VISKAR BIM – EDIT

1. EDIT

The edit option is to perform some editing activities in the work space

2. UNDO/REDO

Undo - To undo the latest action performed

Redo - To redo the action performed by undo

3. COPY

A copy option allows you to make duplicate of the source objects in the workspace.

- Click on EDIT tab → COPY, select the object to be copied and press Enter.
- Select a base point and click on new destination point and press Enter.
- Pick copy, select the objects to be copied, note the options to select the base point
- OFF- offset, is the method of picking a point from a single first point, pick the first point, and enter the X, Y and Z directions respectively by placing the mouse over the directions
- NOFF - new offset, it is similar to offset with a new first point
- ONL - Online, pick the first and the second from points in a direction and distance , enter the distances in X, Y and Z direction by placing the mouse over the respective directions.
- MID -midpoint, a method of picking a point centred between the first and the second from points selection of destination points includes OFF,NOFF,ONL,MID which are similar as

previous

- SLOPE- it includes 3 methods

- By providing the x,y,z distances which is the distances from the reference point and providing the slope distance which is the distance of the slope from the refernce point.

- On providing the slope angle the object moves along the specified slope angle

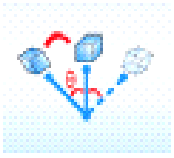
4. ARRAY

Array option allows you to create required number of copies with specific intervals along with direction.

- Click on EDIT tab → ARRAY, select the object to be array and press Enter.
- Select a base point and select or enter the distance and direction.
- Enter the number of copies and click on Enter.
- Note the base point can be picked by using the options same as in copy

5. POLAR COPY ROTATE

Polar copy rotate option allows to create required number of copies with specific intervals of angle in radial direction.



- Click on EDIT tab → POLAR COPY ROTATE, select the object to be rotated and press Enter.
- Select a centre point of radial direction and enter the angle& press Enter.
- Enter the number of copies and press Enter.
- Enter 1 for clockwise direction and other number for anti clockwise direction of rotation and press Enter.
- PA-The angle between objects specified by PA & enter the no objects needed

6. MIRROR

Mirror option allows to copy by mirroring the object and delete the source/parent object.

- Click on EDIT tab → MIRROR, select the object to mirror and press Enter.
- Select first point and next point for the axis of mirror.
- Note the options are similar as in Polar Copy rotate

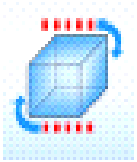
7. MIRROR COPY

Mirror copy is similar to mirror, but in this operation source/parent object also appear.

- Click on EDIT tab →MIRROR COPY, select the object to mirror and press Enter.
- Select first point and next point for the axis of mirror.
- Note the options are similar as in COPY option.

8. ROTATE

Rotate option allows to rotate the object about an axis or centre with specific angle.



- Click on EDIT tab → ROTATE, select the object to rotate and press Enter.
- Select a point of rotation and give an angle and press Enter.
- Note the options are similar as in COPY option.
- Pick Angle (PA) option is similar to polar copy rotate.

9. MOVE

Move option allows the object to move from one point to another point in the workspace.

- Click on EDIT tab →MOVE, select the object to be copied and press Enter.
- Select a base point and click on new destination point and press Enter.

- Note the options are similar as in COPY option.

10. DELETE

Delete options allows to delete an object in the work space.

- Click on EDIT tab → DELETE, select the object to be deleted and press Enter.
- Note that the edit options also appear while right clicking on the particular object after selecting it

EXERCISE

1. Model an object & copy the same by using the OFF, NOFF, ONL, MID options

2. Model a square object, and move the object by using the available options

3. Model an object, and array the object with 5'-0”distance and 3 numbers along x-axis

4. Model a circular footing, and use array option along z axis

5. Use polar array copy on the created objects with 45 degree angle and 3 number of objects. array the created object in clockwise and anti-clockwise

6. Create an object, use mirror and mirror copy options.

7. Rotate the model using rotate in various degrees.

8. Model a rectangle footing, and move the created objects using slope with x,y,z distances.