TRADESMEN'S SOFTWARE, Inc.

OS3DE™
ON SCREEN 3D ESTIMATOR

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Software Performance Suggestions

On occasion…we have heard from our customers that they are experiencing slow and undesired graphics performance while utilizing the software on their computers. Tradesmen's staff and support team are not experiencing the reported issues. These reports are normally attributed to 1 or more of 3 issues.
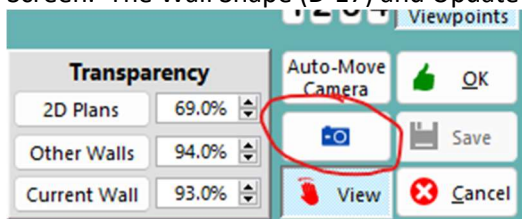
1. Outdated hardware that has been "upgraded" over the years. The mixed technology does not tend to play well together. We encourage the user update to newer computer that EXCEEDS our minimum recommendations and requirements. Minimum Recommendations translates to Minimum Performance. http://tradesmens.com/overview/system-specs/

2. The Nvidia graphics card driver is out of date. You can download, save, and install the latest driver from http://www.nvidia.com/Download/index.aspx?lang=en-us

3. The user is not taking advantage of and using the available settings that are built into the On-Screen 3D Estimator. Please continue with the remainder of this document to better understand and apply.

Graphic Options:

From a software standpoint and performance reasons, we are unable to control the use's hardware environment and why we developed the Graphic Options for the Current Wall and Other Walls.

Some customers have experienced a long lag time when they are generating an image on the Place Walls Screen. Each material item that is placed in your wall/project is rendered if the graphic option for the material item is turned on. It is one thing to render the Rebar for one wall, but it is an entirely different effort to render the rebar, rebar lap and grout for an entire project. You could be asking your computer to render 10,000+ pieces of Rebar and thousands of other details with a heavily reinforced project. That is a LOT of work for even a top-of-the-line computer and it could take minutes to render.
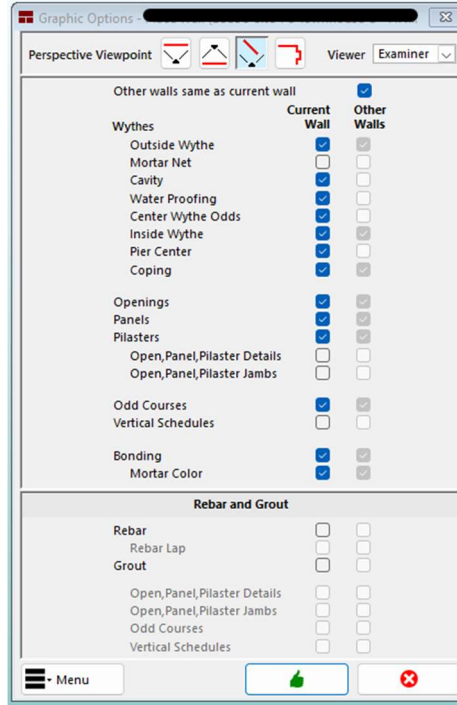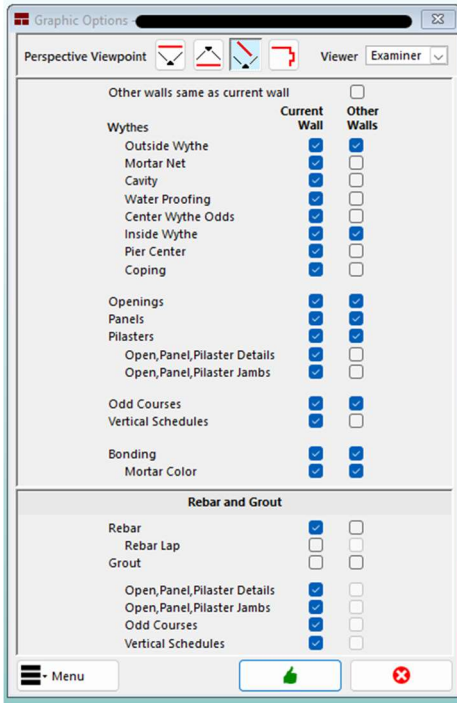
Please consider what you are wanting to view vs. what you are needing to view. The more the computer needs to "draw", the longer it will take to render. The **Graphic Options** menu is the tool for selecting what you wish to view. It can be entered by clicking on the camera icon on the Place Wall Screen. The Wall Shape (D-17) and Update Wall (D) screens also have Graphic Options setting.
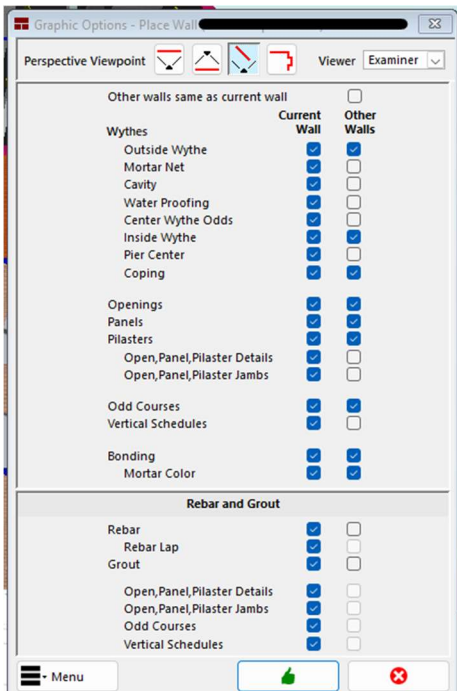
The following are different settings recommendations to meet your different viewing needs.

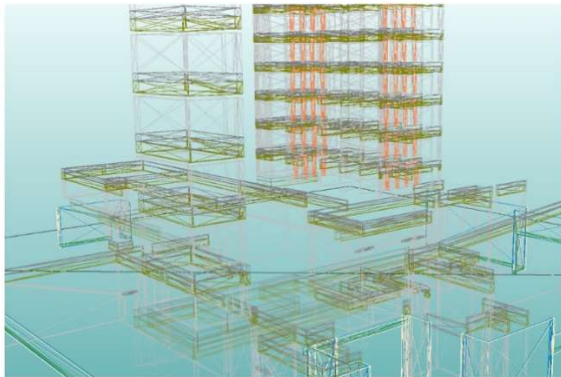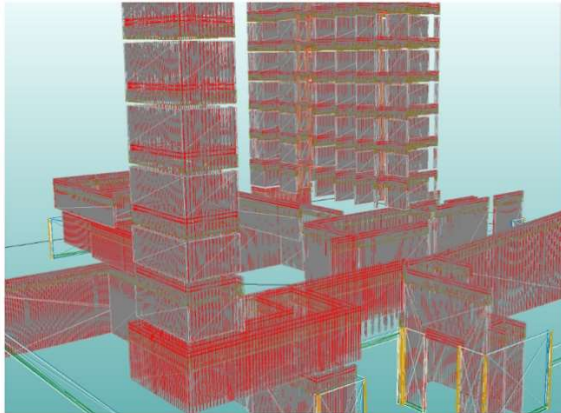Estimating: Bid Review or Show and Tell with the owner:

Graphic Options

Perspective Viewpoint   Viewer Examiner

Other walls same as current wall	Current Wall	Other Walls
Wythes		
Outside Wythe	☑	☑
Mortar Net	☑	☐
Cavity	☑	☐
Water Proofing	☑	☐
Center Wythe Odds	☑	☐
Inside Wythe	☑	☑
Pier Center	☑	☐
Coping	☑	☐
Openings	☑	☑
Panels	☑	☑
Pilasters	☑	☑
Open, Panel, Pilaster Details	☑	☐
Open, Panel, Pilaster Jambs	☑	☐
Odd Courses	☑	☑
Vertical Schedules	☑	☐
Bonding	☑	☑
Mortar Color	☑	☑
Rebar and Grout		
Rebar	☑	☐
Rebar Lap	☐	☐
Grout	☐	☐
Open, Panel, Pilaster Details	☑	☐
Open, Panel, Pilaster Jambs	☑	☐
Odd Courses	☑	☐
Vertical Schedules	☑	☐

Menu

Graphic Options

Perspective Viewpoint   Viewer Examiner

Other walls same as current wall ☑	Current Wall	Other Walls
Wythes		
Outside Wythe	☑	☑
Mortar Net	☐	☐
Cavity	☑	☐
Water Proofing	☑	☐
Center Wythe Odds	☑	☐
Inside Wythe	☑	☑
Pier Center	☑	☐
Coping	☑	☑
Openings	☑	☑
Panels	☑	☑
Pilasters	☑	☑
Open, Panel, Pilaster Details	☐	☐
Open, Panel, Pilaster Jambs	☐	☐
Odd Courses	☑	☑
Vertical Schedules	☐	☐
Bonding	☑	☑
Mortar Color	☑	☑
Rebar and Grout		
Rebar	☐	☐
Rebar Lap	☐	☐
Grout	☐	☐
Open, Panel, Pilaster Details	☐	☐
Open, Panel, Pilaster Jambs	☐	☐
Odd Courses	☐	☐
Vertical Schedules	☐	☐

Menu

Project Manager detail to create files for specific Wall Area details to share in the field.

Graphic Options - Place Wall

Perspective Viewpoint   Viewer Examiner

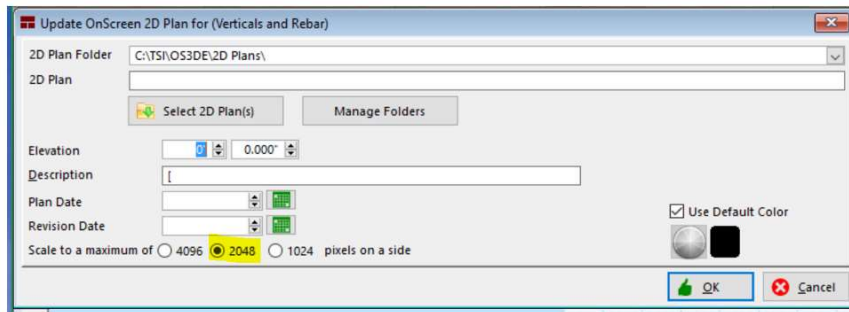| Other walls same as current wall	Current Wall	Other Walls
Wythes		
Outside Wythe	☑	☑
Mortar Net	☑	☐
Cavity	☑	☐
Water Proofing	☑	☐
Center Wythe Odds	☑	☐
Inside Wythe	☑	☑
Pier Center	☑	☐
Coping	☑	☑
Openings	☑	☑
Panels	☑	☑
Pilasters	☑	☑
Open, Panel, Pilaster Details	☑	☐
Open, Panel, Pilaster Jambs	☑	☐
Odd Courses	☑	☑
Vertical Schedules	☑	☐
Bonding	☑	☑
Mortar Color	☑	☑
Rebar and Grout		
Rebar	☑	☐
Rebar Lap	☑	☐
Grout	☑	☐
Open, Panel, Pilaster Details	☑	☐
Open, Panel, Pilaster Jambs	☑	☐
Odd Courses	☑	☐
Vertical Schedules	☑	☐

Menu

If you turn on all the details for all the walls, it may take several minutes for the graphic generation for say a large school, a jail, or a high-rise apartment complex. There is a lot to draw, OS3DE is not rendering a simple repeat tile effect for all the details. These are actual pieces.

Viewing a Project in wire frame mode paints a different picture. With everything turned on the wire frame view may look like solid walls. Here (the top picture); Grout, Rebar Lap, Rebar and Vertical Schedules are active. Below (the bottom picture); these same items are turned off and this view generates almost 10x faster.
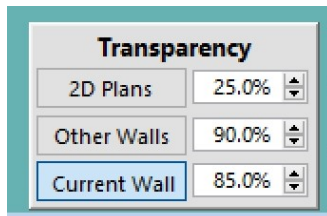
Mercury Systems Error:

When your plan images turn black, this is a common indicator that you have multiple floor plan images and you're set to the 4096 resolutions upon Inserting them. This setting may be too high for your computer hardware and will use most of the video memory. Is it especially impactful when you have inserted multiple floor plans. You can close the program and release the memory that is held in the cache, but that is not an efficient way to work. It is best to bring your floor plans in at the 2048 setting.

Transparency:

The Transparency settings at the bottom of Place Wall [PW] can also affect your computer's performance.   Does one necessarily need to see the inside of every wall every time? Just because you can doesn't mean you should. Only the Current Wall is transparent in this example, this would be recommended for "estimating mode".

We hope this helps explain and gives you a different perspective on what is really happening behind the scenes and the simple tweaks to get the most out of OS3DE in your computer environment.