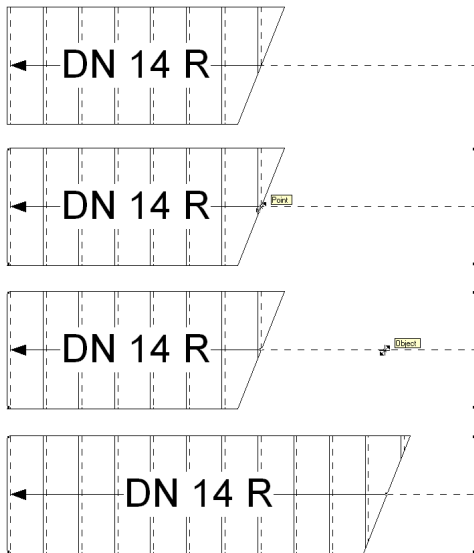


Wishing all our Vectorworks Users a very Happy, Healthy and Prosperous 2005. To celebrate, we are providing users with a bumper set of tips and tricks to start the year.

Tips and Tricks

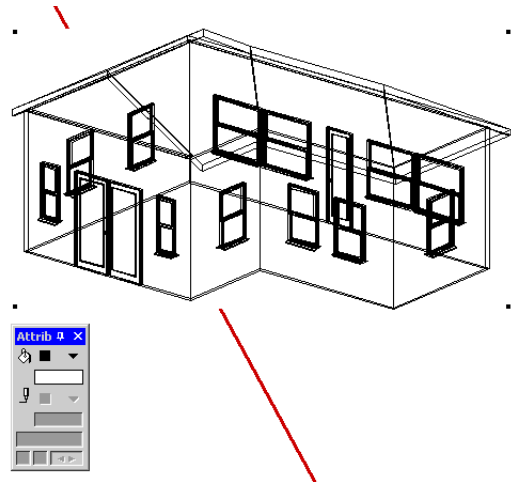
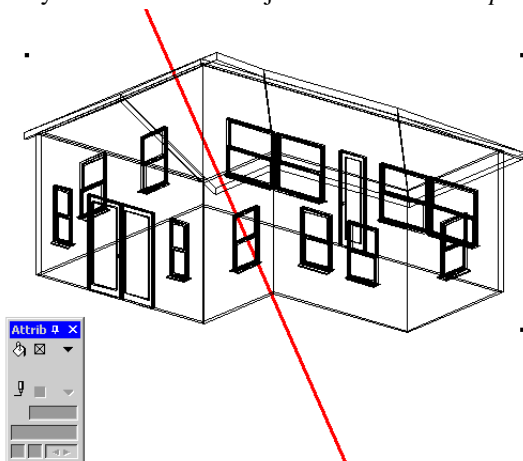
How do I move the break line on a stair?

A *Stair* object can display a 2D stair break by clicking the *2D Stair Break* box in the *Object Info* palette. The position of the stair break can be adjusted by moving its *Control Point*. The cursor changes to the resize cursor (diagonal double arrow) when over the *Control Point*. Drag the 2D stair break point to the desired location to set its position.



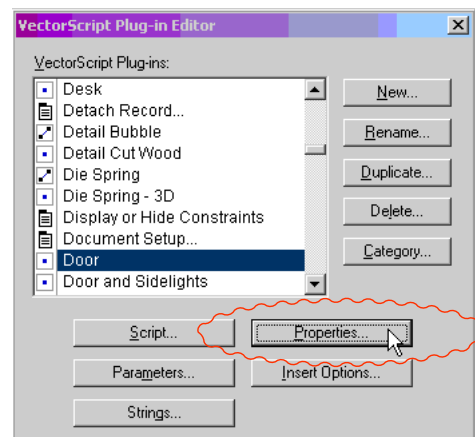
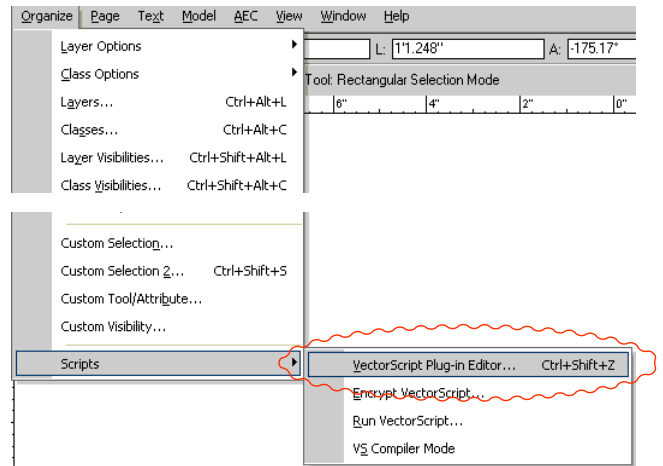
How do I set a solid colour to the background of a viewport, in order to block other objects behind it?

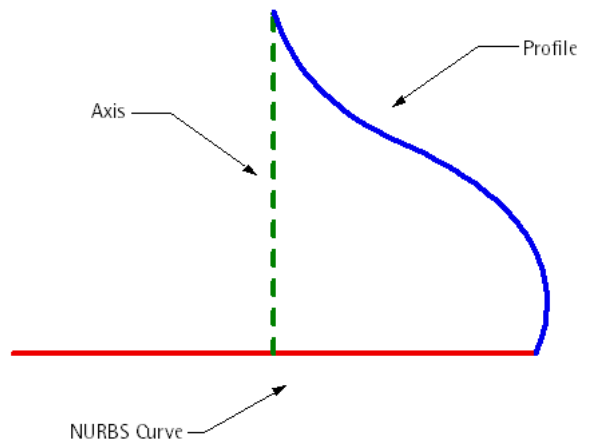
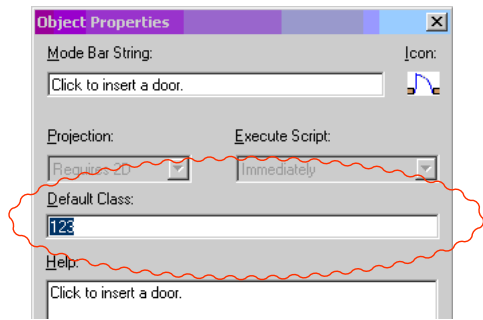
To add a solid background fill to a *Viewport*, select it then from the *Attributes* palette, choose the *Solid Fill* style and pick the desired colour. If the *Viewport* is cropped, the filled area will match the crop shape. If the *Viewport* is not cropped, the filled area will represent a rectangular bounding box whose size is defined by the extent of the objects within the *Viewport*.



How do I change the class automatically assigned to a plug-in object?

The default class automatically assigned to a plug-in object (if any), can be changed or set using the *VectorScript Plug-in Editor* command. Select *Organize > Scripts > VectorScript Plug-in Editor*, click the *Properties* button, then look for the *Default Class* field. Once you enter or change a class name here, all future instances of the plug-in object will receive the new class when placed in a drawing.





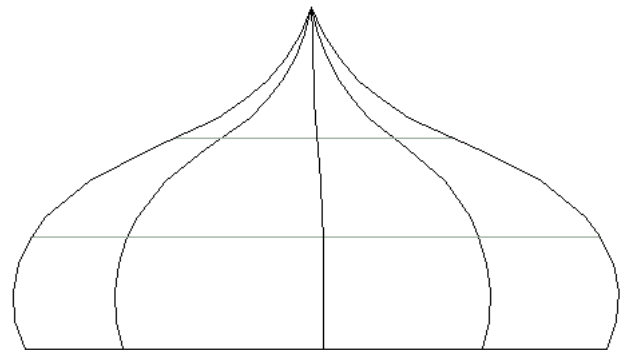
How do you Add “Favourites” Files to the Resource Browser?

For quick access, the *Resource Browser* can store links to VectorWorks files containing frequently used resources, such as symbols, hatches and textures. To add favourites, access the *Files and Folder* menu by clicking the arrow to the right of the *Files and Folders* heading at the top of the *Resource Browser*. Select *Add New Favorite Files*. In the Open dialogue box, navigate to the location of the file(s) you'd like to add to the favourites list. Select the file(s), and then click *Open*. The files are now listed in the *Document* folder list of the *Resource Browser* for easy access. When selecting files, press the shift key to select multiple contiguous files, or the *Apple* key (Mac) or *Ctrl* key (Windows) to make non-contiguous file selections.

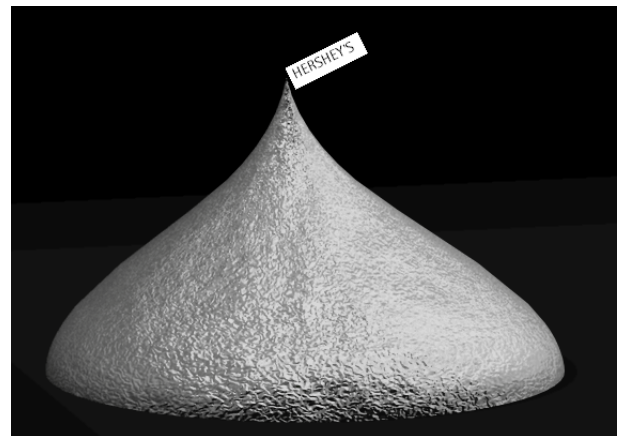
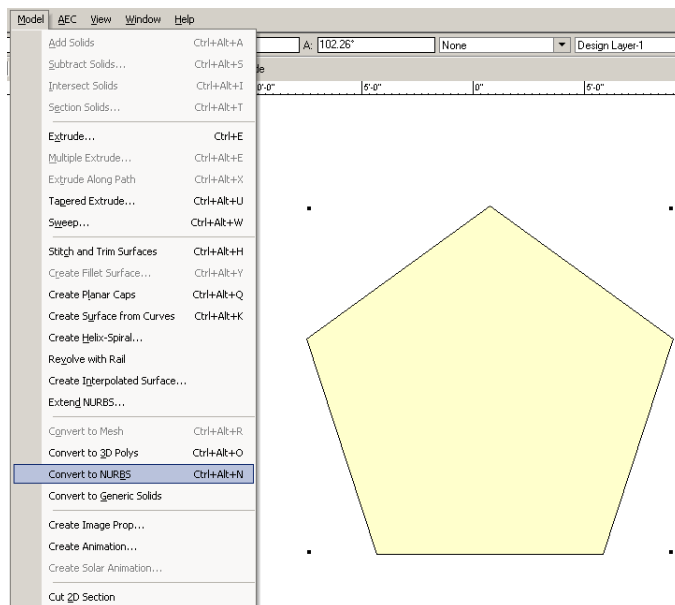
Convert both of these objects (the rail and profile), to NURBS curves. With all three objects selected, go to *Model > Revolve with Rail*. Click on the rail object first, then the profile object and finally the base shape object. The resulting shape is a NURBS surface something like this:

Creating a Revolved Rail Surface?

To create a tent-like structure using the *Revolve with Rail* menu command, first create a *NURBS Curve* object. This object will represent the shape of the structure's base.



which may end up being used to create an object like this:



Now switch to a view that is perpendicular of the base object. For example, if the base object was drawn in *Top* or *Top/Plan* view, switch to *Right*, *Left*, *Front* or *Rear* view. Now draw an object representing the axis such as a line. This line will specify the axis about which the profile object will rotate. Next, create the profile object. The profile object will represent the sectional shape of the NURBS surface.

How can you convert an image based texture that uses Image Color, to one that uses Filtered Image?

The following technique is useful when you want to change the colour of an existing texture, but don't have the original image to manipulate. For example, roofing, weatherboards, etc.

Edit the original texture, choose *Image Reflectivity* from the *Reflectivity* shader, then select *This Texture's Color* in the dialogue that appears. Now from the *Color* shader popup, choose *Filtered Image* instead of *Image Color* and select *This Texture's Reflectivity* from the popup. Now set the *Reflectivity* shader back to *None* and the job is done.