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2 LIFTdesigner 5 Imperial Quick Tour

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FIXING	
CONFIGURE AND SAVE THE VIEW	
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COMBINING THE PREPARED VIEWS FRAME AND TITLE BLOCK	• • • • •
	WALL OPENING

Quicktour Metric

1. LIFTdesigner 5 Imperial Quick Tour

This *LIFTdesigner* Quick Tour provides an introduction to the program, walking you through the creation of an elevator project using *LIFTdesigner* Version 5

We recommend that both new users and familiar users with older versions of the program try Quick Tour and work through the example project. This gives you a clear view of the basic functions of the program and how it works.

This symbol identifies paragraphs with instructions for operations or for data that you need to enter.

This symbol identifies paragraphs containing important information and warnings.

We hope that you will enjoy working with the new, powerful version of *LIFTdesigner 5*.

2. Installation & System Requirements

2.1. Hardware and Software Requirements

To run *LIFTdesigner 5* efficiently, your computer should meet the following, minimum system requirements:

CPU:	Pentium 4, 1.4 GHz (Pentium 4, 2 GHz recommended)
Memory:	512 MB RAM (1024 MB recommended)
Hard disk:	Approx. 500 MB of free disk space
Video card:	128 MB memory (3D hardware acceleration recommended)
Pointing device:	Windows compatible mouse
Operating system:	Windows 2000 Professional (SR4 or later); Windows XP Professional / Home Edition; Windows 2000 / 2003 Server
Additional software:	AutoCAD 2004 / AutoCAD 2004LT (or a higher version) is recommended.



2.2. Installation

Close all other applications before you start the installation.

Tou must have administrative rights to installation LIFT designer 5.

Step1:

Place the *DigiPara Suite* CD in your CD-ROM drive or download the single executable installation file from <u>http://www.LIFTdesigner.com/</u>

Step2:

CD Version:

If Auto run is enabled, the installation will start automatically. If Auto run is not enabled, select **Run** from the **Start** menu and type **D:\setup** (substitute the appropriate letter of your CD-ROM drive for **D**).

Single Executable File:

Double click on the downloaded executable file to start the installation.





Step 3: Follow the instructions on the screen.

1. Welcome screen:

Click on the **Next** button to start the Installation.



3. Customer information:

Enter your name and the name of your Company.



4. Installation location:

Confirm the default path or change it to a different installation location.



5 Setup type:

Select the Setup Type.

6. Select features (Custom installation):

Select the program features that you would like to install.



2. License agreement:

Accept the license agreement to continue the installation process.





8. Confirm installation:

Confirm this dialog to start the installation.



9. Setup Status:

The installation is running.

-	igiPara Suite			- yes
	m reatures you selecte	d are being install	ad.	
t آرکن د ا	Vease wait while the In ake several minutes. Ratus: Copying new files			

10. Installation Finished Click **Finish** to launch LIFTdesigner 5.



The installation time depends on the computer's hardware as well as on the operating system. Some computers will need to be rebooted after the installation has finished.

LIFTdesigner 5 is based on the Microsoft .NET framework technology. The installation of the framework environment takes about 50% of the installation time. If the .NET framework 2.0 has already been installed on the target computer/s, the installation process will be faster.

2.3. First Starting LIFTdesigner 5

When you run LIFT designer 5 for the first time, an initialization dialog will come up asking you to specify the program language as well as the user group type.



LIFTdesigner - Initializ	zation 🛛 🛛 🛛
Program settings	
Program Language	2057 - English - United Kingdom
User group	Standard - 1
First data pool	
The first data pool will be crea	ited at:
C:\Documents and Settings\	Rodenbusch\My Documents\DigiPara\CustomPool\
Define the data pool setting	ngs manually
	OK Cancel Help

You can also change the language as well as the user group later in the program.

EChoose your settings and click on the **OK** button. You do not need to define the data pool settings manually.

LIFTdesigner - Initia	lization 🛛 🛛		
Program settings			
Program Language	2057 - English - United Kingdom		
User group	Standard - 1		
First data pool			
The first data pool will be created at:			
C:\Documents and Settings\Rodenbusch\My Documents\DigiPara\CustomPool\			
Define the data pool settings manually			
Copy table L_GearBaseConstructionTab			
	OK Cancel Help		

The data pool contains all the relevant data that is necessary to run the program, e.g. the system database, user interface files, manufacturer libraries, etc. From the program aspect, this means that the program files (executables, libraries, etc.) are separated from the program data (user interface data, system data, manufacturer data, etc.).

Advanced users, e.g. LIFTdesigner component developers who are already familiar with the data pool subject, are free to manually define the data pool settings. For all other users, we recommend that you use the default settings.



2.4. LIFT designer 5 Authorization

When LIFT designer 5 starts for the first time, the Licensing dialog will appear asking you for your license information.

LIFTdesigner - Licensing
What do you want to do?
Register and authorize LIFT designer (get an authorization code)
O Buy LIFT designer
Next > Cancel Help

Choose between one of the following options:

2.4.1. Register and Authorize LIFT designer (get an authorization code)

Click on the Next button. A dialog box appears asking you for your Serial Number (this is a long number for ex. 123AB-12345-ABC34-ABC45-FG567) and Authorization code. Enter the necessary information and click on the OK button. If you have entered the correct information, LIFTdesigner 5 will be activated.

DigiPara Suite - Licensing		X	
Data input			
1. Enter your serial number:	xxxxx - xxxxx - xxxxx - xx	xxx - xxxx	
2. This is your Requested Code:	D997E0390125C02D		
3. Request your Authorization Code via Internet:			
4. Check your Email Inbox for the Authorization	Code Email:		
5. Copy the content of the Authorization Email into the box below: Paste			
		~	
			
6. Accept codes and verify the Licenses for your Module			
	OK Cance	Help	



2.4.2. Request the Authorization code via the Internet

If you haven't obtained your authorization codes yet, please proceed as follows (this procedure requires Internet access):

Elick on the button "3. Request your Authorization Code via Internet".

The LIFT designer Authorization website will be displayed.

🗿 Register - Microsoft Internet Explorer
File Edit View Favorites Tools Help
🕝 Back - 🕥 - 🖹 🖉 🏠 🔎 Search 👷 Favorites 🤣 🔗 - 💺 🔟 - 🛄 🎇
Address 🕘 http://81.173.206.43/licensingly5/Register.aspx 🕑 🄁 Go 🛛 Links 🎽
Stop Working so Hard to Make your Hoistway Drawings
LIFTdesigner 5 Authorization - Code Request The fields indicated with an asterisk * are required to complete this transaction.
Serial number *: xxxxxx - xxxxx - xxxxx - xxxxxx - xxxxxx
Request code *: 1061363297
If there is a problem to process your inquity, please contact DigiPara GmbH. eMail Copyright 2001-2005 DigiPara GmbH. All Rights Reserved. Lize-Meitner-Str. 19, 50259 Pulheim, Germany, Phone: +49 2234 989026
Internet

Enter your Serial number in the corresponding field and click on the "Next" button.

Register - Microsoft Internet Explorer	
Elle Edit View Favorites Iools Help	- 🥂
😋 Back 🔹 😥 🔹 🛃 🏠 🔎 Search 🧙 Favorites 🤣 😥 - 🥁 🔟 - 🛄 鑬	
Address 💩 http://81.173.206.43/licensing/v5/Register.aspx 🕑 🔂 Go	Links »
Stop Working so Hard to Make your Hoistway Drawings	
LIFTdesigner 5 Authorization - Confirm	
The fields indicated with an asterisk * are required to complete this transaction.	
Serial number *: xxxxxx - xxxxx - xxxxx - xxxxx	
Request code *: 1061363297	
Email *:	
Eack Send If there is a problem to process your inquiry, please contact DigiPara GmbH. <u>eMail</u>	
Penusioki 2001.2005 Divi Para Smith WI Richte Recented	×



Then enter your email address in the corresponding field and click on the "Send" button.

🗿 Register - Microsoft Internet Explorer
Elle Edit View Favorites Iools Help
😋 Back - 📀 - 🖹 🗟 🏠 🔎 Search 🤺 Favorites 🤣 😥 - 嫨 🗹 - 🛄 鑬
Address 🗃 http://81.173.206.43/licensing/v5/Register.aspx 🛛 🔽 🔂 Go 🛛 Links 🎽
Stop Working so Hard to Make your Holstway Drawings Quotation Drawings in Seconds
LIFTdesigner 5 Authorization - Notification
The LIFTdesigner authorization code was was sent to your e-mail address 'Kai.Rodenbusch@digipara.com'. DigiPara homepage Close window
If there is a problem to process your inquiry, please contact DigiPara GmbH. eMail
Copyright 2001-2005 Digi Para GmbH. All Rights Reserved. Lise-Mether-Str. 18, 50253 Pulheim, Germany, Phone: +48 2234 988026
a a a a a a a a a a a a a a a a a a a

The Authorization codes will be sent to the specified email address.

After you have received the email containing the necessary LIFT designer authorization codes, please proceed as follows to finalize the authorization process:

Copy the authorization codes from the email to the text box. Please copy only the Authorization codes content starting with the term "MODULE:" (to copy -Ctrl + C).

MODULE: XXXXX - XXXXX - XXXXX - XXXXX - XXXXX - XXXXX - XXXXX

Now paste the copied authorization codes into the corresponding text box in the LIFTdesigner "Licensing" dialog: (To paste - Ctrl + V)

5. Copy the content of the Authorization Email into the box below:	Paste
MODULE: xxxxx - xxxxx - xxxxx - xxxxx - xxxxx - xxxxx - xxxxx	
	V
	2
5. Accept codes and verify the Licenses for your Module	

Then click on the button "6. Accept codes and Verify the Licenses for your Module" to activate LIFTdesigner. Check if all your LIFTdesigner modules are valid in the appearing "LIFTdesigner - Modules" dialog.

Manufacturer	Status	Expiration date	Module RID
Common Cabin Components	Valid	31.12.2099	111400000
Common components	Valid	31.12.2099	1
Common components (IMP)	Valid	31.12.2099	5600000
Hydraulic elevators (IMP)	Valid	31.12.2099	5500000
LD Program Messages	Valid	31.12.2099	52900000
LD Region Kit - Croatian (HR)	Valid	31.12.2099	44000000
LD Region Kit - Czech (CS)	Valid	31.12.2099	44100000
LD Region Kit - French - Standard (FR)	Valid	31.12.2099	45900000
LD Region Kit - Italian - Standard (IT)	Valid	31.12.2099	47600000
LD Region Kit - Polish (PL)	Valid	31.12.2099	48600000
LD Region Kit - Portuguese - Standard (Valid	31.12.2099	48700000
LD Region Kit - Russian (RU)	Valid	31.12.2099	49200000
LD Region Kit - Spanish - Standard (ES)	Valid	31.12.2099	49900000
LD Region Kit - Swedish (SW)	Valid	31.12.2099	51900000
LD Region Kit - Turkish (TR)	Valid	31.12.2099	52200000
LD5 Help - English - United Kingdom (U	Valid	31.12.2099	174500000
LD5 Help - German - Standard (DE)	Valid	31.12.2099	174700000
	1.1.10.1	04.40.0000	400400000

If all modules are valid, click on the Close button. Now click on the enabled OK button in the Licensing dialog. The authorization process has finished.

2.4.3. Buy LIFTdesigner

When you select this option, you will be redirected to the LIFTdesigner website (requires Internet access). On the website, you have the possibility to purchase your LIFTdesigner 5 version.



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3. Starting the Program - Creating a new Project

3.1. The Basic Structure of the Program

LIFTdesigner has three main components:

Designer: This is the main part of the program. It includes the user interface that enables you to enter and edit the dimensions and properties of your elevator. To change dimension values, just click on a dimension and edit the value in LIFTdesigner's Properties window.

You can make changes in any view - all changes are automatically implemented throughout the entire data model.

Database: The specifications and geometrical data of selectable elevator components are stored in the *LIFTdesigner* database. DigiPara continually updates this database with the latest components and data. In addition to this, users can also enter their own components into the database.

Programming interface: Engineering calculations, collision factors, limit value checks, component selection criteria, customized program dialogs, editing limitations, etc. are all implemented in the individual modules, which are separate from the main *LIFTdesigner* program code. These modules can be started from within *LIFTdesigner* and they have full access to all the data of your elevator project. The results of the calculations can be displayed using the "Checking Report", for example.

Please note that all editing functions are disabled when external program modules are running!

It is not possible to guarantee that custom components are compatible with your elevator project, if no company specific configuration procedures have been defined via the programming interface. It is possible to perform recalculations for some components, even though you should always have the project checked thoroughly by the manufacturer or responsible engineer before implementation.

3.2. Downwards Compatibility

Your old LIFTdesigner project files, created with LIFTdesigner 4.0, can also be edited with LIFTdesigner 5.

When you open an old LIFTdesigner 4 project file with LIFTdesigner 5 and save it, the file cannot be opened anymore with the old version of the program. For this reason, we recommend that you to make a backup of your old project files first.



3.3. User Interface Configuration

The first time you start the program you will see that only a couple of toolbars are displayed on top of the main program window.



To display additional toolbars, click on the right mouse button in the toolbar area and click on "Customize" in the appearing context menu.



3.4. LIFT designer 5 Toolbars

The following toolbars are available in LIFTdesigner 5:



- 1. File and docking Window operations
- 2. Provides the most common features a Standard user will need
- 3. View commands and object select operations.
- 4. View frame settings: Texts, component detail levels and additional dimensions
- 5. Sheet operation open, save, load and delete sheet; add and remove DWG overlays
- View frame operations: load, save, add and remove view frames; View frame views ->Plan, verticals, MR, sheaves, wall opening, 3D and DWG view
- 7. Sub-options for view frames
- 8. Visibility of basic shaft components.
- 9. Dimensions on/off for basic shaft components.
- 10. Drawing languages (to be configured first).
- 11. Project settings like Edit-/Print mode, Dimensions Captions, Disabled dimensions, sheet selection, Color and line weight settings
- 12. Component developer operations
- 13. Group elevator operations: Add, remove shafts, display / hide shafts, shaft dimensions
- 14. VBA and .Net application operations
- 15. Dimension operations

You can move the toolbars to any position on the screen (left mouse-click on a toolbar and drag it).

ElFT designer File Edit Project Sheet View frame Calculation Options Window Developer Tools Help D D D D D D D	- 🖂 🗙
	Properties 🗸 🗸 🗙
	Sheet frame 4 [LdvFrame4.]
	X origin Left outer edge of I Y Origin Bottom edge of the Detail High Symbol scale to 0.05 Symbol scale c. Automatically [3613]Detail section Detail section Detail section No Pick Window Pick Window [3614]Car Position in this Section Car position Default [3615]Dimensions Cute of the late
	Settings Global Settings Global Johnamic list <> Show scaffoldir 0 View direction from top Show scaffoldir 0 View direction from top Gas section clip Default (0.9 * car h Car section clip 500 4200] Project file Object name LDXSheetFrame V Detail Key: KEY_FRAME_DETAIL Class: DigiP ara. Win Properties.PLD
	\Sheet 1 Sheet frame 2 3 4 5 6 7 8 9 10 11 Sheet frame overwrites Image: Properties Image: Propertis Image: Properties <t< td=""></t<>
C:\LD51Pool_05-07\Data\LD50.mdb Sheets.LdvSheet1.LdvFrame9.	NUM OVR

Whenever you create or open a project file (**.LD3*), a new LIFTdesigner document window is opened automatically. *LIFTdesigner 5* will look something similar to the example shown above.

3.5. LIFT designer Properties, Data Tree, Checking Report

The new user interface has been completely developed from scratch. The structure and content of the pull-down menus is similar to LIFTdesigner 4.0.

The old property cards have been replaced by a standard LD properties window, which is used in other known applications as well. E.g. AutoCAD is using the standardized property window.

If you don't see the LD Properties window in the *LIFTdesigner 5 main window*, you need to activate it in the "Window" menu:

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+ LIFTdesigner 5			
Eile Edit Project Sheet View frame Calculation Options	Wi	ndow <u>D</u> eveloper Tool:	s <u>H</u> elp DigiPar
🗋 🖆 🔚 🎒 🎒 📓 📓 🖆 👯 🚺 😧 🔔 🛛 Work area	~	Tabbed MDI	
		<u>Cl</u> ose	
		Close All	
		Logging	STRG+6
		O∨erwrites	STRG+4
		Calculation report	STRG+3
	r	Properties	STRG+1
	ŧ	Data tree	STRG+2
		Dynamic 3D view	STRG+0
		Drawing Messages	
	0	Quick Help	STRG+5
		Show All	
		Hide All	
		Pin All	
		Unpin All	
		Lock all STRG+UM	ISCHALT+W

The calculation checking report, the *LIFTdesigner component* data-tree, the dynamic 3D View and the new Quick Help are also located in separate docking windows. Activate them by clicking on the appropriate item in the "Window" menu.

3.6. Properties Docking Window

The **Properties** window is divided into different sections, which provide component / dimension specific information and options.

In the following example, the landing door properties will be explained.

In the LIFT designer document window, click on the landing door, e.g. in the plan view.



The landing door properties are displayed in the Properties docking window:

Properties				
Landing Door [ShaftDoor.]			
🗆 (0010) To	ols		^	
Component	state	Active		
🗆 [0020]Ge	neral			
Manufactur	er	Common components (IMP)		
Designation	1	S2L		
Туре		42		
🗆 (0195) Gro	ouping		Ξ	
Grouping		Modify with group		
🗆 [0196]Do	or Dimensions			
Height [in.]		84		
Width [in.]		1 42		
Extended d	oor dimension	\diamond		
⊡ [3635]Vie	w Frame Settings			
Detail Statu	s	By frame		
Dash		No		
Extended D	imension	No		
⊡ [3805]Re	nder		~	
Object name Key: KEY_OBJECT_LDXOBJECT Class: DigiPara.Win.Properties.PLDXObject				
VEntry 0 Component Hall Button Hall Display Fireman Switch				
Wall Opening Jamb Landing Door Entry pocket 1 Sill support unit				
	Finished Floor Wall finish Ceiling Hall Button 3 Hall Button 4			
	ixing points <u>123</u>			

1. The **General** section contains manufacturer specific information as well as the opportunity to exchange the component.



Designation	Displays the component model. Click on the button in the value field to exchange the component.
Туре	Displays the component's design (type, size, etc.). Click on the in the value field to exchange the component.

2. The **Grouping** section contains landing door specific shaft global information.

Grouping	Select whether the door settings shall be applied to the selected door only or if they shall be applied to the other landing doors as well.

3. The **Door Dimension** section displays information according to the door geometry.

Height:	Displays the landing door height, this value is editable.
Width:	Displays the width of the currently selected door. Click on the button to quick select a different door width (this option is only available if the selected door is part of the installed / authorized manufacturer libraries).
Extended Door Dimension:	Click on the button in the value field to open the extended door dimension dialog. Extended door dimension Make your individual changes to the selected landing door and close the dialog. Hint: You need to exchange the door to reset the user-defined settings. IFTdesigner - Extended Landing Door Settings User defined
	SY: 3.5 SY0: 0 BY: 1.574 A1: 22.181 DW: 42 A2: 0 Special door frame User defined Wall clearance: 1 Adapt door frame to shaft width Fixed door frame widths Left: Bight: 0K Cancel OK Cancel

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4. The **View Frame Settings** section provides additional component display and dimension options.

Detail Status:	By Frame: The component's detail level is set by the view frame's detail level.
	Delete from frame: Deletes the component detail status from the active view frame.
	Other: Provides the opportunity to select between different component detail levels, independent from the view frame detail level (must be supported by the component).
Dash:	Provides the opportunity to display the selected component dashed.
Extended Dimensions:	Provides the opportunity to display the extended component dimensions permanently.

5. The **Quick Component Link** box contains quick links to the parent-; parallel existing- and child- components of the currently selected object (the marked quick-link).

The parent components are red. In this case, the entrance list "...\Entry 0" is the parent object of the selected landing door.

The parallel existing objects (located under the same parent node in the hierarchical data tree) are blue. The "Entry Pocket" and the "Wall Opening", for example, are located under the same node (parent object) as the landing door.

The child components are green.



Click on one of the quick links, to browse through the different elevator components. Click on the "Jamb" component for example, to display its properties in the Properties window.



Properties				
Jamb (Jamb.)				
🗆 [0010] Tooks		~		
Component state	Active			
🖂 [0020] General				
Manufacturer	Common components (IMP)			
Designation (1)	Wall-covering jamb 2/S LH			
Туре	345.78			
🖂 [0320] Туре				
Grouping	Modify with group	=		
🗆 [0321] Design				
User defined design	No			
[0322] Surface				
Designation	Blank steel			
🗆 [3635] View Frame Settings				
Detail Status	By frame	_		
Dash	No			
Extended Dimension	No			
🗆 [3805] Render				
All available Surfaces	0	~		
Object name Key: KEY_OBJECT_LDXOBJECT Class: DigiPara.Win.Properties.PLDXObject				
\Entry 0 Component Hall Butto	\Entry 0 Component Hall Button Hall Display Fireman Switch			
Wall Opening Jamb Landing Door Entry pocket <u>1</u> Sill support unit				
Finished Floor Wall finish Ceilin				

The displayed properties vary depending on the selected component. Take a look at the different components properties by using the links in the **Quick Component** Link box.

3.7. Change Dimensions in the Drawing

There are two ways to change a dimension value:

Even Double click on a dimension in the drawing and change its value in the appearing **Quick Edit** window dialog.

Quick Edit - Shaft0.CW.BracketList.DBG		X
Value [in.]	44	
Fraction Value [in.]	3'-8"	
	OK Cancel	

The second way is to click on a dimension once and change its value in the **Properties** window.

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Pr	operties				
DB	G = 44				
	[0046] Global Dimension Sel	tings	~		
	Dimension Group	0			
	Prefix	External\$("MSGGRP0.MSG517")			
	Dimension chain description	External\$("MSGGRP0.MSG578")			
Ξ	[0495] General				
	Value [in.]	44			
Ξ	[3635] View Frame Settings				
	Dimension-ID	301			
	Prefix (related to frame)				
	Dimension chain	Automatically			
	Dimension chain Left / Right	Automatically			
	Enabled	Yes			
	Dimension Text hor.	Centered			
	Dimension Text ver.	Default			
	Extension line 1st	Short			
	Extension line 2nd	Short			
	Arrowhead 1st	ByDimstyle (LIFT_EDIT)			
	Arrowhead 2nd	ByDimstyle (LIFT_EDIT)			
	Additional dimension display opt	🔲 Default			
Ð	Move	0/0/0			
Ξ	[4200] Project file				
	Object name	LDXObjectDim			
	File name	Id301			
	Component	Shaft0 CW BracketList DBG	<u> </u>		
[0	046] Global Dimension Settin	gs			
<u>\</u>	<u>Rail brackets</u> <u>Bracket 0</u> <u>1</u> <u>2</u> <u>3</u>	4567891011			
_					

3.8. The ShaftWizard

The *ShaftWizard* helps you set up the basic parameters of your new elevator project. Start a new project by clicking on **File** and selecting **New** from the menu. This starts the *ShaftWizard*, which displays a series of dialog boxes in which you can select and enter the information for your elevator. While the *ShaftWizard* is active, the changes generated from your entries are displayed automatically in the view window in the background. For this exercise, please enter the parameters shown in the example below.

- All the entered values and selected components in the ShaftWizard can be changed later when you are editing the project - so there's no need to worry about making mistakes!
- The main purpose of the ShaftWizard is to select a standard elevator system as a basis for your project. When you are starting a project with a new elevator type that you have never used before, use the ShaftWizard to define the elevator type and other basic system parameters. (The standard version of LIFTdesigner 5 does not include standard specifications for the products of specific companies.)
- The elevator components included in the project when the ShaftWizard closes are *not* the result of the calculations. They are read automatically from the



"duty tables". This is where the standards for the products of specific companies can be stored.

Enter the following data in the first dialog box:

Project number:	09876
Project name:	Insurance Company
Commission number:	54321
Drawing number:	1234
Prepared by:	Your Name
Date:	The Current Date
Project Unit:	Metric
Elevator designation:	Passenger elevator
Elevator number:	1

This data does not affect the technical part of the project. Later on you will see this text information in the drawing or in the title blocks. You can also change the project data later by selecting Specifications... in the Project menu.

🚾 LIFTdesigner - SHAFTv	vizard - Project/Elevator data - (Step 1/6)	×
Project data		
Project number:	09876	
Project name:	Insurance Company	
Commission number:	54321	
Drawing number:	1234	
Prepared by:	Kuzel	
Date:	17.09.2007	
Project unit		S.
Project unit:	O Metric (mm)	
	 Imperial (Feet and inches) 	
Elevator data		5
Elevator designation:	Passenger elevator	
Elevator number:	1	
	< Back Next > Cancel Help	<u></u> [

In the next dialog, enter the basic parameters for the elevator drive type. Enter 1000kg in the Payload field. Click on the "with Counterweight safety gear" box to disable this option.



LIFTdesigner - SHAFTwizard - Mode of drive - (Step 2/6)	×
Mode of drive Traction Hydraulic with counterweight safety gear Machine room less	
Standard	
A 17.1	~
Car Passengers: 13 * 165 lbs Payload: 2145 lbs	2145 lbs
Required minimum carrying capacity:	2145 lbs
<back next=""> Cancel</back>	Help

All the values entered and components selected in the ShaftWizard can be changed later on when you are editing the project - so there's no need to worry about making mistakes!

🚾 LIFTdesigner - SHAFTwizar	d - Design - (Step 3/6)	
F F L		
Standard Type A17.1 - Traction elevator 1:1 2500 lbs - 15 passenger - 80x51	Select	
	< Back Next > Cancel Help	.:

Next select the settings used in the above rope arrangement dialog (4 selections). Click on the Select... button to choose a different standard elevator.



The signer - Navigator	×
Tree View 👻	Table Vi 👻 🕂 🗙
DTD_MF_DESC, DTC_SPEED, DTDD_CAPACITY_KG, DTDD_CAPACITY_PERSON, DTT_DESC, D	DTC_RID
DTD_MF_DESC, DTC_SPEED, DTDD_CAPACITY_KG, DTDD_CAPACITY_PERSON, DTT_DESC, D Common Image: mst state Image: mst state <	DTC_RID > 5401020
SQL Windows Columns OK Cancel Reset	Help

Select a system with a car size of **80x51**". You can move down through the hierarchical tree structure by clicking on the "+" and "-" symbols. To select the car size, click on the lowest level in the appropriate branch. As shown above, the "5600000" is the lowest branch for choosing a car size of 80x51". Please click on "5600000" then on **OK** to close the dialog. Click on **Next** in the "Design" dialog.

📴 LIFTdesigner - SH	AFTwizard - Storey - (Step 4/6)	×
Storey		
Storey height:	150 in.	
Floor finish:	2 in.	
Floor thickness:	5 in.	
Number of floors:	2 💌	
⊂ Front landing door		
Manufacturer:	Common components (IMP)	1
Designation:	S2L - S2L - (RID:5600044)	i
Width:	36 in.	
Door height:	84 in. Select	
Update vi	ew < Back Next > Cancel Help	

Set up the values for the storey height, the floor thickness, etc. You can also select a different landing door type by clicking on the Select button. Click on the Next button to display the next dialog.



	🔤 LIFTdesigner - SHAFTwizard - Floor level list - (Step 5/6)								
	理 は 前一番								
					S	haft 1			
H	leight	Description	Description Rear	Front	Rear	Ceiling Height	Level	Serving height	Assembly platform
►	168	3 1				100	150	0	1
	150			Image: A start and a start		100	0	0	1
	60) Pit					-60		
_	_			_					
		U	lpdate view	<	Back	Next>		Cancel	Help
	_								

Enable the rear entrances for both entries. In the floor level list you can edit and modify floor level specific values. After selecting a floor level, you can also insert or remove floor levels by clicking on the appropriate buttons on top of the floor level list:

Insert above: Inserts a floor level above the selected floor **Insert below:** Inserts a floor level below the selected floor

In the last dialog box, you can select different sheet templates from a list to be loaded with the new project. The sheet templates are located in the data pool's sheet directory (e.g. "C:\Documents and Settings\Your Name\My Documents\DigiPara\CustomPool\sheets*.*").

You can also create your own sheet templates and store them in the sheets directory. The next time you run the ShaftWizard, your own sheet templates will also be available in the list.

Then click on the **Finish** button to close the *ShaftWizard*.

🚾 LIFTdesigner - SHAFTwizard - Sheet template - (Step 6/6) 🛛 🛛 🔀
CabinApprovalDrawing.lds
Developer Work Area US Imp.lds
Developer Work Area.lds
Empty.lds
LD A3 Assembly Drawing.lds
LD A4 3D View.lds
LD A4 Plan Drawing.lds
LD Builders Drawing.lds
LD Installation Drawing.lds
LD Typical Views For Your Elevator.lds
LRM_German.lds ROPEwizard.lds
US Imperial ANSI A 3D View.lds
US Imperial ANSI_A SD view.ius
US Imperial ANSI_A Har Drawing.lds
US Imperial Builders Drawing.lds
US Imperial Installation Drawing.lds
US Imperial Typical Views For Your Elevator.lds
Preview: Developer Work Area US Imp.lds
<back cancel="" finish="" help<="" td=""></back>

3.9. Main Project data

When you close the *ShaftWizard*, the following message is automatically displayed, asking you weather you want to display the main project data for editing.

LIFTdesigner	X
Shall the main project data of the elevator system be displayed now?	
🔲 Don't display this question again.	
Yes No	

Select Yes to display the main project data.



🧰 LIFTdesigner - Main project data	
Objects 👻	About LIFT designer 🗸 👻
—	Shaft 0 [Shaft0.]
🖃 Shaft 🔨	Door / wall clearance rear [in.] 1
Floor Levels	Rear pocket depth [in.] 0
	Resulting shaft depth [in.] 73.522
	[0247] Shaft Height Overhead (in.) 150
Car Frame	Travel excl. runby [in.] 150
Guide Rails	Pit [in.] 52
🔽 Governor	Besulting shaft height fin 1 352 💌
🔤 🔽 Safety Gear	Object name
🔤 🔽 Rope Suspension	Key: KEY_OBJECT_LDXOBJECT
Compensating Rope	Class: DigiPara.Win.Properties.PLDXObject
🖃 🔽 Drive	3D-View 👻 🗙
Machine Bed	🔆 🖸 🖉 🖻 🖉 🖉 🖉 🖉 🖉 🚆
Traction sheave	
🖃 Counterweight	
🗝 🔽 Pulley beam	
Safety Gear	
🖮 Machine Room	
👽 Switch Gear Cabinet 1 🛛 🗸 🗸	
Window	Close Help

Change the **Shaft** values as shown above. Adjust the values until you achieve the figures shown in the illustration. Please **don't** click on "**Close**" as this will exit you from the dialog.

🚾 LIFTdesigner - Main project data		
Objects	•	About LIFT designer 🚽 🚽
—		Car [Car.]
📮 Shaft	^	🛛 🗆 [0010] Tooks 📃 🔼
Floor Levels		Calculation Start calulation
		Car area settings <> Rope Wizard <>
Car Frame	≡	CO15] Weights
🗸 🗹 Guide Rails		□ [0201] Dimensions
Governor	-	Car width [in.] 44
🔤 🗹 Safety Gear		Car depth [in.] 51
🔤 🔽 Rope Suspension		Car height [in.] 88
Compensating Rope		Ceiling thickness [in.] 2
		[0202] Additional Dimensions
Machine Bed		Top runby [in.] 6
		Bottom runby [in.] 14
Traction sheave		Clearance above car (in.) 8
🚍 Counterweight		
🔽 Counterweight Frame	\mathbf{v}	[0206]RearWall
Window		Close Help



Click on the Car node. Change the car width and depth according to the example shown above. Enter a ceiling height of 2" and a car height of 88". Change the Bottom run by to 14 and the Top run by to 6.

Properties				
Car [Car.]				
□ [0015] Weights		^		
Passengers count	13			
Passengers weight [lbs]	165	≡		
Payload [lbs]	2145			
Car [lbs]	18			
Additional weight [lbs]	4			
Car frame [lbs]	8.5			
Car door front [lbs]	5			
Car door rear [lbs]	5	- 1		
Total Car weight [lbs]	40.5			
Payload + car weight [lbs]	2185.5	~		
[0015]Weights				
\Shaft 0 Component Hole 0 F	inished Floor Entries Front			
Entries Rear Car Counterweight				
	nponent Entries Left Entries Right			
Ladder Lamps Logical center po	int <u>Refuge space</u> <u>Deairing</u>			
Traveling cable 0 1 Rope compensation unit 1 Overhead Unit				
Component Cardoor Front Cardoor Rear Carframe Carplatform				
Car Operating Panel 0 Car Operating Panel 1 Logic force point				
Logic gravity center point Suspension Rope Control Cable				
Compensating Rope Rope suspension Refuge space Car balustrade				
Design Fireman Switch Hall But	ton 3			

- Under the Weights Category, enter the values shown above (they are needed for the calculations later on), then click on Close to close the dialog box. *LIFTdesigner* now displays a rough layout of the elevator.)
- You can edit the main project data directly by right clicking anywhere in the document window and selecting the appropriate option from the context menu.

3.10. Other Project data

You can enter other data relevant to your project by going into the **Project** menu and selecting **Specifications...**.



Project

	-				
Ł	Design mod	de	F5		
	Background	d color			
1	Line style				
1	Foreground color				
CRP +	Dimension caption				
×	Show disabled dimensions				
	Specification	ns			
R.	Floor levels	STRO	6+L		
	Group elevator 🔹 🕨				
	Plotstyles Color without li 🝷				

The project specific information is displayed in the LIFTdesigner **Properties** window:

Properties						
Database table [L_Projects.]						
[0115] Project		^				
Name	Insurance Company					
Street						
Post code						
Town						
Country						
🗆 [0116] Project data						
Project number	09876	≡				
Project name	Insurance Company					
Commission number	54321					
Drawing number	1234					
Prepared by	Kuzel					
Date	17.09.2007					
🗆 [0117] User data		~				
[0116] Project data						
\LIFT designer project file	Forces Beams -1 Floor levels Compor	ient				
Sheets Shaft 0						

4. Plan view

4.1. Change view

You can adjust the current project drawing view by using the tools in the **Edit** and **Project** toolbar.

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4.1.1. Edit Toolbar



From left to right:

- Zoom All: Adjust the zoom scale to show all the views available in the current drawing. New: Use the mouse scroll wheel, see picture 7 in chapter 4.1.2.
- 2. Zoom Previous: Restores the last drawing zoom scale.
- 3. **Move**: Enables you to move the drawing within the current window by clicking on two points to define the move (the distance and direction between points 1 and 2 & specify the move). Alternatively you can also move the drawing with the cursor keys. **New: Use the right mouse button**, see picture 4 in chapter 4.1.2.
- 4. Zoom In: Enlarges the current zoom view or press the "+" key, or use both mouse buttons and move the mouse. New: Use both mouse buttons or the mouse scroll wheel, see pictures 5/6 in chapter 4.1.2 .
- 5. Zoom Out: Opposite of Zoom In (or press the "-" key). See picture 5/6.
- 6. **Zoom Window**: Clicking on the two diagonally opposite corners points of an imaginary rectangle & it zooms the selected rectangle to fill the window.
- 7. **Annotation Select**: Draw a rectangle over the annotations you want to select.
- 8. Dimension Select: Draw a rectangle over the dimensions you want to select.
- 9. **Component Select**: Draw a rectangle over the components you want to select.
- 10. Delete objects: Delete the selected objects.
- 11. **Measure:** Click on the left mouse button to specify the start point, move the mouse and click on the left mouse button again to specify the end point. You can also press the spacebar to define the start point, then move the mouse cursor and press the spacebar a second time.

4.1.2. How to use the Mouse



4.1.3. Project Toolbar:

Project		×	
🔔 🕪 🔽 🛛	Work Area	💌 💐 🗹 🛩 ½ Color without lineweight 🔹 💌	

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From left to right:

- 1. Toggle View: Toggle between design and print mode (see chapter 4.3).
- 2. Dimensions captions: Display, hide the dimensions captions
- 3. Show disabled dimensions: Display hide disabled dimension in print mode.
- 4. Switch sheet: Select between the available sheets
- 5. Floor level dialog: Display the floor level dialog
- 6. Background color: Switch between black and white background color.
- 7. Line style: Toggle line thickness on/off. Important for direct printouts.
- 8. Foreground color: Switch between colored and monochrome foreground color. Important for direct printouts.
- **9.** Plot style: Switch between different plot styles for the selected BG / FG color and line style configuration.

4.2. Dimension Text Configuration

The texts displayed in the drawings for dimension chains and automatic texts preceding individual dimension values, can be modified for the entire project or for the selected frame only. Click on the car width dimension (from the elevator screen, it's located at the top among the other dimensions) to display its properties.

Pr	operties					
C٧	√ = 44					
⊡	[0046] Global Dimension Se	ttings	^			
	Dimension Group	0				
	Prefix	External\$("MSGGRP0.MSG500")				
	Dimension chain description	External\$("MSGGRP0.MSG595")				
Ξ	[0495] General					
	Value [in.]	44				
Θ	[3635] View Frame Settings					
	Dimension-ID	50				
	Prefix (related to frame)	CW Interior =				
	Dimension chain	Automatically				
	Dimension chain Left / Right	Automatically	-			
	Enabled	Yes				
	Dimension Text hor.	Centered				
	Dimension Text ver.	Default				
	Extension line 1st	Short				
	Extension line 2nd	Short	~			
К	Prefix (related to frame) Key: KEY_DIMENSION_PREFIXRELATEDTOFRAME Class: DigiPara.Win.Properties.PLDXDimension					
\Car Component Car door Front Car door Rear Car frame						
Car platform Car Operating Panel 0 Car Operating Panel 1						
L	ogic force point Logic gravity cer					
		e Rope suspension Refuge space	2			
<u>C</u>	ar balustrade <u>Design</u> Fireman S	Switch Hall Button 3				



Change the information for the **"Prefix (related to frame)"** value. Type "*CW*"**SPACE** *"interior*"**SPACE** *"="*" in the input field. The selected dimension's prefix text in the active view frame will change to the new value.

If you change the information for the **Prefix** value, these changes will automatically take effect in all view frames of the current project, as well as in all existing and new LIFT designer projects.

Repeat the same procedure for any other dimension text you'd like to change.

4.3. Design and Print mode

The view frames have two different display modes: **Design Mode** and **Print Mode**. When the **Design Mode** is active all editable dimensions are shown in blue.

The **Print Mode** displays cross-hatching, colors, and line thickness and removes hidden edges. You will normally want to activate this mode for clearer visualization of the drawing on the screen or to print the drawings.

You can toggle between the two modes by enabling / disabling the **Design Mode** button in the **Edit** toolbar as shown below.



4.4. Shaft Depth and Entrances

4.4.1. General Check

- This check is part of the calculation module. First save your project file then click on **Results...** in the **Calculation** menu. This command performs geometrical and engineering calculations for the entire elevator system and displays the results in the **Calculation Report** docking window.
- Select the "Common Report.Components.Report" entry from the list box at the top of the window to display the standard components checking report.
- This report provides LIFT designer internal common geometrical and engineering calculation results (not acc. to EN81). If a result is invalid (marked red), click on the "Component name" entry to display the properties regarding to the component that caused the error.

Sr	naft0:S	heets.Co	mpone	ents.Common	report.Components.Report.		
N	umber	Status	Statu	Chapter	Topic	Message	Component name
•	0	0		Plan	Car door1 Distance (min.):30 mm Distance (current):70 mm <-Check OK->		Shaft0.Car.Door1.
	1	0		Plan	Distance (min.):50 mm Distance (current):515 mm <-Check OK->		Shaft0.Car.Door1.
	2	0		Plan	Distance (min.):50 mm Distance (current):990,58 mm <-Check OK->		Shaft0.Car.Door1.
	3	0		Plan	Landing door1 Distance (min.):30 mm Distance (current):70 mm <- Check OK->		Shaft0.Entries1.E0.ShaftDoor
	4	0		Plan	Distance (min.):50 mm Distance (current):635 mm <-Check OK->		Shaft0.Entries1.E0.ShaftDoor
	5	0		Plan	Distance (min.):50 mm Distance (current):1105,23 mm <-Check OK->		Shaft0.Entries1.E0.ShaftDoor
	6	0		Plan	Car door2 Distance (min.):30 mm Distance (current):70 mm <-Check OK->		Shaft0.Car.Door2.
	7	0		Plan	Distance (min.):50 mm Distance (current):515 mm <-Check OK->		Shaft0.Car.Door2.
	8	0		Plan	Distance (min.):50 mm Distance (current):990,58 mm <-Check OK->		Shaft0.Car.Door2.
	9	0		Plan	Landing door2 Distance (min.):30 mm Distance (current):70 mm <- Check OK->		Shaft0.Entries2.E0.ShaftDoor
	10	0		Plan	Distance (min.):50 mm Distance (current):635 mm <-Check OK->		Shaft0.Entries2.E0.ShaftDoor
	11	0		Plan	Distance (min.):50 mm Distance (current):1105,23 mm <-Check OK->		Shaft0.Entries2.E0.ShaftDoor

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- To display the EN81 calculation results (requires the EN81 calculation module), select the "EN81.Components.Report" entry from the list box at the top of the dialog.
- If the Checking report window doesn't look like the example above, you can resize it by dragging the bottom left corner. You can also adjust the column widths for better legibility by dragging the column heading dividers with the mouse, or use the "Auto fit columns" option in the top section of the docking window.

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4.4.2. Changing Components: Landing Doors

First we want to replace the default door (S2L, 36") with another model (S4C, 36"). There are two ways to display the landing door's component dialog:

Example click on the landing door to display the component navigator dialog.



First select the door in the drawing. The door will then be marked red to indicate that it has been selected. After you have selected the door, its properties will be displayed in the **Properties** docking window.

ElFT designer	
Eile Edit Project Sheet View frame Calculation Options Window Developer Tools	Help
🗅 🚅 🖬 🎒 📓 📓 🖆 🚟 🧘 Work area	• 📷 • 📇 • 🛄 • 🛄 • 1:20 🔹 🚜 🚆
QuickTour_rope.ld3	Properties 🚽 🗸 🗙
	Landing Door [ShaftDoor.]
	🗆 [0010] Tooks 🔥
	Component state Active
	[0020] General Manufacturer Common components (IMP)
	Designation S2L
	Туре 36
	🗆 101951Grouping 🞽
	Key: KEY_COMP_MANUFACTURER
DW 3'	<u>VEntry 0</u> Component Hall Button Hall Display
1-10 1/16" 3'-2" 7 15/16"	Fireman Switch Wall Opening Jamb Landing Door
CW 3'-8"	Entry pocket 1 Sill support unit Finished Floor
, 1' 1/162 1,5/16" BG 3'-11 15/16" 2 1,5/16" 2 1/16"	Wall finish Ceiling Hall Button 3 Hall Button 4
RDB 2'-9 1/2"	Landing door fixing points 1 2 3
4'-7 3/16"	Properties 🗮 Data tree
C:\LD51Pool_05-07\Data\LD50.mdb Shaft0.CW.	Weight.COMP_DIST NUM OVR



Now click on the button in the Manufacturer, Designation or Type value field to open the landing door's component dialog.

The component navigator dialog appears on the screen:



Components are selected from the hierarchical tree structure, displayed in the left part of the window. The doors are sorted by manufacturer, internal designation (e.g. S2L for Shaft landing door, 2-leaf, Left-opening), catalogue code and door width.

- Elick on the "+" and "-" icons to navigate through the tree structure (you can also double-click on the individual entries).
- Select the door as shown above and then click on OK to exit the dialog. LIFTdesigner 5 will then automatically ask, "Automatically select suitable car door?" Answer this prompt with Yes.

By disabling the **Drawing view** box, you can shorten the display time. (Click on the Window button and uncheck the **Drawing View** item in the appearing Navigator configuration window as shown below).



Display Navigator Window	IS			X
🔽 Table View				
Drawing View				
Document View				
			_	
		OK		Cancel
		UN		Lancel

Now perform the same steps for the rear door (select the same door model).

4.4.3. Determine the Shaft Depth

Your current shaft depth has a value of 111.98" but you need a shaft depth of 111.58". There are two ways to obtain the necessary 0.4" increase in shaft depth:

Elick on the shaft wall in one of the view frames:

Pr	operties		×			
Sł	aft 0 [Shaft0.]					
⊡	[0245] Shaft Width		^			
	Left distance wall / counterweight [in.]	3				
	Counterweight depth left [in.]	4				
	Left distance counterweight / car [in.]	8				
	Left car wall [in.]	1				
	Car width [in.]	44				
	Right car wall [in.]	1				
	Right distance wall / car [in.]	6.1				
	Resulting shaft width [in.]	67.1				
Ξ	[0246] Shaft Depth					
	Front pocket depth [in.]	0	Ξ			
	Door / wall clearance front [in.]	1.18				
	Door clearance front [in.]	1.6				
	Car return front [in.]	1.968				
	Car depth [in.]	88				
	Car return rear [in.]	1.968				
	Door clearance rear [in.]	1.8				
	Door / wall clearance rear [in.]	1.18				
	Rear pocket depth [in.]	0				
	Resulting shaft depth [in.]	111.98200000000001				
⊡	[0247] Shaft Height		~			
K	Door clearance front [in.] Key: KEY_SHAFT_DOOR_CLR_1 Class: DigiPara.Win.Properties.PLDXShaft					
<u></u>	\LIFT designer project file Forces Beams -1 Floor levels Component					
<u>S</u>	Sheets Shaft 0 Component Hole 0 Finished Floor Entries Front					
E	ntries Rear Car Counterweight console	Console 4 Gearing				
М	achine room Scaffoldings Component	Entries Left Entries Right				
La	adder Lamps Logical centerpoint Refu	<u>ge space</u> <u>Deairing</u>				
I	raveling cable 0 <u>1</u> Rope compensation u	nit <u>1 Overhead Unit</u>				


In the Properties window, change the door wall clearance (distance between the door frame and shaft wall) in the Shaft Depth section from -1.6 to -1.8" for both sides.

ECT Click on the corresponding blue dimensions in the drawing...



...and change the values from **-1.6** to **-1.8**" (remember to do this for both entrances).

As you have probably noticed, it is not possible to change the shaft depth directly. This is because this dimension is the sum of a linked chain of other dimensions. If you change one of the dimensions in a linked chain, all the other dimensions remain constant and this naturally results in a change in the total shaft depth. The reason for this behavior is that LIFTdesigner 5 has no way of knowing how it should modify the elevator system when you alter a value that is relevant for the shaft dimensions - there are simply too many degrees of freedom to make a clear decision. This is why it is the responsibility of the user to check the shaft dimensions.



4.5. Car Guide Rails and Distance Between Guides (DBG)

4.5.1. DBG

You need to set a cab wall thickness of 1.2" with a DBG of 47.6". Like the shaft dimensions, the car DBG is a sum of linked chain of dimensions. This means that changing the wall thickness will also automatically change the cab DBG.

There are two ways to obtain the target DBG value:

- Click on the shaft in the view window. This displays the properties for the shaft again. Now change the left and right cab wall thickness to 1.2" (in the Shaft Width section).
- Click on the corresponding blue dimensions in the drawing and change them directly...

🐨 LIFTdesigner	
Elle Edit Project Sheet Wew frame Calculation Options Window \Box	- · · · · · · · · · · · · · · · · · · ·
	Properties # × WD4 = 1 Image: Section of the s
	Dimension-ID 50 Value [in.] VCar Component Car door Front Car door Rear Car frame Car platform Car Operating Panel 0
<u>₩V 3'</u> <u>8'-2'' <u>8 1/16''</u></u>	Car Operating Panel 1 Logic force point Logic gravity center point Suspension Rope Control Cable Compensating Rope Rope suspension Refuge space Car balustrade
3'-8'' C:\LD51Pool_05-07\Data\LD50.mdb	Design Fireman Switch Hall Button 3 Properties Image: Comparison of the second

... from 1 to 1.2 for both sides.

4.5.2. Car Guide Rails

EXECUTE: The car guide rails and display its properties.

El FT designer		
Eile Edit Project Sheet View frame Calculation Option	<u>W</u> indow <u>D</u> eveloper Tools <u>H</u> elp	
🗈 🖙 🖬 🎒 🎒 💌 😰 🖆 🍟 🔐 Work area	- ta - ta -	💭 - 🚺 -
। 🔍 🙊 🔍 🔍 🖓 🔛 🗹 📅 📈 👕 📝 A	A 12 13 8 8 4 #	
🔤 QuickTour_rope.ld3 🛛 🗙	Properties	д х
	Guide rail 0 (Guide0.)	
	🗆 [0010] Tooks	2
	Component state Act	ive
	□ [0020]General	
		mmon components (IMP)
		10/B
		gonal base, machined
	□ [0380] Number and Spacing	
┝───┤╷╶┼┼╢┼┲╼╼╼╼┙┼┼╴┝╌╂────	Set up guides quantity Aut Count 2	tomatically
	Minimum guide rail length [in.] 40	
	······································	aft ceiling
		-
	Object name	
	Key: KEY_OBJECT_LDXOBJECT	L'
	Class: DigiPara.Win.Properties.PLDX0t	
	<u>\Guide rails</u> Force 0 Guide rail 0 1	<u>Material</u>
	😭 Properties 🔛 Data tree	
C:\LD51Pool_05-07\Data\LD50.md	Sheets.LdvSheet0.LdvF	NUM OVR

This is a T90 rail. Now click on the parent **Guide rails** component node in the **Quick Component Link** box to display the guide list properties.



In the Guide rails Tools section, click on the Start Calculation... button in the Calculations field,

Р	roperties		
G	uide rails [GuideList1.]		
⊡	[0010] Tools		
	Calculation	Start calculation	
	[0020] General		
	Manufacturer	Common components	
	Designation	Т 90/В	
	Туре	diagonal base, machined	

to open the Guide rail calculation dialogue.

Note: Guide rail calculation is only available for EN 81 projects, not for other standard like A17.1.

4.6. Positioning the Governor

Select the Safety Gear/Governor unit:

ElFTdesigner		
Eile Edit Project Sheet View f	rame <u>C</u> alculation Options	<u>Wi</u> ndow <u>D</u> eveloper Tools <u>H</u> elp
D 🚅 🖬 🎒 🎒 📓 📲	🔔 🛛 Work area	- ta - 📋
ା ଭାଦି ଛେ ବା ବା ଜା ଲା ଲା	ln e	
🕎 QuickTour_rope.ld3 🛛 🗙		Ф Х
	Tensioning weight [TW0.]	
l [⁰]	🗆 [0010] Tooks	<u>^</u>
	Component state	Active
	□ [0020]General	
	Manufacturer	Common components (IMP)
	Designation	Deflection support
	Type	Standard
	□ [0175]Z-Position	
	Z -distance [in.]	5
	Base height [in.] [3635] View Frame Setting	U U
		nys ⊻
	Object name Key: KEY_OBJECT_LDXOBJE Class: DigiPara.Win.Propertie:	
	Safety gear Overspeed gover \Overspeed governor Hole	
_	😭 Properties 👫 Data tree	
C:\LD5	1Pool_05-07\Data\LD50.mdb	S NUM OVR

First select the opposite side for the safety gear trigger point. If you can't select the Safety gear directly, use the Quick Component Link box (click on it) and show its properties.



The safety gear is located under the same parent-node ("**Car Frame**"), as the governor. Click on the governor component link ("...**\Overspeed Governor**") to show all the components that are located under the "**Car Frame**" node (alternatively, use the black quick link to display the safety gear properties directly).



me Now click on the "Safety gear" link to display the safety gear's properties:



Properties			
Safety gear [Safe.]			
[0020] General			
Manufacturer	Common components		
Designation	Safety gear		
Туре	Car		
🗉 [0130] Guide Shoes			
DZ distance	Automatically		
DZ to top guide shoe	0		
DZ to bottom guide shoe	0		
[0131] Buffer Impact			
DZ calculation	Automatically		
DZ	0		
[0165] Force Attack Point			
Location	<u>y</u>		
DX	-		
DY			
[0635] View Frame Settings	1 ⁻¹		
Detail Status	2 J		
Dash	_ F - 4		
Extended Dimension			
E [0900] Developer	、		
Additional exclude string for gho	· - 4		
	רד		
	r .		
Overspeed governor Tensioning			
\Car frame Component Charact	eristic points Guide shoe 0		
Guide shoe 1 Guide shoe 0 Guid	le shoe 1 Guide rails 1 <mark>Safety gear</mark> 👘		
Overspeed governor Pulley Beam 0 Pit base unit Buffer 0 1			
<u>Cylinder base unit 0</u> <u>1</u> Pit base u	<u>unit</u>		
📕 3D-View 😭 Properties 뛮 Dat	a tree 😢 Quick Help		

Select the opposite side for the safety gear trigger point under Force Attack Point -> Location in the properties window.

Select this location:



Now click on the "Overspeed Governor" link in the Quick Component Link box (use the black quick link in the hyperlink box) to switch the governor's application point to the other side (XY-Direction > Preset direction).

×	Properties	
	Overspeed governor [Gov.]	
	[0020] General	-
	Manufacturer	Common components
	Designation Type	Governor Standard
	□ [0170] Z - Position	Stanuaru
	Governor position	🚺 In the machine room
	DZ	0
	[0171] XY - Direction	
	Preset directions	🔽 '270° 📃
	Angle	
	[0635] View Frame Set	• √ a '0°
	Detail Status	-
	Dash	
	Extended Dimension	۰ '90°
		≯ ₀ '180°
		er∳ ,180.
rg l		Ý.
		🏂 Manually
		wianualiy
II I I	1	
Select this location:		

×1

Once you have moved the "**Passenger elevator...**" text, the section of your drawing that we have been editing, should now look something like shown below:





4.7. Rail Brackets and Shaft Width

Now we are going to modify the rail brackets and the counterweight.

Example click on the rail bracket and select another counterweight bracket according to the following illustration:



Next, click on the counterweight DBG dimension and change it to 30" (see below). Then move the counterweight 22.5" back towards the rear shaft wall.

The drawing should now look like this:





Next we are going to modify the rail brackets.

Click on the rail bracket, to display its properties and click on the subcomponents button in the **Properties** window's **General** sections. Activate the following components (working from top to bottom):

Car guides - interim piece - 2 x L profile: 300 (rectangular)	->	2 L sections as variable connecting components for the rail mountings.
Car guides - rail fixing - long profile for rectangular 300	->	Long section on which the cab rail is mounted.
CWT guides left - interim piece - fixing at rear wall		Left side section for fastening the counterweight rail guides.

Deactivate all other rail bracket sub-components. Go through the entire list of sub-components from start to end to make sure that you've got them all:

Properties	6
Bracket 0 [Bracket0.]	
0001]	
Design	0
[0020] General	
Manufacturer	Common components
Designation	Rail bracket for concrete fixing
Туре	CWT and car guides - side drop
Subcomponents	Sub components
[0635] View Frame Settings	Car quides - wall fixing - short profile
Detail Status	Car quides - wall fixing - long profile for rectangular 300
Dash	Car quides - wall fixing - long profile for rectangular 400
Extended Dimension	Car quides - interim piece - U profile
	Car quides - interim piece - 2 x L profile : 300 (rectangul
	Car quides - interim piece - 2 x L profile : 400 (rectangul
	Car quides - rail fixing - short profile
	Car quides - rail fixing - long profile for rectangular 300
	🗖 Car quides - rail fixing - long profile for rectangular 400 🔤
	CWT quides - wall fixing - long profile - fixing at rear wall
	CWT quides - protecting profile
	CWT quides right - wall fixing - short profile centerd - fixi
	CWT quides left - wall fixing - short profile centerd - fixing
	CWT quides right - wall fixing - short profile outwards - fix
	CWT quides left - wall fixing - short profile outwards - fixi
	CWT quides right - wall fixing - short profile - fixing at sid
	CWT quides left - wall fixing - short profile - fixing at side 📃
	CWT quides right - interim piece - fixing at rear wall
	CWT quides left - interim piece - fixing at rear wall
	CWT quides right - interim piece - fixing at side wall
	🗆 CWT quides left - interim piece - fixing at side wall 🛛 💙

Your drawing should now look like the example below:





4.7.1. Determine the Shaft Width

Your current shaft width has a value of 67.1" but you need a shaft depth of 64". One way of achieving the target value of 64" is to reduce the distance between the cab and the counterweight. Once again, there are two possible ways to do this:

Click on the shaft and change the Left distance counterweight / car dimension in the Shaft Width section from 8 to 4.9".

Pr	operties		×	
Sh	aft 0 [Shaft0.]			
	[0245] Shaft Width		^	
	Left distance wall / counterweight [in.]	3		
	Counterweight depth left [in.]	4		
	Left distance counterweight / car [in.]	8		
	Left car wall [in.]	1		
	Car width [in.]	44		
	Right car wall (in.)	1		
	Right distance wall / car [in.]	6.1		
	Resulting shaft width [in.]	67.1		
Ξ	[0246] Shaft Depth			
	Front pocket depth [in.]	0		
	Door / wall clearance front [in.]	1.18	-	
E	Door clearance front fin 1	16		
Ke	Left distance counterweight / car [in.] Key: KEY_SHAFT_DIST_CAR_CW_3 Class: DigiPara.Win.Properties.PLDXShaft			
<u></u> \	\LIFT.designer.project.file Forces Beams -1 Floor levels Component			
<u>SI</u>	Sheets Shaft 0 Component Hole 0 Finished Floor Entries Front			
Er	Entries Rear Car Counterweight console Console 4 Gearing			
М	Machine room Scaffoldings Component Entries Left Entries Right			
	adder Lamps Logical center point Refu			
Τι	aveling cable 0 <u>1</u> Rope compensation u	init <u>1</u> Overhead Unit		

The second way is to double click on the corresponding blue dimension in the drawing...



...and to change the value from 8 to 4.9 in the Quick Edit dialog.

As you have probably noticed, it is not possible to change the shaft width directly. This is because it is the sum of a linked chain of other dimensions. If you change one of the dimensions in a linked chain, all the other dimensions remain constant and this naturally results in a change in the shaft dimensions. The reason for this behavior is that LIFTdesigner 5 has no way of knowing how it should modify the elevator system when you alter a value that is relevant for the shaft dimensions - there are simply too many degrees of freedom to make a clear decision. This is why it is the responsibility of the user to check the shaft dimensions.

4.8. Pit Ladder

Enable the pit components to activate the pit ladder.



Note: The pit ladder dimensions are only displayed when the ladder is selected!



LIFT designer		
Quick Edit - Shaft0.Ladd	er.POS 🛛 🔀	w <u>D</u> eveloper Tools <u>H</u> elp
Value [in.]	10	▼ 10 × 10 × 10 × 10
Fraction Value [in.]	0'-10"	×
	OK Cancel	
		5 1/2" 13/16"
		Car
door _l	L DW 3'	Pit ladder
	C:\LD51Pool_05-07\Data\LD50.mdb	S NUM OVR

Example the appropriate value from **2** to **10** to move the ladder 8" deeper into the shaft, so that it is farther away from the shaft door.

The dimensions of some components are only displayed when the components are selected. This makes the drawing less complex, while still enabling you to display the less important dimensions when you need them.

If you wish, you can also activate all of these dimensions in the Edit Object toolbar by clicking on the icon shown below.



Hide the pit components by pressing the corresponding button again.



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4.9. Configuring and Saving Views

4.9.1. Dimensions

You can store dimension and view setting configurations in "drawing templates". To do this, first switch to the print mode (the shaft is shown with cross-hatching). Now you can move the dimension texts in the drawing by clicking and dragging it with the left mouse button.

To move more than one dimension at once: Click on the Select Dimension Objects button in the Edit toolbar and draw the selection box over the dimensions that you want to move / modify.



To display dimension's extension lines: Proceed in the same way as above. Then click on the **Extension Line** buttons in the **Dimension Settings** toolbar.



To disable dimensions: Select all dimensions you don't want to show and disable them by clicking on the **Delete Objects** button in the **Edit** toolbar.



If you don't want to display the disabled dimensions (colored light gray, after disabling), click on the **Show Disabled Dimension** status button in the **Project** toolbar.

Project		×
🦾 💷 😾 🛛 Work Area	💌 💐 🔳 🗲 🕌 Color without lineweight	-

After making a few changes using the options described above, your drawing should look something like the example on the next page.





4.9.2. Scale and Hatching

Click on the View frame to display its properties in the LIFT designer Properties window:

Pr	operties		×
Sł	neet frame 2 [LdvFrame2.]		
⊡	[3611]Hatch		^
	Show hatch	Yes	
	Angle	45	
	Scale	25	
	Pattern	LINE	_
⊡	[3612] Basis Point		_
	X0 [in.]	0	
	Y0 [in.]	0	
	Scale value	1:20	
	X origin	Left outer edge of the geometry	
	Y Origin	Bottom edge of the geometry	
	Detail	High	
	Symbol scale factor	0.05	
	Symbol scale calulation	Automatically	
Ξ	[3613] Detail section		
	Detail section	No	
	Pick Window	Pick Window	
Ξ	[3614] Car Position in this	Section	~
K, C	Scale Key: KEY_PAT_SCALE Class: DigiPara.Win.Properties.PLDXSheetFrame		
	\Sheet 0 Sheet frame 2 Sheet frame overwrites		

Select a finer hatch by editing the corresponding "Scale" value.

4.9.3. Configure Line Weights / Layers

There are two ways to change the line weight / color and background color:

Elick on the appropriate status buttons in the **Project** toolbar.



a: Switch the background color from black to white and reverse.

b: Switch the line weight to thin / thick and reverse.

c: Switch the foreground color from colored to monochrome and reverse.



Another way is to select Sheet Properties... in the Sheet pull-down menu to display the sheets properties. Now click on the Sheet component in the Quick Component Link box to display the global sheet properties.

Properties		×		
Sheets [Sheets.]				
🗆 [0000] Project Units				
Dimension Unit	Imperial			
Rounding	# 1/16"			
Suppress 0'	Yes			
Suppress 0"	Yes			
Project unit	Imperial			
🗆 [0100] Settings		=		
Drawing language	English - United Kingdom - [2057]			
Secondary drawing language	German - Standard - [1031]			
Plot style name	Color without lineweight 🛛 🛛 💌			
Prototype DWG name	C:\LD51Pool_05-07\dwg\Tables20			
Layer group name	Autocad 2000 Imperial			
View mode	Print Mode			
🗆 [4200] Project file		~		
Plot style name Key: KEY_PLOTSTYLE_NAME Class: DigiPara.Win.Properties.PLDXSheets				
<u>\LIFT designer project file Forces Beams -1</u> Floor levels				
Component Sheets Shaft 0 Component Sheet 0 1 2 3				
Component Sheets Shart U C	$\frac{\text{omponent}}{2} \frac{\text{sneet 0}}{2} \frac{1}{2} \frac{2}{3}$			

When you select another Plot style value or change the status of the buttons in the Project toolbar, to change the line weight, the fore- and background color, these changes affect all of the LIFT designer frames and sheets in the current document.

4.9.4. Saving your Settings

You can now save these settings in the project file and in a sheet template file for use with other similar projects.

Saving the settings within the current project: Click on the Sheet properties... button in the Sheet toolbar to display the sheet properties in the Properties window.



Change the sheet name under General -> Page Name from Work Area to Plan CWL, for example.



Prop	erties	×				
Sheet	Sheet 0 [LdvSheet0.]					
⊡ [O	600] General					
Ad	ld to the page count	No				
Pa	age name	Plan CWL				
Na	ame of the title block					
Na	ame of drawing border					
Se	elected for plot	No				
Pa	aperspace Margin	0.25				
Vis	sible shaft	💾 All				
⊡ [4	200] Project file					
Ob	oject name	LDXSheet				
File	e name	C:\Dokumente und Einstellungen\Kuzel				
Co	omponent	Sheets.LdvSheet0.				
-	e name					
Key: KEY_SHEET_NAME						
Class: DigiPara.Win.Properties.PLDXSheet						
<u>\Sh</u>	eets <u>Component</u> Sheet 0	<u>1 2 3 4 Sheet frame 2</u>				

4.9.5. Saving the Settings in an External Template file:

Select **Save sheet template** from the **Sheet** pull-down menu. In the dialog displayed, enter *Plan CWL* as the filename. You can now use this configuration file to load the same settings for other projects. To do this, go into the **Sheet** menu and select **Load sheet template.** This will load the file *Plan CWL.LDS*.

The filename *Plan CWL* indicates that the sheet file contains settings for a **Plan** view with the configuration Counter Weight Left. If you need other view configurations, you can save them in additional sheet files with a different sets of plan view settings.



5. Sectional Vertical View

5.1. Changing Views

Switch back to the sheet "Work Area".

The buttons in the **Views** selection toolbar enable you to directly switch between the available views of the elevator.

View Frame	×
🗗 🎬 🏪 🛅	📕 🗗 🗗 🗗 🖾 🖭 👂 🛤

From left to right:

- 1. View Frame Properties:
- 2. Load View Frame
- 3. Save View Frame
- 4. Add View Frame
- 5. Remove View Frame
- 6. Switch view frame to Plan view
- 7. Switch view frame to Vertical sections facing left / front / rear / right shaft walls; Switch view frame to Machine Room view
- 8. Switch view frame to Roller arrangement view
- 9. Switch view frame to Entrance view
- 10. Switch view frame to 3D view
- 11. Switch view frame to External drawing block
- Switch to the Work Area template, then click on the button for the vertical section facing the left shaft wall or select Vertical section View from right in the View frame menu.
- WARNING: Any changes made to the current view settings for example: scale, dimension display or component visibility - will be lost if you don't save them in a sheet template before switching to another view!

5.2. Building Floor Levels

Now we want to make some changes to the landing and travel parameters in the floor level list. To do this, select **Project > Floor Levels...** from the pull-down menu to open the **Floor Level** configuration window.

	🐨 Floor Level List 🛛 🔀								
	1	ta Tal I	X						
					Sha	aft 1			
H	leight		Description Rear	Front	Rear	Ceiling Height	Level	Serving height	Assembly platform
۰,	140					100	380	0	1
	120	2		>		100	260	0	1
	120	1		>		100	140	0	1
	140	0		>	>	100	0	0	1
	52	Pit					-52		
	OK Cancel Help								

Make the changes shown above then click on **OK** to exit the dialog. The drawing will be updated automatically.

You can add and remove floor levels by using the appropriate buttons. Add two new floor levels and edit their parameters by clicking in the corresponding fields. Then enter the necessary values and description. You can activate and deactivate entrances on individual floors by clicking on the corresponding fields in the **Front** and **Rear** columns.

Column description:

Height:	Distance between landings or distance to shaft pit (bottom) or shaft head (top)
Description:	Landing description
Front/Rear:	Front and rear entrances
Ceiling:	Vertical distance from finished floor to lower surface of floor level (e.g. for suspended ceilings).
Level:	Enables you to enter the exact height as shown in the architectural drawing
Assembly Platform:	Number of Assembly platforms on the selected floor level



5.3. Rail Bracket

Select a rail bracket to display its vertical dimensions.

Echange the rail bracket span to 80".

Confirm the following prompts with Yes to perform the same changes for all rail bracket spans. Activate the rail calculation module to check that the maximum stress will not be exceeded with these spans.

Example the span between the pit and the first bracket to 20".

Caution: Confirm the prompt displayed after entering the new value with No, otherwise all rail brackets spans will be set to 20".

Change the span between the last bracket and the preceding bracket from 16" to 34" as shown in the example below.

	LIFTdesigner		
ł	Quick Edit - Shaft0.CW.Br	acketList.Bracket7.DIST 🛛 🛛 🛛	<u>D</u> eveloper Tools <u>H</u> elp
	Value [in.]	34	★ 10 + 10 + 10 = 10
ſ			×
	Fraction Value [in.]	2'-10"	
		OK Cancel	
ľ			
		/ / / /	
			_]
		יים מיי	-
			4
	Í		
	F-1	4 	
		C:\LD51Pool_05-07\Data\LD50.mdb	Shaft NUM OVR

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5.4. Configure and Save the view

5.4.1. Dimensions, Scale, Hatching and Components

The basic procedures here are the same as those described in the Plan View chapter.

When you activate the view, you will notice that some dimensions do not seem to be there. For example, the rail bracket and guide rail dimensions. Click on the component, then click on the toolbar icon shown below to set the dimensions in this view to "always display".



After making a few of these changes, your drawing will look something like this:





5.4.2. Saving the Settings

Select the plan view frame, if it is still on your drawing sheet. Then delete the view frame from your drawing by clicking on **View Frame** then select **Remove View Frame** in the **View frame** pull-down menu. Proceed as described in the Plan View chapter and give the sheet template the name *VertSec CWL*.

Pr	operties	×				
Sh	Sheet 0 [LdvSheet0.]					
Θ	[0600] General					
	Add to the page count	No				
	Page name	VertSec CWL				
	Name of the title block					
	Name of drawing border					
	Selected for plot	No				
	Paperspace Margin	0.25				
	Visible shaft	💾 All				
⊡	[4200] Project file					
	Object name	LDXSheet				
	File name	C:\Dokumente und Einstellungen\Kuzel				
	Component	Sheets.LdvSheet0.				
<u></u> \	Sheets Component Sheet 0 1 2	3 4 Sheet frame 2 3				

6. Dynamic 3D view

This feature is part of the 3D Render module. You can always display the current view in dynamic 3D. Click on the **Dynamic 3D View** button in the **Standard** toolbar or select **Dynamic 3D View** from the **Window** pull-down menu.

							<u> </u>		
	Star	ndaro	i i						×
	D	🖻 (8 Ø	e [2	*	2	ß		8
	<u>Wi</u> n	dow	<u>D</u> evelo	oper To	ols	<u>H</u> el	P	DigiP	
	~	Tab	bed MD:	I					
6		<u>Cl</u> ose							
111		Clos	e A <u>∥</u>						
		Log	ging			STR	G+6		
-		Ove	rwrites			STR	G+4	-	
		Calc	ulation:	report		STR	G+3	•	
	P	Prop	perties			STR	G+1		
	5	Data	a tree			STR	G+2		
-		Dyn	amic 3D	view		STR	G+0	1	



You can rotate the view around a defined point by dragging it with the left mouse button. Dragging it with the right mouse button moves the view within the window.

3D-View	-	џ	×
Properties 3D-View			

You can define the center point of rotation by switching to one of the orthogonal views (with the icons at the right-hand side of the toolbar) and shifting the model as required.

To display a 3D view of the entire elevator, close the current view and select the **3D View** from the **View Frame** toolbar:



If you like, you can also disable the display of the shaft and the machine room in the 3D mode. Just click on the icons on the right-hand side of the toolbar as shown below.









7. Machine room

7.1. Size and Position

Example: Activate the machine room view and check that the work area is activated. The dimensions shown below determine the machine room location. The position is defined in relation to the lower left edge of the shaft ceiling.



- Enter 20" for the vertical dimension and 40" for the horizontal dimension. The position of the machine room will be shifted accordingly.
- The dimensions for the size of the machine room are clearly visible. Enter a value of 160" along the vertical shaft axis and 120" along the horizontal shaft axis.

7.2. Openings

Turn off the machinery display by clicking on the sheaves icon in the components toolbar. Then select a rope opening - this displays some additional dimensions.

m Change the opening dimensions for both ropes to 8 x 8".

You can also adjust the opening dimensions with the guide dimensions. To do this, select an opening and display its properties. Then click on the Component annotation button in the **Edit Object** toolbar.





In the dialog, click on the DT button to display the default text for the component.

📴 Text Editor - [S	heets.LdvSheet4	4.LdvFrame2.Map.Shaft0	.Gear.Hole0.]		×
By Style (Arial)	▼ 0.14	👻 🖪 🖊 🛄 🖬 Wh	ite/Black 🔻 LD		-
👯 Middle Left	🔻 🖭 🗖 B	Blue 🔹 🔽 🕅 🔛	Margins 0.08	-	
External\$("Me	.DX'') x Exter	nal\$("Me.DZ")			^
					~
			Cancel	Help	

This displays the guide dimensions, which you can adjust by selecting and dragging it with the left mouse button.



Repeat this procedure for all the other rope openings, including those for the governor (you will need to disable the governor display to do this).

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7.3. Other Machine room Components

You can make rough adjustments to the position of the switchgear cabinets, doors, ventilation openings, etc. by selecting them and changing the values in their properties dialog boxes.

Fine adjustments are made with the additional dimensions that are displayed in the drawing when the components are selected.

7.4. Configuration and Saving the view

Proceed as described in the chapters regarding the other view types. Name the sheet template *Machine Room CWL* and use the configuration methods described above.

8. Wall Opening

8.1. Hall Button and Position Indicator

Create a new drawing sheet by clicking on the **Sheet** pull-down menu then selecting **Add sheet** and switch it to a wall opening view.

Select one of the panels and delete it, by clicking on the **Delete selected Object** button in the **Edit** toolbar.

🔤 LIFTdesigner	
Eile Edit Project Sheet View frame Calculation Options Window Developer Tools	<u>H</u> elp
j 🗅 🚅 🖬 🎒 🎒 🔟 😰 🖆 🎬 🛑 🍟 🚛 🛛 Work area	▼ 🔏 "
QuickTour_rope.ld3	×
ℚ�� ⅊ Չ Չ Ც № № ♥	
	cted objects
C:\LD51Pool_05-07\Data\LD50.mdb S NUM 0VR	



8.2. Fixing

Add a new view frame and switch it to an "Entrance" view. Select one of the door's upper fixing points and display its properties.

In the Quick Component Link box select the parent "Landing Door Fixing Points".



Switch the **"One large anchor rail"** and the **"Arrange manually"** option in the property window to **"Yes"** to activate the anchor rails for the upper door fixing points.

Properties	Properties 🛛 🛛 🛛				
Landing door fixing	j points [Do	orFixingPointList0.]			
🖻 [0416] Numb	er and Spa	cing			
Door fixing poir	nt row	Тор			
Set up door fix	ng points (Automatically			
Count		2			
[0420] Fixing					
One large and		Yes			
Arrange manu		No			
🖻 [0635] View F	rame Setti				
Detail Status		By frame			
Dash		No			
Extended Dime	nsion	No			
<u>Landing Door</u> Landing door fixing points <u>1</u> <u>2</u> <u>3</u>					
Landing door fixing point 0 1 Anchor Rail 0					
😮 Quick Help 👯	🛿 Data tree	😭 Properties 📕 3D-View			

Repeat this procedure for the lower fixing points. Then disable the door/car display by clicking on the first icon in the component's toolbar.

End of the upper and lower rails to 60".

8.3. Configure and Save the view

Using the methods you are now familiar with, change the view settings so that your drawing looks like the example below and save your sheet template as *Wall Opening CWL*.



9. Creating an Assembly Drawing

9.1. Combining the Prepared Views

Now we are going to combine all the views we have configured into an assembly drawing:

- Add a new sheet by clicking on the **Sheet** menu and selecting **Add Sheet**. Give the sheet the name *Assembly A1 CWL*.
- Switch to the template Plan CWL and select the view frame.



Press Ctrl + C to copy the contents of the view frame to the clipboard. Switch to sheet template Assembly A1 CWL and paste the contents of the clipboard by pressing Ctrl + V.

Repeat steps 2 through 4 for all your other sheet templates.

9.2. Frame and Title Block

Click on one of the view frame borders and then select the parent "...\Sheet x" component in the Quick Component Link box to display the sheet's properties.

Properties X				
Sheet 4 [LdvSheet4.]				
⊡	[0600] General			
	Add to the page count	No		
	Page name	Sheet 4		
	Name of the title block			
	Name of drawing border			
	Selected for plot	No		
	Paperspace Margin	0.125		
⊡	Visible shaft	💾 All		
	[4200] Project file			
	Object name	LDXSheet		
	File name	C:\Dokumente und Einstellungen\Ku:		
	Component	Sheets.LdvSheet4.		
\Sheets Component Sheet 0 1 2 3 4 5 Sheet frame 2				

Click on the button in the **Name of title block** value field and select the **titl_sml_int_Imp.dwg** title block.

Öffnen		? 🛛	
<u>S</u> uchen in:	: 🧀 blocks 💽 🧿 📂 🖽 -		
Zuletzt verwendete D Desktop Eigene Dateien	<pre>titl_cab_sml_int.dwg titl_cab_sml_int_Imp.dwg titl_hyd_gb.dwg titl_hyd_int.dwg titl_hyd_int.95.dwg titl_iftAG.dwg titl_rop_gb.dwg titl_rop_int.dwg titl_rop_int.95.dwg titl_sml_gb.dwg titl_sml_int.dwg titl_sml_int.dwg titl_sml_int.dwg</pre>		
Arbeitsplatz			
S	Dateiname: titl_sml_int_Imp.dwg	Ö <u>f</u> fnen	
Netzwerkumgeb	Dateityp: Drawing (titl_*.dwg)	bbrechen	



The texts in the **titl_x_int.dwg** title blocks will switch automatically according to the selected drawing language. By contrast, the texts in the **titl_x_gb.dwg** title blocks will always remain English, independent from the selected drawing language.

Repeat this procedure for the **Name of drawing border** value and load the file **bord_ANSI_E_Imp.dwg** as the drawing border.

Select the individual view frames and change their positions as required. The final result will look something like the example shown below.



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