Architectural Desktop 2006 Feature Summary

This feature rich release of Autodesk® Architectural Desktop builds on the innovations made in Architectural Desktop 2004 and Architectural Desktop 2005 to bring you a release that focuses on the following goals:

- Project Workflow and Standards
- Process and Ease of Use
- Built on a New AutoCAD 2006 Platform
- **No File Format Change!**

As was the case for Architectural Desktop 2005, file format will be compatible with Architectural Desktop 2005 and Architectural Desktop 2004 in order to be a non-disruptive release that brings you maximum benefit, easy adoption, and productivity improvements to streamline your process.

RELEASE THEMES –

- Project Workflow and Standards
- Column & Beam Enhancements
- Ease of Use / Streamlined Workflow
- Details Content and Customization
- Database Connectivity / Interoperability /Microsoft® .NET APIs
- Fit and Finish

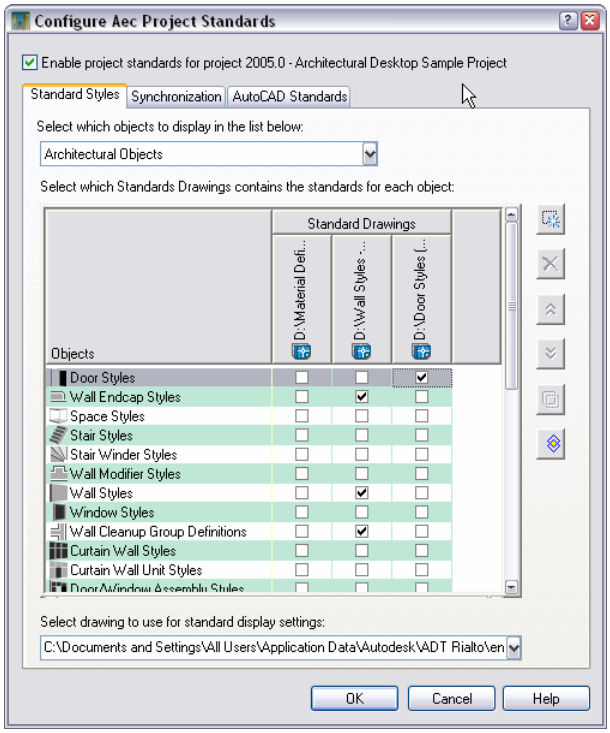
This document will give you an overview of the new and enhanced features in Architectural Desktop 2006. Visit the Help link “New and Enhanced Features in Autodesk Architectural Desktop 2006” for links to specific topics covering the 2006 features.

Project Workflow and Standards

Beginning with Architectural Desktop 2004, the Drawing Management feature offered a powerful interface for organizing the individual drawings that make up your project into those drawings that represented the model (constructs & elements), composite drawings for assembling views of the model, and sheet drawings. Standardization of object styles and display settings across the project were still one critical missing piece.

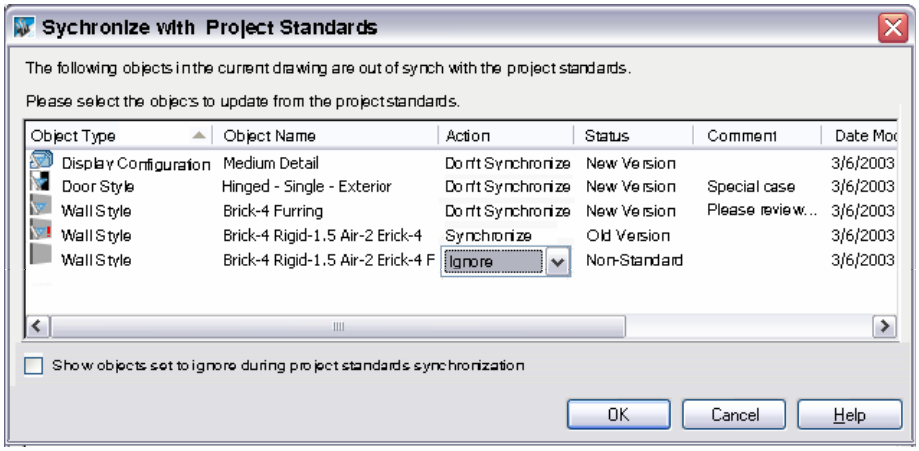
Project Standards

The Project Standards feature provides a mechanism for you to establish, maintain and synchronize style definitions, and display settings across an Architectural Desktop project. Synchronization can occur in an automatic, semi-automatic, or manual mode, each requiring less user interaction.



The 'Configure AEC Project Standards' dialog is where you designate which drawings are to be used as 'standard styles' and 'standard display settings.' Additionally, you can designate AutoCAD .dws files to participate in project standardization.

This feature may be configured in an automatic mode, such that upon opening a project drawing synchronization with the latest standards will take place. In semi-automatic or manual mode, the following dialog will be displayed.



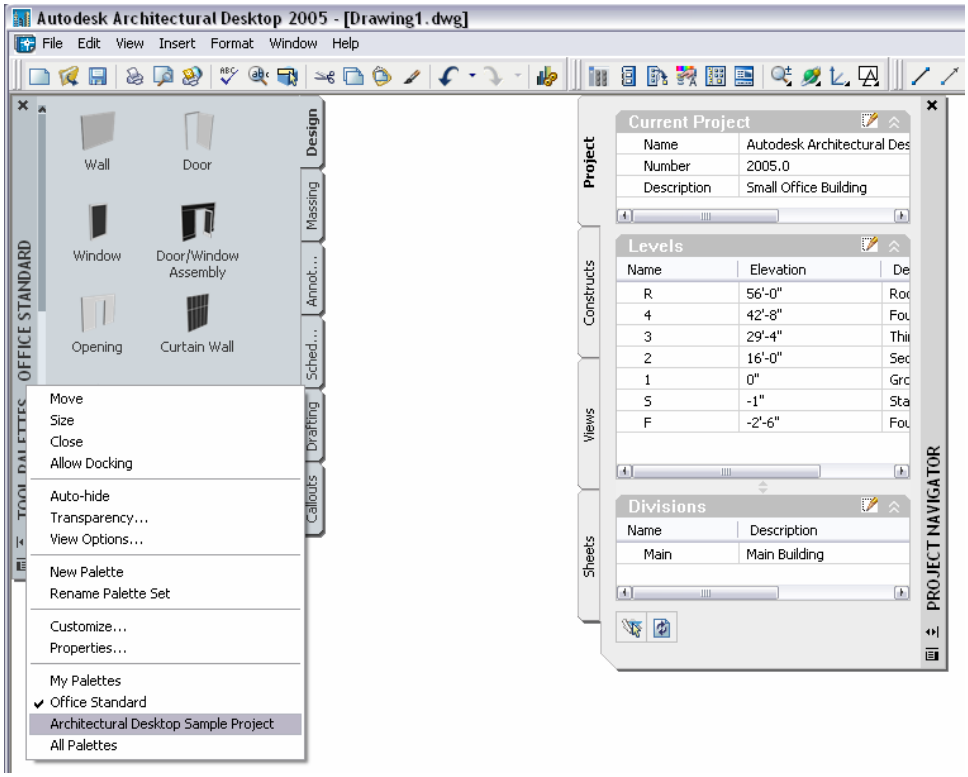
Drawing Management Fit and Finish

The following improvements have been made to the general Drawing Management feature:

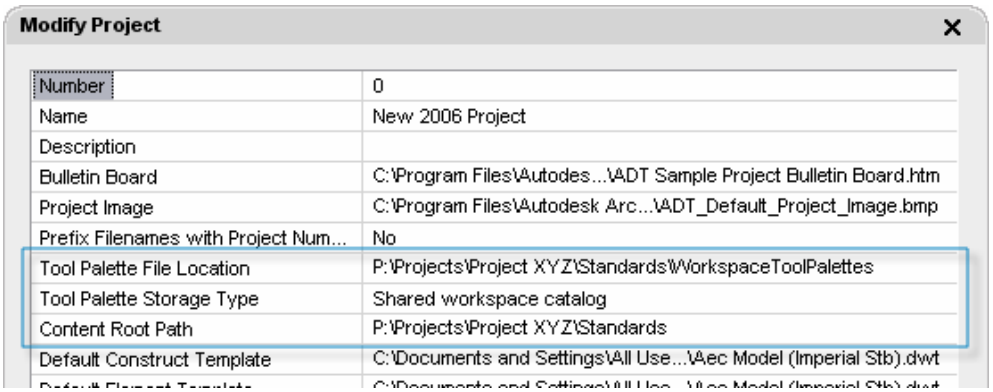
- Relative Path Support
- Create Project from Template Project
- Project Browser performance
- Project Navigator performance
- Re-Pathing of All Files Contained in the Project (Images, Templates, Externally Scheduled Drawings)

Project-based Tool Palettes

Currently when you change projects you end up staring at the same tool palettes, with no practical way to have tool palettes per project, aside from deleting and re-importing from Content Browser or creating a Profile for each project. In Architectural Desktop 2006, a project-specific tool palette group can be configured to swap in and out for each project.



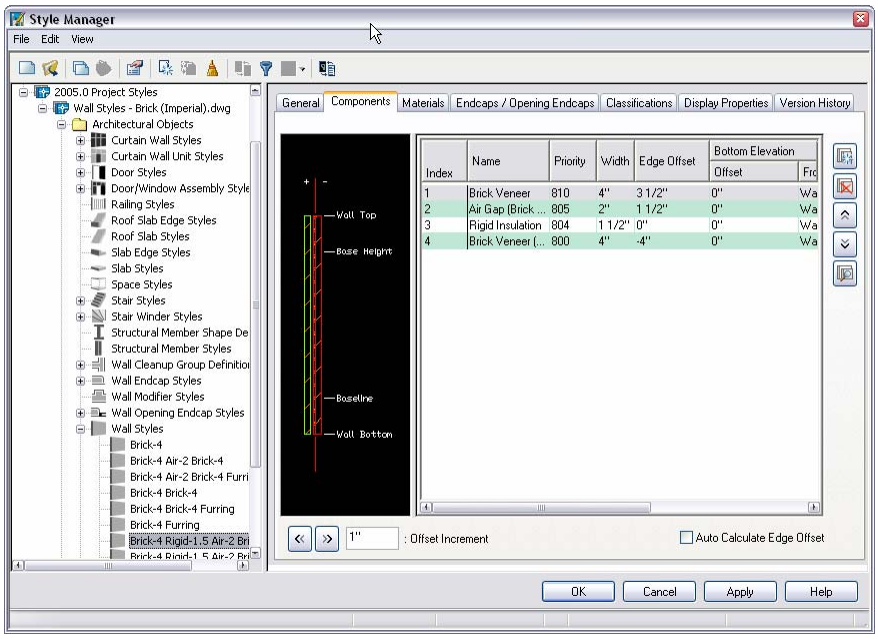
In the project's settings, you will be able to designate the location of tool palettes to be loaded into your workspace, either in a 'per-user' mode or a 'shared' mode. Each project can specify the root location of where project content is stored, allow for variable server locations or when working offline and having the content local.



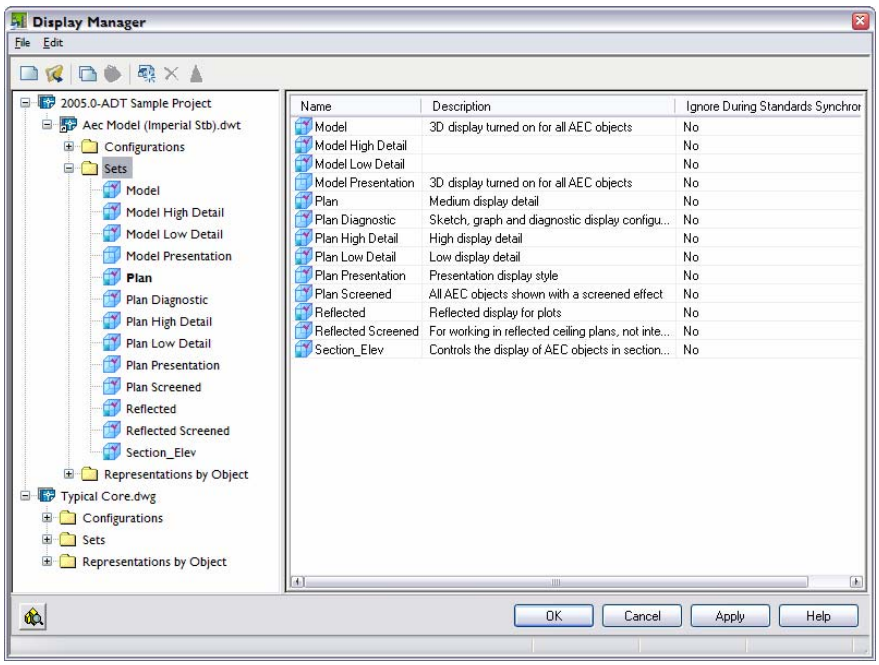
Style Manager and Display Manager

Style Manager has been given several enhancements, not only for ease-of-use, but in order to support Project Standards.

- Project Styles node appears displaying all standards drawings assigned to the project.
- Property sheets are now displayed in the right-hand pane; no need to double-click to edit.
- Version History tab provides ability to “stamp” that the style has changed to indicated that it should be synchronized across the project.



Display Manager also displays the project standard display settings drawing with the ability to push changes across the project, opening multiple drawings, and drag/drop to other drawings.

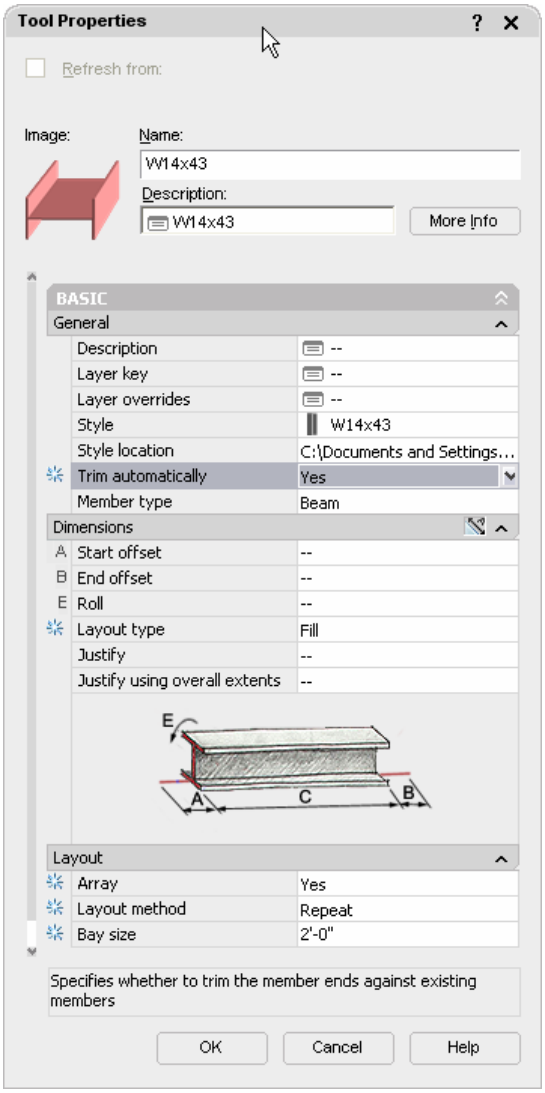


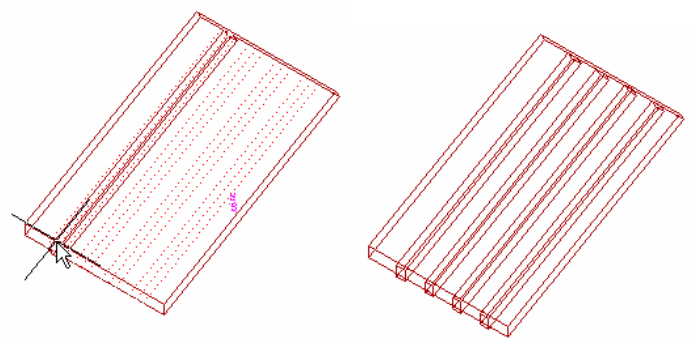
Column & Beam Enhancements

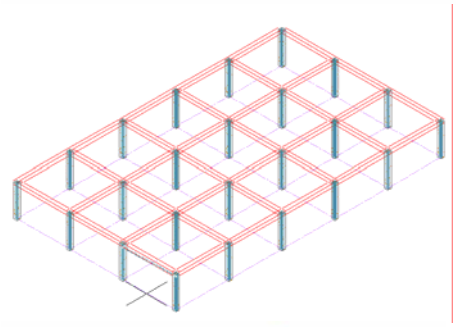
Layout Productivity

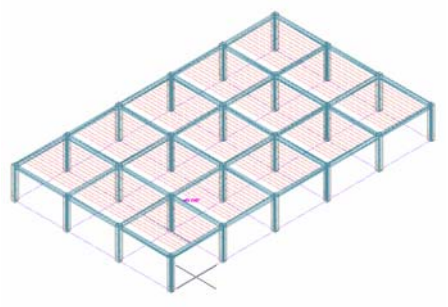
The column/beam/brace tools have the following new abilities:

- Trim automatically option during creation – Creates trim planes on-the-fly against any other member.
- Edge layout – Allows quick placement on selected or all edges of objects, like column grids, slabs, walls, polylines.
- Fill layout – Allows quick layout of members to fill column bays, slabs, walls, polylines.
- Ability to select objects in xrefs to use for laying out members.







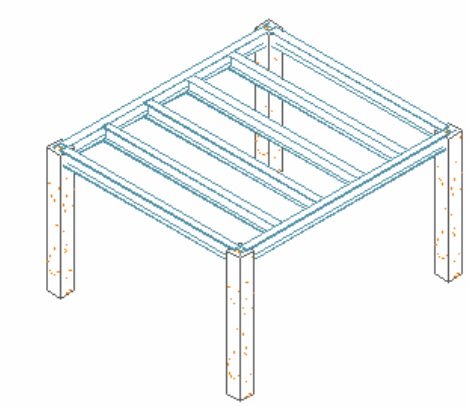


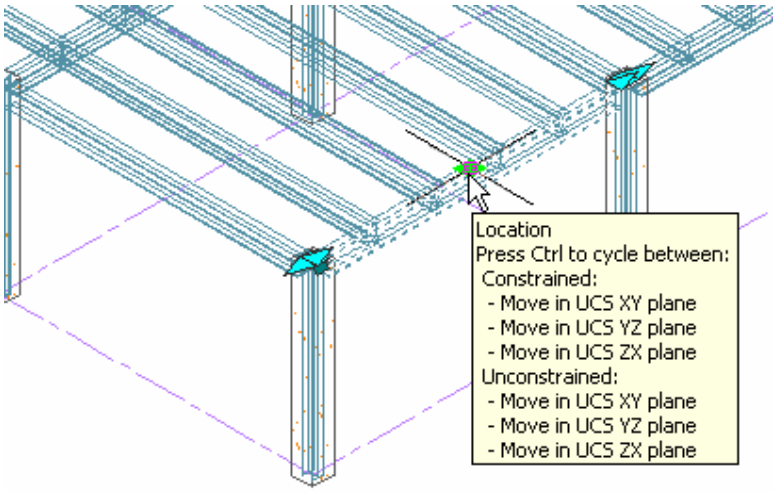
Interactive Editing

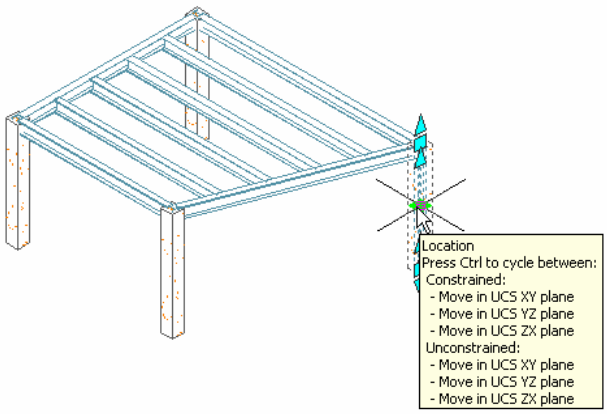
Improvements have been made to the editing of structural members:

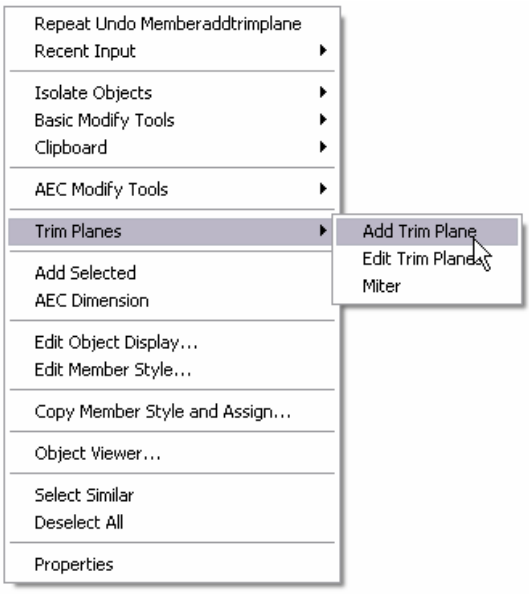
- New ‘Stretch Behavior’ for existing Location, Start/End and Lengthen grips.
- New ‘Add Trim Plane’ behavior for structural members.

Grips now have ‘Constrained’ and ‘Unconstrained’ movement. If a member is connected along the length of another member at either or both ends, constrained movement will be further limited by the orientation of those members. When a member is grip edited, other members connected at its endpoints will change length and/or orientation to stay connected.







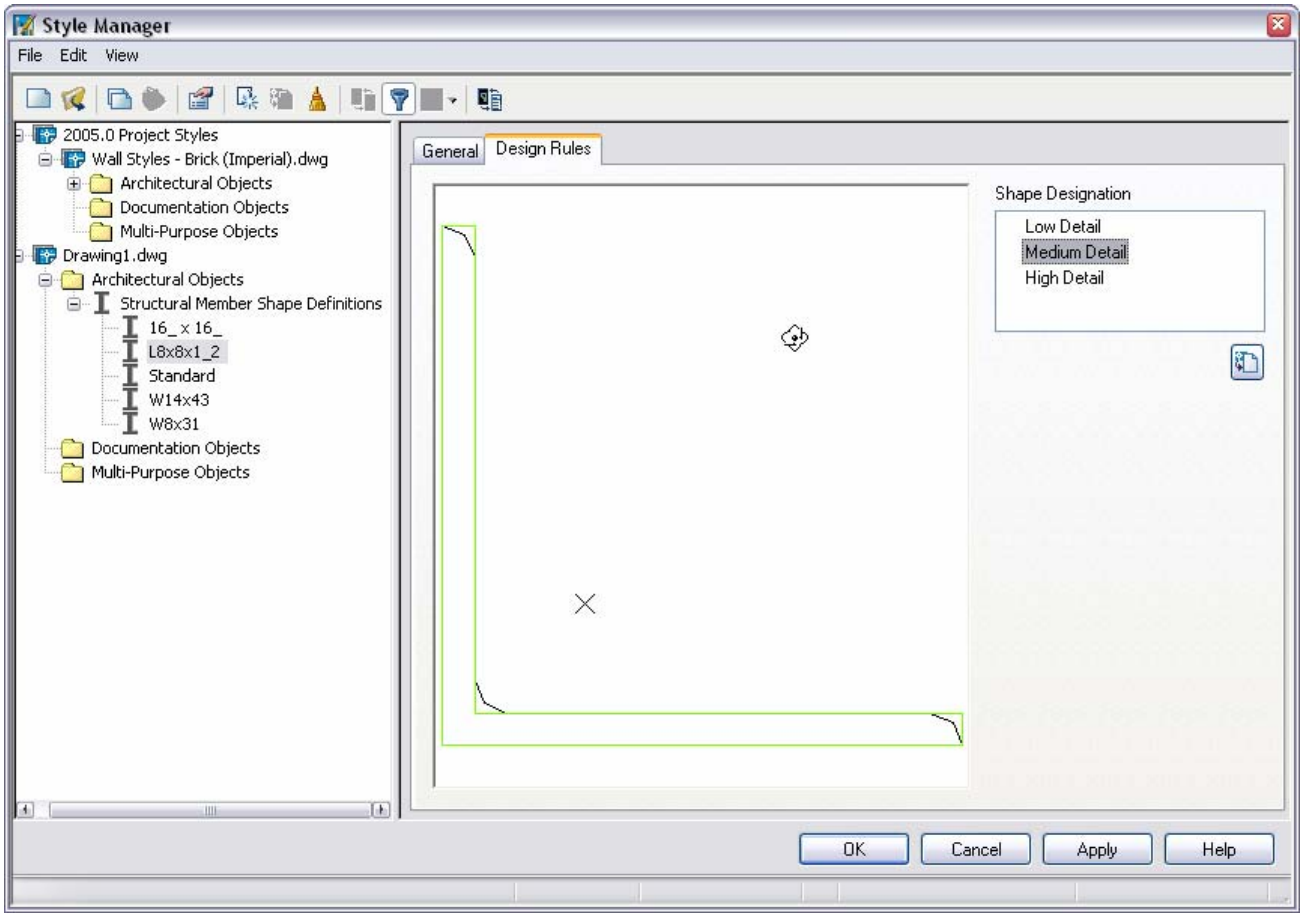


Right-clicking on a structural member will now provide the ability create a trim plane by picking two points or selecting an object to trim against.

A new miter option streamlines mitering of members against each other.

Member Shape UI Enhancements

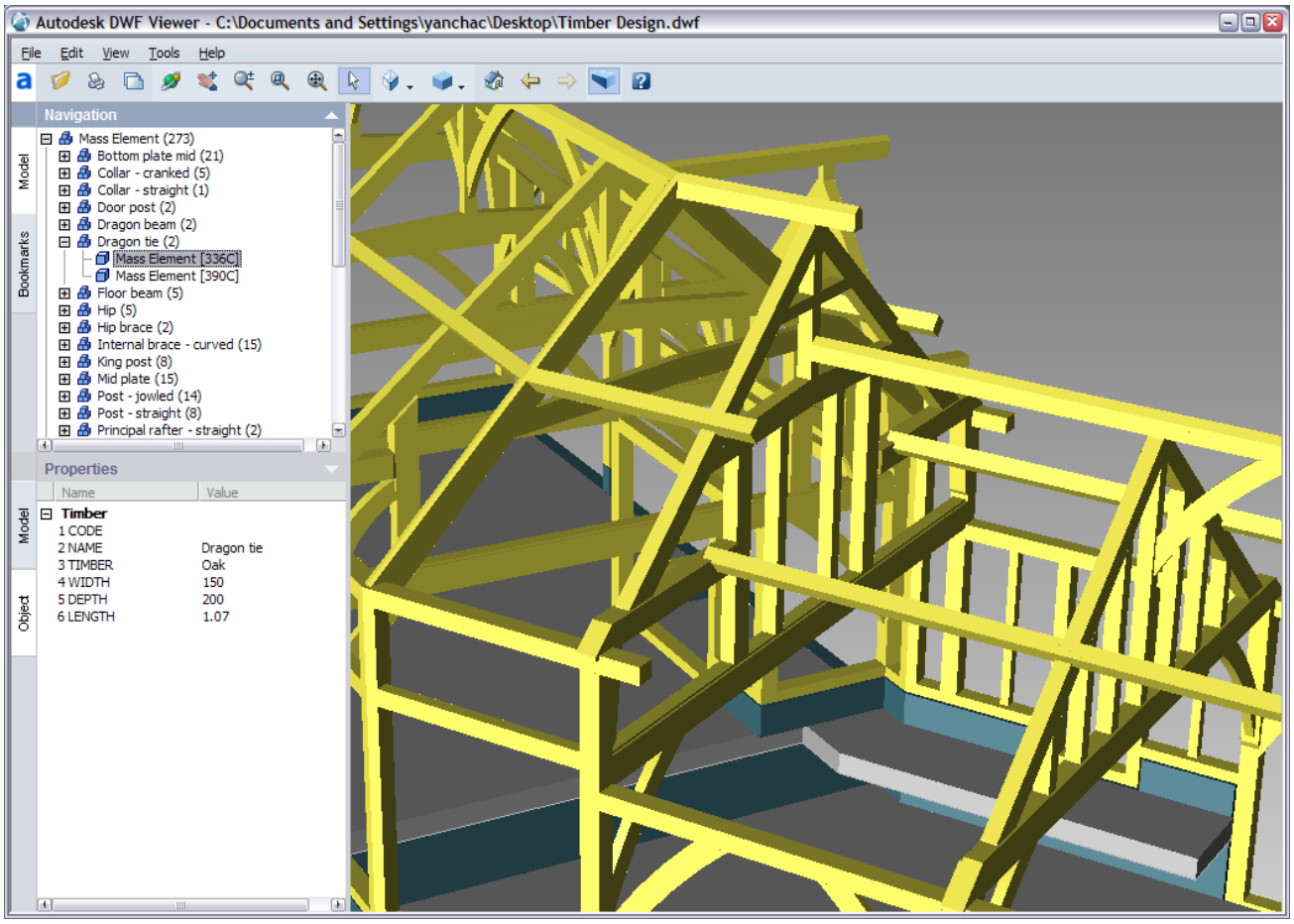
Creating custom shapes for structural members is now offered through a graphical interface with Member Shape Definitions also being added to Style Manager.



Database Connectivity and Interoperability

3D DWF

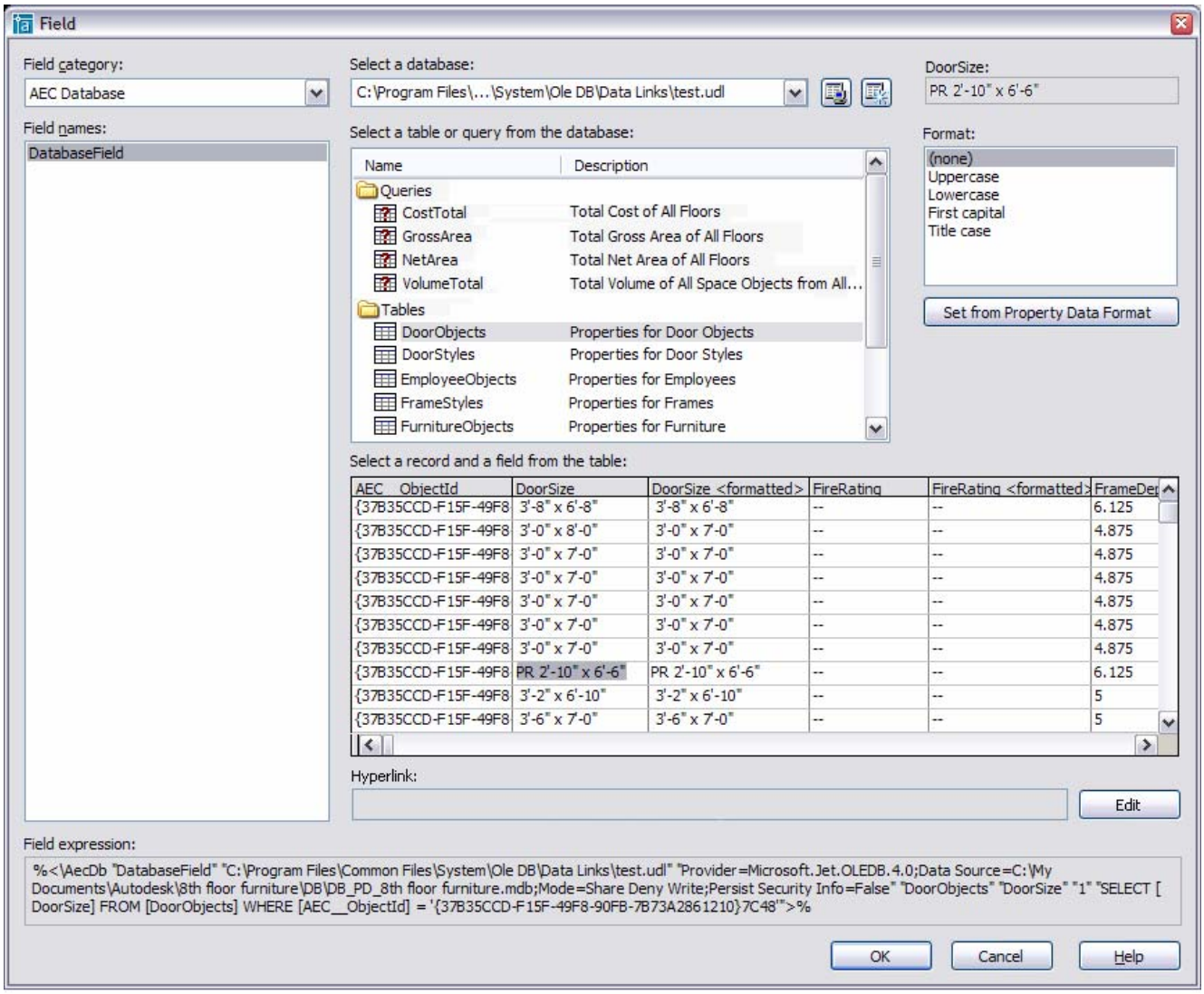
The 3D DWF publishing feature enables you to publish your Architectural Desktop models to the new 3D DWF format, allowing you to share your model with non-CAD users where they can orbit around the model, select objects to see their properties, and isolate or make portions transparent.



3D DWF by Cameron Scott of TimberDesign.

Database Fieldcode

With Architectural Desktop 2006, you now have the ability to link to non-graphical data maintained in an external database by providing a new database field code. The database field code will allow you to insert data from a database (Access, Excel, or Text) into any location that supports field codes within Architectural Desktop, for example, Manual Property Set Data. Use this for such things as maintaining room finish data in a database or spreadsheet, but still attach to Architectural Desktop space objects.



Robust .NET Framework APIs

What will the .NET framework API for Architectural Desktop cover?

The initial release focuses on access to data in the Architectural Desktop model. This includes, but is not limited to, base classes, architectural objects, structural objects, property data, and the details recipe framework.

What ActiveX/VBA shortcomings will the .NET framework API address?

- complete access to Architectural Desktop objects and styles
- access to the Modeler body class
- access to the Geometry base classes
- new AutoCAD .NET framework based capabilities

Will there be any .NET framework based samples?

Yes. We understand that providing good sample code is key to giving our customers a good starting point for their projects.

Can I use the ActiveX Object Model from .NET framework?

Absolutely. AutoCAD and Architectural Desktop ship with Primary Interop Assemblies, which means that you can use existing ActiveX objects in .NET framework based applications. In fact, Architectural Desktop 2005 ships with a VB.NET sample called AecDisplayOverrides which demonstrates this.

Can I use the .NET framework API from VBA?

No. The AutoCAD and Architectural Desktop .NET API is not "COM Visible". You are encouraged to develop new projects using the .NET Framework.

What development tools do I need to use the .NET framework API?

®Visual Basic .NET or Visual C# .NET, Standard Edition 2003, are both good choices and retail for under $100.

Is the .NET API framework replacing the Object Modeling Framework?

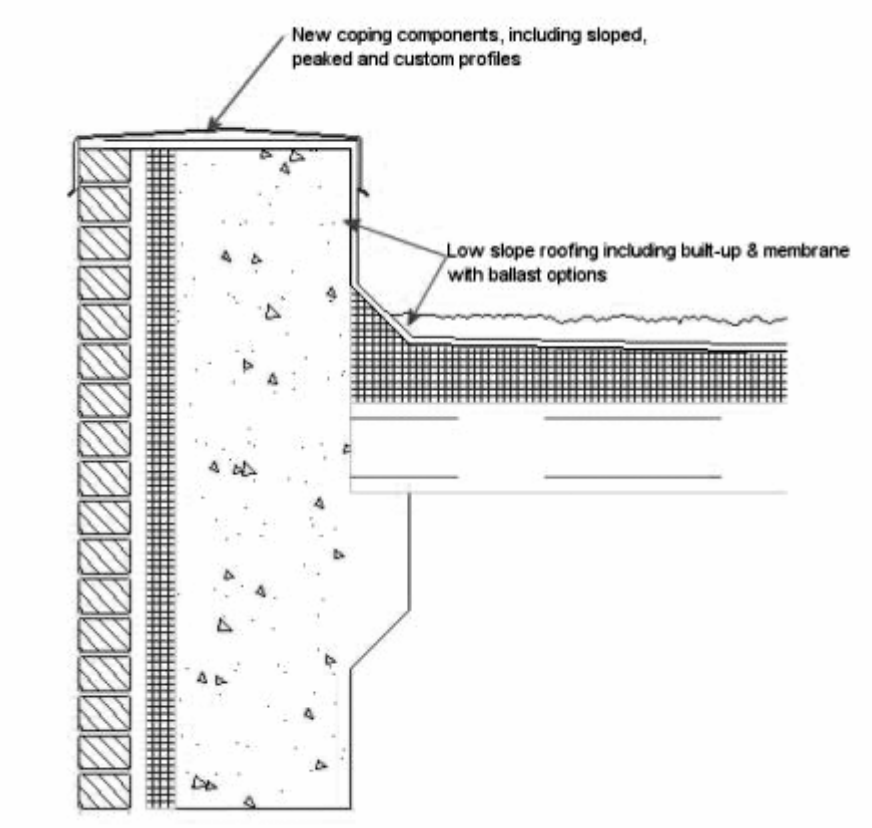
No. We will continue to provide the OMF to partners that wish to develop custom applications in C++.

Details Content and Customization

Additional Content

Architectural Desktop 2006 expands on the library of components for the Detailing feature that was added for Architectural Desktop 2005. The following new components have been added:

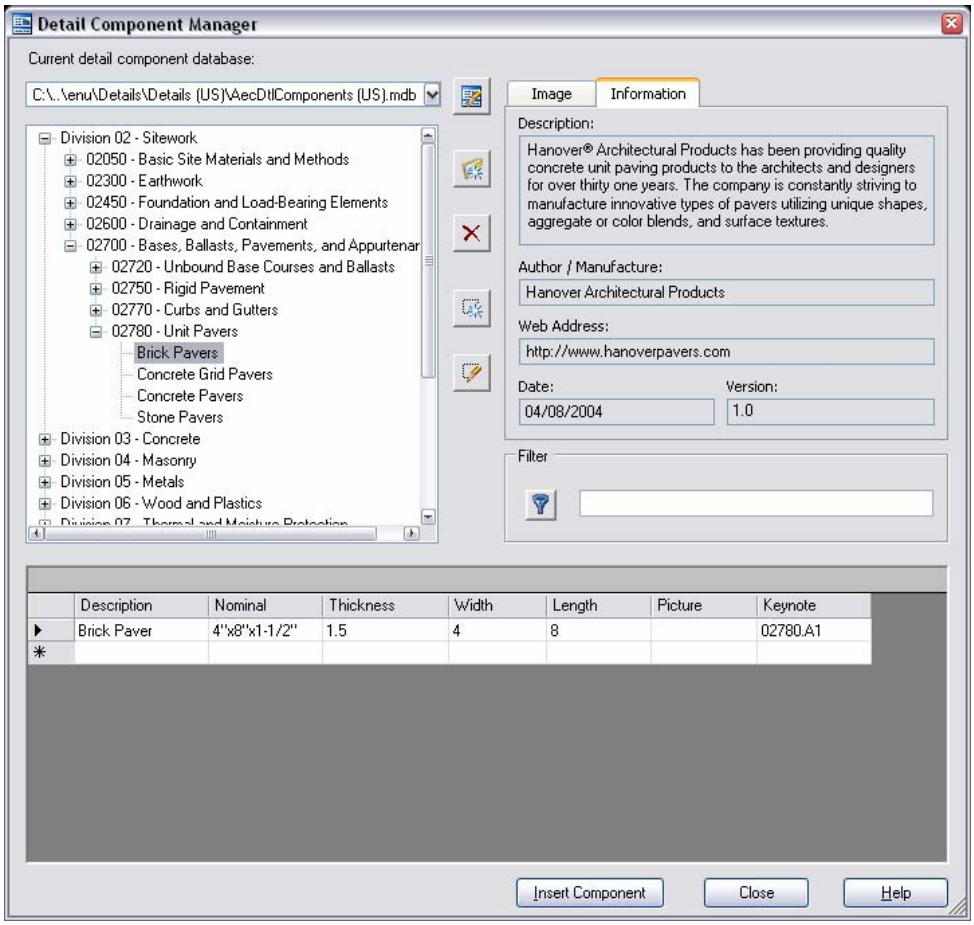
- Masonry anchors
- Control Joints
- Sealant & sealant + backer rod
- Fiber expansion joint
- Caulking
- Shingles
- Ridge shingles
- Ridge vents
- CMU shaped sills, ground/glazed face, solid, scored & round fluted
- Low slope roofing
- Roof copings, roof edges (fascias), preformed metal flashings, metal wall flashings and conductor heads
- Metal soffit vents: strip & preformed
- CH, J & E style wall studs
- Acoustical ceiling components



Detail Database Editing

Several new enhancements have been added to the Detail Component Manager to better support the new Component Wizard. These include ability to:

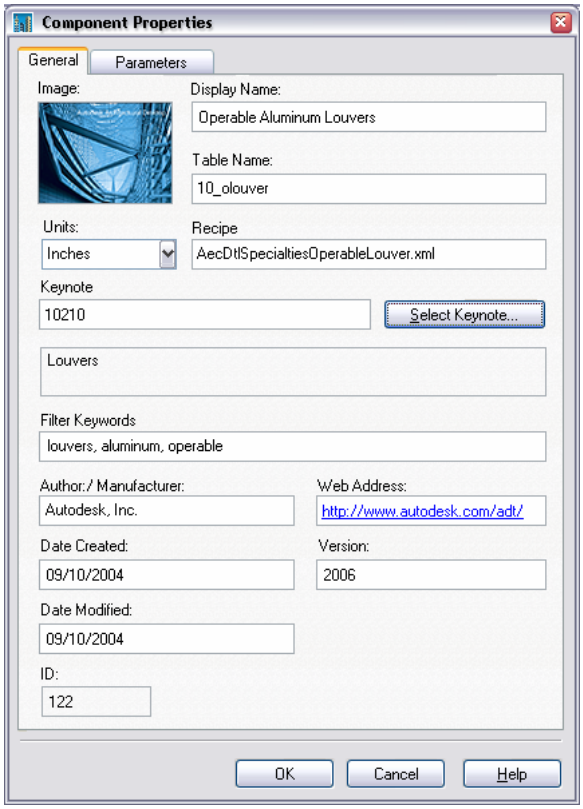
- Edit the general database info from the root node
- Database Root Node: The Detail Component Manager will now show the root node in the tree representing the database.
- Image/Information tab – Root Node: The root node will display an 'Image' tab in addition to an 'Information' tab to show information about the database. Description, URL, Date, Version, will be new fields for the database stored in the Fingerprint table.
- Image/Information tab – Component Nodes: When a component node is selected the 'Image' tab is displayed as in previous versions. Additionally, the new 'Information' tab will also be displayed to provide you with data about the component table. Description, URL, Date, Version, will be new fields for the database stored in the Component table. If the fields are blank, then the Information tab does not appear.
- Add/remove Group nodes
- Add/remove Component nodes

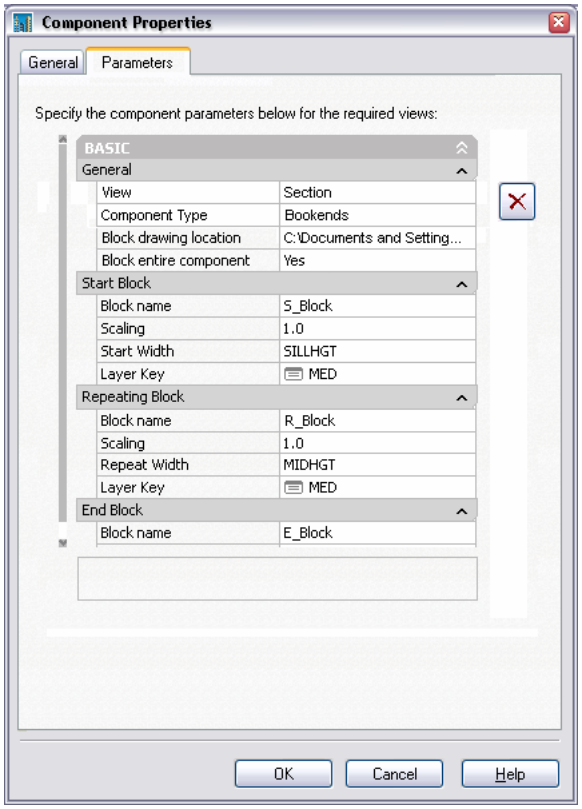


Add Component Wizard

This feature provides you the ability to add new detail components based on the generic components/recipes in the Details system. These include:

- Bookends
- Linear Array
- Stamp
- Surface
- Surface Linetype
- Surface Top

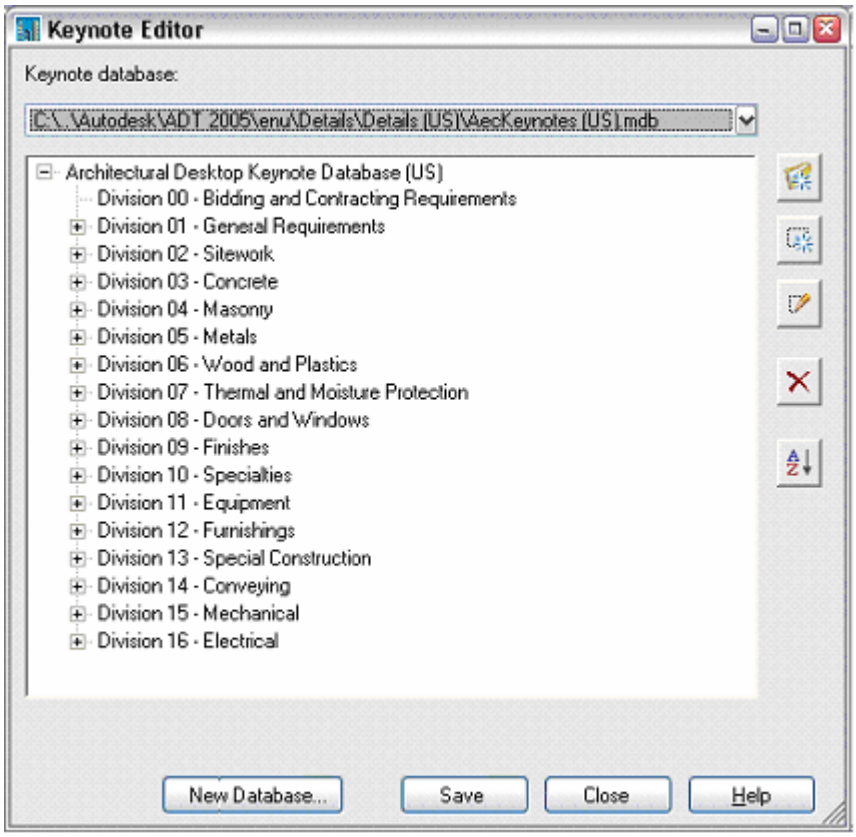




Keynote Editing

With Architectural Desktop 2005, a powerful Keynoting system was added, yet there was no built-in editor for modifying or creating keynote databases outside of resorting to Microsoft ® Access.

With Architectural Desktop 2006 a stand-alone keynote editor for dedicated maintenance and creation of keynote databases is provided. The editor is accessed from the Start menu or from the CAD Manager pulldown inside Architectural Desktop. Also provided is simple keynote editing inside the existing 'Select Keynote' dialog within Architectural Desktop to allow you to quickly Add/Edit/Delete/Drag&Drop groups and keynotes.



Database Migration Utility

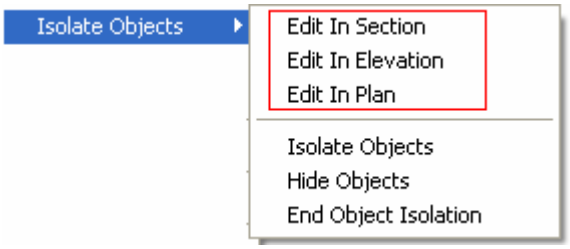
If you have made changes to the Architectural Desktop 2005 shipping Detail and Keynote databases, you can use this utility to migrate those changes to the corresponding expanded Architectural Desktop 2006 databases. Accessed from the CAD Manager menu, this utility compares the modified database (the source) with its counterpart in the current release (the target) and updates the current database to reflect your modifications. Note: This utility only migrates the database information regarding Details content; support files such as xml/dwg/png files need to be manually moved as necessary.

Ease of Use

Edit-in-View

Often you want to work in a specific view with only a specific selection of objects. Such views are generally set with reference to object geometry (i.e. reference to a face or linework from an object). To achieve this in Architectural Desktop 2005, you had to go through multiple tedious steps. 'Edit in View' streamlines those steps.

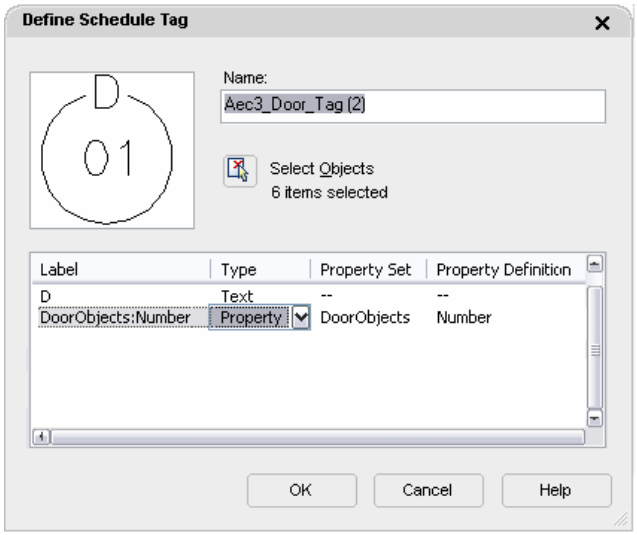
The 'Edit in View' feature can be accessed from the 'object right click menu' and 'application right click' menu as shown in the figure below.

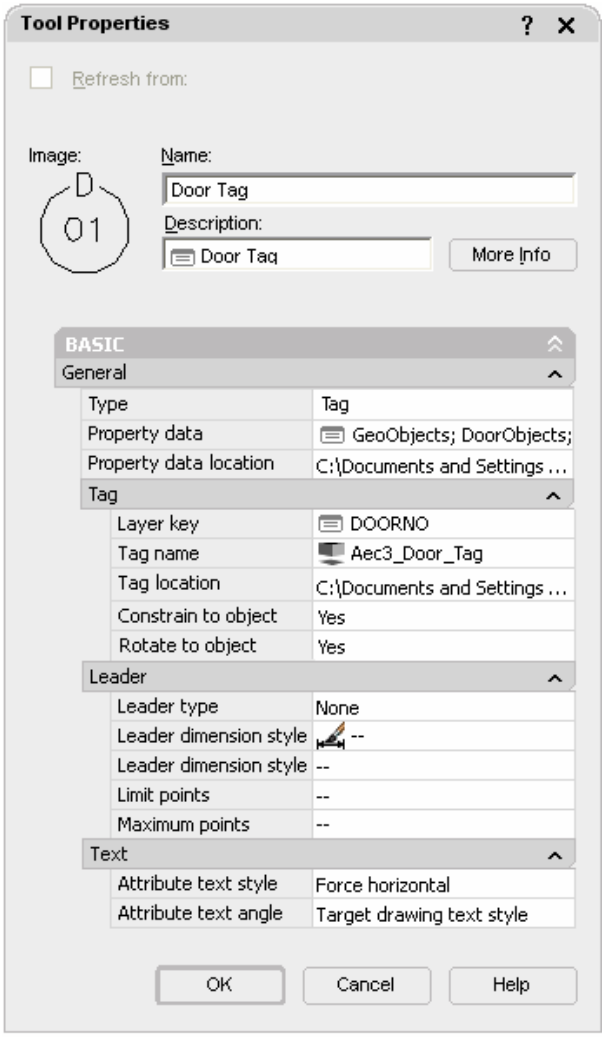


- All non selected objects will be hidden
- View will be set based on view direction
- UCS will be set based on this view
- An Edit in View toolbar will be displayed.
- Edit the selected objects in this view.
- Exit Edit in View mode by pressing a button on the toolbar.
- The view is set back to what it was before the start of Edit in View session.
- UCS is also set back to what it was before.
- All hidden objects in this process are now displayed.

Schedule Tag Wizard / Tag Tool

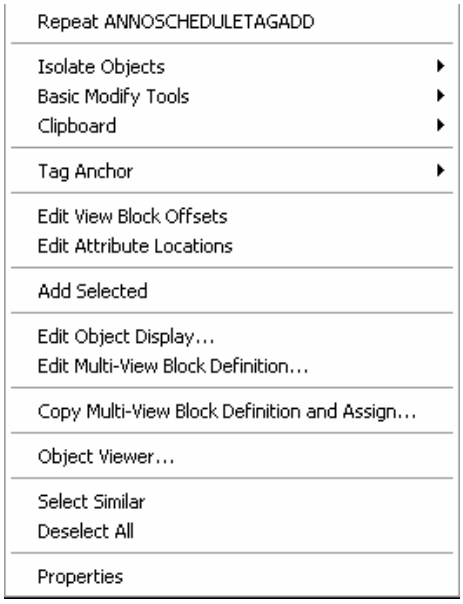
Invoked from the 'Format' pull down, the 'Define Schedule Tag' worksheet will aid you in creating schedule tag content. Simply draw your tag using normal AutoCAD commands. The selection set you chose will display in the preview image and Text, Mtext, and Attribute Defs are shown as a "Text" type in the properties grid control. Next specify that placeholder text is intended to be a property set/property definition, and the system converts this to the proper format required of the tagging mechanism (property set: property def).





Using either your existing multi-view block tags or those created with the Tag Wizard, you can then create a Tag Tool.

- Specify the 'Tag name' in the tool editor, or drag/drop one from a drawing.
- The Tag Tool has a Type property for choosing between "Tag" or "Property set data."
- Property data parameter displays property set defs found on the Tag content, but also allows the you to specify additional property set definitions to be applied with this tag.
- Other properties are basic properties to support the various tagging placement options.

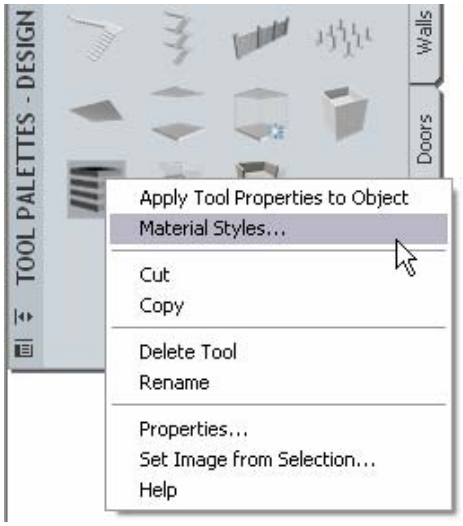


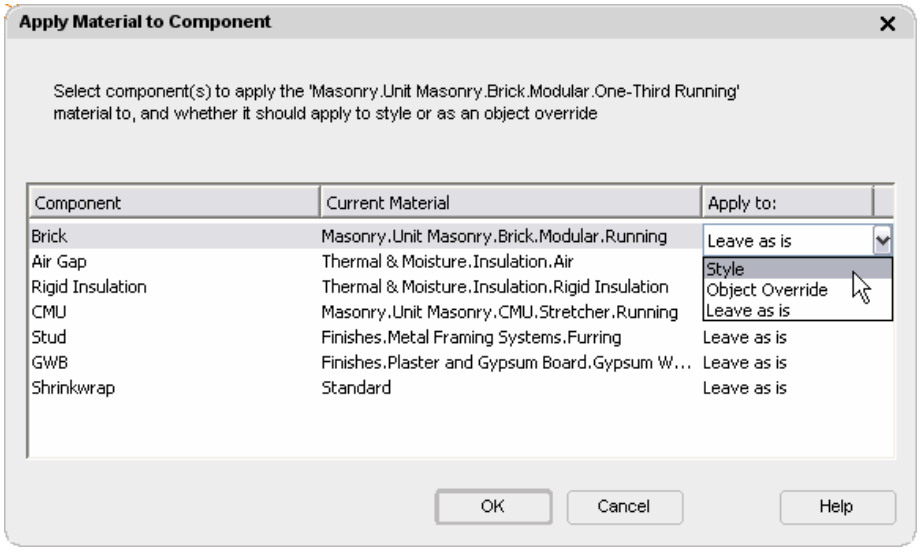
When you right-click on a tag in the drawing editor you will now see the familiar 'Add Selected' option. The 'Tag Anchor' fly-out now allows for attaching a released anchor, including across xrefs.

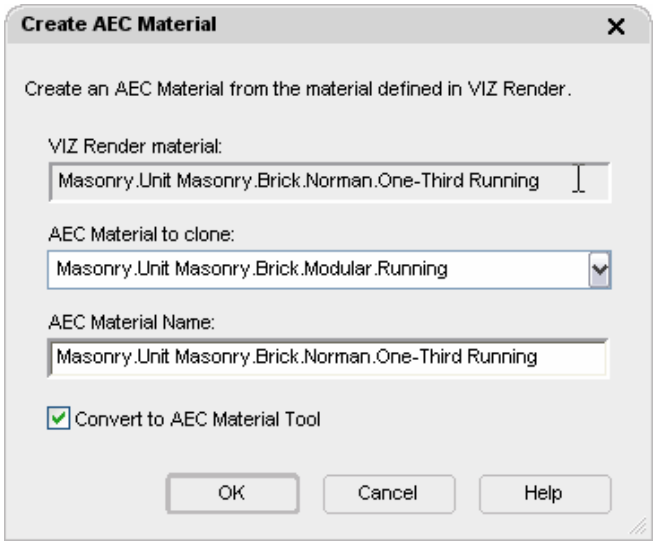
Material Tool

Architectural Desktop and VIZ Render form a tight connection: Architectural Desktop for modeling and VIZ Render for high quality visualizations. The two interoperate closely through a direct file link, sharing a common render material definition, and with the tool system and Content Browser. Two pain points however, was 1) in taking a VIZ Render material and creating an AEC Material from it, a 2) an AEC Material Definition could not be created into a Tool.

With Architectural Desktop 2006 a new 'AEC Material Tool' is being introduced, allowing you to define palettes of your favorite materials. Use this new tool to apply directly to objects in the drawing editor, with the ability to apply the specified material definition to the selected component or additionally components in one step. These assignments can be applied to the style or as an object override.







To streamline the workflow of creating an AEC Material from a VIZ Render Material, you can now drag/drop a material from VIZ Render into Architectural Desktop. The 'Create AEC Material' worksheet will appear allowing you to immediately define a new AEC Material based off a template material, and optionally create a new Material Tool.

Break Mark Tool

With each release of Architectural Desktop we expand the value of the tool system and replace older methods to be consistent with the Architectural Desktop 2004-based user interface/interaction. The 'Break Mark Tool' is one such tool that has been migrated from the AEC DesignCenter Content methodology to the tool system, and with that, expanded and improved functionality.

- Easier to customize by using the consistent Tool UI.
- Streamlined workflow and more intuitive on-screen creation.
- New ability to create a dual-break.

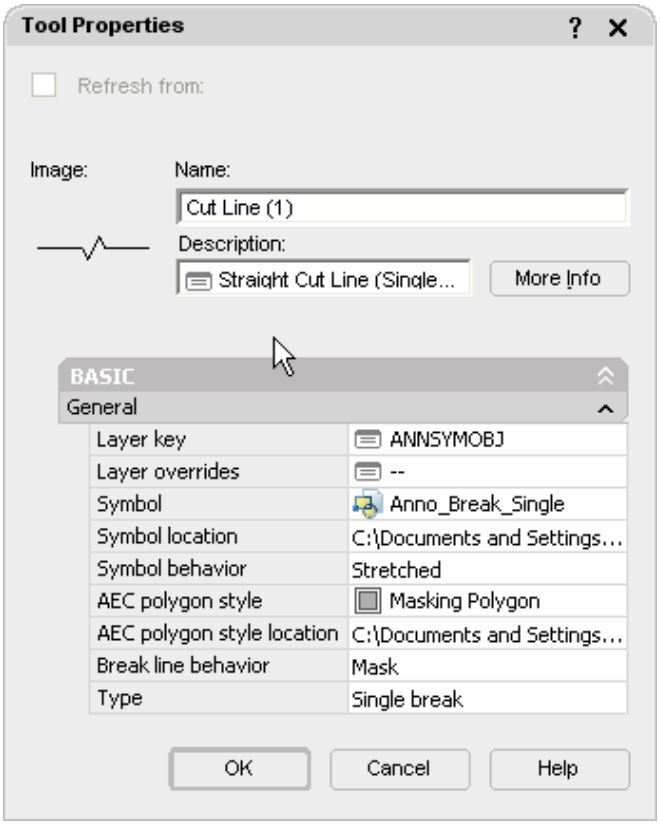
Two 'behavior' options exist:

1. Masking – Places break line, with background masking.
2. Trim – Places break line and performs an automatic trim of the underlying entities.

Two break mark types:

1. Single – Places break line symbol on one side.
2. Dual – Places break line symbol on two sides.

The masking portion of the break mark is an AEC Polygon. AEC Polygons now have invisible edges, like Wall Modifiers and Wall Endcaps. AEC Polygons also have new Background Mask option that will use the background color to mask objects below while working in model space.



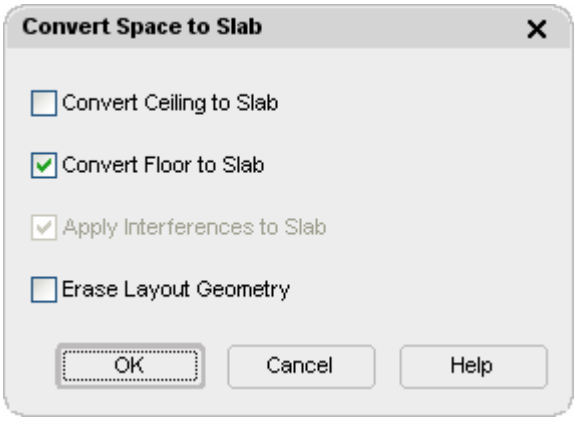
Object Conversions

With the advent of the tool system, Architectural Desktop provided the ability to leverage the pre-specified properties to apply tool properties to objects in order to perform a “super-match” and for limited object conversions. In Architectural Desktop 2006 there is more flexibility for object conversions. For example, you can apply a door tool to openings, windows, and door/window assemblies, converting those objects to door objects. The resulting door will utilize the tool properties, and where left unspecified on the tool maintain the matching instance properties from the original object, such as width, height, vertical alignment.

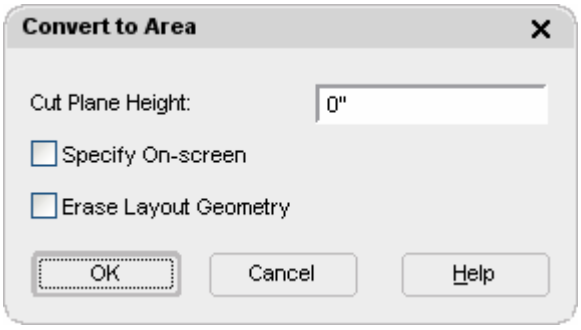
Additionally, shared object-base properties are applied to the new objects after conversion, as well as the ability to apply common **property set data** to the new objects.

These enhancements cover the following tools and right-click ‘Convert to’ options:

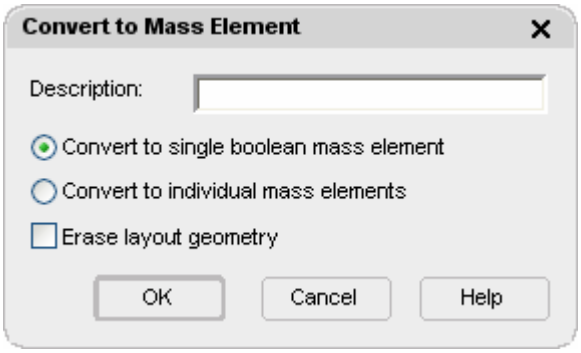
- Tools:
  - Door Tool to > Door/Window Assembly, Opening, or Window
  - Window Tool to > Door, Door/Window Assembly, or Opening
  - Opening Tool to > Door, Door/Window Assembly, or Window
  - Slab Tool to > Area or Space



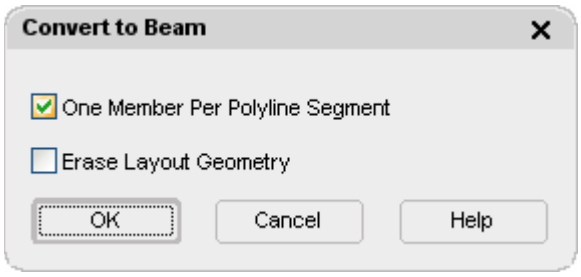
  - Space Tool to > Area or Slab
  - Area Tool



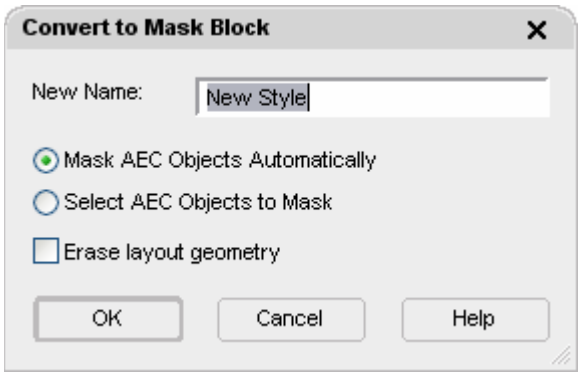
- Mass Elements



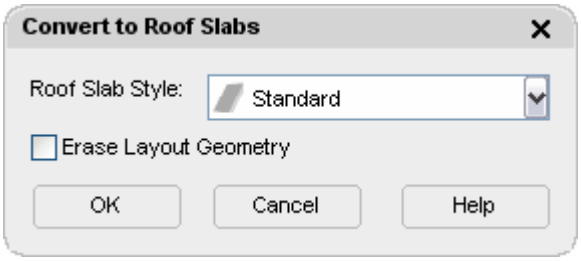
- Structural Members



- Object Context Menus:
  - Mass Elements: Convert to > 3D Solid or Free Form Mass Element
  - Closed Polylines to Mask Blocks: Convert to > Mask Block



  - Roofs: Convert to > Roof Slabs



  - AEC Polygon: Convert to > Polyline

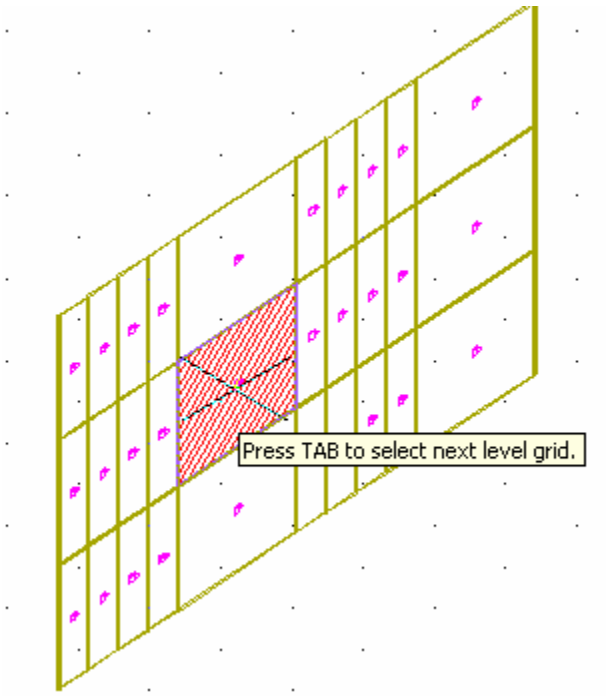
Curtain Wall Edit in-place

With Architectural Desktop 2006 you can edit a Curtain wall, Curtain Wall Unit and Door/Window Assembly and its components graphically and reduce the number of steps.

- Select a curtain wall, curtain wall unit, or door/window assembly
- Select the circle shaped Edit Grid grip
- The following prompt will display:

  Edit Grid [Division in place/Cell/Frame and mullion assignment]:

- Select the appropriate editing option.
- A point monitor (cell based or edge based) will start based on the selected editing option. If the selection is based on curtain wall cells, the cell markers of the curtain wall will be turned on. This point monitor will highlights the cells / bays/ columns / grids of the curtain wall as you hover over the cell markers or edges. Following figure shows the highlighted cell with the point monitor.



- After you hover over the cell, you can change the grid level with which you wish to work on by pressing the TAB key. A tool tip ‘Press TAB to select next level grid’ will be presented. Selection of multiple cells is also supported.

- After selecting the cell/bay/grid, depending on selected editing option, an appropriate worksheet will be presented.

Adding Doors, Windows, and Door/Window Assemblies into a Curtain Wall

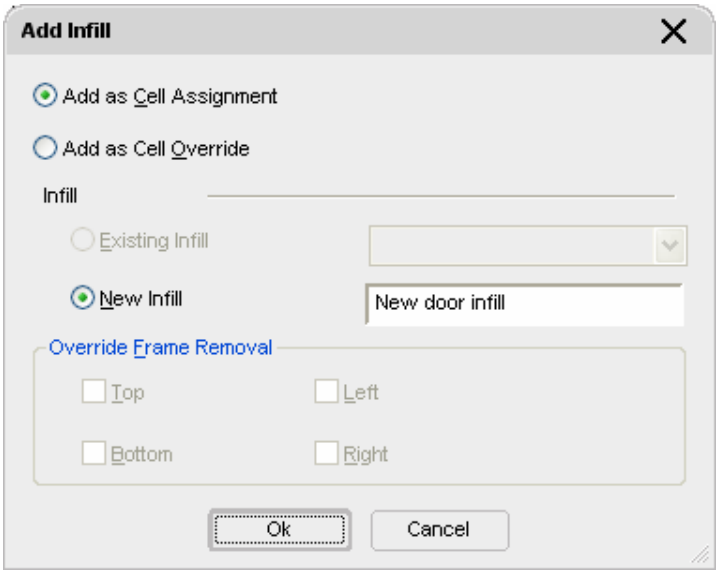
In past releases it has been a tedious process to simply add a door, window, or door/window assembly into a curtain wall. In Architectural Desktop 2006, the same basic method of adding these objects now works on curtain walls as it does for walls:

- From the tool palette run any door tool; Architectural Desktop will issue following prompt.

  Select wall, space boundary, grid assembly or RETURN:

- After selecting a curtain wall, curtain wall unit or door/window assembly, the following prompt will be issued. A point monitor will start with which you can select a cell.

  Select grid assembly cell to add door or [Style/Match]:

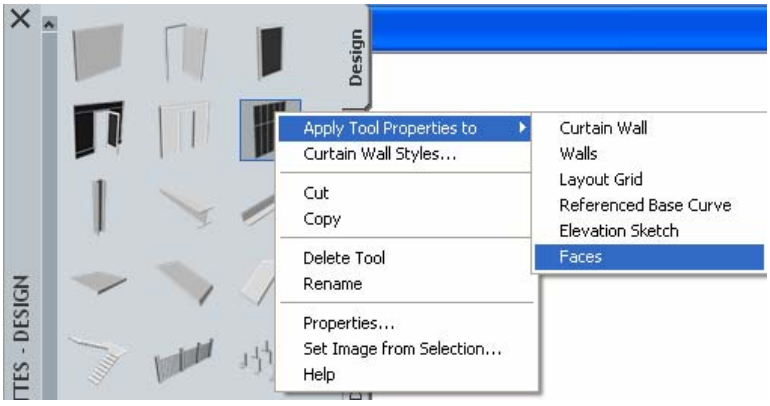


- After you select a cell, the following worksheet will be presented:

Convert 3D Faces to Curtain Walls

This feature addresses the need of converting faces to curtain walls for complex cases which are difficult to model otherwise. This process can be started in two ways

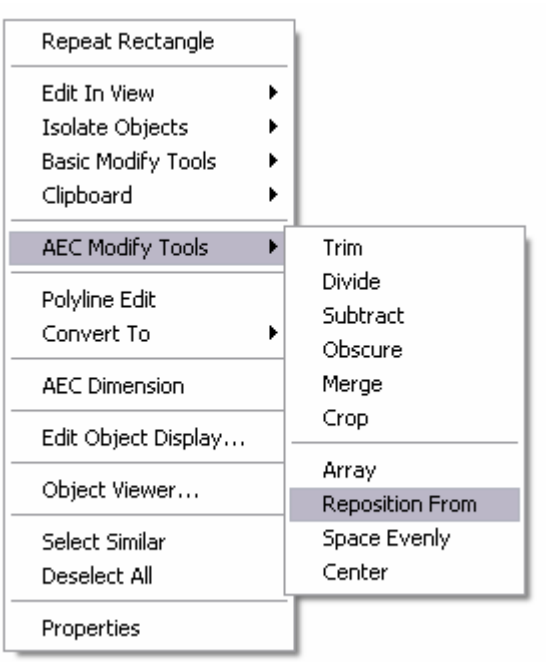
1. By running command 'CurtainWallConvertFaces'
2. Select from the right click menu of curtain wall tool as shown below



If you begin this process from a tool, the tool properties will be applied to the converted curtain walls.

More AEC Modify Tools

Architectural Desktop 2005 introduced several 'AEC Modify Tools' that provided immediate productivity gains. For Architectural Desktop 2006 four additional commands have been added to further add raw productivity to Architectural Desktop: Array, Reposition From, Space Evenly, and Center.



- **Array:** Array AEC objects, such as doors and walls, or objects, such as hatches, polylines, AEC Polygons, mass element extrusions, spaces, and area objects. You can also array any block-based content (including detail components) made up of these types of linework and objects.
- **Reposition From:** Reposition AEC objects, linework or blocks from a specific reference point in your drawing.
- **Space Evenly:** Space a collection of existing AEC objects, linework or blocks at an equal distance from each other. For example, if you have windows along walls that are not colinear, you can space the windows evenly across the entire facade by specifying points along an axis.
- **Center:** Center AEC objects, linework or blocks between two points.

Pick Rectangle Option

Additional functionality has also been added to the following existing AEC Modify Tools:

- **Subtract**
- **Merge**
- **Obscure**
- **Crop**

The prompt now reads:

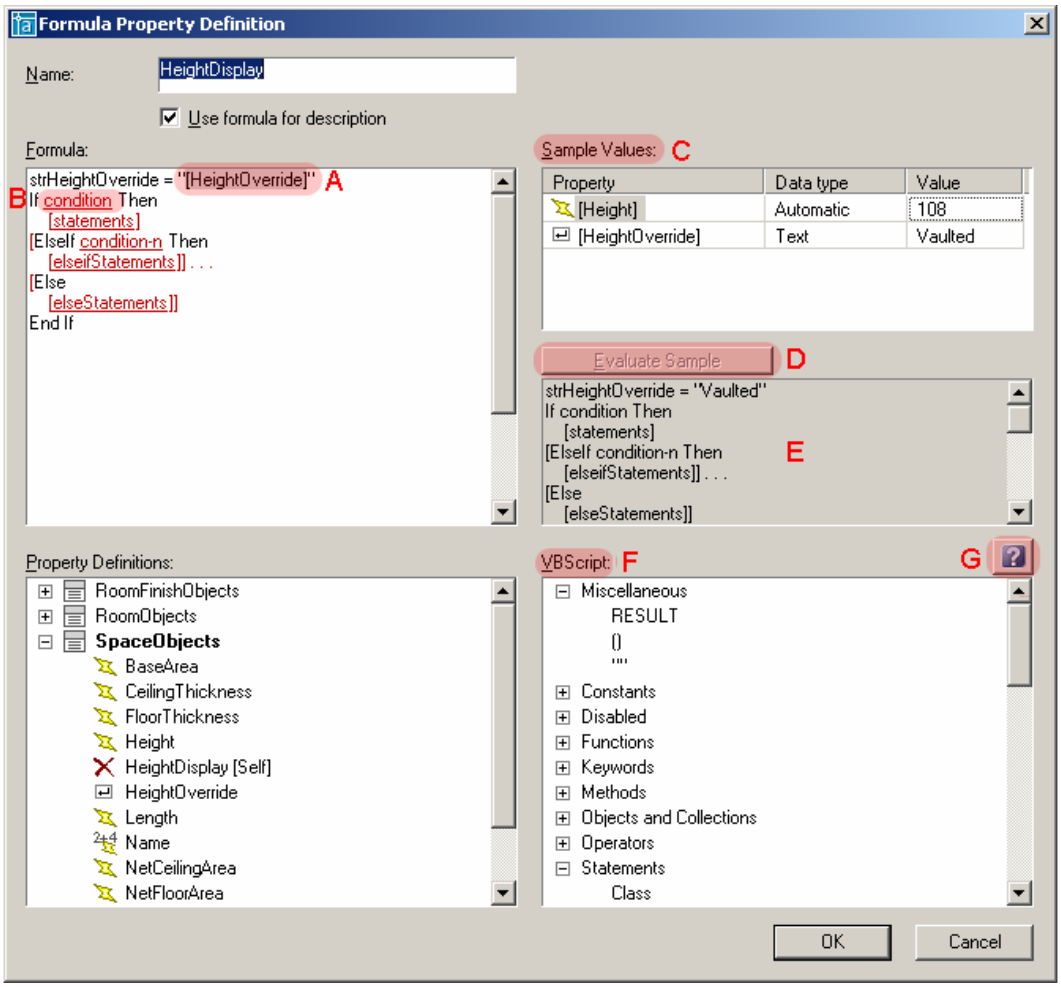
*Select Objects to XXXX **or NONE to pick rectangle.***

If you do not select any objects, then you will be prompted for two corner points. These corner points will be used to construct a rectangular profile (based on current UCS X and Y axes) that will be supplied to the AEC Modify routine.

Formula UI Enhancements

The purpose of these enhancements is to make it much easier to define formulas, by:

- Providing a tree of possible VBScript code, so you don't have to search for VBScript help (which I don't think is part of the released documentation), figure out what functions are allowed, and figure out the correct syntax.
- Provide a way to define sample values to be inserted for Property Definitions, to test the formula itself, and to test different kinds of property values such as strings, architectural linear units (3'-0"), and real and integer values.
- Provide a way to evaluate the current formula using the sample values, and display the results, which can be analyzed to determine possible problems in the formula.

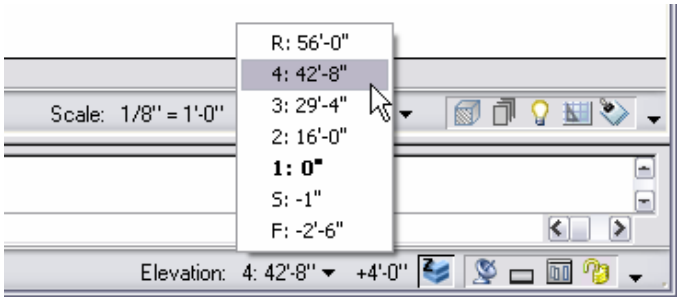


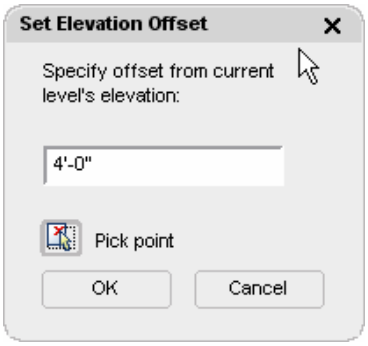
Z Osnap and Project Level Integration

This toggle will project all picked points to the current UCS' Z + any value set on the Elevation sysvar.

UI elements from right to left consist of:

- Z filter toggle button
- Elevation offset control
- Level offset control (Only visible if drawing is a construct. Defaults to construct's level assignment. Defaults to lowest level for a spanning construct.)





Use cases include:

- You are working on the 54th floor placing interior walls. You need to osnap to a mullion on a curtain wall that spans the height of the building. By simply enabling the Z filter toggle, you can osnap to the mullion, but have the wall's Z be at the current drawing's 0" elevation. (Previously the wall would disappear and snap the curtain wall's baseline 54 floors below.)

- You are working on 3rd floor structural, but want to place beams at a height of -6" relative to level 4. By setting the Level drop list to Level 4 and the Offset to -6", you can place the beams confidently. This includes picking start and end points of other objects without worrying if the beam will osnap incorrectly.

- You need to add light fixtures at the bottom of a slab. Using the Elevation Offset worksheet you can pick a point on the slab to obtain the Z value. While placing Multi-view Blocks for the lights, you will know they will be placed correctly whether working in plan or ISO.

- You need to add some sort of decorative elements, such as an awning, at +2-0" above each level along the building's curtain wall. These awnings are Elements in their project. The curtain wall is in a spanning construct. You simply need to enter 2'-0" into the Elevation Offset control and then start dragging in the awning element as required, changing the Level drop list as you go.

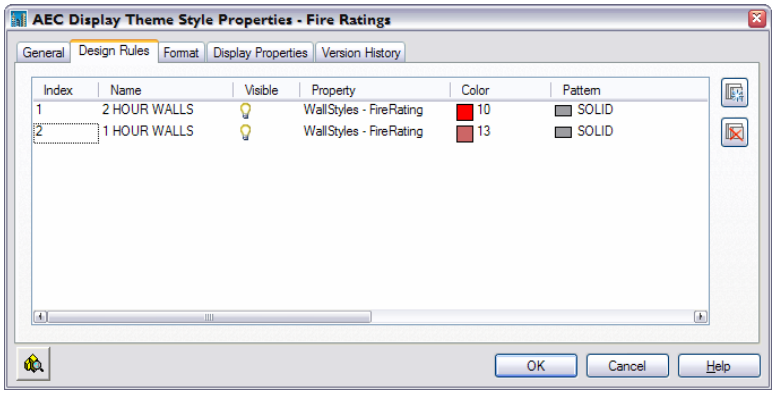
Display Themes

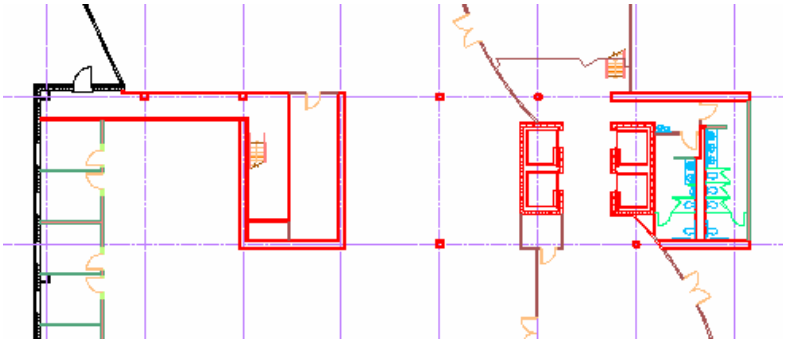
The Display Theme feature will allow you to easily theme any Architectural Desktop object based on property set data values in both 2D and 3D views. This feature can be accessed on the Scheduling tool palette or by typing 'DisplayThemeAdd'. Right-click on the legend that is created and edit the 'Design Rules.' Give it a try in a drawing with Space objects that have property data attached. This feature represents a small portion of an effort to simplify the display system.

- New style based object 'Display Theme'.
- Rules can be set up on Display Theme's style.
- Profile based objects such as Spaces, Areas etc., which match the rules will display as filled shapes in plan view.
- Non-profile based objects, which match the rules from Display Theme, will be drawn with the display properties from the Display Theme rules.
- Objects which do not have any rules set up will be drawn with their own display properties.

Use for:

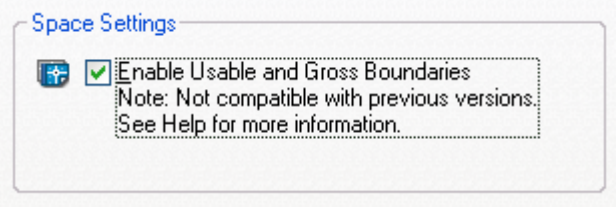
- Area Plans by Type, by Size
- Highlight firerated walls
- Any property data…





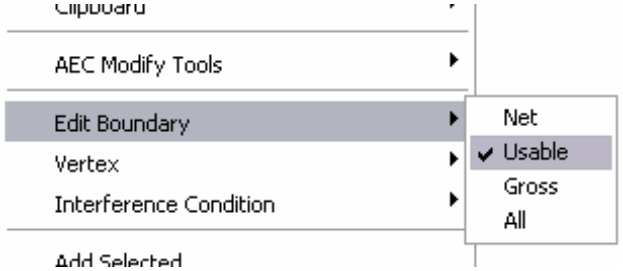
Space Object Net/Gross/Usable Boundaries

Currently Space objects contain a Net boundary and a Gross boundary. The Gross boundary is determined by the style parameter 'Net to Gross Offset.' In Architectural Desktop 2006 there can be three boundaries associated with a Space: Net, Gross, and Usable. The existing Gross and the new Usable are their own profiles, allowing you to individually grip edit and add/remove vertices as required.



As this feature is not available for Space Objects in previous releases, the feature is optional. To enable it, go to Options > AEC Object Settings tab.

To edit the Net, Usable, or Gross boundaries, right-click on a Space and open the Edit Boundary fly out menu. You can then also use the trigger grips on the space to edit individual boundaries.



Use the AEC Modify Tools to merge and subtract from the boundaries.

Architectural Desktop as AutoCAD

This release provides the ability to launch a pure AutoCAD profile, or "Architectural Desktop as AutoCAD." In this mode Architectural Desktop will behave just like AutoCAD running the Architectural Desktop Object Enablers.

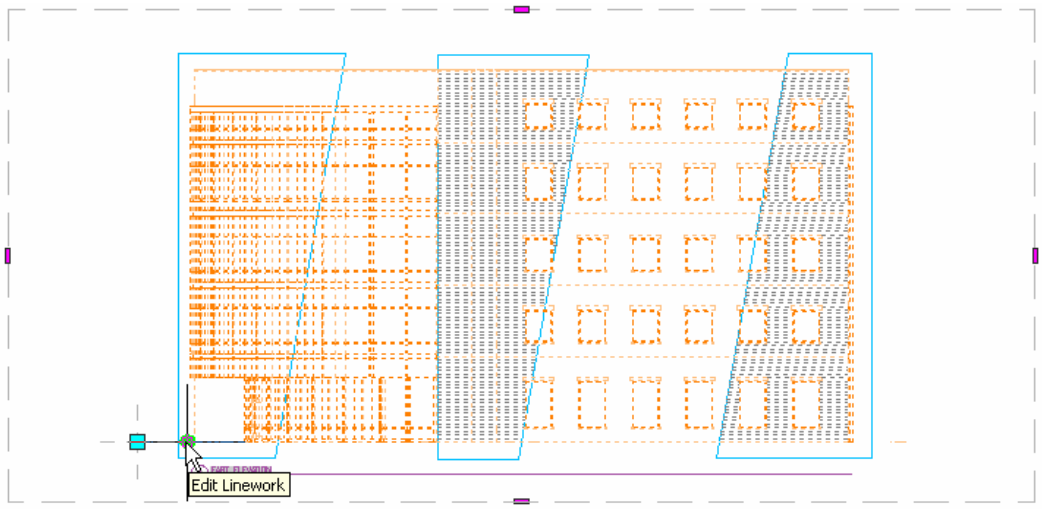
Fit and Finish

2D Section Edit Linework Grip

In Architectural Desktop 2005, to edit linework of 2D Sections/Elevations, there are several steps you must go through:

- Select the Section / Elevation object
- From right click menu select ‘Linework’
- From sub menu select ‘Edit’

Architectural Desktop 2006 introduces a new grip for editing Section/Elevation Linework which reduces this process to a single click.



Tool from Object uses Style Name

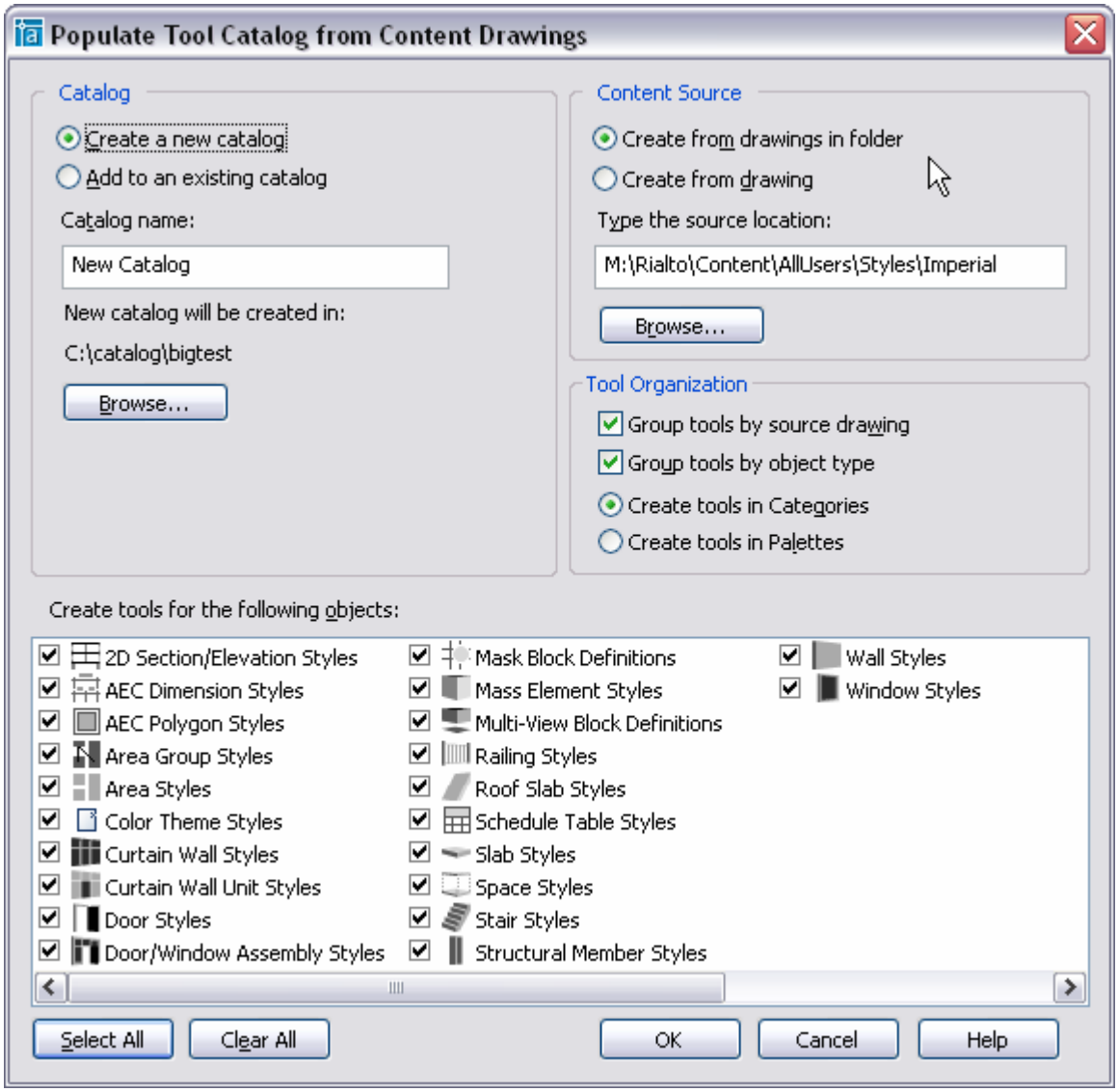
Until Architectural Desktop 2006, dropping an object from the drawing editor onto a tool palette would create a new tool with a generic name (eg. Wall), while dropping from the Style Manager would give you a name based on the style name (eg. Concrete-8). Now both methods behave the same.

Style-based Property Sets on the Extended Data Tab

Architectural Desktop 2006 adds two new categories, PROPERTY SETS FROM STYLE and PROPERTY SETS FROM REFERENCED STYLES, immediately following the existing property set categories. The PROPERTY SETS FROM STYLE category contains the property set definitions attached to the style of each object. The PROPERTY SETS FROM REFERENCED STYLES category contains the property set definitions attached to the style of each referenced object in the selection set. All automatic properties are resolved based on the current selection set. For example, take a property set for a door style that includes the automatic property definition Width. When editing the property set on the style, the message "** Automatic Property – Not available in this context **" is displayed for the property value. When a door with the style is selected, the Width property in the style-based property set will resolve to the actual width of the door, say 3'-0".

Content Browser – Tool Catalog Generator

Prior to Architectural Desktop 2006 it was a tedious process to create a tool catalog from a collection of styles. For Architectural Desktop 2006 the 'Tool Catalog Generator' is provided, offering the ability to create tools from a collection of drawings automatically, organized based on your needs.

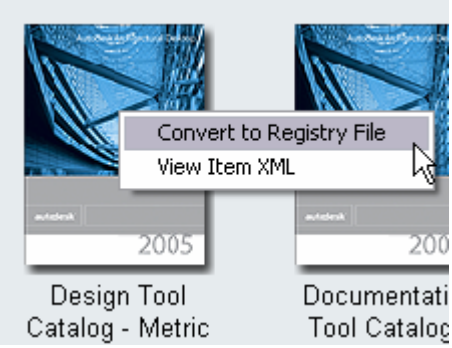


Content Browser – Drop Categories as Palette Groups

Since the AutoCAD platform added palette groups into the 2005 release, a common request of Architectural Desktop customers is to be able to drop Categories from a Tool Catalog in Content Browser as a Tool Palette Group. Architectural Desktop 2006 now offers that ability.

Content Browser – Create Catalog Install File

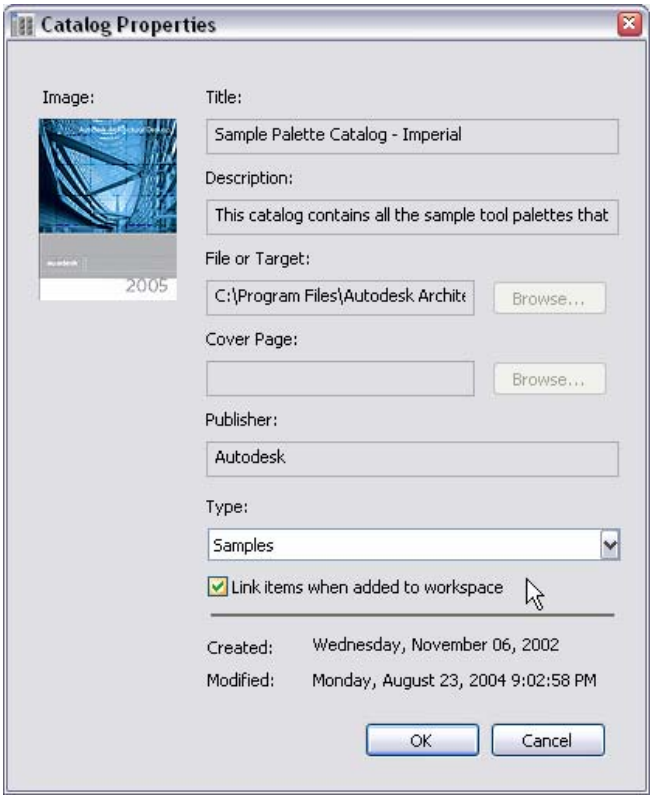
A common request is “How can a tool catalog be installed into a user’s library with having to manually add it?” A trick is to utilize a reg file to “seed” a catalog into the library (.cbl) file, but this is not documented and error-prone. A simple solution is now provided to allow you to create the reg file by shift-right clicking on a catalog to generate the reg file.



Content Browser – Catalog Link Toggle

Items dropped from a tool catalog to Architectural Desktop can be either linked back for later refreshing or not. In order to not have them dropped as a refreshable item, you need to hold down the ALT key; not so obvious. The other method is to edit the xml of that catalog such that there is an <AccessRight>1</AccessRight> element for each item.

For Architectural Desktop 2006 a new check box has been added in the catalog’s properties to enable/disable this setting.



Content Browser – Performance: Linked Palettes and Categories

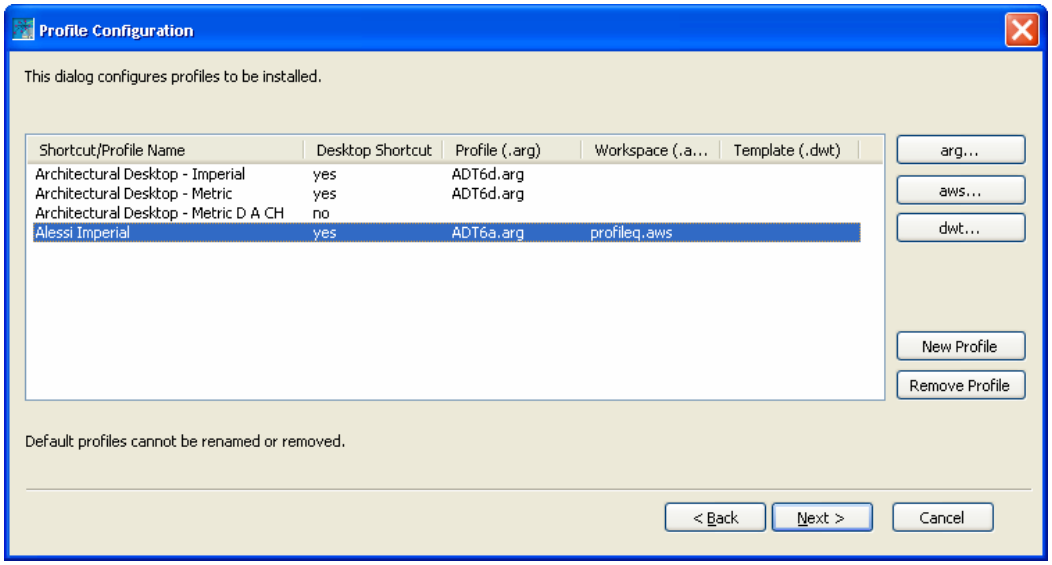
Now that the tool system is becoming more widely adopted, performance when launching Architectural Desktop with tool palettes set to 'Refresh Automatically' can sometimes be slow. This is because all palettes are in one tool catalog. The tool system allows palettes or categories to be stored as references and therefore created as separate .atc files off of the main tool catalog .atc file. These changes will decrease the load and access times to the main catalog.

Multiple Tool Editing

You now have the ability to multiple select tools and edit their common properties.

Network Install Wizard

A point of pain of the current Network Install Wizard for Architectural Desktop customers is the need to handle profiles during a deployment, including the myriad of Architectural Desktop options that are currently not available for editing.



The Profile Configuration dialog will provide the ability to import an arg file for each profile. This simplifies the development considerably and it should be easier for the CAD Manager to configure the deployment.

Additional items:

- Allow CAD Manager to create shortcuts per profile.
- Allow CAD Manager to import an arg file.
- Allow CAD Manager to install new profile .aws file per profile.
- Allow CAD Manager to specify default/New templates per profile.

- Allow CAD Manager to remove non-default profiles.

VIZ Render

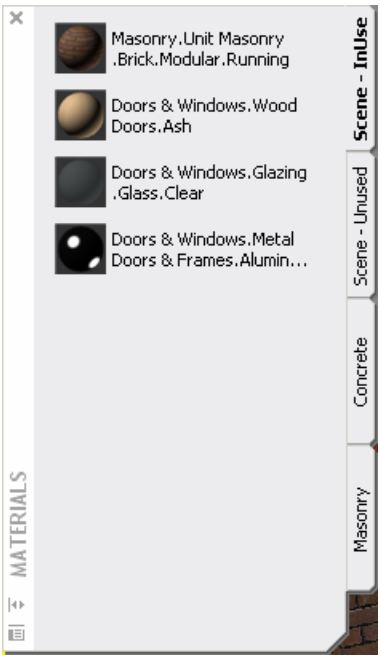
Material Palette Streamlining

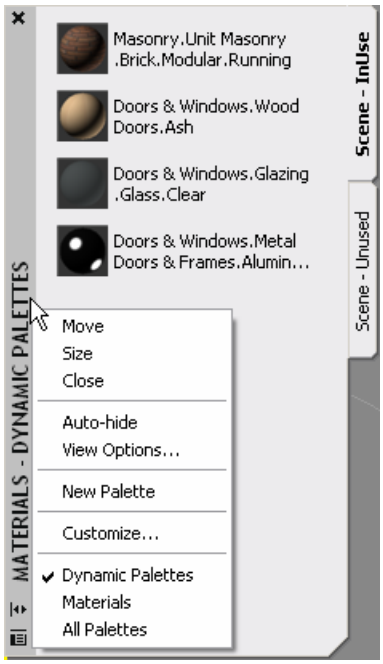
A long time problem with the Material Palettes in VIZ Render is that there is much inconsistency between the operation of the palettes in VIZ Render and those in Architectural Desktop.

The following improvements have been made:

- Having consistent UI selectors (close button, context menu icon etc)
- Making the context menus as consistent as possible
- Supporting tool palette groups

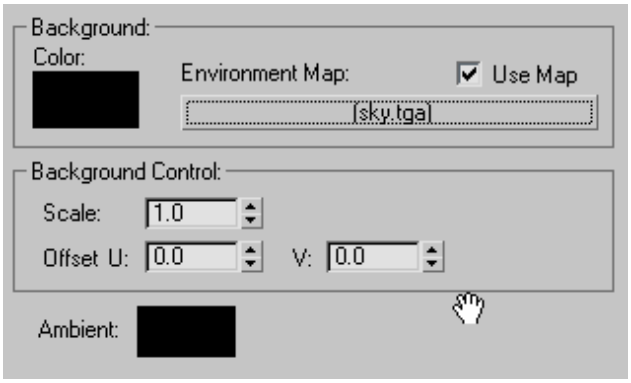
In addition, the dynamic palettes (scratch, current and recycled) palettes have been streamlined into just two palettes so as to reduce the confusion of materials that are in the scene and applied to objects versus those that are in the scene but not applied to objects.





Background Control

In previous versions of VIZ Render, the background environment map is always stretched to fit the full render area, and as such a lot of adjustment of the map image needs to be made to align skylines etc.



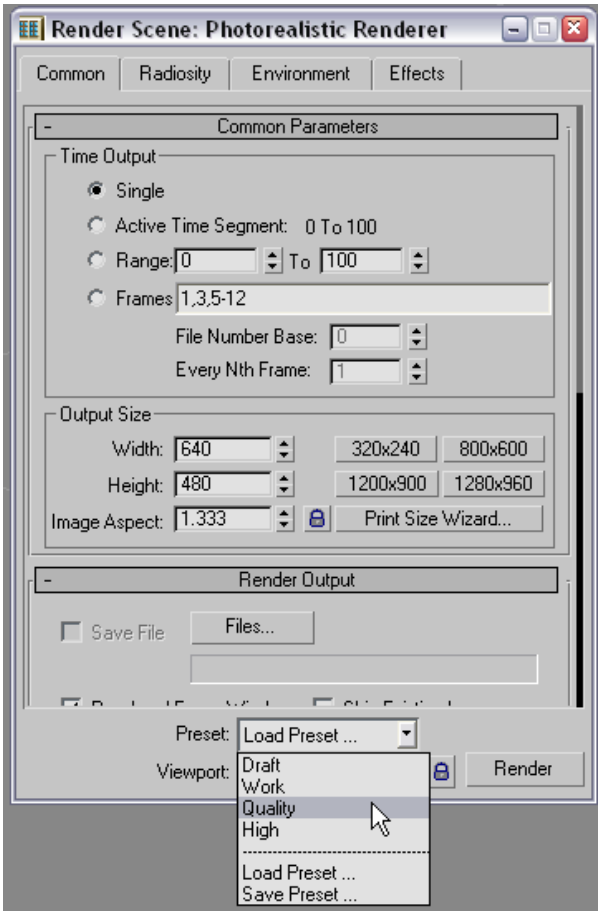
For VIZ Render 2006 the following is provided:

- Uniform image scaling
- Separate U and V offsets
- Real time feedback of the changes

Render Presets

While VIZ Render provides a simple, ease-to-use environment for Architectural Desktop customers to create high-quality visualizations, tweaking of individual settings is still required in many cases. The purpose of the Render Presets is to allow you to become more comfortable with the myriad of possible combinations of settings. To this end, Presets have been generated to give a full setup, and breakdowns of particular areas.

Visit the 'Load Preset…' menu item to see a full array of additional presets.



Other Enhancements:

- Lighting Tool
- Camera Tool
- Material Tool
- Renderable Splines
- Walkthrough Assistant
- 3D DWF
- Scene States

Autodesk