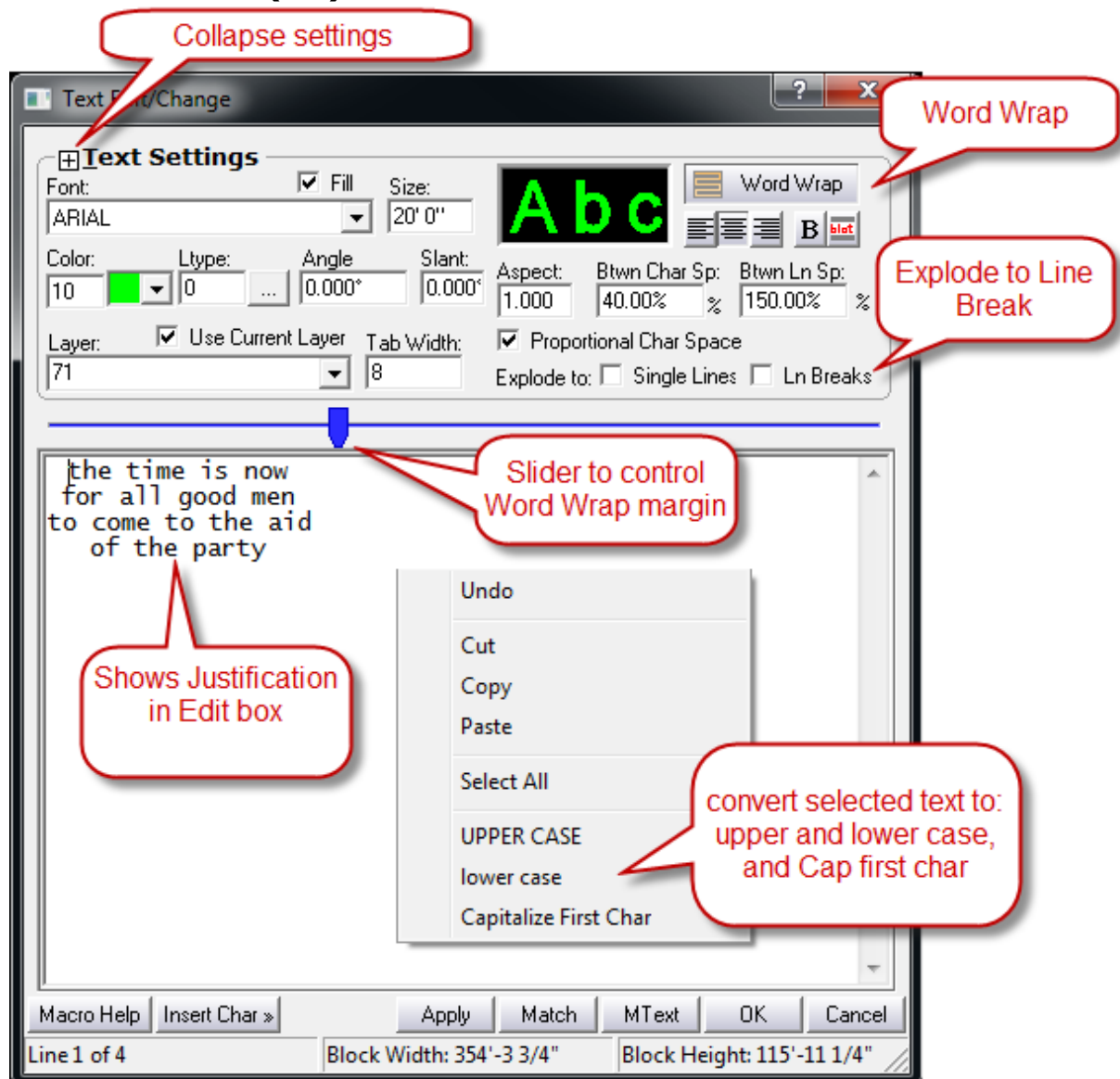
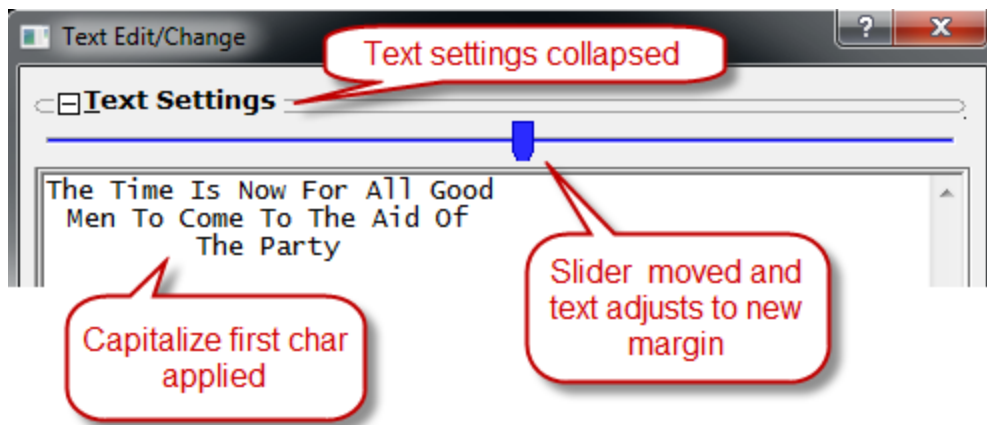


What's new in General CADD Pro v9

Updated: 03/04/2011

1. AutoCAD 2011 DWG/DXF Read/Write supported
2. Word Wrap supported in basic Text Line entity
3. Text Editor (TE)

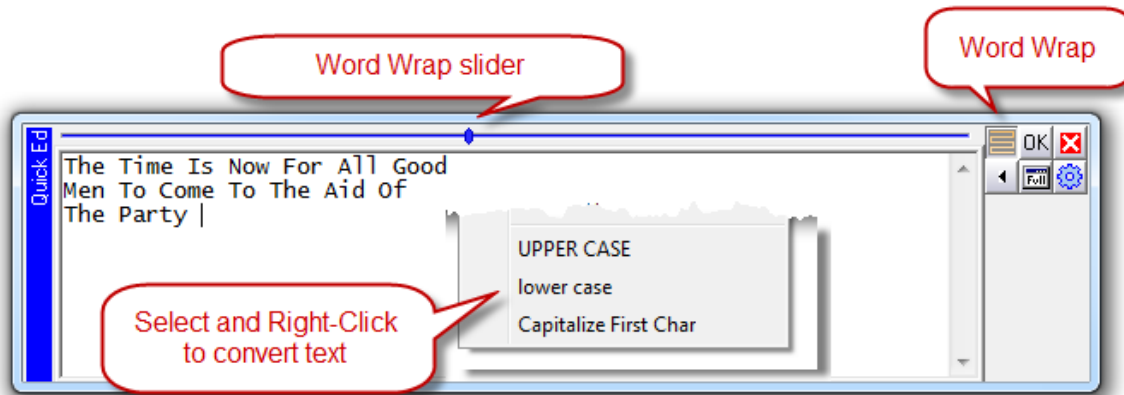




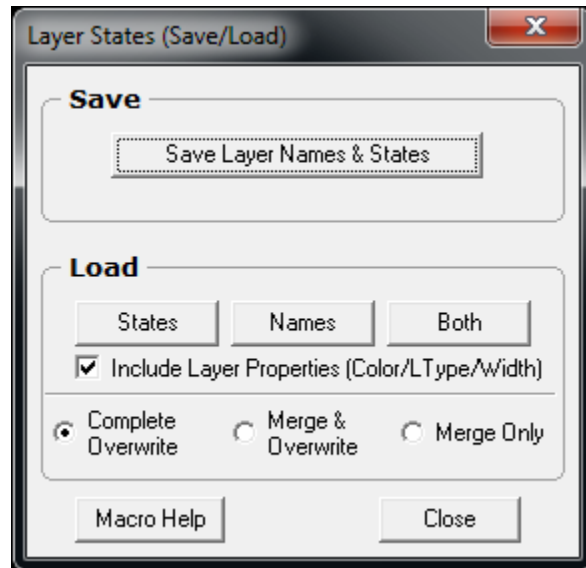
Show leader word wrap example

4. Quick Edit (QE)

The Time Is Now For All Good
Men To Come To The Aid Of
The Party

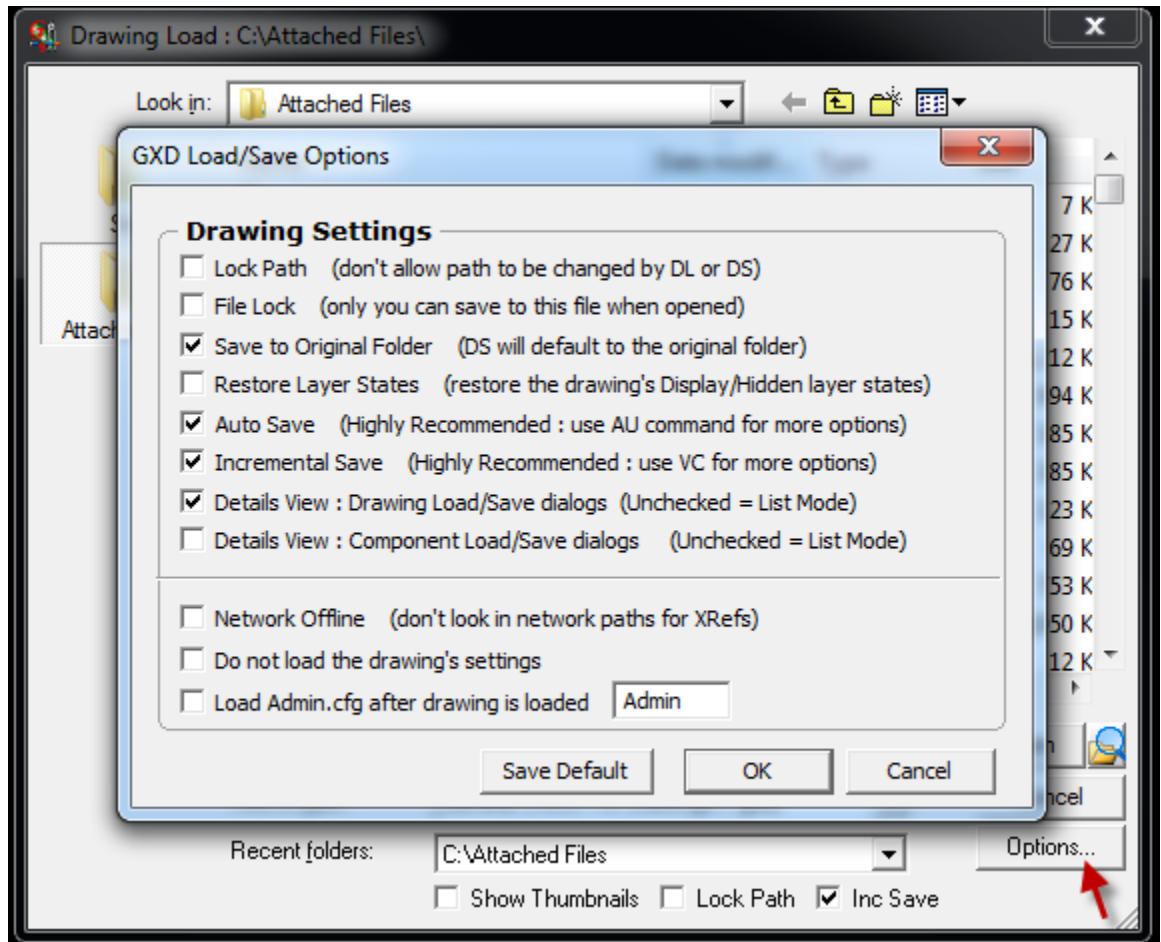


5. Layer States – Save and Load (YA)



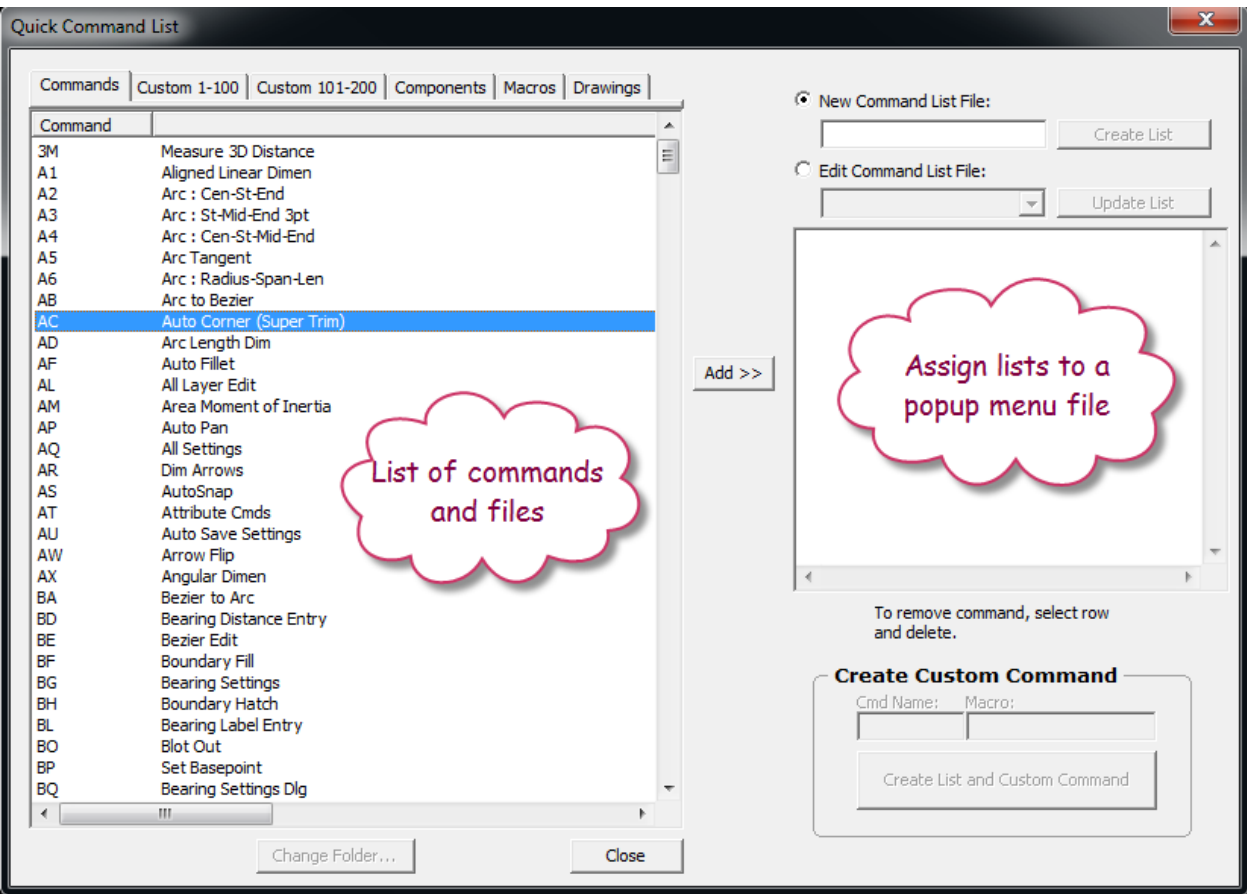
- Save will create Layer State files in the Layers\ subfolder. Ext *.dat. These files contain all the layer's information including Name, and Display, Locked, Protected states. As well as Layer properties Color, Width, and Line type.
- Load States will extract just the states portion of the layer information. It will not bring in names.
- Load Names will extract only the names from the file.
- Load Both will bring States and Names in, as well as layer properties if the checkbox is checked and layer properties exist.
- Radio buttons Complete Overwrite/Merge&Overwrite/Merge Only tells load how to bring in the Named layers. Complete Overwrite will clear out all the names and use the ones loaded. Merge & Overwrite will keep the existing layer names but overwrite the ones from the file. Merge Only will only merge layer names if there is an empty slot.
- Macro Help – shows techniques for bypassing this dialog using macros

6. Drawing Load Options



- Click the [Options...] button to access settings that affect drawings and the Open and Save Dialogs
- Details View: when checked the Open dialog will show the files in the Details view. When unchecked they show in the List view. Separate settings for Drawing and Component dialogs.
- Network Offline: You may have XRefs in the drawing pathed to a Network drive. If you are offline or working from home, you probably don't want the system looking for them. This will significantly speed up your loads
- Do not Load the drawing's settings: You may want to load a drawing but not its settings. Check this to just load the data.
- Load Admin.cfg: After a drawing is loaded, the Admin.cfg file will load (if it exists) and override settings specified in the file. You can specify the name of the Admin file. Ex: Admin-Home.cfg

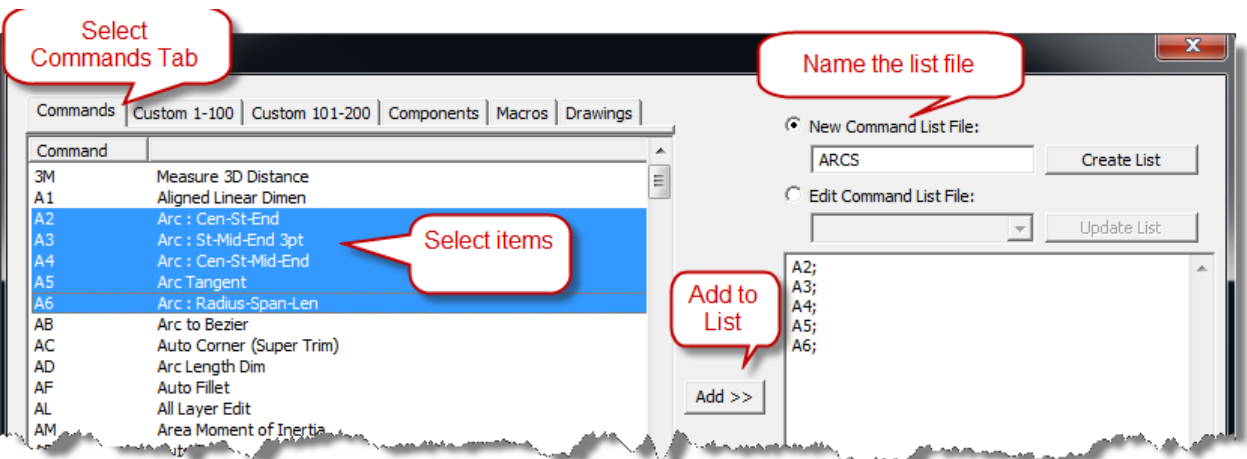
7. Quick Lists (QL)



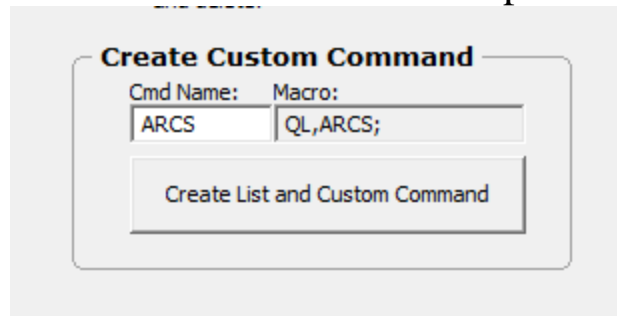
There is a lot to the QL command. With this command you can group commands or files (like components and macros) into a popup menu file. This menu file can be assigned to a custom command. The custom command can be assigned to a FKey, toolbar button, or video menu item. The QL side bar menu will list these menu files. Lastly, you can type it as a slash command ie, /ARCS.

Example:

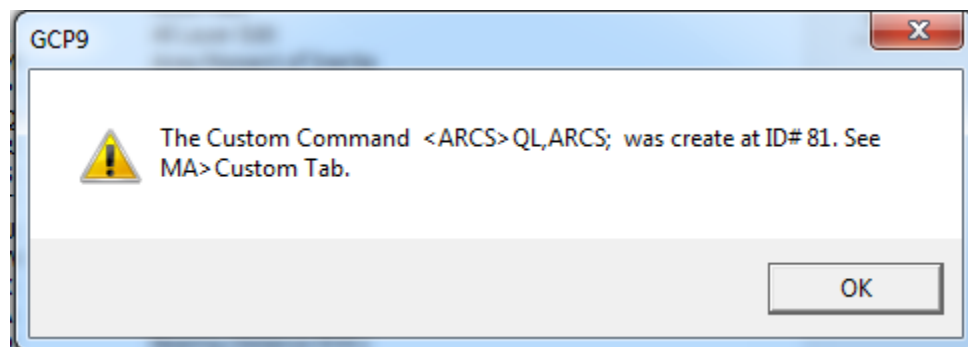
Type QL, and press TAB to create a new list. The Quick Command List dialog will appear. Click the Commands tab and select all the Arc commands holding down the Ctrl key while selecting. Next press the Add >> button.



Next, name the list file. The command name and macro will appear below. Press the Create List and Custom Command button to complete the command.



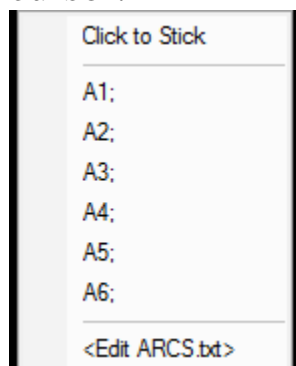
A custom command is automatically generated for you. This command can now be assigned to a function key, or put into a toolbar. You can even access the command by typing it on the command line preceded by a slash '/'. Example: /ARCS <Enter>



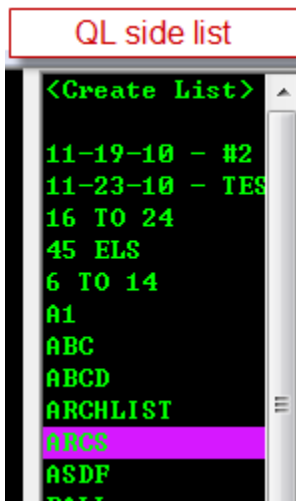
Type MA to see the new command

79	TEST AGAIN	QL,TEST AGAIN;
80	AAAA	QL,11-23-10 - test gxc;
81	ARCS	QL,ARCS;
82	BATHROOM	QL,BATHROOM;
83	MYMACROS	QL,MYMACROS;

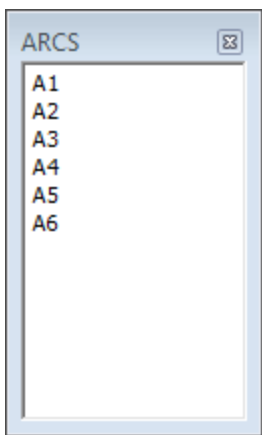
Type /ARCS at the command prompt to see the popup menu displayed at your cursor.



or type QL to see ARCS in the list.



What is Click to Stick? This creates a floating dialog that will stay around until you close it. Otherwise the list will go away after each use.

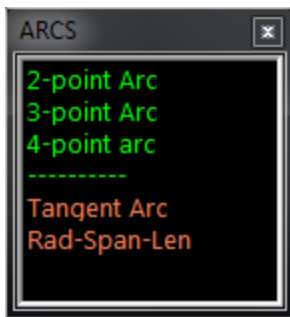


What is <Edit filename.txt> ? This allows you to modify the list using a text editor like Notepad. Any text added after the ‘;’ will be used for the display name. Add ^nnn^ as a prefix to set the color, nnn being the color index number.

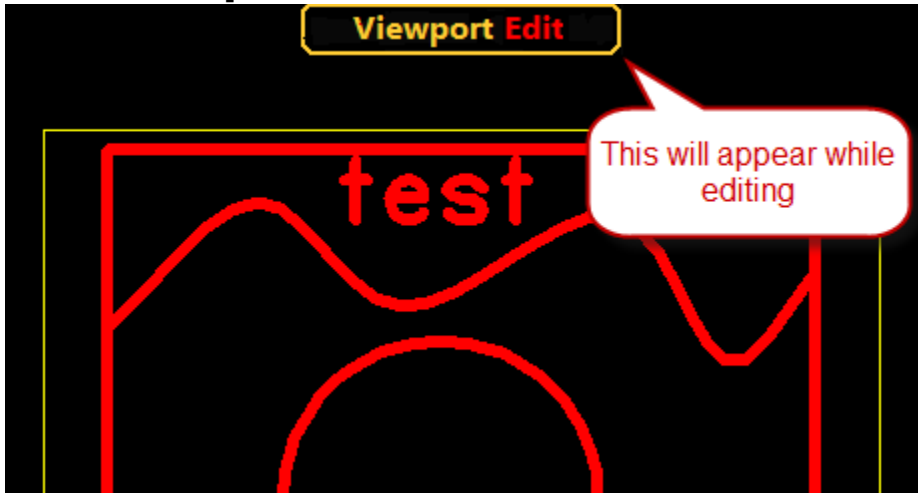
A1; <- picked this by mistake and deleted
 A2;^12^2-point Arc
 A3;3-point Arc
 A4;4-point arc

 A5;^108^Tangent Arc
 A6;Rad-Span-Len

Save the file and reissue the /ARCS custom command. If Click to Stick is selected it will look like the image below. Notice 3-point Arc is red (12), but a color was not specified for that line. The previous color will continue until a new color is set. “-----“ (5 dashes or more) used as a separator. Color 108 is used for the next two items.

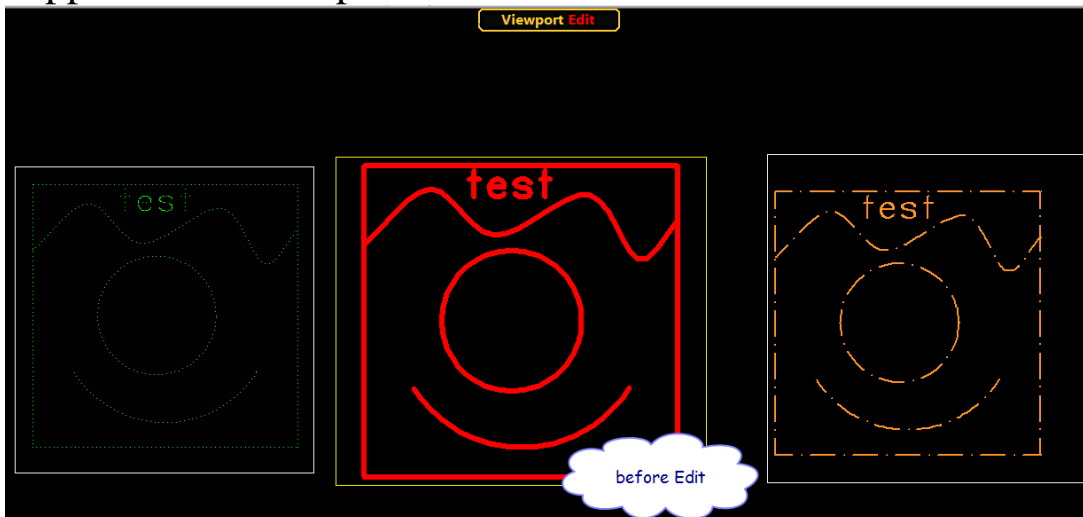


8. Viewport Edit (VE)



- Type VE and select a Viewport to edit it. Or shift+rclick the mouse when inside a Viewport boundary and pick the Viewport Edit command.
- When in edit mode you can edit the contents of the Viewport. These edits will be reflected in the main “Model” drawing. Be careful.
- ESC twice or double click inside the Viewport to deactivate Edit.

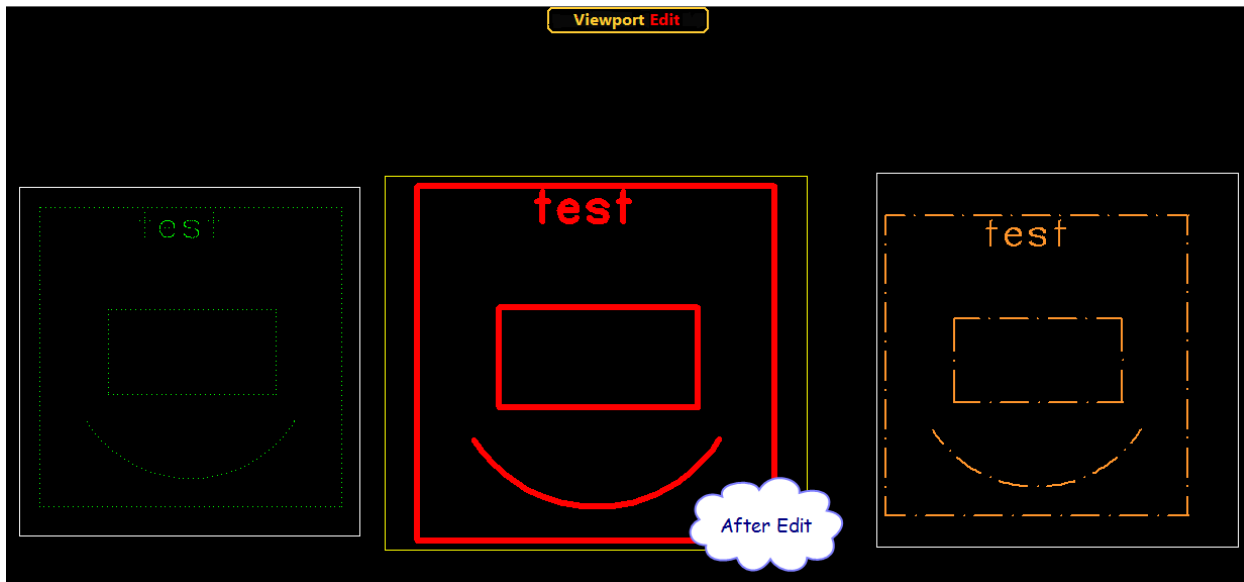
In the example below, I have 3 Viewports show roughly the same data. See what happens after Viewport Edit.



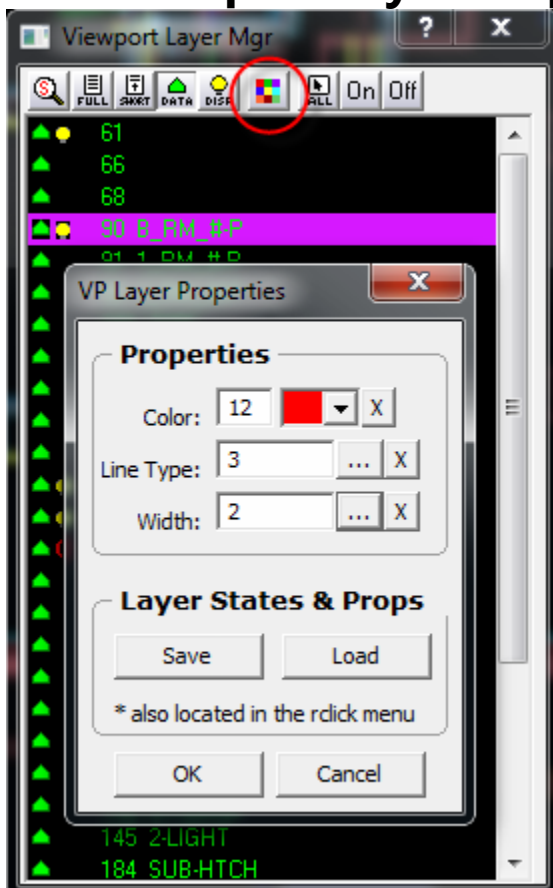
Edit:

Type VE and select the center Viewport. Delete the Circle and Curve deleted, and add a Rectangle.

After the edit.

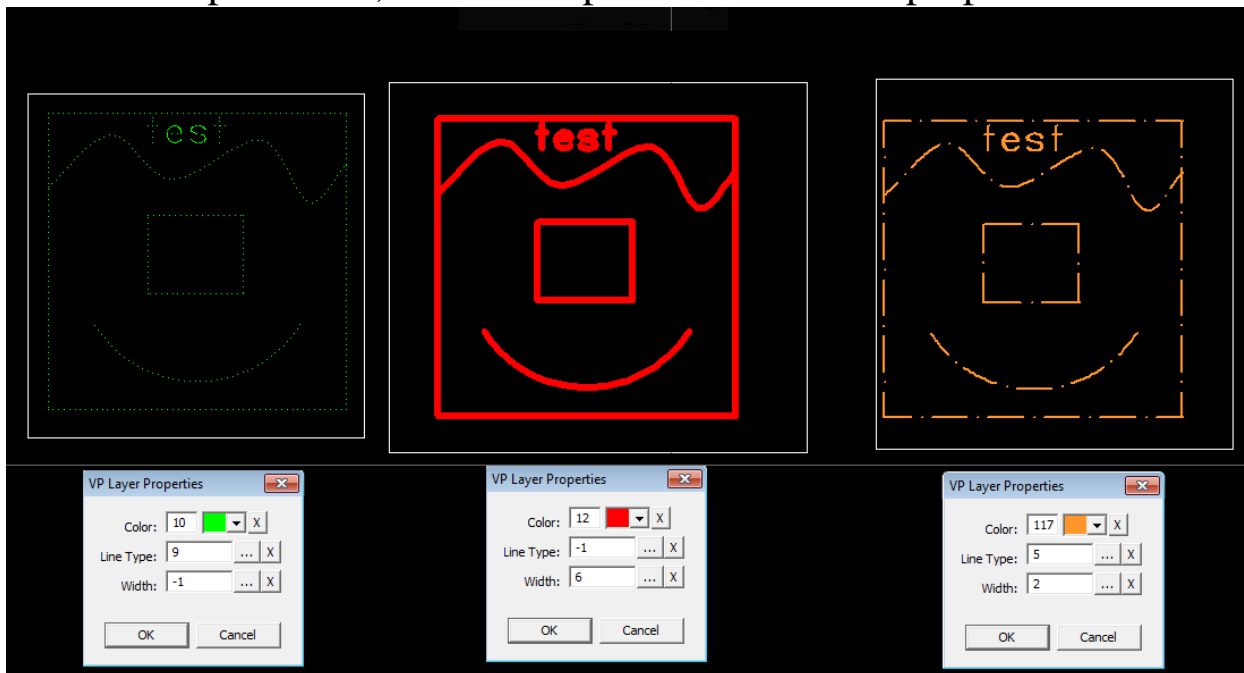


9. Viewport Layer Properties (VY Layer Manager)

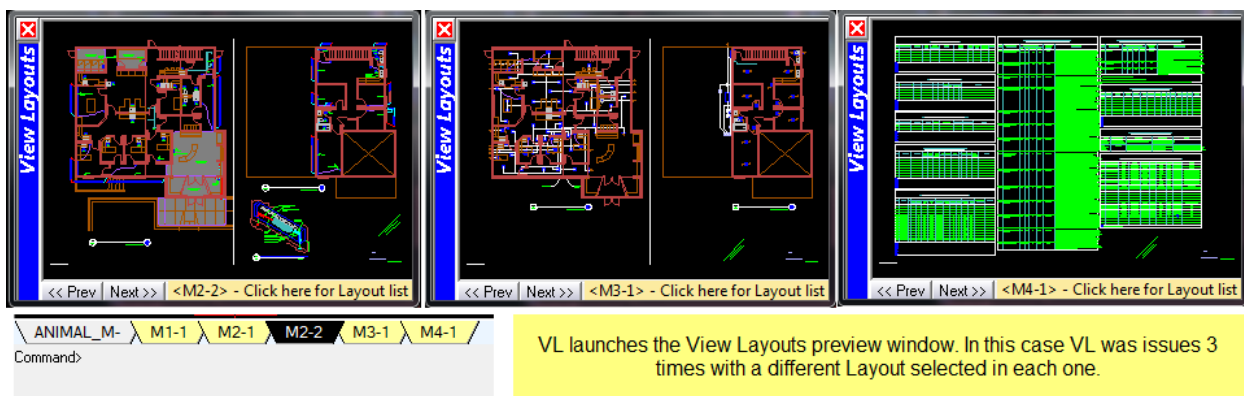


- Control the layer properties inside the Viewport Layer Mgr
- Shift+rclick with the cursor inside a Viewport boundary and select Layer Manager... or type VY and select a Viewport
- To change the layer properties, select a layer from list and press the palette button in the toolbar. The dialog that appears will allow you to set the layer's Color, Line Type, and Width. Use -1 to denote no change.

In the example below, the 3 Viewports have various properties set.

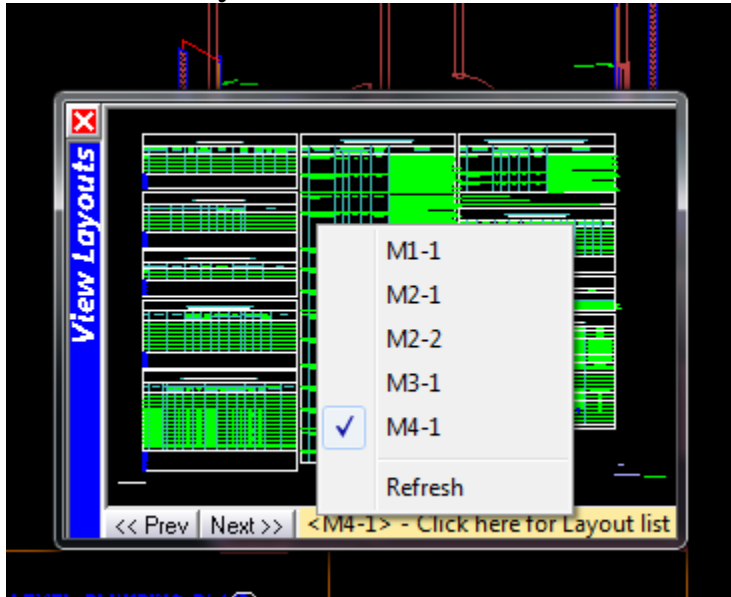


10. View Layouts (VL)

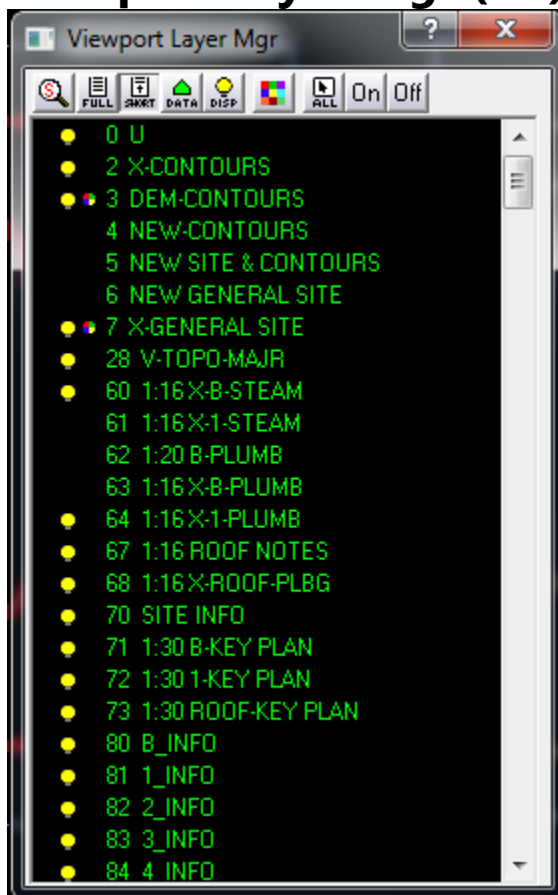


- VL creates a movable and sizeable window that displays the contents of a layout tab. Use this feature to view a layout while working on the drawing (Model Tab). Allowed to open multiple VL views at once.

- Click the mouse anywhere in the VL window to get a list of Layouts in the drawing. Select or use the Prev/Next buttons to go to another layout. The order of the layouts matches the drawing tabs.
- As edits occur in the drawing, the VL preview window will update automatically.



11. Viewport Layer Mgr (VY)



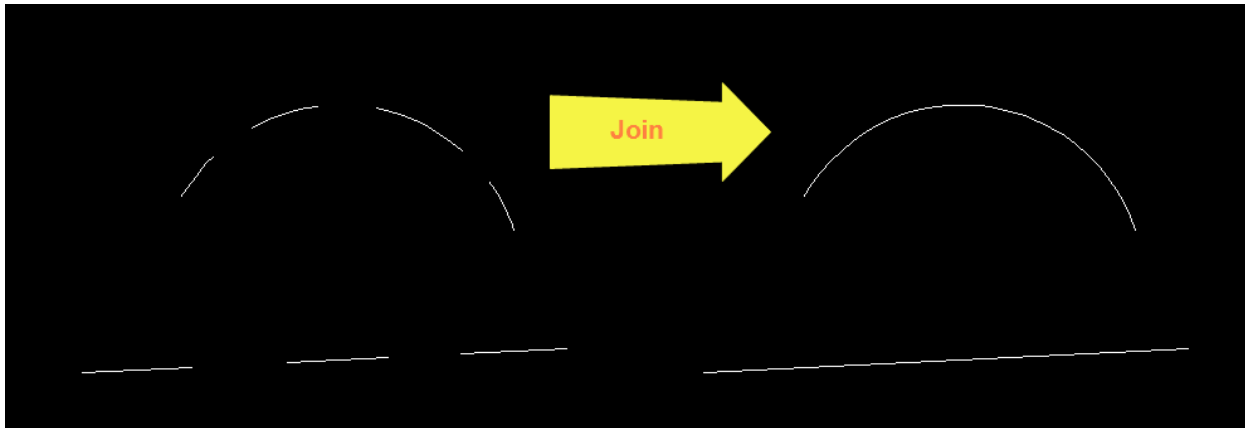
- Type VY and select a Viewport. The Layer Mgr will appear and allow you to change layer information.
- You can also get to this by way of the right-click menu and the VQ command.

12. Text Indexer (TX) – new Selection command



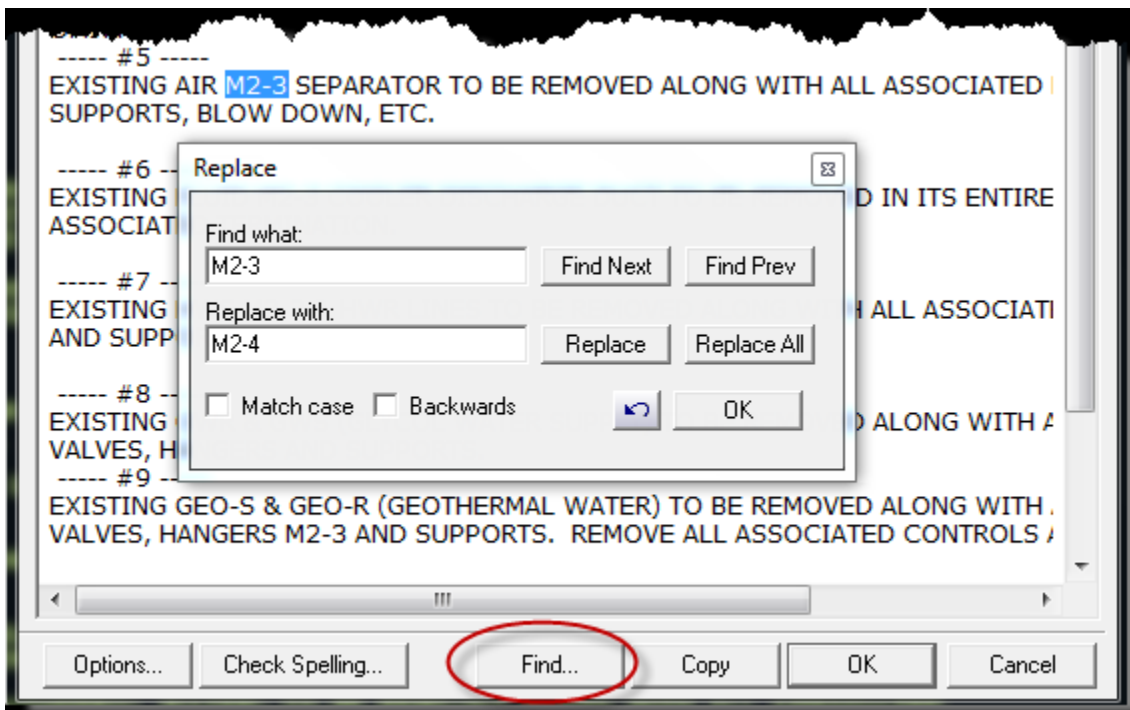
- Automatically increments the number in the selected text string
- Multiple objects can be selected, it will find the text to index, or ask you to pick if it's ambiguous.
- Use Shift+Scroll wheel to increase/decrease the index count
- Enter the ending index to create all the copies within the range.
- When it is asking from the count, click the mouse on the screen to kick into the multiple copy method.

13. Join (JN)



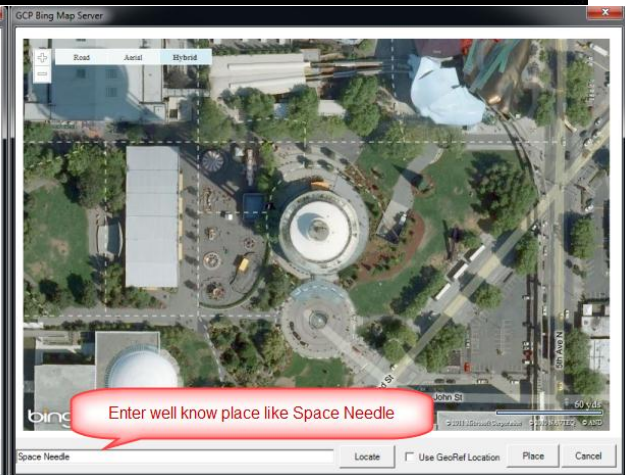
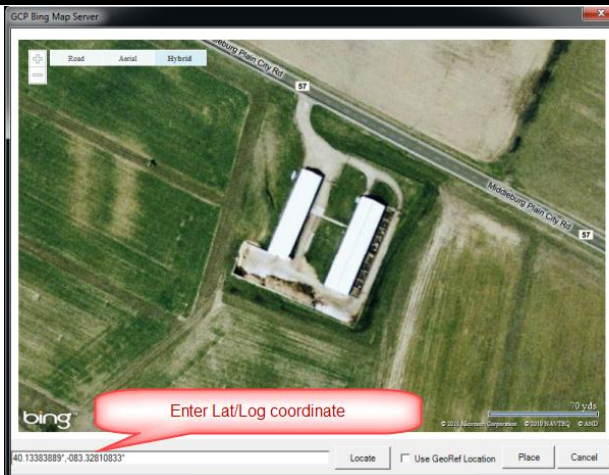
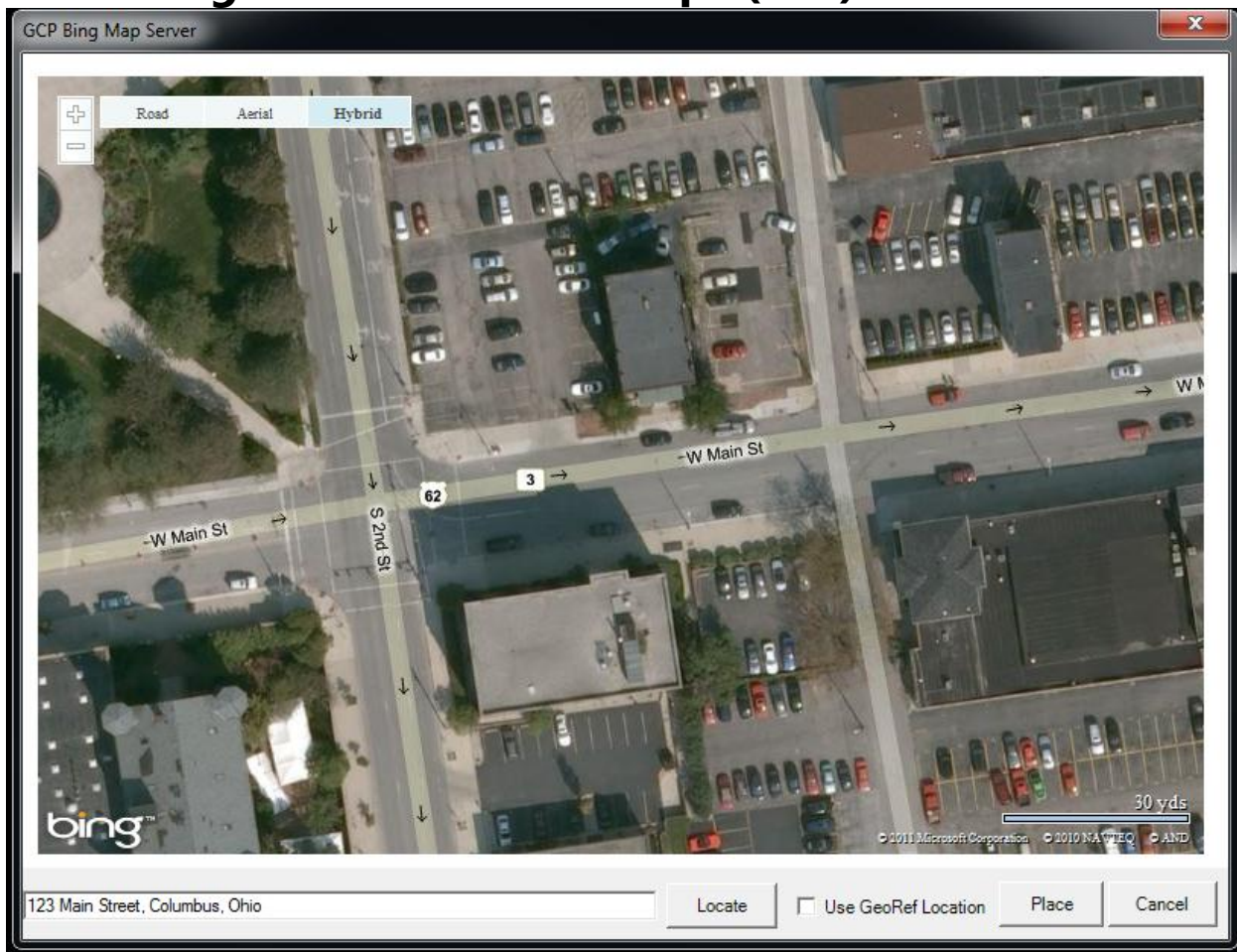
- Join broken co-linear Lines into one line.
- Join broken Arcs sharing the same arc path into one
- Join loose connected Curves into one curve
- Join loose connected lines into a Polyline
- JN replaces the JV command of previous versions

14. SK (Spell Checker / Text Utility)



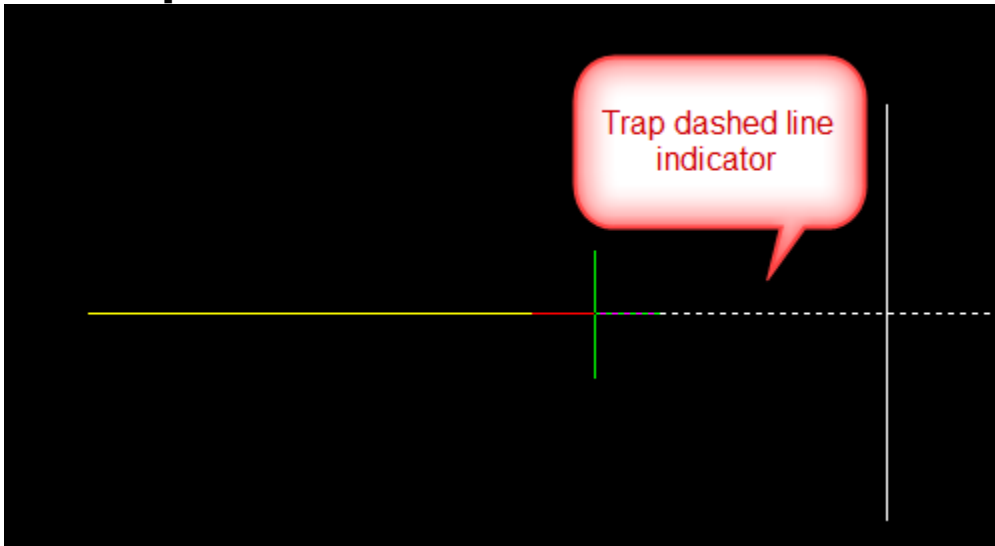
- Find and Replace now working in SK

15. Bing GeoReferenced Maps (GM)

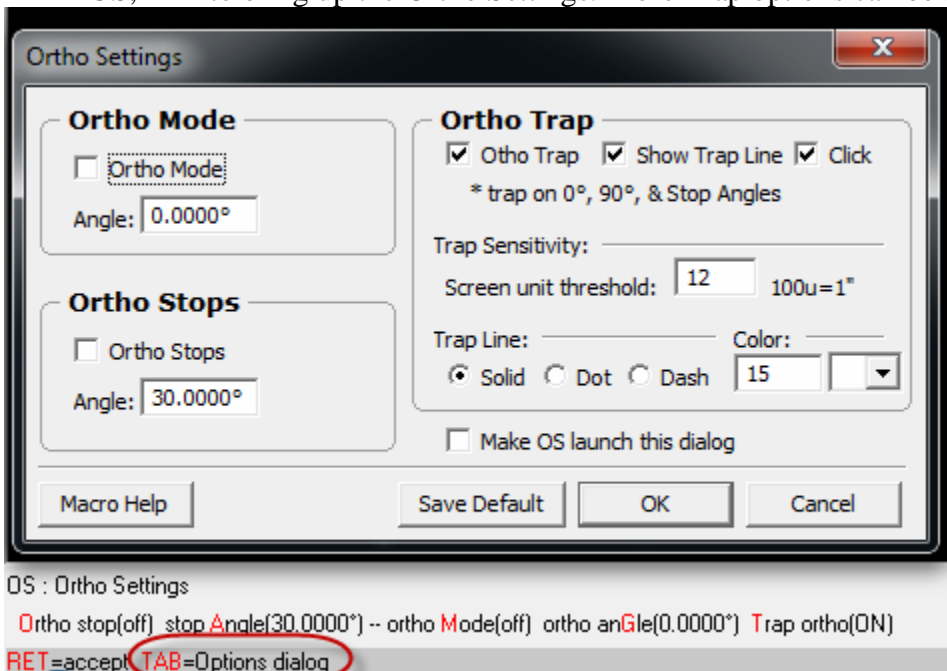


- Type GM to get the Bing Map dialog
- The map is Geo-Referenced, meaning it will be placed at the exact world size and location
- Place it where you want in your drawing by unchecking “Use GeoRef Location”
- Enter street address, Lat/Log, or Place
- The Bing interface allows you to view Aerial and/or Road. Also allows you to zoom and pan before placing
- Once placed in GCP9, it can be manipulated like any other Image placement. Draw over it, Crop the image, etc.
-

16. Trap Ortho (OS,T)

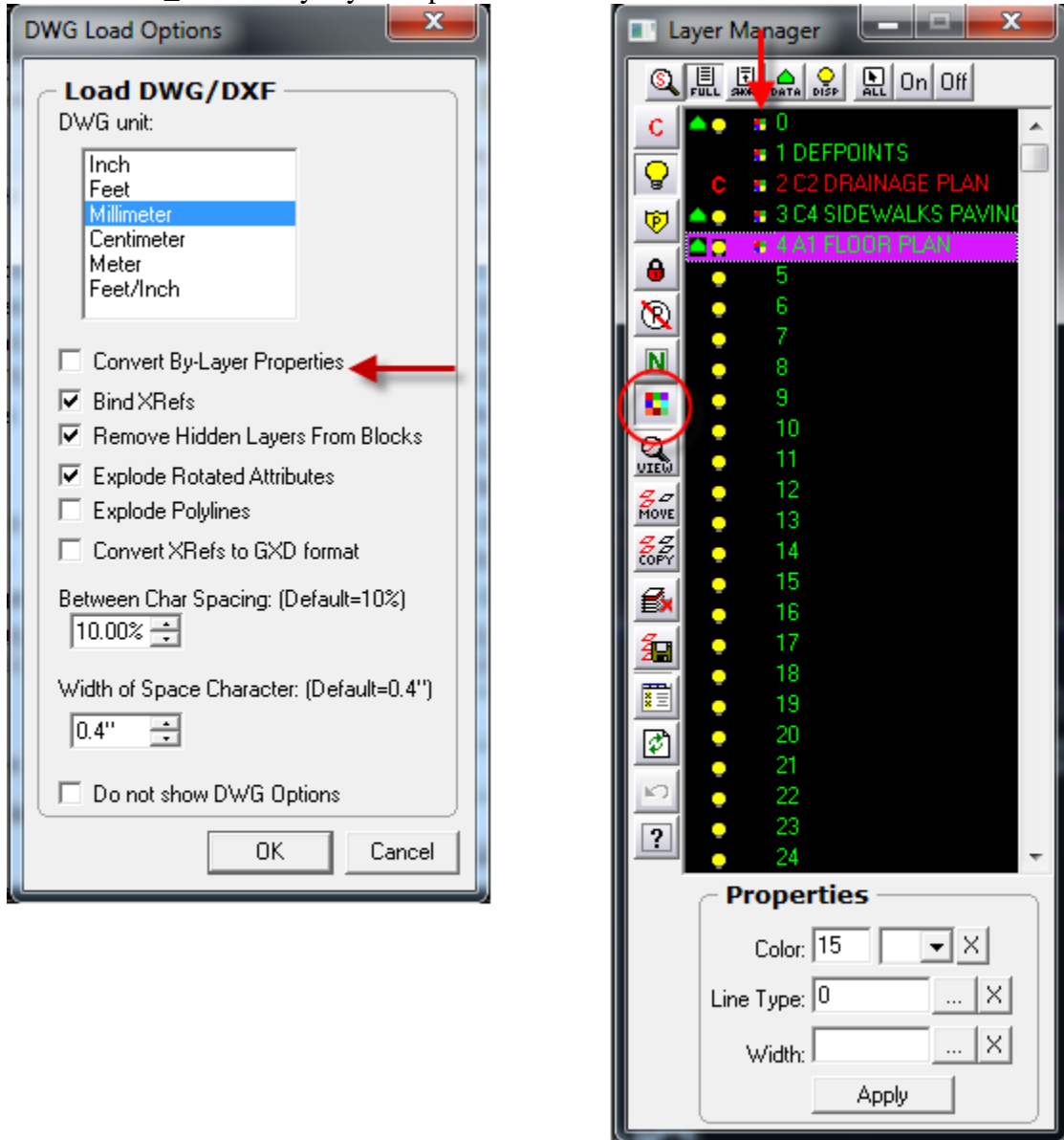



- Snaps ortho when the cursor gets within approx. 1/8 of an inch of an ortho line. This trap sensitivity setting is set in the Ortho Settings dialog. (OS,Tab key)
- By default, when OS,T is on, Trap will engage at the 0 and 90 angles
- It will also trap at the stop angles if set.
- For Trap to work, both Ortho and Ortho Stops must be OFF.
- An extended dashed line and a soft click sound will be heard when the cursor goes into Trap mode
- a 'T' indicator will appear in the 3rd prompt line **OA:off/0.0/T** if Trap is active
- OS,TAB to bring up the Ortho Settings. More Trap options can be set in this dialog.



17. By Layer Properties (see BY/OG commands)

- AutoCAD DWG files containing Layer Properties are now converted correctly if the Convert By-Layer Properties in the DWG Load options dialog is set. Also set in AQ > DWGLOAD_ConvertByLayerProperties.



- Layer properties can be added and edited from within GCP9 using the Layer Manager LM. Click the property button  to expose the layer properties for the selected layer(s). A small color palette will show next to the layer number if the layer has properties defined.
- The By-Layer (BY) command allows you to control what layer properties an entity will use when it's created. This command has no effect on existing objects. The Change commands must be used to change how an object uses By-Layer properties
- The Change commands OG, WG, YG, DW, CG have extra By-Layer options if Layer properties exist in the drawing.

```
DG : Change entity to:  
laYer(3 C4 SIDEWALKS PAVING SITEWORK) Color(9) Type(87) Width(0) match All - use By-layer (c:off / t:off / w:ON)  
RET=accept
```

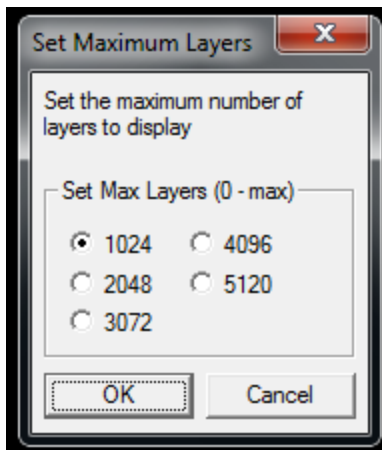
'B' pressed

```
DG : Change entity to:  
Use By-Layer Properties for: Color(off) Type(off) Width(ON)>  
RET=accept
```

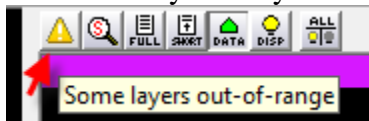
In this example. The Color and Type are turned off for the selected object

18. Max Layers up to 5120

- For years we've only had 1024 layers available to us. Now you can expand the layers up to 5120
- Set the maximum layers using the AQ>MaxLayers, or YD and click on Max:1024 in the prompt area, or right-click in YD,YH,YC and select Set Max Layers. Or use the slash command /MAXLAYERS.



- If layers exist in your drawing that are outside the layer range, an orange caution triangle button will appear in the layer toolbar. Click this button to show the alert and see options to increase the number of layers. Layers outside the layer range will not display or print.



19. FG Fill Change

- Selection command to change the properties of a fill. (Color and Layer)
- Convert selected Fills to Hatches – with hatch settings
-

20. HG – convert to Fills option

21. XX – search for command box

22. EF Entity Filter – new text string filter option

- EF,T,S – Ex: string set to “fox”. It will find Text “The quick brown fox”
- Not case sensitive

23.

24.

25.

26.

27.

28.

-