

Raising or Lowering a Roof Plane

Reference Number: **KB-00634**

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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 design. 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, change a roof plane's height using the Transform/Replicate Object edit tool. You can also specify a new baseline height in the roof plane's specification dialog, or select and move the baseline in a 3D camera view.

To raise or lower a roof plane using the Transform/Replicate Object edit tool

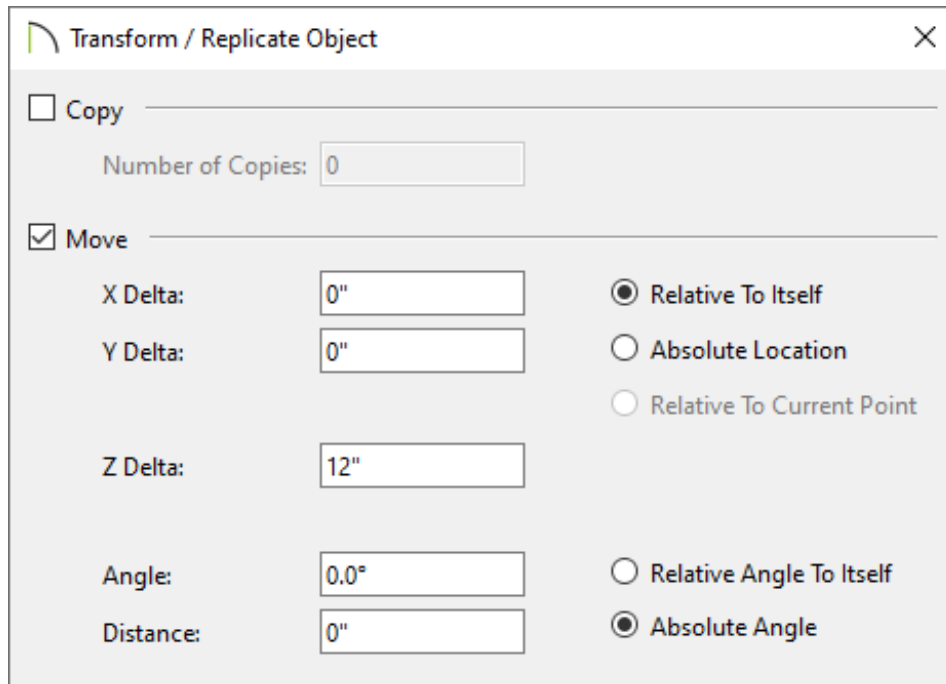
1. Using the **Select Objects**  tool, click once on a roof plane near one of its edges to

select it.

2. Select the **Transform/Replicate Object**  edit tool.

Note: A Question dialog may display stating "This operation creates or modifies a roof plane. With Auto Rebuild Roofs turned on, your changes will be lost the next time the roof is rebuilt. Would you like to turn Auto Rebuild Roofs off and continue with the operation?" Click Yes to disable Auto Rebuild Roofs and continue with the operation.

3. In the **Transform/Replicate Object** dialog that displays:




The image shows a software dialog box titled "Transform / Replicate Object". It has a close button (X) in the top right corner. The dialog is divided into two main sections: "Copy" and "Move". The "Copy" section is currently disabled, indicated by a greyed-out checkbox. The "Move" section is active, with its checkbox checked. Under the "Move" section, there are five input fields and three radio button options. The input fields are: "X Delta" (0"), "Y Delta" (0"), "Z Delta" (12"), "Angle" (0.0°), and "Distance" (0"). The radio button options are: "Relative To Itself" (selected), "Absolute Location", "Relative To Current Point", "Relative Angle To Itself", and "Absolute Angle" (selected).



Section	Option	Value
Copy	Copy	<input type="checkbox"/>
	Number of Copies	0
Move	Move	<input checked="" type="checkbox"/>
	X Delta	0"
	Y Delta	0"
	Z Delta	12"
	Angle	0.0°
Relative To	Relative To Itself	<input checked="" type="radio"/>
	Absolute Location	<input type="radio"/>
	Relative To Current Point	<input type="radio"/>
Angle	Relative Angle To Itself	<input type="radio"/>
	Absolute Angle	<input checked="" type="radio"/>
Distance	Distance	0"

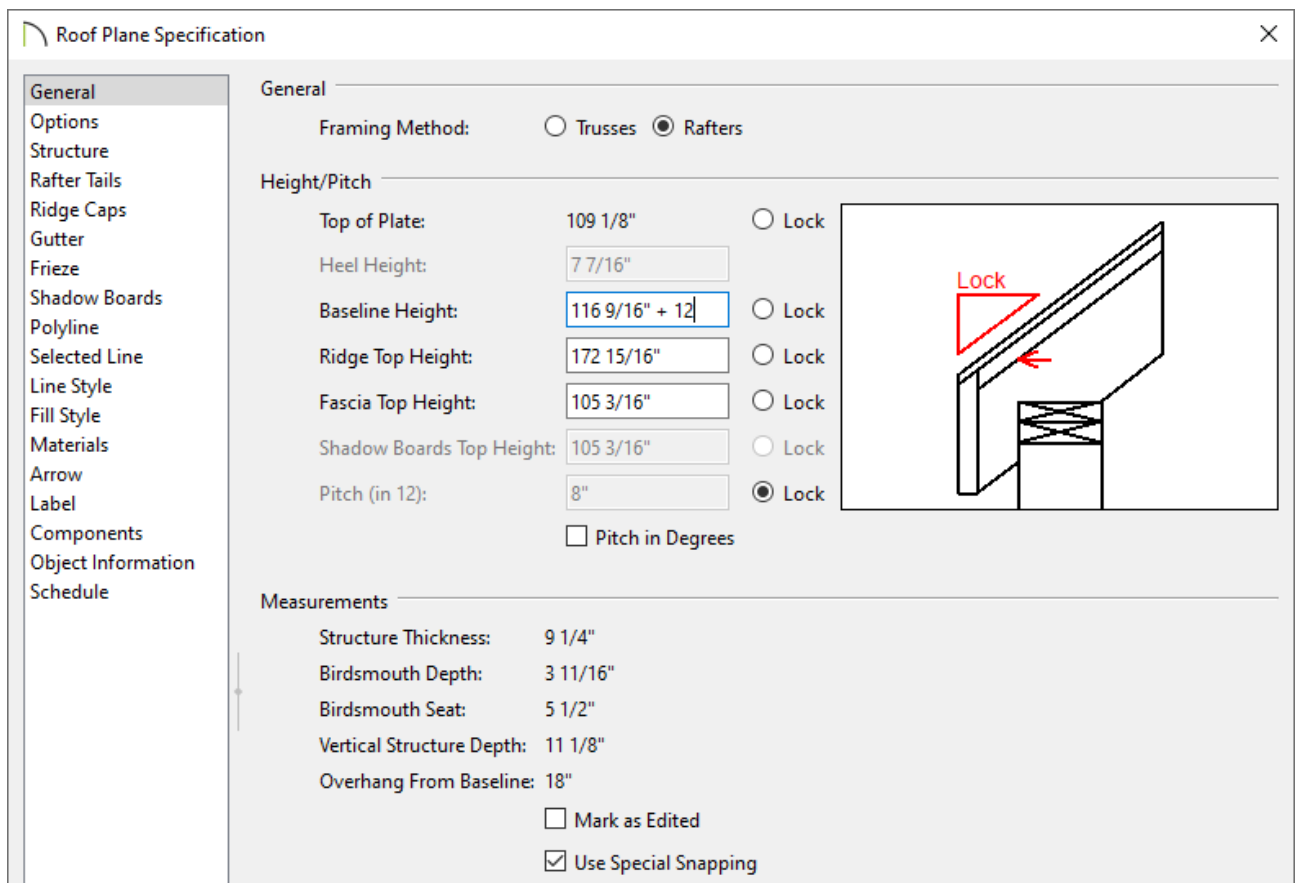
- Check the box beside **Move**, which will enable the selections directly beneath it.
- To the right, select the **Relative To Itself** radio button so that the roof plane moves relative to its current location.
- Specify how high you want to raise the roof plane, or how low you want to lower it, in 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 **OK** to close the dialog and confirm the changes.
5. Create a **Camera**  view to confirm that the roof plane is in the desired location.

To raise or lower a roof plane using the Roof Plane Specification dialog

1. Using the **Select Objects**  tool, click once on a roof plane near one of its edges to select it.
2. Select the **Open Object**  edit tool.
3. On the **GENERAL** panel of the **Roof Plane Specification** dialog that displays:



Roof Plane Specification

General

Framing Method: ☐ Trusses ☒ Rafters

Height/Pitch

Top of Plate: 109 1/8" ☐ Lock

Heel Height: 7 7/16"

Baseline Height: 116 9/16" + 12" ☐ Lock

Ridge Top Height: 172 15/16" ☐ Lock

Fascia Top Height: 105 3/16" ☐ Lock

Shadow Boards Top Height: 105 3/16" ☐ Lock

Pitch (in 12): 8" ☒ Lock

☐ Pitch in Degrees

Measurements

Structure Thickness: 9 1/4"

Birdsmouth Depth: 3 11/16"

Birdsmouth Seat: 5 1/2"

Vertical Structure Depth: 11 1/8"

Overhang From Baseline: 18"

☐ Mark as Edited

☒ Use Special Snapping


- **Lock** the Pitch (in12) to keep the pitch of the roof plane the same.

- Specify the new height for the **Ridge Top Height**, **Baseline Height**, or **Fascia Top Height**. You can also use addition and subtraction in the dialog by using the "+" or "-" signs. Keep in mind that adjusting one of these values will automatically adjust the other values.




In this example we have raised the Baseline Height by 12" by adding "+ 12" in the field.

4. Click **OK** to close the dialog and confirm the changes.

Note: A Question dialog may display stating "This operation creates or modifies a roof plane. With Auto Rebuild Roofs turned on, your changes will be lost the next time the roof is rebuilt. Would you like to turn Auto Rebuild Roofs off and continue with the operation?" Click Yes to disable Auto Rebuild Roofs and continue with the operation.

5. Create a **Camera**  view to confirm that the roof plane is in the desired location.

Related Articles

-  [Changing Joist Directions \(/support/article/KB-02932/changing-joist-directions.html\)](/support/article/KB-02932/changing-joist-directions.html)
-  [Creating Roof Trusses \(/support/article/KB-00981/creating-roof-trusses.html\)](/support/article/KB-00981/creating-roof-trusses.html)
-  [Manually Drawing Framing Members \(/support/article/KB-00727/manually-drawing-framing-members.html\)](/support/article/KB-00727/manually-drawing-framing-members.html)



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