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Results 1 to 22 of 22

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04-27-2001, 08:52 AM

#1

waynebryan ◊
Member-User since V2Join Date: Jun 2000
Location: Naples, Florida,
USA
Posts: 42**Fixes & Wishes**

I've got a couple of items for fixes and wishes. Hope you understand where this Florida Cracker's coming from. Sorry, but I've had trouble getting on the Yahoo Chief-8 site.

Fixes:

1. Override Chief's insistence on turning ALL text on when you are working with text on alternate layers. What a pain this is.
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Sorry to sound so critical. I really am a believer and stand daily firm against the onslaught and derisions of the Autocad bigots. Go Chief!

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04-27-2001, 11:52 AM

#2

**Geoff Francis** ◊
Building DesignerJoin Date: Aug 1999
Location: Rockingham
Western Australia
Posts: 225

Re item # 3 "Sand patterns that actually appear and transfer to layout pages. Currently sand patterns used to simulate stucco does not."

I don't have any difficulty getting the SAND pattern to display on layout and print successfully. While it probably varies from one

plotter/printer to another, the secret for me is to use Black FILL COLOR with SPACING set to 50. It looks too predominant on the plan view, but comes out OK on the print (I'm using an Epson Stylus 1000 Inkjet printer).

If you experiment with your FILL settings, you might get better results.

Regards
Geoff Francis
Perth Western Australia

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04-27-2001, 11:58 AM

#3

marty ◊
Registered User Promoted

Join Date: Sep 1999
Location: Auckland New Zealand
Posts: 1,224

I get the sand teture fine in cad boxes but not in elevations. One would think that if one worked the other would.

I will play a bit more with the scale settings.

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04-27-2001, 12:00 PM

#4

marty ◊
Registered User Promoted

Join Date: Sep 1999
Location: Auckland New Zealand
Posts: 1,224

As far as the text layer problem goes it has been well documented and we all have our fingers crossed for V8

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04-27-2001, 07:44 PM

#5

M.A. Winterton ◊
Registered User Promoted

Join Date: Oct 1999
Location: Drouin, Victoria, Australia
Posts: 907

I would like CA to handle living area correctly, yes CA7 allows you to set living area to calculate area off suface, but then ruins it by calculating off centre of wall if you have a porch deck or garage etc. Every house ends up with atleast one of these, so CA living area is still useless, can the program developers please fix this to have decks etc areas work off surface if surface is chosen as living area calculation.

Maurice

PS of course we still need curved roofing

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04-28-2001, 12:45 AM

#6

waynebryan ◊
Member-User since V2

Join Date: Jun 2000
Location: Naples, Florida, USA
Posts: 42

Geoff,
I am trying to specify and simulate a stucco sand pattern in wall layers specification. I can get an excellent result in cross section/elevation camera, but it does not transfer to the layout. It can't be a plotter problem - the sand dots just don't transfer to the layout. Do you know where I'm coming from? I haven't had this problem with other wall layers specifying, say, a lattice pattern. They appear in layout and plot fine. Any suggestions?

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04-28-2001, 11:26 AM

#7





Geoff Francis ◊
Building Designer

Join Date: Aug 1999
Location: Rockingham Western Australia
Posts: 225

I think the differing results are between CAD Filled Polylines (success) and Wall Layer specification (failure - I haven't tried this, but "Marty" confirms this). Sorry to raise your hopes, but maybe others will confirm or elaborate on this quirk.		
Geoff Francis Perth Western Australia		
Reply Reply With Quote		
04-29-2001, 07:19 AM		#8
marty ◊ Registered User Promoted		Join Date: Sep 1999 Location: Auckland New Zealand Posts: 1,224
I can confirm that that the texture pattern does not show in layout - regardless of scale setting. I went as low as one, the shading went black and slowed wayyyyy down. Still didn't show.		
Since V4 I've never been able to get textures on walls to send to layout.		
Reply Reply With Quote		
04-29-2001, 07:29 AM		#9
waynebryan ◊ Member-User since V2		Join Date: Jun 2000 Location: Naples, Florida, USA Posts: 42
Thanks, Marty, for the confirmation.		
Reply Reply With Quote		
04-29-2001, 08:37 AM		#10
marty ◊ Registered User Promoted		Join Date: Sep 1999 Location: Auckland New Zealand Posts: 1,224
This may appear twice -		
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in layout.		
I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4		
Reply Reply With Quote		
04-29-2001, 12:29 PM		#11
Tim O'Donnell ◊ Registered User Promoted		Join Date: Aug 1999 Posts: 6,415
I have included a text block that will create a pattern that will show in layout...I think the problem with the included one is the dots are too small, and I have made my "dots" short lines .05 in length.....Either Copy\paste the ENTIRE text below onto the end of the Chiefarc.pat file or save it as a separate file with a name of your choice and the .pat extension....i.e.[your file name].pat... to the Patterns folder of Chief...you can use Notepad to do this...		
<pre>*sand, random dot pattern 37.5, 0, 0, 1.123,1.567, 0.05, -1.52, 0, -1.7, 0, -1.625 7.5, 0, 0, 2.123,2.567, 0.05, -.82, 0, -1.37, 0, -.525 -32.5, -1.23, 0, 2.6234,1.678, 0.05, -.5, 0, -1.8, 0, -2.35 -42.5, -1.23, 0, 1.6234,2.678, 0.05, -.25, 0, -1.18, 0, -1.35</pre>		
this pattern will then be available in the Define Material dbx when you edit your stucco pattern...under the general tab set the size to 1...under the pattern tab click the select pattern button and select the file you have saved the sand pattern to....select sand in the entries drop down and set the scale to one exit the dbx's and this should now give you pattern that works on elevations sent to layout...you can try experimenting with other scales to achieve what you want...		
#2 of your fixes...I assume what you want is for Chief to open in aspecific location where you keep your plans....to do this right click on your Chief shortcut and click properties...under the shortcut tab enter the address of the folder you want to start in into the StartIn box then close and save a*.pl1 file in theis folder (not in a subfolder)...this is a good place to keep a backup of your Profile.pl1 by simply doing a save as of a new plan, selecting the folder and naming profile.pl1		
Reply Reply With Quote		

04-29-2001, 12:47 PM			
marty ◊ Registered User Promoted		Join Date: Sep 1999 Location: Auckland New Zealand Posts: 1,224	
Thanks Tim I'll give it a try. Did you just happen to have it lying around or did you just create it?			
		Reply	Reply With Quote
04-29-2001, 10:37 PM		#13	
Tim O'Donnell ◊ Registered User Promoted		Join Date: Aug 1999 Posts: 6,415	
I modified one I had, but didn't make all the "dots" into short lines below is one that does *sand2, random dot pattern 37.5, 0, 0, 1.123,1.567, 0.05, -1.52, 0.05, -1.7, 0.05, -1.625 7.5, 0, 0, 2.123,2.567, 0.05, -.82, 0.05, -1.37, 0.05, -.525 -32.5, -1.23, 0, 2.6234,1.678, 0.05, -.5, 0.05, -1.8, 0.05, -2.35 -42.5, -1.23, 0, 1.6234,2.678, 0.05, -.25, 0.05, -1.18, 0.05, -1.35 Here is some information that may come in handy to edit hatch patterns using Notepad or other text editor. On each line the sixth number is the dot size and the next number is the space to the next dot(negative values are spaces) thus the values in the sixth, eighth, & tenth spots are "dots" if you want them to be smaller you can try using values down to .01, (do not use 0 as they truly are dots--a zero length line) and even in ACAD, some plotters will not print them.....for larger, use larger values for them....likewise the spaces between them can be modified if you want, but they need to be negative so as to signify they are spaces....positive values will be lines..the first number in each line is the angle it is drawn at with 0=horizontal and 90=vertical.....the second through the fifth numbers are for these coordinates: x-origin, y-origin, x-offset, y-offset.			
		Reply	Reply With Quote
04-30-2001, 07:36 AM		#14	
waynebryan ◊ Member-User since V2		Join Date: Jun 2000 Location: Naples, Florida, USA Posts: 42	
Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-barrel-tile days for Chief) I was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat conventions?			
		Reply	Reply With Quote
04-30-2001, 09:24 AM		#15	
Tim O'Donnell ◊ Registered User Promoted		Join Date: Aug 1999 Posts: 6,415	
The conventions are the same and they will work in Chief. But because they may have been created for various scales, you may need to experiment with different settings in the Define materials dbx...in the pattern tab try setting the scale to .01(this is usually the value that works best for ACAD patterns, but not always) and in the general tab values from 1 to 100 will work, you may need to try different combinations in these to boxes with different patterns...after setting a value under a tab click elsewhere in that dbx to see the pattern changes w/o needing to close out everything... [This message has been edited by Tim O'Donnell (edited 30 April 2001).]			
		Reply	Reply With Quote
04-30-2001, 09:04 PM		#16	
waynebryan ◊ Member-User since V2		Join Date: Jun 2000 Location: Naples, Florida, USA Posts: 42	
Thanks again Tim. I tried some Softdesk ones I had and they worked fine.			

		Reply	Reply With Quote
05-01-2001, 12:20 PM		#17	
Dan Marrin ◊ Registered User Promoted 		Join Date: Aug 1999 Location: Lake Shore, MN USA Posts: 343	
<p>Wayne:</p> <p>You mean to say that you have some new and different .pat files, and you're not sharing?</p> <p>-----</p> <p>Dan Marrin Lake Shore, MN</p>			
		Reply	Reply With Quote
05-01-2001, 11:20 PM		#18	
waynebryan ◊ Member-User since V2		Join Date: Jun 2000 Location: Naples, Florida, USA Posts: 42	
<p>Hi Dan,</p> <p>New and different .pat files? No. I don't think so. Chief has pretty much already got all the ones I had. I tried a "spantile" one - you know, the spanish tile hatch, and it worked in the Chief .pat file fine. But I prefer Chief's version. What I would like to find is a good flat cement tile pattern. Any ideas?</p>			
		Reply	Reply With Quote
05-02-2001, 02:49 AM		#19	
 DAVE PASQUALUCCI ◊ Big snow country		Join Date: Sep 1999 Location: IRONWOOD, MICHIGAN, USA Posts: 194	
<p>Wayne:</p> <p>I have a .pat file that I downloaded sometime back it is called Marks.pat. It has 50 + tile patterns some that may be used for concrete patio blocks etc. on it along with many different wood patterns. If your interested let me know.</p> <p>Dave</p>			
		Reply	Reply With Quote
05-30-2001, 09:57 PM		#20	
M.A. Winterton ◊ Registered User Promoted		Join Date: Oct 1999 Location: Drouin,Victoria,Australia Posts: 907	
<p>I would like CA to handle living area correctly, yes CA7 allows you to set living area to calculate area off surface, but then ruins it by calculating off centre of wall if you have a porch deck or garage etc. Every house ends up with atleast one of these, so CA living area is still useless, can the program developers please fix this to have decks etc areas work off surface if surface is chosen as living area calculation.</p> <p>Maurice</p> <p>This is still bugging me on every job</p> <p>-----</p>			
		Reply	Reply With Quote
11-23-2002, 04:37 PM		#21	
Shon Coleman ◊ Registered User Promoted		Join Date: Nov 2002 Location: Kissimmee, FL Posts: 1	

Re: Fixes & Wishes

Originally posted by waynebryan

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- 3. How about automatic plumbing isometrics?***

[COLOR=red] This Would be great. How are you working around this for right now? I was using a Foundation and Plumbing page for my previous plans but in Chief it seems like a pain![/COLOR]

4 How about a serious set of HVAC modeling tools. Geez, at least ceiling registers. Everyone doesn't live in Minnesota and it is actually more efficient to exhaust cool air at the point of greatest heat.

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Sorry to sound so critical. I really am a believer and stand daily firm against the onslaught and derisions of the Autocad bigots. Go Chief!

,Shon

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11-24-2002, 07:23 AM

#22



David J. Potter 
Problem Solver

Join Date: Aug 1999
Location: Austin, Texas,
USA
Posts: 5,729

Thanks Tim! Another very usable and useful product of yours.

DJP



David Jefferson Potter

Chief Architect ® Trainer, Beta Tester, Draftsman, Author of "[Basic Manual Roof Editing](#)" and Problem Solver
Chief 9.5-15, Home Designer 7-2014 all titles
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AMD Phenom II X6 1090T, 8Gb DDR3 RAM, PNY 450 GTS
Chief 9.5-X5, Home Designer versions 7-2012
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