



ESCALATORdesigner Quicktour

English





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ESCALATORdesigner Quicktour Metric

1 ESCALATORdesigner Quicktour

This *ESCALATORdesigner* Quicktour provides an introduction to the program, walking you through the creation of an escalator design project using the DigiPara ESCALATORdesigner.

 This symbol identifies paragraphs with instructions for operations or for data that you need to enter.

 This symbol identifies paragraphs containing important information and warnings.

We hope that you will enjoy working with the new, powerful ESCALATORdesigner.


2 ESCALATORdesigner Basis Information

2.1 The Basic Structure of the Program

ESCALATORdesigner has two main components:

Designer: This is the main part of the program. It includes the user interface that enables you to edit the properties of your escalator. To change dimension values, just edit the corresponding property in the Properties docking window.

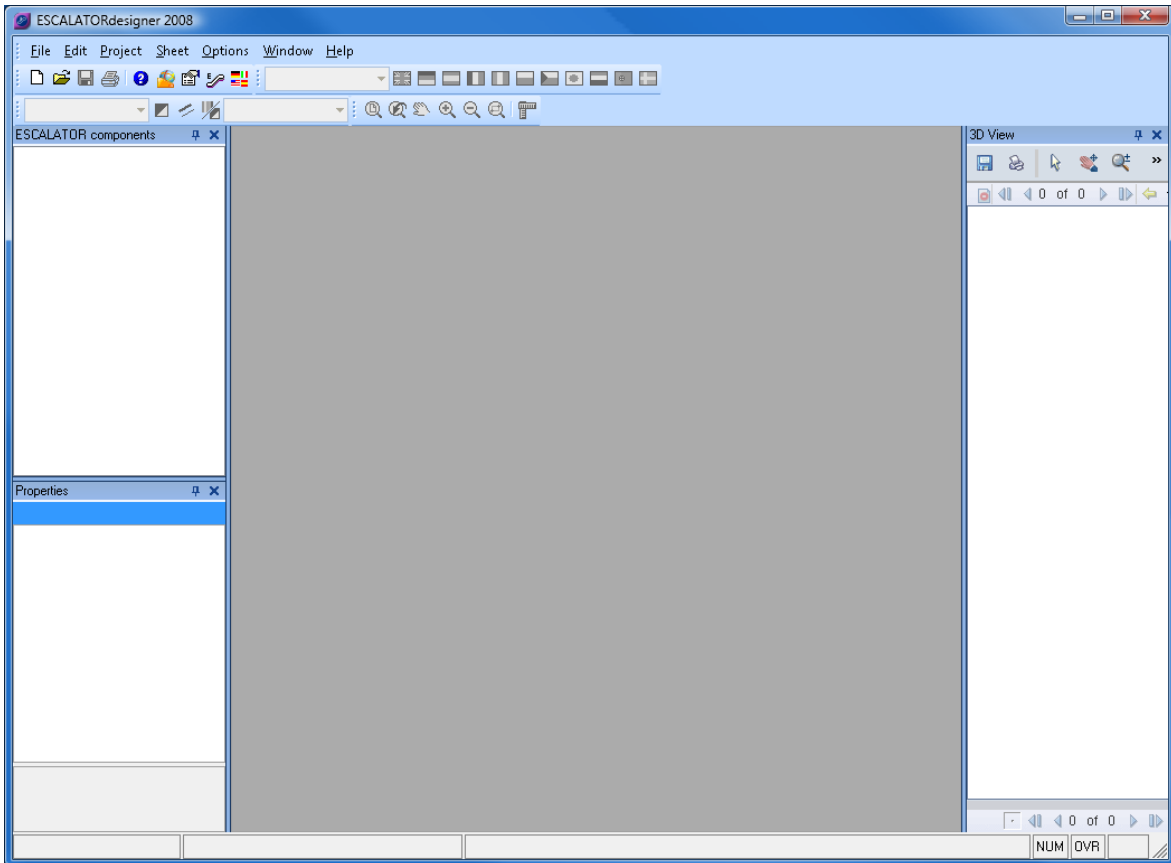
All changes are automatically implemented throughout the entire data model.


 In the Stand-alone version of ESCALATORdesigner, direct editing of components / dimensions in the drawing and editing of the pre-defined sheets are not available. All modifications can be made via the **ESCALATOR Components / Properties** docking windows. This makes the project development more efficient and prevents the user from making mistakes.

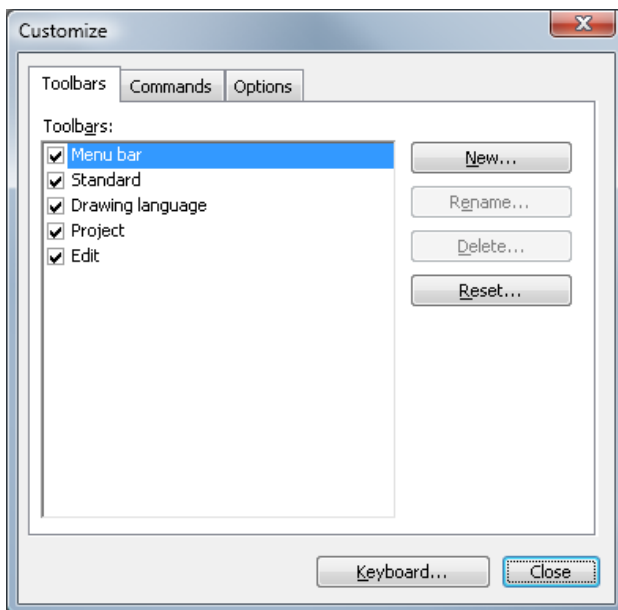
Database: The specifications and geometrical data of escalator design components are stored in the *ESCALATORdesigner* database. DigiPara continually updates this database with the latest components and data.

2.2 User Interface Configuration

After the program has been started for the first time, you will see that the toolbars are displayed on top of the main program window.

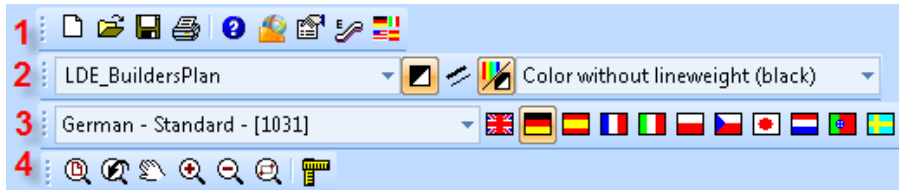


 To display or hide the toolbars, click on the right mouse button in the toolbar area and click on “Customize” in the appearing context menu.



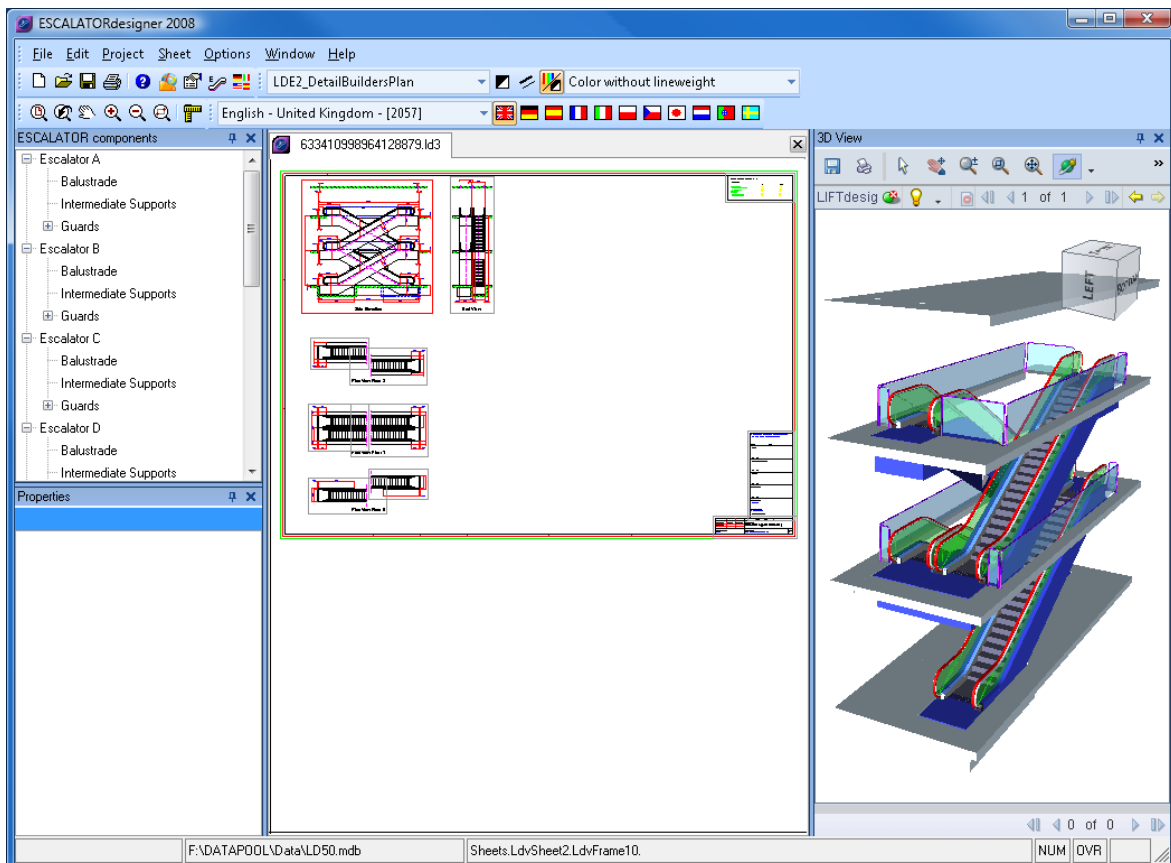
2.3 ESCALATORdesigner Toolbars

The following toolbars are available in ESCALATORdesigner



1. File and docking Window operations
2. Project settings like sheet selection, Color and line weight settings
3. Drawing languages (to be configured first).
4. View commands and object select operations.

You can move the toolbars to any position on the screen (left mouse-click on a toolbar and drag it).



Whenever you create or open a project file (*.LD3), a new ESCALATORdesigner document window is opened automatically. *ESCALATORdesigner* will look something similar to the example shown above.

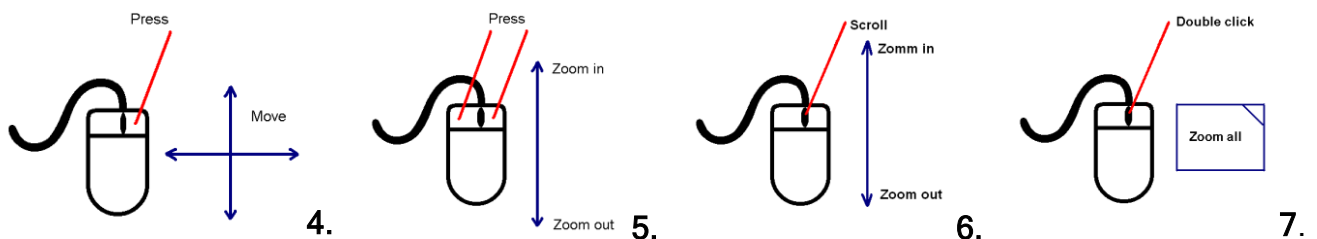
2.3.1 Edit Toolbar



From left to right:

1. **Zoom All:** Adjust the zoom scale to show all the views available in the current drawing. **New: Use the mouse scroll wheel**, see picture 7 in chapter 4.1.2.
2. **Zoom Previous:** Restores the last drawing zoom scale.
3. **Move:** Enables you to move the drawing within the current window by clicking on two points to define the move (the distance and direction between points 1 and 2 & specify the move). Alternatively, you can also move the drawing with the cursor keys. **New: Use the right mouse button**, see picture 4 in chapter 4.1.2.
4. **Zoom In:** Enlarges the current zoom view or press the “+” key, or use both mouse buttons and move the mouse. **New: Use both mouse buttons or the mouse scroll wheel**, see pictures 5/6 in chapter 4.1.2 .
5. **Zoom Out:** Opposite of Zoom In (or press the “-” key). See picture 5/6.
6. **Zoom Window:** Clicking on the two diagonally opposite corners points of an imaginary rectangle & it zooms the selected rectangle to fill the window.
7. **Measure:** Click on the left mouse button to specify the start point, move the mouse and click on the left mouse button again to specify the end point. You can also press the spacebar to define the start point, then move the mouse cursor and press the spacebar a second time.

2.3.2 How to use the Mouse



2.3.3 Project Toolbar:

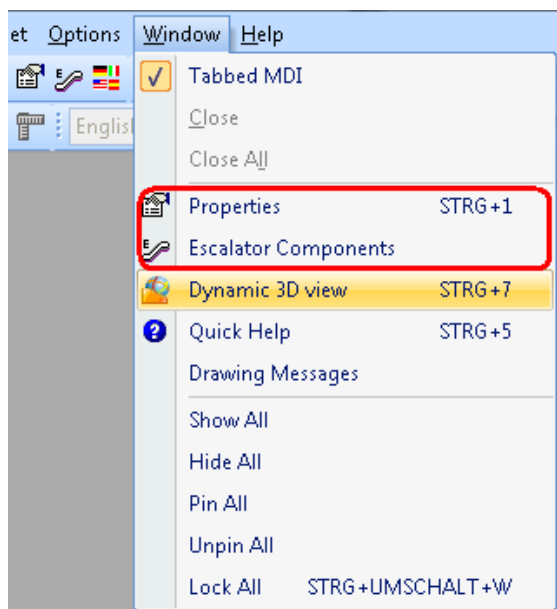


From left to right:

1. **Select Sheet:** Provides the opportunity to switch between the loaded sheets.
2. **Background color:** Switch between black and white background colors.
3. **Linestyle:** Toggle line thickness on/off. Important for direct printouts.
4. **Foreground color:** Switch between colored and monochrome foreground color. Important for direct printouts.
5. **Plotstyle:** Switch between different plot styles for the selected BG / FG color and line style configuration.

2.4 ESCALATORdesigner Components and Properties

If you don't see the ESCALATORdesigner **Properties**, **ESCALATOR Components** or **3D View** docking windows in the *main window*, you need to activate them via the "Window" menu:



2.4.1 ESCALATOR Components Docking Window

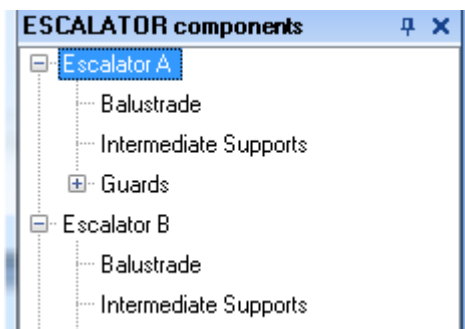
The **ESCALATOR components** docking window is being used to administer the escalator design components. It displays the escalator components in hierarchical order.


If one of the escalator components is selected via the **ESCALATOR Components** docking window, the corresponding properties will automatically be displayed in the **Properties** docking window.

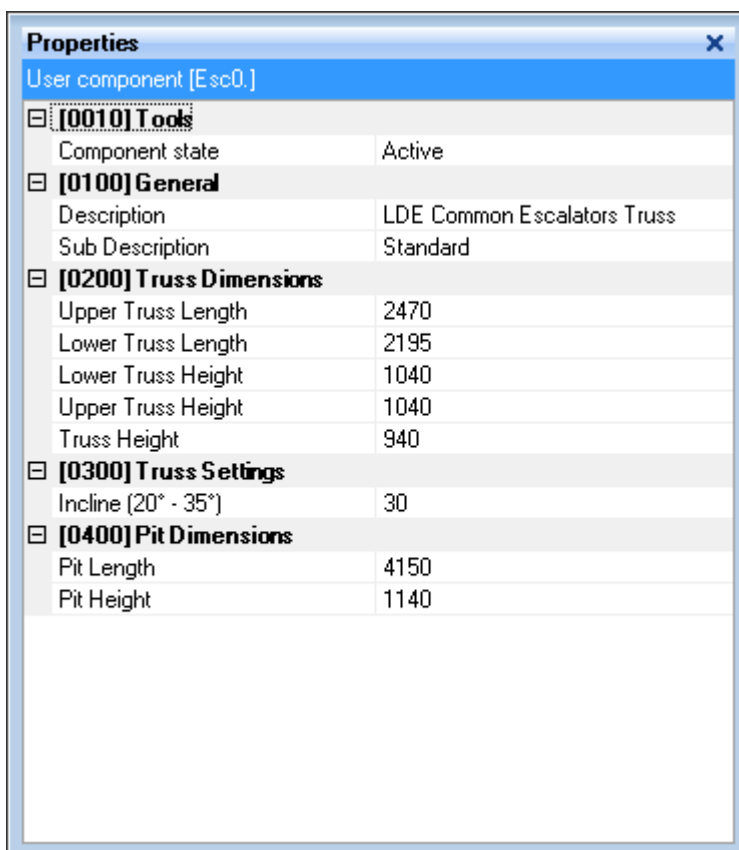
In the following example, the **Escalator A** properties will be explained.

(It may be helpful to first learn about creating a new ESCALATOR to do the example below, if so, please refer to chapter 4 ESCALATORdesigner Wizard.)

 Click on the **Escalator A** item in the Escalator Components docking window.



 Now switch to the **Properties** docking window. The properties for the selected Escalator A item are displayed.



2.4.2 Properties Docking Window

In the **Properties** docking window, the properties of the currently selected escalator component are displayed. In the following example, the **Escalator A** properties will be explained.

1. The **Tools** section contains the option to activate or deactivate the selected escalator component.
2. The **General** section contains component specific information.

Description:	Displays the component description.
Sub Description:	Displays the sub-description (if available) of the selected component.

3. The **Truss Dimensions** section contains truss specific information.

Upper Truss Length:	Provides the opportunity to change the length of the upper truss.
Lower Truss Length:	Provides the opportunity to change the length of the lower truss.
Lower Truss Height:	Provides the opportunity to change the height of the horizontal truss part at the lower floor
Upper Truss Height:	Provides the opportunity to change the height of the horizontal truss part at the upper floor.
Truss Height:	Provides the opportunity to change the height of the inclined, intermediate truss part.

The property in the **Truss settings** section provides the opportunity to change the inclination of the selected escalator (only values between 20° and 35° degrees are allowed).

4. The **Pit Dimensions** section provides pit specific options.

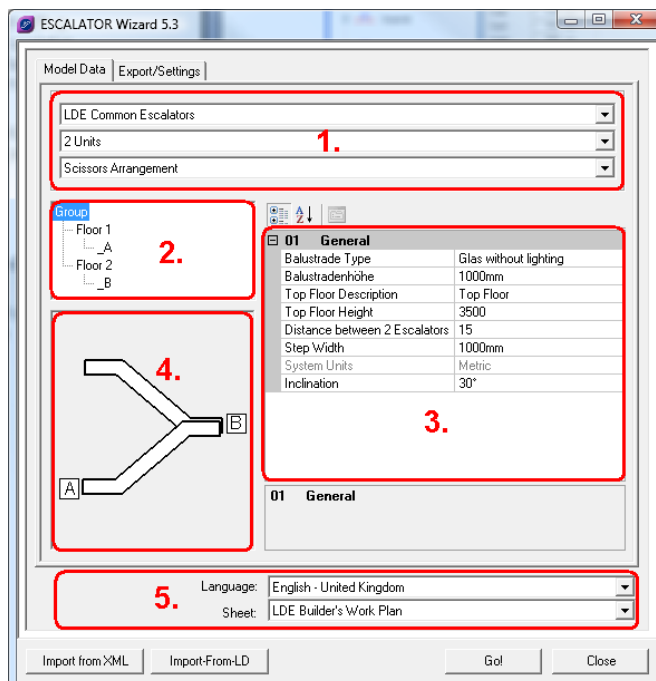
Pit Length:	Provides the opportunity to select a component surface / color from a list of available surfaces.
Pit Height:	Provides the opportunity to change the angle of the selected component texture.

3 ESCALATOR Wizard

The Escalator Wizard helps you select a standard escalator design configuration and to define the basic parameters of the new escalator project. Start a new project by clicking on **File** and selecting **New Escalator** from the menu. This opens the *ESCALATOR Wizard*, which provides a standard set of escalator design configurations.

- ☞ The main purpose of the Escalator Wizard is to select a standard escalator configuration as a basis for your project. When you are starting a project with a new escalator configuration that you have never used before, use the Escalator Wizard to define the escalator type and other basic parameters. (The standard version of ESCALATORdesigner does not include standard specifications for the products of specific companies.)
- ☞ The escalator components included in the project when the Escalator Wizard closes, are automatically read from the “duty tables”. This is where the product data for the specific escalator types are stored.


3.1 Escalator Wizard Dialog




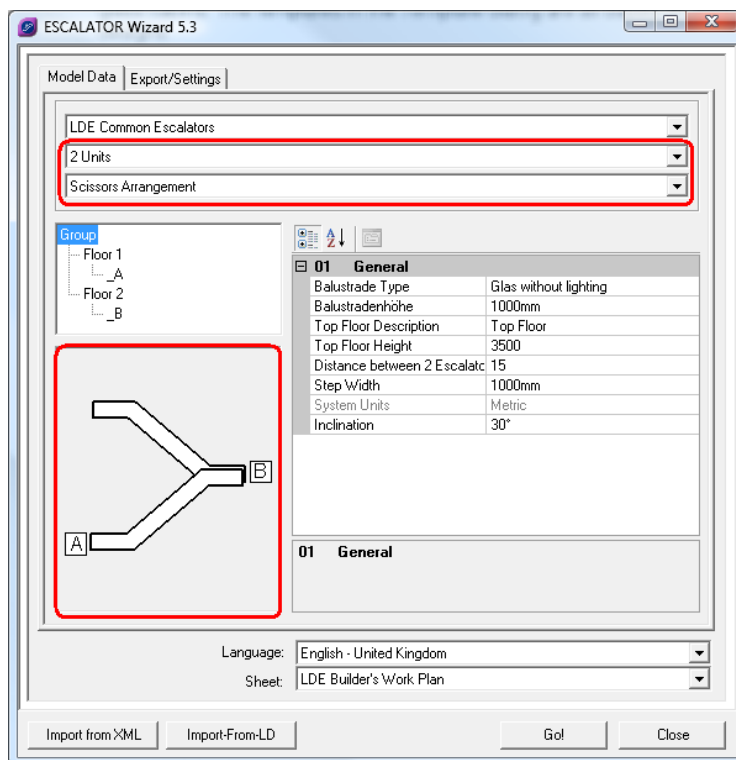
1. Contains the controls for the selection of the escalator count and the escalator arrangement.

2. The tree view control provides the opportunity to switch between the properties of the main escalator components which are shown in the properties grid on the right side of the dialog.
1. The properties grid provides the opportunity to modify / edit the major properties for the main escalator components selected via the tree view control.
2. This arrangement control provides the opportunity to change the arrangement for the selected number of escalators by clicking with the left mouse button.
3. Contains the controls for the selection of the drawing language as well as the control for the selection of the sheet to be loaded.


3.2 Creating a new Project

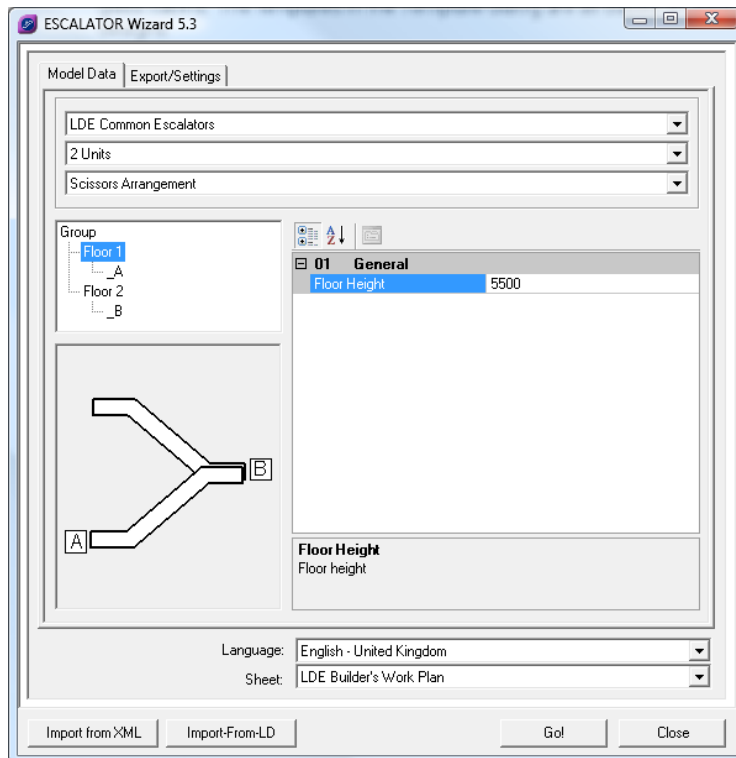
 In the Escalator Wizard, select e.g. the following: 2 Escalator Units and a scissor arrangement


 You can change the arrangement either by clicking on the arrangement image in the wizard dialog or by selecting the appropriate arrangement via the corresponding combo-box in the top section of the dialog.

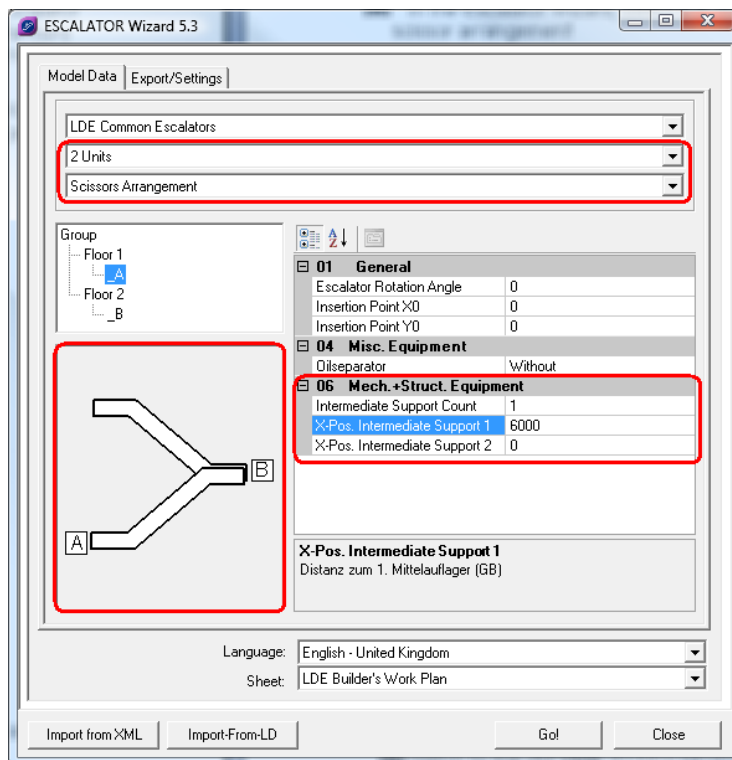


 A maximum number of 4 escalator units per project are supported.

 You can change e.g. the floor height by clicking on the **Floor1** item in the tree view and change the corresponding **Floor Height** property to any value e.g. 5500 mm. This can also be done for the second floor when selecting the **Floor2** item.



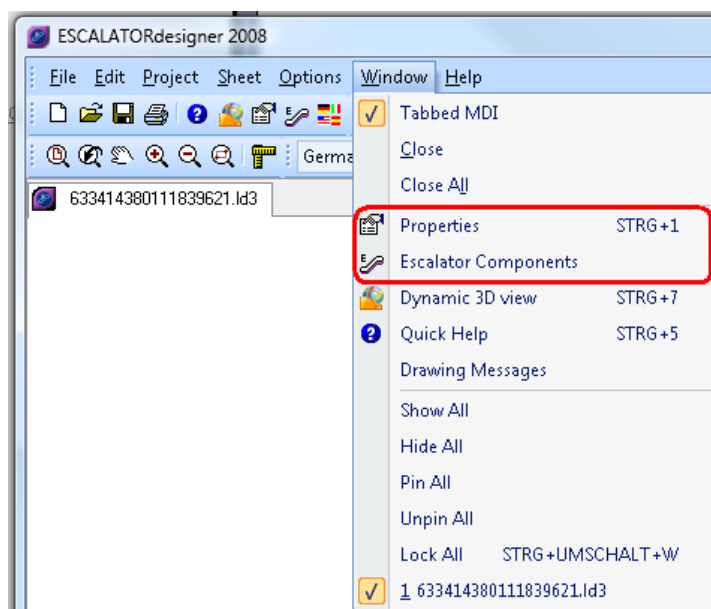
 To add intermediate supports, click on the appropriate escalator item in the tree view (item **A** for Escalator A, etc.) and select the number of supports as well as the position in x direction via the properties in category **06**.



 To create the new project click on the **GO!** button finally. The project is created immediately.

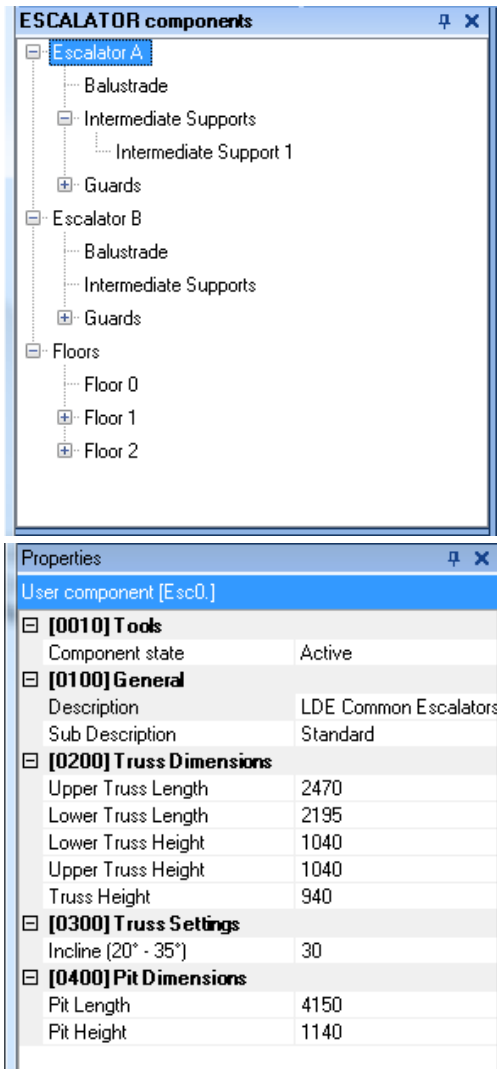
3.3 Changing Escalator properties

The Escalator properties / dimensions can be changed via the **Escalator Components** and the **Properties** docking window. These docking windows can be enabled via the Window menu, by clicking on the appropriate item.



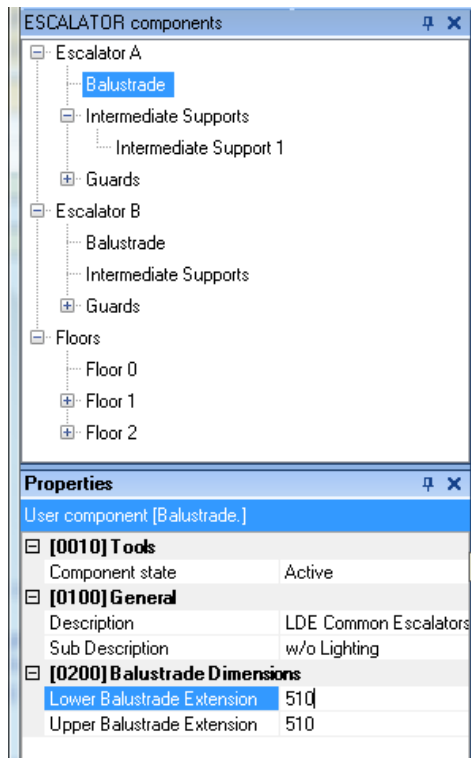
3.4 Changing the Truss

Each single escalator truss can be changed by clicking on one of the **Escalator x** item in the **Escalator Components** docking window. The corresponding escalator properties can then be changed in the **Properties** docking window.



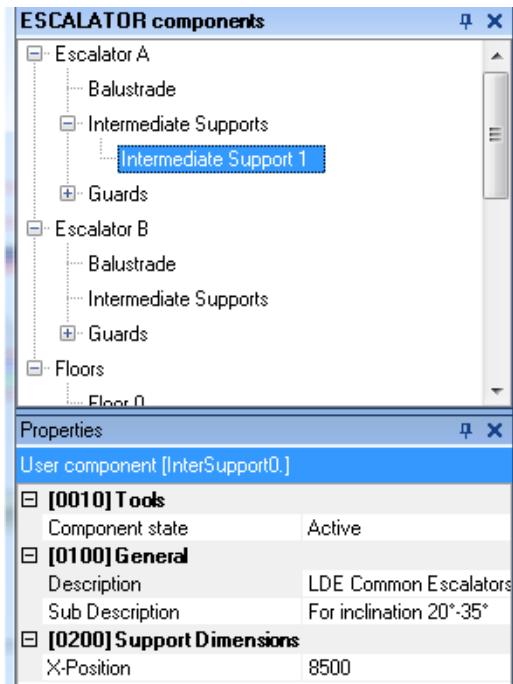
3.5 Changing the Balustrade

The balustrade extension on the lower and upper floor can be changed by clicking on the appropriate **Balustrade** item in the **Escalator Components** dialog and changing the corresponding values via the **Properties** docking window.



3.6 Changing the Intermediate Supports

The position of the intermediate support in x-position can be changed via the corresponding properties. To change the position of the intermediate supports, click on one of the Intermediate support items in the Escalator components docking window and change the corresponding **X-Position** value.

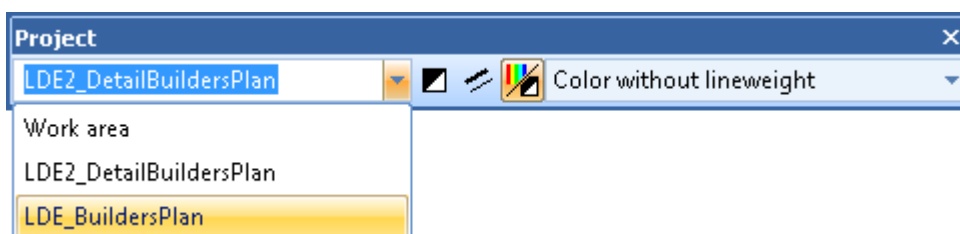


3.7 Changing the Floor properties

Changing the properties of the floor items is similar to changing the properties of the escalator components. Just select the floor component item in the **Escalator Components** docking window and change the appropriate property via the **Properties** docking window afterwards.

4 Escalator Sheets

As mentioned in the introduction, the escalator sheets can not be modified in the standalone version of ESCALATORdesigner. By default, two different sheets get loaded when creating a new project. You can switch between these two sheets via the sheet selection in the **Project** toolbar or via the sheets selection in the **Sheets** menu.



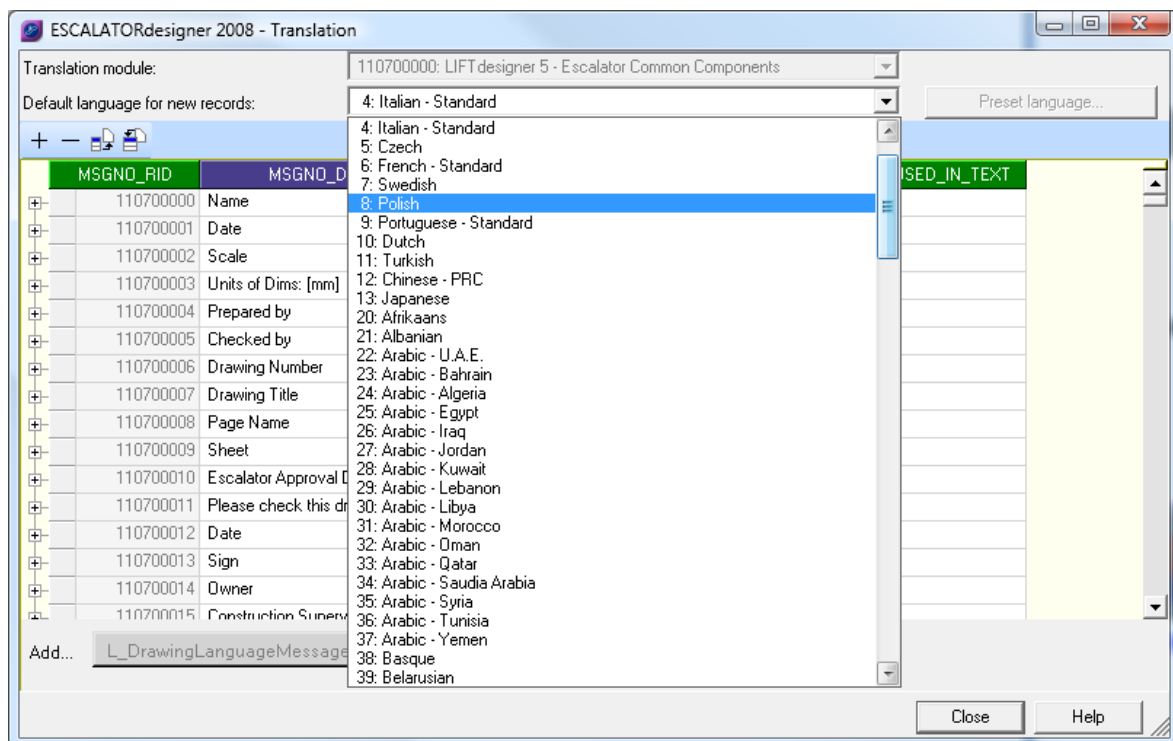
To modify the predefined sheets, we recommend to export them into AutoCAD via the **Export Drawing (File -> Export DWG)** dialog and to customize the sheet in this environment.

5 Drawing Translation

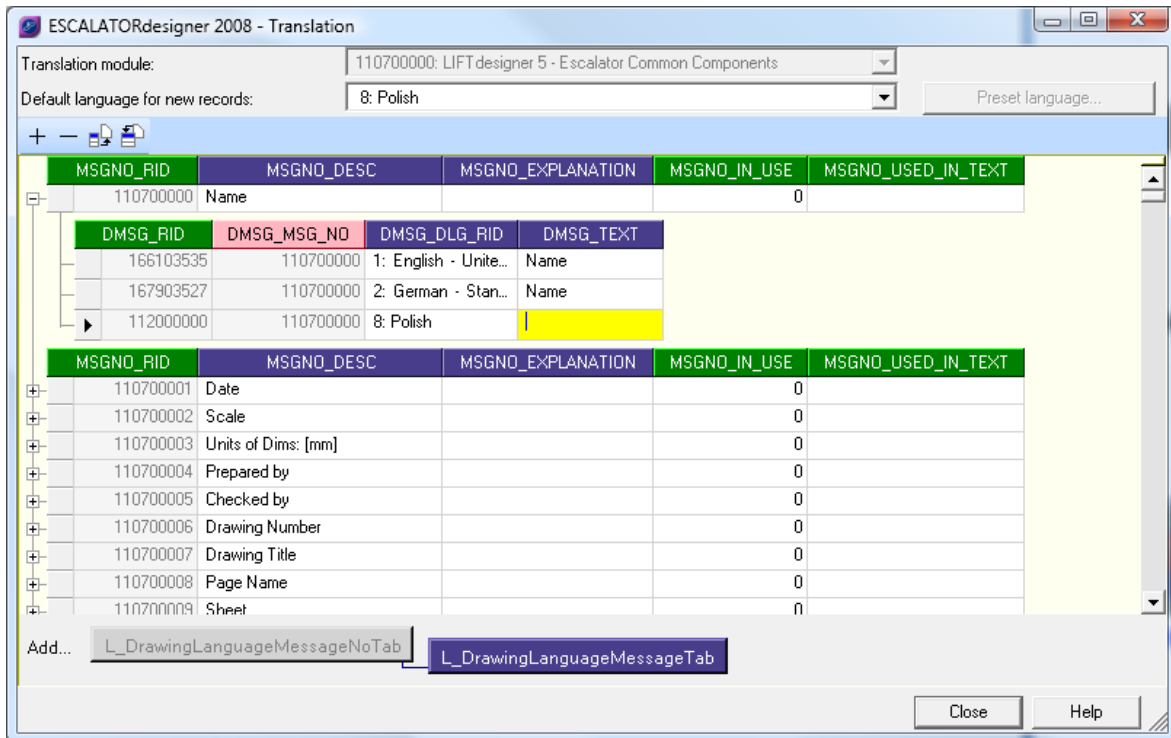
The predefined messages shown in the drawings are translated into two languages by default, German and English. If you want to translate these messages into your country specific language, you can do this by adding your translation via the **Translation** dialog. Open the translation dialog via the **Translation** button in the **Standard** toolbar or via the **Translation** item in the **Project** menu.




In the **Translation** dialog, you can select your country specific language via the **Default language for new records** combo box.




Select the record to be translated and click on the **L_DrawingLanguageMessageTab** button afterwards to add a new translation record for the selected message.



 Repeat this step for all translated messages. Leave messages which are not translated by default, empty.

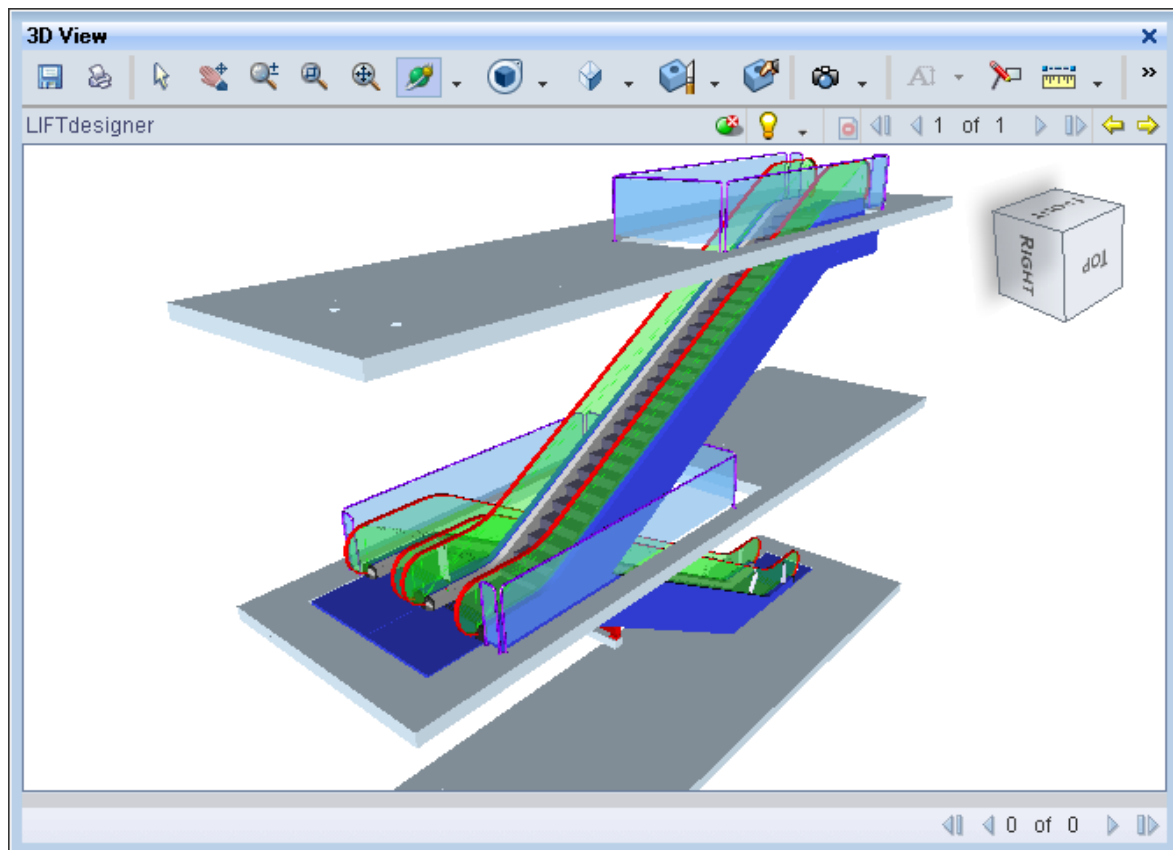
 Finally after you are finished your translation, you can switch the drawing language via the translation toolbar, by just selecting the appropriate language item, e.g. **Polish**.



 The translation must only be done once. Afterwards it is available in all new projects which are created with ESCALATORdesigner.

6 3D View

The 3D View docking window always shows the 3D model of the created escalator model. It is updated automatically when the escalator model gets changed via the corresponding escalator component properties.



The 3D Model can be exported as a full structured DWF file via the save as button in the 3D View control.



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