

# SDS/2 VIEWER

SDS/2 projects consist of two parts: the job folder, which contains all information about the model and 2D drawings, as well as certain setup information that affects how connections are designed and other aspects of the model; and the fab (or fabricator) folder, which contains setup information that mostly affects how 2D drawings are generated.

For SDS/2 Viewer to open a project correctly, the job and fabs folders must be in the appropriate locations. The easiest way to get folders into their appropriate locations is to use the Project Transfer utility on the Main Menu to unpack the project.

## PROJECT TRANSFER

In the Project Transfer window, choose the file to unpack by clicking the Browse button next to the File to unpack: line. Browse to and select the zip file that was received. Next, choose the Job repository the project is to be unpacked in. Most typically when using the SDS/2 Viewer, Default Repository will be selected here. Finally, click the Unpack button and SDS/2 Viewer will unzip the project, placing the job and fab folders in the appropriate locations.

If the user sending the file did not use the Project Transfer utility, it may be necessary to place the job and fab folders in the appropriate locations manually. By default, the appropriate locations will be found in C:\Program Data\SDS2\_7.3B. The job folder needs to be placed inside the jobs folder, and the fab folder should be placed inside the fabs folder.

Once the project is unpacked or placed in the appropriate folders, open the project by selecting Change Project from the Main Menu. First, choose the fab to be opened and then choose the job to be opened. The Main Menu will display the currently opened job and fab at the top of the Main Menu.

## NAVIGATION

Navigation in the Modeling and Drawing Editor is very similar. This document will discuss navigation in Modeling, but many of the same concepts, such as Pan and Zoom, are the same in Drawing Editor.

### Open View

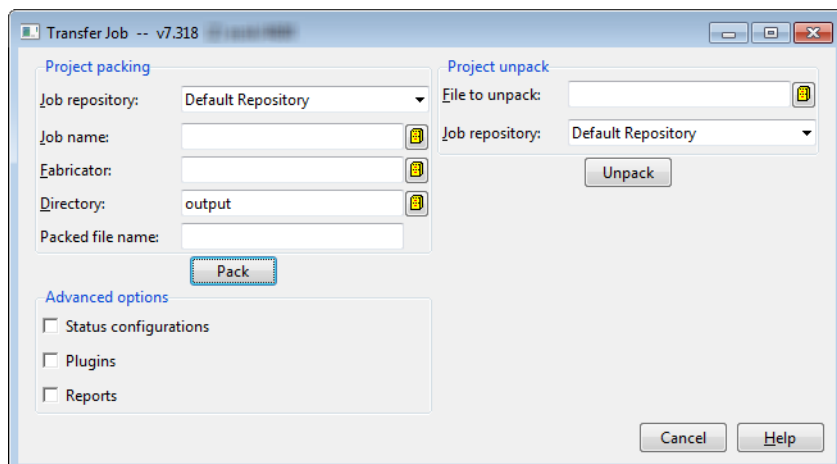


After opening Modeling, you'll be prompted to select a view to open. Either select the view and click OK, or simply double click on the view to be opened. Views typically correspond to plan views, grid lines, or section views. However, a view could be nearly any view of the model that is desired. To open a different view, use the Open View button on the toolbar to bring up the list of views.

### Plan View



The Plan View command allows navigating to a plan view in the model at a specific elevation. Click the Plan View button on the toolbar and a dialog box



will open. Type the elevation desired to navigate to and click OK. When inputting elevations, it is only necessary to use a dash(-) to indicate feet. For example, if you wish to navigate to a plan at elevation 100 feet 6 inches, simply type 100-6. If you wish to navigate to a plan at elevation 0 feet 6 inches, simply type 6.

### Section View

To cut a temporary section, click the Section View button on the toolbar. Next, locate two points along which the section view is to be cut. After locating the first point, a triangle will appear as you drag the mouse, indicating the direction of the view after it is cut.

### Depth Check

Depth Check will affect the distance into and out of the screen that can be seen from the current view or plane. This can be turned off by unchecking the box next to the In and Out distances. The distance into and out of the screen can also be adjusted by changing the In and Out distances.

### Pan

To pan, click and hold the middle mouse button while dragging the mouse.

### Rotate

To rotate, hold shift on the keyboard while simultaneously pressing the middle mouse button and dragging the mouse. The model will rotate around the point the cursor was at when first middle clicking the mouse.

### Zoom

Zoom into and out of the model by scrolling the mouse wheel. When zooming in, the view will zoom toward the cursor. When zooming out, the view will zoom away from the cursor.

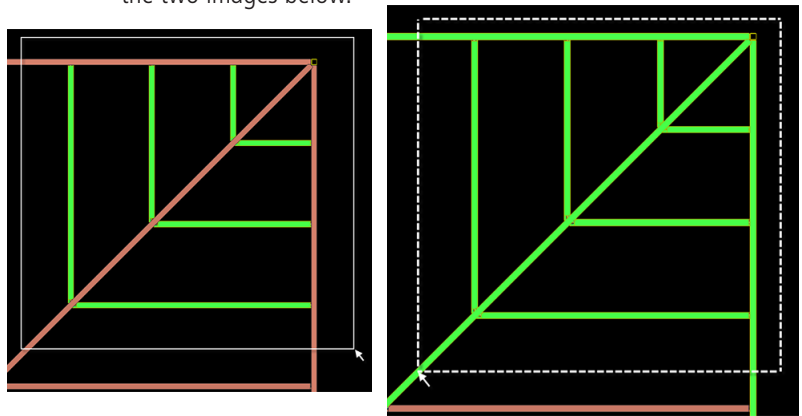
### Snap to Surface

Snap to Surface allows quick navigation to the plane of any material surface. To snap to a surface, hold Ctrl on the keyboard and middle click the mouse on the surface to be snapped to. SDS/2 will navigate so the view is in the same plane as the surface that was clicked on.

## SELECTION/REVIEW

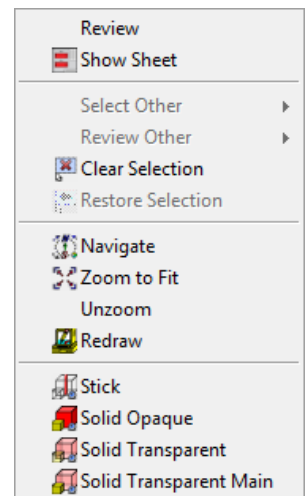
Selecting members or material for review is simple: to select a member, left click on it; to review a member, double click on it. If multiple members need to be selected, holding Shift on the keyboard while using left click will add to the selection. To de-select members, hold Ctrl on the keyboard and left click. You can also use a directional

click and drag box to select or de-select multiple members, and can be used in conjunction with holding Shift or Ctrl on the keyboard. When dragging the box, a left to right motion will display a solid box and select anything that is completely inside the box. If the selection box is dragged from right to left, a dashed box will be displayed and anything that is completely inside or crosses the box will be selected. The difference in directional selection is shown in the two images below.



If you've selected multiple members, review them by using the right-click menu and choosing Review. If you've selected members of differing types, such as beams and columns, the Member Custom Properties window will be opened. You can clear the selection at any time by clicking anywhere in a dead or black space, or by choosing Clear Selection from the right-click menu.

Members or material can also be selected and located in the model by using the Model tree on the right side of the window. Expand the different categories to see more items listed in the Model tree. Selection from the Model tree works similarly to Windows with respect to using Ctrl and Shift on the keyboard to select multiple items. To locate the members/materials in the model, click Zoom to Fit in the right-click menu.



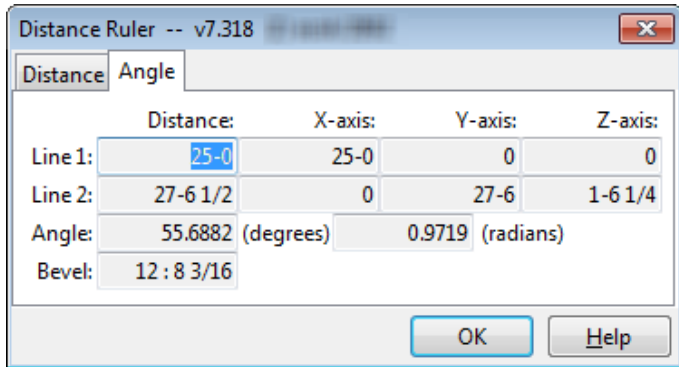
Members can be displayed in different stick or solid forms. When Modeling is first opened, all members will be displayed in their stick form. When members are selected, their solid form can be changed by choosing any of the solid forms from the right-click menu, shown to the right.

### Change All to Solid Transparent Main

You can change all members in the model to their Solid Transparent Main form by clicking the Change All to Solid Transparent Main button on the toolbar.

## Ruler

To measure the distance between two points in the model, click the Ruler button on the toolbar. Next, locate the two points to be measured. A dialog box will open, displaying the distance. If the dialog box is left open and two more points are located, the dialog box will update with the new distance and also display the acute angle between the two lines under the Angle tab.



## Show Dimensions

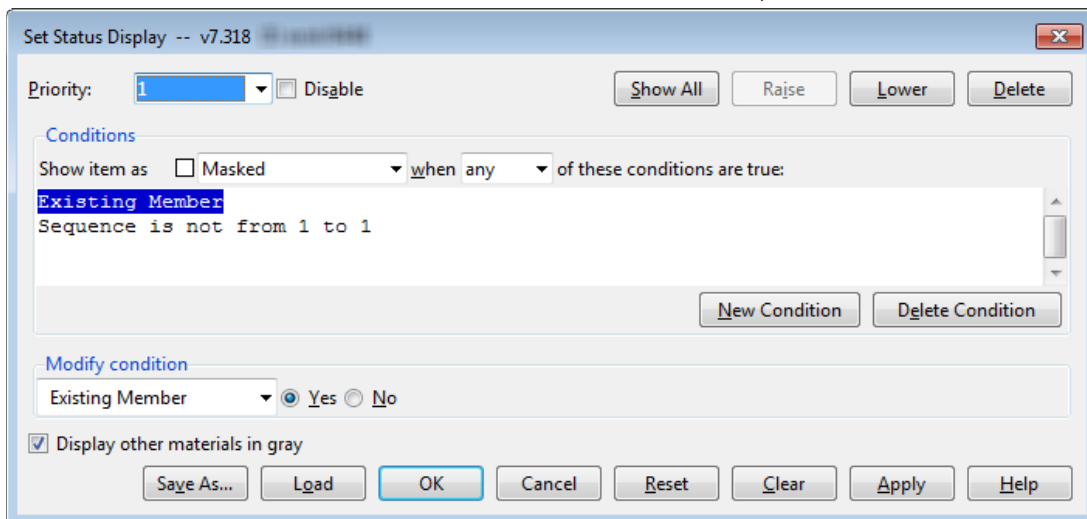
Dimensions can be shown for members or materials by clicking on the Show Dimensions button on the toolbar. Next, select the member(s) or material(s) for which the dimensions are to be displayed, and then press Enter on the keyboard.

## Clear Dimensions

To clear dimensions that are shown in the model, click the Clear Dimensions button on the toolbar.

## Display Options

Display options will determine the information/items that are displayed in the model. To open Display Options and choose the information/items to be displayed, click the Display Options button on the toolbar. When Display Options is opened, toggle the check boxes next to the information/items to be displayed or not displayed.



# STATUS DISPLAY

Status Display is used to color code members in the model based on certain criteria. This allows users to quickly determine information about a member or members visually.

## Status Display Toggle Status Display

The current Status Display can be toggled on and off by turning on/off the checkbox next to Status Display on the bottom toolbar.

## Status Configuration ...generalIssuesStatus

You can load different Status configurations by clicking the Browse button next to the current Status Configuration on the bottom toolbar. SDS/2 Viewer provides several Status configurations that can be used.

## Status Display

If any of the provided Status configurations do not suit your needs, Status Display can be used to create more configurations. Use the button on the bottom toolbar to open Status Display.

The Status Display window contains several parts, including priority (located in the upper left corner) and conditions (located in the middle of the screen). Each priority can contain one or more conditions and determine the order in which the conditions are met. Conditions are the criteria that members must meet to be displayed in the chosen color, or masked from the model.

To create new priorities, use the pulldown and choose New. These can be deleted by using the Delete button in the upper right corner. Show All will give a summary of each priority and the conditions within each.

You can create or delete conditions by using the New Condition and Delete Condition buttons, respectively. To change the condition, use the Modify condition pulldown in the lower left corner. Once all the priorities and conditions are set, Save As... can be used to save

the configuration and load it later. Otherwise, clicking OK to the window will close it and apply the Status Display to the model.

For more information on the SDS/2 Viewer, please contact SDS/2 Support by email at support@sds2.com or by phone at 888-883-2492.