

Apex v5 Pro (Assessor) – Touch Tablet Module Tutorial

This Tutorial:

The drawing lesson in this tutorial guides you through the same sketch as our regular v5 Pro tutorial but highlights the Touch Tablet UI and logical changes for drawing as you measure the structure. This tutorial was originally designed to be used for our On-Site Training services in conjunction with an Apex instructor but includes the 'key strokes' on the Touch Tablet UI for individual review. Please contact Apex Professional Services for additional Webinar and On-Site Training services and prices.

Drawing Lesson

This tutorial is primarily designed to introduce you to the built in number pad, drawing tools and short-cuts. Open a new sketch file (File Menu, New) and select the Touch Tablet Module tab.



The User Interface will change to replace the Command Pad with the following number pad and directional arrows. Also, the Menu items will provide you with additional needed drawing short cuts:



You can create additional drawing space in Apex by Minimizing the Ribbon menu. You can still access any menu item to temporally restore the Ribbon menu to make tool or feature selections. The Ribbon menu can be permanently maximized by tapping the green pin again.



Automatic configuration changes when using the Touch Tablet Module:

When drawing in the Touch Tablet mode, Apex automatically changes from the "manual dimension placement' mode to 'automatic dimension placement'. Unless you have made this configuration change manually, normally after you anchor a wall line, the focus changes to the placement of the dimension number so you can move them around before anchoring. When you are in the Touch Tablet mode, you will find it more efficient to have the dimension automatically anchored without requiring a 2nd tap on the **[Enter]** button. Although you are not be able to move the dimensions while you are drawing, you can come back after the sketch is drawn and move them with the stylus or a mouse action.

Begin the Sketch:

For this tutorial, define the first area by selecting the **Define Area** option in the Ribbon Menu. Select **GLA**, **Gross Living Area** option and then select the **GLA1**, **First Floor** option on the Sub-Area dialog. After Defining the Area, you will be back to the drawing pad area. The curser is displayed as a red cross hair indicating the "Pen Up" mode. Press the **[Enter]** button on the number pad to establish your Point of Beginning (POB).

Center your POB by taping on the Center Sketch option in the Ribbon Menu. For this tutorial, we will begin in the lower left corner of the sample sketch. Enter the wall dimensions and direction by tapping the numbers and arrow keys on the number pad (this is similar to the drawing process of entering the wall dimensions and directions on a standard keyboard). Tap on the numbers [2] & [0]

and then press on the $[\leftarrow]$ arrow button to draw the first line 20' to the left. Press the **[Enter]** key to anchor the first line - unless you've made the suggested configuration change. If not, the dimension is still free floating and can be moved in 1' increments by tapping on the arrow buttons.

For now, use the default dimension location and press the **[Enter]** key again to anchor the 20' dimension. You have completed the first line of the sketch. Draw the following line segments using the number pad and arrow keys listed

- [8] [**1**] [Enter]
- [6] [←] [Enter]
- [6] [****] [Enter]
- [2] [<] [Enter]

Your sketch should look something like this:



You can tap on the Center Sketch option in the Ribbon Menu at any time to re-center the sketch. The Rescale option and Scale to Fit tools are also available any time that you need them.

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Drawing Angles:

The next line will be the first angle of a Bay Window. Apex can use the standard "Rise & Run" measurements for drawing angled lines. In this case the angled wall has a Rise & Run of 2' left by 2' down. Enter the Rise & Run measurements <u>without</u> tapping on the [Enter] button in between will allow you to draw the desired angle:

[2] [←] [2] [↓] [Enter]

Apex will draw calculate the length the wall has to be based on the 2'x 2' Rise & Run measurements. BTW, it does not matter which direction you draw first as the result will be the same. The dimensions for these shorter wall lengths may overlap but can be cleaned up after the sketch is complete.

Continue to draw the rest of the Bay Window and subsequent lines:

[6]	[←]	[Enter]	
[2]	[←]	[2] [个]	[Delete button to delete redundant text]
[2]	[←]	[Enter]	
[1] [5]	[个]	[Enter]	

We will now introduce an alternate method for drawing angled lines in Apex. In some cases obtaining the Rise & Run measurements may be very difficult if not impossible. Apex allows you to enter the actual degree of angle along with the wall length to calculate the Rise & Run for you. The next line in our tutorial angles to the **left** at a **53 degree angle of departure**.



The number pad includes a **[Left]** & a **[Right]** button to activate Apex's **Turn Feature**. This angled wall can be drawn tapping on the following buttons:

[2] [0]	[L]	[5] [3]	[Enter]
		(See screen o	capture on next page)

Note the line distance, direction and angle information is displayed above the number pad prior to tapping the **[Enter]** button to draw the line.



The next line in the tutorial angles back to the right at 90 degrees. The Turn Feature automatically defaults to a 90 degree angle so you can simply tap the appropriate numbers and the **[Right]** button to draw the next wall.

[1] [5] [R] [Enter]

The next horizontal line aligns with the 15' wall so we'll introduce Apex's **Alignment Feature**. Select this feature by tapping the **[Align]** button. Notice the arrow buttons change to indicate the Alignment Feature is active. By tapping on the directional arrow buttons, Apex will draw a line that jumps to the first point of alignment. In this case, the first tap will draw a line 6.9' to the left. Tap on the Alignment button again to turn off the feature.



Draw the next line 16' up, re-center and rescale if necessary.



We will now introduce the **Define Area on-the-fly Feature**. In this tutorial, the Garage area begins at the end of the 16' vertical wall we just drew. Select the Define Area option in the Ribbon Menu and select the Garage area. After taping on the **[Ok]** button and returning to the drawing pad, <u>you must tap on the **[Enter]** button again to go to the Pen Down mode and establish the new POB for the Garage</u>. You can now continue drawing the Garage dimensions in as follows:

[2] [0]	[个]	[Enter]
[2] [4]	[→]	[Enter]
[2] [0]	[↓]	[Enter]
[2] [4]	[←]	[Enter] *

*You must complete the Garage polygon to complete this area. Apex will automatically post the area Name (or Code) and the area calculation as text entries in the Garage area. The location of text labels can be adjusted after the sketch is completed. Apex will automatically revert to drawing the GLA, First Floor area.



Continue drawing the living area polygon:

[2] [4]	[→]	[Enter]	
[9] [.] [8]	[\]	[Enter]	
[4]	[←]	[Enter]	
[7] [.] [2]	[\]	[Enter]	
[10]	[→]	[Enter]	
[3]	[\]	[Enter]	
[10]	[→]	[Enter]	(The Alignment tool could also be used)

We've delayed the timing to define the attached Porch on-the-fly in this example to show another feature called **Auto Trace.** First, define the Porch area. The Porch will also introduce a basic 90 degree curve by using the **Curve Tool**. After defining the Porch area, tap the **[Enter]** button to go to the Pen Down mode to establish the new POB. Begin drawing the Porch:

[1] [0] [↑] [Enter] Align (2x) [↑] (10' up so) [1] [0][←] [Enter] (establishes 45 degree chord)

Select the Curve Tool from the Ribbon Menu

Tap the 90 degree curve option on the left side and select the **[Left]** curve direction as noted. Tap the **[Ok]** button to confirm:



Tap the [Enter] button to anchor the curveAlign[<]</td>[Enter] (tap Align to turn off feature)

Select the Auto Trace Feature from the Ribbon Menu

The remaining common walls along the living area will automatically be drawn and the Porch will be closed.

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Tap the [Close] button to complete the sketch.



General Notes:

You can use your stylus to tap and select various text and dimension labels to move them to alternative positions to clean the sketch up. After selecting a text or dimension label, tap on it a 2nd time and move it with the stylus. Once the item is in the appropriate position, tap the **[Enter]** button to anchor its position. *If you are in Active Pen mode on your tablet, you will need to carefully move the pen away from the screen before tapping the **[Enter]** button to anchor its position.

You can also revert to normal desktop mode by selecting the other Menu items for other macro tools such as select all dimensions or text labels and font size changes, cycle dimensions, etc...

Additional sketch editing features that you are used to in Apex v5 Pro can also be done by plugging in a keyboard and mouse or if you are using a convertible tablet, by flipping the screen back over and using the device like a standard note book PC.

Jump to Corner

The cross hair button in the middle of the number pad duplicates the "J" key for the Jump to Corner feature. When in the Pen Up mode, tap on the screen near a given corner. You can move the cursor in 1' increments with the arrow keys or by entering the distance and direction on the number pad.