

Ziatek® Power Takeoff Version 10

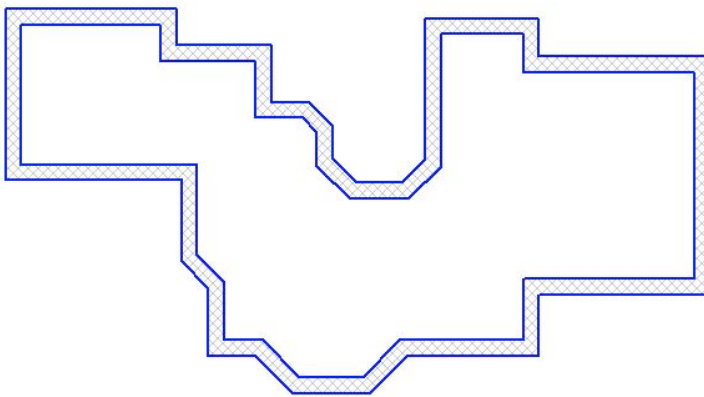
New Features

Ortho Mode

This mode can be toggled on and off on-the-fly as needed when digitizing a drawing. When enabled, a line that is digitized close to horizontally is rotated to true horizontal orientation. Likewise, vertical lines and lines on every 45° increment will align with the nearest cardinal angle. This not only creates a more appealing image, but it corrects for minor misalignment that the operator may create as he or she digitizes the drawing, so a more accurate result can be achieved.

Polygon Operations

1. Offsets



Polygons can be offset to the inside or outside by distances such as roof overhang, wall thickness, footing width, etc., with far greater accuracy and speed than can the offset polygon be digitized! When offset, the newly-created polygon can be assigned a positive or negative value. In the image to the left, the perimeter of a building was offset by the thickness of its basement wall. The inner polygon was made to be a “deduct” (negative) so that the resultant area would be the footprint of that wall. In addition to that area, the vertical area for formwork and the volume of concrete is derived.

During the offset operation, the polygon that is to be created by offset can be assigned to a different layer by simple selection from a drop-down list. Thus, in the preceding example, the two polygons could be offset by the footing width extension

2. Delete Polygon

Individual polygons can be deleted with a single mouse-click following selection of the delete command. For instance, after processing the results of the basement wall takeoff in the preceding example, the polygons that represent the wall edges could be offset to the inside/outside footing edges, and the original two polygons could then be deleted so that the footing quantities can be properly generated.

3. Change Sign (+/-)

As additional polygons are created by the offset feature, in many cases it is necessary to change a positive area to a negative area, or vice versa. This is quickly done with the Change Sign (+/-) command. All three of these commands show up in the EDIT menu.

Interactive Status Bar

Ortho ON	Area: 10,894 ft ²	Length: 607.1 ft	Count: 0	Last: 10,894	Scale: 1/4 in/ft (0.25)
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Two new panels are on the status bar at the bottom of the main screen. And, each panel will react to a mouse click! The first panel indicates the currently selected drawing color. Clicking on that panel will open up the *Windows* Color Dialog from which a new color can be selected.

A mouse click on the second panel will toggle ORTHO mode, turning it on or off.

The quantity panels can be used to send the associated quantity of Area, Length, Count or Last to a spreadsheet or other estimating application by a single click of the left mouse button.

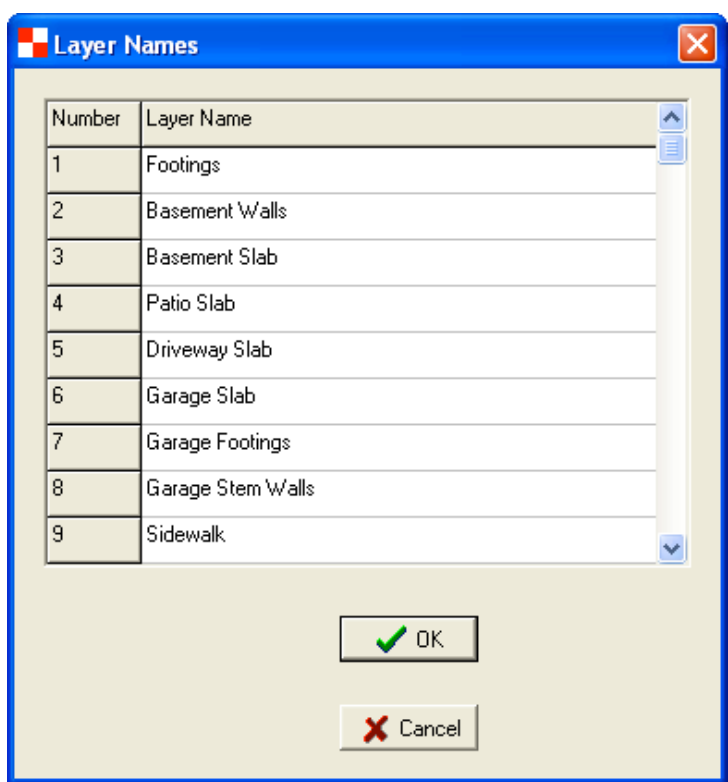
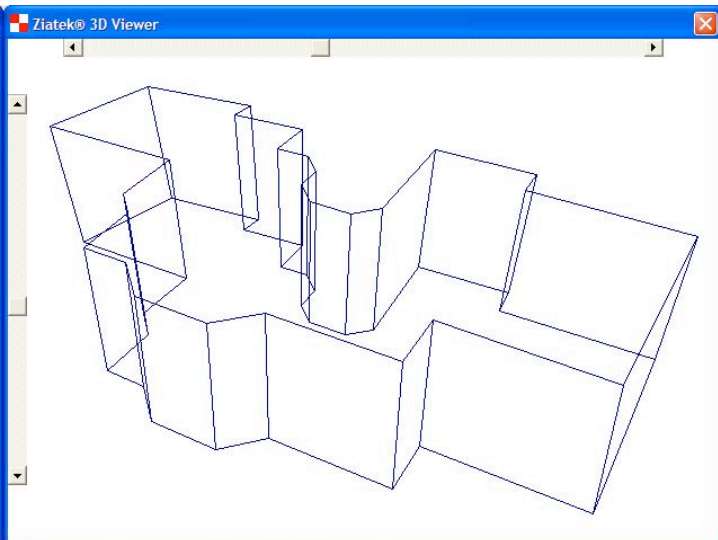
The last panel, where the scale is displayed, can be used to access the scale window with a mouse click.

3D Properties

An enhanced **Ziatek 3D Viewer** is now part of the **Ziatek Power Takeoff** program. Enhancements include:

- 3-Point perspective as opposed to the previous 2-vanishing-point method
- The image is automatically scaled to fit the entire screen, eliminating the need to zoom
- The slide bars are now located at the top and left edges instead of the right and bottom. They function in much the same way to rotate the image about two perpendicular axes for viewing from different positions..

The 3D image can be captured to the clipboard with [Alt][Prnt Scrn] for subsequent pasting into an estimate document.



Layer Name Editing

Creating and modifying layer names has never been easier than it is now with the new *Layer Names* worksheet. Navigation is fast with [PgUp], [PgDn], or the [Up] or [Down] arrow keys.

Standard Excel-like editing with [F2], [Home], [End], [Shift][Home], [Shift][End], mouse dragging to select and [Enter] to advance to the next cell.

The **Edit Layer Names** command, under the **Layers** menu, provides access to the grid shown at the left. With this new feature, one does not have to enter the Layer Definition screen, and change layers one at a time to edit a set of layer names!

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