

GDS v15 VBCad Tips

Use these tips for the VBCad program that comes with the WinBidPro v15 software. The Help menu inside the program is very limited, so this will help you accomplish some of the common tasks you will need to perform on elevation drawings and details that you work with. If find yourself wanting a CAD program that is easier to use and more powerful than the free program, take a look at AutoSketch by AutoDesk. From our experience, this program offers the best value in an easy-to-use CAD program.

The term “Entity” is used a lot in this document. An entity can be a an frame member like a vertical mullion, a dimension, or an entire drawing. CAD allows you to group lines and other parts of a drawing into one object. In this case, an entity . When VBCad opens a detail drawing from the WinBidPro software, the entire detail drawing is typically an entity. An elevation drawing, on the other hand is made up of many entities. If you want to work with a single part of an entity, it will need to be “exploded” into individual pieces. In this case, each piece would then become an entity. This concept applies to all CAD programs.

Below you will find help on some of the key features you will need to work with drawings and details that come from WinBidPro v15, or any CAD drawing file for that matter.

Inserting a Block

The VBCad program has a handy feature that allows you to insert the details that were gathered from your job's framing systems into an elevation drawing that is opened when you click the CAD link. Once a detail is inserted, you can scale it and move it to a different place on your drawing page.

- Click on the Insert menu, then click on Insert Block.
- From the Insert Block window click the down arrow in the Block Name line. You are looking for block names that are essential the file names of the details from the vendor you are using. These detail names are usually at the very bottom of the list of blocks.
- You can only select one block at a time, so select a detail block name, then click OK.
- Now the detail is waiting to be placed on your drawing window. Point your mouse to where you would like the detail to go, then left click your mouse to place it.
- Continue this until all of the details you want in your drawing are inserted.

Scaling an Entity

Once you have inserted a detail drawing, you can change the size of it with the Modify – Scale option in VBCad. If the details you insert are either too small or too large, this feature will let you size them the way you want.

- Click on the Modify menu, then click Scale.

- Either left click and drag to select multiple entities, or click on one entity to select it.
- Now right click anywhere on the entity, then left click anywhere on the entity and drag to change the size. Left click when the entity is the size you like.

Selecting an Entity (object) of a Drawing

- Click either the Select tool (small box icon in tool bar on left side of VBCad window), or click on the Modify menu then click Select. Now Left Click an object on the drawing to select it, then Right Click on the same object to be able to edit it. At this point the object is selected and ready for a action to be performed, like Delete, Copy, Move etc. The Properties window on the right side of the VBCad window has an abundance of settings that affect each object in a drawing, and once an object is selected, these properties can be changed.

Unselecting an Entity

- After working with a selected entity, you can deselect an entity by left clicking your mouse in the Command Line box below the drawing and hitting the Esc key on your keyboard.

Deleting an Entity

- After an object has been selected in a drawing, you can simply click the X tool in the tool bar. The object will then be deleted.
- Another way to delete an object is to click the X tool, then click the item you want to delete. Then right click on the item and it will be deleted.

Exploding an Entity

Often times an object in a drawing is made up of multiple lines or objects like text and arrows. When these objects are grouped together it is much easier to work with them. Changing the color, moving, or copying a grouped object is much easier than doing the same thing to each individual piece of an object. However, sometimes you will need to “explode” an object to separate it into individual pieces.

- Go to Modify menu, then click Explode, then click on the object to explode, then Right Click on that same object to perform the exploding. This will turn something like a vertical mullion into 4 individual lines.

Moving an Entity

Click on the Modify menu, then click Move. Now either left click and drag the mouse to select multiple entities, or click on the entity you want to move. If you insert a detail drawing block, each detail is a single entity until it is exploded.

After the entity is selected, right click anywhere on the entity that you selected, then left click and drag the entity to a new position.

Working with Dimensions

- Use the Dimensions menu to add dimensions to a drawing. Select the type of dimension you want to add.

- Turn on Snap to Grid and it will be easier for dimensions to go to the correct spot on the drawing. Click the “Snap Off” tab above the drawing window, but below the tool bar along the top. This looks like a tab, but it is actually just a button. If it says “Snap On” then this feature is already turned on.
- Left Click the start point, Left Click again on the end point of the dimension, then Left Click again to finish adding the dimension.
- Then follow the “Select Entity” steps to select the newly added dimension to edit its properties.
- Look in the Properties window to the right and make the following changes to the dimension line properties.
 1. ArrowSize = 4
 2. DimLUnit = lu_Fractional
 3. TextColor = Select a different color, like white, if you don't want red dimension text.
 4. TextDist = 2 (This is the distance the dimension text is from the dimension line)
 5. TextHeight = 3 or 4 works well.

Extending a Line (helpful in working with Arches)

- This feature works best if you explode the object that you want to extend. For example, if you want to extend a vertical mullion to the top of an Arch, you would first Explode the vertical object, then follow these steps to extend each vertical line to the arch.
- Go to the Modify menu, then click Extend
- Left Click the line you want to extend, then Left Click the line it needs to intersect with.
- Next, Right Click the line you are extending, then Left Click that same line and it will extend to the other line you have selected.

Printing Your Drawing in VBCad

The elevation drawings that are brought into VBCad when you click the “CAD” link in the menu tree of WinBidPro can be printed to scale if you follow these basic steps. The assumption here is that you have not changed the scale of the elevation drawings inside this CAD program. You can always scale any details that you have inserted, but the elevation drawing scale can be left the way it was when the drawing was opened.

1. Click the Print icon from the VBCad toolbar and the print preview window will open.
2. In the print preview window look for and change the following settings.
 1. Plot Margins – Inches
 2. Orientation – Landscape
 3. Scale (Your printer may vary, so the rule here is the larger the Drawing Units number, the smaller the drawing will print)
 1. $\frac{1}{4}$ = 1 Printer Unit to 48 Drawing Units
 2. $\frac{3}{8}$ = 1 Printer Unit to 32 Drawing Units

3. $\frac{1}{2}$ = 1 Printer Unit to 24 Drawing Units
4. Preview Options – Full Preview
5. Print Area – Extends
6. Plot Margins – Center to Page
7. Click Update Preview button to refresh the preview window.

You should always do the Center to Page at the end, since all of the other settings affect the size of the drawing. After you have updated the preview window and everything looks right, you can click the Print button and get your scaled drawing.

Closing Your Drawing in VBCad

The VBCad program will give you an Error message saying “Open jobs. Close them first” if you are in the middle of a command and you try to close the drawing, or the whole program.

Ending a command is the same as deselecting an entity, so you can click in the Command Line box, and hit the Esc key to end the command. Now you can close the document or the whole program.

Remember that changing a drawing in the VBCad program (or your own CAD program) will not change the drawing in WinBidPro. The DWG file that you are editing in the CAD program is a product of WinBidPro. The values you entered when building your elevation are what created the drawing, so these values are not affected by changes made to the CAD drawing. For this reason, we recommend that you finalize your job, in terms of parts and prices, before you make any changes to the drawing via a CAD program.

Once you have changed a drawing, and you want those changes to stay, you will want to save the drawing as either a new name, or a new format. If you save the drawing as the same file that appears on your elevation drawing or in the detail tab of the Shopdrawing window, your file will be overwritten the next time WinBidPro generates the drawings.