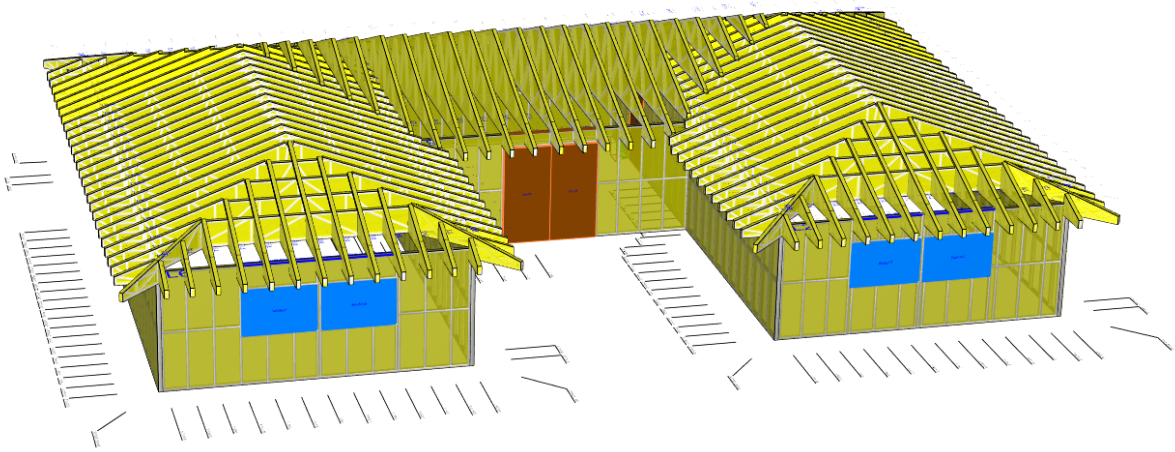
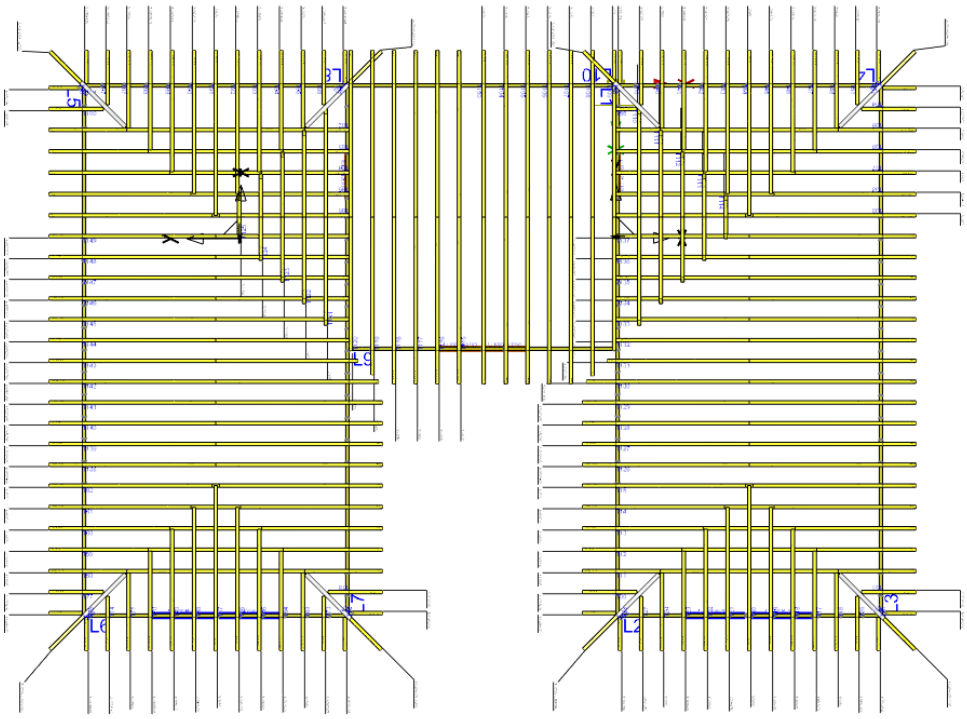
Pegasus Detailer

The Adaptable Frame Detailer





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Quick Start Guide

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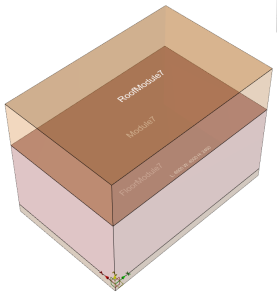
Work Flow

Step 1

Layout



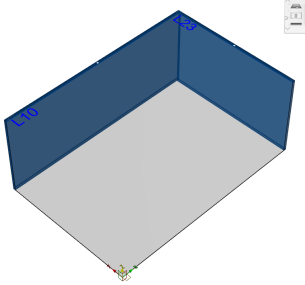
Modules can be added via the *'Layout'* tab. Dimensions can be set via the *'Configure Details'* section in the ribbon menu. Relative positioning can be set via the *'Location'* section in the ribbon menu, and can be used to position modules relative to other modules, or stacked on top of other modules.

Typical Usage

1. Configure Module
2. Relative Position
3. Place Module
4. Constraint Module

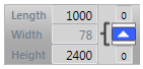
Step 2

Panels



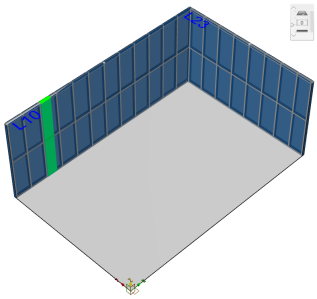
Floors, Walls, and Roofs can be added via the *'Panels'* tab. Dimensions, sheet thicknesses, and clearances can be set in the *'Configure Details'* section in the ribbon menu. Panels can be positioned relative to other objects in the model by setting relative values in the *'Location'* section in the ribbon menu. Panels can be constrained along snap lines in the model and can be created in the *'Create'* section of the ribbon menu.

Typical Usage

1. Configure Wall 
2. Relative Position
3. Place Wall
4. Constraint Wall

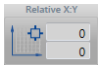
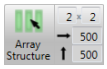
Step 3

Features



Structures can be added into Floors, Walls, and Roofs via the *'Features'* tab. These could be for support columns, plumbing for kitchens or bathrooms, or duct work and piping for air conditioning systems. These structures can be dimensioned, clearances set, and relative position set via the *'Configure'* section in the ribbon menu. Structures can be constrained along snap lines in the model via the *'Create'* section in the ribbon menu.

Typical Usage

1. Configure Structure
2. Relative Position 
3. Place Structure
4. Constraint Structure
5. Midpoint Structure
6. Array Structure 

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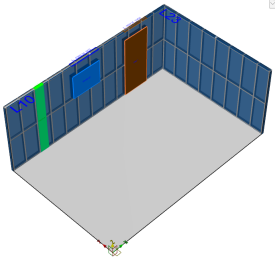
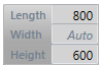
Step 4

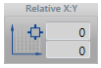
Openings



Doors, Windows, and Voids can be added via the *'Openings'* tab. Openings can be dimensioned, clearances set, and relative position can be set via the *'Configure'* section in the ribbon menu. Openings can be constrained along snap lines, placed on midpoints between snap lines, and arrays of openings can be placed via the *'Create'* section in the ribbon menu.

Typical Usage

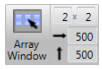
1. Configure Window 

2. Relative Position 

3. Place Window

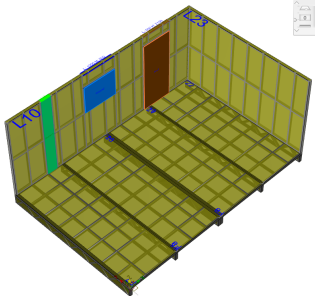
4. Constraint Window

5. Midpoint Window

6. Array Window 

Step 5

Detailing



Frame detailing can be generated via the *'Detailing'* tab. Individual panels, structures, and openings can be added through the frame editor command within the detailing section. Individual frames and panels can be edited within the frame editor command of the Detailing section. You can add sticks and bracing to your model quickly and easily.

Typical Usage

1. Generate Detailing

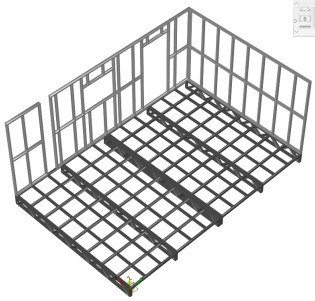
2. Regenerate Detailing

3. Show Frame Editor

4. Regenerate Frame Editor

Step 6

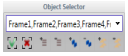
Outputs

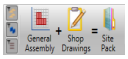


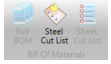
Documentation can be produced in multiple types and formats through the *'Outputs'* tab. This can be used to create Production information for Roll Forming systems.

Typical Usage

1. View Previews

2. Select Output Objects 

3. Generate Site Pack 

4. Produce Cutlist 

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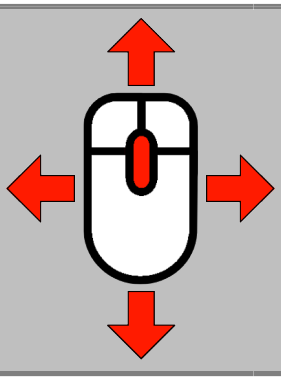
Navigation Controls

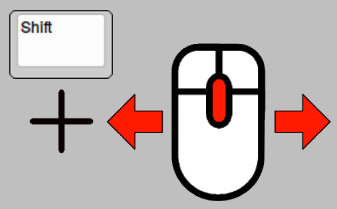
Pan View

Hold the MIDDLE MOUSE BUTTON and move the mouse in any direction to PAN the view.



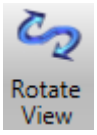
Zoom View

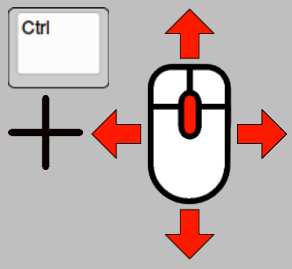
Hold the SHIFT key and the MIDDLE MOUSE BUTTON. Move the mouse left or right to ZOOM IN or ZOOM OUT.



Rotate View

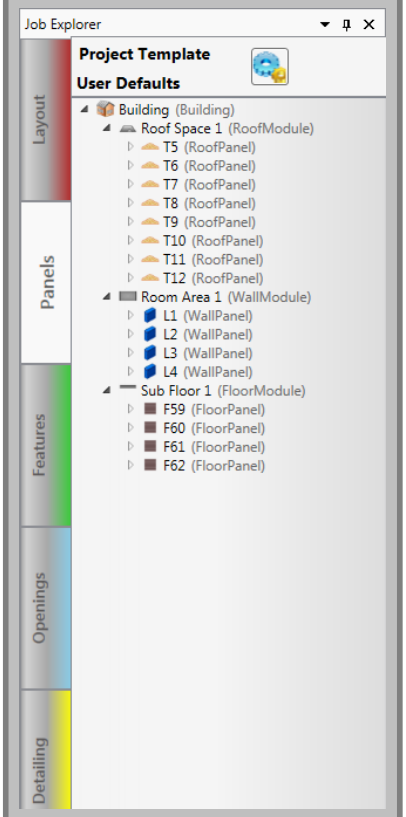
Hold the CTRL key and the MIDDLE MOUSE BUTTON. Move the mouse in any direction to rotate the view.





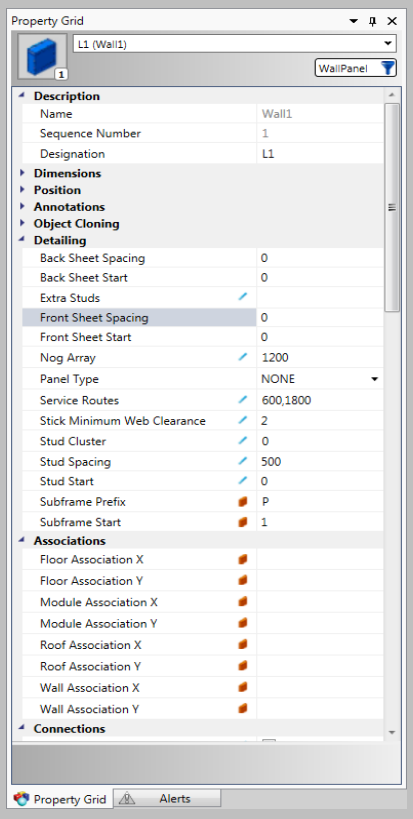
Job Explorer

All of the created objects appear in the Job Explorer section. Individual objects can be selected, and deleted or modified.



Property Grid

Settings can be edited on objects via the Property Grid. These settings cascade down through the object heirarchy, so for example if a change is made to the *'Stud Spacing'* on a 'Wall Module', this will be inherited by all of its child Wall Panels.



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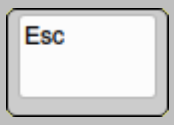
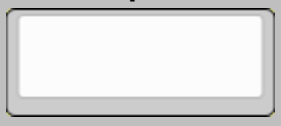
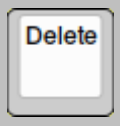
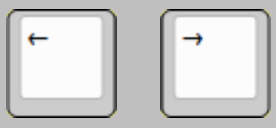
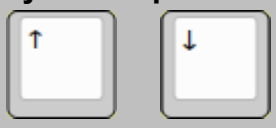
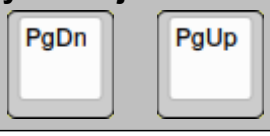
Keyboard Shortcuts

Cancel 	Press the ESC key on the keyboard to cancel a selected action.
Repeat 	Press the SPACE BAR to repeat the last command.
Delete 	Select an object and press the DELETE key to remove it.
Plan View	Press the F5 key on the keyboard to return to Plan View.
Sketch Mode	Press the F6 key on the keyboard to enter Sketch Mode.
Regenerate Detailing	Press the F11 key on the keyboard to regenerate frame detailing.
Generate Detailing	Press the F12 key on the keyboard to generate frame detailing.
Rotate Selection 	Use the LEFT or RIGHT arrow keys on the keyboard to rotate the current object before placement.
Cycle Snap Points 	Use the UP or DOWN arrow keys on the keyboard to cycle through the available snap points on the object before placement.
Cycle Object Editors 	Use the PAGE UP or PAGE DOWN keys to cycle through the different object editors.

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Key Concepts

Cascading Settings

In the Pegasus Detailer, a multitude of settings can be configured through the settings explorer page, and from within the detailer view.
These settings cascade down through the object tree, so for example, if a change is made to the stud spacing on a Building, the setting value will be inherited by Wall Modules, Wall Panels and Wall Frames.

Constraint

Constraints allow the user to create and size walls with respect to other objects or positions within the detailing window.

Semi Automatic Panels

The Pegasus Detailer has the ability to add Floors, Walls, and Roofs automatically.
There are various options availble from the ***Auto Floors***, ***Auto Walls***, and ***Auto Roofs*** dropdown menus located in the ribbon menu at the top of the window.
These options can also be accessed using the Right Click context popup menu.
Important:
To place and position the ***Auto*** panel, left click to select the module you would like to place the panel within.
Use the arrow keys to select the orientation,
NORTH , **EAST** , **SOUTH** , **WEST** .
Press the desired arrow key once to select the orientation.
Note: By pressing and arrow key multiple times, you can cycle through the availble ***Auto*** panels.

Constraint Positioning

Panels, Features, and Openings can also be placed and sized by constraining between points. This is useful for placing objects with respect to other objects.

Relative Positioning

Relative positioning coordinates can be used to place objects into your model. Both positive and negative position values can be entered.
Position is relative to the position selected using the mouse cursor, and the nearest snap point on the object to be placed.

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How To

Basic Commands

Advanced Commands

Advanced Concepts

Tutorials

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Basic Commands

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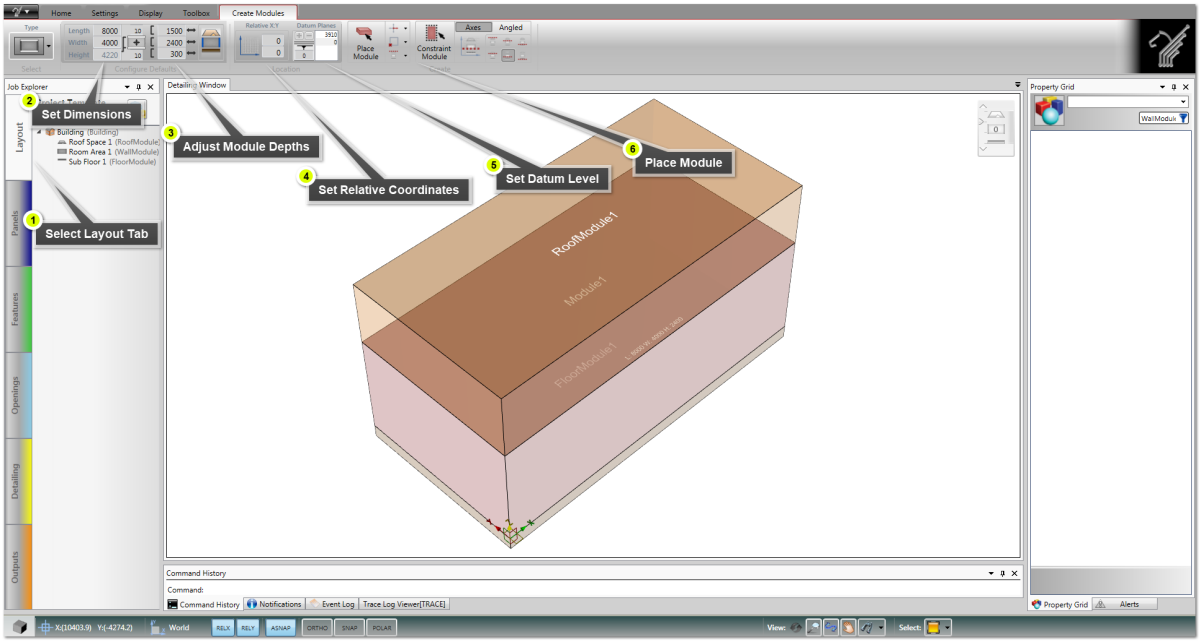
Place a Module



Steps

1 Select Layout Tab
Make sure the 'Layout' Tab is selected on the left hand side of the window.

2 Set Dimensions
Set the length and width dimensions for the module you want to place.
You can also set the Thickness of the Roof sheets, and Floor sheets.
The height dimension is calculated automatically using the sheet thicknesses and the values in step 3.

3 Adjust Module Depths
OPTIONAL: Set the heights for the Floor space, Wall space, and Roof space.
These values will be used to calculate the overall height of the module in step 2.

4 Set Relative Coordinates
OPTIONAL: Choose a relative position to place the module. This is handy if you are placing multiple modules in the design view.

5 Set Datum Level
OPTIONAL: Choose the Datum level to place the module. This is handy if you want to place a module on top of an existing module, for multi-storey purposes.

6 Place Module
Select 'Place Module' to place the module onto the design surface. If it is the first module it will be placed automatically.

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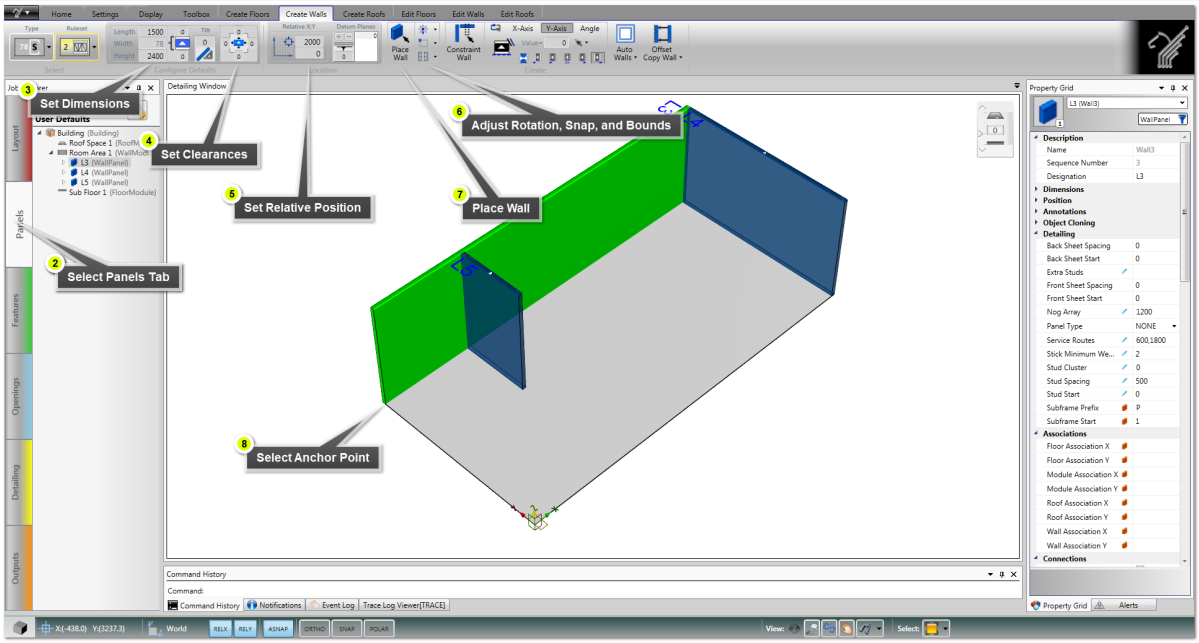
Place a Wall



Steps

1 Select Panels Tab

Select the 'Panels' Tab on the left hand side of the window. It will default to the 'Create Walls' tab along the top of the window.

2 Select Panels Tab

Select the 'Panels' Tab on the left hand side of the window. It will default to the 'Create Walls' tab along the top of the window.

3 Set Dimensions

Set the length and height dimensions of the wall you want to place, and set the thickness of the wall sheet for the front and back of the wall. In this example a wall of Length 1500mm by Height 2400mm, with 12mm sheets either side has been created. The width is calculated automatically based on the frame type and the sheet thickess.

4 Set Clearances

Set the clearances for the front and back, start and end, of the wall.

5 Set Relative Position

You can create a wall relative to other objects in the model. Use the relative offset coordinates to specify the position. In the example, an X offset value of 2000mm is set.

Note: Both negative and positive values can be entered.

6 Adjust Rotation, Snap, and Bounds

In the example, the wall is rotated so it is perpendicular to the green highlighted wall.

ROTATION: Select the rotation if required from the drop down menu.	**Shortcut:** ← + →
SNAP: Select the snap point from the drop down menu.	**Shortcut:** ↑ + ↓
BOUNDS: Select the bounds from the drop down menu.	

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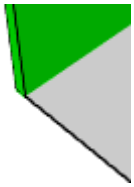
7 Place Wall

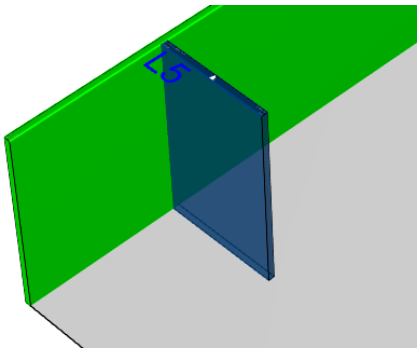
Select 'Place Wall' to create the wall with the provided settings.

8 Select Anchor Point



Select the required anchor point. In this example, the bottom inside corner of the wall is selected. This creates a wall 1500mm in length, 2000mm in from the edge of the module.

Result



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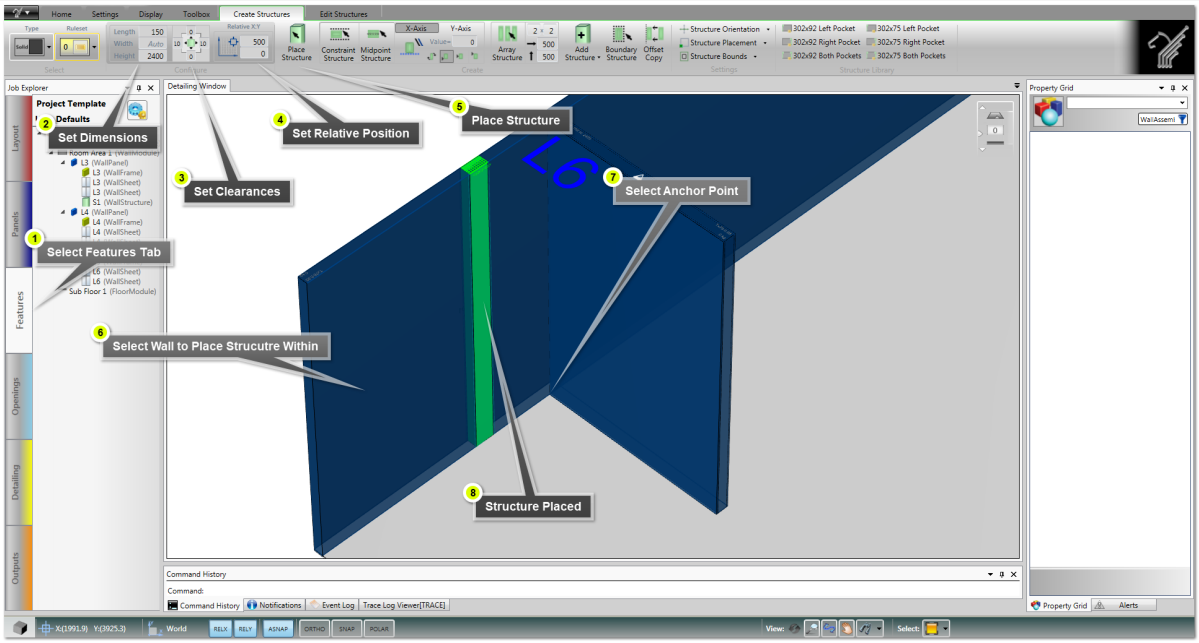
Place a Structure



Steps

1 Select Features Tab
Select the 'Features' Tab on the left hand side of the window.
It will default to the 'Create Structures' tab along the top of the window.

2 Set Dimensions
Set the length and height dimensions of the structure you want to place. The width is calculated automatically based on the 'Type' and 'Ruleset'.

3 Set Clearances
Set the clearances for the top and bottom, left and right, of the structure. In this example a clearance of 10mm on the right and left sides is set.

4 Set Relative Position
You can create a structure relative to other objects in the model. Use the relative offset coordinates to specify the position.

Note: Both negative and positive values can be entered.

5 Place Structure
Select 'Place Structure' to create the structure to place.

6 Select Wall to Place Strucutre Within
Select the wall to place the structure within.

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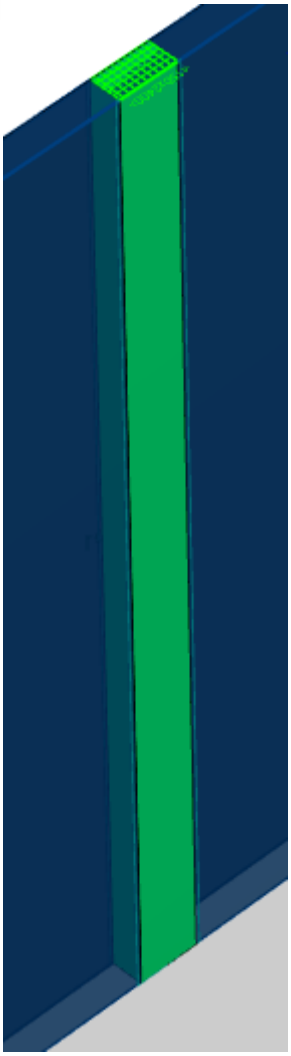
7 Select Anchor Point

Select the anchor point for the structure. In the example, the corner vertex of where the two walls join is selected.

8 Structure Placed



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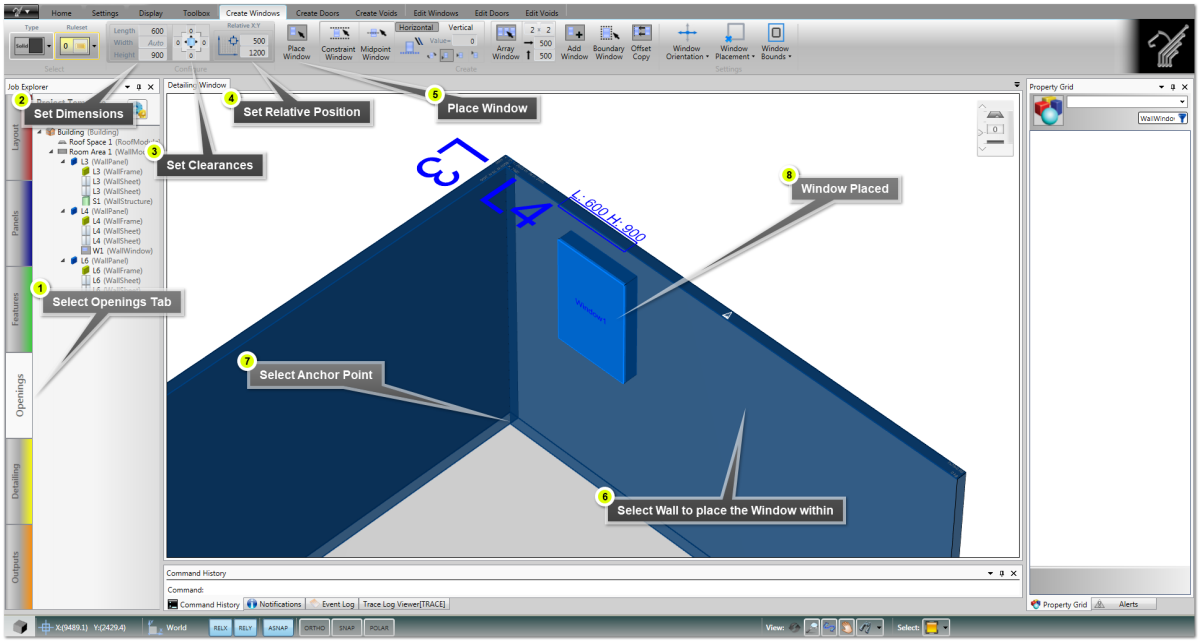
Place a Window



Steps

1 Select Openings Tab
Select the 'Openings' Tab on the left hand side of the window.
It will default to the 'Create Windows' tab along the top of the window.

2 Set Dimensions
Set the length and height dimensions of the window you want to place.

3 Set Clearances
Set the clearances for the top and bottom, left and right, of the structure. In this example, no clearance have been set.

4 Set Relative Position
You can create a window relative to other objects in the model. Use the relative offset coordinates to specify the position.

Note: Both negative and positive values can be entered.

5 Place Window
Select 'Place Window' to create the window with the provides settings.

6 Select Wall to place the Window within
Select the Wall to place the Window within.

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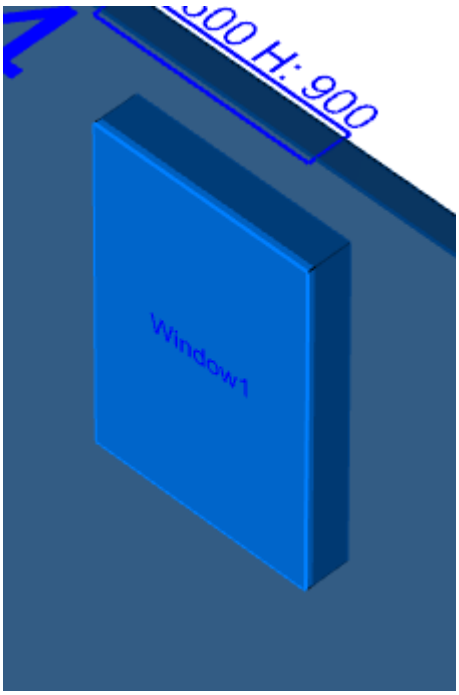
7 Select Anchor Point

Select the anchor point for the window. In the example, there is a structure already placed in the wall. We are going to postion our window offset from this structure. The bottom right corner of the structure is selected.

8 Window Placed



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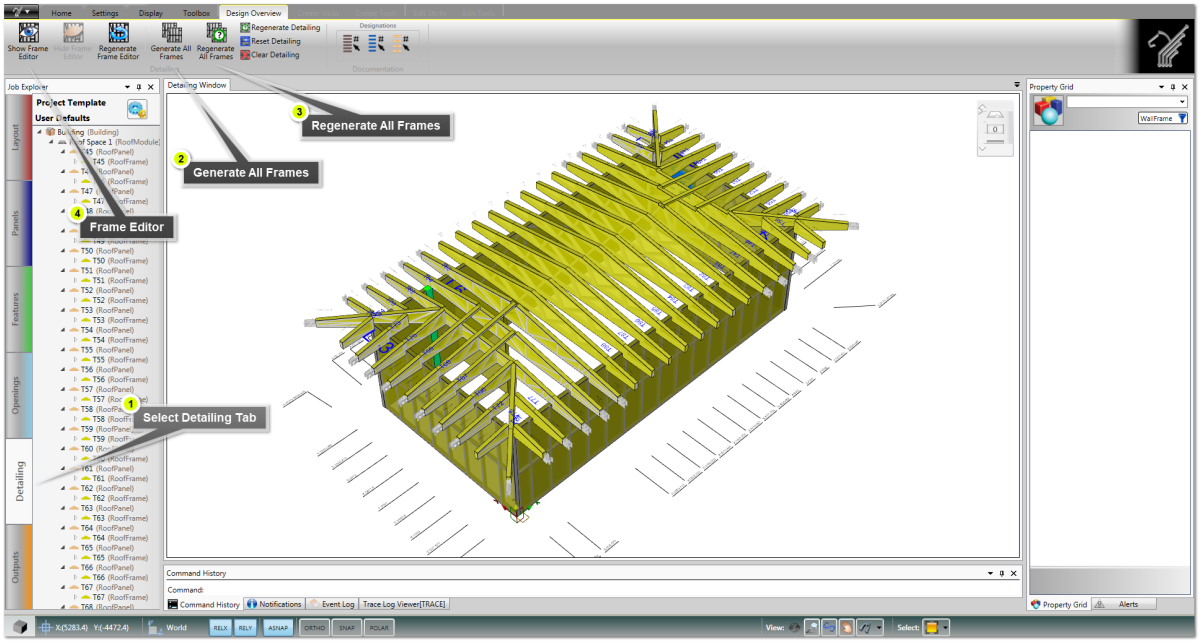
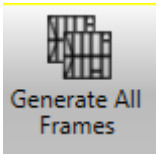
Generate Detailing



1 Select Detailing Tab

Select the 'Detailing' Tab on the left hand side of the window.
It will default to the 'Design Overview' tab along the top of the window.

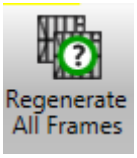
2 Generate All Frames



Select 'Generate All Frames' to generate all the framing detail.

Shortcut: Press the F12 key to generate all frames.

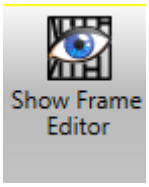
3 Regenerate All Frames



If you make any changes to the detailing, you can select 'Regenerate All Frames' to update the detailing.

Shortcut: Press the F11 key to regenerate all frames.

4 Frame Editor



To edit the frames, select 'Show Frame Editor'.

Alternatively, this can be accessed from the 'Right Click Context Menu'.
Move mouse cursor to wall you want to edit, right click, and select 'Edit Object'.

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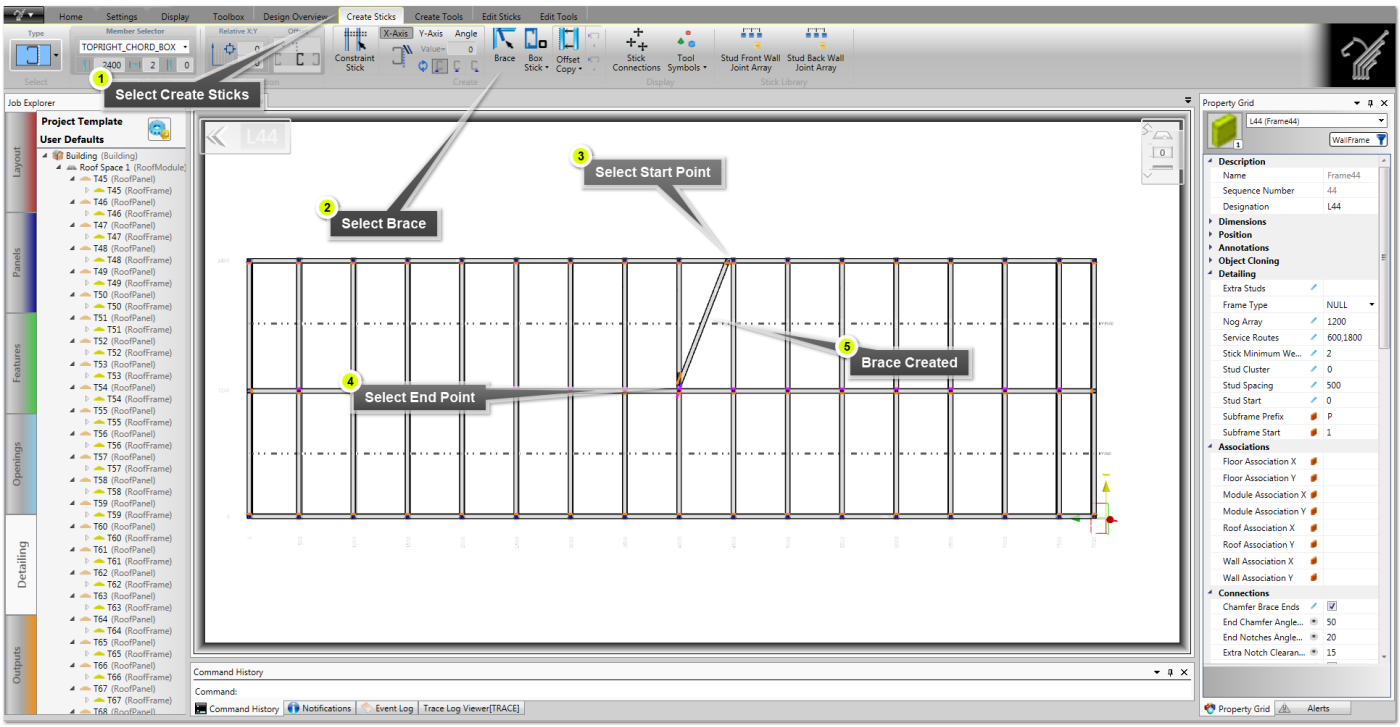
Add Sticks to Frames

See 'Generate Detailing' to learn how to enter Edit Frame Mode



1 Select Create Sticks

Select the 'Create Sticks' Tab from the top of the window.

2 Select Brace

Select the 'Brace' command.

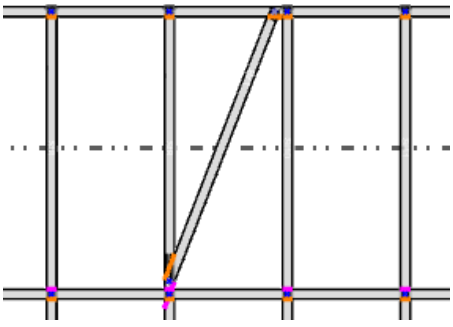
3 Select Start Point

Select the start point for the brace.

4 Select End Point

Select the end point for the brace.

5 Brace Created



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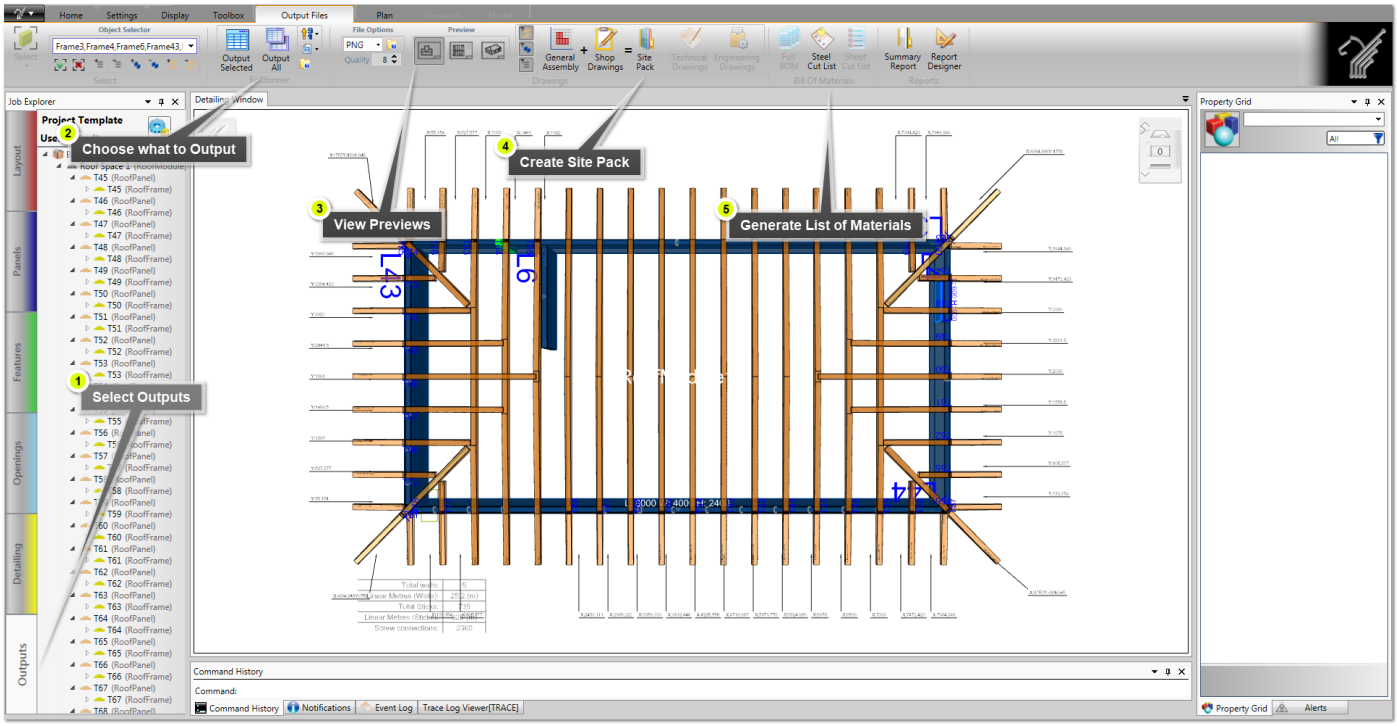
Output Documentation



1 Select Outputs

Select the 'Outputs' Tab from the left hand side of the window.

2 Choose what to Output

Select what you want to output, or select Output All.

3 View Previews

View Plan, Frame or Model Previews.

4 Create Site Pack

TODO

5 Generate List of Materials

TODO

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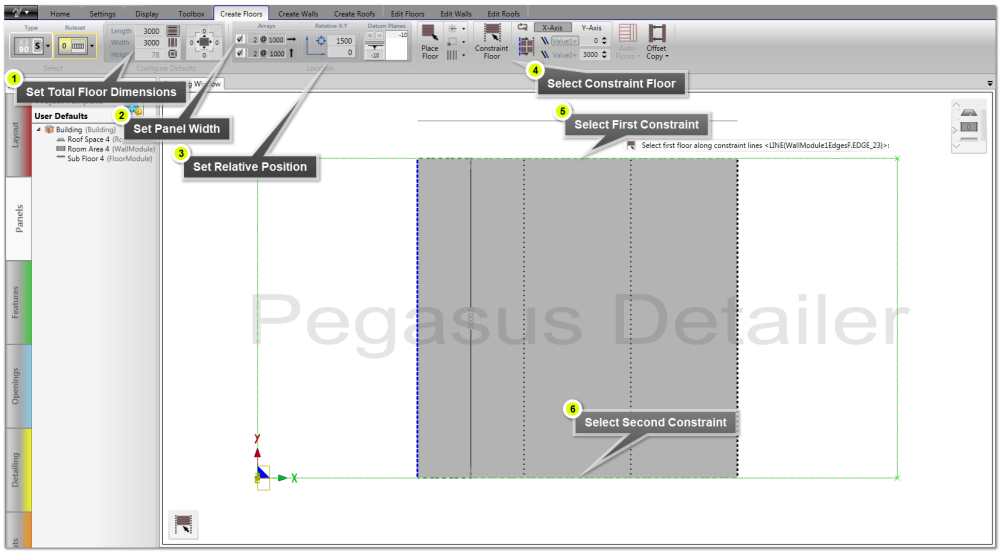
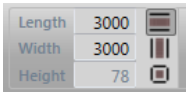
Constraint Floor - Option 1

Using Relative XY position



Steps

1 Set Total Floor Dimensions

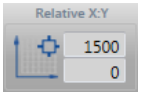


Set the totral size for the desired floor. In the example, an overall floor panel size of Length 3000mm by Width 3000mm has been set.

2 Set Panel Width

Set the width of each panel in the arrays section. The constraint wall command will ignore the panel count in this section. In the example, a panel width of 1000mm has been set.

3 Set Relative Position



Set the relative offset position to place the floor panels. In the example, an offset of 1500mm along the X axis has been set.

4 Select Constraint Floor

Select the Constraint Floor command from the ribbon menu.

Tip: Alternatively this command can be selected from the Right Click Context Menu.

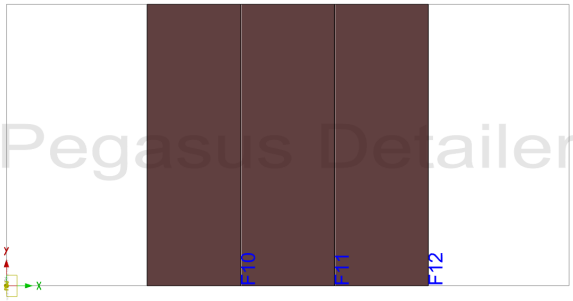
5 Select First Constraint

Select the first constraint line to mark the edge of the floor panel.

6 Select Second Constraint

Select the second constraint line to mark the length of the floor panel.

Result



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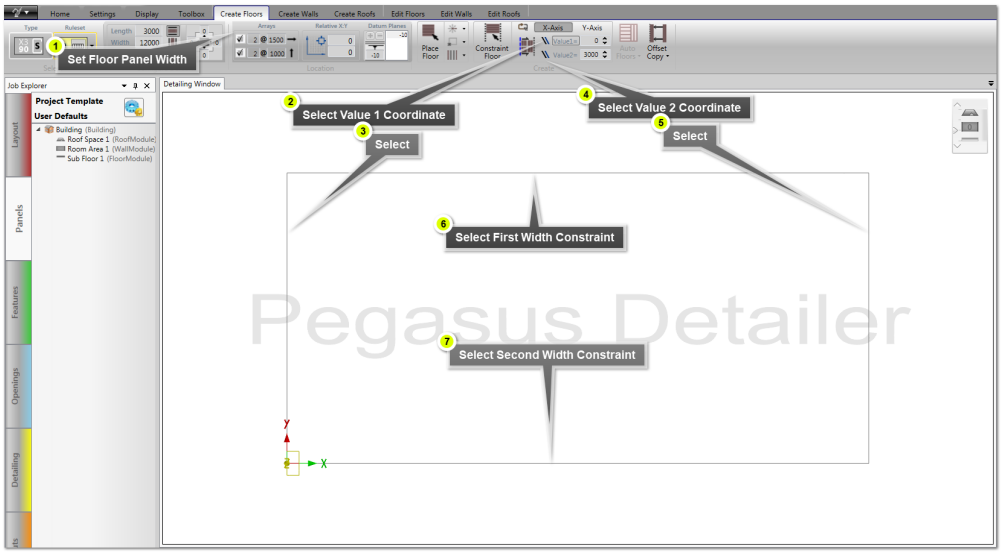
Constraint Floor - Option 2



Steps

1 Set Floor Panel Width

Set the width for the floor panels in the array section. The constraint floor command will ignore the number of panels set in this section.

2 Select Value 1 Coordinate

Select the coordinate option for Value 1, ie the two parallel lines on the left hand side.

3 Select

Select first length constraint line.

4 Select Value 2 Coordinate

Select the coordinate option for Value 2, ie the two parallel lines on the left hand side.

5 Select

Select second length constraint line. An outline of the floor will be displayed in the detailing window.

6 Select First Width Constraint

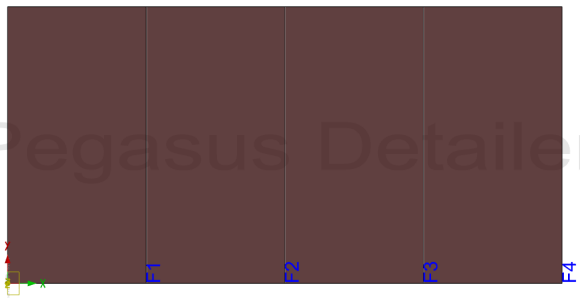
Select the first width constraint. In the example the top edge of the module is selected.

7 Select Second Width Constraint

Select the second width constraint. In the example the bottom edge of the module is selected. This constrains the width between these two positions.

Constraint Floor Outline

Result



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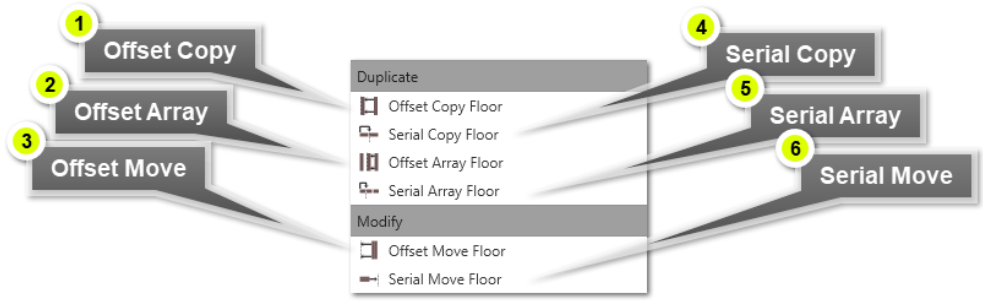
Floor Duplicate and Modify



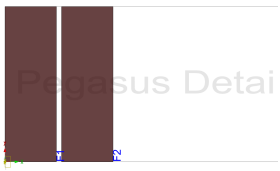
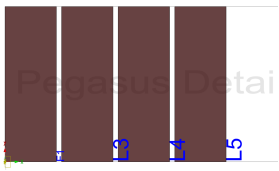
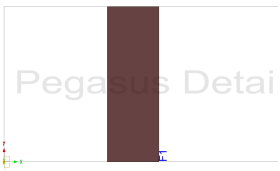
Offset Usage

1 Offset Copy
Copies the wall once and places the floor offset by the value entered, perpendicular to the front edge of the floor.

2 Offset Array
Copies the wall one or more times and places the floor offset by the value entered, perpendicular to the front edge of the floor.

3 Offset Move
Moves the floor by the value entered, perpendicular to the front edge of the floor.

Note: The front edge of the floor is along the edge where the designation appears, in the first picture of the below example the 'F1' designation.

Offset Before	Offset Copy	Offset Array	Offset Move
			

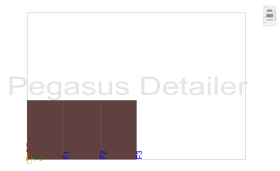
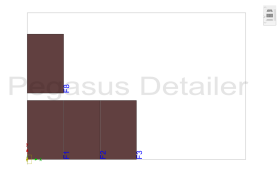
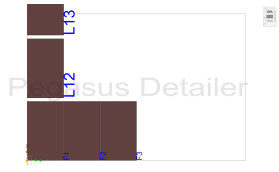
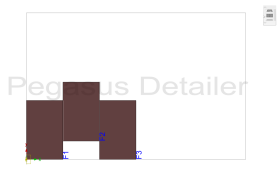
Serial Usage

4 Serial Copy
Copies the wall once and places the floor laterally offset by the value entered.

5 Serial Array
Copies the wall one or more times and places the floor laterally offset by the value entered.

6 Serial Move
Moves the floor laterally by the value entered.

Note: The front edge of the floor is along the edge where the designation appears, in the first picture of the below example the 'F1', 'F2' and 'F3' designations.

Serial Before	Serial Copy	Serial Array	Serial Move
			

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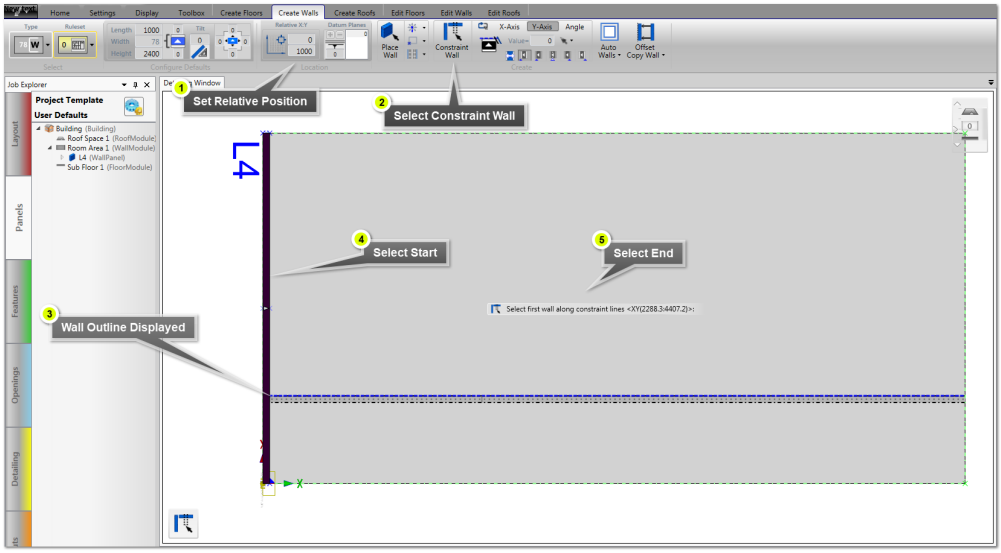
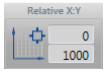
Constraint Wall - Option I

Using Relative XY position



Steps

1 Set Relative Position



Set the relative coordinates to place the wall. In this exmple a Y offset of 1000mm is set.

2 Select Constraint Wall

Select the Constraint Wall command to initiate the placement.

3 Wall Outline Displayed

Once Constraint Wall has been selected, an outline of the wall to place is shown in the detailing window. In this example, this wall is 1000mm from the bottom edge of the module.

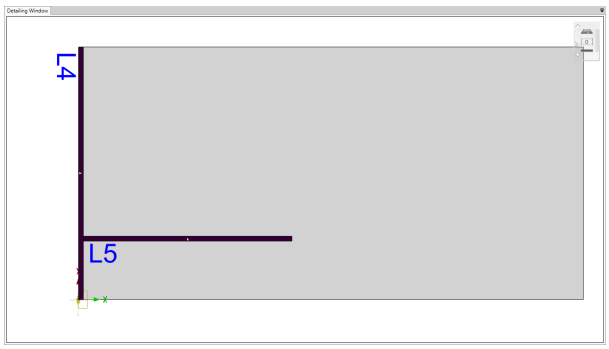
4 Select Start

Select start point for the constrain wall. In this example, there is already a wall on the left edge of the module. This has been selected as the start point.

5 Select End

Select the end point for the wall. In this case a point in free space has been selected. This could be a snap point or constraint line of another object in the model.

Result



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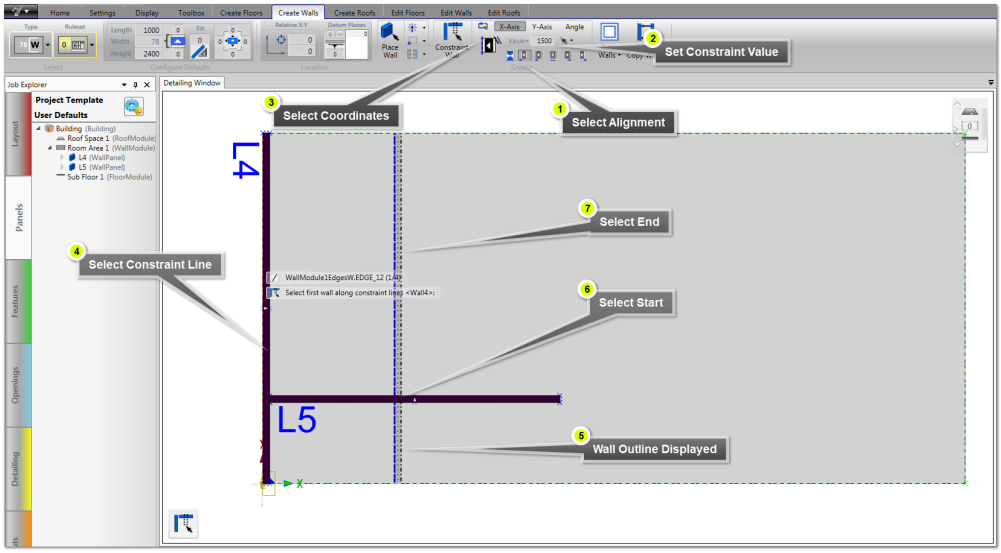
Constraint Wall - Option 2

Using Constraint Value, Alignment and Mouse Selection



Steps

1 Select Alignment

Select the Alignment of the Wall. Choose from Align to **[** Back Sheet **] [** Frame Back **] [** Frame Center **] [** Frame Front **] [** Front Sheet **]**

2 Set Constraint Value

Set the value you want the wall to be constrained along. In the example a distance of 1500mm is entered. The wall will be offset from whichever constraint point we choose.

3 Select Coordinates

Click the two parallel lines at the to right edge of this control to begin the placement routine.

4 Select Constraint Line

Select where you would like to constrain the newly created wall to. In the example, there is already a wall on the left hand edge of the module, so this has been selected.

5 Wall Outline Displayed

An outline of the proposed wall along the constraint line is shown. The wall is 1500mm in from the left hand wall, as set in Step 2.

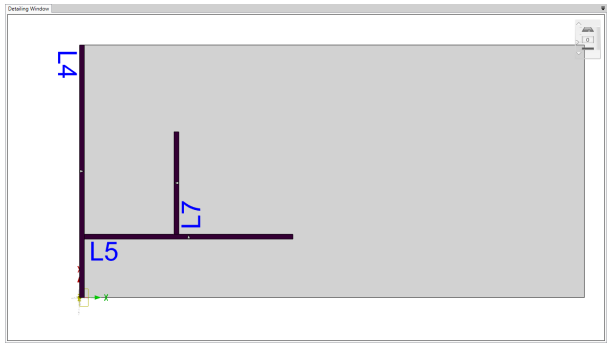
6 Select Start

Select the start point for the wall. In the example, the inside corner of the horizontal wall and the wall outline is selected as the start point. This could be any point in space or along a constraint line or snap point.

7 Select End

Select the end point for the wall.

Result



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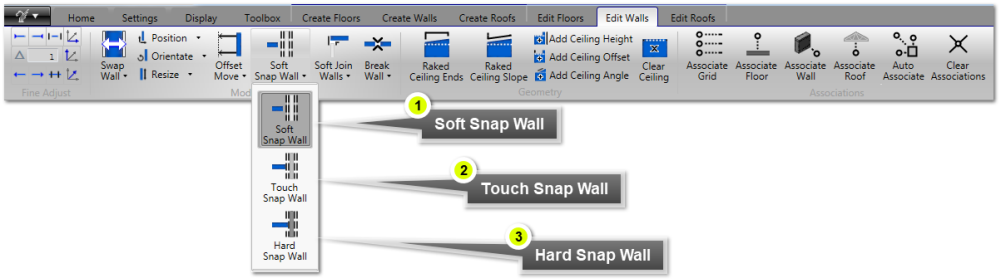
Snap Walls

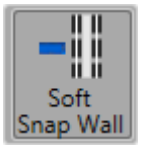


Usage

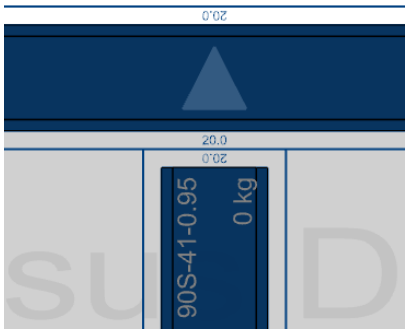
The *'Snap Walls'* commands will only modify the selected wall.
Select the wall to modify by left clicking the mouse over the wall. This wall should now be highlighted green. Select the desired command from the ribbon menu, ie Soft, Touch or Hard snap. Left click to select the target wall. The selected wall will snap to the target wall respecting the selected walls *'Clearance'* values.

Variations

1 Soft Snap Wall

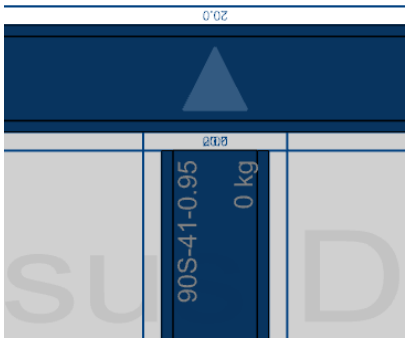


Snaps the selected wall to the target wall, respecting the target walls *'Sheet Thickness'* and *'Clearance'* values.



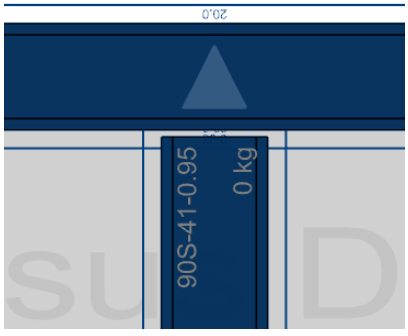
2 Touch Snap Wall

Snaps the selected wall to the targets sheet, respecting the target walls *'Sheet Thickness'* and ignoring *'Clearance'* values.



3 Hard Snap Wall

Snaps the selected wall to the targets frame, ignoring the target walls *'Sheet Thickness'* and *'Clearance'* values.



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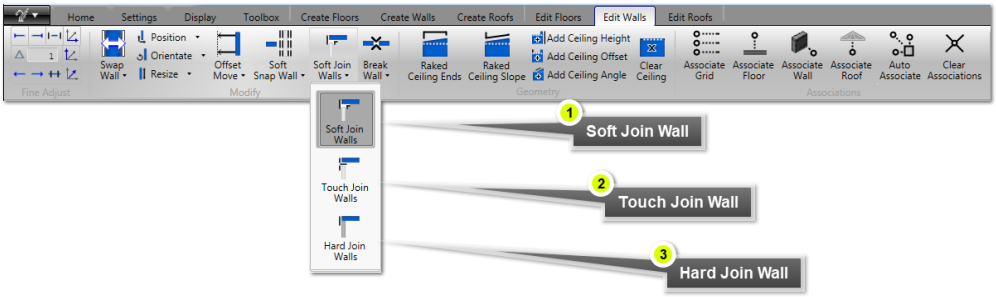
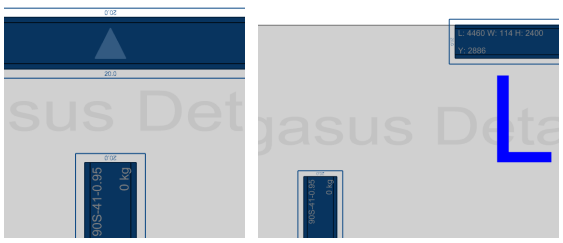
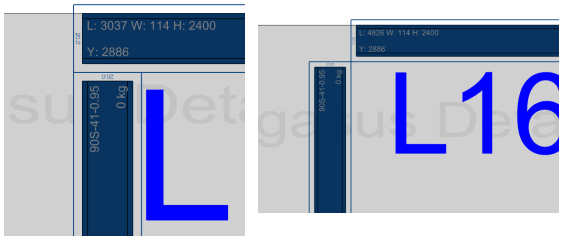
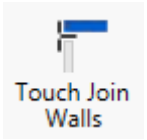
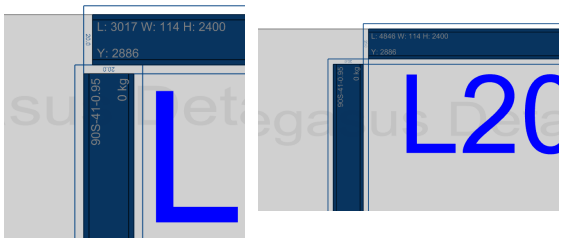
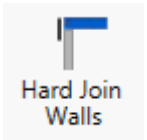
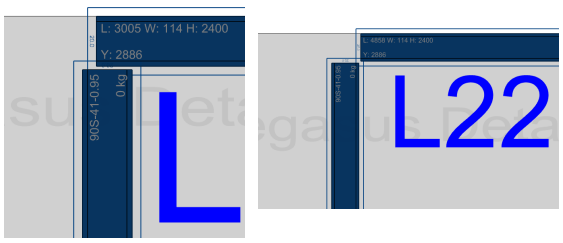
Join Walls



Usage	Before
The *'Join Walls'* commands will modify both the selected wall and the target wall. Select the wall to modify by left clicking the mouse over the wall. This wall should now be highlighted green. Select the desired command from the ribbon menu, ie Soft, Touch or Hard join. Left click to select the target wall. The selected wall will join to the target wall respecting the selected walls *'Clearance'* values.	
Variations	**After**
1 Soft Join Wall Joins two walls together based on their relative positions. Respects both *'Sheeting Thickness'* and *'Clearance'* values.	
2 Touch Join Wall  Joins the selected wall to the target walls sheet. Respects *'Sheeting Thickness'* and ignores *'Clearance'* values.	
3 Hard Join Wall  Joins the selected wall to the target walls frame. Ignores both *'Sheeting Thickness'* and *'Clearance'* values.	

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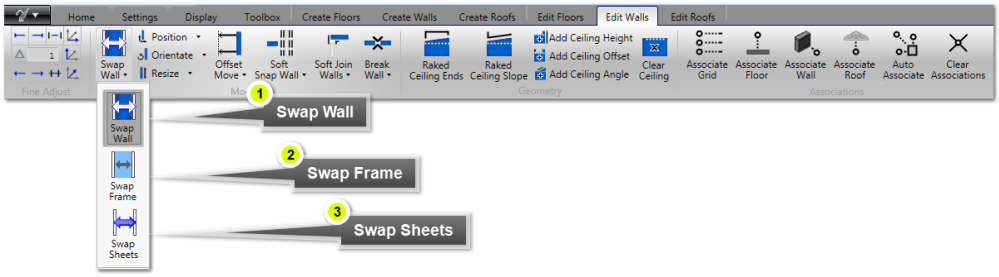
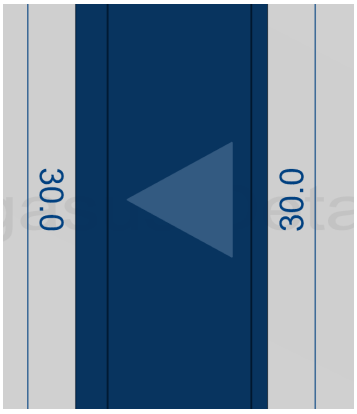
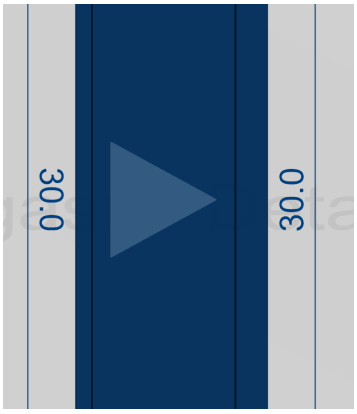
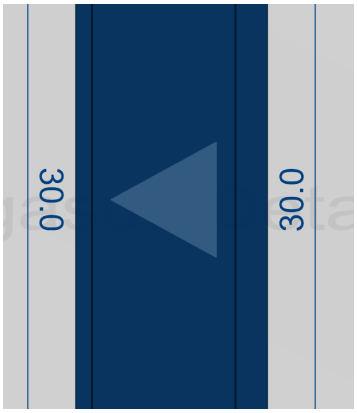
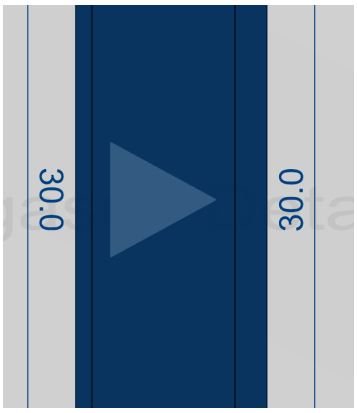
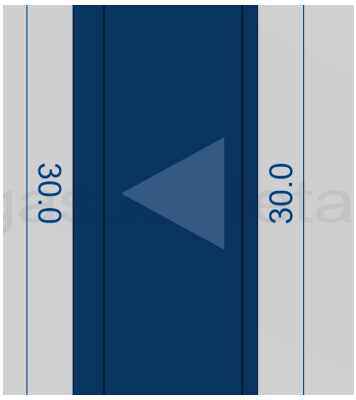
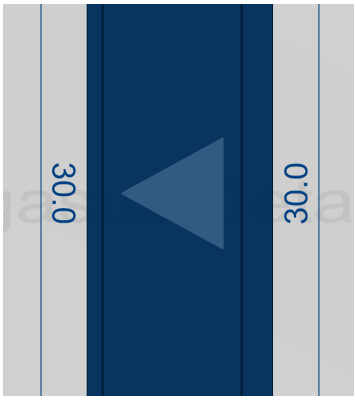
Swap Wall, Sheet, Frame



Usage

Left click to select the desired wall. Select the required operation from the drop down menu. The flat side of the triangle on the wall indicates the front side of the wall.

Variations	Before	After
1 Swap Wall Swaps the walls *'Frame'*, *'Sheeting'* and *'Clearances'*.		
2 Swap Frame Swaps the walls *'Frame'*, leaving the walls *'Sheets'* and *'Clearances'* unchanged.		
3 Swap Sheets Swaps the wall *'Sheets'*, leaving the walls *'Frame'* and *'Clearances'* unchanged.		

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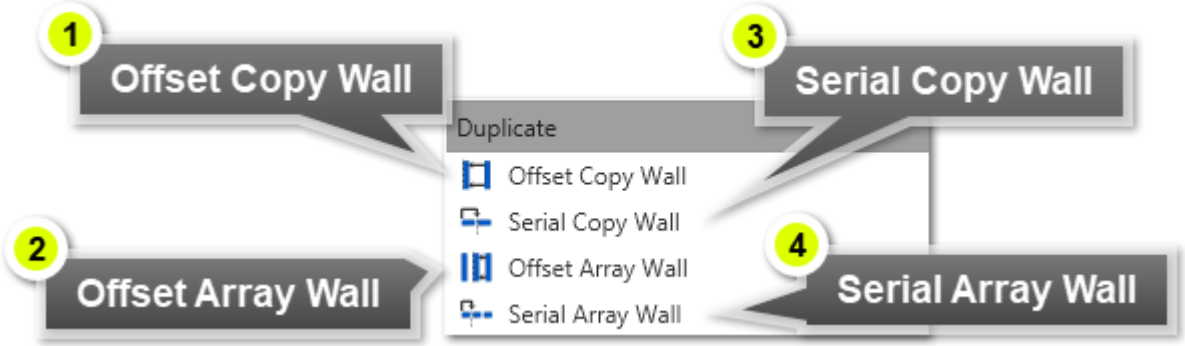
Duplicate Walls



Usage

Hover over the wall to copy or array and click the Right Mouse Button. For the copy commands, enter the offset/clearance value and left click on the side of the wall to copy towards. For the array commands, enter the offset/clearance value, the number of copies of the wall and then the direction to copy towards.
Note: ***Negative values can be entered, and the wall will be copied to the opposite side of the selection.***

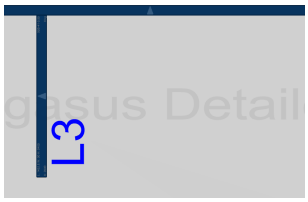
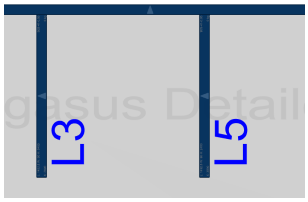
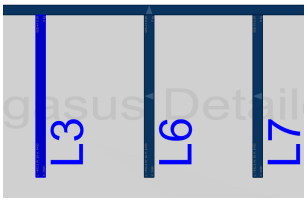
Offset

1 Offset Copy Wall

Copies the wall a distance specified perpindicular to the face of the wall toward the point selected.
Example: *Offset = 1500mm*

2 Offset Array Wall

Copies the wall a distance specified perpindicular to the face of the wall toward the point selected, multiple times. **Example:** *Offset = 1500mm, Copies = 2*

Before	Copy	Array
		

Serial

3 Serial Copy Wall

Copies the wall laterally by the specified distance toward the point selected. **Example:** *Clearance = 1000mm*

4 Serial Array Wall

Copies the wall laterally by the specified distance toward the point selected, multiple times. **Example:** *Clearance = 500mm, Copies = 2*

Before	Copy	Array

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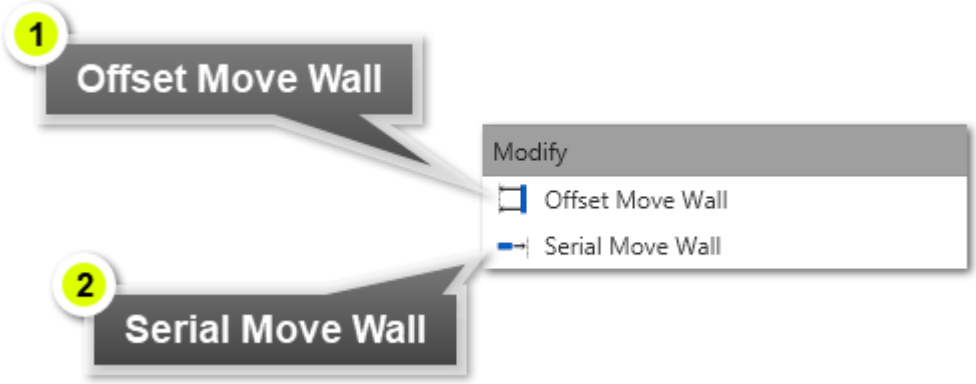
Move Walls



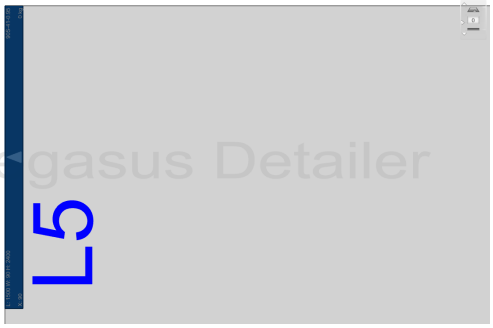
Usage

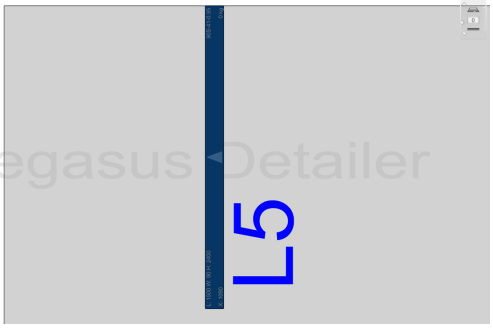
Hover the mouse over the wall to be moved. Right click the mouse button to access the Right Click Context Menu. Select the desired command under the *'Modify'* section. Enter the value to move the wall. Select which direction to move the wall by left clicking on that side of the wall.
Note: Positive values move toward the selected point, and Negative values move away from the selected point.

Variations

1 Offset Move Wall

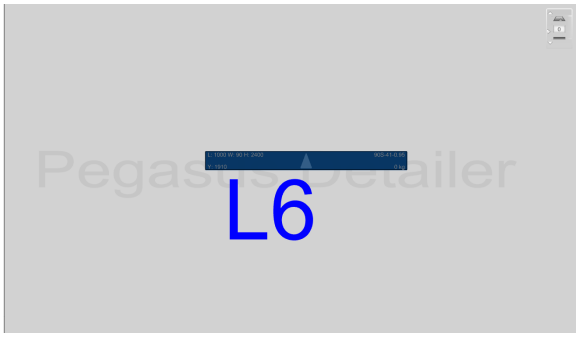
Moves the wall perpendicular to the face of the wall, by the distance supplied. In the example a value of 1000mm is entered, and a point to the right of the wall was selected. This moved the wall 1000mm to the right.





2 Serial Move Wall

Moves the wall laterally by the distance supplied. In the example a value of 1000mm is entered, and a point to the right of the wall was selected. This moved the wall 1000mm to the right.



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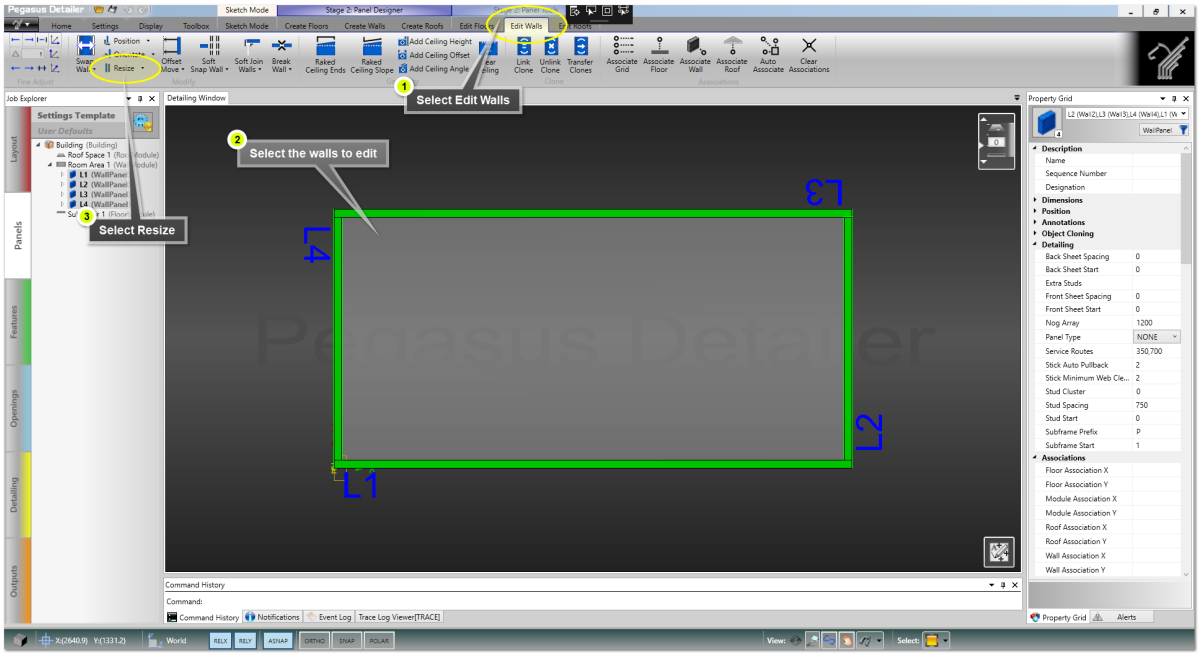
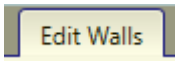
Resize Wall Command



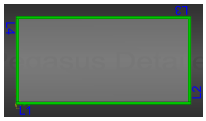
Steps

1 Select Edit Walls



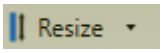
Select the Edit Walls tab at the top of the screen.

2 Select the walls to edit



Select the walls to be resized. Left click on a wall to select an individual wall. Hold Ctrl and click other walls to add to selection.
Alternatively, hold the Alt key and drag the mouse to select all walls withinn an area.

3 Select Resize



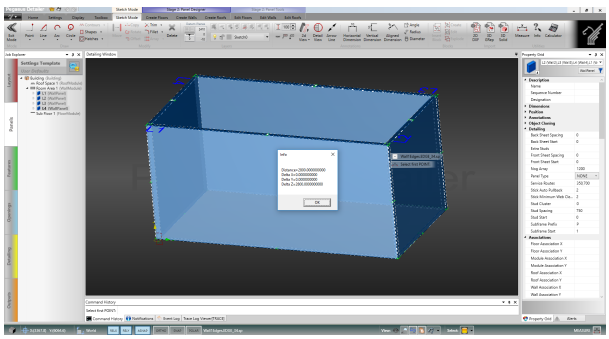
Activate the resize command. Input the parameters as required and press the Enter key to confirm.
Pressing Enter without inputting a value will disregard any value change to the particular parameter.

Steps:

1. Enter Length:
2. Enter Front Sheet Width:
3. Enter Back Sheet Width:
4. Enter Height:

In the example the wall height has been changed from 2400mm to 2800mm.

Result



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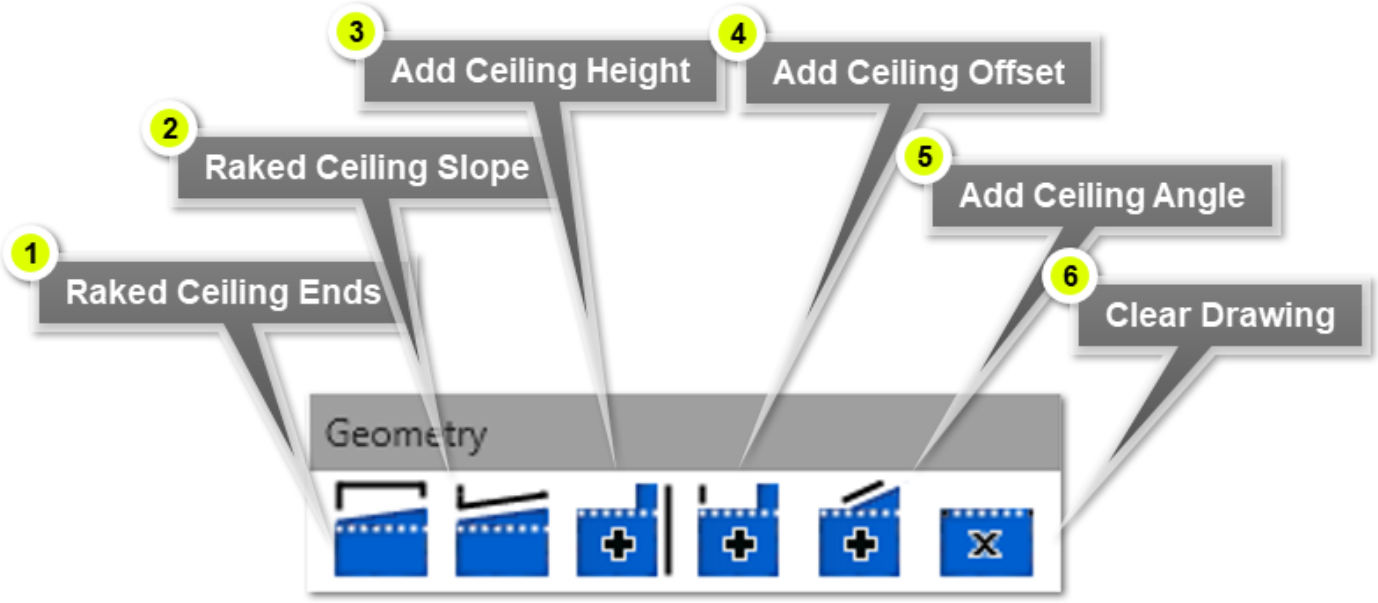
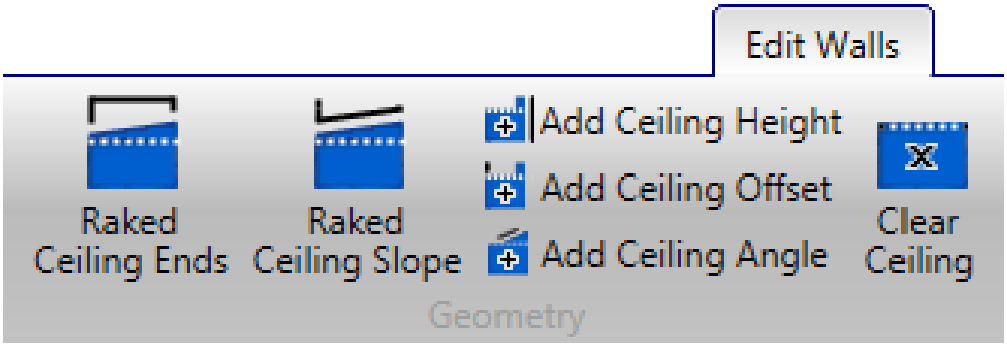
Custom Ceiling Geometry

Right Click Context Menu



Edit Walls - Ribbon Menu



Complex geometry can be constructed for wall and roof panels.

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1 Raked Ceiling Ends

Set the start height and end height of the selected wall. The angle will be calculated automatically, and the required frame detailing will be generated.

Usage

Hover the mouse cursor over the wall to be edited.
Access the Right Click Context Menu, and select the Raked Ceiling Ends command.

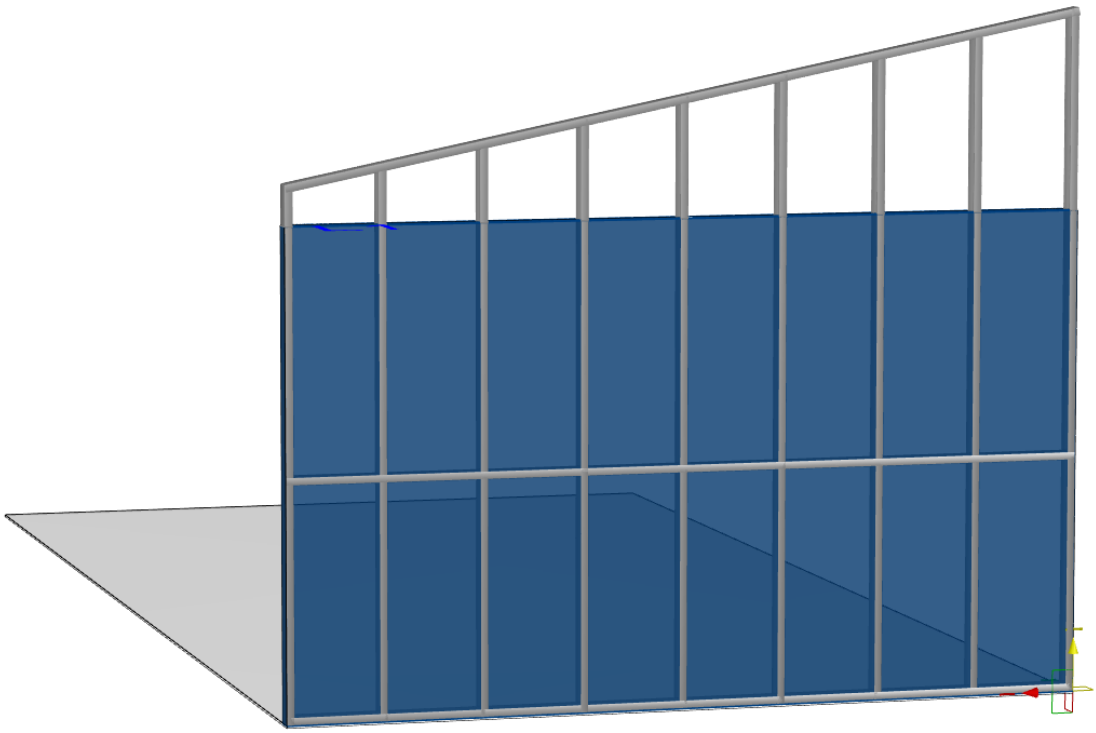
Input the value for the offset at the start of the wall, and press the Enter key to confirm. A value of 0 is no offset.

Input the value for the offset at the end of the wall, and press the Enter key to confirm. A value of 0 is no offset.

Press F11 to regenerate the detailing if required.

Example

Start Offset - 200
End Offset - 1000



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2 Raked Ceiling Slope

Set the angle for the selected wall. The height for the end of the wall will be calculated automatically.

Usage

Hover the mouse cursor over the wall to be edited.
Access the Right Click Context Menu, and select the Raked Ceiling Slope command.

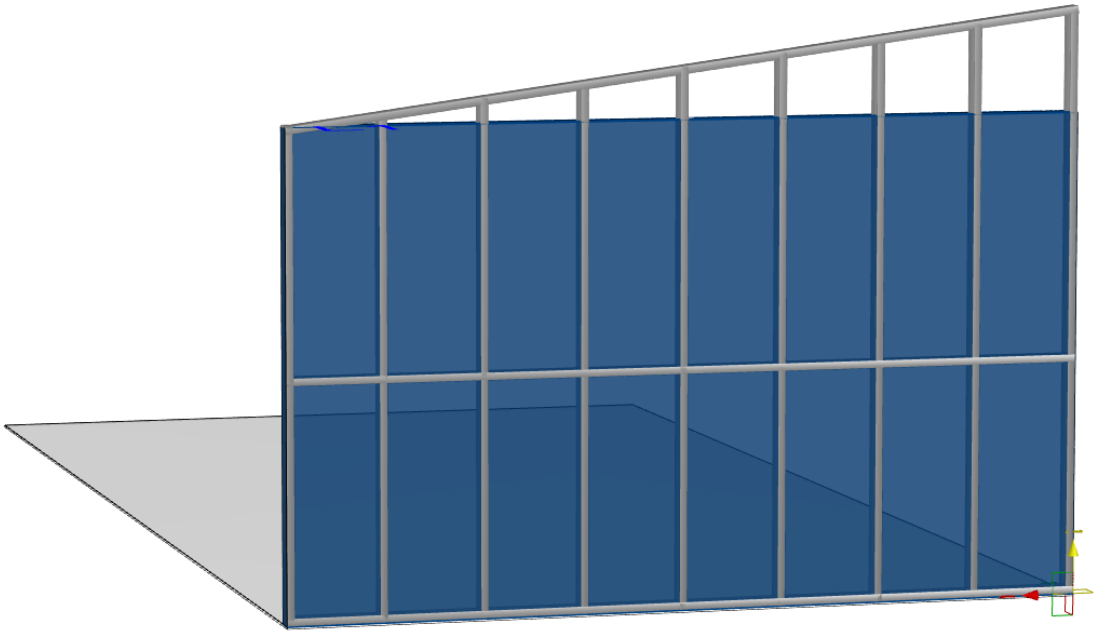
Input the value for the slope datum line, and press the Enter key to confirm. A value of 0 is the 'Ground' datum level.

Enter an angle for the slope, in degrees, and press the Enter key to confirm. A value of 0 is the 'Ground' datum level.

Press F11 to regenerate the detailing if required.

Example

Slope Datum Line - 0
Slope Angle - 7.5



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3 Add Ceiling Height

Set the absolute height of the wall at a given position. Multiple values can be enteted to create a complex wall structure

Usage

Left Click to select the wall, and hover the mouse cursor over the wall to be edited.
Access the Right Click Context Menu, and select the Add Ceiling Height command.

Enter the value along the X-axis, and press the Enter key to confirm. A value of 0 is the start of the wall.

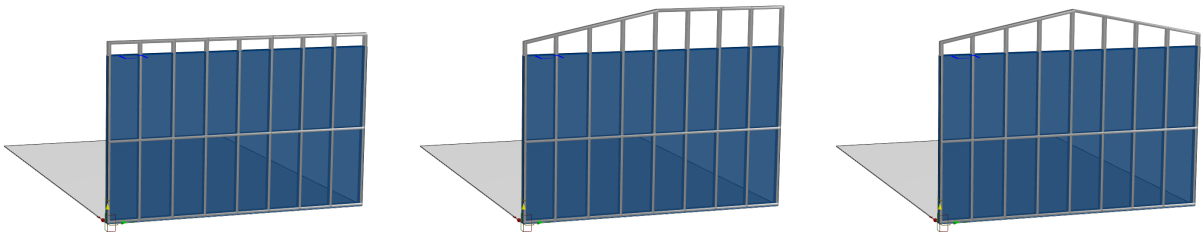
Enter the height value, and press the Enter key to confirm. The value is the absolute height value, from the base of the selected wall.
The command can be performed multiple times to create a complex wall.

Values can be manually enteted into the Settings Explorer. The format for these values is (x value)#(y value), where (x value) is the length along the X-axis, and (y value) is the required height value.

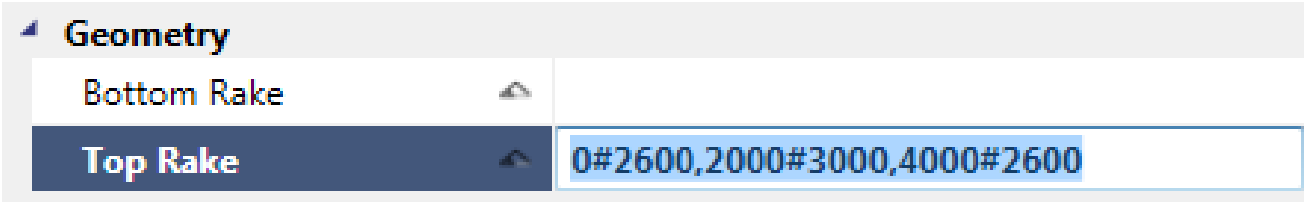
Press F11 to regenerate the detailing if required.

Example

Value 1:	Value 2:	Value 3:
X = 0, Y = 2600	*X = 2000, Y = 3000*	*X = 4000, Y = 2600*



Settings Explorer



Note:
A Hash character (#) is used to seperate the X and Y coordinates.
A Comma character (,) is used to seperate the coordinate pairs.

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4 Add Ceiling Offset

Set the height relative to the previous value.

Usage

Left Click to select the wall, and hover the mouse cursor over the wall to be edited.
Access the Right Click Context Menu, and select the Add Ceiling Offset command.

Enter the value along the X-axis, and press the Enter key to confirm. A value of 0 is the start of the wall.

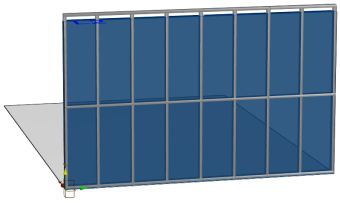
Enter the height value, and press the Enter key to confirm. The value is the offset height value relative to the current height of the wall if it is the first entry, or relative to the previous height entered,
The command can be performed multiple times to create a complex wall.

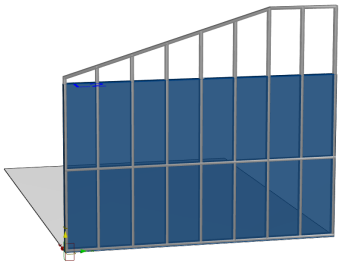
Values can be manually enteted into the Settings Explorer. The format for these values is (x value)@(y value), where (x value) is the length along the X-axis, and (y value) is the required height value.

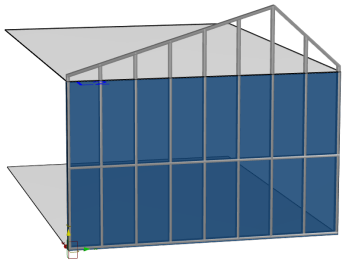
Press F11 to regenerate the detailing if required.

Example

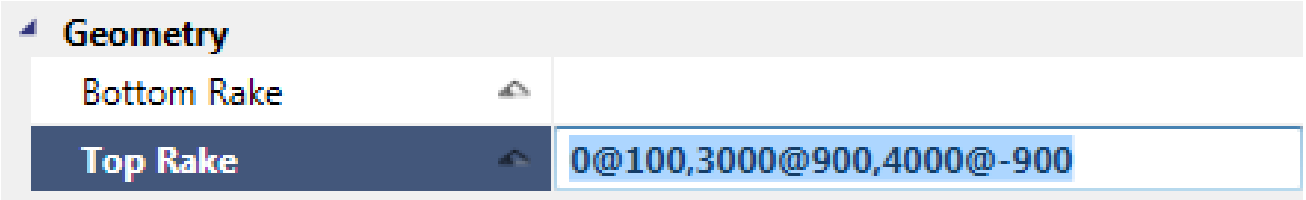
Value 1:	Value 2:	Value 3:
X = 0, Y = 200	*X = 3000, Y = 900*	*X = 4000, Y = -900*







Settings Explorer



Note:
An At character (@) is used to seperate the X and Y coordinates.
A Comma character (,) is used to seperate the coordinate pairs.

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5 Add Ceiling Angle

Add a ceiling angle at specific points along the wall.

Usage

Left Click to select the wall, and hover the mouse cursor over the wall to be edited.
Access the Right Click Context Menu, and select the Add Ceiling Angle command.

Enter the value along the X-axis, and press the Enter key to confirm. A value of 0 is the start of the wall.

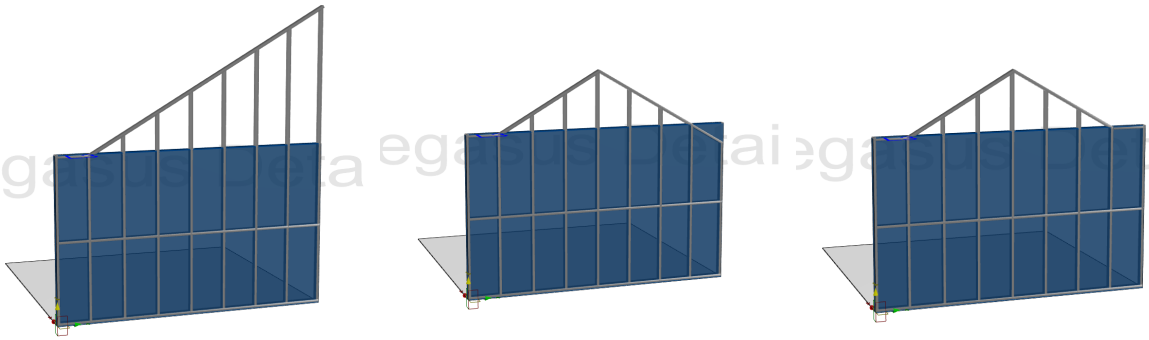
Enter the angle value, and press the Enter key to confirm. The angle value is the absolute value for the slope. Positive values are upwards, negative values are downwards.
The command can be performed multiple times to create a complex wall.

Values can be manually enteted into the Settings Explorer. The format for these values is (x value)<(angle value), where (x value) is the length along the X-axis, and (angle value) is the required angle in degrees.

Press F11 to regenerate the detailing if required.

Example

Value 1:	Value 2:	Value 3:
X = 500, Angle = 30	*X = 2000, Angle = -30*	*X = 3500, Angle = 0*



Settings Explorer

Note:
A less than character (<) is used to seperate the X coordinate and the angle.
A Comma character (,) is used to seperate the coordinate<angle pairs.

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6 Clear Drawing

Resets the current wall geometry to the default setting.

Usage

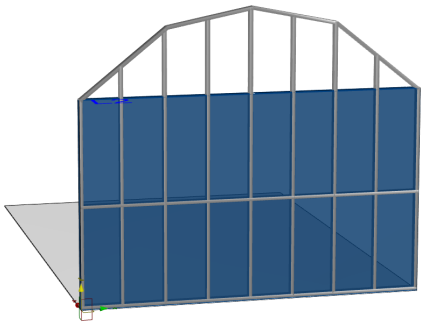
Left Click to select the wall, and hover the mouse cursor over the wall to be edited.
Access the Right Click Context Menu, and select the Clear Ceiling command.
This will reset the geometry of the wall.

Press

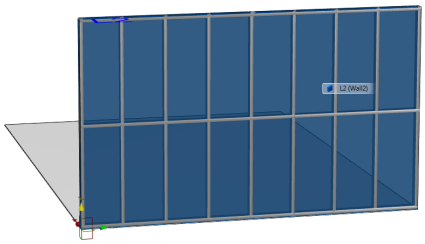
to regenerate the detailing if required.

Example

With wall geometry



Wall geometry cleared



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Associated Detailing

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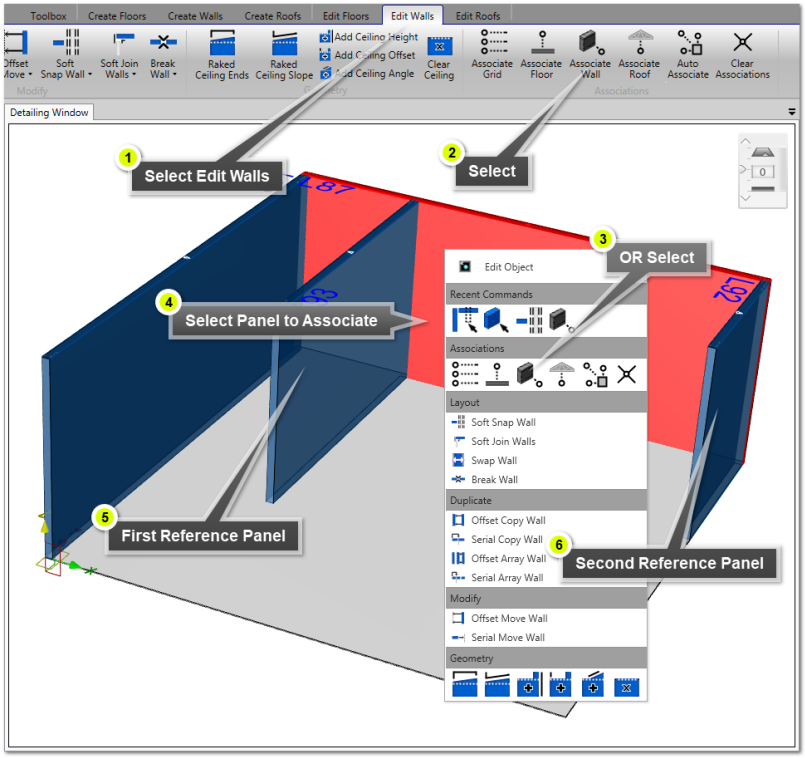
Associate Wall to Wall



Steps

1 Select Edit Walls

While in the *'Panels'* section, select the *Edit Walls'* tab at the top of the window.

2 Select

Select the *'Associate Wall'* command from the ribbon menu.

3 OR Select

Select the *'Associate Wall'* command from the Right Click Context Menu.

Tip: The Right Click Context Menu can be accessed while in any tab of the 'Panels' section. Hover over the object to associate, and click the right mouse button.

4 Select Panel to Associate

Select the panel to associate. In the example, the wall highlighted Red will be the panel to associate.

Note: This step can be skipped if the command is accessed through the Right Click Context Menu (highlighted Red), or if a panel is pre-selected (highlighted Green).

5 First Reference Panel

Select the panel to reference. In the example, the wall perpendicular to the Red highlighted wall will be the reference panel.

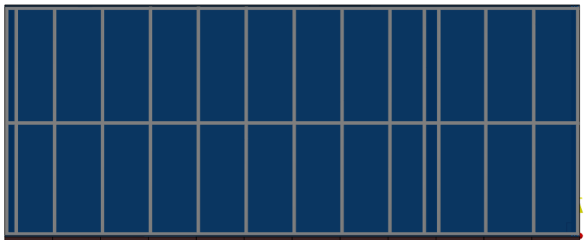
Tip: Multiple panels can be selected by holding the Ctrl ***key and left clicking on the panels to associate.***

6 Second Reference Panel

Hold the Ctrl key and select the second panel to reference. When finished, press Enter to confirm.

Result

(Detailed view from rear of wall panel)



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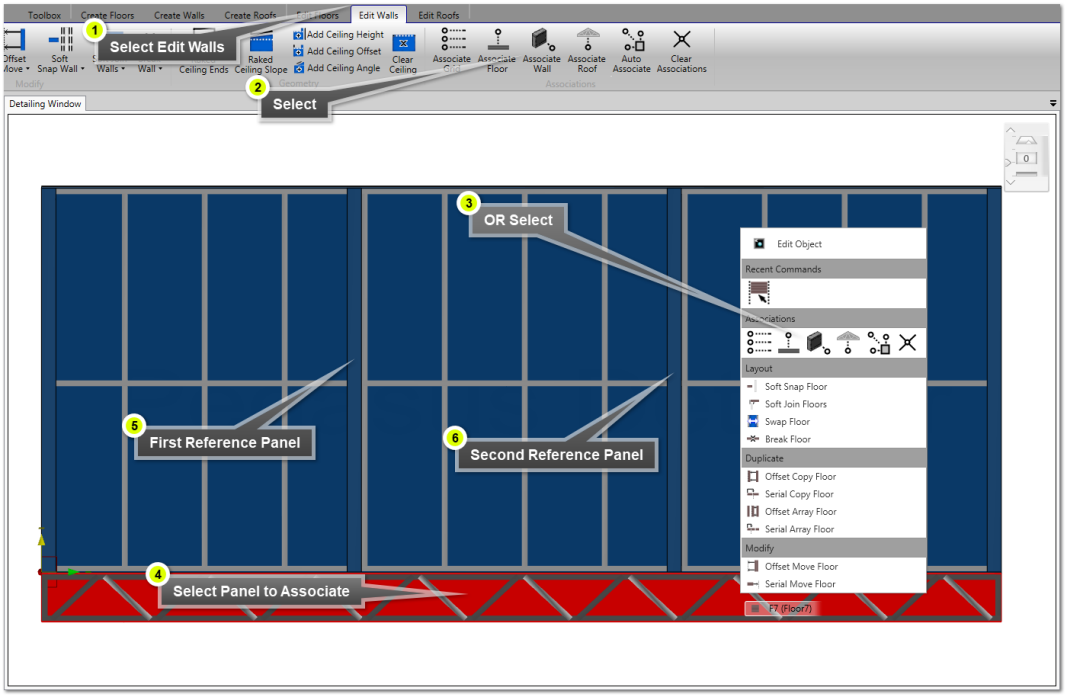
Associate Floor to Wall



Steps

1 Select Edit Walls

While in the *'Panels'* section , select the *Edit Walls* tab at the top of the window.

2 Select

<TODO>: Insert description text here...

3 OR Select

Select the *'Associate Wall'* command from the Right Click Context Menu.

Tip: The Right Click Context Menu can be accessed while in any tab of the 'Panels' section. Hover over the object to associate, and click the right mouse button.

4 Select Panel to Associate

Select the panel to associate. In the example, the floor highlighted Red will be the panel to associate.

Note: This step can be skipped if the command is accessed through the Right Click Context Menu (highlighted Red), or if a panel is pre-selected (highlighted Green).

5 First Reference Panel

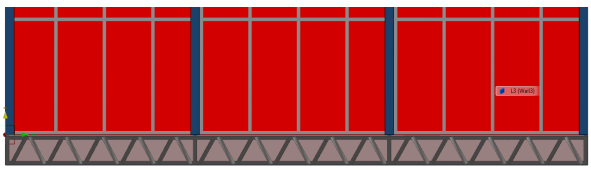
Select the panel to reference. In the example, the wall perpendicular to the Red highlighted wall will be the reference panel.

Tip: Multiple panels can be selected by holding the Ctrl ***key and left clicking on the panels to associate.***

6 Second Reference Panel

Hold the Ctrl key and select the second panel to reference. When finished, press Enter to confirm.

Result



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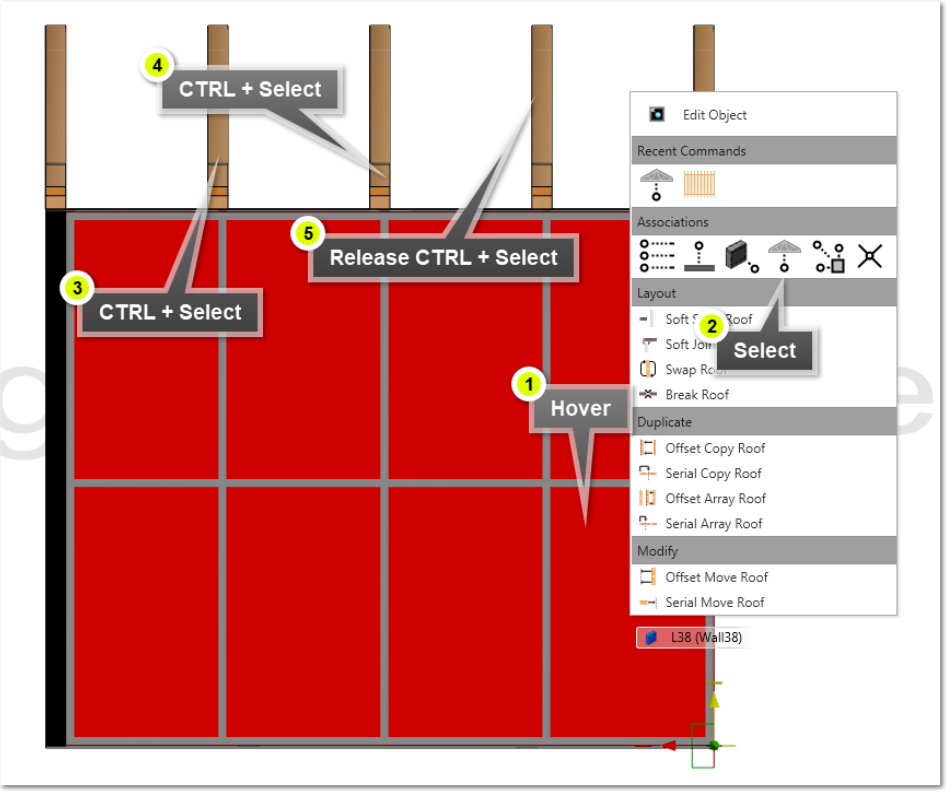
Associate Wall to Roof



Steps

1 Hover

Hover over the panel to associate with. In this case a wall panel is selected.
Click the Right Mouse Button to bring up the context menu.
Tip: If any other objects are selected press the ESCAPE key to deselect.

2 Select

Select the *'Associate Roof'* option from the Right Click Context Menu. This can also be found under the *'Edit Walls'* tab in the ribbon menu.

3 CTRL + Select

Hold the ***CTRL*** key and left click on the panel to associate with.

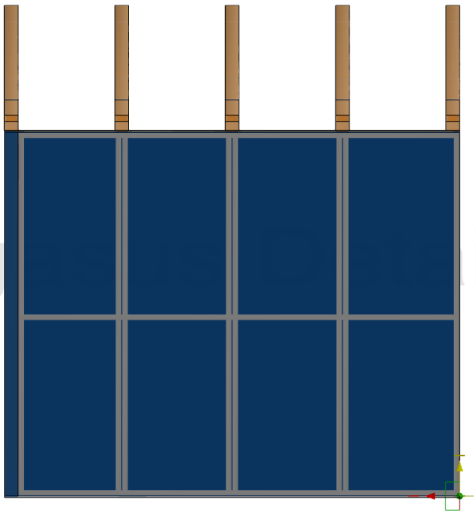
4 CTRL + Select

Hold the ***CTRL*** key and left click on the next panel to associate with. Repeat this process until the last panel.

5 Release CTRL + Select

Release the ***CTRL*** key and left click on the final panel to perform the association.

Result



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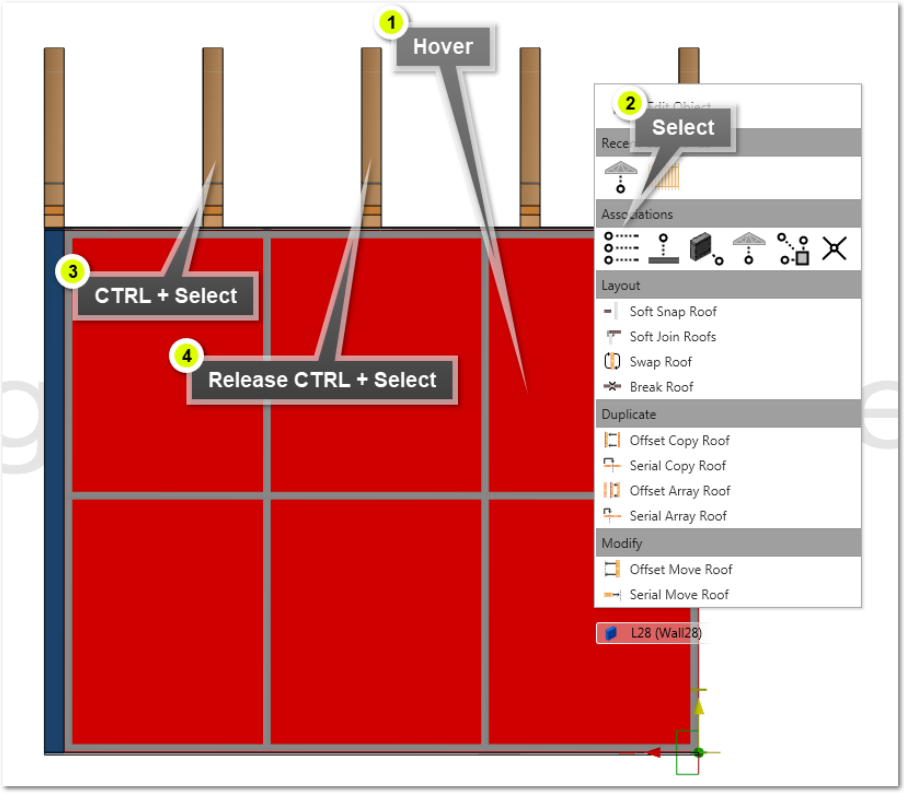
Associate Grid



Steps

1 Hover

Hover over the panel to associate with. In this case a wall panel is selected.
Click the Right Mouse Button to bring up the context menu.
Tip: If any other objects are selected press the ESCAPE key to deselect.

2 Select

Select the *'Associate Grid'* option from the Right Click Context Menu. This can also be found under the *'Edit Walls'* tab in the ribbon menu.

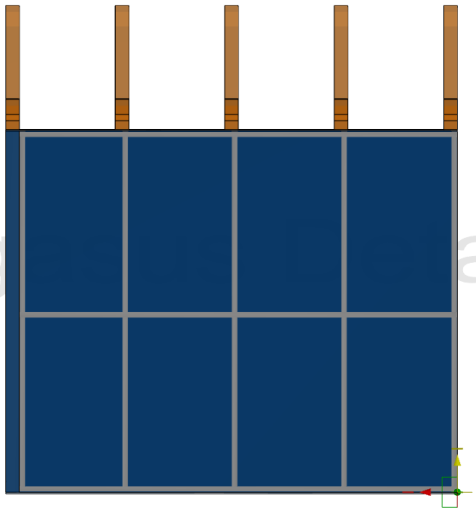
3 CTRL + Select

Hold the ***CTRL*** key and left click on the panel to set the Stud Start.

4 Release CTRL + Select

Release the ***CTRL*** key and left click on the next panel to set the Stud Spacing.

Result



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Features

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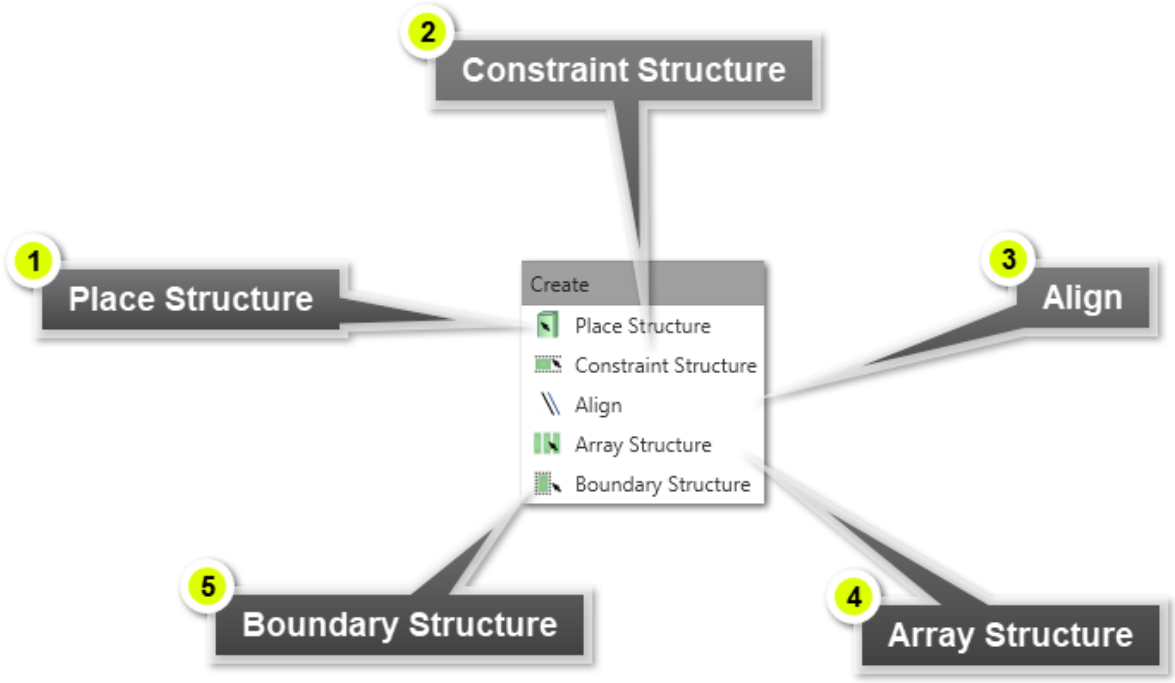
Create Structures



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1 Place Structure

Place Structure

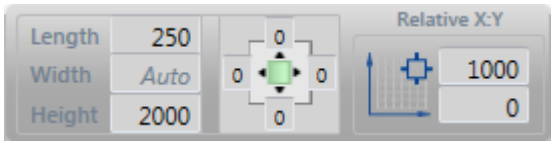
Use to place a structure using relative offset and dimensions.

Usage

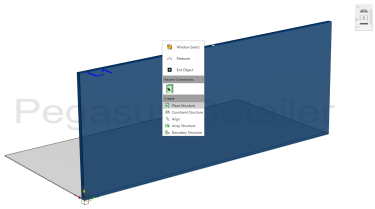
Set the dimensions and relative positioning of the structure in the *'Configure'* section of the ribbon menu.
Hover over empty space in the detailing window.
Access the Right Click Context Menu, and select the *'Place Structure'* command.
Left click to select the wall to place the structure within.
Left click to select the constraint/snap point to place the structure.

Example

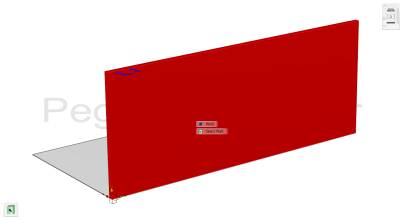
1. Settings



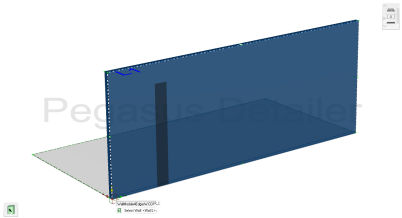
2. Access Context Menu



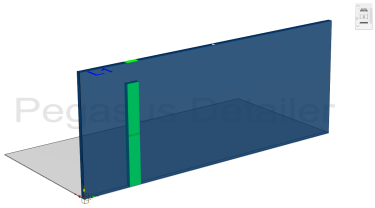
2. Select Wall



3. Select Snap Point



4. Structure Placed



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2 Constraint Structure

Constraint Structure

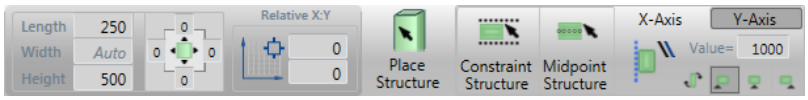
Places a structure using constraint line positioning.

Usage

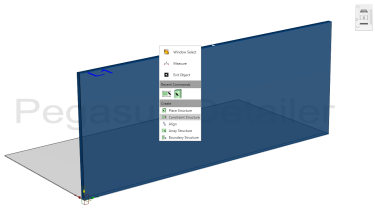
Set the dimensions in the *'Configure'* section of the ribbon menu and the offset value and axis in the *'Create'* section of the ribbon menu.
The height value is used to configure the height of the structure on the x-axis, or the width of the structure in y-axis modes.
Hover over empty space in the detailing window.
Access the Right Click Context Menu, and select the *'Constraint Structure'* command.
Left click to select the wall to place the structure within.
Left click to select the first constraint line to limit the size of the structure. In the example the bottom of the wall is selected.
Left click to select the second constraint line to place the structure. In the example the top of the wall is selected.

Example

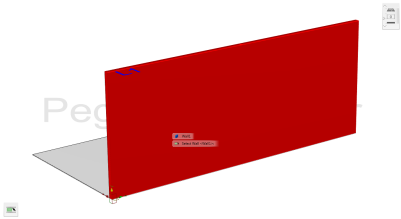
1. Settings



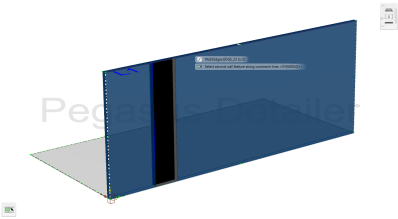
2. Access Context Menu



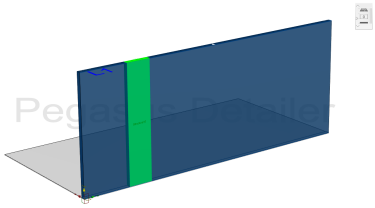
2. Select Wall



3. Select Snap Point



4. Structure Placed



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Align

Align

<TODO>: Insert description text here...

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4 Array Structure

Array Structure

Used to place multiple structures.

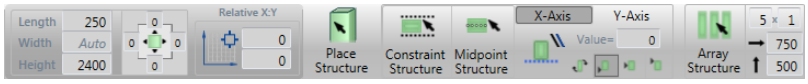
Usage

Set the dimensions in the *'Configure'* section of the ribbon menu and the array count and offset in the *'Create'* section of the ribbon menu.
In the example a length of 250mm and height of 2400mm is set, with an array value of 5 along the x-axis by 1 along the y-axis, and an offset of 750mm along the axis.
Hover over empty space in the detailing window.
Access the Right Click Context Menu, and select the *'Array Structure'* command.
Left click to select the wall to place the structure within.
Left click to select the snap point for placement of the structures. In the example the bottom left corner of the wall is selected.

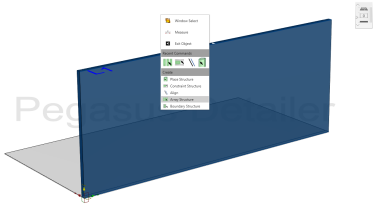
Example

---

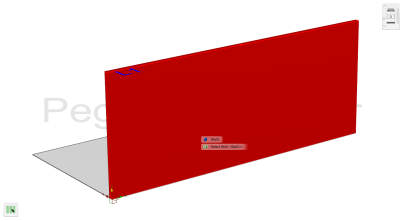
1. Settings



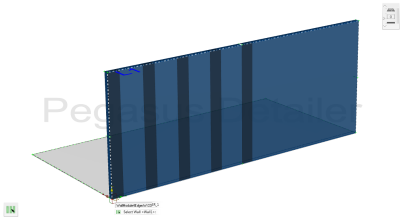
2. Access Context Menu



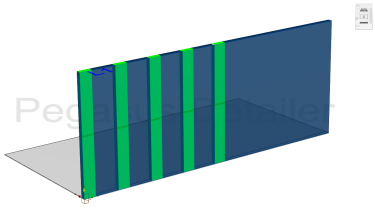
2. Select Wall



3. Select Snap Point



4. Structure Placed



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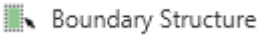
5 Boundary Structure



<TODO>: Insert description text here...

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Openings

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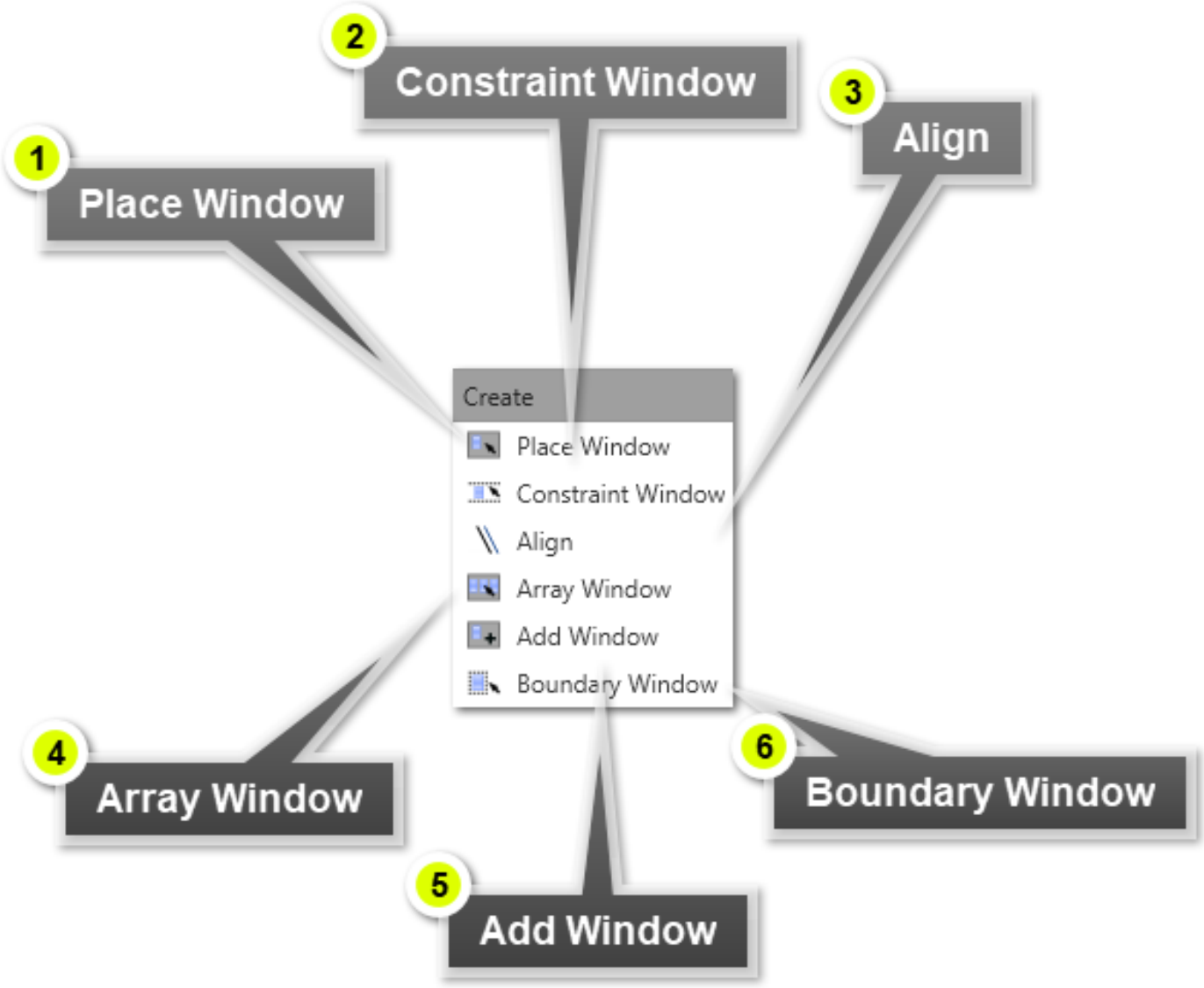
Create Windows



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1 Place Window

Place Window

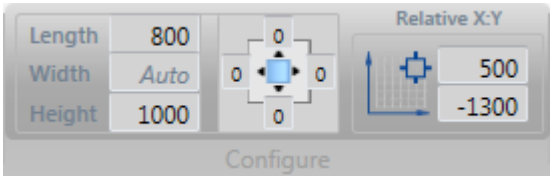
Use to place a window using relative offset and dimensions.

Usage

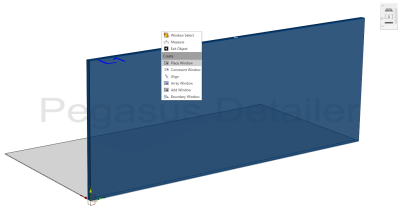
Set the dimensions and relative positioning of the window in the *'Configure'* section of the ribbon menu.
In the example a window length of 800mm and height of 1000mm is set, with an offset of 500mm in on the x-axis, and -1300mm in on the y-axis.
The negative value on the y-axis is from the top down, rather than the bottom up. This links in with window placement setting. In the example, the bottom left corner is selected for placement.
Hover over empty space in the detailing window.
Access the Right Click Context Menu, and select the *'Place Window'* command.
Left click to select the wall to place the structure within.
Left click to select the snap point to place the window. The top left corner of the wall is selected.

Example

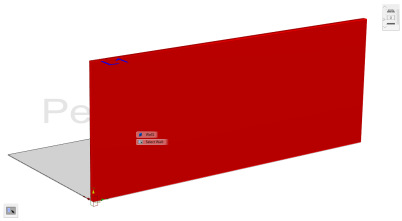
1. Settings



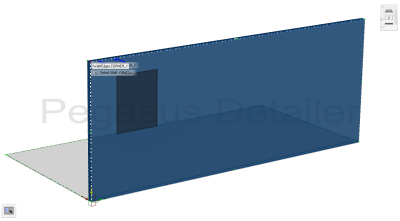
2. Access Context Menu



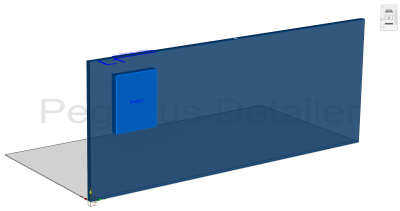
2. Select Wall



3. Select Snap Point



4. Window Placed



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2 Constraint Window

Constraint Window

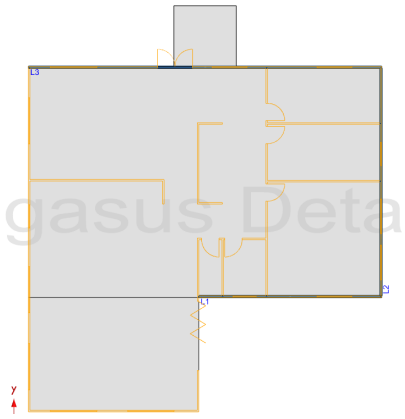
Place a window between two constraint lines.

Usage

Constraint Window is most valuable when used in Plan View. Press F5 to reset to Plan View.
Set the dimensions and relative position in the *'Configure'* section of the ribbon menu.
In the example, a window height of 1000mm is set, with a relative position of -300mm.
The negative Y value positions the window from the top of the wall down to the top of the window by 300mm.
The length value of the window is ignored, as the constraint line selection will determine the width.
Hover over empty space in the detailing window.
Access the Right Click Context Menu, and select the *'Constraint Window'* command.
Left click to select the wall to place the structure within.
Left click to select the two constraint lines to set the size of the window.

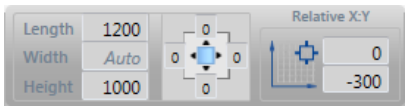
Example

Plan View of imported DXF wall plan

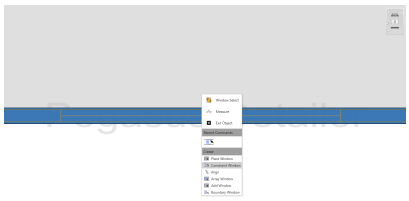


Wall L1

1. Settings

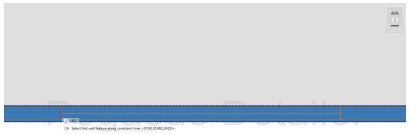


2. Access Context Menu

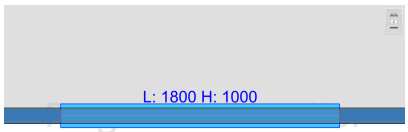


3. Select Wall

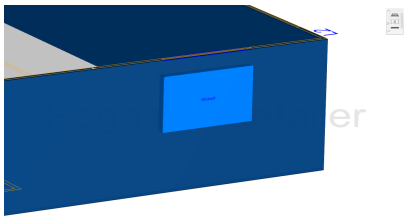
4. Select Constraint Lines



5. Window Placed



6. Window Placed



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Align

Align

<TODO>: Insert description text here...

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4 Array Window

Array Window

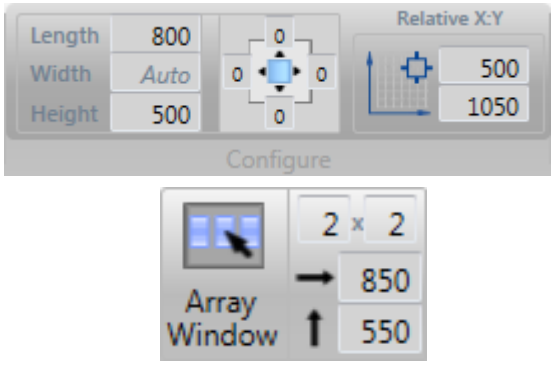
Places an array of windows within the wall.

Usage

Set the dimensions and relative position in the *'Configure'* section of the ribbon menu.
Set the window array values in the *'Create'* section of the ribbon menu.
In the example, a window height of 500mm and length of 800mm is set, with a relative position of 500mm to the right, and 1050mm up.
The array is two windows horizontally, spaced 850mm from left edge to left edge, and two windows vertically, spaced 550mm from bottom edge to bottom edge.
Hover over empty space in the detailing window.
Access the Right Click Context Menu, and select the *'Array Window'* command.
Left click to select the wall to place the structure within.
Left click to select the snap point to place the window array. In the example, the bottom left corner of the wall is selected.

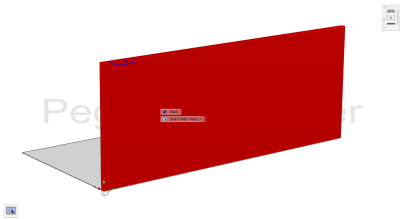
Example

1. Settings

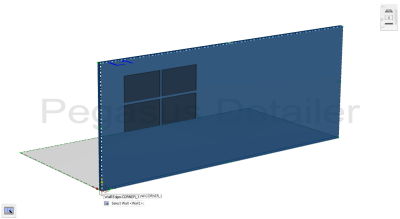


2. Access Context Menu

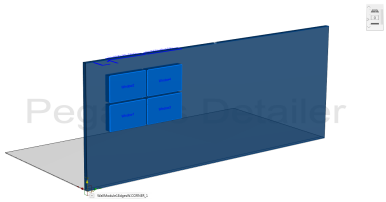
2. Select Wall



3. Select Snap Point



4. Structure Placed



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5 Add Window

Add Window

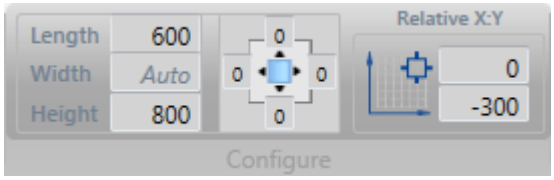
Places a window a nominated distance along the wall.

Usage

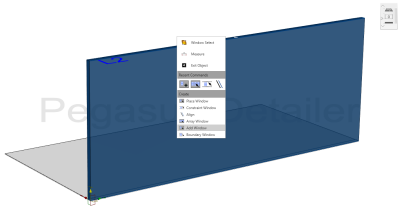
Set the dimensions and relative position in the *'Configure'* section of the ribbon menu.
Hover over empty space in the detailing window.
Access the Right Click Context Menu, and select the *'Add Window'* command.
Left click to select the wall to place the structure within.
Enter the value to be offset along the x-axis of the wall. In the example a value of 1000 (mm) is entered.
Press the Enter key to confirm.

Example

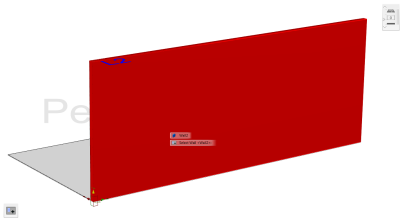
1. Settings



2. Access Context Menu

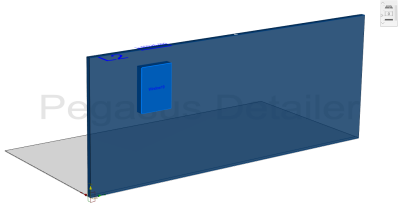


2. Select Wall



3. Enter x-offset value

4. Window Placed



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Boundary Window

Boundary Window

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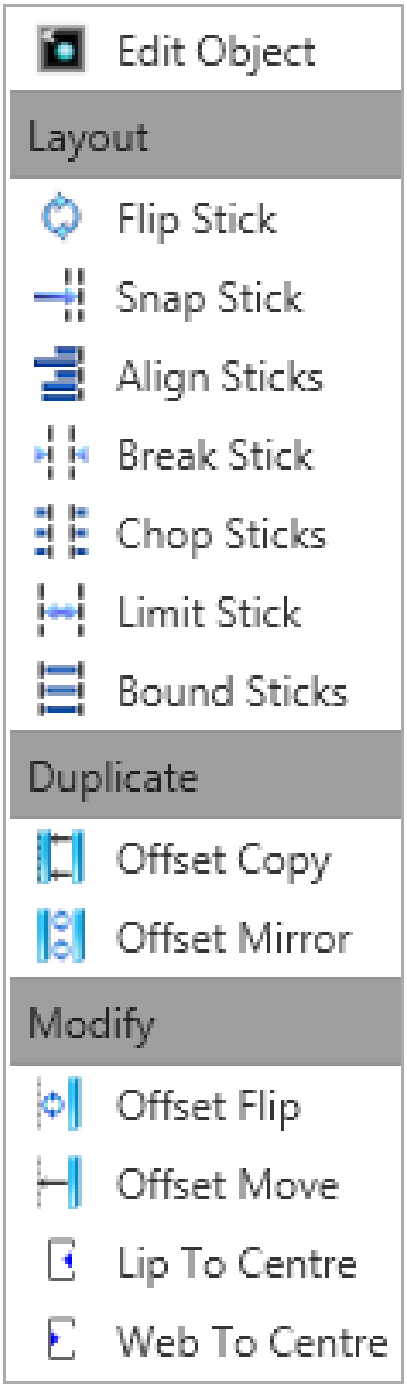
Stick Actions



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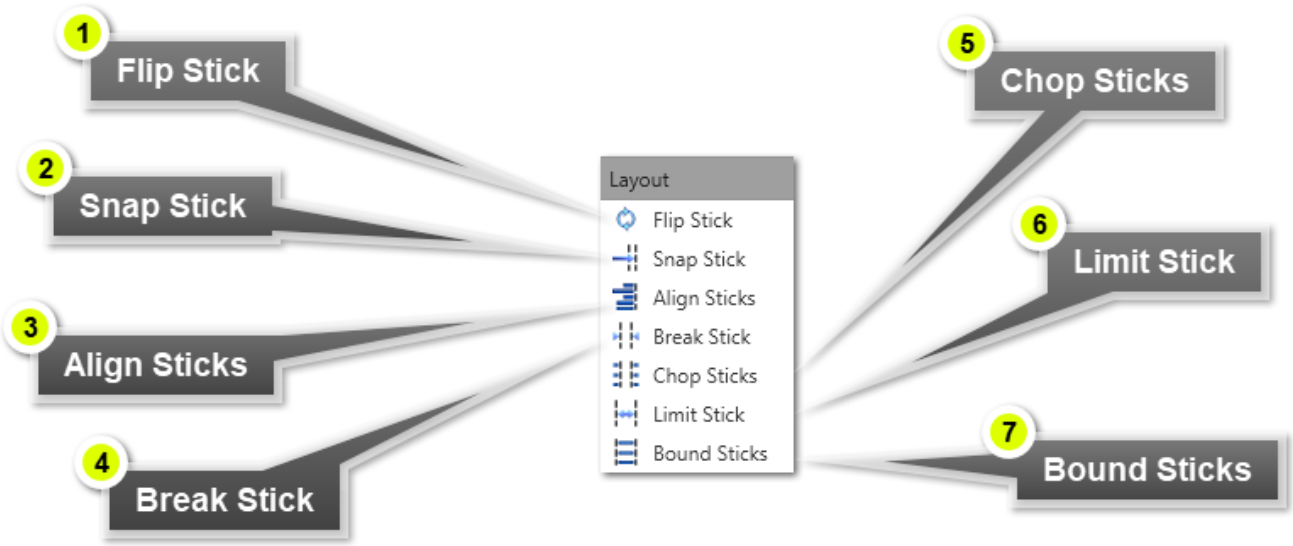
Stick Layout



1 Flip Stick

Flip Stick

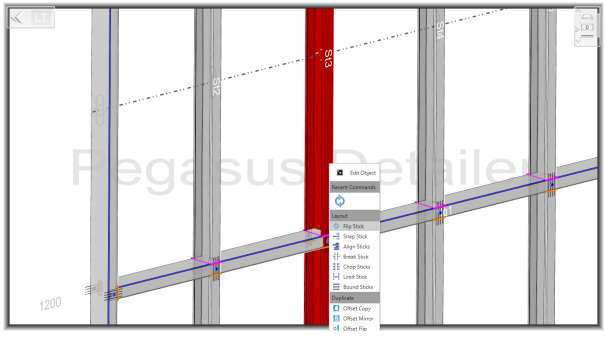
Flips the stick within the frame.

Usage

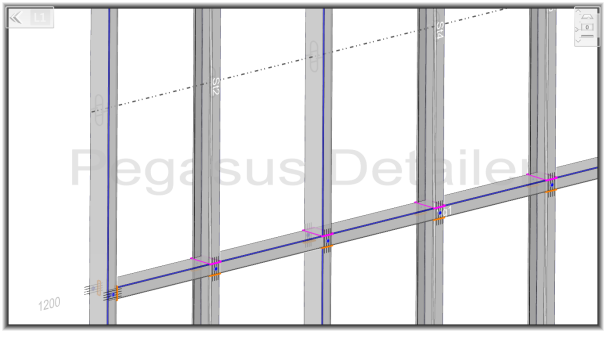
Hover over the stick to be flipped.
Access the Right Click Context Menu, and select the *'Flip Stick'* command.

Example

Before



After



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2 Snap Stick

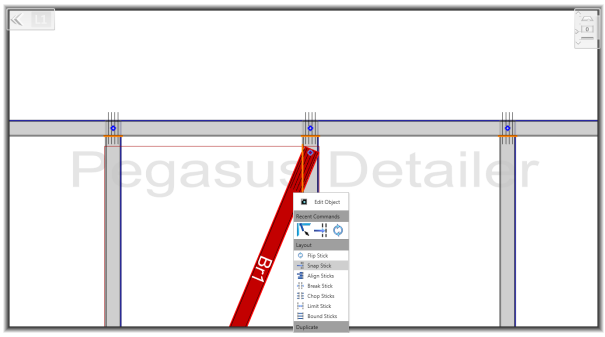
Snap Stick

Usage

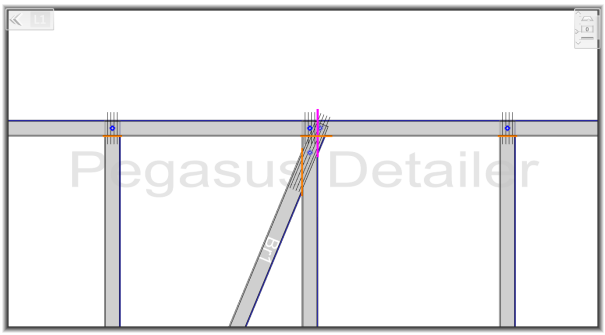
Hover over the stick to be snapped.
Access the Right Click Context Menu, and select the *'Snap Stick'* command.
Left click to select the point to snap the stick to.

Example

Before



After



3 Align Sticks

Align Sticks

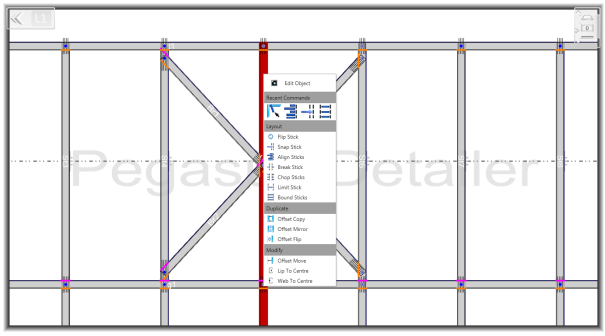
Align the sticks.

Usage

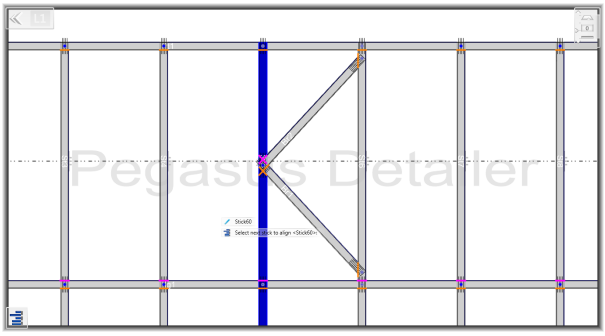
Hover over the stick to be to be the reference stick to align with.
Access the Right Click Context Menu, and select the *'Align Stick'* command.
Left click to select the stick to align.
Multiple sticks can be selected consecutively by left clicking.

Example

Before



After



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4 Break Stick

Break Stick

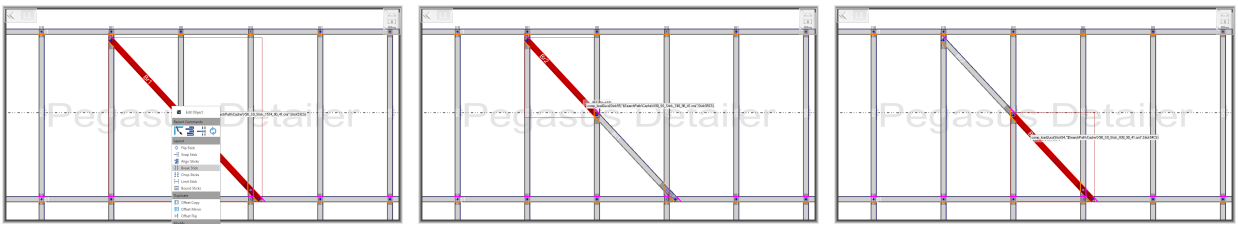
Breaks the stick in a selected location.

Usage

Hover over the stick to be Broken.
Access the Right Click Context Menu, and select the *'Break Stick'* command.
Left click to select the first reference point. In this example a point above the join on the vertical stick is selected.
Left click to select the second reference point. In this example a point below the join on the vertical stick is selected.

Example

Before *After*



5 Chop Sticks

Chop Sticks

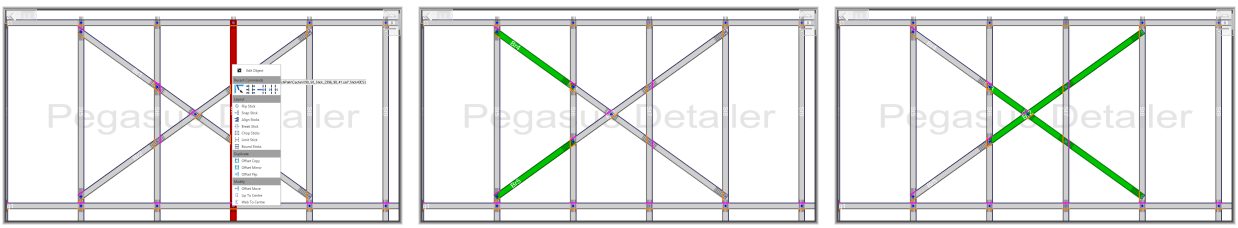
Similar to Break Sticks but allows the selection of multiple sticks to be broken or chopped.

Usage

Hover over any stick.
Access the Right Click Context Menu, and select the *'Chop Sticks'* command.
Left Click to select the stick to be the *Reference* stick.
Left Click to select the stick to be chopped, in regards to the *Reference* stick.
Multiple Sticks can be chopped by Left Clicking to select the sticks.
In the example the two bracing sticks have been selected, and are chopped in reference to the vertical stick.

Example

Before *After*



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6 Limit Stick

Limit Stick

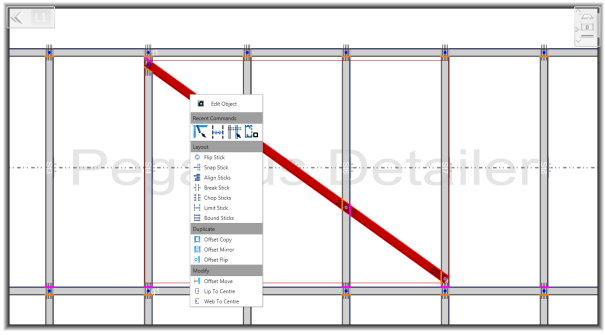
Used to limit the start and end points of a stick.

Usage

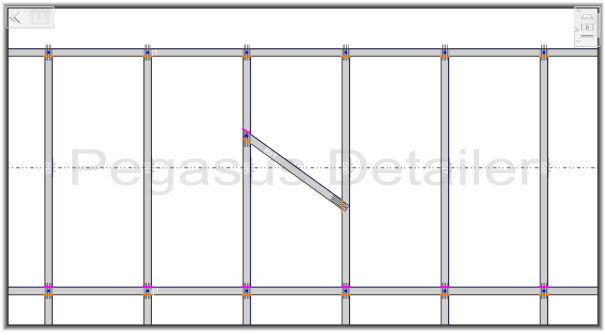
Hover over the stick to be limited.
Access the Right Click Context Menu, and select the *'Limit Stick'* command.
Left click to select the first reference stick.
Left click to select the second reference stick.
In the example, the diagonal bracing stick is hover selected, and the two vertical sticks intersecting the bracing sticks are selected as the reference sticks.

Example

Before



After



7 Bound Sticks

Bound Sticks

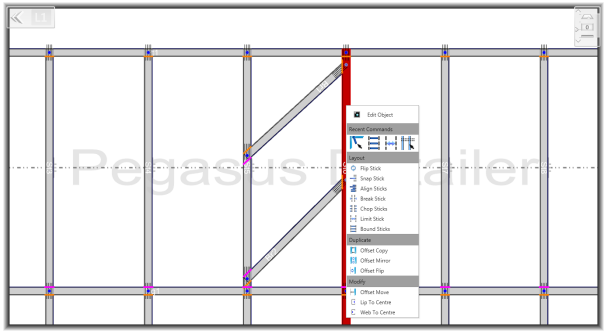
Use to resize multiple sticks between boundary lines or sticks.

Usage

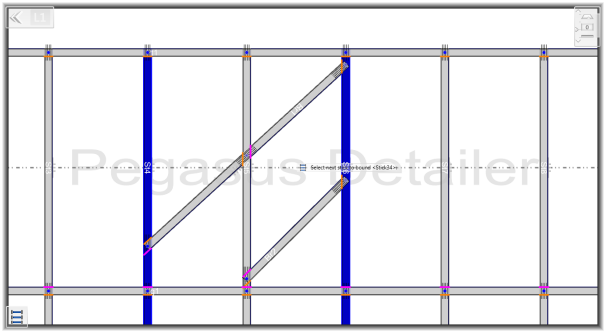
Hover over the stick to be the first constraint boundary.
Access the Right Click Context Menu, and select the *'Bound Sticks'* command.
Left click to select the second stick to be the constraint boundary.
Left click to select the stick to constrain between the two boudaries.
Multiple targets sticks can be selected to constrain.

Example

Before



After



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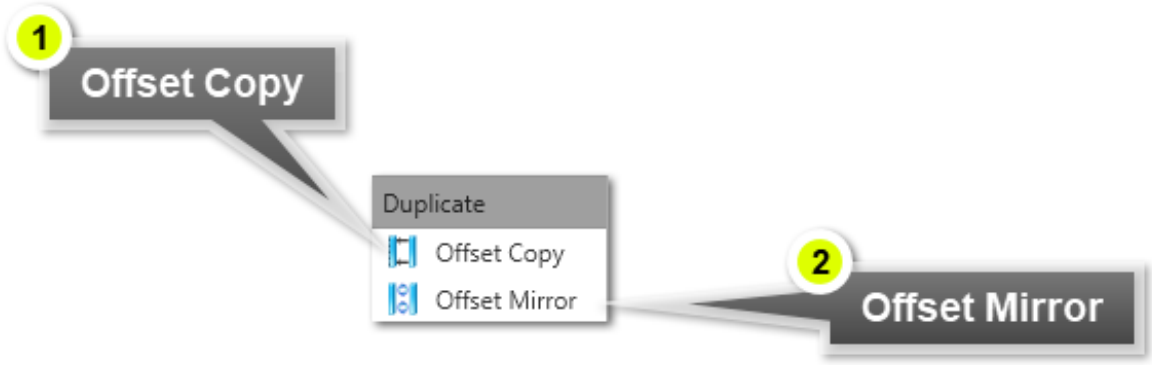
Stick Duplicate



1 Offset Copy

Offset Copy

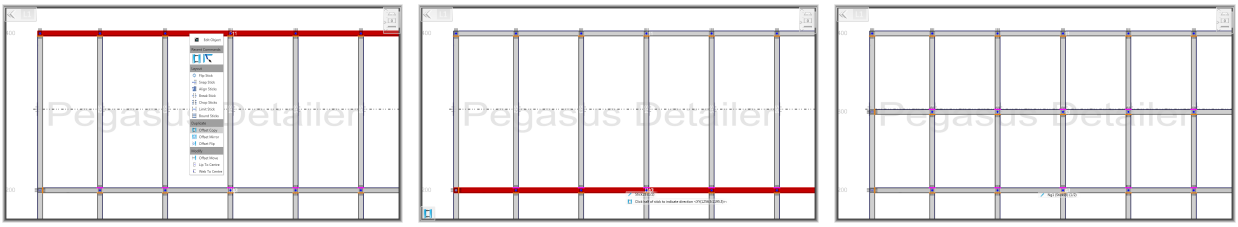
Copies the stick and places the copy a nominated distance, perpendicular to orientation.

Usage

Hover over the stick to be copied.
Access the Right Click Context Menu, and select the *'Offset Copy'* command.
Enter the distance to copy the stick.
Select the direction to copy towards by left clicking in empty space.
In the example, the top stick is selected to copy, a distance of 600 (mm) is entered and a position below the top stick is selected.

Example

Before *Select Copy Direction* *After*



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2 Offset Mirror

Offset Mirror

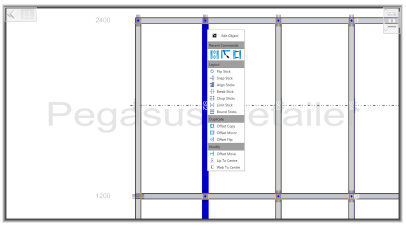
Copies the stick and places the copy a nominated distance, perpendicular to orientation, and flips the orientation.

Usage

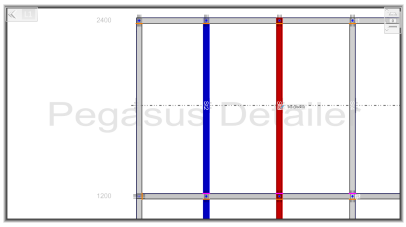
Hover over the stick to be copied.
Access the Right Click Context Menu, and select the *'Offset Mirror'* command.
Enter the distance to offset the stick. In the example a value of 150 (mm) is entered.
Left Click to select the distance to copy toward.

Example

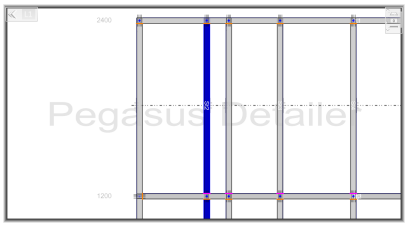
Before



Select Copy Direction



After



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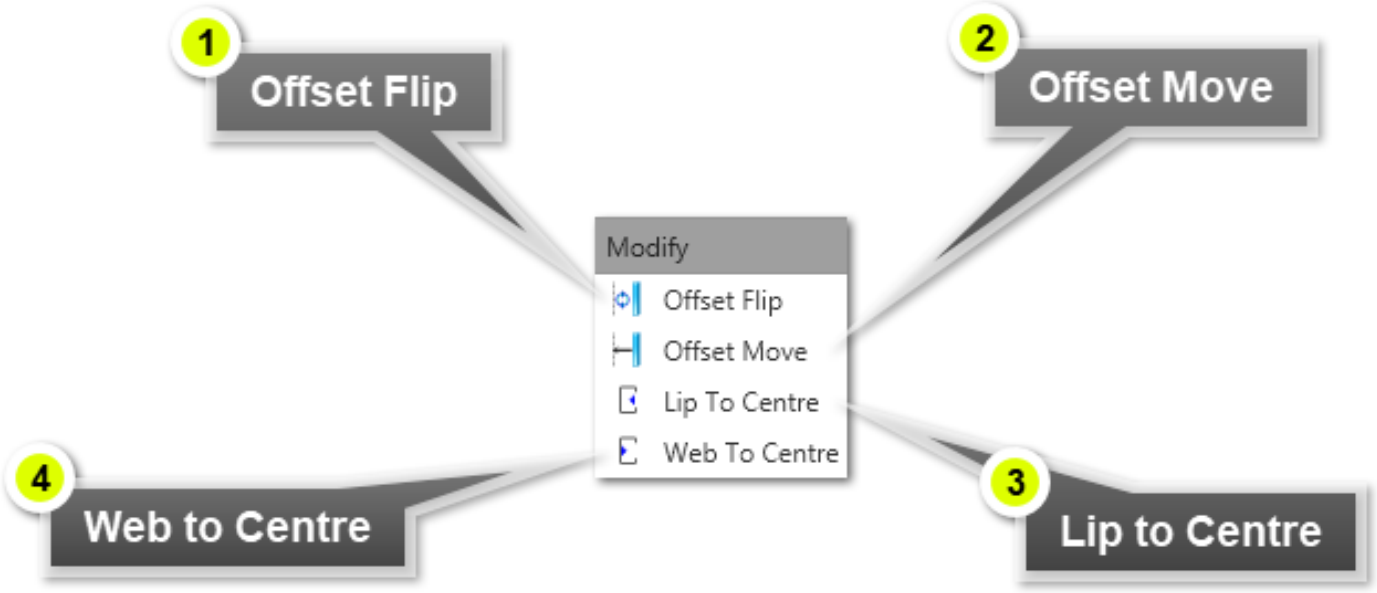
Stick Modify



1 Offset Flip

Offset Flip

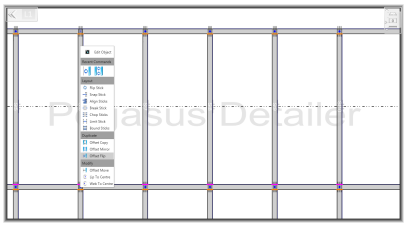
Moves the stick a nominated distance and flips the orientation.

Usage

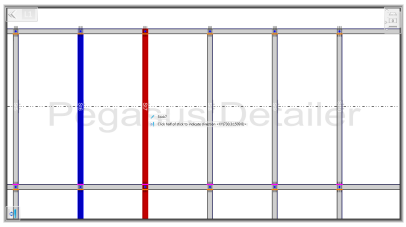
Hover over the stick to be flipped.
Access the Right Click Context Menu, and select the *'Offset Flip'* command.
Enter the distance to move the stick. In the example a value of 200 (mm) is entered.
Left Click to select the distance to copy toward.

Example

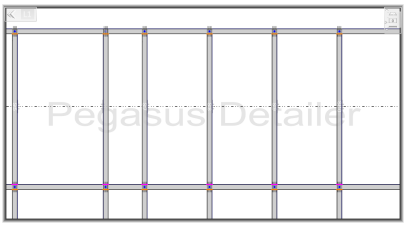
Before



Select Move Direction



After



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2 Offset Move

Offset Move

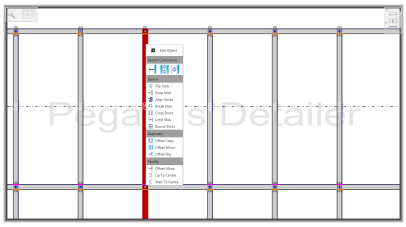
Moves the stick a nominated distance perpendicular to its orientation.

Usage

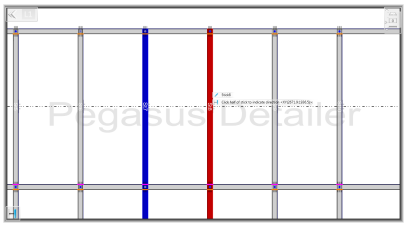
Hover over the stick to be moved.
Access the Right Click Context Menu, and select the *'Offset Move'* command.
Enter the distance to move the stick. In the example a value of 250 (mm) is entered.
Left Click to select the distance to copy toward.

Example

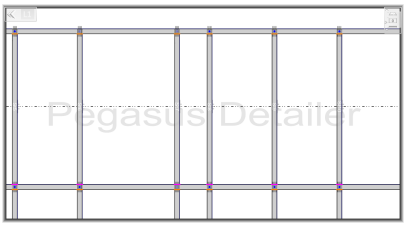
Before



Select Move Direction



After



3 Lip to Centre

Lip To Centre

<TODO>: Insert description text here...

4 Web to Centre

Web To Centre

<TODO>: Insert description text here...

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Advanced Concepts

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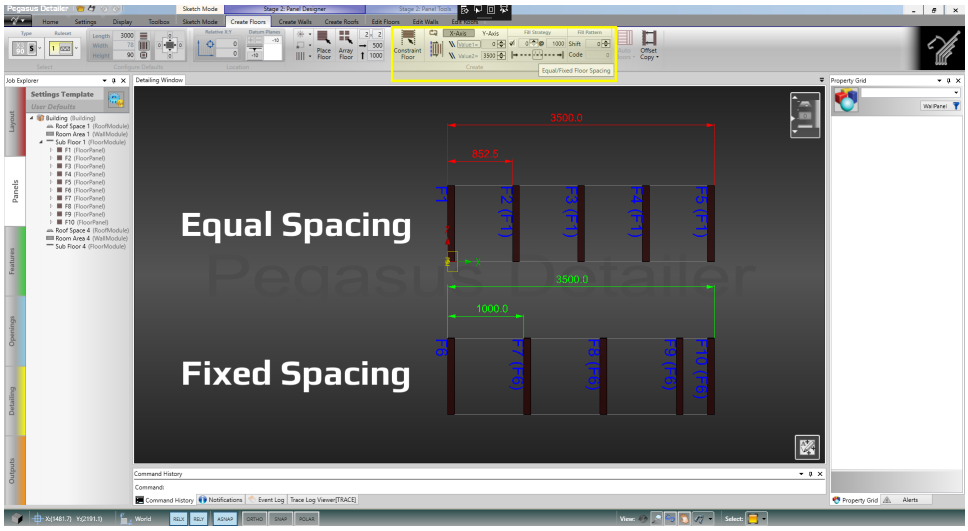
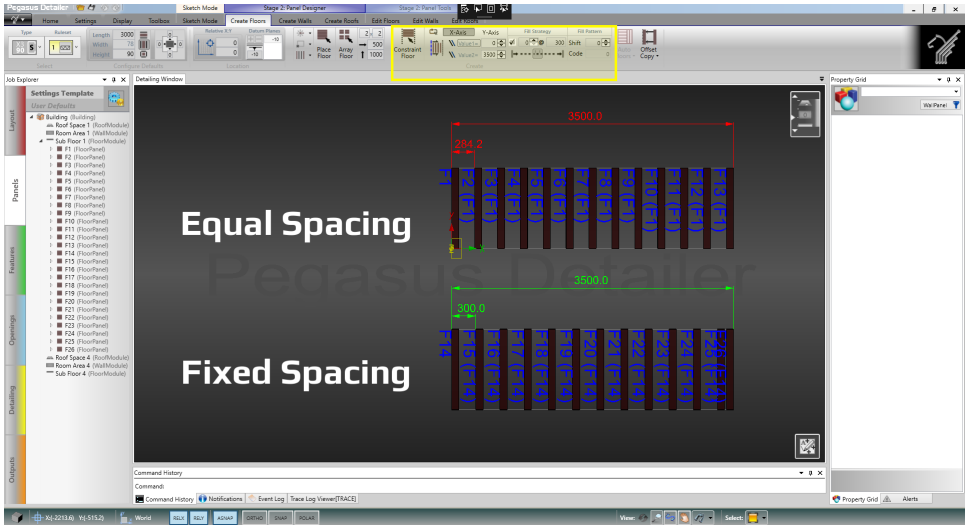
Vertical Floor Truss Spacing

Using the 'Fill Strategy' and Constraint Floor, Trusses can be arranged to fill the constrained space, or be placed an exact distance apart.

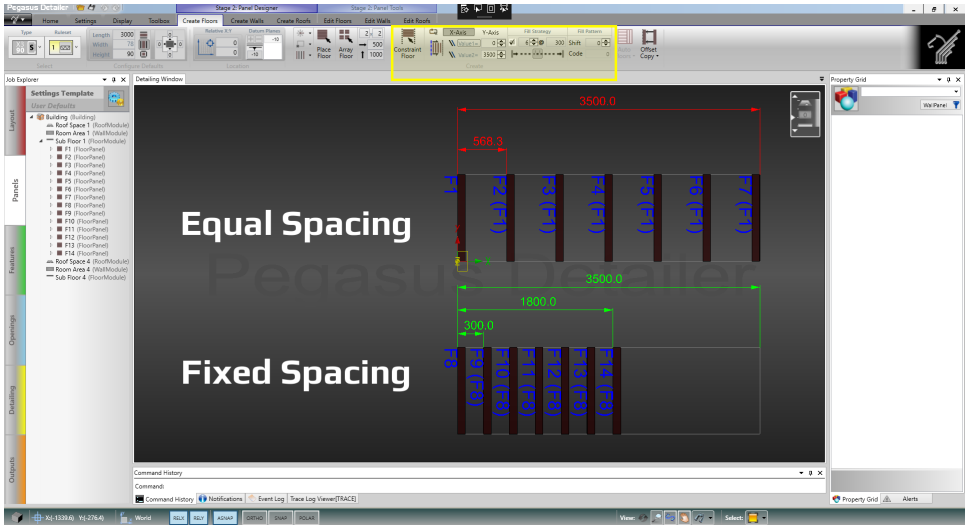
Truss Spacing - 1000mm



Truss Spacing - 300mm



Truss Spacing - 300mm with array count of 6



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Tutorials

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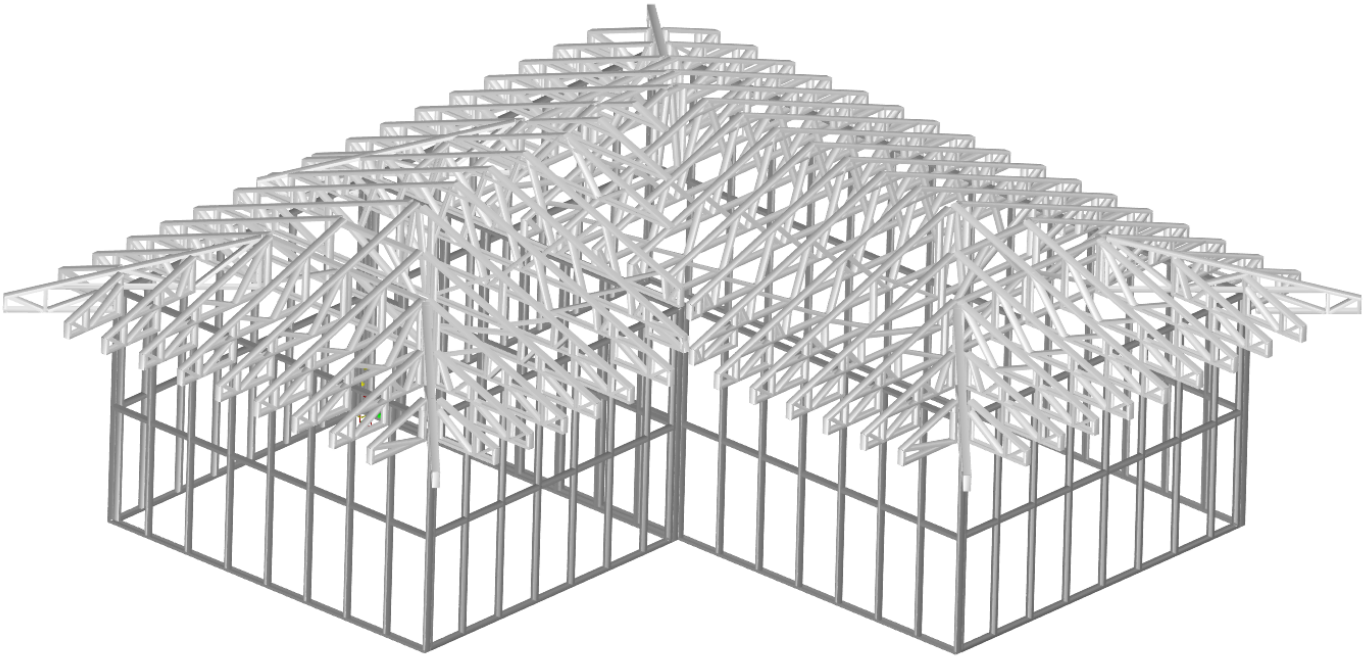
Build a Hip Set Roof



This guide will show you step by step how to create the hip set roof pictured above. We will need to create three hip sets, one valley set, and one ridge set.

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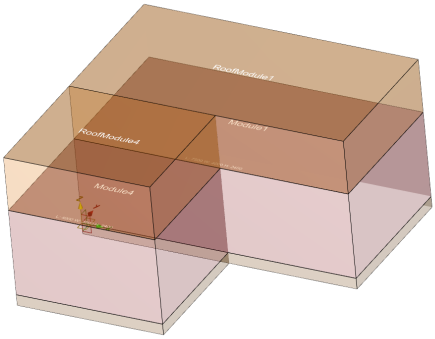
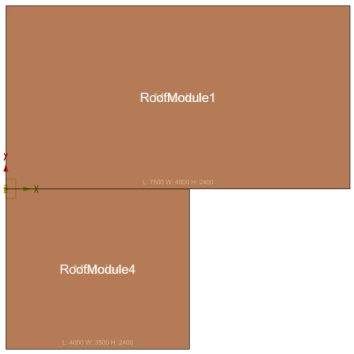
Module Setup

Step 1:

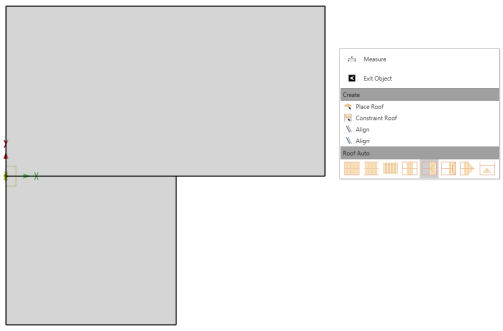




Build two modules as shown above. It is easier to position the modules when rotated into a 3d view.

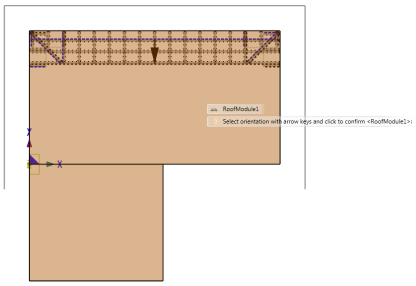
Hold the Ctrl button and the middle mouse button. Move the mouse to rotate the view. Press the F5 key to return to plan view. In this example the first module has length x width, 7500mm x 4000mm. The second module has length x width, 4000mm x 3500mm, and has an offset value of -3500 on the Y axis.

Placing the first hip set



Step 2:

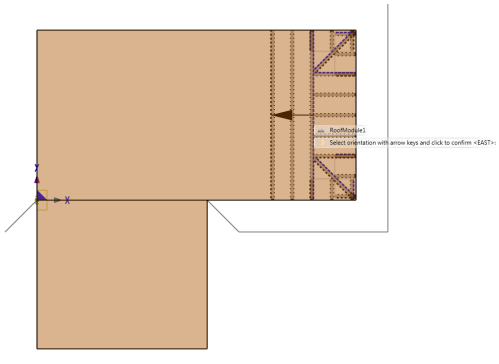
Right click the mouse to bring up the context menu. Select the hip set icon down the bottom.



Step 3:

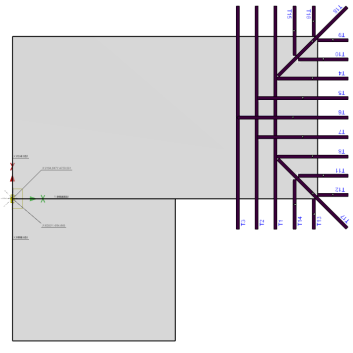
Note the module outline is not positioned where we want it to be.

Press the → right arrow key once to orient the hip set to the East.



Step 3:

The arrow on the hip set outline is pointing up the slope towards the top of the roof. Left click to confirm.



Step 4:

The first hip set is created.

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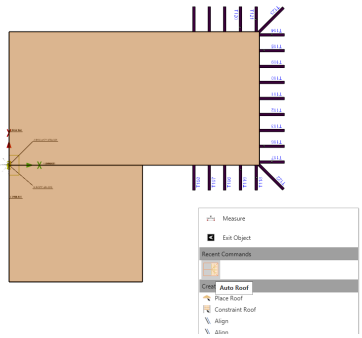
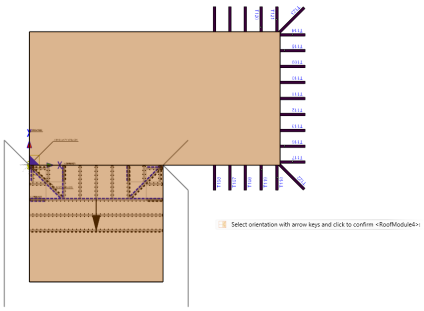
Placing the second hip set

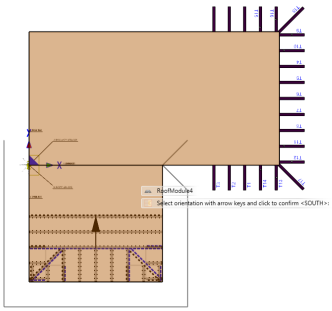


Step 5:
Right click the mouse to bring up the context menu again. Select the hip set command from either the recent commands or the Auto Roofs section.

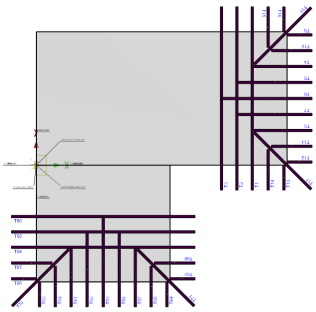


Step 6:
Again, the Hip set is not positioned where we want it to be.

Press the ↓ down arrow key once to orient the hip set to the South.



Step 7:
The arrow on the hip set outline is pointing up the slope toward the top of the roof. Left click to confirm.



Step 8:
The second hip set is created.

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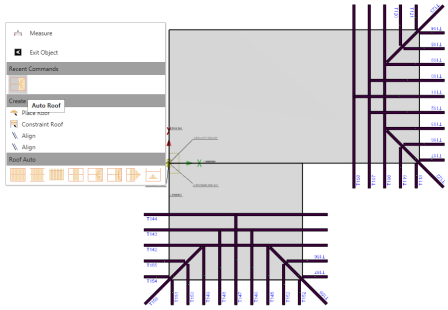
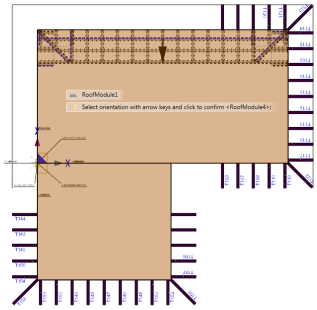
Placing the third hip set

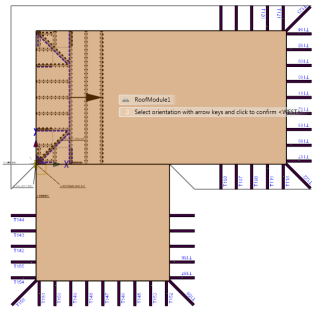


Step 9:
Right click the mouse to bring up the context menu again. Select the hip set command from either the recent commands or the Auto Roofs section.

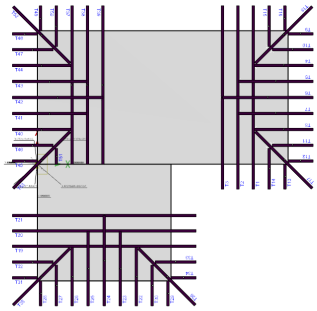


Step 10:
Again, the hip set is not positioned where we want it to be.

Press the left arrow key once to orient the hip set to the West.



Step 11:
The arrow on the hip set outline is pointing up the slope toward the top of the roof. Left click to confirm.



Step 12:
The third and final hip set is created.

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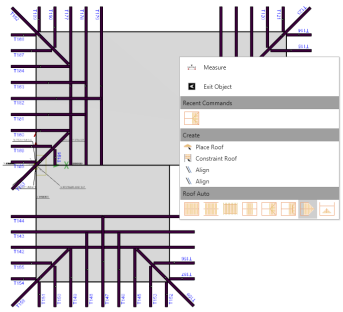
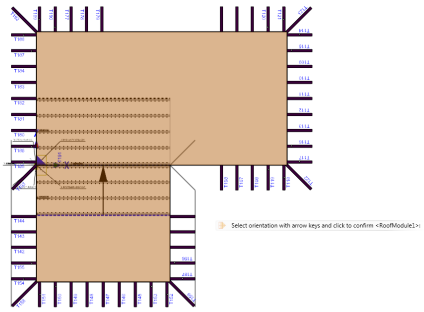
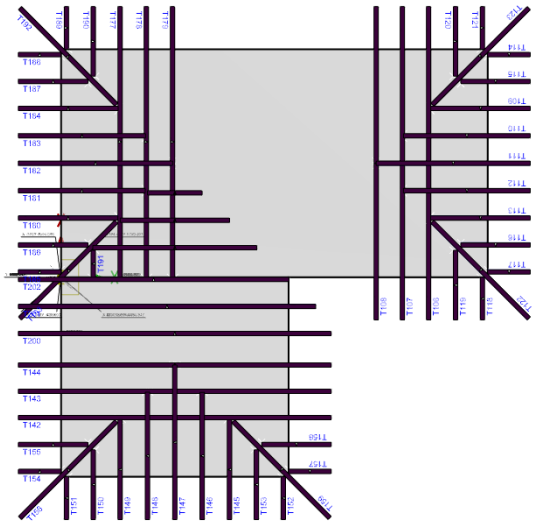
Placing the valley set



Step 13:
Right click the mouse to bring up the context menu. Select the valley set icon from the Auto Roofs section.



Step 14:
The arrow on the valley set outline is pointing up the slope toward the top of the roof. The default position is oriented to the South. Left click to confirm selection.



Step 15:
The valley set is created.

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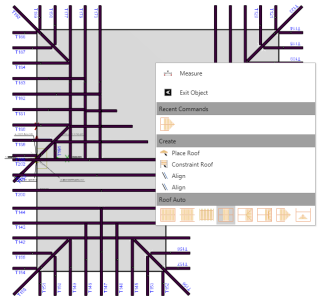
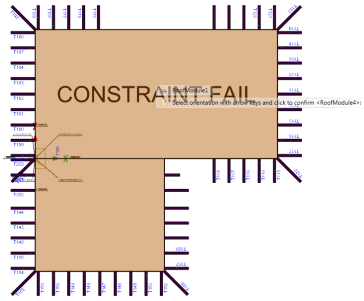
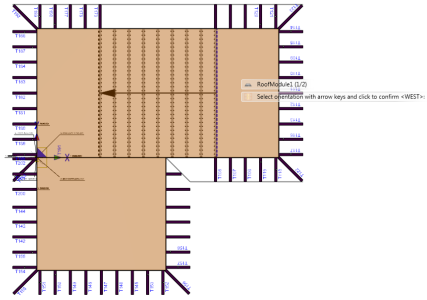
Placing the ridge set



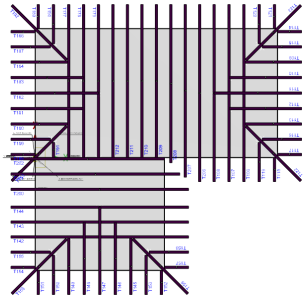
Step 16:
Right click the mouse to bring up the context menu again. Select the ridge set command from the Auto Roofs section.



Step 17:
In this case the default position throws an error - 'Constraint Fail'.
The ridge set cannot be placed in the current orientation.
Press the ← left arrow key to orient the ridge set to the West.



Step 18:
Left click to confirm.



Step 19:
The ridge set is completed.

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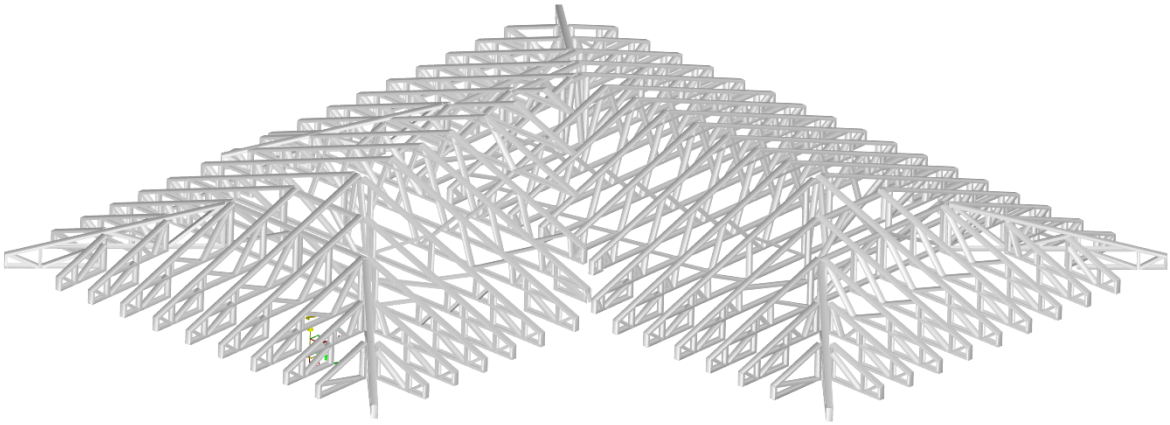
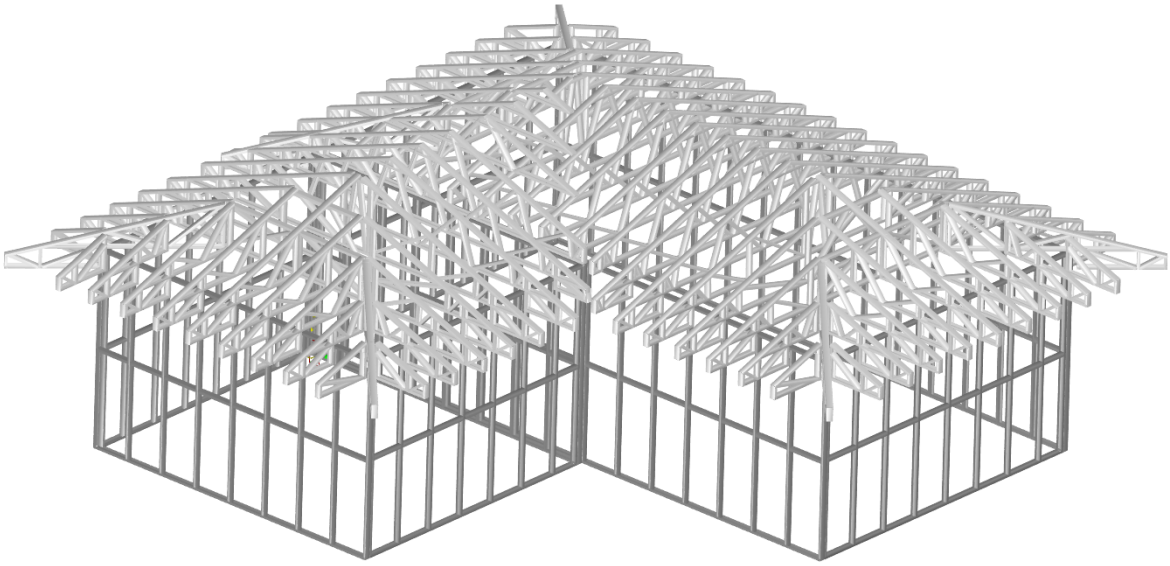
Generate Detailing



Step 20:

Press F12 to generate the detailing.
Select the outputs tab on the left hand side to view your detailed frame.



Walls Added

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Working with DXF Files

Import DXF Roof Plan
Adding Modules Part 1
Adding Modules Part 2
Adding Modules Part 3
Import DXF Wall Plan
Adding Walls Part 1
Adding Walls Part 2

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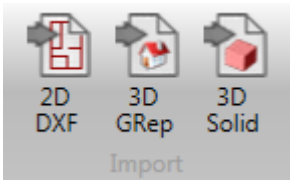
Import DXF Plans

Step 1:

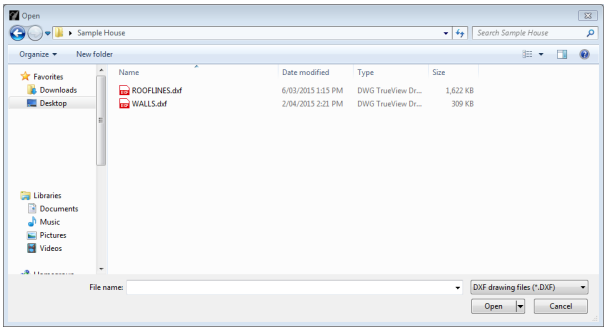
Press F6 to enter into *'Sketch Mode'*.

Step 2:



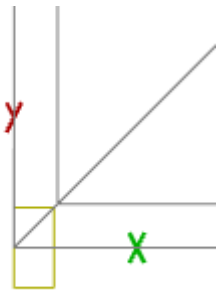
Select the *'2D DXF'* command from the ribbon menu.

Step 3:



Select the DXF file you would like to import. In the example the *'ROOFLINES.dxf'* file will be imported.

Step 4:



Enter the Origin position to place the imported DXF file. In the example coordinates of ***0,0*** will be entered.

Step 5:

Press F6 to exit *'Sketch Mode'* and select the *'Create Modules'* tab from the ribbon menu.

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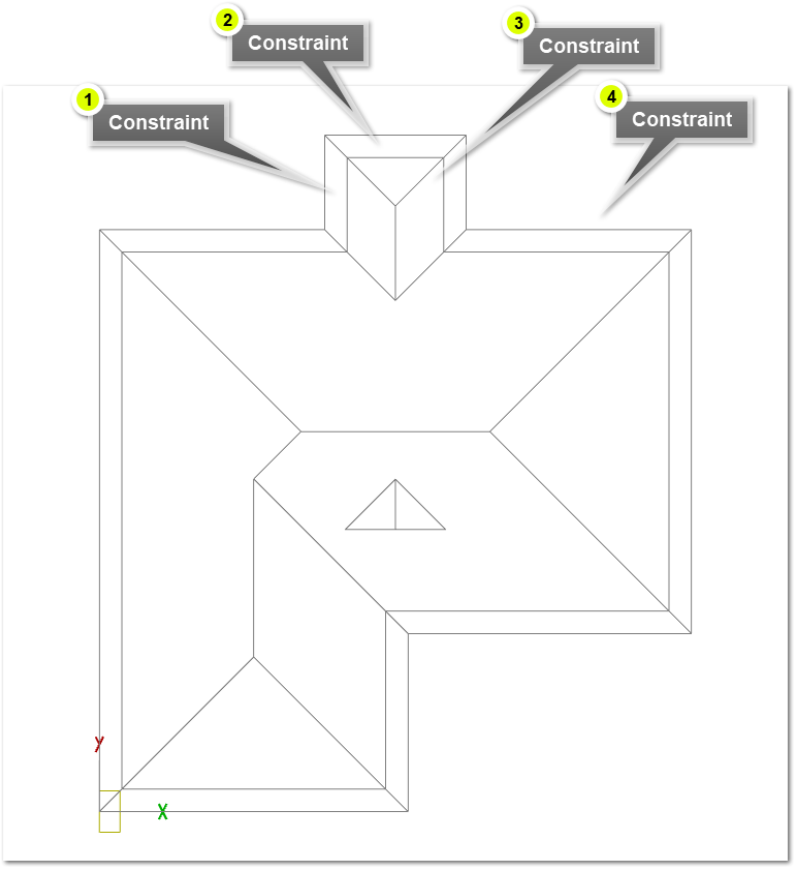
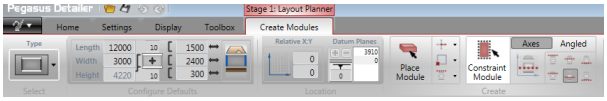
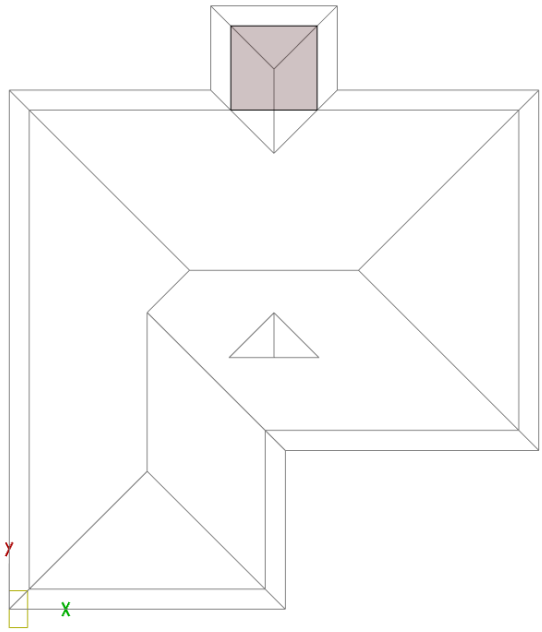
Adding Modules Part 1



Select *'Constraint Module'*	Result
	
Select constraint lines on the DXF	
Constraint Select first constraint.	
Constraint Select second constraint.	
Constraint Select third constraint.	
Constraint Select fourth constraint.	

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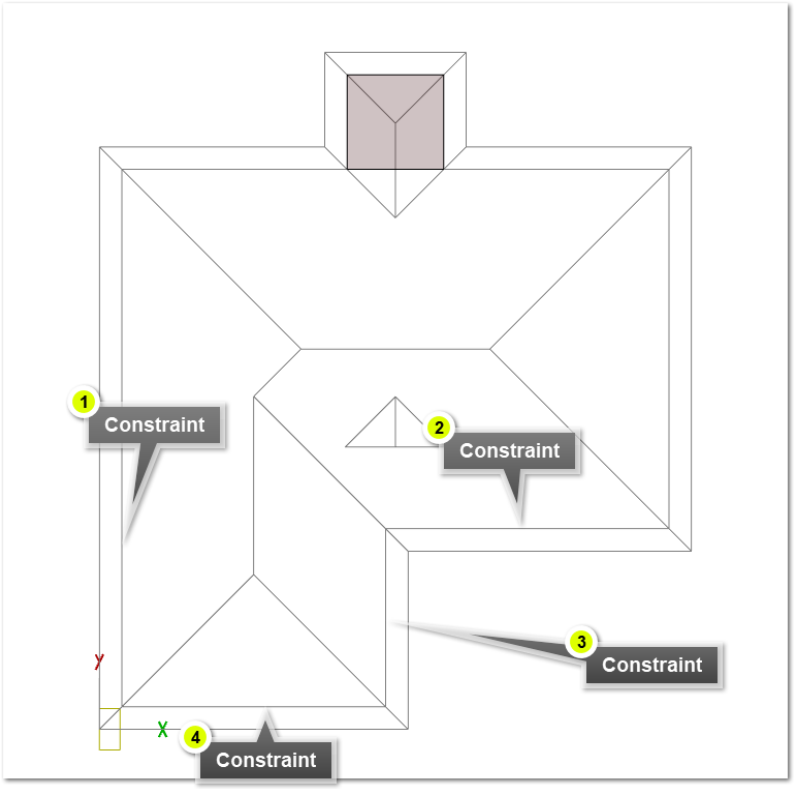
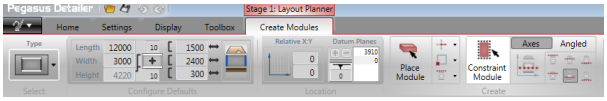
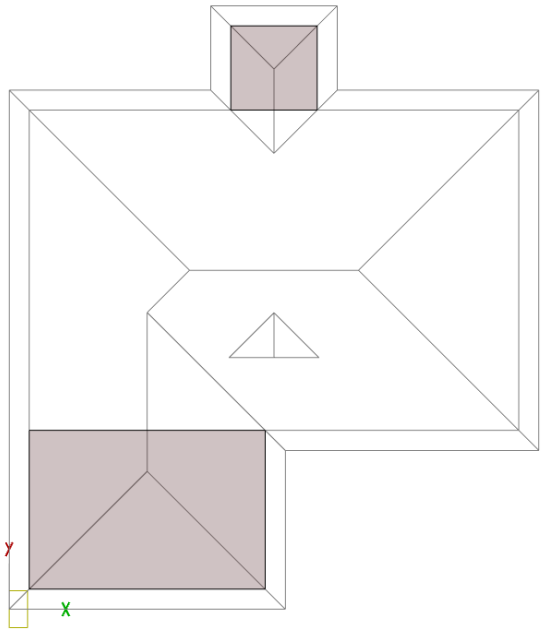
Adding Modules Part 2



Select *'Constraint Module'*	Result
	

Select constraint lines on the DXF

1 Constraint
Select first constraint.

2 Constraint
Select second constraint.

3 Constraint
Select third constraint.

4 Constraint
Select fourth constraint.

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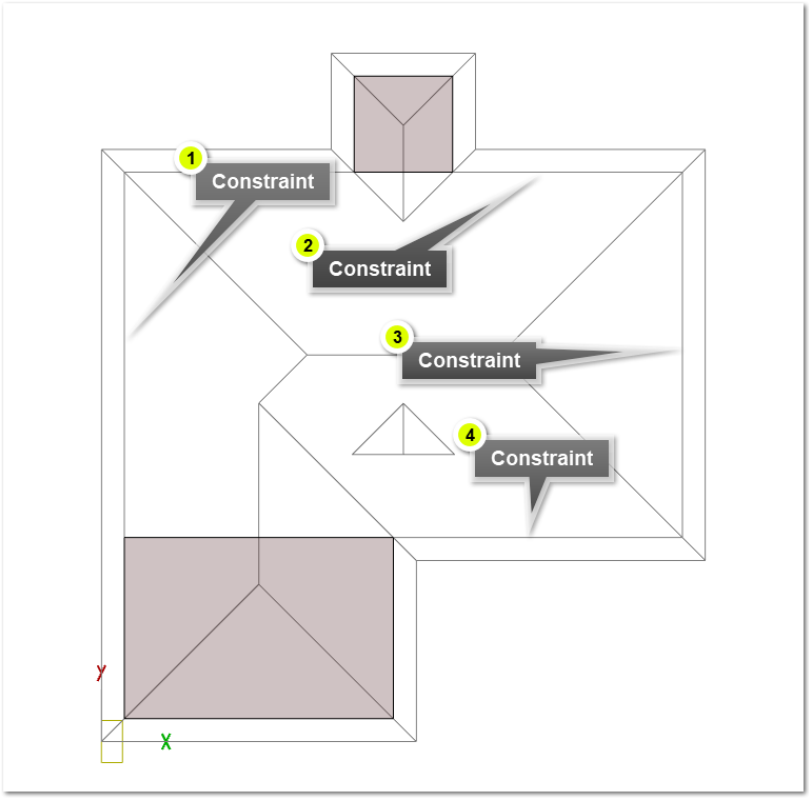
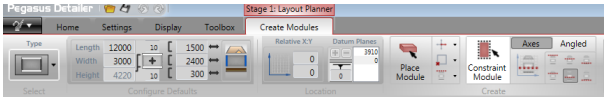
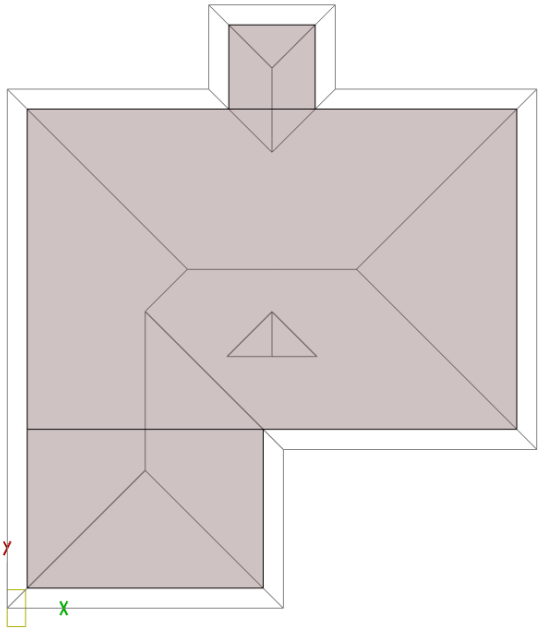
Adding Modules Part 3



Select *'Constraint Module'*	Result
	
Select constraint lines on the DXF	
1 Constraint Select first constraint.	
2 Constraint Select second constraint.	
3 Constraint Select third constraint.	
4 Constraint Select fourth constraint.	

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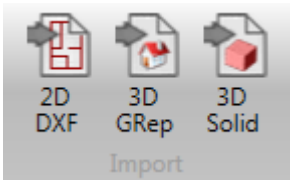
Import DXF Wall Plan

Step 1:

Press

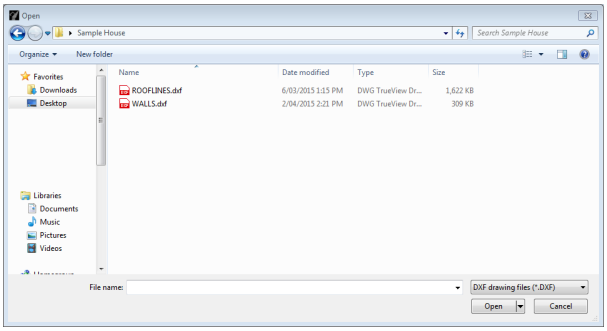
to enter into *'Sketch Mode'*.

Step 2:



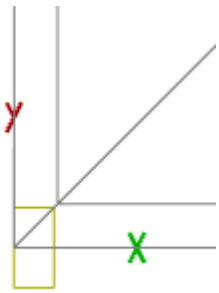
Select the *'2D DXF'* command from the ribbon menu.

Step 3:



Select the DXF file you would like to import. In the example the *'WALLS.dxf'* file will be imported.

Step 4:



Enter the Origin position to place the imported DXF file. In the example coordinates of ***0,0*** will be entered.

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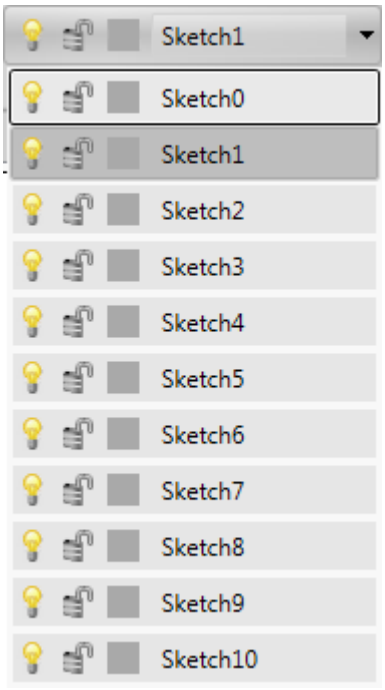
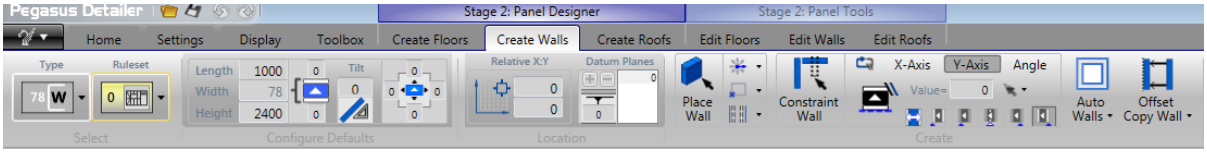
Step 5:



Sketch layers can be turned on and off by clicking on the lightbulb icon in the *'Sketch'* dropdown menu. Layers can be locked by selecting the padlock icon. Colour can be changed by selecting the square between the padlock and the 'sketch' title.

Step 6:



Press F6 to exit *'Sketch Mode'* and select the *'Panels'* tab on the left side of the screen to begin wall placement.

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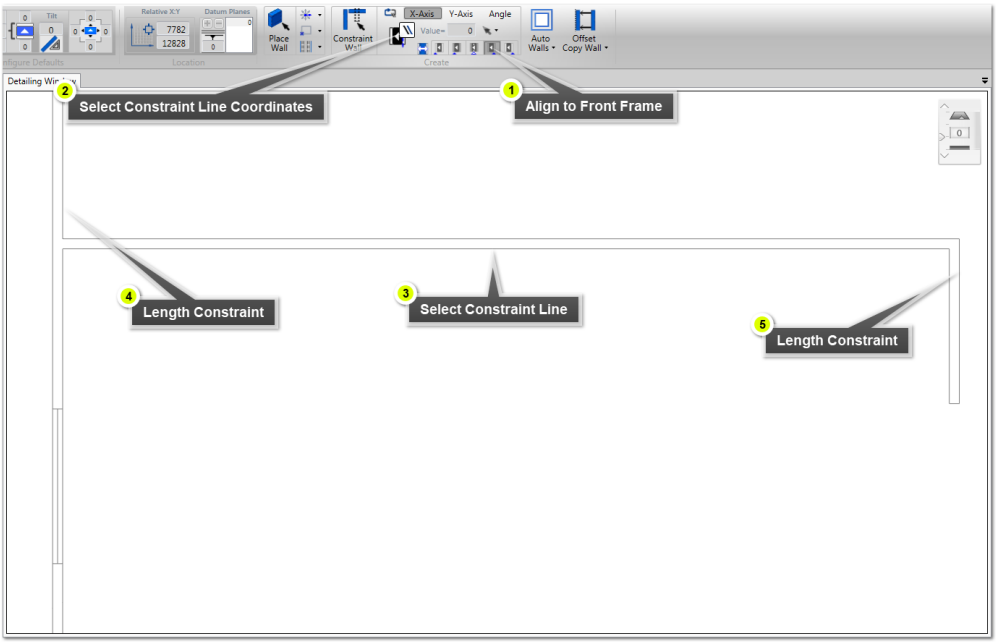
Adding Walls Part 1



1 Align to Front Frame

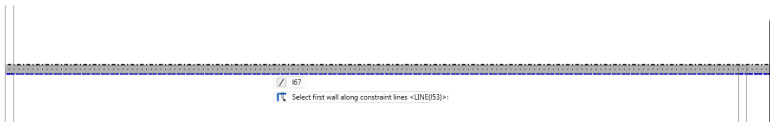
Alignment options can be set for the wall. In this example, *'Align to Frame Front'* is selected.

2 Select Constraint Line Coordinates

Select the *'Select Coordinates'* option, represented by two parallel lines in the top right corner of the frame alignment indicator icon.

3 Select Constraint Line

Select the desired line on the DXF image.



4 Length Constraint

Select the first line to constrain the wall to.

5 Length Constraint

Select the second line to constrain the wall to.

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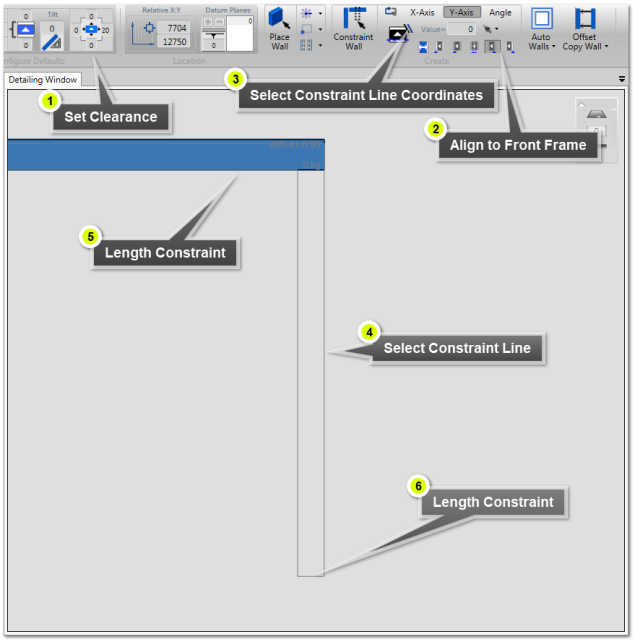
Adding Walls Part 2



1 Set Clearance

In the example an *'End Clearance'* of 20mm is set.

2 Align to Front Frame

Alignment options can be set for the wall. In this example, *'Align to Frame Front'* is selected.

3 Select Constraint Line Coordinates

Select the *'Select Coordinates'* option, represented by two parallel lines in the top right corner of the frame alignment indicator icon.

4 Select Constraint Line

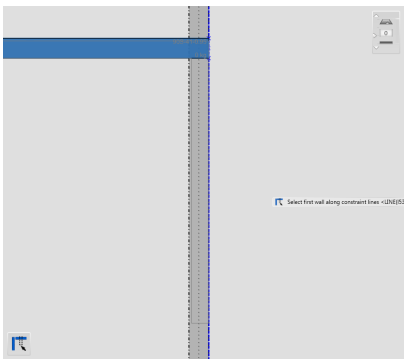
Select the desired line on the DXF image.

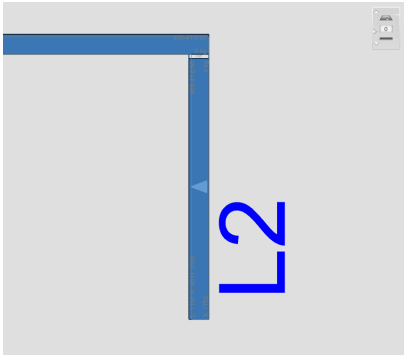
5 Length Constraint

Select the first line to constrain the wall to.

6 Length Constraint

Select the second line to constrain the wall to.





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DXF Multi Storey

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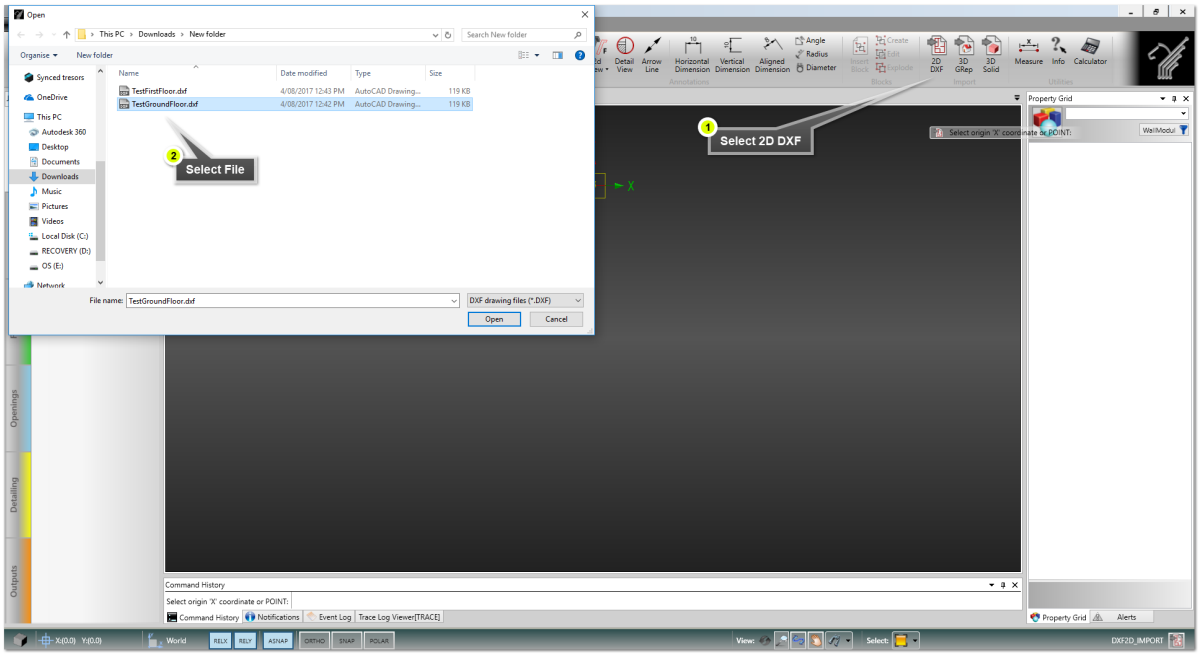
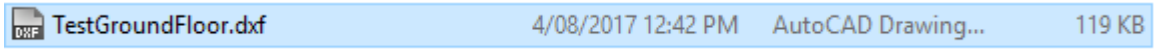
Import Ground Floor



1 Select 2D DXF

Select the 2D DXF command from the ribbon menu at the top of the screen.

2 Select File



Navigate to the file and select to open.

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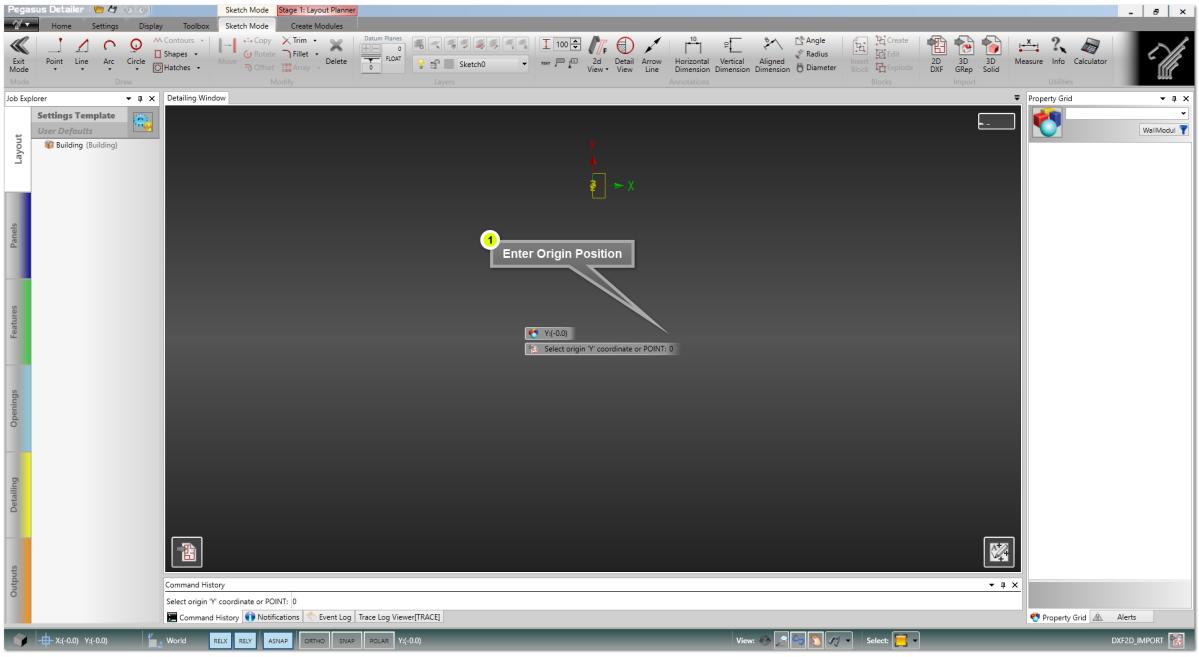
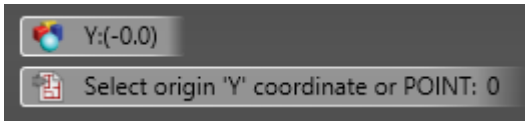
Set Origin



1 Enter Origin Position



Enter the desired 'Origin' position. In the example a position of x=0, y=0 is used.

The first coordinate to enter will be the 'X' position. The position entered will appear to the right of 'POINT:'. Press the Enter key to confirm.
The second coordinate to enter will be the 'Y' position. The position entered will appear to the right of 'POINT:'. Press the Enter key to confirm.

Both positive and negative values can be entered also. If the DXF file object origin is not 0,0, then the offset value can be entered. Alternatively, edit the DXF file so the origin is at a known location and is consisten between the levels.

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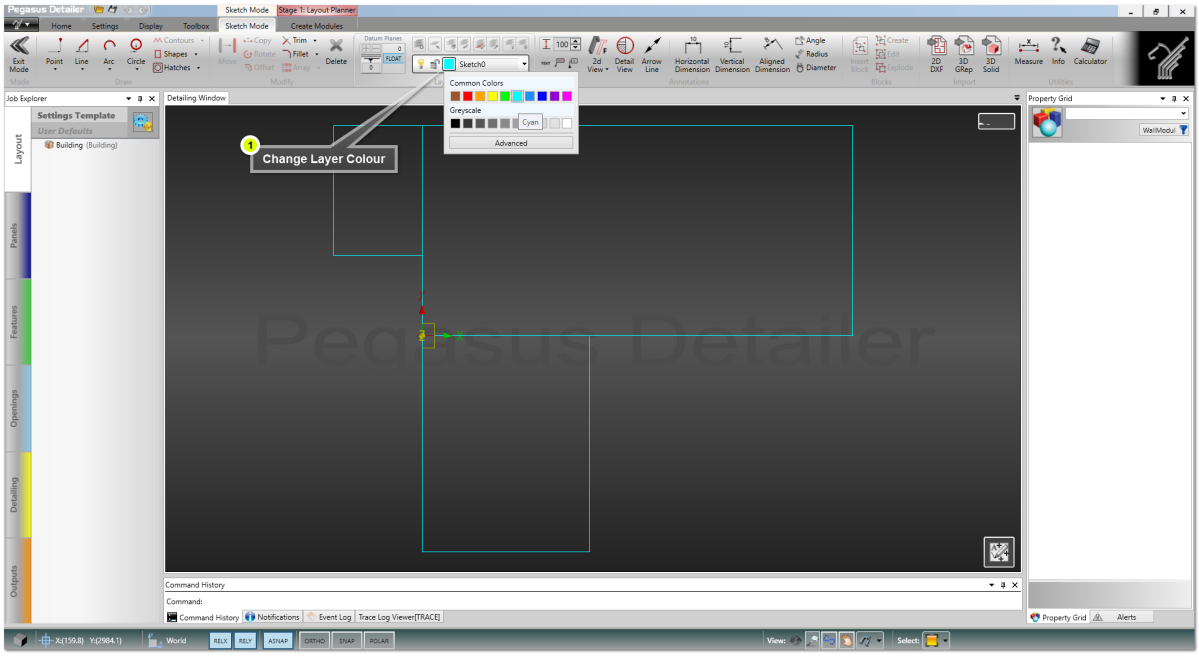
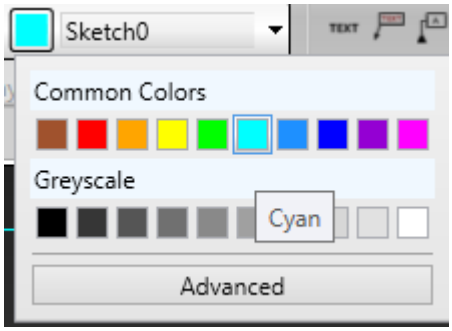
Change Colour (Optional)



1 Change Layer Colour



The colour the lines will be rendered can be changed to enhance visibility. This is particularly useful with multi storey layouts.

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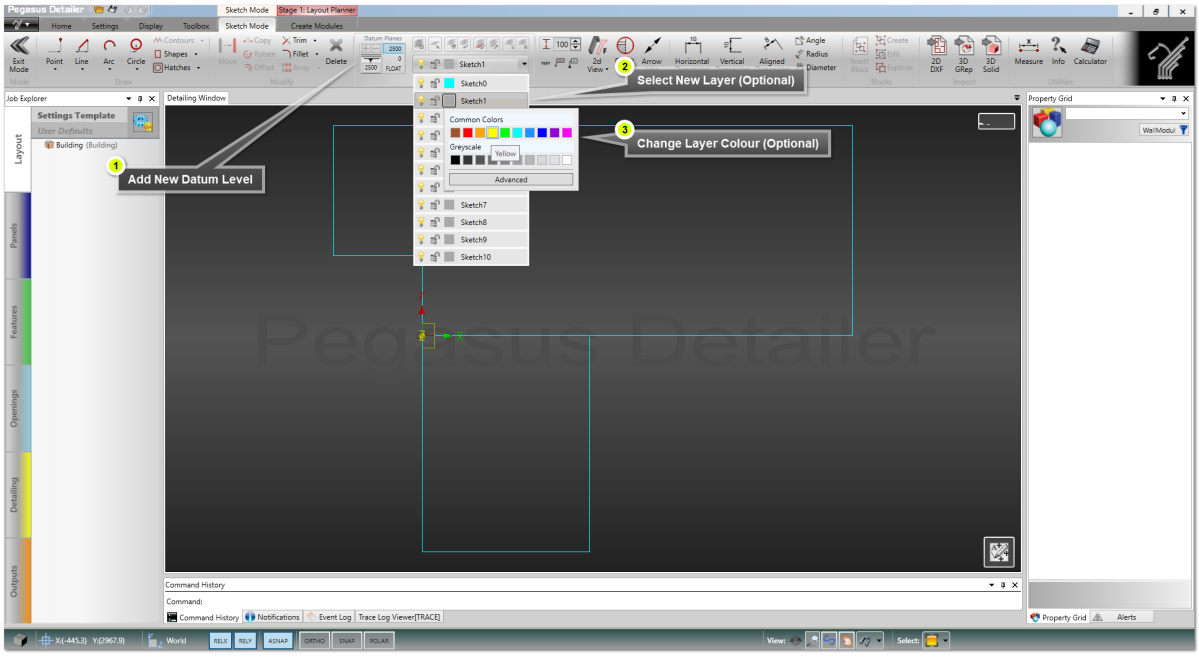
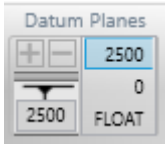
New Layer and Datum



1 Add New Datum Level

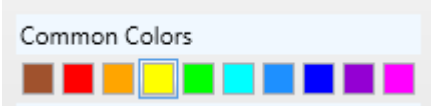


Enter the height of the new datum level in the text box on the bottom left of the 'Datum Planes' section.
Click on the '+' icon to add this new Plane.
Select the Plane from the available planes on the right hand side of the 'Datum Planes' section.
In the example a new plane at 2500mm has been created. With this place selected, the next DXF layer imported will be positioned at this height.

2 Select New Layer (Optional)

If required, select a new layer from the layers section. This is not mandatory, and further imported DXF files can be placed on the same layer.
It is extremely useful to place each DXF import on a new layer, as it adds the ability to change the line colour independantly and turn layers on and off easily by clicking on the 'lightbulb' icon.

3 Change Layer Colour (Optional)



Choose a different colour for the layer if required. This is not mandatory, but does help to differentiate different layers easily.

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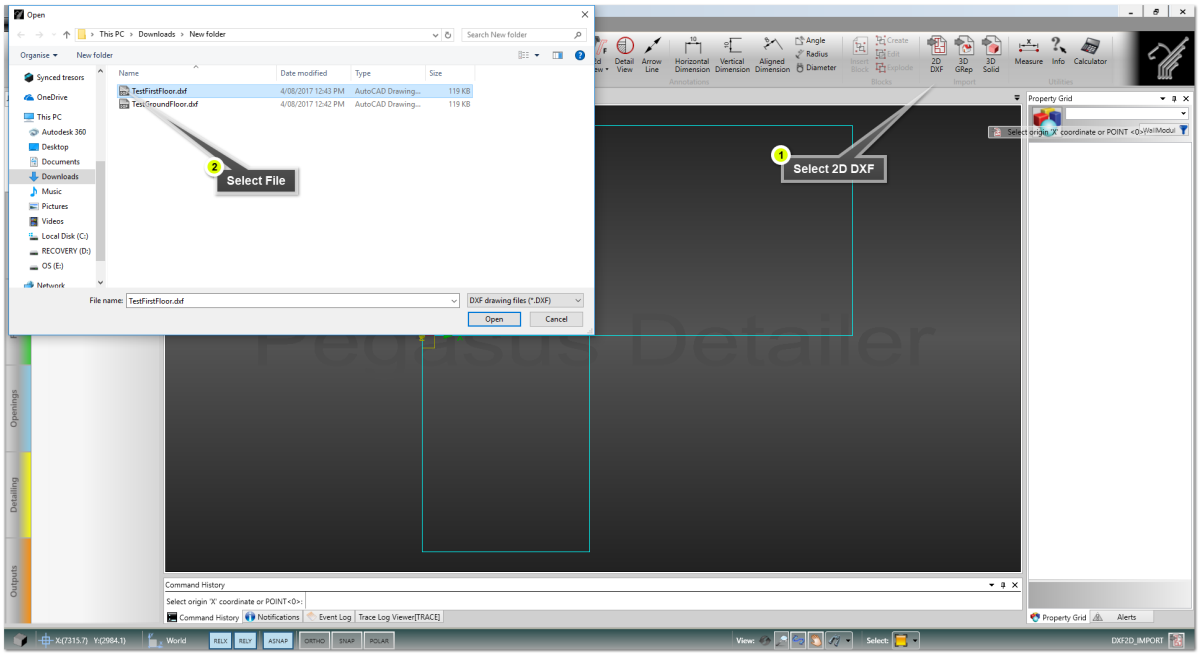
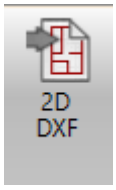
Import First Floor

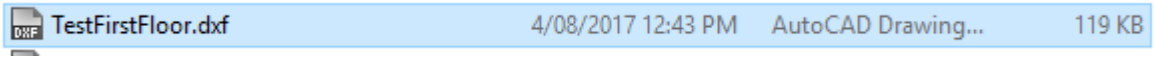


1 Select 2D DXF



Select the 2D DXF command from the ribbon menu at the top of the screen.

2 Select File



Navigate to and open the required file.

Select the same origin position that was set for the Ground Floor, of x=0, y=0.
Because the new Datum Plane was created and selected, the TestFirstFloor.dxf file will be placed on this plane.

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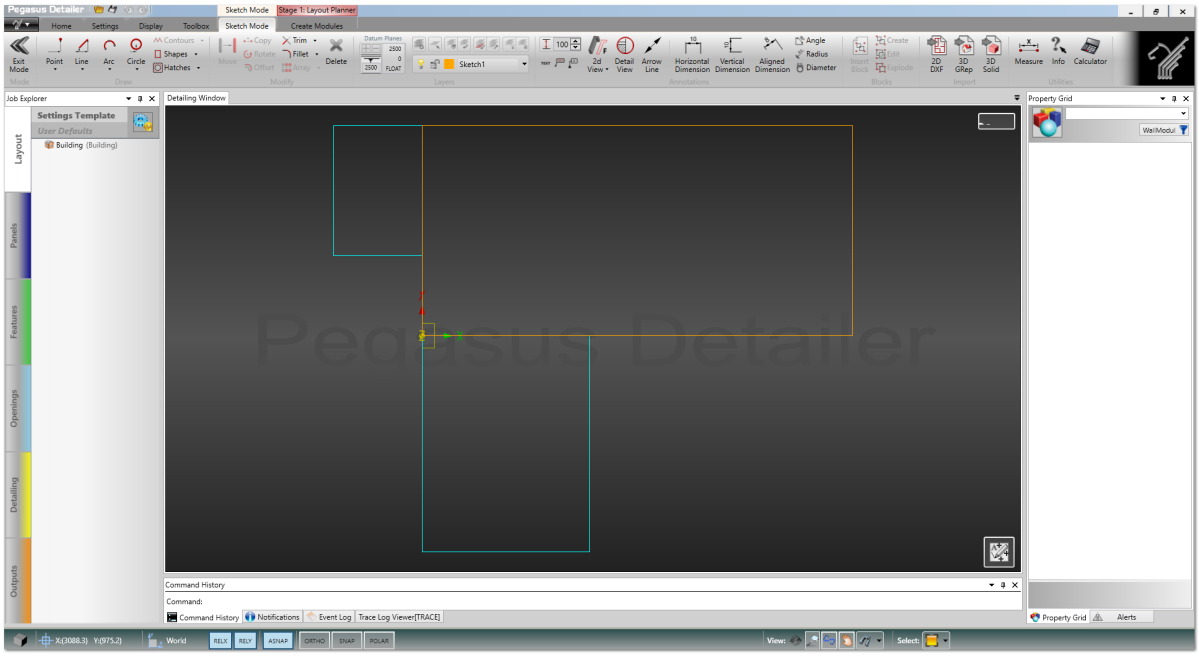
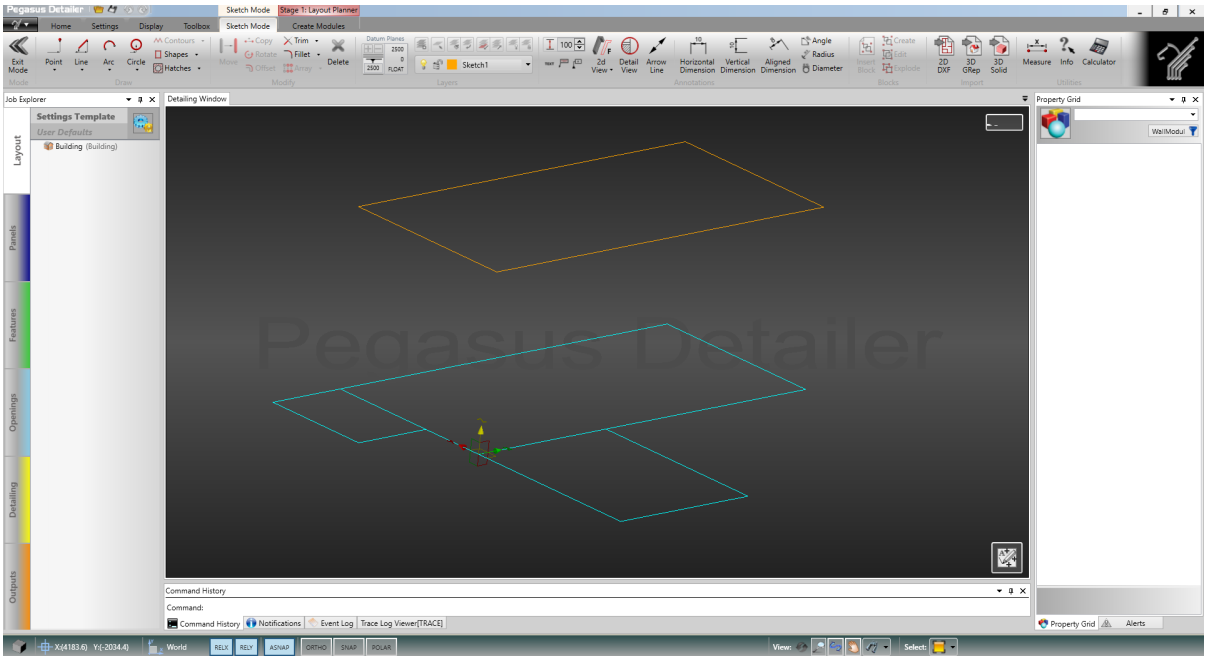
Result





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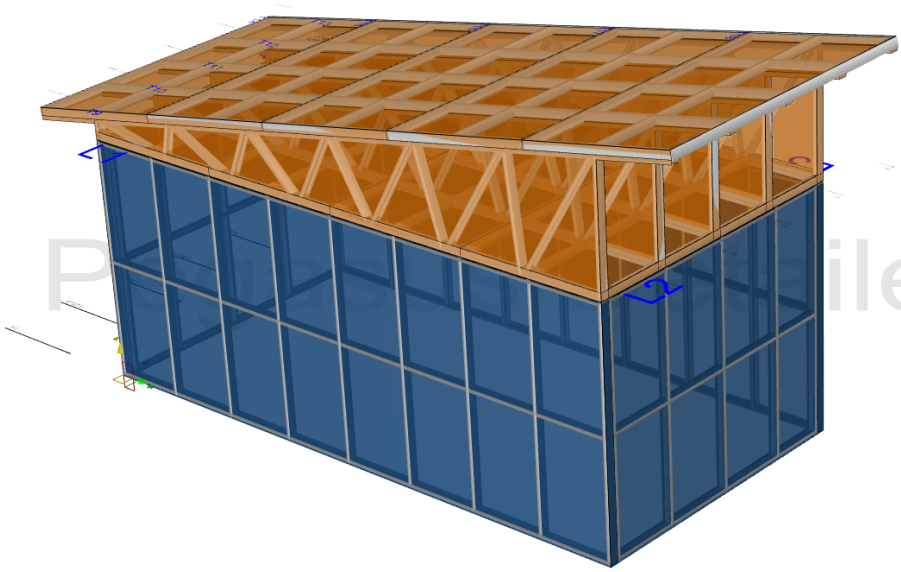
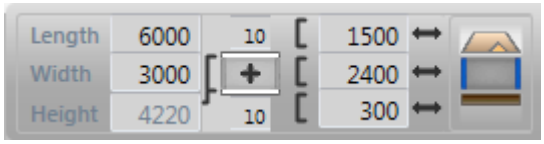
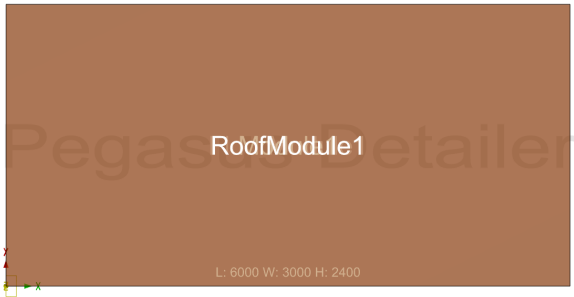
Skillion with Panels



Module and Wall Setup

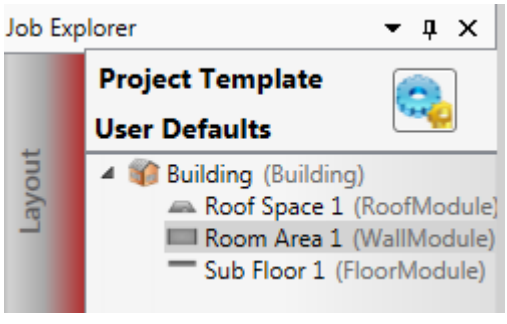
Step 1:

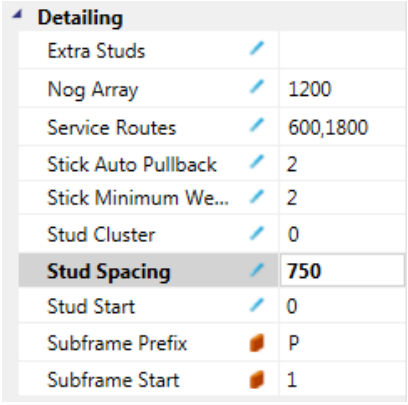


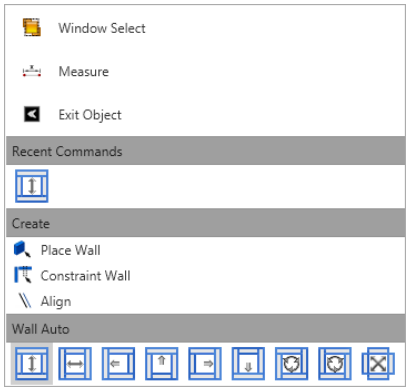


Set module dimensions to a Length of 6000mm and a Width of 3000mm. Module depths and sheeting can be adjusted, but for this tutorial the default values will be used. Click *'Place Module'* to create the module in the detailing window.

Step 2:







Select the *'Room Area 1 (WallModule)'* in the *'Job Explorer'* on the left hand side of the window. This selects the Room Area module.
In the *'Settings Explorer'* on the right hand side of the window, scroll down to the *'Stud Spacing'* setting, and change the value to 750mm.
Click the right mouse button, select the *'Dominant Horizontals'* auto wall command from the bottom of the menu, and left click the module to place the walls.

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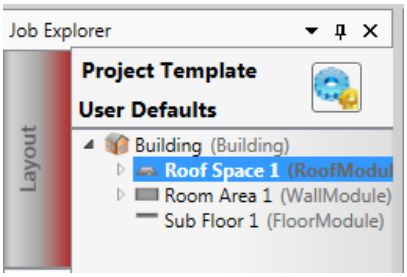
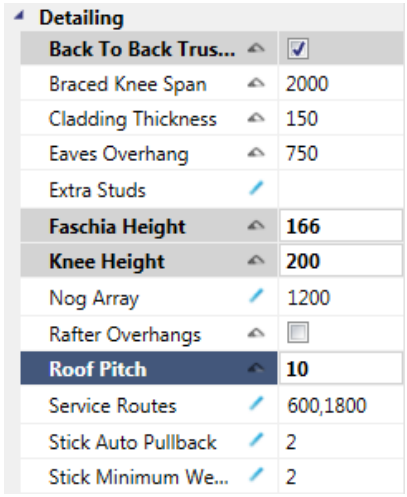
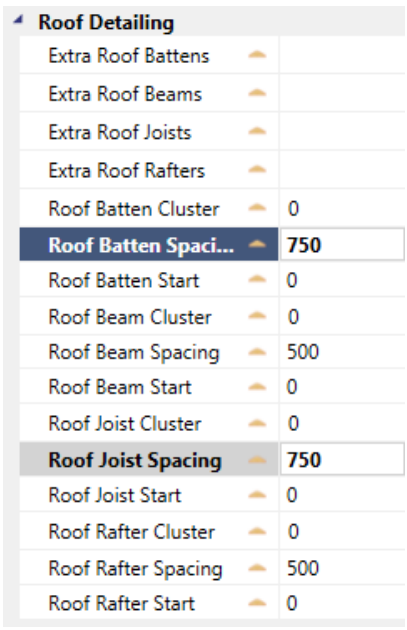
Place Roof Panels on the Walls

Step 3:

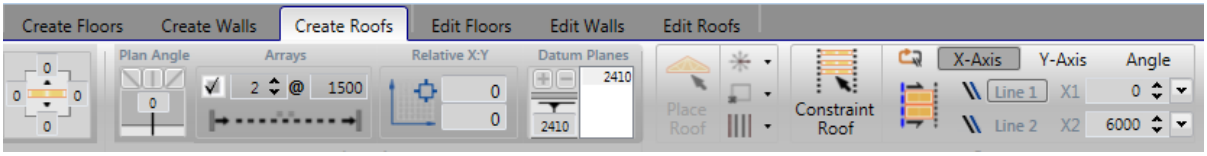






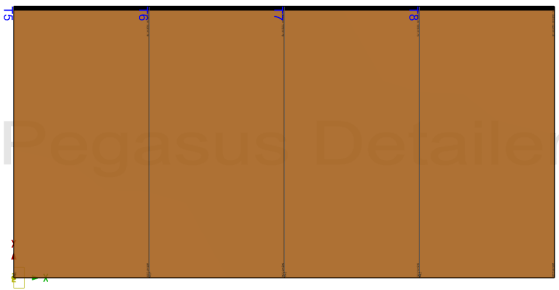
Select *'Roof Space 1 (RoofModule)'* in the *'Job Explorer'* on the left hand side of the window. This selects the Roof Area module.
In the *'Settings Explorer'* on the right hand side of the window, scroll down to the detailing settings section and change the *'Roof Pitch'* to 10 (degrees)
Scroll down to the *'Roof Detailing'* section and change the *'Roof Batten Spacing'* to 750mm, and the *'Roof Joist Spacing'* to 750mm.

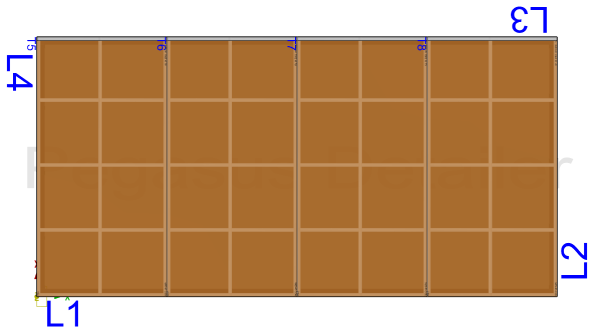
Step 4:



In the ribbon menu at the top of the window set the *'Arrays'* value to 1500mm, set the orientation to the *'X-Axis'* and click on the *'Constraint Roof'* command. Select the two long edges on the module to constrain the roof panel between these two edges.

Step 5:





The roof panels have now been placed. Press **F11** to regenerate the detailing.

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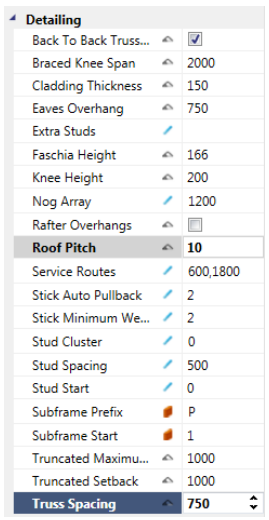
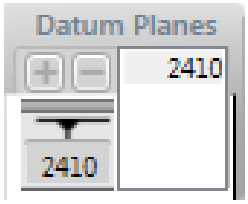
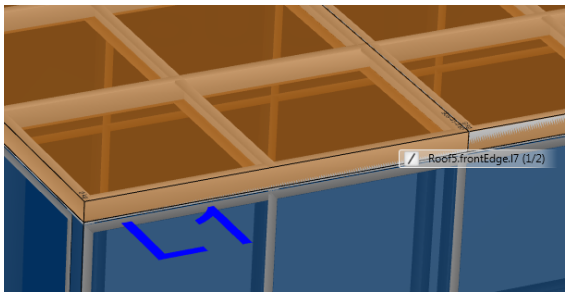
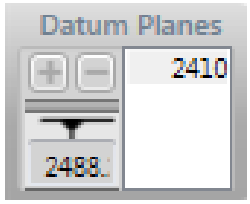
Place the Skillion Trusses

Step 6:



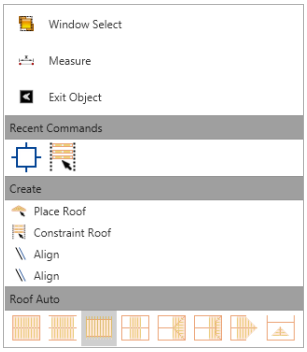


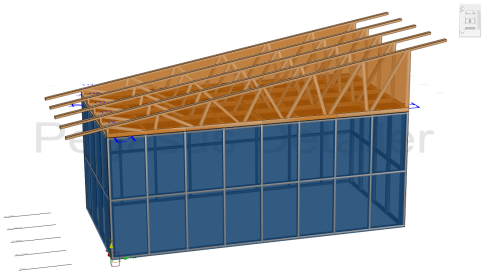




In the *'Settings Explorer'* change the *'Roof Pitch'* to 10 (degrees), and the *'Truss Spacing'* to 750mm so the Trusses are lined up with the previous Roof Panels and Wall Panels.
In the *'Datum Planes'* section of the ribbon menu, click on the icon just below the + and - symbols. This allows new datum levels to be created.
Tip: Press the + symbol to add a new datum line for the whole project.
Select the top edge of the roof panels that were placed in **Step 5** to select this datum line.
The value is then added into the *'Datum Planes'* section in the ribbon menu.

Step 7:





Click the Right Mouse Button to access the Context Menu and Select the *'Skillion Roof'* auto command from the bottom of the menu.
Left click to select the desired module to add the skillion roof to.
Press **F11** to regenerate the detailing.

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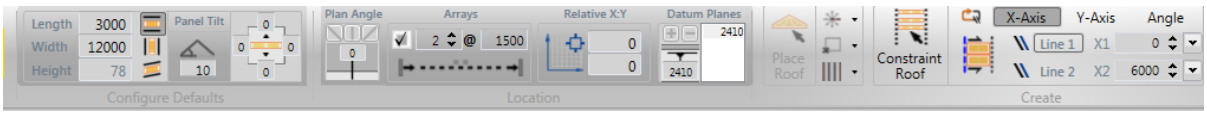
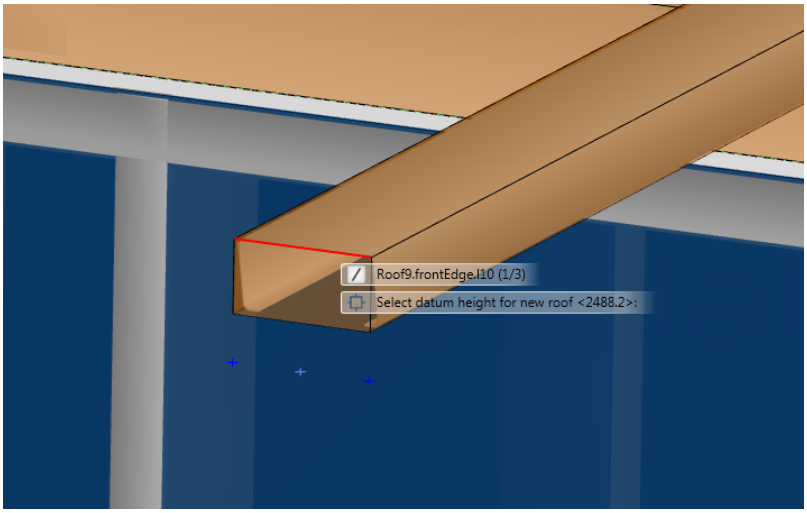
Place Roof Panels on the Skillion Trusses

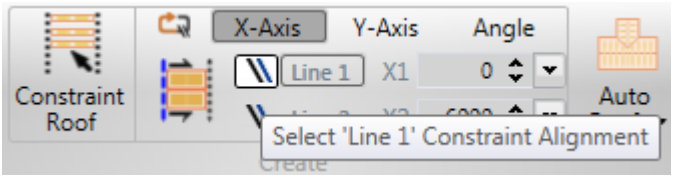
Step 8:

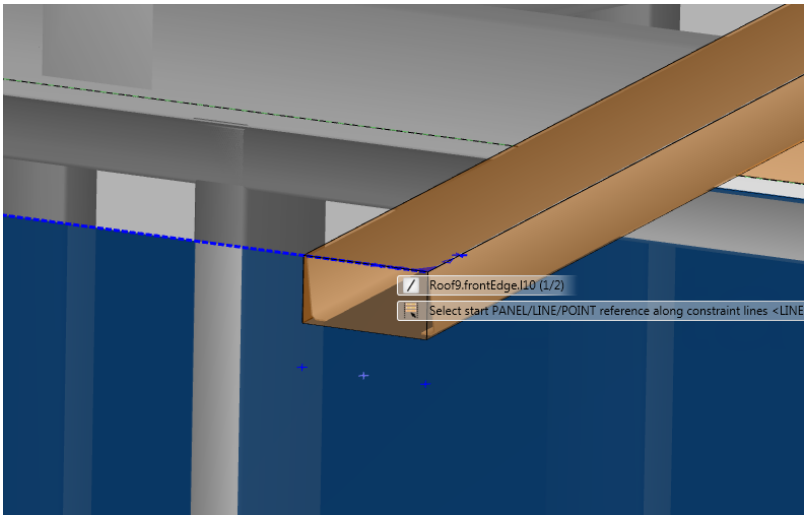




In the ribbon menu at the top of the window, set the *'Panel Tilt'* to 10 (degrees). The values from the roof panel placement in **Step 5** are carried over.
Select the icon below the + and - symbols in the *'Datum Planes'* section again to set the required datum for the roof panels.
Select the top front edge of the truss to confirm.

Step 9:





Select the *'Constraint Alignment Line 1'* icon in the *'Create'* section of the ribbon menu.
This sets the first line to constrain the length of the roof panel.
Select the top front edge of the truss to confirm.

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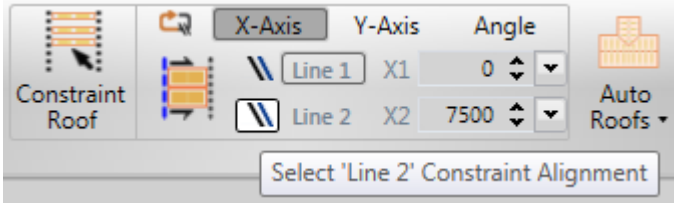
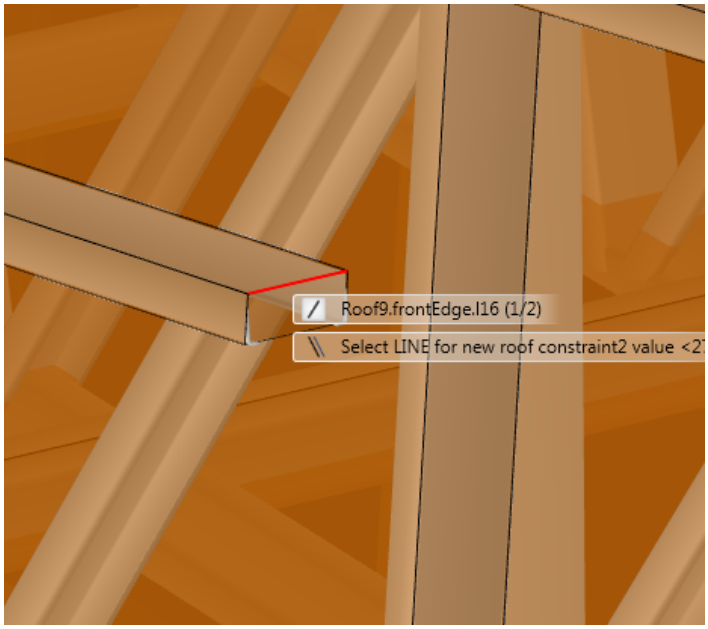
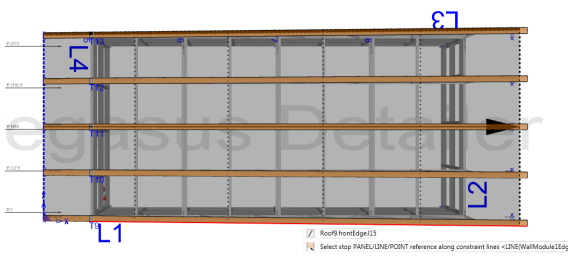
Step 10:

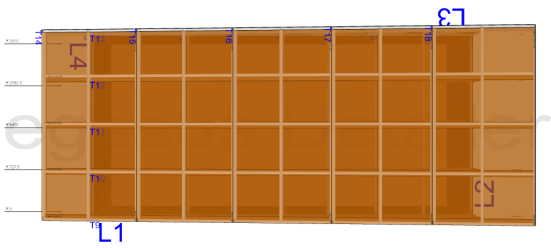




Select the *'Constraint Alignment Line 2'* icon in the *'Create'* section of the ribbon menu.
This sets the second line to constrain the length of the roof panel.
Rotate to the rear of the model by holding the **CTRL** key and the **Middle Mouse Button** and moving the mouse.
Zoom in to the back of the truss by holding the **SHIFT** key and moving the mouse left or right.
Select the top edge of the truss to confim.

Step 11:





Press the **F5** key to return to plan view, and select the top and bottom edge lines to constrain the width of the roof panels. Press the **F11** key to regenerate the detailing.

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Settings

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Roofs

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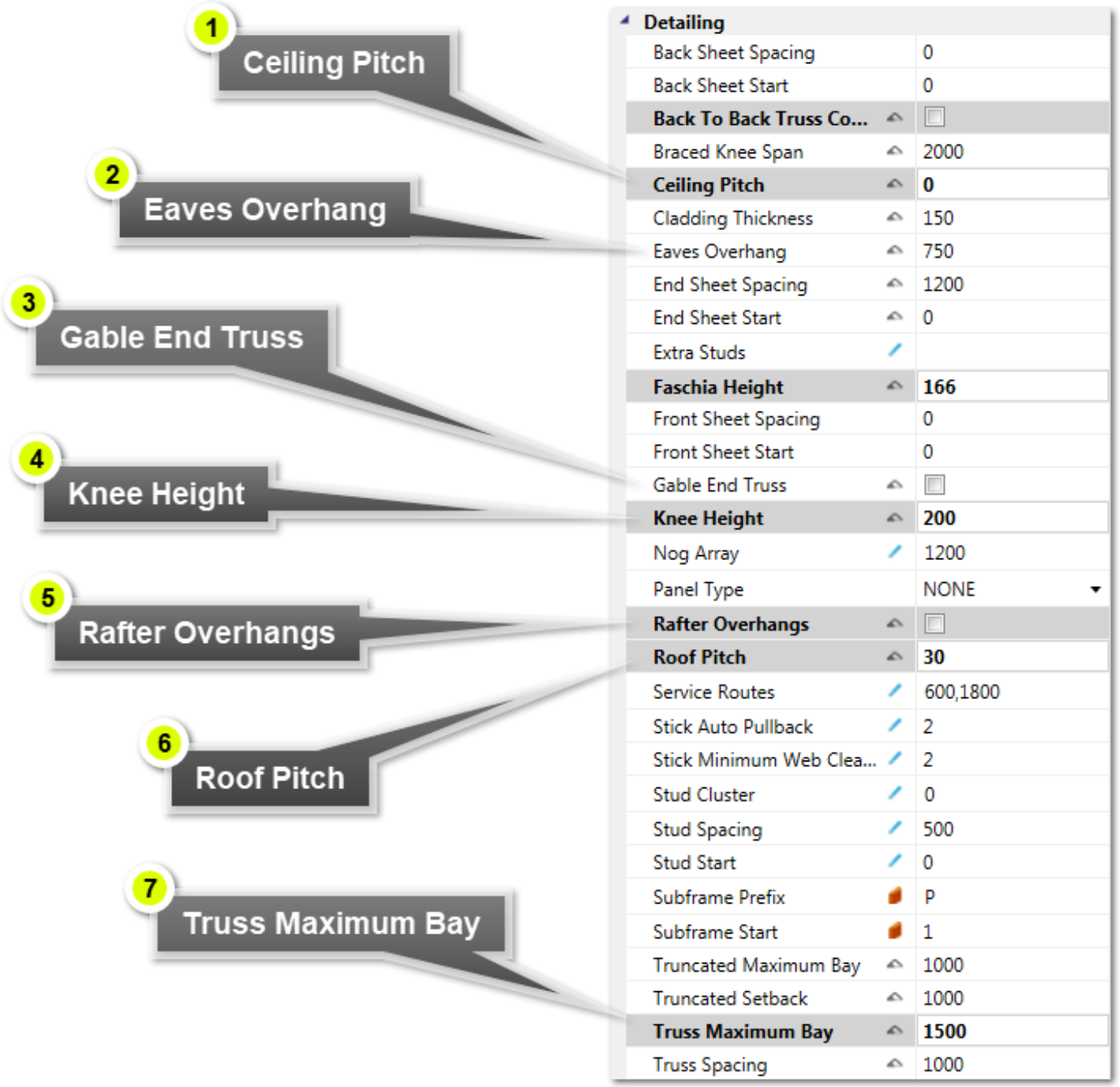
Roof Detailing



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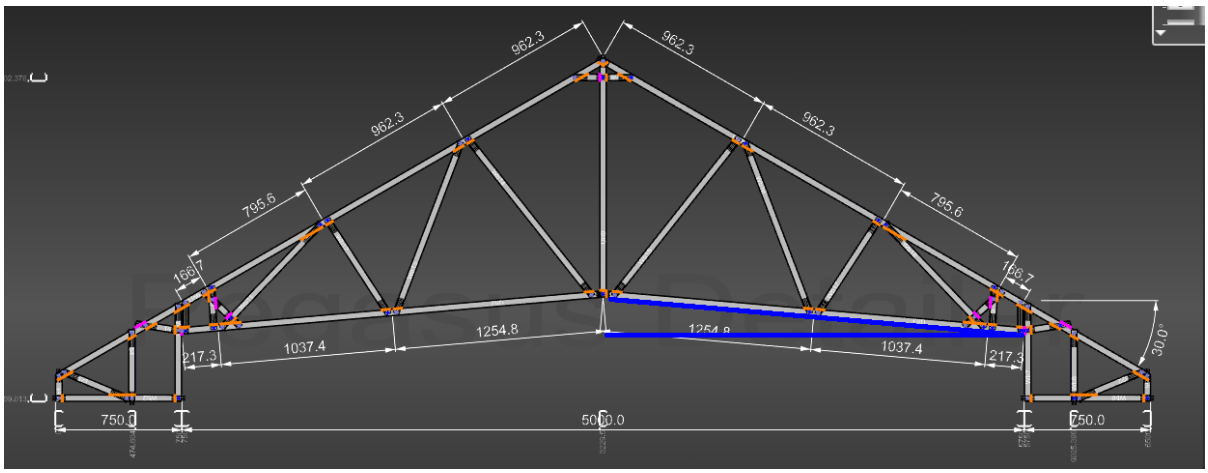
1 Ceiling Pitch

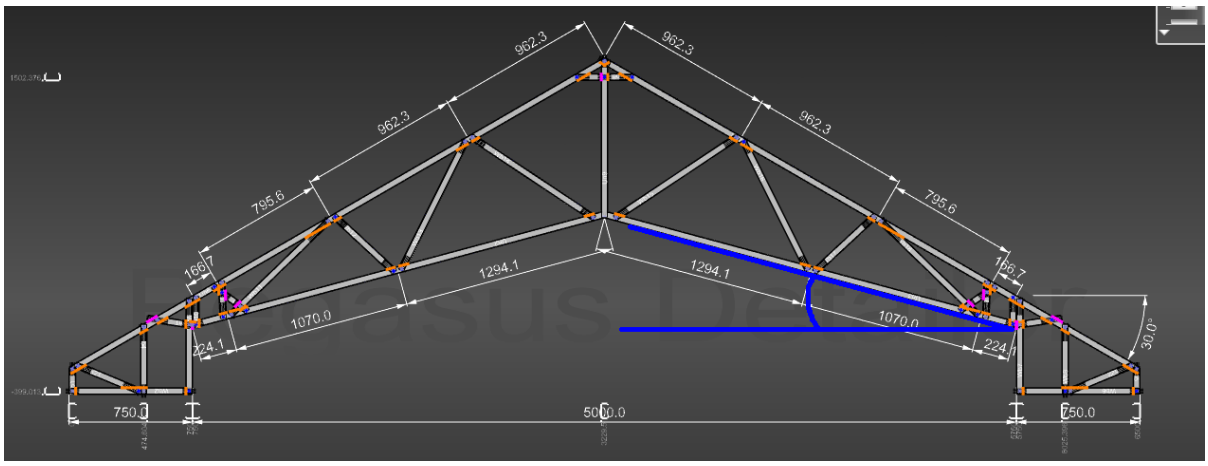
Ceiling Pitch	0

Adjust the ceiling pitch to create vaulted ceilings.

Value 5



Value 15



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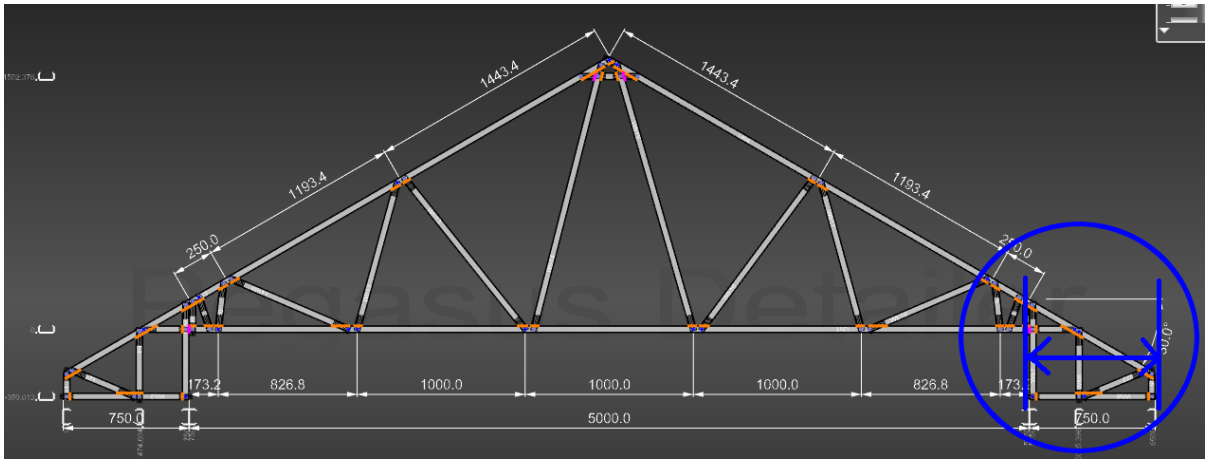
2 Eaves Overhang

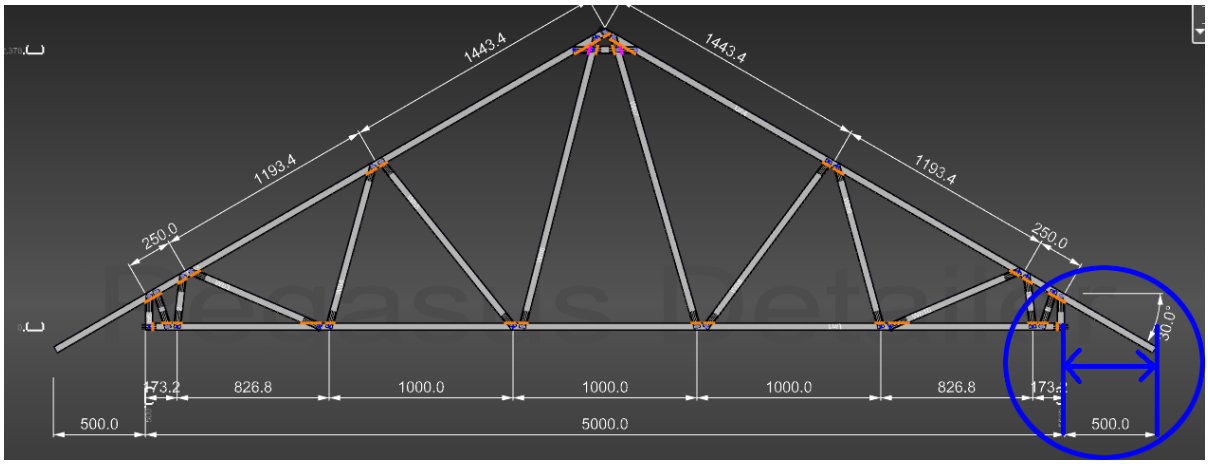
Eaves Overhang | 750

Adjust the distance the wall extends over the wall line.

Value 750



Value 500



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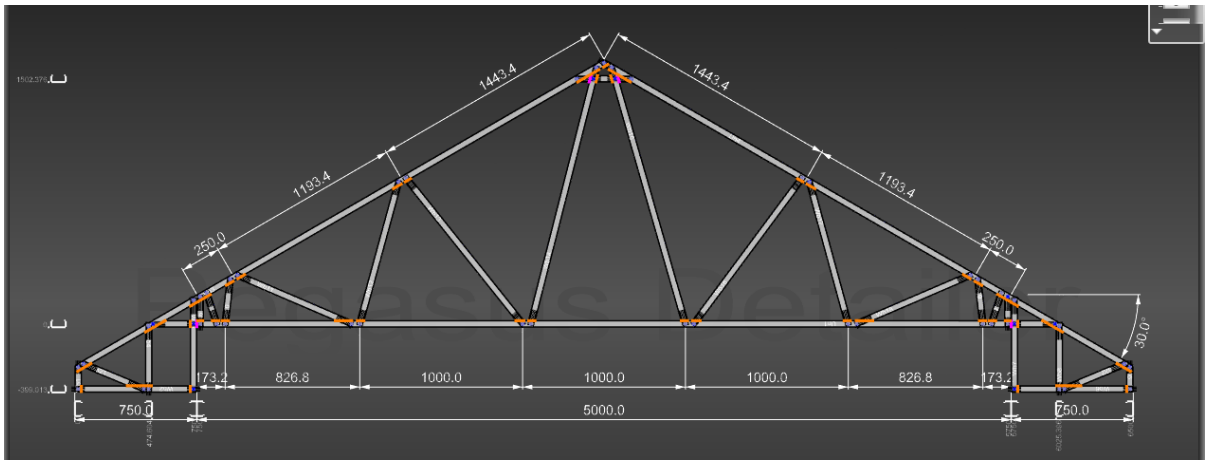
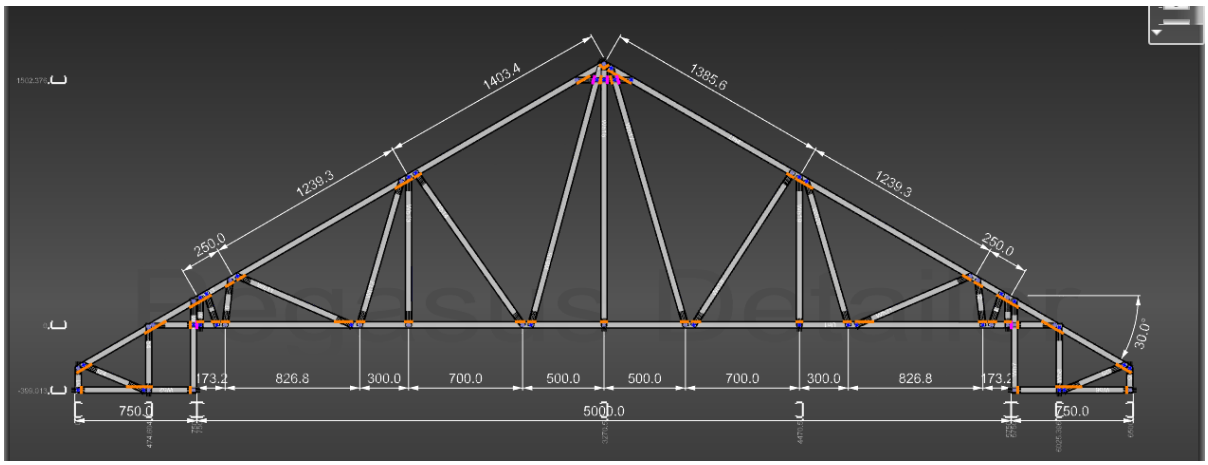
3 Gable End Truss

Gable End Truss

Without Gable End Truss



With Gable End Truss



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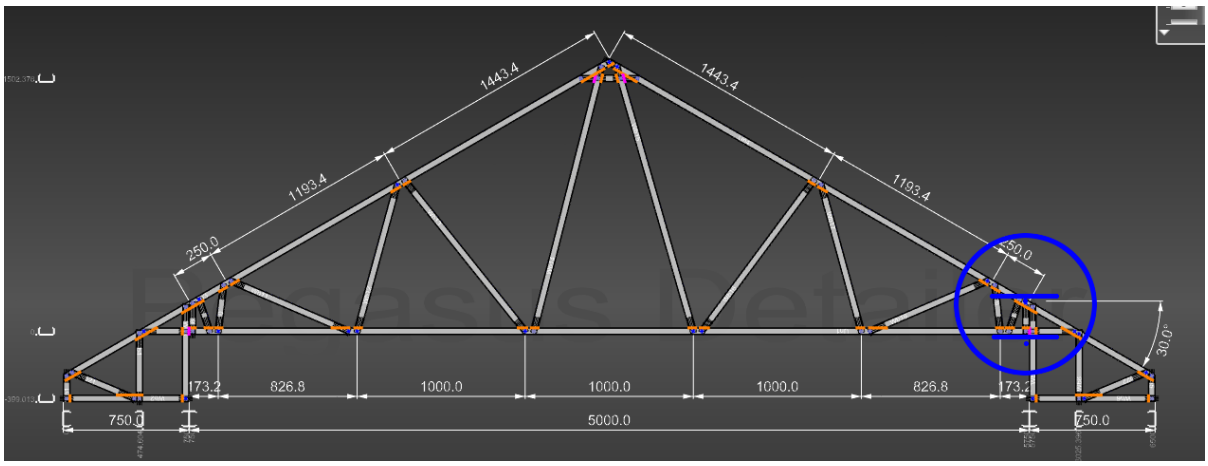
4 Knee Height

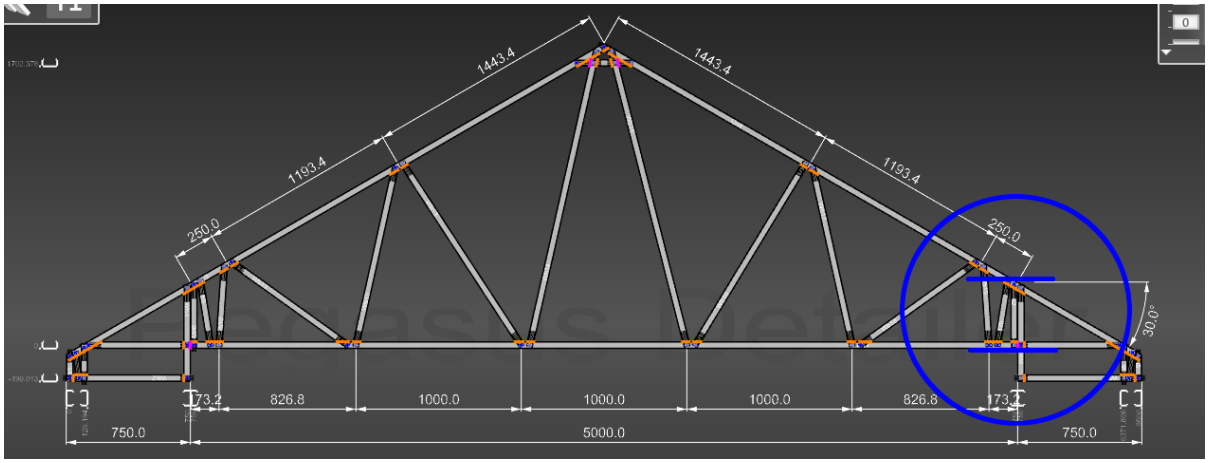
Knee Height	200

Adjust the height from the bottom plate, to the rafter, at the wall load bearing position.

Value 200



Value 400



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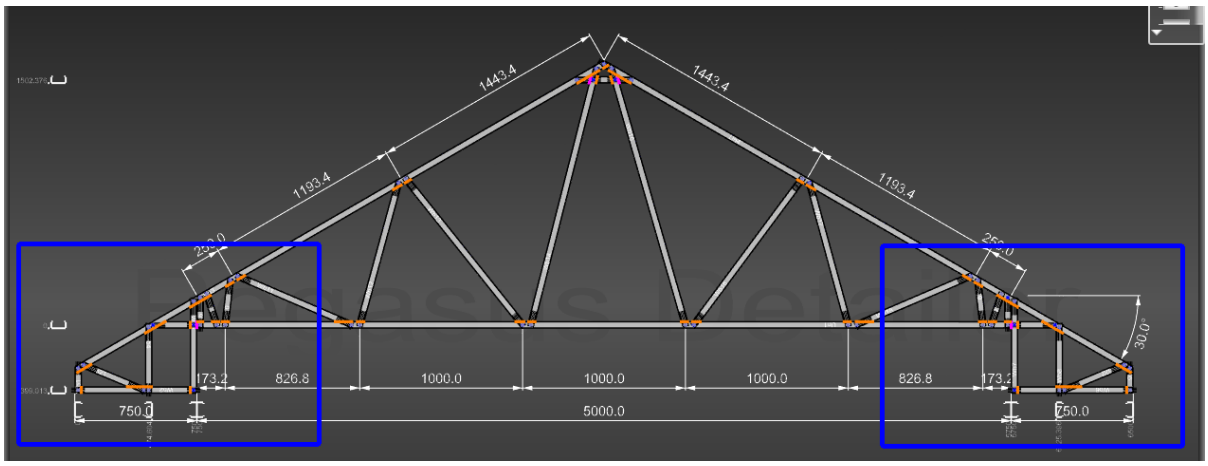
5 Rafter Overhangs

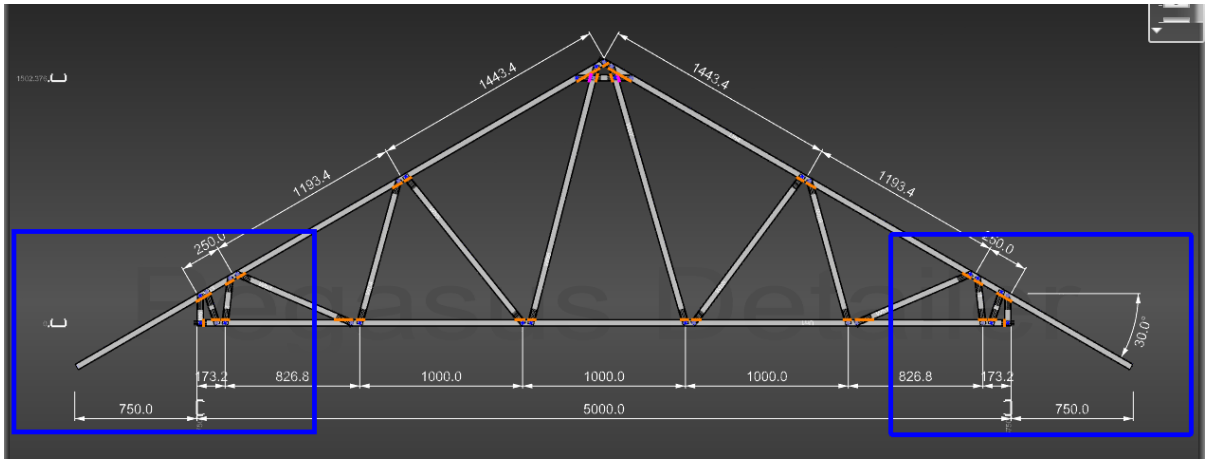
Rafter Overhangs

Select whether the rafter overhangs the wall, or whether it is structurally boxed.

Without Rafter Overhangs



With Rafter Overhangs



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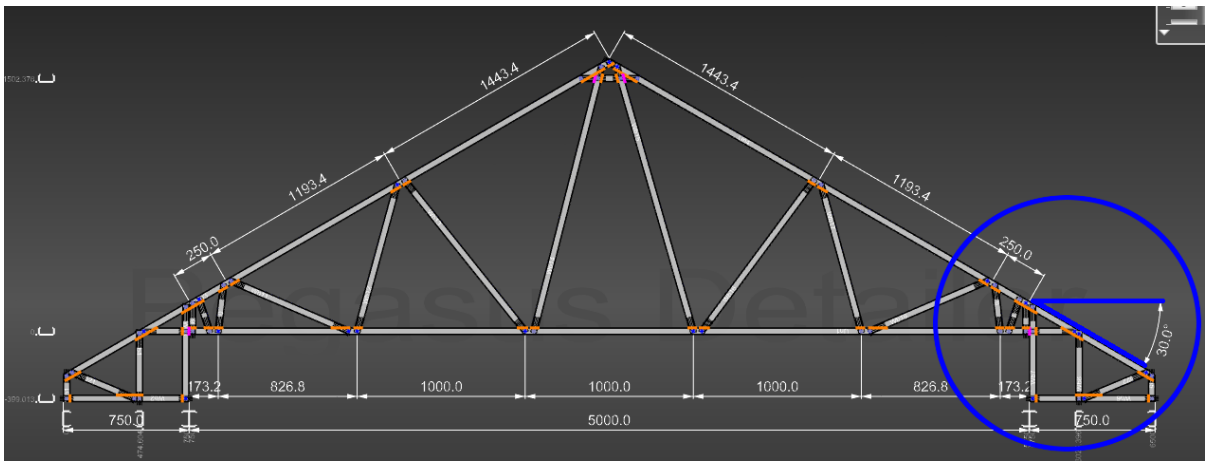
6 Roof Pitch

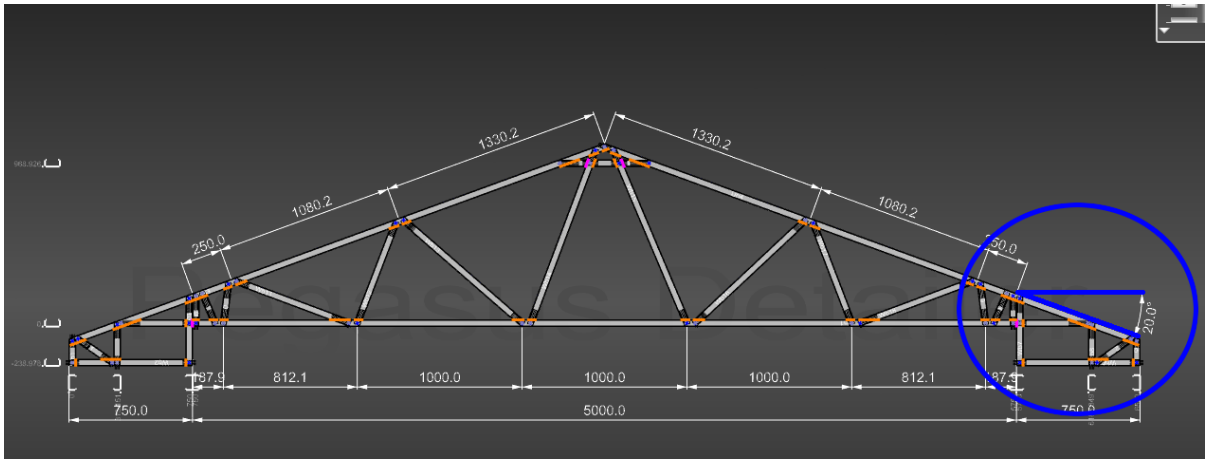
Roof Pitch	30

Adjust the pitch of the roof.

Value 30



Value 20



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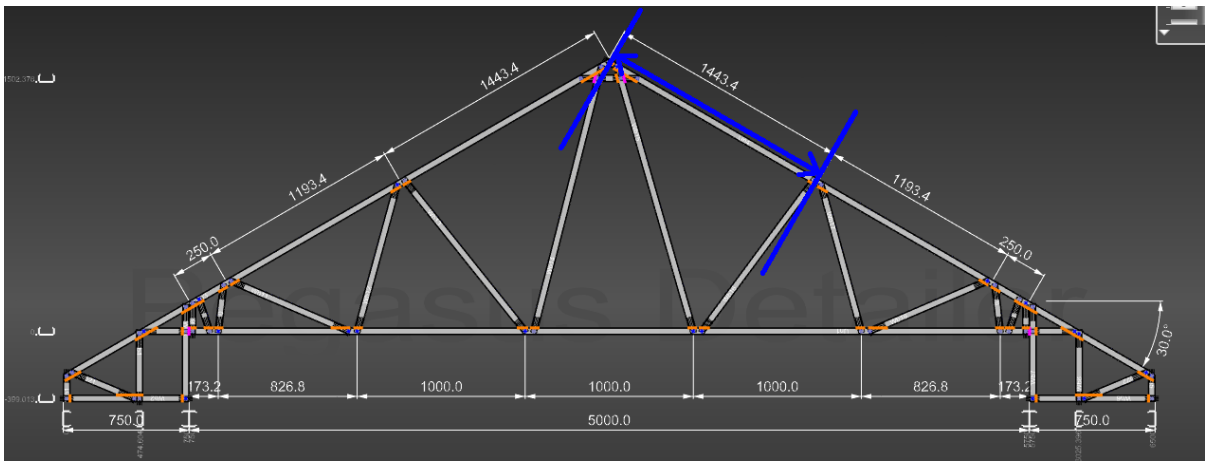
7 Truss Maximum Bay

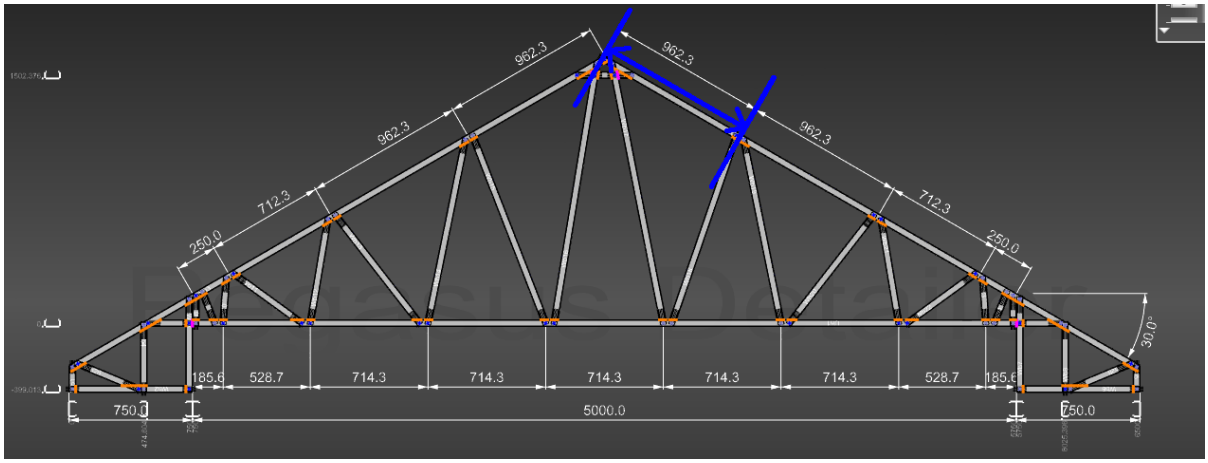
Truss Maximum Bay	1500

Adjust the maximum spacing allowed for consecutive web-truss connections.

Value of 1500



Value 1000



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Support

Access product updates, support topics, and register bug fixes at the Pegasus Help Desk.

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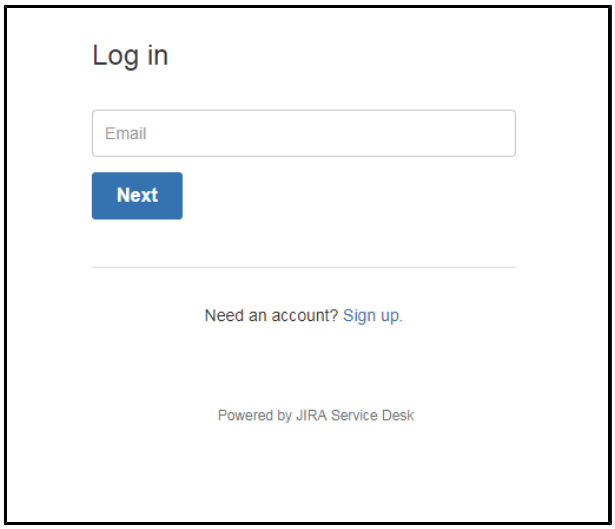
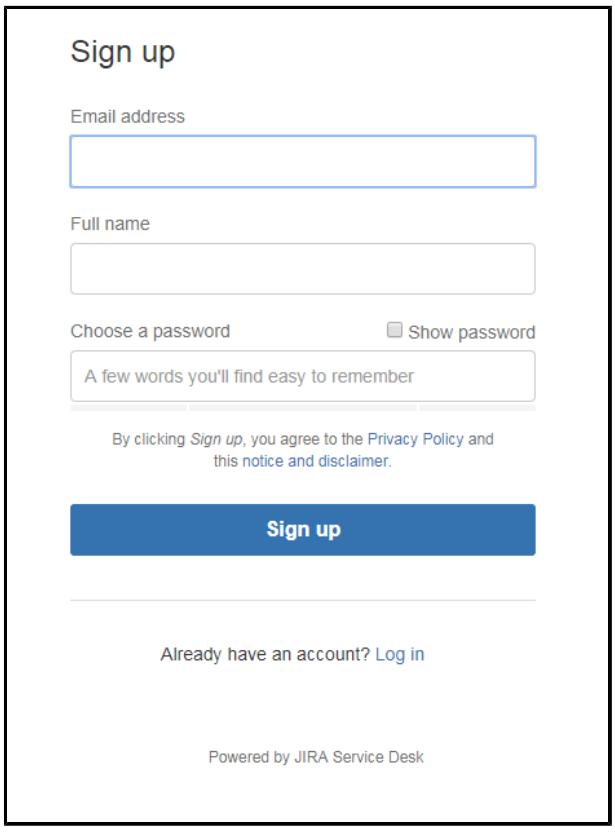
Sign Up

Pegasus Help Desk Login

The first time accessing the Pegasus Help Desk will require a user account to be set up. This will ensure that any requested support, issues or bugs can be resolved in an efficient manner.



Click the 'Sign Up' link to create a new account.



Enter email address, full name, password and select 'Sign Up' to create the account.

Direct Link
https://goo.gl/uXePhb

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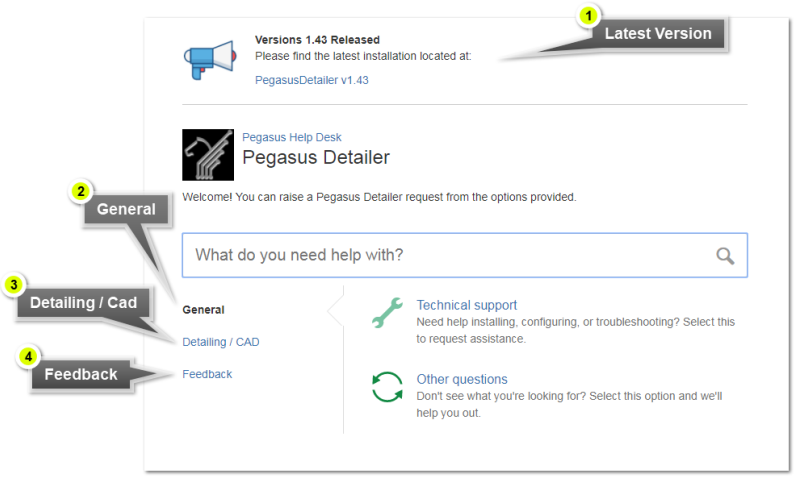
Request Support

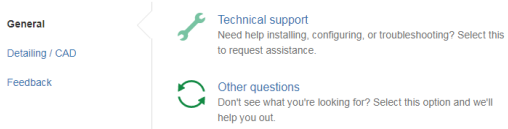
Support can be accessed via the [Pegasus Help Desk]
An account must be created to access this service.



1 Latest Version

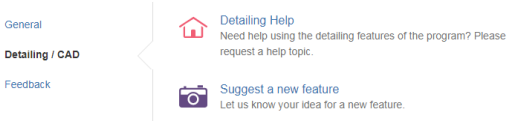
Access the latest version of the software via the download link in the annoucement section at the top of the page.

2 General



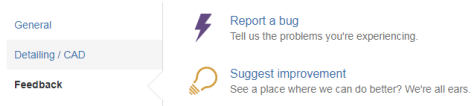
Request technical support and make general enquiries via the **General** section.

3 Detailing / Cad



Request a particular help topic and suggest new features via the **Detailing / CAD** section.

4 Feedback



Report bugs and suggest improvements via the **Feedback** section.

Direct Link
https://goo.gl/uXePhb

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