

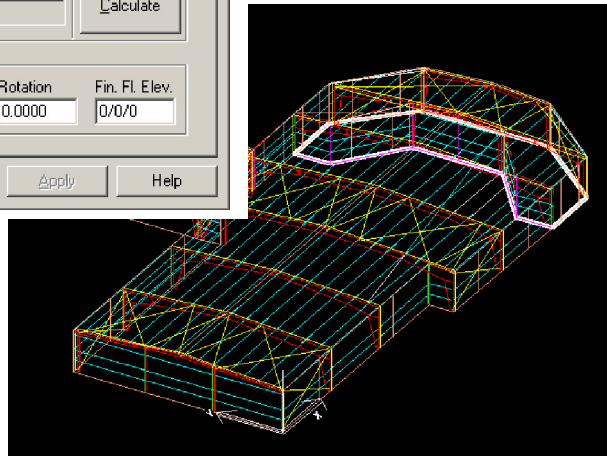
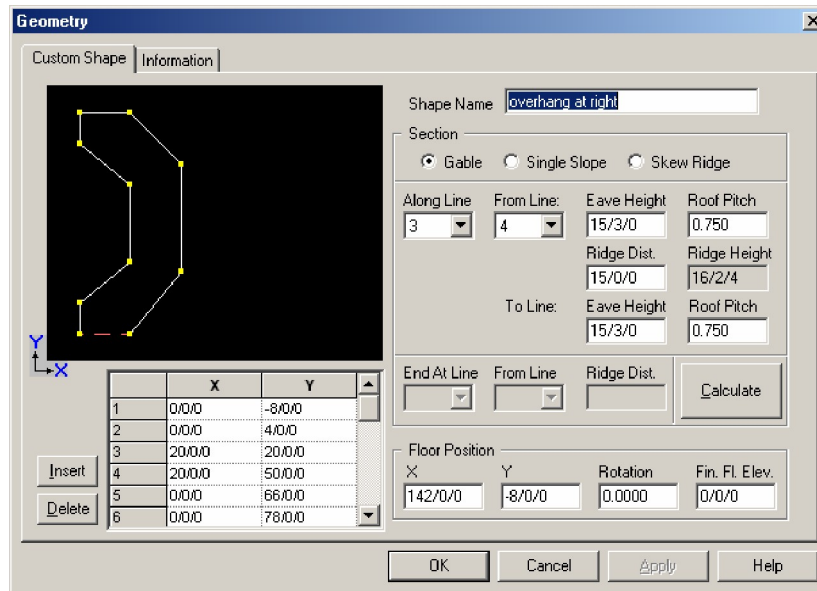


VPC-TIP

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Custom Shapes

VPCCommand contains over a hundred “Pre-Defined” shapes to make your input easier. There are occasions, however, when you will encounter buildings for which you cannot find a pre-defined shape. Using the “*Custom Shape*” option, you can create virtually any footprint you desire. There are a few rules you need to follow to take advantage of the use of Custom shapes.



- When defining the X-Y coordinates, the **first defined corner MUST be an outside corner**. In the above window, points 1, 2, and 3 create an outside corner.
- You are limited to a **maximum of two roof planes** per custom shape. You can have a single slope, or gable, but no more than two roof planes per shape. You can combine as many pre-defined and/or custom shapes as you require.
- Note that there will be a “**red-dashed line**” connecting back to your original point. You do not need to re-input the original point. Only one point may occupy the same X-Y coordinate.
- The **coordinates** MUST be input in a “**clockwise**” manner.
- Points 1 and 2 define Line 1, points 2 and 3 define Line 2, points 3 and 4 define Line 3, etc. When defining the Section, the “Along” line used has nothing to do with the “Along” line you have become accustomed to for locating frames. In Pre-defined shapes, the “From (Green)” section arrow is set by the shape, in custom shapes you choose which line you wish to use as the From and To lines
- Once the coordinates are complete, you can use the “X-Y Floor Position” and “Rotation” options to position your shape as you would a pre-defined shape if required.
- When your Custom Shape is complete, treat it as any other Pre-Defined shape to add frames, loading, etc.
- Take advantage of the “**Help**” button on this window as well as the “F1” pop-up help.