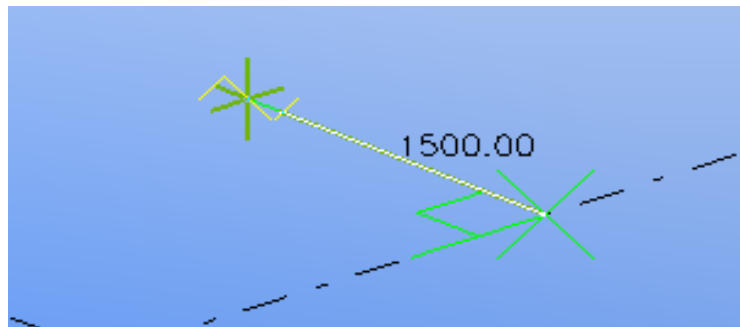
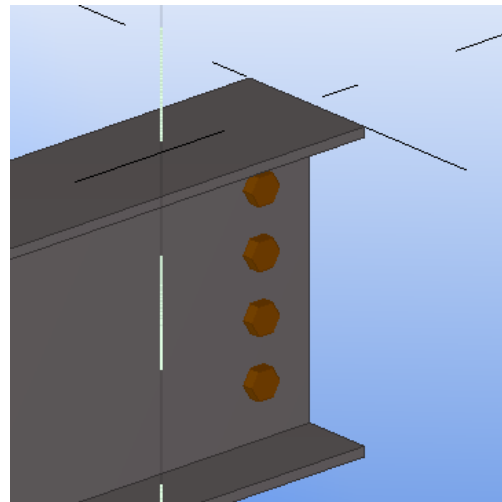
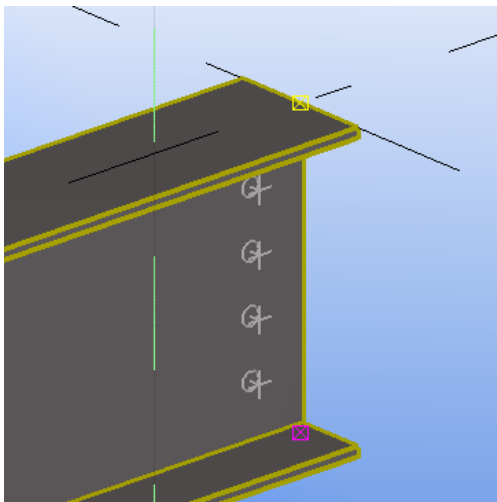


1. Modelling

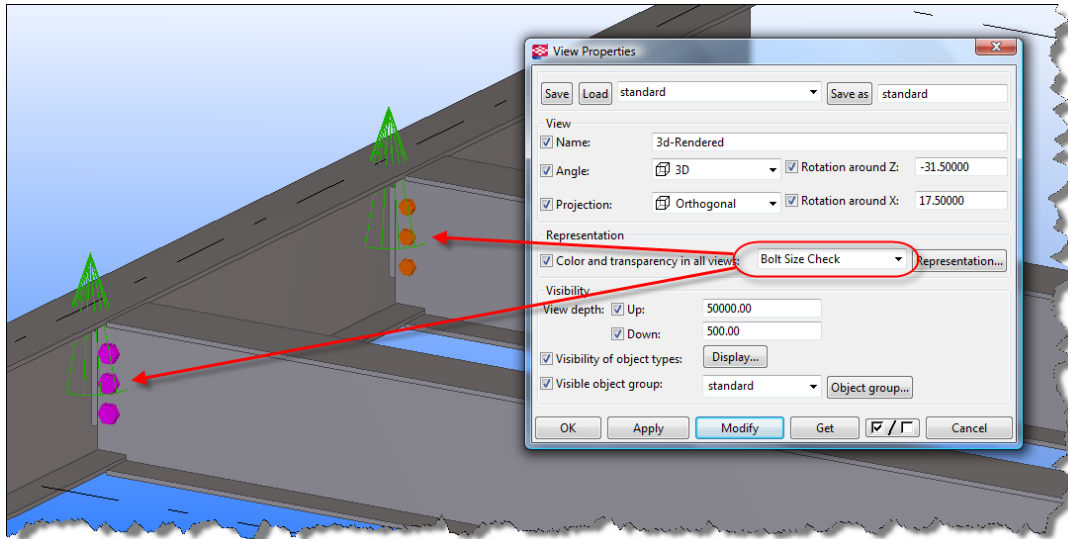
- We have turned on “Orthogonal” snapping by default. This makes it easy to model beams that start at a known point but might finish out in space but orthogonal to the model. This is also a useful tool when modelling columns that start at a level other than the ground (ie. Top of an existing beam etc.)



- We have changed the representation of Bolts from ‘Fast’ to ‘Exact’ in the default 3d View.



- Object representation settings for different size bolts have been setup. This allows for very quick checking of bolt sizes as a different colour indicates a different bolt size.



- Object representation settings for different material grades have been setup again allowing for a much easier visual check of the model for material grades used.

