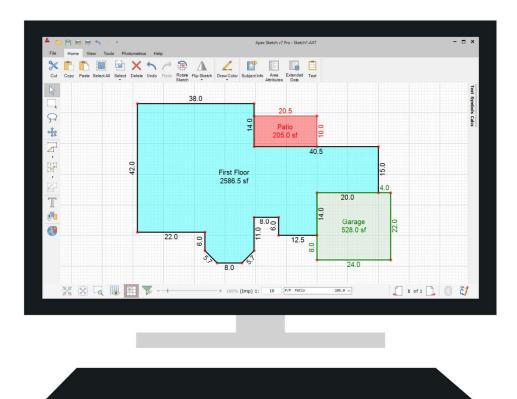


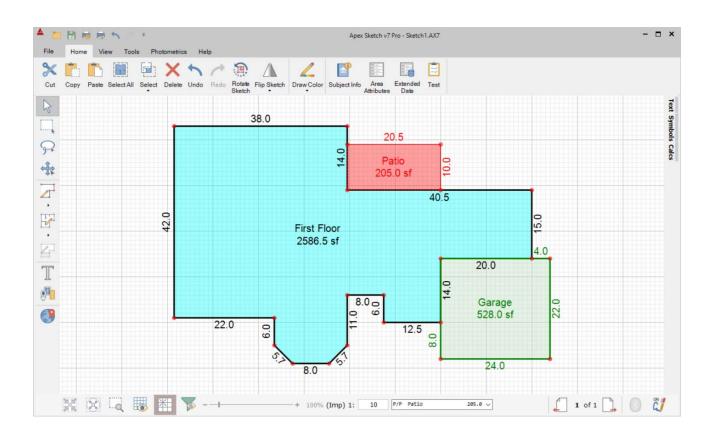
# Apex Sketch v7 Legacy Drawing Method



## **Apex Sketch Version 7 – Define First**

Apex Sketch Version 7 uses the same keystrokes as you would use traditionally in any other Apex program. The tutorial below will walk you step-by-step through some of the basics of drawing a sketch in Apex Sketch Version 7. Before you begin, please note that we have modified the line styles and colors in the Area Code Table for this specific tutorial.

In this tutorial, we will draw the following sketch:



**Note:** Although you can draw lines using the mouse to activate Pen Down/Drawing Mode, drag lines to their desired length and left clicking to anchor, this tutorial will focus on the more efficient method of direct keyboard input of the wall or line distances & directions. This is a similar work flow to older vector-based drawing programs and may feel more comfortable for existing users.

#### **Enabling Define First Mode**

Apex Sketch Version 7 now offers Define First or Legacy Mode, this allows the user to sketch more like they did in older versions of Apex. To enable Define First Mode click on Tools>Options in the Ribbon bar at the top of the program to bring up the Settings dialog.

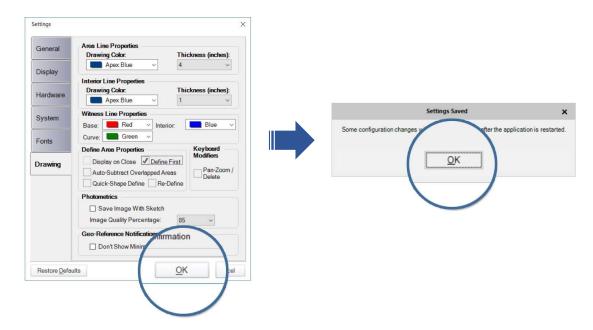
File Home	Apex Sketch v7 Pro - Sketch 1.AX7 – T	×□		
Connect Disc Options	Settings ×			
	General Pen as Ink v	Text Symbols Calcs		
R	Display Ink Options	ols Cal		
4	Hardware Gestures Enabled Ink Recognition:	<u> </u>		
	System Unit of Measure			
<b>F</b>	Fonts			
	Drawing         1.0         0.01         0.0001         Image: Off Control of the second s			
T	Dimension Options: Ortho:			
	8.5 ~ 5 ~ ~			
(3)	Auto Placement Strip Trailing Zeroes			
	Restore Defaults OK Cancel			
X 🛛 🗔 🐻 💥 🍞 - +	+ 86% (Imp) 1: 10	IJ		

In the Settings dialog select the Drawing Tab located in the left column of the window. Under Define Area Properties check the option for Define First.

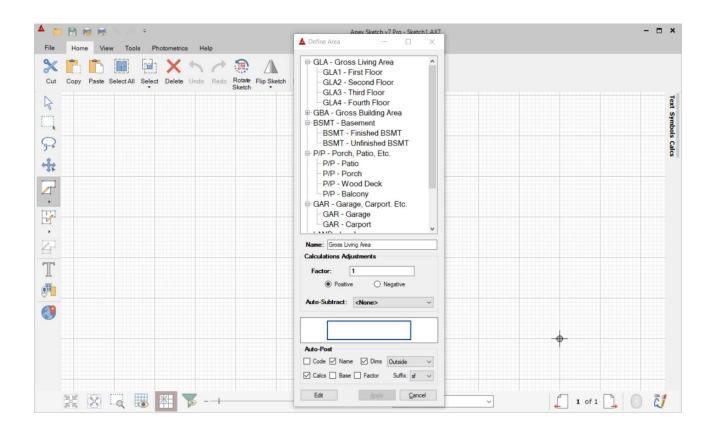
eneral	Area Line Properties Drawing Color: Thickness (inches):	General	Area Line Properties Drawing Color: Thickness (in
	Apex Blue	Display	Apex Blue v 4
Display	Interior Line Properties	Display	Interior Line Properties
rdware	Drawing Color: Thickness (inches):	Hardware	Drawing Color: Thickness (in
	Apex Blue v 1 v	-	Apex Blue ~ 1
ctom	Witness Line Properties Base: Red ~ Interior: Blue ~	System	Witness Line Properties Base: Red Blue
ts	re: Green V	Fonts	Curve:
	Area Properties Keyboard Modifiers	Fonts	Define Area F
wing	play on Close Define First	Drawing	Display ose Define First
	to-Subtract Overlapped Areas Delete		Auto-Sub Overlapped Areas
	notometrics		Photometrics ine Re-Define
-	Save Image With Sketch		Save Image With Stream
	Image Quality Percentage: 85 ~		Image Quality Percentage: 85 ~
	Geo-Reference Notifications		Geo-Reference Notifications
	Don't Show Minimize Confirmation		Don't Show Minimize Confirmation

#### Enabling Define First Mode (continued)

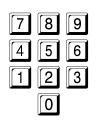
Now that Define First is selected in Settings, click the OK button at the bottom of the Settings window. You will then receive a prompt to restart the program to take on the new settings. OK this dialog window as well.



Finally, close and reopen Apex Sketch Version 7, you are now ready to start sketching using Define First Mode.



#### **General Reminders of basic Av7 Key Strokes**



Number Keys are used to enter the distance you would like the cursor to move.



Direction Arrow will move the cursor or selected item in 1' (or 1 meter) increments each time you tap the direction arrow.



SHIFT + Direction Arrow will move the cursor or selected item .1' (or .1 meter) increments each time you tap the direction arrow.



CTRL + Direction Arrow will jump your cursor into alignment with the closest line in the selected direction. If there are no lines to align with, the cursor will not move.



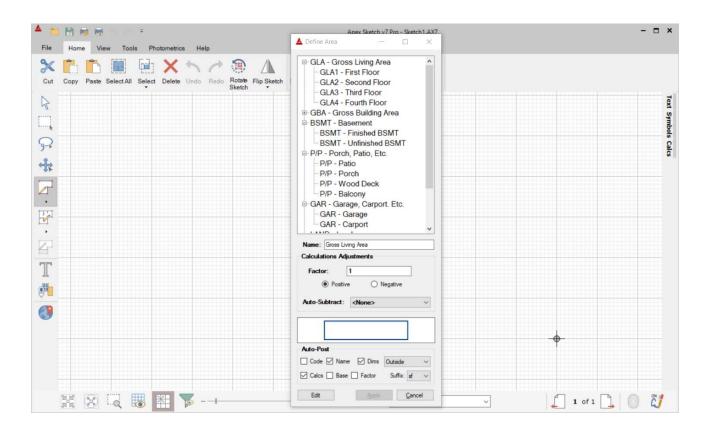
CTRL + SHIFT + Direction Arrow will align your cursor with the closest intersecting line it its path. If there is no intersecting line in its path, the cursor will not move.

ENTER

ENTER executes the command. Pen Up/Pen Down.

### **Getting Started**

Open Apex Sketch Version 7 on your machine. When you begin a new sketch file the Define Area dialog appears, as illustrated below. If you happen to close the dialog, you can access Define Area by pressing F4 or by accessing the Draw Area icon in the Drawing Toolbar going up the left side of the program.

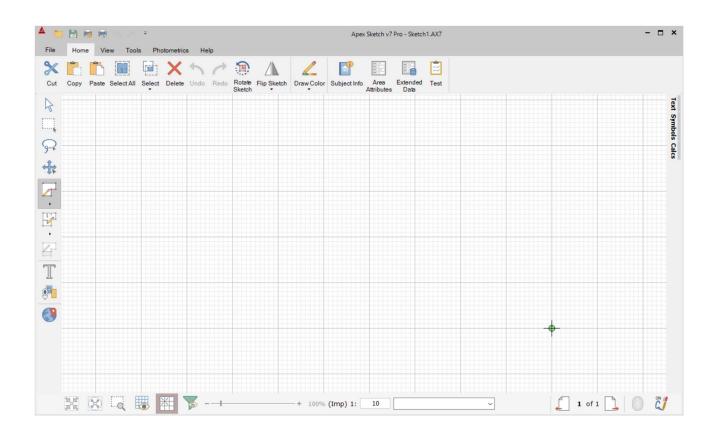


We will start off this tutorial by drawing the First Floor. In the Define Area dialog select GLA1 – First Floor from the list of areas and click the Apply button.

A Define A	▲ Define Area — □ ×
GLA - Gross Living Area GLA1 - First Floor - GLA2 - Second Floor - GLA3 - Third Floor - GLA3 - Third Floor - Gross Buildin - P/ - P/P - Baloony © GAR - Garage, Carport Etc. - GAR - Garage - GAR - Garger	<ul> <li>⇒ GLA - Gross Living Area</li> <li>→ GLA - Forst Floor</li> <li>→ GLA 2 - Second Floor</li> <li>→ GLA 2 - Second Floor</li> <li>→ GLA 3 - Third Floor</li> <li>→ GBA - Gross Building Area</li> <li>⇒ BSMT - Gross Building Area</li> <li>⇒ BSMT - Finished BSMT</li> <li>→ BSMT - Unfinished BSMT</li> <li>→ P/P - Porch, Patio, Etc.</li> <li>→ P/P - Patio</li> <li>→ P/P - Balcony</li> <li>⇒ GAR - Garago, Caprot. Etc.</li> <li>→ GAR - Garago</li> <li>→ GAR - Carpot</li> </ul>
Name: First Floor	Name: First Floor
Calculations Adjustments	Calculations Adjustments
Factor: 1 O Negative	Factor: 1 Postive O Negative
Auto-Subtract: <a href="https://www.endloweduction.com">www.endloweduction.com</a>	Auto-Subtract: <none> v</none>
	me Dims Outside
Auto-Post	Base 🗌 Factor Suffix: sf
Code 🗹 Name 🗹 Dims Outside 🗸	
Calcs Base Factor Suffix:	Apply Canc
Edit Apply Cancel	

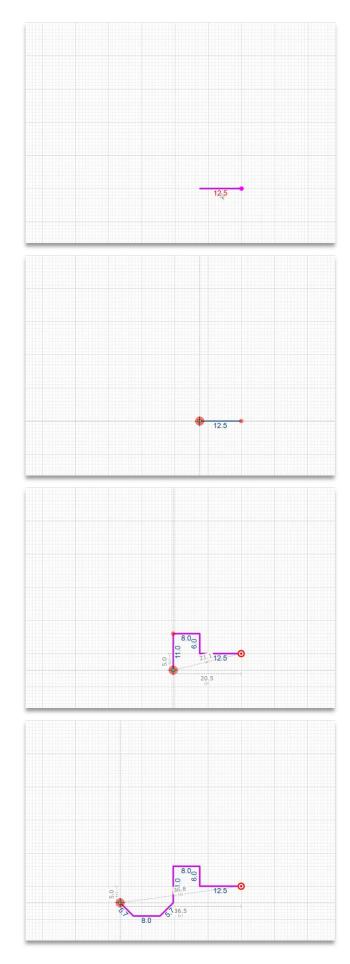
## Getting Started (continued)

Now that we have Defined the Area, position the cursor in the Drawing Pad as seen in the screen capture below. Once in place press the Enter key on your keyboard to anchor the cursor. The cross-hair will turn green indicating Pen Down/Drawing Mode.



**Note**: It is ok to start sketching anywhere on the drawing pad as you can select the [C] key at any time to re-center the sketch. The sketch can also be resized at any point if the zoom level needs to be expanded for larger structures.

You are now ready to start inputting measurements into Apex Sketch version 7...



Using the Keyboard, enter the following:

12.5 < ENTER

**Note:** when using Define First Mode, by default you must hit Enter once to anchor the line and a second time to anchor the dimension label, you can change to Automatic Dimension Placement by going to Settings>General and selecting Auto Placement.

Press Enter a second time to place the dimension label in the sketch.

• ENTER

**Note:** if you press the Space Bar the dimension label will be removed from the sketch. Pressing H or V on the keyboard will orientate the label Horizontally or Vertically in the sketch.

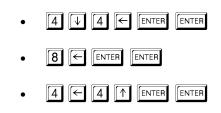
Using your keyboard continue entering the following:

• 6 1	ENTER	ENTER
-------	-------	-------

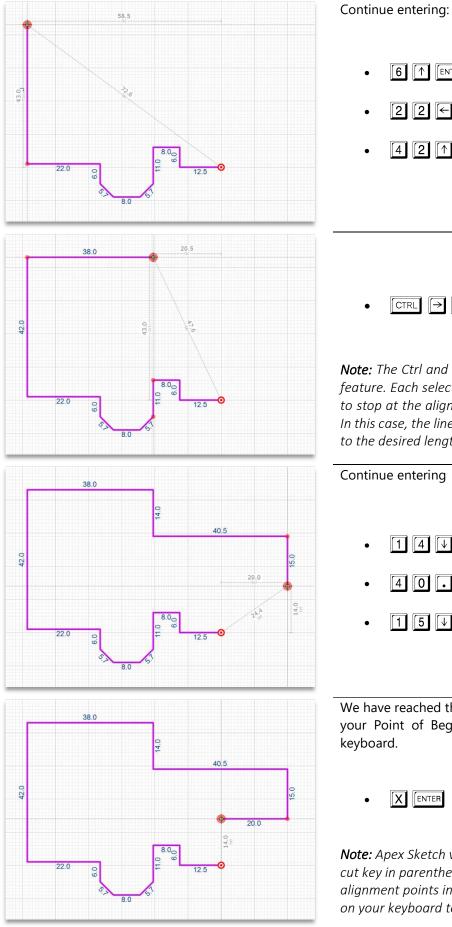
- 8 ← ENTER ENTER

**Note:** fractional feet or fractional meter increments can be used as needed. Also, Tab can be used in place of the decimal point key to input inches (Av7 will convert inches to a decimal equivalent).

You have reached a Bay Window with angled walls, enter the Rise & Run as follows:



*Note*: It is important <u>not</u> to press Enter between the rise and run dimension.



#### 6 1 ENTER ENTER 2 2 ENTER ENTER ENTER ENTER 2 $[\uparrow]$ 4



Note: The Ctrl and Directional Arrow keys activate the Alignment feature. Each selection of the Right Arrow key will extend the line to stop at the alignment points that exist from other wall points. In this case, the line will extend to 22', then to 26', then to 34', and to the desired length of 38'.

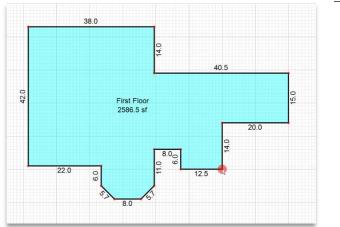
#### Continue entering

- 4  $\left[ \downarrow \right]$ ENTER ENTER 1
- ENTER ENTER 5 4 0
- **5 ↓** ENTER ENTER 1

We have reached the second to last wall of the area, to align with your Point of Beginning (POB) simply hit the X key on your keyboard.

ENTER

*Note:* Apex Sketch v7 now provides "Witness Lines" with a short cut key in parenthesis showing the distance to different alignment points in the sketch. Simply tap the corresponding key on your keyboard to draw the desired line.



Finally, to close the shape press the A key on your keyboard this will Auto-Close the Area.

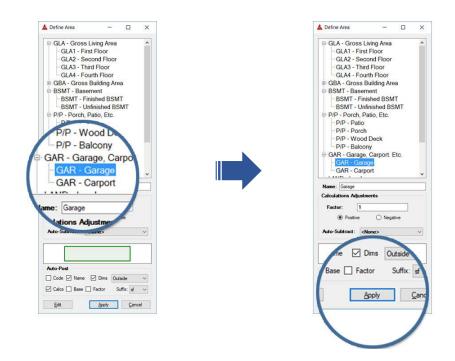
• A ENTER

**Note:** Once you Auto-Close the area and press Enter to place the dimension label, the Auto-Post labels will post in the center of the Area. These labels can be moved/deleted by simply clicking on a label and moving it to the desired location or pressing delete.

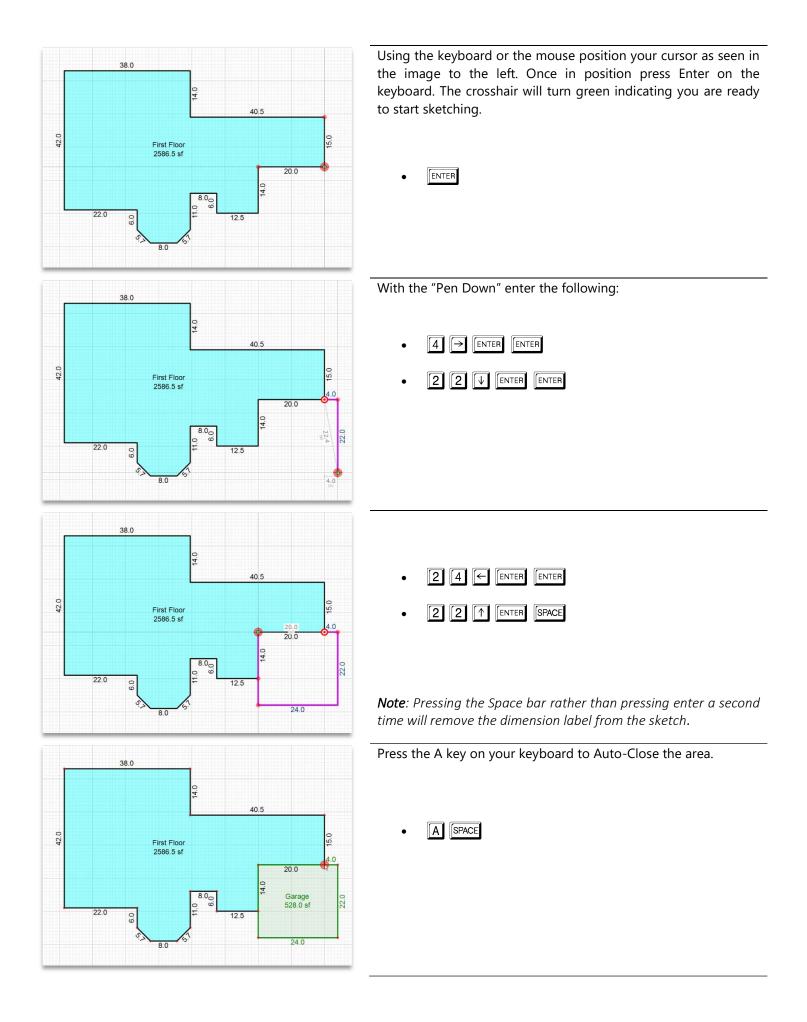
Congratulations! You have completed your first area in Apex Sketch Version 7.

#### **Drawing an Attached Garage**

Next, we will draw the Garage. To get started click on the Draw Area icon in the Drawing Toolbar or press the F4 key on your keyboard, this will bring up the Define Area dialog. In the Define Area window select GAR – Garage and click the Apply button.

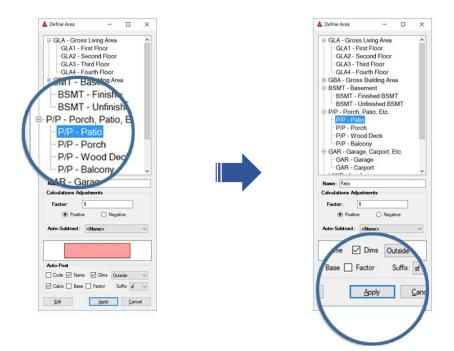


You are now ready to sketch the Garage...

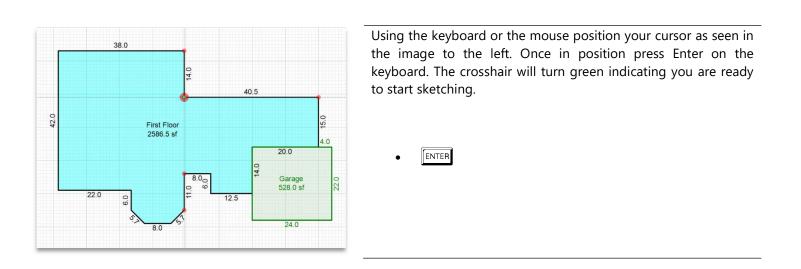


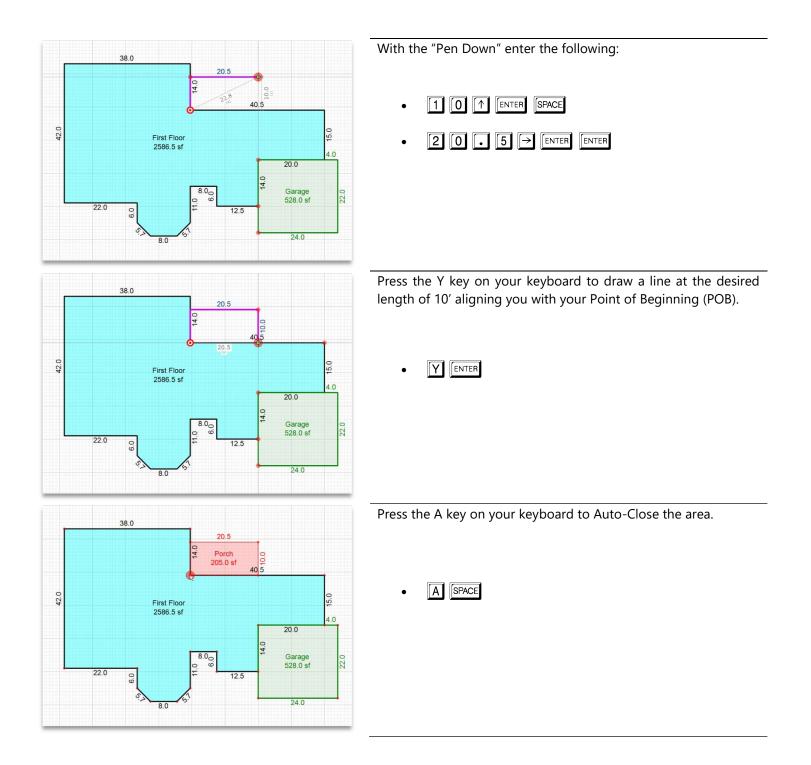
#### **Drawing an Attached Patio**

Finally, we will draw the Patio. To get started click on the Draw Area icon in the Drawing Toolbar or press the F4 key on your keyboard. In the Define Area window select P/P – Patio and click the Apply button.



You are now ready to sketch out the Patio...

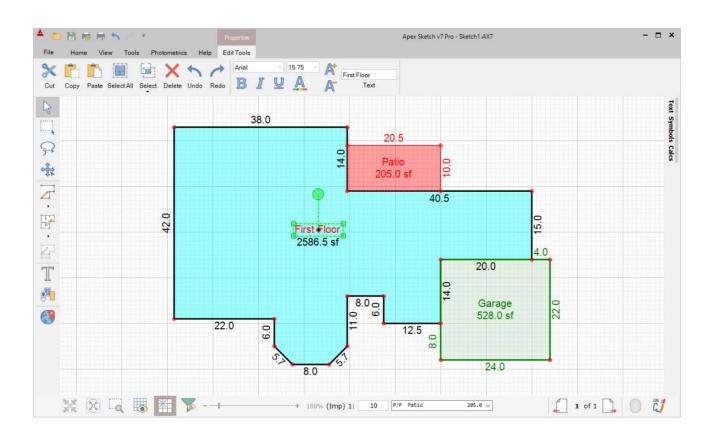




**Congratulations!** You have completed your first sketch in Apex Sketch v7.

## **Sketch Clean-up**

Using your mouse, you can select individual text or dimension entries and they will turn green indicating that they can be moved, resized or rotated:



Use the mouse and/or the Arrow keys to move selected items to a desired position. Click at a point away from the text to anchor it or press the Enter key. Text or Dimension font sizes can be changed by left clicking on one of the corner boxes and stretching using the mouse or arrow keys, you can also roll the wheel on you mouse to resize while the label is selected. Clicking on the green "balloon" will allow you to spin or rotate the selected item. Spinning or rotating near the item holds the rotation to 45-degree increments. Spinning or rotating with the mouse positioned farther away allows finer incremental rotation stopping points.