

SHORT SHARP MANUALS

1509

Getting Ready for Upgrading



archoncad.com

Making Vectorworks easy!

<http://learn.archoncad.com>

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Introduction

Each year they upgrade Vectorworks, which means that every year you have to prepare for the upgrade. Prior to Vectorworks 2016, you would have to use the command Batch Convert... to update all of your old files to the new version of Vectorworks. From Vectorworks 2016 onwards there is a new command called Migration Manager... This migration manager will help you to convert all of your user folders and workgroup folders to the new version of Vectorworks.

Since we have a migration manager to do a conversion for us what's the point of this manual? Well, the point is that unless you set up your resources correctly your update will only be updating your badly created resources. The trick is to make sure that you're using the best techniques in your current version of Vectorworks so that when these are migrated they are as close as possible to the new version.

For example, walls, if your wall styles are not using the best techniques, then when you use these wall styles and the new version of Vectorworks you will not be taking advantage of the new techniques that they have built in. Another example would be plants. If you organise your plants into separate files and you store these in the correct locations, then you will find it easy to choose between different files that have different types of plants in them (deciduous trees in one file, palm trees in another).

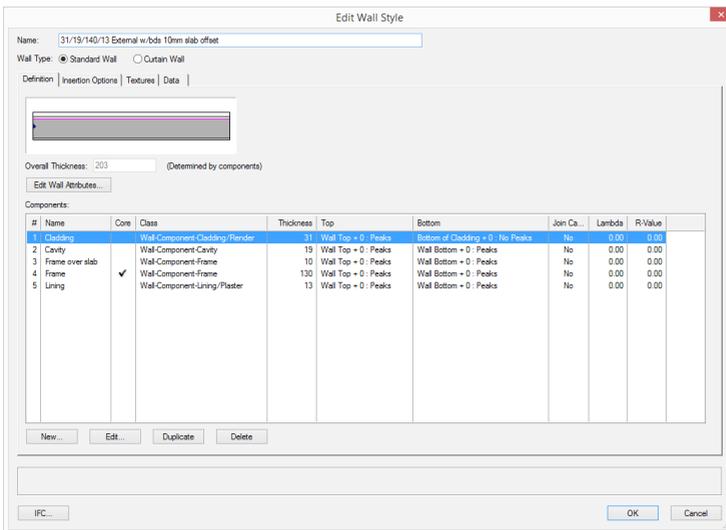
It is tempting not to write a manual for this topic at all, since all the information you need has been covered in previous manuals. However, it's probably best to have a short manual here the points you in the direction of the things you should be doing.

Default Content

Your default content is the content that Vectorworks will provide for you automatically, when you need it. For example, when you choose a hatch Vectorworks will provide all the hatches from the default content automatically for you in the attributes palette, when you place plants, Vectorworks will present to you all of your plants stored in the default content, when you Place walls, Vectorworks will present you all of your wall styles that are stored in the default content, and so on. Your default content should be thought of as your office system, it's that important.

The manual 1407 covers how to manage your default content. I can't stress enough how important it is for you to make sure that your default content is up-to-date.

What do I mean by up-to-date? Well, if we use the example of a wall style, you may have been using wall styles for several versions of Vectorworks. Each version of Vectorworks adds a small amount of functionality to your wall styles. You should make sure that your wall styles are using all the functionality that is available, which will include the components on the wall, the classes of the components, the textures assigned to each component, the height of each component, the relationship between the components and the stories, et cetera.



We could also look at the example of a texture. your textures should be stored in your default contents so that they are readily accessible. They should also take advantages of all the updates, for example, if they need surface hatches on them the should be included.

Edit Texture



Name: Concrete Lighter Polished <Surf Hatch> RT-3

Shaders

Color:
Image [v] Edit...

Reflectivity:
Plastic [v] Edit...

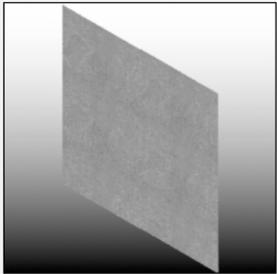
Transparency:
None [v] Edit...

Bump:
None [v] Edit...

Size: 1524
Set By Image...

Shadows
 Cast
 Receive

Surface Hatch: Concrete Surface HF
Edit Surface Hatch...



Preview Options

Obj Type: Plane [v]
Obj Size: 3048

Color
 Reflectivity
 Transparency
 Bump

Indirect Lighting Options... Revert

[Empty text box]

OK Cancel

Why Bother?

You might be wondering what is the point of making sure that all my resources are up-to-date. The answer is that your resources (Default content, templates, etc) are effectively your Vectorworks drawing system. Which means that if you don't keep your default content up-to-date, you're not keeping your drawing system up-to-date.

For example, as new tools are introduced you should be making sure that your default content for these tools is created and managed in your user folder or your workgroup folder. When a new version of Vectorworks comes out, you should already have done the work for the previous version so that you only have to make minor alterations to it for the new version of Vectorworks.

I know I'm repeating myself, but your default content is your drawing system and it's really important that you keep this up to date.

Best Practice

If you went back and read the manuals from the last two years, and you used the best practices from these manuals, then you would be ready for the new version of Vectorworks:

- [SST_1407 - Creating and Managing Libraries](#)
- [SST_1410 - What's New in Vectorworks 2015](#)
- [SST_1501 - Layers, Levels, and Stories](#)
- [SST_1504 - Rendering](#)
- [SST_1506 - Site Modeling in Vectorworks](#)
- [SST_1507 - Site Modifiers in Vectorworks](#)
- [SST_1508 - Roading](#)

Remember that you need to take advantage of these techniques. It might seem like a lot of work to go through all these manuals and update your resources. The reality is, it is a lot of work, which is why you should be doing it all the time. Do not leave it to the last minute to update your resources update your resources as you use them and then export them back to the appropriate folder in your default content.

I know this seems like a short manual, it is. But it's also trying to make sure that you take advantage of all the other manuals that show you how to manage your libraries and how to create the best resources.

Thank you

We trust that you have enjoyed working through this manual and that it has been informative and constructive.

For more information, please visit: <http://learn.archoncad.com>. If you just want someone to help you learn Vectorworks, to carry out some Vectorworks contract work, or you want someone to make Vectorworks easier, contact us, as this is a service that we also offer:

jon@archoncad.com.

Thank you again,

Jonathan Pickup

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