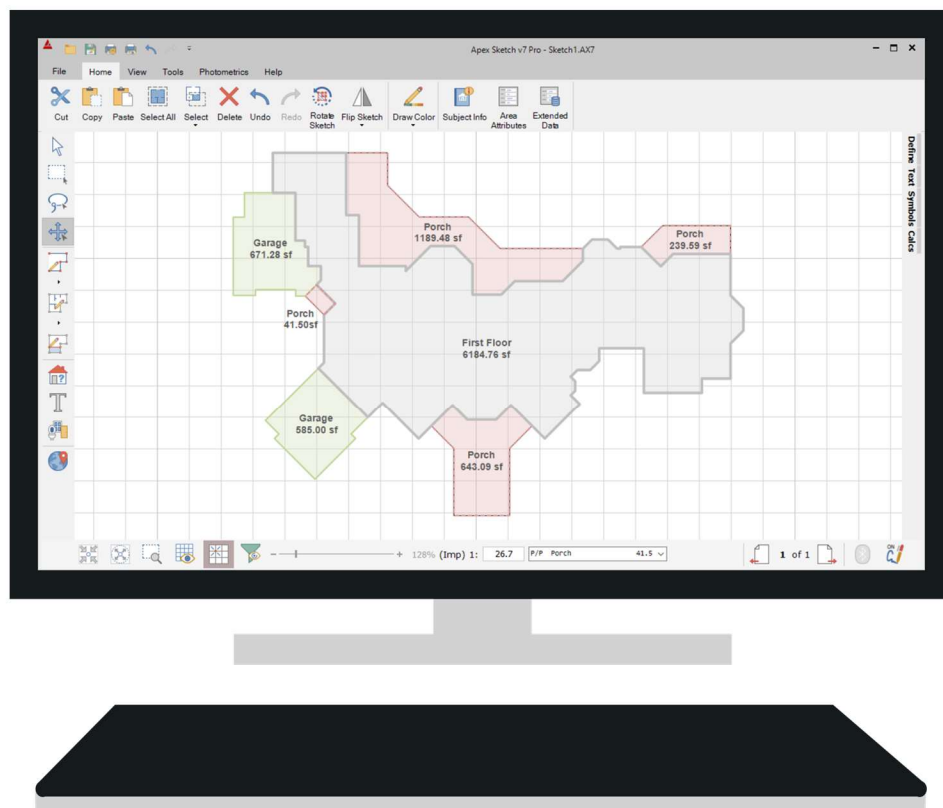


Apex Sketch v7

Drawing Angles



Apex Sketch Version 7 – Drawing Angles

In Apex Sketch v7 there are two ways to draw an angle, [Direct Angle Input](#) (Turn) or [Rise & Run](#). Below you will find a description of each method.

Drawing a Bay Window – Rise & Run

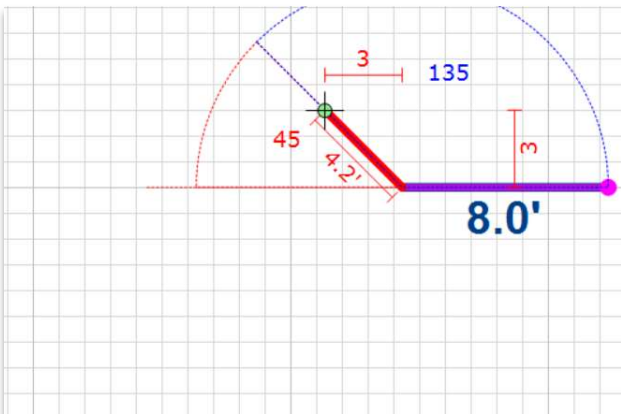
Apex Sketch v7 allows you to draw angles using Rise & Run measurements. In our example the Rise & Run measurement is 3 feet by 3 feet (3'x 3'). You can easily construct this in Apex by drawing the following:



Using your keyboard press:

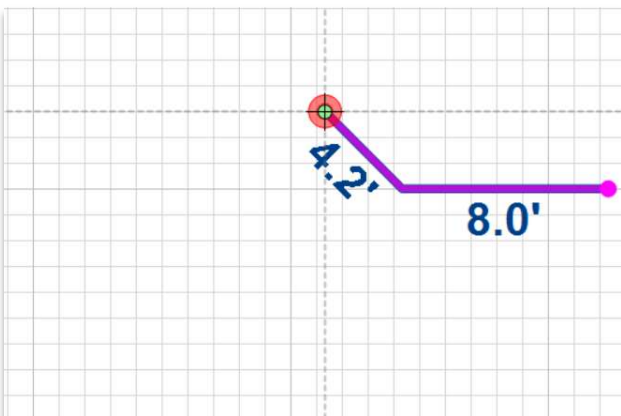
-

Note: It is important not to press Enter between the rise and run dimension.



Next press:

-

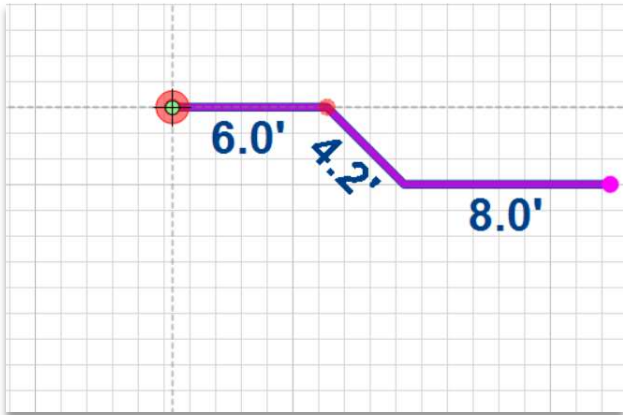


Press Enter to accept the changes.

-

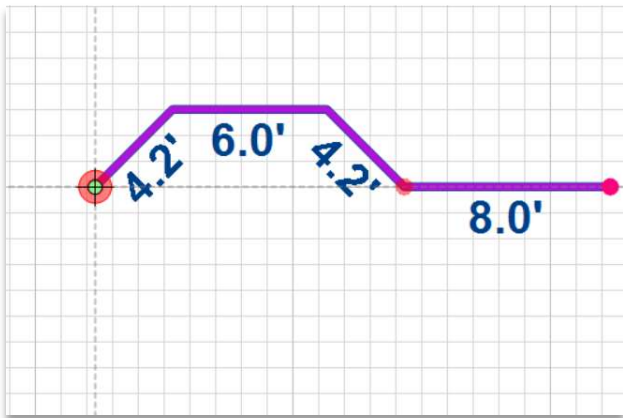
Note: If you are not using Automatic Dimension Placement then you would need to press Enter a second time to anchor the dimension label.

Drawing a Bay Window – Rise & Run (continued)



Next, we will draw out the top wall of the Bay Window by inputting the following:

-



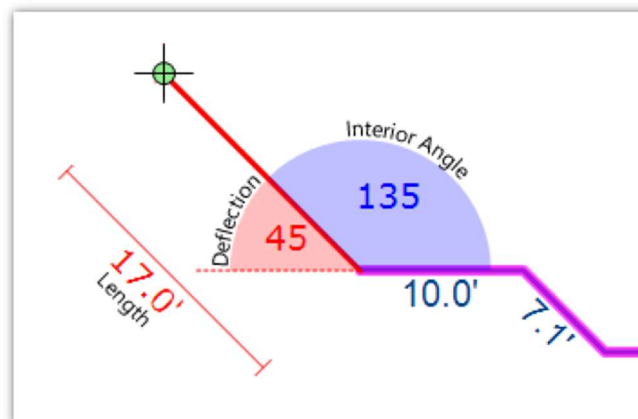
Apex Sketch v7 offers a shortcut to drawing the second angled wall of the Bay Window. Simply press the B key on your keyboard.

-

Direct Angle Input – “Turn”

Small angles are fairly easy to measure and draw. However, there are times when you may encounter angled walls where obtaining the Rise & Run measurements can be quite a challenge.

The wall we would like to draw measures 17' in Length and Angles to the Right at 45°.

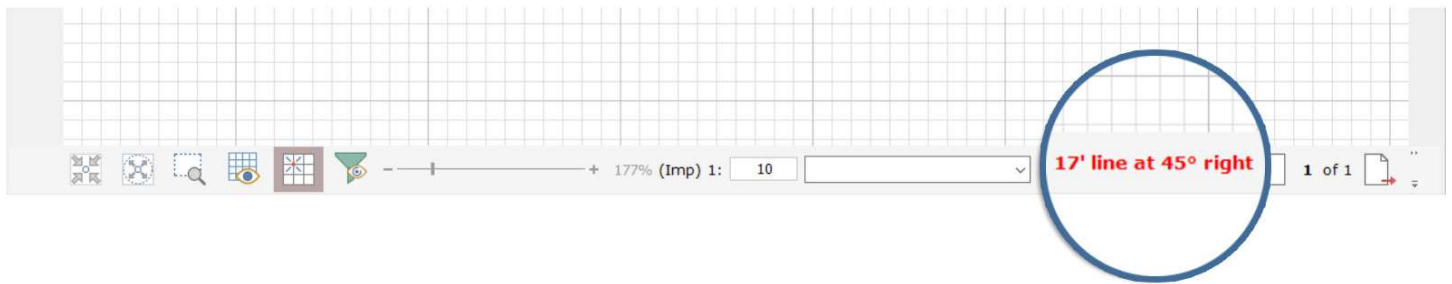


Direct Angle Input – “Turn” (continued)

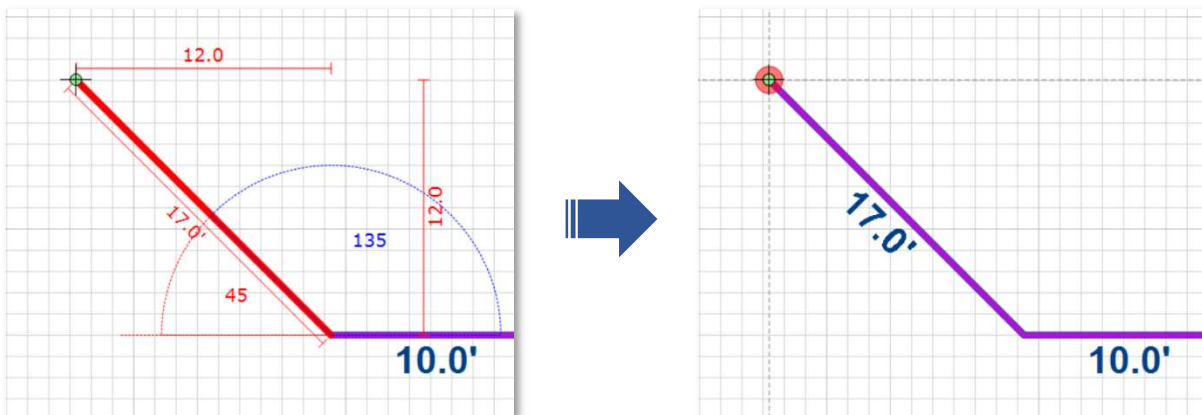
The Turn feature allows you to draw angles by inputting the length of the wall, the direction it “turns” (in relation to the last wall and the deflection angle). To draw this line in Apex Sketch v7, you would input the following commands:

- 17 feet, **Don't press ENTER**
- Turns to the Right, **Don't press ENTER**
- 45° angle

Look at your HUD at the bottom of your UI. As you input the above commands, this information is updated to reflect your input.



- Press ENTER to accept the input and draw the wall
- Press ENTER once again to anchor the wall on the sketch pad.



Note: When using the turn feature, the HUD will default to 90° immediately after specifying a direction (Right or Left). To change this to something other than 90°, simply input the angle and it will overwrite the default. This is done by design to allow you to quickly accept the 90° angle (most common) without having to input it.