

20-20 COMMERCIAL SOFTWARE

RELEASE NOTES AND KNOWN ISSUES LIST

Go to **Start > All Programs > 20-20 Technologies > Check for Software Updates...** to find Software Updates, if available.

ALWAYS APPLIES: Files modified in newer versions of the software are not necessarily backward compatible with earlier versions of the software. When there is a compatibility issue the following will be seen: Worksheet and Giza will display a message about incompatibility; CAP Designer will cause an error in AutoCAD.

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WINTER 2013 SP - RELEASE NOTES - CORRECTIONS/CHANGES/ADDITIONS

ID	Issue Corrected
Shared	
82774	Trial mode fails to initialize when UNC pathing is used.
83577	Improper message displayed when more than five (5) days remaining of trial period (CAP and VI).
83578	Improper message displayed less than five (5) days remaining of trial period (Worksheet and VI).
CAP Designer	
64883	Error when selecting or previewing select multi-graphic items on a Windows 8 system.
76864	Performance issue when working with Kimball XSite doors and glass tiles.
81499	Error navigating specific multi-graphic items within Explorer.

KNOWN ISSUES

Please be aware of the issues noted below. Most of these issues affect a small number of users because of the specific or unique circumstances under which they occur. However, 20-20 Technologies feels it is important to fully disclose these known scenarios and workarounds. As always, 20-20 Technologies strongly recommends you fully check your work yourself prior to submitting orders. 20-20 Technologies and the manufacturers it supports cannot be held responsible for incorrect specifications or drawings. Please refer to your Software End User License Agreement for more details.

GENERAL

Issue: When installing catalogs to a non-default location on a 64-bit system (“normal” install, not a Network/Client install) the required files for automation may not be located by the software, resulting in Automation Palettes that do not contain all of the proper user interface elements.

Workaround: Please contact 20-20 Customer Support for in resolving this issue.

Issue: There are known issues with UNC pathing and CAP Studio.

Workaround: 20-20 Technologies recommends using mapped drive letters when dealing with folder locations. NOTE: This can happen even when "My Documents" folder is pointed to a network location instead of your local hard drive. Check with your IT administrator to find out if this is your issue.

Issue: Content cannot be added through Preferences in CAP Studio when installed on Windows 7 or Windows Vista.

Workaround: Use the *Catalog Maintenance* feature of the monthly content disk set.

20-20 WORKSHEET

Issue: When a Worksheet is saved over & over, it grows in size. This can lead to unnecessarily large files.

Workaround: Periodically use the “Purge” command within 20-20 Worksheet. This command can be found under the “File” menu.

Issue: When 20-20 Worksheet is set to run in “Windows XP Compatibility Mode” its performance will degrade over time. (This is set by right-clicking on the desktop shortcut and selecting the proper item from the pop-up menu.)

Workaround(s): Do not run Worksheet in “Windows XP Compatibility Mode”.

CAP DESIGNER

Issue: You install or update CAP Studio/AutoCAD and the CAP Designer menu and/or toolbars do not appear in AutoCAD. Typing “CAP” at the command line does nothing or produces the error “unknown command”.

Workaround: Manually load the correct .ARX file from the CAP Studio installation folder.

Issue: Dependency-related graphics (Canadian and GSA versions of American catalogs and/or manufacturers) do not work with Block Replace.

Workaround: Manually find and replace items. Using “Highlight by Part Number” or “Highlight by Select” can aid in this process.

Issue: Creating Associated Worksheets for large drawings or updating large drawings with Associated Worksheet information can use excessively high amounts of memory (by AutoCAD) which may lead to AutoCAD unexpectedly closing.

Workaround: None at this time. In cases where Associated Takeoff cannot be completed, workaround is to use standard visual worksheet takeoff; the drawing can then later be manually updated against that worksheet.

Issue: When using AutoCAD 2012 and there are CAP graphics in the current drawing, typing HIDE can cause AutoCAD to error out.

Workaround(s): Install AutoCAD 2012 Service Pack 1. Autodesk corrected this problem in SP1.

CAP DESIGNER - DESIGN AUTOMATION

Issue: If an XSITE drawing is opened when CAP Designer is NOT running, problems can occur. These problems may be related to saving, the removal of items from the drawing, and moving items. In some cases, the problem will be immediately seen while in other cases, the problem will not be seen immediately.

Workaround: Make sure CAP is loaded (from the command line in AutoCAD) before opening any drawings with XSITE components already in them.

Issue: Error messages occur when using XSITE in any of the following manners inside of AutoCAD: a) within a CAPStandard; b) as a WBLOCK from another drawing; c) using COPYCLIP from one drawing to another; d) inserting one drawing into another.

Workaround: At this time, there is no workaround to prevent the error messages. In some scenarios, the error messages occur even though there truly is not a problem with the drawing. To use elevations created in one drawing in another drawing, use the "SaveAs" function to create the second drawing. If you use XSITE graphics often, have encountered error messages and are concerned about your drawing(s), please contact technical support at (800) 638-6002 and we would be happy to discuss the problem.

Issue: When selecting from the dropdown list in the Kimball XSITE Tag Manager, the use of existing tags does not work when those tags have skipped options.

Workaround: Go through the normal process of re-optioning the item rather than selecting a Finish Code.

Issue: Dependency-related graphics (Canadian and GSA versions of American catalogs and/or manufacturers) do not work with CAPTile or AutoConnectors. Scenario: You have placed graphics into your drawing from a Dependency-related catalog, and realize that neither CAPTile nor AutoConnectors work on them.

Workaround: Use US graphics, and once a Worksheet take-off has been done, change the catalog of manufacturer codes to the corresponding Canadian or GSA codes.

Issue: CAP Designer's Automation functions (AutoHardware, XSite, Panel Builder, etc.) might not work correctly if your regional settings in Windows are not set to English.

Workaround: Set Window's regional settings to English if you experience a problem and it is necessary to run the specific Automation functions that exhibit the problem.

GIZA STUDIO

Issue: Giza catalog data is designed to work with newer versions of Giza Studio. If an older version is used a message will appear to that effect.

Workaround: Update to a newer (preferably newest) version of Giza Studio.

Issue: When Giza is run on Windows 7 or Windows Vista operating systems Frame Designs cannot be imported into a CDB file from another CDB file (Giza Project).

Workaround: With the Frame Designer interface, Export the specific Frame Design from the source CDB and then import that exported Frame Design into the current CDB, choosing to import “Design Sets” rather than “Giza Projects”; the exported Frame Design will then appear and be able to be imported into the CDB.

20-20 VISUAL IMPRESSION

Issue: An “Out of Memory” situation may be encountered when working with very large scenes in Visual Impression.

Workaround: Reduce the size and/or complexity of the scenes to be visualized.

Issue: Some items’ 3D images appear to be lower quality when compared to the images as seen in the single item preview used by 20-20 Options.

Workaround(s): There is no current workaround to this issue. Quality is directly related to how the 3D shape itself is drawn. Please report occurrences of this problem to commercial.support@2020.net including the mfg. code, cat code, and part number.

Issue: Dependent upon the resources of the computer being used, Visual Impression may have display issues. Older or underpowered video cards and/or out-of-date video card drivers cause this scenario.

Workaround(s): Within Visual Impression, go to Settings and uncheck the “Use hardware for UI elements (recommended)” –and/or-- update your video drivers to a more current version.

Issue: When taking “Snapshots” of a scene within Visual Impression, on a Windows XP system, “boxes” may appear in the snapshots. These “boxes” will be located where the screen elements for materials, item list, etc. were on the screen when the snapshot was taken.

Workaround: In many cases, updating to the latest video drivers has corrected the problem; in other cases, it has not. For those that are not corrected by updating video drivers, there is no workaround for this issue.

FALL 2013 FEATURE ADDITIONS

VISUAL IMPRESSION

Multiple features have been added with the Fall 2013 Service Pack. Overall enhancements have been made to the rendering engine, which may be noticeable compared with previously rendered images. The new rendering technique is more dramatic and introduces soft reflections. These changes may make your rendered images appear lighter or darker in some areas.

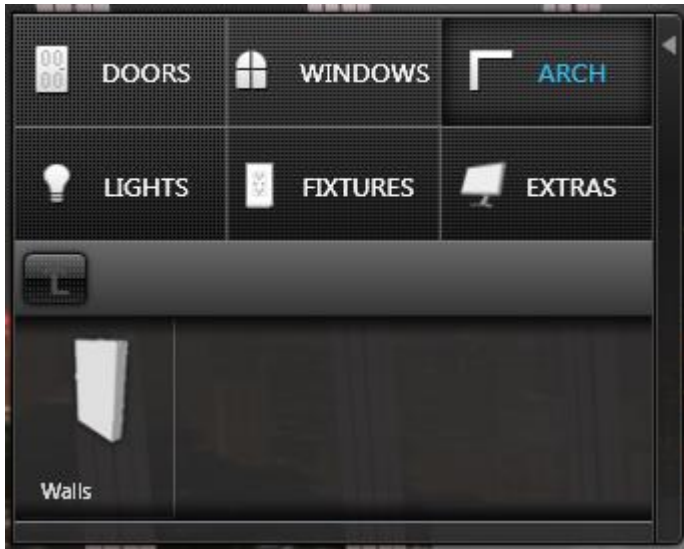
ADDITIONAL ROOM ITEMS

Additional room items for Visual Impression.



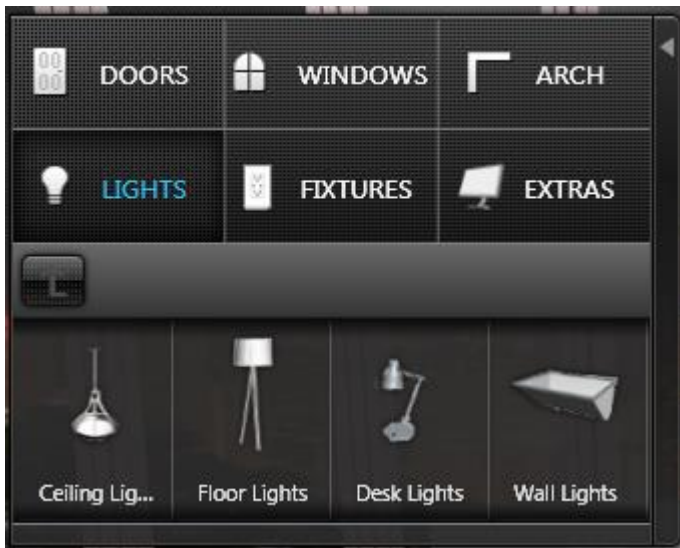
ARCH

Walls are now part of the “Arch” section of Room Items. This allows for future additions of this item type.



LIGHTS

Lights are now organized into unique sections: Ceiling Lights, Floor Lights, Desk Lights, and Wall Lights. New light emitting lights are added in each section.

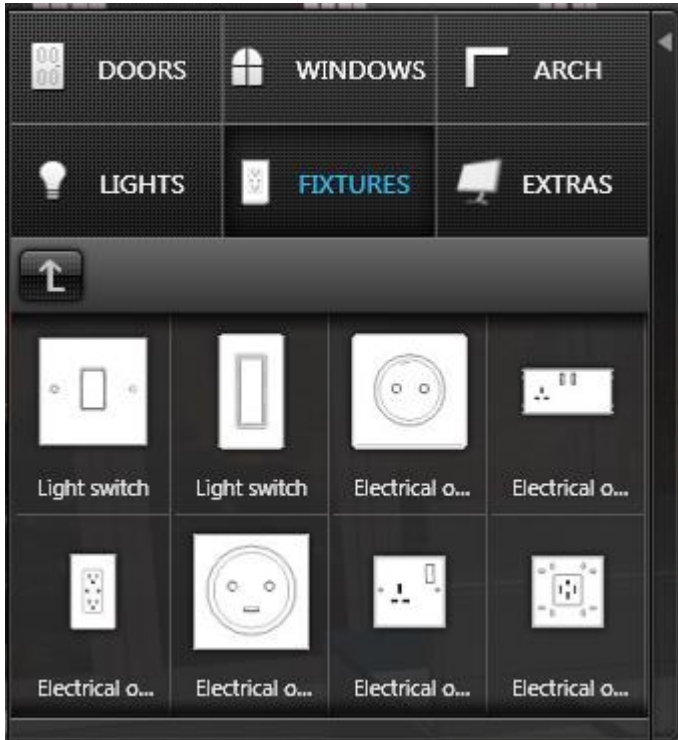


FIXTURES

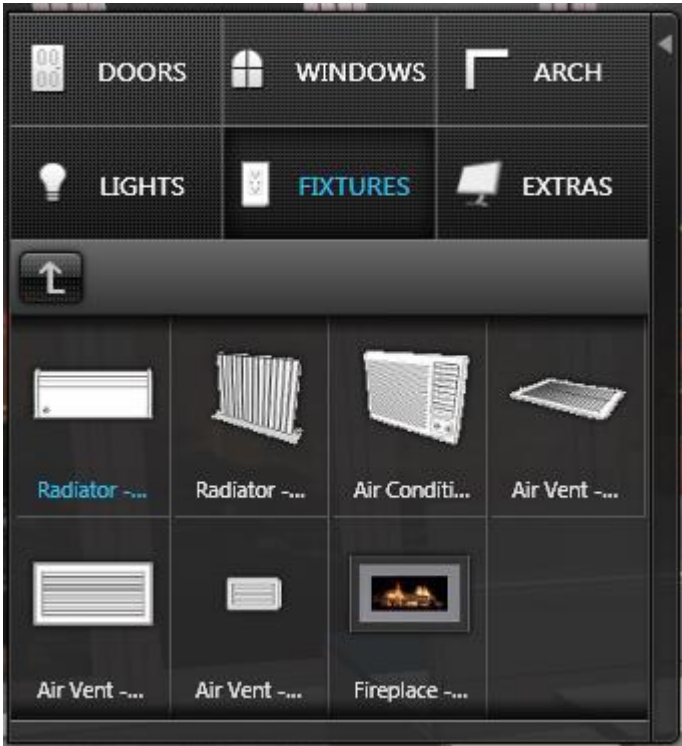
“Fixtures” is a new Room Item type. Fixtures include **“Electrical”, “HVAC”, and “Other”**. These items are only available with a white finish.



Outlets and switches are within the **“Electrical”** section.



Vents, radiators, and other HVAC-related items are within the **“HVAC” section**.



Resizable items are available within the **“Other” section**. Currently available are mirrors and a floor rug.

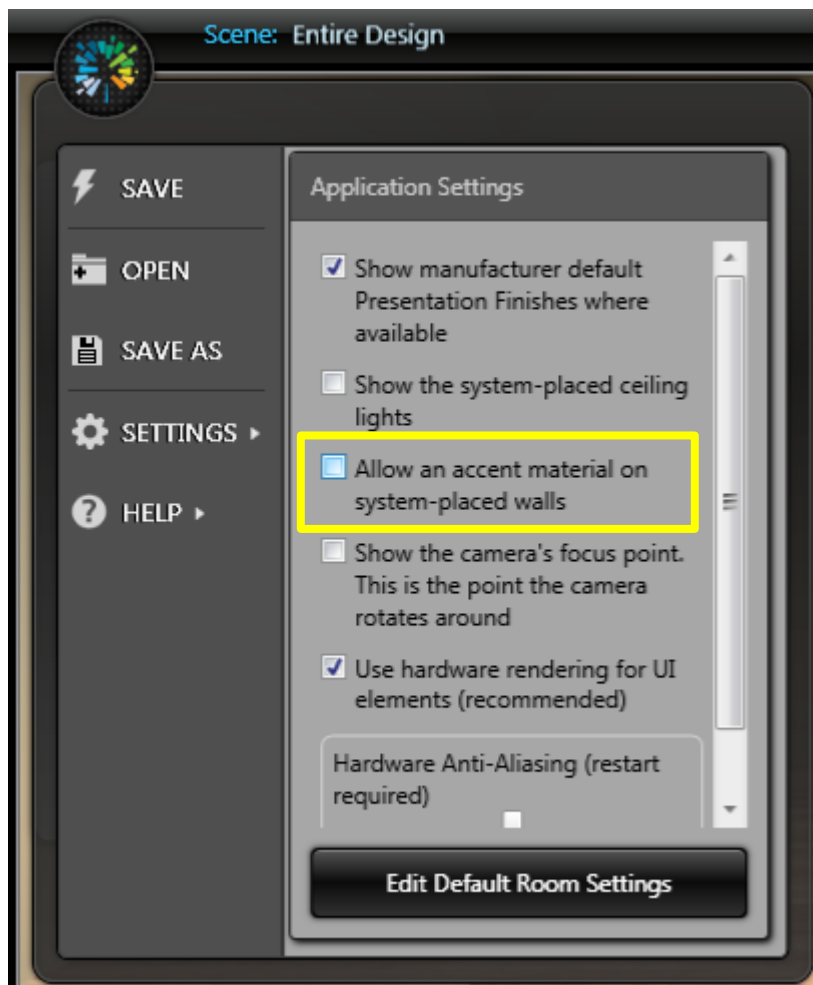


WALL PANELS + TEXTURES

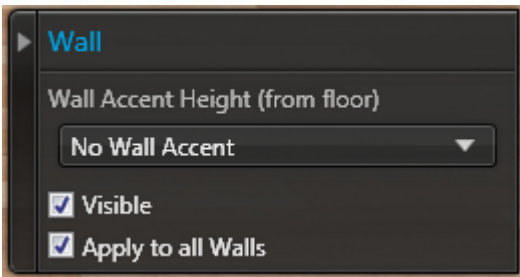
The addition of Wall Panels to Visual Impression allows one to split the wall horizontally, resulting in two portions able to accept differing material applications. To enable Wall Panels, click on the Visual Impression icon in the upper left corner of VI:



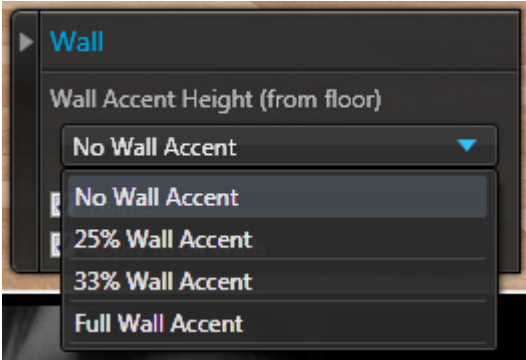
On the menu that appears, click on "Settings". In the Settings screen, check the box for "Allow an accent material on system-placed walls"



When this setting is enabled, the Materials panel will change and the Item Properties box for walls will show additional information when a wall is selected.



Clicking on the “Wall Accent Height” drop list will show four (4) choices:



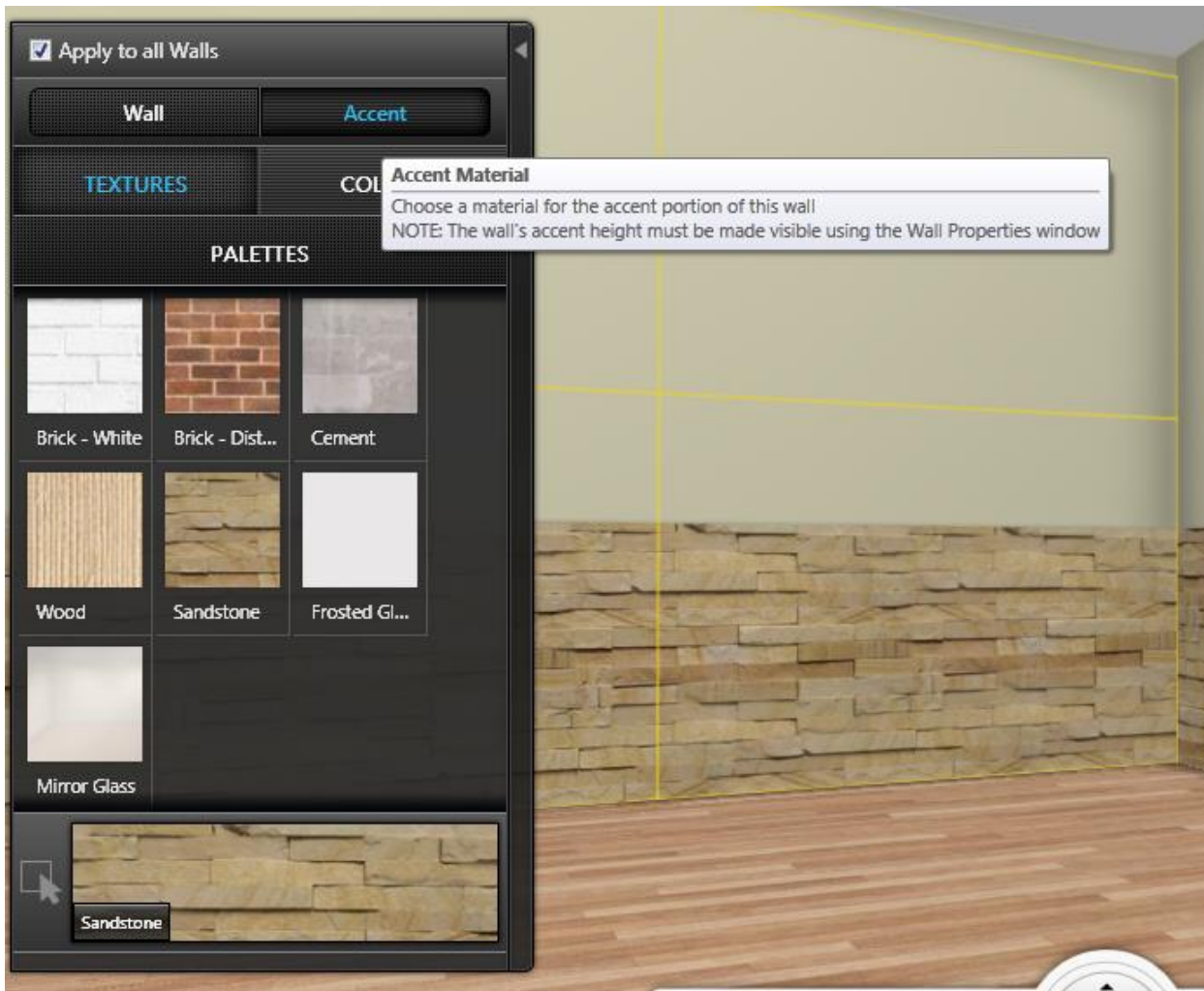
Choosing 25% or 33% will show the wall with two separate sections: wall (upper) and accent (lower)



Choosing “Full Wall Accent” will apply an accent panel to the full height of the wall.



Accent panels have additional material choices available. With an accent panel applied and the wall selected, these materials become active:



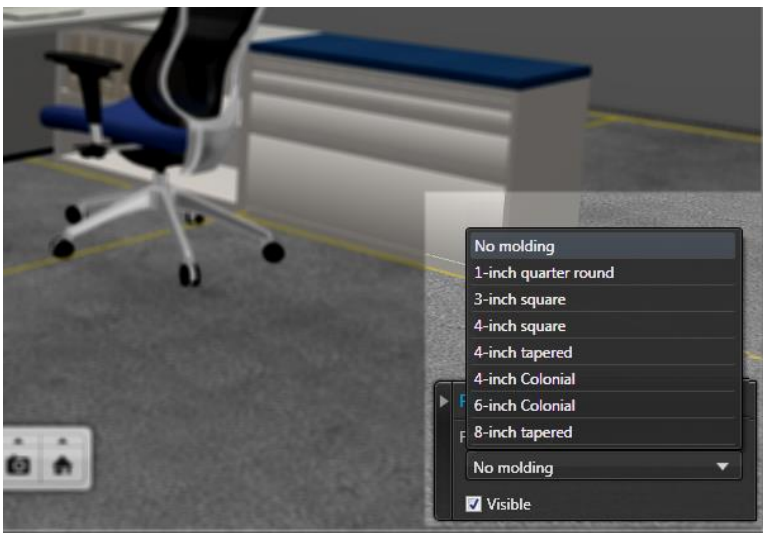
The materials shown above are Textures, a new material type introduced in this service pack. These new material type is available for Accent Panels only. Colors and Palettes can be used to apply materials to Accent Panels as well.

Please note, when enabling Accent Panels, the only materials available for the upper wall portion are colors. No textures or palette materials may be applied to this portion of the wall.

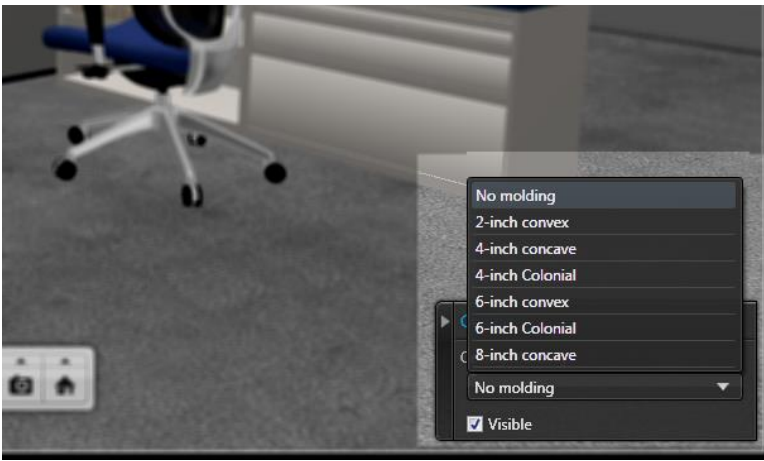


FLOOR MOLDING & CEILING MOLDING

Visual Impression now has floor and ceiling molding. These can be controlled independently of each other. To specify molding, select the floor or the ceiling and choose the molding style in the item properties.



Floor Molding choices.



Ceiling Molding choices.

Molding has its own material selection, shown in Materials for the floor and ceiling:



VISUAL IMPRESSION TRIAL MODE

Visual Impression is now available as a trial. Trial mode for Visual Impression functions the same as Trial mode for other 20-20 Commercial applications: simply install and run the application and you will be prompted to begin the timed trial. For more information regarding purchasing Visual Impression, please contact 20-20 Commercial Sales at 800-227-0038 or commercial.sales@2020.net.

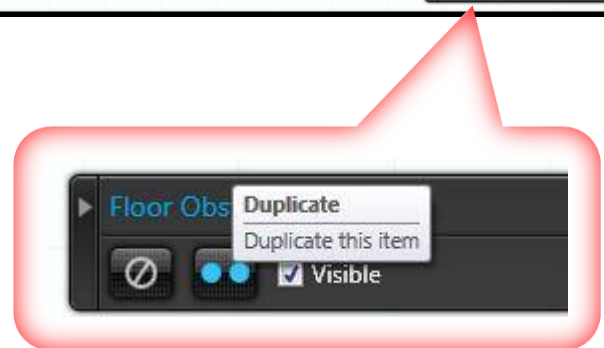
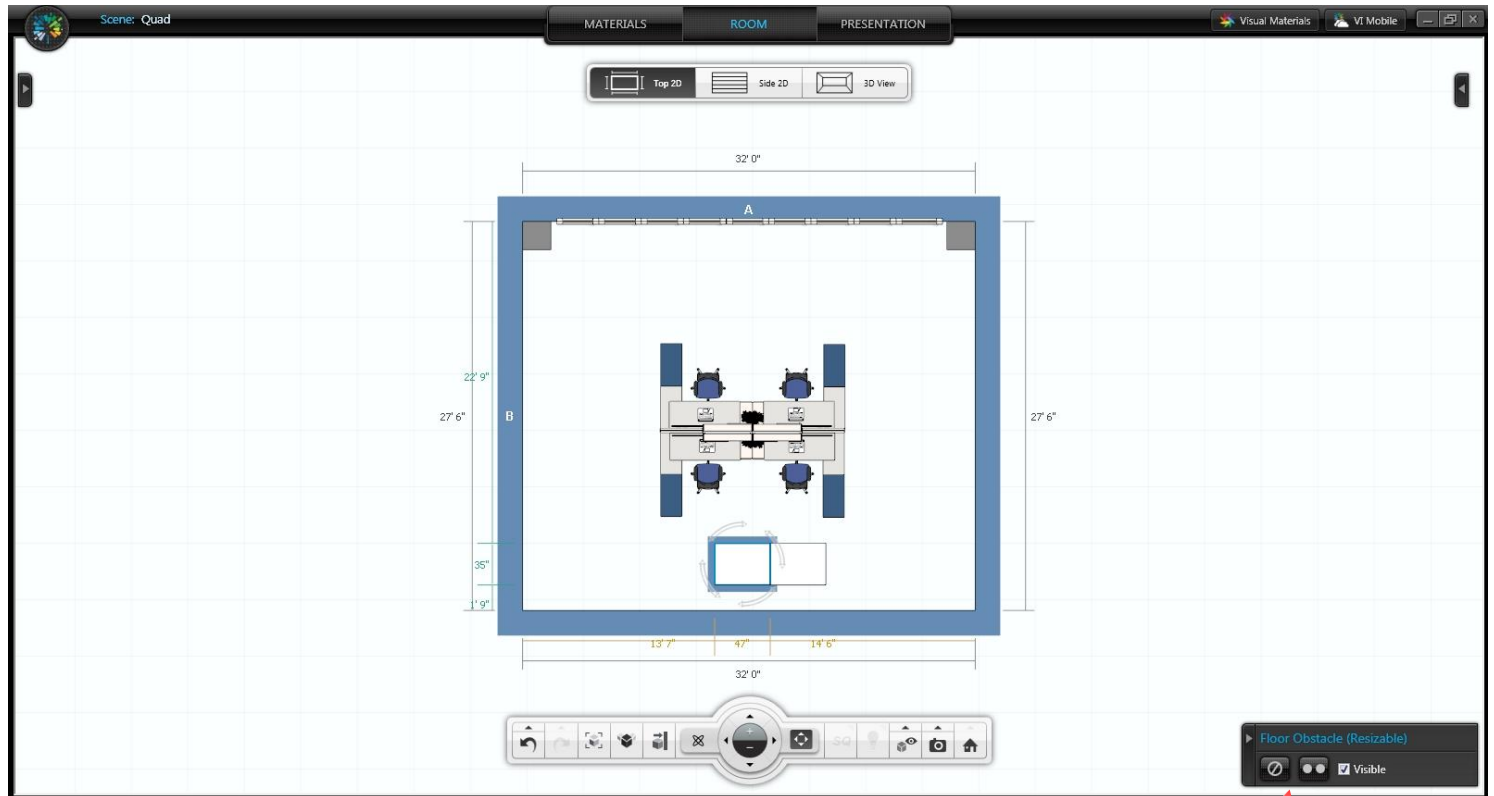
SUMMER 2013 FEATURE ADDITIONS

VISUAL IMPRESSION

Multiple features have been added with the Summer 2013 Service Pack.

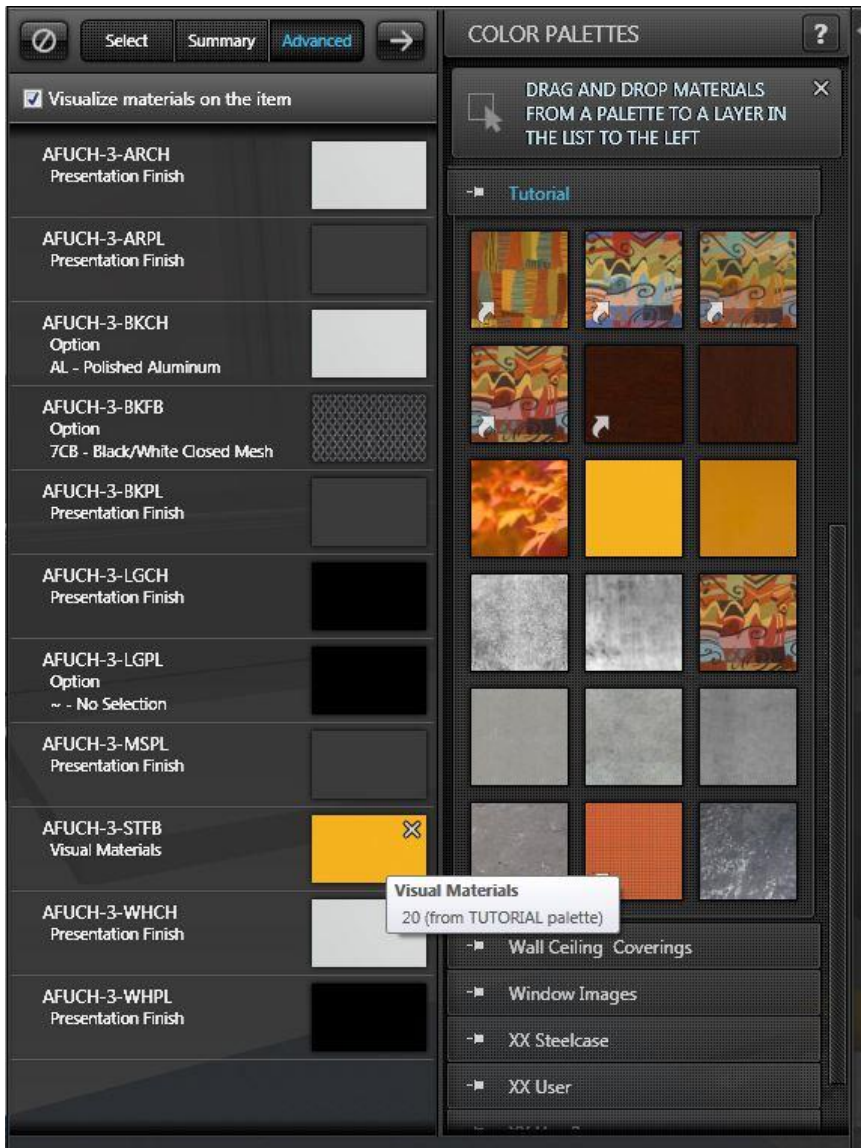
DUPLICATE ROOM ITEMS

Room Items placed while in the room activity in Visual Impression may now be duplicated which creates a copy of the original item and places it near the original item. This means that less effort is necessary to place the same item multiple times. The duplicate function works for all room activity items.



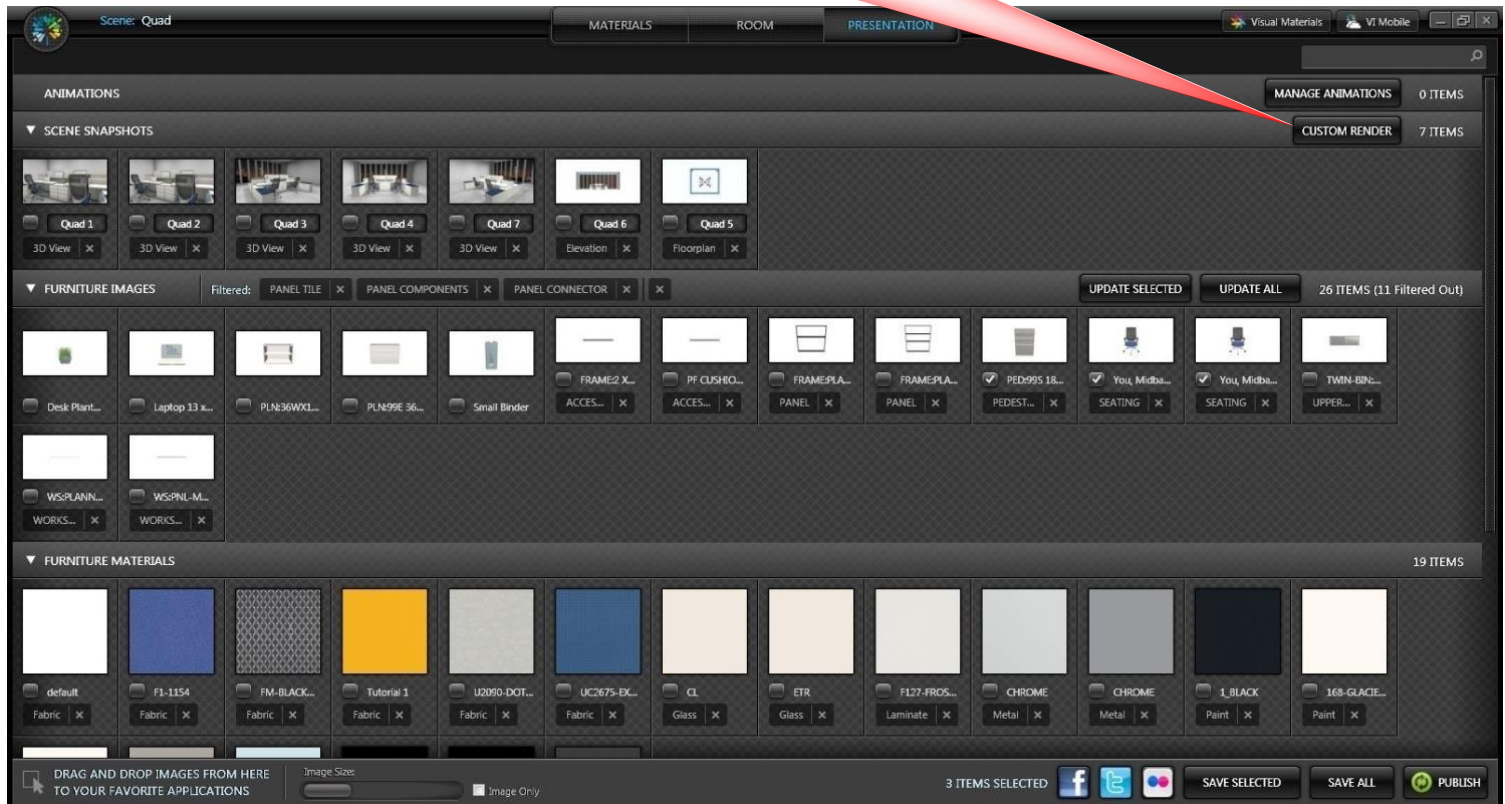
ADVANCED MATERIALS TOOLTIP

Manually applied materials will now show a tooltip showing from which Color Palette the material originated.



CUSTOM RENDER

The “Custom Render” function allows for the creation of an image that has a resolution, useful when images will be printed or shown in a large-scale format.



Custom Render provides detailed control over the created rendered image. Aspect ratio, rendered image size, and PPI (pixels per inch) are all provided as choices that affect the end result: the size and quality of the image output.



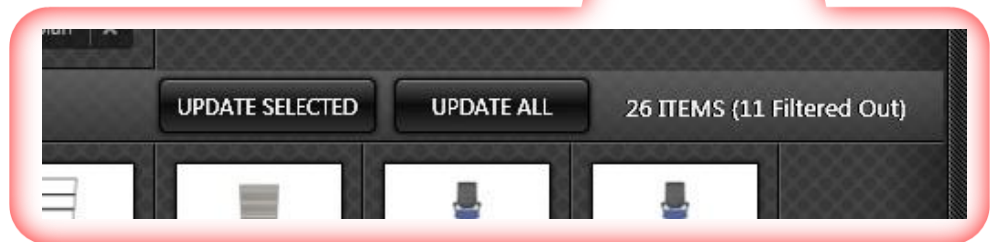
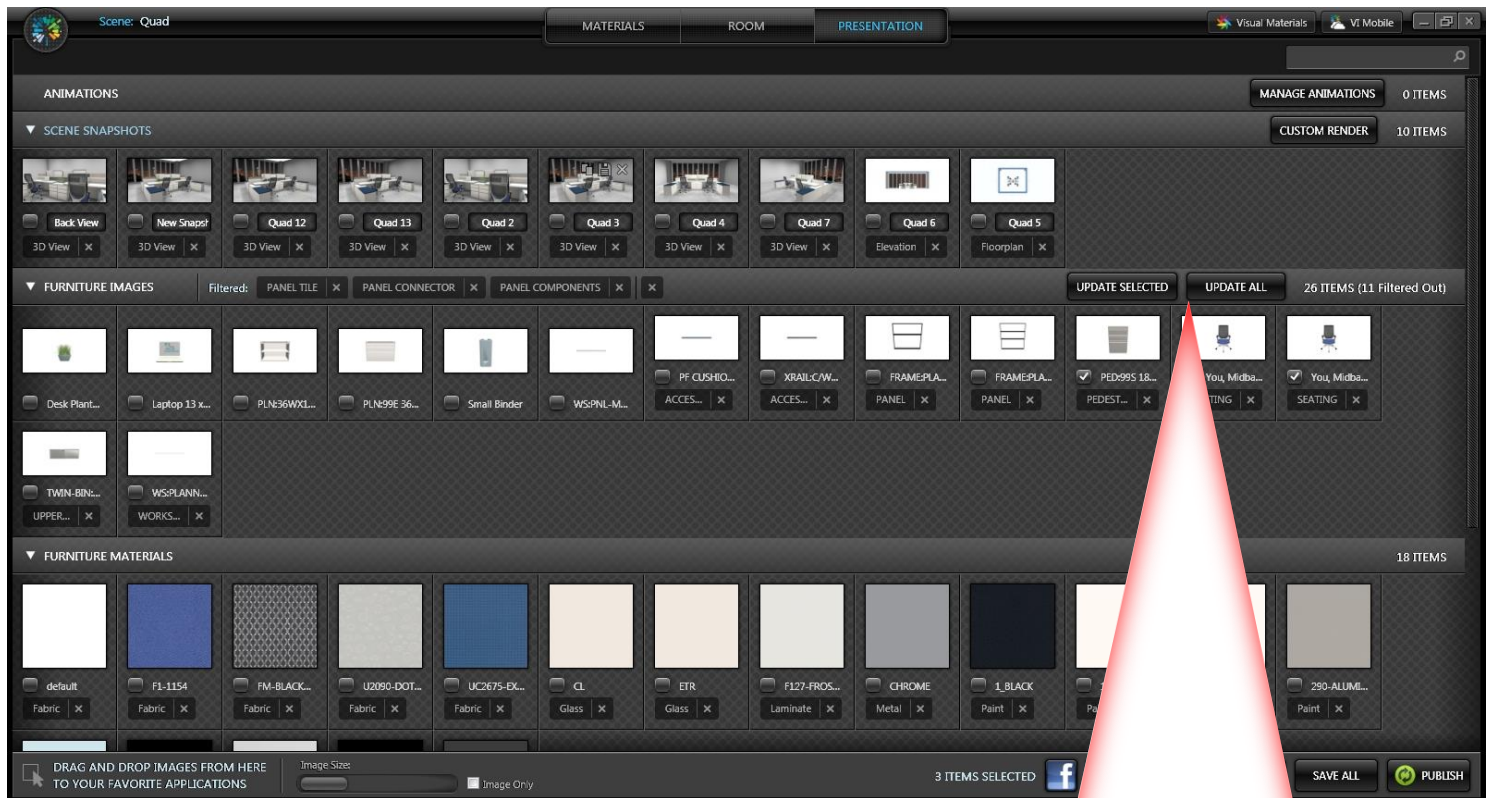
LARGE IMAGES

Click on any image in the Presentation activity to see it larger. Use the “Previous” and “Next” buttons to view other images in that category. The “Save” button allows the saving of the displayed image.



UPDATE SELECTED ITEMS

Selecting items enables "Update Selected" which allows updating only those items



SPRING 2013 FEATURE ADDITIONS

VI - VISUAL IMPRESSION MOBILE

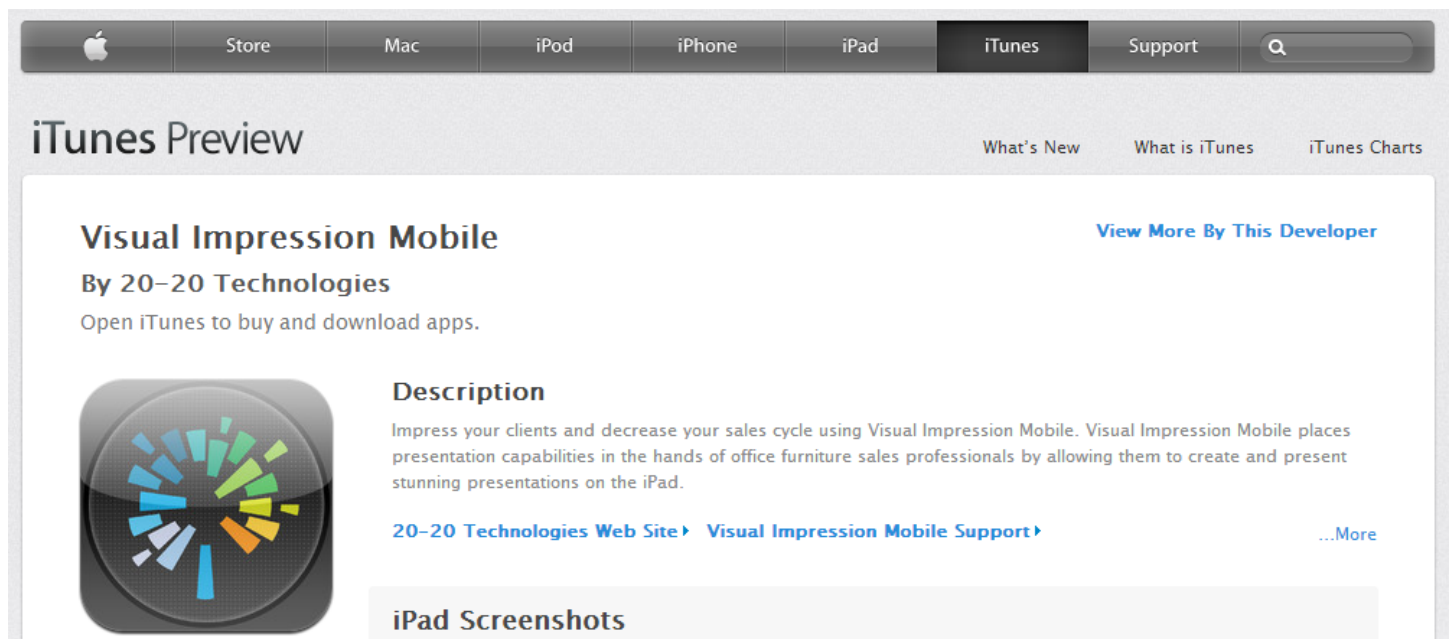
Visual Impression v2013 now has features to support Visual Impression Mobile. Visual Impression Mobile is a companion product to Visual Impression and is designed to be used by salespeople on an iPad or PC browser. Visual Impression Mobile allows a designer to publish scene images created in Visual Impression to the cloud for their salespeople or project team members to view, present, and collaborate on.

Visual Impression users also have a view into the cloud from within Visual Impression where they can add related files needed for the presentation, control what images are visible to the Visual Impression Mobile user, and even provide a recommended presentation to the Visual Impression Mobile user.

The combination of Visual Impression and Visual Impression Mobile allows for collaboration within the project team at a new level. Discussions about the scene or individual images can take place before, during, or after a presentation using the Discussions feature. Customer feedback and revision requests can be documented and the Visual Impression user is making communication clearer and revisions faster.

Visual Impression Mobile is available in the Apple App store at:

<https://itunes.apple.com/us/app/visual-impession-mobile/id645677136>



The screenshot shows the iTunes Preview page for the app 'Visual Impression Mobile' by '20-20 Technologies'. The top navigation bar includes links for Store, Mac, iPod, iPhone, iPad, iTunes, and Support, along with a search icon. The main content area features the app title, developer name, and a 'View More By This Developer' link. A description states: 'Impress your clients and decrease your sales cycle using Visual Impression Mobile. Visual Impression Mobile places presentation capabilities in the hands of office furniture sales professionals by allowing them to create and present stunning presentations on the iPad.' Below the description are links to the '20-20 Technologies Web Site' and 'Visual Impression Mobile Support', and a '...More' link. An 'iPad Screenshots' section is partially visible at the bottom.

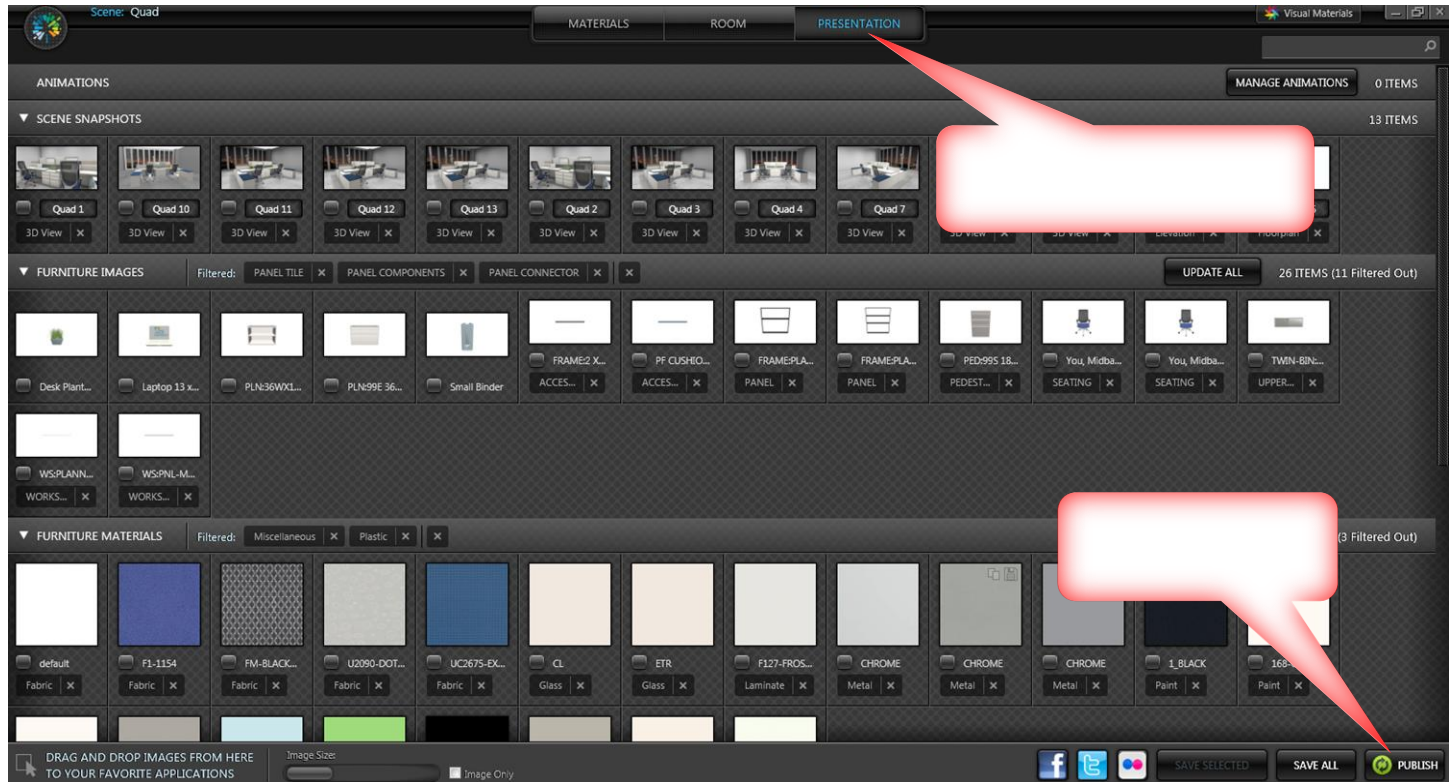
Visual Impression Mobile users will need to register for an account and receive an invitation to collaborate on a scene from a Visual Impression user.

For those without an iPad, Visual Impression Mobile can also be used via a web browser at:

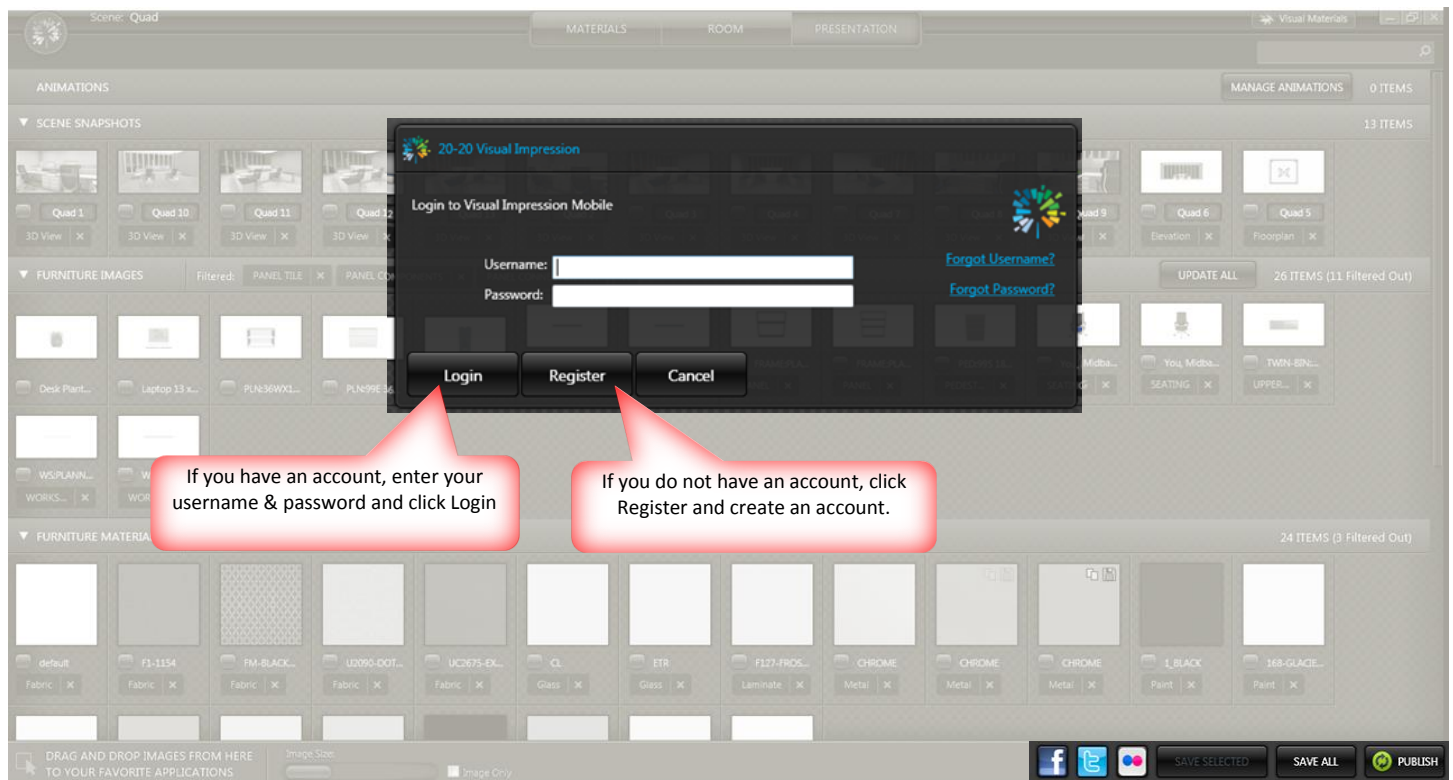
vi.2020.net

PUBLISHING A SCENE FROM VISUAL IMPRESSION

Visual Impression publishes scenes to the 20-20 cloud. To publish a scene to the cloud, click on the new Publish button in the lower right hand corner of the Presentation activity in Visual Impression.



Once you click on Publish, you then need to login to Visual Impression Mobile. First-time users will need to register an account.



CREATING A VISUAL IMPRESSION MOBILE ACCOUNT

In order to publish a scene out of Visual Impression a Visual Impression Mobile account is required. If you do not have a Visual Impression Mobile account, you will need to register one. This dialog will appear and you will enter the appropriate information.

The registration dialog is titled "Register" and contains the following fields and callouts:

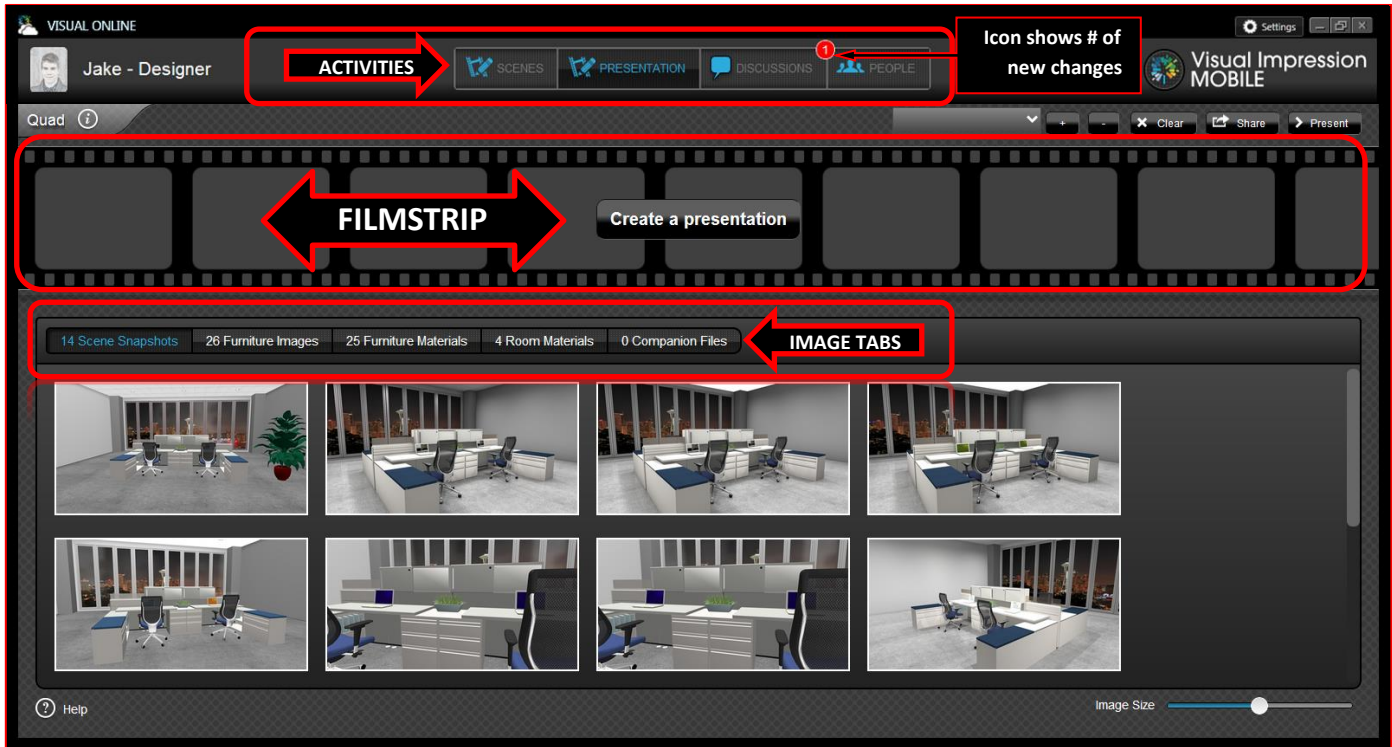
- Name:** "Desired username" (Callout: "Enter the username you want to use for Visual Impression Mobile")
- Password:** (Callout: "Choose and confirm your password.")
- Confirm Password:** (Callout: "Choose and confirm your password.")
- Email:** "Email" (Callout: "Enter and confirm the email address you want to use. **You may only use the email once.**")
- Confirm Email:** "Email" (Callout: "Enter and confirm the email address you want to use. **You may only use the email once.**")
- Lost password question:** (Callout: "Choose a question and answer to help reset your password if necessary.")
- Lost password answer:** (Callout: "Choose a question and answer to help reset your password if necessary.")
- Image Selection:** A person icon with the text "Touch to select an image" (Callout: "Click and select a picture (.jpg or .png) to display in the application")
- Buttons:** "Cancel" and "Submit" (Callout: "Click Submit when you are done entering info")

PUBLISH DIALOG – PROVIDING SCENE INFORMATION

Once you have created an account and are logged in, fill out the information about the scene you are publishing. The scene receives its default name from the drawing or .SP4 file, but you can overwrite these to provide more clarity. You may also add a Project Name and Project Description to further define the scene if you wish. All of the images that are ready to publish are displayed and you can select

The publish dialog is titled "20-20 Visual Impression" and shows the user "Jake - Designer" with a "Logout" link. It contains the following sections and callouts:

- Form Fields:**
 - Scene Name:** "Quad" (Callout: "Enter a Scene name and description")
 - Scene Description:** "Quad Station" (Callout: "Enter a Scene name and description")
 - Project Name:** "What project are you working on?" (Callout: "Enter a Project name and description")
 - Project Description:** "How would you describe this project?" (Callout: "Enter a Project name and description")
- Image Selection:** A section titled "The following items will be published (select which image to use as the scene image):" showing five thumbnails. Callouts include:
 - "Select one of the images to use as the Scene thumbnail in Visual Impression Mobile"
 - "Review the size of the items to be published and the available space for the scene"
 - "Review the images being published"
- Size and Space Information:**
 - "Size of items being published: 4 MB"
 - "Available online scene space: 50 MB"
- Buttons:** "Publish" and "Cancel" (Callout: "Click Publish")
- Other Callouts:**
 - "Check this box to open the scene in Visual Impression Mobile immediately after publishing" (pointing to the "Open in Visual Impression Mobile" checkbox)



If you've checked the box to "Open Visual Impression Mobile after publishing", Visual Impression Mobile will load the published scene in an embedded browser within Visual Impression. Here is what you will see, with labels added for some of the areas.

VISUAL IMPRESSION MOBILE – VISUAL IMPRESSION SPECIFIC FEATURES

There are a few features in Visual Impression Mobile that are available only to the Visual Impression User. These capabilities help the Visual Impression user maintain control of any changes on the project as well as control who has access to the project. The features that are available only to the Visual Impression users are:

- Publish – covered above
- Invite Collaborators
- Hide Images
- Add Companion Files

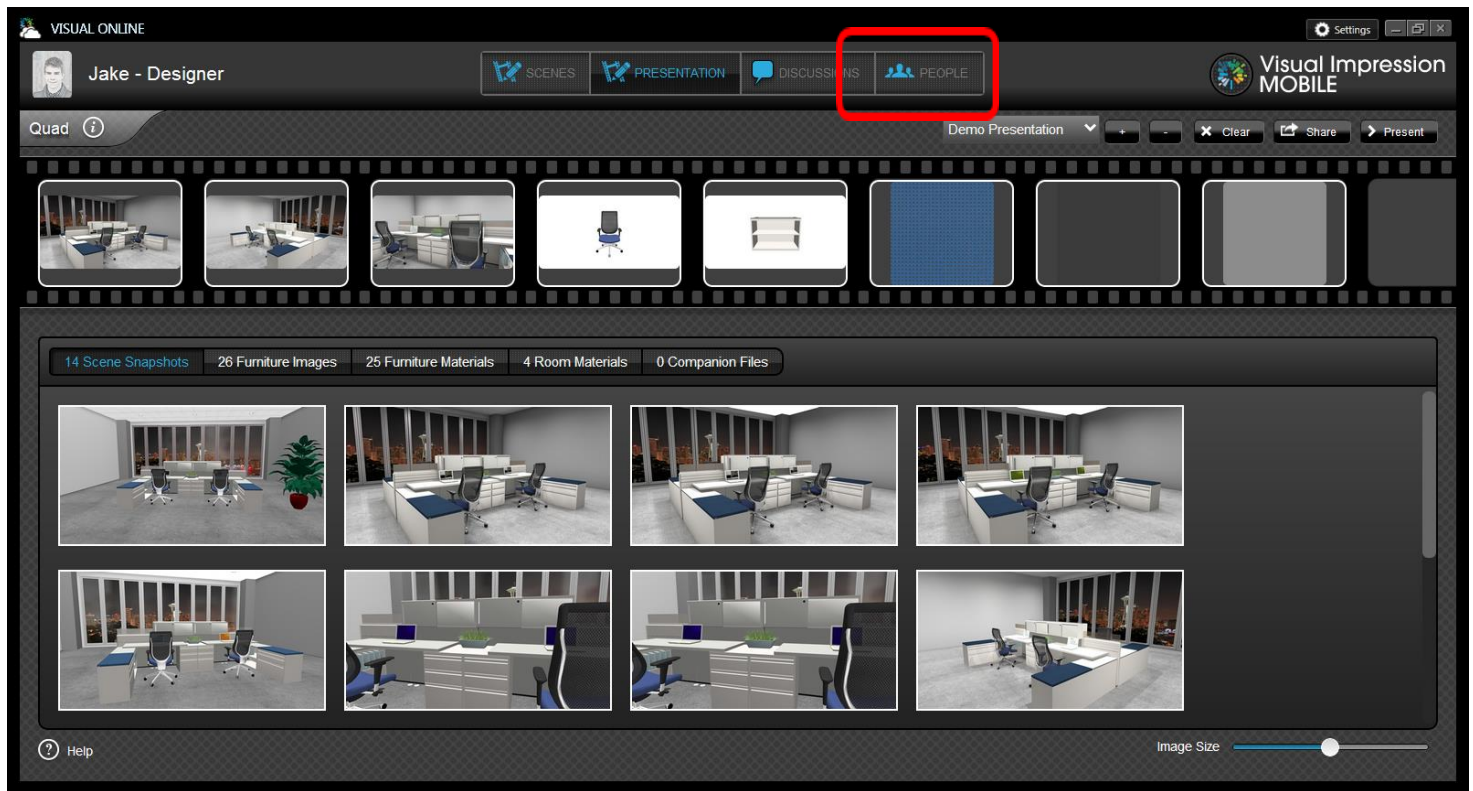
INVITE COLLABORATORS

Using Visual Impression Mobile to collaborate with your salespeople and project team makes communication clearer and project revisions faster and easier. Visual Impression users can invite as many collaborators as they need to a scene and Visual Impression Mobile users can be invited to collaborate on scenes from many different Visual Impression users.

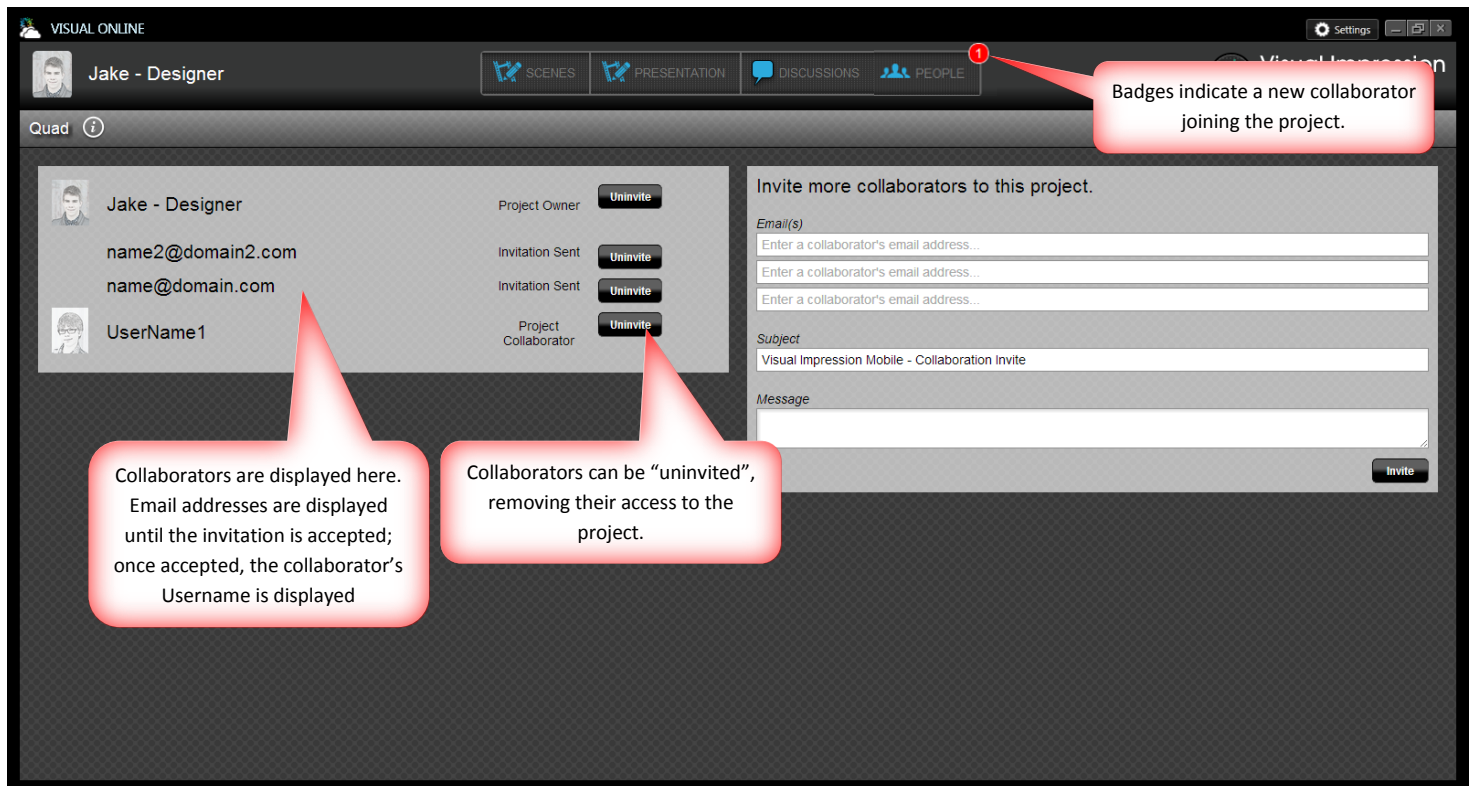
Invitations arrive via email for the collaborator to confirm that they would like to collaborate on a project

Collaborators must have access to Visual Impression Mobile from the iPad app, a browser on their PC, or be another Visual Impression user. In addition, collaborators must register for a Visual Impression Mobile account.

To invite a collaborator to a scene within Visual Impression Mobile, click on the PEOPLE activity at the top of the screen.

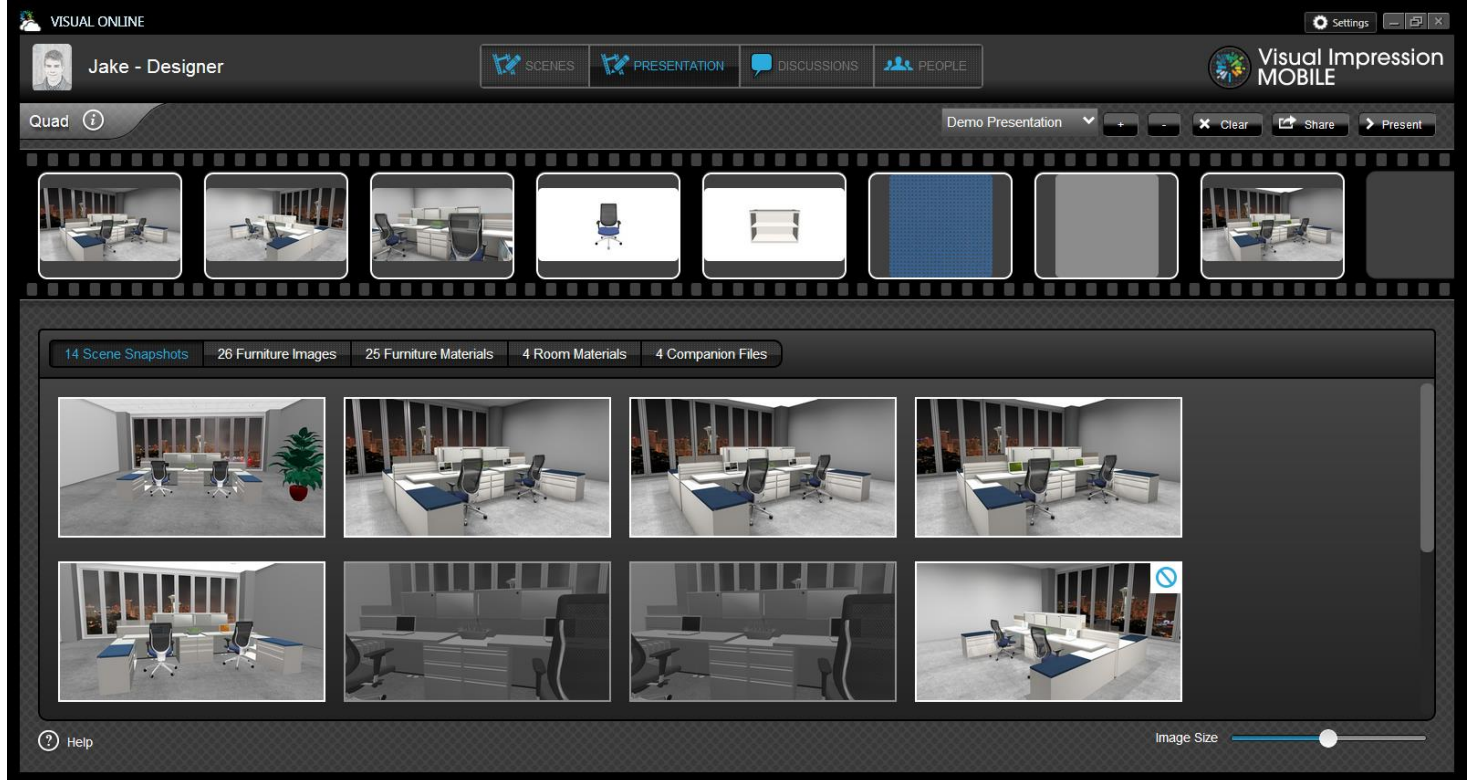


Once someone is invited to be a collaborator, you will see the status of the invitation in the People activity. This is where you track who has accepted the invitation(s) and where you are able to “uninvite” a collaborator. Uninviting a collaborator breaks their link to the scene and removes their ability to access the scene information.



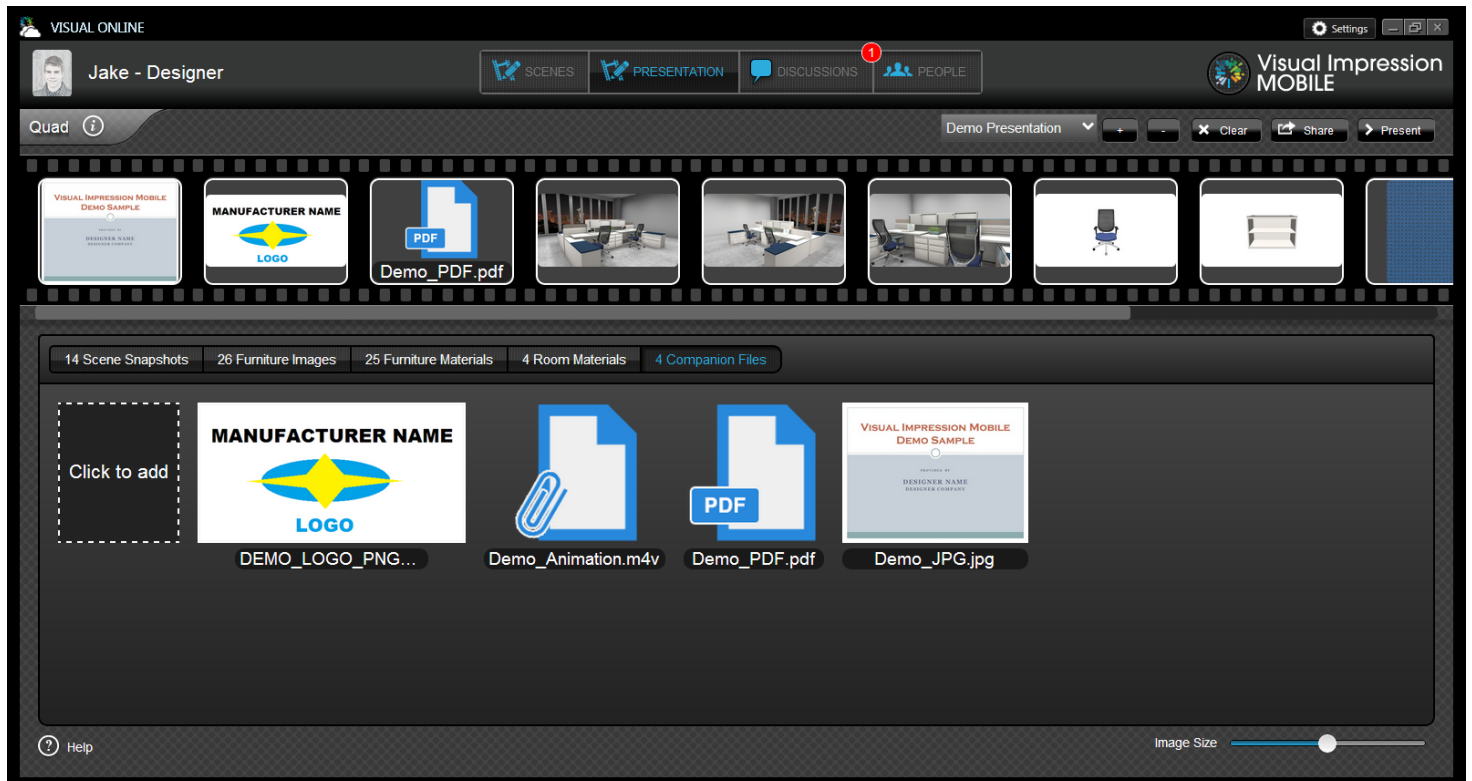
HIDE IMAGES

Visual Impression users can control what scene images are available to the mobile user by selecting the button at the top right-hand corner of each image changing it from full-color to black and white. Hidden images do not appear on mobile user's view of the scene. This allows the Visual Impression user control over the images that the mobile user has available to them to use in front of the customer.



ADD COMPANION FILES

Visual Impression users can add files created outside of Visual Impression for use in Visual Impression Mobile. These files (.PDF, image, movie, Office) are helpful during a presentation and can come in many formats.



VISUAL IMPRESSION MOBILE – SHARED FUNCTIONALITY WITH MOBILE APP

The following features are available to Visual Impression users and Visual Impression Mobile users. Both Visual Impression and Visual Impression Mobile users have the ability to:

- Create Presentations
- Present Presentations
- Discussions

CREATE PRESENTATIONS

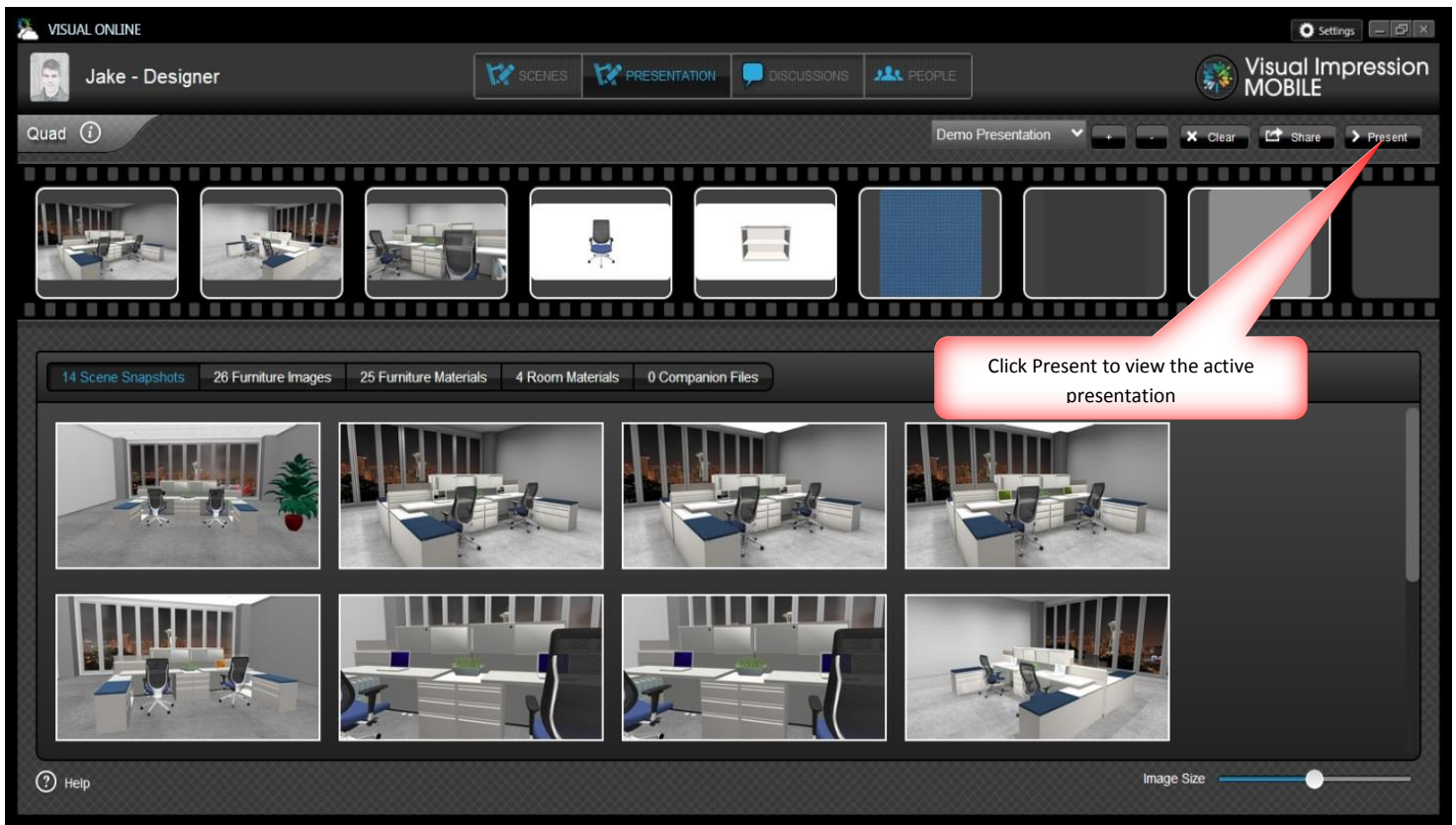
Visual Impression Mobile allows you and your collaborators to create multiple presentations. These presentations can be created by the Visual Impression user for use by the mobile user. The mobile user is free to edit the presentation provided by the Visual Impression user or create a new one.

Drag and Drop images into the filmstrip area to begin creating a presentation. Images can be brought from any of the image tabs. Position the images in the order that you want them to appear in your presentation. Companion files can also be added to the presentation filmstrip and will appear in the order. To clear a presentation and start over, press the clear button. Add an delete entire presentations by pressing the “+” or “-” buttons. Note that “-” and “Clear” active on the presentation currently shown on the filmstrip.

The screenshot displays the Visual Impression Mobile interface. At the top, the user is identified as 'Jake - Designer'. The main workspace is a filmstrip area where presentations are created. A 'Create a presentation' button is visible. Below the filmstrip, there are tabs for different image categories: '14 Scene Snapshots', '26 Furniture Images', '25 Furniture Materials', '4 Room Materials', and '0 Companion Files'. The 'Furniture Images' tab is active, showing a grid of office furniture images. A 'Clear' button is located in the top right corner of the filmstrip area. Callouts provide instructions: 'Drag and Drop images from the tabs below to the filmstrip to create a presentation', 'Select the active presentation, or click to create a new one.', 'Click “+” to add a new presentation or “-” to delete the active presentation', 'Clear the active presentation', 'Each category of image appears on a different tab', and 'Images published from Visual Impression appear here'.

PRESENT PRESENTATIONS

When your presentation is complete, click the Present button to present it in full-screen. Companion files may (depending on type) appear as an icon during the presentation. Clicking the icon will activate the file and it will appear in a browser. Present always presents the current presentation, the one that is showing on the filmstrip.

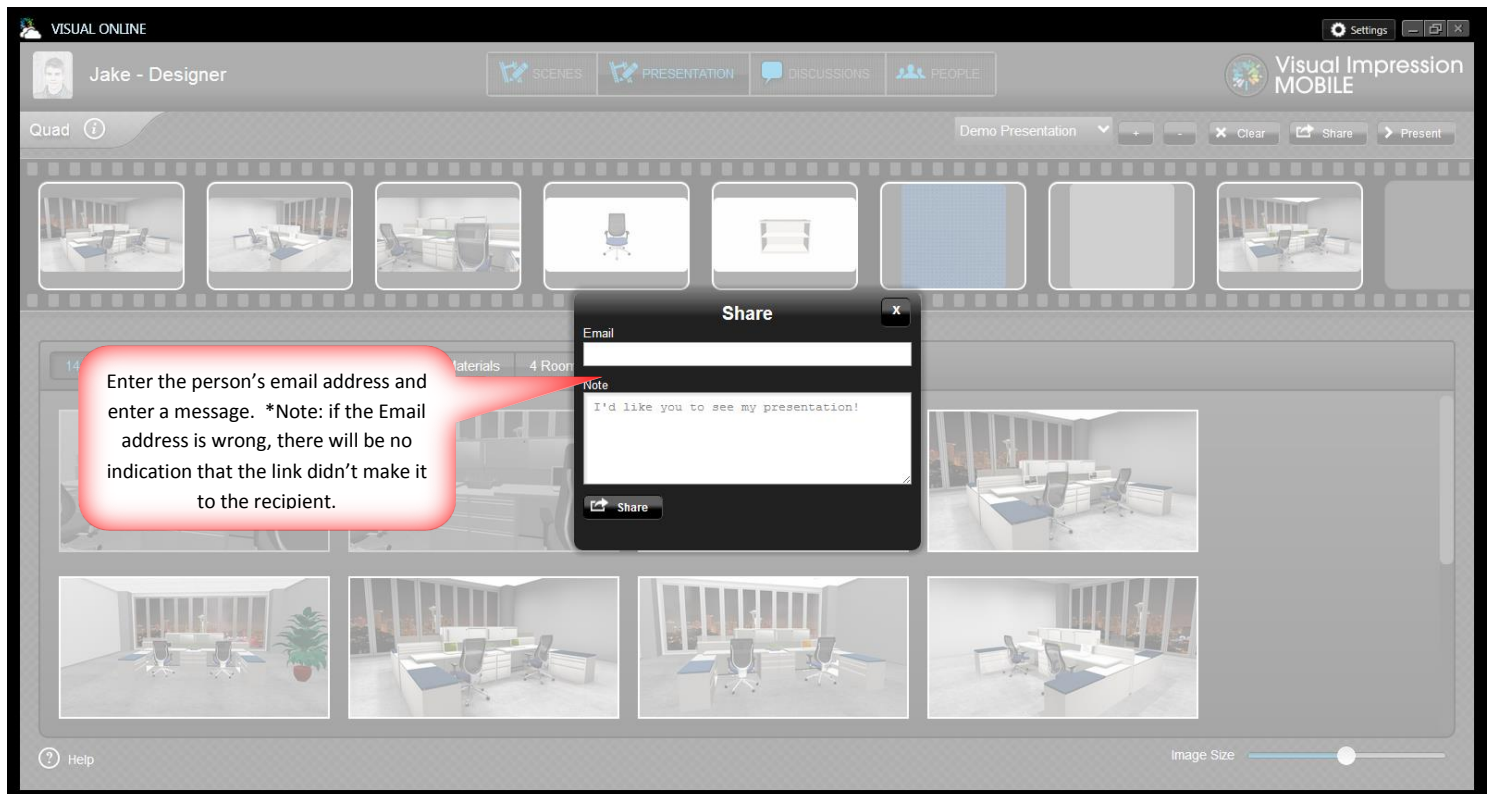
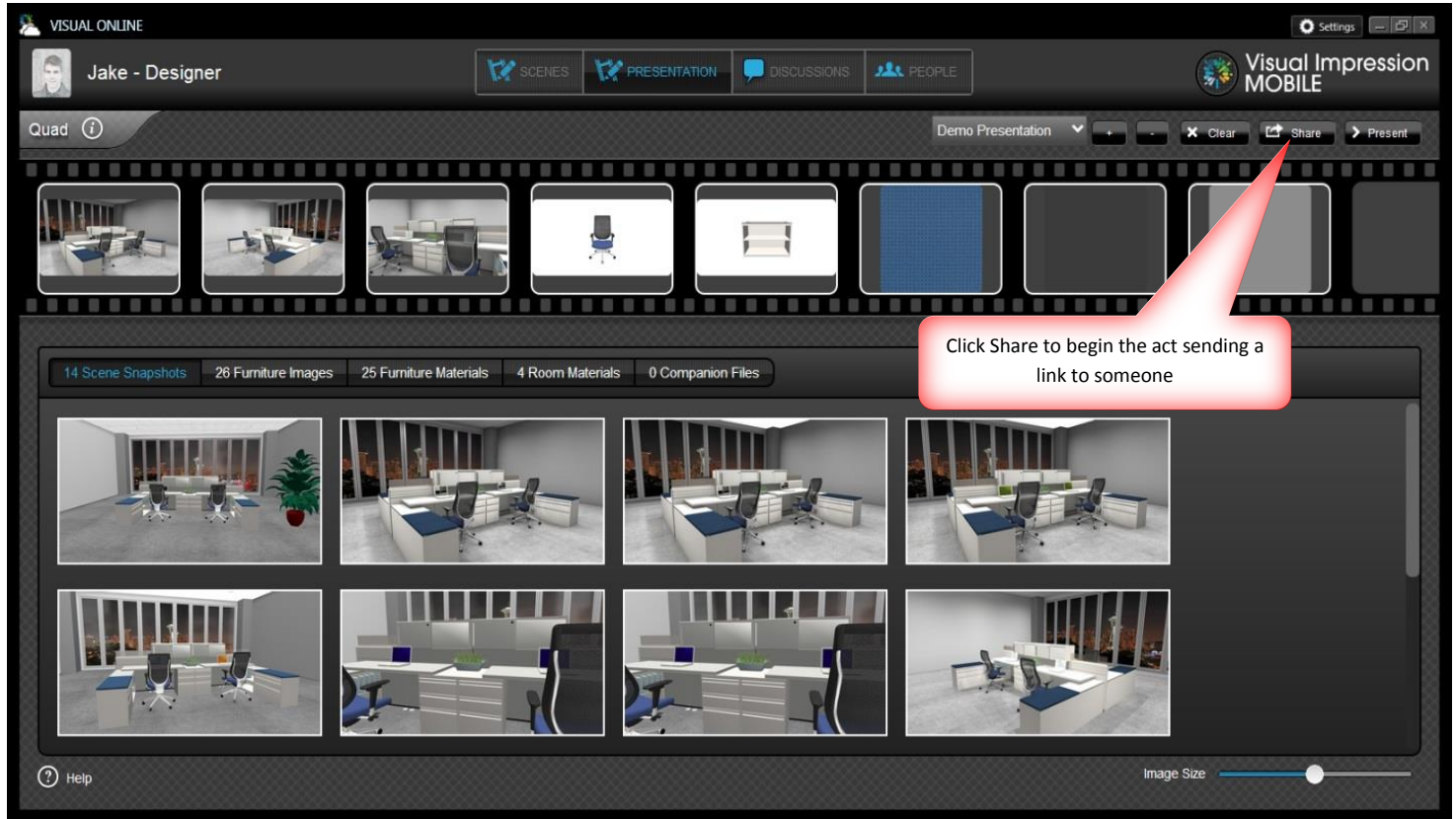


As you present, if there is a comment that you want to document relating to a specific image, click on Discussion in the upper right corner. This will open the Discussions view for that image.



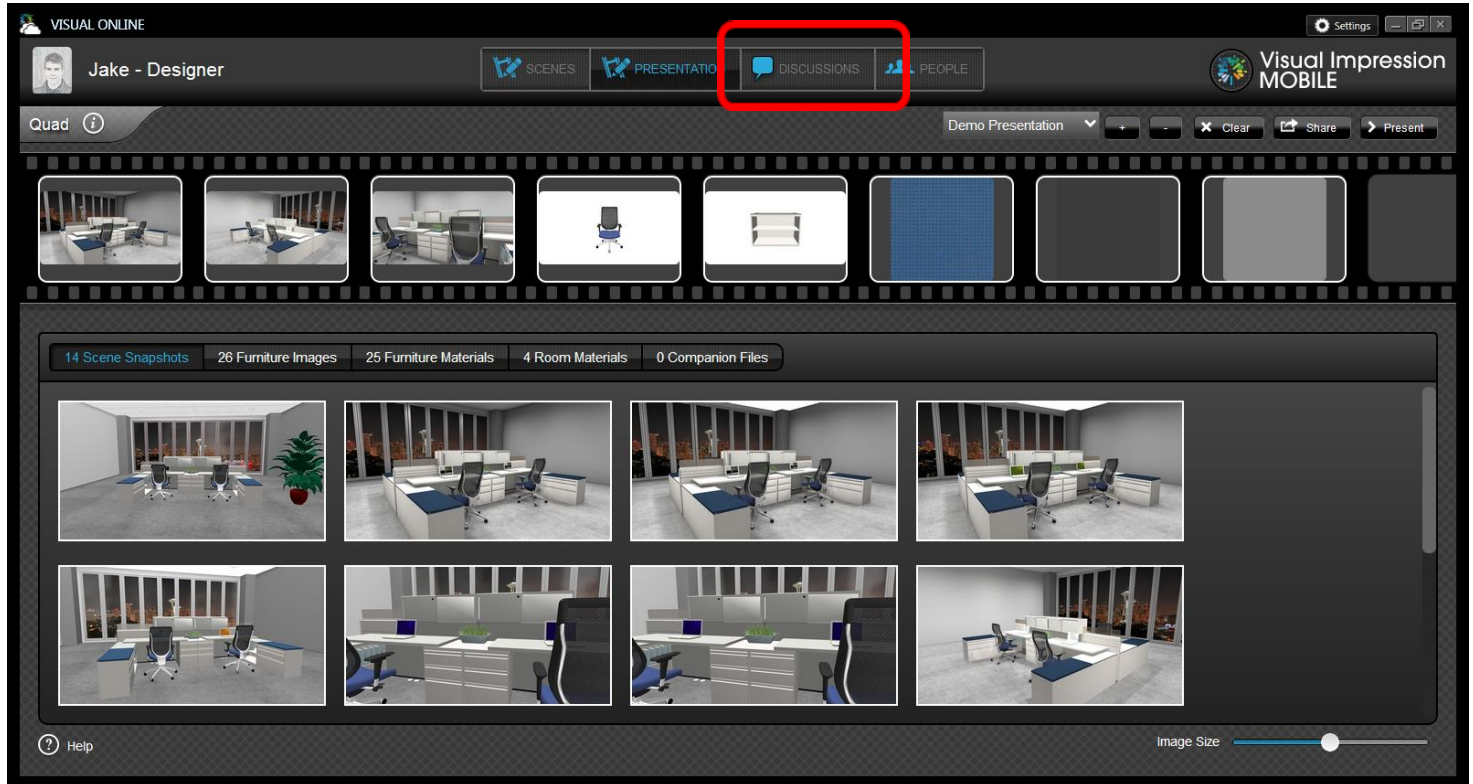
SHARING A PRESENTATION

Presentations can be shared by sending a link to a read-only web view of your presentation. To share, you click Share in the Presentation activity (the filmstrip/image tab screen).

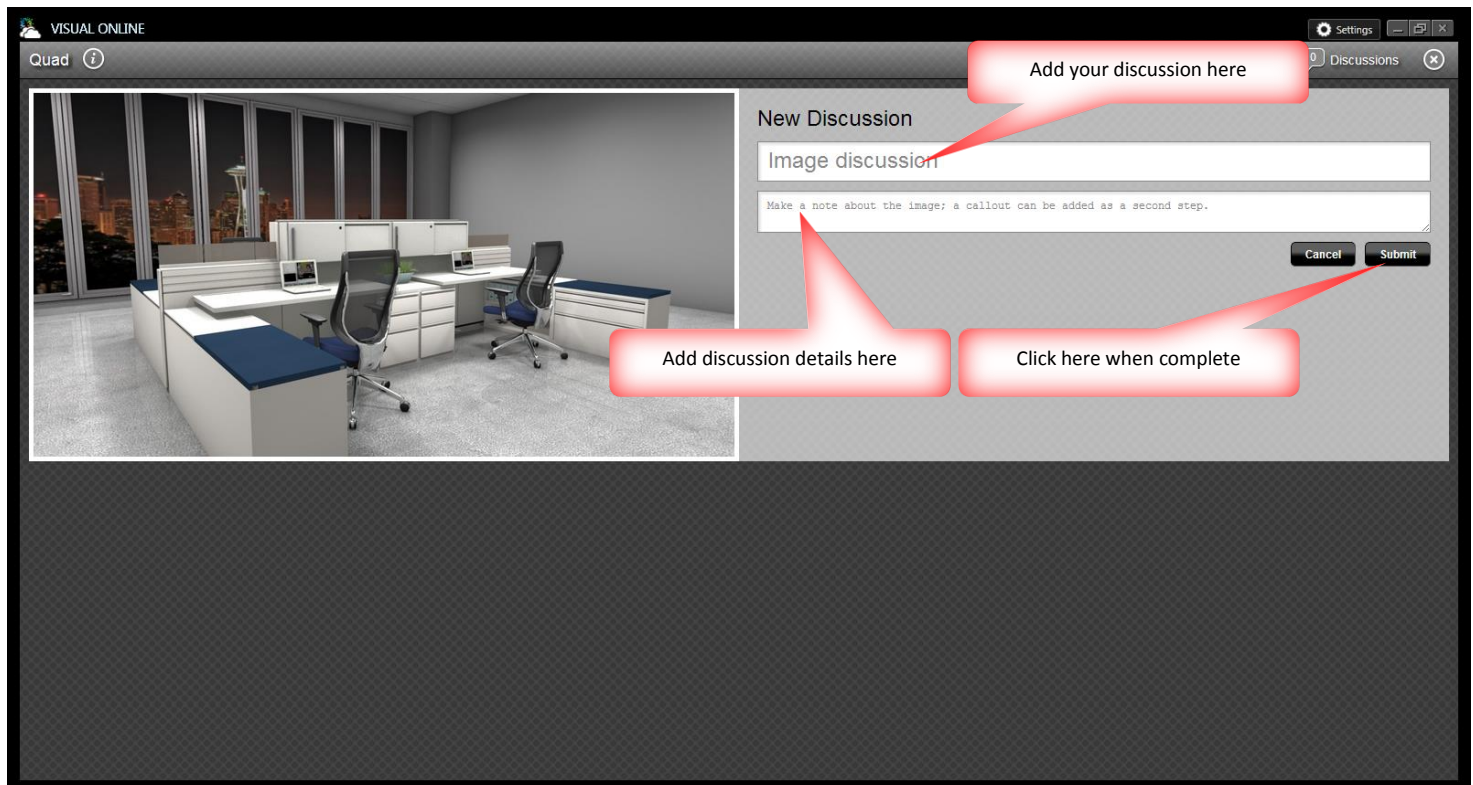


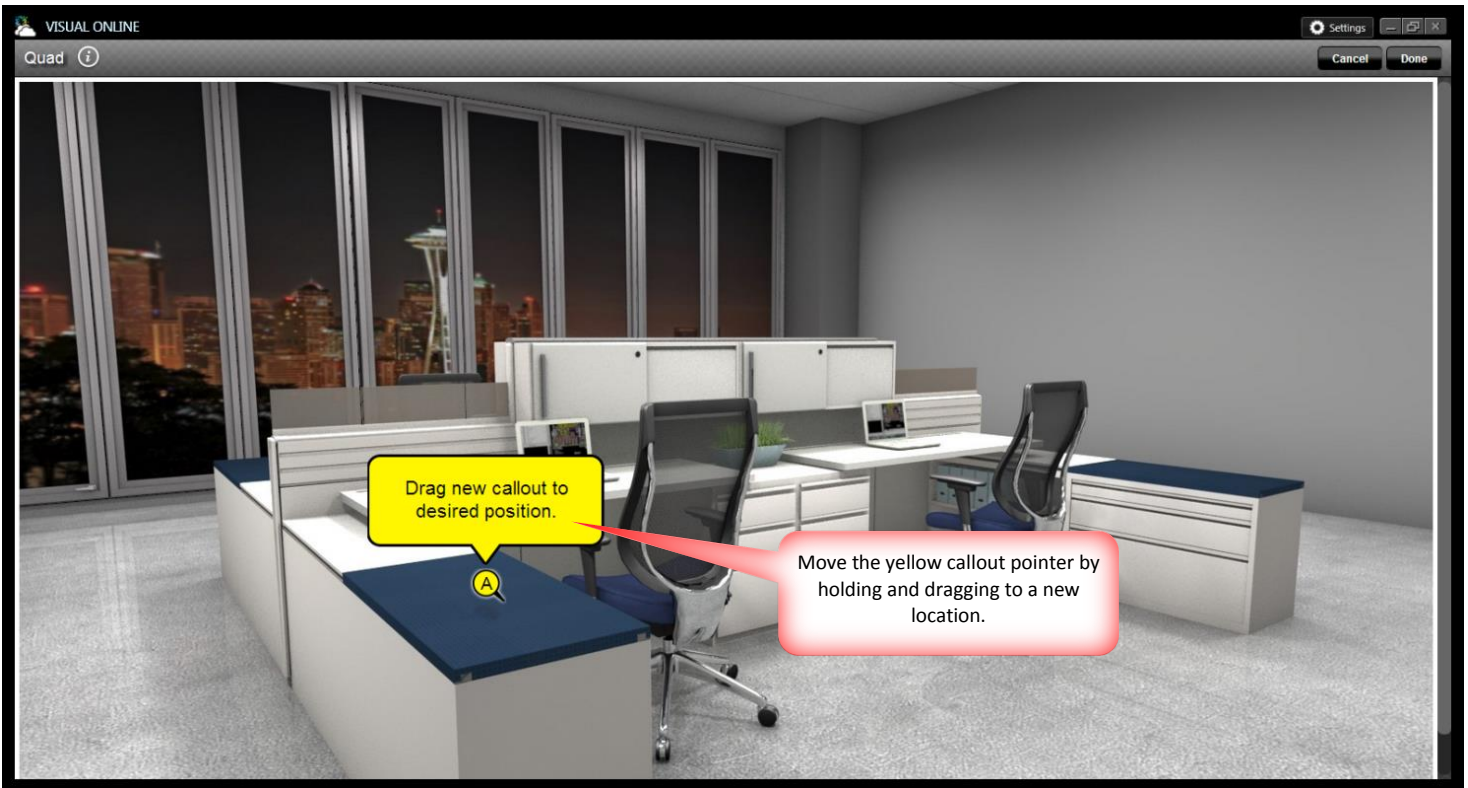
DISCUSSIONS

Discussions can begin within the DISCUSSIONS activity or when viewing an image as part of a presentation. Image discussions can also be activated by clicking the image in the tabs at the bottom of the screen.



When viewing an image, click Discussion in the upper right corner to begin. On the Image discussion page, you can enter the discussion title, the specific comment, and if wanted, a callout to pinpoint the area on which you are commenting.





Visual Online interface showing an image discussion panel. The panel displays a 3D office model with a yellow callout pin. A red callout bubble points to the callout with the text: "Multiple callouts can be added as part of multiple replies." The discussion panel includes a title "Image discussion", a user profile for "Jake - Designer" (7 Minutes Ago), and a text input field for replies. Below the input field are buttons for "Remove Callout" and "Delete Discussion". A red callout bubble points to the "Remove Callout" button with the text: "Callouts can be removed once revisions are complete." Another red callout bubble points to the reply input field with the text: "Collaborators can add their replies here." The interface includes a top bar with "VISUAL ONLINE", "Quad", "All Discussions", "Hide Discussions", "Settings", and window control buttons.

To add a callout, click the "Add Callout" button and a call out pin will be added to the image.
 To position or reposition a callout, simply click and drag.
 To remove the callout, click on the "Remove Callout" button.

In the DISCUSSIONS activity you can see all discussions relating to the scene, both image and overall discussions.

The screenshot shows the 'DISCUSSIONS' activity in the Visual Impression Mobile application. The top navigation bar includes 'SCENES', 'PRESENTATION', 'DISCUSSIONS' (with a notification badge), and 'PEOPLE'. The main content area displays a list of discussions:

- Discussion 1:** Title: "A new discussion title can be anything you'd like it to be". Content: "This is the 'Enter copy...'" text seen on the previous screen. Callout: "Click the Discussion activity to see all discussions about the scene." A "New Discussion" button is visible in the top right.
- Discussion 2:** Title: "This is a Discussion begun by a collaborator". Content: "The collaborator enters their comments here...". Callout: "Click here to add discussions about the entire scene".
- Discussion 3:** Title: "Image discussion". Content: "Make a note about the image; a callout can be added as a second step." Callout: "All discussions about the scene or images in the scene are listed here." An image of a modern office interior is shown next to the discussion. Callout: "Image discussions display the image being discussed".

The screenshot shows the 'PEOPLE' activity in the Visual Impression Mobile application. The top navigation bar includes 'SCENES', 'PRESENTATION', 'DISCUSSIONS', and 'PEOPLE'. The main content area displays the 'Invite more collaborators to this project' form:

- User Profile:** Jake - Designer, Project Owner. Callout: "The Project owner (the Visual Impression user that published) is the only one able to invite collaborators".
- Form Fields:**
 - Email(s):** Includes a text input field with "name@domain.com" and two "Enter a collaborator's email address..." prompts. Callout: "Go to the People activity to invite mobile users to collaborate".
 - Subject:** Includes a text input field with "Visual Impression Mobile - Collaboration Invite". Callout: "Enter the email address of the collaborator(s) you want to invite".
 - Message:** Includes a text area with "Enter whatever personal message here that you want the invitee to see in the invitation...". Callout: "Add a Subject and a personal note for the email".
- Buttons:** An "Invite" button is located at the bottom right of the form.

PANEL BUILDER CHANGES – DATA-SUPPORTED

In response to specific user requests and as the result of focused research, changes have been made in Panel Builder. Most of these changes will only be seen when using manufacturer data that is configured in a specific way. Currently, only when using Herman Miller data will the majority of these changes and enhancements be visible.

TILE SCHEDULE


Previously Tile Schedules required a finish code associated with each tile. In addition, the Tile Schedule did not include a “Height” column. Tile Schedules no longer require a finish code, include a height column, and include a “Notes” column that will display notes entered within Panel Builder for each tile.

Tile Schedule				
Tag	Type	Height	Finish Code	Finish Notes
LL1	Laminate	30	LAM1	Laminate note #1
LL2	Laminate	30	LAM2	Laminate note #2
UT1	Fabric	7	TAC_FAB1	TAC_FAB Note 1
UT2	Fabric	11	TAC_FAB 2	TAC_FAB 2 Note
UT3	Fabric	11	TAC_FAB3	TAC_FAB 3 Note

TILE TAG AUTO-INCREMENT

Tile Tag subscripts have been manually editable previously; they will now auto-increment based on Tile Type and Tile Height, and anything else that differentiates a tile of the same type and height from another, such as Finish Code. The auto-incrementing of tile tags is drawing-specific, ensuring unique tiles receive unique subscript values.

Auto-incrementing of tile tags only occurs when Panel Builder is launched from within CAP Designer; launching Panel Builder independent of CAP Designer will cause a message to appear explaining that tags will not be incremented as the subscripts are disabled.

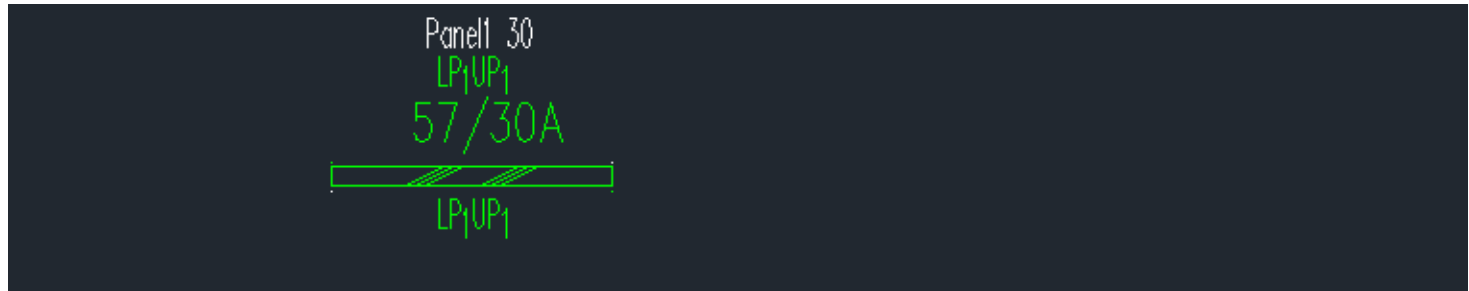


Tile Schedule				
Tag	Type	Height	Finish Code	Finish Notes
LF1	Fabric	11	LowerFab1	LowerFab1 note 1
LF2	Fabric	19	LowerFab2	LowerFab2 note 1
LF3	Fabric	11	LowerFab1A	LowerFab1 note 1
LL1	Laminate	30	LAM1	Laminate note #1
LL2	Laminate	30	LAM2	Laminate note #2
LL3	Laminate	11	LowerLam1	LowerLam1 note 1
LL4	Laminate	19	LowerLam2	LowerLam 2 note 1
UT1	Fabric	7	TAC_FAB1	TAC_FAB Note 1
UT2	Fabric	11	TAC_FAB 2	TAC_FAB 2 Note
UT3	Fabric	11	TAC_FAB3	TAC_FAB 3 Note

TILE TAGS RESPECTING PREVIOUS CONFIGURATIONS

Tile Tag subscripts

The first configured panel placed into the drawing, "Panel1", with its tile subscripts all being "1"...



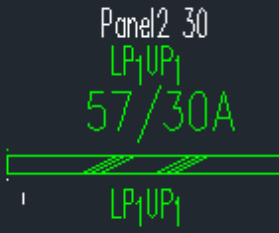
Tile Schedule				
Tag	Type	Height	Finish Code	Finish Notes
LP1	Painted	30	Panel1 – DEF	Panel1 – DEF Note
UP1	Painted	22	Panel1 – ABC	Panel1 – ABC Note

"Panel2" is placed into the same drawing, and its tile subscripts are set to "2", respecting the previous subscripts. (The Tile Schedule was recreated after the second panel was placed.)



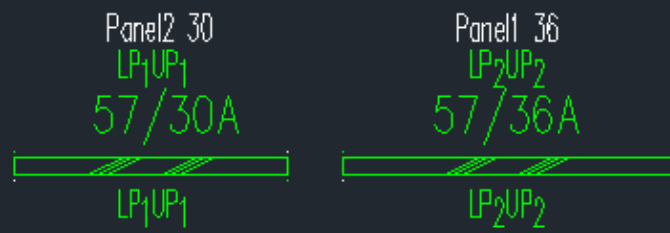
Tile Schedule				
Tag	Type	Height	Finish Code	Finish Notes
LP1	Painted	30	Panel1 – DEF	Panel1 – DEF Note
LP2	Painted	30	Panel2 – DEF	Panel2 – DEF Note
UP1	Painted	22	Panel1 – ABC	Panel1 – ABC Note
UP2	Painted	22	Panel2 – ABC	Panel2 – ABC Note

Here is the same scenario, with “Panel2” being the first panel in the drawing:



Tile Schedule				
Tag	Type	Height	Finish Code	Finish Notes
LP1	Painted	30	Panel2 – DEF	Panel2 – DEF Note
UP1	Painted	22	Panel2 – ABC	Panel2 – ABC Note

Followed up with “Panel1” configured panel being placed second:

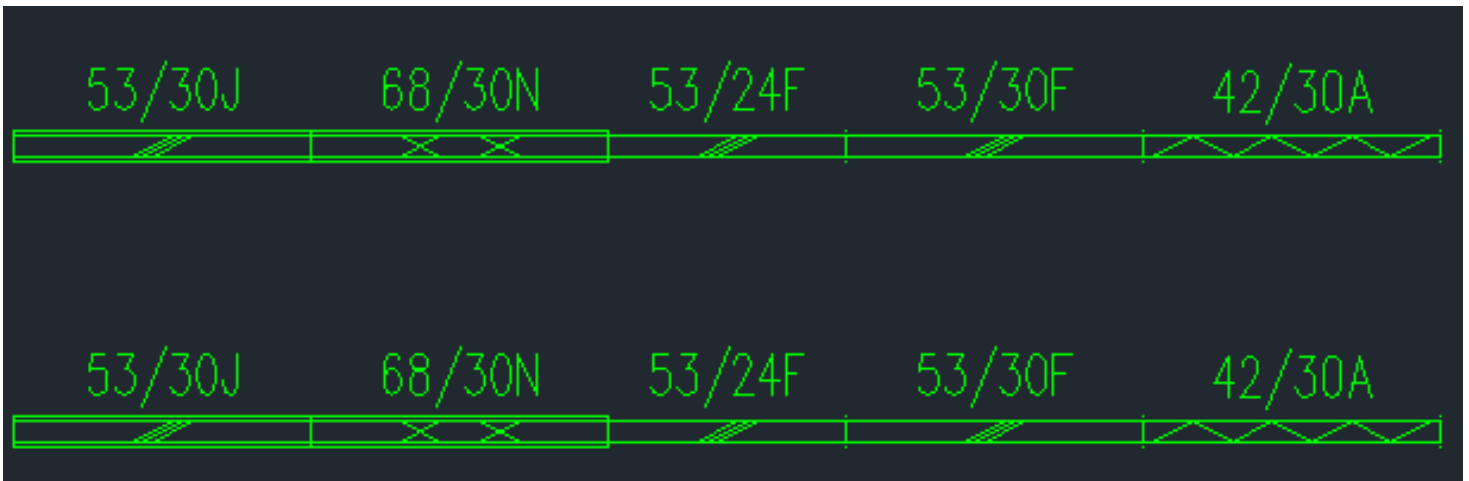


Tile Schedule				
Tag	Type	Height	Finish Code	Finish Notes
LP1	Painted	30	Panel2 – DEF	Panel2 – DEF Note
LP2	Painted	30	Panel1 – DEF	Panel1 – DEF Note
UP1	Painted	22	Panel2 – ABC	Panel2 – ABC Note
UP2	Painted	22	Panel1 – ABC	Panel1 – ABC Note

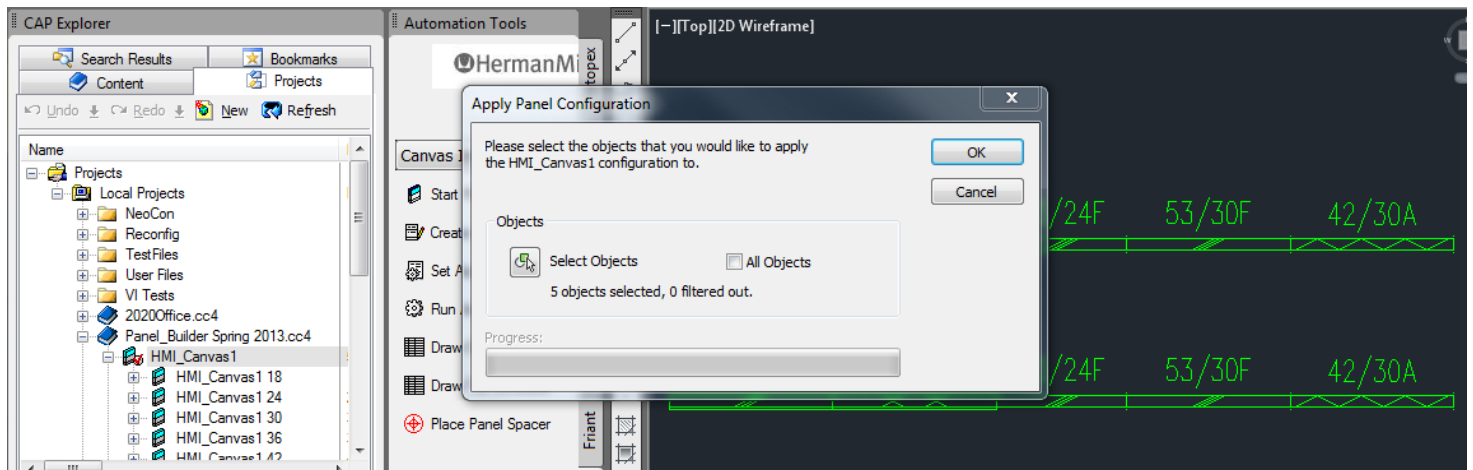
APPLYING PANEL BUILDER CONFIGURATIONS TO STANDARD FRAMES

When supported in and by the data, Panel Builder configurations can now be applied to standard, “regular” frames as brought in from CAP Explorer.

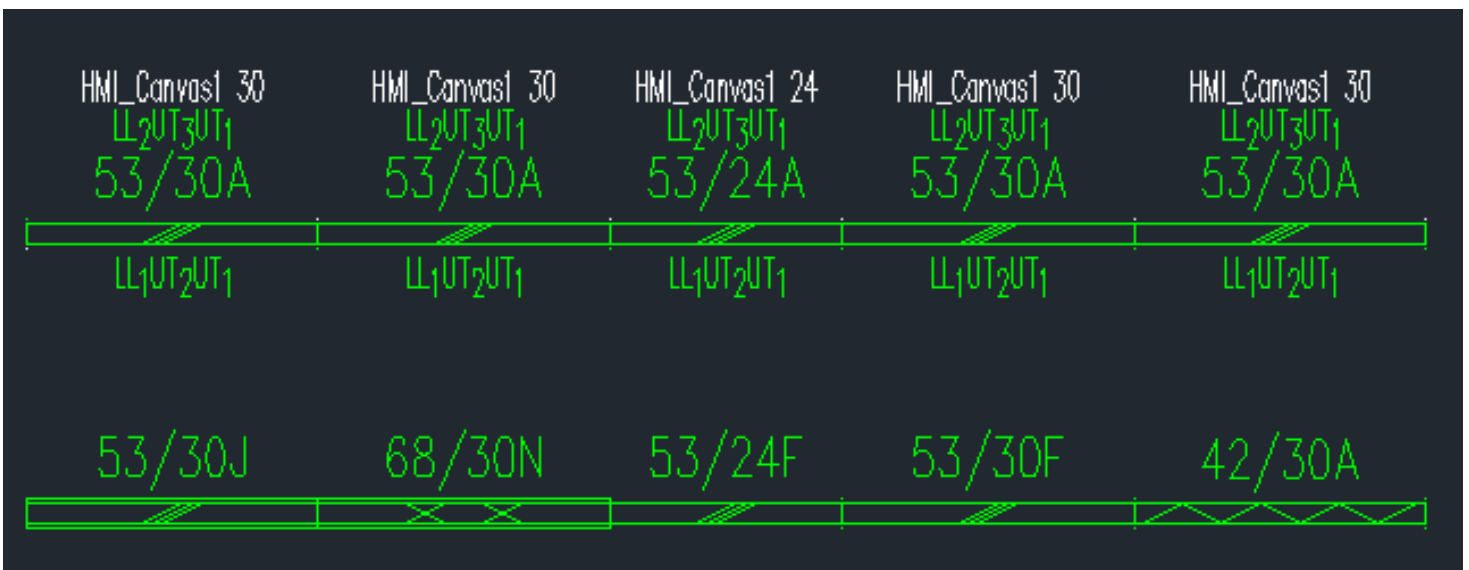
Begin with these frames: two rows of varied height and width frames brought out of CAP Explorer...



Drag a Panel Builder Configuration out of a Custom Catalog to apply to some of these standard frames (in this example, the top row has been selected)...



See the frames aren't filtered and OK the application of the Panel Builder configurations to the frames...



Notice that regardless of the original frames' heights, the configuration applied has kept its height. Widths vary based on what is available for that specific configuration. Configurations are not necessarily available in ALL widths, so in some cases a configuration will not be applied if the standard frame selected is a width unsupported by the configuration.

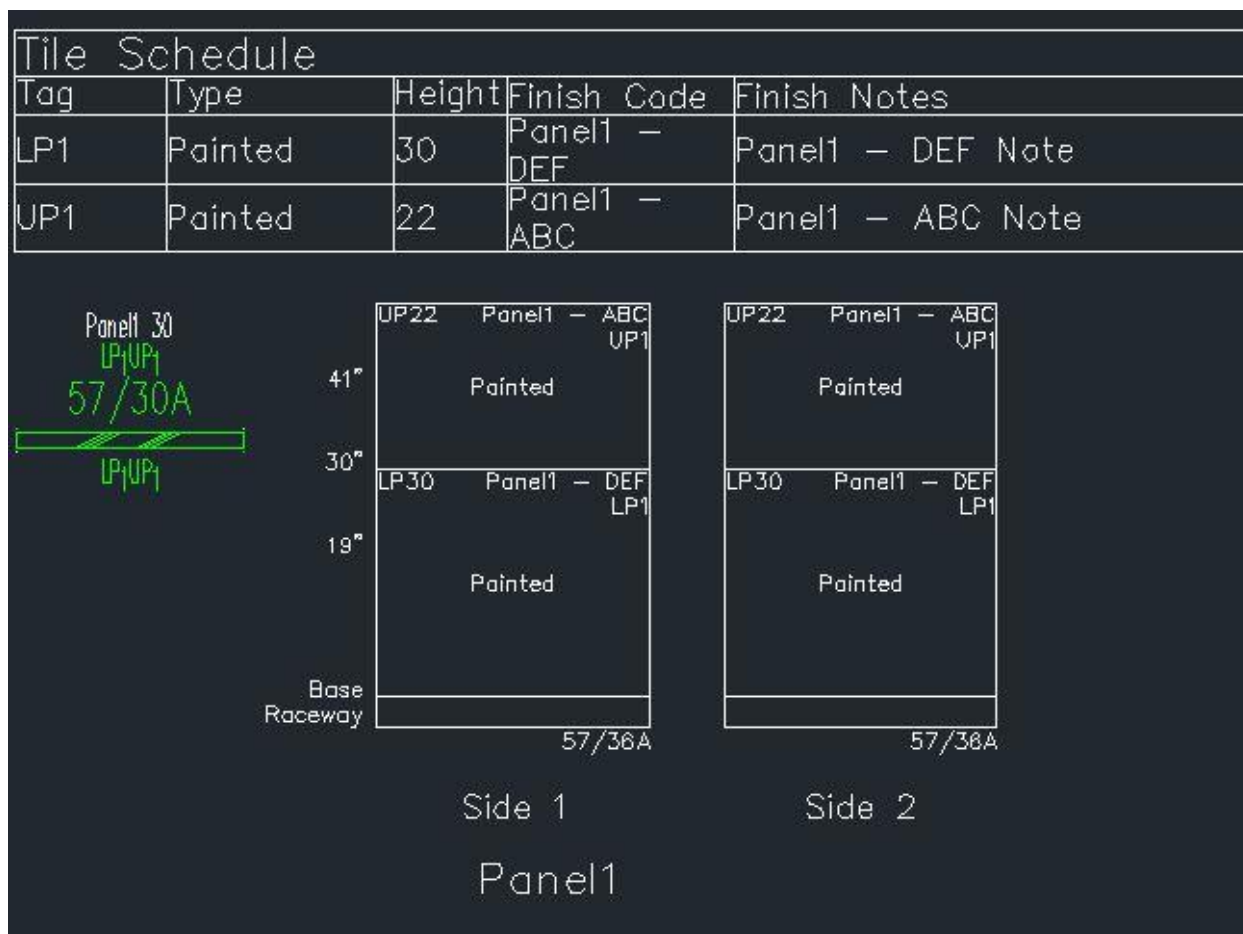
PANEL BUILDER CHANGES – GENERAL

LIMITING CROSS-DRAWING CHANGES RELATING TO PANEL BUILDER CONFIGURATIONS

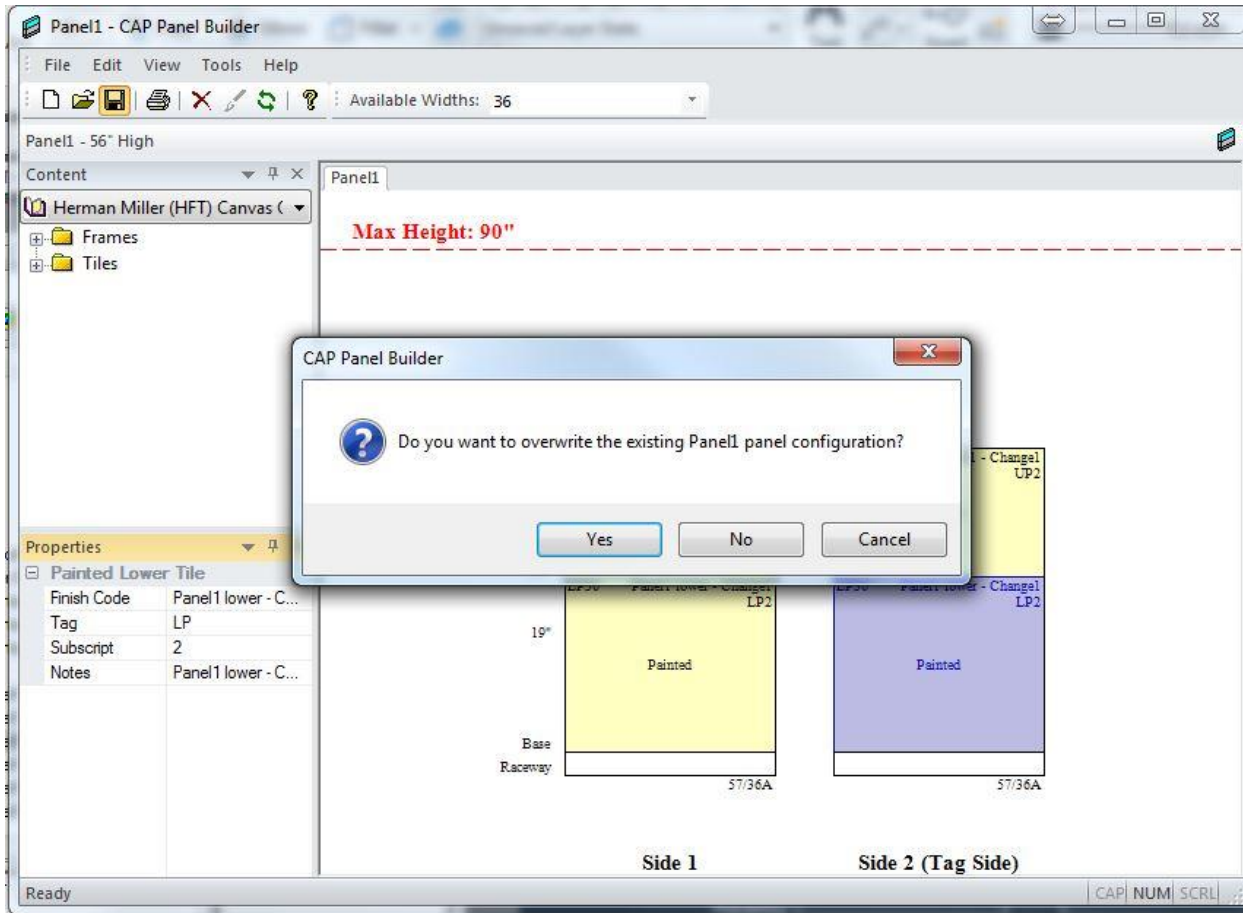
When Panel Builder configurations were changed, those changes lead back to the configuration's home, the Custom Catalog. Changes made to a configuration could affect other instances of the configuration, in other drawings. Changes made to configurations are now contained within the drawing where the change was made in addition to the source custom catalog; configurations existing in other drawings will no longer be affected by a change in another drawing.

Example:

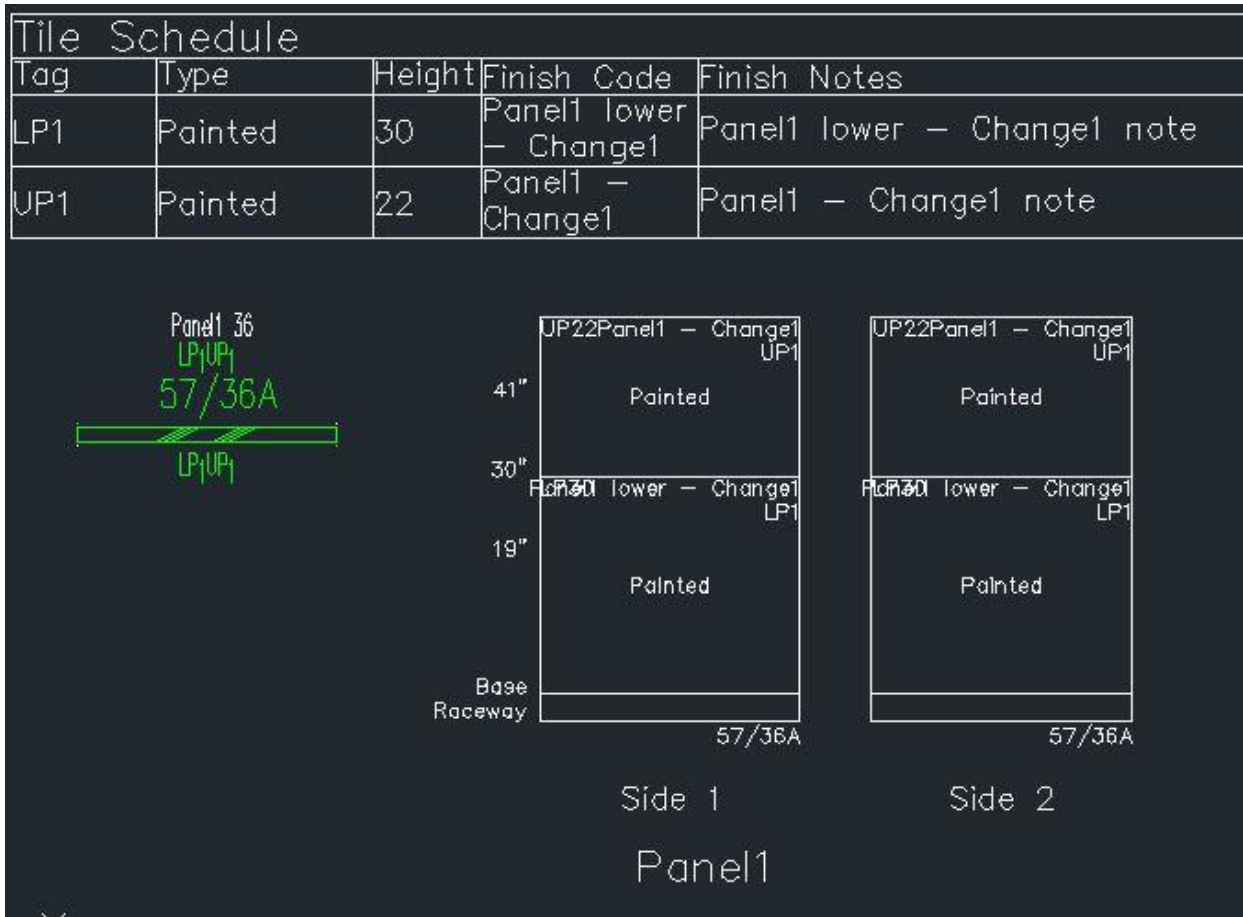
“Panel1”, in “Drawing 1”



“Panel1” edited in Panel Builder:



“Panel1”, with changes, inserted into a different drawing, “Drawing 2”:



“Panel1” remains as-is in “Drawing 1”; no changes cross from “Drawing 2” to “Drawing 1”. When a take-off is done of both drawings, the uniqueness of the configurations persists:

Panel1A (modified) x									
Panel1 30 : 30" Panel1 description Level ▾									
Item	✓	Mfg	Cat	Part Number	Part Description	Category	Finish Code	Qty	List
1	✓	HMI	HFT	FT110.5730A	+Frame,Open Base 57H 30W	PANEL		1	\$ 165.00
2	☹	HMI	HFT	FT170.3030P	+Lower Tile, Pntd 30H 30W	PANEL TILE	Panel1 - DEF	2	\$ 99.00
				...	Skipped Option				
				...	Skipped Option				
3	☹	HMI	HFT	FT181.2230P	+Upper Tile, Pntd 22H 30W	PANEL TILE	Panel1 - ABC	2	\$ 76.00
				...	Skipped Option				
				...	Skipped Option				
		HMI	HFT	Panel1 30	30" Panel1 description				
Worksheet Global Options Cover Page Report									
Panel1B (modified) x									
Panel1 36 : 36" Panel1 description Level ▾									
Item	✓	Mfg	Cat	Part Number	Part Description	Category	Finish Code	Qty	List
1	✓	HMI	HFT	FT110.5736A	+Frame,Open Base 57H 36W	PANEL		1	\$ 174.00
2	☹	HMI	HFT	FT170.3036P	+Lower Tile, Pntd 30H 36W	PANEL TILE	Panel1 lower - Change1	2	\$ 106.00
				...	Skipped Option				
				...	Skipped Option				
3	☹	HMI	HFT	FT181.2236P	+Upper Tile, Pntd 22H 36W	PANEL TILE	Panel1 - Change1	2	\$ 81.00
				...	Skipped Option				
				...	Skipped Option				
		HMI	HFT	Panel1 36	36" Panel1 description				
Worksheet Global Options Cover Page Report									

WINTER 2012 FEATURE ADDITIONS

Visual Impression 2011.4 now allows for creating recordings from animations. Animations are saved with the visual project (.visual.sp4 and .dwg) files, but recordings can be saved in 4 different file types and saved outside of the visual project files for easy exchange with others.

VI - VISUAL IMPRESSION SUPPORTS ANIMATION RECORDING

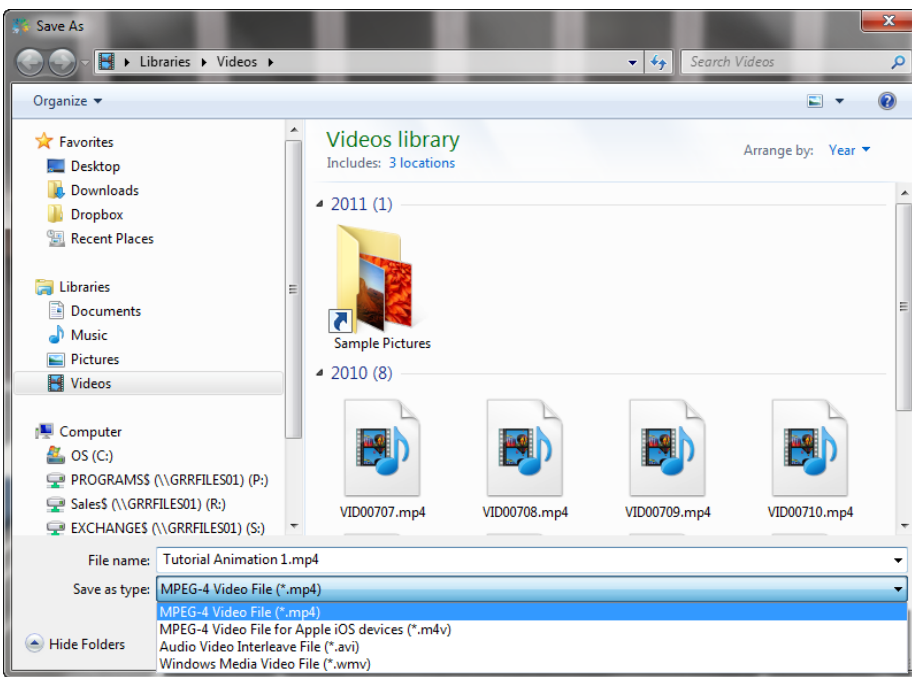
Users have the ability to record an animation directly from the editor by pressing the Record button instead of the Play button. The animation will run on the screen while it is being recorded.



In addition, a recording can be made after the animation is created, by selecting the appropriate animation in the Presentation activity and then selecting "Record" instead of "Play". Again, the recording will be done as the animation runs on the screen.



In each case, the user is prompted to choose a file type and a location for saving the file.



The file types are:

VI- MPEG – 4 VIDEO FILE (*.MP4)

This file type is commonly used for sharing files on the internet. This format typically creates the small video files. MP4 files are supported by many hardware devices and media playback software (eg: Windows Media Player).

VI- MPEG – 4 VIDEO FILE FOR APPLE IOS DEVICES (*.MV4)

This file type is used for videos downloaded from the Apple iTunes store. It is similar to MP4, but optimized for use in an Apple environment such as iPhone or iPad. Therefore, this format usually creates the smallest video file.

In Visual Impression, this file takes a little longer to process and you will see the Visual Impression “sparkler” appear during processing.

VI- AUDIO VIDEO INTERLEAVE FILE (*.AVI)

This file type is commonly used and is supported by most video players. However, it uses very little compression and the resultant video file can be quite large. Therefore, it is not as easy to share via email, etc.

VI- WINDOWS MEDIA FILE (*.WMV)

This file type is compressed using Windows Media Compression and works with the Microsoft Windows Media Player. Note that for very large resolution captures, the image may appear blocky during animation.

VI- SPECIAL NOTE:

The recording is a screen recording of the Visual Impression window created as the animation is playing. It is important to note that changes to the window size and activities occurring on the screen during the recording will affect the resulting file. For example, an email popup that overlaps your Visual Impression screen will appear in your recording. It is best to turn off anything that could interfere.

VI & DESIGNER - STRUCTURAL OPTION AND MULTI-GRAPHIC SPECIALS NOW VISUALIZE IN VISUAL IMPRESSION

To create a graphic special from an item that supports structural options or multi-graphics, you must first place the item in 2D the drawing and provide the options required to give you the appropriate 3D symbol when you swap to 3D. Create the special as you normally would (see the instructions in the Release Notes for 2011.3). Structural Options specials require the use of advanced optioning using Visual Materials to apply finishes as the manufacturer method will attempt to change the graphic.

INSTALL- SUPPORT FOR WINDOWS 7 64-BIT

The 2012 Commercial Software release introduces full support for the Windows 7 64-bit operating system. The change primarily benefits CAP Designer, as it can now run within 64-bit versions of AutoCAD. As a 64-bit application, CAP Designer can take advantage of the increased amounts of memory in the most current computers. The ability of 64-bit applications to access the additional memory results in generally greater performance; this can be seen in AutoCAD when opening large drawings and/or performing complex tasks, such as working in 3D. Supporting 64-bit also means that there is no longer a need for 3rd party workarounds to install 32-bit AutoCAD on 64-bit systems. For more information on the benefits of running a 64-bit application on a 64-bit operating system, please visit this web page, hosted by Microsoft: <http://bit.ly/laMLRx>

INSTALL- SUPPORT FOR AUTOCAD 2013

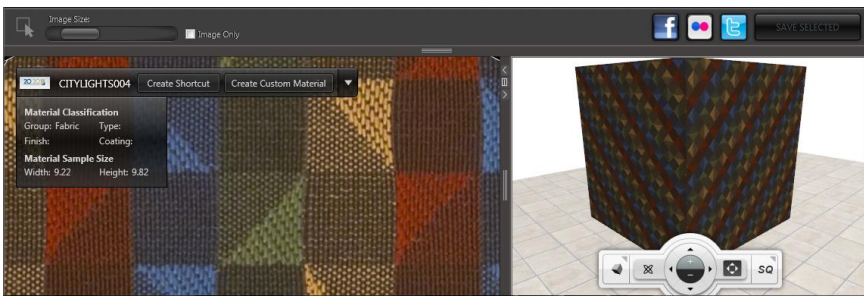
The 2012 Commercial Software release now supports AutoCAD 2013 for the CAP Designer application. This newest version of AutoCAD continues the cycle of improvements and innovation that AutoCAD has shown year after year.

VI- VISUAL IMPRESSION – ROTATE IMAGES IN VISUAL MATERIALS

Visual Materials now allows you to rotate a material in 45 degree increments during the creation of a custom material for application to items in Visual Impression.



A preview of the rotated image is shown applied to the cube or sphere for validation.



Note : be sure to provide a meaningful name describing the rotated custom material so it will be easily identified on the palette. As with other customer materials, the preview for the selection appears the same as the original material.

VI- VISUAL IMPRESSION – DUPLICATE EXTRAS

Items from the Extra menu in the room activity in Visual Impression may now be duplicated which creates a copy of the original item and places it near the original item. This means that less effort is necessary to place the same item multiple times.



To duplicate an item, select the item you wish to duplicate and press the duplicate button on the Selected Item Pane.

