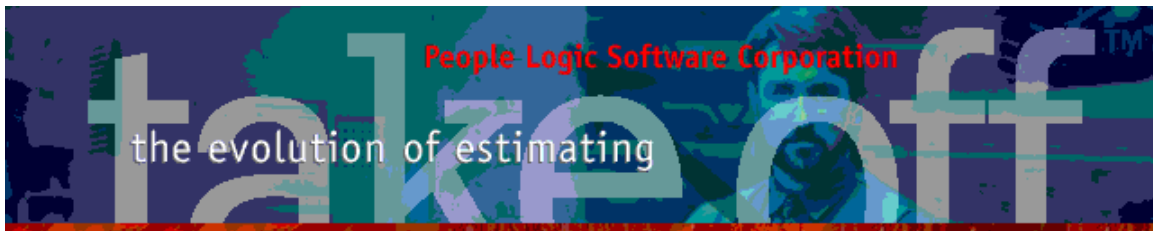


Update Bulletin 2.8.4.0

Hello

Many updates of the past year have been requested by various users and have finally made their way to your runtime version. Brief summaries of the highlights are shown below.

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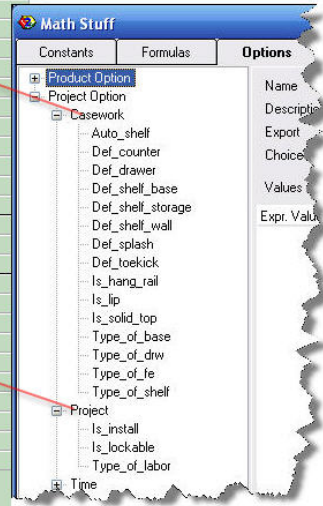


Admin

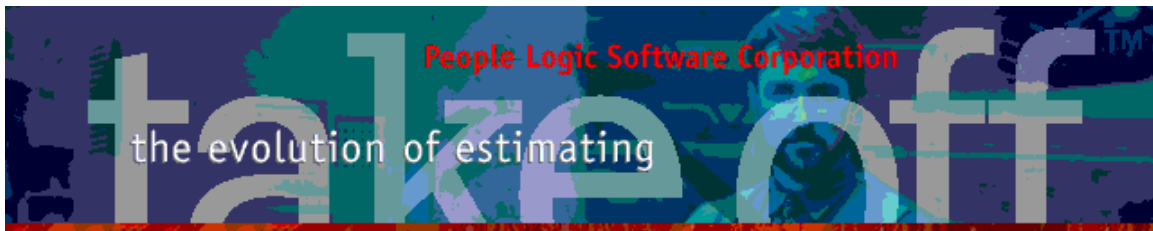
Options

The introduction of *Categories* to MathStuff items allows Admin|Options to be logically grouped by purpose. Those who have many Project options will find this easier for navigation otherwise all options can still reside as a single category. A quick link to MathStuff editor is now achieved by double clicking on grid.

Project Option	Material	Labor	Spec-Groups	
Category	Description		Value	Name
Casework	Auto shelf thickness adjust.		Yes	Auto_shelf
	Default counter depth		24	Def_counter
	Default height of back splash		06	Def_splash
	Default height of drawer		06	Def_drawer
	Default height of toekick			Def_toekick
	Default shelf qty base			Def_shelf_base
	Default shelf qty storage			Def_shelf_storage
	Default shelf qty wall			Def_shelf_wall
	Is a hang rail used			Is_hang_rail
	Is a shelf lip required			Is_lip
	Is a solid top req. (no rails)			Is_solid_top
	Type of drawer construction			Type_of_drw
	Type of fin. end construction			Type_of_fe
	Type of shelf system			Type_of_shelf
	Type of toebase application			Type_of_base
Project	Is installation included			Is_install
	Is this project lockable			Is_lockable
	Type of labor calculation			Type_of_labor
Time	Time to assemble each base cab			Time_asmb_base
	Time to assemble each ft recpt			Time_assemble_recept
	Time to assemble each ft top			Time_asmb_top
	Time to assemble each sys drw			Time_asmb_drw_sys
	Time to assemble each wd drw			Time_asmb_drw_wood
	Time to assemble each wid frame			Time_asmb_frame
	Time to install each base cab			Time_install_base
	Time to install each ft top			Time_install_top
	Time to machine each sink			Time_mach_sinkcutout
	Time to machine each typ part			Time_mach_part

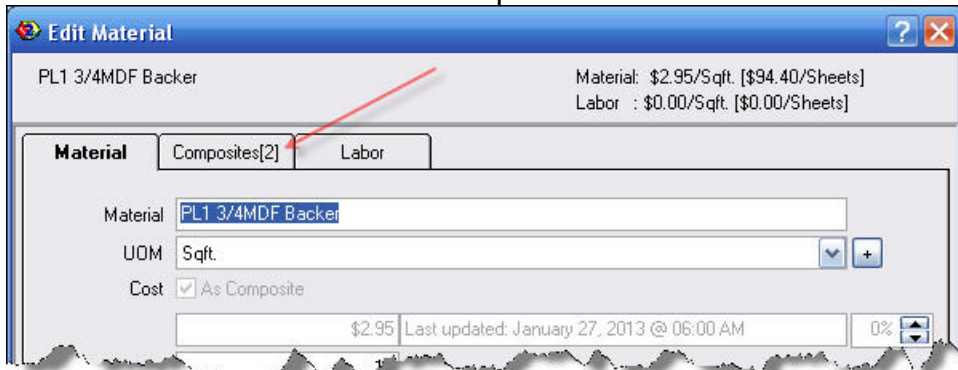


Also note the addition of option *Name*.



Material

Material editor shows number composite lines.

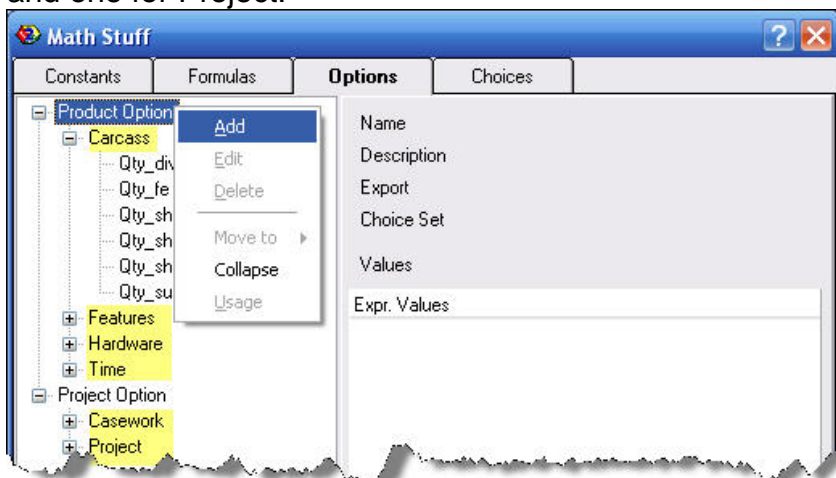


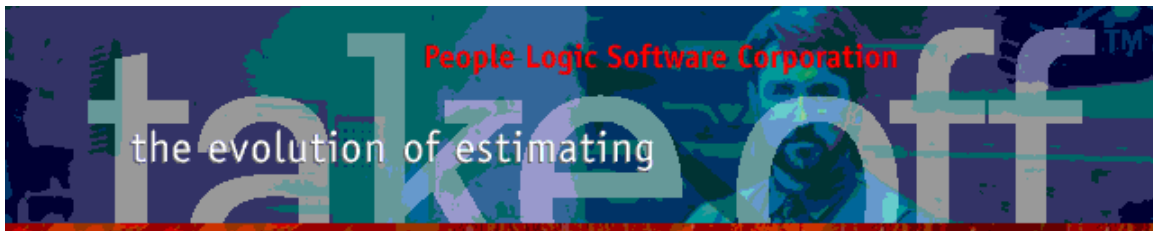
Menu

Edit/MathStuff

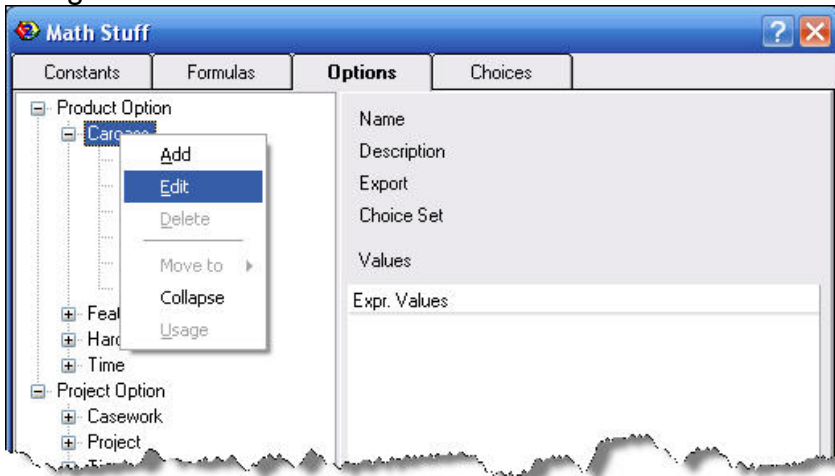
For those of you who have lists and lists of MathStuff items(Constants, Formulas, options and Choice sets) then the addition of categories will greatly help with navigating through them. Once these are set then Admin|Options and takeoff item editor will immediately use those categories.

Add categories from Root level. Options page has two roots, one for Products and one for Project.

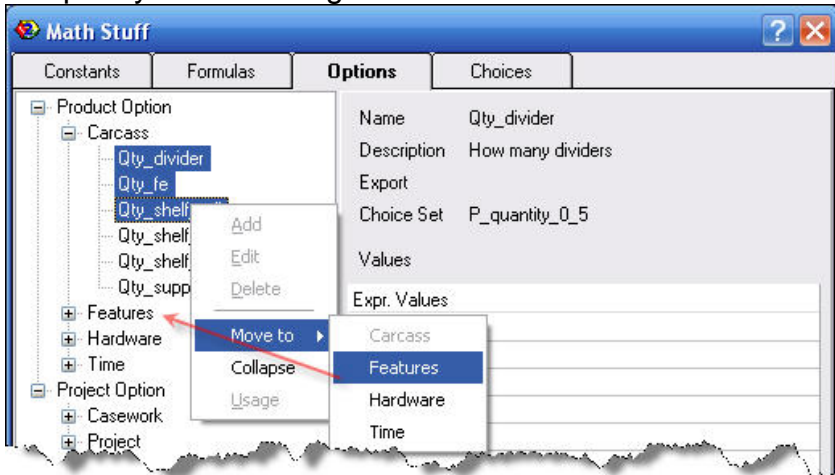




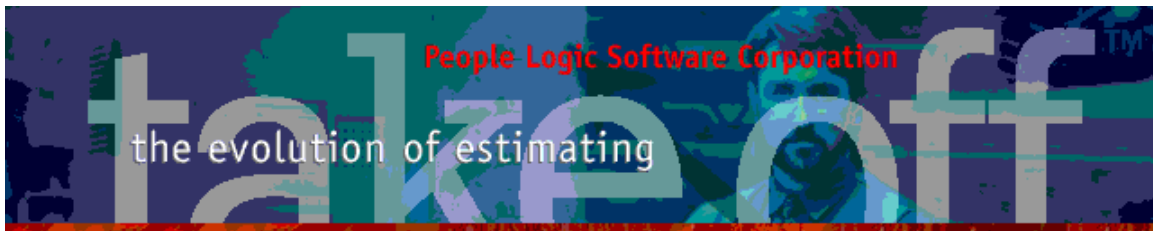
Edit/ Delete categories by selection. Deletion may only occur for empty categories.



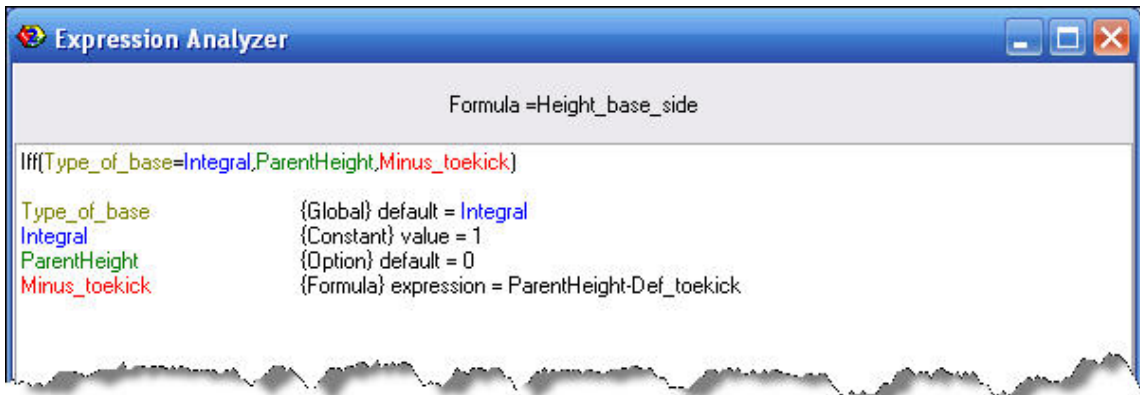
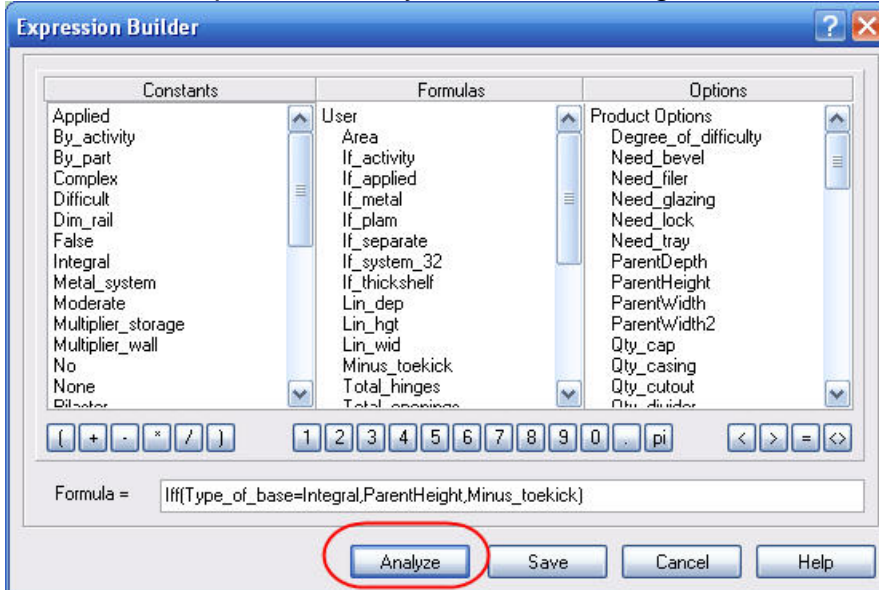
To quickly fill new categories one can multi-select items and use **MoveTo**

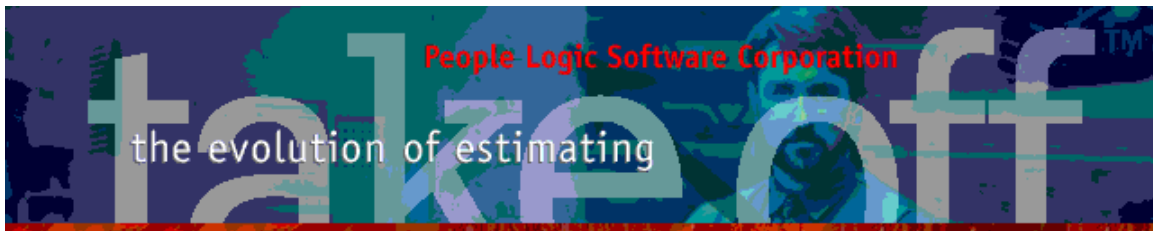


Note – a single category will now be required for all these items and opening projects without such categories will have one automatically created by default(Category1).



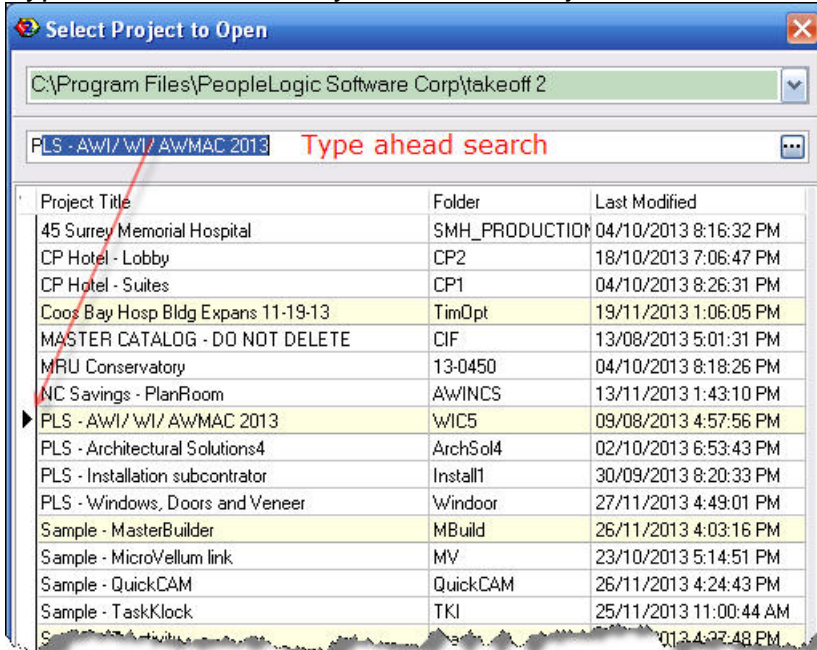
Expression builder button **Test** has been renamed as **Analyze** and will provide a color coded explanation of symbols used along with their defaults.





File/Open

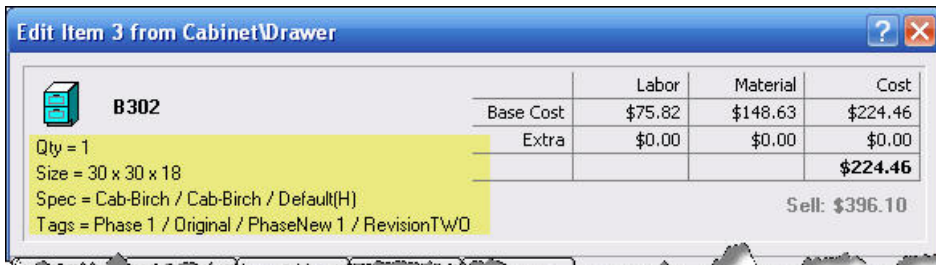
Type ahead search may be used in conjunction with scrolling for project search.

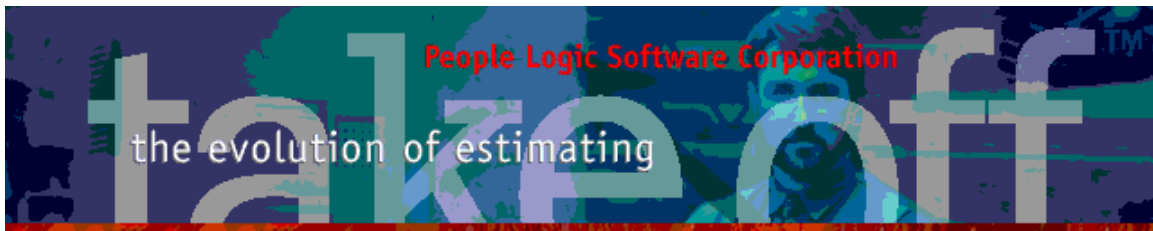


Takeoff

EditItem

Header of takeoff item editor includes dimension.





Item option categories visible as defined by MathStuff.

General	Options	Costs	Sell	Tracker
Category	Description	Choice	Calculated value	
Carcass	How many finished ends	1	1	
Hardware	Is a file hardware required	No	0	
	Is this item lockable	Yes	1	
Time	How much extra shop labor (hr)	0.0	0	

Import Location

There have been numerous request to allow takeoff locations(Rooms) to be built from external files using an import feature and that is now possible. Why the request was made:

- Import from an external order list.
- Import a tally list compiled in excel.
- Read export files from BIM or other tagged drawings.

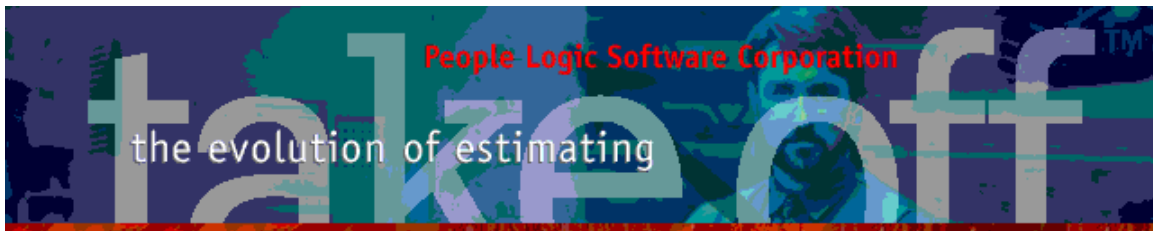
How it works:

1. Source

- Clipboard via Excel Copy
- CSV, Comma Separated Values
- TAB separated text.

Sample

	A	B	C	D	E	F	G	H	I	J	K
1	Quantity	Product	Width	Depth	Height	Construction	Finish	Hardware	Options	Comments	Phase
2	2	B200	30.5	22	34.58	Cab-Birch				Hello world	
3	1	W210	28	10	18		Cab-Beech	Default(H)			
4	5	W210							Qty_shelf=7;Need_lock=1	done	
5	1	C820	48	25	6				Qty_grommet=1		Phase 3
6	55	Crown									Phase 3
7											
8											
9											



2. Guidelines

Header: must be included to convey your field order. Not all fields need to be used.

Fields: **Quantity, Qty, Product, Item, Width, W, Height, H, Depth, D, Comments, Construction, Finish, Hardware, Phase, Options**

Options are a single cell written as OptionName=Value separated by ";".

Syntax: OptionName1=Value1;OptionName2=Value2

Example: Qty_shelf_adj=3;Need_lock=1

Field Order: None.

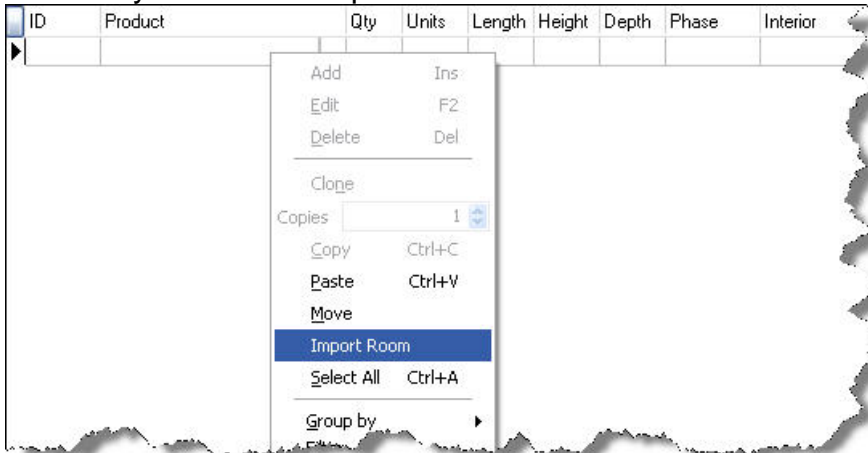
Field values: Blank fields will be filled with your catalog defaults. All may be blank except for Product.

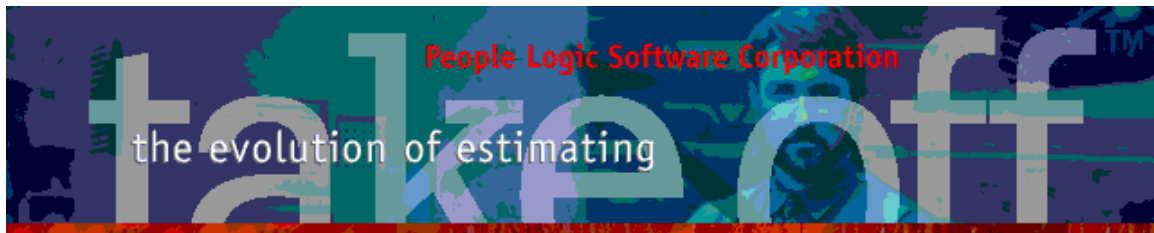
Required Field: Product or Item. All others use defaults

note - some fieldnames allow two named variations.

3. From takeoff

- Select location.
- By Clipboard - Select grid and use Paste or Ctrl-V
- By File - Use "Import" menu item to select field.





d. Result

Starlight Jewellers

1st Floor

Display 1

Display 2

2nd Floor

Office 1

Office 2

Reception

Staff Room

Qty=1

Room:Display 2

Default(C)\ Default(F)\ Default(H)

Drawing:

Section:

Scope: Import test: Paste from MS Excel

ID	Product	Qty	Units	Length	Height	Depth	Phase	Interior	Finish	Hardware	Comments
	100 B200		2 Each	30.5	34.58		22 Phase 1	Cab-Birch	Default(F)	Default(H)	Hello world
	101 W/210		1 Each	28	18	10	Phase 1	Default(C)	Cab-Beech	Default(H)	
	102 W/210		5 Each	30	24	12	Phase 1	Default(C)	Default(F)	Default(H)	done
	103 C820		1 Each	48	6	25	Phase 3	Default(C)	Default(F)	Default(H)	
	104 Crown		55 Lint.				Phase 3	Default(C)	Default(F)	Default(H)	

	Cost1	Cost2	Markup	Profit	Total Sell
Material	Mfg \$730.09	Buyout: \$0.00	+10%/20% \$73.01	+50% \$401.55	\$1,204.66
Labor	Mfg(12.1) \$242.25	Sel(3.2) \$366.00	+30%/40% \$219.07	+50% \$413.66	\$1,240.99
Gen Conditions	\$0.00			10.70% of total	\$0.00
					\$2,445.64

Material Explode/Composites

Explode composite form has been updated for better reports and export.

Explode Composites Staff Room

NetQty	Quantity	UOM	Composite	Cost
▶ 28.58	33.63	Sqft.	PL1 3/4MDF PL1	\$99.20

Details

Materials

Starlight Jewellers - Staff Room

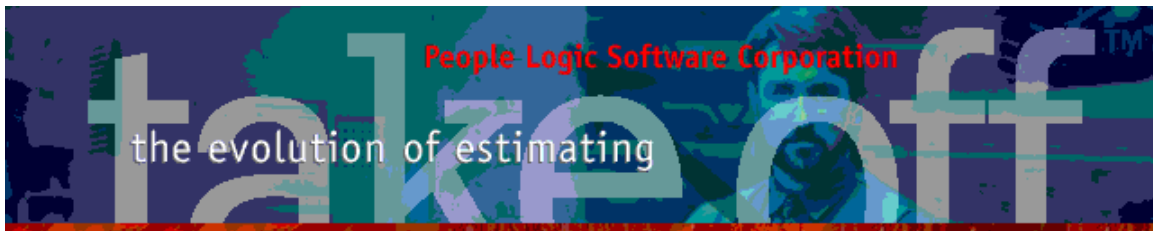
December 10, 2013

PL1 3/4MDF PL1

33.63 Sqft.	3/4 MDF	Particle Board
67.25 Sqft.	PL1 VG.	Plastic Laminate

☐ Include Labor
 ☐ Roundup Composites

Close



Details Materials

Composite Materials

Starlight Jewellers- Staff Room December 10, 2013

LAYUP

Layup

33.63 Sqft.	PL1 3/4MDF PL1	\$99.20
33.63		\$99.20

PREORDER

Particle Board

33.63 Sqft.	3/4 MDF	\$21.86
33.63		\$21.86

Plastic Laminate

67.25 Sqft.	PL1 VG.	\$77.34
67.25		\$77.34

By switching to UOM2 and allowing the explode function to round up, a more accurate sheet count can be made

Note – Rounding is done per **each** individual layup, to reflect individual waste.

Details Materials

Composite Materials

Starlight Jewellers- Staff Room December 10, 2013

LAYUP

Layup

2.00 Sheets	PL1 3/4MDF PL1	\$99.20
2.00		\$99.20

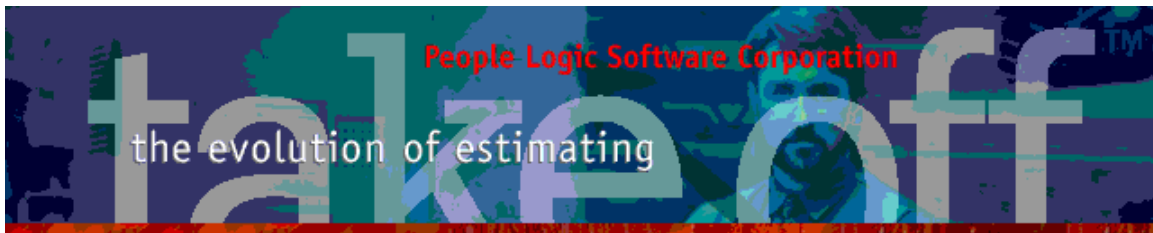
PREORDER

Particle Board

2.00 Sheets	3/4 MDF	\$41.60
2.00		\$41.60

Plastic Laminate

4.00 Sheets	PL1 VG.	\$147.20
4.00		\$147.20



Any comments are welcome for future enhancements.
Thank you for all your ideas.

People Logic Software

