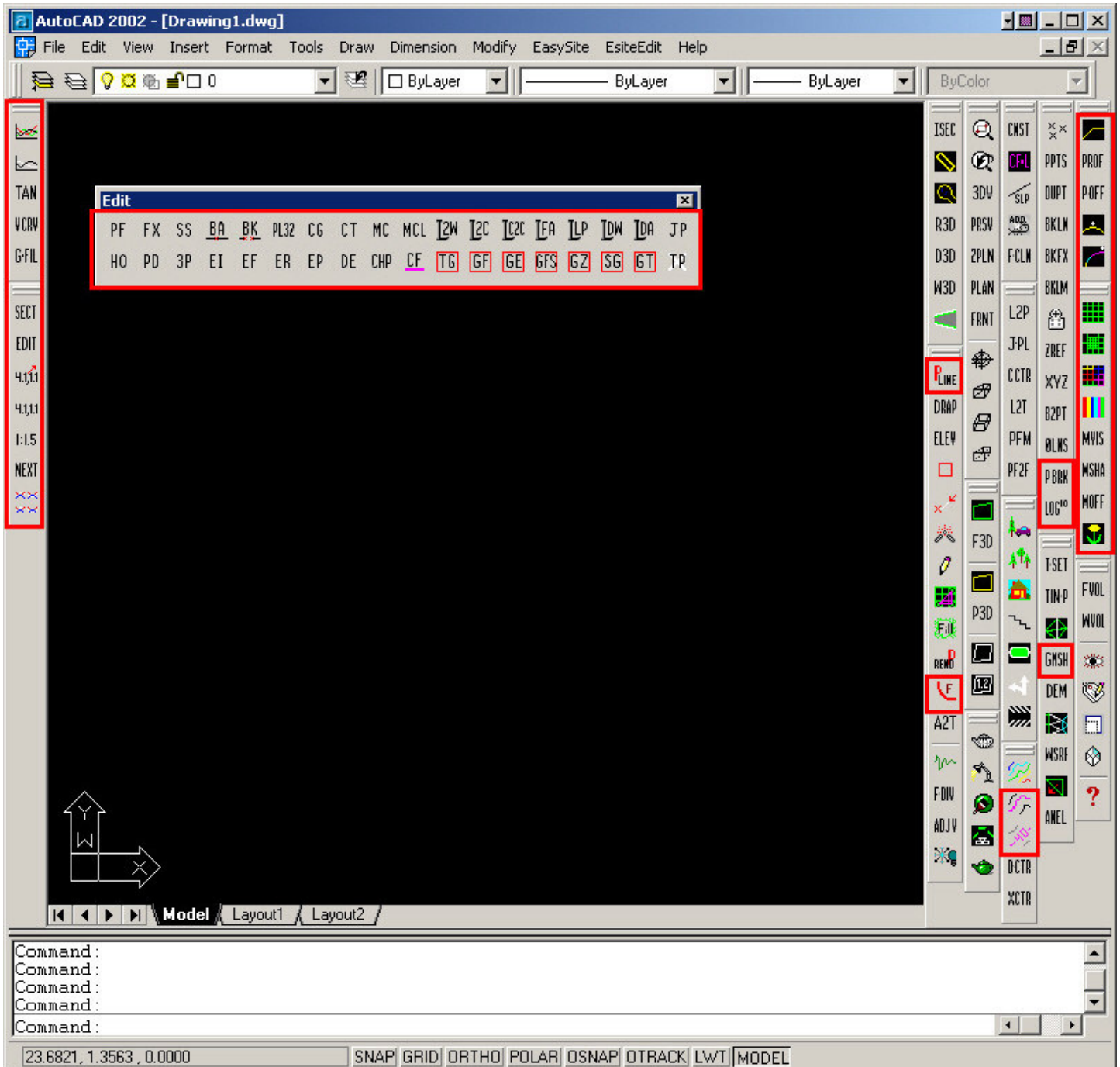


New Commands:

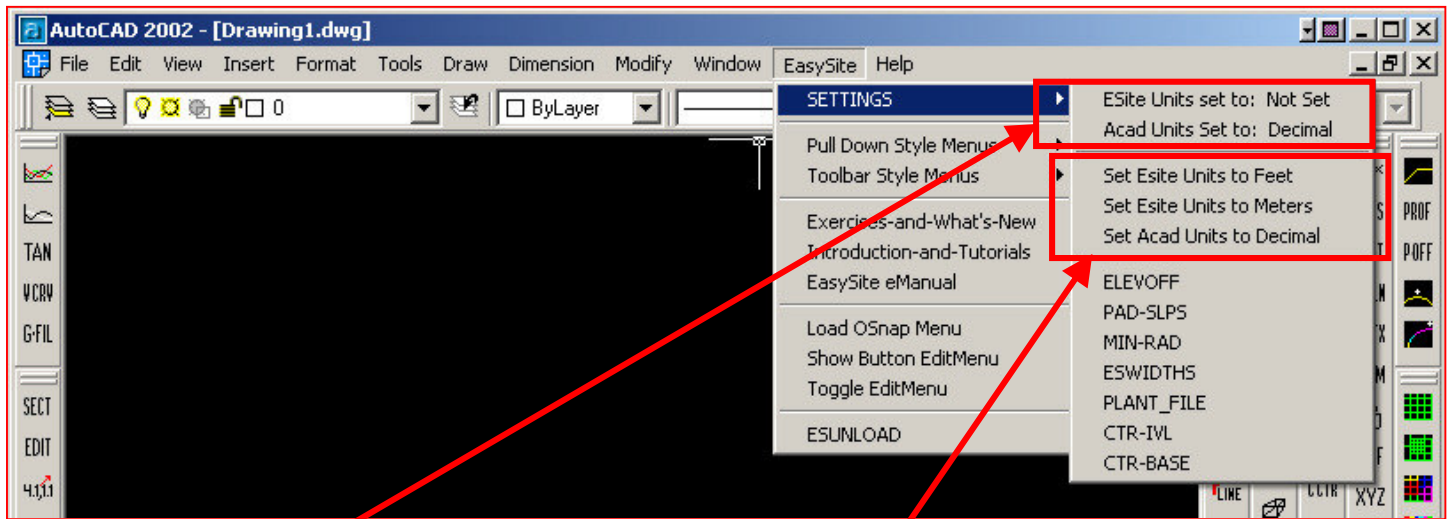
The commands surrounded by red rectangles are new to EasySite 2.9. The EditMenu has 36 commands showing (plus some not shown), and there are 32 more on the regular toolbars. In addition, the EasySite Settings menu now displays the Acad Units settings and picks to change them. The EasySite pull-down menu also provides secondary (pull-down) menuing arrangements for all the menus shown. Something for everybody.



New commands and menuing in EasySite 2.9

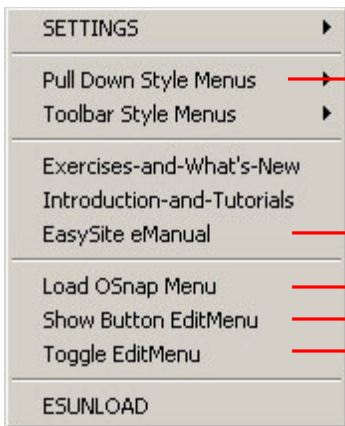
Suggested layout and locations of the menus in EasySite 2.9 is an aid to on-line training and demonstration products planned for this release.

The expanded EasySite>Settings menu provides an easy way to both display the existing Acad “Units” settings and quickly change them to the Feet or Meters defaults.



Displays the existing settings.

Pick to set to Feet, Meters and Decimal units.



Pull-down versions of menus here.

New e-book EasySite manual.

Loads Aux Osnap menu Control+Right Pick.

Toggles toolbar button EditMenu On/Off.

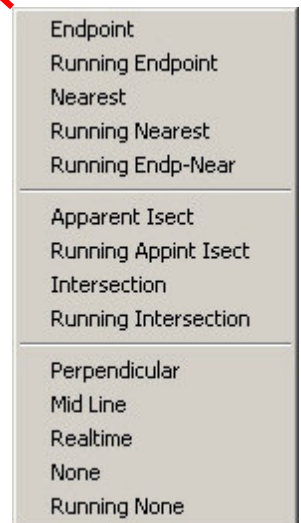
Toggles pull-down EditMenu On/Off.

An Osnap menu that is more adapted to the EasySite environment can be loaded (replaces the second instance of the traditional acad Osnap menu) from the EasySite pull-down menu.

The traditional Osnap menu still loads with Shift+Right Pick.

With this menu, the user can set the single or running osnaps most needed when modeling or editing a surface model in EasySite.

Working in 3D creates a new set of problems for the draftsman, primarily because you are no longer making a diagram, you making a model, a 3-dimensional model with the same accuracy and resolution of your drawings. Snapping the cursor to a point in a 3d drawing is never simple and the user must always guard against the errant snap.



Pull-down version of the EasySite EditMenu: Has the same picks as the toolbar button EditMenu and in the same order.

The pull-down format allows us to more easily delineate the groups (separation line) and provide a hint in a spot more easily seen.

Many of the mostly 2-letter mnemonics for the commands can be easily learned and entered from the keyboard.

There are many types and shapes of surface models and some never require the use of the EditMenu commands, but most will find them invaluable for all but the simplest jobs.

The HO to DE group provides true editing functions, except DE, which measures true distance through a 3d environment.

The CF to DA group provides a finer and more accessible control of the layers, especially those particular to the surface modeling.

The EI to EP erase group makes cleaning up and joining streets and intersections a snap.

The filter group commands, PF, MC and MCL (plus the EF command in the previous set) take the work out of the acad filter command.

The CT to PL32 polyline group provides a fine control of the most important object used in EasySite.

The GT to SG group makes the GradeRef block the second most important object used in EasySite.

In addition to these, there are also...

Enter 1, 2, 3, 4, or 5 to save or display a view with this name.

Enter S1, s2, s3, s4 and s5 to save or overwrite a view.

Enter SL1, SL2, SL3, SL4 or SL5 to save a layer state.

Enter L1, L2, L3, L4, or L5 to restore a layer state.

Enter C1, ...C250, CB changes the color of selection set to color 1...250, bylayer. The CB (bylayer) command essentially changes the colors back if you assume they were originally colored by layer, which is generally the case with 3dfaces.

HO: Hide Objs Return Toggle

FX: Curb Sidewalk Fix at TOC

CG: Check Curb for Gaps

SS: Snap Pick Stretch to Snap

BA: Multiple Break@

BK: Multiple Break

TP: Insert Point at Elev by Text

CHP: Quik Chprop of Select Set

3P: Draw 3DPOLY endp Snap

DE: True Distance Endp

CF: Toggle CFLimit Layer

2W: Move to Widepoly Layer

2C: Move To Construct Layer

C2C: Copy To Construct Layer

FA: Freeze All But Current

LP: Disp Layers by Prefix

DW: Disp Layers by Name

DA: Display All layers

EI: Erase Curb Median Sidewalk

EF: Erase Objects by Filter

ER: Erase Pavement to TIN Objs

EP: Erase Pavement CFLimit

PF: Set Filter for Selection Set

MC: Match Color Elev of Contour

MCL: Selected Match Color Layer

CT: Construct Plines to Front

JP: Join Arcs Lines to PLines

PD: Detect Open Plines

PL32: 3DPoly to 2D Polyline at 0

GT: Insert GradeRef at Elev by Text

TG: Toggle Grade Layer

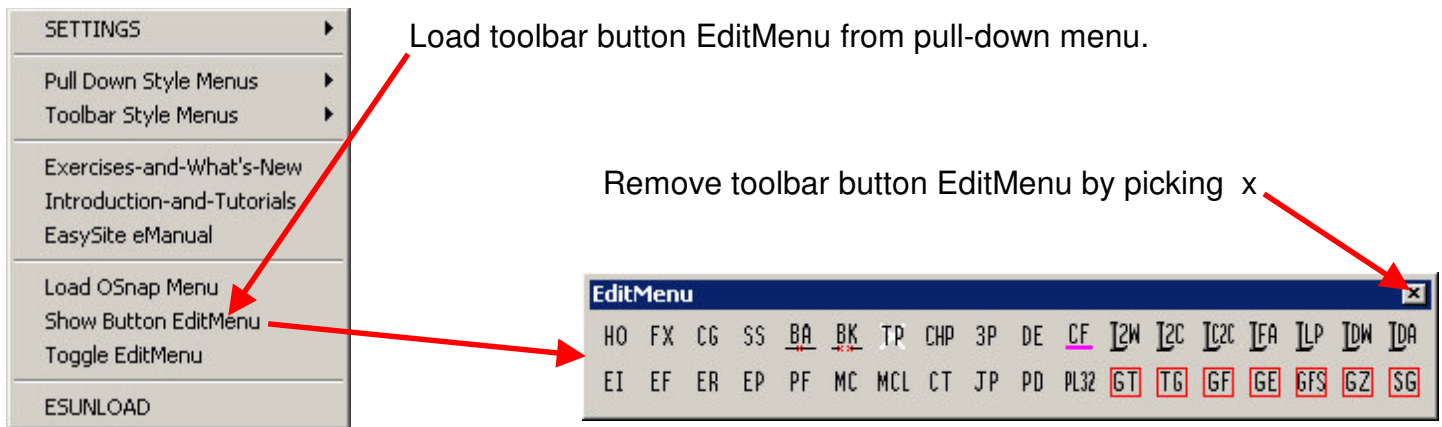
GF: Insert GradeRef at Snap

GE: Insert GradeRef Enter Z

GFS: Insert GradeRef Hide Layer

GZ: Insert GradeRef Snap XY Snap Z

SG: Scale All GradeRefs









The EditMenu toolbar has the same picks as the pull-down menu and in the same order.

- HO: First pick hides selected objects, second pick returns them.
- FX: Pick toe-of-curb, all gaps to the far edge of sidewalk are healed.
- CG: First pick identifies gaps in curbs with blue marker, second pick removes markers.
- SS: First pick captures all faces common to a point, second stretches selected to new point.
- BA: Pick breaks lines or polylines within the autosnap aperture size. Repeats command.
- BK: Breaks a segment defined by two picks along a line or polyline. Repeats command.
- TP: Pick X,Y location, pick text elevation, sets point at elevation. Repeats command.
- CHP: Step saver, quick acad *Chprop* command.
- 3P: Draw a 3dpoly, on the *construct* layer, with endp snap.
- DE: Measure distance through 3d space with endp snap.
-
- CF: Toggles the *cflimit* layer on/off.
- 2W: Moves selected objects to the *widelypoly* layer.
- 2C: Moves selected objects to the *construct* layer.
- C2C: Copy objects to the *construct* layer.
- FA: Freeze all but the current layer.
- LP: Display layers by prefix with option to freeze all others.
- DW: Display layers by partial or whole name with option to freeze all others.
-
- EI: Erase objects on *curb, median and sidewalk layers* filter.
- EF: Erase objects by an *object-layer* filter.
- ER: Erase objects on pavement, curb, median, sidewalk, cflimit and tin *layers* filter.
- EP: Erase objects on pavement and cflimit *layers* filter.
-
- PF: Pick object for *object-layer* filter, selection set stored for later use.
- MC: Second object picked adopts color of contour picked first. Repeats either pick.
- MCL: Selection set (first) moved to reference object (last pick) layer and color.
-
- CT: Bring all construct polylines to the front of the drawing order.
- JP: Join selected lines and arcs to polylines.
- PD: Detect open polylines in selection set, change to color entered.
- PL32: Convert selected 3dpoly's to polylines at 0-elevation.
-
- GT: First pick is X,Y of desired point, second pick gets elevation by text selection.
- TG: Toggle grade layer on/off.
- GF: Insert graderef block at osnap.
- GE: Insert graderef at X,Y location, enter elevation manually.
- GFS: Hides current layer, insert graderef at osnap.
- GZ: Insert graderef, osnap to X,Y location, osnap to object for elevation.
- SG: Scale all graderefs' in drawings.
-

The modeling routines in EasySite 2.9 are faster and more tolerant to errors in the surface being modeled. When coupled with the new EditMenu commands, the user will be able to make almost perfect models. Joining roads and intersections down to the smallest object is now possible.















There are now commands for advanced earthwork and road design with volumes takeoffs and automatic generation of profile and section drawings.



-  **PLINE**: Draws a 2d polyline on the 'construct' layer.
-  **FILLET**: Generate a fillet line through 3d space between two road objects.
-  **INDEXCTR**: Changes the width and color of every fifth contour.
-  **CTRLABEL**: Label a selection set of contours.
-  **PBRK**: Generate break lines and points between 3D objects.
-  **LOG10**: Insert points from a file at the log10 of the Z coordinate.

Road Profile and Section drawings menus.

Main toolbar button menus.

-  **GRIDMESH**: Generate a mesh from a uniform grid of 3D points.
-  **ALIGNMENT**: Draw the centerline of a proposed alignment.
-  **PROFILE**: Station an alignment; write a script to generate the Profile drawing.
-  **PROF-OFF**: Record offset profiles along a selected alignment.
-  **CURVE**: Generate simple curves that join tangents along an alignment
-  **SPIRAL**: Simple curve with entering and leaving spiral easement curves.
-  **TIN2MESH**: Make a grid mesh consisting of 3D faces from a TIN.
-  **FINEMESH**: Subdivide any or all mesh faces on the specified layer.
-  **MESHCLRS**: Change a mesh by color, by elevation, or by slope.
-  **CLR-SEQ**: The color sequences MESHCLRS applies by elevation or slope.
-  **MESH-VIS**: Color visible mesh faces from a specific view point.
-  **MESHAREA**: Calculate mesh area by color on a specified layer.
-  **MESH-OFF**: Generate a mesh which is offset from a selected mesh.
-  **MESHWEED**: Analogous to a polyline weeder.

