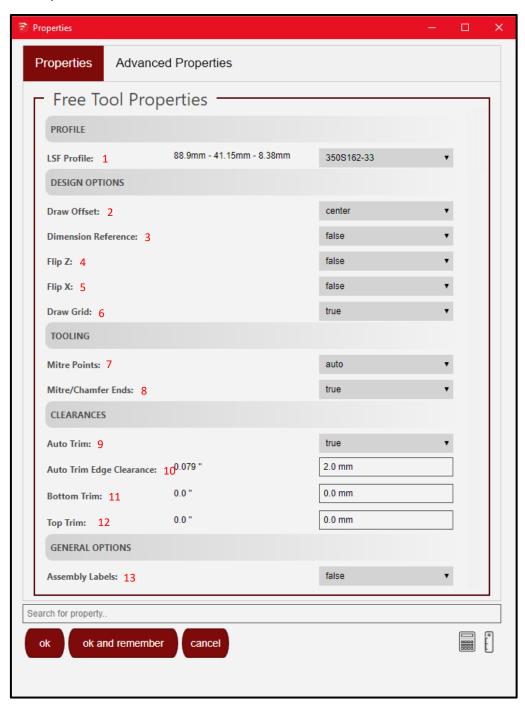
Free Tool module

How to create profiles using the free tool:

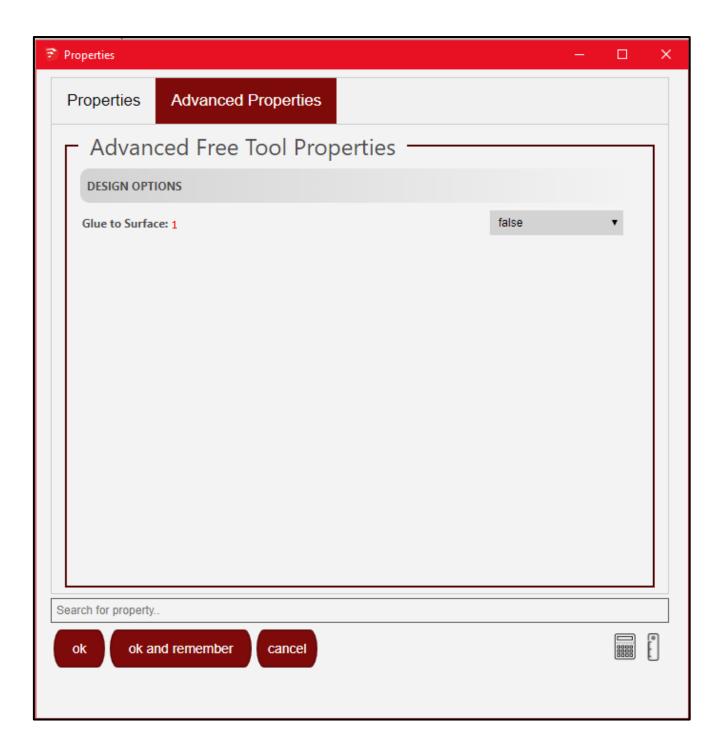
1. Begin by clicking on this icon in the free tool toolbar



2. A properties menu will appear, any properties or profile specifications that need to be changed or configured may be done here.



- 1. LSF Profile
- 2. Draw Offset
- 3. Dimension Reference
- 4. Flip Z
- 5. Flip X
- 6. Draw Grid
- 7. Mitre Points
- 8. Mitre/Chamfer Ends
- 9. Auto Trim
- 10. Auto Trim Edge Clearence
- 11. Bottom Trim
- 12. Top Trim
- 13. Assembly Labels

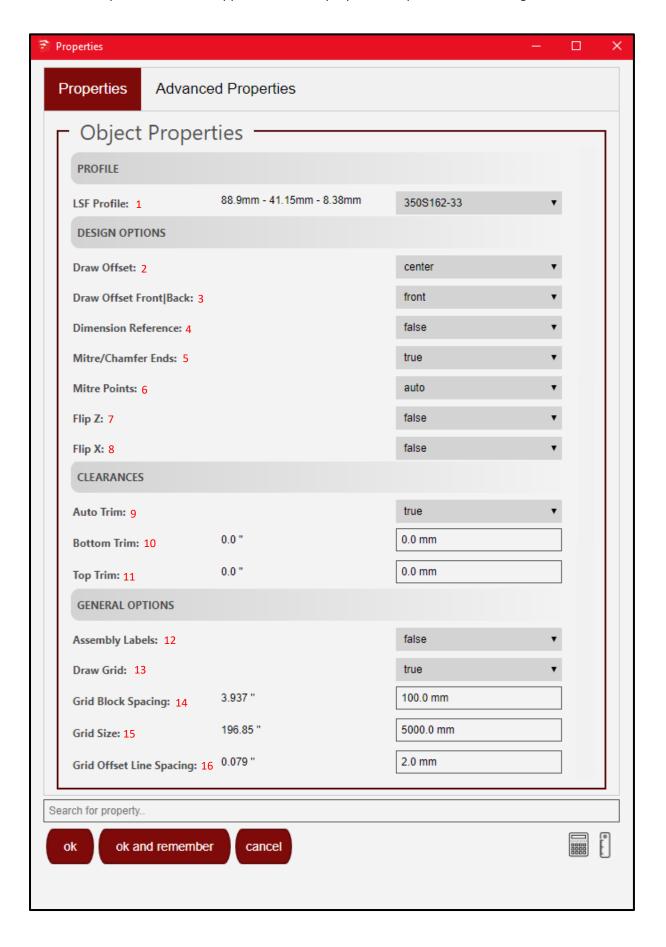


1. Glue to Surface

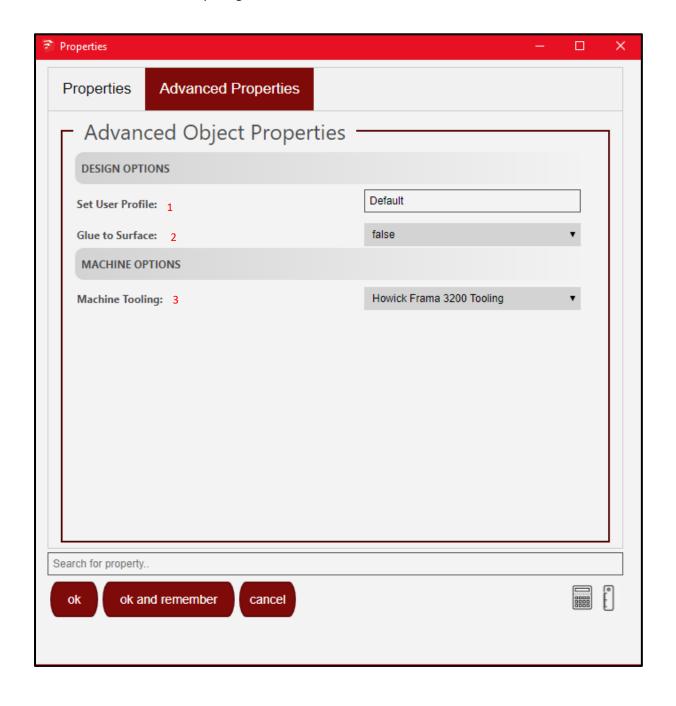
1. To edit a Free tool profile, click on this icon



2. A Properties menu will appear where the properties of profile can be changed



- 1. LSF Profile
- 2. Draw Offset
- 3. Draw offset front | back
- 4. Dimension Reference
- 5. Mitre/Chamfer ends.
- 6. Mitre points
- 7. Flip Z
- 8. Flip X
- 9. Auto Trim
- 10. Bottom Trim
- 11. Top Trim
- 12. Assembly Labels
- 13. Draw grid
- 14. Grid block spacing
- 15. Grid size
- 16. Grid offset line spacing

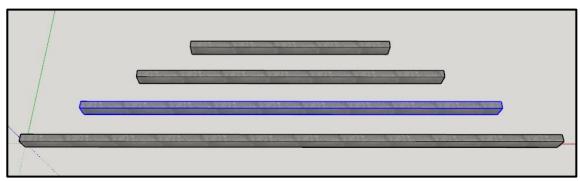


- 1. Set user profile
- 2. Glue to surface
- 3. Machine tooling

1. To extend or move a free tool profile first use the select icon extended or moved.



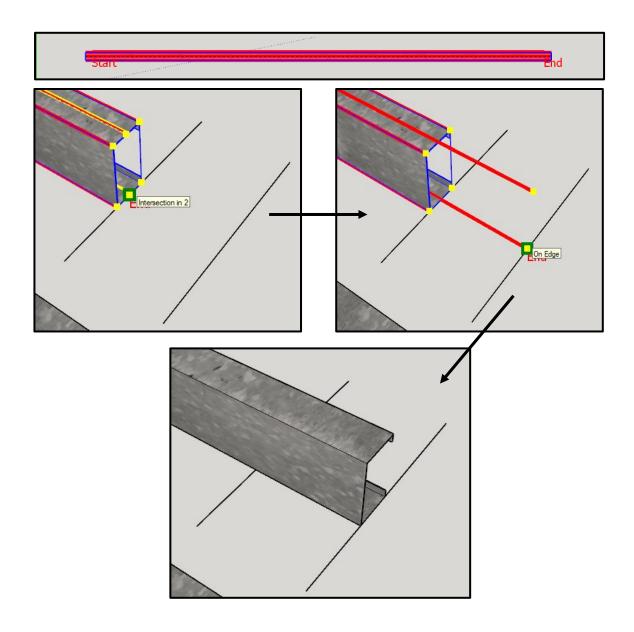
to select the profile that needs to be

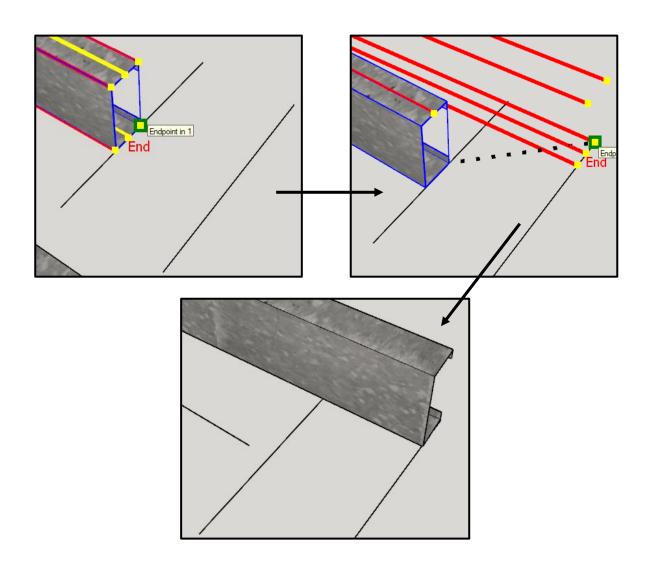


2. After selecting the profile to edit, click on this icon



3. The program will highlight the start and end of the profile, hover over the corners of the profile to extend or move it, like shown below.

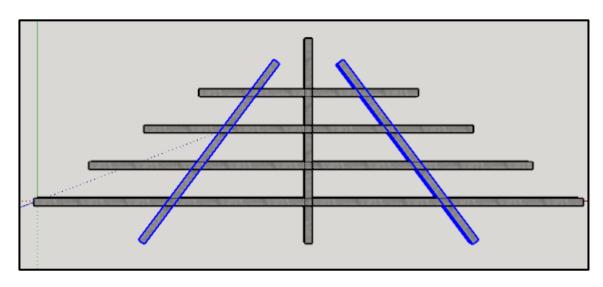




How to use the tooling options

- 1. The tooling option has two corresponding tools that further improve a structures strength etc,
- 2. To start tooling first select the profiles that have first priority using the select tool

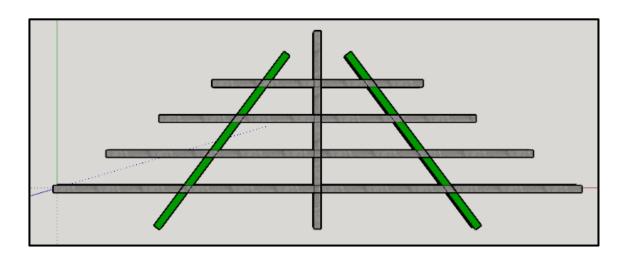




3. Thereafter use the "Tag 1" tool



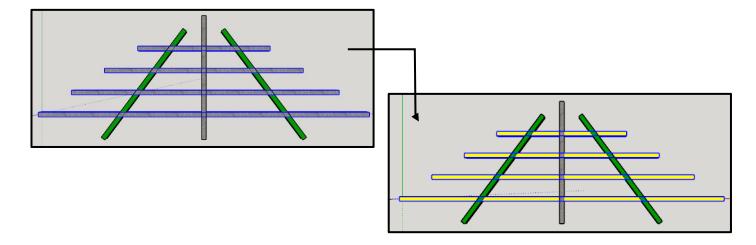
to tag the profiles as first priority, they should turn green.



4. Thereafter select the profiles with second priority and then use the "Tag 2" profiles, they should turn yellow.

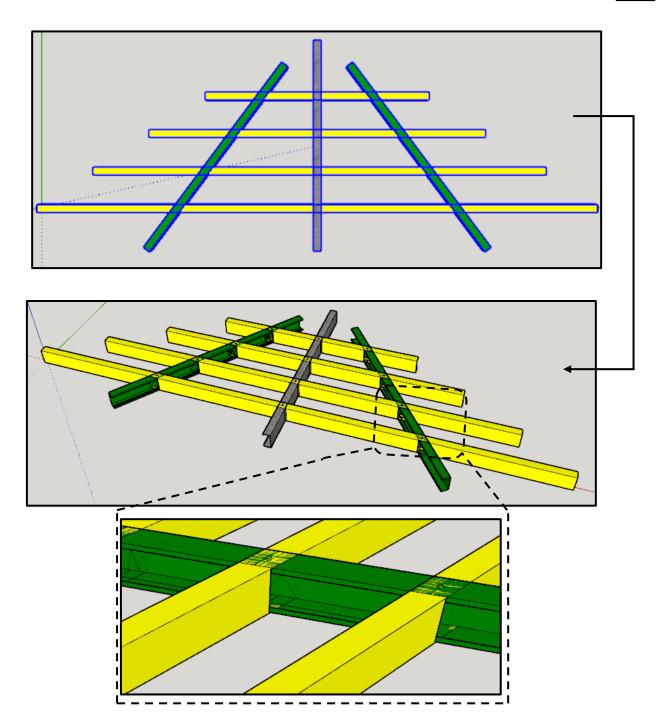


tool to tag the selected



5. Once all profiles have been tagged (if required), select the entire frame and click on the tooling icon





Some tool you may need to use

1. The Refresh tool rendering tool



- a. This tool refreshes the tooling on selected profiles and frames
- 2. The rotate profile tool



- a. This tool rotates a single selected profile 180°
- 3. The move back or front tool



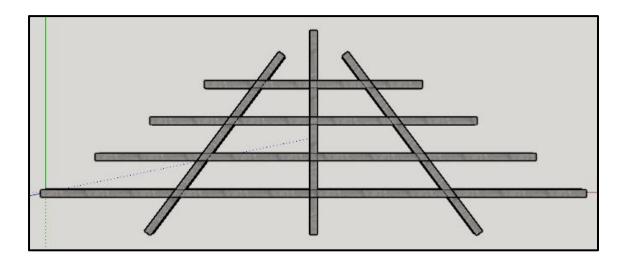
- a. This tool moves a selected profile back or front for example on or under a line.
- 4. The reset tool



a. This tool reset/removes all tooling from selected profiles or frames.

1. To group a collection of profiles, begin by selecting the profiles you want to group using the select tool

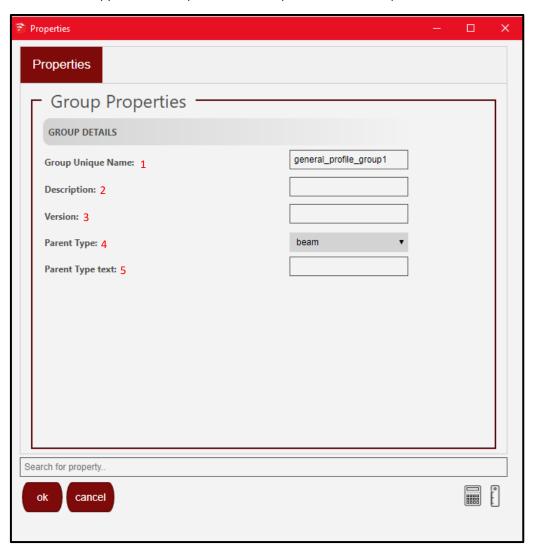




2. Thereafter, click on this icon



3. A properties menu will appear where options like Group name and description are available



1. Group unique name

This option is required in order to name the profile group

2. Description

This is used to describe your group or add additional information.

3. Version

Sets a version of a certain group in order to keep track of the frame or product.

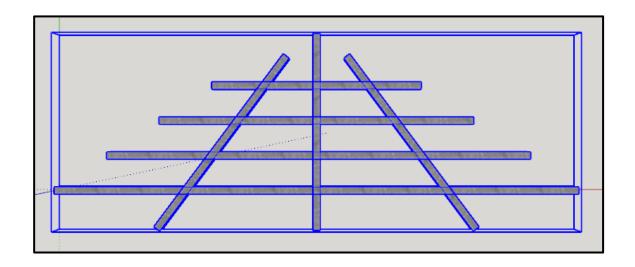
4. Parent type

This is to give your group a class for example: beam, wall, roof etc.

5. Parent type text

This option is used for custom classes etc.

4. After clicking the ok button, the profiles will be grouped.



5. If a group needs to be converted to a component, select the group using the select tool and click on this icon



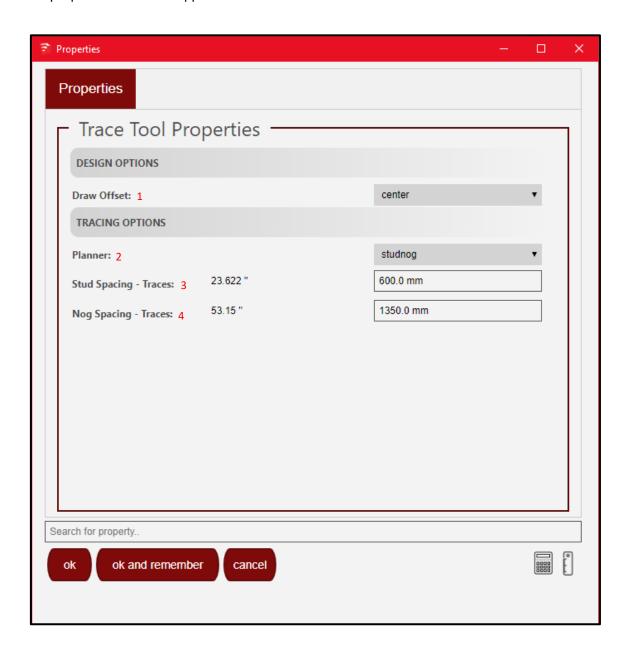
6. To explode a group, select the group using the select tool, and click on this icon



- 1. The trace tool consists of two parts, 1 and 2, "Trace 1" is used to draw or "Trace" a frame. "Trace 2" is used to generate 'the frames/profile from "Trace 1"
- 2. To begin click on the "Trace 1" tool



3. A properties menu will appear



1. Draw offset

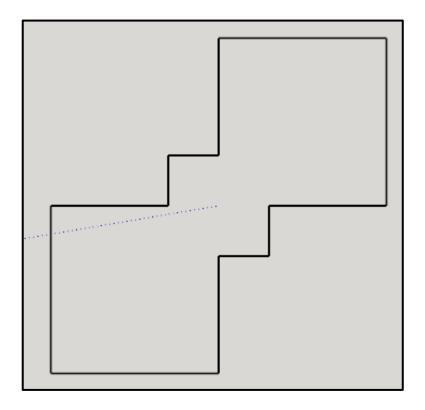
Changes the offset of the profile: Left, Right or centre.

2. Planner

This changes the profile to the type its intended to be used for: Studnog, stud or nog.

Stud Spacing – Traces
Changes the stud spacing for traces

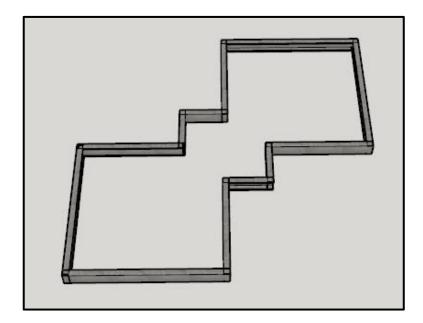
- 4. Nog Spacing TracesChanges the nog spacing for traces
- 4. After clicking the ok button on the properties menu begin tracing/drawing. After drawing select your trace using the select tool.



5. After tracing use the "Trace 2" tool



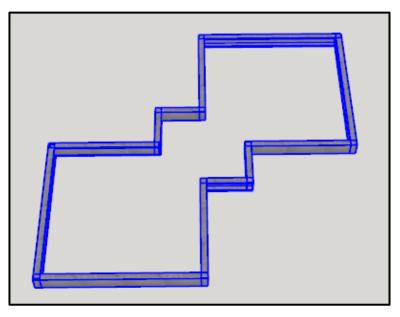
to generate your trace.



1. To convert generated profiles back into trace lines, first use the select tool that need to be converted.

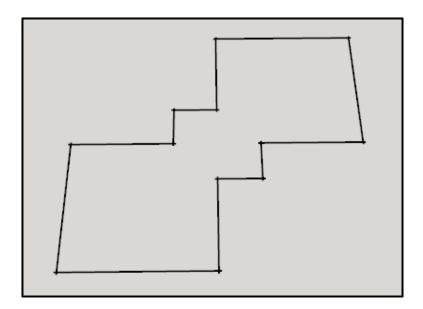


to select the profiles



2. Thereafter click on this icon



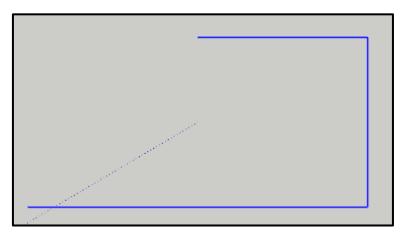


Smart select

1. Smart select is used to select all traced objects that have been generated.

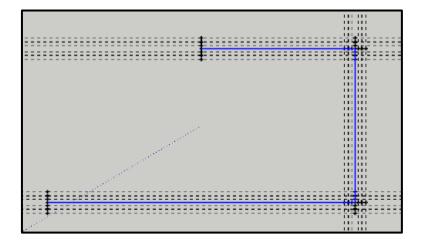
How to add and delete offset construction points to a trace

1. To add offset construction points to a trace first select the profiles that need the construction points added to using the select tool.

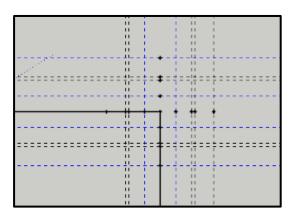


2. Next, click on this icon



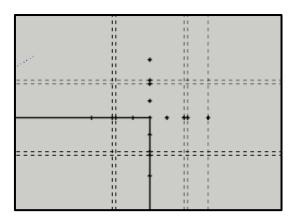


3. To delete offset construction lines first select the points/lines that need to be deleted using the select tool.



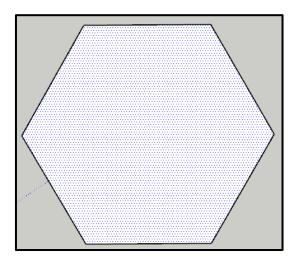
4. Thereafter, click on this icon to deletes the selected points





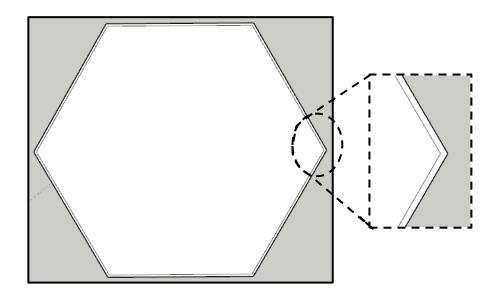
5. To add a simple offset to a face, select the face using the select tool



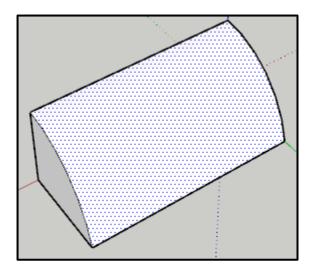


6. Thereafter, click on the offset icon





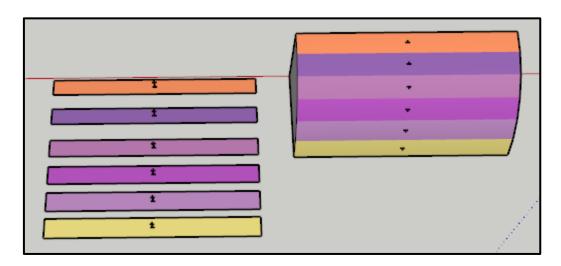
1. Using the select tool select a face that needs to be generated into a frame.



2. Next select the copy and flatten icon face and flatten/lay them out to be



the program will automatically select all quadrilaterals in the generated into frames.

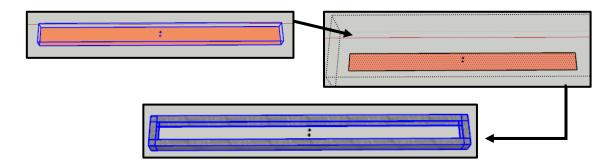


3. Next, select a single-coloured face by double clicking on the face using the select tool. Thereafter using the

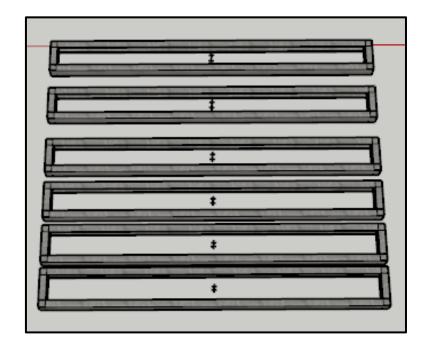
"Trace 2" tool



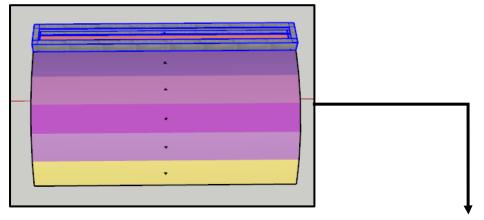
generate the frames.

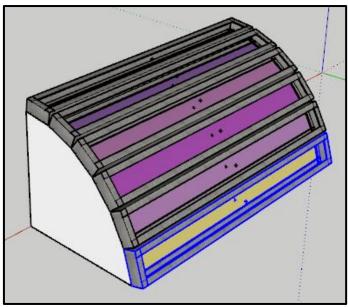


4. Do the same for all the other faces.



5. The next step is to re align the frames to corresponding colour and place. That is done by selecting the frame and then clicking on this icon

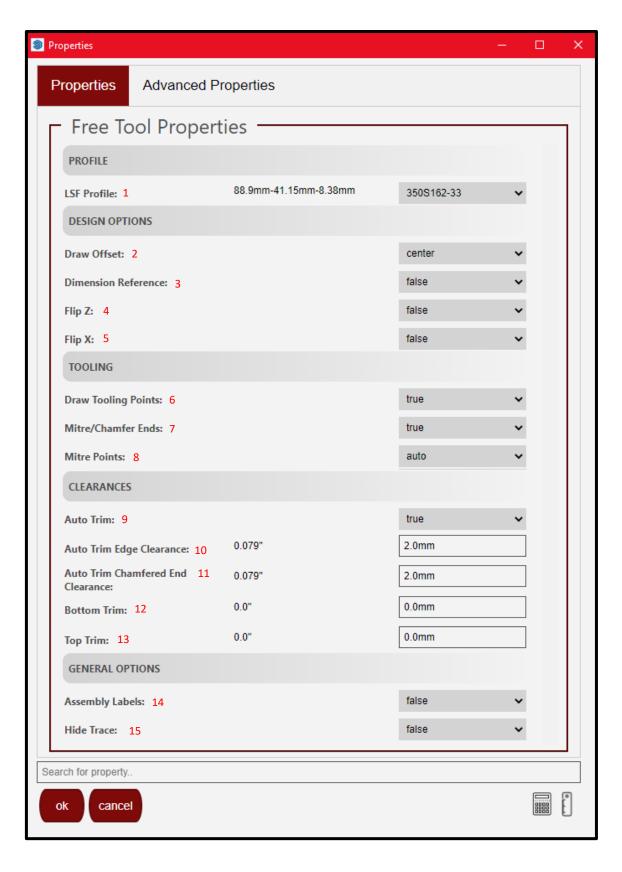




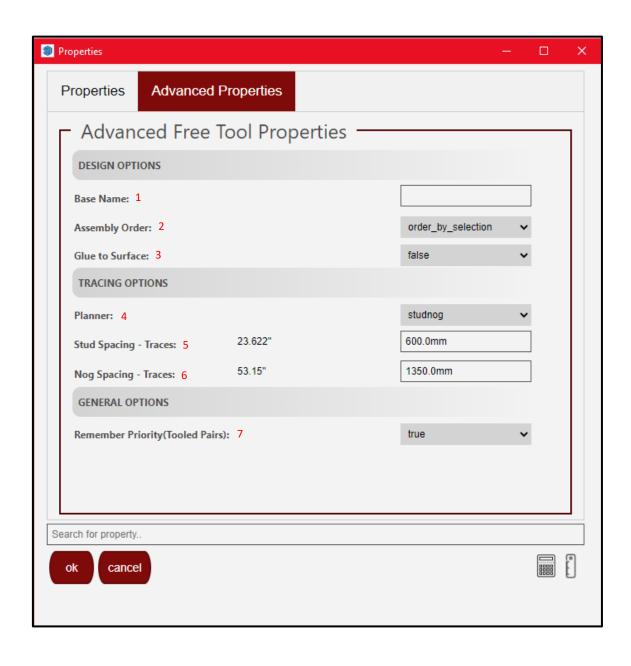
1. To change free tool settings, click on the blue gear icon



a properties menu will thereafter pop-up



- 1. Lsf profiles
- 2. Draw offset
- 3. Dimension reference
- 4. Flip z
- 5. Flip x
- 6. Draw tooling points
- 7. Mitre/chamfer ends
- 8. Mitre points
- 9. Auto trim
- 10. Auto trim edge clearance
- 11. Auto trim chamfered end clearance
- 12. Bottom trim
- 13. Top trim
- 14. Assembly labels
- 15. Hide trace



- 1. Base name
- 2. Assembly order
- 3. Glue to surface

- 4. Planner
- 5. Stud spacing traces
- 6. Nog spacing traces
- 7. Remember priority (Tooled pairs)