



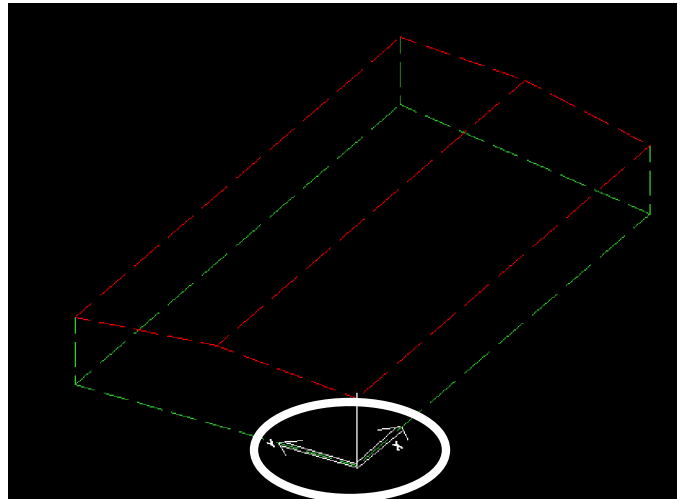
VPC-TIP

October 6, 2003

Working with Multiple Shapes

When working with more than one VPCCommand Shape, there are a few things to remember to make this easier.

1. The First shape you input will become the base shape from which *all other shapes are referenced*. The first shape's origin will be indicated by the "X-Y" axis arrows on the graphics pane.



2. Addition shapes require the use of the *X*, *Y*, and sometimes *Rotation* fields in the Geometry window. This "*Location Point*" on additional shapes is the least X, least Y value on the shape *AFTER* it is rotated. Thus it may be easier to sketch your additional shapes in relationship to the first shape to determine these points. See VPCCommand training lessons #9 and #10 for more information on combining shapes.

3. When Shapes "*touch*", there is an "*Opening*" created that by default, removes ALL material. When you combine shapes, it is a good idea to go the "Openings" folder to see if the common wall Opening appears as you would expect. If not, then you can revise the shape(s) location/rotation point.

4. *You should NEVER overlap shapes*. This confuses the Loading and will give you invalid results!

5. Remember: As always, you should make your changes at the highest level in the Tree as possible. This becomes even more important when you have multiple shapes. Changes made *above the "Shape" level* will be applied to all Shapes unless overridden in a lower level. Changes made *at the "Shape" level* will only be applied to that shape.

