OZCAD Just CADDING
The Australian VectorWorks Newsletter — August 2004

After almost 20 years of development, VectorWorks version 11 is certainly the 'latest and greatest'. User feedback worldwide has been really good, with a positive response to the full range of products. We are delighted to hear how people are using and enjoying the new features and would be very pleased to include anecdotes or images from our Australian users in the newsletter.

Contents

VectorWorks 11.0.1 Released

We are pleased to announce the release of VectorWorks 11.0.1 for Basic, Architect, Landmark, Mechanical, Spotlight and RenderWorks. The update can be freely downloaded from our web site (click on Downloads/Updates), or a CD can be purchased for $20 including GST and postage. Because Architect Australia cannot be updated via the web, we will be sending out an update CD for users of this module.

New Heliodon Tool in Architect Australia

Due to the increasing need for producing shadow diagrams and doing sun studies, we have added a Heliodon tool to this version. The tool makes it much faster to set the sun position, can store an unlimited number of locations and also has the ability to view the model from the sun. You can also step though the times of the day in any view, and watch how a shading device or other aspect of your building performs.

OzCAD Open House

Celebrate version 11 with us. Come along to our Open House at OzCAD in Sydney on Tuesday August 17th. Meet other users and enjoy some free training.

5.00pm Drinks, Eats, Giveaways

5.30pm Vectorworks Training Session

Please RSVP for catering to annabel@ozcad.com.au.

Tips and Tricks

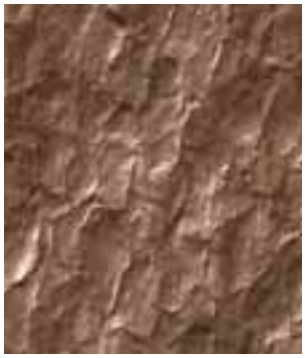
How can the RenderWorks Leather Shader be used?

Not only can new Wrapped Leather Bump shader in RenderWorks 11 be used to create leather surfaces, it can be combined with a Colour shader to create dried mud textures, gravel textures, and even water textures (see right),

Two notable settings that control the appearance of the leather Bump shader are Irregularity and Curve Amplitude. The Irregularity parameter changes the appearance of the cells that make up the leather pattern, from perfect squares to irregular polygons. The Curve Amplitude parameter changes the look of the cell borders, from straight to curvy.

A gravel texture can be created by using the leather and granite shaders together. The granite shader colours should be set to be the same or very similar.

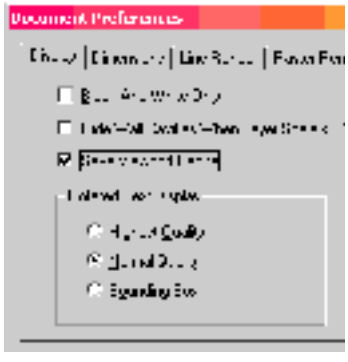
A mud and dried mud texture can be created using the leather and marble shaders together. The marble shader should be set to low detail.



A water texture can be created with the leather shader alone. To get a water texture with larger waves, increase the Fold Detail parameter setting. Smaller ripples are achieved by decreasing the amount of Fold Detail.

How can I save viewports so they are always rendered when I open the file?

Viewports can be rendered in various rendering modes and can be set to retain the render even when the file is closed and reopened. The only downside is that it can increase file size. For this reason, a new preference called *Save Viewport Cache* has been introduced in VectorWorks 11. This setting provides the flexibility to toggle between rendered and non-rendered views (see image at right or go to *File menu/Preferences/ Document Preferences/ Display tab*).



When *Save Viewport Cache* is selected, all viewports will be rendered when a saved document is opened. When Save Viewport Cache is deselected, all viewports will be in wireframe view when a saved document is opened. The viewports can be rendered using the *View menu/Update All Viewports* command.

How do you set up page size and print area?

There are three scenarios to discuss here:

1. When your printer can print the desired page size.
2. When you are going to tile up smaller pages to produce a larger page, still printing to your printer.
3. When you are sending the print job to a bureau because your printer cannot handle the desired page size.

Scenario 1. Firstly go to Page/Print Setup and select the desired page size and orientation. Secondly, go to Page menu/Set Print Area and click once in the top left hand grid on the left of the dialogue. The menu on the other side of the dialogue should say *One Page.*

Scenario 2. Firstly go to *Page/Print Setup* and select the largest page size you have available. Choose a suitable orientation. For example, if your printer can only manage A3 and you wish to print A1, then the orientation should be set to *Landscape*, because four A4 landscape pages make up one A1 landscape page. Secondly, go to *Page menu/Set Print Area* and click drag across the number of grid squares required to print the page. In the example above, this would be four (2 x 2). Each grid square represents one page of the size you selected in *Page/Print Setup.* The menu on the other side of the dialogue should say *Other.*

Scenario 3. Here you really just want VectorWorks to show you the desired page size on screen, so you know what the drawing limits are. Consequently, you can ignore *Page/Print Setup* and go straight to *Set Print Area*. Here you should choose the desired ISO page size from the popup menu on the right of the dialogue. In this case it is generally better to uncheck the *Show Page Breaks* box.

Note that the third scenario is the only one where you will actually see a page outline on screen that exactly matches the page size. In all other cases, you see the printable area on screen, which allows for the fact that most printers cannot print to the edge of the page. This means that you will have to allow for a margin that the bureau's printer will deduct when the document is actually printed.

Note also that the new *Sheet Layers* in VectorWorks 11, each have their own *Page/Print Setup* and *Set Print Area* controls, which are separate from the general document controls. This makes it easy to have layouts that relate to page size or printer, that do not have to be altered in any way when it comes to print time.

What is the best way to send or receive a file via email?

When you send an email to someone, you have no idea of the route it will take. It may be very direct or travel though a variety of different servers and half way across the country. When that email contains an attachment, the attachment can easily become corrupted by this circuitous route or by an operating system it encounters. If it goes anywhere near AOL, then is probably a lost cause because this company has an appalling record when it comes to preserving the integrity of attachments.

For these reasons, you should always compress attachments because it encapsulates the file and also makes transmission faster. Generally, it is best to use a non platform specific compression method such as *Zip*, unless you are on a Mac and are sure the file is going to another Mac user. In this case, it is safe to use *Stuffit* for compression [although *Stuffit* is cross platform, Windows users need to have *Stuffit Expander* in order to uncompress the file, which is only standard on the Mac and must be downloaded by Windows users].

In Mac OSX, the *Archive* feature will create a *Zip* file that will be valid on both types of machines. To access it, press Ctrl and click on the file you wish to compress, then choose *Create Archive Of...* from the Contextual menu.

Some Mac email clients (for example Eudora), will automatically encode any attachment using *Binhex*. As this is a Mac only encoding, it will generally render the file unreadable on Windows machines. If you are unsure of the platform the desired recipient uses, choose *Mime* or if that is unavailable, *Uuencode* as the encoding protocol.

One final point. In an effort to reduce the spread of viruses, ISPs are increasingly taking it into their own hands to remove attachments from suspicious looking emails, or relagating them to the SPAM folder. For this reason it is best to keep your email content as simple as possible. Use plain text (no styles), avoid text colours, do not add multiple links to URLs (one or two are OK) and do not include a graphic of your company logo. Although this tip is about sending attachments, taking these precautions will also see fewer of your general emails getting caught by the ever less forgiving SPAM filters.

Suddenly my drawing has vertical and horizontal dashed lines running to infinity off all edges of the page. What happened?

This is a common question with an easy fix. Go to *File menu/Preferences/VectorWorks Preferences/Edit tab* and uncheck the *Snap to Loci* option. When this option is on, any 2D locus on the drawing will exude these lines

OzCAD Pty Limited
PO Box 726
Rosebery NSW 2018

Tel: 02 8338 8622
Fax: 02 8338 8655
Web: www.ozcad.com.au
Email: sales@ozcad.com.au