OzCAD Just CADDING
The Australian VectorWorks Newsletter — January 2004

Happy New Year to all our VectorWorks users! Don t forget, that with any VectorWorks software purchase from OzCAD until January 31st 2004, you go in the draw for a 20GB Apple iPod for Mac or Windows. Details below.

Contents

VectorWorks 10.5.1 Final Released

The final version of VectorWorks 10.5.1 is now available for download from the following location:

http://www.nemetschek.net/downloads/vectorworks/10.5.1.html

This updater will update VectorWorks 10.5.0. If you have an earlier version of VectorWorks 10, you can buy the 10.5.0 CD from OzCAD for $20 including GST and postage, or alternatively download the required updates from here:

http://www.nemetschek.net/downloads/vectorworks/index.html

Win an Apple iPod

To have the chance of winning a 20 GB Apple iPod (a portable MP3 player for Mac or Windows) simply upgrade, tradeup or buy any new VectorWorks professional software, excluding training CDs and $20 update CDs, from OzCAD or one of the local representatives below, before January 31st.

Prize will drawn at 5pm on 2nd February 2004 at the OzCAD offices. Winner will be notified by telephone and mail. If not claimed within 7 days, prize will be redrawn. The prize is not redeemable for cash.

Art*lantis Special Pricing

We have some very special pricing on Artlantis at the moment. Available for Macintosh and Windows. Stocks are limited so first in first served.

New Art*lantis 4.5 Including Shaders CD s 1-10

Normally $2020.00 Now $1450.00

Upgrade Art*lantis 3.5 to Art*lantis 4.5 inc. shader CD s5-7

Normally $660.00 Now $585.00

All prices exclude GST.

Tips & Tricks

Is there an easy way to move an object from one class or layer to another?

You don tneed to cut and paste in order to move objects from one class or layer to another class or layer. There is a more practical way.

First, select the object you want to move. Then, go to the Object Info palette and select the desired class or layer from the Class or Layer drop down menus at the top. The selected object is now assigned to the new class or layer.

How can I create and access log files?

Do you need to keep a log of time spent in VectorWorks for a specific project? The Log Time in Program VectorWorks Preference can keep track of time for you. The VectorWorks log file keeps track of what time the program started and quit, what time a specific file was opened and closed and also when a new file was created. The log file is saved as “VectorWorks Log.txt” in the VectorWorks folder for easy access.

To turn the VectorWorks log preference on, go to File > Preferences > VectorWorks Preferences, click on the Session Tab, then check the “Log Time in Program” box. To open the log file, go to the VectorWorks folder and double click on the file called “VectorWorks Log.txt”.

How can I create a roof with a split pitch?

To create a roof with a split pitch, take the following steps:

• Create a roof from a polygon or walls (Model > Architectural > Create Roof from Walls or Create Roof from Polygon).

• Select the roof, choose Organize > Edit Group, then draw a rectangle representing the area of the roof where the pitch will be different, which will cut a hole in the roof. Click the Exit Group button located in the top-right corner of the Mode bar. A rectangular hole is cut from the roof where you had drawn the rectangle while editing the group.

• Next, in a Top/Plan view, draw a second rectangle to cover the hole created in the roof. With this rectangle selected, run the Model > Architectural > Create Roof from Polygon command to create a second roof to fill the hole. From a front or side view, move the smaller roof to an appropriate elevation.

• Finally, adjust the pitches of both roofs in the Edit Roof Settings dialogue to suit your needs.

Also, experiment with using other shapes when in the Edit Group window. This will provide many ideas for roof shapes, while maintaining the plug-in attributes of complex roof objects.

How can I view SpotLight Gobo texture thumbnails in the Resource Browser?

• Launch VectorWorks SpotLight, then select File > Open. Navigate to the Textures folder located inside the VectorWorks folder.

• Select one of the Gobo texture files and click Open. Verify that the Resource Browser displays the selected texture file, then select one of the textures.

• Select Edit from the Resources menu. In the Edit Texture

dialog box, change the Preview Options for Obj Type to Sphere and Obj Size to 50mm.

• Click OK. The preview image now displays in the Resource Browser.

• Continue this process for all the textures in that file. Save the file. When you access that file in the Resource Browser, the preview images are now visible.

How do I create a hybrid symbol?

A hybrid symbol is one that includes both 2D and 3D components. To create a hybrid symbol, create the 3D part, then the 2D part in Top/Plan view. Once drawn, align the 2D and 3D parts using the Tool > Align command, then select all 2D and 3D components. Switch to Top/Plan view then choose Create Symbol from the Organize menu. Make the desired settings in the dialogue, click OK and the hybrid symbol is now available in the Resource Browser.

Custom Tools Tutorial

Creating custom tools is an easy way to dramatically improve your productivity. Custom tools can be created by selecting the Custom Tool/Attribute command and choosing the attributes you want. This command records the current attribute and file settings in a script format for later use. Here's a tip on how to create a custom tool that will insert text with the exact attributes you assign:

• Choose the desired text attribute and style settings, then select a tool other than the Text tool.

• Select Organize > Custom Tool/Attribute. The Custom Tools dialog box opens.

• Select the various attributes you want to assign to the custom tool, select the Tool checkbox, then click OK.

• The Assign Name dialogue box opens. Assign the script a name and click OK. The script is added to the Palette-1 command palette.

• Alt + click (Windows) or Option + click (Mac) the script just created in the command palette. In the VectorScript Editor window, change the line that reads 'CallTool(-xxx) (where 'xxx' is a three-digit number corresponding to the tool selected when the script was created) so that it instead reads 'SetTool(-200) (where -200 is the three-digit number attributed to the Text tool). Click OK to close the VectorScript Editor window. (Note: By changing to SetTool, you are permanently changing the Text tool defaults to the current attributes.)

• Now, when you double-click the script in the Palette-1 command palette or Resource Browser to execute the Custom Tool command, the Text tool will be selected and will apply the various attributes specified when the script was saved.

How do I change the thumbnail previews of a symbol in the Resource Browser?

When previewing symbols with the Resource Browser, some symbols such as doors and windows, are set to front views, while other symbols are set to a top or isometric view. To change how a symbol previews in the Resource Browser, use the following steps.

• Select File > Open to open the Object Libraries file containing the symbols you'd like to change.

• From the Resource Browser, select the symbol file from the File list (the first drop-down box). Next, select View > Standard Views and select the desired view for the symbol's thumbnail preview

• In the Resource Browser, right click (Windows) or Ctrl + click (Macintosh) on a symbol and select Edit. The Edit Symbol dialogue box opens. Leave the default values in the Edit Symbol dialogue as they are and click the Edit button. Next, click the Exit Symbol button in the upper right hand corner of the Mode bar to return to the drawing.

• The thumbnail view changes to the view that you have set. Repeat the steps for each symbol you'd like to change. Save the Object Library file when all changes have been made.

How can I use a VectorWorks 9 Object Library in Version 10?

Simply copy the file or files you want from the version 9 Object Libraries folder to the version 10 Object Libraries folder. Next, open the file in version 10 and save it. Your version 9 Object Libraries will automatically be updated and ready to be used in your version 10 drawings.

How do I temporarily reduce the number of object vertices to be able to perform solids operations?

When working with complex 3D objects, too many vertices can generate error messages stating that the geometry of the object makes solids operations impossible. One way of working around this is to split the object into two parts using the Split By Line tool/mode. After a split, each of the two (or more) components of the larger object contains fewer vertices. When an operation such as Subtract Solids, Add Solids, etc., is attempted, it is much more likely to succeed at this point. After the various operations have been performed, use the Add Solids command to recreate a single object again.

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