TABLE OF CONTENTS

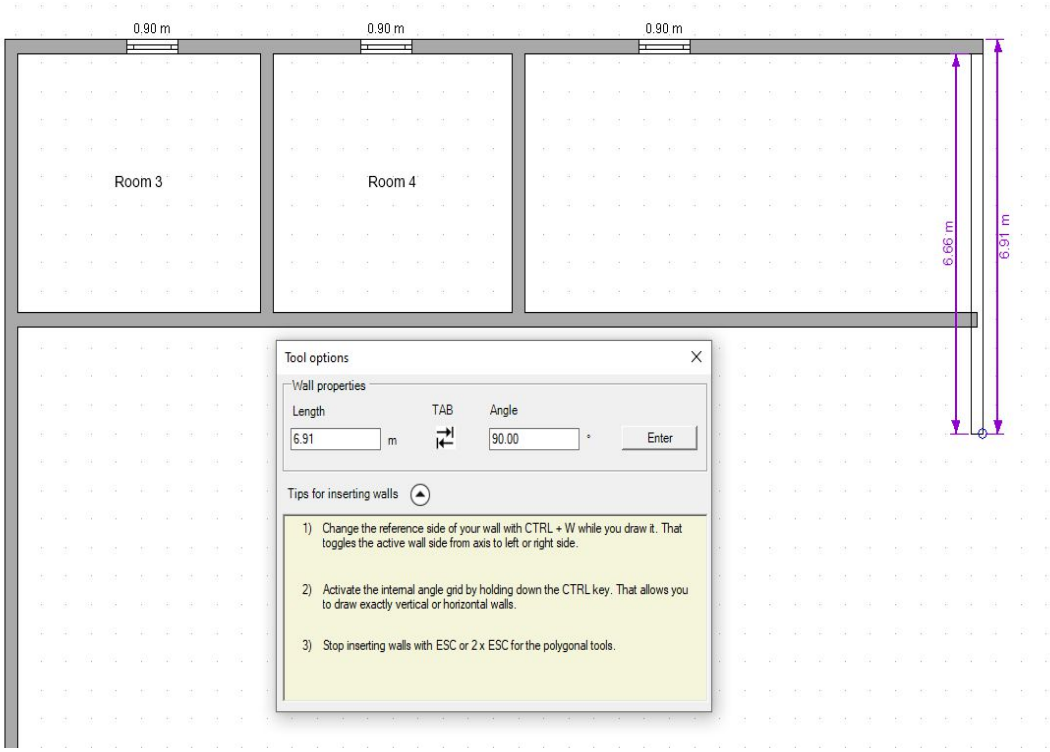
1 WHAT'S NEW IN VERSION 10

1.1 GENERAL

With version 10 we have revised our tools for inserting walls, windows and doors. With the aim of simplifying and speeding up both the input and the subsequent numerical positioning. These new mechanisms have been used and tested intensively over the past few months, especially by beginners to our product range. And they have consistently proven themselves. Creating floor plans is much faster and produces less unsightly results.
In particular, the associated time savings were the decisive criterion for us.

1.2 NEW NUMERIC INPUT VARIANTS FOR WALLS

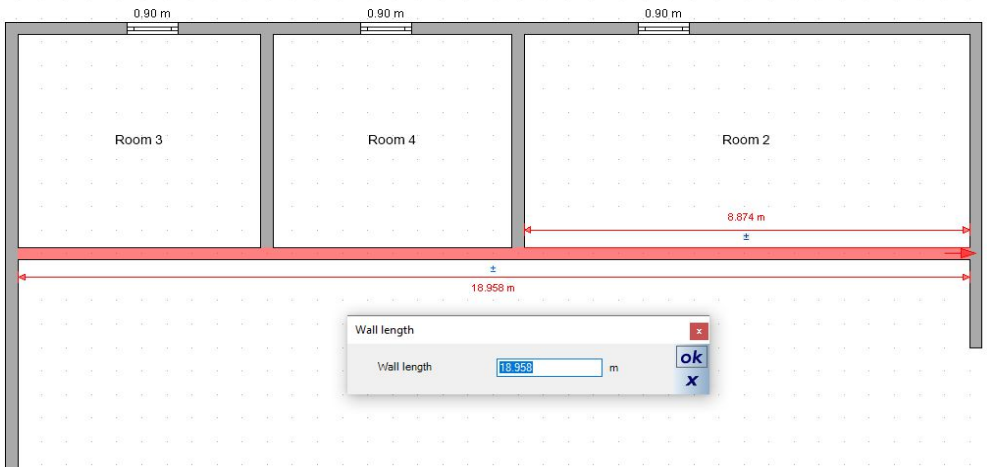
First of all, while you are inserting walls, dimensions are shown in parallel. Depending on how you work, these dimensions provide the exact length in our standard polygonal input tool, e.g. when you are working on grid dimensions. However, if this is not the case our new numeric input variant is used.
In our new numeric input tool, the real time dimensions are also shown, but more for your orientation. The actual length is only specified with the second mouse click, which so far has always inserted the wall directly you're your project. Now, a dialog appears in which you set the length and, if necessary, the angle and complete the step directly with ENTER. Mistakes by unintentional movements with your mouse are impossible. And you can, but don't have to, click the button with the mouse or just work with your keyboard Enter key.
The dimension always refers to the currently active wall side, which you define with the key combination CTRL + W while inserting. As a reminder, the dialog contains the most important tips for inserting walls such as CTRL + W, holding down the CTRL key to activate the angle grid and ESC to end the input.
The following screenshot shows such a scenario after the second mouse click:



1.2.1 Adjusting a wall length numerically

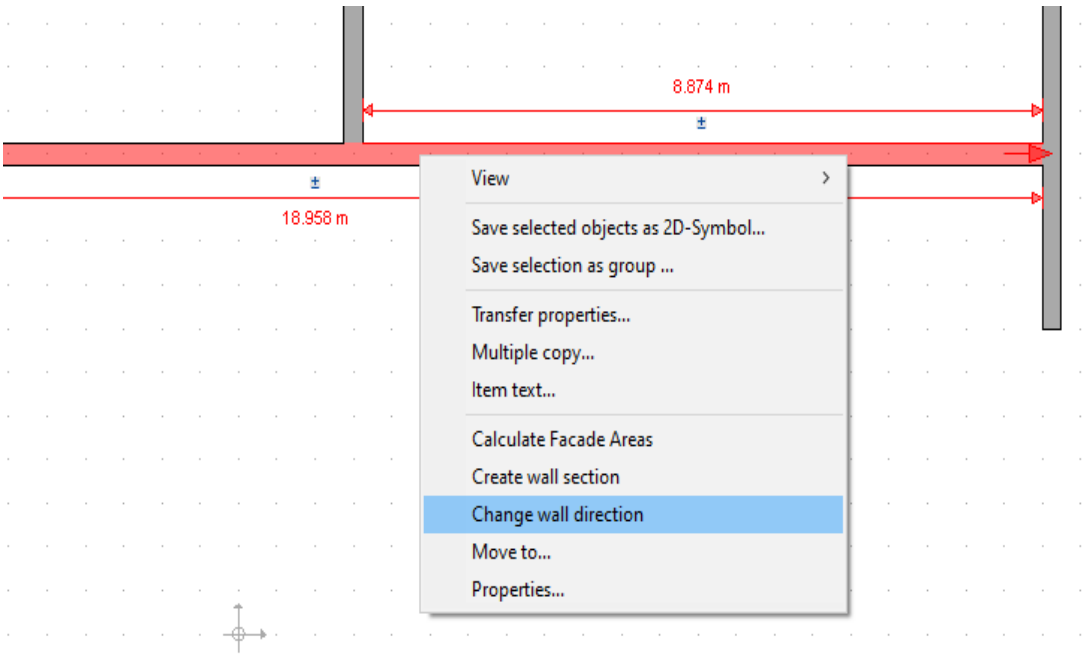
If you select an existing wall, two dimensions and two "buttons" +/- with which you receive an input dialog for specifying an exact length appear. Changing a wall length always applies to the input direction of the wall and is marked by an arrow at the end of the wall.

The previous tool with the V key or via the corresponding tool on our edit wall menu is still available as an alternative and can also be started by clicking on the end of the wall.



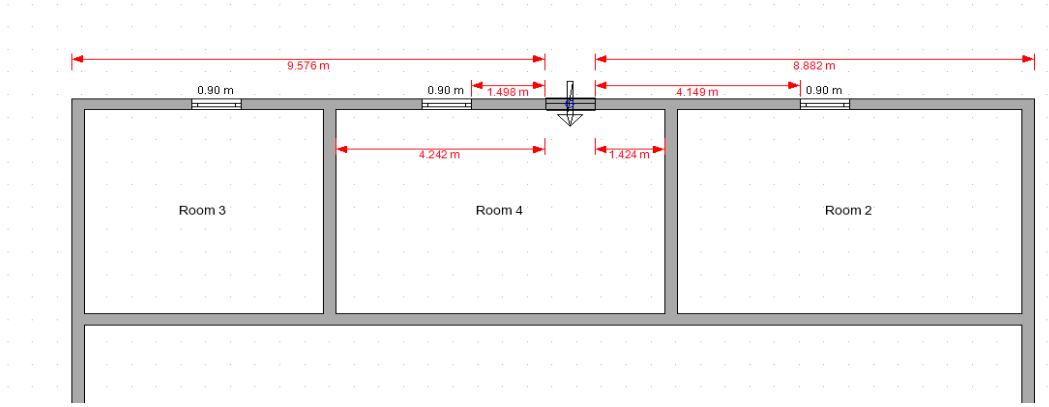
1.2.2 Changing the direction of walls via context menu

As already mentioned, the numerical lengthening or shortening of walls always applies in the direction in which the wall has been inserted. If necessary, you can still change this input direction via the Edit wall menu or, and this is new, via the context menu of the right mouse button.

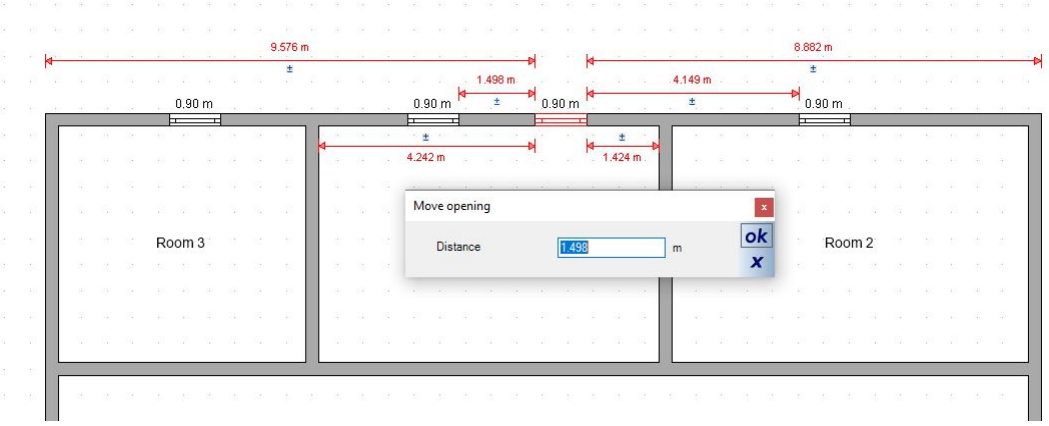


1.3 NEW NUMERICAL INPUT AND POSITIONING OF WINDOWS AND DOORS

Real time dimension lines also appear when you insert windows and doors into a wall. They serve as an orientation and not to achieve an exact placement at this stage.
Instead, insert the element roughly at the position where you want it.



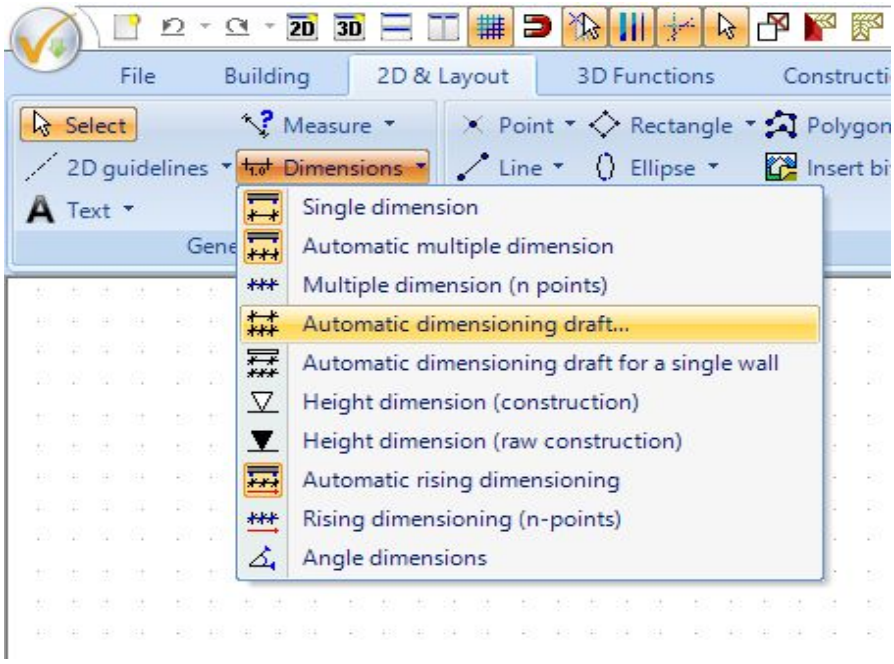
Then select the window or door with a left mouse click. Different dimensions appear depending on your floor plan. These are, for example, the dimensions along the outer wall, measured from the left and right corner of the window.
In addition, the distances to the next interior walls and to the next opening elements.
There is a "button" +/- on each of the dimension lines with which you can enter precisely this distance.



.

1.4 AUTOMATIC DIMENSIONING DRAFTS

With two new tools on the dimensioning menu, you can now generate an automatic dimensioning draft. There is a variant that automatically creates dimensions for the active layer and a manual tool for a single wall. The condition is that there are walls to be dimensioned on the active layer.

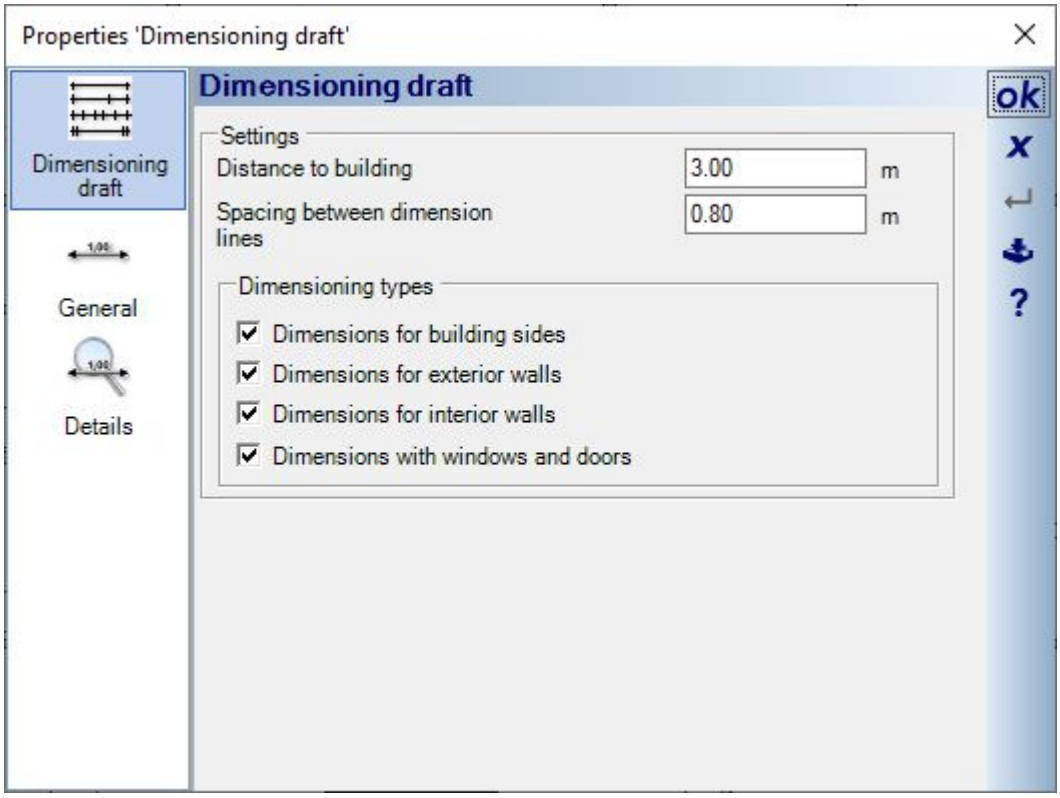


1.4.1 Options and comments for automatic dimensions

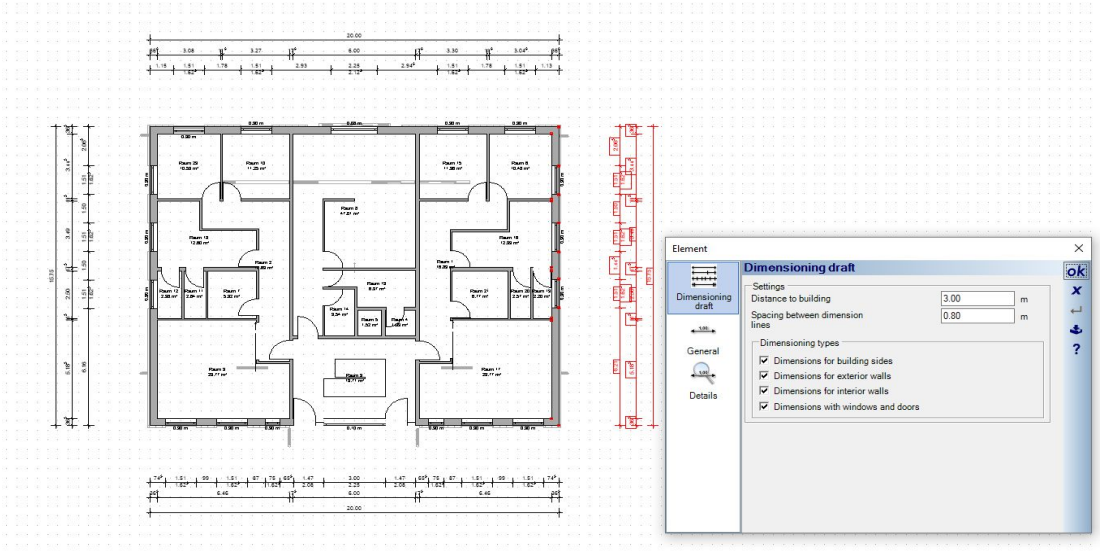
In addition to the usual setting options, the dimensioning draft dialog contains another property page on which you can define the distance between the inner dimension and the side of the building as well as the distances between the dimension lines created.

A maximum of four dimension lines are created, which you can define in the dialog.

- Dimension for building side: the overall dimension of the building
- Exterior wall dimensions: if there is an offset in the facade
- Interior wall dimensions: a dimension line that includes the interior walls adjoining the exterior walls
- Dimensions with windows and doors



When generating the automatic dimensioning draft, the current floor plan is analyzed and the required dimension lines are generated depending on the floor plan layout. Regardless of the settings in our dialog, it can happen that you do not receive the four activated dimension lines, but only those that make sense. If there are no windows and doors on one side of the building and no offset in the facade, the software creates, for example, only two dimension lines instead of the predefined four.



Dimensioning drafts are only generated for 2D plan views, not in section and elevation views.

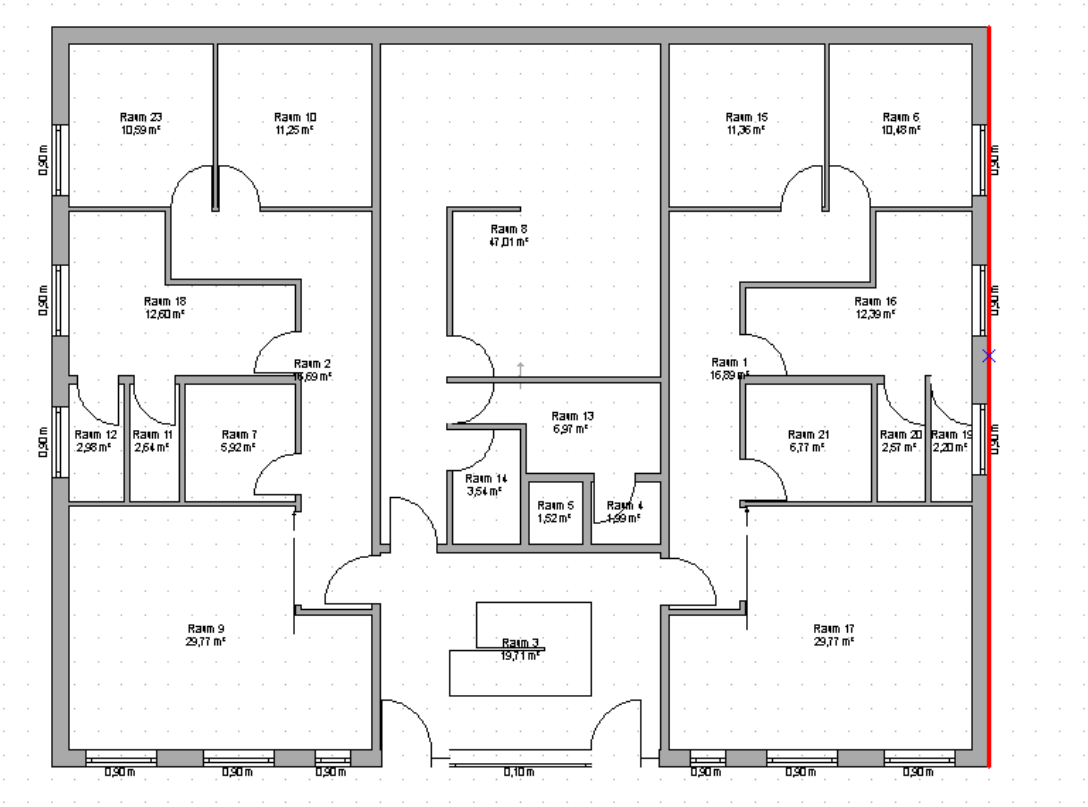
The dimensioning draft exists as one unit for each side of the building and as an independent object type. They also have their own visibility and selection settings.

1.4.2 Automatic dimensioning draft for the active layer

After starting the tool, the dialog with options appears automatically if there are elements to be dimensioned in the currently active layer.
In this dialog you can specify the distances and, if necessary, the dimension lines to be created. When you close the dialog with OK, the dimension lines are inserted.

1.4.3 Automatic dimensioning draft for a single wall

To create a dimensioning draft for a single wall, you first need to choose a wall side.
After starting the tool, move the mouse cursor over one side of a wall. As soon as the software recognizes a wall side under your cursor, the wall side is highlighted in red.

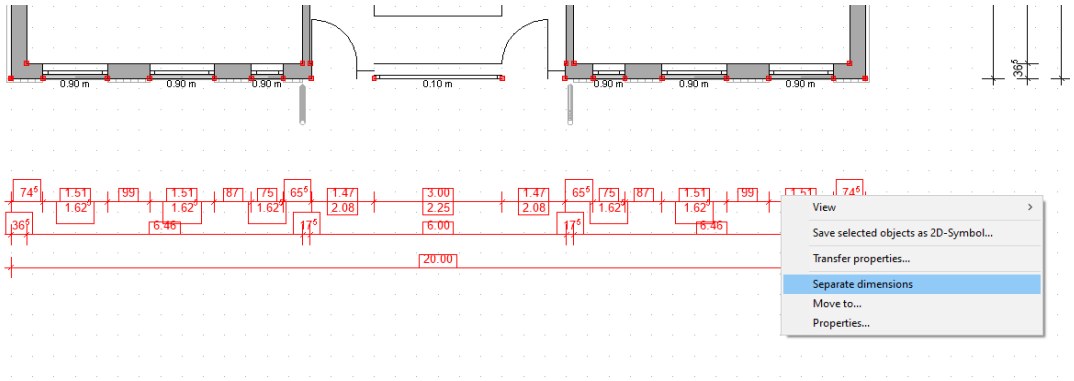


Select the wall side with a left mouse click and then move the cursor to the point where the automatic dimensioning should be inserted. So usually away from the building. At this point you will only see a cursor

consisting of a single dimension line. This line shows the position of the innermost dimension line, i.e. the distance to the side of the building, which is defined with another left mouse click.
The tool then expects the selection of further walls and may have to be terminated with ESC or via the context menu.

1.4.4 Separate automatic dimensions into individual dimension lines

Automatic dimensioning drafts exist as a common element on each side of the building and are therefore independent objects you can only select and edit in their entirety.
Since not every automatic dimensioning proposal always delivers the desired result, it may be necessary to split up the unit into individual parts in order to delete individual dimension lines as with normal dimensions, to reposition them, or to insert a dimension line that was created manually instead.
In such cases, you can simply separate the selected draft into its individual parts using the context menu.



This process is irreversible.

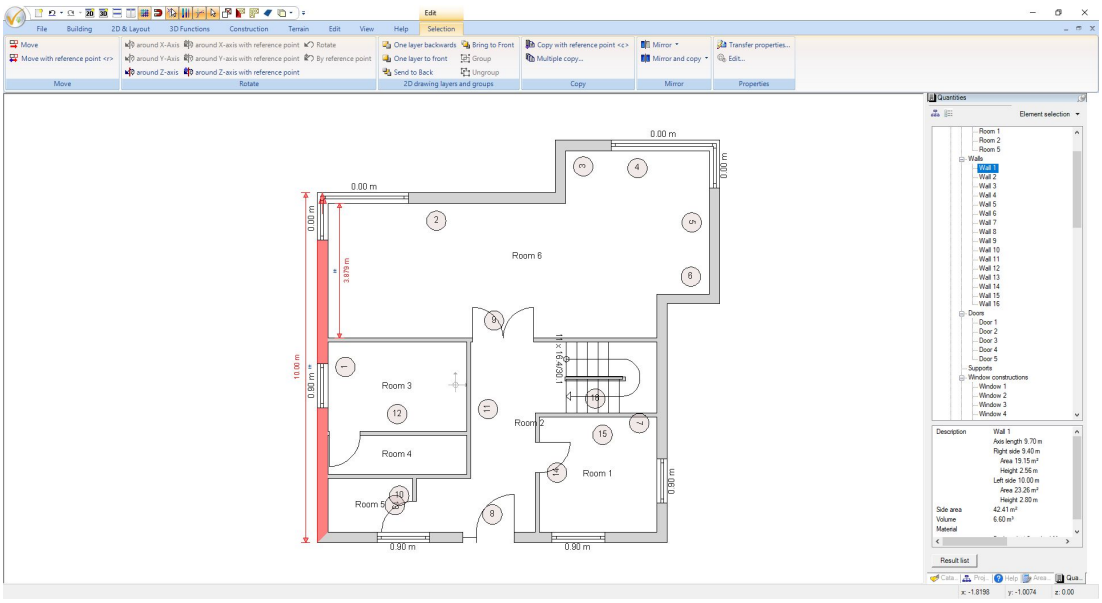
1.4.5 Transfer properties of automatic dimensions

As for almost all other elements, you can transfer properties of an automatic dimensioning draft to all other elements of this type in your project. If you change the text size for example, you do not have to manually adjust all other dimensions.
Simply change the properties of one dimensioning draft and then select it in your floor plan. Use the context menu to open the Transfer Properties dialog. In this case, the dialog lists all properties of normal dimensions and also those that only apply to automatic dimensions.

1.5 AUTOMATIC ITEM TEXTS

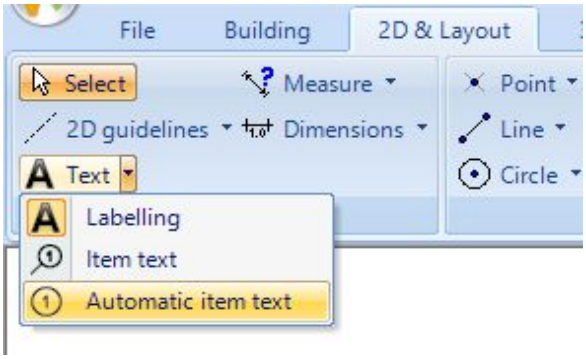
Automatic item texts are used where you want to establish a connection between your drawings and the numbering of building elements in our quantities plugin.

The identification with numbers and description corresponds exactly to that which is also displayed in the tree of our quantities on the right side of the software. This numbering is unique for the project.
So if you need drawings in which you can see in your floor plan which wall is meant by "Wall 1" and where it is, you can simply generate the automatic item texts. Text can also mean the representation of only the number.

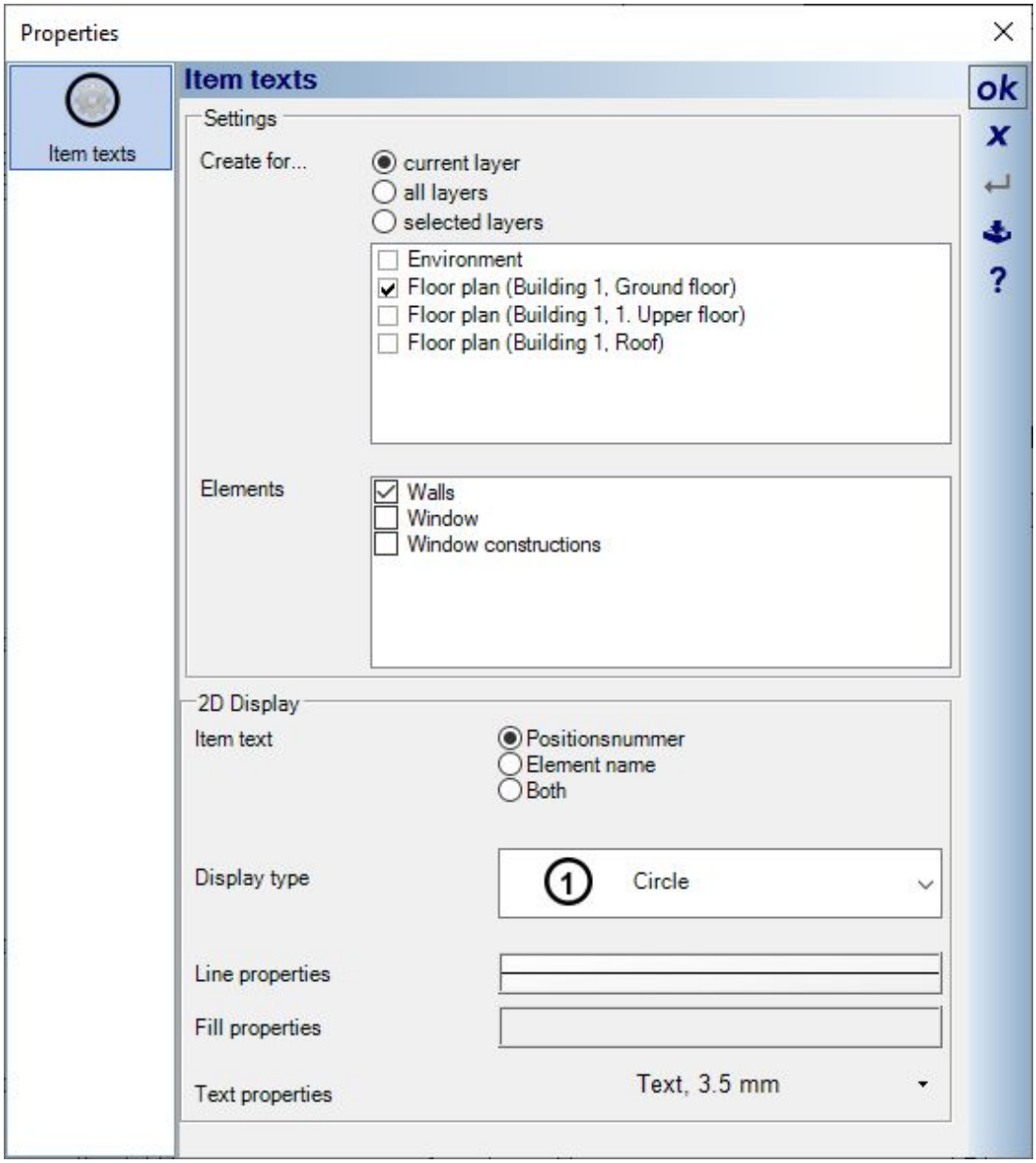


1.5.1 Creating automatic item texts

Create automatic item texts using the TEXT button on our 2D & Layout ribbon.



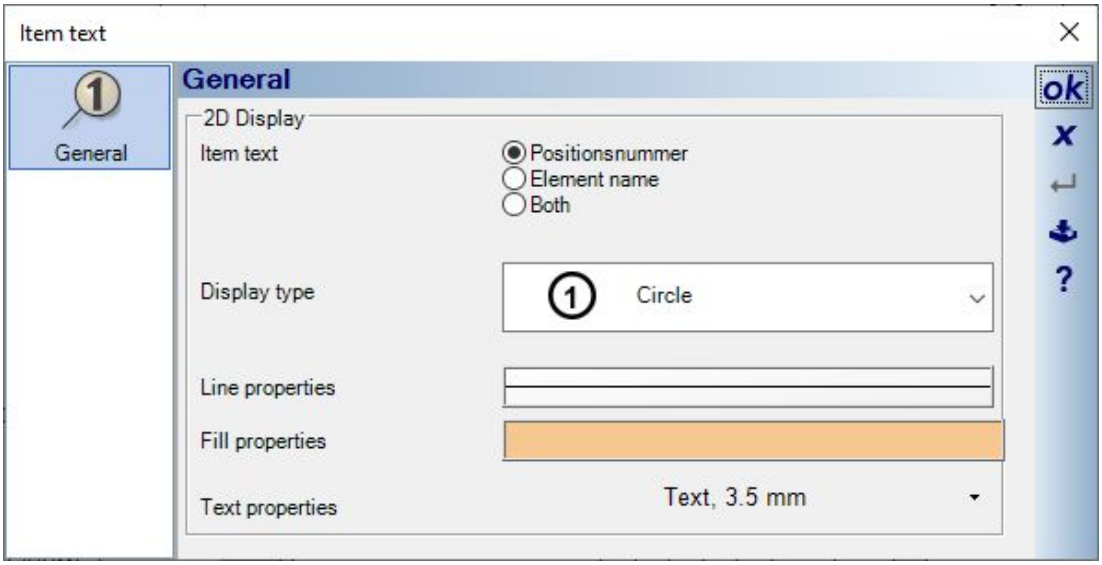
After the start, the Item Text dialog appears automatically with the selection of layers for which the texts are to be generated as well as the selection of the elements, walls, windows and window constructions.
In our "Display" area, choose from the predefined text types and the shown content, ie whether only the number, only the description, ie "Wall" or both should be displayed, ie "Wall 1".
Below you find the text, line and fill properties, with which you can also highlight your item texts in different colours



The item texts only relate to the current planning status and are therefore not updated if you enter additional walls or windows. In such cases, just start the item text process again.
The software automatically recognizes which elements already have this identification and retains their position. Only elements that have not yet been created receive a new item text. However, the 2D representations are overwritten and must first be redefined in the dialog so that no item texts with different contents and different representations arise at this point.

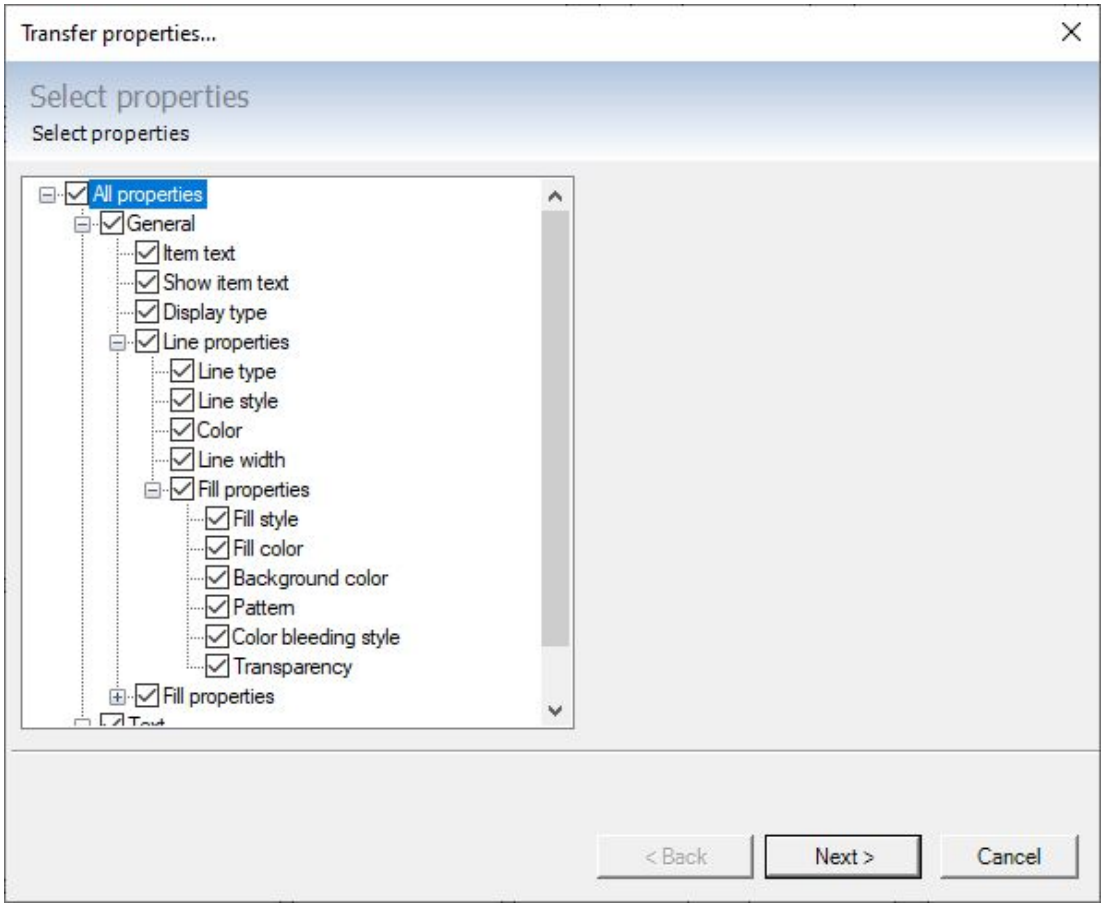
1.5.2 Editing automatic item texts

You can select individual item texts and change their 2D representation properties.



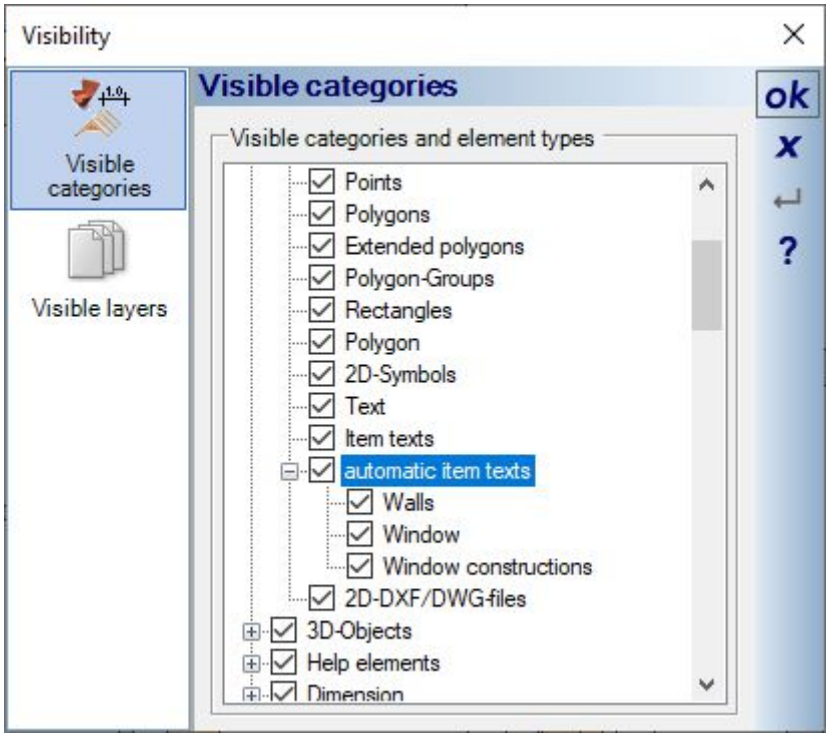
1.5.3 Transferring properties of automatic item texts

As for almost all other elements, you can transfer changed properties of an automatic item text to all other elements of this type in your project. If you change the text size for example, you do not have to adjust all other texts manually.
Simply change the properties of one item text and then select it in your floor plan. Use the context menu to open the Transfer Properties dialog and then choose to which layers these changes are to be transferred.



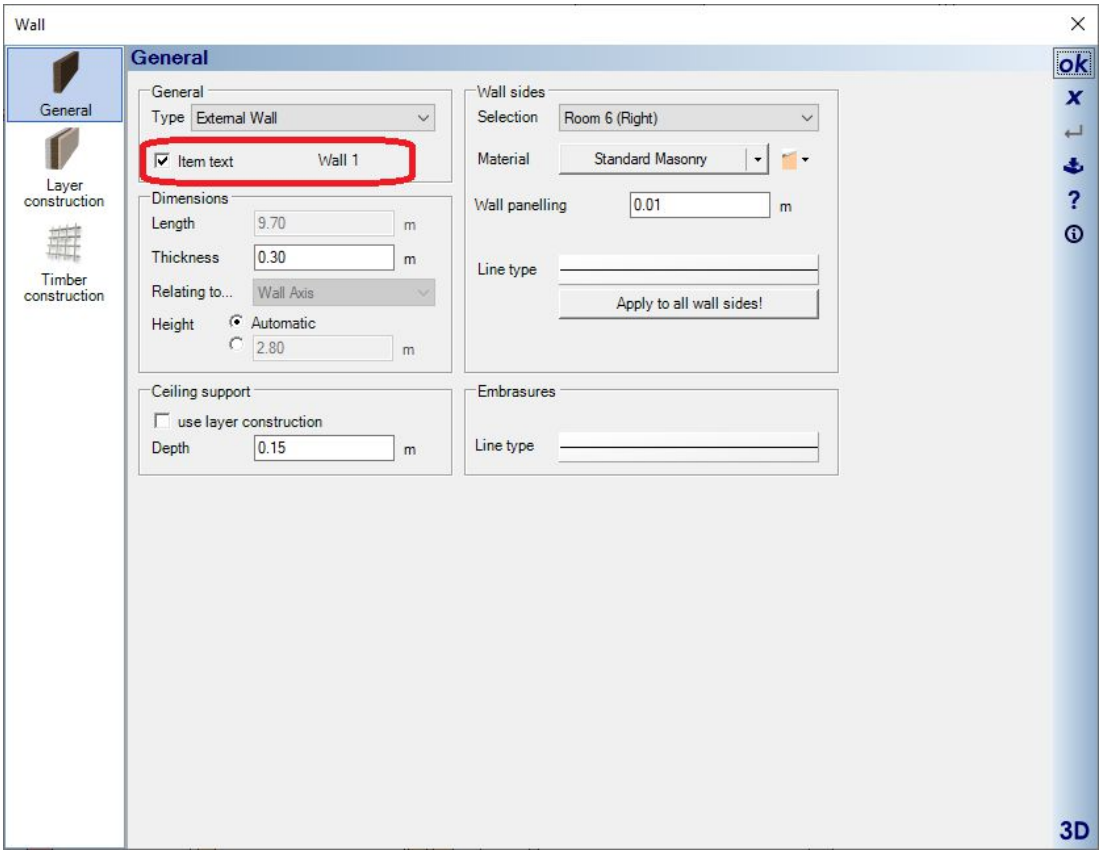
1.5.4 Visibilities of automatic item texts

Automatic item texts have their own visibilities, to be found in the "2D graphic elements" category, where the normal texts are.



1.5.5 Hiding item texts for individual walls

It can happen that individual walls should not receive an automatic item text for reasons of clarity, e.g. short walls that are close to one another.
You can specifically hide an item text in the properties dialog of a wall.

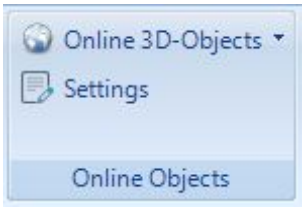


1.6 DOWNLOADING 3D-OBJECTS DIRECTLY FROM WEBSITES INTO YOUR PLANNING

This function is part of the 3D converter plug-in and is not included in all versions, but is reserved for the Professional or Premium versions.
Until now it was already possible to use the 3D converter itself to convert 3D objects from other file formats into our own 3D format (* .cyg), save them in to your catalogue for further usage in a planning process.
The new functionality is designed to simplify that and thus to work faster, because the selection of a 3D object, download, conversion and planning happens in one step.

1.6.1 Online Objects Group on our 3D Functions Ribbon

The function itself and the settings dialog can be found on our 3D Functions ribbon.

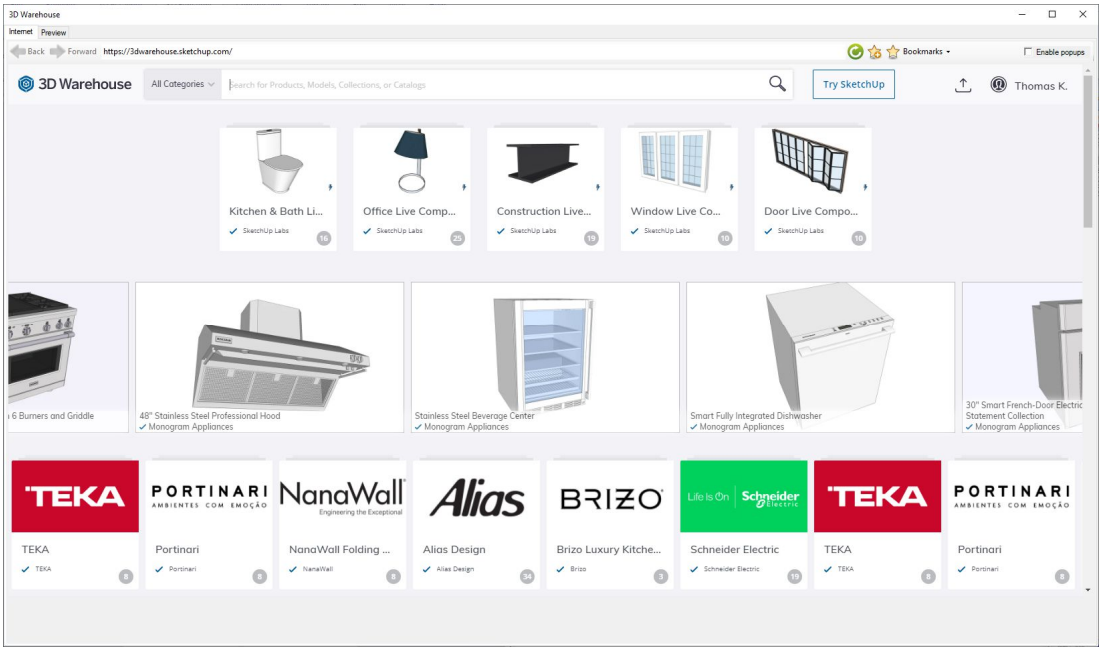


1.6.2 Directly accessing Internet pages with 3D objects

The Online 3D Objects button gives you menu entries that refer directly to a website or search engine. By default, two entries are predefined, Google and 3D Warehouse. You can create additional entries using the Settings dialog or the browser window.

1.6.3 Browser and Preview Dialog

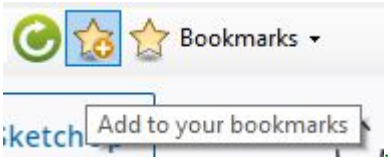
We have integrated a separate, small Internet browser into the dialog. So if you call a website via the menu, you will see the following window for example. Depending on which page you link to



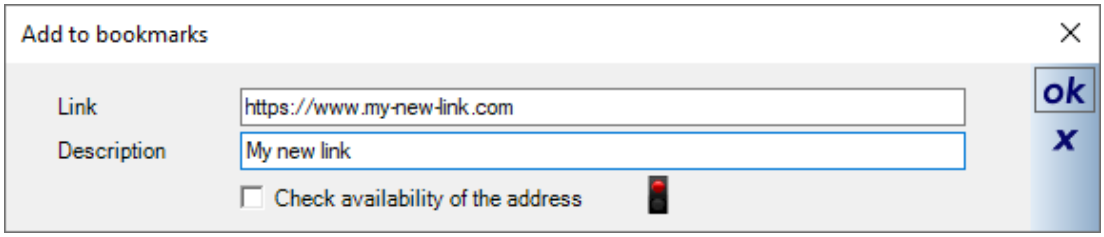
At the top of the dialog there are a few buttons and an option "Enable Popups". Pop-ups are suppressed by default, but there are websites with 3D objects that only allow files to be downloaded from a pop-up window. So if you come across a page like this and nothing happens while you try downloading, allowing popups would be an option to try.
The other buttons are for loading or updating websites and for selecting predefined links from our settings dialog.

1.6.4 Adding your own bookmarks

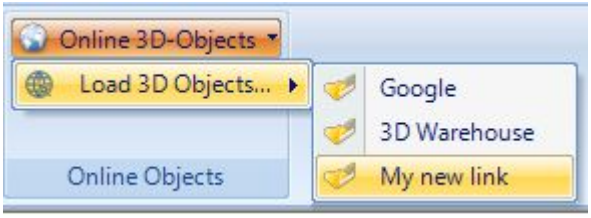
The easiest way to add menu entries yourself is to navigate to a website and then press the "Add to your bookmarks" button in your browser window.



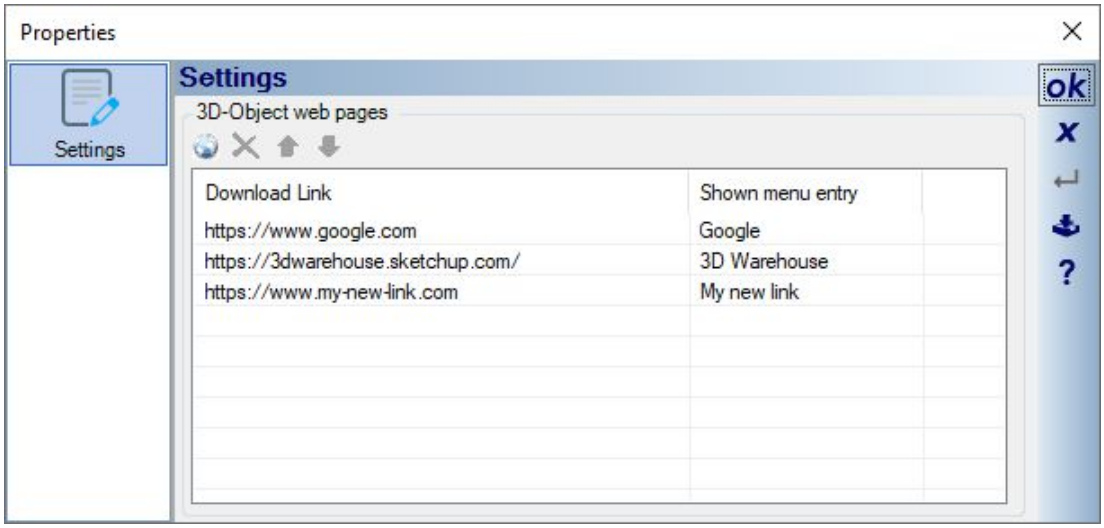
You will then receive the following dialog in which you can assign the link a suitable name for your menu.



The new link only appears on the menu after the software has been restarted and looks like this.



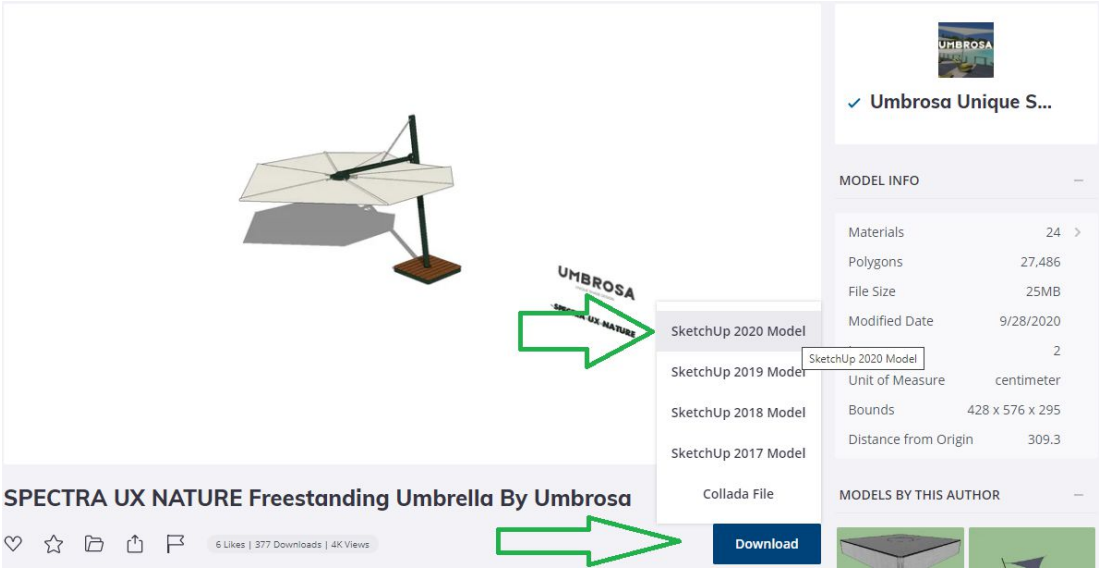
You can manage, rename, delete or sort the menu entries in our Properties dialog.



The settings are saved in an XML file called "Objects3DLinks.xml" in your user directory.

1.6.5 Downloading 3D-Objects

How the download of a 3D object is started differs depending on the websites.
Here is an example from 3D Warehouse. If you have navigated to a 3D object on this page, you will see the DOWNLOAD button below.
The button opens a menu with a selection of available download formats. Usually multiple formats are offered here. The software currently supports Sketchup formats up to 2020 or Collada, to which you have to limit yourself when downloading.



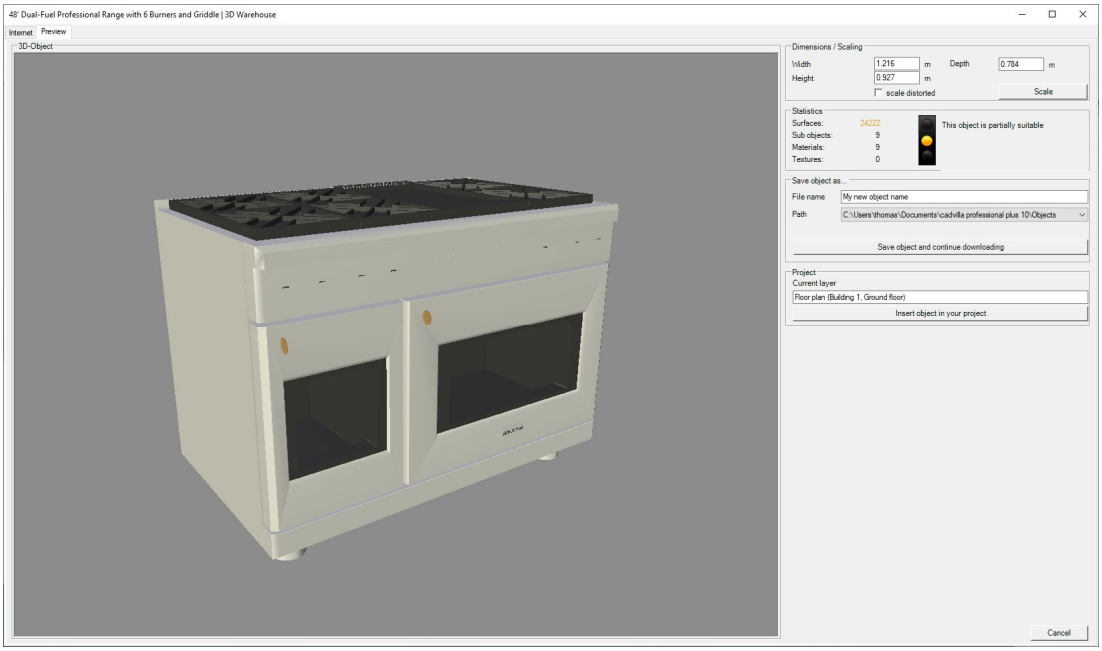
When the download starts, you will see a progress bar at the bottom of the browser dialog for the download itself and the subsequent automatic conversion into our own 3D format.

Note: On some websites you find information about the size of the object, the number of surfaces and materials before you start a download. This information can and should be taken into account before you decide to pick this object, because both the download and especially the conversion of the 3D model could take a long time. And 3D objects with a very large number of polygons or surfaces and materials are completely unsuitable for use in a building planning software and may cost a lot of memory and performance. It may well be that the modeler did not take this into account and that a single button on an object contains several million surfaces. It is better to refrain from 3D objects with a clearly 5-digit number of polygons or higher as well as objects with hundreds of materials. Or at least download them with caution, i.e. in a new, empty project and not in an ongoing planning process.

When the download process is complete, the preview dialog tab page opens automatically.

1.6.6 The Preview Dialog

The preview dialog shows the 3D object after being converted, i.e. as it would look in our software. The quality and the representation depend on the original model or the modeler of the 3D object. So if it doesn't meet your expectations, stop here and choose another item. Some of the imperfections could be revised using the plug-in 3D converter, but there is a separate manual for this.

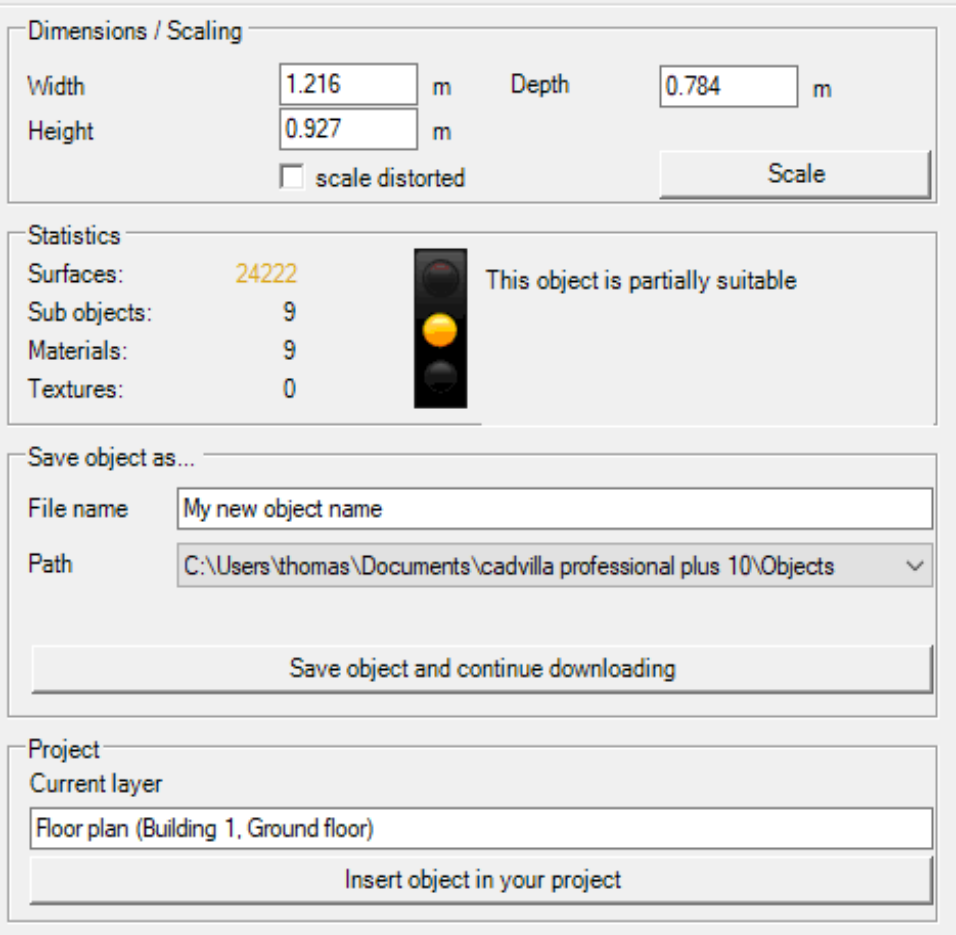


1.6.7 Settings and information in our preview dialog

On the right of the 3D preview you find some information about the downloaded object. First of all, this includes size.

Depending on the output format, this can already be correct. However, some objects also show sizes of several hundred meters or just a few centimeters. If necessary, scale the 3D object appropriately before inserting it into the plan and saving it.

Note: if the size changes drastically, e.g. from a hundred meters to 1 meter, the object may apparently disappear from the 3D view. You may have to zoom the preview again by pressing the HOME key.

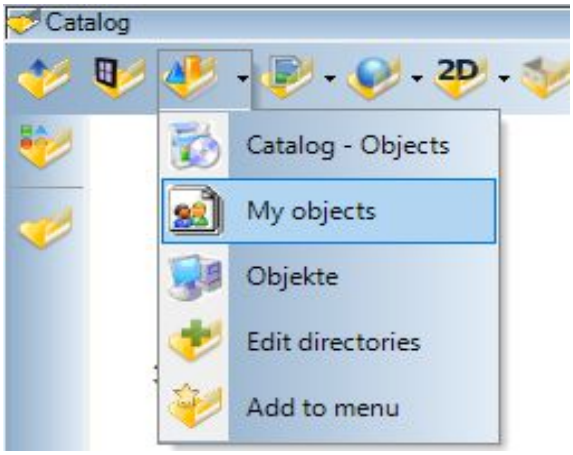


1.6.7.1 Preview dialog statistics

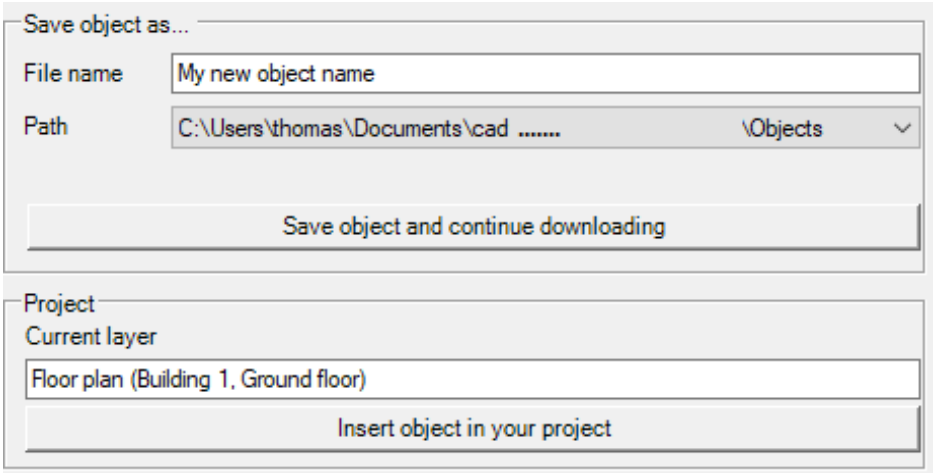
The Statistics area gives you information as to whether this object should actually be used.
The surface property is an essential information. We use a traffic light with clearly defined threshold values as an indication. Objects with up to 10,000 surfaces are marked in green, between 10,000 and 100,000 in yellow and all above in red.
3D objects can easily contain several million triangles / surfaces and thus severely affect the software and memory consumption. It is best to avoid these objects. In our planning software, 2D representations for floor plans and sections are calculated from the 3D objects itself. The triangles alias surfaces become a multiple of 2D lines for this representation that costs a lot of performance.
The same applies to materials and the resulting memory consumption in 3D views, but depending on whether the materials also contain textures.
It cannot be precisely predicted because it depends on the planning itself, e.g. the number of views, the hardware used and the size of the planning project.
You can also insert larger objects, but you should be aware of the possible effects.

1.6.8 Saving objects and inserting them into your planning

The 3D objects are saved in our own format and thus also preserved for further use in the catalogs. So if you want to plan several objects of the same type, you do not have to perform the download several times, but you can drag and drop the following objects from the catalog into your views as usual.
Define the file name in the "Save object as" area. The default name of the downloaded object is often a bit cryptic.
Below you find the default saving path. All paths predefined in your 3D objects catalog are listed here. Additional path entries must be created there. Please note that the path to the default installation directory \ OBJECTS is often write-protected by your Windows system. As a rule, you should use the path to your user directory, listed in the catalog under "My objects".



This path refers internally to your user directory and is shown in the path selection e.g. as follows: c: \USERS\your_username\documents\your_CAD_version\Objects \



The objects are always inserted into the current layer of the active view. You can see which this is in the "Project" area. This cannot be changed at this point. If necessary, you would have to activate the correct layer in your project viewer before starting the download process.
The dialog ends with the button "Insert object in your project" and the object is added to your mouse cursor, exactly as if you had just dragged it from the catalog into your view.

1.7 UPDATED IMPORT FORMATS FOR SKETCHUP 3D OBJECTS

From version 10, the sketchup formats (* .skp) 2017 to 2020 are also supported.

1.8 MORE THAN 200 NEW 3D OBJECTS IN OUR STANDARD CATALOGS

With version 10 we have added more than 200 new 3D objects to the standard catalog.
The additions concern the following catalog categories.

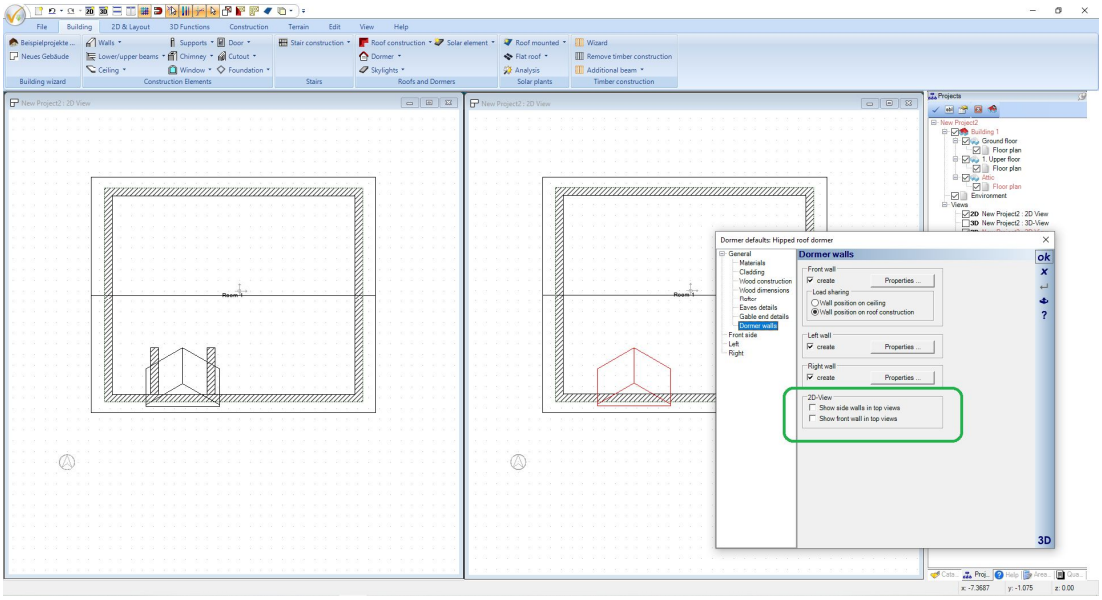
• 35 new doors. Double doors, doors with side windows, exterior doors
• 14 cars
• More than 65 bathroom objects
• 94 3D objects for your office

1.9 MORE THAN 250 NEW 2D SYMBOLS

More than 250 2D symbols have been added to the catalog, including those with a filled and colored representation.

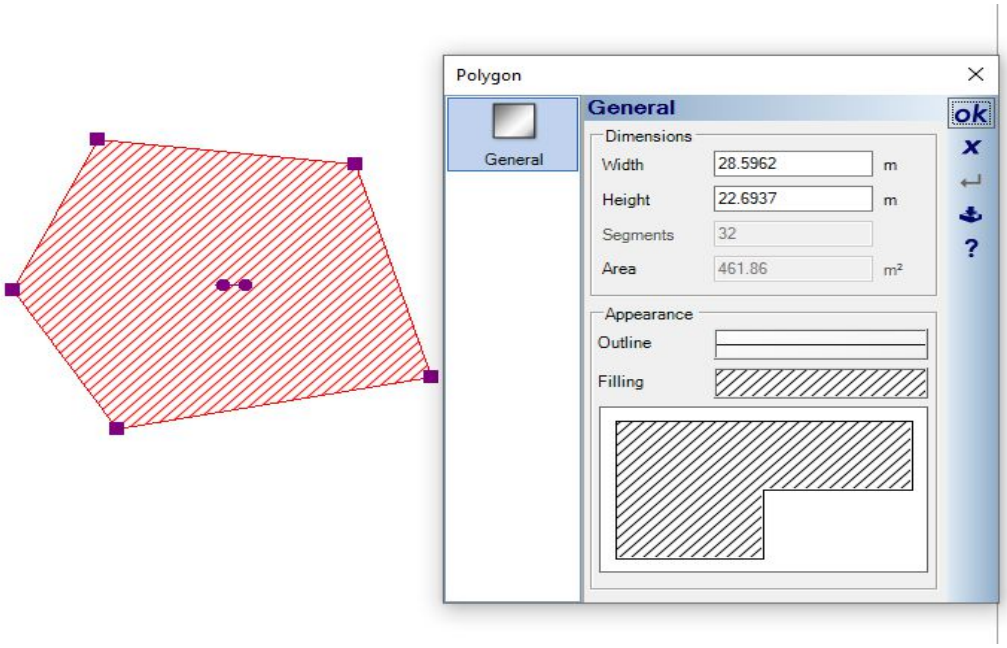
1.10 HIDING DORMER WALLS IN 2D TOP VIEWS

Dormer walls can be switched invisible for 2D top views using the dormer dialog.
This was not possible with the previous visibility, because it was not possible to differentiate between normal walls and walls in dormers.
You can now achieve this result with two options, separately for side walls and the front wall of your dormer. The screenshot shows the previous display on the left and the dialog with the options and the changed display in 2D on the right.



1.11 AREA INFORMATION OF 2D GRAPHIC OBJECTS

Closed 2D graphic elements such as rectangles, polygons etc. now show the area in their properties dialog.
Flächenangabe von 2D Grafikobjekten



1.12 OTHER CHANGES AND IMPROVEMENTS

• Lightweight and partition walls now only have one wall layer with 10 cm thickness.
• The list of recently opened projects now has 12 instead of 6 entries.
• When entering windows in external walls, these are now always automatically placed opening inwards
• There is now an new zoom option (project-based): All views - Show all
• In the catalog and project manager, parts list-based plugins are only displayed if corresponding elements are planned in the project. Applies to solar plants and surface editor grid elements
• In the support dialog, the excavation for beds, terraces, paths, etc… in the project can be set to 0
• Properties can now also be transferred to other terrain elements bed, terrace, water and path
• When entering height points, the height of the last entered point is retained for new entries and the dialog accepts the data for the input with ENTER.
• Handling of cursoring when changing the size of elements in 2D simplified. Elements can now be moved or changed directly with the mouse.
• Scaling of 3D objects in 2D plan views with the mouse
• The selected path in the catalog can now be added to the favorites menu.
• Unnecessary room texts are now also deleted via "Delete invalid elements" in the support dialog.

- …