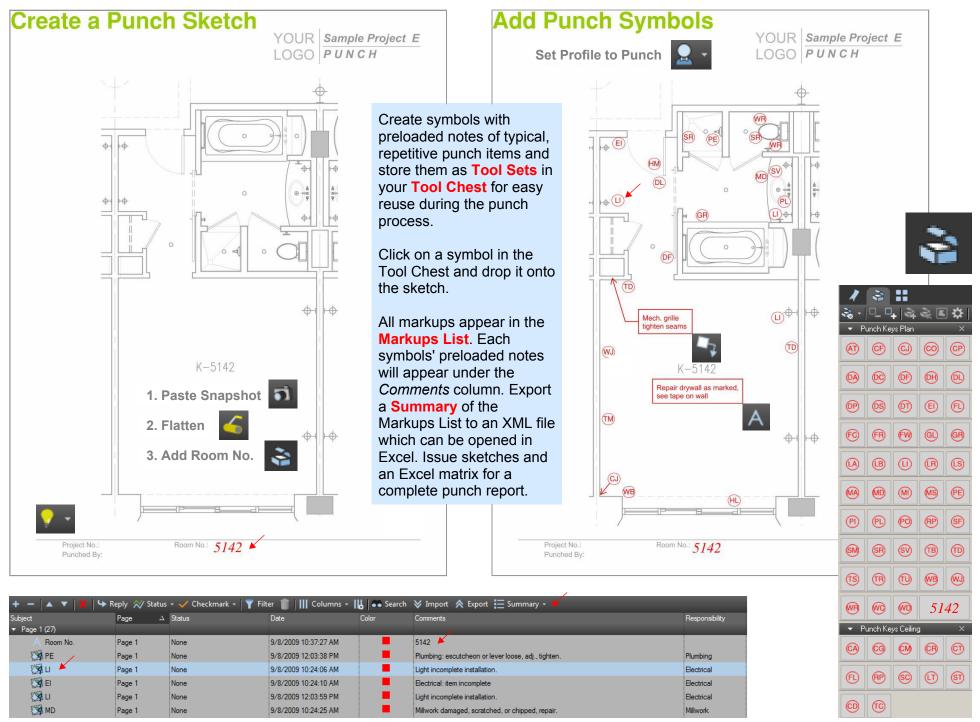
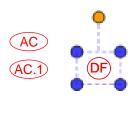
### Electronic Punch



# Punch: Creating New Symbols



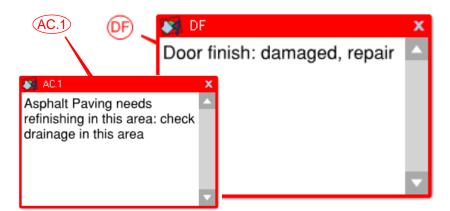
AC.1

Download Punch symbols from the resources section of Bluebeams Start Page and modify to create new symbols.

Select

DF

1. Double click the center of the symbol to highlight the letters. Change the text to new symbol letters.



2. Double click at the perimeter of the symbol and a red text entry box will appear. Change the text to describe a new note.

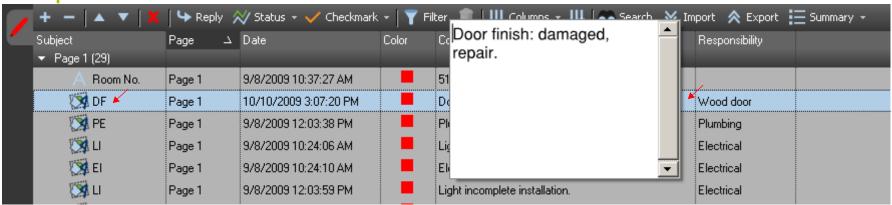
Or, change the text in the corresponding cell under the Comments column in the Markups List, or in the Properties tab.

3. Change the Subject to match the new letters of the symbol, so that this is reflected when the list is exported as a *Summary*.

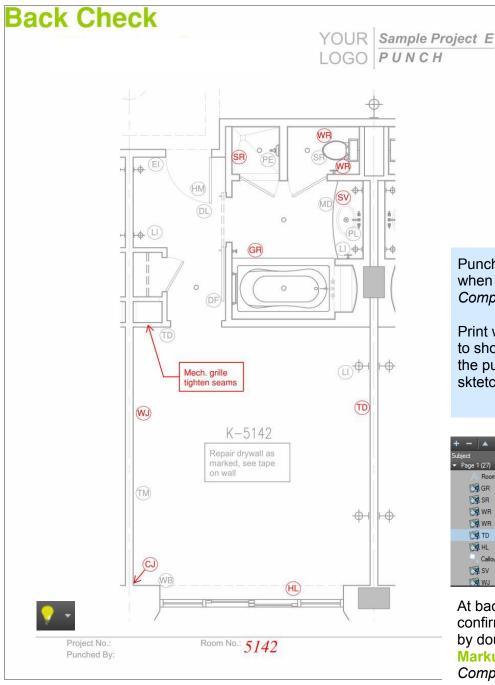
## **Properties Tab**







#### Punch Back Check



Set Profile to Punch



**Filter** the **Markups List** to view the status of the punch items.

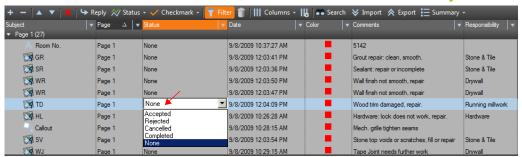
Set Filter to **None** to view items not completed. Items with a different status appear gray. Update the punch **Summary** with a filtered list.

Punch symbols change to gray when their status is changed to *Completed*.

Print with **Dim Page Content** to show the current status of the punch as shown in this sktetch.

# Filter for Status Reports

#### **Markups List**



At back check, open the original punch sketches on your Tablet PC. As you confirm that items have been completed, you can change each items' status by double clicking the corresponding cell under the **Status** column in the **Markups List** tab, and then choosing the appropriate status title (i.e. *Completed, Accepted, Rejected*, etc.) from the drop down menu.