digipara® liftdesigner

Drawing Creation Fundamentals

A3

Recommendation

ONLINE TRAINING

Are you an attendee in a DigiPara® Liftdesigner online training module?

We recommend to print these out in advance so that you have a handout for your own editing and for your notes during your training.

Agenda

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A3.1 View Frames & Section Planes

- Creating new views & different view types
- Views types & direction
- Positioning & base point
- Section plane position
- Component and dimension visibility
- Prototype DWG

A3.2 Special View Types

- Simply detail section
- Rule based detail section
- Testing the defined rules
- Saving view frames (*.ldf)
- Vertical Split
- Symbolic Vertical Sections

Agenda

A3.3 Sheet & Sheet Templates

- Creating a new sheet
- Renaming a sheet
- Copying existing view frames
- Loading a Drawing Border & Title Block
- Saving sheet templates
- Loading sheet templates (+ shaft wizard)

A3.4 Annotations

- Active View Frame Annotations
- Active Component Annotations
- Extended Annotation Settings

Agenda

A3.5 Data Tree & Project References

- Data Tree Structure
- Project Specifications
- Elevator Project Values
- Copying External$'s from the Data Tree

A3.6 EXTERNAL$'S

- Syntax & External$ Expressions
- Special Values/Operations (Calculations with External$'s, etc.)
- Examples Special Values/Operations

A3.7 External Blocks (AutoCAD DWG's)

- Referencing External$ in DWG's
- Loading external Blocks
- Go to External

A3.8 Title Blocks & Drawing Border

- Meaning of titl_ prefix
- Meaning of bord_ prefix
- Standard DWG Directory

Agenda

A3.9 After Training Practice

- View Frames & Sheets
- Special View Types
- Annotations
- Project References
- Special View Types

A3.10 Summary

- Custom Q&A's

Preparation Steps

CREATE AN ELEVATOR WITH THE FOLLOWING SPECIFICATIONS

Shaft Wizard

- 5 floors
- Typical floor to floor distance 3000 mm
  - Consider travel – no
  - Create building floor levels - no
- Traction elevator 2:1
- 13 persons / 1000 kg, 1 m/s
- Machine room
  - Below / left
- Car roping
  - 2 pulleys below
  - with CW safety gear
- Counterweight roping, left
  - 1 rope pulley top
- Sheet Templates
  - LD Installation Drawing
  - LD Typical Views For Your Elevator

Further specifications

- Car size
  - Car width : 1600 mm
  - Car depth : 1400 mm
- Entrances
  - Front: all floors
  - Rear: first and last level
- Individual Floor to Floor Distance
  - Pit: 1200 mm
  - E1: 2900 mm
  - E2: 3000 mm
  - E3: 3000 mm
  - E4: 3800 mm
- Save the project under the following file name: LDTrainingSample.ld3

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A3.1

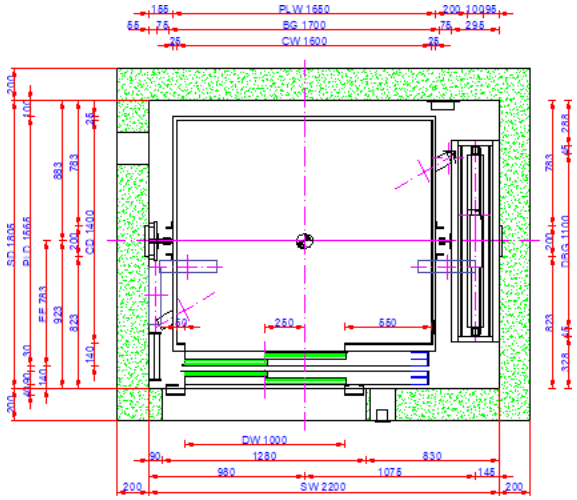
View Frames & Section Planes

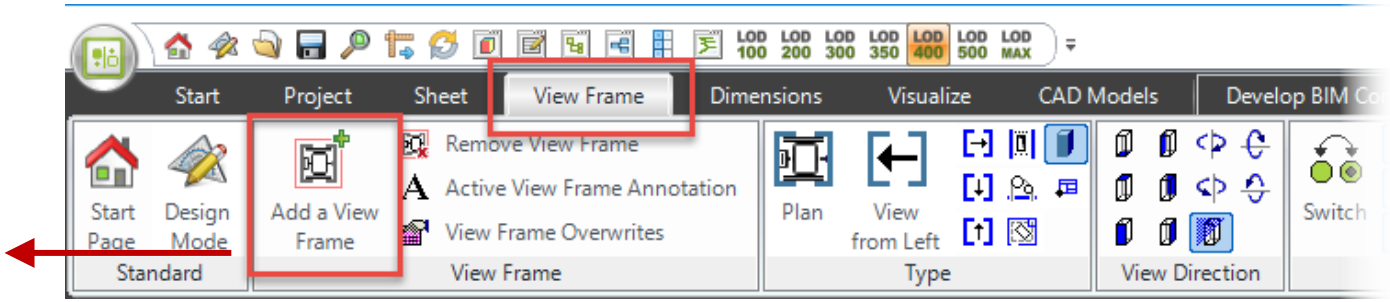
View Frames & View Types

A3.1 VIEW FRAMES & SECTION PLANES

Creating new views & different view types

- Via the View Frame tab & group
  - always add a new plan view to the drawing by default
- Deleting views via the DEL key or the Remove View Frame option under the View Frame tab
  - under the View Frame group





General Information

A3.1 VIEW FRAMES & SECTION PLANES

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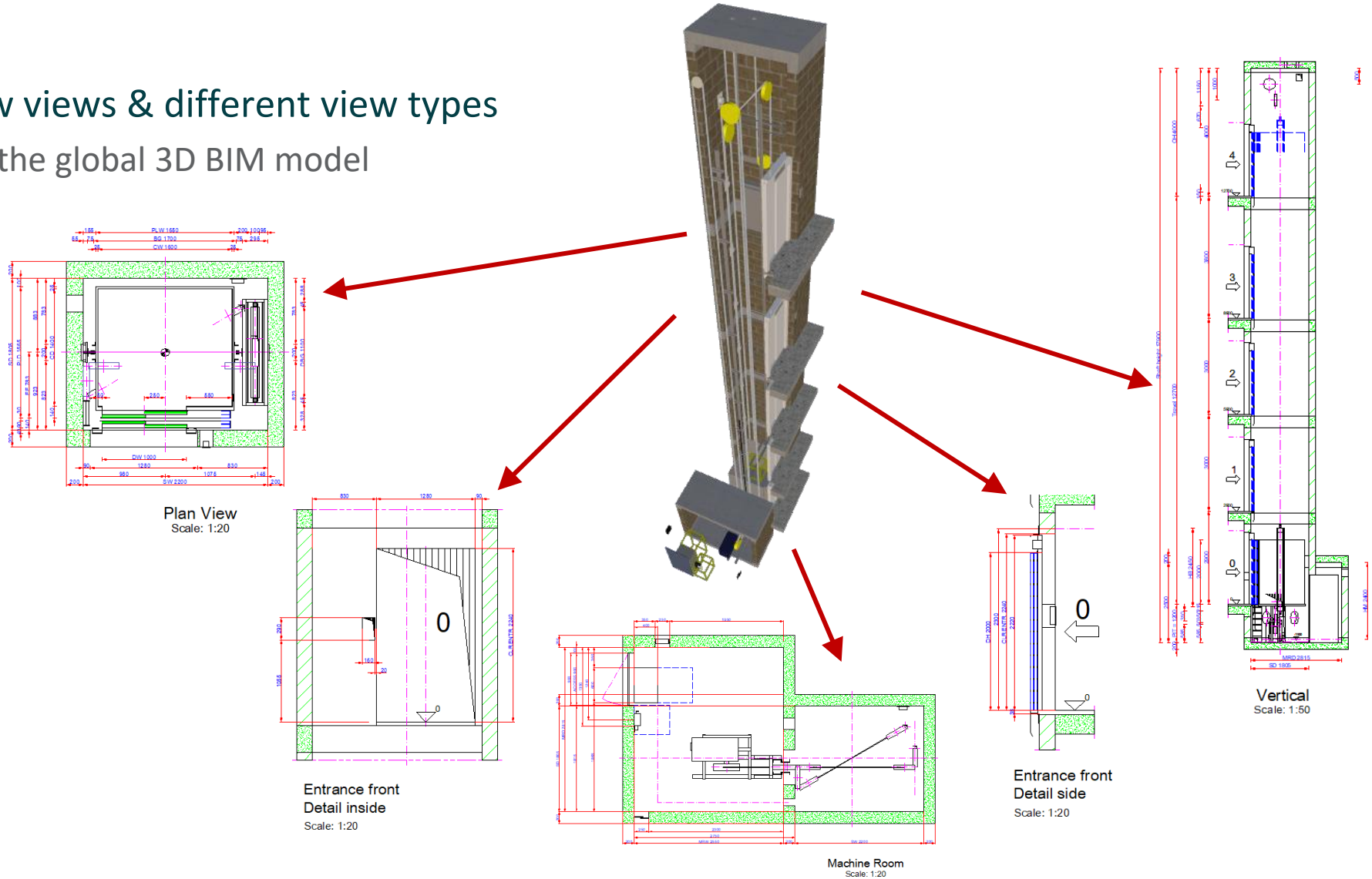
Creating new views & different view types

- based on the global 3D BIM model



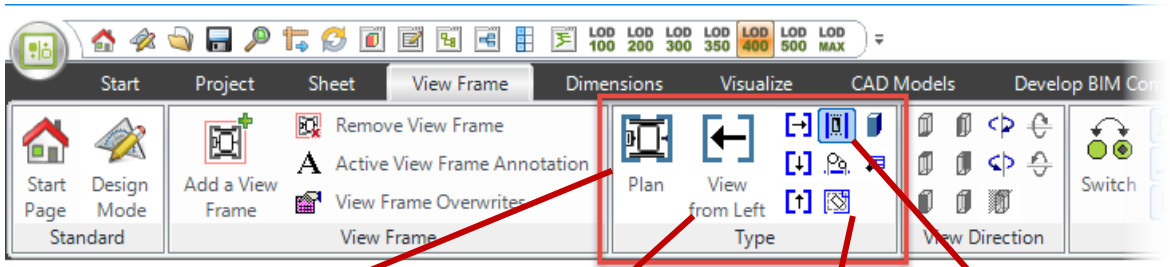
Views types & direction

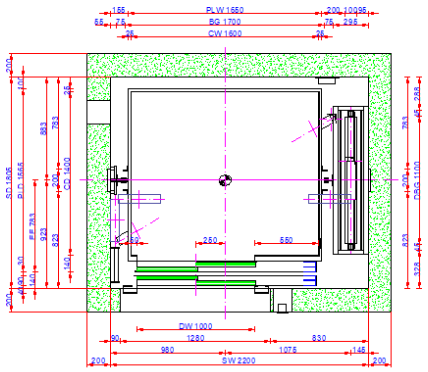
A3.1 VIEW FRAMES & SECTION PLANES

Changing view types

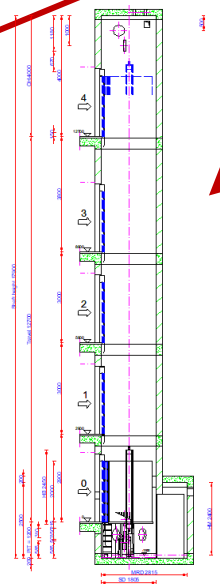
- via the View Frame tab under the Type group

Create any kind of view from one data model

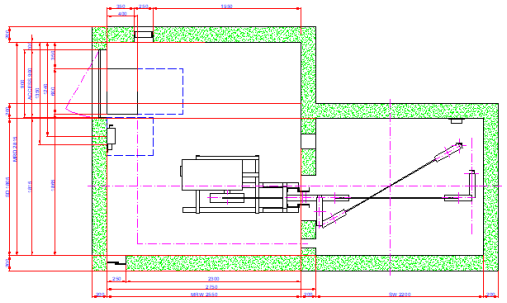




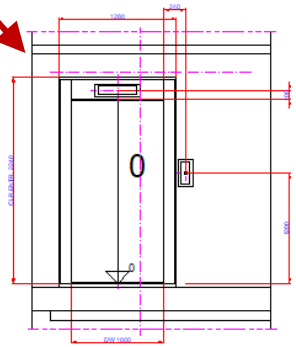
Plan View
Scale: 1:20



Vertical
Scale: 1:50



Machine Room
Scale: 1:20

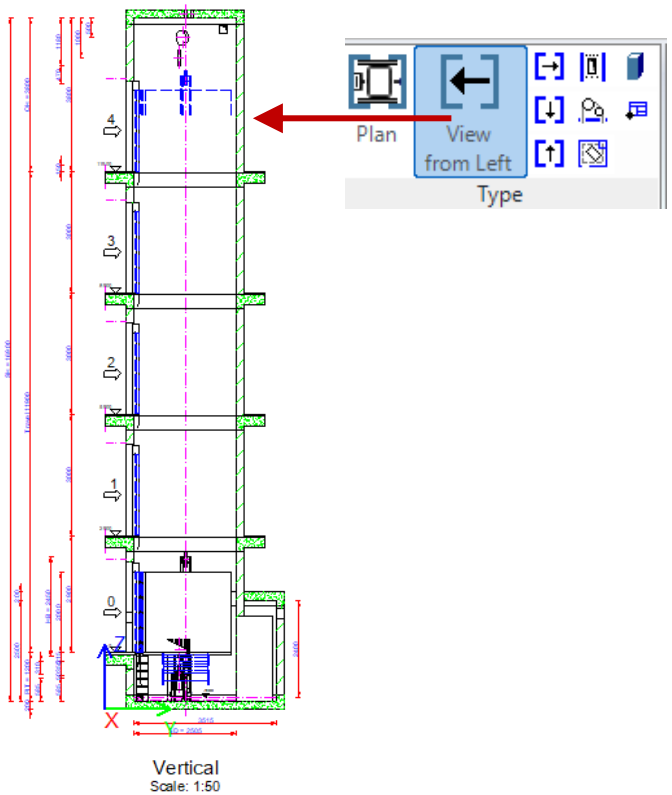


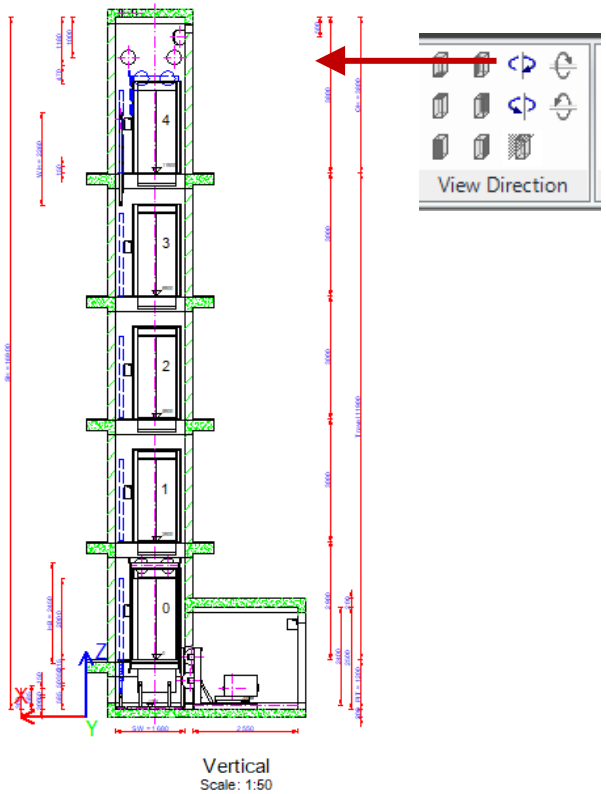
Entrance front
Detail outside
Scale: 1:20

Views types & direction

A3.1 VIEW FRAMES & SECTION PLANES

Rotate vertical sections



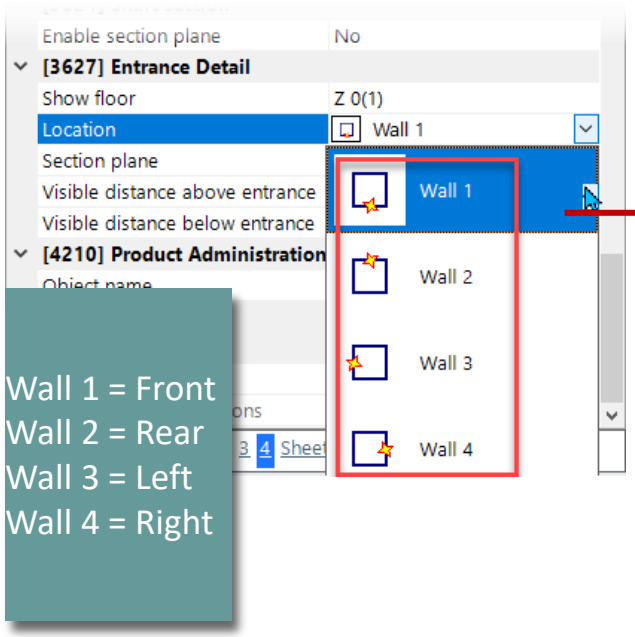


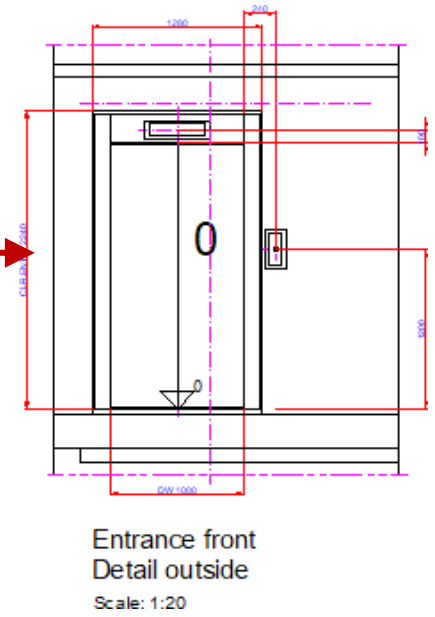
Views types & direction

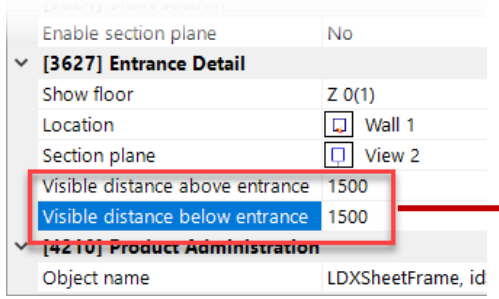
A3.1 VIEW FRAMES & SECTION PLANES

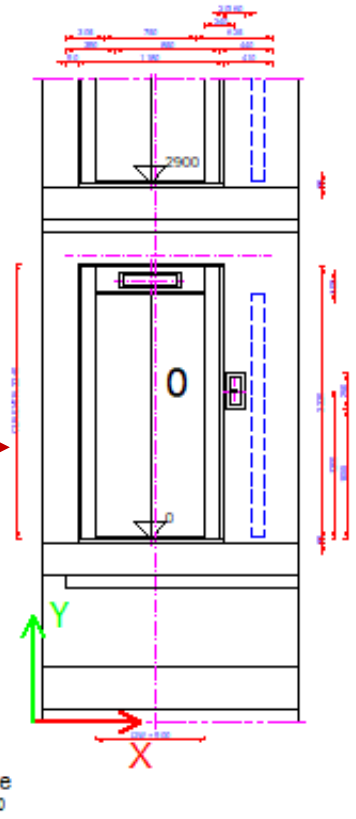
Modify the entrance details via the corresponding view frame properties

- Location
- Visible distance above/below entrance







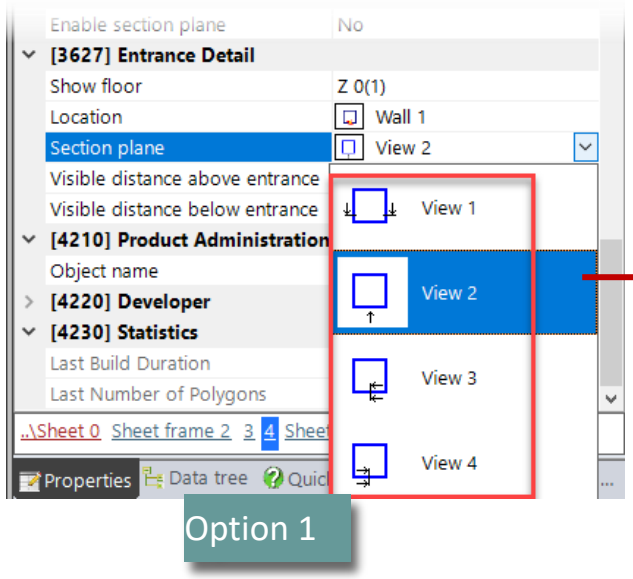


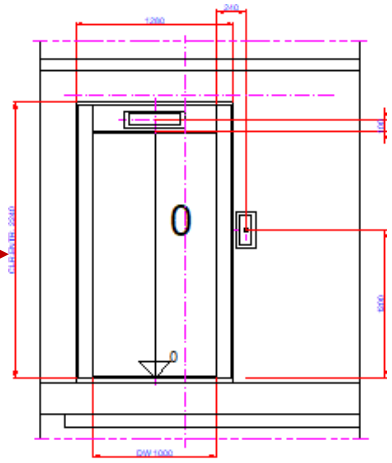
Views types & direction

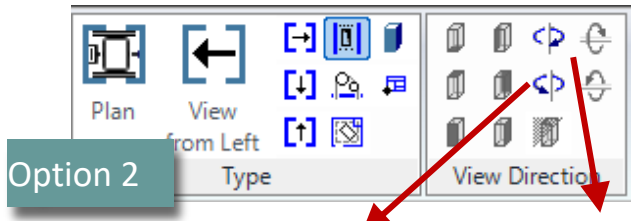
A3.1 VIEW FRAMES & SECTION PLANES

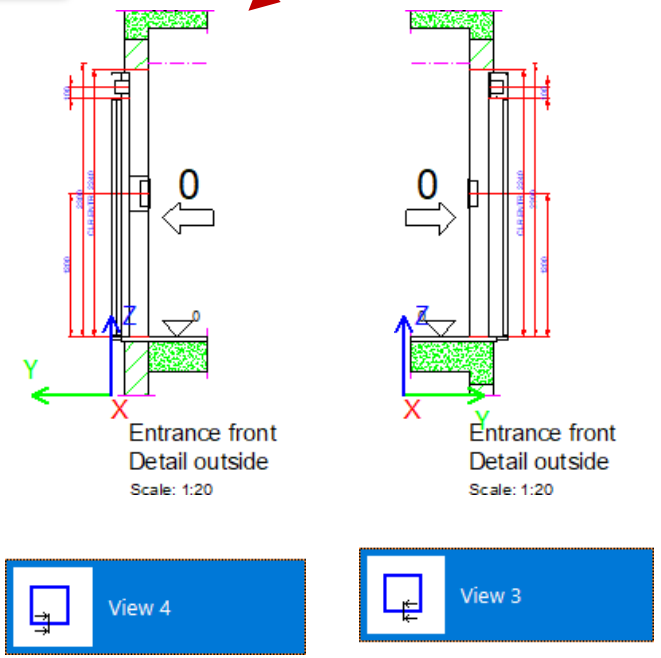
Rotate the entrance details via

- Option 1 : View Frame Properties
- Option 2 : View Direction group







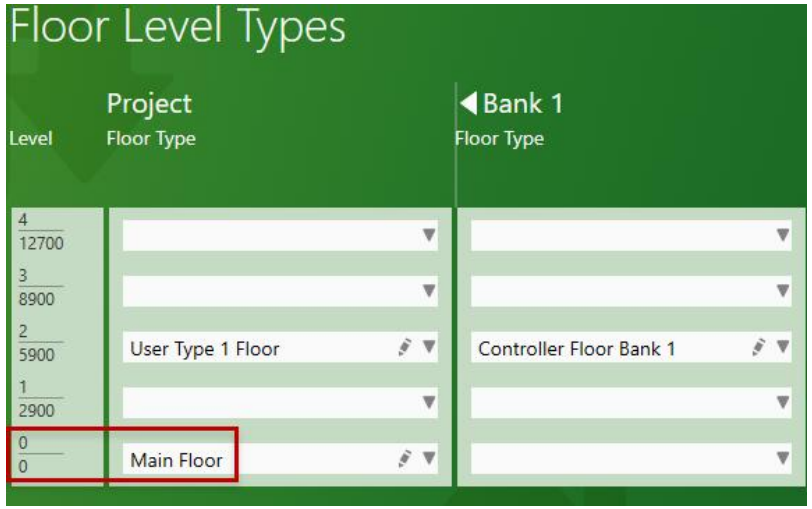


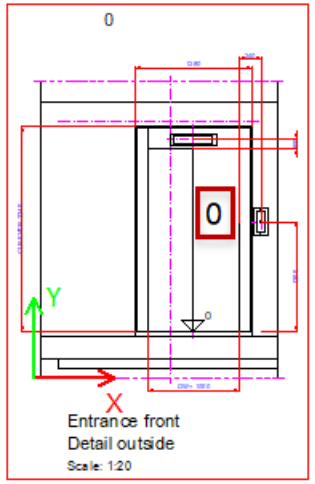
Views types & direction

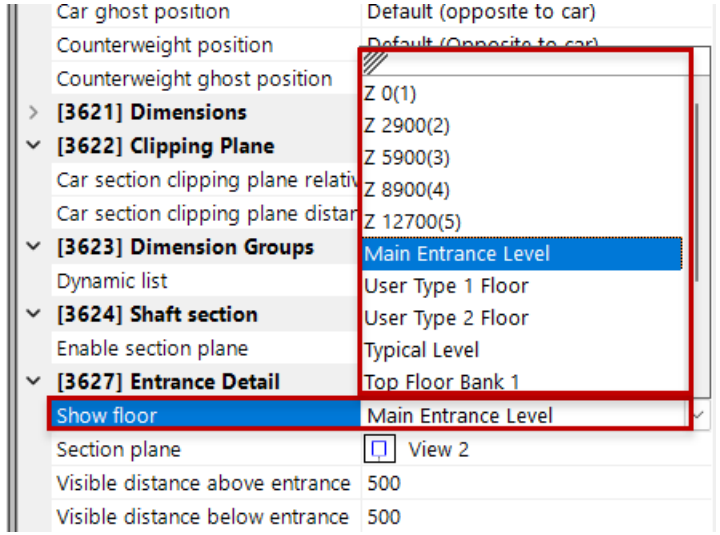
A3.1 VIEW FRAMES & SECTION PLANES

Floor Level Type

- Define floor level types for untypical floors
- View frame properties: select the floor to be shown





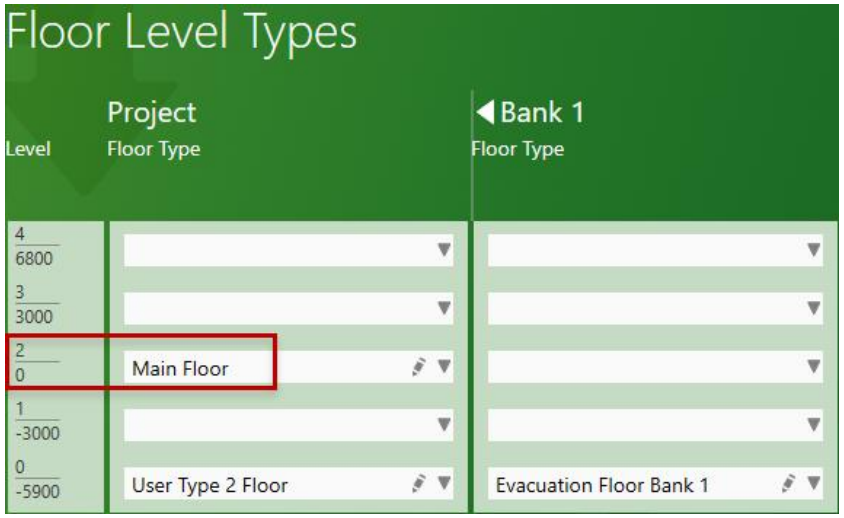


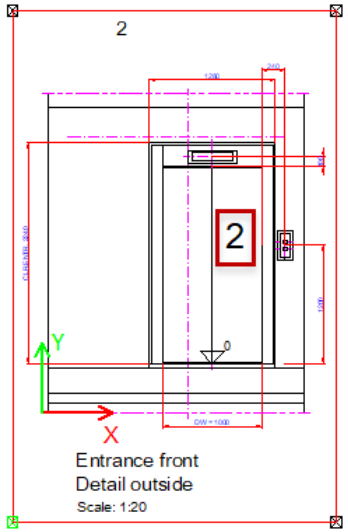
Views types & direction

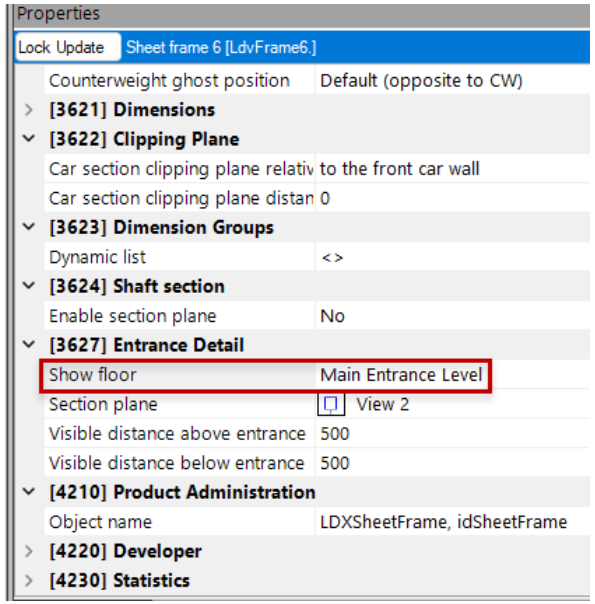
A3.1 VIEW FRAMES & SECTION PLANES

Floor Level Type

- Even if the main floor changes, the view frame is updated immediately if this is set correctly in the properties.





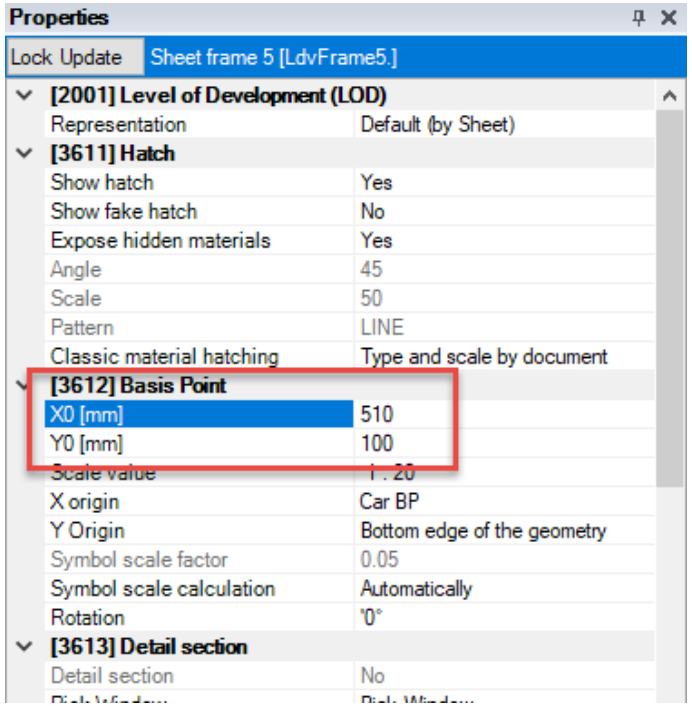


Positioning & Base Point

A3.1 VIEW FRAMES & SECTION PLANES

Positioning view frames on the drawing

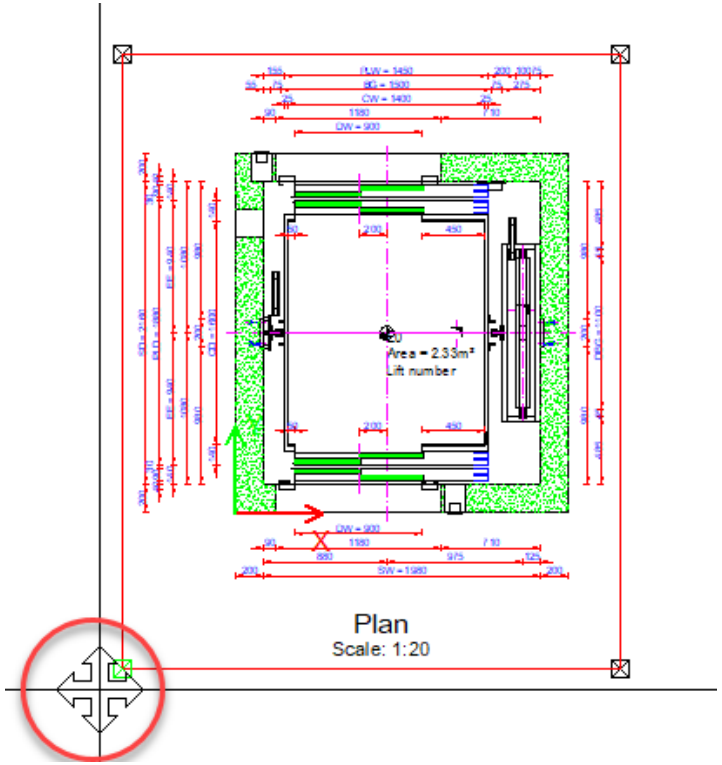
- Can be positioned relatively to the sheet basis point via the X0 and Y0 properties
- The sheet basis point is specified by the lowest left point of the geometry in the drawing area



Positioning & Base Point

A3.1 VIEW FRAMES & SECTION PLANES

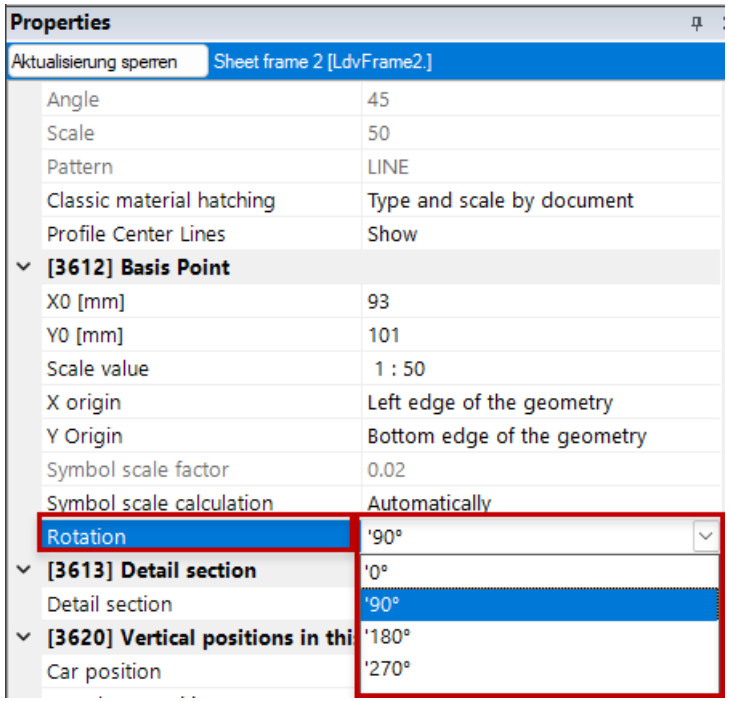
Select view frame and move mouse to the corner to see the symbol, then view frame can move it by holding down the left button with the mouse.

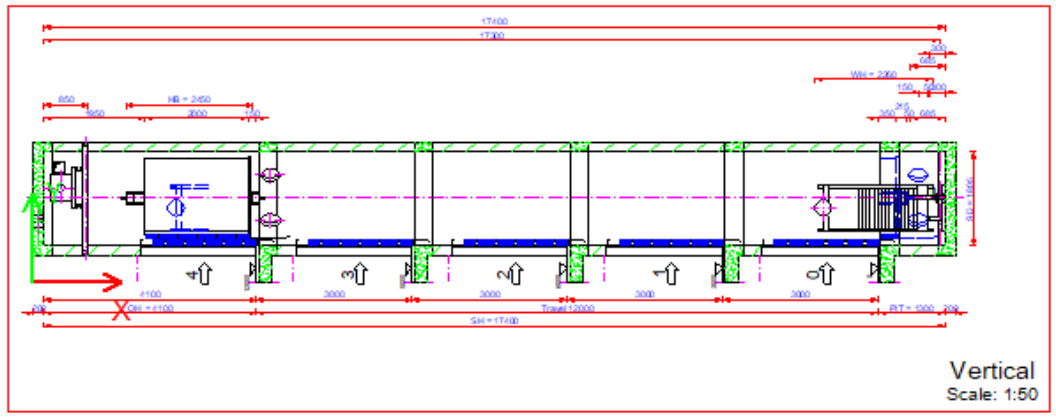


View Frame Rotation

A3.1 VIEW FRAMES & SECTION PLANES

View Frame Rotation via Properties

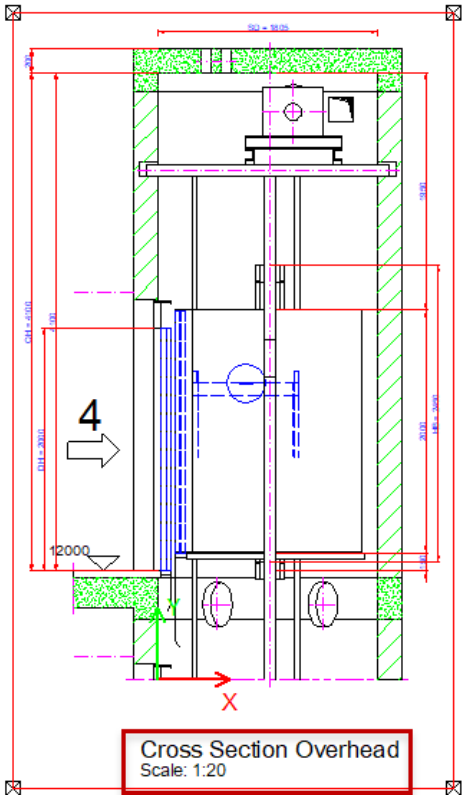




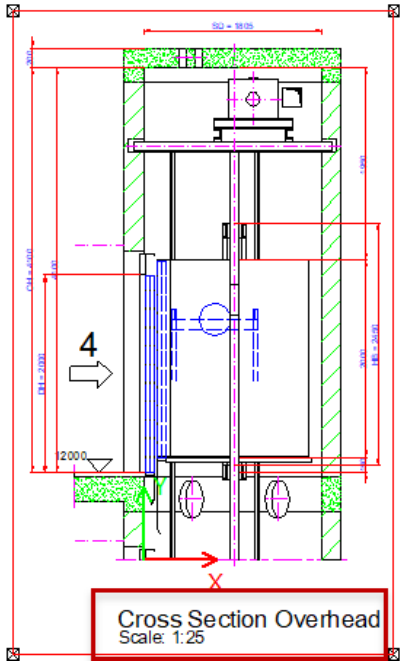
View Frame Scale

A3.1 VIEW FRAMES & SECTION PLANES

Scale View Frames via Properties



Aktualisierung sperren	Sheet frame 2 [LdvFrame2.]
Classic material hatching	Type and scale by document
Profile Center Lines	Show
[3612] Basis Point	
X0 [mm]	600
Y0 [mm]	340
Scale value	1 : 20
X origin	World origin
Y Origin	Bottom edge of the geometry
Symbol scale factor	0.05
Symbol scale calculation	Automatically
Rotation	'0°



Section plane positions

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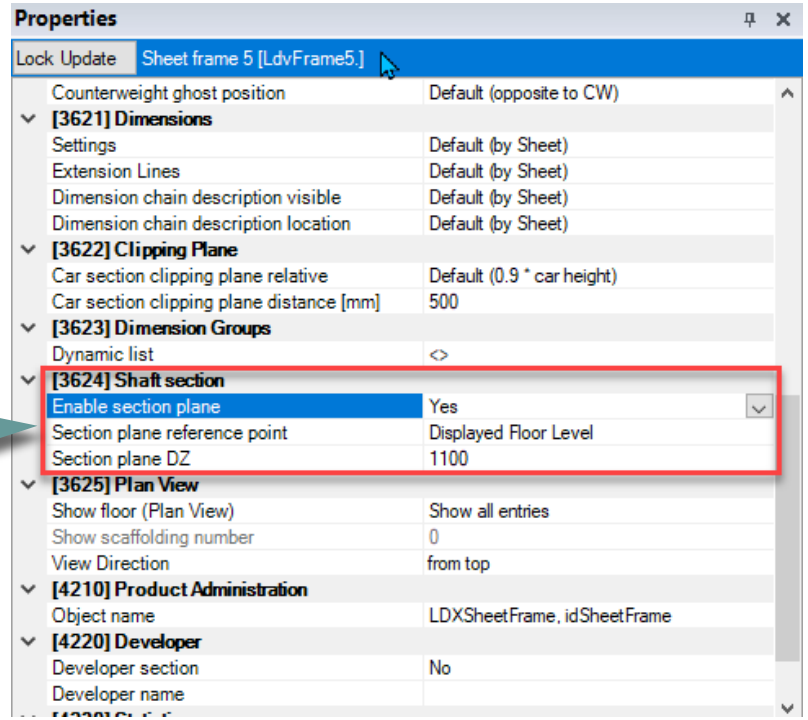
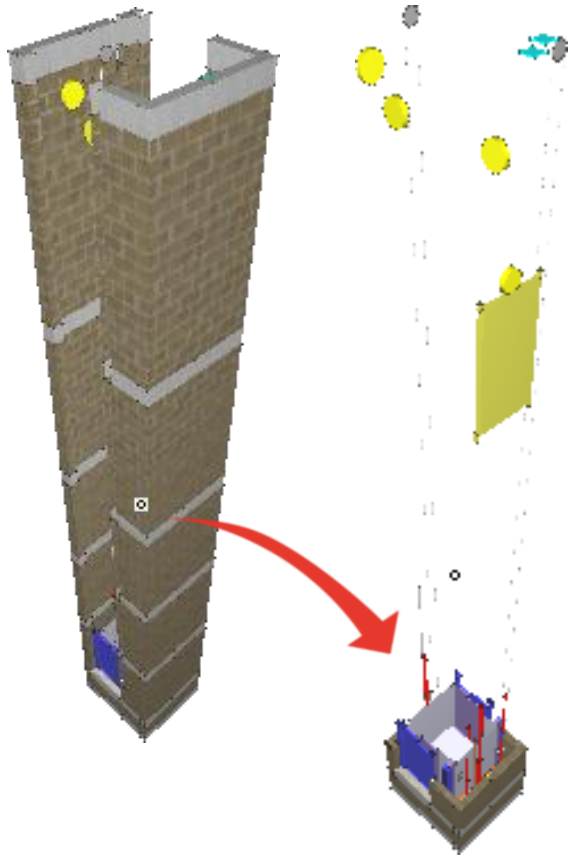
For setting up own section plane positions the status of the Enable section operation must be **Yes**.

Determine the section plane reference point and define the corresponding section plane dimension value.



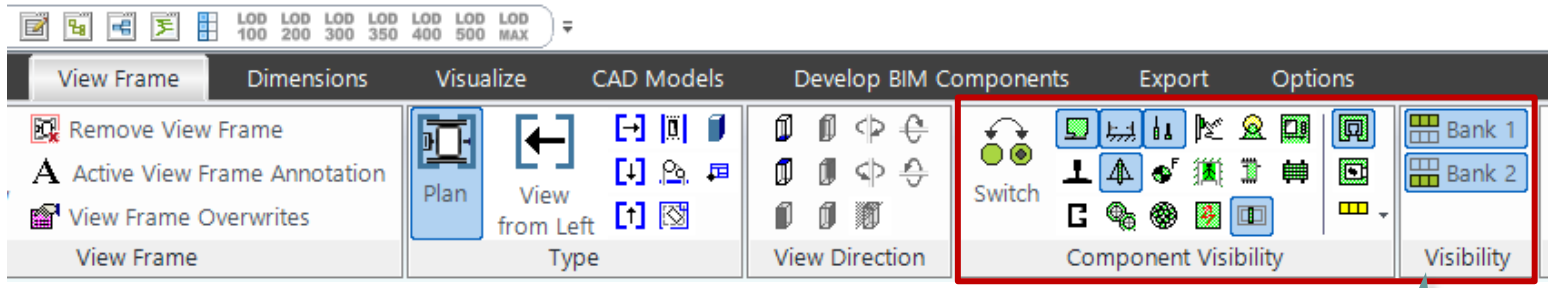


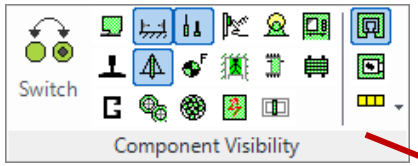
Component and dimension visibility

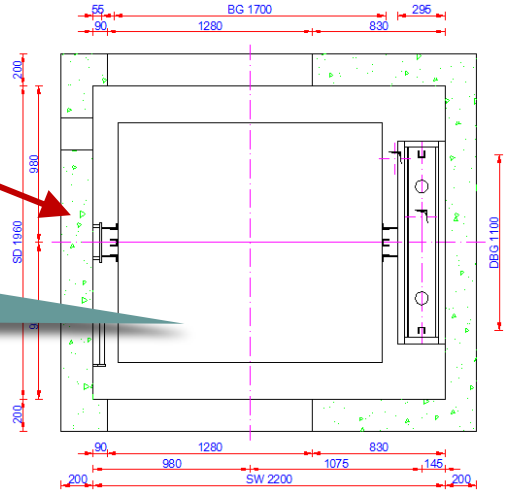
A3.1 VIEW FRAMES & SECTION PLANES

Switching on/off BIM components

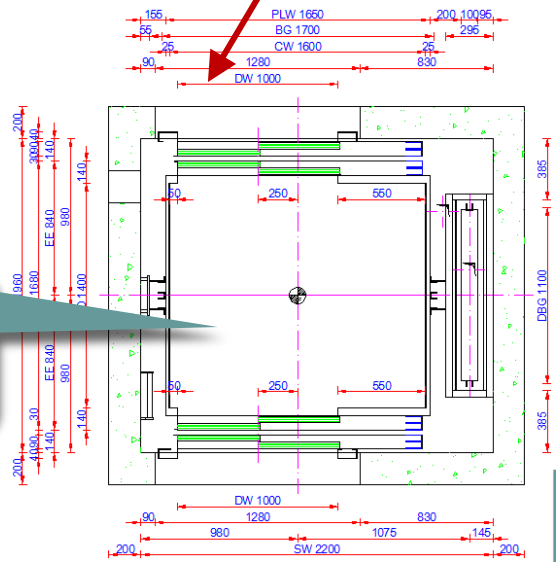
- via the View Frame tab
- Component Visibility group
  - local per view frame operation







Switched off car and door components



Switched on car and door components.

Shaft group-related features

Shaft Groups & High Rise

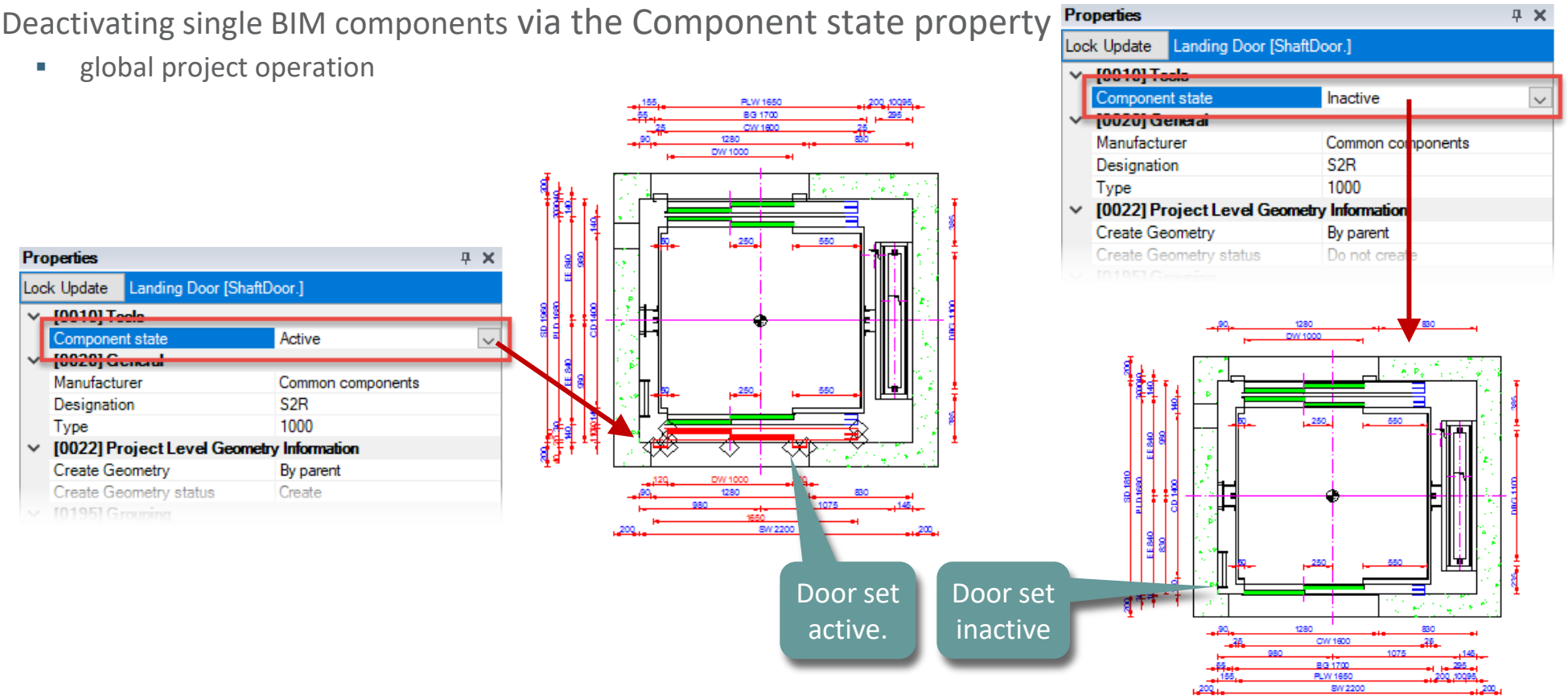
EL2

Component and dimension visibility

A3.1 VIEW FRAMES & SECTION PLANES

Switching on/off BIM components

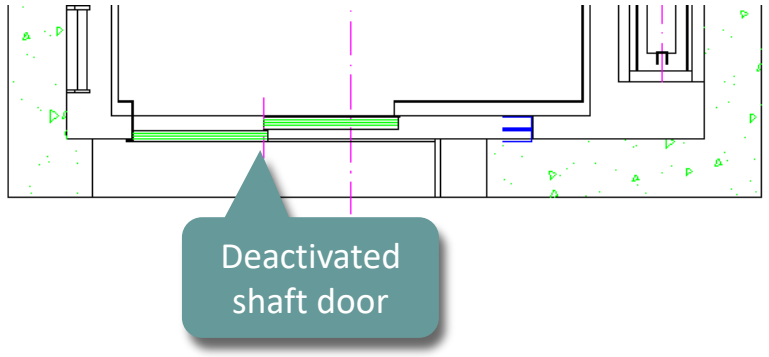
- Deactivating single BIM components via the Component state property
  - global project operation

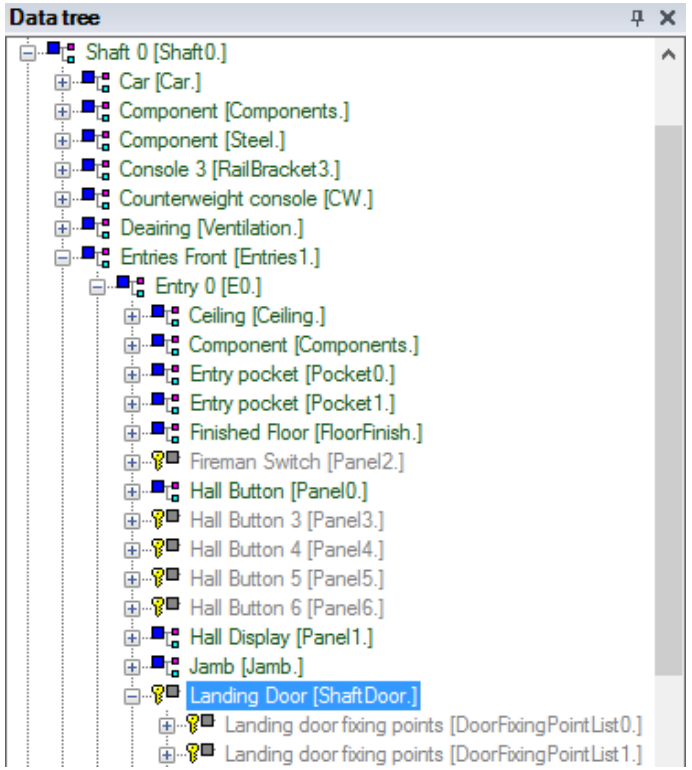


Component and dimension visibility

A3.1 VIEW FRAMES & SECTION PLANES

Reactivating BIM components via the corresponding component data tree node / item



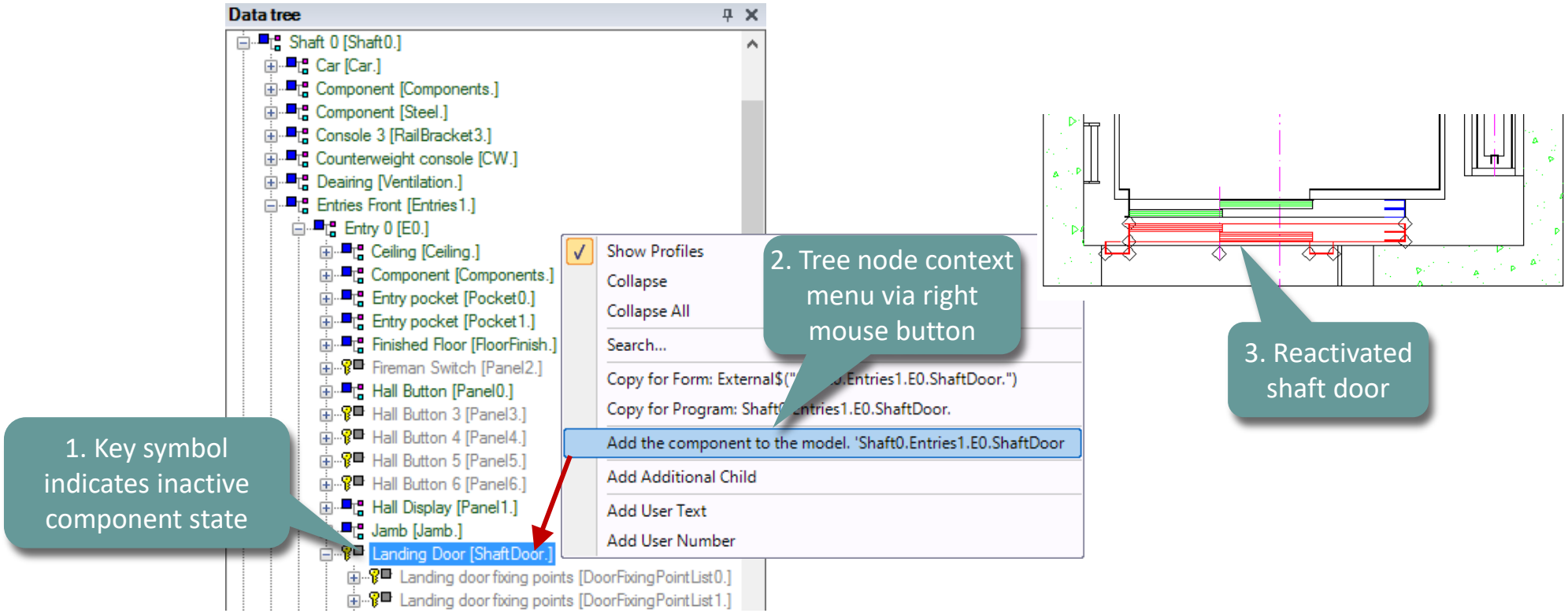


Component and dimension visibility

A3.1 VIEW FRAMES & SECTION PLANES

Switching on/off BIM components & dimensions

- Reactivating BIM components via the corresponding component data tree node / item

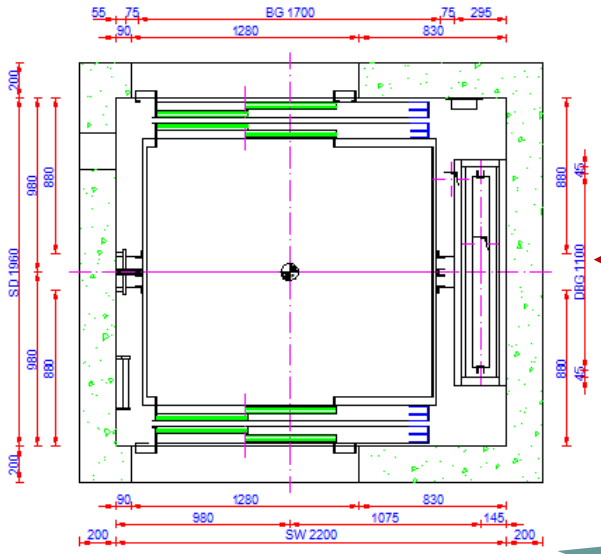


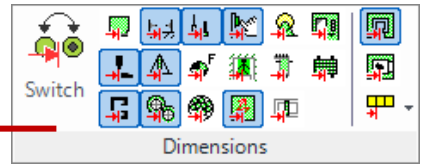
Component and dimension visibility

A3.1 VIEW FRAMES & SECTION PLANES

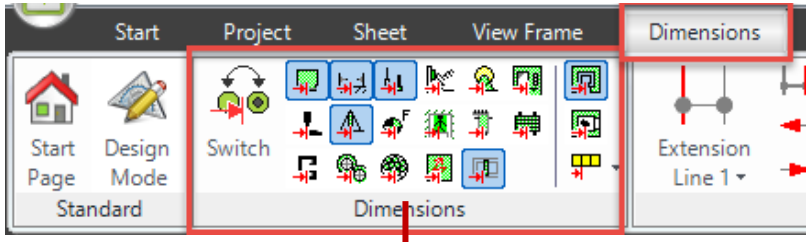
Switching on/off BIM dimensions

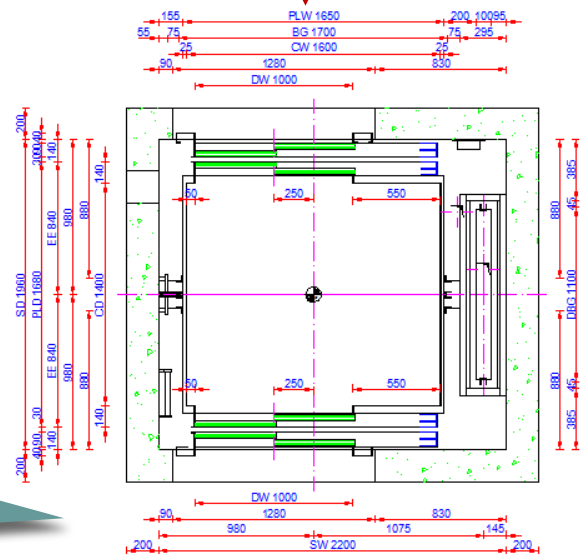
- via the Dimensions tab
- Dimensions group
  - local per view frame operation





Switched off car & door dimensions





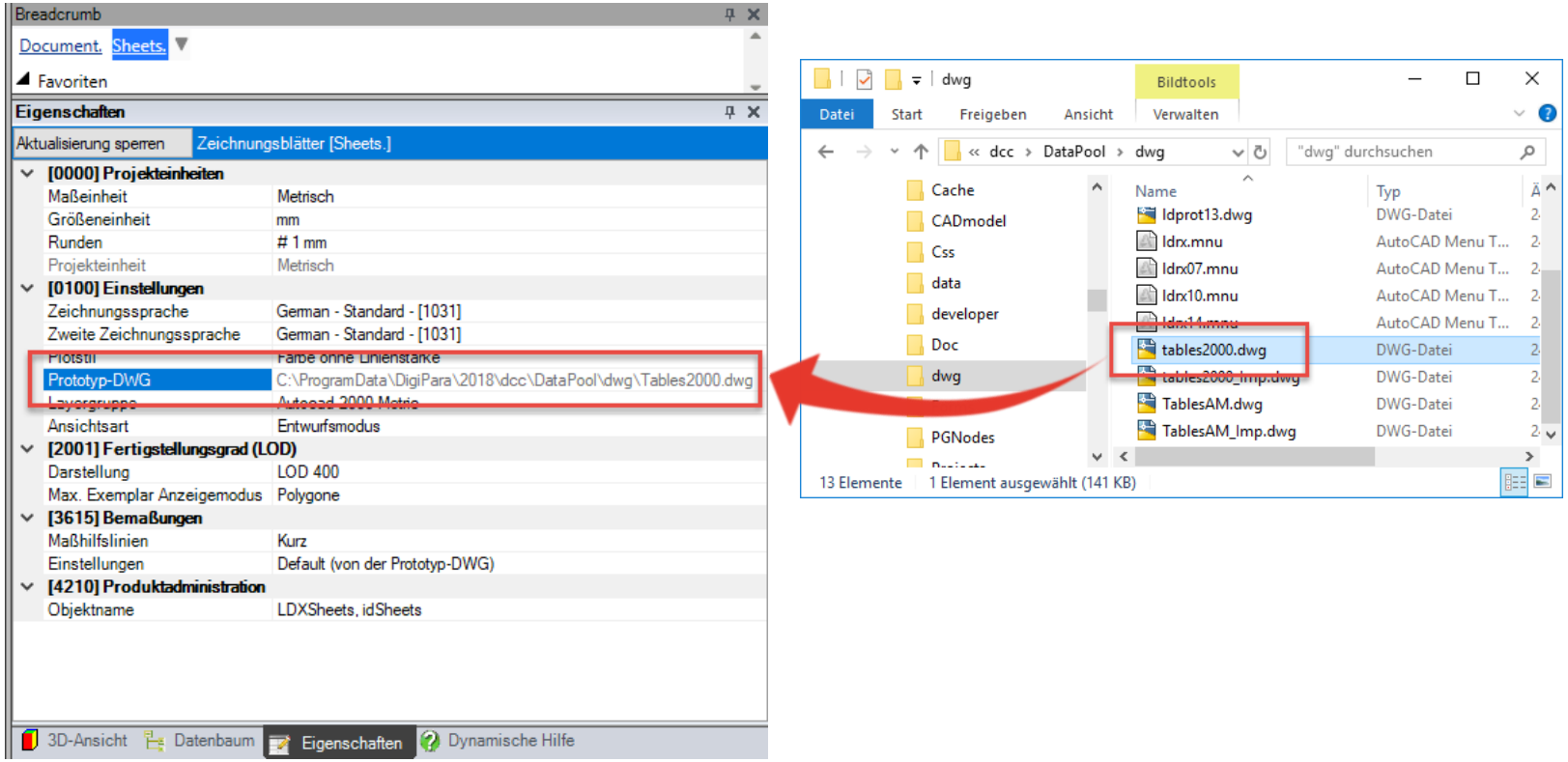
Switched on car & door dimensions

Prototype DWG

A3.1 VIEW FRAMES & SECTION PLANES

View Frame Layout

- The table2000.dwg file is automatically embedded in the standard Liftdesigner program

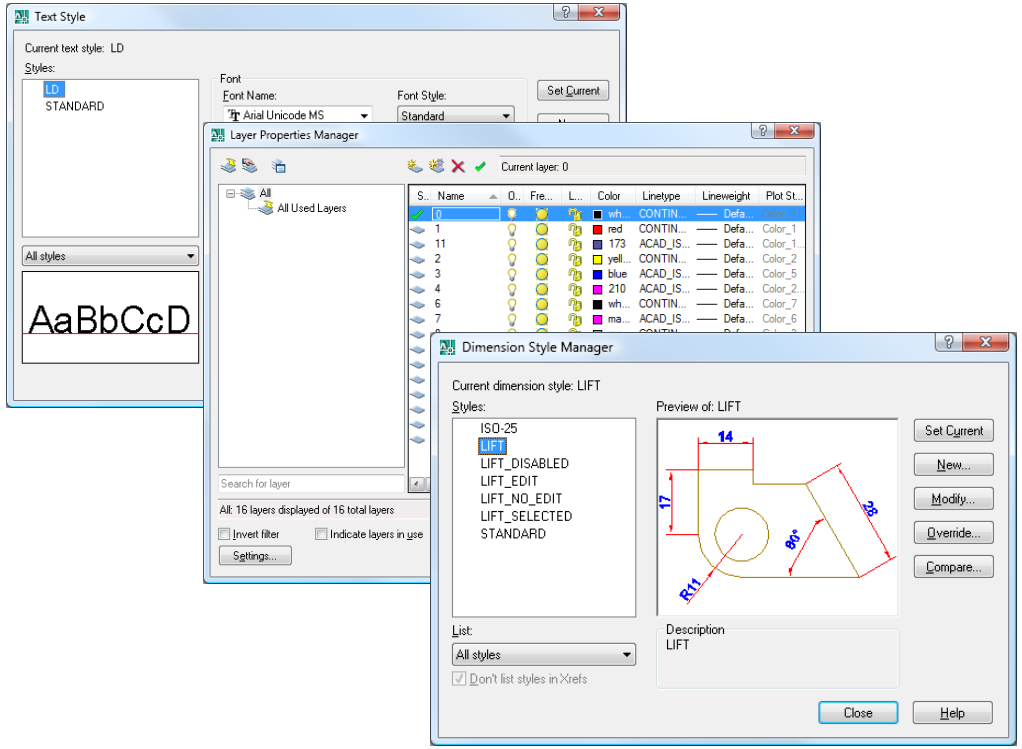


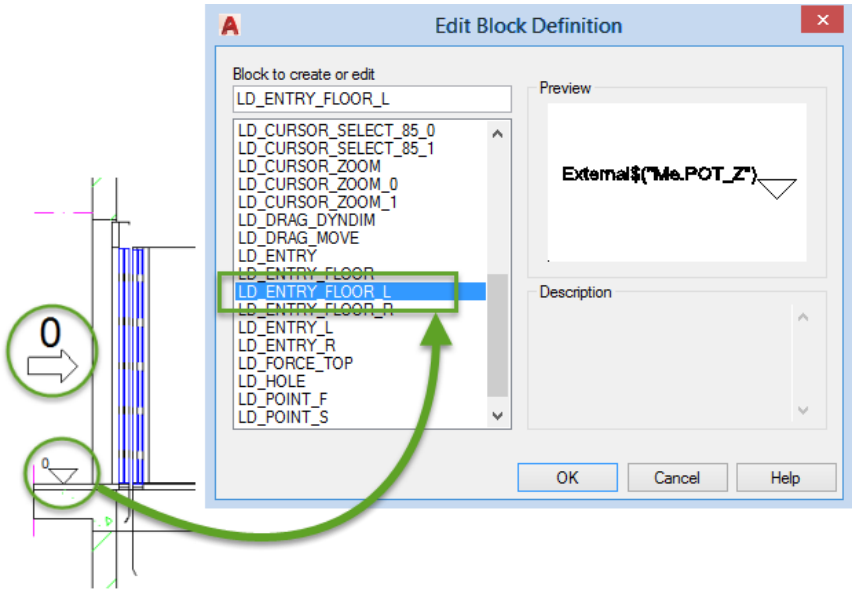
Prototype DWG

A3.1 VIEW FRAMES & SECTION PLANES

View Frame Layout

- contains predefined Dimension Style, Blocks and Text Style configurations as well as the default Layers





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A3.2

Special View Types

General information

A3.2 SPECIAL VIEW TYPES

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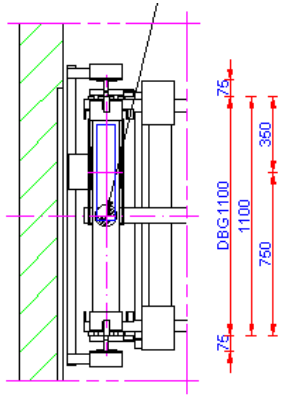
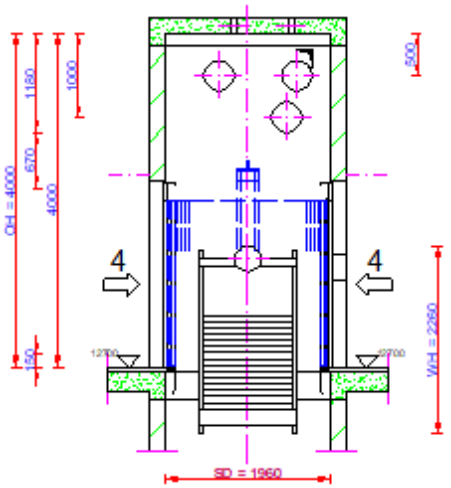
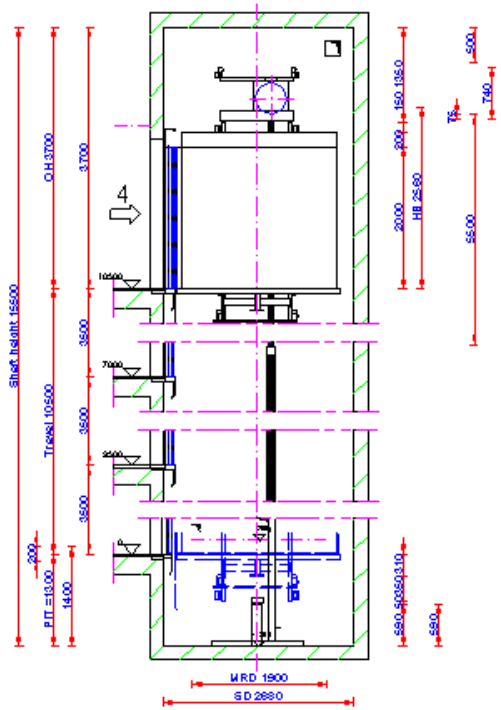
Simple detail section



Vertical Splits



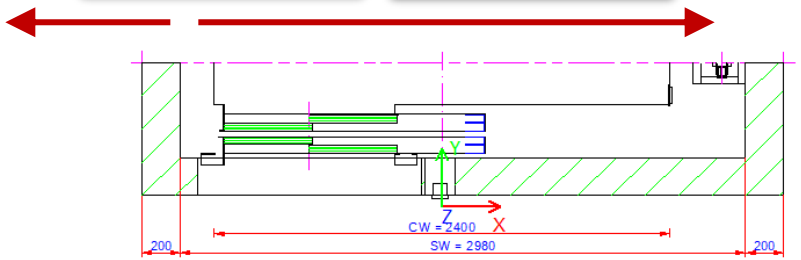
Symbolic vertical sections



Rule based detail section

X-Min. direction

X-Max. direction

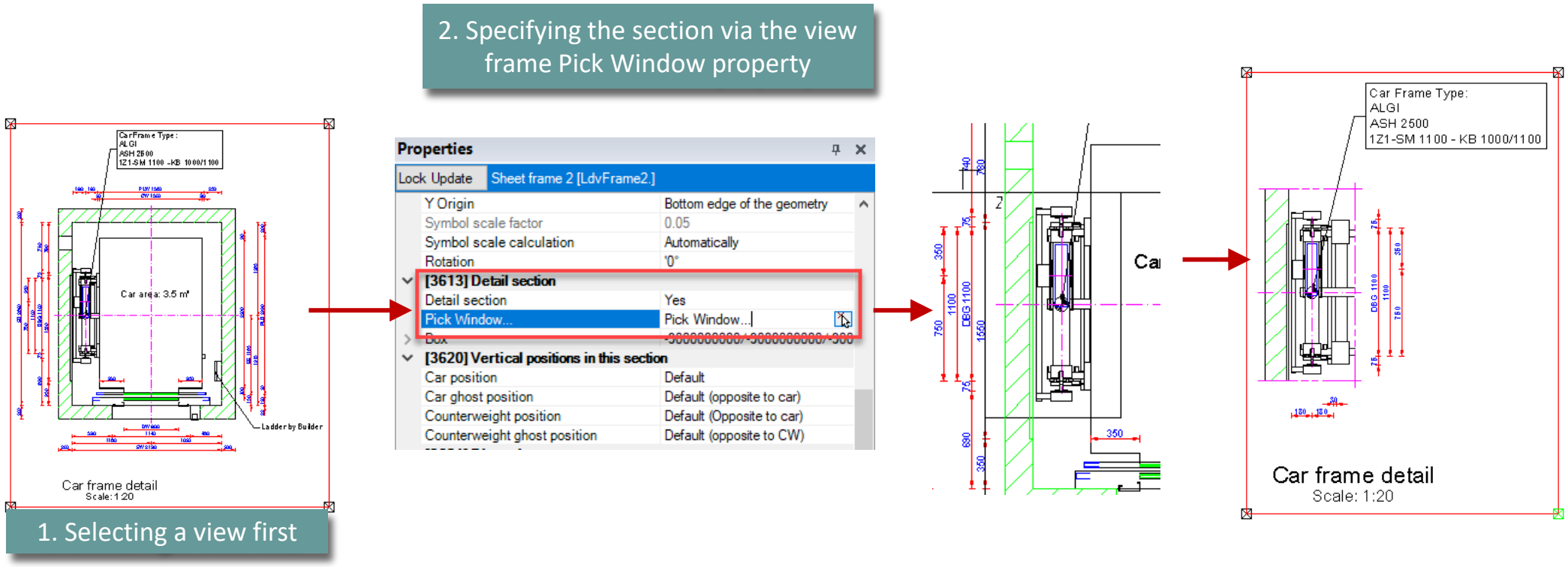


Simple detail section

Simple detail section

A3.2 SPECIAL VIEW TYPES

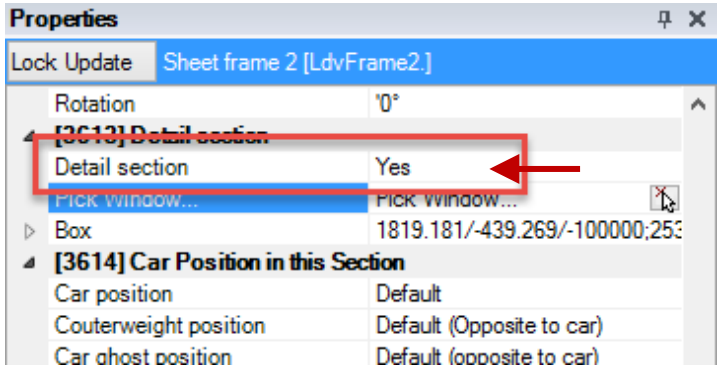
Edit an existing view frame



Simply detail section

Note:

- The detail section mode can be reset via the view frame Detail section property



Rule based detail section

Rule based detail section

A3.2 SPECIAL VIEW TYPES

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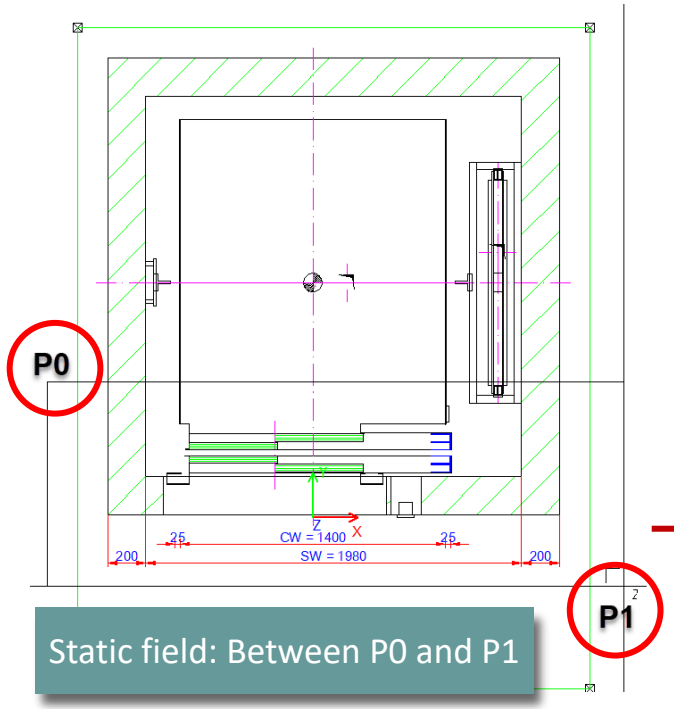
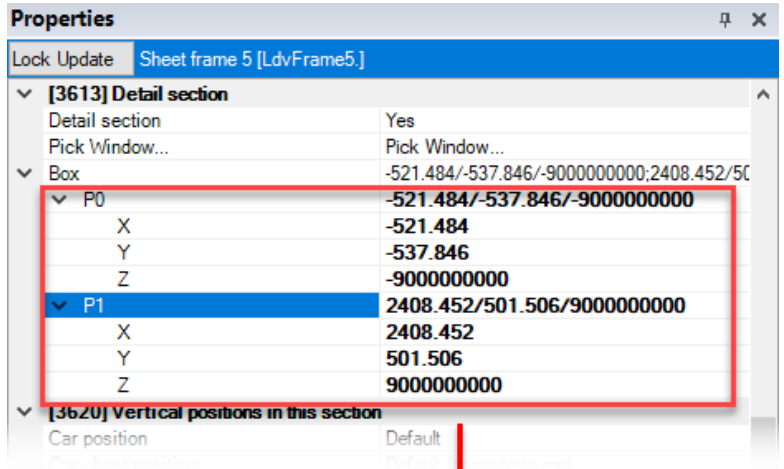
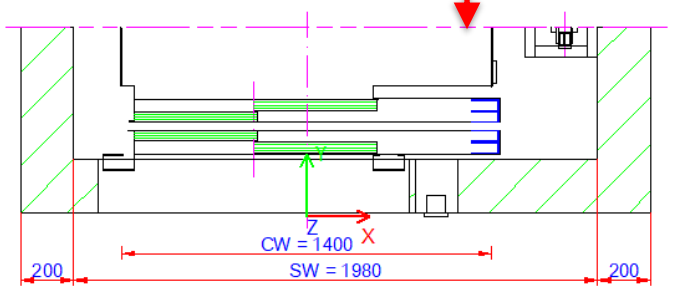
Starts with adding a simple detail section



Static field: Between P0 and P1





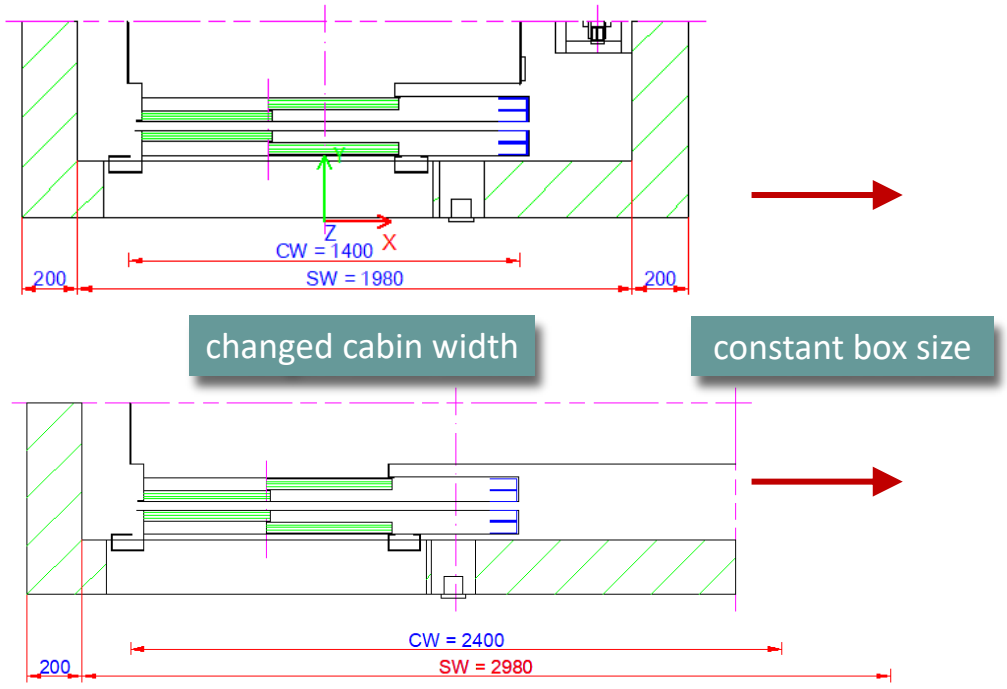
A detail section view is created in a static field (P0-P1)

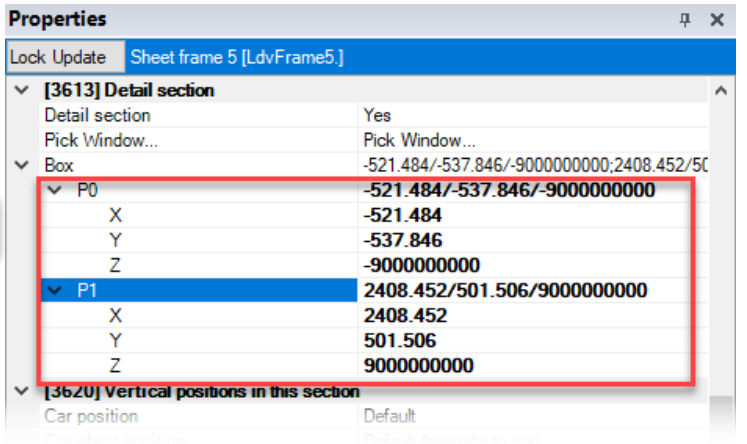
Rule based detail section

A3.2 SPECIAL VIEW TYPES

Note:

- When a dimension (CW) is changed in the X-direction, the detail section will be deformed since the static dimensions that make up the detail section remain constant.



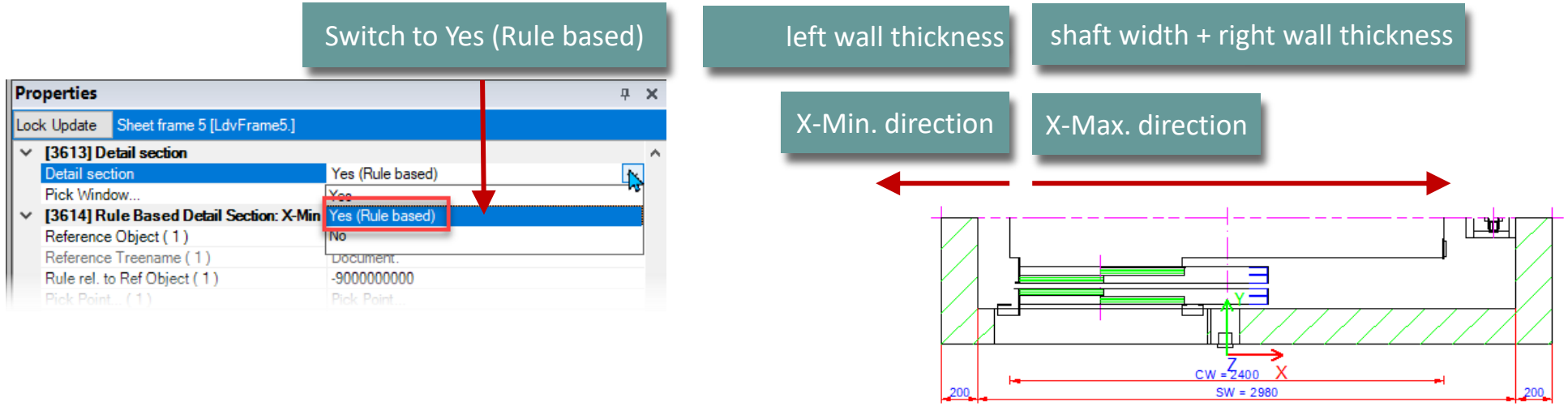


Rule based detail section

A3.2 SPECIAL VIEW TYPES

Use of the shaft dimension in X-direction

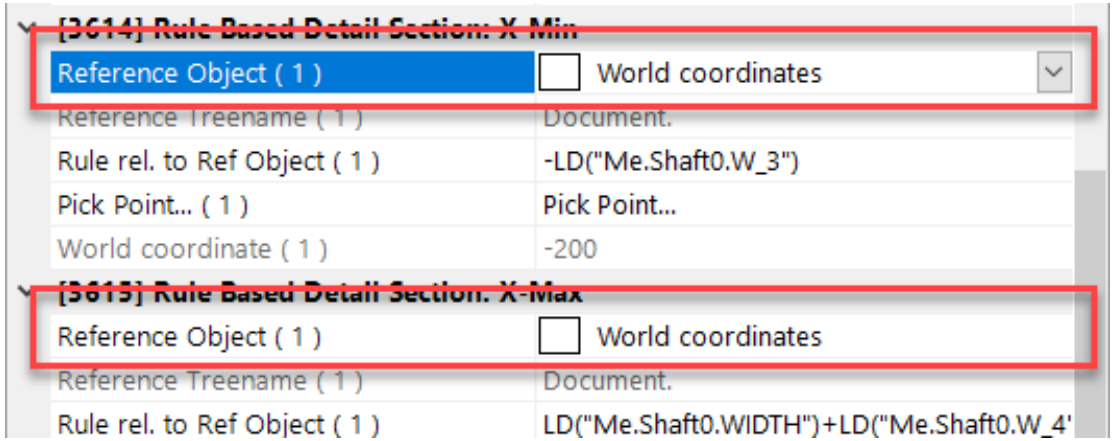
- to define a dynamic rule for the size of the detail selection box



Rule based detail section

Reference object of dynamic section size rule can be set individually

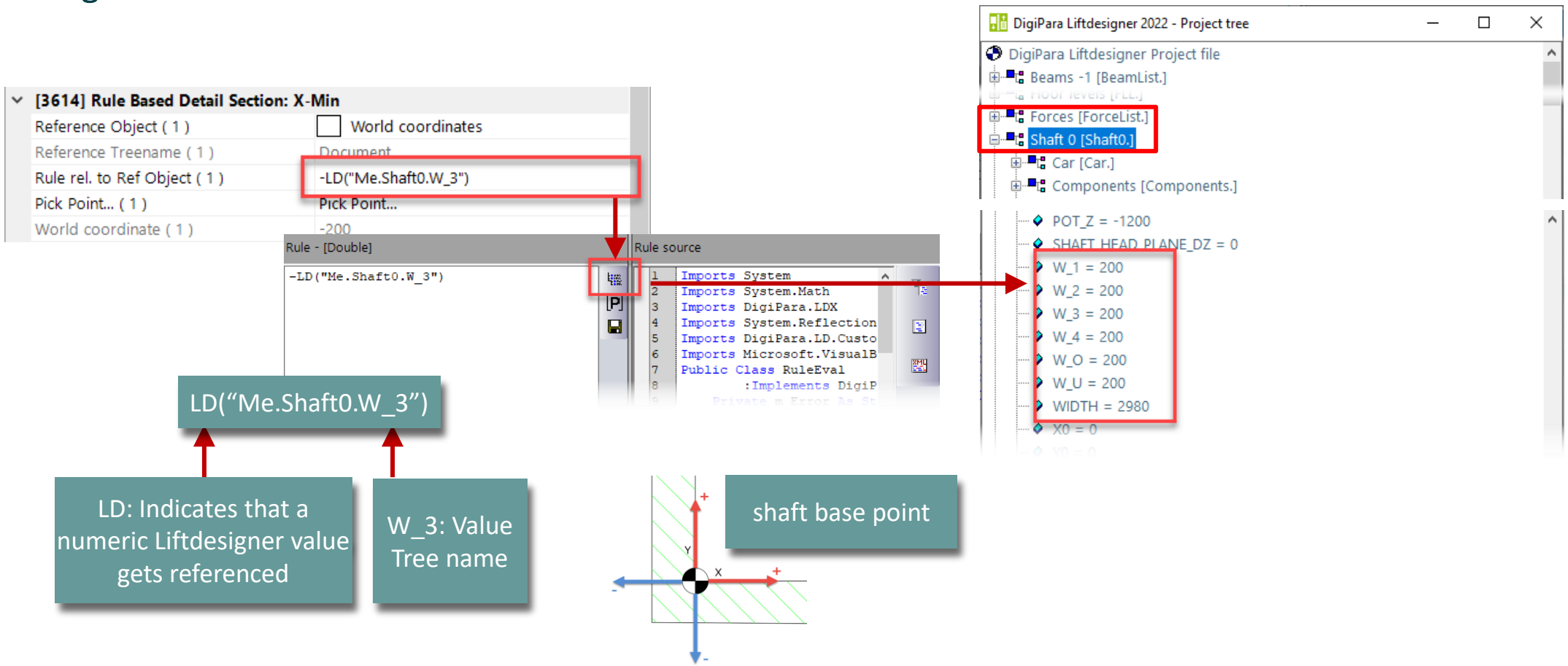
- Default setting = World coordinates



Rule based detail section

A3.2 SPECIAL VIEW TYPES

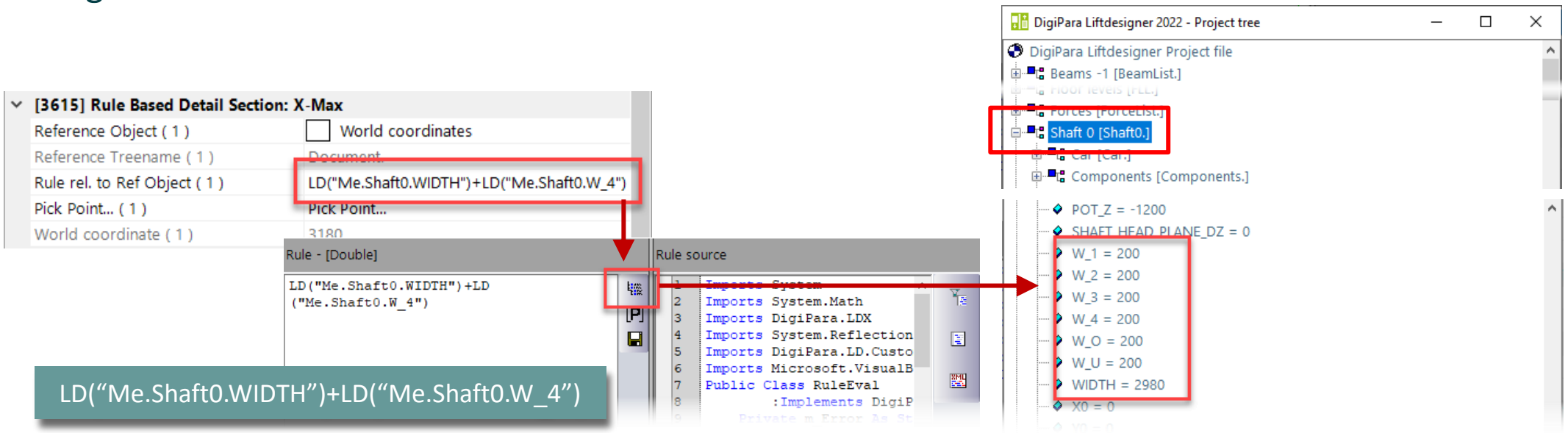
Using the rule editor: X-Min



Rule based detail section

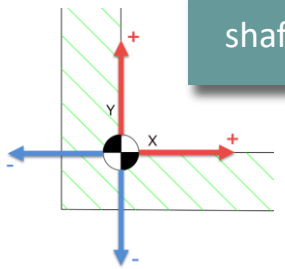
A3.2 SPECIAL VIEW TYPES

Using the rule editor: X-Max



LD(“Me.Shaft0.WIDTH”)+LD(“Me.Shaft0.W_4”)

Can be made simple mathematical calculations



shaft base point

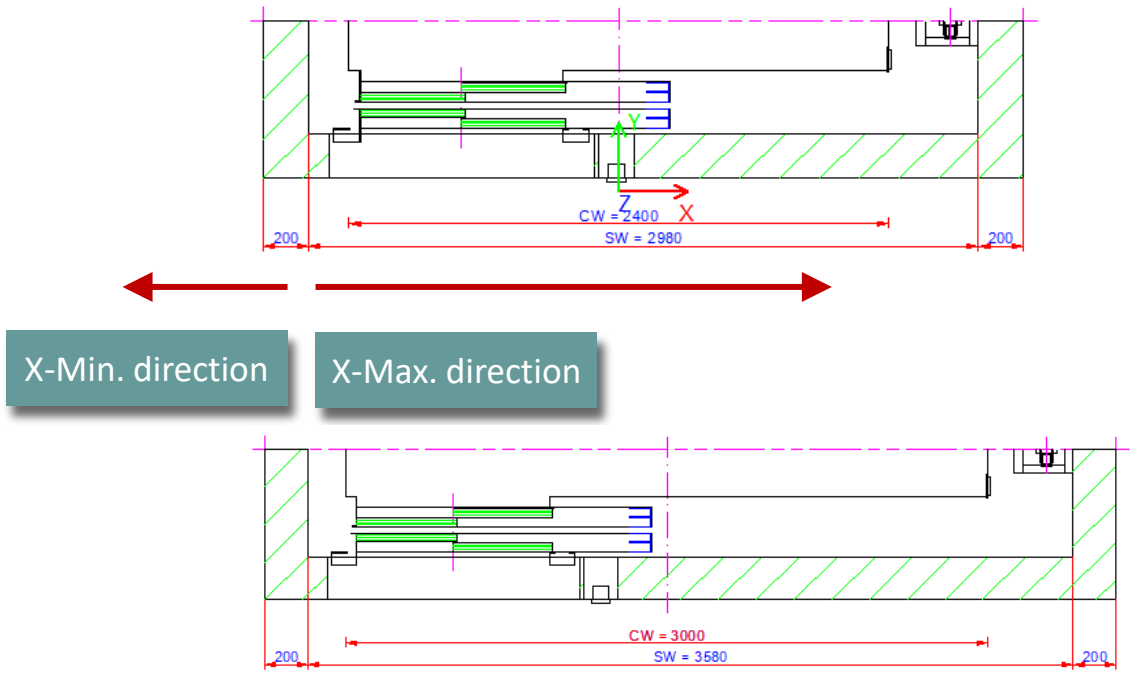
Rule based detail section

A3.2 SPECIAL VIEW TYPES

Testing the defined rules

- Rule check by changing the CW dimension

[3613] Detail section	
Detail section	Yes (Rule based)
Pick Window...	Pick Window...
[3614] Rule Based Detail Section	**X-Min**
Reference Object (1)	World coordinates
Reference Treename (1)	Document
Rule rel. to Ref Object (1)	-LD("Me.Shaft0.W_3")
Pick Point... (1)	Pick Point...
World coordinate (1)	-200
[3615] Rule Based Detail Section	**X-Max**
Reference Object (1)	World coordinates
Reference Treename (1)	Document
Rule rel. to Ref Object (1)	LD("Me.Shaft0.WIDTH")+LD("Me.Shaft0.W_4")
Pick Point... (1)	Pick Point...
World coordinate (1)	3180
[3616] Rule Based Detail Section: Y-Min	

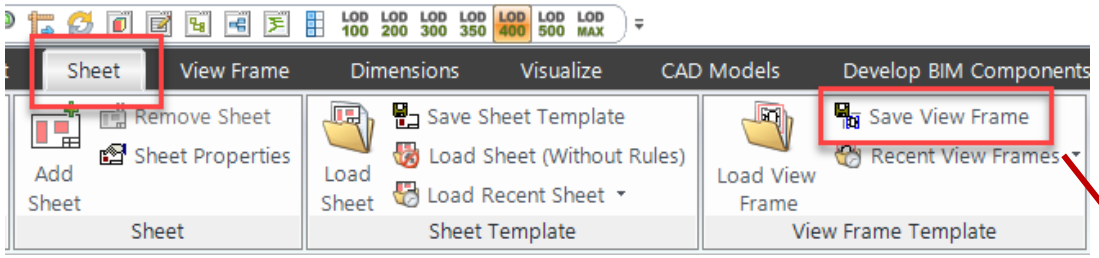


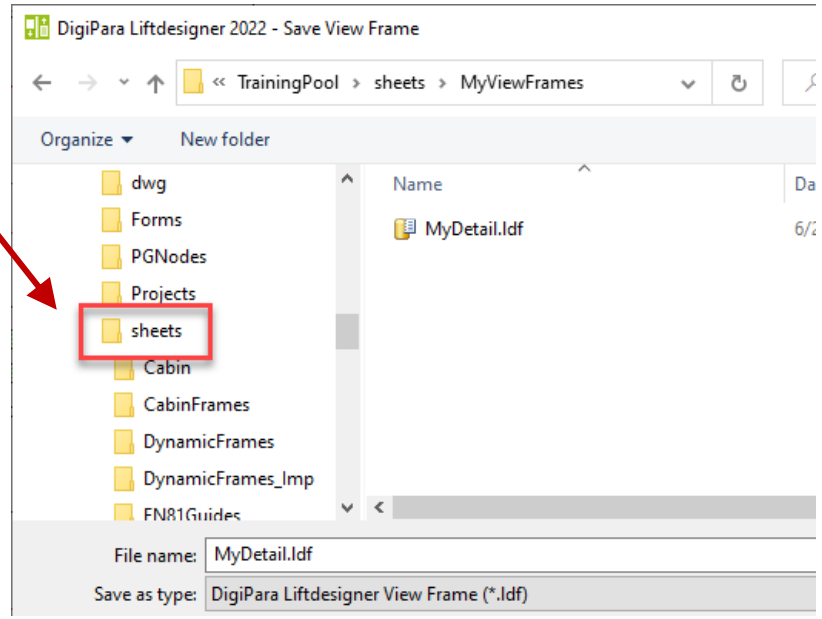
Rule based detail section

A3.2 SPECIAL VIEW TYPES

Saving view frames (*.ldf)

- into the data pool directory under *sheets* by creating a new folder : **MyViewFrames**
- View frames are saved with all the individual settings and can be loaded into any further project.





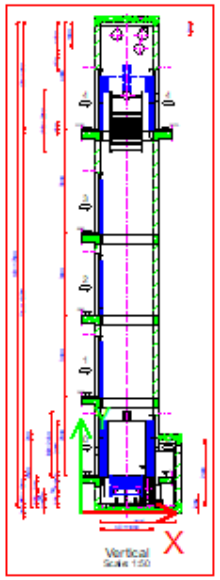
Vertical Splits

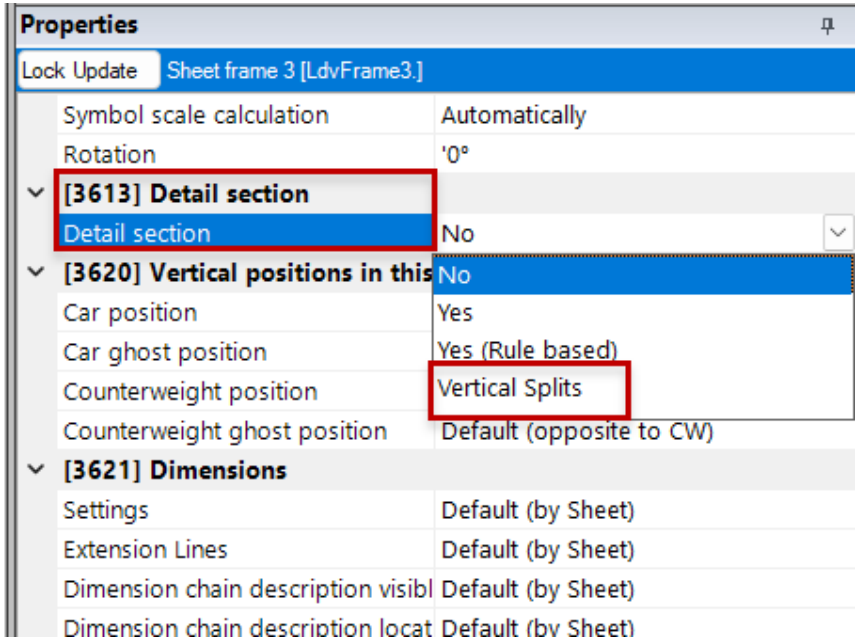
Vertical Splits

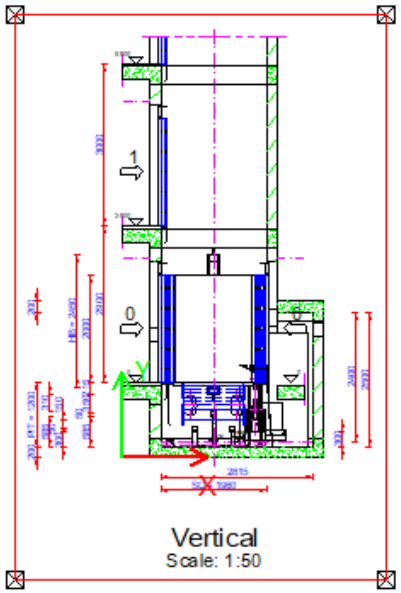
A3.2 SPECIAL VIEW TYPES

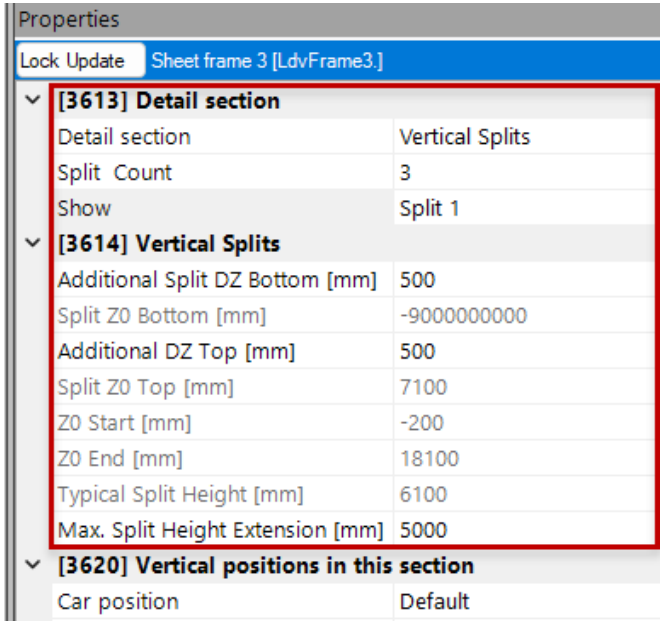
Vertical splits for vertical section views and 3D views

- Via view frame properties -> Detail section







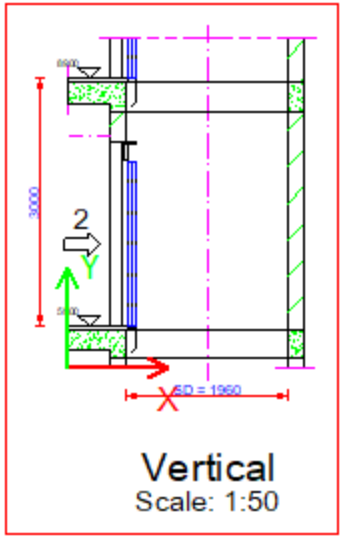


Vertical Splits

A3.2 SPECIAL VIEW TYPES

Vertical Splits Settings

- Split Count: how often to split the vertical view
- Show: which split to display



Properties

Lock Update | Sheet frame 3 [LdvFrame3.]

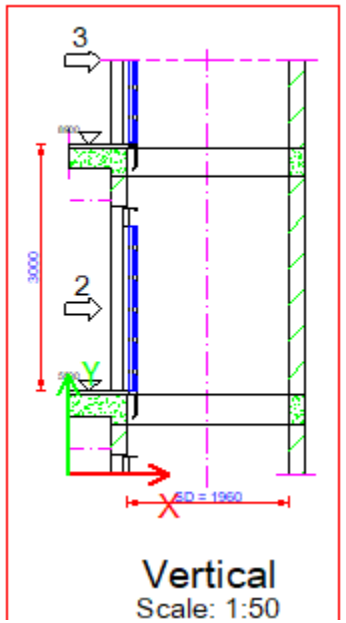
[3613] Detail section	
Detail section	Vertical Splits
Split Count	3
Show	Split 2
[3614] Vertical Splits	
Additional Split DZ Bottom [mm]	500
Split Z0 Bottom [mm]	7100
Additional DZ Top [mm]	500
Split Z0 Top [mm]	10100
Z0 Start [mm]	-200
Z0 End [mm]	18100
Typical Split Height [mm]	6100
Max. Split Height Extension [mm]	5000

Vertical Splits

A3.2 SPECIAL VIEW TYPES

Vertical Splits Settings

- Additional Split in z-direction
- Maximum split height extension



Properties

Lock Update | Sheet frame 3 [LdvFrame3.]

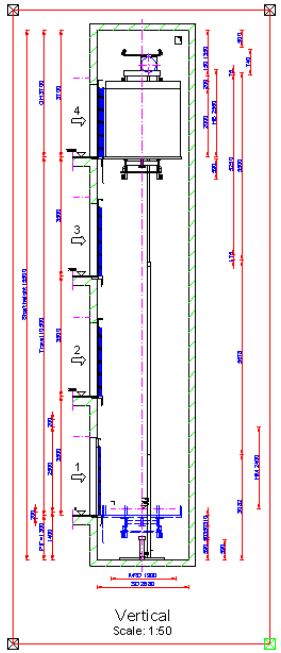
[3613] Detail section	
Detail section	Vertical Splits
Split Count	3
Show	Split 2
[3614] Vertical Splits	
Additional Split DZ Bottom [mm]	1000
Split Z0 Bottom [mm]	7100
Additional DZ Top [mm]	1000
Split Z0 Top [mm]	10100
Z0 Start [mm]	-200
Z0 End [mm]	18100
Typical Split Height [mm]	6100
Max. Split Height Extension [mm]	5000

Symbolic Vertical Sections

Symbolic Vertical Sections

A3.2 SPECIAL VIEW TYPES

Creating a symbolic representation via the view frame properties

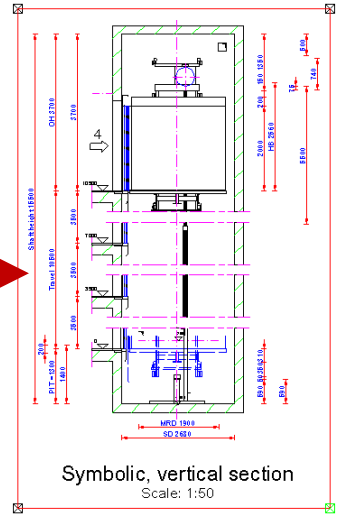


1. Selecting a vertical view first

2. Changing the value of the view frame Symbolic representation property to Yes

Lock Update | Sheet frame 10 [LdvFrame10.]

[3621] Dimensions	
Settings	Default (by Sheet)
Extension Lines	Default (by Sheet)
Dimension chain description visible	Default (by Sheet)
Dimension chain description location	Default (by Sheet)
[3622] Clipping Plane	
Car section clipping plane relative	to the car center
Car section clipping plane distance [mm]	500
[3623] Dimension Groups	
Dynamic list	<>
[3624] Shaft section	
Enable section plane	No
[3626] Vertical Section	
Symbolic representation	No
Upper visibility per floor [mm]	500
Lower visibility per floor [mm]	500
Distance between blocks [mm]	250
[4210] Product Administration	
Object name	LDXSheetFrame, idSheetFrame
[4220] Developer	
Developer section	No
Developer name	
[4230] Statistics	
Last Build Duration	0.0438482 sec
Last Number of Polygons	3434



Lock Update | Sheet frame 10 [LdvFrame10.]

[3621] Dimensions	
Settings	Default (by Sheet)
Extension Lines	Default (by Sheet)
Dimension chain description visible	Default (by Sheet)
Dimension chain description location	Default (by Sheet)
[3622] Clipping Plane	
Car section clipping plane relative	to the car center
Car section clipping plane distance [mm	500
[3623] Dimension Groups	
Dynamic list	<>
[3624] Shaft section	
Enable section plane	No
[3626] Vertical Section	
Symbolic representation	Yes
Upper visibility per floor [mm]	500
Lower visibility per floor [mm]	500
Distance between blocks [mm]	250
[4210] Product Administration	
Object name	LDXSheetFrame, idSheetFran
[4220] Developer	
Developer section	No
Developer name	
[4230] Statistics	

Changing the Upper and Lower visibility per floor and the distance btw. the vertical section blocks

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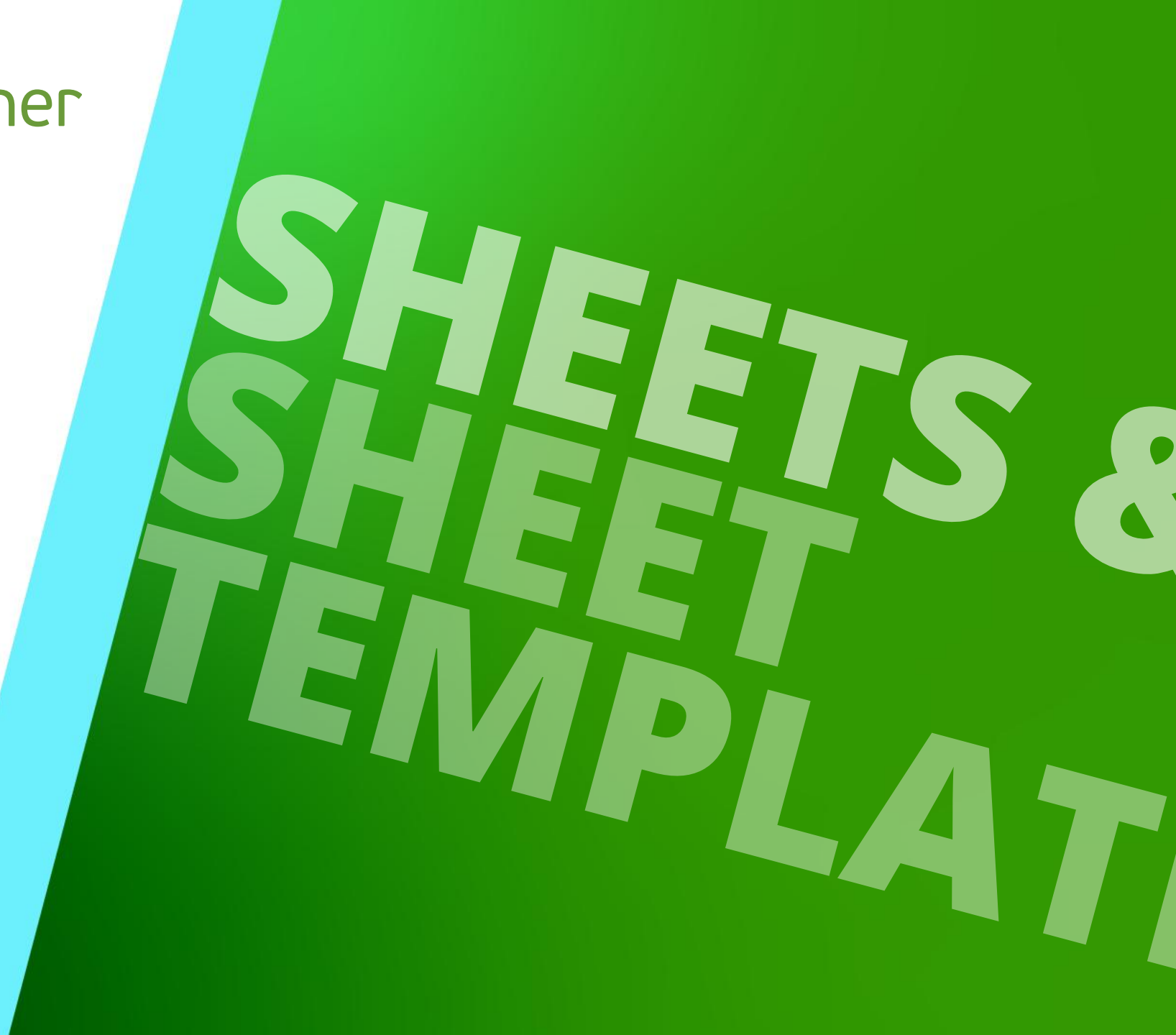
A3.3

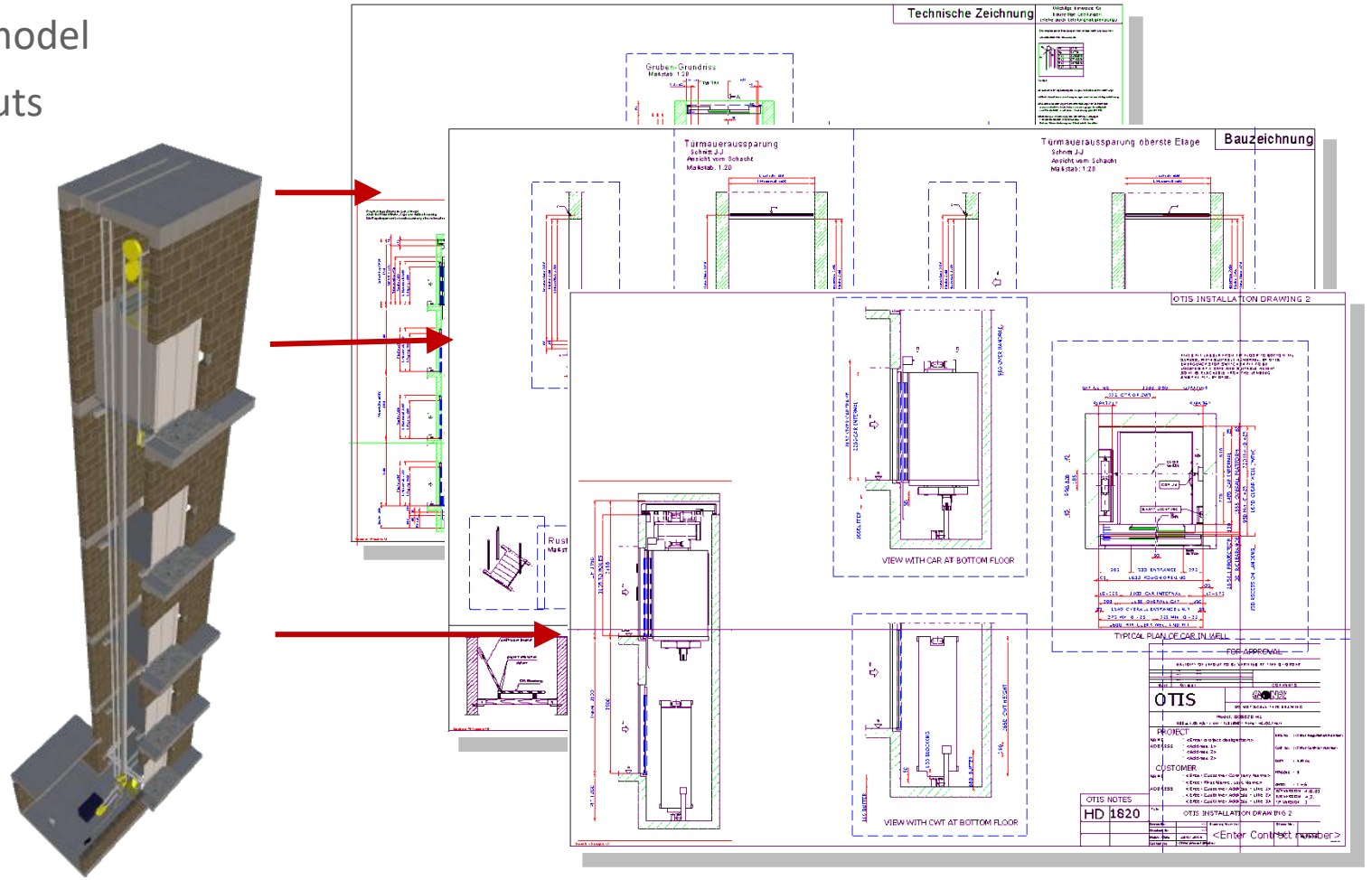
Sheets & Sheet Templates



General Information

A3.3 SHEETS & SHEET TEMPLATES

- One elevator = One data model
- Unlimited number of layouts

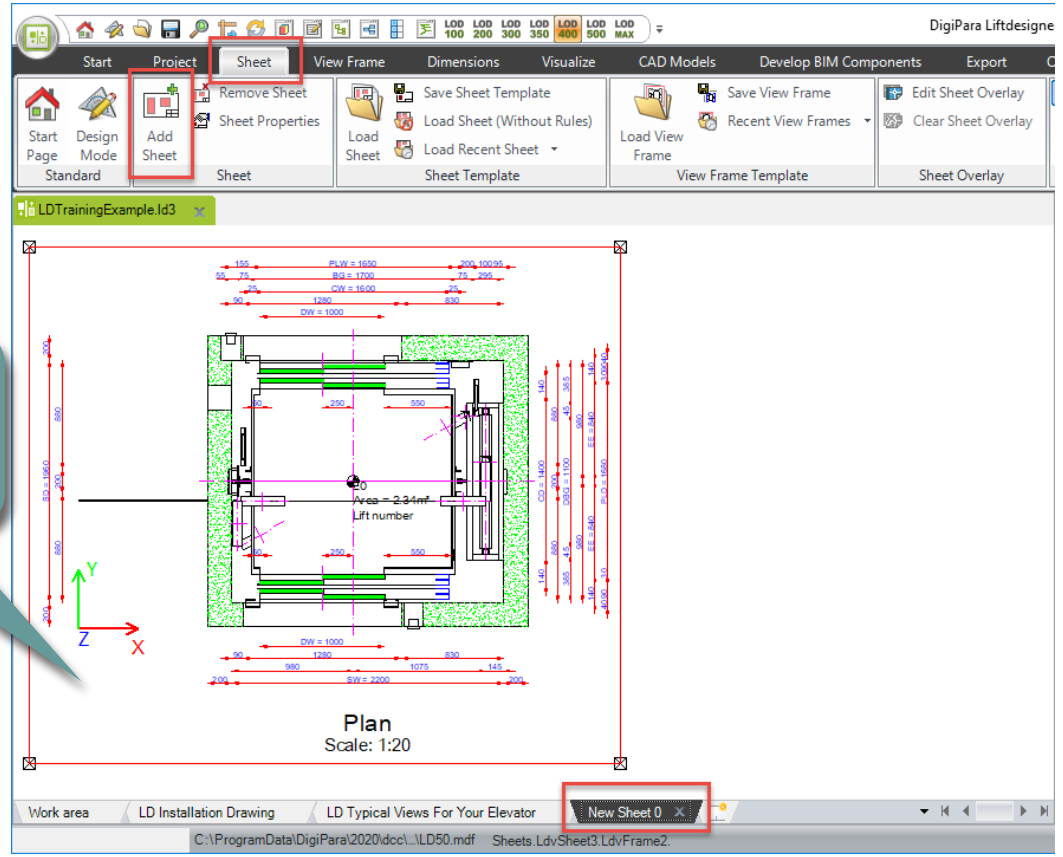


Creating a new sheet

A3.3 SHEETS & SHEET TEMPLATES

Option 1

- can be added via the Sheet tab
  - Sheet group

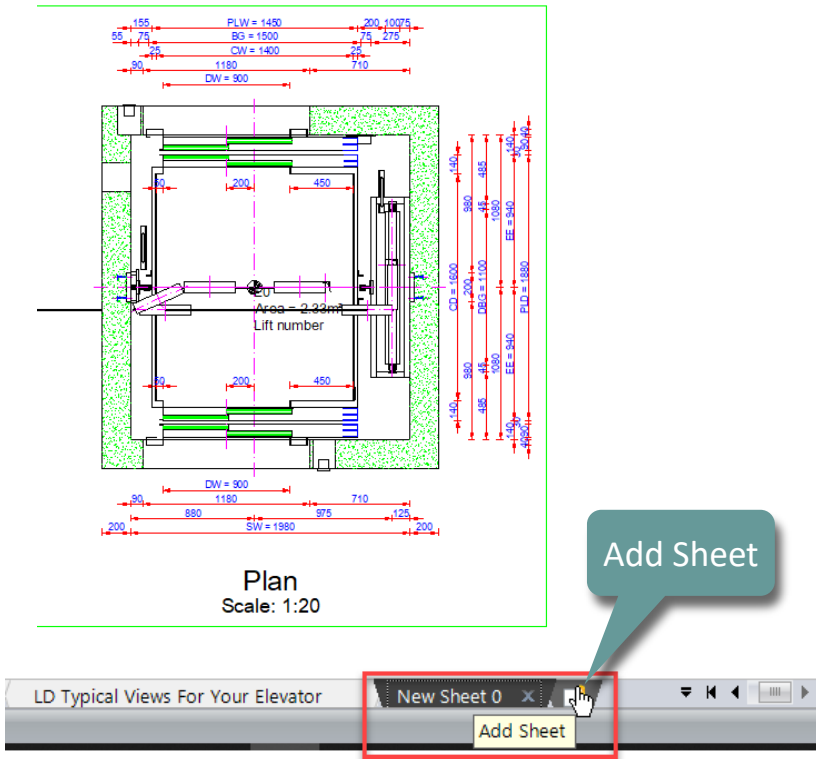


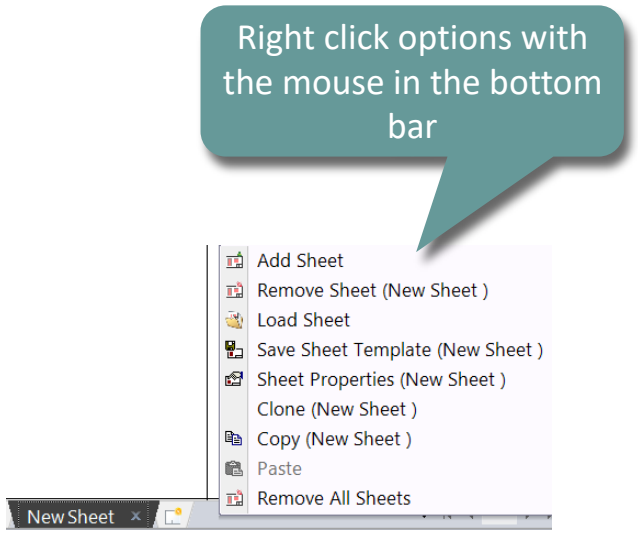
Creating a new sheet

A3.3 SHEETS & SHEET TEMPLATES

Option 2

- A new sheet can be added also from the section where the pages at the bottom are sorted

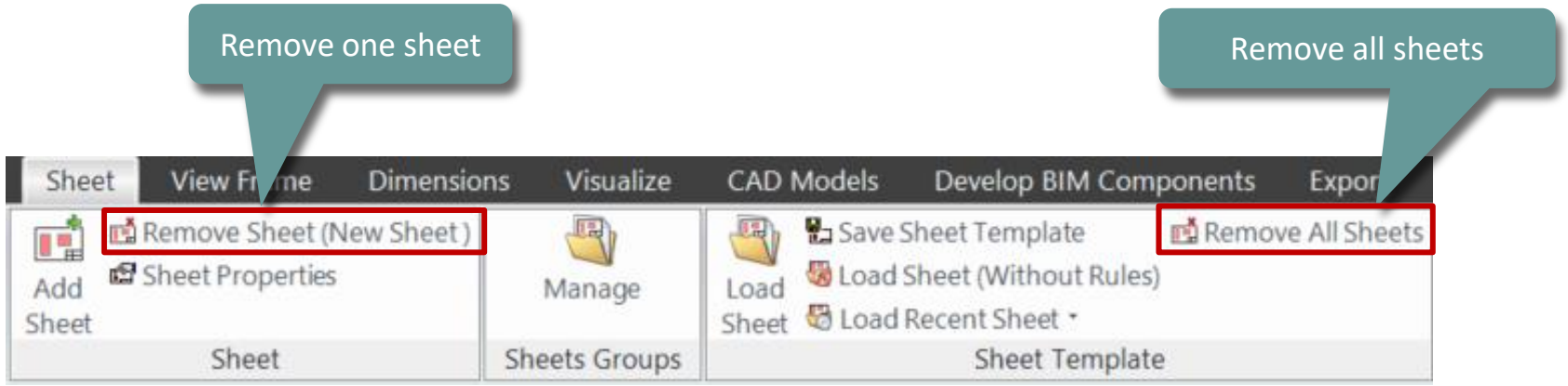




Removing a new sheet

A3.3 SHEETS & SHEET TEMPLATES

Removing options

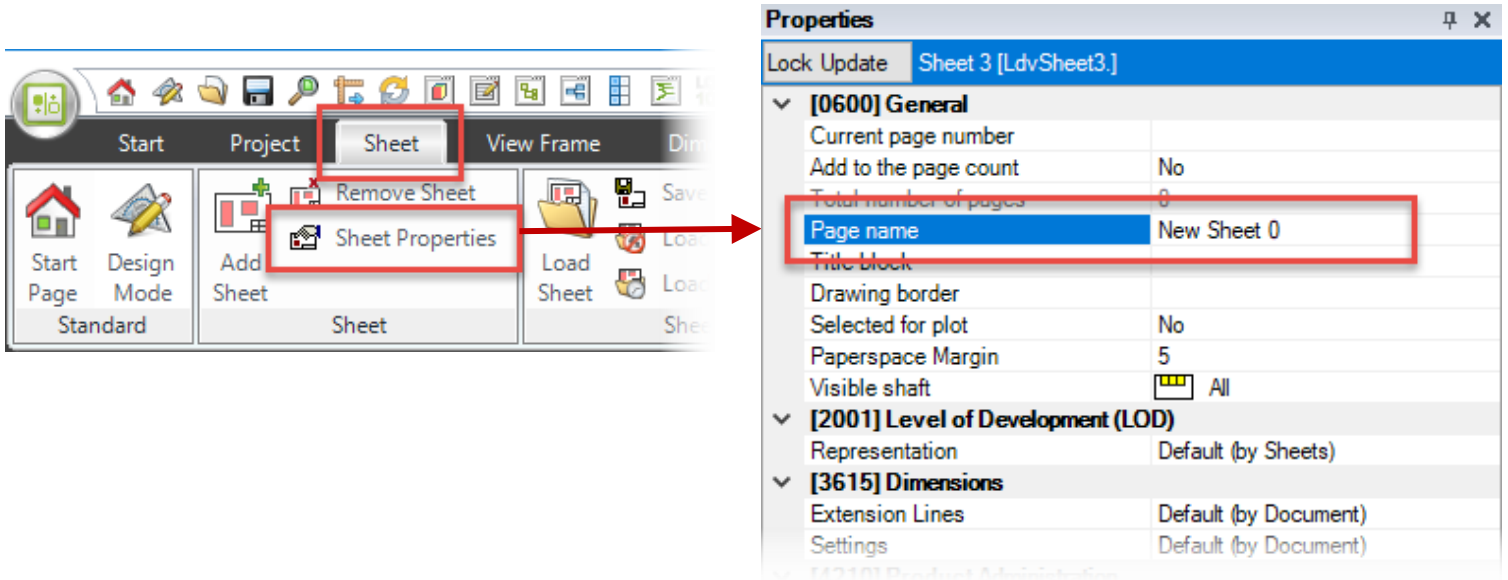


Renaming a Sheet

A3.3 SHEETS & SHEET TEMPLATES

Can be renamed via the Sheet properties

- Displaying the corresponding properties via the Sheet tab
- Tip: In the drawing area, the drawing sheet properties can also be opened via the right mouse button



Copying existing View Frames

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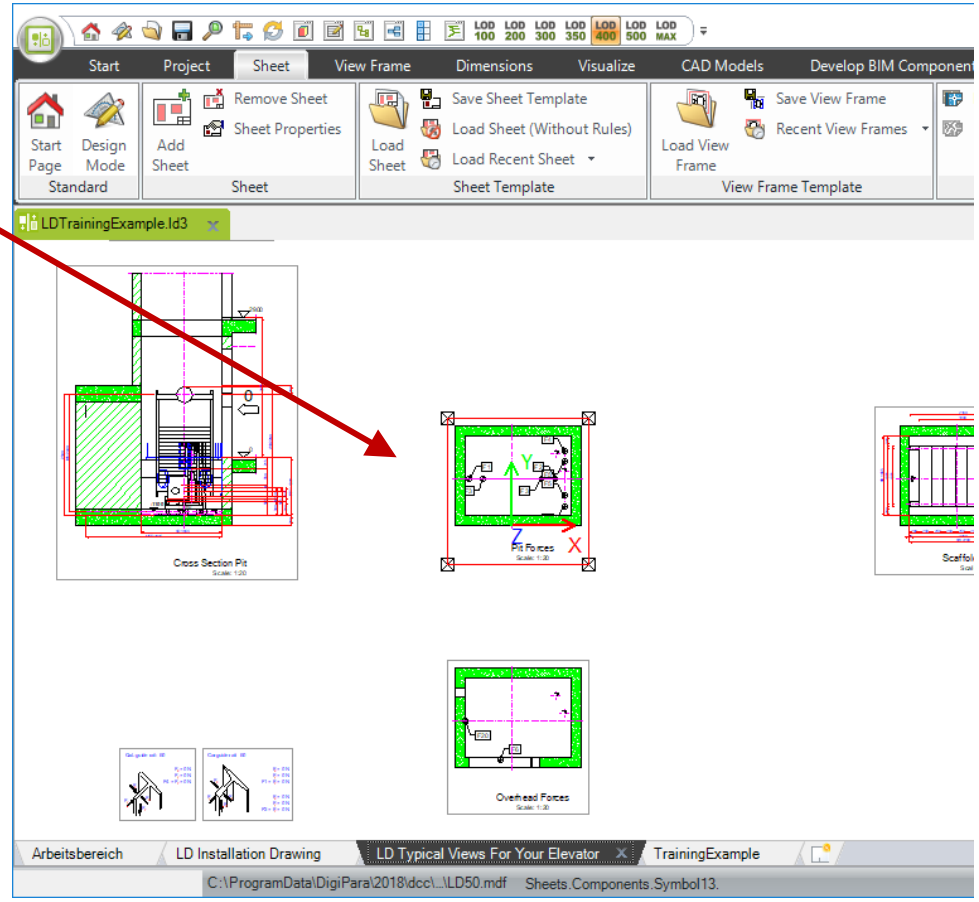
Copying view frames from one sheet into another

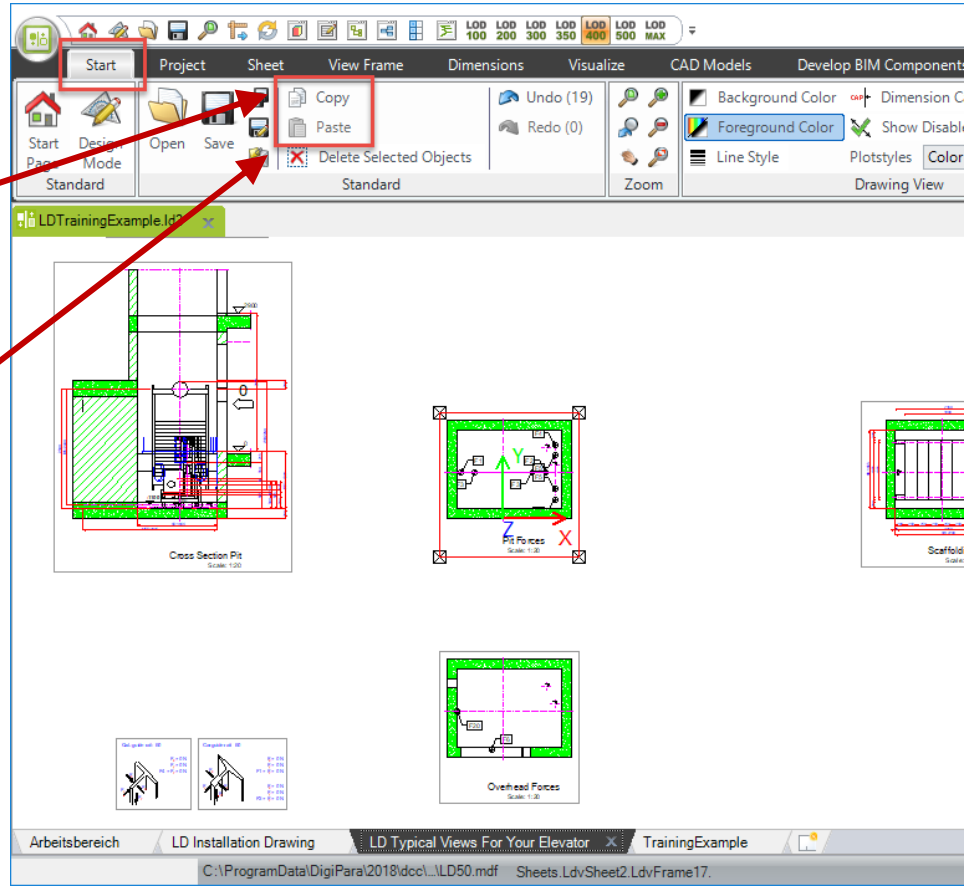
- 1. Selecting the view frame to be copied via the left mouse button.
  - Multiple view frames can also be copied at once



Copying existing View Frames

Copying view frames from one sheet into another

- 2. Copying the selected view frame into the clipboard via the Copy item (or Ctrl + C)
- 3. Pasting a copied view into another sheet via the menu option Paste (or Ctrl + V)

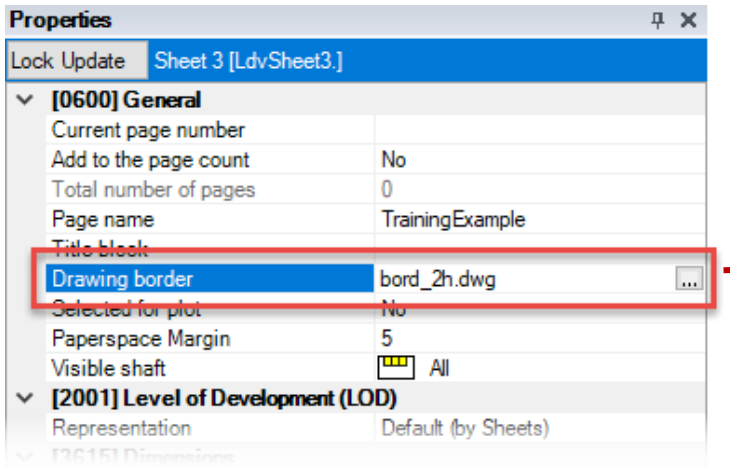


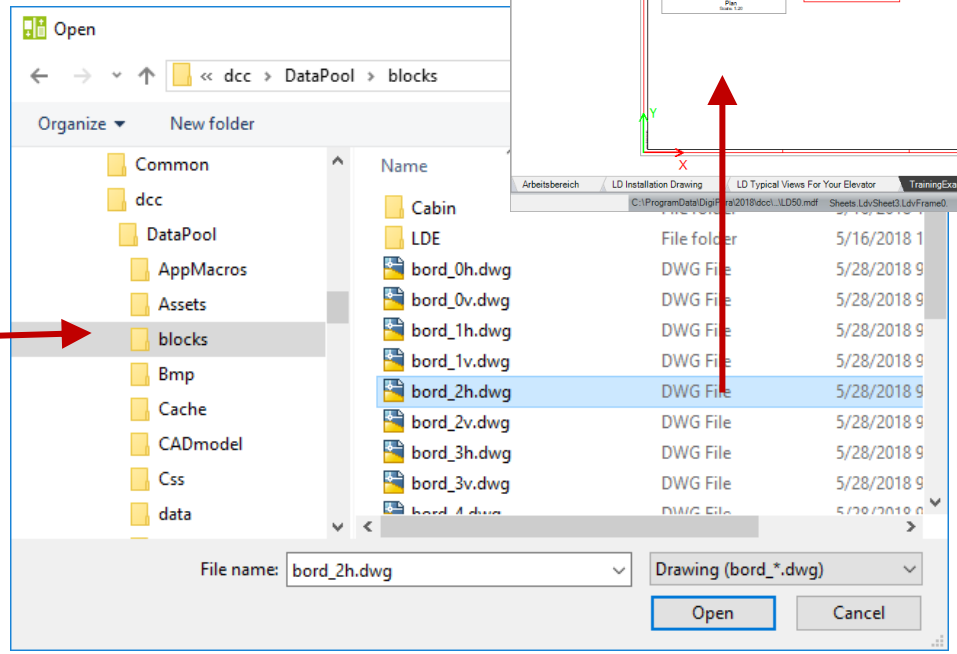
Loading a Drawing Border

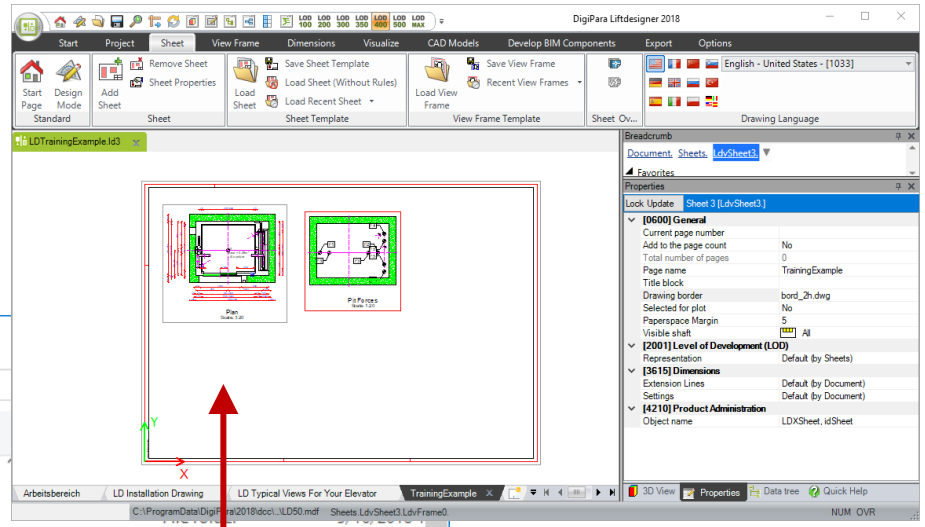
A3.3 SHEETS & SHEET TEMPLATES

Can be loaded via the Sheet properties

- The sheet properties get displayed via the Sheet tab
  - Sheet group







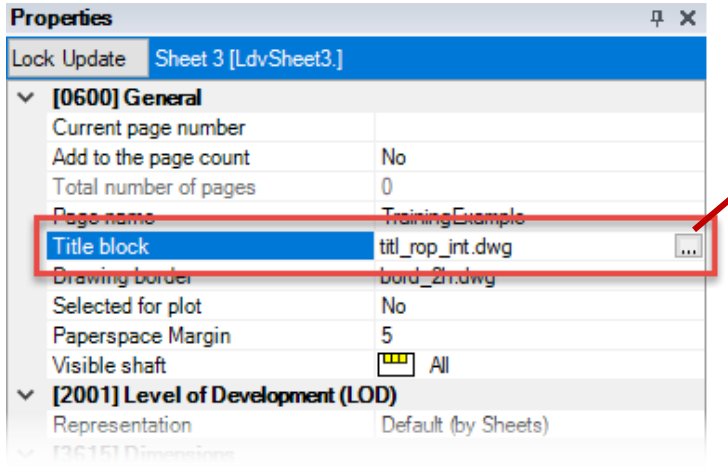
DigiPara® Liftdesigner drawing border files start with the bord_ prefix.

Loading a Title Block

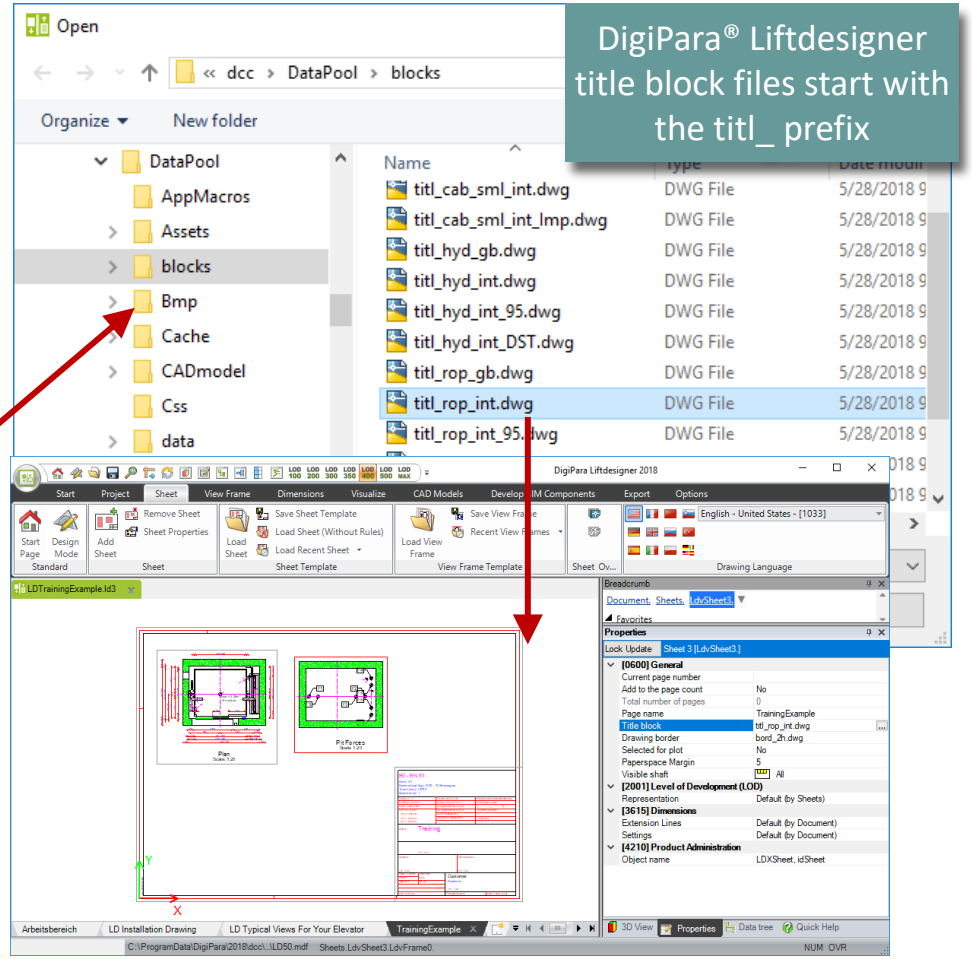
A3.3 SHEETS & SHEET TEMPLATES

Can be loaded via the Sheet properties

- The sheet properties get displayed via the Sheet tab
  - Sheet group



Differences between title blocks for:
Traction elevator – *_rop_*
Hydraulic elevator – *_hyd_*



DigiPara® Liftdesigner title block files start with the titl_ prefix

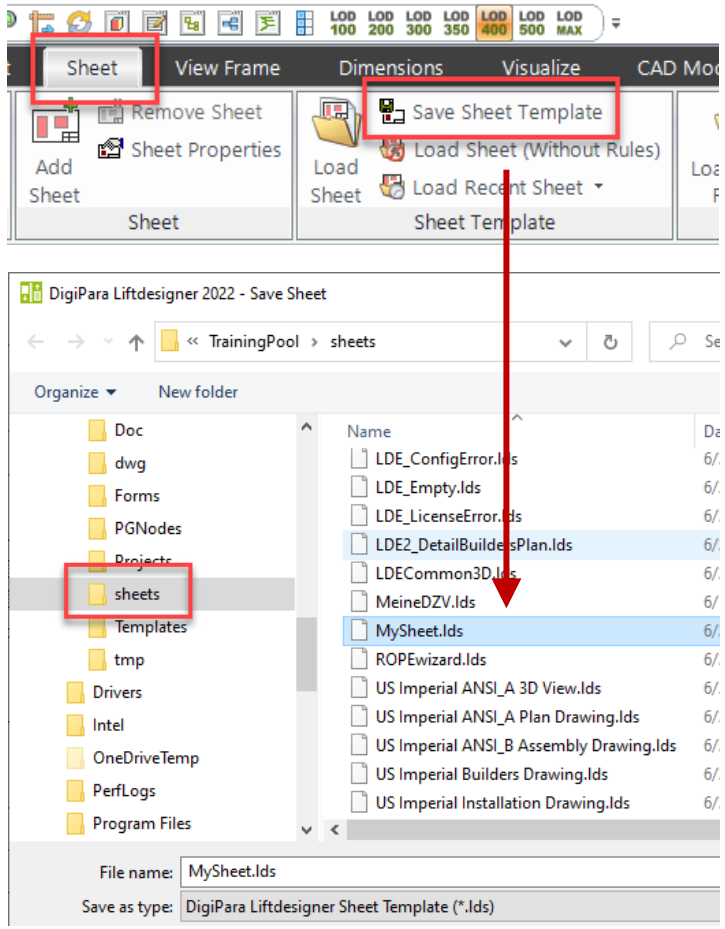
Saving sheet templates

A3.3 SHEETS & SHEET TEMPLATES

Saving sheet templates (*.lds)

- into the data pool directory under *sheets.* Thereby the sheet template can be selected at the end of the ShaftWizard.

- Sheet templates are saved with all the individual settings and can be used for any further projects.

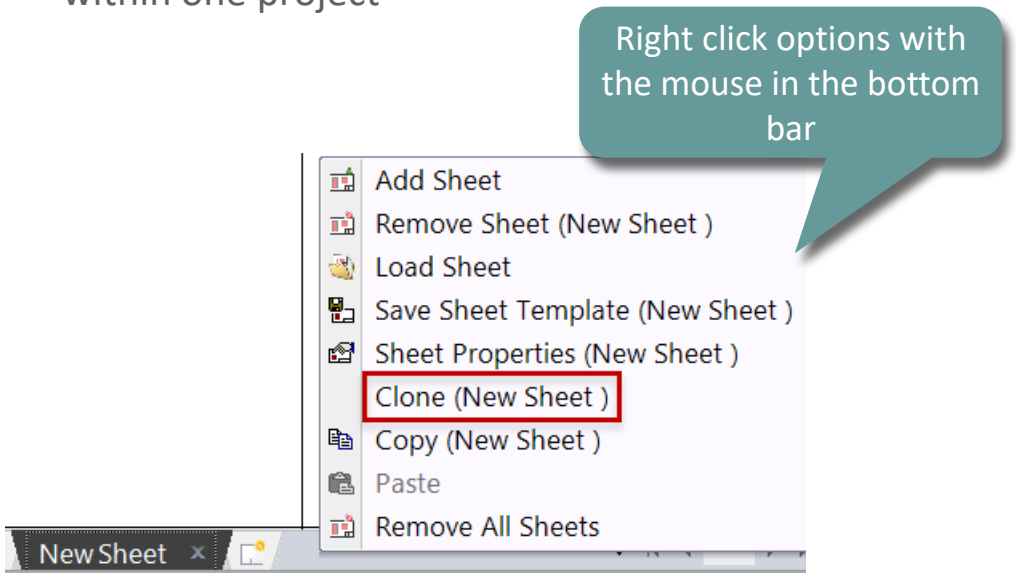


Creating a new sheet

A3.3 SHEETS & SHEET TEMPLATES

Clone the new sheet

- A new sheet can be cloned
  - within one project

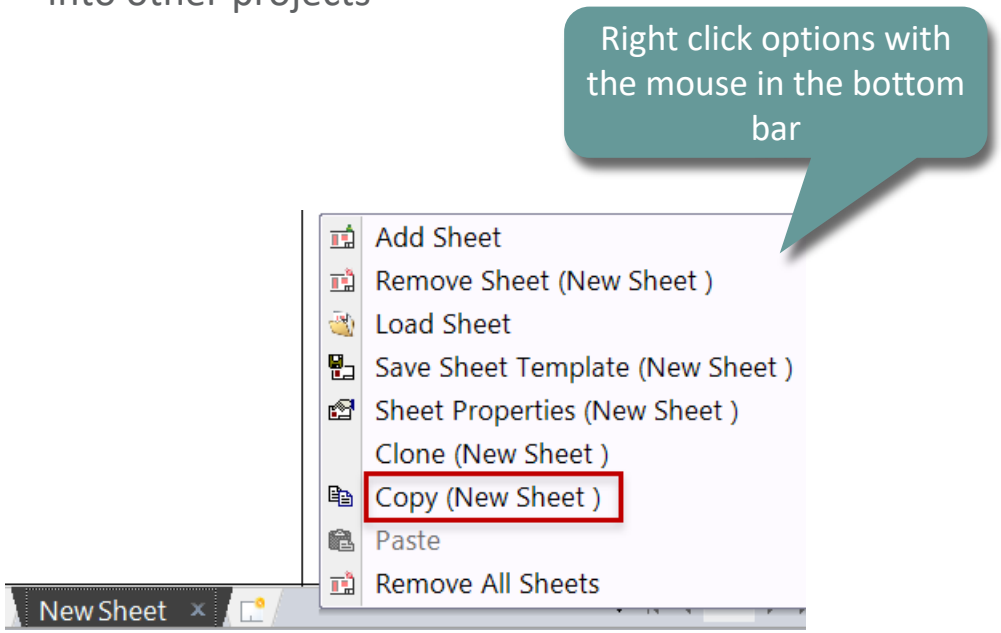


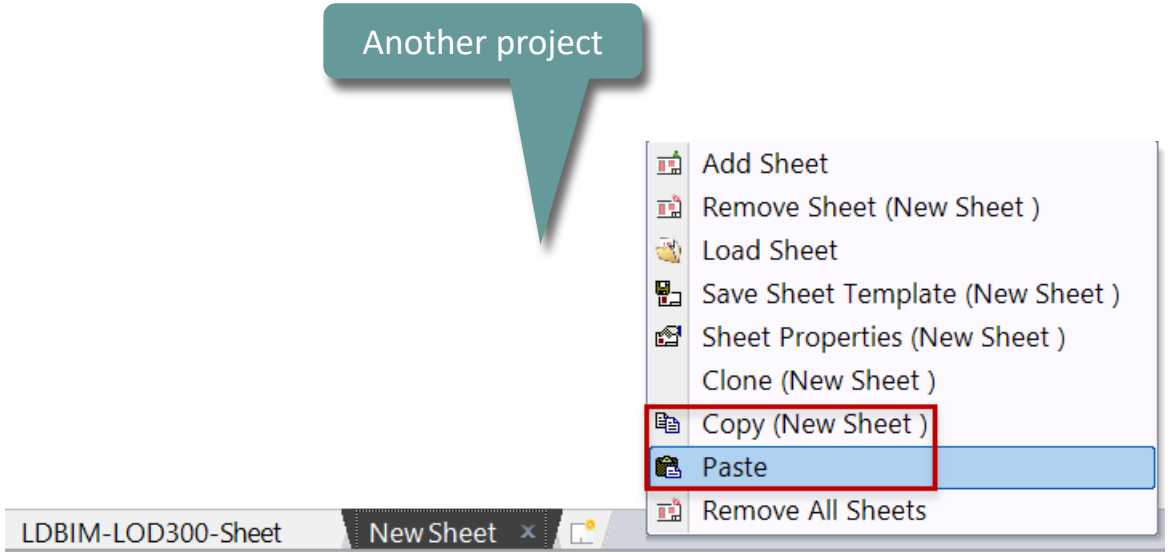
Creating a new sheet

A3.3 SHEETS & SHEET TEMPLATES

Copy the new sheet

- A new sheet can be copied
  - into other projects





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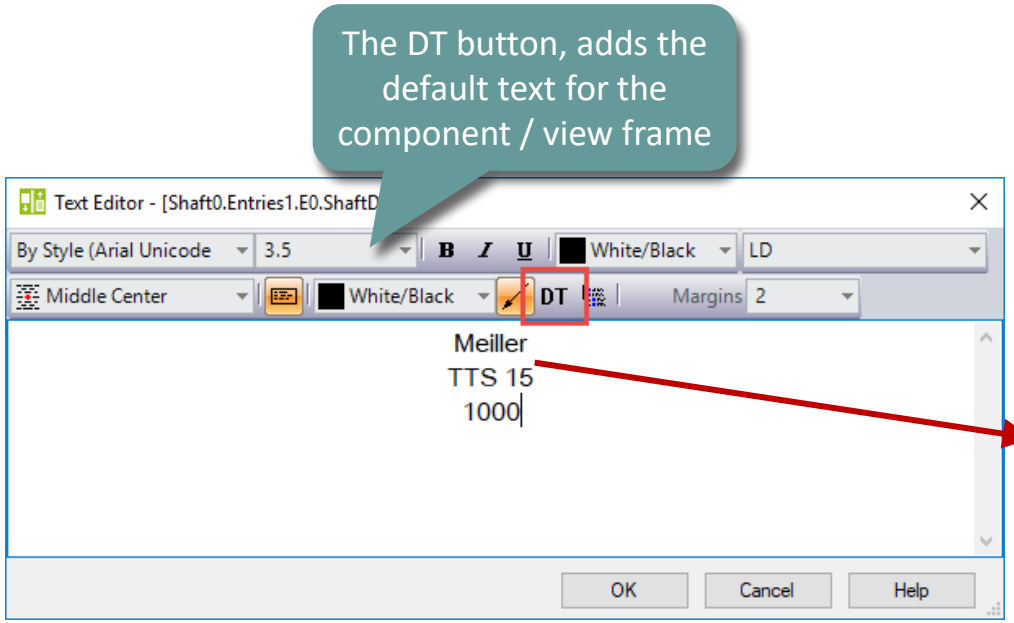
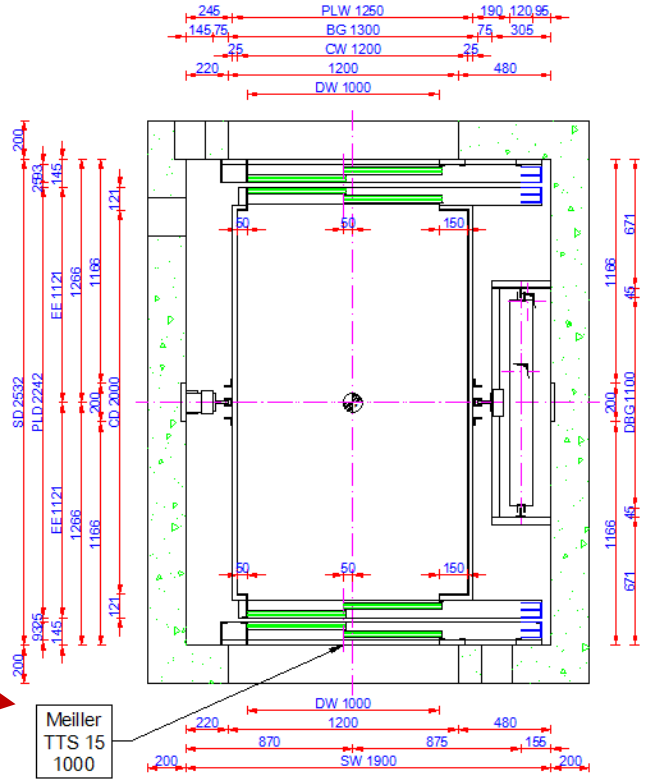
A3.4

Annotations

Can be created on a view frame or on a component basis

- Existing annotations can be edited by simply double clicking on it
- Component & view frame annotations can be added and edited
  - via the DigiPara® Liftdesigner text Editor dialog



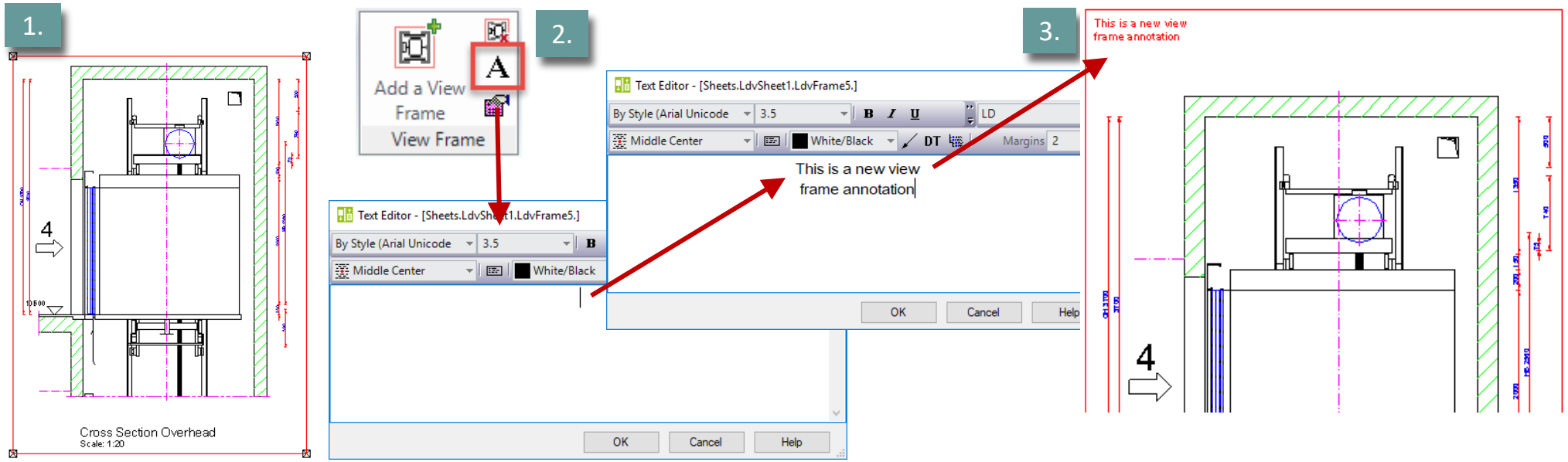


Active View Frame Annotation

A3.4 ANNOTATIONS

View Frame related Annotations

- Selecting a view frame first
- Adding an annotation via the text editor dialog
- The annotation gets displayed in the view frame

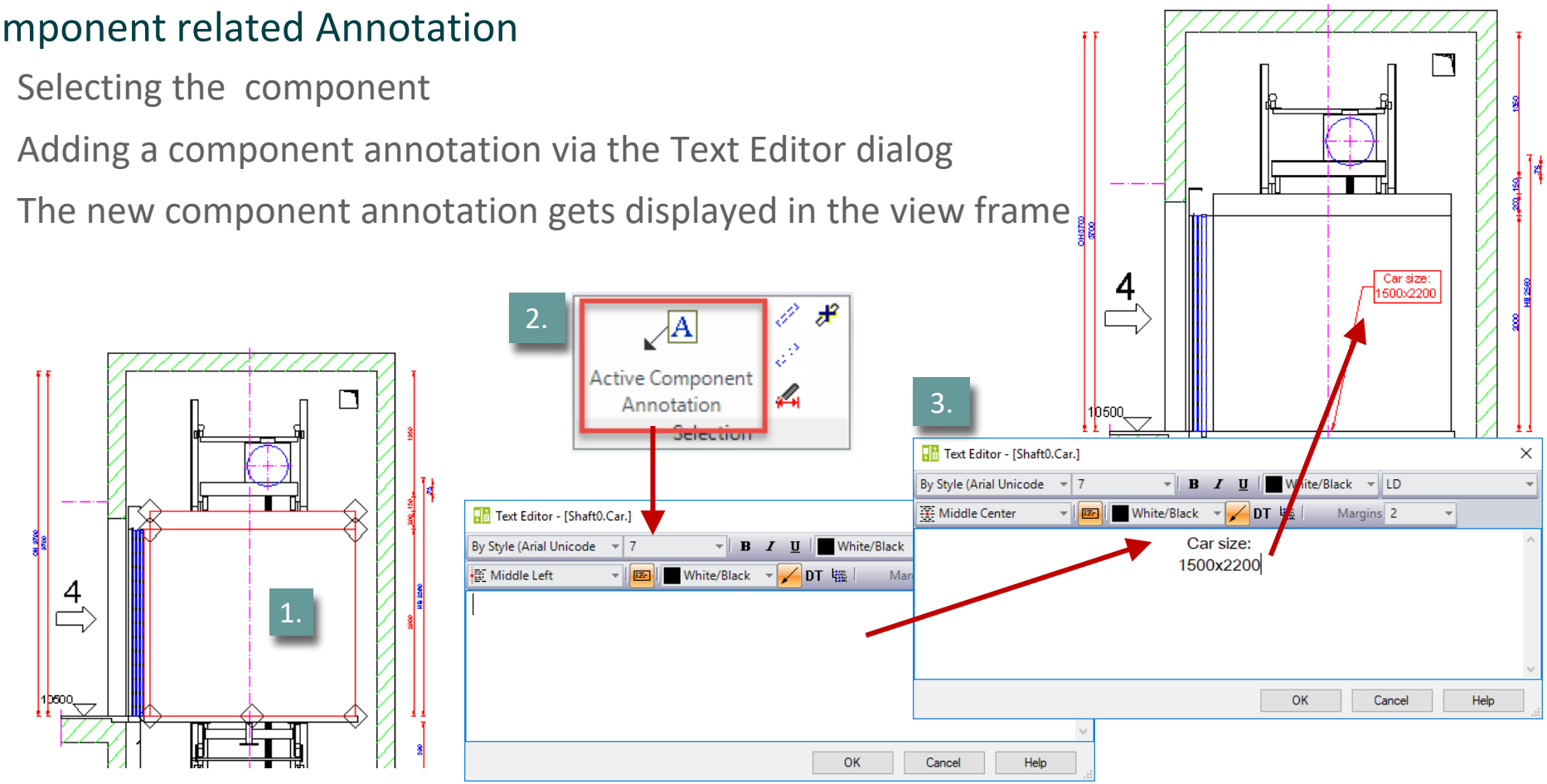


Active Component Annotation

A3.4 ANNOTATIONS

Component related Annotation

- Selecting the component
- Adding a component annotation via the Text Editor dialog
- The new component annotation gets displayed in the view frame



Extended Annotation Settings

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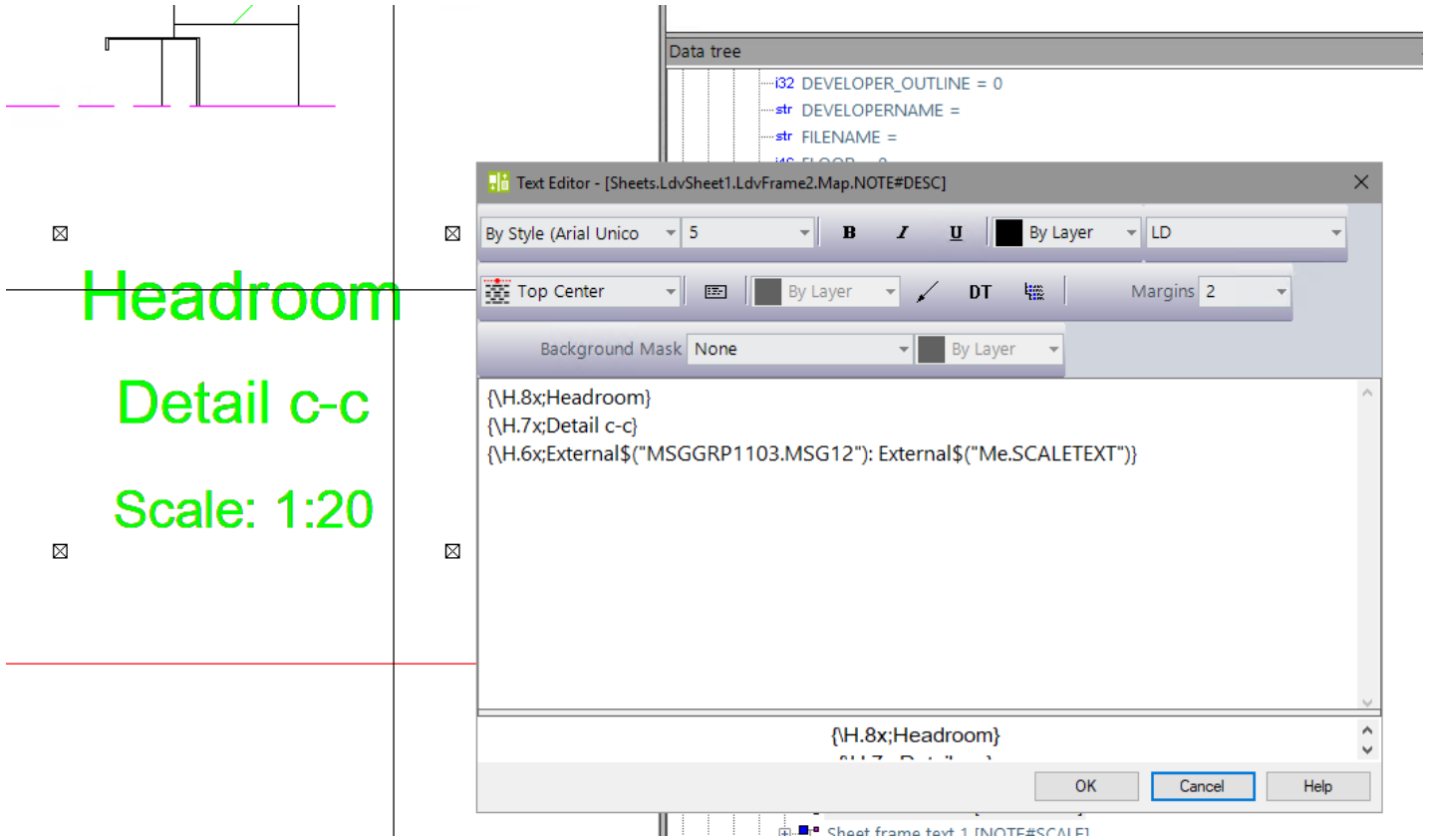
Different text sizes in annotations

- Via {\H.sizeFactorx;text}



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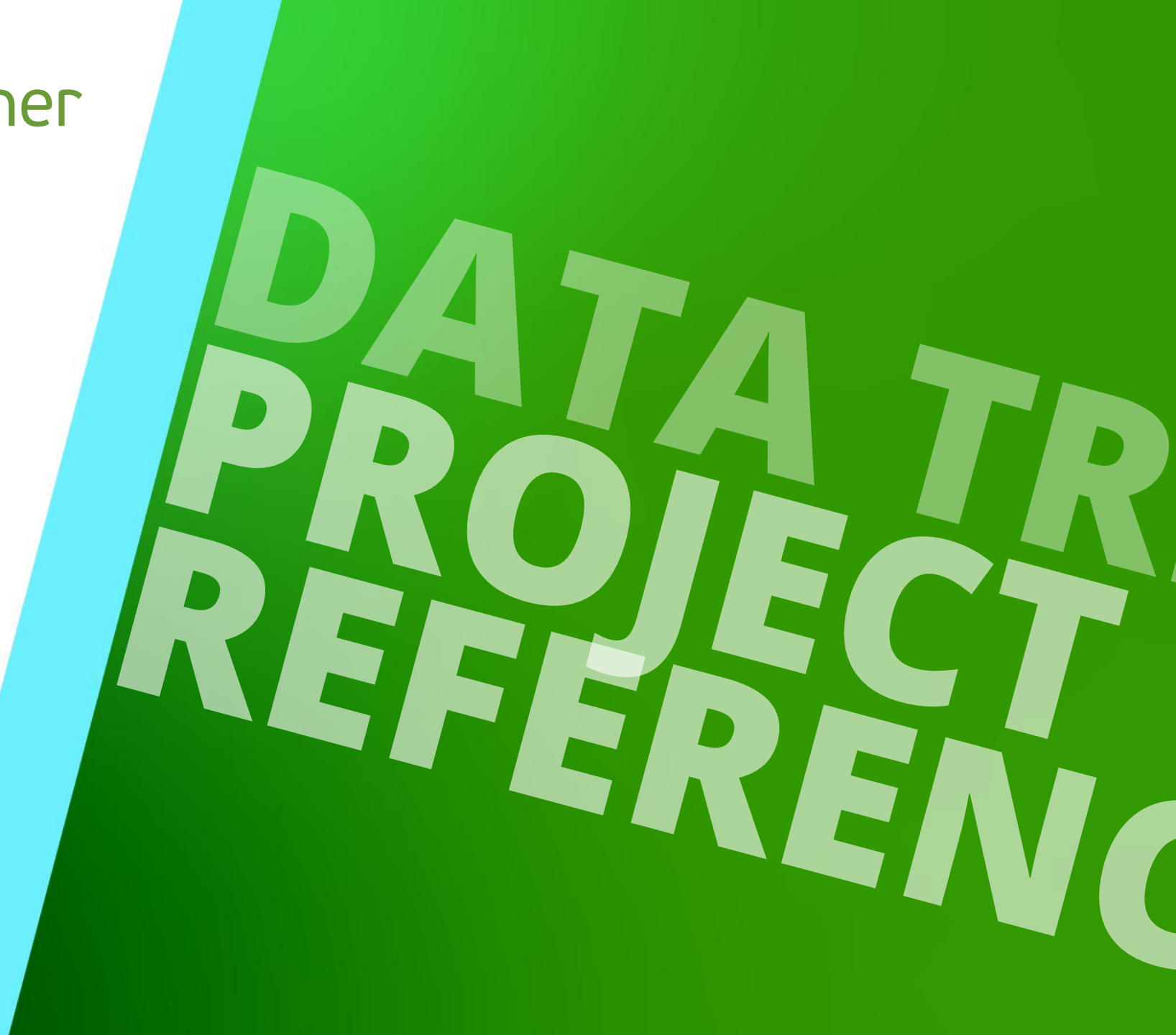
A3.5

Data Tree & Project References

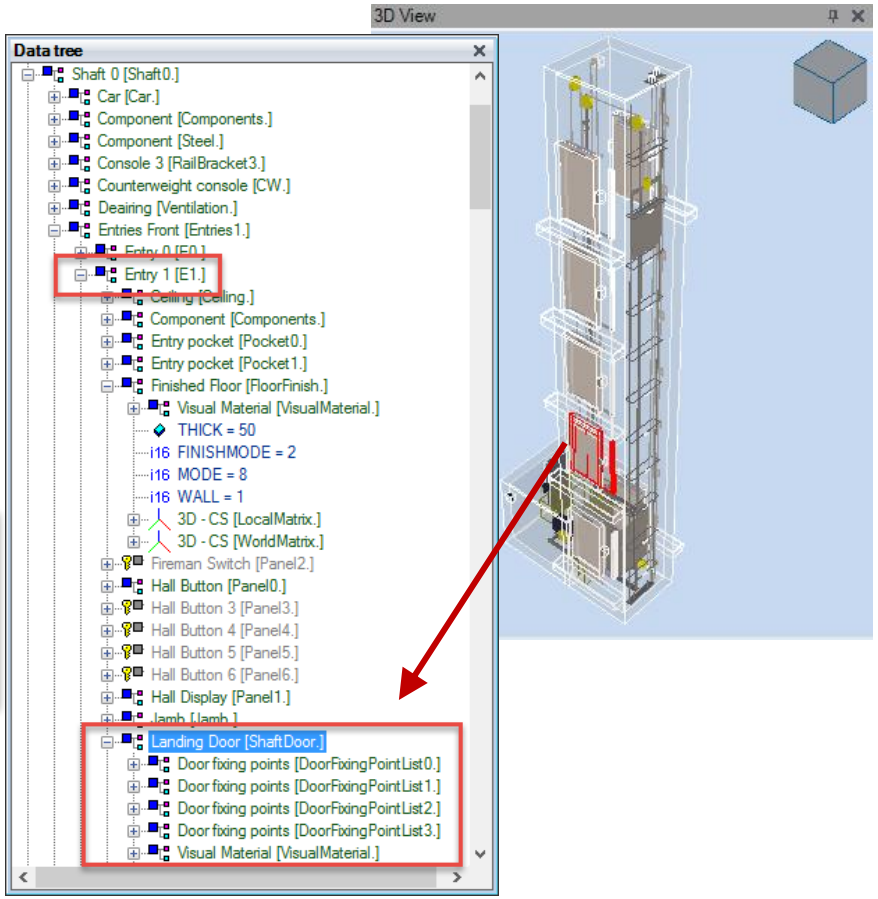


Data Tree Structure – General Information

Project-specific values and objects are created via the DigiPara® Liftdesigner data tree

- The Data tree represents the project as a text structure

Example:
Landing door of Entry1 (= 2nd floor)



Data Tree Structure – General Information

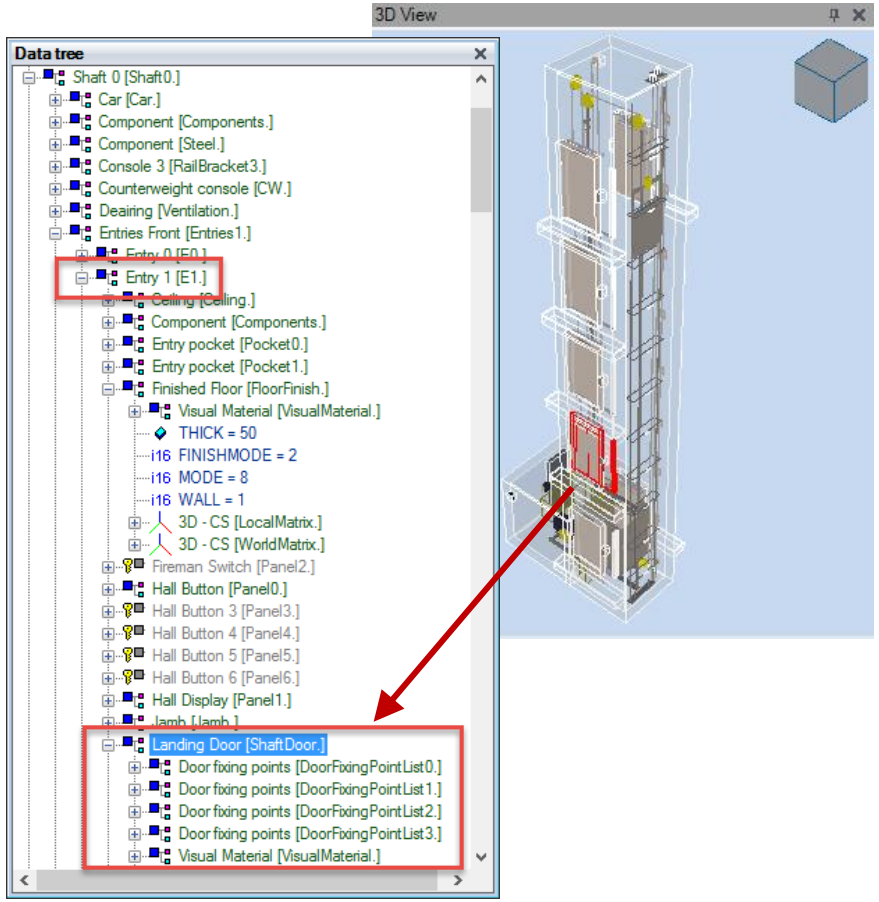
A3.5 DATA TREE & PROJECT REFERENCES

There is one node for

- Every component / object
- Every dimension

List objects have an individual node each, like

- Entrances and landing doors
- Rail brackets
- Etc.



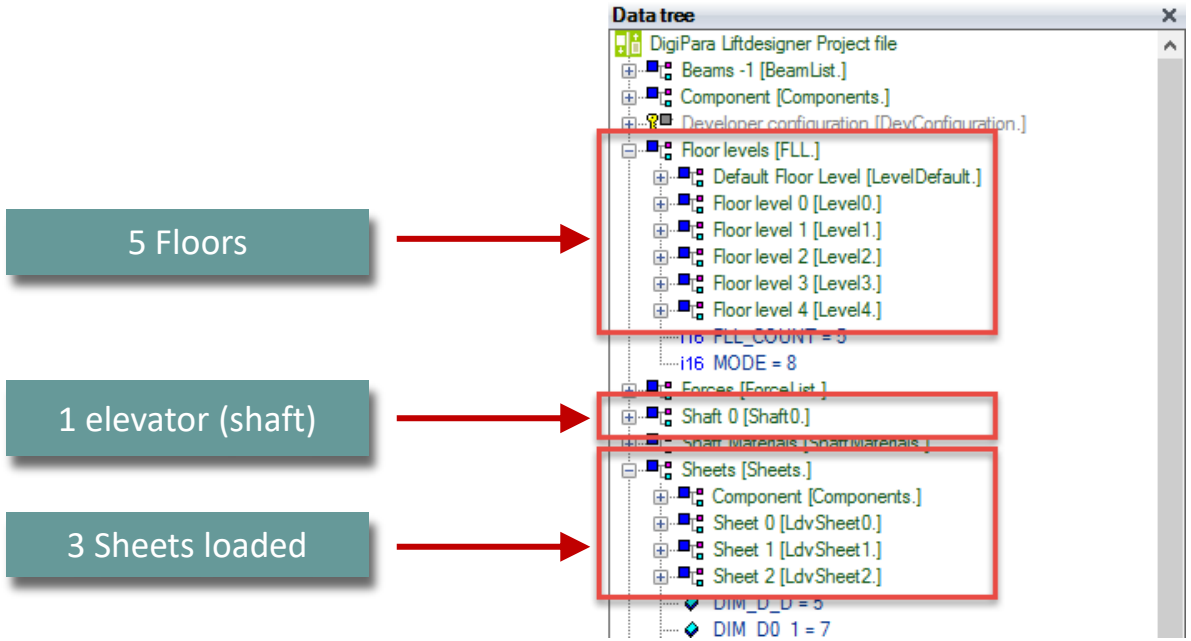
Example:
Landing door of
Entry1 (= 2nd floor)

Data Tree Structure – General Information

A3.5 DATA TREE & PROJECT REFERENCES

Major objects

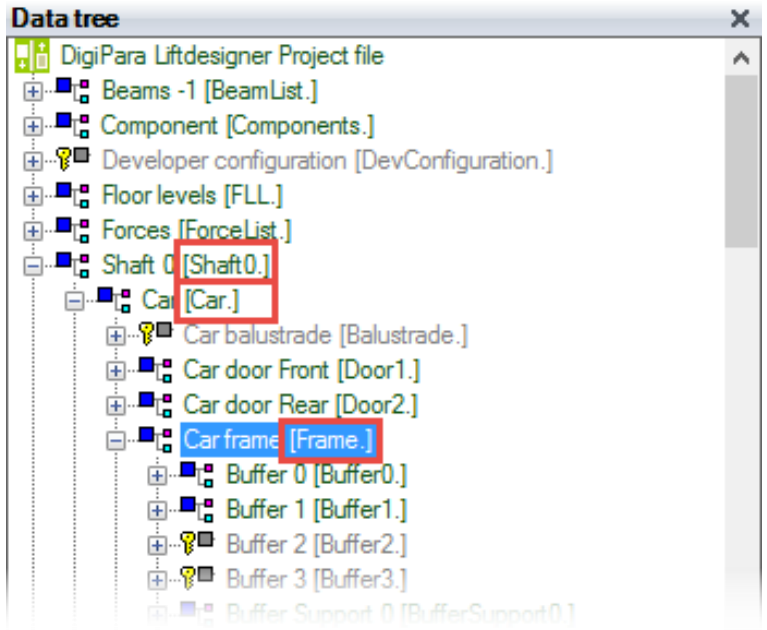
- List objects always start with the index 0



Data Tree Structure – General Information

Project Specifications

- Project References are build on the names of the selected object and its parents
  - Reference for the car frame object: "**Shaft0.Car.Frame.**"
- Object related references are typically ending on a dot

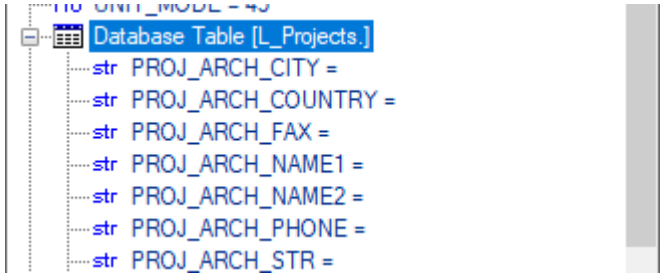


Elevator Project Values

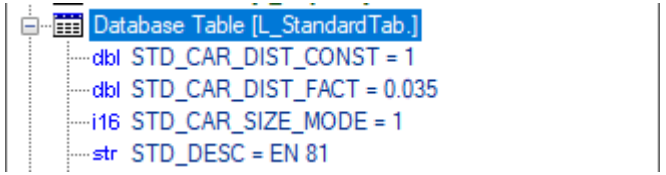
A3.5 DATA TREE & PROJECT REFERENCES

Typically referenced project values are located under the following nodes

The **L_Projects.** node:



The **L_StandardTab.** node:

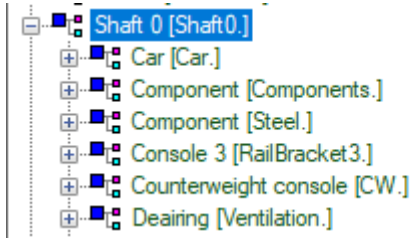


Elevator Project Values

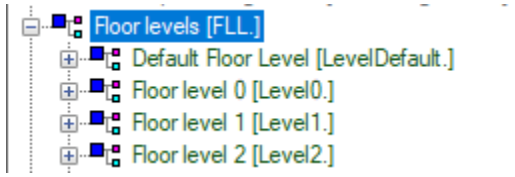
A3.5 DATA TREE & PROJECT REFERENCES

Typically referenced project values are located under the following nodes

The **Shaft**. node :



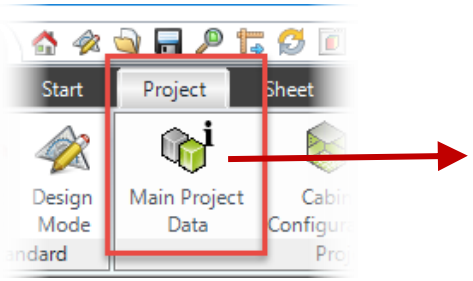
The **FLL**. node :

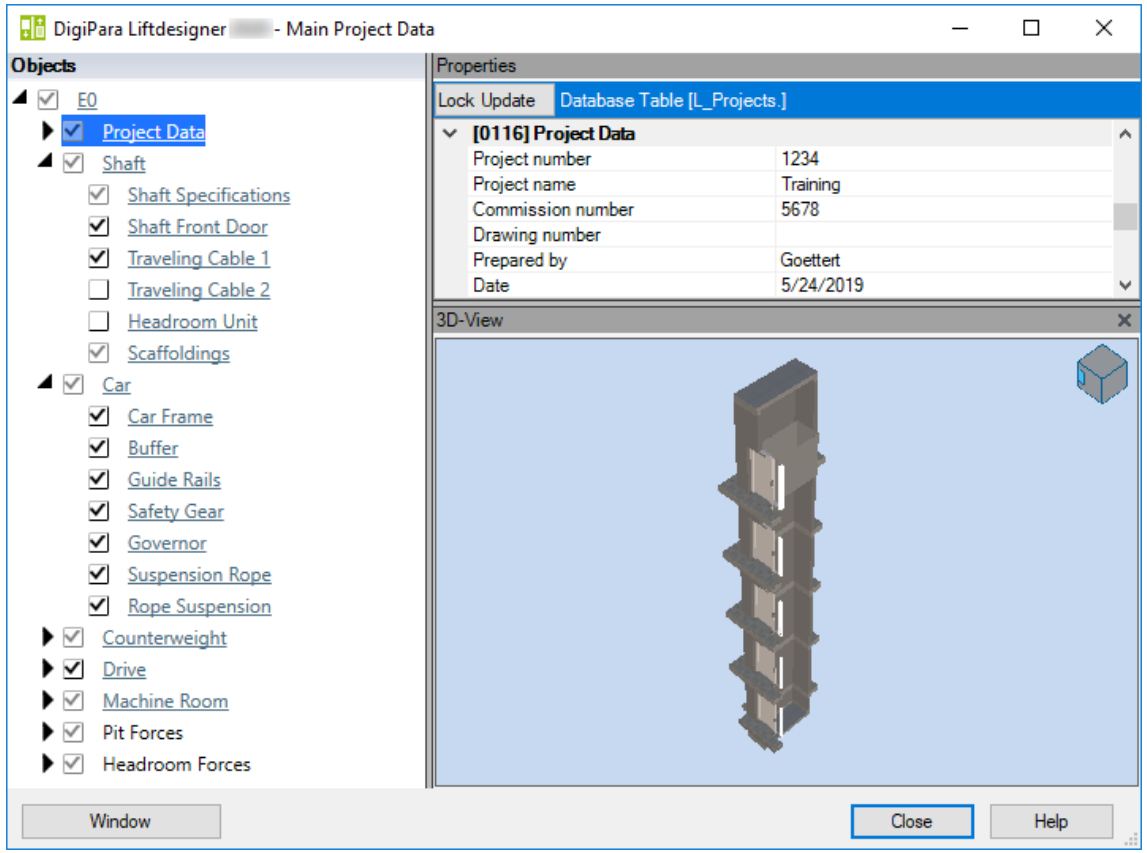


Elevator Project Values

A3.5 DATA TREE & PROJECT REFERENCES

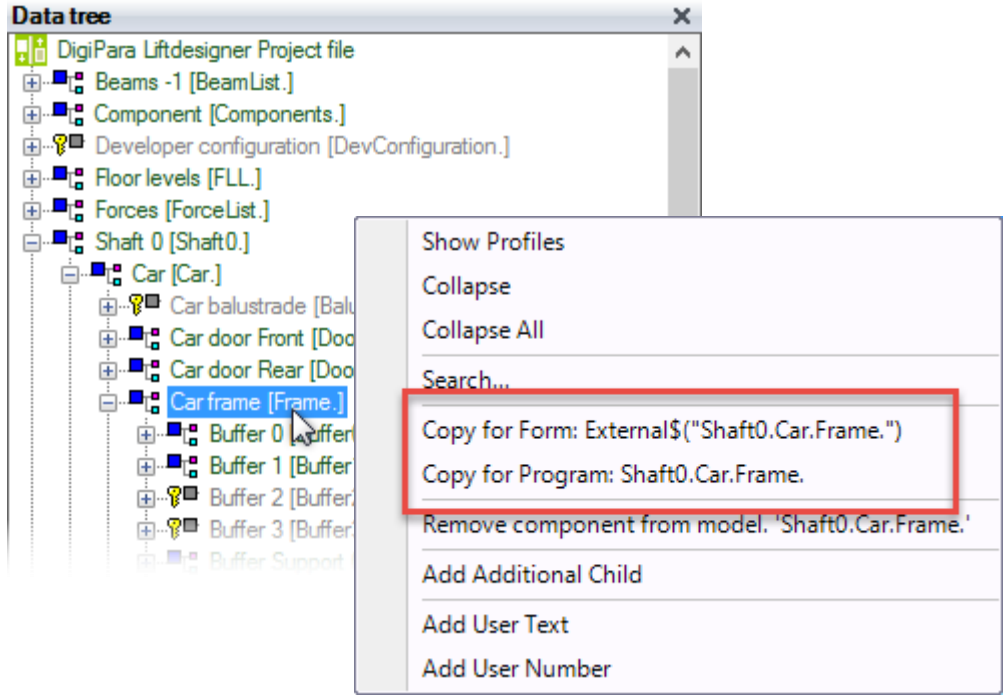
The Project specification values located under the L_Projects. node (basically used in title blocks) can be edited via the Main Project Data … dialog





Copying External$'s from the Data Tree

References can be created for copying via the right mouse button context menu



Copying External$'s from the Data Tree

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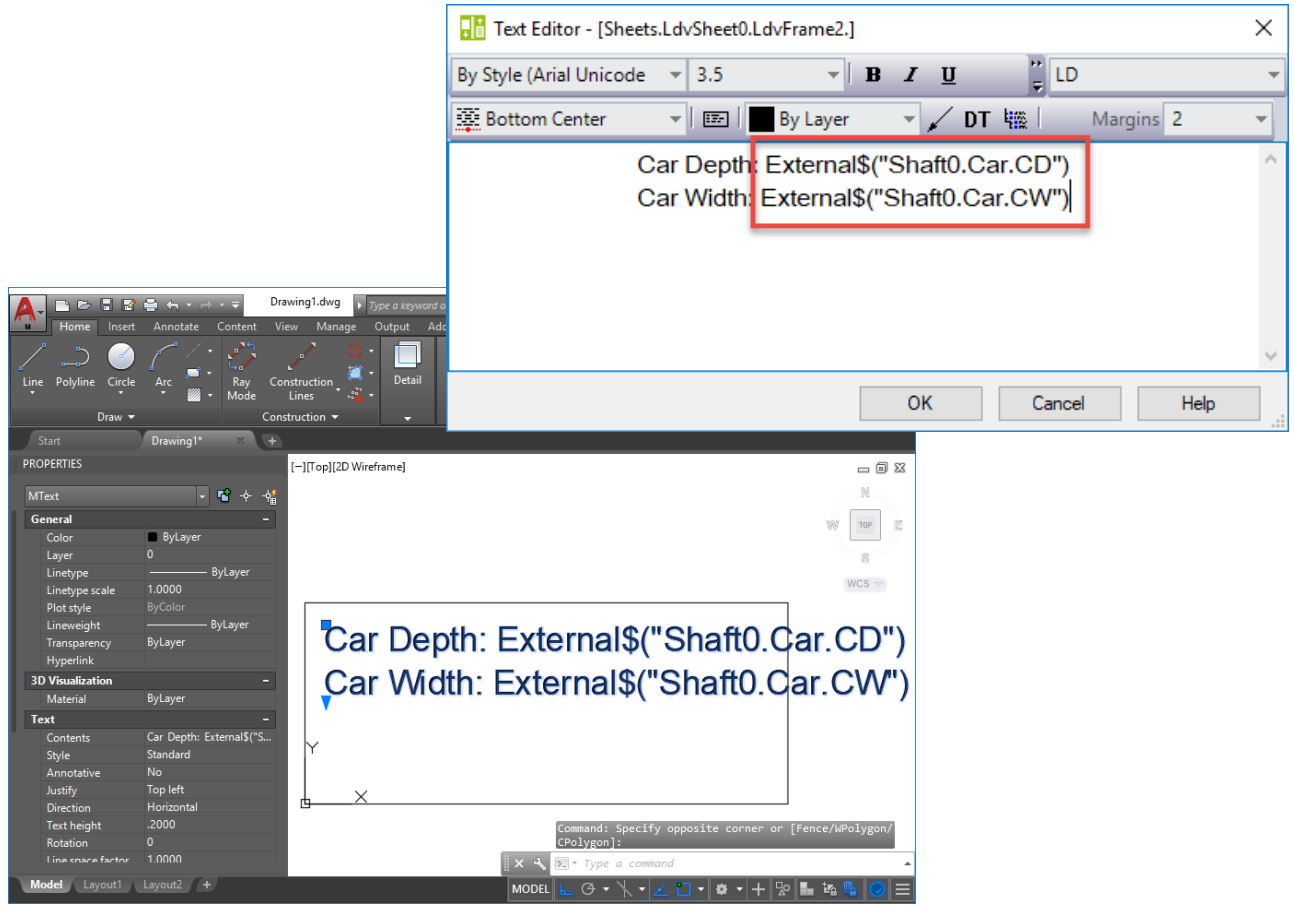
Project references can be used

- in Annotations
- in DWG files

Copy for Form

- in Excel files
- in .NET / VBA programs

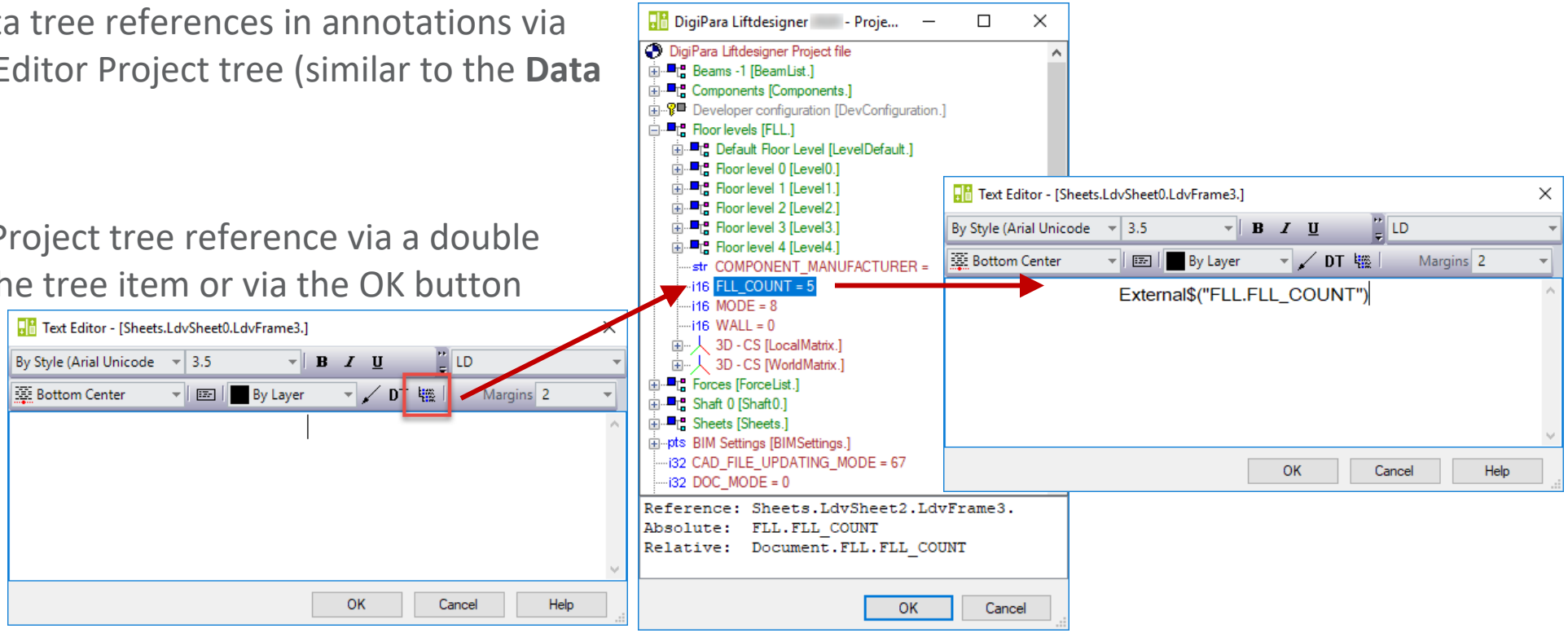
Copy for Program



Copying External$'s from the Data Tree

- Using data tree references in annotations via the Text Editor Project tree (similar to the **Data tree**)

- Add the Project tree reference via a double click on the tree item or via the OK button



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A3.6

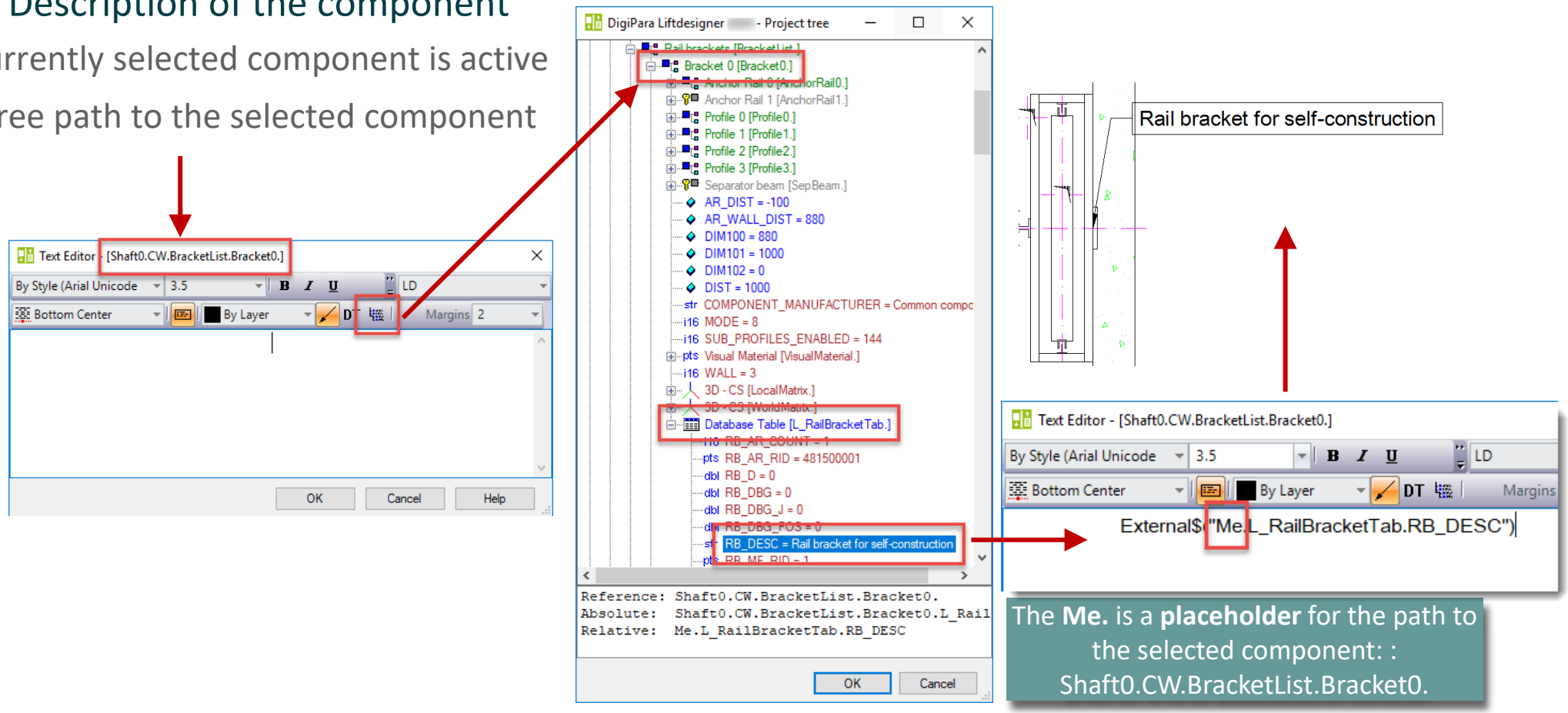
Practical use cases for External$'s

Syntax & External$ Expressions

A3.6 EXTERNAL$'S

Example: Description of the component

- The currently selected component is active
- Data tree path to the selected component

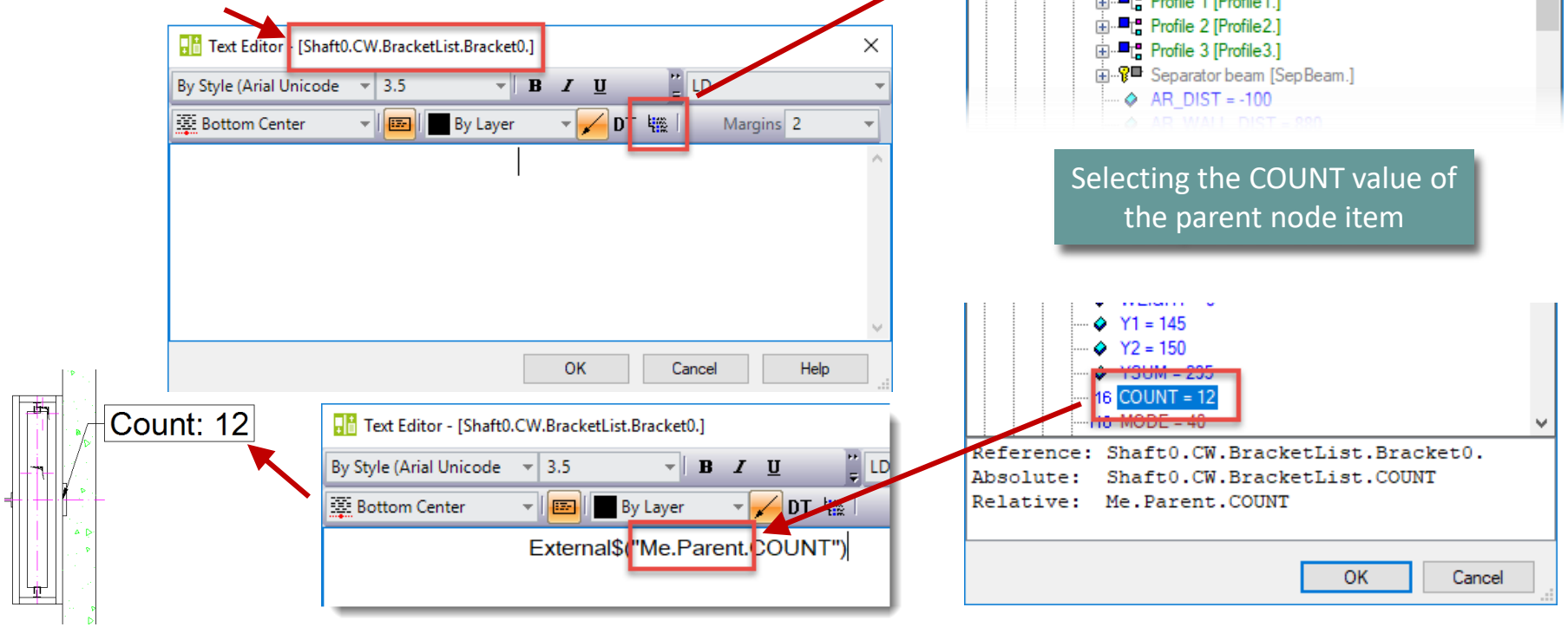


Syntax & External$ Expressions

A3.6 EXTERNAL$'S

Example on the list object: "COUNT"

- "Me.Parent." is the path from the active component to the value that belongs to the parent component.
- Data tree path to the selected component

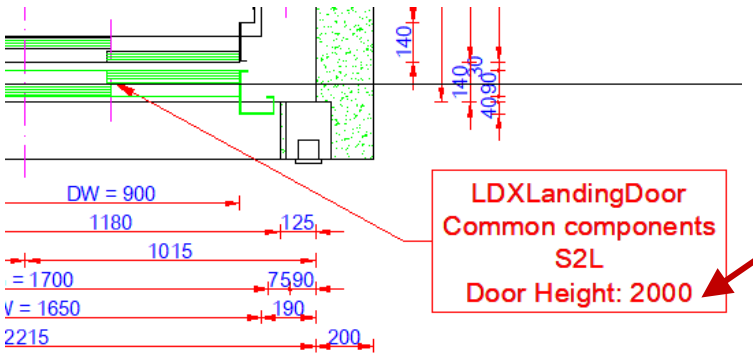


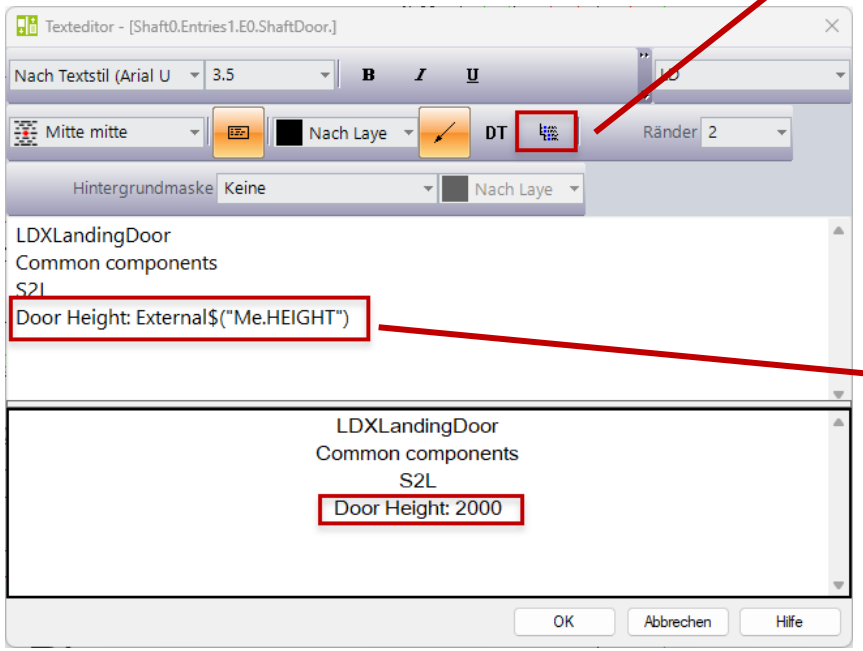
Examples Special Values/Operations

A3.6 EXTERNAL$‘S

Adjustable Annotations using data tree references

- E.g. Landing Door Height





Calculations with External$‘s

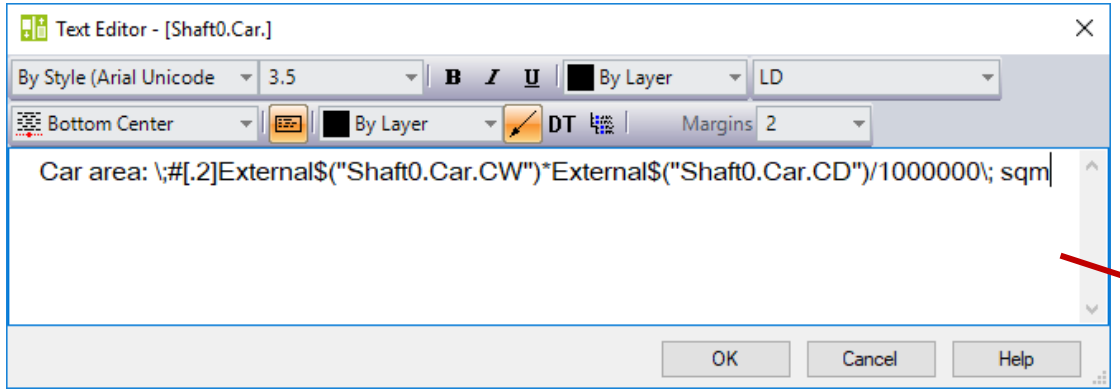
Special Values/Operations

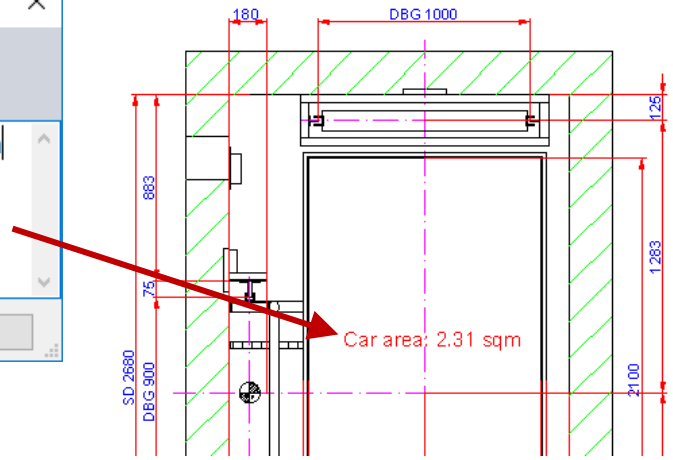
A3.6 EXTERNAL$'S

Simple Calculations using data tree references

- Car area: **\;#[.2]** External$("Shaft0.Car.CW") * External$("Shaft0.Car.CD") **/ 1000000\;** sqm

\ = Backslash
; = semicolon
= number sign
[ ] = square brackets
* = Asterisk
/ = Slash





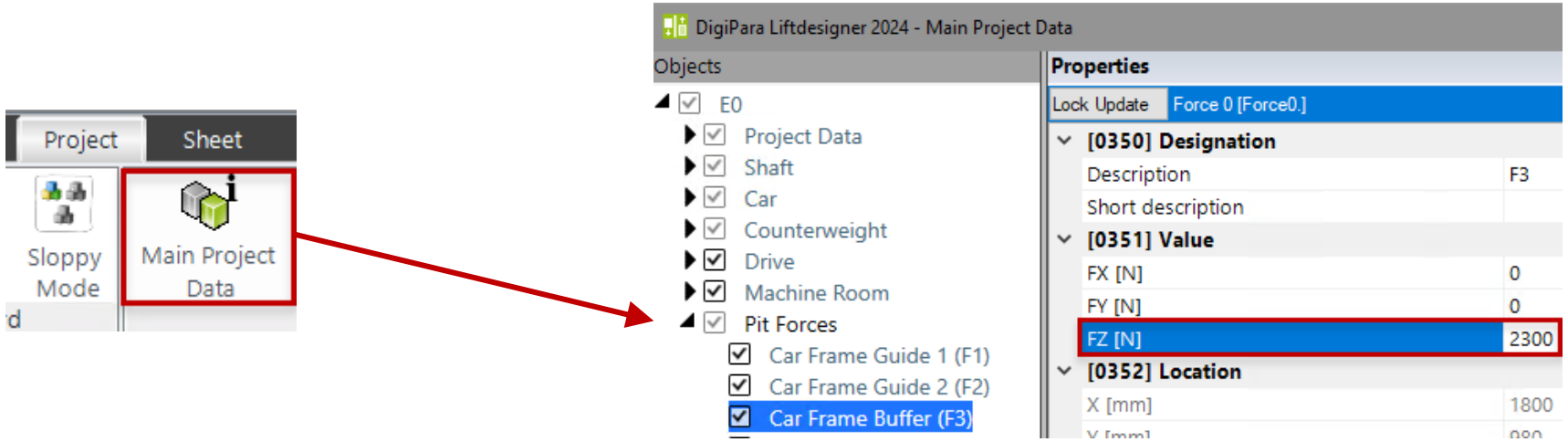
- Calculations generally start with a # (*number sign*) symbol.
- Calculations can be combined with leading or trailing text.
- Therefore the corresponding parts of the annotation must be separated by a backslash-semicolon character sequence (\;).

Examples Special Values/Operations

A3.6 EXTERNAL$‘S

Simple Calculations using data tree references

- F3: \;# External$("Me.Force0.FZ")/1000\; kN
- Forces can be entered via the main project data.

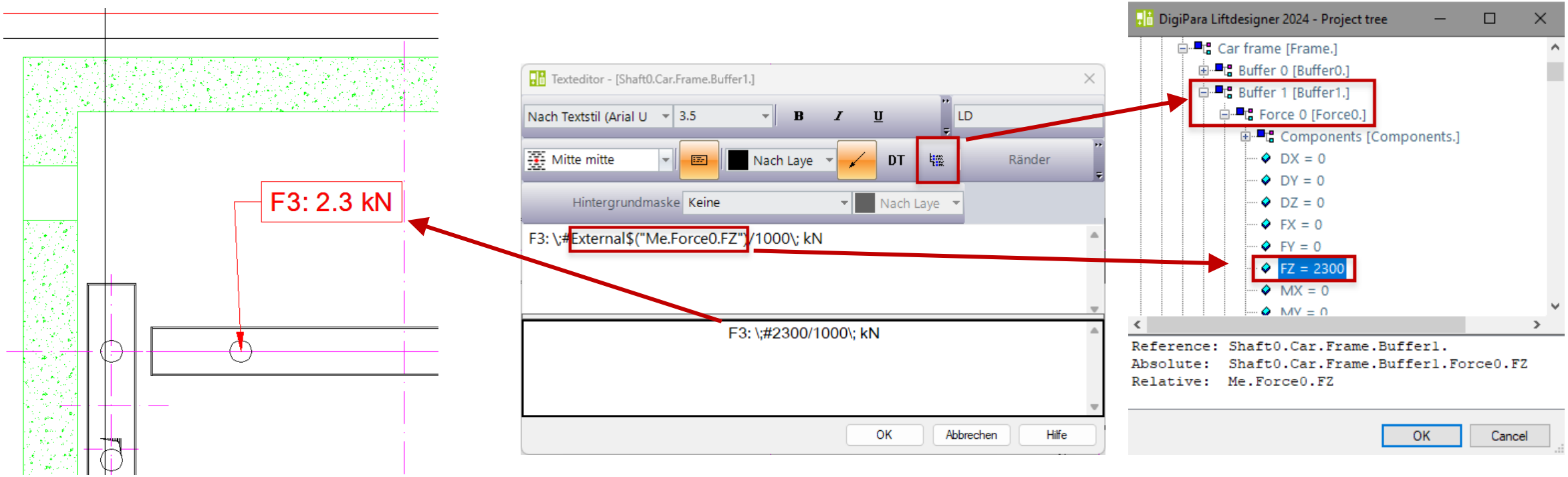


Examples Special Values/Operations

A3.6 EXTERNAL$‘S

Simple Calculations using data tree references

- F3: \;# External$("Me.Force0.FZ")/1000\; kN



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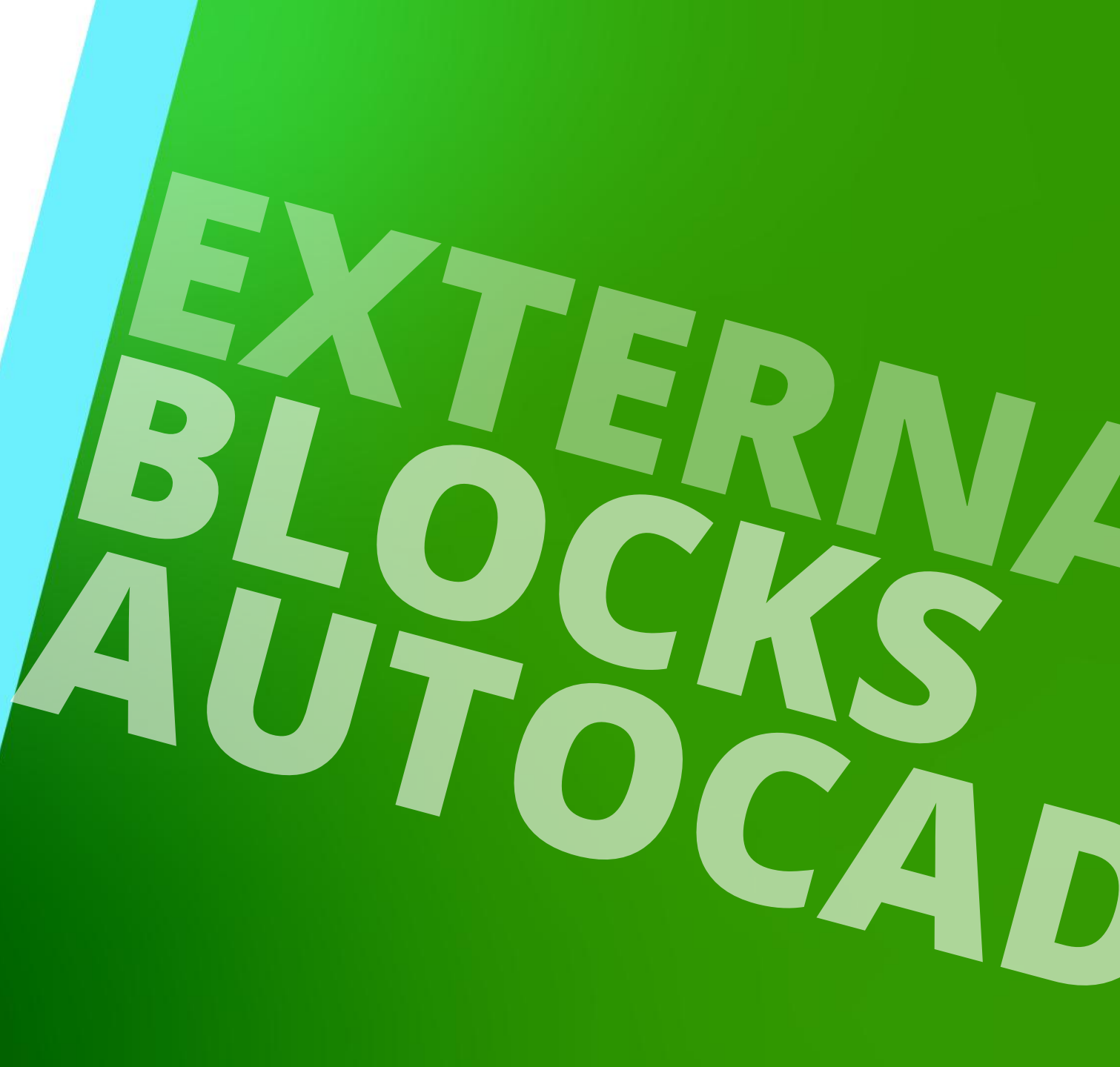
A3.7

External Blocks
(AutoCAD DWG's)

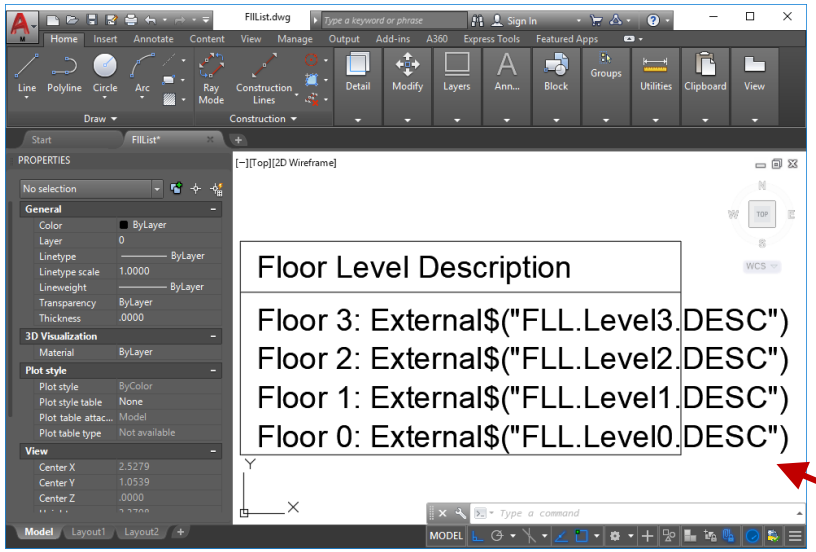


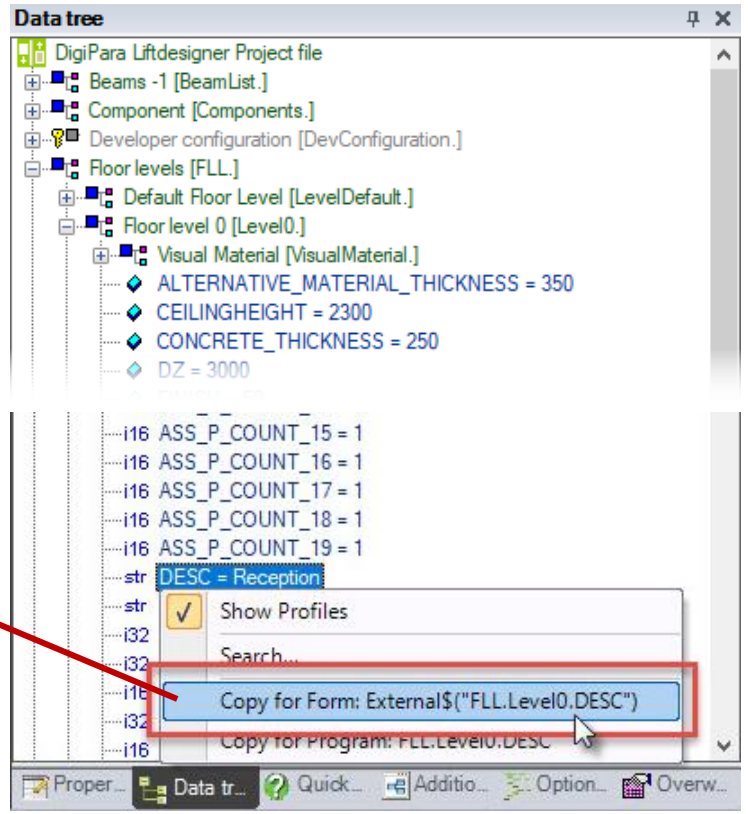
Referencing External$ in DWG's

A3.7 EXTERNAL BLOCKS (AUTOCAD DWG'S)

Can be displayed as static content in DigiPara® Liftdesigner drawings (.dwg, .dxf)

- Can contain DigiPara® Liftdesigner project references
- Can be used in DWG annotations and standard view frames



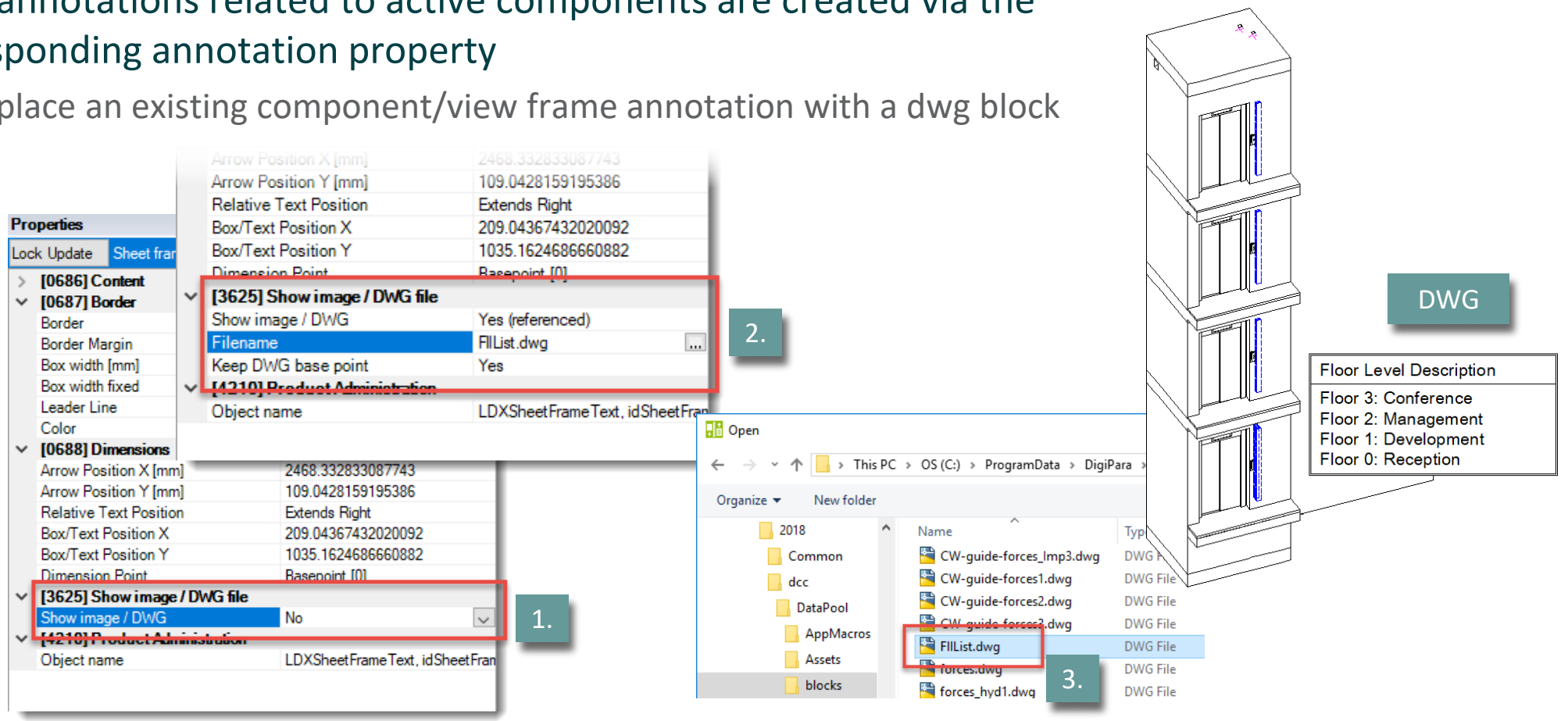


Loading external Blocks

A3.7 EXTERNAL BLOCKS (AUTOCAD DWG'S)

DWG annotations related to active components are created via the corresponding annotation property

- Replace an existing component/view frame annotation with a dwg block

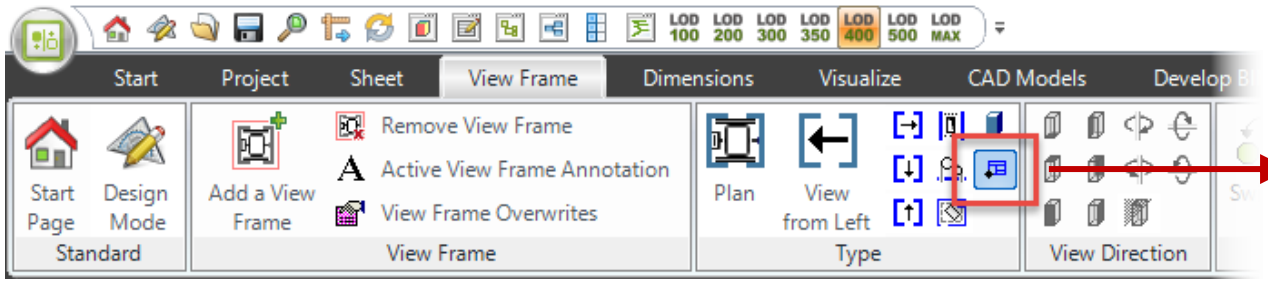


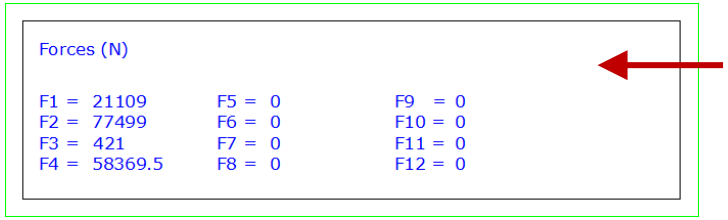
Loading external Blocks

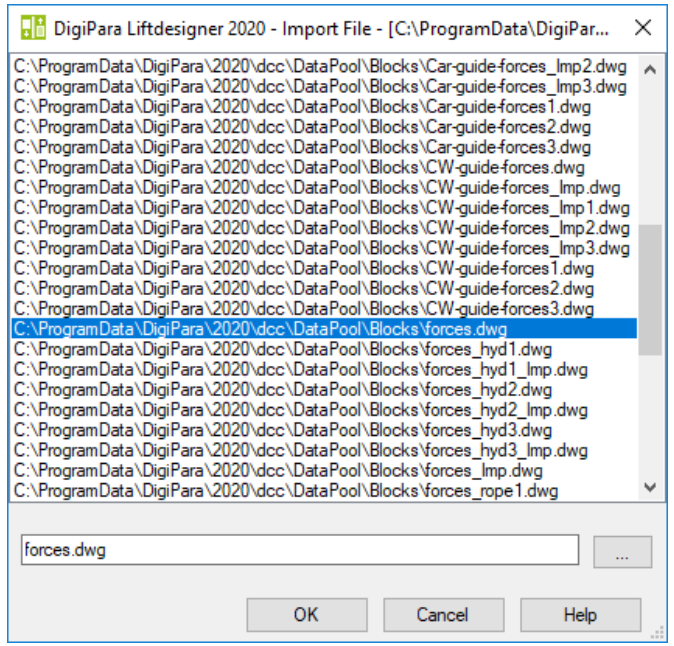
A3.7 EXTERNAL BLOCKS (AUTOCAD DWG'S)

Independent DWG annotations

- Replace an existing view frame





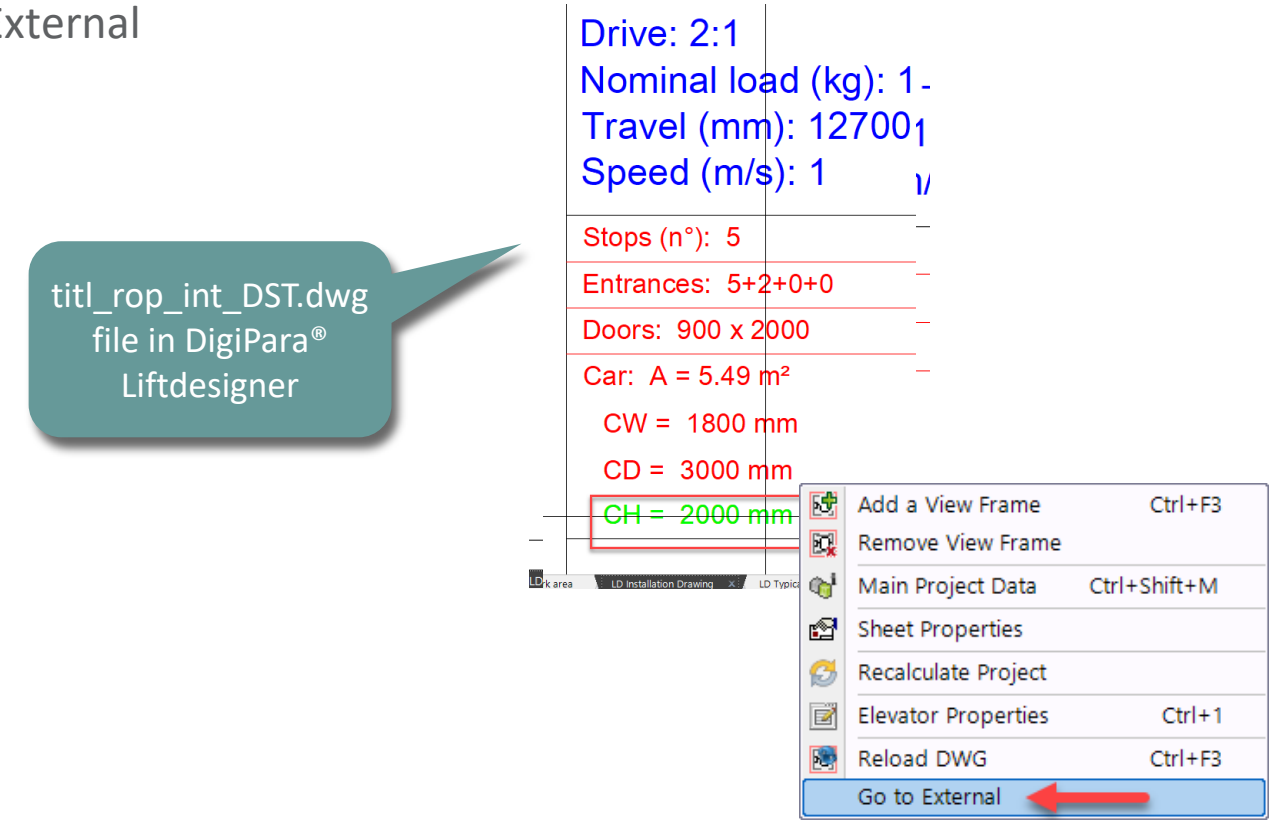


Go to External

Finding the path of a value in the data tree without opening the AutoCAD file

To find a value in dwg tables, mouse over the value and right click

Go to External

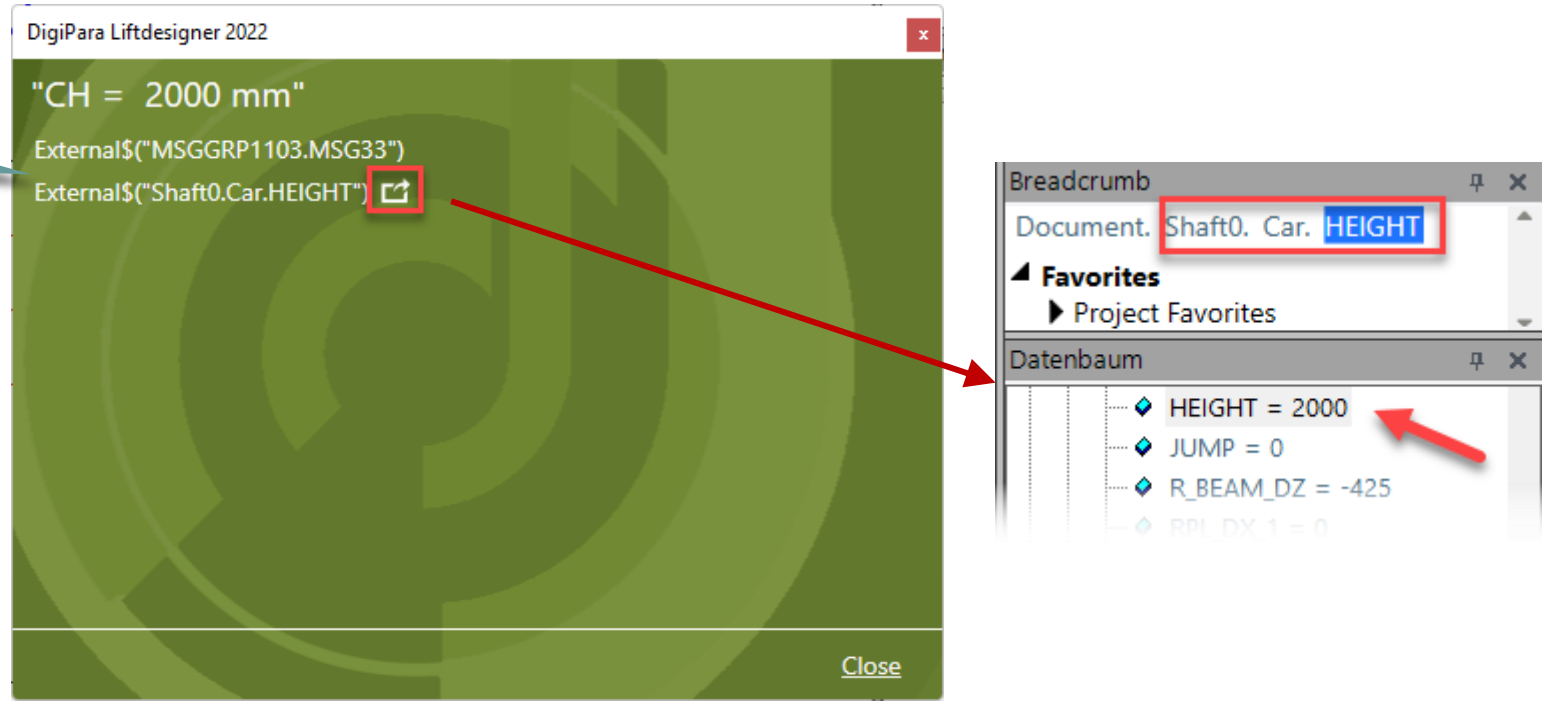


Go to External

A3.7 EXTERNAL BLOCKS (AUTOCAD DWG'S)

Finding the path of a value in the data tree without opening the AutoCAD file

All External contents in the table can be found



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A3.8

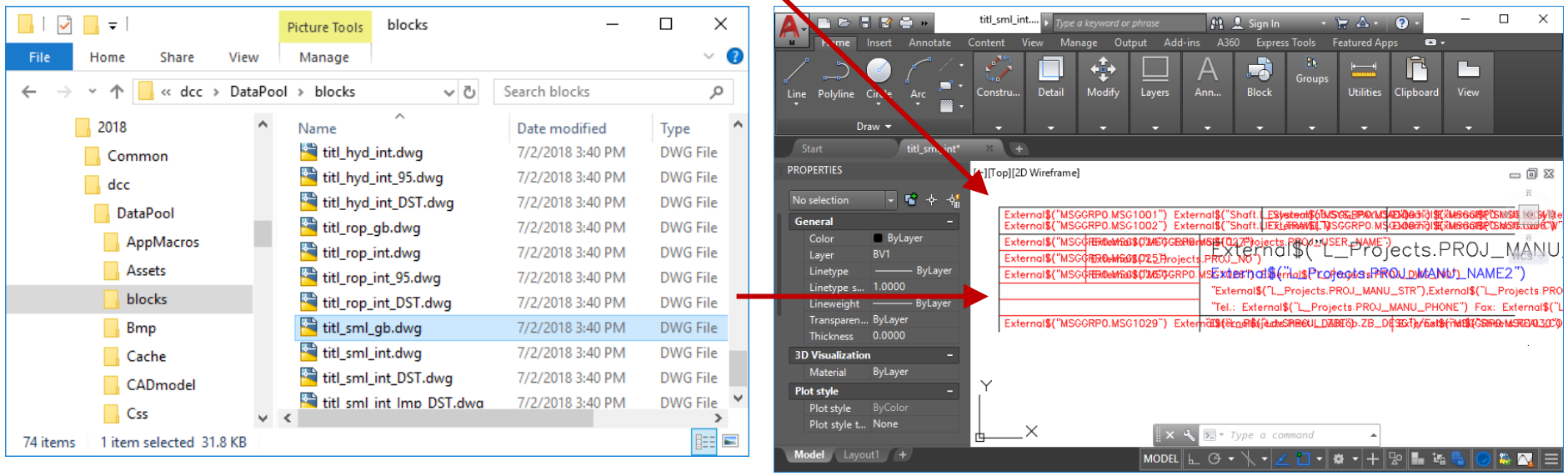
Title Blocks & Drawing Border

Meaning of titl_ prefix

A3.8 TITLE BLOCKS & DRAWING BORDER

Title Blocks: Filename starts with **titl_**

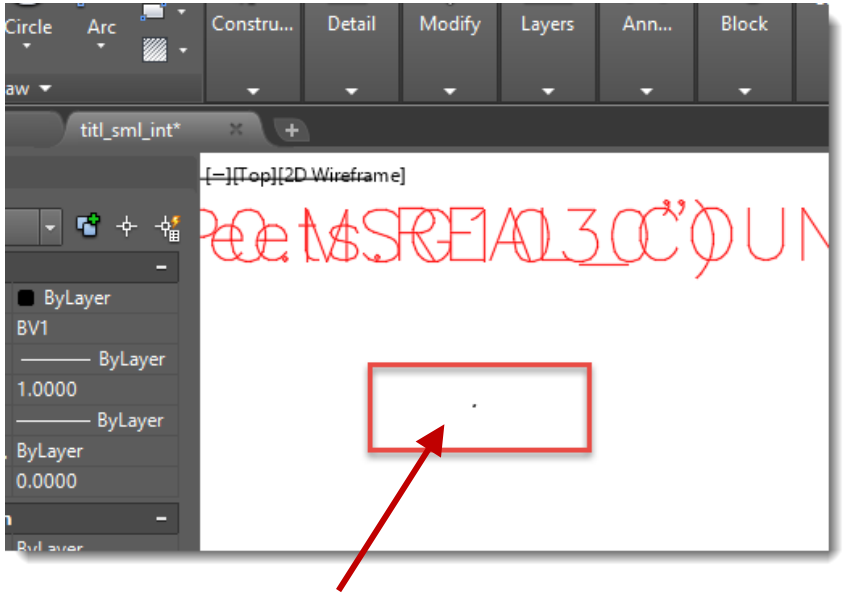
- view of standard Liftdesigner DWG files in AutoCAD



Meaning of titl_ prefix

The object in the lower left corner specifies the title block's insertion point.

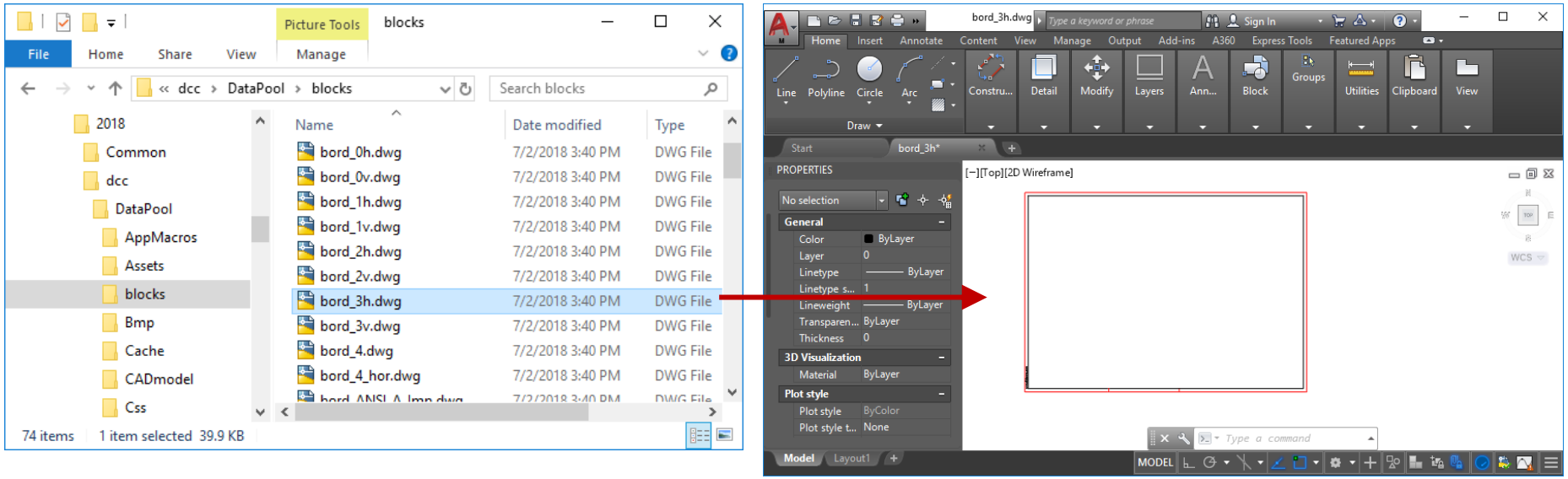
- It automatically gets aligned with the lower left corner of the drawing border in DigiPara® Liftdesigner.



Title Blocks & Drawing Border

A3.8 TITLE BLOCKS & DRAWING BORDER

Drawing borders: Filename starts with **bord_**



Standard DWG Directory

The standard directory for external blocks is in the DigiPara® Liftdesigner data pool

- The DWG, DXF files are saved in the blocks directory
  - e.g. C:\DigiPara\Datapool\blocks

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A3.9

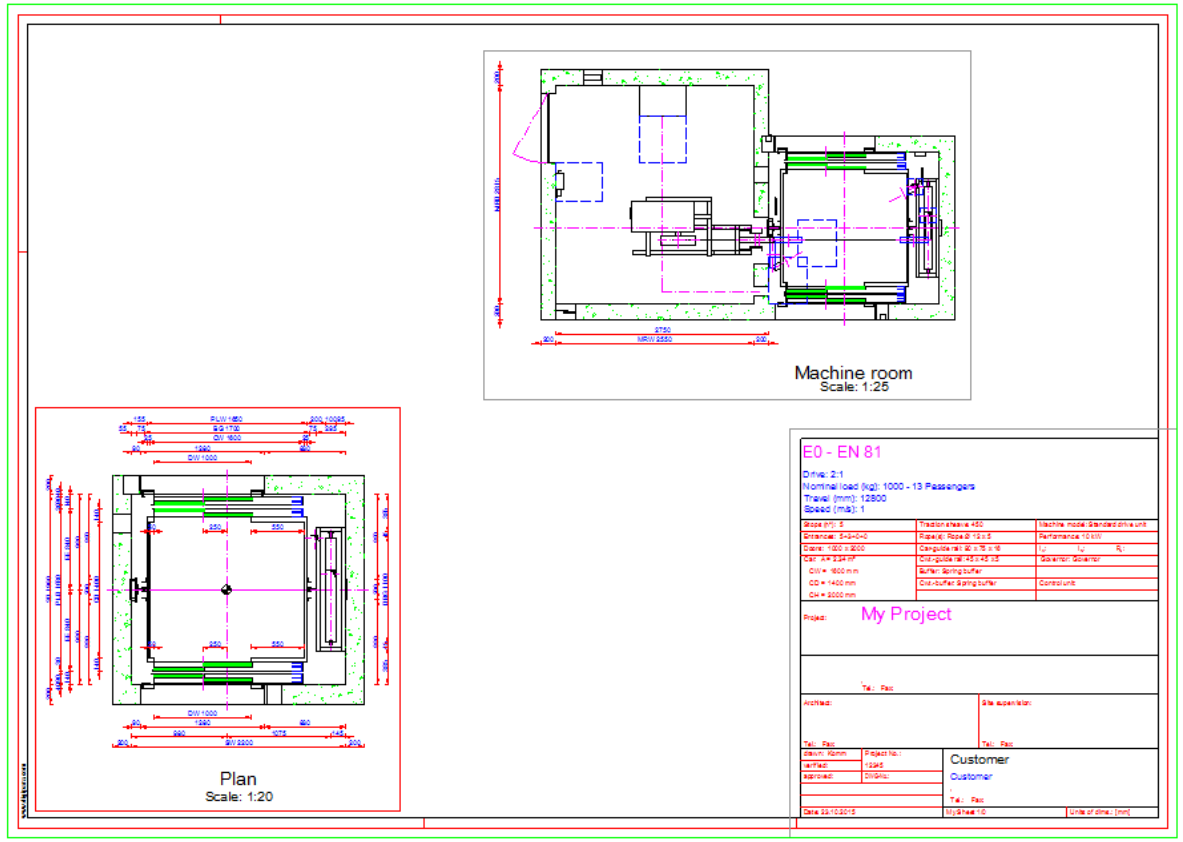
After Training Practice

View Frames & Sheets

A3.9 AFTER TRAINING PRACTICE

Create a new drawing sheet under related to the following requirements:

- Create a new sheet
- Add a Machine Room View
- Add a Plan View
- Add a drawing border: bord_2h.dwg
- Add a title block: titl_rop_int.dwg
- Position the views inside the drawing border
- Rename the sheet to: My Views
- Save the sheet template

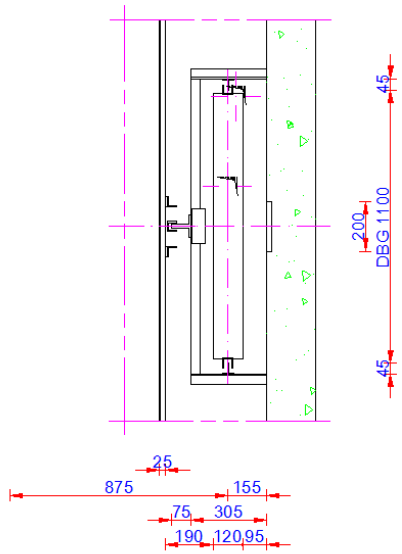


Special View Types

A3.9 AFTER TRAINING PRACTICE

Add a rail bracket detail section to the My Views sheet:

- Copy the existing plan view
- Create the simply detail section
- Change the view description
- Save the sheet template again



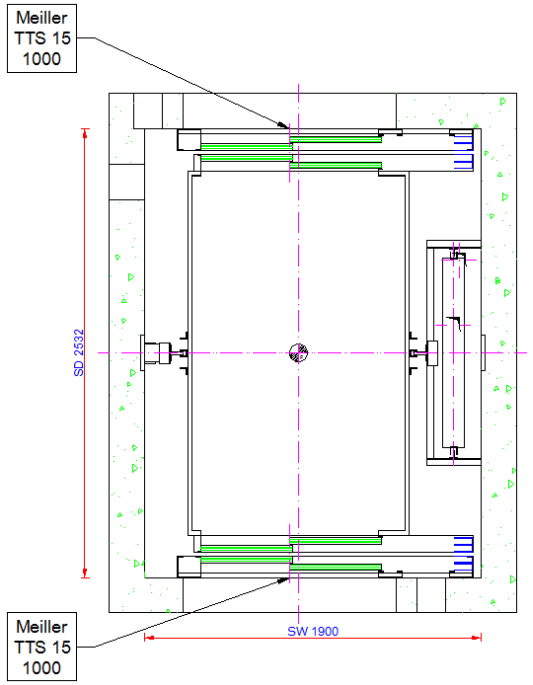
Rail Bracket Detail
Scale: 1:20

Annotations

A3.9 AFTER TRAINING PRACTICE

Add a component annotation to the front and rear shaft door of the plan view:

- Text height 3.5
- Save the sheet template again



Project References

A3.9 AFTER TRAINING PRACTICE

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Create a new Plan view and add a view frame annotation containing the following references:

- Shaft depth
- Shaft width
- Floor count

Create a shaft lamp component annotation containing the following references:

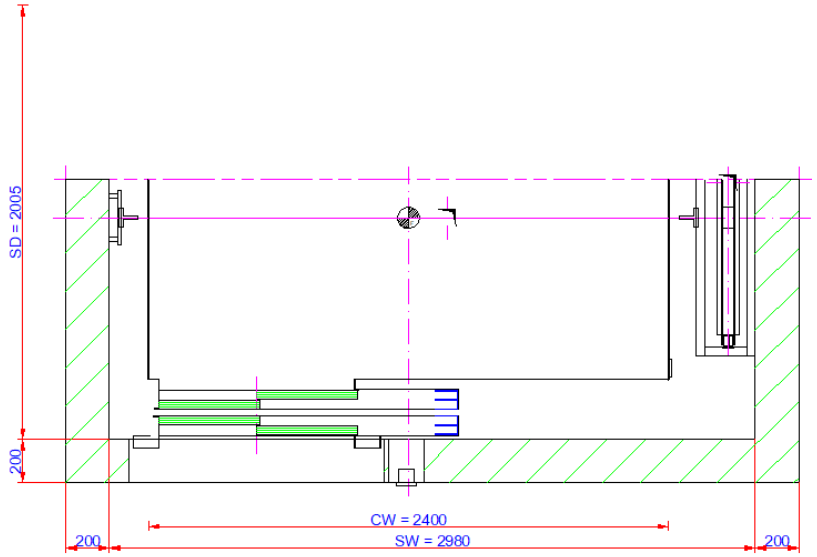
- Lamp count
- Lamp type
- Save the sheet template again

Special View Types

A3.9 AFTER TRAINING PRACTICE

Add a plan view detail section rule based (X and Y direction) to the My Views sheet

- Copy the existing plan view
- Create the detail section rule based
  - X-min direction: (-) left wall
  - X-max direction: shaft width + right wall
- Create the detail section rule based
  - Y-min direction: (-) front wall-20
  - Y-max direction: ½ shaft depth + front wall
- Check by changing the CW&CD dimension



- Saving the sheet template and the entire project again

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A3.10

Summary & custom Q&A's

Congratulations

You reached the next level

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Your instructor will be available for individual questions after the module training.

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