

## Visual 2012 Help – Index

### Absolute Coordinates

- 1.1.6 Status Bar
- 2.1 Cartesian Coordinates

### Aim

- 7.4.3 Place and Aim Luminaires
- 7.4.4 Reaiming Luminaires

### Align Cursor and Plane to Current View

- 1.1.6 Status Bar
- 9.6 Align to View

### Align Cursor to Plane

- 1.1.6 Status Bar
- 9.5 Align to Plane

### Align to Plane

- 9.5 Align to Plane

### Align to View

- 9.6 Align to View

### Angle (tool)

- 10.4.1 Angle Tool

### Angular Extent

- 6.1 Array Polar

### Angular Separation

- 6.1 Array Polar

### Arcs

- 5.1.1 Arcs

### Area Tool

- 10.2 Design Tools

### Array

#### Polar

- 6.1 Array Polar

#### Rectangular

- 6.2 Array Rectangular

### Audit

- 4.1 Audit

### Auto Calculate

- 8.5.2.2 Automatic Calculation Feature

### Automatic Recovery

- 2.6 Automatic Recovery and File Backup

### Autosave

- 2.6 Automatic Recovery and File Backup

### Axes, XYZ

- 2.1 Cartesian Coordinates

### Axis

- 5.1.2 Axis

### Background Objects

- 3.1 Background Objects
- 4.3.3 Circles, Rectangles, and Polygons

### Brightness

- 8.6 Rendering

## CAD

2.7 Importing and Exporting Files  
Chapter 4 - Model Construction

## Calculation Engine

13.2 Calculation Engine

## Calculation State

4.3.1 Calculation State

## Calculation Status and Mode

1.1.6 Status Bar

## Calculation Type

1.1.6 Status Bar

## Calculation Zones

### Calculation Types

8.1.5 Calculation Types

### Color-Coding

8.5.2.4 Color-Coding Illuminance Values

### Contours

8.5.2.3 Setting and Displaying Contours

### Decimal Precision

8.1.4 Calculation Zone Parameters

### Masking

8.3.1 Masking Calculation Zones

### Offset points

8.1.4 Calculation Zone Parameters

## On a Line

8.1.3 Line Calculation Zones

## Parameters

8.1.4 Calculation Zone Parameters

## Point spacing

8.1.4 Calculation Zone Parameters

## Point Style

8.1.4 Calculation Zone Parameters

## Power Zones

8.2 Power Zones

## Statistical Zones

8.4 Statistical Zones

## Unmasking

8.3.2 Unmasking Calculation Zones

## Calculations tab

1.1.4 Command Tabs

## Cartesian coordinates

2.1 Cartesian Coordinates

## Circles

5.1.3 Circles

5.2.1 Circles

## Color

### Color Dialog

13.1.1 Color Dialog

## **HSL Color Model**

13.1.3 HSL Color Model

## **Layers**

4.3.2 Colors

## **Using the Color Selection Dialog**

13.1.2 Using the Color Selection Dialog

## **Command Line**

1.1.6 Status Bar

1.1.9 Command Line

2.10.3 Command Line Entry

## **Construct tab**

1.1.4 Command Tabs

## **Constructing Solid Objects**

5.1.3 Circles

5.2 Constructing Solid Objects

## **Contours**

8.5.2.3 Setting and Displaying Contours

## **Convert Objects**

6.3 Convert To Background

6.4 Convert To Solid

## **Coordinates**

2.10 Entering Coordinates

### **Command Line Entry**

2.10.3 Command Line Entry

### **Entering Coordinates**

2.10 Entering Coordinates

## **Mouse Pointer Navigation**

2.10.1 Mouse Pointer Navigation

## **Object Snap**

2.10.2 Object Snap

## **Copy**

6.5 Copy

## **Crossing window**

2.11 Selecting Objects

## **Customize**

10.1 Customize Dialog

10.6 Settings Dialog

## **Design Environment**

1.1 Design Environment

## **Design Manager**

4.2 Design Manager

## **Design Window**

1.1.5 Design Window

## **Display Mode**

9.3 Display Mode

## **Distance (tool)**

10.4.2 Distance Tool

## **Dollhouse**

9.3 Display Mode

## **Download**

Installation, Registration and Technical Support

## **Dynamic Panning**

9.1 Mouse Navigation

## **Dynamic Zoom**

9.1 Mouse Navigation

## **Economic Tool**

10.2 Design Tools

## **Edit Text**

6.6 Edit Text

## **Editability**

4.3.3 Editability

## **Erase**

6.7 Erase

## **Exitance**

8.1 Calculation Zones

8.5.1.3 Exitance

## **Explode**

6.8 Explode

## **Export**

2.7 Importing and Exporting Files

## **Extend**

6.9 Extend

## **Extrude**

6.10 Extrude

## **Fence (selection)**

2.11 Selecting Objects

## **File**

### **Backup**

2.6 Automatic Recovery and File Backup

### **Export**

2.7 Importing and Exporting Files

### **Import**

2.7 Importing and Exporting Files

### **Menu**

1.1.3 File Menu

## **Firewall**

Windows Firewall

## **Flatten**

6.11 Flatten

## **Flood Tool**

10.2 Design Tools

## **Global Axis**

9.2 Basic Viewing

## **Group**

6.12 Group

## **Home tab**

1.1.4 Command Tabs

## **Hot Keys**

2.3 Keyboard Commands

## **Illuminance**

8.1 Calculation Zones

8.5.1.1 Illuminance  
8.5.1.2 The Components of Illuminance

## **Import**

2.7 Importing and Exporting Files

## **Importing and Exporting Schedules**

3.1.7 Importing and Exporting Schedules

## **Incremental Snap**

4.2.2 Incremental Snap

## **Interior Tool**

10.2 Design Tools

## **Join**

6.13 Join

## **Keyboard Commands**

2.3 Keyboard Commands

## **Label**

7.1.2 Modifying a Schedule Entry

7.4.5 Luminaire Display Options

## **Layer Manager**

1.1.8 Sidebar

4.3.5 Manager

## **LEED Trespass**

8.1.5 Calculation Types

## **License**

10.3 Help Tools

Installation, Registration and Technical Support

Visual License Agreement

## **Light Loss Factor**

7.1.2 Modifying a Schedule Entry

## **Light Trespass**

8.1.3 Line Calculation Zones

8.1.5 Calculation Types

## **Lines**

5.1.4 Lines and Polylines

## **LLF**

7.1.2 Modifying a Schedule Entry

## **Lumen Method**

10.2 Design Tools

## **Luminaire**

3.3 Luminaires

Chapter 7 - Luminaire

## **Model**

13.3.1 Introduction

7.2.2 Model Tab

## **Placing and Orienting**

7.4 Placing and Orienting Luminaires

## **Schedule**

1.4 Luminaire Schedule

7.1 Luminaire Schedule

## **Columns**

7.1.5 Modifying Columns

## **Copying an Entry**

7.1.3 Copying a Schedule Entry

## Creating an Entry

7.1.1 Creating a Schedule Entry

## Expanding an Entry

7.1.4 Expanding a Schedule Entry

## Importing and Exporting

7.1.7 Importing and Exporting Schedules

## Modifying an Entry

7.1.2 Modifying a Schedule Entry

## Rows

7.1.6 Modifying Rows

## Symbol

7.2.1 Symbol Tab

## Luminaire Counter

1.1.6 Status Bar

## Luminaire tab

1.1.4 Command Tabs

## Luminance

8.1 Calculation Zones

8.5.1.4 Luminance

## Luminous Volume

7.4.5 Luminaire Display Options

## Mask

8.3.1 Masking Calculation Zones

## Max Spill calculation

8.1.5 Calculation Types

## Minimize Ribbonbar

10.5 Minimize Ribbonbar

## Mirror

6.14 Mirror

## Modify tab

1.1.4 Command Tabs

## Mouse

### Cursor

2.2 Using the Mouse

### Double-click

2.2 Using the Mouse

### Left-click

2.2 Using the Mouse

### Right-click

2.2 Using the Mouse

## Move

6.15 Move

## Notes Editor

7.3.8 Adding and Editing Text

## Object Filters

2.11 Selecting Objects

## Object Snap

1.1.6 Status Bar

2.10.2 Object Snap

## Objects

### Background

3.1 Background Objects

### Calculation Zones

3.2 Solid Objects

### Luminaires

3.3 Luminaires

### Solid

3.2 Solid Objects

## Offset

6.16 Offset

## Offset points

8.1.4 Calculation Zone Parameters

## Origin

2.1 Cartesian Coordinates

## Orthogonal Mode

1.1.6 Status Bar

2.9 Incremental Snap

## Orthographic

9.3 Display Mode

## Panning

9.1 Mouse Navigation

## Perspective

9.3 Display Mode

## Photometric File

7.1.8 Selecting a Photometric File

## Photometric File Dialog

3.1.2 Modifying a Schedule Entry

## Photometric Report

10.2 Design Tools

## Photometric Webs

7.4.5 Luminaire Display Options

## Place & Aim Luminaire

7.4.3 Place and Aim Luminaires

## Place Luminaire

7.4.1 Place Luminaires

## Polar coordinates

2.1 Cartesian Coordinates

## Polygons

5.1.5 Polygons

5.2.2 Polygons

## Polylines

5.1.4 Lines and Polylines

## Power Density Statistics

11.3.4 Power Density Statistics

## Power Zone

11.3.4 Power Density Statistics

## Previous

2.2 Keyboard Commands

## **Print Editor**

### **Context Sensitive Menus**

11.2.5 Context Sensitive Menus

### **Creating a Page**

11.2.1 Creating a Page

### **Environment**

#### **File Menu**

11.1.4 Print Editor File Menu

#### **Ribbonbar**

11.1.1 Print Editor Ribbonbar

#### **Sidebar**

11.1.2 Print Editor Sidebar

#### **Status Bar**

11.1.3 Print Editor Status Bar

### **Modifying Pages**

11.4 Modifying Pages

### **Placing Objects**

11.2.3 Placing Objects

### **Printing**

11.5 Printing

### **Saving Templates and Defaults**

11.6 Saving Templates and Defaults

### **Selecting Objects**

11.2.4 Selecting Objects

## **Print Editor Objects**

### **Drawings**

11.3.1 Drawings

### **Images**

11.3.10 Images

### **Luminaire Locations**

11.3.3 Luminaire Locations

### **Luminaire Schedule**

11.3.2 Luminaire Schedule

### **Notes**

11.3.11 Notes

### **PDF**

11.3.13 PDF

### **Power Density Statistics**

11.3.4 Power Density Statistics

### **Products**

11.3.8 Products

### **Shapes**

11.3.14 Shapes

### **Statistics**

11.3.5 Statistics

### **Surface Schedule**

11.3.6 Surface Schedule

### **Table**

11.3.15 Table



## **Templates**

11.3.16 Templates

## **Text**

11.3.12 Text

## **Title Block**

11.3.7 Title Block

## **Views**

11.3.9 Views

## **Printing**

Chapter 11 - Print Editor

## **Project**

### **Autosave**

2.6 Automatic Recovery and File Backup

### **New, Exterior**

2.4 Opening a Project

### **New, Interior**

2.4 Opening a Project

### **Properties**

2.4 Opening a Project

### **Saving**

2.5 Saving a Project

## **Properties**

### **Background**

4.4.2 Background Properties

## **Calculation Zones**

4.4.3 Calculation Zone Properties

## **Luminaire**

4.4.4 Luminaire Properties

## **Ribbonbar Tab**

1.1.7 Properties Tab

4.4.1 Ribbonbar Properties Tab

## **Sidebar**

1.1.8 Sidebar

4.4 Properties

## **Solid**

4.4.5 Solid Properties

## **Proxy Server**

Proxy Servers

## **Pull**

6.17 Pull

## **Quick Access Toolbar**

1.1.1 Quick Access Toolbar

## **Radius (tool)**

10.4.3 Radius Tool

## **Re-Aim**

7.4.4 Reaiming Luminaires

## **Rectangles**

5.1.6 Rectangles

5.2.3 Rectangles

## **Redo**

2.8 Undo and Redo

## **Relative Coordinates**

1.1.6 Status Bar

2.1 Cartesian Coordinates

## **Rendering**

8.6 Rendering

## **Ribbonbar**

1.1.2 Ribbonbar

## **Roadway Tool**

10.2 Design Tools

## **Rooms**

5.2.4 Rooms and Structures

## **Rotate**

6.18 Rotate

## **Save As**

2.5 Saving a Project

## **Saving**

2.5 Saving a Project

## **Saving Views**

9.4 Saving Views

## **Scale**

6.19 Scale

## **Selecting objects**

2.11 Selecting Objects

## **Selection filters**

2.11 Selecting Objects

## **Selection Hot Keys**

2.2 Keyboard Commands

## **Settings**

10.1 Customize Dialog

10.6 Settings Dialog

## **Calculation Zones**

10.6.2 Calculation Zones Tab

## **Calculations**

10.6.1 Calculations Tab

## **Contours**

10.6.3 Contours Tab

## **Drawing Aids**

10.6.4 Drawing Aids

## **Environment**

10.6.5 Environment

## **Luminaires**

10.6.6 Luminaires

## **UVGI**

10.6.7 UVGI

## **Shaded**

9.3 Display Mode

## **Sidebar**

1.1.8 Sidebar

## **Snap Increment**

1.1.6 Status Bar

2.9 Incremental Snap

## **Snap Mode**

1.1.6 Status Bar

2.9 Incremental Snap

## **Solid Objects**

3.2 Solid Objects

5.2.1 Circles

5.2.2 Polygons

5.2.3 Rectangles

5.2.4 Rooms and Structures

## **Statistical Zone**

8.4 Statistical Zones

### **Combining**

8.4.2 Combining Zones

### **Creating**

8.4.1 Creating a Statistical Zone

### **Sidebar Tab**

8.4.3 Statistics Sidebar Tab

## **Statistics**

1.1.8 Sidebar

8.4 Statistical Zones

8.4.3 Statistics Sidebar Tab

## **Status Bar**

1.1.6 Status Bar

## **Stretch**

6.20 Stretch

## **Structures**

5.2.4 Rooms and Structures

## **Symbol Editor**

7.1.2 Modifying a Schedule Entry

## **Tab Key**

2.3 Keyboard Commands

## **Tab, Command**

1.1.4 Command Tabs

### **Calculations**

1.1.4 Command Tabs

Chapter 8 - Calculations and Results

### **Construct**

1.1.4 Command Tabs

Chapter 5 - Model Construction

### **Home**

1.1.4 Command Tabs

### **Luminaire**

1.1.4 Command Tabs

Chapter 7 - Luminaire

### **Modify**

1.1.4 Command Tabs

Chapter 6 - Modify

### **View**

1.1.4 Command Tabs

Chapter 9 - View

## **Technical Support**

Installation, Registration and Technical Support

## **Template**

10.2 Design Tools

7.3 Luminaire Templates

## **Text**

5.1.7 Text

## **Edit Text**

6.6 Edit Text

## **Tools tab**

1.1.4 Command Tabs

## **Transparent**

9.3 Display Mode

## **Trim**

6.21 Trim

## **TV Calculation**

8.1.5 Calculation Types

## **Undo**

2.8 Undo and Redo

## **Uneditable**

4.3.3 Editability

## **Unmask**

8.3.2 Unmasking Calculation Zones

## **Updates**

1.6 Updating Visual

## **UVGI**

10.6.7 UVGI

13.4 UVGI Calculations

## **View Angles**

1.1.6 Status Bar

## **View tab**

1.1.4 Command Tabs

## **Views**

9.4 Saving Views

## **Wall**

5.2.4 Rooms and Structures

## **Wallwash Tool**

10.2 Design Tools

## **Watts**

3.1.2 Modifying a Schedule Entry

## **Wireframe**

9.3 Display Mode

## **Workplane height**

8.1.4 Calculation Zone Parameters

## **Zoom**

9.1 Mouse Navigation

9.2 Basic Viewing

### **Zoom All**

1.1.6 Status Bar

9.2 Basic Viewing

### **Zoom In**

1.1.6 Status Bar

9.2 Basic Viewing

### **Zoom Out**

1.1.6 Status Bar

9.2 Basic Viewing

### **Zoom Previous**

1.1.6 Status Bar

9.2 Basic Viewing

### **Zoom to Center**

1.1.6 Status Bar

9.2 Basic Viewing

### **Zoom to Site**

9.2 Basic Viewing

### **Zoom Window**

1.1.6 Status Bar

9.2 Basic Viewing