

Simple Site Plans

Drawing

**Version 1.1.65
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The Drawing Canvas

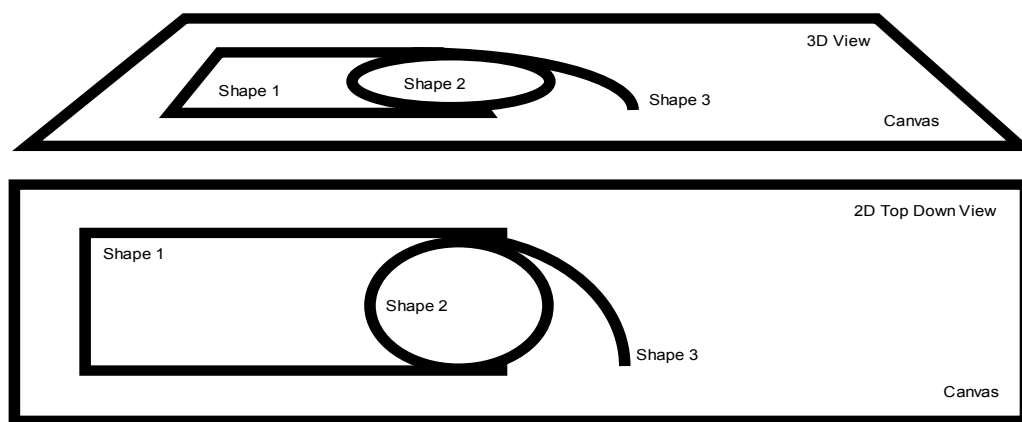
Welcome to Simple Site Plans. Before we begin drawing I will explain how the canvas works and your interaction with the drawn shapes on it.

Each shape, be it a Line, Arc, Circle or Rectangle are objects on the canvas in there own right. When you draw a line you can select that line later and re-size it & re-locate it unlike programs such as MS Paint.

The best way to explain it is like layers, one on top of the other

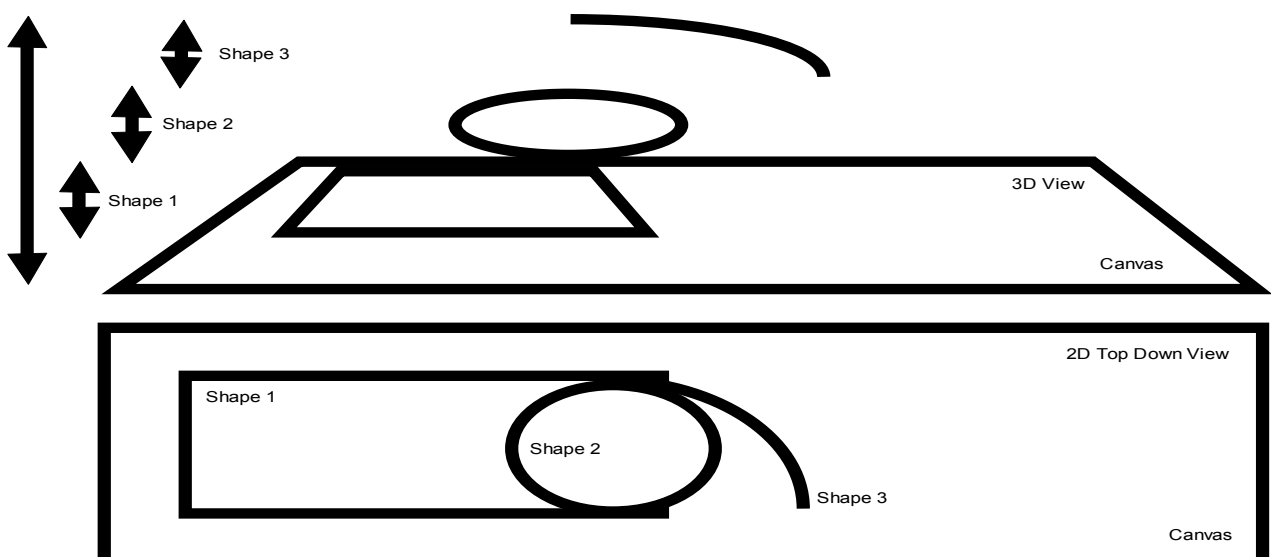
The first example is how objects would be drawn using a program like MS Paint all objects are drawn on the same level the objects cannot be re-sized or re-shaped individually

MS Paint



The second example is how objects are drawn on the Simple Site Plans Canvas, Each object can be selected individually re-shaped, Re-sized & Re-Located

Simple Site Plans



Shapes drawn on the canvas can be moved up or down the layer position. Just select the shape and click the relevant button on the tool bar.

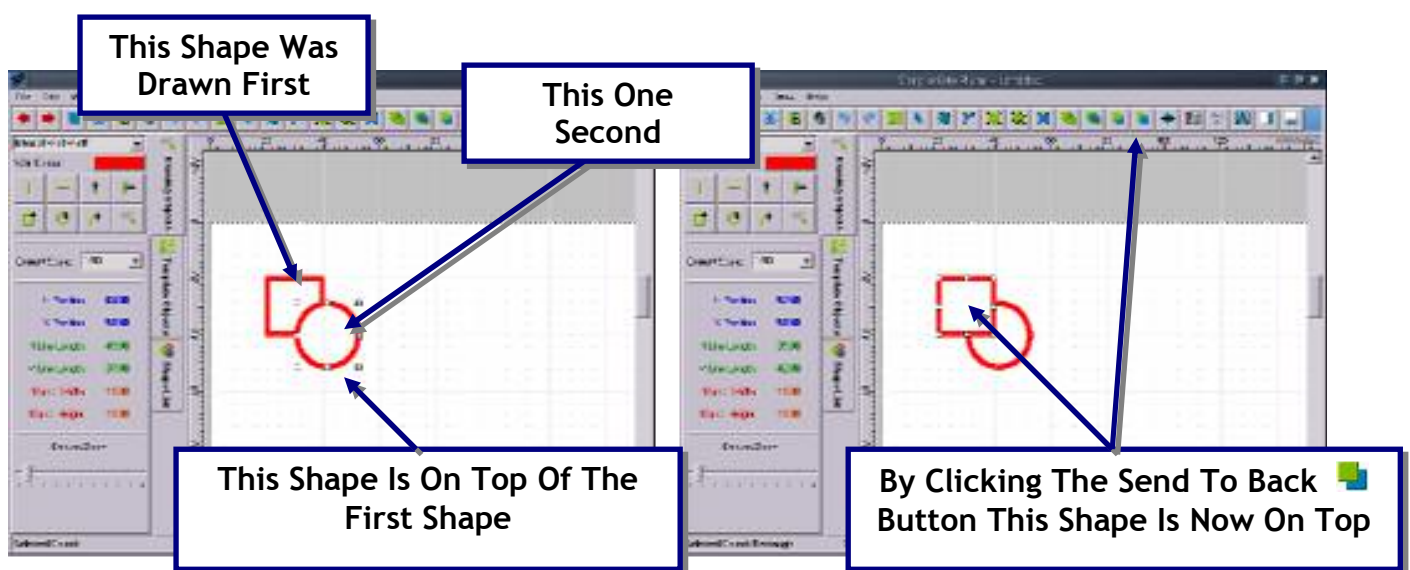
■ This button would send the selected object to the bottom of the list of objects

■ This button would bring the selected object to the top of the list of objects.

■ This button would send the object one position back in the list of objects.

■ This button would bring the selected object one position forward in the list of objects.

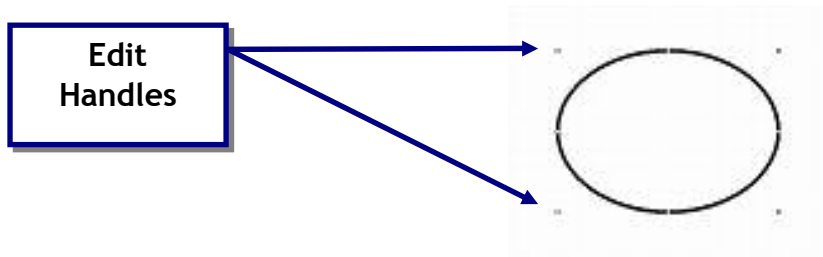
If you draw a larger shape over a smaller shape the larger shape will hide the smaller one if you selected the larger shape and clicked Back one the smaller shape would appear on top.



You would have the same effect if you had clicked the 'bring to front button'. ■

When you have multiple shapes you can arrange the position of the shapes using the layer position buttons. Experimentation with the buttons is recommended.

Objects drawn on the canvas are essentially rectangles with shapes in them you can see this when you draw a circle. Little edit boxes appear around the selected shape.



When you hold your mouse over the little edit boxes or Edit Handles as they are also known, the cursor will change, and left clicking and holding down the button will allow you to resize the shape, just drag the mouse until you get the desired size and let go of the mouse button.

You can group a number of shapes together so they would re-size all at the same time. (This would appear to be the same as MS Paint but in simple site plans you can always un-group the shapes and edit them individually).

Grouping objects together is easy.

Place your mouse top left of all the shapes you wish to group left click and hold down the mouse, drag the mouse to the bottom right of the shapes you wish to group and click the group button on the tool bar.



To un-group a group of shapes, just select the shape and click the un group shapes button on the tool bar.



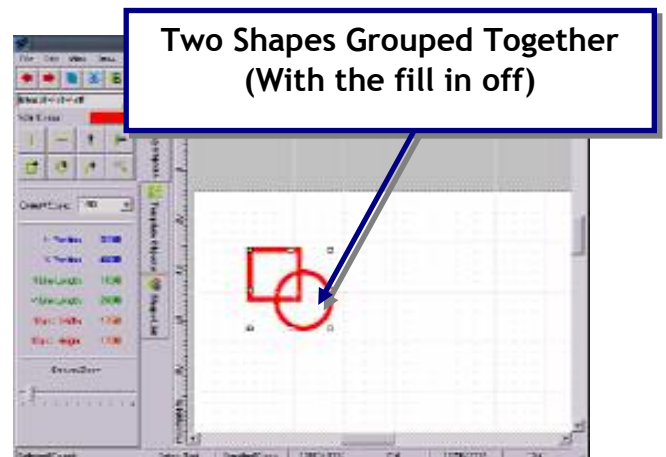
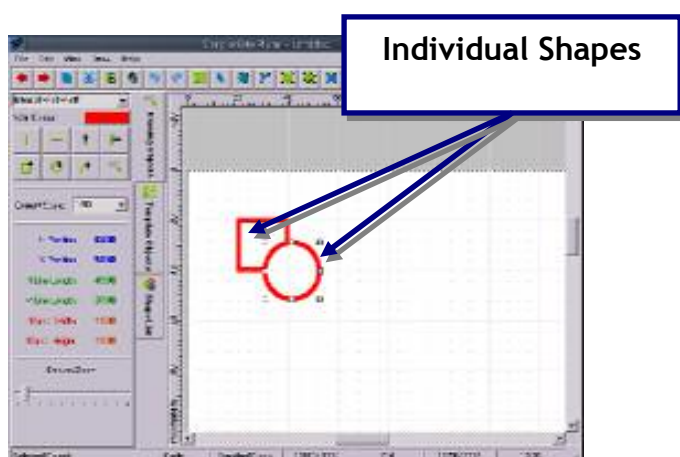
The ability to group shapes has many distinct advantages. All the drawn template objects like doors & windows are all single shapes arranged to create a new single shape when the individual objects are grouped together.

For example:

A door is made up of

- Arc
- Rectangle
- Line

Grouped together these make up a door that can be resized as required.



Drawing Shapes, Lines (walls) and Buildings Objects.

Drawing Walls.

There are a number of ways to draw walls; you can draw walls using the size input window free line draw, multi point line freehand draw.

Before you start drawing ensure you have set the following.

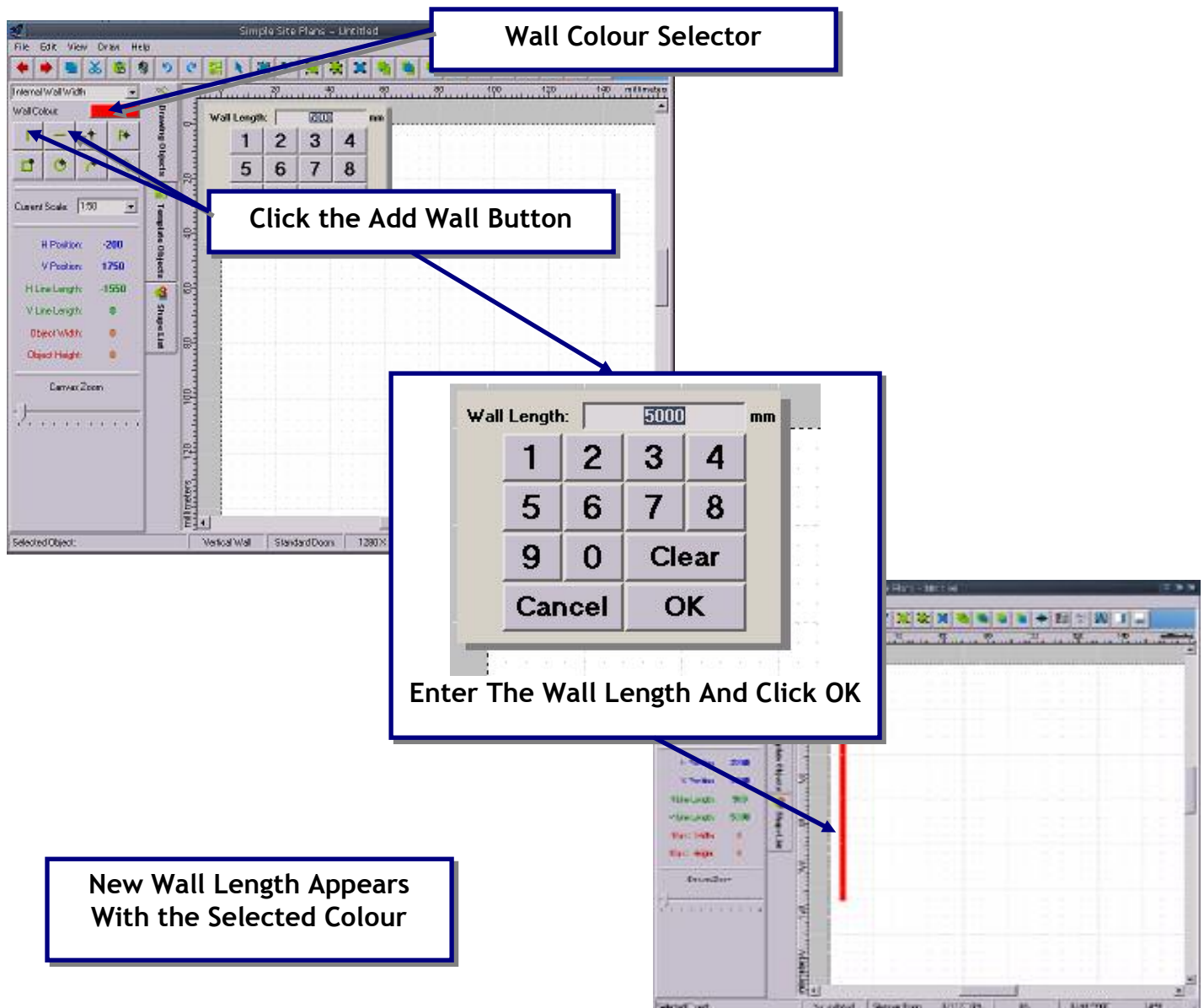
- Is the drawing part of a site project? And have you added it to a project
- Page orientation
- Scale
- Wall Colour.

Size Input Window

As will all wall sections select the wall width, either: external wall, internal wall or furniture line width.

 For a Vertical Wall Section

 For a Horizontal Wall Section

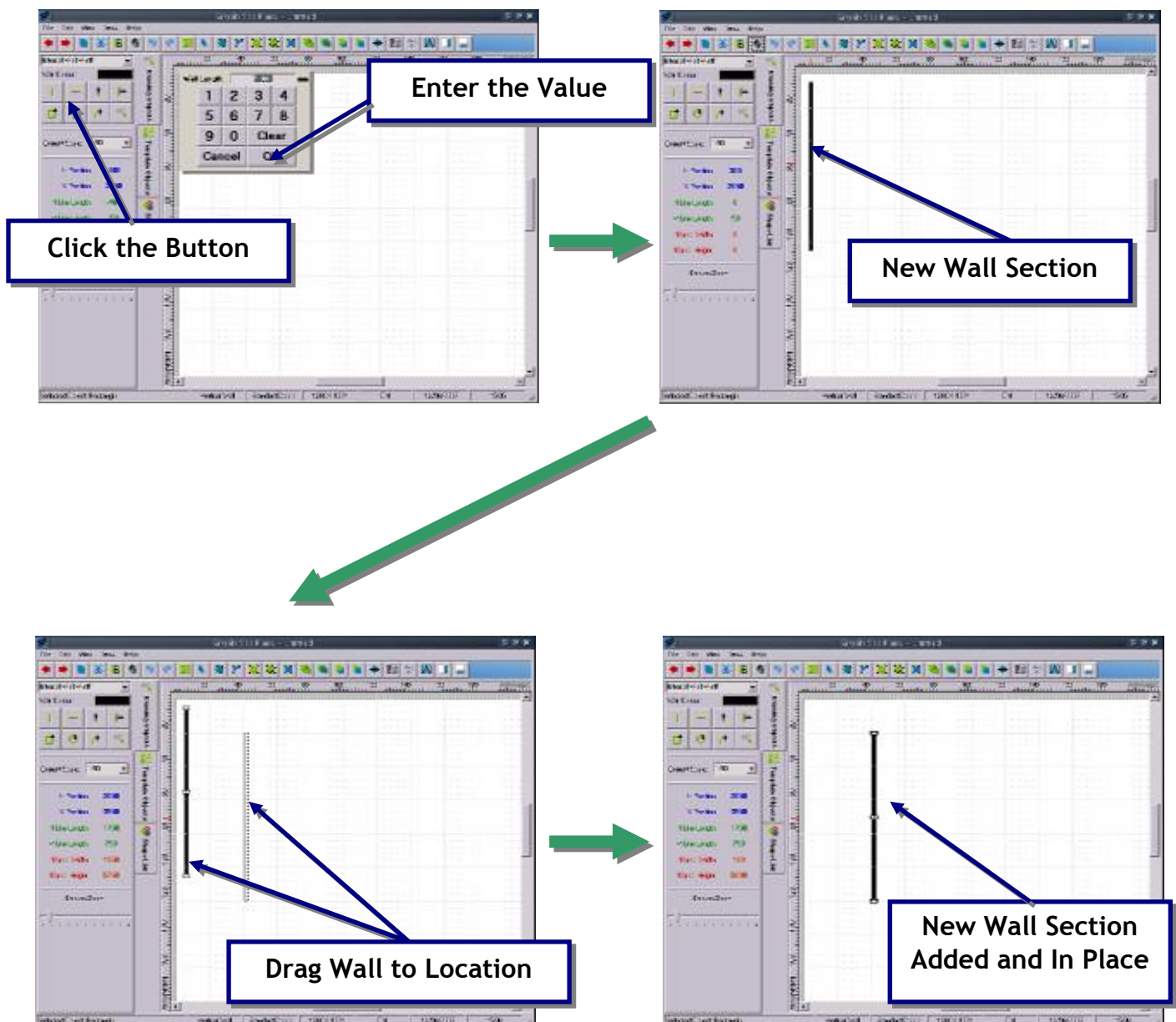


The screenshot shows the software interface with several callouts and annotations:

- Wall Colour Selector:** A callout box pointing to the 'Wall Colour' dropdown menu in the 'Drawing Objects' panel.
- Click the Add Wall Button:** A callout box pointing to the 'Add Wall' button (a green square with a white plus sign) in the 'Drawing Objects' panel.
- Enter The Wall Length And Click OK:** A callout box pointing to the 'Wall Length' input field and the 'OK' button in the 'Size Input Window'.
- New Wall Length Appears With the Selected Colour:** A callout box pointing to the newly drawn vertical wall in the drawing area.

The 'Size Input Window' shows the 'Wall Length' input field set to 5000 mm. The 'Drawing Objects' panel shows the 'Wall Colour' dropdown menu and the 'Add Wall' button. The drawing area shows a vertical wall drawn in the selected color.

Walls created with the size input window are always created top left on the canvas, you would then move them to where you want them.

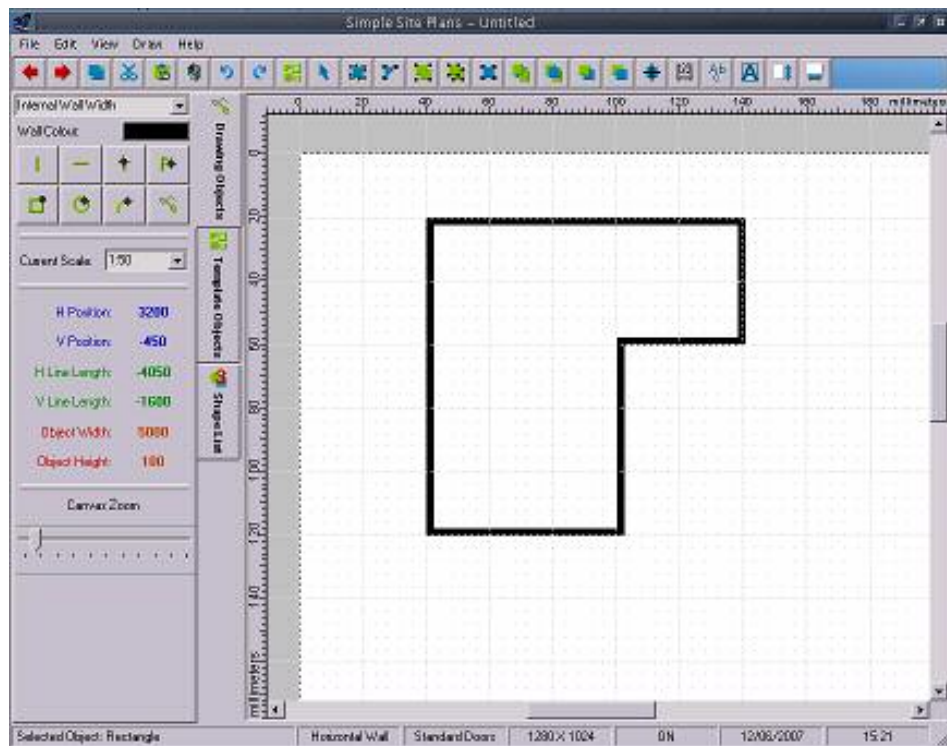


Repeat the above for all additional wall sections




Using the Snap To options can sometimes aide wall placement

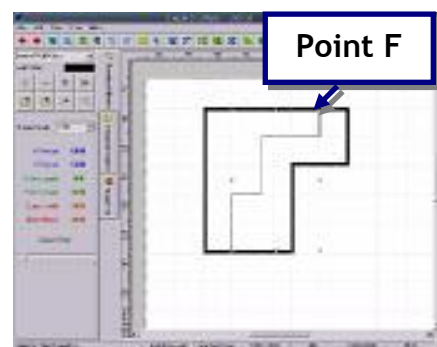
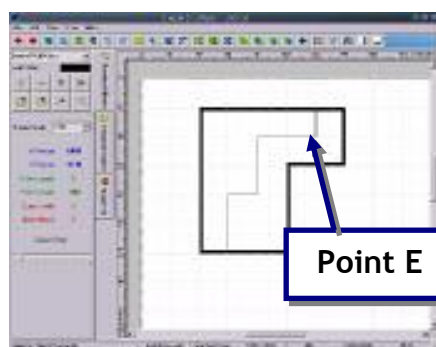
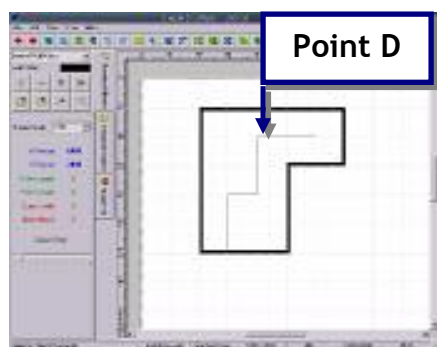
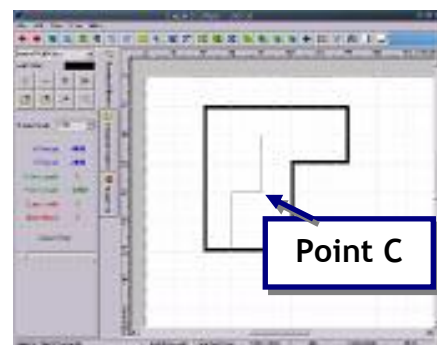
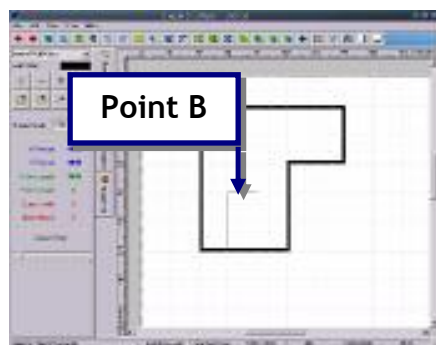
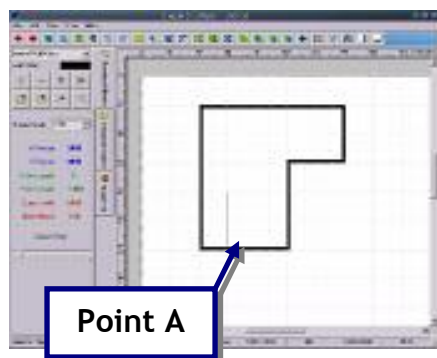
When complete you should have the outline of your building.



You can now add internal walls.

We will use the multi point line for the internal walls. 

Start the wall at point A just left click once and release the mouse, move the mouse to each point left clicking the mouse once as you reach each point. When you are at the last point double click the mouse.

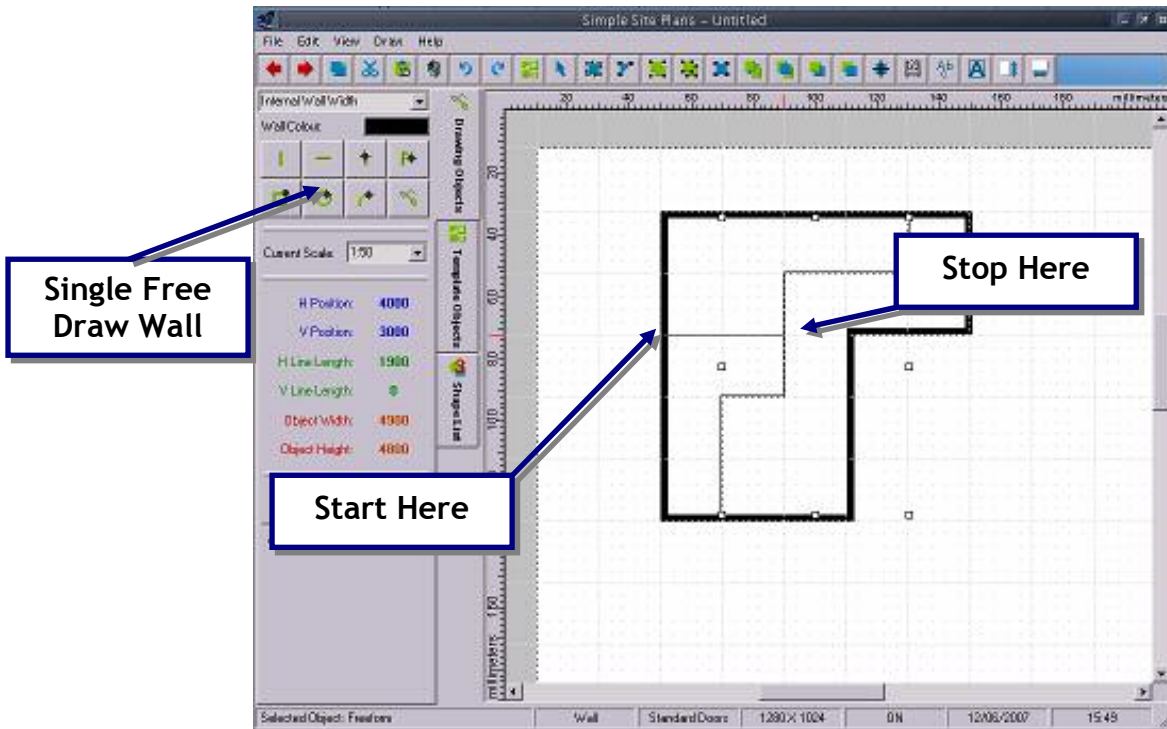


Double Click at point F to complete the multi line.

To Add an Adjacent internal wall we will use the single line. 

To create a Single wall sections that are drawn free hand:

- Click the single wall section button
- Position your mouse over the start point
- Left click and hold the mouse
- Drag the mouse to the end point
- Release the mouse.

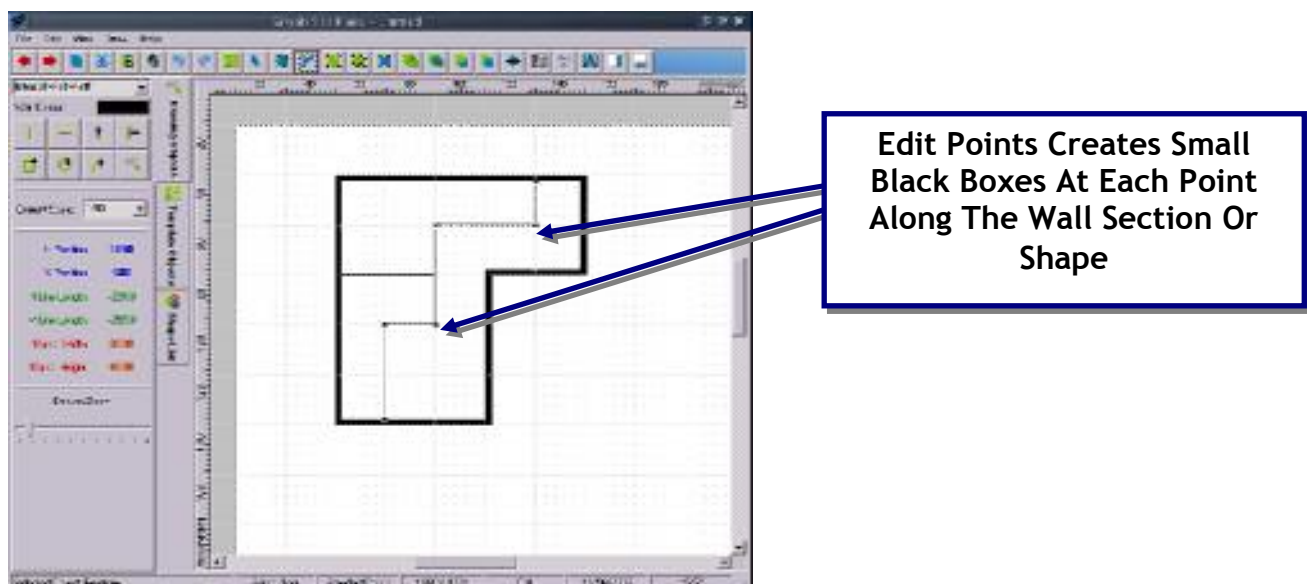


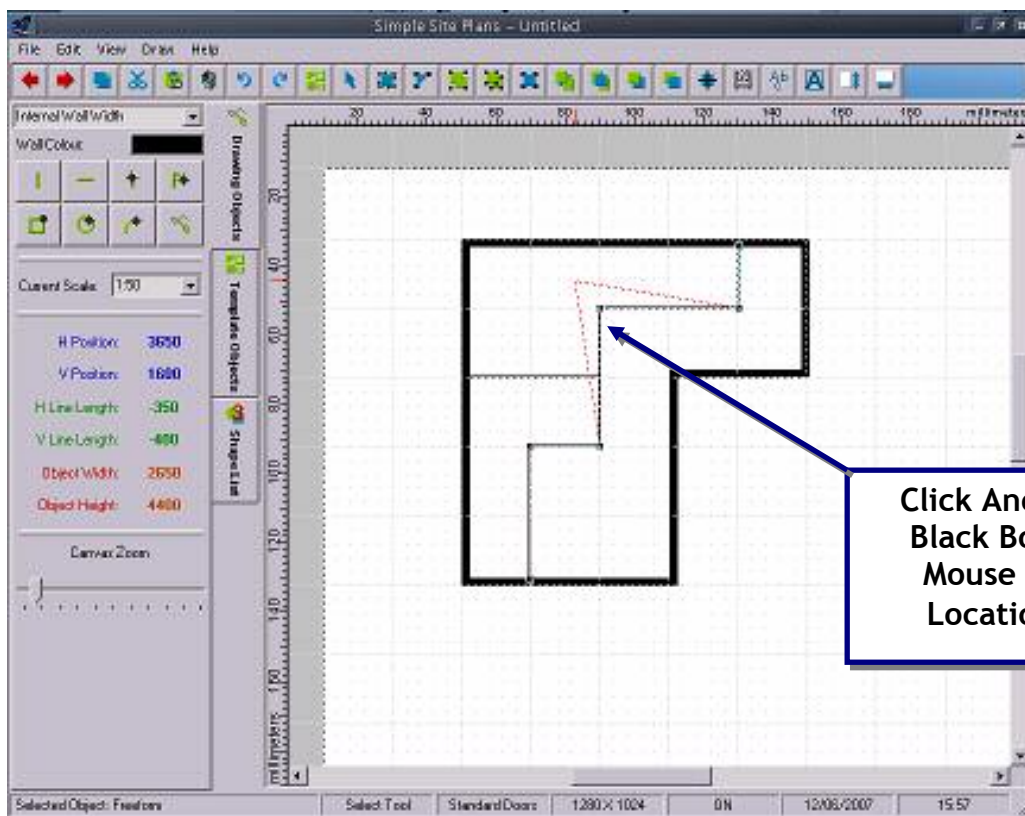
Don't forget you can select any wall section and adjust, re-size or re-locate it as required.

On multi-point walls you can 'Edit Points' to make changes to the wall.

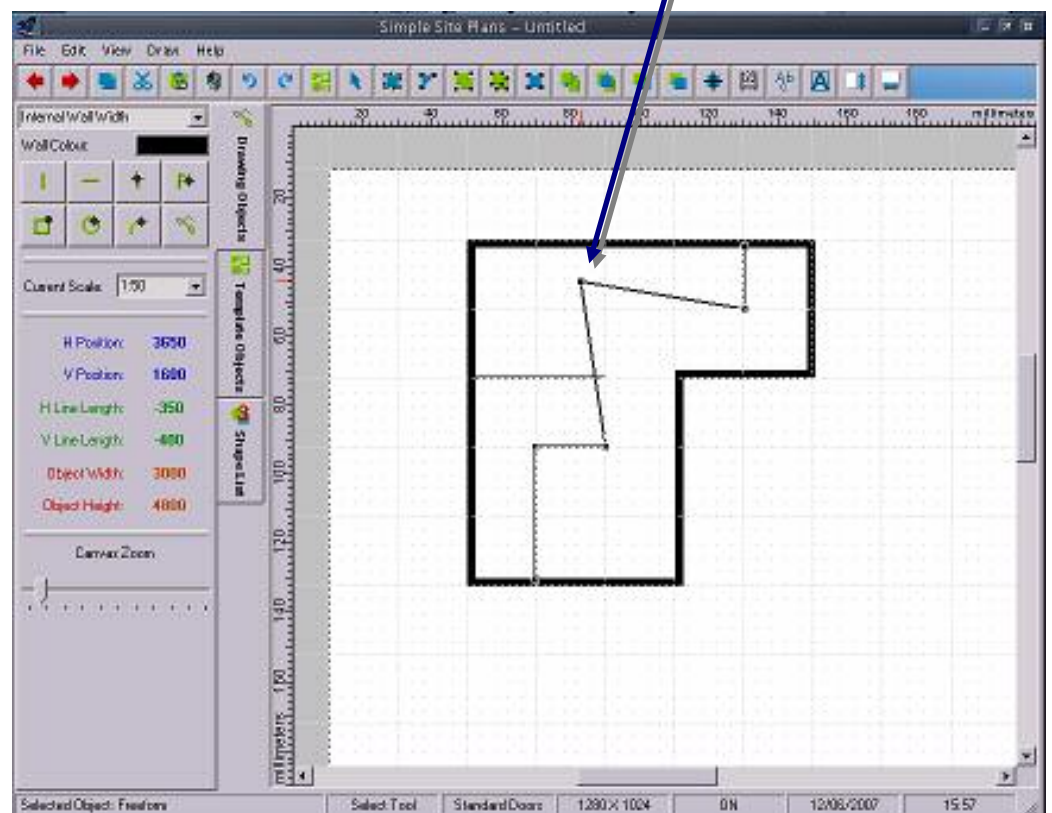
 The Edit points Button on the tool bar.


To edit points select the wall or shape and click the edit point button.





Click And Hold The Little Black Box The Drag The Mouse To The desired Location And Release

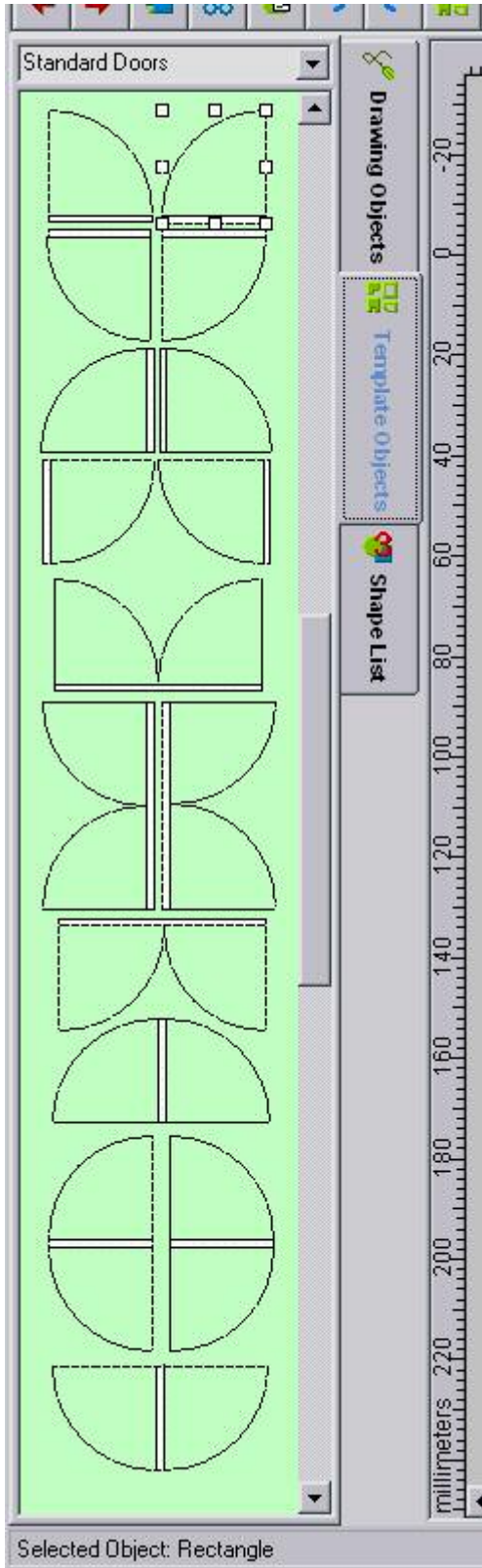


If you make a mistake you can always Undo 

Adding Other Objects To Your Drawing

Adding Objects From The default Templates

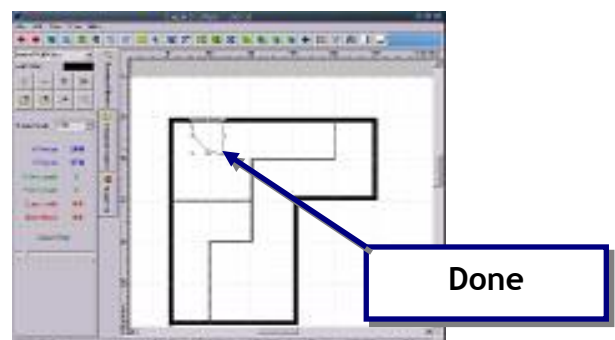
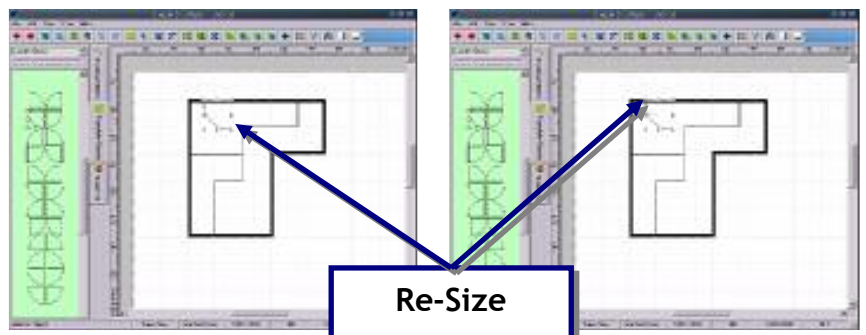
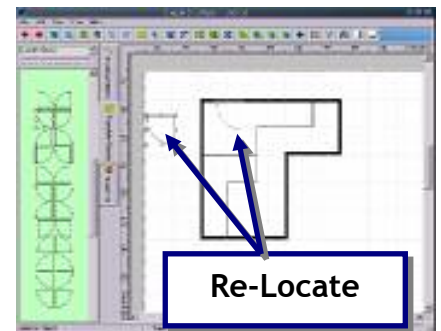
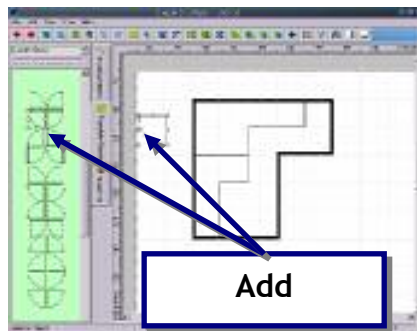
You can add a number of items and pre-drawn objects from the default templates. The pre-drawn templates were created in simple site plans and can be edited as required. To use the templates just select from the dropdown the template file required and click it. The selected object will appear on the main canvas and can be re-sized and re-located to suit.



Template Files:

- Standard Doors
- Bi-Fold And Sliding Doors
- Misc Doors
- Windows Stairs
- General Fixtures
- Kitchen Units
- Kitchen Fixtures
- Fire Equipment
- Security Equipment

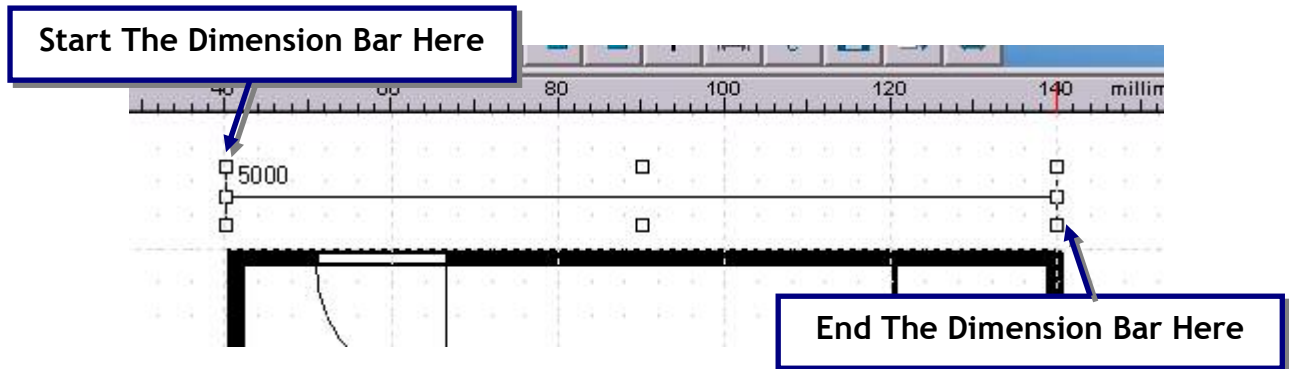
Each template can be zoomed in or out using the zoom slider bar.



Dimension Bars

Dimension bars are created similar to Single Line/Wall where you left click on the canvas where you want the bar to begin and drag the mouse to the point where you want it to end.

The trick is to draw it like a rectangle shape

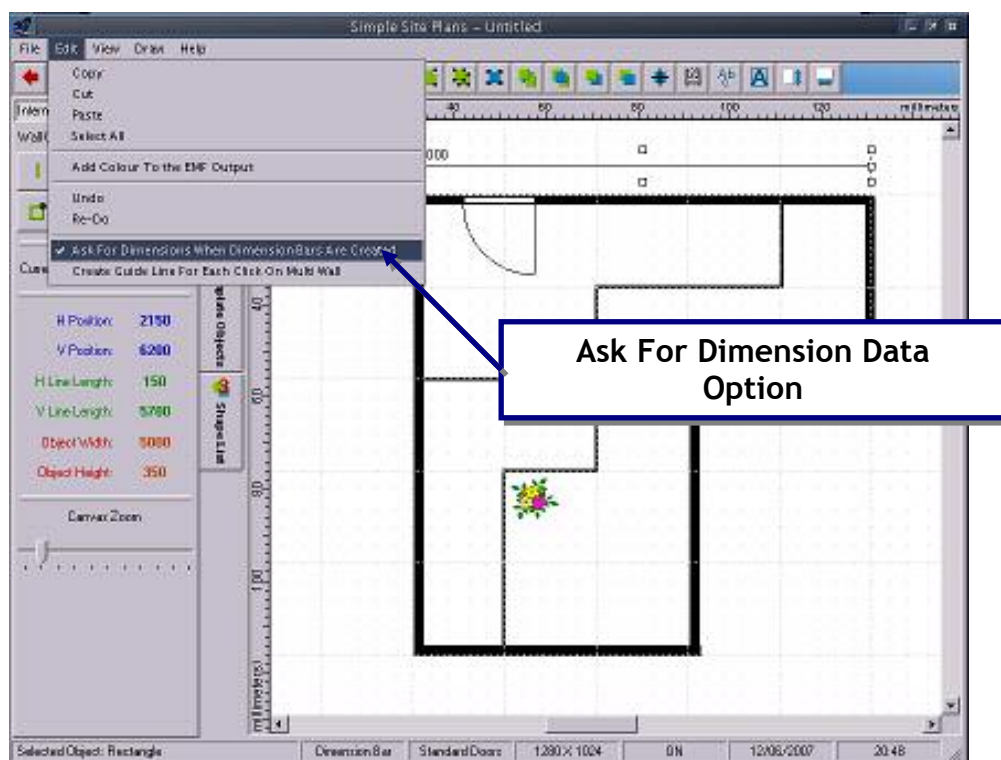


When you create a dimension bar, the bar text will display the length in mm based on the scale and the length of the wall. However as the drawing is scaled down the text value may not always be the actual wall length.

You can edit the text placed on the dimension bar in the same way you edit other text items on the canvas. (see text section).

The dimension bar text will display top left of all bars created.

If you place a tick next to the 'Ask For Dimensions When Dimension Bars Are Created' found under the Edit menu option at the top of the screen. Then each time you create a dimension bar you will be asked for the text value to go with it.



Canvas Text & Object Text

There are two methods for adding text to the Simple Site Plans canvas. Direct text and shape text.

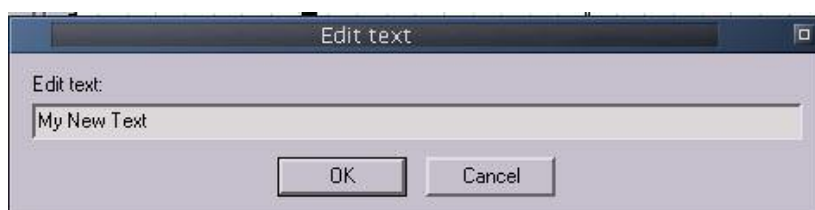
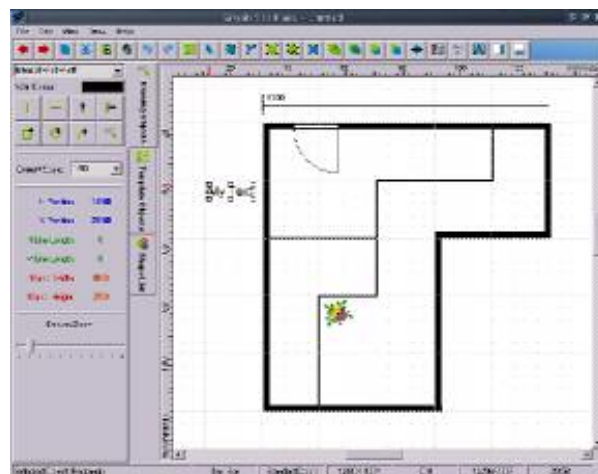
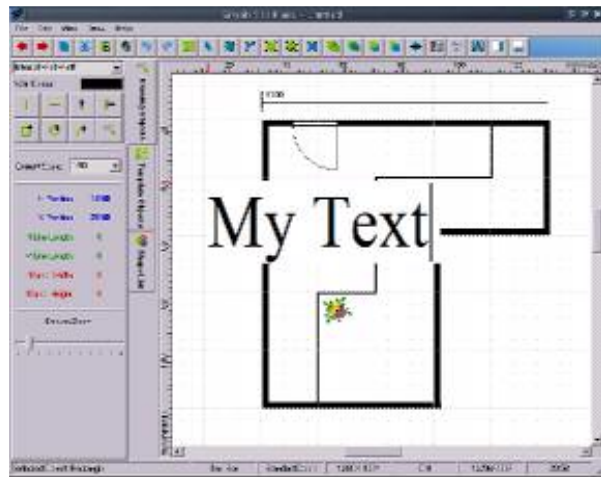
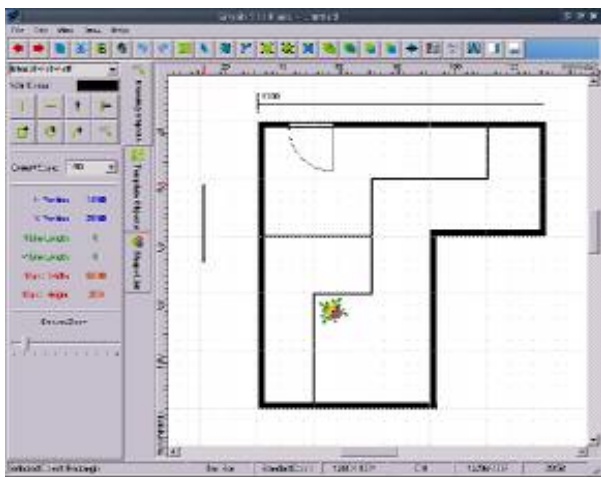
Direct text is free place text you add to the drawing where you need it. Shape Text is text that is associated with a particular object.

Direct Text

To place direct text click the Text Button on the tool bar

 The free text button.

Then click the mouse in the canvas window in the general area you want the text. When you create free text the text is very large (this is normal so don't worry) as soon as you click off the text or press enter the text reduces in size to about size 14 Arial - Bold. You can then maneuver the text to wherever you want it.



To edit text already created:

- Select the text then right click
- Move To 'Text' at the bottom
- Click Content...
- An edit box will appear allowing you to change the text.

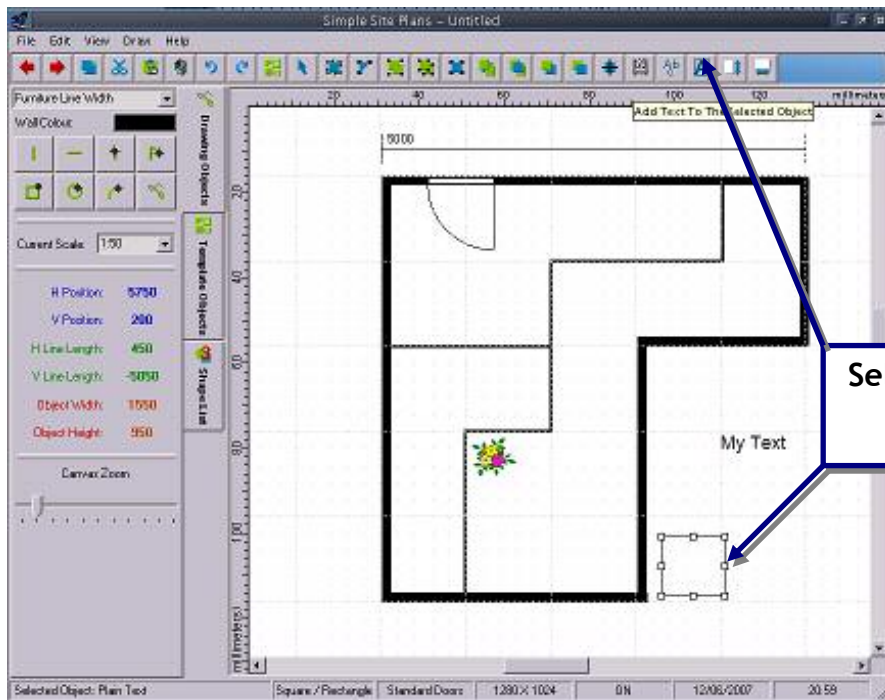
You can also change the font and text size by selecting Text > Font...

Shape Text

In contrast to direct text shape text is only associated with the selected object.

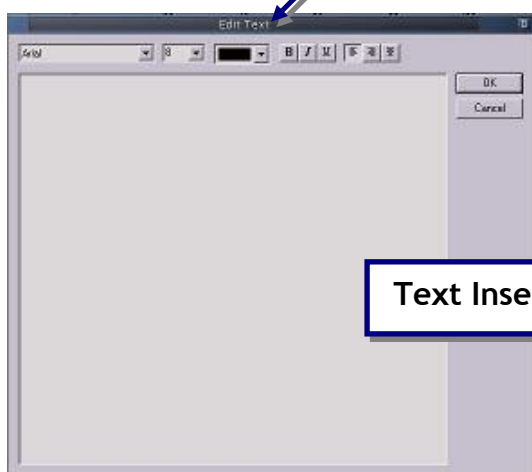
Select the object to add or edit the text for and click the Edit Text button on the tool bar

 The Edit Text Button.

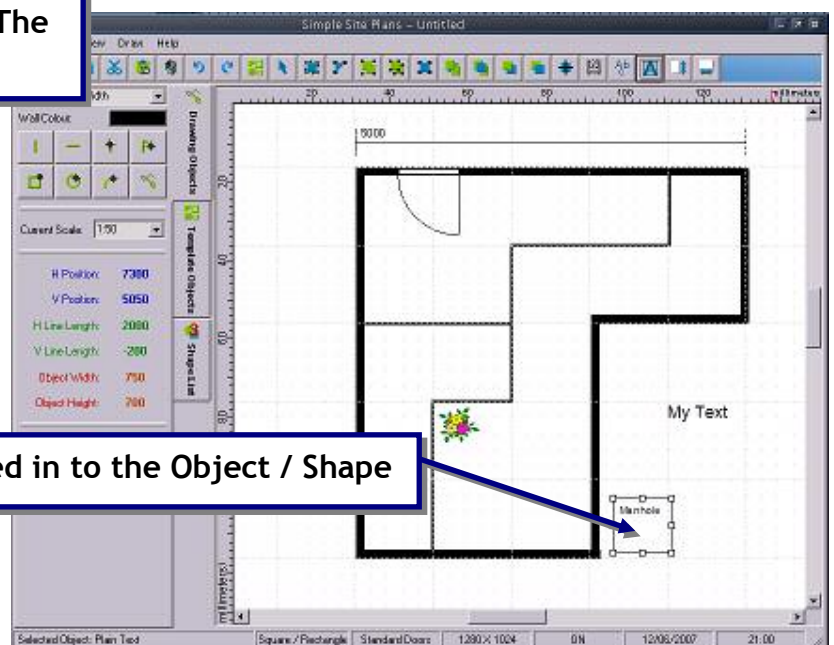


Select The Shape To Add text To.
Click The Edit Text Button

The Edit Text Window, Note You
Can Set The Font Format At The
Same Time



Text Inserted in to the Object / Shape

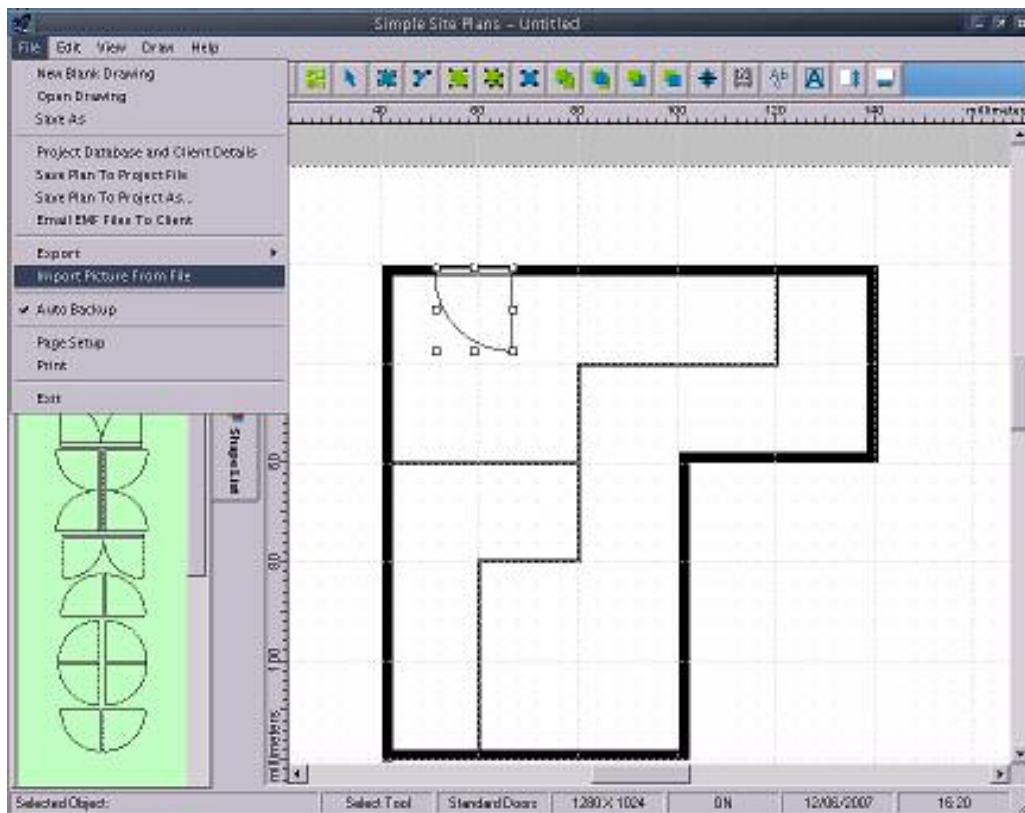


To edit the text just select the object and click the edit text button on the tool bar, your existing text will be shown in the Edit Text Window.

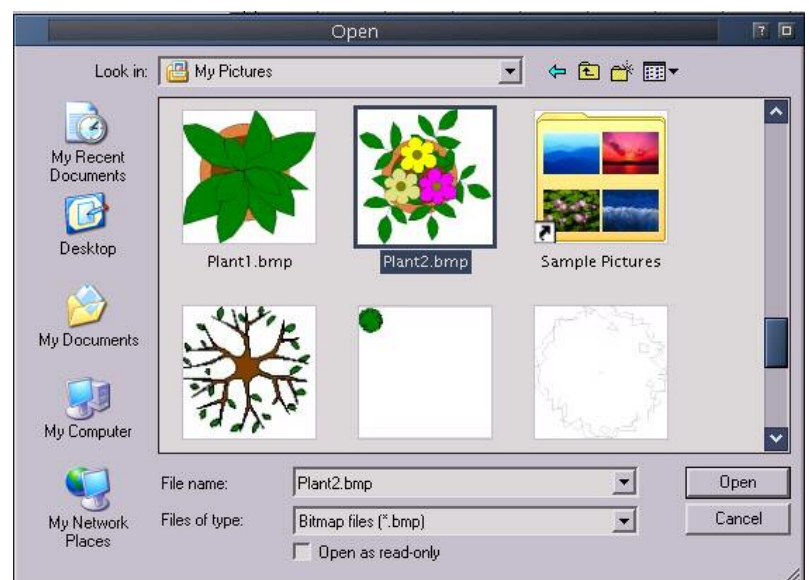
Importing Pictures

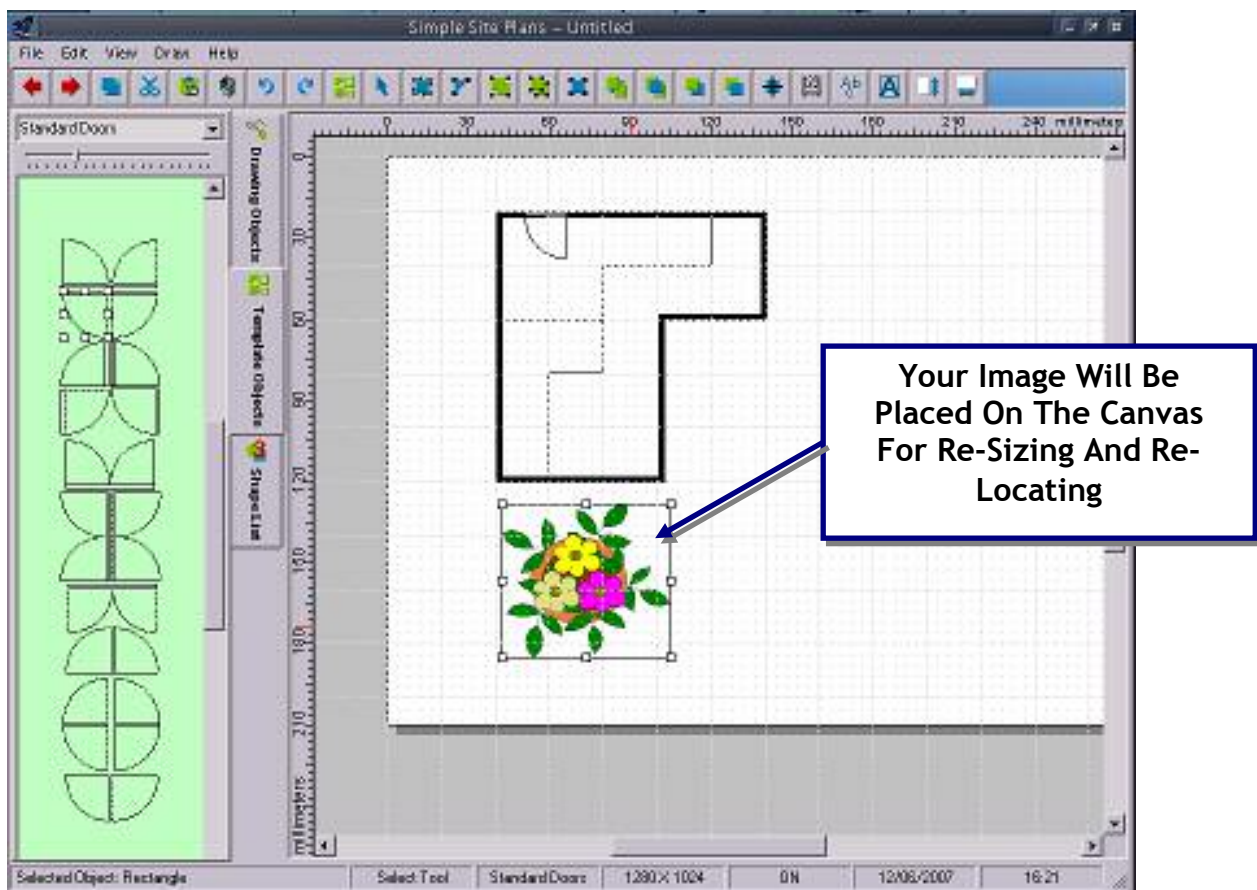
As well as template objects you can import pictures. All imported pictures are converted to EMF's

Click File > Import Picture From File



**Using A Standard
Windows Open Dialog
Window, Search For The
Image You Want To
Import**

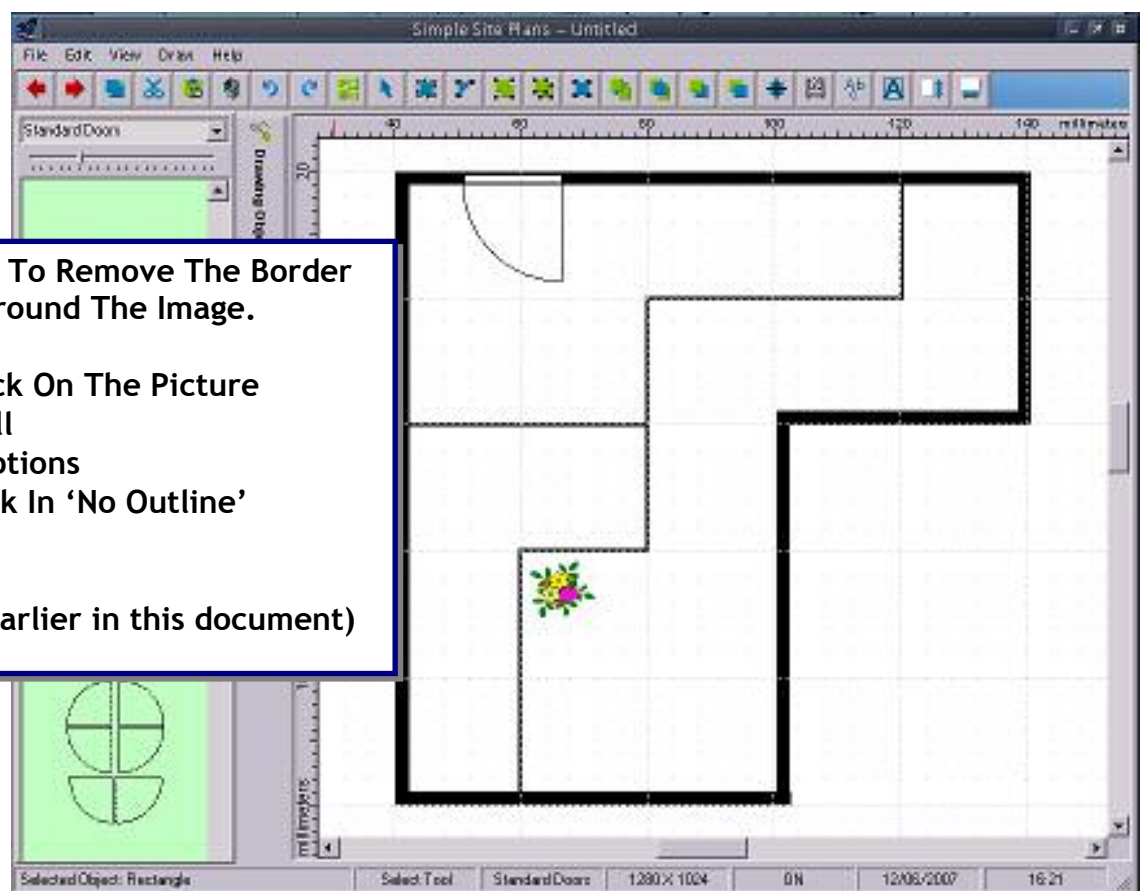




You Will Need To Remove The Border From Around The Image.

- Right Click On The Picture
- Select Fill
- Select Options
- Put A Tick In 'No Outline'
- Click OK

(As Described earlier in this document)



User Templates

You can save drawn objects to the user templates. You can create as many user templates as you want, SJQ Systems will supply user templates for import and these can be downloaded from the web site.

The basic installer supplies only the Default Blank template file.

Templates allow you to create items like furniture or specific objects like cars or conservatories. Item that can be used again.

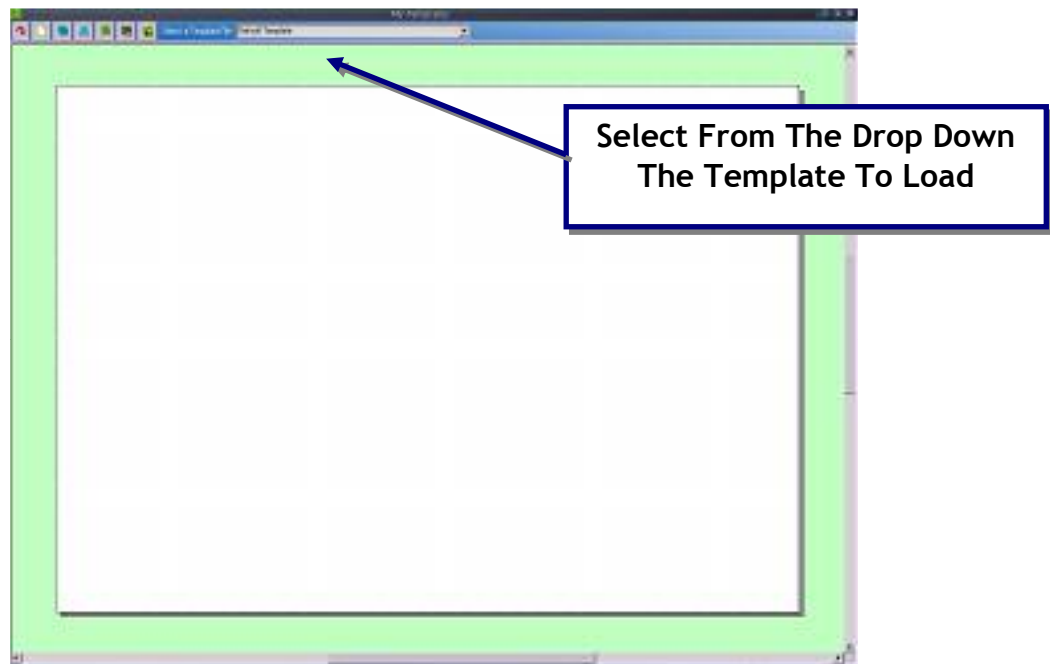
Ideally you would draw the object then group all the shapes to make one object. Right click on it and select Copy or click the copy button on the toolbar.

 The Copy Button.

Then open the user templates file.

 The Templates Button on the tool bar

In the templates window you can select any template that has been imported or created by you.



The buttons on the templates window are:

Close Templates

Create A new Template File

Copy

Cut

Paste (items onto the templates canvas)

Paste To (items copied from the Templates Canvas and paste to the main Drawing Canvas)

Save changes to the current template.

When you create a new template you will be asked for a template name, this name will be added to the drop down list.

When you select the template from the list the template will load displaying all the items /objects or shapes stored on it. You can then select the item by clicking on it and to insert it into your current drawing by clicking the Paste To button on the tool bar. The item will now appear on the main drawing window.

Shapes List

Currently reserved for future use.