

# DETAILING ERECTION VIEW UPDATES



**SDS/2**

A NEMETSCHek COMPANY

In SDS/2 v2020, the detail erection process has been improved. **Detail Erection Views** is now one command that can detail erection views in *Stick, Wire, Solid, Stick & Wire, Solid & Wire, and Manual*. We have added more features to easily sort your erection views, and a way to add an extra tag for which views in the model are for detailing purposes. You now can tell which views were detailed as a single member style and which views have mixed member styles in the erection view, and more member information is saved with the member when redetailed.

## NEW FOR ERECTION VIEWS

When you create a new view in *Modeling*, you now have an option to mark the view **For detailing**. This corresponds to a sort option in your **Detail Erection View** list, and your **Open View** list, within *Modeling*. This is to sort out views that were intended to be used for detailing into their own list of views.

The **For detailing** view list is a separate list from views that do not have this option checked on. The only way to see views that were marked as **For detailing** is to have this check box on in the **Open View** or **Detail Erection View** windows. This is not something that has to be checked; it is merely a sorting option to help. You **CAN** still detail any erection view in your model.

You can edit any grid line to turn **For Detailing** on or off by changing your *Selection Filter* drop-down to **Grid Lines** and select the grids, multi-editing the views to turn this on or off in the *Edit Erection View* window.

By default, the **For Detailing** check box will be off when a new grid line is added or when **Save Area** is used to save a view. You will only get views added to the **For Detailing** list when you manually check this option on. If you go to **Save View As...**, from your **File** pull-down, under **Views/Grids**, it will default to the current status of that option in the view you are currently in. If you open a view that is set with **For detailing** on, and go to **Save View As...** the *Save View* window will also have it checked on as well for this potential new view or for if you save over the existing view.

When you use **Open View**, you will now see that your erection views have more *Show* and *Filter* options on the right side of your *Select One Erection View* window, as shown in Figure 2. You can now turn on or off the display of *Primary, Secondary, Dimension only, and Placement only* erection views in the *Select One Erection View* list. The *Show*: options will show the selected items in the *Select One Erection View* list. The *Filter*: options will change the list to either **Show for Detailing** views, **Show Erector** views or, with both checked, show erector views that are also set as a **For detailing** view. Erector views are views that are only created in SDS/2 Erector or, SDS/2 Erector Plus.

The list of erection views in your *Open View* window will be two separate lists. With the **Show for detailing** check box off, you will see your erection views that do not have this checked in the saved erection view information, as shown in Figure 1. With the **Show for detailing** checked on, you will only see views that have this checked on. This is intended to help you prevent accidental erection view changes to erection views that are being used for detailing, like depth check getting changed and resaved.

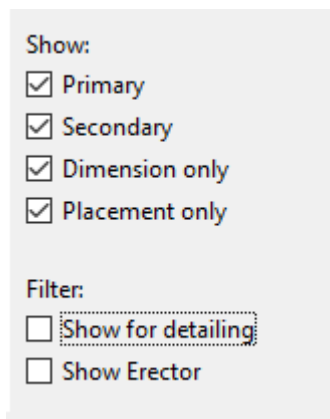


Figure 2: Open View Show and Filter Options

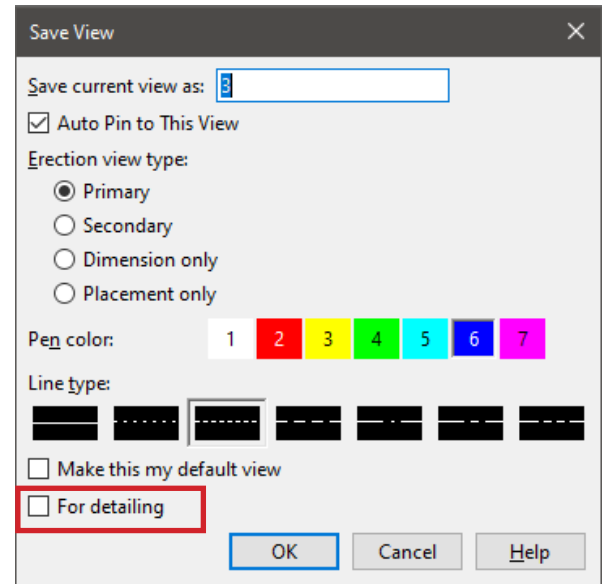


Figure 1: For Detailing Option

## DETAILING ERECTION VIEWS

When you run **Detail Erection Views** on your job, you will see a single *Select Erection View* window.

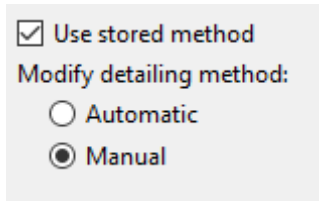


Figure 3: Detailing Method

First, you will see the new options for the detailing method of your selected erection views — the options are **Automatic** or **Manual**, the first time an erection view is detailed, this selection will be used — After an erection view has been detailed, you will see this grayed out, as it will default to the check box just above these to **Use stored method**. This will use the stored detailing method on the erection view, or you can uncheck **Use stored method** and have the detailing use **Automatic** or **Manual** for the selected view(s), this could be to override or reset a view that has mixed member styles to a single style. Your detailing **Settings** still affect all other detailing options.

Second, you will see new symbols to the left of the erection views in your list. These are to help you see what is an **Automatic** erection view, **Manual** erection view, or is **Not detailed**. You can also use the corresponding check boxes on the right side of the window to hide any of these specific types in the list.

- **Automatic** - Any erection view detail with only a single member style in it, for example, an erection view detailed entirely in *Stick* or *Wire*.
- **Manual** - You detailed with the **Manual** option to start with, or you modified member styles in an **Automatic** erection view to now have mixed member styles — for instance, a roof view where you detailed in *Stick*, then went through and set roof opening members to *Wire* to see the materials. This will change the view to a manual view, and the next time it is detailed it is automatically ran through the *Manual Erection view detailing* routine so that you do not lose member styles you changed.
- **Not detailed** - There is no current detail for this view.

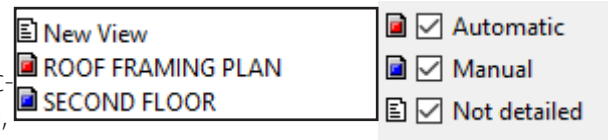


Figure 4: Erection View States

You can also check on or off the same *Filter:* options as the Open View window to detail your erection views that either do or do not have the **For detailing** option checked on.

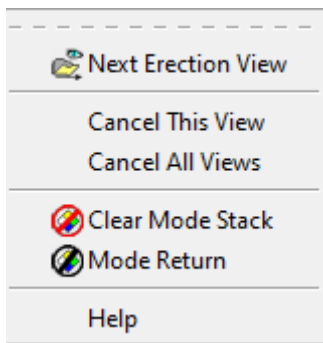
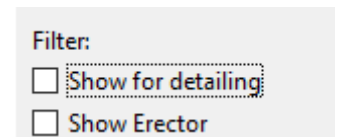


Figure 5: Cancel Manual Detailing

By making a selection of erection views that have different states like **Automatic** and **Manual**, SDS/2 will run all the **Automatic** views first, then start with the first **Manual** view and bring up the *Manual Erection View Detailing* window for you to adjust any member styles, if needed, and continue to the next **Manual** erection view until all selected have been ran. If you need to cancel the *Manual Erection View Detailing* after the *Manual Erection View Detailing* window has come up, you can go your **File** pull-down, and select **Cancel This View** or **Cancel All Views**.

**NOTE: ANY CHANGE TO A MEMBER'S MEMBER STYLE IN THE ERECTION VIEW DETAIL OF AN AUTOMATIC DETAILED ERECTION VIEW, WILL MAKE THAT ERECTION VIEW NOW CONSIDERED A MANUAL ERECTION VIEW. THIS INCLUDES DELETING OR HIDING MEMBERS WITH IN THE DETAILED VIEW. YOU WILL SEE THE SYMBOL FOR THE ERECTION VIEW CHANGE FROM THE RED AUTOMATIC SYMBOL TO THE BLUE MANUAL SYMBOL IN YOUR DETAIL ERECTION VIEW LIST. UNLESS USE STORED METHOD IS UNCHECKED, THIS VIEW WILL NOW ALWAYS BE RUN THROUGH MANUAL ERECTION VIEW DETAILING SO THAT THE DIFFERENCES IN MEMBER STYLES CAN BE MAINTAINED.**

## MANUAL DETAIL ERECTION VIEW

**Manual** detailing is used for the purpose of selecting specific member styles for each member in your view, showing or hiding members within the view, and turning off or on the *Display Options* that will affect the visibility of certain items within the detailed view. The *Manual Erection View Detailing* window is a representation of the model view that allows you to adjust these *Member Styles* and *Display Options* to apply to the detailed view.

*Display Options* that will affect the erection view, while in your *Manual Erection View Detailing* window, are shown in your display options with an asterisk to the right of them and a red **Select all** box. Whatever you set as your display options for these fields will follow across to your erection view detail, and are saved with this specific erection view detail for any other times it is detailed manually, until again changed.

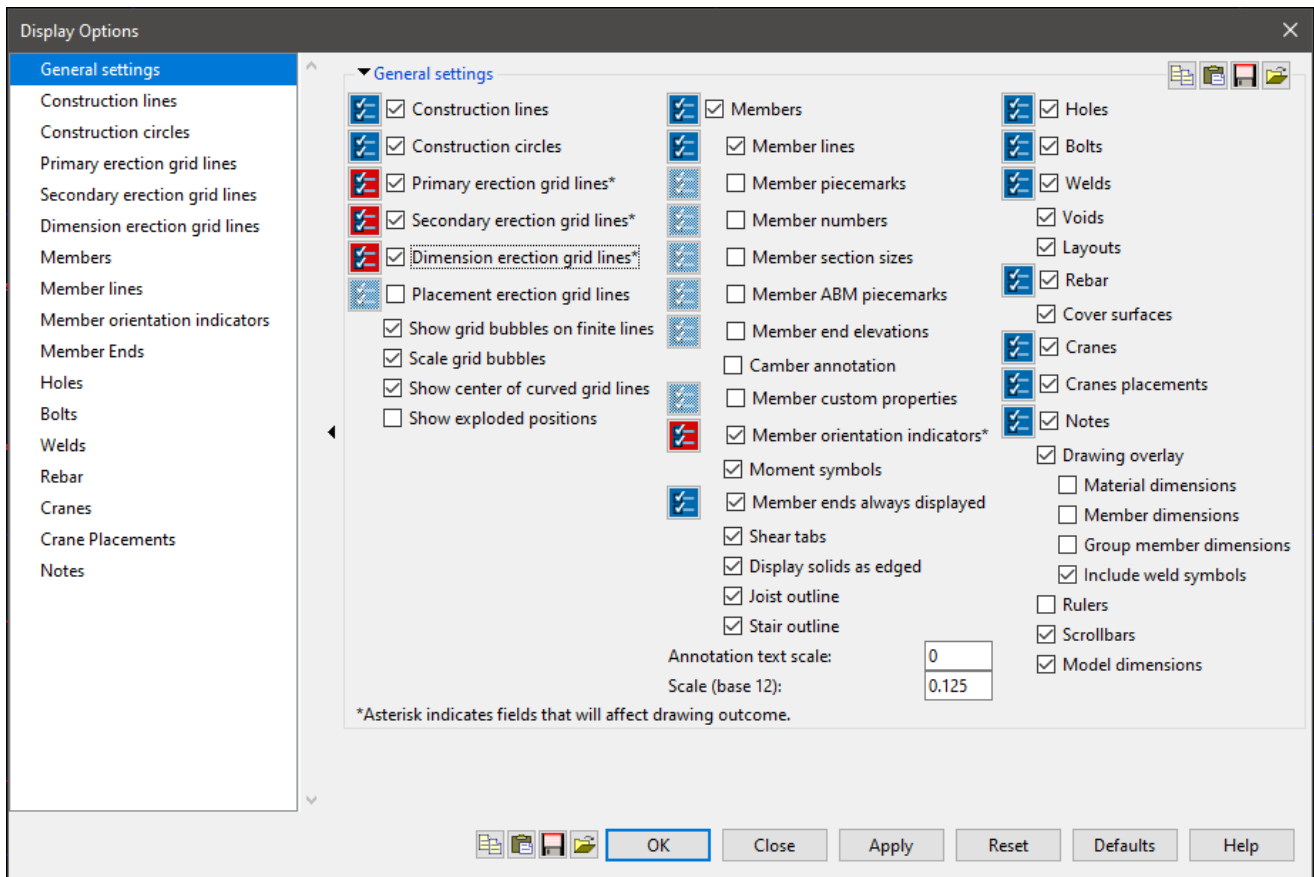


Figure 6: Manual Erection View Detailing Display Options

## ERECTION VIEW CLEAN UP ADDITIONS

You can now add or change the system provided shear tab mark and moment symbols in your *Erection View Cleanup* window. **System** will match what is on the member in the model; **Hidden** will hide any on that end. For the shear tabs, **Near side** and **Far side** will add the line for the shear location on either side of the member line, and for moment symbols, you can **Show** the moment triangle on the member end even if the member in the model does not have a moment connection type. The Show member orientation indicator, and MOI scale, are also new to SDS/2 v2020. This will allow you to manually turn off or on the MOI (Member Orientation Indicator), and change the scale of it if displayed for this member.

Lastly, the *Line type*, *Pen Number*, *Wire line type*, and *Wire pen number*, as shown in Figure 7, are all saved to the member information on that member. The *Line type* and *Pen number* apply to the stick member lines of members in your detail, the *Wire line type* and *Wire pen number* will apply to the polygons of any member shown in wire.



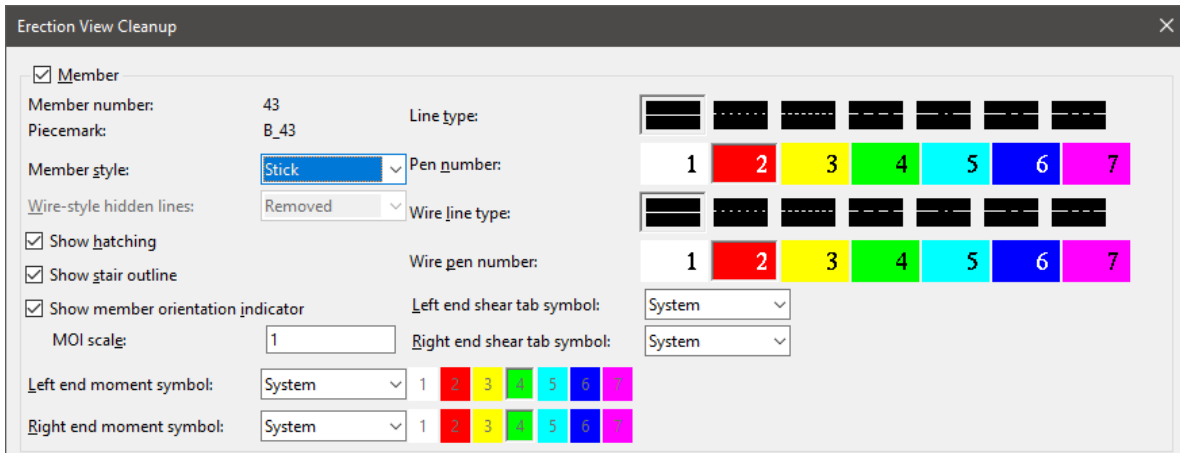


Figure 7: Erection View Clean Up Window

This means that when you redetail the view, this is retained on the member. If you change your *Wire pen number* for a roof frame that was set to wire, it will keep that pen number for the wire polygons when the view is redetailed.

To get your member line types and pens to reset, check on the option in your Detail Erection View Settings window to *Reset member line pens*, in the Appearance tab. Make sure you uncheck that if you want it to then remember the line types and pens you set for any future redetailing. You can also access the saved detailing settings while in the erection view detail by going to your **Drawing Data** from the **File** pull-down; **DD** is your default keyboard shortcut for this command. You can then select the **Settings** button to change the stored detailing settings for the erection view.

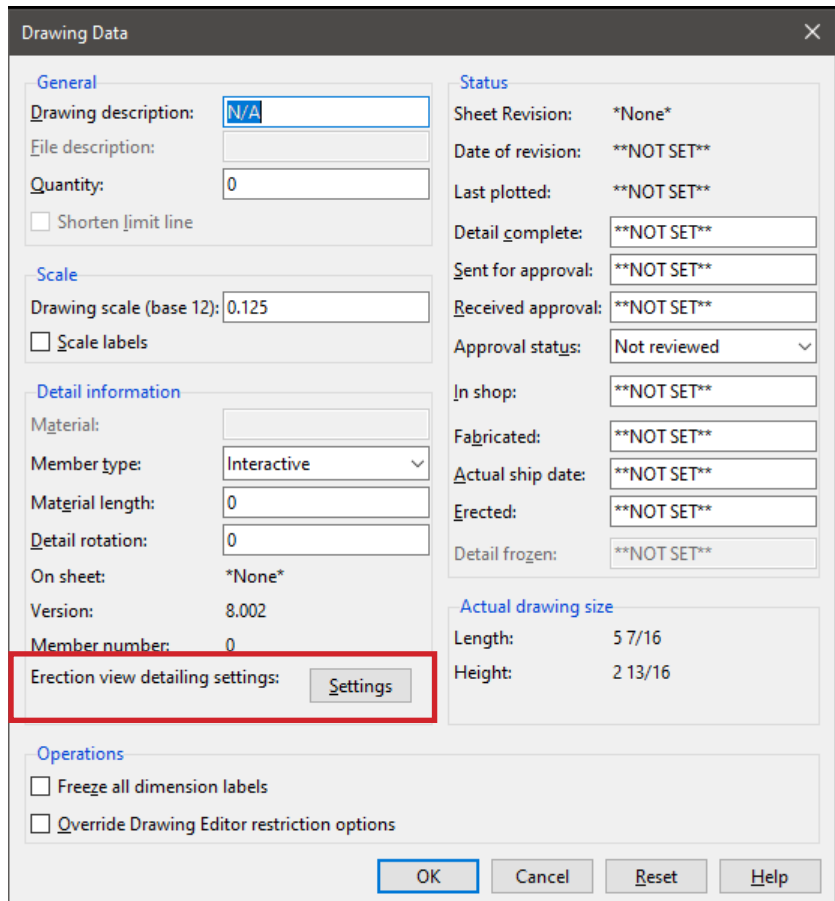


Figure 8: Drawing Data