

CADDRAFT. Tool Kit



Digitizers

This section describes the digitizer connections and gives walk-through instructions for the CADDRAFT interface to your digitizer.

Digitizers allow you to draw in two ways.

The first method is called relative input. This means the cursor is in direct relation to the screen, bound by its borders, and working exactly like a mouse device.

The second method is called absolute input. This allows you to input directly from the tablet, literally copying an existing drawing into the computer. In this mode, there is no direct relationship between the cursor position on the tablet and the cursor position on the screen.

Hardware Setup

The two most important things to do in setting up your digitizer are:

- 1. Make sure the interface cable between your computer and digitizer is configured like the example in the CADDRAFT manual. Configured cables are also available from Personal CAD Systems. Inc.
- Set the switches on your digitizer like the example in the CADDRAFT manual.

Ninety percent of all digitizer problems are related directly to one of the above items.

The digitizer cable must plug into communications port #1 as does a mouse (except the Microsoft mouse). If you have a mouse connected to port #1, disconnect it in favor of the digitizer.

NOTE: Many digitizers have two or more ports on them. If choosing between the Modern or Terminal Port for connecting the cable, ALWAYS choose the Modern port.

After the hardware is installed, use the instructions that follow to align the drawing, position the menu, and select a scale.

Software Setup

The following instructions step you through the software setup.

PROCEDURE:

- 1. Choose INFO from the main menu commands.
- 2. Select parameter #6 to establish the Database Units you wish to work with. Consult the Commands Chapter, Section 17 in your CADDRAFT Users Manual for more information on setting DBUs.
- 3. Next determine the grids you will most likely need for the drawing. Ten possible grid sizes can be set in INFO parameters 21-30 for later recall.
- 4. Select #13, Input Device. This gives you a screen of input device choices. For now, it is best to use the cursor control arrow keys on the keyboard to make your choice from the following selections:

MOUS1 GTCO HIPAD KURTA TIGER MOUS2

Use the right arrow key to move to the name of the digitizer you will be using.

Press X to confirm.

5. Next you see the question:

ARE YOU SURE? NO YES

Make your selection by moving the cursor to YES. Then confirm by pressing X on the keyboard.

6. Now you will see this message:

Do you want to scale your tablet? NO YES

If you select NO, the digitizer works like a mouse (relative input) and is limited by the boundaries of the screen.

Now you may use the puck instead of the keyboard for selections that do not require typing.

If you select YES, you will see a screen with X and Y values at the top and further instructions.

The X and Y values on the screen should change rapidly as you move the digitizer puck, since the tablet is very sensitive to puck movements. If the values do not change, there is a communication problem between the computer and the digitizer. Check the cable configuration and switch settings and be sure the cable is plugged into communications port #1 in back of the computer. If the X and Y values change when moving the puck across the digitizer, proceed to alignment.

Alignment

In order to position your drawing on the digitizer, follow the instructions on the screen or the steps below.

PROCEDURE:

- 1. Place your drawing on the tablet.
- 2. Choose either a horizontal or vertical line on your drawing. If you choose a vertical line, position the drawing so that the X values at the top of the screen do not vary by more than 10 numbers as you line up the crosshair on the puck at both ends of the line. If you select a horizontal line, position the drawing so the Y values do not vary by more than 10 numbers as you line up the crosshair on the puck at both ends of the line.

These numbers are for alignment purposes only and have no relationship to the measurement of your drawing.

3. Once this alignment is accomplished, secure it in place and press (Return) to confirm.

Menu Positioning on a Digitizer

You need to select a rectangular area on the tablet to function as a representation of the CADDRAFT menu screen. This rectangle is like an invisible box representing the menu screen. When drawing, use this area to access menu selections with the puck.

The corners of the menu area must be set. A series of prompts are displayed one at a time and remain on the screen until the sequence is complete. The first two prompts refer to the MENU ONLY. They are:

Select lower left corner of MENU area Select upper right corner of MENU area

Before responding to these two prompts, pick a corner or area that is out of the way of your drawing. The following steps detail for you the procedure for menu area selection.

PROCEDURE:

1. The first message

Select lower left corner of MENU area

prompts you to locate a point on the digitizer outside your drawing area to represent the lower left corner of the menu area. Use button #1 on the puck to select. If this point is located in an acceptable area of the tablet, the confirmation

Location Accepted

validates the position.

An unacceptable position produces a message saying INVALID POINT. Continue to reposition the puck until you receive the message, LOCATION ACCEPTED.

2. Next, you see this prompt:

Select upper right corner of MENU area

Locate a point on the tablet to serve as the upper right corner of the menu area. Press button #1 on the puck to select this corner point.

This establishes the menu area on the tablet and you are ready for the next part of the software setup.

NOTE: If the drawing takes up all of the tablet, you will have to complete three-fourths of the drawing and then relocate the menu to another part of the tablet to finish the remaining one-fourth of the drawing that was occupied by the menu itself.

Scaling the Drawing Itself

To understand the digitizer scaling process, let's take an example.

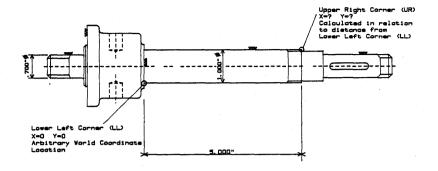
First, select a lower left corner (LL) and an upper right corner (UR) on your drawing. Illustration of two such points are found in the Bearing Shaft drawing below.

Selection of the coordinates for the LL corner is arbitrary. Calculation of the UR coordinates will depend on their relative distance from the LL coordinates.

In this example, 1 DBU equals 1 mil. Thus,

$$5.000$$
" = 5000 mils 1.000 " = 1000 mils

The equation given here exemplifies how to calculate the UR coordinates:



Bearing Shaft

If you opt to establish the LL corner at world coordinates (0,0), then the X coordinate of the UR corner would be equal to 0 plus 5000. The Y coordinate of the UR corner would be equal to 0 plus 1000.

As an equation, the X coordinate of the UR corner (URx) equals LLx plus the distance in DBUs. Similarly, the Y coordinate of the UR corner (URy) equals LLy plus the distance in DBUs.

In planning a drawing, you want to consider where the LL corner should be for future additions and enhancements. If you plan to add more details or expand the drawing into a full design, you may want the LL corner in a location other than (0.0).

In other words, the value you choose for the LL should relate to the amount of the "world" taken up by the drawing and the position of the point on the drawing. For example, if the point is at the lower left of the drawing and the drawing will take up most of the "world," you should give the coordinate value of -32,000 for both the X and Y coordinates. However, if the point is near the middle of the drawing, you should enter a value of 0.

When these positions and calculations are established, you are ready to proceed with the scaling.

PROCEDURE:

1. The first message in this sequence asks you to

Select lower left corner of drawing area

Position the crosshair of the puck on the lower left point of the drawing on the tablet. Then, select this point by pressing button #1.

2. Respond to the next message

Enter X value (-32K to +32K)

by typing a coordinate for the X axis, such as 0, and then press (Return).

3. After entering this value, you will then see this prompt:

Enter Y value (-32K to +32K)

Use the same logic on this value as described above. Again, 0 is often a reasonable choice unless the drawing you are digitizing is extremely large or detailed. Press (Return) to confirm your coordinate.

4. The next message is:

Select upper right corner of drawing area

Now it is time to use the calculations in Database Units for the distance of the UR corner from the LL corner. The distance in DBUs from the lower left point to this upper right point are to be typed in as coordinates for the two following prompts:

Enter X value (-32K to +32K)

5. Type the X coordinate value for the upper right corner and press (Return).

Enter Y value (-32K to +32K)

6. Type the Y coordinate value for the upper right corner and press (Return).

Now the drawing is scaled. The INFO page returns to the screen.

Plotter Interfaces

Introduction

This guide provides essential hardware connections and settings for the optional plotters that work with CADDRAFT. If you have only one communication port, you will have to disconnect your input device when you are ready to plot. Screen prompts will advise you when to do this. Otherwise use communication port #2 for the plotter connection.

NOTE: If choosing between Modem or Terminal Port for cable connection to plotter, ALWAYS choose the Modem port.

For further details consult your plotter manual.

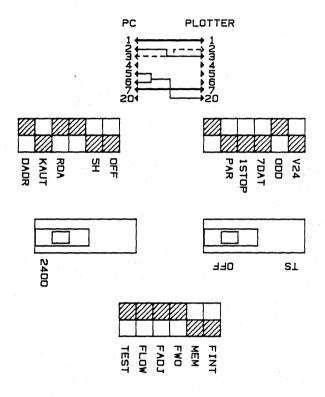
Follow the switch settings and cable configurations on the following pages to set up your plotter. They are included here for your convenience.

Output Devices

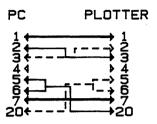
The following plotter interfaces are detailed in this package:

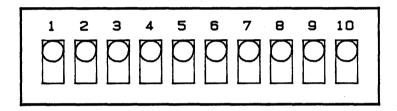
	Size
IBM XY 749	A
IBM XY 750	A,B
Calcomp M84	A
Calcomp M81	A,B
Houston Instruments DMP-29	A,B
Houston Instruments DMP-40	A,B
Houston Instruments DMP-41	C,D
Houston Instruments DMP-42	C,D
Hewlett Packard 7220 Hewlett Packard 7470 Hewlett Packard 7475 Hewlett Packard 7550 Hewlett Packard 7580A Hewlett Packard 7580B Hewlett Packard 7585	A,B A,B A,B,C,D A,B,C,D
Gould Colorwriter DS-10	A,B
JSC	A
Nicolet Zeta 8	A,B
822	A,B,C,D
836	A,B,C,D,E
AlphaMerics	A,B,C,D
Sweet P "6 Shooter"	AB

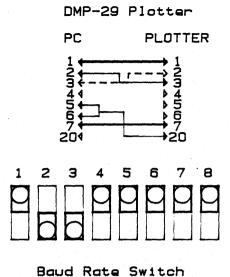
IBM XY750 CALCOMP M81



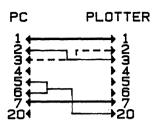
IBM XY749-A CALCOMP M84-A







DMP-40 Series

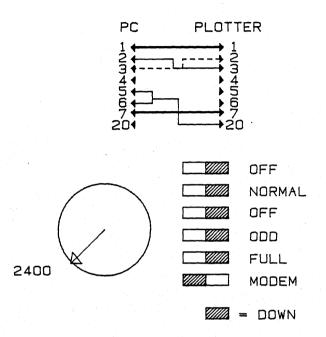


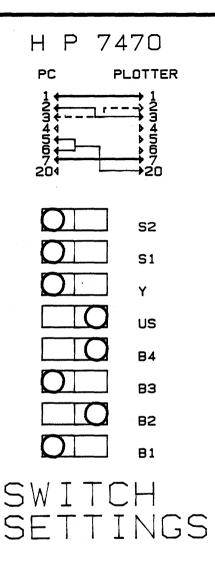


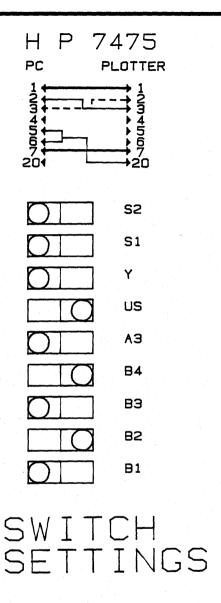
To Select 9600 Baud



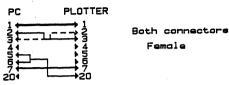
HP 7220 PLOTTERS







H P 7550



Data Flow
Remote
Standalone

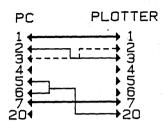
Bypass Handshake
Off Hardwire
Modem

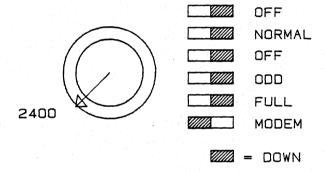
Serial Sublevel

Duplex Parity
Full 8 bite
Off
Baud
9600

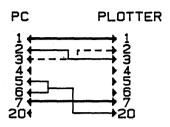
Data Compatibility

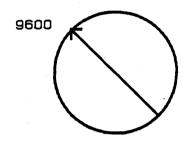
HP 7550

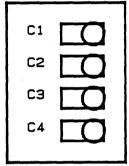




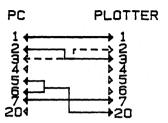
HP 7580A

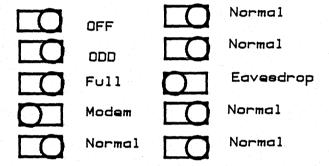


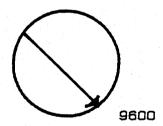


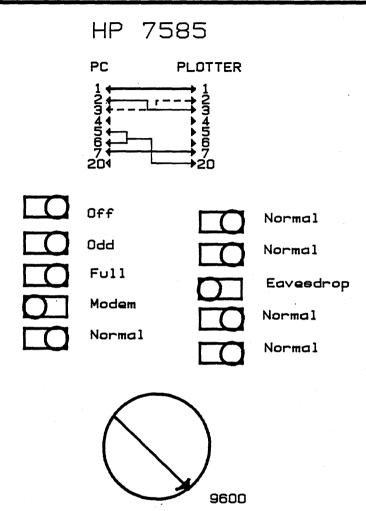


H P 7580B

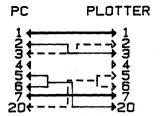




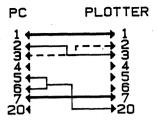




Gould Colorwriter

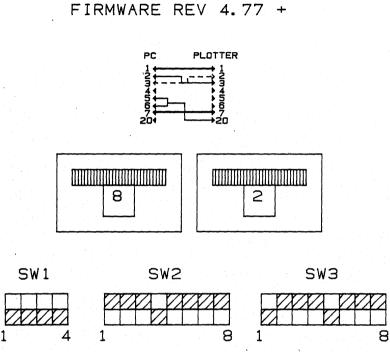


JSC Plotter

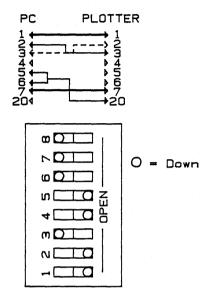




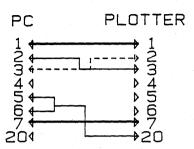
NICOLET ZETA 8,822,836 FAMILY USING OPTION #P63

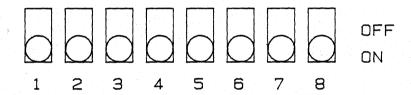


ALPHAMERICS PLOTTERS ALPHAPLOT I/II











ARCHITECTURAL SYMBOL LIBRARY



SYMBOL TRANSFER PROGRAM

This utility program is used to quickly transfer symbols individually or in groups from one layer to another.

Note: It does not duplicate symbols--it only moves them.

GETTING STARTED (HARD DISK SYSTEM)

COPY all of the Symbol Library diskettes onto drive C, (See the DOS Primer Chapter of your manual for instructions).

GETTING STARTED (TWO DRIVE SYSTEM)

COPY the file CPSYMTRN.EXE onto the diskette you plan to have in drive B.

RUNNING THE PROGRAM

To use the layer transfer program, at the DOS prompt (usually A> or C>) type:

CPSYMTRN

-- and press (Return).

You will see a brief description of the program at the top of the screen, and this prompt:

Auto Mode (y/n) ?:

At the bottom of the screen, are two options:

{Esc}-Break {Ctrl}-C to Quit

The ESC key has two functions:

- 1) Allows you to stop transferring symbols between layers without leaving the program.
- 2) Allows you to start over at the first prompt.

Ctrl C stops the work in progress, and returns you to DOS. If used during a symbol transfer, the transfer will be completed before the program quits.

TRANSFERRING ONE SYMBOL

You can transfer one symbol at a time, displaying the layer information about that symbol. To try this, at the prompt:

Auto Mode (y/n) ?:

Type:

Ν

-- and press (Return).

You will see this prompt:

Symbol Name ?

Type in the symbol name, an example might be:

A1TREE

-- and press (Return).

Your symbol name will be confirmed on the lower left of your screen, and on the right of the screen you will see a message similar to this:

Data is currently on layers... 2

7

You will see this prompt:

From Layer ?:

Type the layer number you wish to transfer the symbol data from, (only one layer can be transferred at a time). An example of this would be:

2

-- and press (Return).

You will see this prompt:

To Layer ?:

Type the layer number you wish to transfer the symbol data to. An example would be:

4

-- and press (Return).

Your symbol will now take a few seconds to transfer, when completed you will see this message:

Transfer Complete

You may transfer another symbol or use the Auto Mode to transfer multiple symbols.

TRANSFERRING GROUPS OF SYMBOLS

You can transfer more than one symbol at a time. At the prompt:

Auto Mode (y/n) ?:

Type:

γ

-- and press (Return).

You will see this prompt:

Confirm (y/n) ?:

If you answer Yes to this question, you will be asked to confirm the transfer of each symbol, before the symbol can be transferred.

If you answer No the system will automatically transfer all specified symbols. Type:

Y or N

-- and press (Return).

You will see this prompt:

Drive (ABCDE) ?:

Type the letter of the drive on which the symbols reside, (usually A, B or C), and press (Return).

You will see this prompt:

Prefix ?:

This allows you to select a group of symbols beginning with the same letters. To select all symbols beginning with A1, type:

A1

-- and press (Return).

Or to select a more specific set of symbols, A1TREE1, A1TREE2, and A1TREE3. Type:

A1TREE

-- and press (Return).

You will see this prompt:

From Layer ?:

Type the layer number you wish to transfer the symbol data from, (only one layer can be transferred at a time). An example of this would be:

2

-- and press (Return).

You will see this prompt:

To Layer ?:

Type the layer number you wish to transfer the symbol data to. An example would be:

4

-- and press (Return).

Your symbols will take a few seconds to transfer, as each symbol is completed you will see this message:

Transfer Complete

If the system can not transfer a symbol you will see this message:

Unable to Transfer

Two situations will block transfer, either there is no data on the layer to transfer from or data already exists on the layer to transfer to.

If you asked for confirmation, you will be asked to verify whether the symbol name on screen is to be moved. Answer Yes or No by typing:

Y or N

-- and press (Return).

When all the symbols have been transferred you will see this message:

ALL DONE!

You can continue tranferring symbols, or exit by pressing the CTRL and the C key at the same time.

Note: If you aren't sure what layer a specific symbol is on, select N (NO) at the Auto Mode prompt.

PRINTING A LIST OF SYMBOLS

You may want to print out the directory of symbols, to do this, exit CPSYMTRN, make sure your printer is on, and at the DOS prompt type:

CTRL and P (at the same time)

Then type DIR and the drive letter on which your symbols reside, (usually A, B or C), followed by *.SYM (this specifies only those files ending with SYM, which means all SYMbol files). An example of this would be:

DIR B:*.SYM

-- and press (Return).

Then to turn off the printer type:

CTRL and **P** (at the same time)

ARCHITECTURAL SYMBOL LIBRARY

The architectural symbol library is a comprehensive set of symbols for site, plan and elevation drawings. Industry standard symbols have been used, whenever possible, and careful attention has been given to detail, size and scale.

Each menu has a prefix (A1-A6) which is used for menu identification and directory display from CADPLAN. The prefix numbering system is consistent with standard overlay conventions recommended by the California AIA (American Institute of Architects).

The symbol menus were created on the following layers:

Prefix	Library	Layer
A1	SITE PLAN Trees & Cars	3
A2	Parking Lot Lights GENERAL PLANS	4
AZ	Labeling	6
	Plumbing Fixtures Doors	7 5 5
A3	Windows ELEVATION	5
	Tree, Car, People Door - 30" wide	3 5
A 4	Door - 36" wide	5
A4	DETAILED FLOOR PLAN Residential Furniture	6
A5	Office Furniture ELEVATION	6
	Plumbing Fixtures	7
A6	CEILING PLANS Lighting	4
E3	ELECTRICAL	4

If you wish to change the symbol layers you may do so by loading a symbol for edit in CADPLAN or you may use CPSYMTRN, a layer conversion program. This is a separate CADPLAN program which enables you to change the layers of single symbols or entire menus of symbols. For further information about CPSYMTRN, see the Symbol Transfer Program section.

All Symbols were created in 1/4" database units.

Symbol origins will typically be in the lower left corner of rectangular objects (doors, desks, etc.), and in the center of circular objects (round tables, bushes, etc.). Origins of the Symbols are displayed on the menu charts with a (-) or a (+).

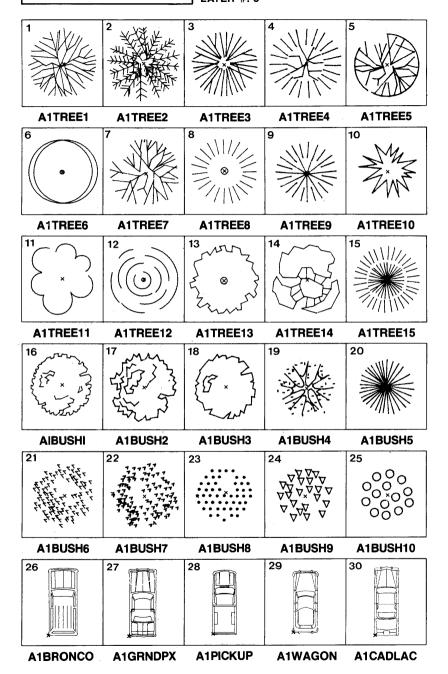
For display purposes, the symbols on the menu charts will not appear in relative scale to each other.

TREES AND CARS - PLAN

#	Name	Description	Size
2 3 4 5 6 7 8 9 10 11 2 13 14 15 16 17 8 19 20 21 22 32 425	A1TREE1 A1TREE2 A1TREE3 A1TREE5 A1TREE5 A1TREE6 A1TREE7 A1TREE8 A1TREE9 A1TREE10 A1TREE11 A1TREE12 A1TREE12 A1TREE13 A1TREE14 A1TREE15 A1BUSH1 A1BUSH2 A1BUSH3 A1BUSH4 A1BUSH5 A1BUSH6 A1BUSH6 A1BUSH7 A1BUSH8 A1BUSH9 A1BUSH10 A1BUSH0	TREE TREE TREE TREE TREE TREE TREE TREE	11'- 9" DIAMETER 12'-10" DIAMETER 7'- 7" DIAMETER 8'- 6" DIAMETER 1'-11" DIAMETER 10'- 6" DIAMETER 10'- 6" DIAMETER 10'- 6" DIAMETER 10'- 6" DIAMETER 10'- 4" DIAMETER 10'- 4" DIAMETER 10'- 4" DIAMETER 10'- 4" DIAMETER 10'- 3" DIAMETER 10'- 1" DIAMETER 10'- 1" DIAMETER 10'- 1" DIAMETER 1'-10" DIAMETER 2'- 1" DIAMETER 1'-10" DIAMETER 1'-10" DIAMETER 1'-11" DIAMETER
27	A1GRNDPX	GRAND PRIX CAR	5'-11'' WIDE 15'- 0'' LONG
28	A1PICKUP	PICKUP TRUCK	5'- 2" WIDE 14'- 1" LONG
29	A1WAGON	STATION WAGON CAR	6'-11" WIDE 17'- 0" LONG
30	A1CADLAC	CADILLAC CAR	6'- 9" WIDE 18'-10" LONG

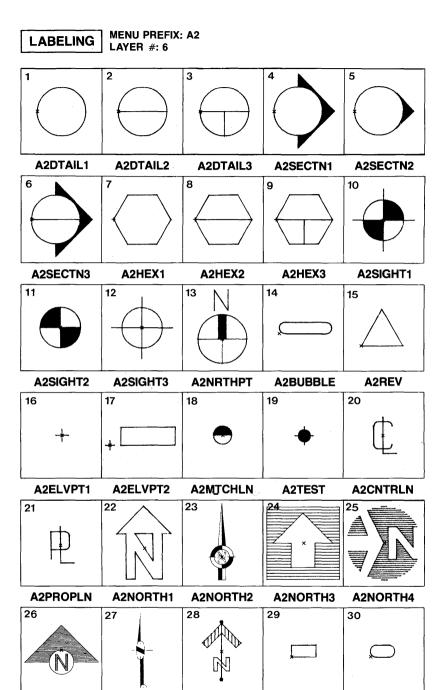
TREES & CARS — PLAN

MENU PREFIX: A1 LAYER #: 3



LABELING

#	Name	Description
2 3 4 5 6 7 8 9 10 1 12 13 14 15 16	A2DTAIL1 A2DTAIL2 A2DTAIL3 A2SECTN1 A2SECTN2 A2SECTN3 A2HEX1 A2HEX2 A2HEX3 A2SIGHT1 A2SIGHT2 A2SIGHT3 A2NRTHPT A2BUBBLE A2REV A2ELVPT1 A2ELVPT2	SECTION BUBBLE SECTION BUBBLE HEXAGON HEXAGON HEXAGON BOMB SIGHT BOMB SIGHT BOMB SIGHT BOMB SIGHT BOMB SIGHT BOMB SIGHT NORTH POINT BUBBLE REVISION TRIANGLE
19 20 21 22 23 24 25 26 27 28 29	A2MTCHLN A2TEST A2CNTRLN A2PROPLN A2NORTH1 A2NORTH2 A2NORTH3 A2NORTH4 A2NORTH5 A2NORTH6 A2NORTH7 A2ROOMNO A2EQUPNO	NORTH ARROW



A2NORTH7

A2ROOMNO A2EQUPNO

A2NORTH5

A2NORTH6

PLUMBING FIXTURES - PLAN

#	Name	Description	Size
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26	Name A2CADET A2MADERA A2LUXOR A2URINL1 A2URINL2 A2TUB1 A2TUB2 A2SHWR1 A2SHWR2 A2LAV1 A2LAV2 A2LAV3 A2LAV4 A2LAV5 A2LAV6 A2LAV7 A2LAV8 A2SNKBAR A2SNKBAR A2SNKBAR A2SNKBAR A2SNKBAR A2SNKBBL A2DRNKFT A2HRAIL1 A2HRAIL2 A2HRAIL3 A2PEDSTL A2SNKDBD A2CRCWSH	WATER CLOSET-CADET WATER CLOSET-MADERA WATER CLOSET-LUXOR URINAL-WALL MOUNTED URINAL-THROUGH BATHTUB BATHTUB SHOWER SHOWER LAVATORY LAVATORY LAVATORY LAVATORY LAVATORY LAVATORY LAVATORY LAVATORY LAVATORY BAR SINK SINGLE SINK DOUBLE SINK DRINKING FOUNTAIN HANDRAIL	19" WIDE 27" LONG 21" WIDE 27" LONG 18" WIDE 27" LONG 19" WIDE 12" LONG 60" WIDE 14" LONG 38" WIDE 39" LONG 48" WIDE 34" LONG 48" WIDE 34" LONG 18" DIAMETER 19" WIDE 16" LONG 17" WIDE 21" LONG 18" WIDE 16" LONG 18" WIDE 16" LONG 17" WIDE 17" LONG 24" WIDE 18" LONG 12" WIDE 17" LONG 24" WIDE 15" LONG 12" WIDE 21" LONG 12" WIDE 21" LONG 32" WIDE 21" LONG 32" WIDE 21" LONG 31" WIDE 11" LONG 31" WIDE 4" LONG 41" WIDE 11" LONG 31" WIDE 4" LONG 43" WIDE 4" LONG 43" WIDE 4" LONG 43" WIDE 4" LONG 43" WIDE 4" LONG 60" WIDE 4" LONG 30" WIDE 18" LONG 30" WIDE 18" LONG 30" WIDE 18" LONG 34" DIAMETER
28	A2DSHWSH	DISHWASHER	24" WIDE 24" LONG
	A2WTRCLR	WATER COOLER-WALL HUNG	12" WIDE 12" LONG
30	A2WALCAB	WALL CABINET	21" WIDE 3" LONG

MENU PREFIX: A2 PLUMBING FIXTURES — PLAN LAYER #: 7 1 2 3 4 5 **A2CADET A2MADERA A2LUXOR** A2URINL1 **A2URINL2** 8 9 6 10 A2TUB1 A2TUB2 A2SHWR1 A2SHWR2 A2LAV1 12 15 11 13 14 A2LAV2 A2LAV3 A2LAV6 A2LAV4 A2LAV5 19 16 17 18 20 A2LAV7 A2LAV8 **A2SNKBAR A2SNKSIN A2SNKDBL** 22 23 24 25 21 **A2DRNKFT** A2HRAIL1 **A2HRAIL2 A2HRAIL3 A2PEDSTL** 28 29 26 27 30

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DOORS - PLAN

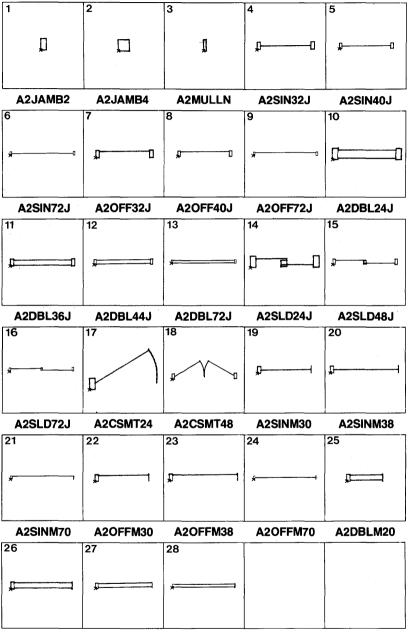
#	Name	Description	Size
	A2DRBF30	BI-FOLD DOOR	30" WIDE
2	A2DRBF36	BI-FOLD DOOR	36" WIDE
3		BI-FOLD DOOR	72" WIDE
4 5	A2DRBF96 A2DRSL60	BI-FOLD DOOR SLIDING DOOR	96" WIDE 60" WIDE
6	A2DRSL72	SLIDING DOOR	72" WIDE
7	A2DRSL96	SLIDING DOOR	96" WIDE
8	A2DRDB58	DOUBLE DOOR	58" WIDE
9	A2DRDB60	DOUBLE DOOR	60" WIDE
10	A2DRDB64	DOUBLE DOOR	64" WIDE
11	A2DRDB72	DOUBLE DOOR	72" WIDE
12	A2DROP58	DOUBLE DOOR-	58" WIDE
		OPPOSITE SWING	
13	A2DROP60	DOUBLE DOOR-	60" WIDE
	4000004	OPPOSITE SWING	04".\4"DE
14	A2DROP64	DOUBLE DOOR-	64" WIDE
1 =	A2DROP72	OPPOSITE SWING DOUBLE DOOR-	72" WIDE
15	AZDROP12	OPPOSITE SWING	12 WIDE
16	A2DRLF24	DOOR - HINGE LEFT	24" WIDE
17	A2DRLF30	DOOR - HINGE LEFT	30" WIDE
18	A2DRLF36	DOOR - HINGE LEFT	36" WIDE
19	A2DRRT24	DOOR - HINGE RIGHT	24" WIDE
20	A2DRRT30	DOOR - HINGE RIGHT	30" WIDE
21	A2DRRT36	DOOR - HINGE RIGHT	36" WIDE

DOORS — PLAN | MENU PREFIX: A2 LAYER #: 5 3 . 4 5 1 2 A2DRBF96 A2DRSL60 A2DRBF30 A2DRBF36 A2DRBF72 9 6 7 8 10 A2DRSL72 A2DRSL96 A2DRDB58 A2DRDB60 A2DRDB64 14 15 12 13 11 A2DRDB72 A2DROP58 A2DROP60 A2DROP64 A2DROP72 16 17 18 20 19 A2DRLF36 A2DRLF24 A2DRLF30 A2DRRT24 A2DRRT30 21 A2DRRT36

WINDOWS - PLAN

#	Name	Description	Size	
2 3	A2JAMB2 A2JAMB4 A2MULLN A2SIN32J	WINDOW JAMB WINDOW JAMB WINDOW MULLION SINGLE HUNG WINDOW	2" WIDE 4" WIDE 1" WIDE 32" WIDE	4" LONG 4" LONG 4" LONG
5	A2SIN40J	W/JAMBS SINGLE HUNG WINDOW W/JAMBS	40" WIDE	
6	A2SIN72J	SINGLE HUNG WINDOW W/JAMBS	72" WIDE	
7	A2OFF32J	SINGLE HUNG OFFSET WINDOW	32" WIDE	
8	A2OFF40J	SINGLE HUNG OFFSET WINDOW	40" WIDE	
9	A2OFF72J	SINGLE HUNG OFFSET WINDOW	72" WIDE	
10	A2DBL24J	DOÜBLE HUNG WINDOW W/JAMBS	24" WIDE	
11	A2DBL36J	DOUBLE HUNG WINDOW W/JAMBS	36" WIDE	
	A2DBL44J	DOUBLE HUNG WINDOW W/JAMBS		
	A2DBL72J	DOUBLE HUNG WINDOW W/JAMBS		
	A2SLD24J A2SLD48J	SLIDING WINDOW W/JAMBS SLIDING WINDOW W/JAMBS	24" WIDE 48" WIDE	
	A2SLD72J	SLIDING WINDOW W/JAMBS	72" WIDE	
	A2CSMT24	CASEMENT WINDOW	24" WIDE	
	A2CSMT48	CASEMENT WINDOW	48" WIDE	
	A2SINM30	CASEMENT WINDOW SINGLE HUNG MULTI- WINDOW	30" WIDE	
20	A2SINM38	SINGLE HUNG MULTI-	38" WIDE	
21	A2SINM70	SINGLE HUNG MULTI-	70" WIDE	
		WINDOW	30" WIDE	
22	A2OFFM30	OFFSET MULTI-WINDOW	38" WIDE	
23	A2OFFM38	OFFSET MULTI-WINDOW	70" WIDE	
24	A2OFFM70	OFFSET MULTI-WINDOW		
25	A2DBLM20	DOUBLE HUNG MULTI- WINDOW	20" WIDE	
26	A2DBLM34	DOUBLE HUNG MULTI- WINDOW	34" WIDE	
27	A2DBLM42	DOUBLE HUNG MULTI- WINDOW	42" WIDE	
28	A2DBLM70	DOUBLE HUNG MULTI- WINDOW	70" WIDE	

WINDOWS — PLAN MENU PREFIX: A2 LAYER #: 5



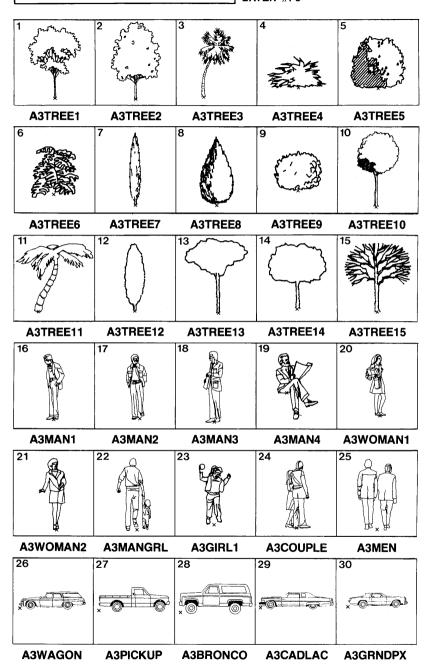
A2DBLM34 A2DBLM42 A2DBLM70

TREE, CAR AND PEOPLE ELEVATIONS

#	Name	Description	Size
2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	A3TREE1 A3TREE2 A3TREE3 A3TREE4 A3TREE5 A3TREE6 A3TREE7 A3TREE8 A3TREE9 A3TREE10 A3TREE11 A3TREE11 A3TREE12 A3TREE13 A3TREE15 A3MAN1 A3MAN2 A3MAN4 A3WOMAN1 A3WOMAN1 A3WOMAN1 A3WOMAN1 A3WOMAN2 A3MANGRL A3GIRL1 A3COUPLE A3MEN	TREE TREE TREE TREE TREE TREE TREE TREE	25' 3" HIGH 17' 9" WIDE 26'11" HIGH 16' 9" WIDE 31'11" HIGH 16' 9" WIDE 5' 8" HIGH 10' 1" WIDE 10' 1" HIGH 9' 9" WIDE 9' 3" HIGH 9' 9" WIDE 22' 1" HIGH 3' 7" WIDE 15' 3" HIGH 7' 8" WIDE 7' 3" HIGH 8' 7" WIDE 20' 7" HIGH 11' 6" WIDE 24' 0" HIGH 26'10" WIDE 15' 5" HIGH 4' 9" WIDE 15' 5" HIGH 14' 7" WIDE 15' 4" HIGH 13' 6" WIDE 15' 4" HIGH 13' 6" WIDE 15'10" HIGH 15' 3" WIDE 6' 1" 6' 0" 6' 6" 4' 1" 5' 8" 4'11" MAN 6' 8" GIRL 2' 9" 3' 8" MAN 6' 3" WOMAN 5' 3" MAN1 6' 5"
27 28 29	A3WAGON A3PICKUP A3BRONCO A3CADLAC A3GRNDPX	STATION WAGON PICKUP TRUCK BRONCO TRUCK CADILLAC AUTO GRAND PRIX AUTOMOBILE	MAN2 6' 1" 4' 5" HIGH 16' 5" LONG 4'10" HIGH 14' 2" LONG 6' 0" HIGH 14' 6" LONG 4' 0" HIGH 18' 4" LONG 3' 9" HIGH 14'10" LONG

TREE, CAR, & PEOPLE ELEVATIONS

MENU PREFIX: A3 LAYER #: 3



DOOR ELEVATIONS - 30" WIDTH

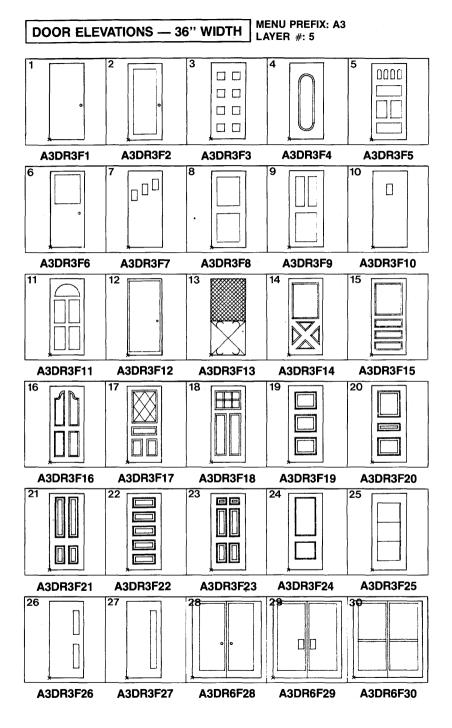
#	Name	Description	Size
# 123456789011234156789021223425678	Name A3DOOR1 A3DOOR2 A3DOOR3 A3DOOR4 A3DOOR5 A3DOOR6 A3DOOR7 A3DOOR8 A3DOOR10 A3DOOR10 A3DOOR11 A3DOOR12 A3DOOR15 A3DOOR15 A3DOOR16 A3DOOR16 A3DOOR17 A3DOOR17 A3DOOR18 A3DOOR20 A3DOOR20 A3DOOR20 A3DOOR21 A3DOOR22 A3DOOR22 A3DOOR23 A3DOOR25 A3DOOR26 A3DOOR27 A3DOOR27	Description DOOR ELEVATION	Size 30" X 80"
29 30	A3DOOR29 A3DOOR30	DOOR ELEVATION DOOR ELEVATION	60" X.80" 60" X 80"

DOOR ELEVATIONS — 30" WIDTH LAYER #: 5 5 2 4 0000 A3DOOR1 A3DOOR2 A3DOOR3 A3DOOR4 A3DOOR5 6 8 9 10 الوال A3DOOR6 A3DOOR7 A3DOOR8 A3DOOR9 A3DOOR10 11 12 13 14 15 A3DOOR11 A3DOOR12 A3DOOR14 A3DOOR13 A3DOOR15 16 19 20 17 18 **A3DOOR16** A3DOOR17 **A3DOOR18** A3DOOR19 A3DOOR20 21 22 23 25 24 8 8 A3DOOR24 **A3DOOR21** A3DOOR22 **A3DOOR23** A3DOOR25 26 27 28 29 30 A3DOOR26 A3DOOR27 A3DOOR28 A3DOOR29 A3DOOR30

MENU PREFIX: A3

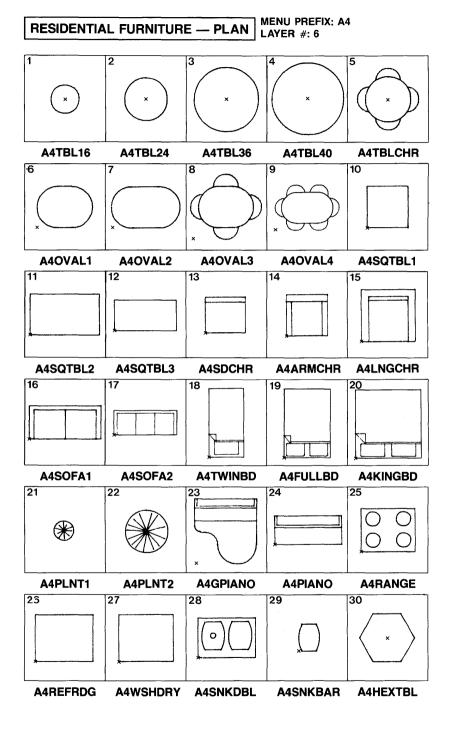
DOOR ELEVATIONS - 36" WIDTH

#	Name	Description	Size
" 1 2	Name A3DR3F1 A3DR3F2 A3DR3F3 A3DR3F4 A3DR3F5 A3DR3F6 A3DR3F7 A3DR3F8 A3DR3F10 A3DR3F11 A3DR3F12 A3DR3F12 A3DR3F14 A3DR3F15 A3DR3F16 A3DR3F17 A3DR3F18 A3DR3F19 A3DR3F20 A3DR3F21 A3DR3F20 A3DR3F21 A3DR3F22 A3DR3F22 A3DR3F23 A3DR3F24 A3DR3F25 A3DR3F26 A3DR3F27	Description DOOR ELEVATION	Size 36" X 80"
28 29 30	A3DR3F28 A3DR3F29 A3DR3F36	DOOR ELEVATION DOOR ELEVATION DOOR ELEVATION	72" X 80" 72" X 80" 72" X 80"



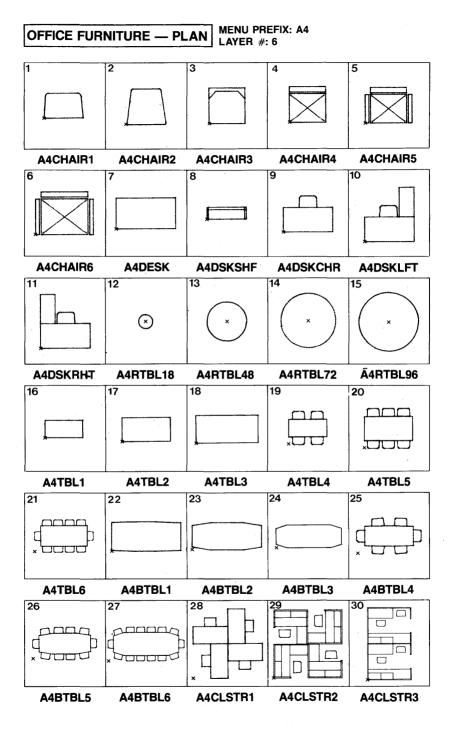
RESIDENTIAL FURNITURE - PLAN

#	Name	Description	Size
	A4TBL16	ROUND TABLE ROUND TABLE ROUND TABLE ROUND TABLE	16" DIAMETER
	A4TBL24	ROUND TABLE	24" DIAMETER
	A4TBL36 A4TBL40	ROUND TABLE ROUND TABLE	36" DIAMETER 40" DIAMETER
	A4TBLCHR	ROUND TABLE W/4 CHAIRS	40" DIAMETER TABLE
_	A4OVAL1		48" LONG 36" WIDE
	A4OVAL2	OVAL TABLE OVAL TABLE	60" LONG 36" WIDE
8	A4OVAL3	OVAL TABLE W/4 CHAIRS	48" LONG 36" WIDE
	A4OVAL4	OVAL TABLE W/6 CHAIRS	60" LONG 36" WIDE
10	A4SQTBL1	SQUARE TABLE	36" LONG 36" WIDE
		SQUARE TABLE	60" LONG 36" WIDE
	A4SQTBL3 A4SDCHR	SQUARE IABLE	72" LONG 36" WIDE 20" LONG 22" WIDE
	A4ARMCHR		23" LONG 23" WIDE
	A4LNGCHR	LOUNGE CHAIR	29" LONG 30" WIDE
	A4SOFA1	SOFA	62" LONG 29" WIDE
17	A4SOFA2	SOFA	82" LONG 32" WIDE
18	A4TWINBD	TWIN BED	80" LONG 40" WIDE
19	A4FULLBD	FULL BED	80" LONG 54" WIDE
	A4KINGBD	KING BED	80" LONG 76" WIDE
	A4PLNT1	PLANT	11" DIAMETER
	A4PLNT2 A4GPIANO	CRAND DIANO	24" DIAMETER 57" LONG 54" WIDE
	A4GPIANO A4PIANO	SPINET PIANO	25" LONG 58" WIDE
25	A4RANGE	RANGE	24" LONG 30" WIDE
	A4REFRDG		26" LONG 32" WIDE
_		WASH & DRY	26" LONG 30" WIDE
	A4SNKDBL		22" LONG 32" WIDE
	A4SNKBAR		15" LONG 12" WIDE
30	A4HEXTBL	HEXAGON TABLE	48" DIAMETER



OFFICE FURNITURE - PLAN

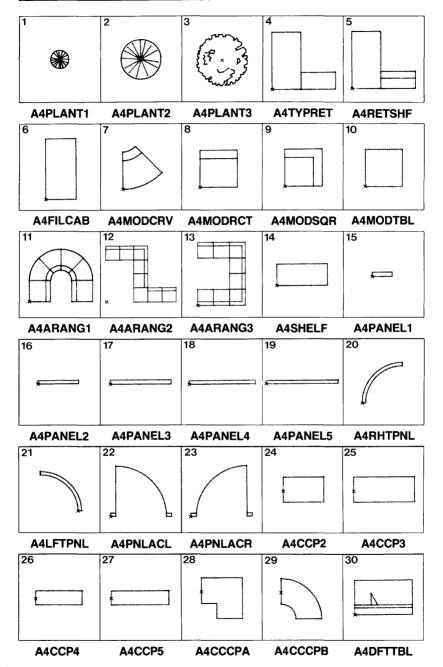
# Name	Description	Size
1 A4CHAIR1 2 A4CHAIR2 3 A4CHAIR3 4 A4CHAIR4 5 A4CHAIR5 6 A4CHAIR6 7 A4DESK 8 A4DSKSHF 9 A4DSKCHR 10 A4DSKLFT	CHAIR DESK DESK SHELF UNIT DESK WITH CHAIR	22" WIDE 14" LONG 22" WIDE 20" LONG 20" WIDE 20" LONG 20" WIDE 20" LONG 26" WIDE 20" LONG 32" WIDE 24" LONG 72" WIDE 38" LONG 48" WIDE 15" LONG 60" WIDE 30" LONG WORK AREA 60" WIDE 60" LONG
11 A4DSKRHT	DESK W/RIGHT RETURN	WORK AREA
12 A4RTBL18 13 A4RTBL48 14 A4RTBL72 15 A4RTBL96 16 A4TBL1 17 A4TBL2 18 A4TBL3 19 A4TBL4 20 A4TBL5 21 A4TBL6 22 A4BTBL1 23 A4BTBL1 24 A4BTBL3 25 A4BTBL4	ROUND TABLE ROUND TABLE ROUND TABLE ROUND TABLE TABLE TABLE TABLE TABLE TABLE TABLE W/4 CHAIRS TABLE W/6 CHAIRS TABLE W/10 CHAIRS BOAT TABLE BOAT TABLE BOAT TABLE BOAT TABLE	TABLE: 84" X 42" TABLE: 108" X 48" 84" WIDE 36" LONG 120" WIDE 48" LONG TABLE: 14'0" X 60"
26 A4BTBL5	BOAT TABLE WITH 10 CHAIRS	TABLE: 120" X 48"
27 A4BTBL6	BOAT TABLE WITH 14 CHAIRS	TABLE: 14'0" X 60"
28 A4CLSTR1 29 A4CLSTR2	FURNITURE CLUSTER-4 TABLES & 4 CHAIRS FURNITURE CLUSTER-4 OFFICES	120" WIDE 120" LONG AREA: 124" X 124"
30 A4CLSTR3	FURNITURE CLUSTER-2 OFFICES	AREA: 8'10" X 14'8"



OFFICE FURNITURE - PLAN

#	Name	Description	Size
1	A4PLANT1	PLANT	11" DIAMETER
2	A4PLANT2	PLANT	24" DIAMETER
3	A4PLANT3	PLÄNT	52" DIAMETER
4	A4TYPRET	TABLE W/TYPING	WORK AREA
		RETURN	66" WIDE 60" LONG
5	A4RETSHF		WORK AREA 66" WIDE
_		RETURN & SHELF	60" LONG
	A4FILCAB		36" WIDE 18" LONG
/	A4MODCRV		22" WIDE
0	A 4140000T	SEATING NORTH	00" MIDE 00" LONG
8	A4MODRCT		22" WIDE 22" LONG
0	A4MODSQR	TANGULAR SEATING MODULAR SQUARE	22" WIDE 22" LONG
9	A4IVIODSQR	SEATING	22 WIDE 22 LOING
10	A4MODTBL	MODULAR TABLE	22" WIDE 22" LONG
	A4ARANG1	FURNITURE	ZZ WIBE ZZ ZONG
• •	, , , , , , , , , , , , , , , , , , , ,	ARRANGEMENT	AREA IS 5'- 6" WIDE
			4'- 8" LONG
12	A4ARANG2	FURNITURE	AREA IS 9'- 2" WIDE
		FURNITURE ARRANGEMENT	7'-4'' LONG
13	A4ARANG3	FURNITURE	AREA IS 5'- 6" WIDE
		ARRANGEMENT SHELF	7'-4'' LONG
	A4SHELF	SHELF	30" WIDE 13" LONG
15	A4PANEL1	1 / 11 11 11 11	1'- 0" LONG 2" WIDE
16	A4PANEL2	PANEL	2'- 0" LONG 2" WIDE
17	A4PANEL3 A4PANEL4	PANEL	3'- 0" LONG 2" WIDE 4'- 0" LONG 2" WIDE
18	A4PANEL4	PANEL	4'- 0" LONG 2" WIDE
	A4PANEL5		5'- 0" LONG 2" WIDE
20	A4RHTPNL	PANEL	24" OUTSIDE RADIUS
21	A4LFTPNL		24" OUTSIDE RADIUS
	A4PNLACL	ACSS PNL W/LEFT	3' 0" LONG
		DOOR SWING	2" WIDE-30"
23	A4PNLACR	ACSS PNL W/RIGHT DOOR SWING	3' 0" LONG
		DOOR SWING	2" WIDE-30"
24	A4CCP2	COUNTER CAP COUNTER CAP COUNTER CAP	24" LONG 15" WIDE
	A4CCP3	COUNTER CAP	3' 0" LONG 15" WIDE
	A4CCP4	COUNTER CAP	4' 0" LONG 15" WIDE
	A4CCP5	COUNTER CAP	5' 0" LONG 15" WIDE
28	A4CCCPA	COUNTER CAP	24" WIDE 24" LONG
00	4.4000000	CORNER-SOR TYPE	A O
29	A4CCCPB	COUNTER CAP	24" OUT RAD
00	A 4 D E T T D I	CORNER-RAD TYPE	15" IN RAD
30	A4DFTTBL	DRAFT TABLE	60" WIDE 36" LONG
		(HUMAN AIDED	
		DESIGN)	

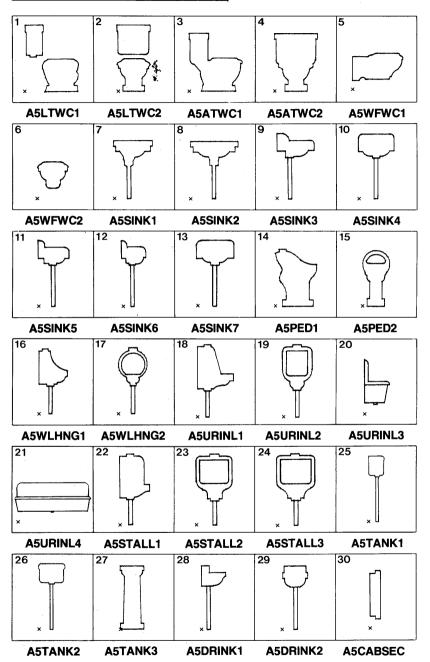
OFFICE FURNITURE — PLAN MENU PREFIX: A4



PLUMBING FIXTURE ELEVATIONS

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#	Name	Description	Size
1	A5LTWC1	LOW TANK WATERCLOSET (SIDE VIEW)	30" WIDE 36" HIGH
2	A5LTWC2	LOW TANK WATER CLOSET (FRONT VIEW)	18" WIDE 6" HIGH
3	A5ATWC1	ATTACHED TANK WATER CLOSET (SIDE VIEW)	30" WIDE 32" HIGH
4	A5ATWC2	ATTACHED TANK WATER CLOSET (FRONT VIEW(24" WIDE 32" HIGH
5	A5WFWC1	WALL FLSH VALV WTR CLOSET (SIDE VIEW)	28" WIDE 18" HIGH
6	A5WFWC2	WALL FLSH VALV WTR CLOSET (FRONT VIEW)	17" WIDE 18" HIGH
7	A5SINK1	LAVATORY (SIDE VIEW)	21" WIDE 32" HIGH
	A5SINK2	LAVATORY (FRONT VIEW)	26" WIDE 32" HIGH
9	A5SINK3	LAVATORY (SIDE VIEW)	20" WIDE 36" HIGH
10	A5SINK4	LAVATORY (FRONT VIEW)	20" WIDE 36" HIGH
	A5SINK5	LAVATORY (SIDE VIEW)	17" WIDE 36" HIGH
12	A5SINK6	LAVATORY (SIDE VIEW)	13" WIDE 37" HIGH
13	A5SINK7	LAVATORY (FRONT VIEW)	21" WIDE 37" HIGH
14	A5PED1	PEDESTAL (SIDE VIEW)	23" WIDE 32" HIGH
15	A5PED2	PEDESTAL (FRONT VIEW)	15" WIDE 32" HIGH
16	A5WLHNG1	WALL HUNG URINAL (SIDE VIEW)	16" WIDE 36" HIGH
17	A5WLHNG2	WALL HUNG URINAL (FRONT VIEW)	16" WIDE 36" HIGH
18	A5URINL1	URINAL (SIDE VIEW)	20" WIDE 40" HIGH
	A5URINL2	URINAL (FRONT VIEW)	16" WIDE 40" HIGH
20	A5URINL3	THROUGH URINAL (SIDE VIEW)	14" WIDE 25" HIGH
21	A5URINL4	THROUGH URINAL (FRONT VIEW)	64" WIDE 25" HIGH
22	A5STALL1	URINAL STALL (SIDE VIEW)	16" WIDE 39" HIGH
23	A5STALL2	URINAL STALL (FRONT VIEW)	20" WIDE 39" HIGH
24	A5STALL3	URINAL STALL (FRONT VIEW)	21" WIDE 39" HIGH
25	A5TANK1	OVERHEAD TANK (SIDE VIEW)	16" WIDE 48" HIGH
26	A5TANK2	OVERHEAD TANK (FRONT VIEW)	19" WIDE 48" HIGH
27	A5TANK3	TANK (FRONT VIEW)	13" WIDE 35" HIGH
	A5DRINK1	DRINKING FOUNTAIN (SIDE VIEW)	14" WIDE 36" HIGH
29	A5DRINK2	DRINKING FOUNTAIN (FRONT VIEW)	14" WIDE 36" HIGH
30	A5CABSEC	CABINET (SIDE VIEW)	6" WIDE 27" HIGH
	BOL LIBRARIES	ARCH-24	1.40
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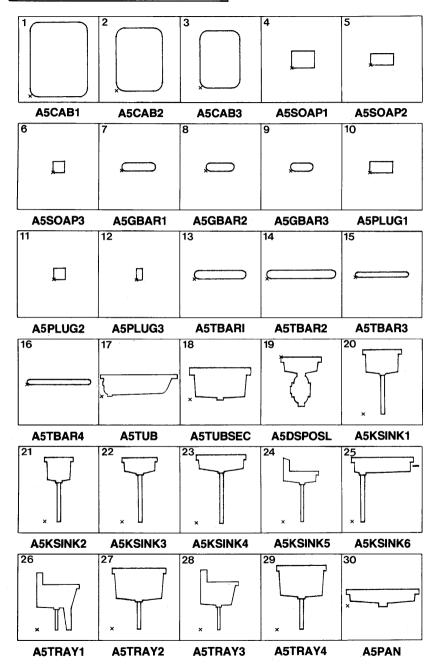
PLUMBING FIXTURE ELEVATIONS MENU PREFIX: A5



PLUMBING FIXTURE ELEVATIONS

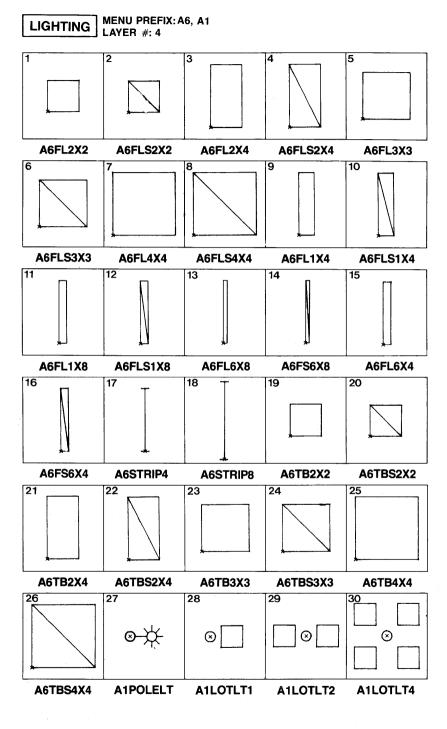
#	Name	Description	Size
1	A5CAB1	MED CABINET (FRONT VIEW)	20" WIDE 26" HIGH
2	A5CAB2	MED CABINET (FRONT VIEW)	16" WIDE 22" HIGH
3	A5CAB3	MED CABINET (FRONT VIEW)	14" WIDE 20" HIGH
5 6 7 8 9	A5SOAP1 A5SOAP2 A5SOAP3 A5GBAR1 A5GBAR2 A5GBAR3 A5PLUG1	SOAP RECEPTACLE SOAP RECEPTACLE SOAP RECEPTACLE GRAB BAR GRAB BAR GRAB BAR PLUG OR SWITCH OUTLET	8" WIDE 6" HIGH 8" WIDE 4" HIGH 4" WIDE 4" HIGH 12" LONG 10" LONG 8" LONG 8" WIDE 4" HIGH
11 12 13 14 15	A5PLUG2 A5PLUG3 A5TBAR1 A5TBAR2 A5TBAR3 A5TBAR4	PLUG OR SWITCH OUTLET PLUG OR SWITCH OUTLET TOWEL BAR TOWEL BAR TOWEL BAR TOWEL BAR	4" WIDE 4" HIGH 4" WIDE 2" HIGH 18" LONG 24" LONG 30" LONG 36" LONG
18	A5TUB A5TUBSEC A5DSPOSL	BATHTUB (SIDE VIEW) BATHTUB (FRONT VIEW) GARBG DISPOSAL (FRONT VIEW)	64" WIDE 18" HIGH 34" WIDE 18" HIGH 22" WIDE 27" HIGH
20	A5KSINK1	KITCHEN SINK (FRONT VIEW)	21" WIDE 36" HIGH
	A5KSINK2 A5KSINK3	KITCHEN SINK (SIDE VIEW) KITCHEN SINK (FRONT VIEW)	16" WIDE 36" HIGH 20" WIDE 36" HIGH
23	A5KSINK4	KITCHEN SINK (FRONT VIEW)	27" WIDE 36" HIGH
25 26 27 28 29	A5KSINK5 A5KSINK6 A5TRAY1 A5TRAY2 A5TRAY3 A5TRAY4 A5PAN	KITCHEN SINK (SIDE VIEW) KITCHEN SINK (SIDE VIEW) WASH TRAY (SIDE VIEW) WASH TRAY (FRONT VIEW) WASH TRAY (SIDE VIEW) WASH TRAY (FRONT VIEW) SHOWER PAN (SIDE VIEW)	26" WIDE 48" HIGH 34" WIDE 36" HIGH 32" WIDE 42" HIGH 30" WIDE 34" HIGH 28" WIDE 44" HIGH 27" WIDE 35" HIGH 40" WIDE 10" HIGH

PLUMBING FIXTURE ELEVATIONS MENU PREFIX: A5



LIGHTING

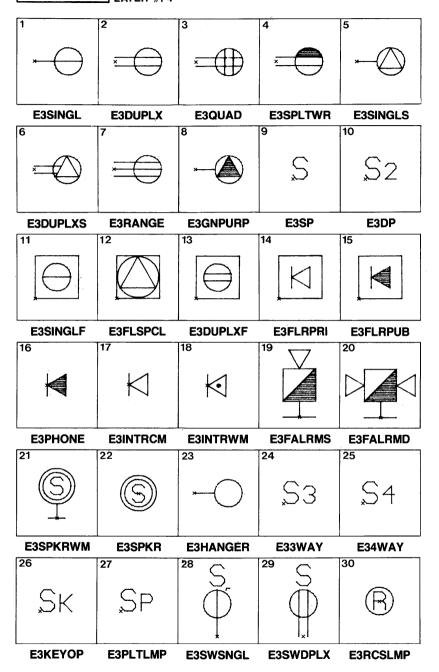
#	Name	Description	Size
	A6FL2X2 A6FLS2X2	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	24" WIDE 24" LONG 24" WIDE 24" LONG
	A6FL2X4 A6FLS2X4	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	24" WIDE 48" LONG 24" WIDE 48" LONG
	A6FL3X3 A6FLS3X3	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	36" WIDE 36" LONG 36" WIDE 36" LONG
	A6FL4X4 A6FLS4X4	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	48" WIDE 48" LONG 48" WIDE 48" LONG
	A6FL1X4 A6FLS1X4	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	12" WIDE 48" LONG 12" WIDE 48" LONG
	A6FL1X8 A6FLS1X8	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	12" WIDE 96" LONG 12" WIDE 96" LONG
	A6FL6X8 A6FS6X8	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	6" WIDE 96" LONG 6" WIDE 96" LONG
	A6FL6X4 A6FS6X4	FLUORESCENT LIGHT SPECIAL FLUORESCENT LIGHT	6" WIDE 48" LONG 6" WIDE 48" LONG
17	A6STRIP4	BARE LAMP FLUORESCENT STRP	48" LONG
18	A6STRIP8	BARE LAMP FLUORESCENT STRP	96" LONG
	A6TB2X2 A6TBS2X2	T-BAR FLUORESCENT LIGHT SPECIAL T-BAR FLUORESCENT	24" WIDE 24" LONG 24" WIDE 24" LONG
	A6TB2X4 A6TBS2X4	T-BAR FLUORESCENT LIGHT SPECIAL T-BAR FLUORES- CENT LIGHT	24" WIDE 48" LONG 24" WIDE 48" LONG
	A6TB3X3 A6TBS3X3	T-BAR FLUORESCENT LIGHT SPECIAL T-BAR FLUORES- CENT LIGHT	36" WIDE 36" LONG 36" WIDE 36" LONG
	A6TB4X4 A6TBS4X4	T-BAR FLUORESCENT LIGHT SPECIAL T-BAR FLUORES- CENT LIGHT	48" WIDE 48" LONG 48" WIDE 48" LONG
28 29	A1POLELT A1LOTLT1 A1LOTLT2 A1LOTLT4	STREET POLE LIGHT PARKING LOT LIGHT PARKING LOT LIGHT PARKING LOT LIGHT	6" DIAMETER 6" WIDE 6" LONG 6" WIDE 6" LONG 6" WIDE 6" LONG



ELECTRICAL

#	Name	Description
1	E3SINGL	SINGLE RECEPTACLE OUTLET
2	E3DUPLX	DUPLEX RECEPTACLE OUTLET
3	E3QUAD	QUADRAPLEX RECEPTACLE OUTLET
4	E3SPLTWR	DUPLEX RECEPTACLE OUTLET-SPLIT WIRED
5	E3SINGLS	SINGLE SPECIAL-PURPOSE RECEPTACLE OUTLET
6	E3DUPLXS	DUPLEX SPECIAL-PURPOSE RECEPTACLE OUTLET
	E3RANGE E3GNPURP	RANGE OUTLET GENERAL PURPOSE
10	E3SP E3DP E3SINGLF	OUTLET SINGLE-POLE SWITCH DOUBLE-POLE SWITCH FLOOR SINGLE
12	E3FLSPCL	RECEPTACLE OUTLET FLOOR SPECIAL-PURPOSE
13	E3DUPLXF	OUTLET FLOOR DUPLEX
14	E3FLRPRI	RECEPTACLE OUTLET FLOOR TELEPHONE OUTLET-PRIVATE
15	E3FLRPUB	FLOOR TELEPHONE OUTLET-PUBLIC
17	E3PHONE E3INTRCM E3INTRWM	TELEPHONE WALL OUTLET INTERCOM WALL OUTLET INTERCOM HANDSET-WALL MOUNTED
20	E3FALRMS E3FALRMD E3SPKRWM	FIRE ALARM-SINGLE HORN FIRE ALARM-DOUBLE HORN EXTERIOR SPEAKER-WALL
23 24 25 26 27	E3SPKR E3HANGER E33WAY E3RWAY E3KEYOP E3PLTLMP	MOUNTED EXTERIOR SPEAKER HANGER RECEPTACLE 3 WAY SWITCH 4 WAY SWITCH KEY OPERATED SWITCH SWITCH & PILOT LAMP
	E3SWSNGL	SWITCH & SINGLE RECEPTACLE
	E3SWDPLX E3RCSLMP	SWITCH W/DUPLEX RECEPTACLE RECESSED INCANDESCENT
	BOL LIBRARIES	LAMP OUTLET

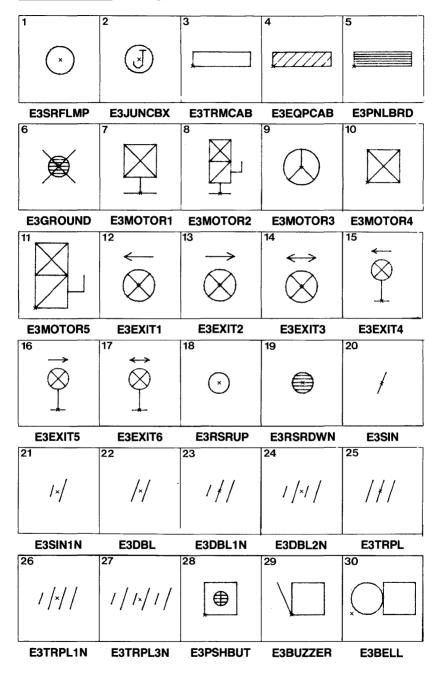
ELECTRICAL MENU PREFIX: E3 LAYER #: 4



ELECTRICAL

CL	ECTRICAL	
#	Name	Description
1	E3SRFLMP	SURFACE OR PENDANT INCANDESCENT LAMP OUTLET
3 4 5 6	E3JUNCBX E3TRMCAB E3EQPCAB E3PNLBRD E3GROUND E3MOTOR1	JUNCTION BOX TERMINAL CABINET EQUIPMENT CABINET PANEL BOARD GROUND ROD MAGNETIC MOTOR STARTER-WALL MOUNTED
8	E3MOTOR2	MAGNETIC MOTOR STARTER-WALL MOUNTED
	E3MOTOR3 E3MOTOR4	MOTOR WITH DISCONNECT MAGNETIC MOTOR STARTER-CEILING MOUNTED
11	E3MOTOR5	MAGNETIC MOTOR STARTER-WITH DISCONNECT
13 14	E3EXIT1 E3EXIT2 E3EXIT3 E3EXIT4	EXIT LIGHT EXIT LIGHT EXIT LIGHT EXIT LIGHT - WALL
16	E3EXIT5	MOUNTED EXIT LIGHT - WALL MOUNTED
17	E3EXIT6	EXIT LIGHT - WALL MOUNTED
19	E3RSRUP E3RSRDWN E3SIN E3SIN1N	CONDUIT RISER-UP CONDIUT RISER-DOWN SINGLE CONDUCTOR SINGLE CONDUCTOR-1 NEUTRAL
	E3DBL E3DBL1N	DOUBLE CONDUCTOR DOUBLE CONDUCTOR-1 NEUTRAL
24	E3DBL2N	DOUBLE CONDUCTOR-2 NEUTRAL
	E3TRPL E3TRP1N	TRIPLE CONDUCTOR TRIPLE CONDUCTOR-1 NEUTRAL
27	E3TRPL3N	TRIPLE CONDUCTOR-3 NEUTRAL
	E3PSHBUT E3BUZZER E3BELL	PUSHBUTTON BUZZER BELL







HEATING, VENTILATION & AIR CONDITIONING SYMBOL LIBRARY



SYMBOL TRANSFER PROGRAM

This utility program is used to quickly transfer symbols individually or in groups from one layer to another.

Note: It does not duplicate symbols--it only moves them.

GETTING STARTED (HARD DISK SYSTEM)

COPY all of the Symbol Library diskettes onto drive C, (See the DOS Primer Chapter of your manual for instructions).

GETTING STARTED (TWO DRIVE SYSTEM)

COPY the file CPSYMTRN.EXE onto the diskette you plan to have in drive B.

RUNNING THE PROGRAM

To use the layer transfer program, at the DOS prompt (usually A> or C>) type:

CPSYMTRN

-- and press (Return).

You will see a brief description of the program at the top of the screen, and this prompt:

Auto Mode (y/n) ?:

At the bottom of the screen, are two options:

{Esc}-Break {Ctrl}-C to Quit

The ESC key has two functions:

- 1) Allows you to stop transferring symbols between layers without leaving the program.
- 2) Allows you to start over at the first prompt.

Ctrl C stops the work in progress, and returns you to DOS. If used during a symbol transfer, the transfer will be completed before the program quits.

TRANSFERRING ONE SYMBOL

You can transfer one symbol at a time, displaying the layer information about that symbol. To try this, at the prompt:

Auto Mode (y/n) ?:

Type:

Ν

-- and press (Return).

You will see this prompt:

Symbol Name ?:

Type in the symbol name, an example might be:

A1TREE

-- and press (Return).

Your symbol name will be confirmed on the lower left of your screen, and on the right of the screen you will see a message similar to this:

Data is currently on layers...

2

You will see this prompt:

From Layer ?:

Type the layer number you wish to transfer the symbol data from, (only one layer can be transferred at a time). An example of this would be:

2

-- and press (Return).

You will see this prompt:

To Laver ?:

Type the layer number you wish to transfer the symbol data to. An example would be:

4

-- and press (Return).

Your symbol will now take a few seconds to transfer, when completed you will see this message:

Transfer Complete

You may transfer another symbol or use the Auto Mode to transfer multiple symbols.

TRANSFERRING GROUPS OF SYMBOLS

You can transfer more than one symbol at a time. At the prompt:

Auto Mode (y/n) ?:

Туре:

Υ

-- and press (Return).

You will see this prompt:

Confirm (y/n) ?:

If you answer Yes to this question, you will be asked to confirm the transfer of each symbol, before the symbol can be transferred.

If you answer No the system will automatically transfer all specified symbols. Type:

Y or N

-- and press (Return).

You will see this prompt:

Drive (ABCDE) ?:

Type the letter of the drive on which the symbols reside, (usually A, B or C), and press (Return).

You will see this prompt:

Prefix ?:

This allows you to select a group of symbols beginning with the same letters. To select all symbols beginning with A1, type:

Α1

-- and press (Return).

Or to select a more specific set of symbols, A1TREE1, A1TREE2, and A1TREE3. Type:

A1TREE

-- and press (Return).

You will see this prompt:

From Layer ?:

Type the layer number you wish to transfer the symbol data from, (only one layer can be transferred at a time). An example of this would be:

2

-- and press (Return).

You will see this prompt:

To Layer ?:

Type the layer number you wish to transfer the symbol data to. An example would be:

4

-- and press (Return).

Your symbols will take a few seconds to transfer, as each symbol is completed you will see this message:

Transfer Complete

If the system can not transfer a symbol you will see this message:

Unable to Transfer

Two situations will block transfer, either there is no data on the layer to transfer from or data already exists on the layer to transfer to.

If you asked for confirmation, you will be asked to verify whether the symbol name on screen is to be moved. Answer Yes or No by typing:

Y or N

-- and press (Return).

When all the symbols have been transferred you will see this message:

ALL DONE!

You can continue tranferring symbols, or exit by pressing the CTRL and the C key at the same time.

Note: If you aren't sure what layer a specific symbol is on, select N (NO) at the Auto Mode prompt.

PRINTING A LIST OF SYMBOLS

You may want to print out the directory of symbols, to do this, exit CPSYMTRN, make sure your printer is on, and at the DOS prompt type:

CTRL and **P** (at the same time)

Then type DIR and the drive letter on which your symbols reside, (usually A, B or C), followed by *.SYM (this specifies only those files ending with SYM, which means all SYMbol files). An example of this would be:

DIR B:*.SYM

-- and press (Return)

Then to turn off the printer type:

CTRL and **P** (at the same time)

HEATING, VENTILATION & AIR CONDITIONING SYMBOL LIBRARY

The HVAC symbols were created in layer 1 with 1/4" database units.

If you wish to change the symbol layers you may do so by loading a symbol for edit in CADPLAN or you may use CPSYMTRN, a layer conversion program. This is a separate CADPLAN program which enables you to change the layers of single symbols or entire menus of symbols. For further information about CPSYMTRN, see the Symbol Transfer Program section.

All text contained in Symbols will be Text #3 - Size 20.

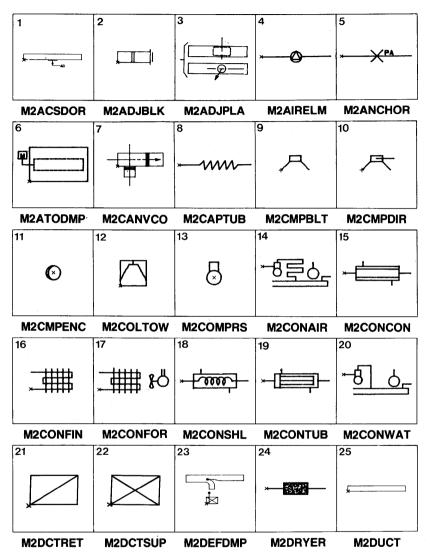
Symbol origins will typically be in the lower left corner unless otherwise specified.

For display purposes, the symbols on the menu charts will not appear in relative scale to each other.

HVAC

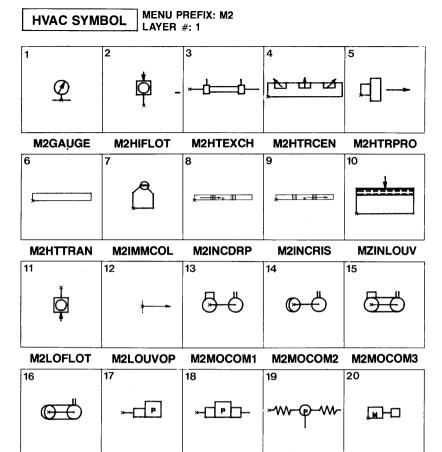
#	Name	Description
1 2 3 4 5 6 7 8 9		ACCESS DOOR ADJUSTABLE BLANK OFF ADJUSTABLE PLAQUE AIR ELIMINATOR ANCHOR AUTOMATIC DAMPERS CANVAS CONNECTIONS CAPILLARY TUBE COMPRESSOR, OPEN CRANKCASE,
10	M2CMPDIR	RECIPROCATING, BELTED COMPRESSOR, OPEN CRANKCASE, RECIPROCATING, DIRECT
11	M2CMPENC	DRIVE COMPRESSOR, ENCLOSED, CRANKCASE, ROTÄRY,
	M2COLTOW M2COMPRS M2CONAIR	BELTED COOLING TOWER COMPRESSOR CONDENSING UNIT, AIR COOLED
15	M2CONCON	CONDENSER, WATER COOLED, CONCENTRIC
16	M2CONFIN	TUBE IN A TUBE CONDENSER, AIR COOLED, FINNED, STATIC
17	M2CONFOR	CONDENSER, AIR COOLED, FINNED, FORCED AIR
18	M2CONSHL	CONDENSER, WATER COOL- ED, SHELL AND COIL
19	M2CONTUB	CONDENSER, WATER COOL- ED, SHELL AND TUBE
20	M2CONWAT	CONDENSING UNIT, WATER COOLED
21	M2DCTRET	DUCT SECTION (EXHAUST
22 23 24 25	M2DRYER	OR RETURN) DUCT SECTION (SUPPLY) DEFLECTING DAMPER DRYER DUCT

HVAC SYMBOL MENU PREFIX: M2 LAYER #: 1



HVAC

#	Name	Description
	M2GAUGE M2HIFLOT M2HTEXCH M2HTRCEN	GAUGE HIGH SIDE FLOAT HEAT EXCHANGER UNIT HEATER (CENTRIFUGAL FAN)
5	M2HTRPRO	UNIT HEATER (PROPELLER), PLAN
6	M2HTTRAN	HEAT TRANSFER SURFACE, PLAN
7 8	M2IMMCOL M2INCDRP	IMMERSION COOLING UNIT INCLINED DROP IN RESPECT TO AIR FLOW
9	M2INCRIS	INCLINED RISE IN RESPECT TO AIR FLOW
10	M2INLOUV	INTAKE LOUVERS ON SCREEN
	M2LOFLOT M2LOUVOP M2MOCOM1	LOW SIDE FLOAT LOUVER OPENING MOTOR-COMPRESSOR, ENCLOSED CRANKCASE, RECIPROCATING, DIRECT
14	M2MOCOM2	CONNECTED MOTOR-COMPRESSOR, ENCLOSED CRANKCASE, ROTARY, DIRECT CONNECTED
15	M2MOCOM3	MOTOR-COMPRESSOR, SEALED CRANKCASED, RECIPROCATING
16	M2MOCOM4	
	M2PRESW1 M2PRESW2	PRESSURE SWITCH PRESSURE SWITCH WITH HIGH PRESSURE CUT-OUT
	M2PRETAT M2PUMP	PRESSURESTAT PUMP



M2PRESW2

M2PRETAT

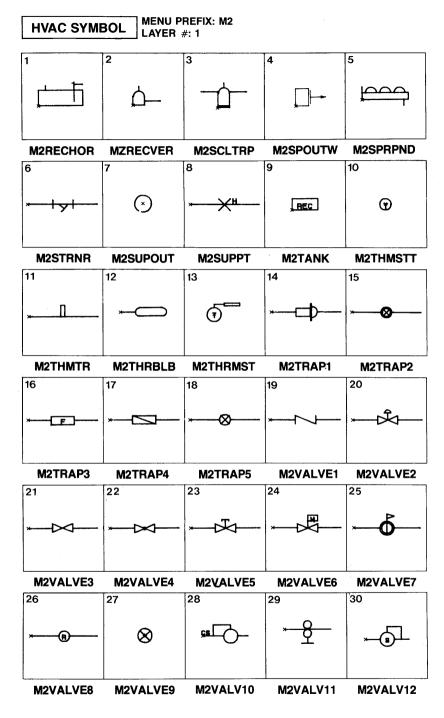
M2PUMP

M2MOCOM4

M2PRESW1

HVAC

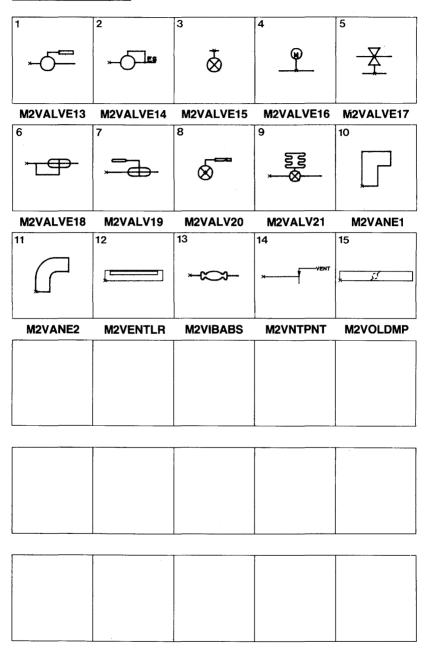
#	Name	Description
1 2 3 3 4 4 5 5 6 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26	M2RECHOR M2RECVER M2SCLTRP M2SPOUTW M2SPRPND M2STRNR M2SUPOUT M2SUPPT M2TANK M2THMSTT M2THMTR M2THRBLB M2THRMST M2TRAP1 M2TRAP2 M2TRAP3 M2TRAP4 M2TRAP5 M2VALVE1 M2VALVE2 M2VALVE3 M2VALVE4 M2VALVE5 M2VALVE6 M2VALVE7 M2VALVE8	RECEIVER, HORIZONTAL RECEIVER, VERTICAL SCALE TRAP SUPPLY OUTLET WALL SPRAY POND STRAINER SUPPLY OUTLET CEILING HANGER OR SUPPORT TANK (DESIGNATE TYPE) THERMOSTAT THERMOMETER THERMAL BULB THERMOSTAT (REMOTE BULB) TRAP (BOILER RETURN) TRAP (BLAST THERMOSTATIC) TRAP (FLOAT) TRAP (FLOAT AND THERMOSTATIC) TRAP (THERMOSTATIC) VALVE (CHECK) VALVE (GATE) VALVE (GATE) VALVE (MOTOR OPERATED) VALVE (REDUCING PRESSURE) VALVE (RELIEF EITHER PRESSURE OR VACUUM)
	M2VALVE9 M2VALV10	VALVE (AUTOMATIC EXPANSION) VALVE (COMPRESSOR SUCTION
	M2VALV11 M2VALV12	PRESSURE LIMIT, THROTLING TYPE VALVE (CONSTANT PRESSURE, SUCTION) VALVE (EVAPORATOR PRESSURE REGULATING, SNAP ACTION)



HVAC

#	Name	Description
1	M2VALV13	EVAPORATIVE PRESSURE REGULATOR VALVE, THERMSTAT, THROTTLE TYPE
2	M2VALV14	VALVE (EVAPORATOR PRESSURE REGULATING, THROTTLE TYPE EVAP SIDE)
3	M2VALV14	VALVE (HAND EXPANSION)
4	M2VALV14	VALVE (MAGNETIC STOP)
5	M2VALV14	VALVE (SNAP ACTION)
6	M2VALV14	VALVE (SUCTION VAPOR REGULATING)
7	M2VALV14	VALVE (THERMOSTATIC SUCTION)
8	M2VALV14	VALVE (THERMOSTATIC EXPANSION)
9	M2VALV14	VALVE (WATER)
10	M2VANE1	VANE
11	M2VANE2	VANE
12	M2VENTLR	UNIV VENTILATOR, PLAN
13	M2VIBABS	VIBRATION ABSORBER, LINE
14	M2VNTPNT	VENT POINT
15	M2VOLDMP	VOLUME DAMPER

HVAC SYMBOL MENU PREFIX: M2 LAYER #: 1





ELECTRONIC SYMBOL LIBRARY



SYMBOL TRANSFER PROGRAM

This utility program is used to quickly transfer symbols individually or in groups from one layer to another.

Note: It does not duplicate symbols--it only moves them.

GETTING STARTED (HARD DISK SYSTEM)

COPY all of the Symbol Library diskettes onto drive C, (See the DOS Primer Chapter of your manual for instructions).

GETTING STARTED (TWO DRIVE SYSTEM)

COPY the file CPSYMTRN.EXE onto the diskette you plan to have in drive B.

RUNNING THE PROGRAM

To use the layer transfer program, at the DOS prompt (usually A> or C>) type:

CPSYMTRN

-- and press (Return).

You will see a brief description of the program at the top of the screen, and this prompt:

Auto Mode (y/n) ?

At the bottom of the screen, are two options:

{Esc}-Break {Ctrl}-C to Quit

The ESC key has two functions:

- 1) Allows you to stop transferring symbols between layers without leaving the program.
- 2) Allows you to start over at the first prompt.

Ctrl C stops the work in progress, and returns you to DOS. If used during a symbol transfer, the transfer will be completed before the program quits.

TRANSFERRING ONE SYMBOL

You can transfer one symbol at a time, displaying the layer information about that symbol. To try this, at the prompt:

Auto Mode (y/n) ?:

Type:

N
-- and press (Return).

You will see this prompt:

Symbol Name ?:

Type in the symbol name, an example might be:

A1TREE

-- and press (Return).

Your symbol name will be confirmed on the lower left of your screen, and on the right of the screen you will see a message similar to this:

Data is currently on layers... 2

You will see this prompt:

From Layer ?:

Type the layer number you wish to transfer the symbol data from, (only one layer can be transferred at a time). An example of this would be:

SYM-2

2

-- and press (Return).

1.40

You will see this prompt:

To Layer ?:

Type the layer number you wish to transfer the symbol data to. An example would be:

4

-- and press (Return).

Your symbol will now take a few seconds to transfer, when completed you will see this message:

Transfer Complete

You may transfer another symbol or use the Auto Mode to transfer multiple symbols.

TRANSFERRING GROUPS OF SYMBOLS

You can transfer more than one symbol at a time. At the prompt:

Auto Mode (y/n) ?:

Type:

Υ

-- and press (Return).

You will see this prompt:

Confirm (y/n) ?:

If you answer Yes to this question, you will be asked to confirm the transfer of each symbol, before the symbol can be transferred.

If you answer No the system will automatically transfer all specified symbols. Type:

Y or N

-- and press (Return).

You will see this prompt:

Drive (ABCDE) ?:

Type the letter of the drive on which the symbols reside, (usually A, B or C), and press (Return).

You will see this prompt:

Prefix ?:

This allows you to select a group of symbols beginning with the same letters. To select all symbols beginning with A1, type:

Α1

-- and press (Return).

Or to select a more specific set of symbols, A1TREE1, A1TREE2, and A1TREE3. Type:

A1TREE

-- and press (Return).

You will see this prompt:

From Layer ?:

Type the layer number you wish to transfer the symbol data from, (only one layer can be transferred at a time). An example of this would be:

2

-- and press (Return).

You will see this prompt:

To Layer ?

Type the layer number you wish to transfer the symbol data to. An example would be:

4

-- and press (Return).

Your symbols will take a few seconds to transfer, as each symbol is completed you will see this message:

Transfer Complete

If the system can not transfer a symbol you will see this message:

Unable to Transfer

Two situations will block transfer, either there is no data on the layer to transfer from or data already exists on the layer to transfer to.

If you asked for confirmation, you will be asked to verify whether the symbol name on screen is to be moved. Answer Yes or No by typing:

Y or N

-- and press (Return).

When all the symbols have been transferred you will see this message:

ALL DONE!

You can continue tranferring symbols, or exit by pressing the CTRL and the C key at the same time.

Note: If you aren't sure what layer a specific symbol is on, select N (NO) at the Auto Mode prompt.

PRINTING A LIST OF SYMBOLS

You may want to print out the directory of symbols, to do this, exit CPSYMTRN, make sure your printer is on, and at the DOS prompt type:

CTRL and P (at the same time)

Then type DIR and the drive letter on which your symbols reside, (usually A, B or C), followed by *.SYM (this specifies only those files ending with SYM, which means all SYMbol files). An example of this would be:

DIR B:*.SYM

-- and press (Return).

Then to turn off the printer type:

CTRL and **P** (at the same time)

ELECTRONIC SYMBOL LIBRARY

The electronic symbols were created on layer 1 with the datebase unit equal to 1 mil.

If you wish to change the symbol layers you may do so by loading a symbol for edit in CADPLAN or you may use CPSYMTRN, a layer conversion program. This is a separate CADPLAN program which enables you to change the layers of single symbols or entire menus of symbols. For further information about CPSYMTRN, see the Symbol Transfer Program section.

All text contained in Symbols will be Text #9 - Size 162.

Symbol origins will typically be in the lower left corner unless otherwise specified.

For display purposes, the symbols on the menu charts will not appear in relative scale to each other.

