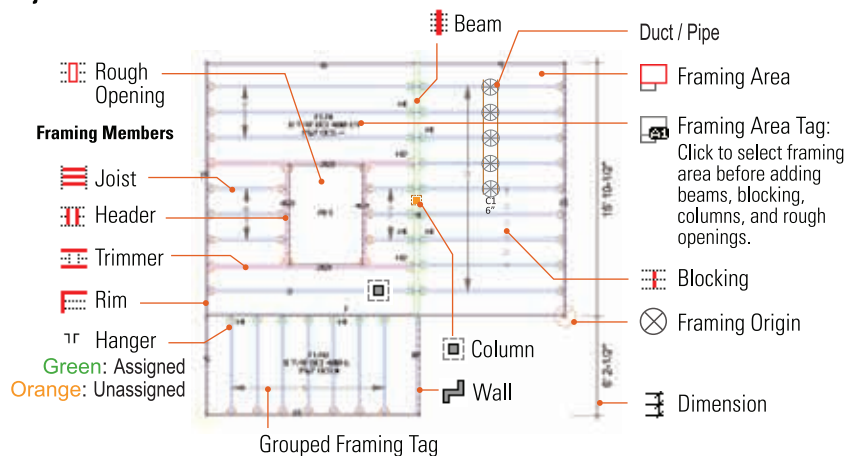


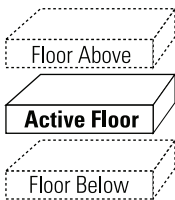
Objects



Active Floor

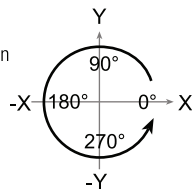
You add objects to active floor. Walls and columns are added **below** it.

Use automatic visibility to show and hide objects according to active floor. Choose **Views > Visibility** to setup.

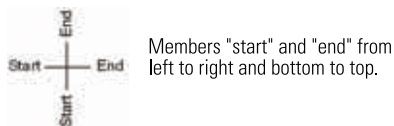


Axes and Angles

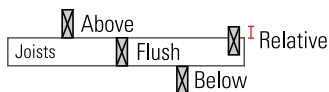
BC FRAMER uses a Cartesian coordinate system with horizontal X axis (positive right), and vertical Y axis (positive up).



Orientation



Beam Position




Multiple Copy Joists / Blocking NEW!

- 1) Select joist or blocking to copy
- 2) Right-Click, choose **Copy Joist / Blocking**



Multiple Extend / Move Joists NEW!

- 1) To **Extend**: Select multiple joists (hold SHIFT key or use Crossing Box )
- 2) Select an endpoint vertex to extend (all will highlight yellow)
 - a) To preserve relative lengths, enter a distance and press an arrow key (keyboard entry)
 - b) To extend all joist endpoints to the perpendicular of the selected, reselect the vertex and extend using a Snap method

- 1) To **Move**: Select multiple joists, enter a distance and press an arrow key, or select a midpoint vertex and move using a Snap method

BC FRAMER® install requires user license

Commands

New	Ctrl+N	Visibility	F3
Open...	Ctrl+O	Zoom To...	T
Import... (DWG/DXF)	Ctrl+I	Zoom All	A
Save	Ctrl+S	Zoom To Box...	Z
Print...	Ctrl+P	Zoom Back	V
BC Framer® HELP	F1	Zoom Forward	Alt+Right
Delete	Delete	Refresh	F5
Properties	Shift+Enter	EndPoint snap	E
Shift Reference Edge	Shift+E	MidPoint snap	M
End (Polyline)	End	Intersection snap	I
Close (Polyline)	C	Perpendicular snap	P
Next Insertion Point/Flip Arc	Tab	Nearest snap	N
Rotate 15°	Ctrl+R	Grid Point snap	G
Rotate -15°	Shift+Ctrl+R	Snap OFF	O
Active Floor UP	Ctrl+PageUp	Next Snap Mode	F9
Active Floor DOWN	Ctrl+PageDown	Wall Ref. Edge snap	F2
		Wall Veneers snap	Shift+V
Create Framing Area...	F	Show/Hide Grid	F7
Create Wall	W	Grid Properties	Shift+F7
Wall Defaults	Ctrl+W	Ortho On/Off	F8
Create Beam...	B	Rel Point...	R
Create Column...		Show Segment Length	F4
Create Blocking...	K	Toggle Polar/XY Entry Mode	F12
		Toggle Polar/XY Display	F6
Locate Hangers...	H		
Hanger Tag: Next Position	Ctrl+T	Draw Line	L
Group Tags on Floor	Shift+G	Dimension Between Points	Q
Move Tag...	Y		

