DATACAD LLC

TECHNICAL BULLETIN

Get-Snap
(For DataCAD 9.03 and later)

The new Get-Snap feature allows you to input distances relative to other objects in the drawing. This allows you to create, move, and copy entities that align with other objects without having to draw guidelines or markers first.

You can also use **Get-Snap** to enter distances for moving, copying and stretching objects.

Get-Snap applies the relative distances to the point you object snap to. Typical object snaps are: end point, mid-point, intersection, perpendicular and tangent.

Accessing Get-Snap

Once you have installed the DataCAD 9.03 update, you are ready to take advantage of this new feature.

Keep in mind that, as with all middle mouse button snapping in DataCAD, your middle mouse button must be set to Middle Button in the Control Panel/Mouse dialog box in order for you to use the Get-Snap feature.

1. To use Get-Snap, hold down [Shift] on your keyboard and snap with the middle mouse button to an entity on screen. A menu, shown below, is displayed at your cursor:
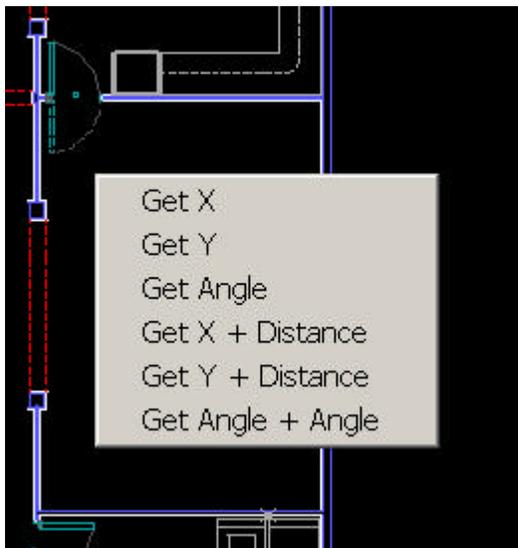

Figure 1: Get-Snap menu

2. Select one of the following options from the menu:

Get X	Get the relative X distance
Get Y	Get the relative Y distance
Get Angle	Get the relative angle
Get X + Distance	Get the relative X distance, and add or subtract a distance
Get Y + Distance	Get the relative Y distance, and add or subtract a distance
Get Angle + Angle	Get the relative angle, and add or subtract an angle

3.   See the following examples for details on how to use each of these options.

Get-Snap works with any input mode: polar, Cartesian, and direction-distance.

Using Get X to Draw Walls

In this example, we will use the Get X option to create a wall relative to an existing corner in the drawing.

1.   Open a new file. Make sure Ortho is toggled on. (If the "O" in SWOTHLUD in the Status Area is lowercase, press [O].)

2.   Create a wall corner, as shown in the upper-left corner of Figure 2.

3.   Draw a vertical wall, and position your cursor to the left of the wall end point. (See Figure 2)
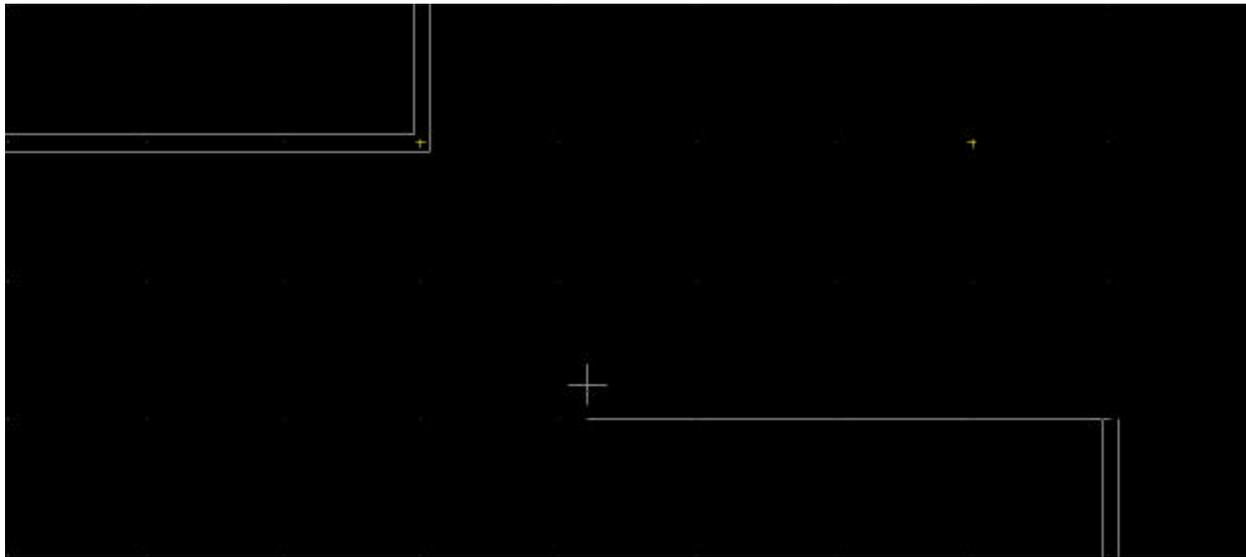

Figure 2: Drawing a vertical wall.

4.   Press and hold down [Shift] and click with your middle mouse button to object snap to the existing corner (shown as red "X" in Figure 3). The Get-Snap pop-up menu is displayed.
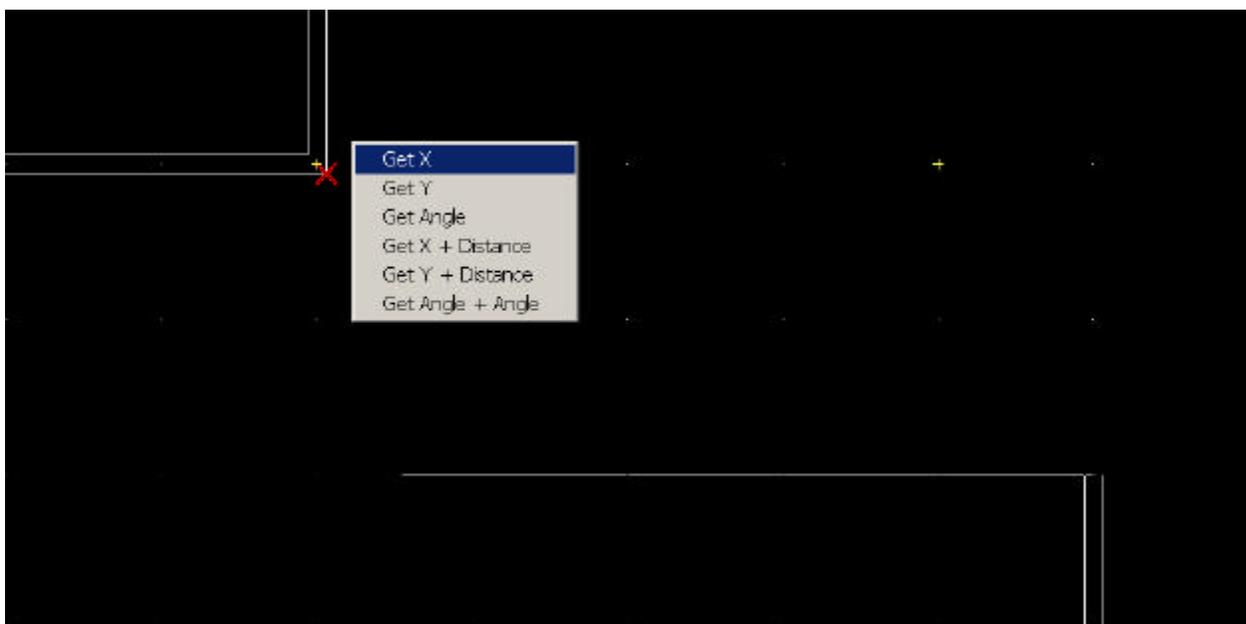

Figure 3: The Get-Snap pop-up menu

5. Click on Get X with your mouse. The wall is drawn, with its length equally the X-distance from the vertical wall to the building corner. (See Figure 4)

The Get Y option works similarly when you want to draw vertically.

Figure 4: The horizontal wall is drawn, based on the distance between the vertical wall end and the building corner you selected using Get-Snap.

Using Get X + Distance to Draw Walls

Using the Get X + Distance option works just like the Get X option, except you can add to or subtract from the Get X distance.

1. Create a wall corner, as shown in the upper-left corner of Figure 5.

2. Draw a vertical wall, and position your cursor to the left of the wall end point.

3. Press and hold down [Shift] and click with your middle mouse button to object snap to the existing corner. The Get-Snap pop-up menu is displayed.

4. Click on Get X + Distance in the Get-Snap menu. A value menu is displayed, and you are prompted to "Enter a relative distance".

The Get Y + Distance option works similarly when you want to draw vertically.

5. You can add to the Get X distance by entering a positive distance, or subtract from the Get X distance (example shown in Figure 5) by entering a negative distance. For this example, use the value menu or type 4'-0", and press [Enter]. The wall is drawn, with the specified distance longer or shorter relative to the Get X distance. (See Figure 6)
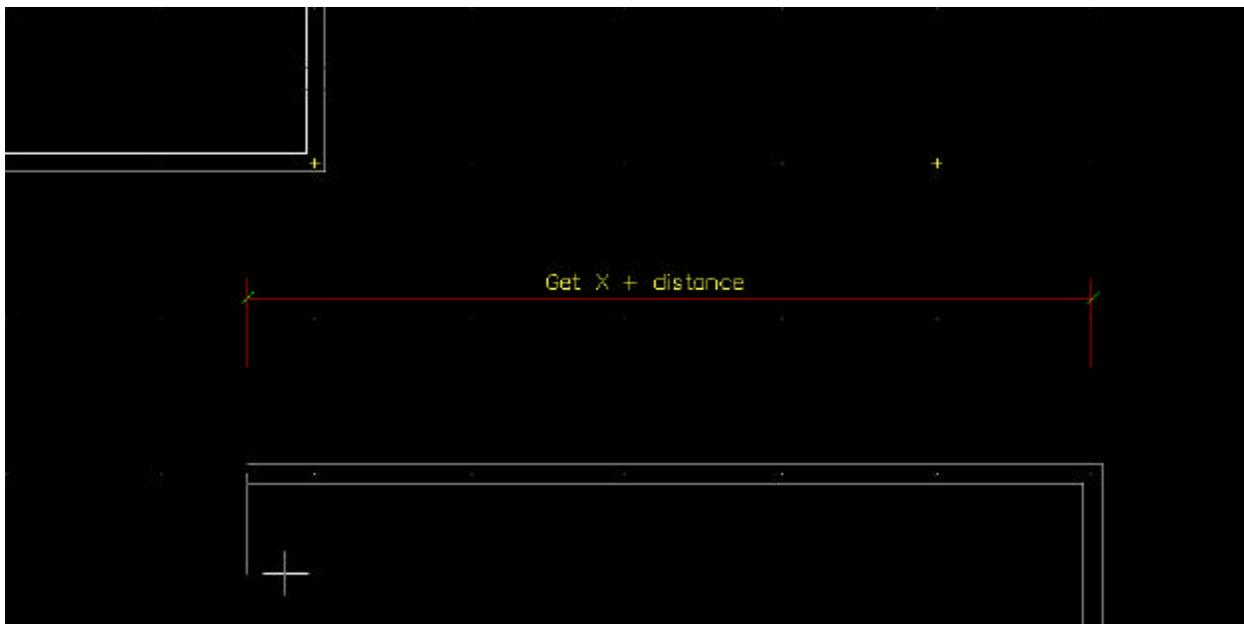
Figure 5: The Get X distance

Figure 6: The Get X distance plus an added distance

Using Get Angle to Draw Lines

Get Angle allows you to snap to a point to define the angle for the line and then specify a distance to draw a line.

1. Begin by entering a start point for the line or wall. (See Figure 7, left)

2. Press [Shift] and click with your middle mouse button to object snap to the point which lies along the angle. (See red "X" in Figure 7, center) The Get-Snap pop-up menu is displayed.

3. Click on Get Angle from the pop-up menu. (See Figure 7, center) A value menu is displayed, and you are prompted to "Enter relative distance".

4. Use the value menu or type a length for your line, and press [Enter]. (See Figure 7, right) The line is created at the referenced angle and length.
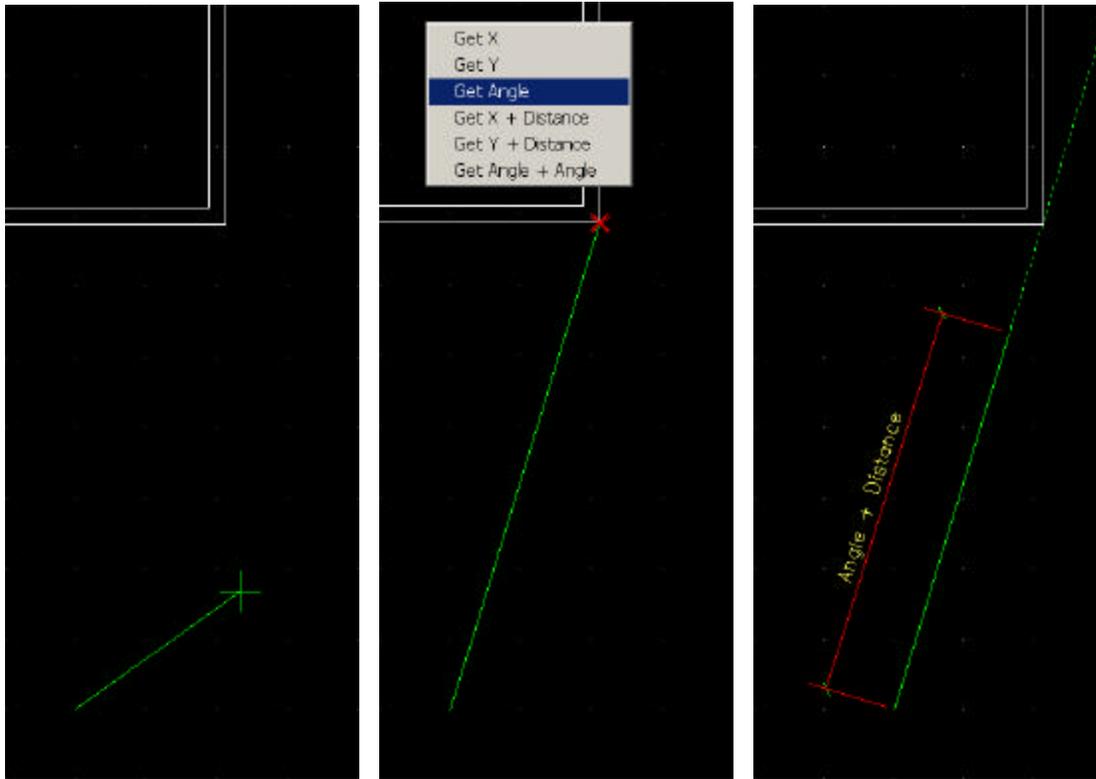

Figure 7: Start the line (left); activate Get-Snap and select Get Angle (center); enter distance (right).

Get Angle + Angle

The Get Angle + Angle option allows you to snap to a point to define the angle for the line, and then add or subtract from it.

1. Begin by entering a start point for the line. (See Figure 8, left).

2. Press [Shift] and click with your middle mouse button to object snap to the point which lies along the angle. (See red "X" in Figure 8, center) The Get-Snap pop-up menu is displayed.

3. Click on Get Angle + Angle in the pop-up menu. (See Figure 8, center) A value menu is displayed, and you are prompted to "Enter angle from the origin".

4. To enter the angle to add to the reference angle, use the value menu or type an angle, and press [Enter]. The default is 90°. (See Figure 8, right) You are prompted to "Enter relative distance".

5. To enter the length of the line, use the value menu or type a value, and press [Enter]. The line is created at the referenced angle and length.
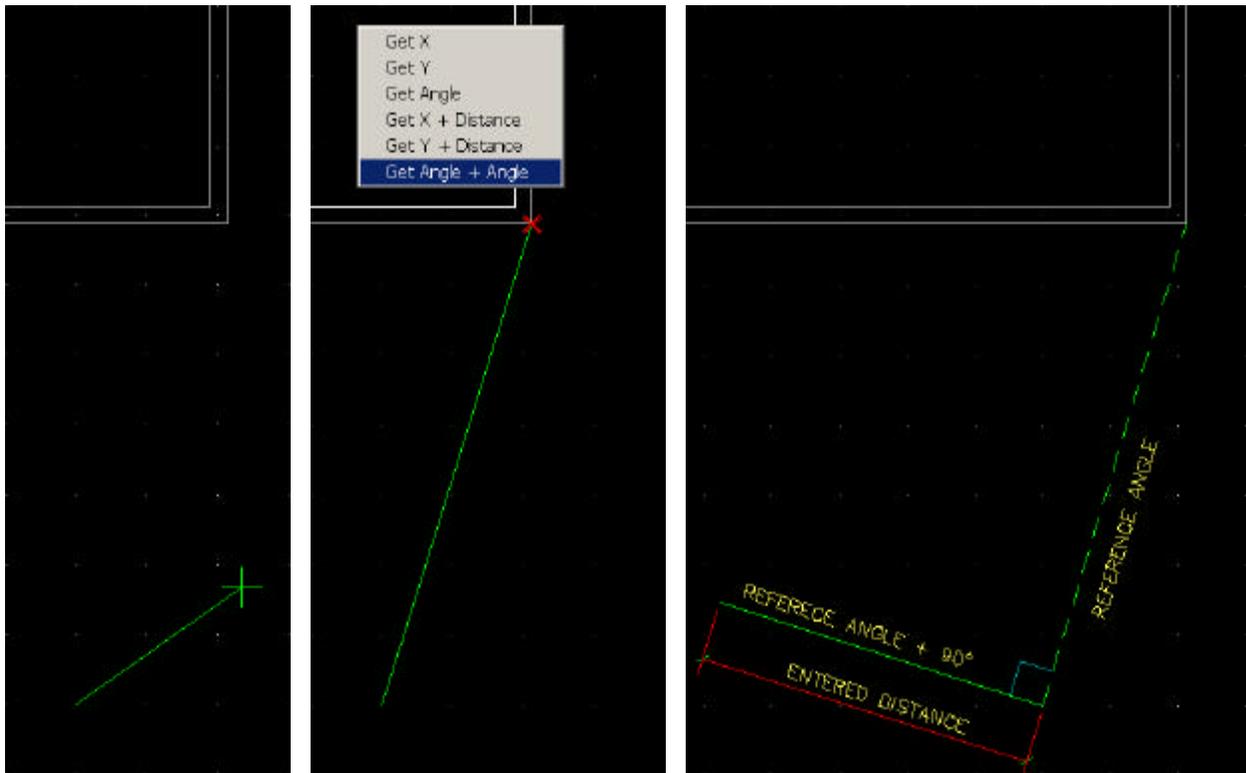
Figure 8: Start the line (left); activate Get-Snap and select Get Angle + Angle (center); enter additive angle and distance