Getting it done just got easier.

Time is precious. You need an **CAD system that's intuitive and simple**. Our mission for the ARRIS 9.2 release was to improve the GUI so you can **zip through tasks**. We have taken the hint from our ARRIS++ users and with the cooperation of Jeff Small of CJSA LLC, we have integrated the ARRIS++ functions into ARRIS 9.2. **More attractive and easier to navigate** menus will help you find what you are looking for more quickly. ARRIS 9.2 also adds more opportunities for customization, putting the tools you use most **right at your fingertips**. ARRIS 9.2’s more intuitive interface, integrated ARRIS++ features, and numerous productivity features will help you **accomplish more every day**.

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“Find it Fast” Menu Improvements

Help at your fingertips

For both the new and the established ARRIS user, enhancements have been made to the Menu Help. This Middle-Mouse or Scroll-Wheel [F2] can answer almost any question you may have. Just mouse over the icon and select the middle mouse or press down on your scroll wheel. You can quickly learn new features without referring to the ARRIS Bookshelf.

User Defined Right-Click Status

ARRIS 9.2's menu help also shows whether or not user defined right clicks are enabled on the menu box. If they are, the box will display bright green and the right click command keyword is also shown. To define the Right-Click, select the User Defined Right Click Button to the right of the Keyword.

Easier To Read GUI

In ARRIS 9.2 the title boxes and Button text has been changed to upper case to give the menus a cleaner, more attractive and consistent look. It’s easier to distinguish between the menu labels and user data, so you can “Find it Fast”.

![Menu Help Screenshot](image)
“Find it Fast” Menu Improvements

Color Selection Made Easy

ARRIS 9.2 has a larger Color Select menu offers larger color swatches which make it easier to see and select the right color. Also, all of the colors from 0 through 256 have been clearly numbered to make them easier to identify.

Forgot What You Did? ARRIS Didn’t!

Make life easier from the moment you start drawing with ARRIS 9.2’s commands which now remember the last 6 values/selections used.

Chamfer
The Chamfer command (beveled edge connecting two surfaces) now remembers the last 6 chamfer values used.

Fillet
The Fillet command (rounding off of an interior corner) now remembers the last 6 fillet values used.

Penmap
The Penmap command now remembers the last 6 penmaps used.

Layer Enhancements

Work Layer
In ARRIS 9.2 if the work layer is changed with the layer menu open, the menu work layer box highlight will now update.

Layer Add
The layer add command now accepts layer descriptors up to 128 characters long.

Polygon Placement Options

The Polygon Placement command will now place polygons either inscribed or circumscribed.
Do it Your Way Time Savers

Right-Click Customization

Customize ARRIS to your personal requirements with user defined right-clicks. In ARRIS 9.2 your options have expanded. Now you can add user defined right-clicks to menu buttons on the Application Menus and Sub-Menus. ARRIS 9.2 gives you the freedom to work your way.

Notes Time Savers

If you find yourself placing the same note again and again, you will love this feature. ARRIS 9.2 now repeats the note until the F10 or <Enter> key is pressed, allowing multiple placements of the same note.

Another time saver is the catalog or manual note menu (when started with a left click) now reloads after a note is placed allowing selection or input of another note. This repeats until the menu is cleared by selecting EXIT on the menu.

When starting either of these commands with the right-click, the catalog or manual note will be single placement only, and the command ends after the note is place.
ARRIS++ Integrated As an ARRIS 9.2 Plug-in

ARRIS 9.2 has added a powerful new plug-in into its arsenal called ARRIS++ Alternate Menus Package, created by CJSA LLC. It is a menus package that contains hundreds of alternate menu sets throughout the ARRIS menu system which significantly extends the functionality of the standard ARRIS system.

The goal of ARRIS++ is to increase user productivity by using more visible buttons for less clicks to get to tools and increased customization.

To get ARRIS++ to load automatically when ARRIS is started, simply add an entry to either the compiled :ustart or to the ustart.txt file. You can find instructions in the user documentation by going to the link listed at the bottom of this page.

You can find an ARRIS++ User Manual at http://cjsa.home.comcast.net/aplus/APLUS/ap_index.html
We’re Giving You More Options

View Control Bar Improvements

The View Control Bar buttons now have user definable right-click commands.

It’s back in 9.2! The “Last Zoom” function has been added back to the View Control Bar, it’s also the default right click on the Zoom Window button.

The Opaque Display function has been added back to the View Control Bar as the default right click on the “Redisplay” button.

Query Area Menu Improvements

The Query Area menu now has a TEXT UNITS box which allows the area units to be user defined (or None) when placing the area as text.

Edit Menu Improvements

The Edit menu now has a clockwise/counter clockwise button for setting scale/rotation moves, similar to the copy menu.
We’re Giving You More Options

Copy / Edit

In ARRIS 9.2 the scale factor prompt for the EDIT and COPY menus has been enhanced. New Mirroring options have been added. As the prompt indicates, these options may be selected from the keyboard by entering either ‘mx’ to mirror about the x-axis, ‘my’ to mirror about the y-axis, or ‘mb’ to mirror about X & Y axes.

Entity Select Add To Toolbar

The Entity Pager Add To Toolbar function has been enhanced to allow several commands to choose from when adding a command and entity style to the tool bar.

Raster Status Menu

Raster File display now indicated “No File Set” in red.

Zones Status Menu

Zone type and name boxes display in red if those parameters are not set.

Ambient Light

The Ambient Light function found previously on the Color menu has been moved to the Lights menu in the 3D Application.
We’re Giving You More Options

RI Status Bar

Thumbnail Displays
In ARRIS 9.2 a small image of the current repeated now displays on the status menu. This thumbnail image of the RI is displayed in either the Ri’s native color(s) or in the current color, depending upon how the RI was originally created. Clicking on this thumbnail image immediately displays the Repeated Item Select pop-up menu where you can select another RI from an existing RI catalog or library.

<table>
<thead>
<tr>
<th>RI NAME</th>
<th>RI SCALE FACTOR</th>
<th>PROP</th>
<th>RI ROTATION(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>j_xelfanit35</td>
<td>XYZ 1.000</td>
<td>n/a</td>
<td>XYZ 0.000</td>
</tr>
</tbody>
</table>

RI Rotation & Display
The cursor rotation has been removed from the RI Rotation display and has been given its own display box and set command.

Defaults Simplified
The Clear to Default buttons for RI Scale and Rotation have been simplified.

Offsets Set
The RI Offsets box on the RI Status Menu displays “Set” if there are offsets. Selecting this box brings up the RI Origin Offsets menu which allows you to set and clear RI Offset factors.
We’re Giving You More Options

More Note Leaders

In ARRIS 9.2 we’ve added two new Note Leader pointer options on the Default Note Parameters Menu.

View Menu

In ARRIS 9.2 we’ve put back the Angle View Button on the View Menu. Selecting this allows you to set the view to any angle. ARRIS will prompt for rotation around the X, Y, and Z axes to set the view.
We’re Giving You More Options

Query Perimeter Menu

A new Query Perimeter menu has been added which is very similar to the Query Area function. This allows you to query boundary perimeters using point, rectangle, zone, or chase input. It also allows the output to be expressed in any one of several output units regardless of database unit setting.

ARRIS Plotting Enhancements

ARRIS Plotting has been enhanced to allow pens that are not mapped to solid black (0,0,0) to plot over other entities including solid fill hatch, pen 0 masks, and entities in pens mapped to black. ARRIS plotting now strictly follows the ARRIS layer order regardless of pen mapping.
We’re Giving You More Options

ARRIS Developer Enhancements

ARRIS Developer - Sigmac Compile / Archive: A right-click on the Sigmac Source Directory, Working Directory, or Sigmac Library Box will refresh the list, maintaining the same directory or library setting.

ARRIS Developer - Sigmac Compile / Archive: A right-click on the Edit Source button will now create a new sigmac source code file in the Sigmac Source directory. ARRIS will prompt for the new file name. If the file "master.ff" exists in the directory, the new file will be created as a copy of master.ff. Otherwise the new file will be just an empty file. After the new file is created, it will be opened in the Development Text Editor.

ARRIS Developer - Sigmac Compile / Archive: The "PRINT LOG" button has been changed to "LOG FILE". Selecting this button now opens the log in the Development Text Editor where it may be saved or printed as needed.

ARRIS Developer - Menu Compile / Archive: A right-click on the Menu Source Directory, Working Directory, or Menu Library Box will refresh the list, maintaining the same directory or library setting.

ARRIS Developer - Menu Compile / Archive: A right-click on the Edit Source button will now create a new menu source code file in the Menu Source directory. ARRIS will prompt for the new file name. If the file "master.mt" exists in the directory, the new file will be created as a copy of master.mt. Otherwise the new file will be just an empty file. After the new file is created, it will be opened in the Development Text Editor.

ARRIS Developer - Menu Compile / Archive: The "PRINT LOG" button has been changed to "LOG FILE". Selecting this button now opens the log in the Development Text Editor where it may be saved or printed as needed.

Spin 103

Developer - The $hndlr utility has been enhanced to add new constants for returning to level 0 from level 1 or 2 (but not 3). This for user level error handlers.

Developer - On a test basis, support has been added for raster image use as menu icons.

Developer - Added the #dbfuzzy flag for use in determining tolerances for equality.

Developer - Added a new utility $fzeq(p1,p2,tolerance) for use in determining point location equality.

Developer - Added a new utility $is_widescreen for use in determining if a widescreen aspect ratio is being used.
Fixes

**Spin 103**  Release Date: 9-27-07

Fixed a bug where the "Orient View" on the VIEW menu could not be changed.

Fixed the default right-click on the Save button on the DESKTOP menu to be ":save;='y''

Fixed a bug in the ARRIS++ RI select menu where the RI is not properly set when selected.

Fixed a bug where the Copy Database was being improperly displayed in the "Scale" box of the COPY m

**Spin 104**  Release Date: 11-01-07

Internal Testing

**Spin 105**  Release Date: 11-08-07

Internal Testing

**Spin 106**  Release Date: 11-09-07

The Offset command now accepts math functions (+-*/) in the input of the offset value. It also accepts negative offset values which will add the offset line on the opposite side of the line selected.

The Chamfer command now accepts math functions (+-*/) in the input of the chamfer values.

The Fillet command now accepts math functions (+-*/) in the input of the fillet radius.
The prompts in general have also been cleaned up.

The Wall Type Selection button on the WALL Status menu now brings up the Wall Select menu for selection of the Wall Type - similar to the way the Door/Window Status menu. A Right-Click selection will prompt for the Wall Type number allowing manual input.

Fixed a bug in the Perimeter command for Point Boundary Input.

The Door/Window Type is now properly set and Door/Window Repeated Items initialized when a Door or Window is set using Match Parameters.

The Repeated Item Status Menu has been tweaked for consistency. All Parameter Clear buttons are to the right of the parameter display.

The ARRIS++ Visible Point Symbol selection menu now displays the symbols properly.
Fixes

Spin 106  Release Date: 11-09-07

The ARRIS++ Visible Point Symbol selection menu now displays the symbols properly.

The Segment Line/Arc command has been cleaned up for prompt consistency.

The ARRIS++ Query menu has been updated to call the new Query Area and Query Perimeter commands.

Fixed a problem in setting Pens in the 3D Construction Setup menu.

The Project Select menu has been overhauled and 2 new buttons added:

* Project Directory Set - sets the Project and Working Directory immediately to the selected project. This makes "Save As" processes easier.

* A new eZ button has been added which brings up the new Project Page Launch To eZ menu for the selected project.

The Project Page Select Menu has been overhauled and 2 new buttons added:

* Open Read Only - opens the selected Project Page read only. This replaces a "read only" mode setting within the regular open drawing process.

* A new "Open In New Session" button has been added which opens the selected Project Page in a new session of ARRIS with Project Mode, Project Directory, etc. properly set. The existing ARRIS session is not changed.

A new "Launch Project Page To eZ" menu has been added which allows you to select one or more Project Pages and launch all selected to eZ (.hpg format). This menu also consolidates all other eZ launch functions for current drawing/model (.hpg, .dwg, & 3D model).

A new eZ button has been added to the right of the User Toolbar which opens the "Launch Project Page To eZ" menu for the current project. A right click on this button immediately launches the currently loaded drawing/sheet to eZ (2D .hpg).

The XY Forcing is no longer cleared for RI single placement. The current user XY Forcing setting is used.

Fixed a problem with the placement of Viewports.
Fixed an additional bug in the selecting and placing of Doors and Windows using Entity Select and Match Parameters where under certain conditions the proper door/window RI was not being set.

The Chamfer, Offset and Fillet commands have been updated so that the distance/radius settings are set in the database units as expected. Math functions are now accepted when preceded by the Equals sign (=).

Fixed a problem in the Chamfer command where a previous setting of 0 was being reset when the command was started. A default value of 0 is now allowed.

Layer names will now support the "$" character, which is used in some .dwg translations. Note: It is highly recommended that this be used for translations only.

The "Mirror X", "Mirror Y", and Mirror XY" selections on the Copy/Edit Scale Choice menu are now more intuitive, setting the scale flags explicitly for a 1x Copy/Edit with mirror about the specified axis.

Fixed a bug where menu icons in the Site and Details menus in the ARRIS++ plug-in were not displayed properly.

Parametric Repeated Items with strings now no longer give an error when the string is longer than 64 characters. The Repeated Item name + the associated string may be up to 64 characters. Anything longer is truncated without generating an error.

The Manual Dimension User Defaults now display in the prompt Choice Menu reflecting the current "Caps" setting. What you see in the Choice Menu is what is placed in the drawing.