

DYNAMIC BLOCK TUTORIAL:

- 1) Draw the block on the block matrix or roof factory as you normally would.
- 2) Write the block to a file, as you normally would.
- 3) Open up the block file.
- 4) Enter the block editor mode: **HOME** tab → **BLOCK** palatte → **EDIT** button
Or, “BEDIT” command
- 5) Select <Current Drawing>
- 6) Press OK
You are now in the block editor, where you will add dynamic properties to your block. You should see the “Block Authoring Palatte” open up when you enter the block editor.

ROOF EAVE WITH DYNAMIC GUTTERS:

- 1) Enter the block editor mode, described above (steps 1-6)
- 2) Add a visibility parameter: **BLOCK AUTHORIZING** palatte → **PARAMETER** tab → **VISIBILITY** button
- 3) Click the location on the block where you want the visibility toggle to appear.
- 4) Enter the Visibility States Manager: **BLOCK EDITOR** tab → **VISIBILITY** palatte → **VISIBILITY STATES** button
- 5) **RENAME** the existing visibility state to “Downspout On”
- 6) Create a **NEW** visibility state named “Downspout Off”

- 7) In the **VISIBILITY** palatte, select the “Downspout On” state. Make sure the roof block and downspout appear as you intend it to appear when the Downspout is turned on.
- 8) In the **VISIBILITY** palatte, select the “Downspout Off” state.
- 9) Select the lines of the downspout that you want to disappear when the downspout is turned off.
- 10) Make these lines invisible. **BLOCK EDITOR** tab → **VISIBILITY** palatte → **MAKE INVISIBLE** button
- 11) One the **VISIBILITY** palatte, toggle back and forth between the two visibility states to verify that the block is behaving as intended.
- 12) Close the block editor mode. **BLOCK EDITOR** tab → **CLOSE** Palatte → **CLOSE BLOCK EDITOR** button
- 13) Save the changes to <Current Drawing>.
- 14) Save the block drawing. Close the drawing.
- 15) Your dynamic block is now created. Insert it into a working elevation drawing to and enjoy.

DYNAMIC WINDOW TRIM:

- 1) Enter the block editor mode, described above (steps 1-6)
- 2) Add a linear stretch parameter for the horizontal stretch:
BLOCK AUTHORIZING palatte → **PARAMETER SETS** tab → **LINEAR STRETCH** button
- 3) Click the location on the block that you want to be the base point, which is the fixed end of the horizontal stretch.

- 4) Next, click the location on the block that you want to be the grip point for stretching the block horizontally.
- 5) Define a selection set for this parameter: Right click on the icon next to the stretch dimension.
Click **ACTION SELECTION SET**, click **NEW SELECTION SET**
- 6) Select which objects need to stretch when the grip point is pushed or pulled using the Right to Left dragging selection method. Two selections must be made: the first is to select objects within the parameter set, the second is to select objects with the block drawing.
- 7) Hit SPACEBAR. The stretch parameter and selection sets are now defined.
- 8) Add another linear stretch parameter for the vertical stretch:
BLOCK AUTHORIZING palette → **PARAMETER SETS** tab → **LINEAR STRETCH** button
- 9) Click the location on the block that you want to be the base point, which is the fixed end of the vertical stretch. It is convenient to use the same base point used on the horizontal stretch.
- 10) Next, click the location on the block that you want to be the grip point for stretching the block vertically.
- 11) Define a selection set for this parameter: Right click on the icon next to the stretch dimension.
Click **ACTION SELECTION SET**, click **NEW SELECTION SET**
- 12) Select which objects need to stretch when the grip point is pushed or pulled using the Right to Left dragging selection method. Two selections must be made: the first is to select objects within the parameter set, the second is to select objects with the block drawing.
- 13) Hit SPACEBAR. The stretch parameter and selection sets are now defined.
- 14) Close the block editor mode. **BLOCK EDITOR** tab → **CLOSE** Palette → **CLOSE BLOCK EDITOR** button
- 15) Save the changes to <Current Drawing>.
- 16) Save the block drawing. Close the drawing.
- 17) Your dynamic block is now created. Insert it into a working elevation drawing and enjoy.