

# The Top 3 Best Features of BricsCAD V19 Drafting

In this document, I have collected some of the best writings and news from the just-concluded Bricsys International Conference in London, which happened on October 23<sup>rd</sup> and 24<sup>th</sup>, 2018.

Here are the top 3 best features from the end-user drafting point of view, as explained and published by Ralph Grabowski in his [blog posts](#). We reproduce and share the same with our users here.

## **BricsCAD V19 Best: #3, QuickDraw Development**

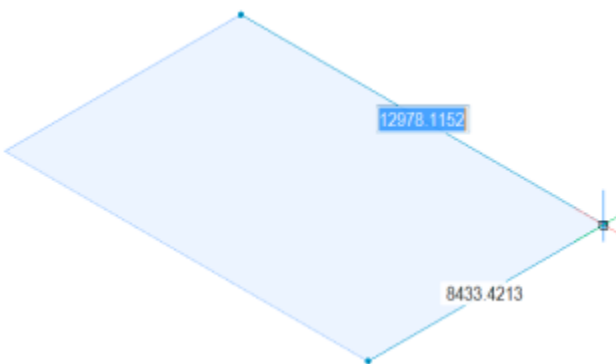
*BricsCAD V19's Best Three New Functions*

**bimQuickDraw** command draws rectangles and L-shapes with height for conceptually designing buildings and room layouts.

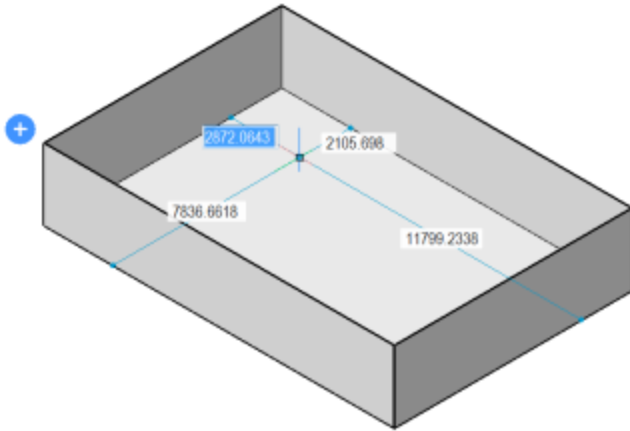
When you start the command, you see this initial square. The blue square represents the floor area, the white outline is the walls. The wall thickness is fixed at 1/4" in imperial drawings and 5mm in metric ones.



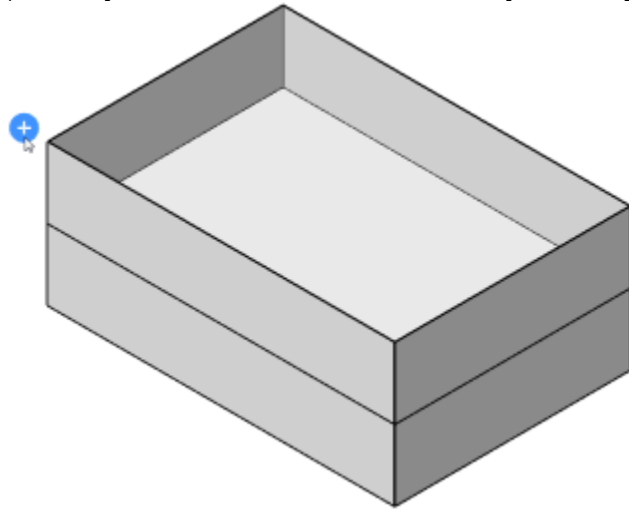
As you move the cursor, the square elongates. You can enter exact distances in the dynamic distance fields.



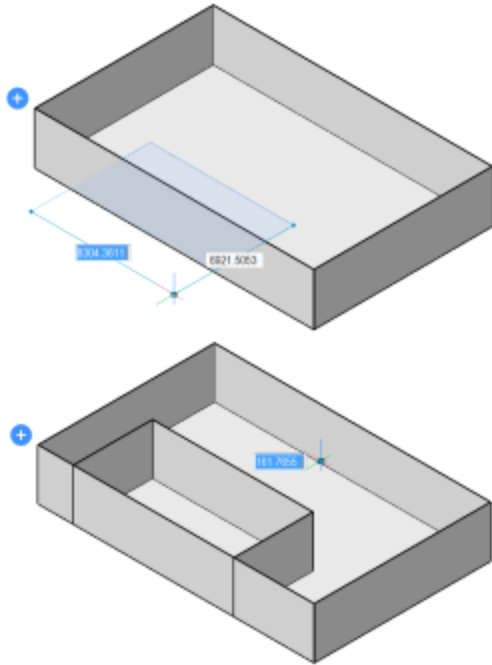
When you click a point to indicate the opposite corner (and the size of the floor), walls appear; the height is fixed at 10' (imperial) and 3m (metric). The dimensions show you the distance from all four walls.



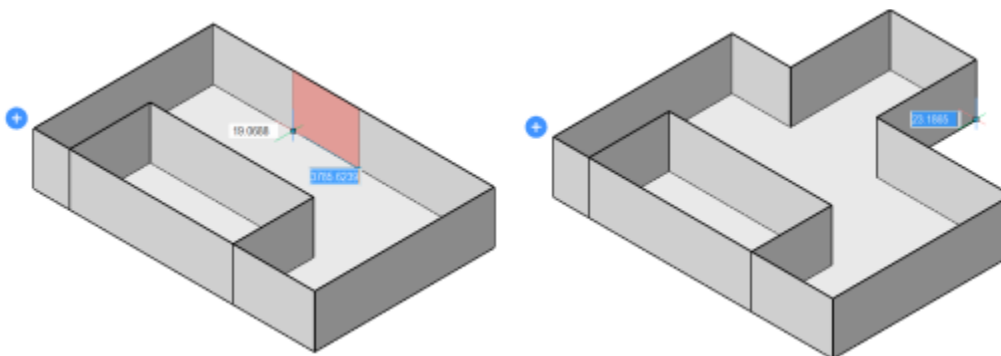
Click the blue + to add stories to the floor. The more you click, the more stories you get. (When you click the blue + too many times, you cannot remove stories.)



Draw more attached rooms inside and out by clicking a point inside or outside the walls.



To cut out a portion of a wall, click at the *base* of the wall. You did it right when a portion of the wall turns red.



## [BricsCAD V19 Best: #2, Blockify Conversion](#)

*BricsCAD V19's Best Three New Functions*

**Blockify** command detects multiple copies of identical entities, and then replaces them with an equivalent block. For example, select a line segment. BricsCAD searches the

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drawing for all other lines of the same length, creates a block (of a line) that mimics them, and then replaces the lines with the block.

The drawing looks no different afterwards, but replacing entities with blocks reduces the drawing size in memory and when saved to disk, as well as improving opening, drawing, zooming, and saving performance. This works, because the block is actually a reference to a definition, and not an entity in itself.

For a practical application, use Blockify to convert general polylines in imported PDF files to blocks. Here is how the command looks in action:

**: BLOCKIFY**

```
Select input entities or [Find all groups] <Find all groups>:  
(Select the line segment)
```

```
Entities in set: 1
```

```
Select input entities or [Find all groups] <Find all  
groups>: (Press Enter to continue)
```

```
Select search space or [use entire Model space] <use entire  
Model space>: (Press Enter to search the entire drawing)
```

```
Duration of finding similar groups: 0.000164 sec
```

```
Number of block inserts: 7
```

```
Select block insertion point or [use Default point] <use Default  
point>: (Press Enter)
```

Once done, the newly-created block looks identical to the replaced entities. BricsCAD gives the block a generic name, such as 'block1'. Here is the meaning of the Blockify command's options:

**Select input entities** - Select one or more representative entities to be replaced by the block

**Find all groups** - Have BricsCAD find multiple instances of entities automatically

**Select search space** - Select the area of the drawing to search

**use entire Model space** - Have BricsCAD search the entire drawing

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**Select block insertion point** - Pick a point, should you wish the block offset from the entities

**use Default point** - Have BricsCAD use the natural insertion point

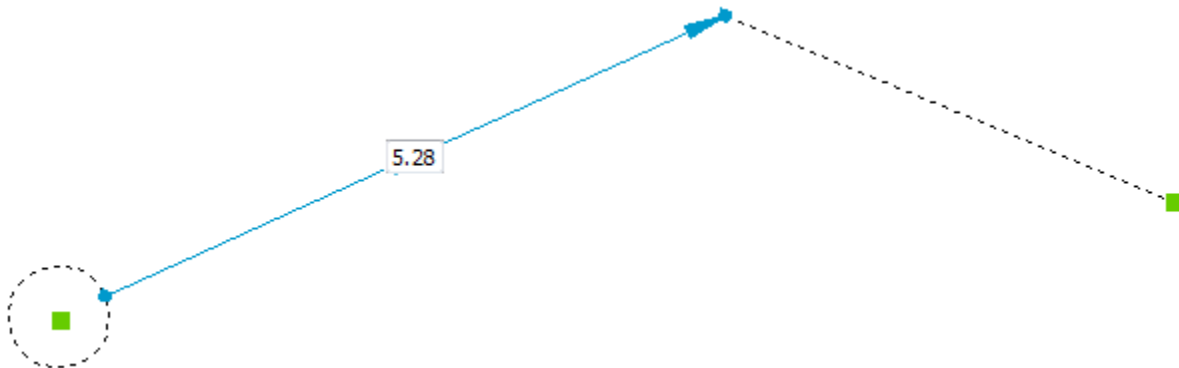
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## **BricsCAD V19 Best: #1, Nearest Distance Editing**

*BricsCAD V19's Best Three New Functions*

**NearestDistance** variable toggles a dynamic dimension that reports the nearest distance between two selected entities. (This function does not work when three or more entities are selected.)

To use the nearest distance function, just select two entities. The distance appears on a blue dimension line.



*Shortest distance shown between the circle and line*

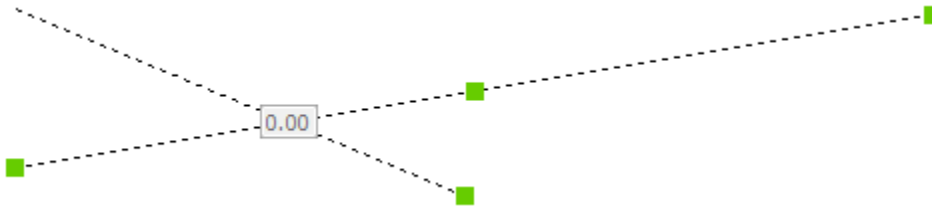
The distance reported is the shortest distance. You can edit the distance to move the last selected entity. In the first figure, I picked the circle first, and so it has the dot on the dimension line; I picked the line second, and it has the arrowhead -- meaning it will be the entity that moves. Type in a new distance, and then press Enter. This lets you move

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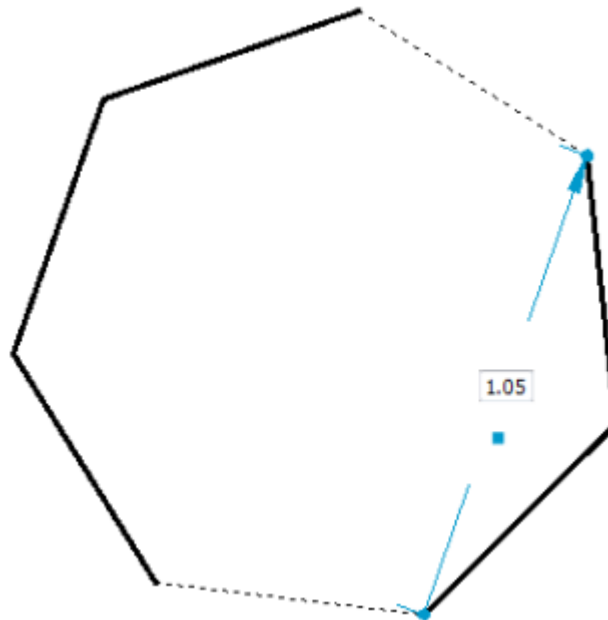
blocks or lines into position; it even lets you change the size of complex entities like rectangles.

**When You Can't Move.** When two entities intersect or connect, the distance is zero. When an entity cannot be moved, the dimension field is read-only and shown in gray (not editable). For instance, you cannot move two lines that intersect, or the entities that make up a block. (Go into the new BEdit block editing environment to change block elements.)



*Distance between intersecting entities is 0, and cannot be changed*

Hold down the **Ctrl** to select sub-entities, such as two of the polyline segments that make up a rectangle, polygon (see below), or even a donut! (On a donut, the distance is



0 and cannot be edited.)

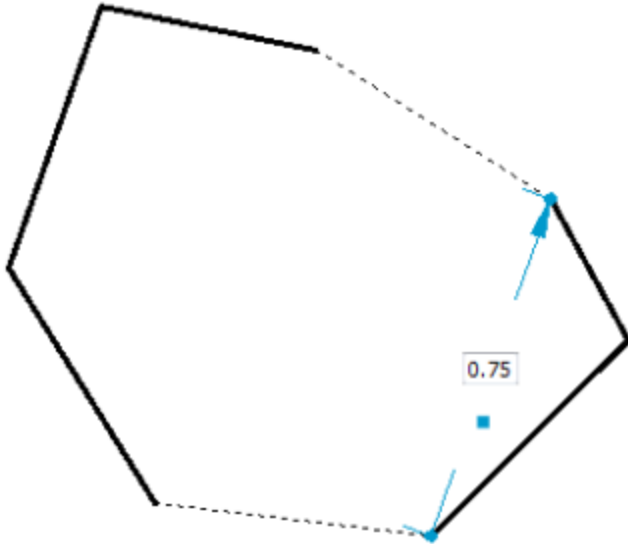
*key when selecting the individual polylines making up this polygon.*

*Hold down the Ctrl*

Here is the result after I changed the distance to 0.75 units:

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*Shape of polygon changed by editing the distance*

## Want to know more about DesignSense, BricsCAD?

- CADPower V19 for BricsCAD: [EXE](#) (-or-) [ZIP \(Linux/Mac compatible\)](#)
- CADPower V19 for AutoCAD: [EXE](#) (-or-) [ZIP](#)
- GeoTools V19 for BricsCAD: [EXE](#) (-or-) [ZIP \(Linux/Mac compatible\)](#)
- GeoTools V19 for AutoCAD: [EXE](#) (-or-) [ZIP](#)
  
- BricsCAD V18: [Trial download](#)
- BricsCAD V18 Shape: [Free download](#)
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