



**pCon**  
PLANNER

New features of pCon.planner 6.4.1

**Title** New features of pCon.planner 6.4.1

**Document created** 12.04.2012

**Company** EasternGraphics GmbH  
Albert-Einstein-Straße 1  
98693 Ilmenau, Germany  
[www.EasternGraphics.com](http://www.EasternGraphics.com)

#### **Legal remarks**

Copyright © 2012 EasternGraphics. All rights reserved.

This work (whether as text, file, book or in other form) is protected by copyright law. All rights are reserved by EasternGraphics GmbH. The translation, reproduction, or dissemination, fully or in part, is only permitted upon the prior written consent of EasternGraphics.

EasternGraphics GmbH accepts no liability for the completeness, freedom from errors, topicality or continuity of this work or for its suitability to the intended purposes of the user. All liability except in the case of malicious intent, gross negligence or personal injury is excluded.

All names or labels contained in this work may be the trademarks of the relevant copyright owner and as such legally protected. The fact that such trademarks appear in this work entitles no-one to assume that they are for the free use of all and sundry.

## Contents

<b>Features and Extensions, all versions.....</b>	<b>4</b>
1. Resetting and fitting textures .....	4
2. Shared use of embedded textures .....	4
3. Additional languages for pCon.planner .....	4
<b>Features and extensions, pCon.planner PRO and ME.....</b>	<b>5</b>
1. Folder Manager (PRO version) .....	5
2. Remove Article Data .....	6
3. Split Up Articles.....	6
4. Assign Attributes (PRO version).....	7

# Features and Extensions, all versions

## 1. Resetting and fitting textures

A new texture editor tool was introduced with pCon.planner 6.4. In version 6.4.1, an additional function (**Fit Texture**) allows textures to be adapted to the particular dimensions of the object.

As usual the **Reset Mapping** function ensures that the texture is projected in 1x1m squares independently of the object dimensions. The following screenshots will clarify how the various functions work.

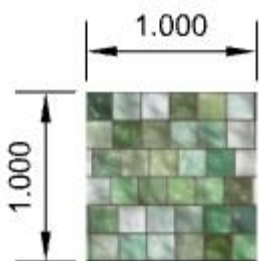


Fig. 1: Texture in original size (1m x 1m).

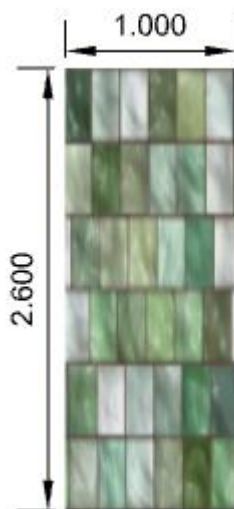


Fig. 2: Texture adapted using **Fit Texture**.

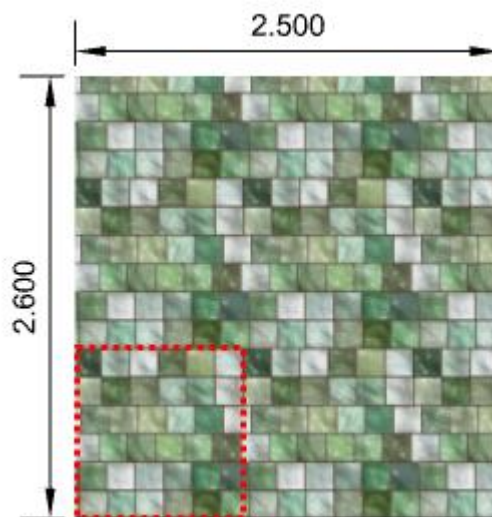


Fig. 3: Texture projected onto the object in 1x1m Squares using **Reset Mapping**. The original mapping is framed in red in the figure.

## 2. Shared use of embedded textures

Among the features of objects stored in a DWG file are the textures, together with the material definition (such as shininess, mapping, reflection). In earlier versions, the material definition and the texture were stored separately for each geometrical drawing. From 6.4.1 onwards, the textures only require saving once in the DWG file because similar textures, even if used with different geometry, are used jointly. The result is a considerable saving in memory required.

## 3. Additional languages for pCon.planner

Today's release is the first time pCon.planner has been available in Czech and in Russian in addition to its other languages. This brings the overall choice for the application to 13 languages. The new languages will enable more users to make the best possible use of pCon.planner.

### Languages - overview

English	German	French	Italian
Spanish	Dutch	Danish	Portuguese
Turkish	<b>Russian</b>	<b>Czech</b>	Romanian
Swedish			

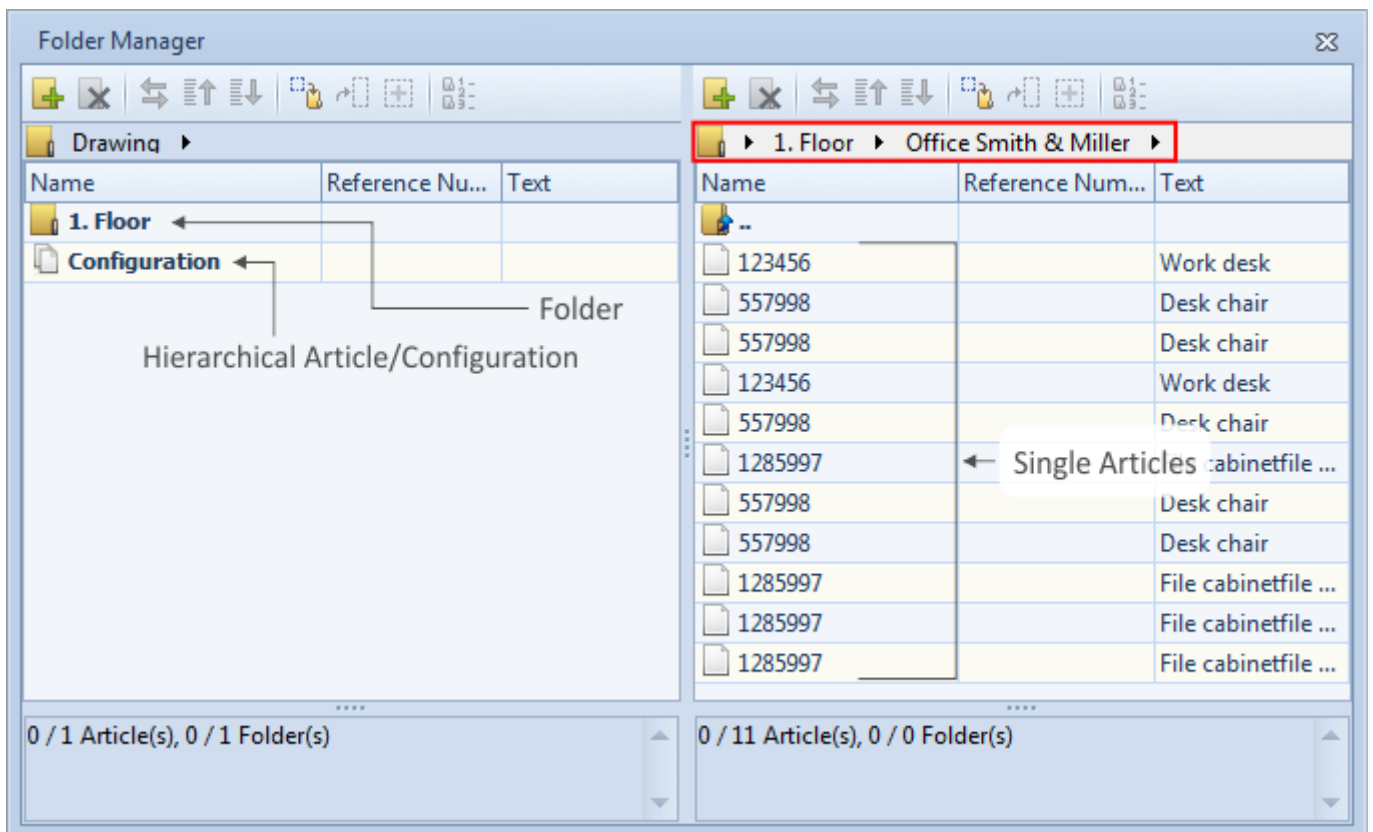
# Features and extensions, pCon.planner PRO and ME

## 1. Folder Manager (PRO version)










Using the **Folder Manager** means that design projects can be given an individual structure. Individual articles and groups of articles can be allocated to folders and managed accordingly. The tool has been thoroughly reworked for the 6.4.1 version. It now has considerably more functions than it used to have, and is easier to use. For instance, a two-window view is now provided, which facilitates efficient management. Articles can be dragged from source to target folder.

At the top of each window a breadcrumb trail helps the user to remain aware (see red frame in Fig.4).

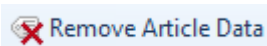
To enable individual articles, folders and items (or configurations) in the hierarchy to be distinguished, different icons and font weights are used (see Fig.4).



Not only have the graphics been improved but also the **Folder Manager** functions. For example, “drag and drop” is now possible for marking articles in a drawing and allocating them to a particular folder. The list below gives the operations which can be carried out using the folder manager toolbar.

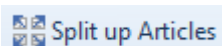
Button	Function	Description
	Create a new folder	This is for making a new folder in the folder manager.
	Delete selected folders	For deleting the folder(s) currently selected.
	Move selected items to other side	This will move any articles which have been marked to the other side of the folder manager.
	Move selected items upwards	This will push any marked articles or folders higher up the list.
	Move selected items downwards	This will push any marked articles or folders further down the list.
	Move selected articles to active folder	Articles selected in the design will be moved into the folder which is currently open.
	Select marked articles in drawing	This will select the objects in the drawing that have been marked in the folder.
	Add marked articles to the drawing selection	This will add to the selection in the drawing any further objects that have been marked in the folder.
	Show dialog for automatic reference number creation	The dialog enables the user to generate an automatic reference number for folders and article layers.

## 2. Remove Article Data



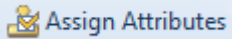
There is now a new function available in the **Configurator** tab: **Remove Article Data**. When an article has been selected and this button is pressed, all the commercial details including features and product rules will be irrevocably deleted. As a result, one is left with only the graphic representation of the article, which is a useful function when designs containing certain articles are to be passed on without the manufacturer's details. Another possible use is for the design of special articles. For example, the dimensions of the graphic object remaining after the removal of original details can be modified so that a new article can be created manually.

## 3. Split Up Articles



The 6.4.1 version offers not only the **Remove Article Data** function but also a **Split Up Articles** function on the **Configurator** tab. When a group of articles (a hierarchical article or a configuration) has been selected and this button is pressed, the hierarchy for the articles will be suppressed, which means that all articles previously united in a hierarchical structure will now be on a single layer and will be shown as such in the list of articles. This leaves everything but the metatype properties of the individual articles intact. Again, the aim is to make it easier for the user to create a special article.

## 4. Assign Attributes (PRO version)



In the Layout area of pCon.planner 6.4.1 there is a new **Assign Attributes** function. This has been developed to serve the special stamp which is now available in the new version. If this stamp has been inserted, it will automatically receive the details in **Document Properties** and pCon.planner **Settings**. Modifying the properties from the appropriate dialog is also possible (see Fig. 5).

<b>Max Mustermann &amp; Friends</b> Penny Lane 50667 Cologne 2828455	Floor	1	Draw. name	Stamp
	Status	Draft	Designer	John Miller
	Date	21-03-12	Scale	1:100
	Modified		Format	A2
<b>Interior Design</b> Offer for M&F	Date	21-03-12	Measurements	420mm x 594

Place your logo

Bert Bauer  
 Adress  
 50667 Cologne  
 Tel: 024548779  
 Fax:  
 plannings123.org

This drawing is protected under copyright. At no time must any part of this drawing be reproduced and electronically processed, duplicated or distributed in anyway (print, photocopy or any other procedure) without the written permission of the author.