Raising or Lowering a Roof Plane

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The information in this article applies to:



QUESTION

I would like to change the height of one of the roof planes in my model. How do I accomplish this?

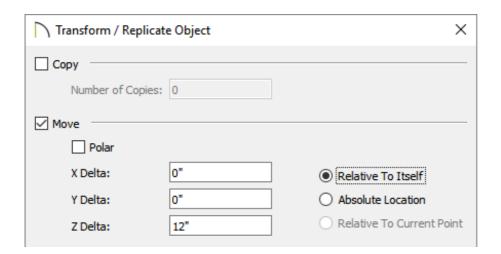
ANSWER

Roof planes generate on the wall top plates, which are governed by the ceiling height specified in a given room or floor. There are several ways to change the height of a roof plane. You can, for example, specify a new baseline height in the roof plane's specification dialog or select and move the baseline in a 3D view. However, the easiest way to change a roof plane's height, while easily maintaining its pitch, is by raising or lowering it a specific amount using the **Transform/Replicate Object** edit tool.

To raise or lower a roof plane

1. Click the **Select Objects** \(\bigcirc \tag{ tool, then click once on a roof plane near one of its edges to select it.

- 2. Click the **Transform/Replicate Object** → edit button.
- 3. In the Transform/Replicate Object dialog:



- o Check the box beside Move, which will enable the selections directly beneath it.
- To the right, select the **Relative To Itself** radio button so that the roof plane moves relative to its current location.
- Specify how high you want to raise the roof plane, or how low you want to lower it, in inches or millimeters. To move the roof plane up, enter a positive number in the **Z Delta** field. To move the roof plane down, enter a negative number in the **Z Delta** field.

In this example, we are raising the roof plane by 12".

- 4. Click the **OK** button to close the dialog and confirm the changes.
- 5. Create a **Camera** no view to confirm that the roof plane is in the desired location.

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