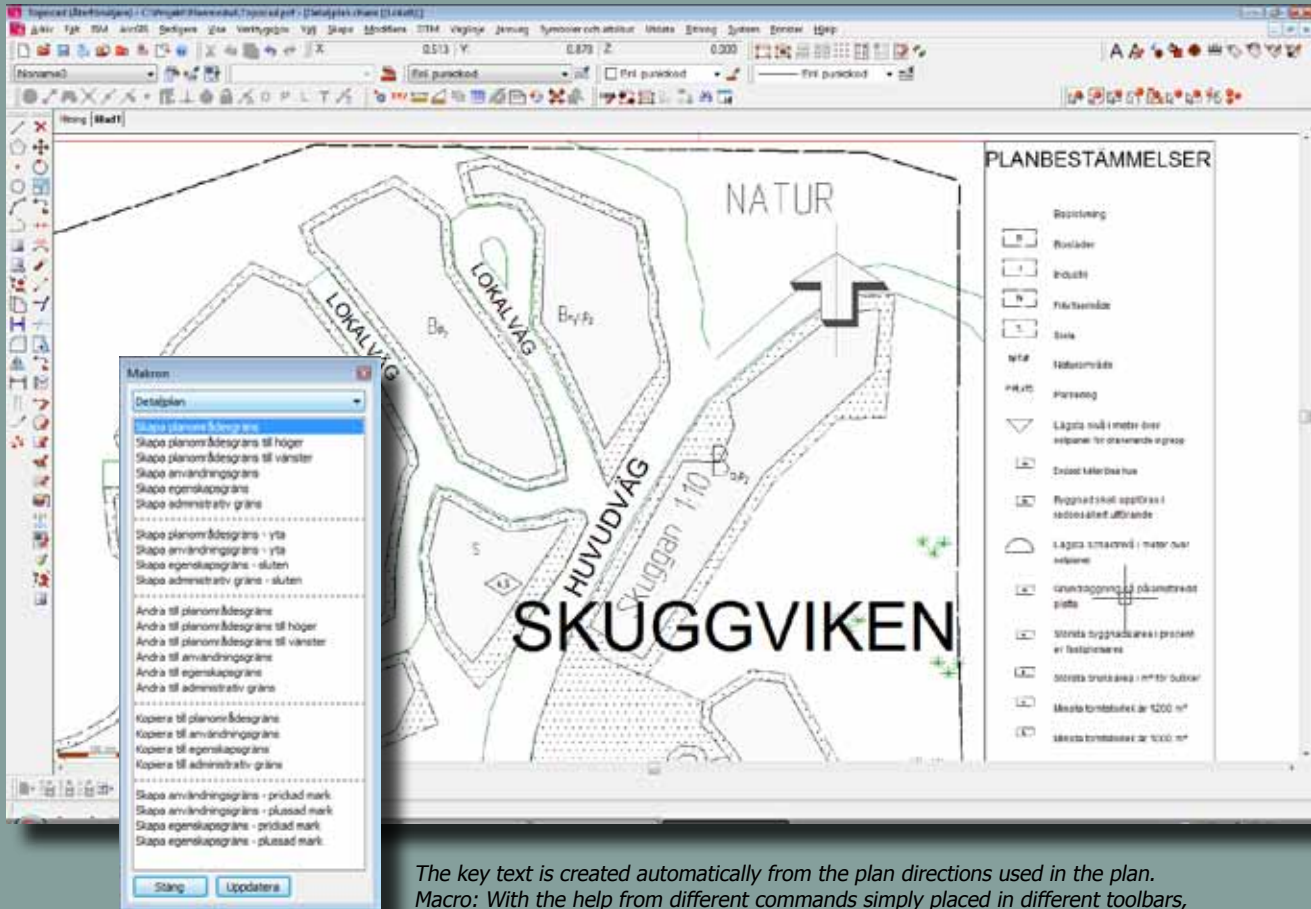


Make the creation of different plans easier.



The key text is created automatically from the plan directions used in the plan. Macro: With the help from different commands simply placed in different toolbars, compound objects are created directly.

Topocad Plan module

Topocad Plan module

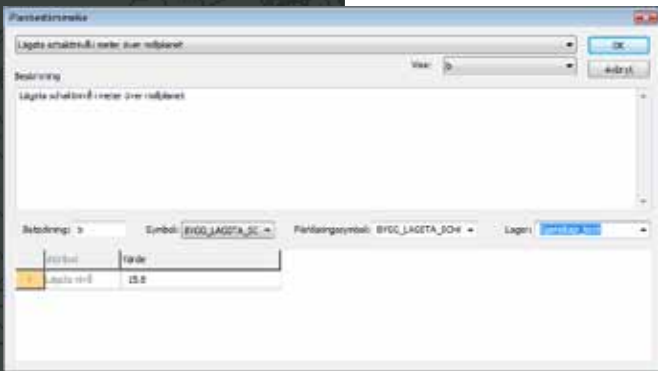
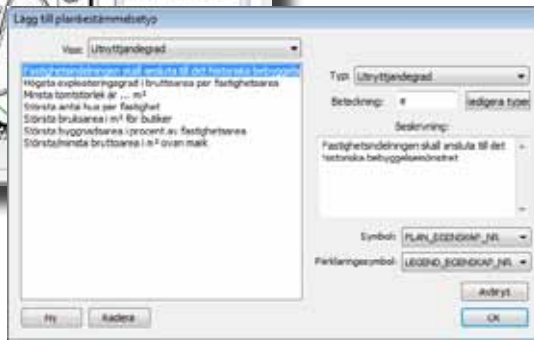
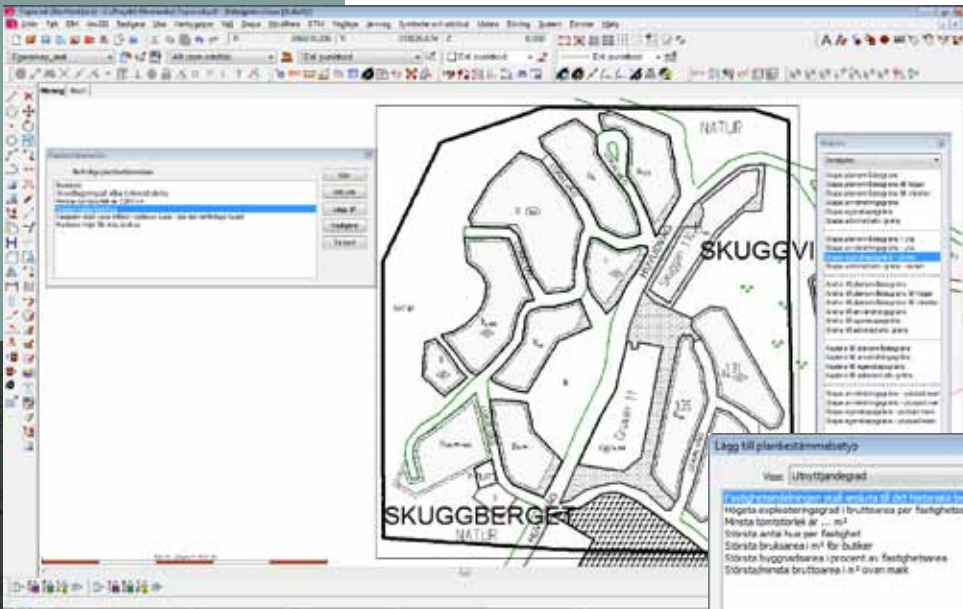
- » Create intelligent areas pressing only one key! A command to create compound objects by selecting these directly from a toolbar.
- » Mark the plan directions directly on the object! The object becomes intelligent and knows what it is!
- » Automatic key text for the directions in the drawing. Generate the legend automatically, including symbols and labels!
- » Layer collection for fast sketching of a basic map and for, as an example, an illustration in the same drawing.
- » Automatic adjustment of text in the drawing sheet.

Topocad Plan module

Topocad's new module for planning has functions to create intelligent objects through compound commands, functions to allot features on areas, all according to the country standard, and self defined features. Further, it also has a smart function to outline all this in a legend on the drawing sheet.

A brand new function is that you can create a toolbox yourself. That way, you get direct access to compound commands. Commands that can be constructed are function calls, such as create a point, create a line, create a symbol, change to or copy to, and after that give a number of features to the object that is created. The features differ depending on the type of object, but as an example, for a line you can specify layer, color of layer, group of layer, type of line, line width, line color, pattern, closed line, point number, code and attribute. All these features are placed on the object at a direct command. No other editing is necessary.

This function can be used for many different types of commands. As they are divided up on different menus, you can quickly choose a menu for for example a detail plan, plan designing or basic map.



*Add type of plan direction: The directions are put in a model; each plan direction can use a symbol for application in the map and in the key text.
Plan direction: Areas and other objects receive plan directions from the model, and they can be edited directly in the dialogue. You put values and areas, if any, directly on the attributes.*

The plan directions that are to be given to different objects in the detail plan are fetched from the model created from the local direction and are marked directly on the objects. Accordingly, the objects know what they are and the features are automatically typed and numbered in numerical order after earlier features on other objects. They are also marked directly on the object as attributes and are therefore easy to save directly in the database. The features are always saved in the drawing.

It is easy to edit the features you collect from the model, and they know they are altered in comparison with similar features, which will create a new numbering. It is easy, as well, to transfer locally made features back to the model.

To create a key with the plan directions the original Legend-command is used, which now is supplemented with plan directions. These features are automatically put directly in the key. When you remove a feature from the map it is also automatically removed from the key, and vice versa.

A symbol library is created to handle the directions and you have the possibility to use different types of symbols in the drawing as well as in the key.

In version 11 of Topocad's base package are a few commandos that are applicable to create plans, among other things, the automatic and manual adjustment of text that is "cut off" in the drawing frame. Each view can use different storage collections in order to fast create for example a basic map and an illustration in one and the same drawing.