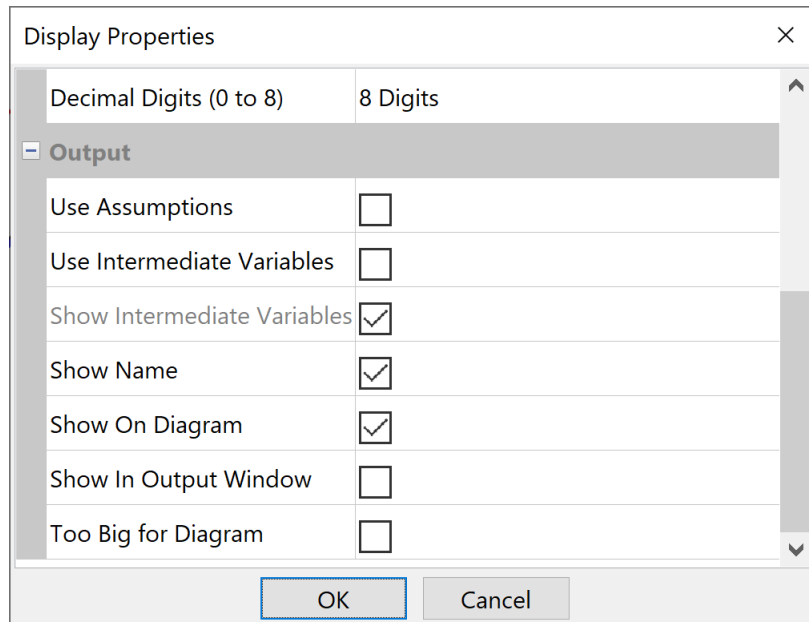
Substituting intermediate variables can sometimes simplify expressions calculated by the program. Try this option to see how it affects your output:

1. [select](#)  one or more output calculations
2. right click the mouse and select **All Properties** from the **Selection** context menu
3. check the Use Intermediate Variables check box

If Use Intermediate Variables is False (uncheck), the Show Intermediate Variables is inactive.

Note: Intermediate variables are not always used in calculations, in which case this box will have no effect.

Show Output Check Boxes

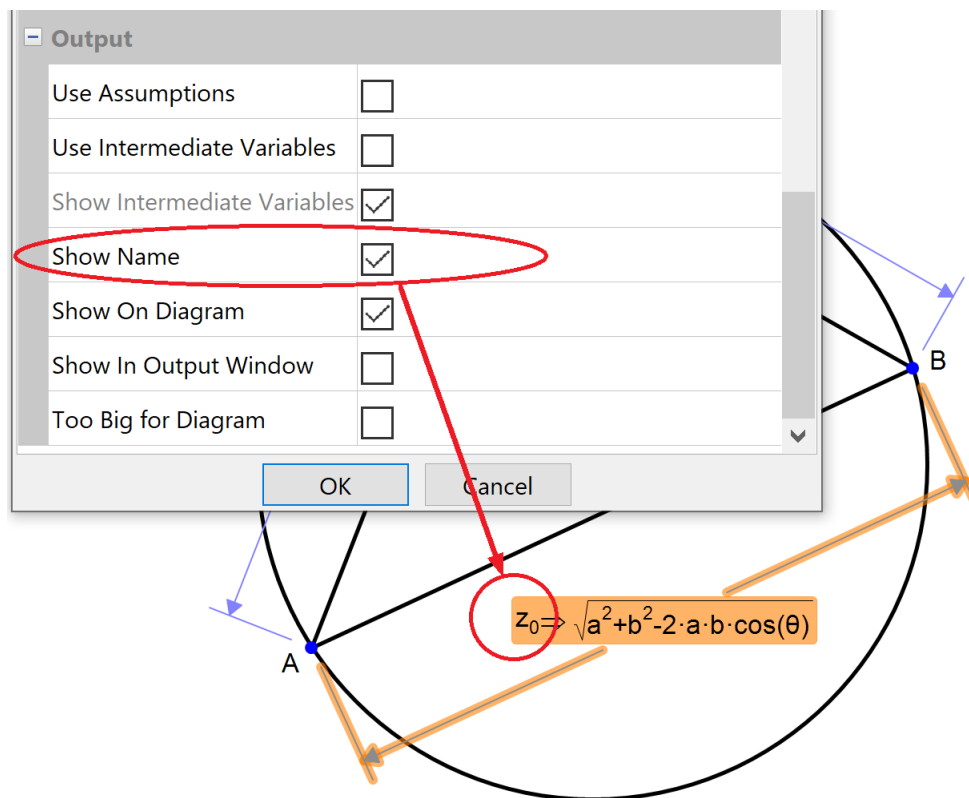
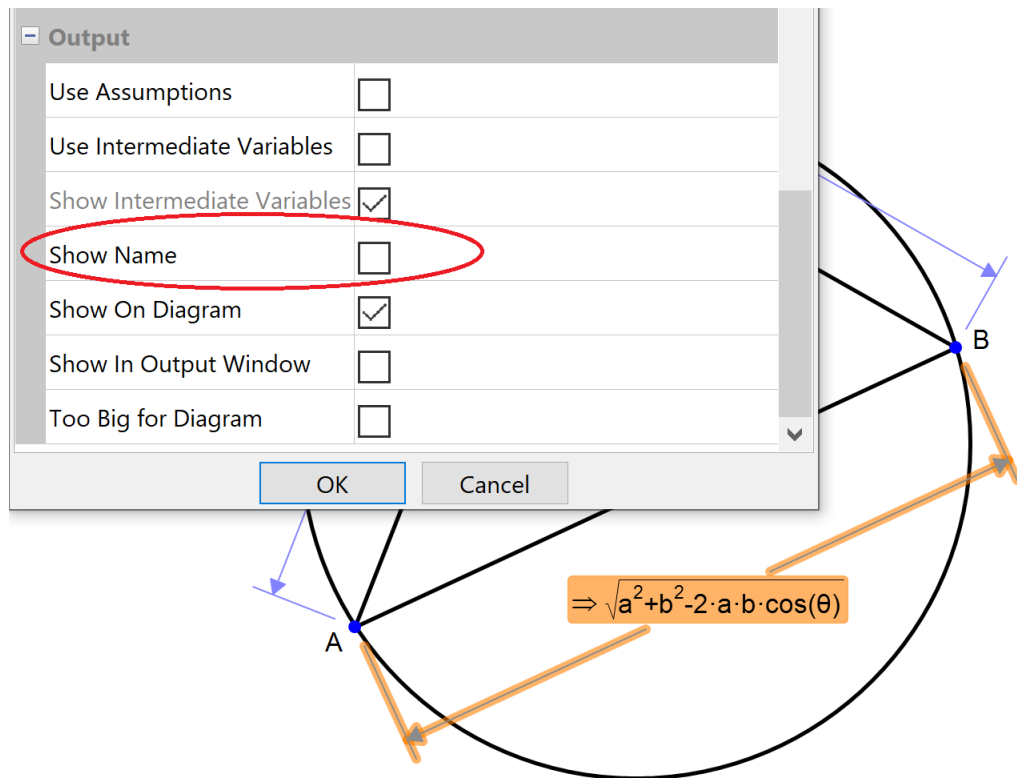


After you generate an output expression:

1. click the output
2. right click the mouse and select **All Properties** from the **Selection** context menu
3. when checked, the corresponding output is displayed

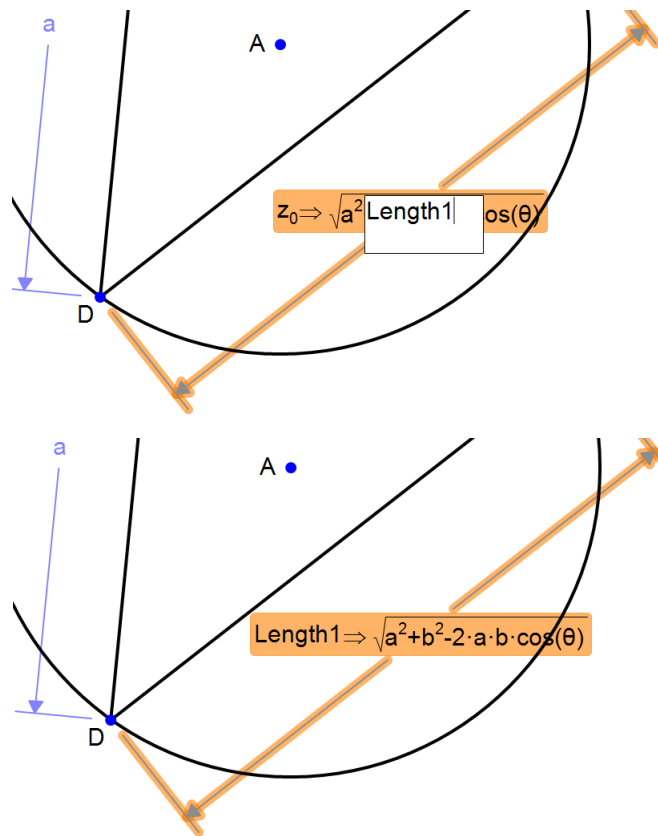
Show Intermediate Variables - if the system uses intermediate variables, their definitions are displayed in the output window.

Show Name - is a term assigned by the system to the output. This name is z_n where n is the sequential number of the output .



You can change the output name by double clicking the output and entering

a new name in the box.



Show On Diagram - puts the output expression on the diagram when the box is checked.

Show in Output Window - puts the output expression in the **Output Window** when the box is checked. If this box is checked, then Show Name box is also checked.

Too Big for Diagram - the output expression is moved to the output window when the box is checked (Show in Output Window is also checked and Show On Diagram box will be unchecked).

Symbols

Using Math Operations



The bottom row of buttons in the toolbox lets you insert commonly used math operations. You can either use the icons, or you type them from your keyboard:

Symbol	Function Call / Reserved Word
Icon	
	<code>sqrt(value)</code>
	<code>abs(value)</code>
	<code>piecewise({<i>expression1</i>, <i>domain1</i>},{<i>expression2</i>,<i>domain2</i>}...,{<i>last expression</i>,<i>otherwise</i>})</code>
	<code>pi</code>

A complete list of [built-in functions](#) is detailed below.




Built-In Functions

For including in any expression or constraint, Gx has the following common functions available:

Trig

• <code>sin()</code>	• <code>arcsin()</code>	• <code>sinh()</code>
• <code>cos()</code>	• <code>arccos()</code>	• <code>cosh()</code>
• <code>tan()</code>	• <code>arctan()</code>	• <code>tanh()</code>

Math

<ul style="list-style-type: none"> • $\sqrt{}$ - same as  	<ul style="list-style-type: none"> • $\text{abs}()$ - same as 
<ul style="list-style-type: none"> • $\text{signum}(x)$ - finds the sign of a number: $= -1$ if $x < 0$ 0 if $x = 0$ 1 if $x > 0$ 	<ul style="list-style-type: none"> • $\exp(x)$ - the exponential function; you must use <i>exp</i>, <u>not</u> <i>e</i>, <i>e</i> is just a variable name
<ul style="list-style-type: none"> • $\log()$ or $\ln()$ - both mean the natural log 	<ul style="list-style-type: none"> • piecewise({expression1, domain1},{expression2, domain2}...) - the function is evaluated in the order written
<ul style="list-style-type: none"> • $\text{diff}(\text{expression}, \text{variable})$ 	<ul style="list-style-type: none"> • $\text{integrate}(\text{expression}, \text{variable})$
<ul style="list-style-type: none"> • $\text{sum}(\text{expression}, \text{variable} = \text{start}, \text{end})$ 	<ul style="list-style-type: none"> • π - same as  in the Symbols toolbox
<ul style="list-style-type: none"> • $\text{ceil}()$ - rounds up 	<ul style="list-style-type: none"> • $\text{floor}()$ - rounds down

Boolean

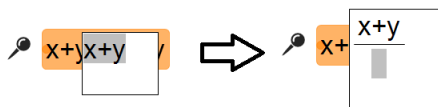
AND	<
OR	<=
NOT	>
	>=

Multiplication & Division Editing Tools

 The **Multiplication** button inserts a multiplication symbol into the expression.

 The **Division** button makes expressions easier to enter and read.


- From the data entry box, enter the numerator of the expression, highlight it, and then click **Division**.



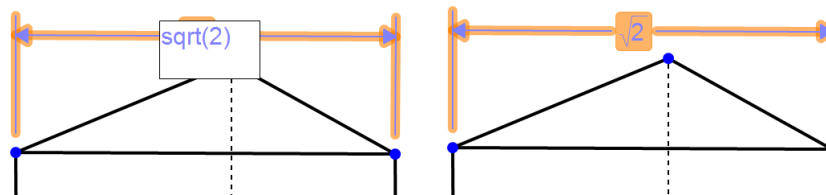
The cursor is then positioned in the denominator.

- If you click the **Division** button first, be sure to place the cursor in the appropriate place before typing the expression.

Square Root Editing Tool



 You can enter square roots in one of these ways:

- From the data entry box, enter the expression you want inside the square root, highlight the terms, and click the **Square Root** button.
- From the data entry box, click the **Square Root** button, then highlight the 0 and type the terms.
- Use the $\text{sqrt}()$ function in the data entry box.



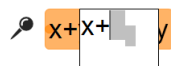
Subscript / Superscript Editor

You can enter superscripts or subscripts for variables in one of these ways:

- From the data entry box, enter the expression you want sub/superscripted, highlight the terms and click the **Subscript**  or **Superscript**  button.



- From the data entry box, click the **Sub/Superscript** button and type the values into the grey boxes.



Note: Make sure the cursor is positioned at the left side of the gray box before typing the sub/superscript.

- Another way to make a subscript is to use square brackets - $A[1] = A_1$



Parentheses and Absolute Value Notation

You can add parentheses or an absolute value sign to a term in one of two ways:


- From the data input box, type the term(s), highlight the term(s), then

click the **Parentheses**  or **Absolute Value**  button.



- From the data entry box, click the **Parentheses**  or **Absolute Value**  button first and enter the terms.

Using the Piecewise Function

 A piecewise function or expression can be created using the **Piecewise** symbol or the [built-in function](#) - `piecewise({expression1, domain1}, {expression2, domain2}..., {last expression, otherwise})`. The reserved word, "otherwise" is an option available for the last condition.

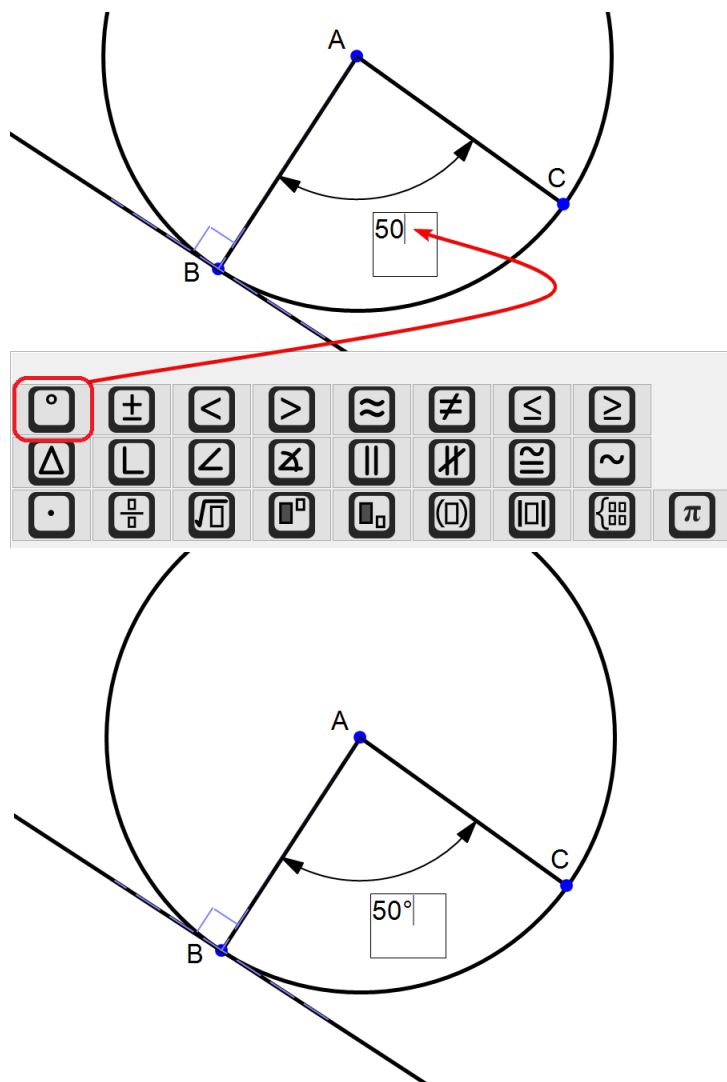
For details see [Piecewise Function](#) and [Piecewise Parametric Example](#) in the [Creating Functions](#) section.

Using Annotation Symbols

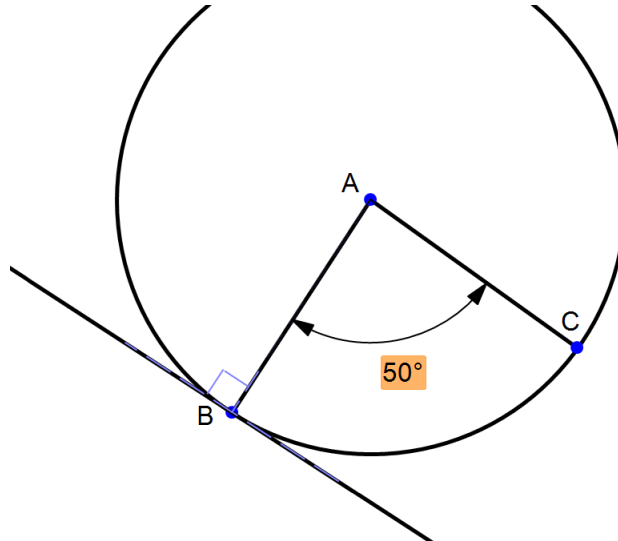


The top two rows of buttons in the **Symbols** toolbox are available for use with any of the [Annotate](#) tools. These symbols are not used in *Geometry Expressions'* algebra engine, but may be useful in creating worksheets and tests.

Use the symbols from the data entry window of the **Annotate** tools. Simply click the symbol you need as you type.

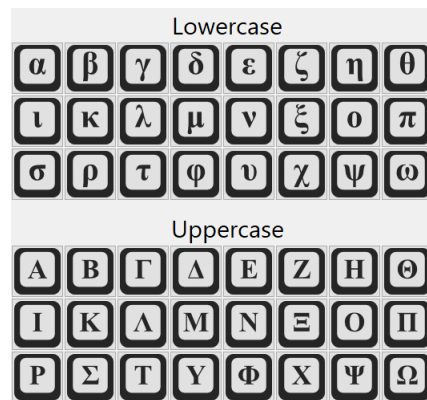


When you are finished with the annotation, press enter.



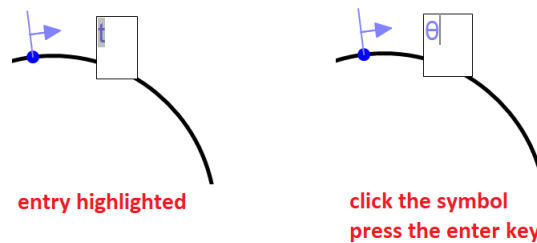
Font trouble - some of the **Annotation Symbols** may not show up in your drawing, depending on your OS and the default font setting. (Windows 7 users have no worries.) If you don't see an **Annotation Symbol**, change the **Edit / Preferences / Math / Annotation / Font / Face Name**. Try one of the Unicode fonts, e.g. *Lucida Sans Unicode*. If you are [exporting a Metafile](#), you may have to change the default font in the program to which you are exporting.

Inserting Greek Letters



The **Greek** toolbox lets you easily insert Greek letters into your expressions and constraints.

To insert Greek letters into a variable name or expression, select the appropriate button from the **Uppercase** (Greek Capital) or **Lowercase** (Greek Small) sections in the **Greek** Toolbox. This will insert the desired letters into the entry window.



You can also type the name of the Greek letter into your expression, e.g. theta. The symbol will be inserted after you press *enter*. To get an uppercase Greek symbol, capitalize the first letter of it's name, e.g. Theta.

System Variables and Animation

Variables		
Name	Value	Locked
a	7.2710814	-
b	10.452015	-
x[0]	1.7222222	-
x[1]	5.8222466	-
y[0]	-3.1944444	-
y[1]	-1.4844995	-
θ	130.97391	-

θ	130.97391	
----------	-----------	--

Animation controls:

Buttons:

Progress bar:

Time controls:

Investigating Variables

The screenshot shows the Geometry Expressions software interface. The main workspace displays a geometric diagram with four points labeled A, B, C, and D. Line segments AB and AC are labeled with the variable a , and line segments BC and CD are labeled with the variable b . The angle at vertex C is labeled with the variable θ . The coordinates of point C are given as (x_0, y_0) and the coordinates of point D are given as (x_1, y_1) . The left sidebar contains toolbars for Select, Draw, Annotate, Constrain, Construct, Calculate, Symbols, and Greek. The right sidebar contains the Variables table and the Functions table.

Variables Table:

Name	Value	Locked
a	7.2710814	-
b	10.452015	-
x[0]	1.7222222	-
x[1]	5.8222466	-
y[0]	-3.1944444	-
y[1]	-1.4844995	-
θ	130.97391	-

Below the Variables table, there is a control panel for the variable θ . It shows the current value of θ as 130.97391, a play button, and a range from 0.0 to 360 with a step of 4.

Functions Table:

Name	Value
------	-------

The status bar at the bottom indicates the current state: Ready, Selecting, (1.68442, -1.54344), and Degrees.

The **Variables** toolbox reports all the variables you have used in the diagram and lets you manipulate their values.

Variables List

Variables		
Name	Value	Locked
a	7.2710814	-
b	10.452015	-
x[0]	1.7222222	-
x[1]	5.8222466	-
y[0]	-3.1944444	-
y[1]	-1.4844995	-
θ	130.97391	-

θ

130.97391

0.0

4

360

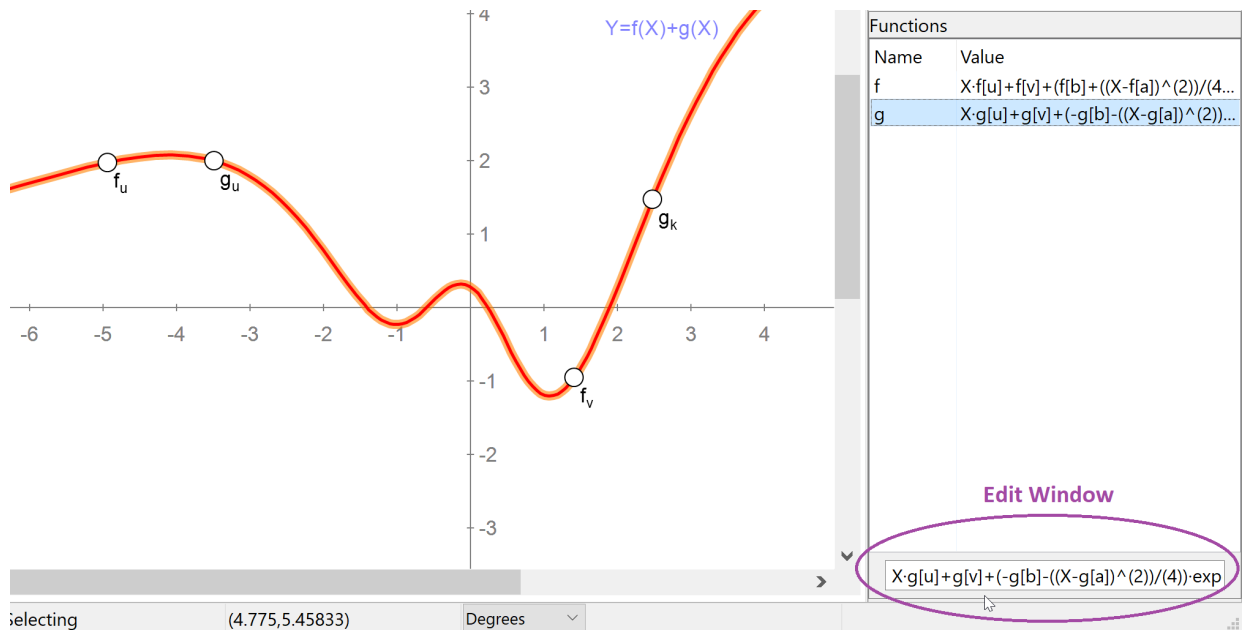
This list contains the names of all variables used in your diagram.

For every variable name, the system shows:

- **the current value** - these values can be ones that you have explicitly specified, or just taken from the way you sketched the geometry.
- **lock status** - if the variable is locked (+) its value will not change if you move the geometry or add additional constraints; the unlocked (-) variable is free to change as the geometry moves or changes.

Functions List

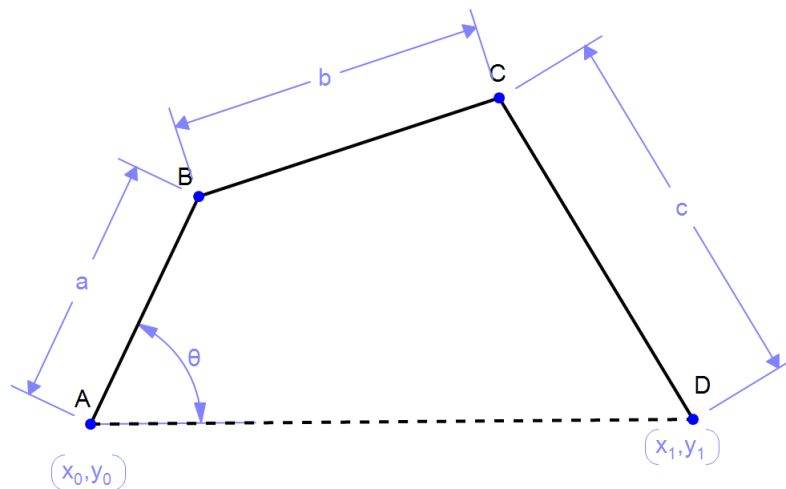
When using the [Function](#) command to draw a function of the form $Y=f(X)+g(X)$, the **Functions** tab in the **Variables** toolbox lists the functions f and g and their values. Use the edit line at the bottom of the box to modify the functions.



Using the Lock Tool


By default, when you drag points in a *Geometry Expressions* model, it will adjust the numerical sample values used in the various parameters of the model to accommodate the drag, as best it can.







For example, in the model of a 4 bar linkage below, dragging point B will cause lengths a and b and angle θ to be adjusted appropriately.




However, you may want the drag to act as if the members AB and BC were rigid, and only angle θ adjustable. To do this you can [lock the parameters](#):

Variables		
Name	Value	Locked
a	2.5	+
b	3.1509052	+
c	3.7384391	-
x[0]	-1.0654206	-
x[1]	4.9305556	-
y[0]	0.19444444	-
y[1]	0.23611111	-
θ	64.238768	-

a	2.5	
---	-----	--



The value of a, for example, can still be set from the Variables panel, but it will not change when the model is dragged.


Changing and Locking the Variable Value

θ	130.97391	
----------	-----------	--

To make a change to the variable list, first click anyplace in the row of the variable you want to change. That row will be highlighted.

To change the value: highlight the value in the edit window and type the new value.

To change the lock status: just click the button -

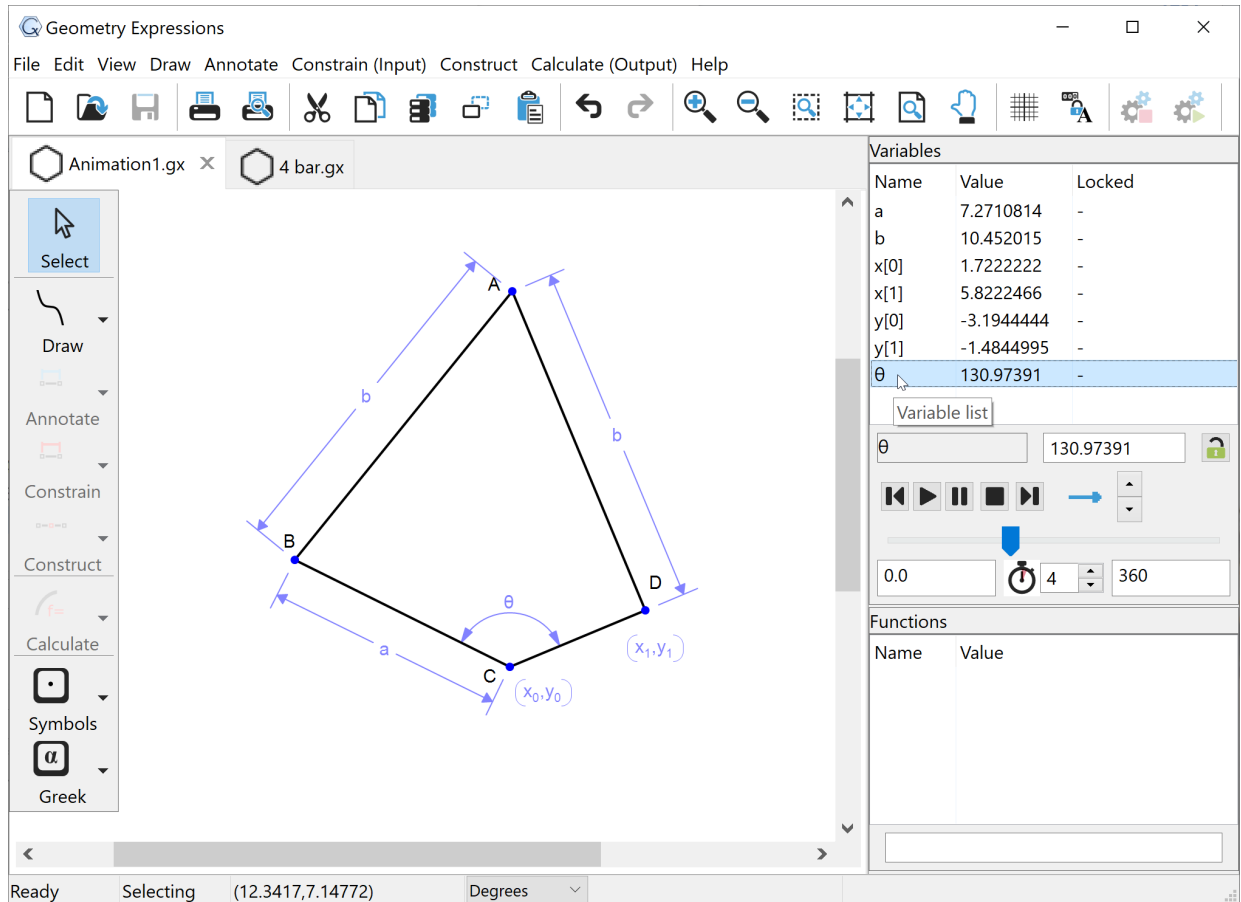
 to unlock a locked variable

 to lock an open variable

Animation

Your geometry comes to life with the Animation tools. You simply need to select the parameter that drives the animation, give it a range, then Play.

In the diagram below we select θ for the crank of this linkage.



Click the headings below for details on the animation buttons and windows:

- [Animation console](#) - works like a video player.
- [Animation modes](#) - indicates how the range for the animation is stepped through.
- [Animation values and duration](#) - where you specify the speed and the range for the driving parameter.

Users of numeric interactive geometry systems may be familiar with the concept of animation based on points animated along line segments or curves. This type of animation can be conveniently modeled in **Geometry Expressions** using the [point proportional along a curve](#) constraint along with parameter based animation.

Animation Console



The Animation console works like a standard video console with the **Play**, **Pause**, and **Stop** buttons as well as advance to the **Beginning** and **End** buttons.

Animation Modes



The animation modes can be changed with the up/down arrow buttons. The modes are:

→ Runs the animation one time through the specified range.

↔ Runs the animation continuously from the beginning to the end of the range.

↶↷ Runs the animation one time forward and then backward through the specified range.

↶↷↻ Runs the animation continuously forward and then backward through the specified range.

Animation Values and Duration

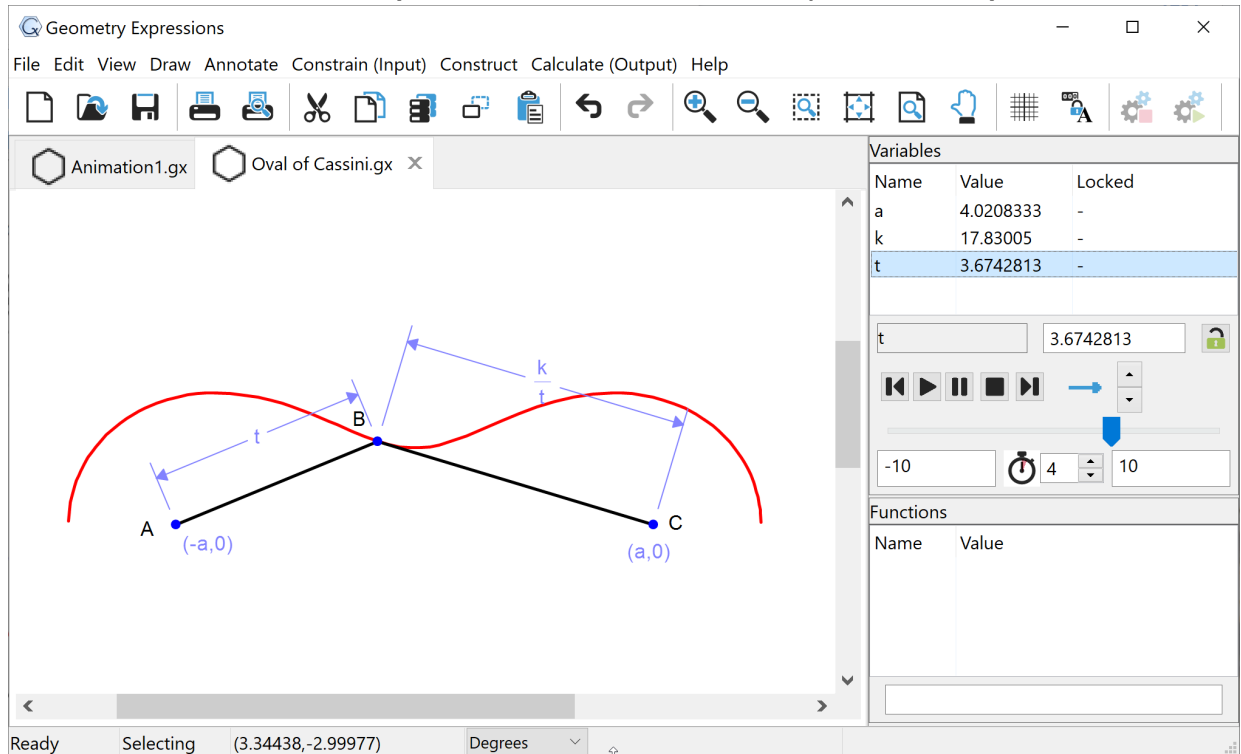


These animation buttons help you adjust the range and speed of the animation.

- Click and drag the slider along the bar to manually animate the drawing.
- In the two data entry windows at the bottom right and left of the toolbox, specify the range of the animation.
- The **Duration** box in the center lets you specify how long the animation takes to play one time through. Values are between 1 and 60 seconds.

Animation and the Locus Tool

Both the construction of the [locus and envelope curves](#), and the [animation](#) of the diagram in Geometry Expressions can be defined in terms of any variable. For example in the model below, we can create a locus over values of the variable t (other variables will be kept constant).





Menus and Icons

Many of the menus and icons across the top of the screen duplicate the commands and functions found in the toolboxes.

File Menu

The **File** menu contains the standard Windows file handling operations with options for copying and exporting to other programs. Several of the options are also available from the icon bar.






Menu Option	Function
 New	Creates a new project.
New Graph	Graph mode allows scaling of axes.
 Open. . .	Brings up the Select a File dialog box so you can open a project.
Close	Closes the current file or, if multiple files are open, the file on top.
 Save	Saves the file. If you have not yet saved the current work to a file, the Save File As dialog box lets you specify where to save the project file.
Save As . . .	Brings up the Save File As dialog box to enter a new or different path / file name. Useful for making a backup.
Open Workbook	Brings up the Open Workbook dialog box. If any other files are open, they will be closed when you select the workbook.
Save Workbook	Saves all tabbed pages as a single workspace (.gxw), so you can open them all at once.
Save Workbook as	Saves all tabbed pages as a single workbook (.gxw) and lets you specify a new or different path / file name for the workbook.
Close Workbook	Closes the current workbook. If you have made changes to pages, you will be asked if you want to save them individually (.gx files).
Import Figure from	A shortcut containing common geometry figures that

Figure Gallery	you may need for creating worksheets or other documents.
Export	Export the file as Windows Metafile (.emf) (Windows version only), image file, an Encapsulated PostScript (.eps), HTML file (.html), animated <i>gif</i> , <i>JavaScript</i> file, Lua app, or OS X Dashboard Widget.
Page Setup. . .	Displays the page setup dialog box for choosing a printer and print options.
 Print Preview	Displays the printout by pages.
 Print. . .	Displays the standard system Print dialog.
Recent files	Click to display a list of the most recently used files. Selecting one opens it.
Exit	Exits the program, after prompting for save.

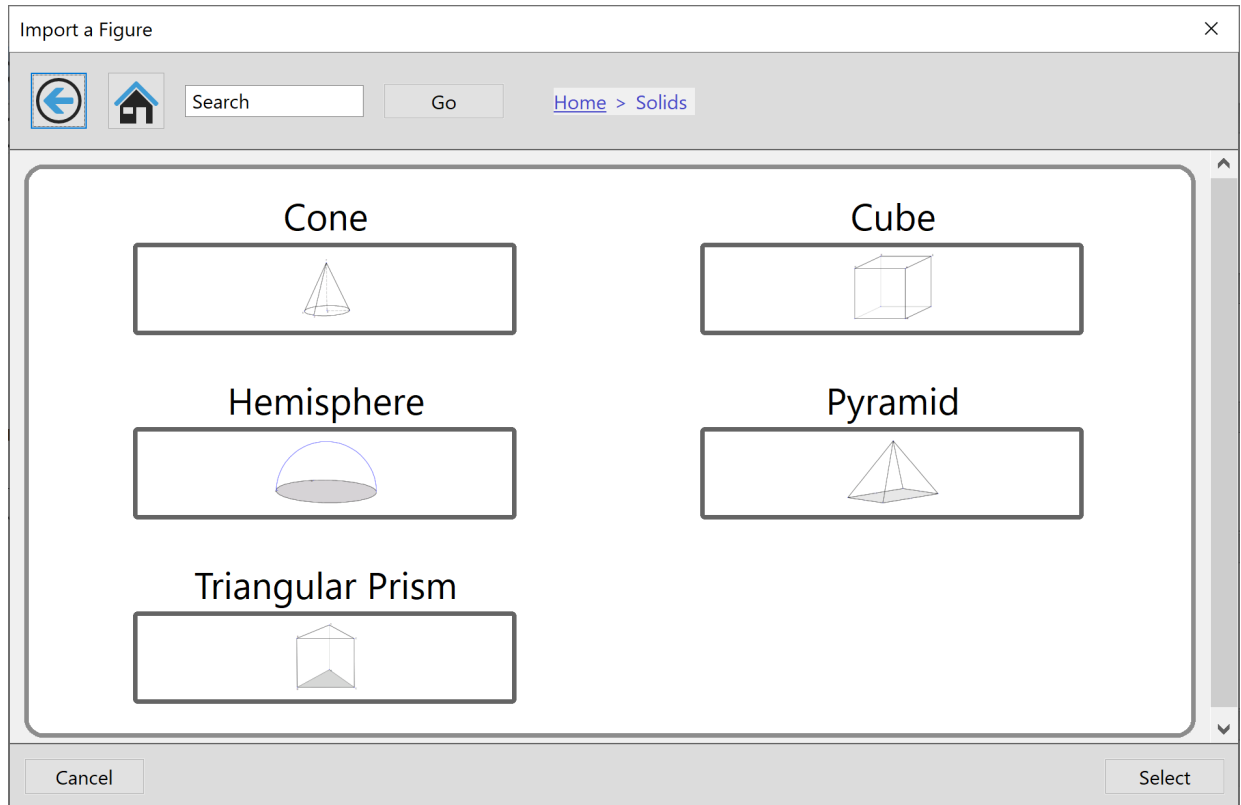
Importing Files from the Figure Gallery

Are there figures which you need to use frequently? The Figure Gallery makes your tasks easier. Browse through the folders to see the many objects, graphs and transformation examples which you can use and tailor to your needs without starting from scratch.

Figure Gallery database file is copied to your computer when you install *Geometry Expressions*.

Here are the steps to import a figure:

1. Select **File / Import Figure from Figure Gallery**
2. Double click a folder or sub-folder (or click and press Select in the lower right corner) to view of the problems in a category. You can also use the search window to find files.



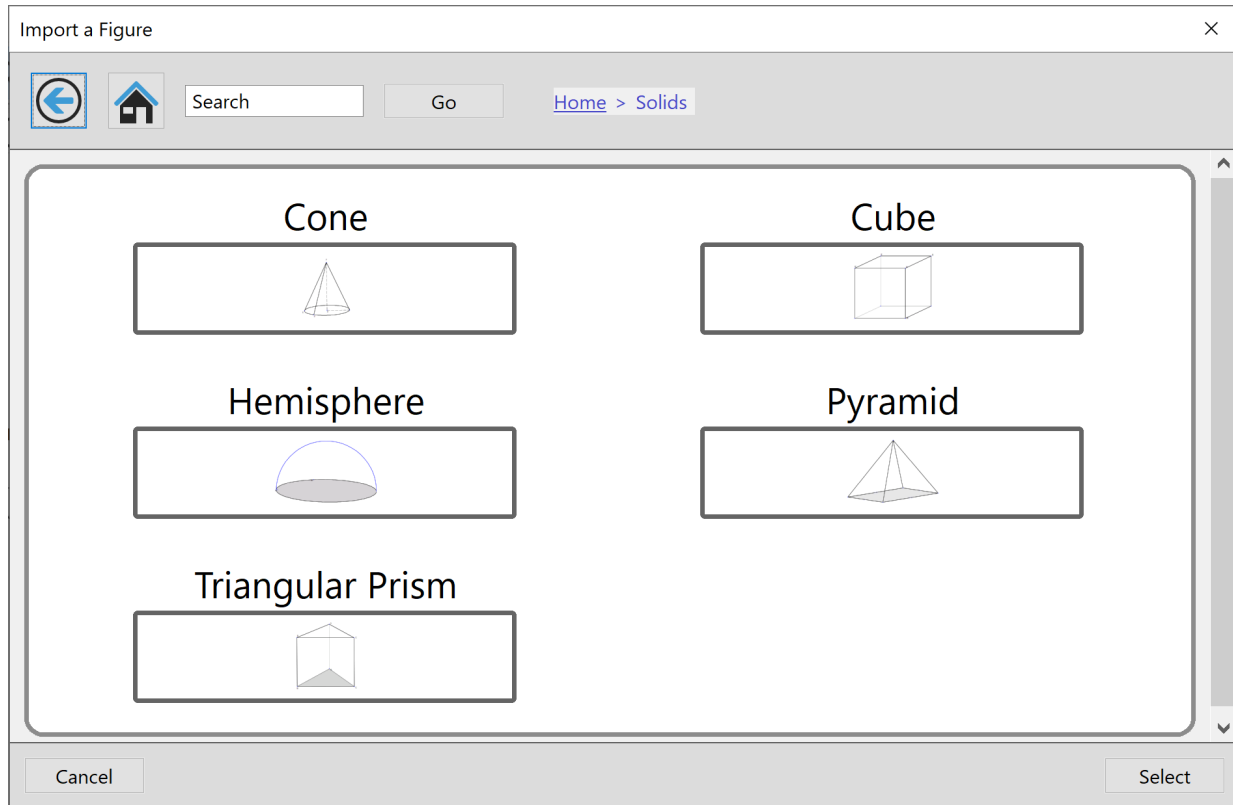
3. Double click a problem (or click and press Select) to see an enlarged view


4. Click the Import button (it replaces the Select button in the lower right corner) to bring the drawing into your drawing window.


Use the [Toggle Hidden](#) function from the general context menu to modify constraints in the drawing, or try dragging the geometry to suit your needs. Don't forget to **Save**.

Navigating the Figure Gallery

The **Figure Gallery** is arranged in the usual tree structure containing folders and sub-folders.



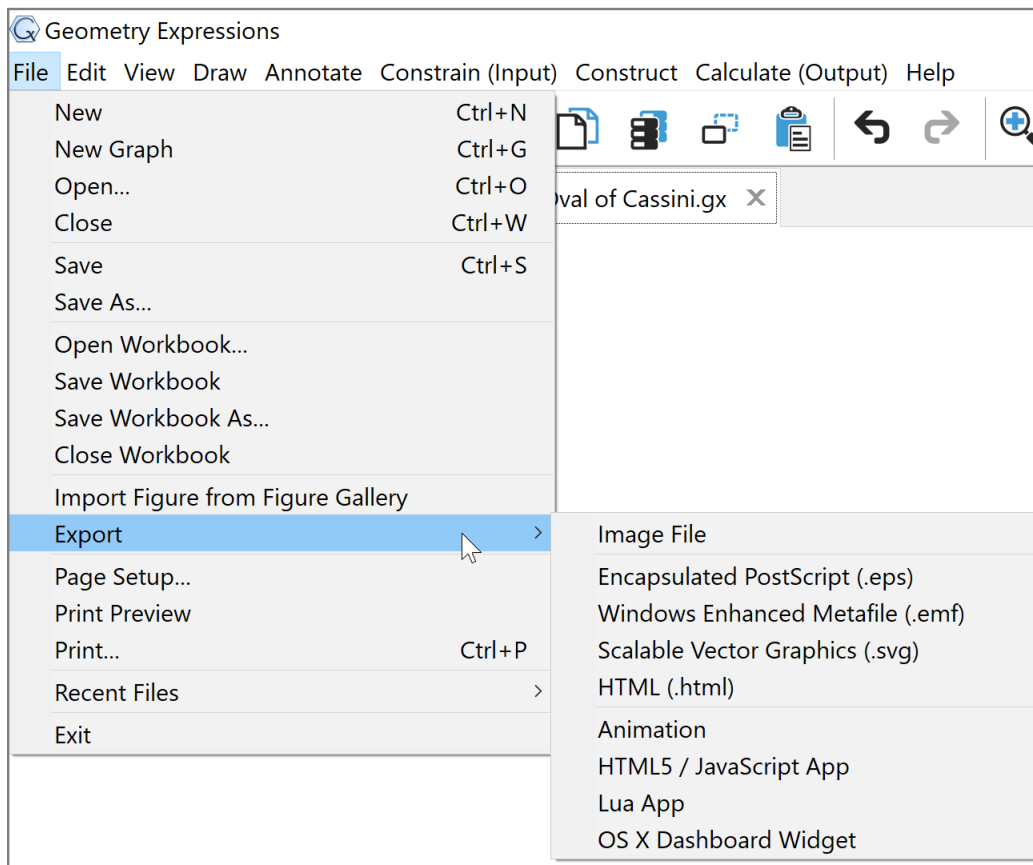
 Back - takes you up one level.

 Home - takes you to the top level.

Use the Search window to find a specific file or types of files. Enter the search word(s) and click Go.

Text at the top center of the dialog tells you which level is displayed. Click Home to return to the top level.

Exporting a Drawing



To export your drawing to another program, choose **File / Export**. You can export the drawing in the following formats:

Static File Formats

- *Image - BMP, JPEG, TIFF, PNG, XMP*
- *Encapsulated Postscript*
- *Windows Enhanced Metafile*
- *Scalable Vector Graphics*
- [HTML](#)

Dynamic File Formats

- [Animated GIF](#)
- [HTML5 / JavaScript App](#)
- [Lua App](#)
- [OS X Dashboard Widget](#)




Please note that neither EMF, nor EPS support semi-transparency or transparent images of any kind, thus you will get a warning message if you try to export to either of these formats and you have such an item in the document.

Here are the steps for the export as an Image file, EPS, EMF, SVG or HTML:

1. For all file types enter the Filename or click the folder icon to select the appropriate folder and file.

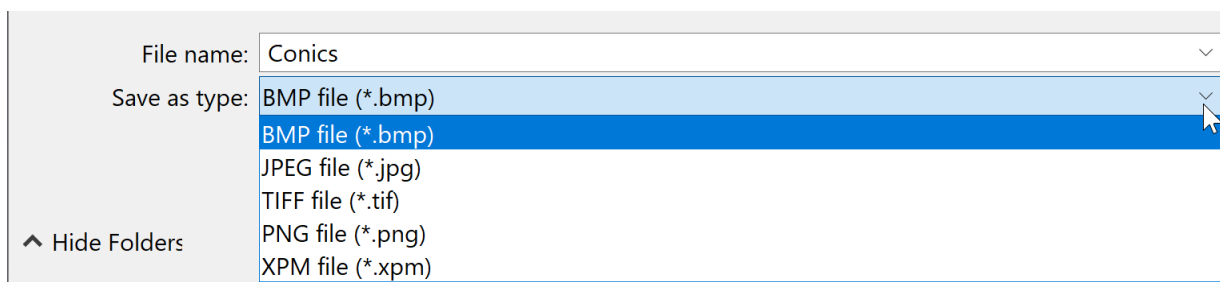
2. [Image files](#) and [HTML files](#) have an extra step at this point as detailed below.

3. Select the region of the drawing with the displayed cursor  (click-and-drag opposite corners of the region).

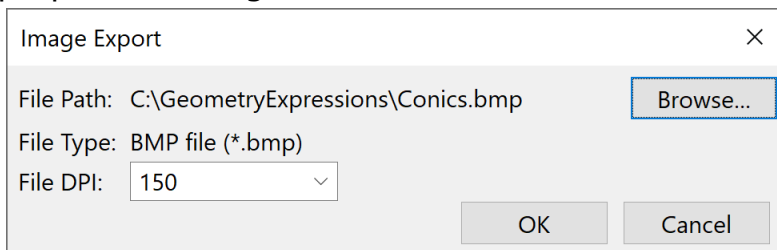
[Animation Files](#) and [JavaScript Files](#) have a few more details to consider as explained below.

Exporting Image Files

When exporting image files, click the down arrow in the Save as type line to select your desired image format.



Next, set the resolution in the [File DPI](#) box. Click the down arrow and select the appropriate setting or enter a number in the window.



Exporting HTML Files

When you select **File / Export / HTML**, the **HTML Export** dialog appears.

Fill in the [Html Export Settings](#) with optional [Title](#), [Header](#) and [Footer](#) text. The [Outputs](#) can be renamed to something less obscure than letters with subscripts. You can give them actual labels using real words. You can also display your output expressions in many popular CAS input formats including *Content* and *Presentation MathML*.

Html Export

Html Export Settings

Output Directory	C:\GeometryExpressions
File Name	area.html
Webpage Title	Area between the arches
Webpage Header Text	
Webpage Footer Text	Calculus 4 Class

Outputs

z[0]

Show in Export	<input checked="" type="checkbox"/>
Label	Area

Expression Output Forms

Display Derive input	<input checked="" type="checkbox"/>
Display Maple input	<input checked="" type="checkbox"/>
Display MathML input	<input checked="" type="checkbox"/>
Display Mathematica input	<input checked="" type="checkbox"/>

OK Cancel

Html Export Settings

Output Directory	C:\GeometryExpressions
File Name	area.html
Webpage Title	Area between the arches
Webpage Header Text	
Webpage Footer Text	Calculus 4 Class

Outputs

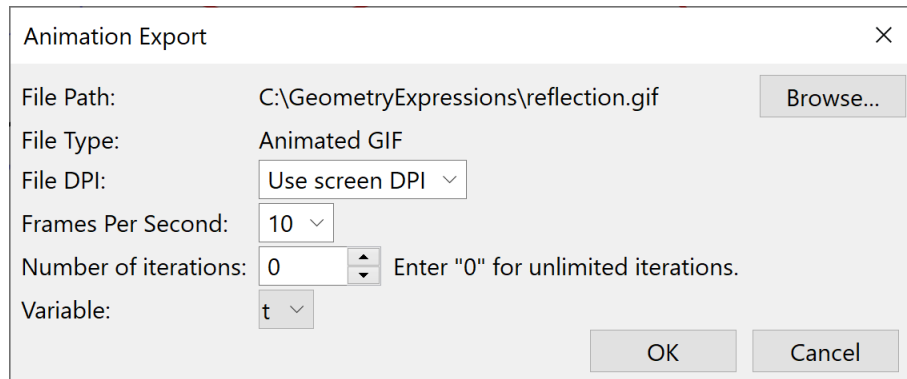
z[0]

Show in Export	<input checked="" type="checkbox"/>
Label	Area

Exporting Animation Files

Select **File / Export / Animation File** to produce an animated *gif*. This format is supported by many applications and will enable you to embed animations in, for example, *PowerPoint* slides and *Wikipedia* pages.

Select the directory and file name of your *gif*, and you will be presented with a dialog to choose the parameter on which the animation is based, along with various technical aspects of the animation.



File DPI - specify the resolution of the output. The higher number you use, the slower will be the process of creating and loading the animation.

Frames Per Second - if you multiply this number by the animation duration specified in the **Variables** toolbox, you will get the number of frames captured. For example if you are set at 10 frames per second, and the **Variables** toolbox specifies the duration of the animation to be 4 seconds, then 40 frames will be captured. The more frames you capture, the slower will be the animation creation process, and the longer the animation will take to load.

Number of iterations - when an animation is played (e.g. when a *PowerPoint* slide containing the animation is displayed), enter a number to play the animation a specific number of times, or enter 0 to play it continuously.

Variable - choose the variable that controls the animation. (All the variables in the **Variables** toolbox should be available). The limits of the variable defining the range of the animation should be set in the **Variables** toolbox.

Exporting JavaScript Files

Select **File / Export / [HTML5 / JavaScript App]** - to export a *Geometry Expressions* model as a *JavaScript* application (.html file), within an html page. This can then run within any web browser that supports

HTML 5.

Fill out the details in the **JavaScript Applet Generator** dialog.

JavaScript Applet Generator

Applet Settings

Output Directory	C:\GeometryExpressions
Applet Name	Incircle
Auto-scale	<input checked="" type="checkbox"/>
Width	350
Height	350
Webpage Title	Incircle radius
Webpage Header Text	What lengths make the radius an integer?
Webpage Footer Text	What if the triangle is Pythagorean
CSS file (optional)	
Additional JS file (optional)	

Inputs

a

Show in Export	<input checked="" type="checkbox"/>
Label	side BC
UI Type	Text Box

b

Show in Export	<input checked="" type="checkbox"/>
Label	side AC
UI Type	Text Box

c

Outputs

r

Show in Export	<input checked="" type="checkbox"/>
Label	radius
UI Type	Plain Text

OK Cancel

Output directory - tells Gx where to put the files. It will create a file: *name.html* in the specified directory. You should be able to bring *name.html* up in a browser to see the applet.


Applet Name - is the name of the html file.

Auto-scale - when checked, the JavaScript applet automatically rescales the drawing when the user changes the value of one of the inputs; when unchecked, you click-and-drag a rectangle around the drawing after you click Ok.

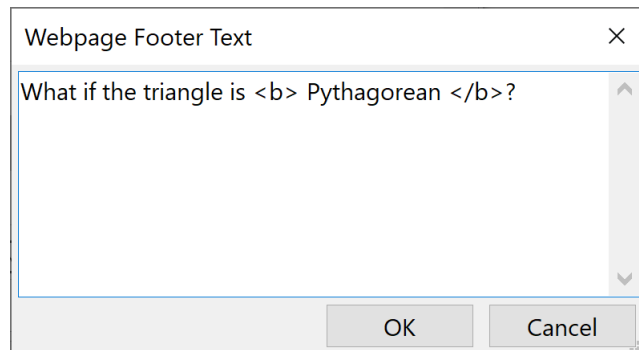
Width and Height specify the size of the drawing on the html page.

Webpage Title, Webpage Header Text, and Webpage Footer Text - enter your text for these sections of the applet.

Since header and footer text may be several lines long, You can go back and change these text boxes before you close the dialog:

- select the text entry box
- click the  to display the dialog
- enter or edit text, then click Ok.

Note: you can insert html code into the header and footer text, e.g. to make a word in the footer text bold:



Inputs - lets you choose which variables the user will be able to change, what text Label identifies variable and what type of control to use.

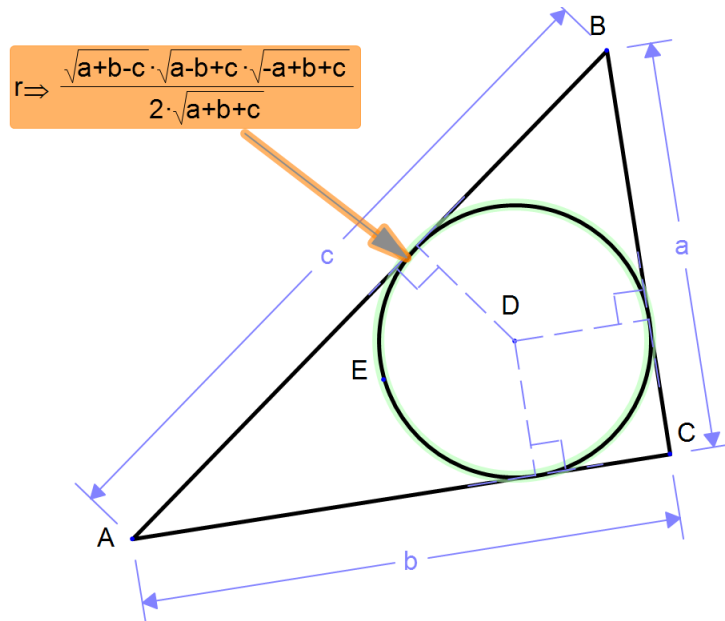
Any variables in your Gx model may be selected as input variables in the *JavaScript* model. See the topic detailing [UI Types](#) below.

Outputs - lets you choose which outputs will appear in the applet, and their text Label.

See the [examples](#) below.

JavaScript Applet Example

We'll use this Gx model, displaying the radius of an incircle to create a JavaScript Applet.



Here are the parameters we entered in the JavaScript Applet Generator dialog:

JavaScript Applet Generator

Applet Settings

Output Directory	C:\GeometryExpressions	...
Applet Name	Incircle	
Auto-scale	<input checked="" type="checkbox"/>	
Width	350	
Height	350	
Webpage Title	Incircle radius	
Webpage Header Text	What lengths make the radius an integer?	
Webpage Footer Text	What if the triangle is Pythagorean 	
CSS file (optional)		
Additional JS file (optional)		

Inputs

a

Show in Export	<input checked="" type="checkbox"/>
Label	side BC
UI Type	Text Box

b

Show in Export	<input checked="" type="checkbox"/>
Label	side AC
UI Type	Text Box

+ c

Outputs

r

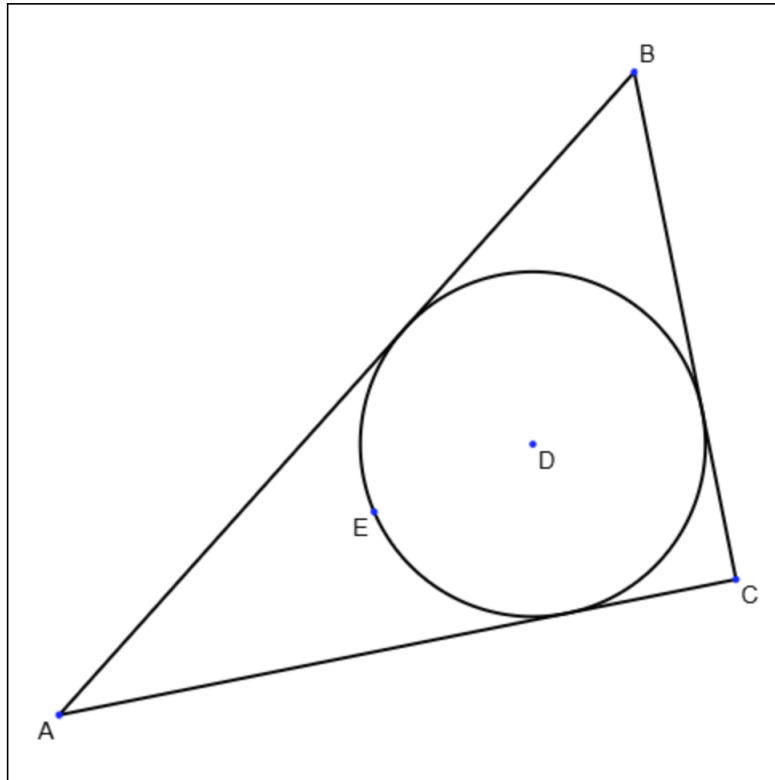
Show in Export	<input checked="" type="checkbox"/>
Label	radius
UI Type	Plain Text

OK Cancel

Here is the result:

Incircle radius

What lengths make the radius an integer?



side BC	<input type="text" value="6"/>
side AC	<input type="text" value="8"/>
side AB	<input type="text" value="10"/>
radius	2.0000000

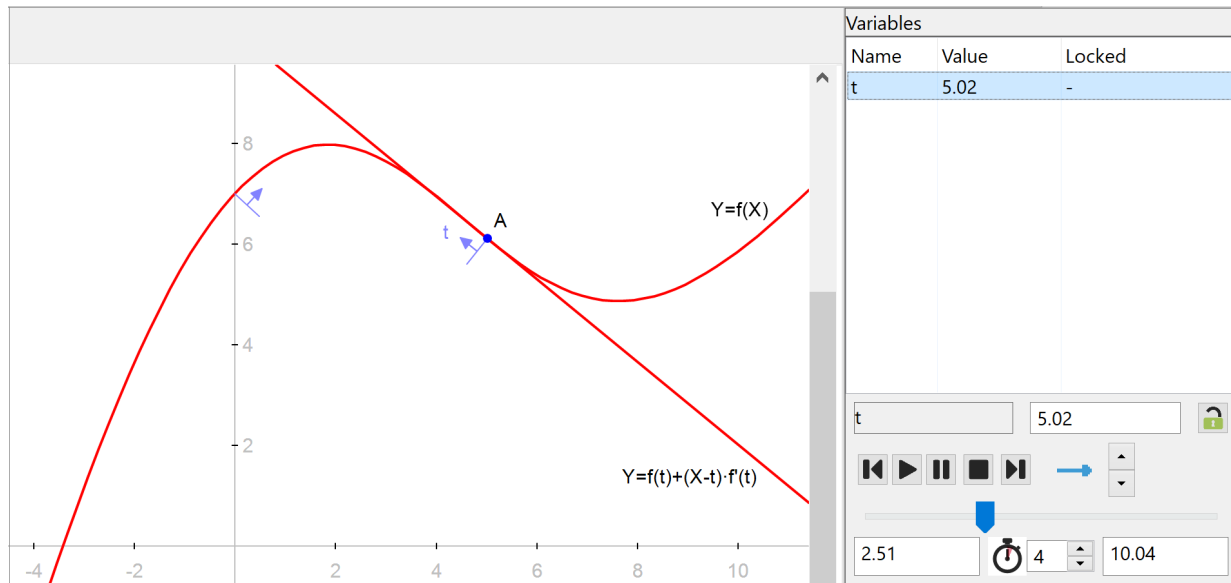
What if the triangle is **Pythagorean** ?

App generated by [Geometry Expressions](https://www.geometryexpressions.com/)

The exported image can be zoomed in and out using the - and + keys on the keyboard or panned around using the arrow keys. If displayed on a touch sensitive device, the app supports multi-touch features.

JavaScript Animated Applet

In this applet, we'll draw a general function, $f(x)$ and then create its derivative at t (using the Point proportional \overline{H} -constraint). Here is the Gx drawing:



Here are the parameters we entered in the **JavaScript Applet Generator** dialog:

JavaScript Applet Generator

Applet Settings

Output Directory	C:\GeometryExpressions\
Applet Name	derivative
Auto-scale	<input checked="" type="checkbox"/>
Width	400
Height	400
Webpage Title	The derivative of a Function at Point t
Webpage Header Text	
Webpage Footer Text	Now modify the function.
CSS file (optional)	
Additional JS file (optional)	

Inputs

t

Show in Export	<input checked="" type="checkbox"/>
Label	t
UI Type	Slider

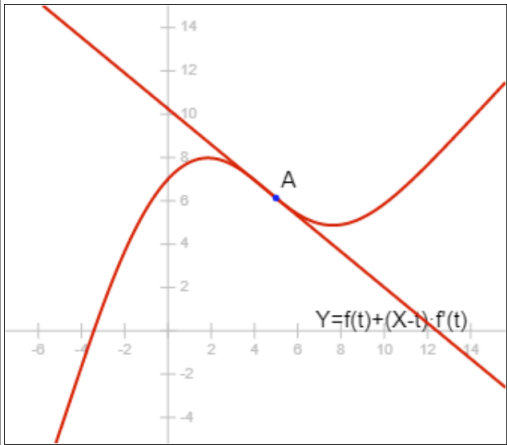
f

Show in Export	<input checked="" type="checkbox"/>
Label	f(x)
UI Type	Text Box

OK Cancel

Selecting *slider* for the UI Type of variable *t* we now have the Go/Stop button to control the animation of *t* between the ranges defined in the **Variables** panel above.

The Derivative of a Function at Point t

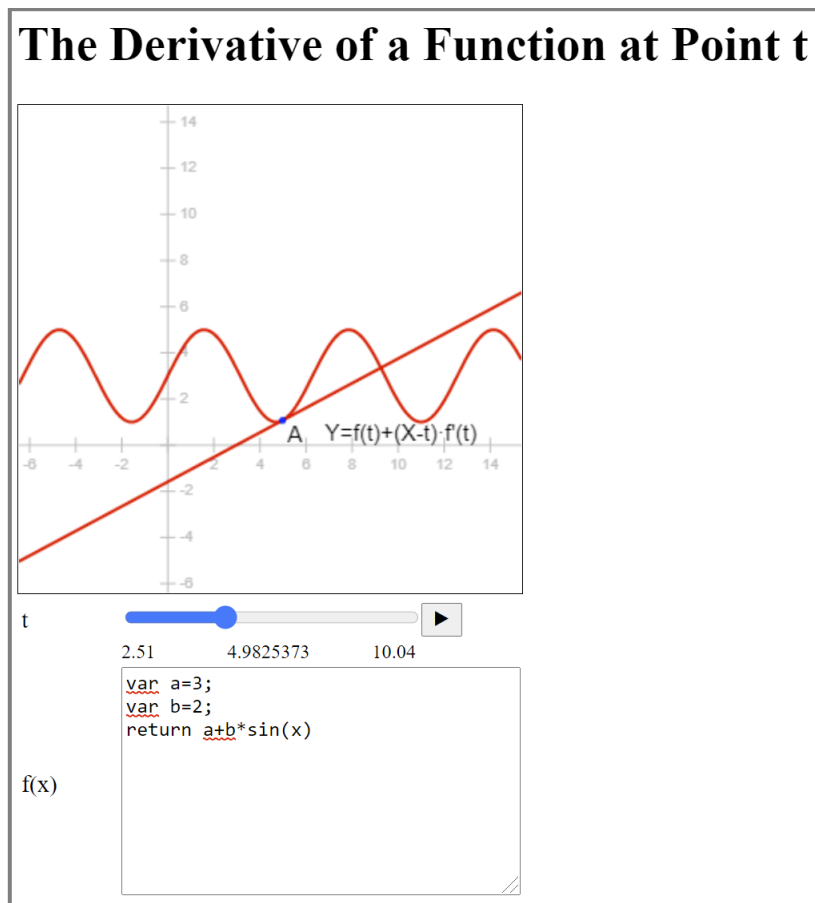


t

f(x)

Now modify the function

App generated by [Geometry Expressions](#)



To modify the function, simply type a new one in the edit field. A multi-line function allows more options.

Creating Lua Applets

If you have a *TI-Nspire™* calculator, you can put your *Geometry Expressions* model on it by creating an interactive *Lua* app.

Variables can be adjusted from a text box or with a slider. Any points in the *Geometry Expressions* model constrained by variable **Coordinates** or a variable parameter for the **Point Proportional** constraint can be set as draggable points in the *Lua* app.

After you create your Gx model select **File / Export / Lua App**. Fill out the details in the **Lua App Generator** dialog.

Lua App Generator

Applet Settings

Output Directory	C:\GeometryExpressions
Applet Name	Derivative
Auto-scale	<input checked="" type="checkbox"/>

Inputs

Variable	Show in Export	Label	UI Type
t	<input checked="" type="checkbox"/>	t	Slider
f	<input type="checkbox"/>	Text Box	Advance Button

OK Cancel

Output directory - tells Gx where to put the file. It will create a file: *name.tns* in the specified directory.

Applet Name - is the name of the Lua (.tns) file.

Auto-scale - when checked, the Lua applet automatically rescales the drawing when the user changes the value of one of the inputs; when unchecked, you are prompted to click-and-drag a rectangle around the drawing after you click Ok.

Inputs - lets you choose which variables the user will be able to change, what text is displayed for the variable and what type of control to use.

Any variables in your Gx model may be selected as input variables in the Lua app. See the topic detailing [UI Types](#) below.

Outputs - lets you choose which outputs will appear in the applet, and their text Label.

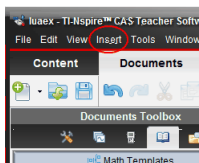
Any measurements which are present in the *Geometry Expressions* model may be chosen as outputs for the Lua app.

When you click **OK**, the Lua code is placed on the clipboard (and also in the file you specified), ready to paste into your [TI-Nspire Teacher Software Script Editor](#).

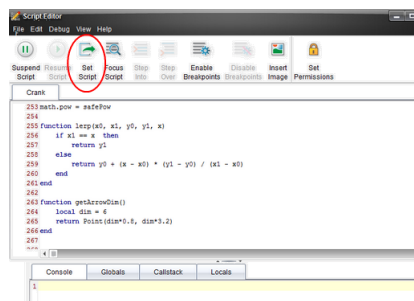
TI Lua Script Editor

To make a Lua app for your *TI-Nspire™*, you must have the *TI-Nspire™ Teacher Software* or *TI-Nspire™ CAS Teacher Software* installed.

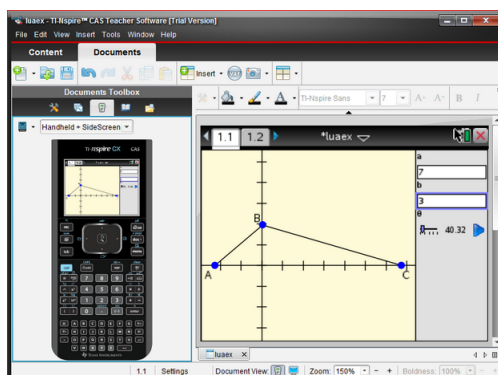
Click **Insert / Script Editor / Insert Script** to display the Script Editor window.



Paste (*ctrl-V*) your clipboard contents into the window. Click **Set Script**.



The app appears in the previous window.



The exported image lets you zoom in and out using - and + keys on the keyboard or pan the image using the arrow keys.

Creating OS X Dashboard Widgets

Dashboard Widgets are very similar to *JavaScript Applets*, but they sit on The Mac Dashboard. Select **File / Export / OS X Dashboard Widgets**.

Fill out the details in the **OS X Dashboard Widget Generator** dialog.

Output directory - tells Gx where to put the files. It will create a folder: *name.wdgt* containing all the components of the widget.


Widget Name - is the name of the folder and the main .html file.

Auto-scale - when checked, the Widget automatically rescales the drawing when the user changes the value of one of the inputs; when unchecked, you click-and-drag a rectangle around the drawing after you click Ok.

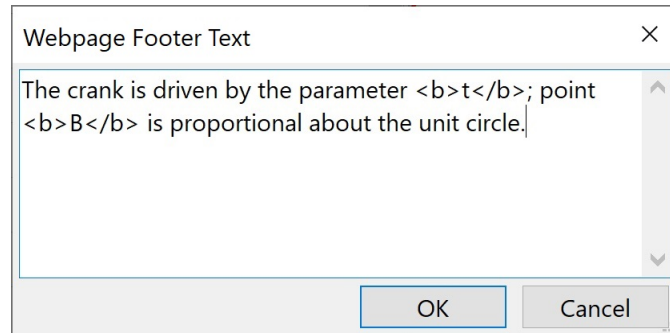
Width and Height specify the size of the drawing in the Widget box.

Widget Title, Widget Header Text, and Widget Footer Text - enter your text for these sections.

Since header and footer text may be several lines long, You can go back and change these text boxes before you close the dialog:

- select the text entry box
- click the  to display the dialog
- enter or edit text, then click Ok.

Note: you can insert html code into the header and footer text, e.g. to make a word in the footer text bold:



CSS file (optional) - you can attach your favorite Cascading Style Sheet, without having to reproduce it every time.

Inputs - lets you choose which variables the user will be able to change, what text Label identifies the variable and what type of control to use.

Any variables in your Gx model may be selected as input variables in the Widget. See the topic detailing [UI Types](#) below.

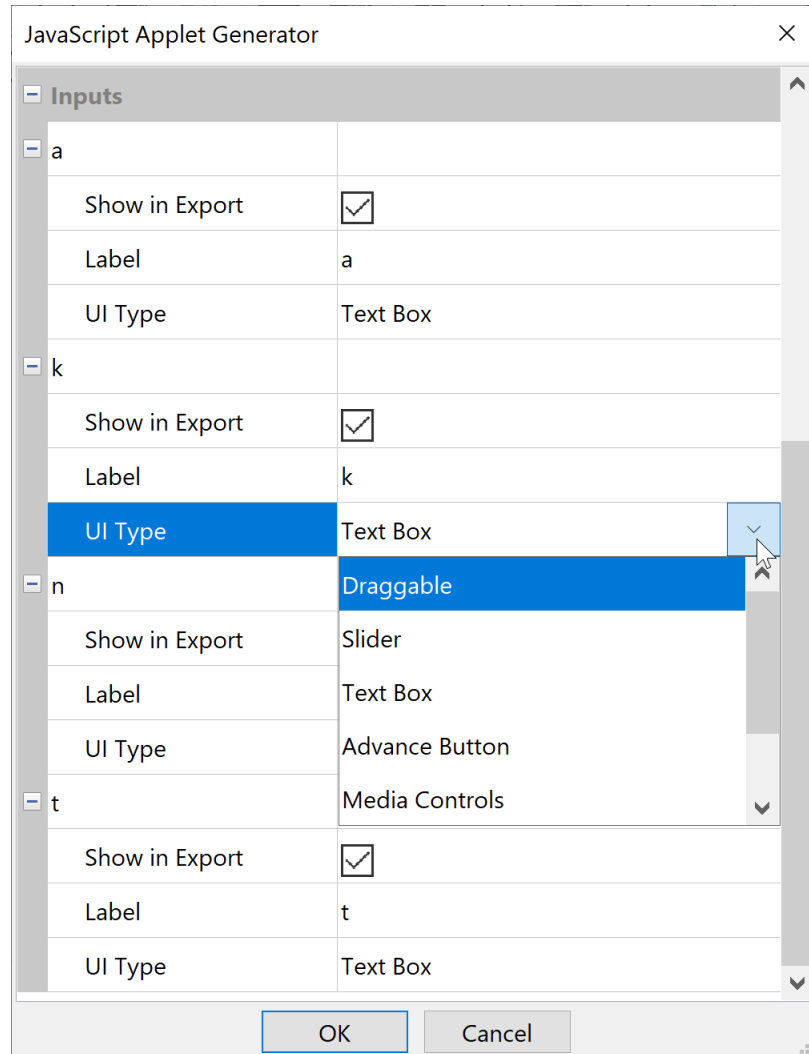
Outputs - lets you choose which outputs will appear in the applet, and their text Label.

Any measurements which are present in the *Geometry Expressions* model may be chosen as outputs for the widget.


UI Types for Applets

JavaScript, Lua Apps and Widgets use identical Input and Output types. Here are the selections.

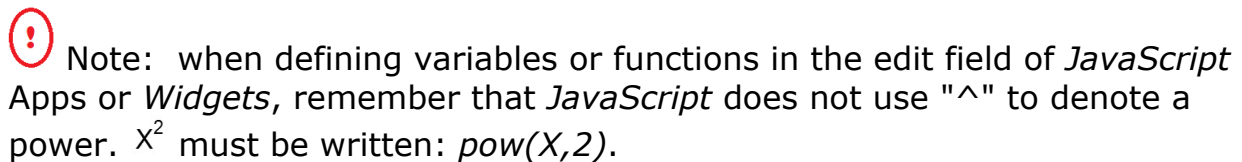
Inputs



Draggable - any points in the *Geometry Expressions* model constrained by variable **Coordinates** or a variable parameter for the **Point Proportional** constraint can be set as **Draggable** points in the JavaScript, Lua app or Widget. The point's constraint variables, however, cannot be functions or negative; only positive variables are allowed for defining draggable points. I.e., the value of the variable may very well be negative, but using -t as the point proportional parameter or (x, 3*x) as a point's coordinates prevents the point from being draggable.

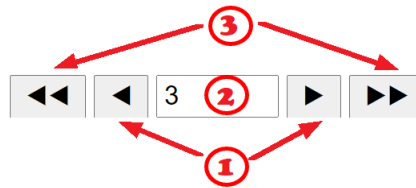
Slider - takes it's range from the values specified in the Gx [Animation](#) in the **Variables** panel.  Please note - not all browsers support sliders.

Text Box - lets you enter any numeric value for the variable. For a function, you have the choice of a single line **Text Box** or a [Multiline Text Box](#). Remember to use the *JavaScript return* statement in multi-line statements in *JavaScript Apps* or *Widgets*.



Media Controls - works like the **Advance Button** but gives you some additional options. For values within the specified range, you can:


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Timer - this is great for making [Clock Applets](#) and smooth animations. Here are the **Timer Styles**:

UI Type	Timer
Timer Style	Animation period, continuous
f	Animation period, continuous
Show in Export	1 minute period, continuous
Label	1 minute period in 1 second increments
UI Type	1 hour period, continuous
g	1 hour period in 1 minute increments

The hour, minutes and seconds are taken from your computer's clock.

Random - gives the specified variable a single random value within the [range](#) set in the Gx Variables tool panel. To change the variable's value to another random number click the **Reload** button .

Outputs

Any measurements which are present in the *Geometry Expressions* model may be chosen as outputs for the *JavaScript*, *Lua Apps* or *Widgets*. Check the **Show in Export** check box and modify the **Label** if needed.

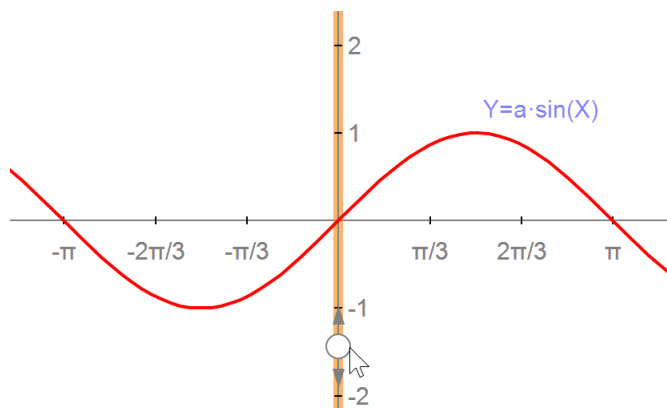
Outputs	
z[0]	
Show in Export	<input checked="" type="checkbox"/>
Label	z[0]
UI Type	Plain Text
z[2]	Plain Text
Show in Export	Show/Hide Button
Label	z[2]
UI Type	Plain Text

UI Type - Plain Text or Show / Hide Button which is a toggle.

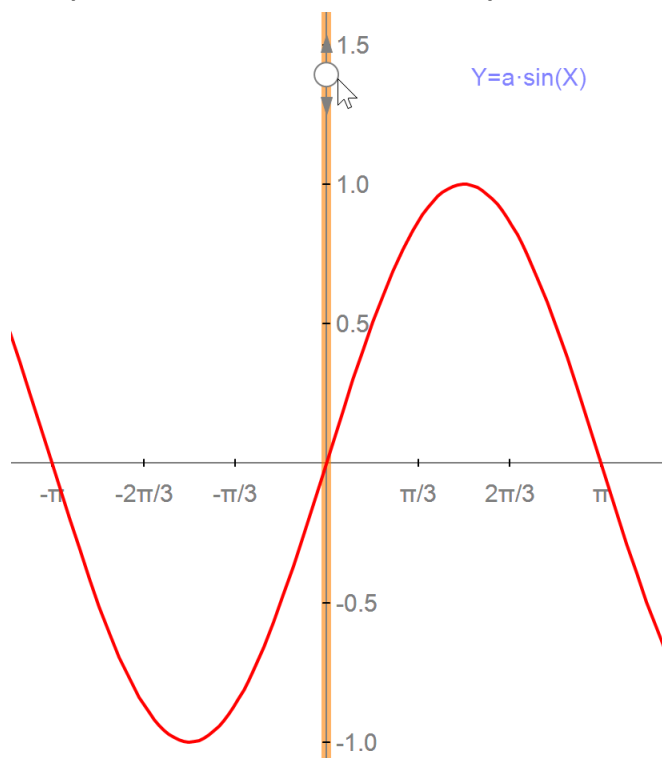
Graphing Mode

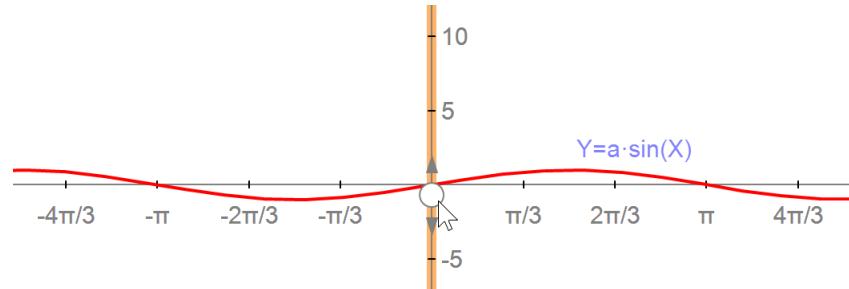
When you need to draw a graph requiring independent scaling of the axes, select **File / New Graph**.

- Draw your graph.
- Click an axis - the axis will be highlighted and a circular handle appears.



- Slide the handle up and down the axis with your mouse.













Note: Many of the geometry drawing, constraint and construction tools are unavailable (grayed out) in the Graphing mode for obvious reasons related to the independent scaling of the axes.

Edit Menu

The **Edit** menu contains the standard Windows editing operations as well as ways of dealing with constraint conflicts and all of the program settings. Several of the options are also available from the icon bar.

Menu Option	Function	When Available
 Undo	Reverses actions starting with the last one.	After any action has been taken.
 Redo	Reinstates actions starting with the last one that was undone.	After using Undo
 Select	When checked, the select mode is active.	Select mode is always active except when using a Drawing tool or moving or panning the drawing .
Select All	Selects everything in the drawing window.	Always
Select All Type	Presents a submenu of object types to select.	Always -- most useful when the object type is in the window.
Clear Selection	Unselects any objects that are selected.	Always
 Cut	Deletes an object, but saves it so it can be pasted somewhere else.	An object is selected
 Copy	Does not delete the object, but saves it so it can be	An object is selected

	pasted somewhere else.	
Copy As	Displays a submenu of choices for copying mathematics into other programs.	An expression or formula is selected
 Copy Drawing	Copies everything in the drawing window as an Enhanced Metafile (.emf)	Always
 Copy Region	Copies a section of the drawing window inside a rectangle made by dragging the cursor.	Always
 Paste	Puts whatever has been cut or copied into the current drawing	Object(s) cut or copied
Delete	Deletes whatever is selected, without saving it.	One or more objects selected
Arrange	For placing selected objects on top of (bring forward) or underneath (send backward) other objects for easier selection and viewing.	One or more objects selected
Send to <i>Mathematica</i>	Inputs the math to <i>Mathematica</i> when the algebra system is running in another window.	Windows version only An output expression or formula is selected
Convert to Constraint	Tries to convert a selected output [$\Rightarrow 2\theta$] to an input constraint if there is no conflict with other constraints	An output expression is selected
Convert to Measurement	Converts the selected constraint into a measurement (output)	An input constraint is selected
Convert to Real	Converts a symbolic calculation to a real one	A symbolic output is selected
Convert to Symbolic	Converts a real calculation to a symbolic one	A real output is selected

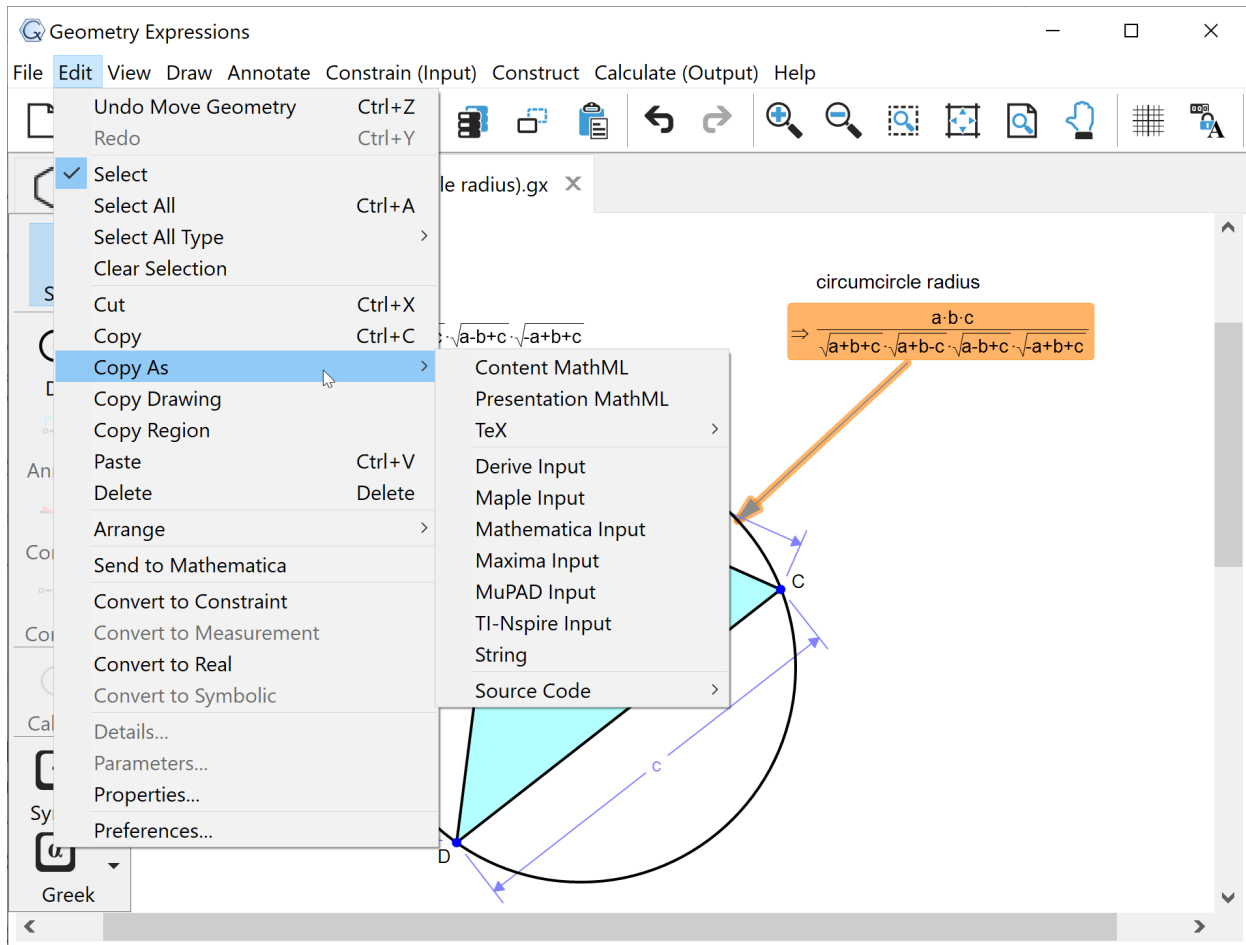
Details. . .	Displays the Edit Text dialog to edit a block of text	A block of text is selected
Parameters. . .	Lets you edit the parameters of functions, loci and traces.	A function, locus or trace is selected
Properties. . .	Lets you edit the display properties of the selected object(s)	One or more objects of the same type are selected
Preferences . . .	Sets the default appearance and properties for the project's drawing, text and mathematics	Always

NOTE: For the Mac version, **Preferences** are found under the **Geometry Expressions** menu.

Copying Mathematics

To copy expressions or functions into an Algebra system or another program:

- Select the math from the Diagram or the Output window.
- Select **Edit / Copy As** or [right-click the selected expression](#) to display the submenu of choices for copying expressions or functions from *Geometry Expressions* to another program.

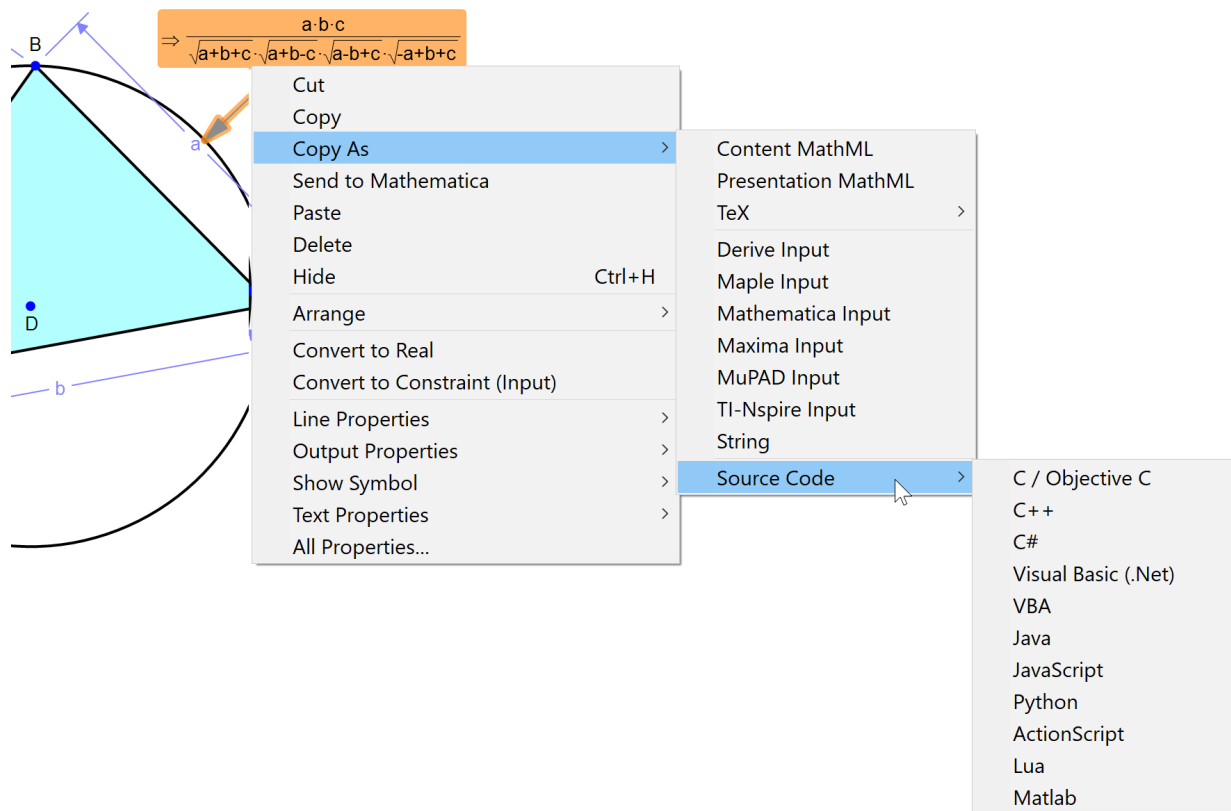


- The 2 general types of MathML are available, Content and Presentation MathML, as well as formats meeting the specific quirks of several popular Computer Algebra programs.
- The TeX typesetting output gives you 3 choices in the submenu: Inline, Display and Wikipedia. The actual TeX produced is identical, except for the delimiters which mark the start and finish of the TeX code.
- There is also a general purpose String output which converts the selected math into a text string containing no special characters:

$$\Rightarrow \frac{a \cdot b \cdot c}{\sqrt{a+b+c} \cdot \sqrt{a+b-c} \cdot \sqrt{a-b+c} \cdot \sqrt{-a+b+c}}$$

is copied as `> (((a)^(2)+(b)^(2)+(cos(theta)*b*a*(-2))))^(1/2).`

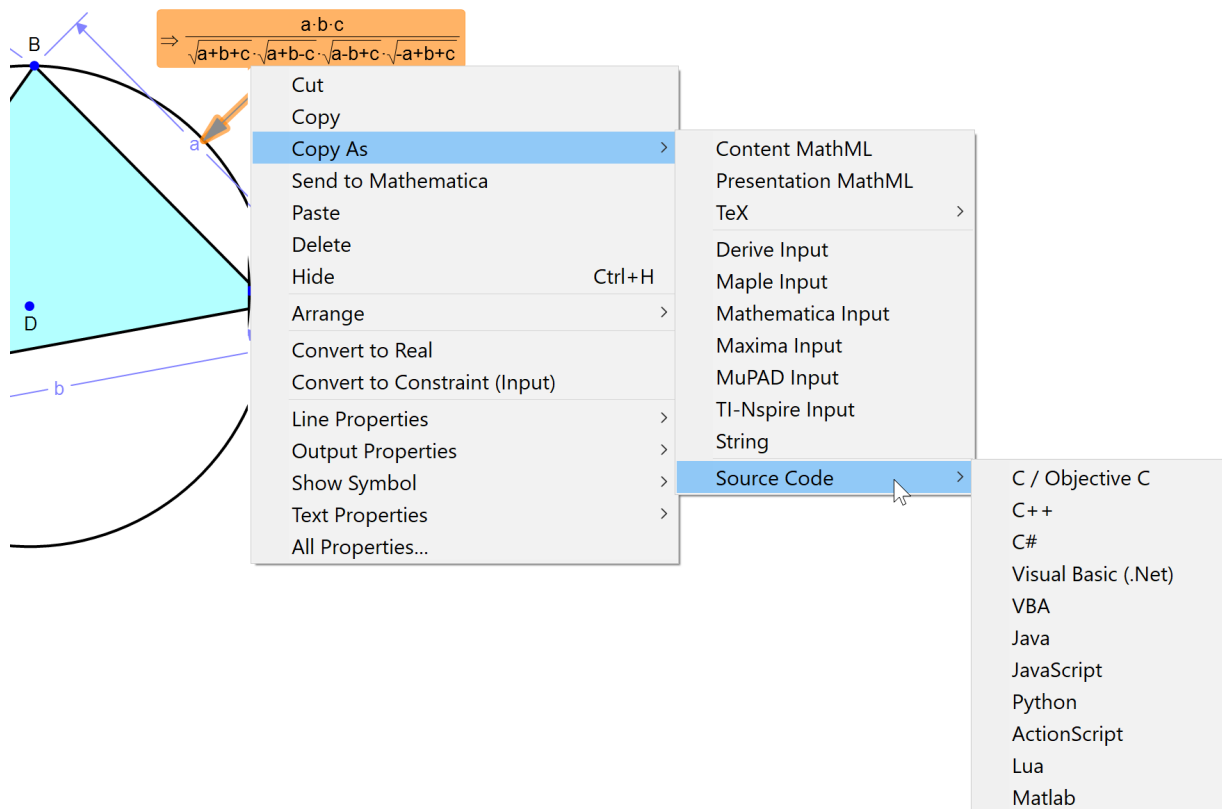
- Generate [Source Code](#) from Geometry Expressions in a number of different languages:



When you make a submenu selection, the selected math is copied to the *Windows* clipboard, ready to be pasted into the appropriate application (Ctrl+V).

Generating Source Code

You can generate computer source code from *Geometry Expressions* in a number of different languages.



There are two types of expression in *Geometry Expressions*:

- Scalar
- Vector

The source code will be in a different form depending on whether there are [intermediate variables](#) present or not.

Note that there is not much difference between the languages in the mathematical expressions they generate. The main differences are:

- C#, Java, Javascript, ActionScript, Visual Basic (.net), and Lua prefixes math functions with "Math."
- C / C++, VBA, and Matlab do not use any prefix for the math functions

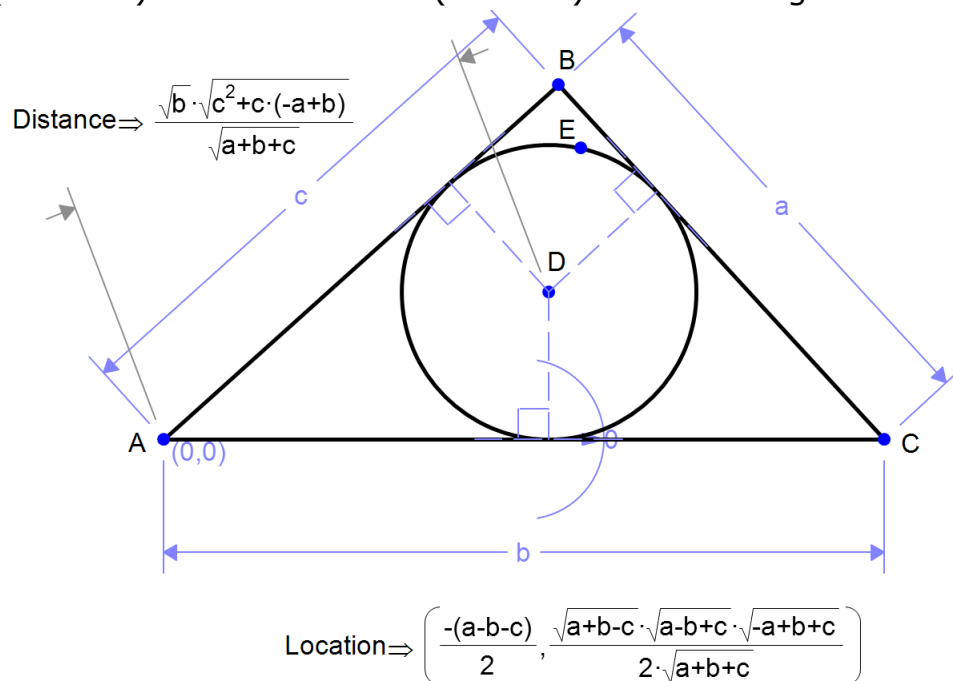
Each language has its own way of invoking functions. In the cases where a vector is returned from the function, the different languages work in different ways.

- In C pointers to doubles representing the x and y coordinates of the vector are passed into the function.

- In C++, Visual Basic and VBA, references to doubles representing the x and y coordinates of the vector are passed into the function.
- In C# double out parameters for the x and y coordinates of the vector are used.
- In Java, JavaScript and ActionScript, an array is passed into the function, the 0th and 1st elements of the array will acquire the x and y coordinates of the vector.

Source Code Examples

From the following example we'll copy the expressions for the location of point D (a vector) and distance AD (a scalar) in our code generation.



Scalar / No Intermediate Variables

- Select the *distance* expression.
- Right-click and select **Copy As / Source Code / C/Objective C**

In this case the code generates a single expression (here we are generating C):

```
(pow((pow(c,2)+((a+(b*-1))*c)),0.5)*pow((a+b+c),-0.5)*pow(a,0.5)).
```

Scalar / Intermediate Variables

With intermediate variables showing we get the following for the distance expression:

```
double distance(  
    double a ,
```

```

    double b ,
    double c )
{
    double d_1;
    double v_1;
    double phi_0;
    double d_2;
    double d_0;
    double u_1;
    d_1 =
    (pow(((a*-1)+b+c),0.5)*pow((a+(b*-1)+c),0.5)*pow((a+b+(c*-1)),0.5)*
    pow((a+b+c),0.5));
    v_1 = (d_1*pow(a,-1)*0.5);
    phi_0 = ((a+b+c)*v_1*pow(c,-1)*pow(b,-1));
    d_2 = (v_1*pow(b,-1)*a*-1);
    d_0 = (pow(a,2)+(pow(b,2)*-1)+pow(c,2));
    u_1 = (d_0*pow(a,-1)*0.5);
    return
    (pow(fabs(phi_0),-1)*fabs(d_2)*pow((pow(c,2)+(u_1*c*2)+pow(u_1,2)+p
    ow(v_1,2)),0.5)*pow(c,-1));
}

```

We see that the name of the function is the name of the expression in Geometry Expressions, its parameters are the input variables, and its return value is the value of the expression.

Vector / Intermediate Variables

Select the *location* expression, a vector value, and our function returns two quantities. This is done in different ways for different languages:

C / Objective C

Pointers to doubles are passed into the function:

```

void location(
    double a ,
    double b ,
    double c ,
    double *location_x_ ,
    double *location_y_ )
{
    double location_x;
    double location_y;
    double d_1;

```



```

double v_1;
double d_2;
double d_0;
double u_1;
double phi_0;
d_1 =
(pow(((a*-1)+b+c),0.5)*pow((a+(b*-1)+c),0.5)*pow((a+b+(c*-1)),0.5)
*pow((a+b+c),0.5));
v_1 = (d_1*pow(a,-1)*0.5);
d_2 = (v_1*pow(b,-1)*a*-1);
d_0 = (pow(a,2)+(pow(b,2)*-1)+pow(c,2));
u_1 = (d_0*pow(a,-1)*0.5);
phi_0 = ((a+b+c)*v_1*pow(c,-1)*pow(b,-1));
location_x = (((d_2*-1)+(u_1*d_2*pow(c,-1)*-1))*pow(phi_0,-1));
location_y = (pow(phi_0,-1)*v_1*d_2*pow(c,-1)*-1);
*location_x_ = location_x;
*location_y_ = location_y;
}

```

C++

References are passed into the function:

```

void location(
    double a ,
    double b ,
    double c ,
    double &location_x_ ,
    double &location_y_ )
{
    double location_x;
    double location_y;
    ...
    location_x_ = location_x;
    location_y_ = location_y;
}

```

C Sharp

Out parameters are passed into the function:

```

void location(
    double a ,
    double b ,
    double c ,

```

```

        out double location_x_ ,
        out double location_y_ )
{
    double location_x;
    double location_y;
...
    location_x_ = location_x;
    location_y_ = location_y;
}

```

Visual Basic / VBA

References are passed into the function:

```

Sub z_0(ByVal a As Double , ByVal b As Double , ByVal c As Double , ByRef
z_0_x_ As Double ,ByRef z_0_y_ As Double )
    Dim z_0_x As Double
    Dim z_0_y As Double
...
    z_0_x_ = z_0_x
    z_0_y_ = z_0_y
End Sub

```

Java

An array of doubles of size 2 is passed in and populated by the function:

```

double location(
    double a ,
    double b ,
    double c ,
    double[] location_v )
{
double location(
    double a ,
    double b ,
    double c ,
    double[] location_v )
{
    double location_x = 0;
    double location_y = 0;
...
    location_v[0] = location_x;
    location_v[1] = location_y;
}

```

```
}
```

JavaScript

An array is passed in and populated by the function:

```
function location(
    a ,
    b ,
    c ,
    location_v )
{
    var location_x = 0;
    var location_y = 0;
    ...
    location_v[0] = location_x;
    location_v[1] = location_y;
}
```

Action Script

An array is passed in and populated by the function:

```
public function location(
    a:Number ,
    b:Number ,
    c:Number ,
    location_v:Array) )
: void
{
    var location_x:Number;
    var location_y:Number;
    ...
    location_v[0] = location_x;
    location_v[1] = location_y;
}
```

Matlab

You get native Matlab code which can be pasted into a function.



```
function [location_x ,location_y] = location(a ,b ,c )
    v_1=(power(((a*(-1.0))+b+c),0.5)*power((a+(b*(-1.0))+c),0.5)*power((
    a+b+(c*(-1.0))),0.5)*power((a+b+c),0.5)*power(a,(-1.0))*0.5);
    location_x=((((c*(-1.0))+((power(a,2.0)+(power(b,2.0)*(-1.0))+power(c,
    2.0))*power(a,(-1.0))*-0.5))*power(((a*(-1.0))+(b*(-1.0))+(c*(-1.0))),(-
    1.0))*a);
```









$\text{location_y} = (\text{power}(((a*(-1.0)) + (b*(-1.0)) + (c*(-1.0))), (-1.0)) * v_1 * a*(-1.0));$

See **Using Geometry Expressions with Matlab** document in the **Doc** subdirectory in your Gx installation for more details and examples.

View Menu

The table below lists the complete summary of **View** functions.

Menu Option	Function	When Available
Hide	Hides a selection	One or more elements are selected.
Show all	Displays any entities that were hidden	One or more elements are hidden.
 Toggle Hidden	Lets you toggle hidden / visible for any object in the drawing	Always (if the drawing window isn't empty)
Zoom In	Makes the drawing details larger without affecting the size on the printed page. (The text gets larger on the screen.)	Always available - (most useful when there is something in the drawing window).
Zoom Out	Makes the drawing details smaller without affecting the size on the printed page. (The text gets smaller on the screen.)	Always available - (most useful when there is something in the drawing window).
Zoom To Selection	Lets you make a selection and adjusts it to fit the drawing window. (The text gets larger on the screen.)	Always available - (most useful when there is something in the drawing window).
Zoom To Fit	The entire diagram is displayed in the drawing window. (The text size changes with the geometry.)	Always available - (most useful when there is something in the drawing window).
Zoom To Page	The whole page is displayed in the drawing window. (The text size changes with the geometry.)	Always available - (most useful when there is something in the drawing window).
 Pan View	Allows you to move the	Always available - either

	contents of the drawing window without changing its position on the page.	Pan View or Move Geometry will be in effect (checked).
 Scale Geometry Up	Enlarges only the geometry. (The text size on the screen doesn't change.)	Always
 Scale Geometry Down	Shrinks only the geometry. (The text size on the screen doesn't change.)	Always
 Scale Geometry To Selection	Lets you select a portion of the geometry and adjusts it to fit the drawing window (The text size on the screen doesn't change.)	Always
 Scale Geometry To Fit	Adjusts all geometry to fit in the drawing window. (The text size on the screen doesn't change.)	Always
 Scale Geometry To Page	Adjusts all geometry to fit inside the specified page boundaries. (The text size doesn't change relative to the page.)	Always
 Move Geometry	When checked, click and drag to move the drawing contents with respect to the page boundaries.	Always. Make sure Page Boundaries is checked (below) to see the results.
 Axes	When checked, the axes are displayed. They have the properties of Infinite Lines .	Always
 Grid	When checked, the grid is displayed.	Always
Page Boundaries	When checked, the page boundaries are displayed.	Always
Tools	When checked, the Tools panel is displayed on left side of the screen.	Always
Variables / Functions	When checked, Variables and Functions toolboxes are displayed on right side of the	Always

	screen.	
Output	When checked, the output window is displayed.	Always
Language	The current version of <i>Geometry Expressions</i> can be displayed in Chinese, English, French, German, Greek, Japanese, Korean, Polish, Russian, or Spanish . Choose one and restart the program.	Always

Checked menu options are toggles:

- Checked indicates the option / mode is active or displayed.
- Unchecked indicates the option / mode is inactive or hidden.
- Except **Pan View** and **Move Geometry** where one or the other is checked.

Click the selection to change its state.





Some menu items have icon shortcuts found on the icon bar at the top of the screen.

Zooming and Scaling

The **View** menu has **Zoom** operations pertaining to the screen view, and **Scale** operations pertaining to the page view.

- Zooming makes the drawing details smaller without affecting the size on the printed page. The text (constraints, output and annotation) changes size with the rest of the drawing.
- Scaling adjusts the size of the geometry relative to the page, but the text doesn't change size in the drawing window. Check **View / Page Boundaries** to see this work.

The **Scale** functions used from the icon bar at the top of the screen can be changed to **Zoom** functions by holding the ctrl key while clicking the icon. This is handy if you need to change the size of the text on the screen:

- A **Scale down**  followed by a **Zoom in** [ctrl]  has the effect of enlarging the text.
- A **Zoom out** [ctrl]  followed by a **Scale up**  has the effect of shrinking the text on the screen.

Toolbox Menus

The menus with the same name as the toolboxes at the side of the screen just give another way of accessing the same functions.

Menu Option	Selection		
<u>Draw</u>	Point	Line Segment	Infinite Line
	Vector	Polygon	Circle
	Ellipse	Parabola	Hyperbola
	Arc	N-gon	Curve Approximation
	Text	Picture	Expression
	Function		
<u>Annotate</u>	Angle	Distance / Length	Coefficients
	Coordinate	Radius	Expression
	Direction	Slope	
<u>Constrain</u>	Distance / Length	Radius	Perpendicular
	Angle	Direction	Slope
	Coordinate	Coefficients	Tangent
	Incident	Congruent	Parallel
	Equation	Proportional	
<u>Construct</u>	Midpoint	Intersection	Perpendicular Bisector
	Angle Bisector	Parallel	Perpendicular
	Tangent to Curve	Polygon	Reflection
	Translation	Rotation	Dilation
	Locus	Trace	Area Under Arc
<u>Calculate</u>	Distance / Length	Radius	Angle
	Direction	Slope	Coordinates
	Area	Perimeter	Coefficients
	Parametric Equation	Implicit Equation	
	Stop Calculations	Start Calculations	

Help Menu

The **Help** menu lets you access this help system, check for updates, change the program's language, and gives you information about the program's license and version.

The menu selections are always available.

Menu Option	Function
Dynamic Help	Invokes the Help system
Contents. . .	Look in the Table of Contents; add new or refer to saved bookmarks.
Index. . .	Look in the Help index. There is also a facility to <u>Search</u> index headings.
Search. . .	Search the Help topics for keywords.
License. . .	Displays information about your license.
Check for Updates. . .	Prompts you to save your work, checks for new versions of Geometry Expressions, then restarts the program.
About. . .	Contains the current version of the program, the copyright notice, and the link to Geometry Expressions' website.

NOTE: For the Mac version, **About...** is listed under **Geometry Expressions** menu.







Context Menus

Context Menus pop up when you right-click with the cursor positioned anywhere in the drawing window.

- The [general context menu](#) - appears when you right click and nothing is selected.
- The [selection context menu](#) - appears when one or more elements in the drawing window are selected. Some menu entries may be inactive, depending on which elements are selected.

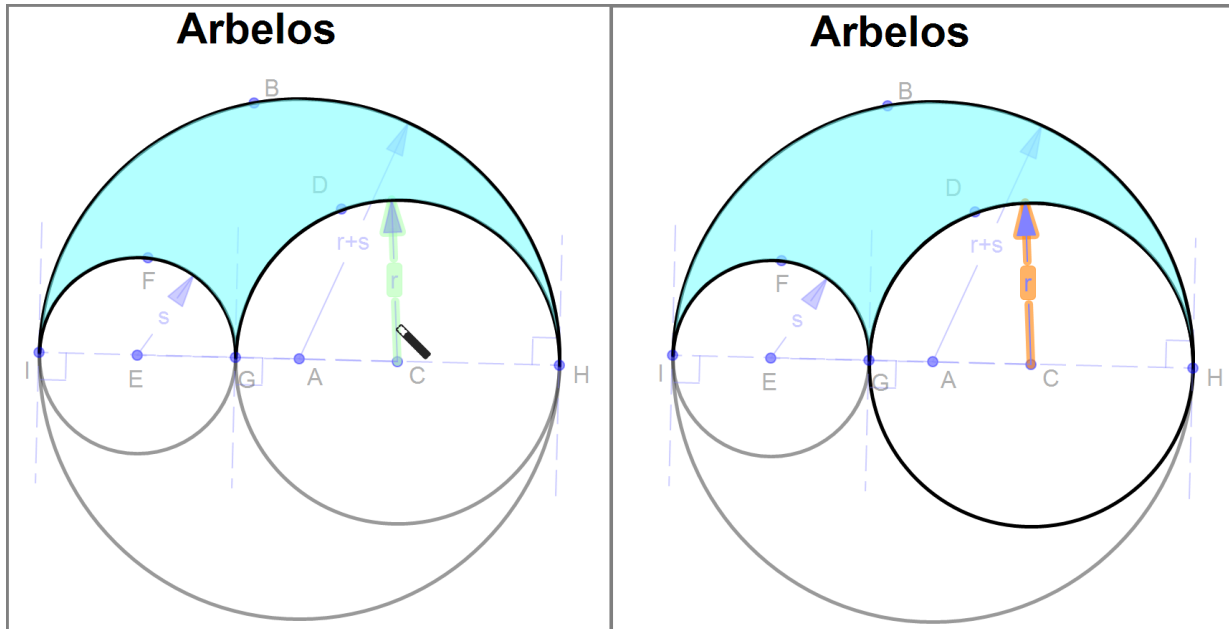
The General Context Menu


Right-click anywhere in the drawing window to display a context menu. If nothing in the window is selected, the menu choices are the following:

Menu Option	Function	When Available
Close	Closes the current file	Always
Save	Updates a file that already exists	The file has been saved
Save As. . .	Saves a file for the first time and prompt for the filename and path	Always
Select All	Selects everything in the drawing window	Always
Select All Type	Presents a submenu of object types to select.	Always -- most useful when the object type is in the window.
 Copy Drawing	Copies everything in the drawing window as an Enhanced Metafile (.emf)	Always
 Copy Region	Copies a section of the drawing window inside a rectangle made by dragging the cursor.	Always
 Paste	Puts whatever has been cut or copied into the current document	Object(s) cut or copied
Show All	Displays any entities that were hidden	One or more element(s) are hidden
 Toggle Hidden	Lets you toggle hidden / visible for any object in the drawing	Always
 Stop Calculations	Stop current calculations	A calculation isn't finished
 Start Calculations	Restart any stopped calculations	A calculation is stopped by user

Toggling - Hide / Show Elements



From the general context menu select **Toggle Hidden**. The magic wand cursor appears, and any hidden objects appear faintly in the drawing window and when your wand cursor is nearby or on top of an object, the object will highlight in green. The displayed item will highlight in orange when the wand is nearby or on top of the object.




Click faint items to display them. Click any displayed items to hide them. When you are finished toggling, click the select arrow .

Selection Context Menu

Select one or more drawing elements and right-click anywhere in the drawing window to display a context menu. Selection context menus contain some subset of the following list.

Menu Option	Function	When Available
 Cut	Deletes an object, but saves it so it can be pasted somewhere else	One or more objects selected
 Copy	Does not delete the object, but saves it so it can be pasted somewhere else	One or more objects selected
Copy As	Displays a submenu of choices for	An expression or

	copying mathematics into other programs	formula is selected
Send to <i>Mathematica</i>	Inputs the selected expression to <i>Mathematica</i> when the algebra system is running in another window	An output expression or formula is selected
 Paste	Puts whatever has been cut or copied into the current document	Object(s) cut or copied
Delete	Deletes whatever is selected, without saving it.	One or more objects selected
Hide	Makes the selected objects invisible	One or more objects selected
Edit Parameters...	Lets you edit the domain of a polar or parametric function or the parameters of a locus or trace.	A function, locus, or trace is selected
Arrange	For placing selected objects on top of (bring forward) or underneath (send backward) other objects for easier selection and viewing	One or more objects selected
Constrain (Input)	Displays a submenu identical to the one in the same drop-down menu on the Menu Bar	Geometry selected
Construct	Displays a submenu identical to the one in the same drop-down menu on the Menu Bar	Geometry selected
Calculate (Output)	Displays a submenu identical to the one in the same drop-down menu on the Menu Bar	Geometry selected
Visibility Condition	Lets you enter an equation specifying when the selected object(s) are visible.	One or more objects selected
Point Properties	Lets you change the selected point's color and size and enable the Point Trace	One or more points selected
Arrow Heads	Lets you turn off or change the arrow head style of the selected segment(s) or arc(s)	One or more line segments or arcs selected
Arrow Size	Lets you choose the size of the arrowheads (when used)	One or more line segments or arcs

		with arrowheads selected
Line Properties	Lets you change the selected line's color , style, and thickness	One or more objects created with lines or segments
Fill Properties	Lets you change the color , style, and transparency level of the selected object(s)	Polygon, N-gon, filled circle, filled ellipse, picture or trace selected
Pinned	Lets you pin / unpin the selected object(s)	Text, picture, or expression selected
Text Properties	Lets you change the selected text's color , size, and style	Text, label, expression, constraint, or measurement selected
Show Symbol	A toggle to display or hide the selected object(s)	Constraints, annotations, or measurement lines selected
Output Properties	Lets you turn on or off the selected output's name, assumption or intermediate variables	One or more outputs selected
Show Arrowheads	Lets you turn on or off the selected angle symbol's arrowheads	One or more angle symbols selected
Congruence Style	Lets you change the angle style from arcs to tics and vice versa	One or more angle or congruent angle annotations selected
Tic / Arc Count	Lets you change the number of tic/arc counts of selected annotations	One or more congruent, congruent angle, or parallel annotations selected
Axis Arrow	Lets you put arrowheads and / or axis name labels on the selected axes	One or both axes selected
Axis Properties	Lets you turn the labels or the arrowheads on the axes on/off or	One or both axes selected

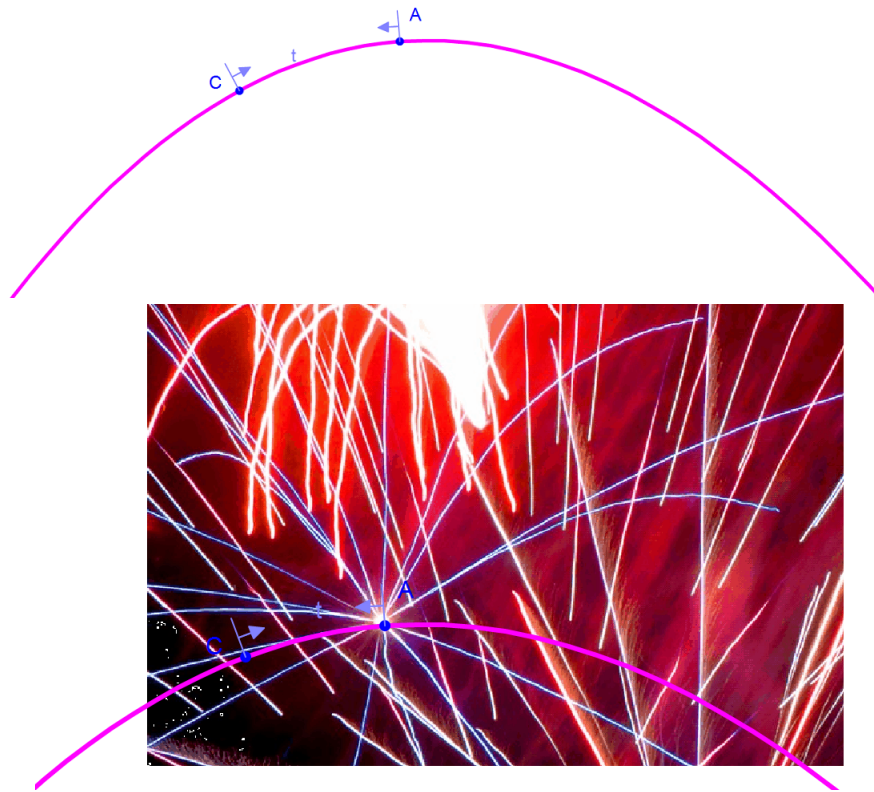
	change the number of subdivisions or units to display	
All Properties. . .	Lets you edit the display properties of the selected object (s)	One or several similar objects are selected
[Convert to Calculation (Output)]	Deletes the selected constraint and calculates the equivalent output	A constraint is selected
[Convert to Constraint (Input)]	Changes the calculation to an input constraint	An output expression is selected
[Convert to Real]	Changes a symbolic output to a real output value	A symbolic output expression is selected
[Convert to Symbolic]	Changes a real output value to a symbolic output expression	A real output value is selected

Visibility Condition

You can set any mathematical condition for one or more object's visibility. Use this with the Animation tools for some great effects. Here are the steps:

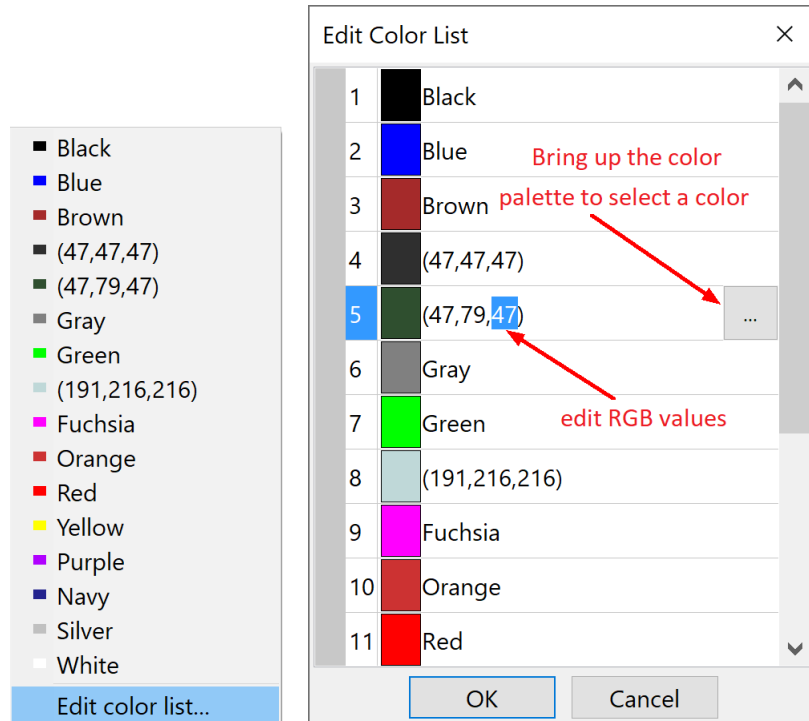
1. Select the object(s) that you want to change visibility.
2. Right-click and select **Visibility Condition** from the **Selection Context** menu.
3. Enter the expression for a defined variable for which you would like your object(s) to be visible.

Here's an example. Point C is t proportional along the parabola. In the first figure the picture is hidden. When the picture was visible, we set the **Visibility Condition** to: $|t| \geq 0 \text{ AND } |t| < 0.3$. With the [Animation](#) tools we set t from -1.5 to 1.5. As point C approaches the top of the arc, BOOM!




Editing the Color List

Use the **Context** menu to change colors of any elements in your drawing. When you select **Point / Line / Fill / Text Color** the 16 color pallet appears. If you don't like the color choices you can edit the list in 2 ways.

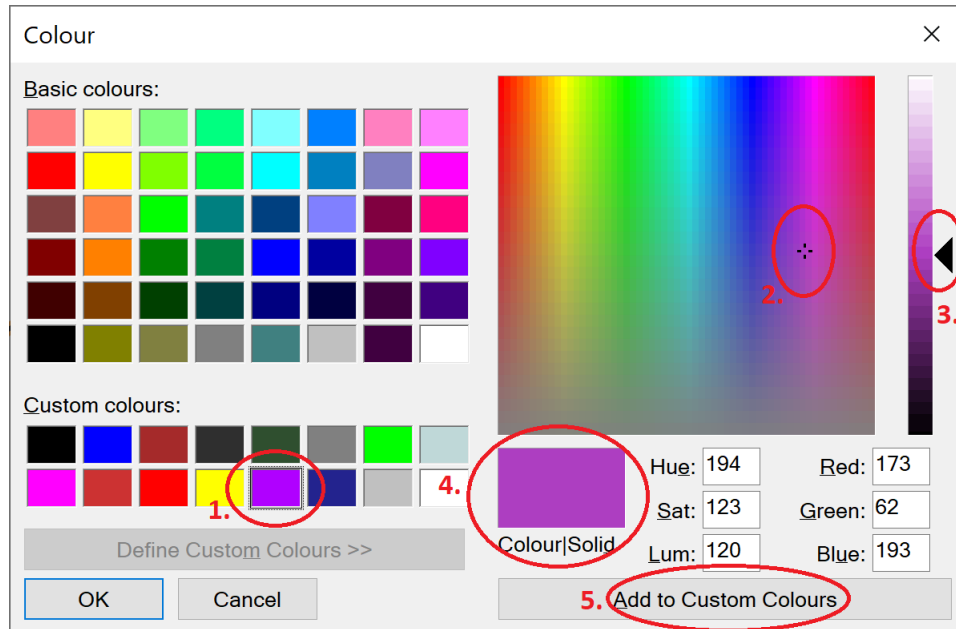


First click the Edit color list, then:

- change the RGB values in the list or
- click the  to bring up the color pallet and select a replacement color

Here are the steps for creating a color in the color pallet and replacing it in the list:

1. Click the color to be replaced from the Custom colors.
2. Move the cursor (click-and-drag) in the pallet to select your color
3. Adjust the Luminance by dragging the slider on the right side of the pallet or changing the value in the data window. You can also adjust the color by changing other values in the data windows - Hue, Saturation and RGB.
4. Check the resulting color in the Color/Solid box. Readjust if necessary.
5. Click Add to Custom Colors to replace the selected Custom color.



You can return to step 1. to change another color in the list.

Click OK to return to the **Edit Color List** dialog with your new replacement color(s), or Cancel change your mind and use the Color List as it was.

The new Color List will be saved until you change it again.

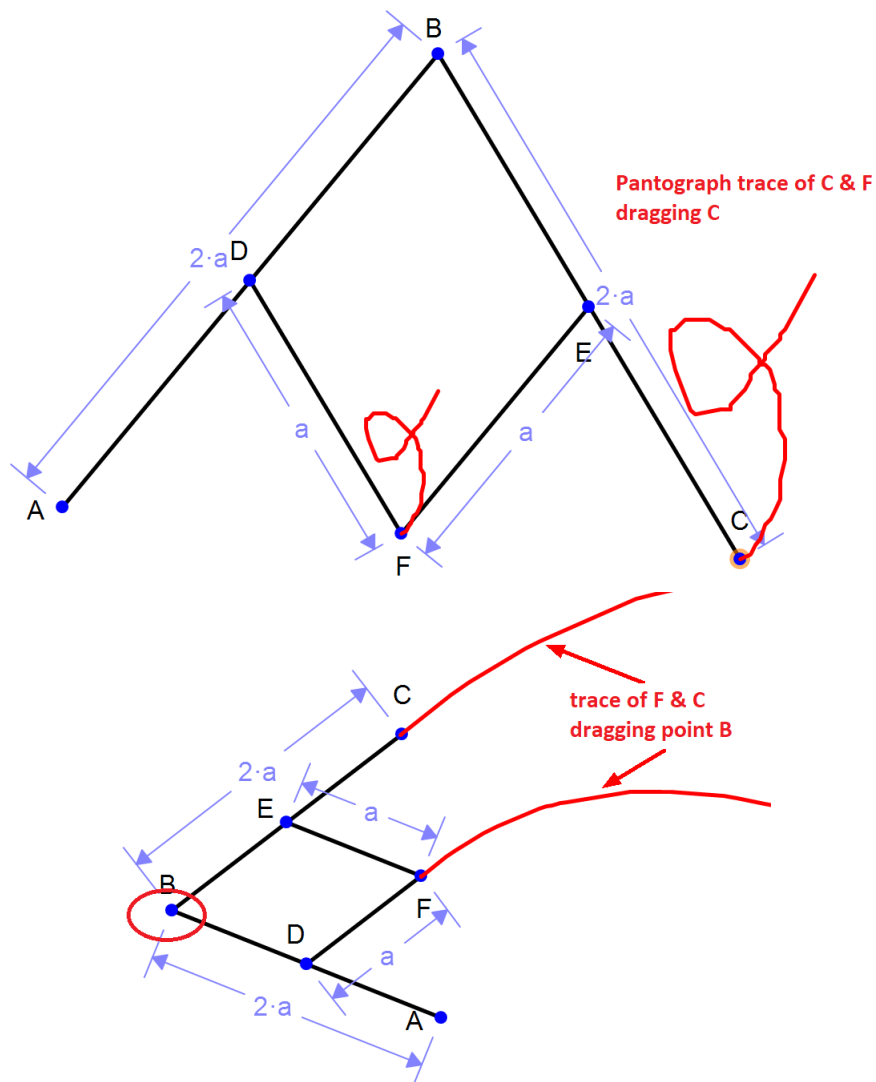
Tracing Points

You can select one or more points to see a trace of their path when dragging or moving the diagram. Here are the steps:

- select the point(s) to trace
- right-click to get the **Context** menu
- Select **Point Properties / Point Trace / Yes**

Click-and-drag or animate the drawing to see the trace. When you click again (or animate again) the last trace disappears and a new one is created. The difference between constructing a [Locus](#) and drawing a **Point Trace** is the **Locus** creates a mathematical function, a **Point Trace** does not.

A nice example of the **Point Trace** is the pantograph.



The trace color can be changed from the [Context menu](#) under **Line Properties / Line Color**.

Axes Display Properties

The Axes Display can be set in the default settings, [Edit / Preferences](#) under the **Grid, Axis, Page** tab, or you can change them for an individual drawing from the [Selection Context menu](#).

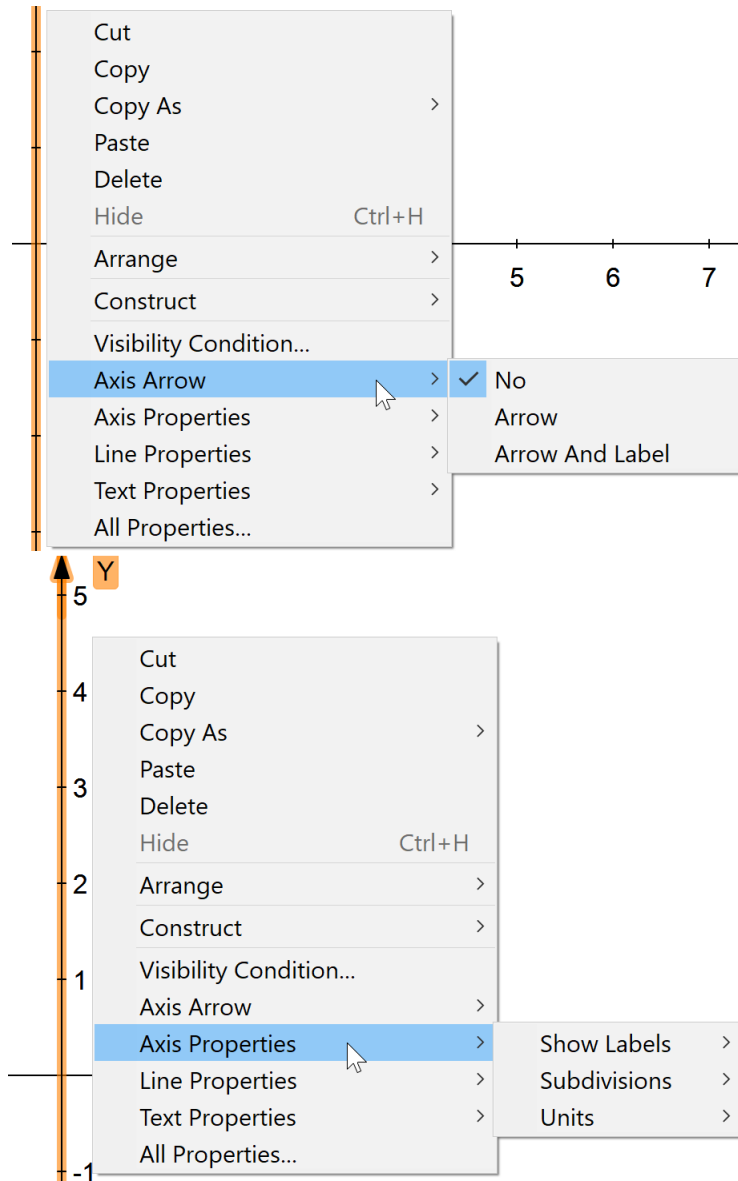
To invoke the **Selection Context** menu:

1. Select one or both axes
2. Right click the mouse

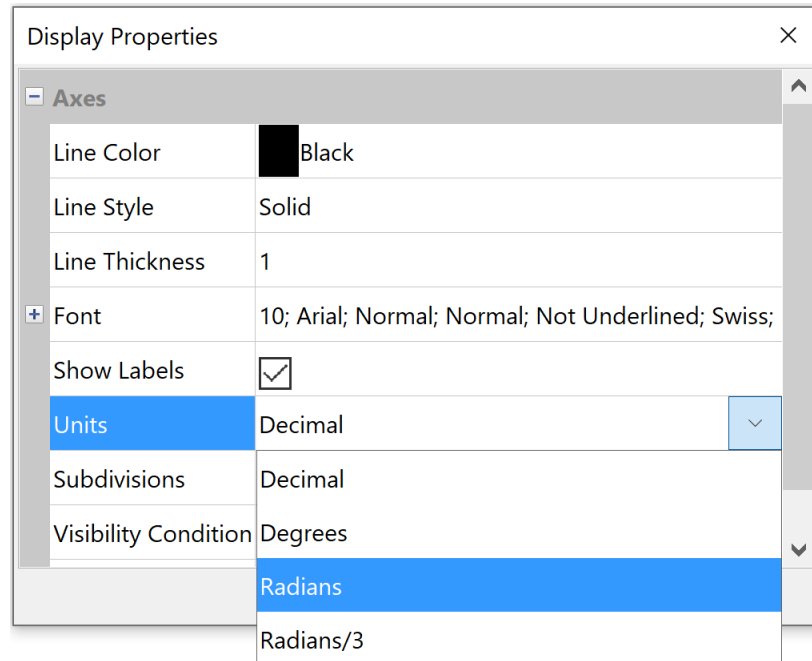
Submenu choices include:

- **Axis Arrow** - which lets you put arrowheads and / or labels on the

selected axes.



- **All Properties** - brings up the **Display Properties** dialog for the axes.

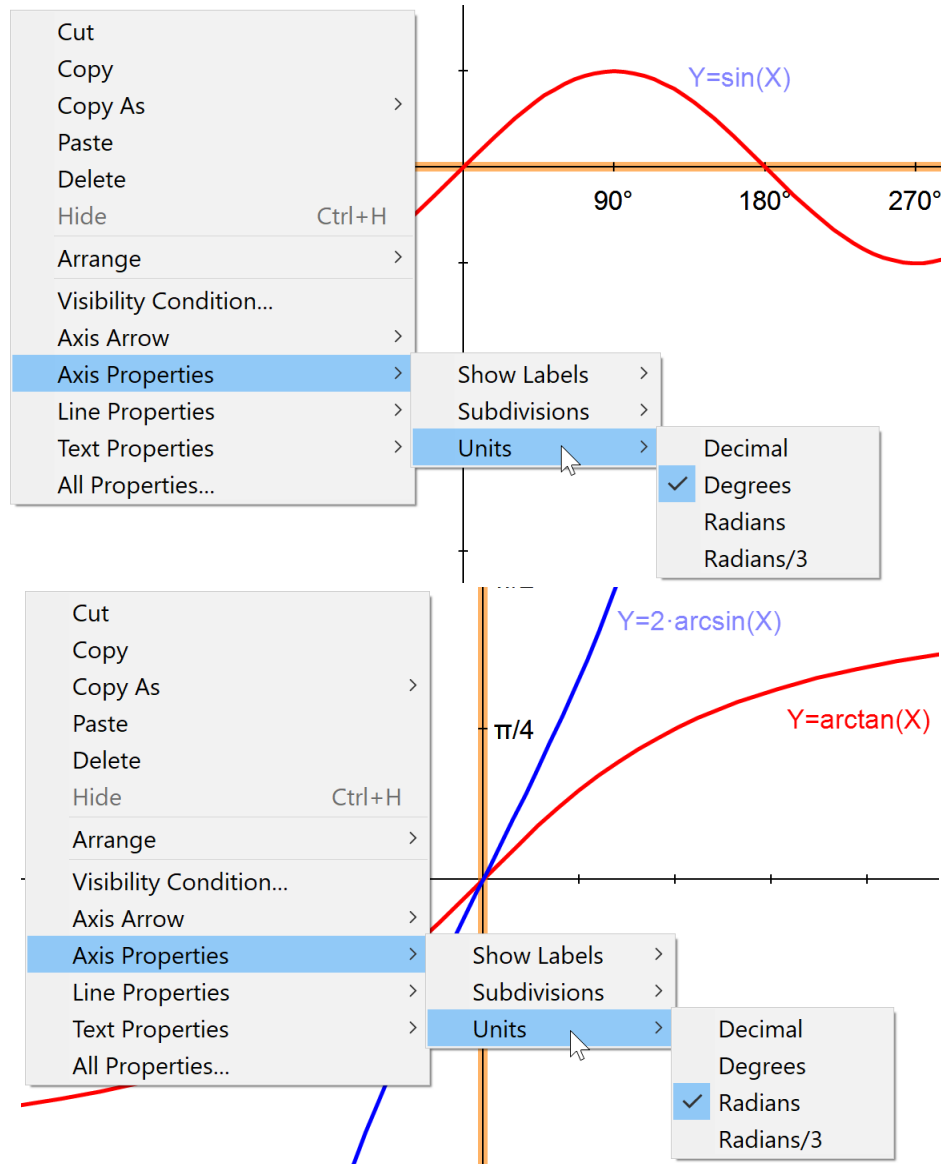


You can configure the X and Y axes in many ways. There are the usual attributes of lines and text.

- **Show Labels** - is useful when the axis labels lie under some part of your diagram making it hard to read.
 - To turn these off select one or both axes and click the checkbox (unchecked).
 - To turn labels on again, make your selection and click the box to display the checkmark (it's a toggle).
- **Units** - can be set to the usual decimal, but with trig functions you may find the Degrees or Radians units more appropriate.



No matter what your units, for [trig functions](#), don't forget to set your [Angle Mode](#) to **Radians** on the status bar.



Tool Bar

The icons across the top of the screen make some of the routine tasks in the **File**, **Edit**, and **View** menus, and **Help** easily accessible.

 - See **The Selection Arrow** for more information.



- See **File Menu** for more information.



- See **Edit Menu** for more information.



- See **View Menu** for more

information.

  - See **Output Calculations** for more information.

   - See **Customizing Your Display** for more information.

 [Invokes the embedded Help facility](#)



More About Geometry Expressions

What's New in Geometry Expressions?

A new version of **Geometry Expressions**, v4.0, has a new user interface, inspired by [GXWeb](#), blending familiarity with innovation. The updated design makes navigation intuitive, helping you find what you need quickly.

Explore these improvements today and see how the new design enhances your workflow!

Where is the Geometry Expressions Website?

Information on [upgrades](#), [additional technical support](#) and [loads of great examples](#) can be found on the *Geometry Expressions* website at: www.GeometryExpressions.com.

Can I See Some Examples?

Yes! We're on [YouTube](#)!

You can also sign up for a live Webinar. Send us a [note](#) and we'll get back to you with a date and time.

Index

- . -

.bmp 144
 .emf 144
 .gx 28
 .gxw 28
 .jpg 144
 .png 144
 .tiff 144
 .xmp 144

- 3 -

3-D drawing 103

- A -

absolute value notation 127
 ActionScript 170
 adjusting
 drawing 68
 text size 178
 angle
 annotation 104
 bisector 91
 calculate 113
 constraint 78
 mode 15
 reflex calculation 114
 supplement calculation 114
 animation 135
 console 137
 duration 137
 export file 147
 modes 137
 parameter based 138
 values 137
 with Locus tool 138
 annotation 101
 angle 104
 coefficients 107
 congruent 107

congruent angle 108
 coordinate 106
 direction 105
 distance 102
 distinguish from constraints 71
 expression 110
 length 102
 parallel 109
 perpendicular 103
 radius 103
 slope 106
 symbols 128
 text 51
 Applets 147, 156
 Inputs 160
 Multiline Text Box 155
 UI Types 160
 Arcs 45
 Area between curves 46
 area calculation 116
 area under the curve 100
 assumptions 121
 axes 38
 display properties 189
 scaling 164
 units 189

- B -

Background color 20
 bisector
 angle 91
 perpendicular 90
 built-in functions 125

- C -

C 170
 C# 170
 C++ 170
 calculations 111
 angle 113
 area 116
 coordinates 116
 direction 115
 distance / length 112
 implicit equations 118

- calculations 111
 - parametric equations 118
 - perimeter 117
 - radius 113
 - slope 115
 - vector coefficients 117
 - Calculus 100
 - check boxes 122
 - circles 41
 - coefficients
 - annotation 107
 - constraint 80
 - colors
 - Editing the Color List 186
 - conflicts, constraint 74
 - congruence 82
 - angle annotation 108
 - annotation 107
 - constraints 69
 - angle 78
 - changing 71
 - conflicts 74
 - congruent line segments 82
 - coordinate 80
 - direction 79
 - distance 76
 - distinguish from annotations 71
 - equation 83
 - incident 81
 - length 76
 - parallel line segments 83
 - perpendicular 77
 - point proportional along curve 84
 - radius 77
 - slope 79
 - system added 72
 - tangents 81
 - vector coefficients 80
 - constructions 87
 - angle bisector 91
 - area under arc 100
 - dilation 95
 - intersection 89
 - locus of points 95
 - midpoints 89
 - parallel 91
 - perpendicular bisector 90
 - perpendicular lines 92
 - reflection 93
 - rotation 94
 - tangent 92
 - trace 97
 - translation 94
 - Context Menus 180
 - Editing the Color List 186
 - Visibility Condition 185
 - Convert to
 - Input / Output 182
 - Symbolic / Real 182
 - coordinates
 - annotation 106
 - calculation 116
 - constraint 80
 - copy and paste mathematics 32
 - Copy As
 - mathematics 167
 - MathML input 167
 - String input 167
 - curve approximations 49
 - Curvilinear polygon 46
- ## - D -
- Dashboard Widgets 159
 - Defaults 24
 - text font 52
 - degrees 15
 - dilation 95
 - direction
 - annotation 105
 - calculate 115
 - constraint 79
 - Display 14
 - customizing 18
 - output properties 119
 - Settings 24
 - distance
 - annotation 102
 - calculation 112
 - constraint 76
 - Distinguish Constraints / Annotations 71
 - division editing tool 126
 - drawing
 - adjusting 68
 - arcs 45

drawing

- circles 41
- constraints 69
- curve approximations 49
- ellipses 42
- expressions 54
- hyperbola 44
- line segments 38
- lines 38
- parabolas 43
- points 37
- polygons 40
- Preferences and Properties 36
- regular polygons 48
- text 51
- tools 36
- vectors 39

- E -

- Edit Menu 165
 - Copy As 167
 - Preferences 24
 - Settings 24
- editing the color list 186
- Ellipse 42
- envelope 95
- Equations
 - constraint 83
 - implicit 83
 - implicit: calculating 118
- examples 34
- exporting drawings 144
 - Animation files 147
 - HTML 145
 - Image files 145
 - JavaScript Applet animated example 152
 - JavaScript Applet example 150
 - JavaScript files 147
 - Lua applets 156
 - widgets 159
- Expression
 - annotation 110
 - Draw tool 54

- F -

- Figure Gallery
 - controls 143
 - Import 141
- File Handling 28
 - workbooks & individual files 29
- File Menu 140
 - Export 144
 - Import from the Figure Gallery 141
- functions 18, 55
 - built-in 125
 - cartesian 56
 - domain 59, 61
 - $f(X)$ 57
 - handles 56, 59, 61
 - list 133
 - parametric 61
 - piecewise 63
 - polar 59

- G -

- Graphing mode 164
- Greek letters 130

- H -

- help
 - using the Help system 11
- Help Menu 180
- Hide, toggle 182
- HTML export files 145
- Hyperbola 44

- I -

- Icon Bar 192
- image export 144
- Image export files 145
- Import files
 - from the Figure Gallery 141
- incidence 37, 81
- Input constraints 69
- integrals 100

intermediate variables 121
 intersections 89

- J -

Java 170
 JavaScript export files 147
 animated example 152
 example 150
 using multi-line functions 152
 JavaScript, Source code 170

- L -

length
 annotation 102
 calculation 112
 constraint 76
 line
 infinite 38
 intersections 89
 parallel construction 91
 segments 38
 linked text 11
 locking variables 135
 using the lock 134
 locus of points 95
 curves and animation 138
 Lua Apps 156, 158

- M -

Math Operations 125
 MathML 32, 167
 Menus
 Annotate 101
 Calculate (Output) 111
 Constrain (Input) 69
 Construct 87
 Context 180, 181, 182
 Draw 36
 Edit 165
 File 140
 Help 180
 View 176
 Metafile 144

midpoints 89
 move the drawing 68
 multiple drawings 28

- N -

New features 196
 N-gons 48

- O -

Objective C 170
 Operations 125
 output
 assumptions 121
 calculations 111
 check boxes 122
 name 122
 properties 119
 window 176

- P -

page tabs 28
 arranging 19
 pantograph 188
 Parabola 43
 parallel 83
 annotation 109
 construction 91
 parametric equations
 output 118
 Parametric Variable 95, 97
 parentheses for math notation 127
 perimeter calculation 117
 perpendicular
 annotation 103
 bisector 90
 constraint 77
 construction 92
 Pictures 52
 Piecewise Functions 63
 parametric example 65
 points 37
 constrained along a curve 84
 tracing 188

polygons
 construction 93
 drawing 40
 regular 48
Preferences 24
Properties
 Axes 189
 Point - trace 188

- R -

radians 15
radius
 annotation 103
 calculate 113
 constraint 77
Reflection 93
reflex angle 78
reflex angle calculation 114
rotation 94

- S -

Scale 68, 178
scaling the axes 164
screen layout 14
selecting
 geometry 67
 multiple objects 67
Settings 24
show output 122
slope
 annotation 106
 calculate 115
 constraint 79
Smartboard Mode 68
source code 170
 examples 171
square root editing tool 127
status bar 15
subscript / superscript 127
supplementary angle calculation 114
symbols 125
 division 126
 Greek letters 130
 parentheses & absolute value 127
 square root 127

subscript / superscript 127

- T -

tangents 81, 92
text 51
 Edit Text dialog 52
 size 178
TI-Nspire
 Script Editor 158
Toolbox Menus 179
Trace 97
tracing points 188
translation 94

- V -

variables 18, 132
 functions list 133
 list 133
 locking 135
 value 135
Variables and Functions 18
VBA 170
vectors
 calculate coefficients 117
 constraints: coefficients 80
 drawing 39
View Menu 176
Visibility Condition 185
Visual Basic 170

- W -

Widgets 159
Workbook files 29
workspace 28

- Z -

Zoom 68, 178