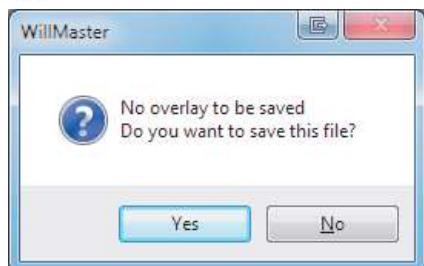




If the overlay object does not exist, the window appears to confirm whether to save the file or not.



## 8.10 Delete selected

Currently selected overlay object will be deleted

## 8.11 Delete All

All overlays that exist on the selected image will be removed

## 8.12 Overlay operation

Features to edit the input overlays



### 1) Select one overlay object

When you click the input overlay, the overlay objects that exist on the clicked point is selected. (Zones and control points (white squares) are displayed in the selected overlay)

2) Select the overlay object in a certain area In the selection mode, drag the mouse to specify the range, all the overlays that exist are selected within the specified range.

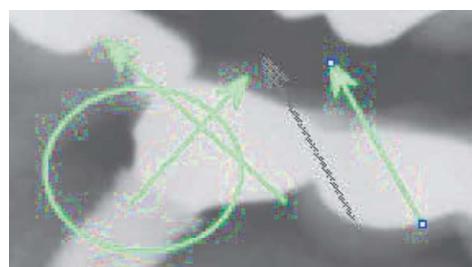
## 8.13 Select Overlay

### 1) Delete Overlay

With overlay selected, press the [Delete] button on the keyboard.

### 2) Move the Overlay

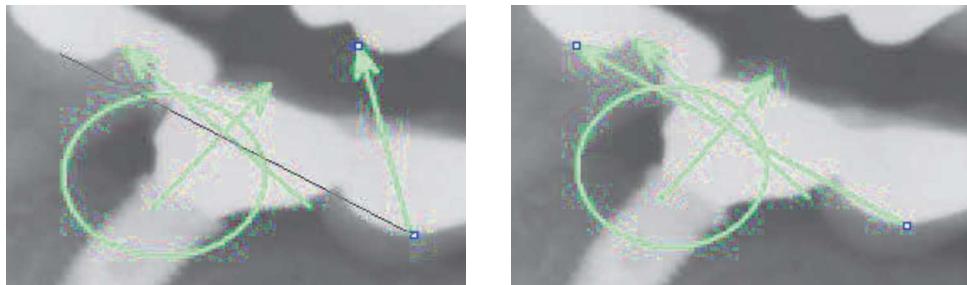
With the overlay object selected, drag the object (the mouse pointer must be accurately located over a line or letter). When you release the left mouse button, an overlay object will be placed in its final location.



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3) Change the size of the overlay

Drag the control points of the selected overlay objects. When you release the left mouse button, the overlay will change its size to the final location



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## Chapter 9. Image measurement

This chapter describes the features to measure length and angle.