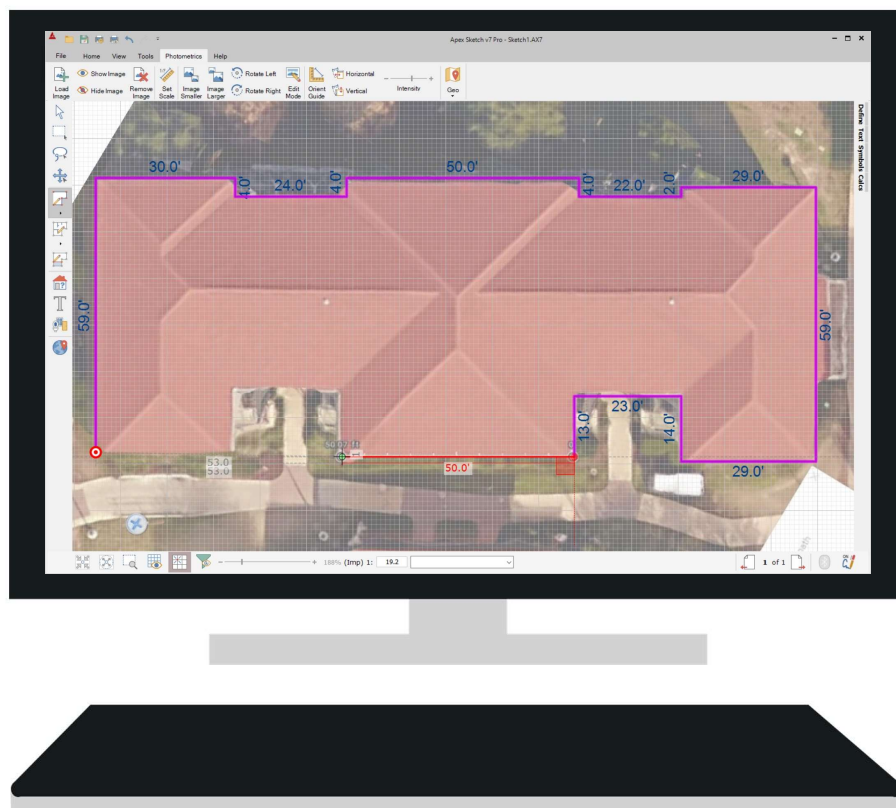


Apex Sketch v7

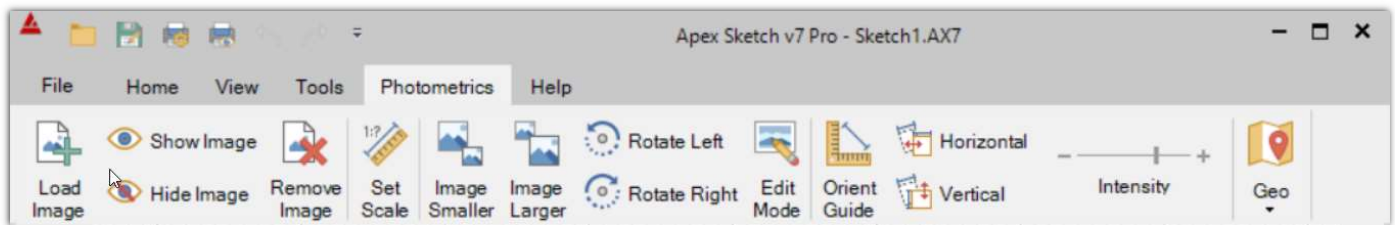
Photometrics



Apex Sketch Version 7 – Photometrics

Photometrics is a powerful tool that allows you to import scanned images of hand drawings, floorplans, blue prints, and even aerial photography into the background of the Apex drawing port. Once the image is imported into Apex v7, you can then set the scale of the image by tracing one wall rescaling your drawing port to accommodate the size/scale of the image. This is an excellent option for those properties that are difficult/impossible to measure and can be used to determine square footage or as visual reference when drawing.

Below is a brief description of each command in Photometrics:



Load Image - This is the first step in using Photometrics that allows you to open an image and overlay it into the drawing port.



Hide Image - Will remove the image from the drawing port background.



Show Image - This is the first step in using Photometrics that allows you to open an image and overlay it into the drawing port.



Remove Image - This will remove the image permanently from the sketch.



Set Scale - Set scale is a special drawing utility that allows you to scale the imported image before you start tracing. Use set scale to "draw" a line over a wall that you know the length of. Once you have traced the line, Apex v7 will prompt you for the actual length of the line and automatically scale the drawing accordingly.



Image Smaller - Will shrink the imported image in the drawing port.



Image Larger - Will increase the size of the imported image in the drawing port.



Rotate Left - Will rotate the imported image to the left in the drawing port each click



Rotate Right - Will rotate the imported image to the Right in the drawing port each click

Photometrics (continued)



Edit Mode - Will allow you to resize and/or rotate the image manually similarly to how you would rotate/resize a symbol.



Orient Guide - Allows you to trace a line of the imported image and orient the traced line horizontally (H) or vertically (V) in the drawing port. Use Orient Guide to “draw” a line over a wall in the imported image. Once you have traced the line, tap the H key to make the line Horizontal or the V key to make the line Vertical in the drawing port. This is helpful when you have an image is that is not perfectly squared in the drawing port (i.e. scanned image was slightly off when scanned and the image is crooked on the page).



Horizontal - When in edit mode, this can be used to flip the image Horizontally



Vertical - When in edit mode, this can be used to flip the image Vertically



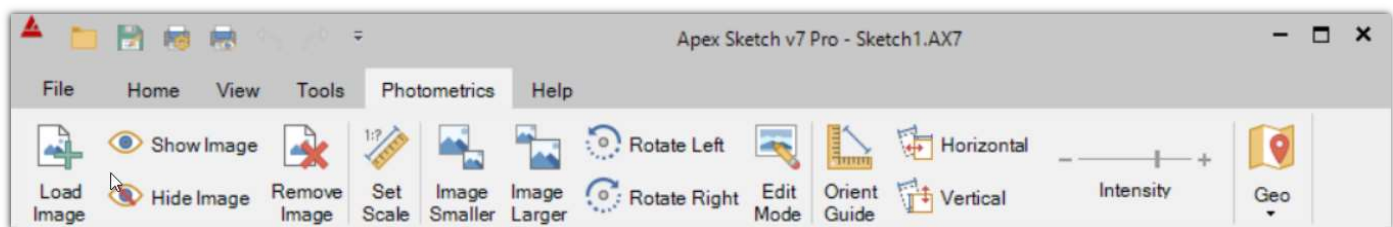
Intensity - Allows you to manipulate the image giving you the ability to view lines of your sketch/areas more clearly. The slider provided moves from light to dark as you slide it to the right.



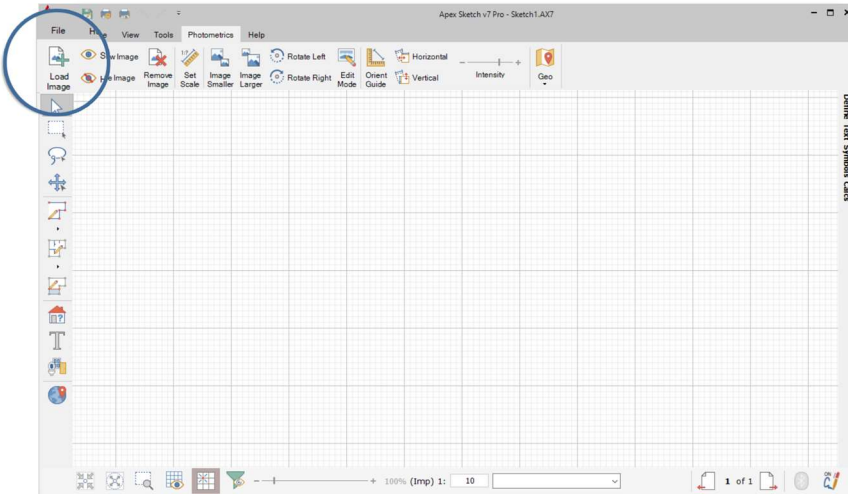
Geo -

Getting Started

To get started, simply open Apex Sketch v7 on your device. Once the application loads click on the Photometrics tab located in the Ribbon Bar at the top of the program.

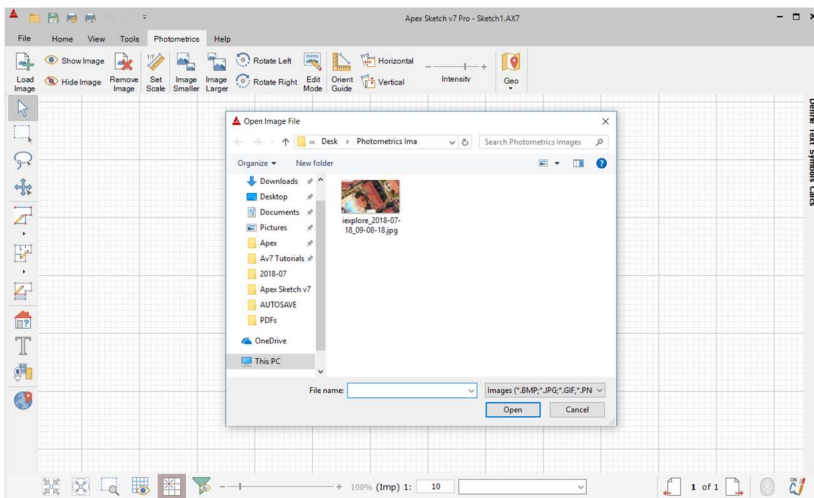


Note: If you do not have a Photometrics tab, click on [Help>Activate Modules](#) and Activate the Photometrics Module.



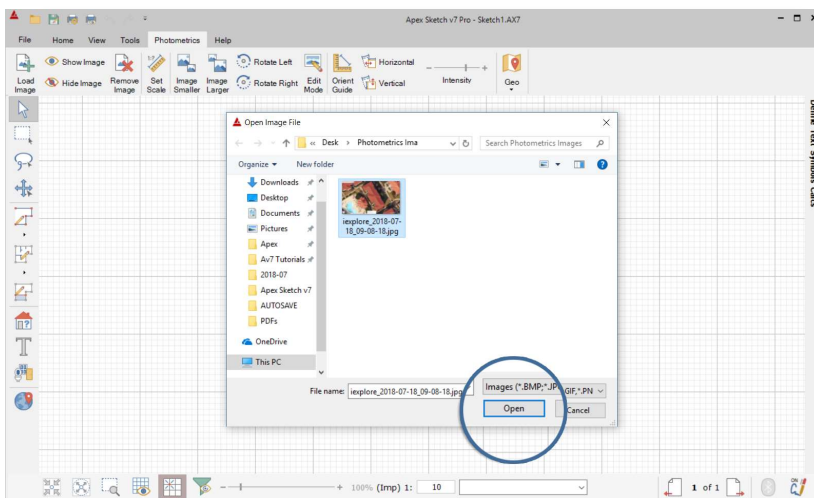
The First step in using Photometrics is to import the image you would like to use into the background of the Drawing Port.

Under the Photometrics tab find and click on [Load Image](#).

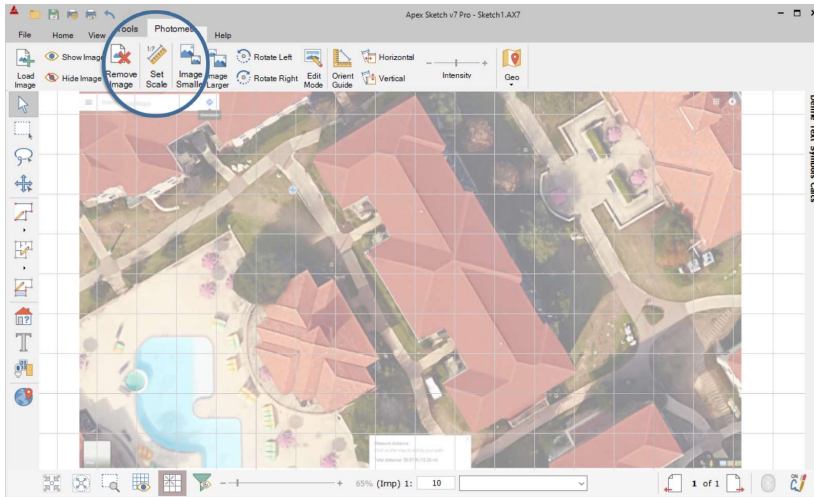


The [Open Image File](#) dialog window will appear, navigate to the location on your machine where you have saved the image file you would like to trace in Apex and select the file.

Note: Photometrics supports [.bmp](#), [.jpg](#), [.gif](#), [.png](#), [.tiff](#), and [.pdf](#) files.



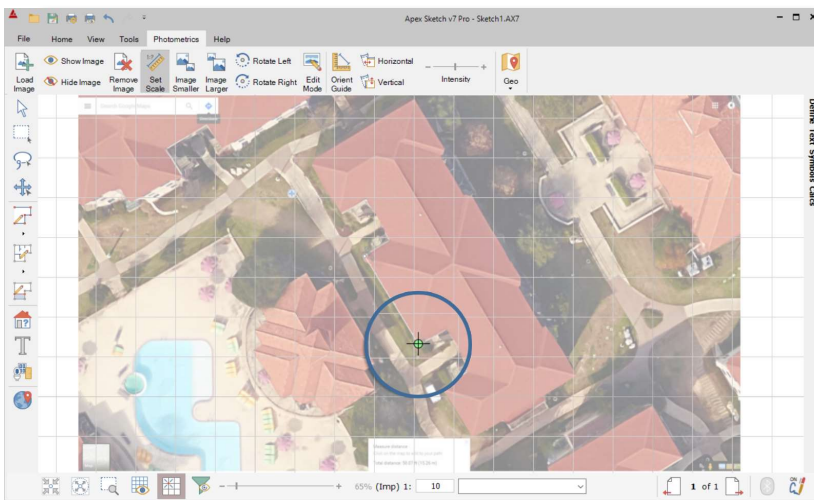
Once you have located and selected the image file on your machine click [Open](#) at the bottom of the Open Image dialog window.



Your image should now be in the background of the Drawing Port. The next step is to [Set the Scale](#).

Under the Photometrics tab, click on [Set Scale](#).

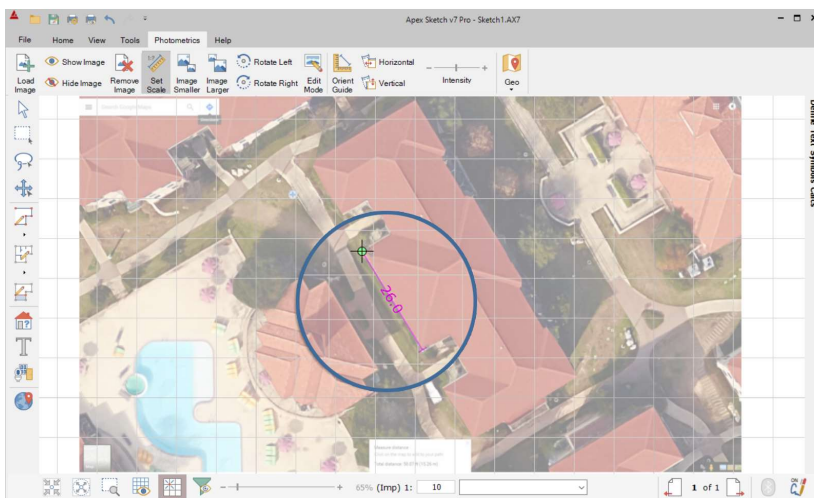
Note: If the image is too large in the drawing port when imported roll the wheel on your mouse to zoom out on the image until the area you want to trace is in view.



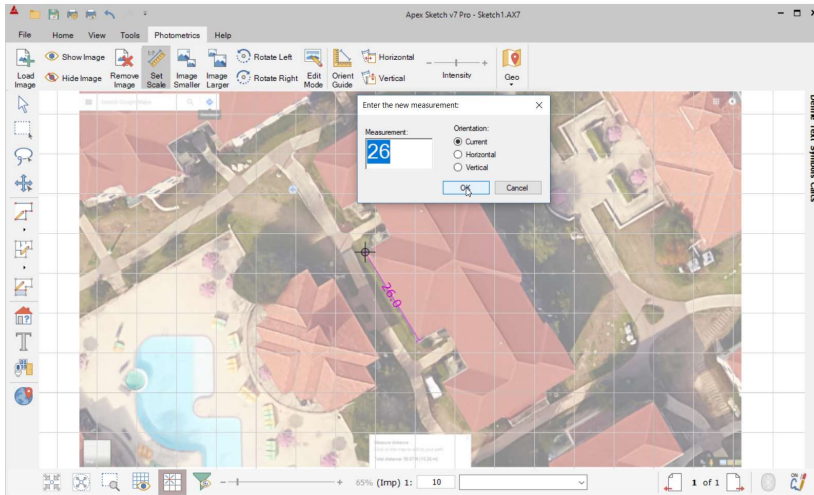
With Set Scale selected in the ribbon bar. Use your keyboard and/or mouse to position the cursor at one end of the wall you would like to use to set the scale.

Once in position [left click](#) with the mouse or press [Enter](#) on your keyboard. This will turn the cursor green indicating you are ready to start tracing the wall to set the scale.

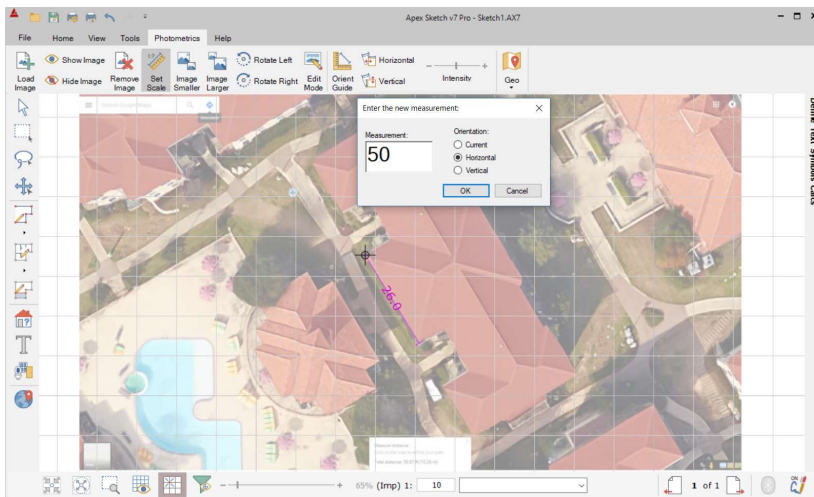
Note: if you happen to place the cursor in the wrong position in the Drawing Port simply hit [Esc](#) on your keyboard to abandon what you are doing and reselect [Set scale](#).



Using the Keyboard and/or mouse move the cursor and place it on the opposite end of the line you will be using to set the scale. You will notice when moving the cursor that a line is attached, use this as reference to line up the cursor.

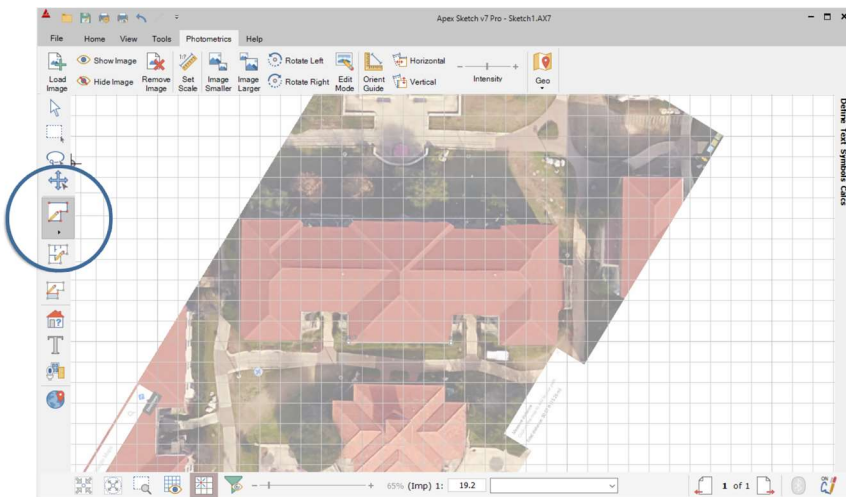


Once the cursor is in position and aligned with the end of the wall, **left click** or press **Enter** on your keyboard. This will bring up the Enter New Measurement dialog window showing the current length of the wall you just traced.



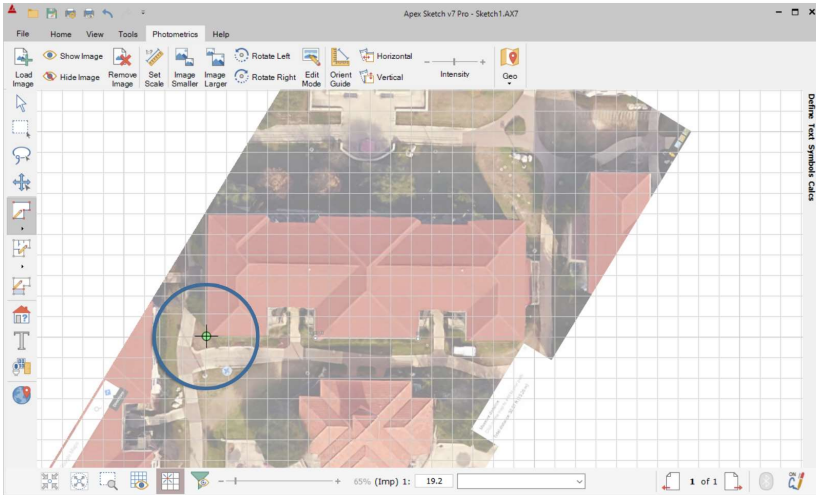
Enter the correct distance of the wall you traced in the Measurement window. For this example, we will change the measurement from 26' to 50'.

Photometrics allows you to orientate the sketch as you set the scale making it MUCH easier to sketch. For this example, we will check the **Horizontal** option and click **OK**.



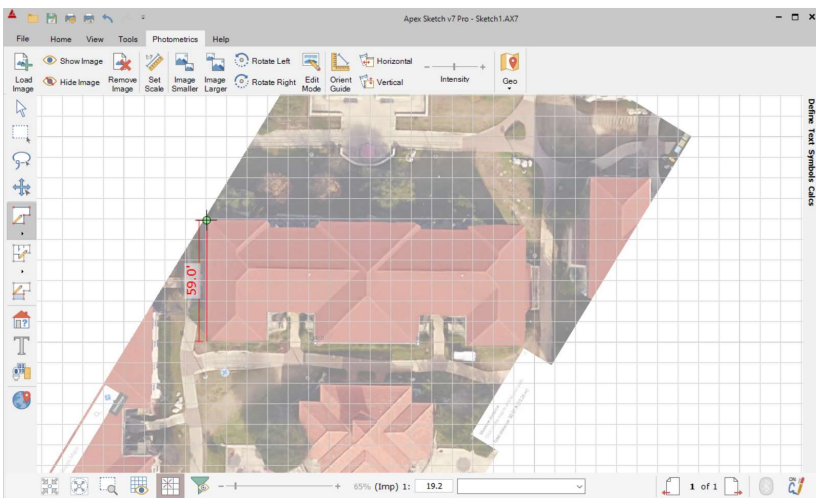
The line used to set the scale should now be horizontal in the drawing port and the image rotated. You are now ready to start tracing the building.

To get started click **Draw Area** in the Drawing Tool bar on the left side of the program.



Using your mouse or keyboard position the cursor in the location you would like to start tracing the image from. For this example, we will place the cursor at the bottom left corner of the building to start.

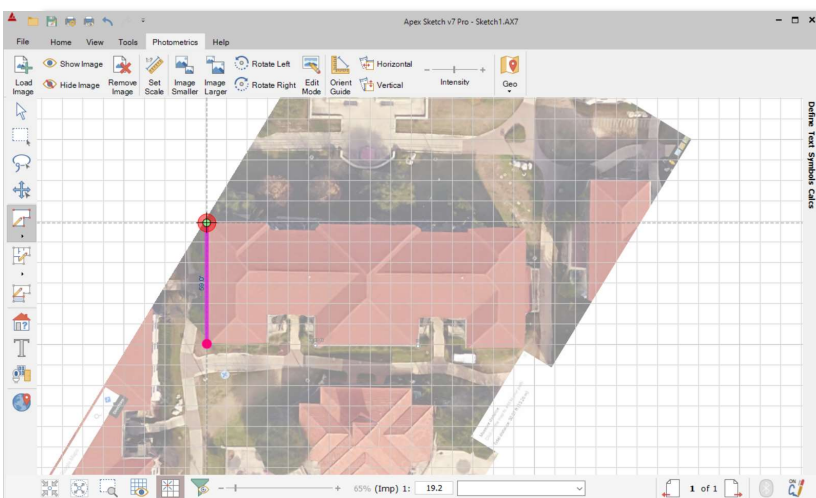
Once your cursor is in position [left click](#) or press [Enter](#) on your keyboard. The cursor will turn green indicating you are ready to start sketching.



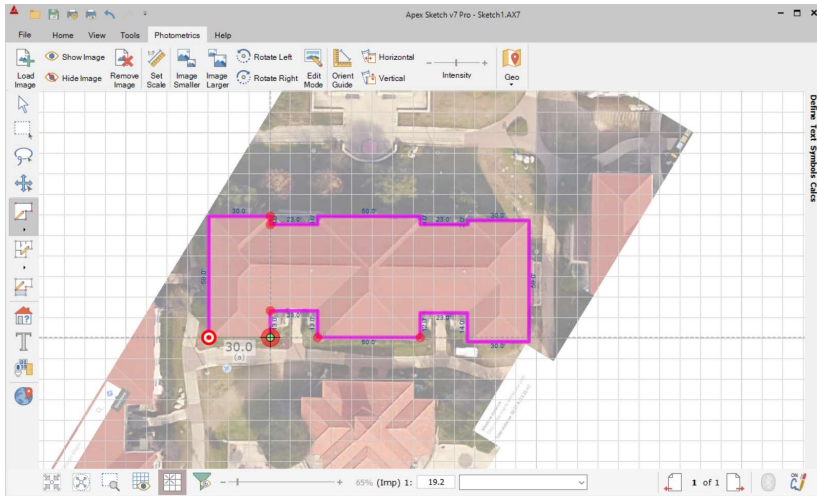
With the cursor “anchored” in the Drawing Port start tracing the building.

For this example, start tapping your up arrow on your keyboard. This will move the cursor [1'](#) each time you tap the direction arrow. Continue tapping the [Up arrow](#) until you have reached the end of the wall.

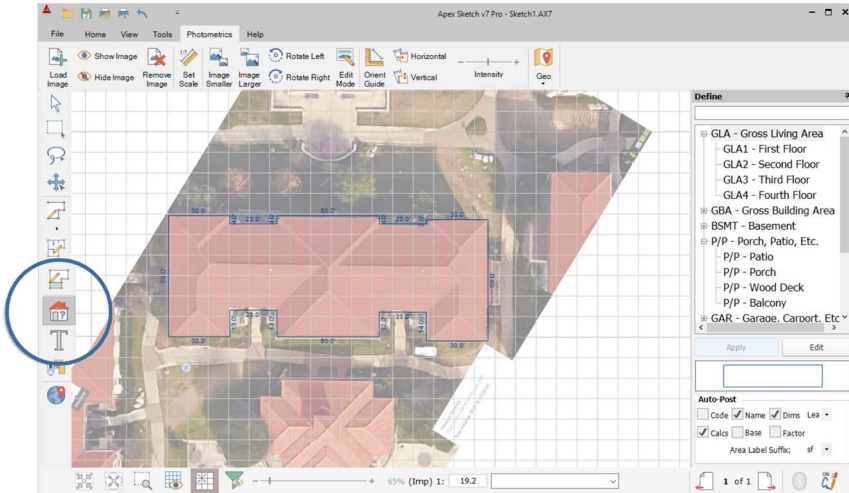
Note: To move the cursor in smaller increments hold [Shift](#) while tapping the direction arrows. This will move the cursor in [.1'](#) increments each time you tap a direction arrow.



Once you have reached the end of the line, press [Enter](#) on the keyboard to “anchor” the line in the Drawing Port.

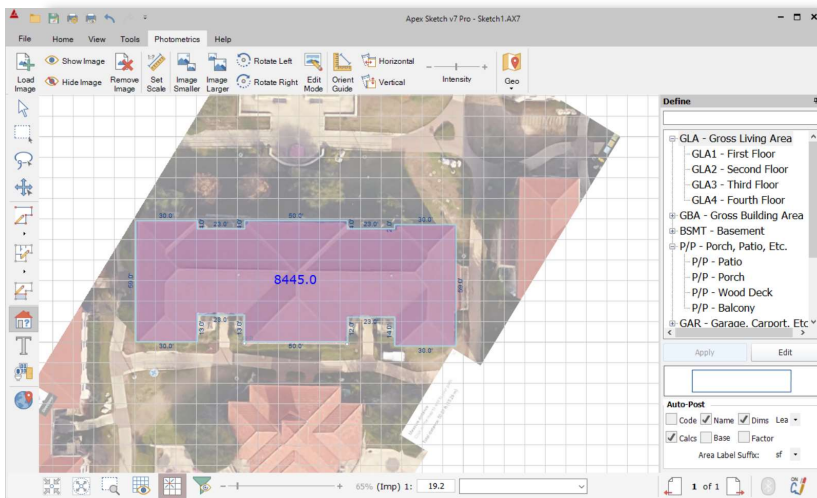


Continue tracing the remaining lines using this same method. Once you have reached the last wall of the area press "A" on your keyboard to auto-close the area.

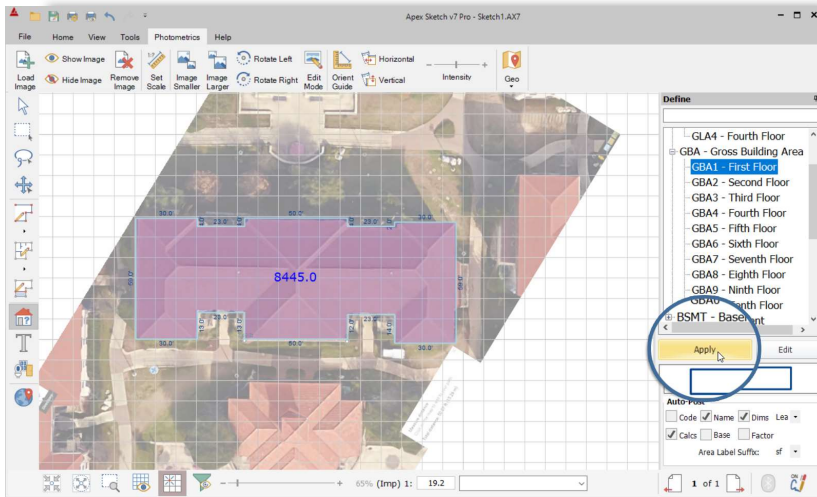


With the Area closed and completed we now need to [Define the Area](#).

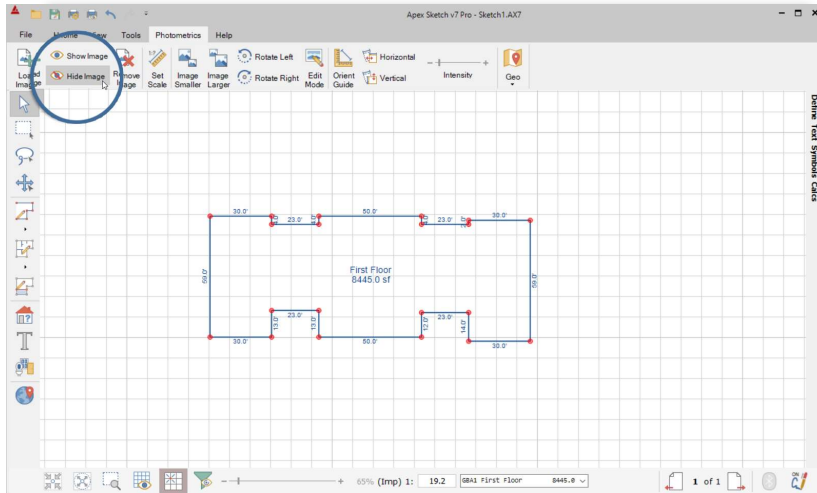
To get started click on the [Define Tool](#) in the Drawing Toolbar located on the left side of the program. This will bring up the Area Code table on the right side of the Drawing Port.



Using the mouse, click inside the area you would like to define. The area will become highlighted in Blue and the square footage will post in the center.



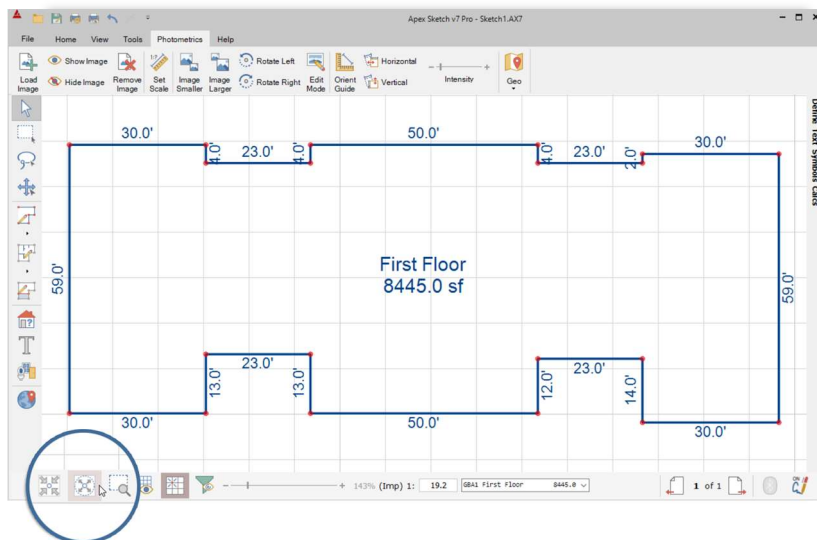
For this example, select **GBA1 – First Floor** in the Area Code Table and click **Apply** to define the selected area.



Congratulations, you have completed a sketch using Photometrics in Apex v7.

You can now “hide” the image you used as reference by clicking on **Hide Image** under the Photometrics tab.

Note: You can use **Hide/Show Image** at any time during the process to view your work.



Finally click **Center & Fit** to center and fit the sketch to the Drawing Port.