



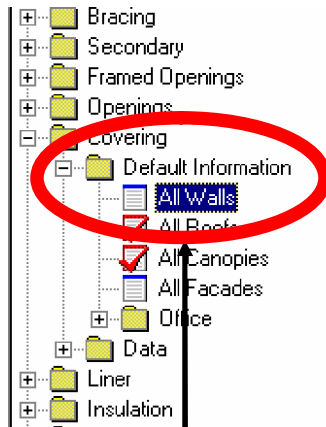
VPC-TIP

October 6, 2003

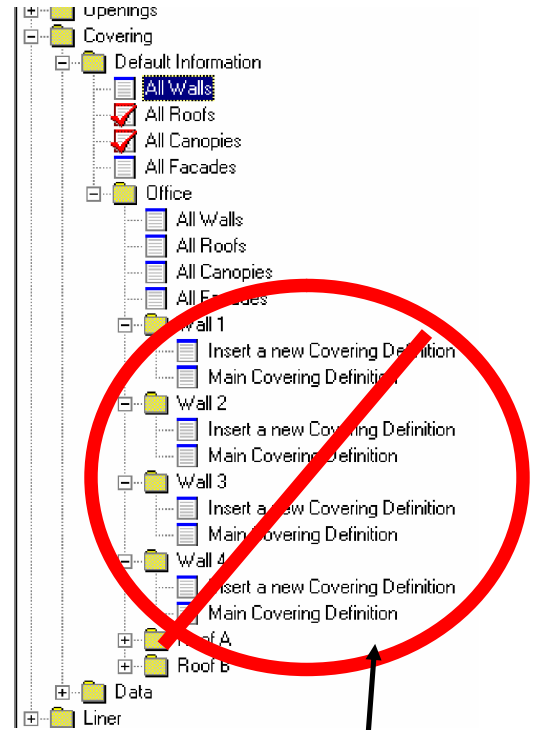
Working in the Tree

When working in the Tree of the Building Editor, you should **ALWAYS** make changes at the **HIGHEST** level as possible. This will save you input time as well as make it easier to reverse these changes if needed. The Tree has an hierarchial flow (which means a logical order) and this flow process will take the item(s) above and apply them to lower applicable items, unless you have overridden them.

Consider the following example. I wish to remove the wall panel, secondary, and insulation from a rectangular building on all walls for masonry. Keeping in mind that I ALWAYS make changes at the highest level in the tree, I can do this one time.



- ***Make your changes one time at the highest level in the tree.*** These changes will be applied to all applicable levels below unless you override them. *Changes flow downward, not upward.* In addition, these changes will be applied to all future shapes I may add to this VPC file. Lower level changes will override anything specified above.



- You could achieve the same result of removing the covering, secondary, etc. by doing it four times in this example, but save yourself some time. ***Remember, Highest Level Always!***