

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

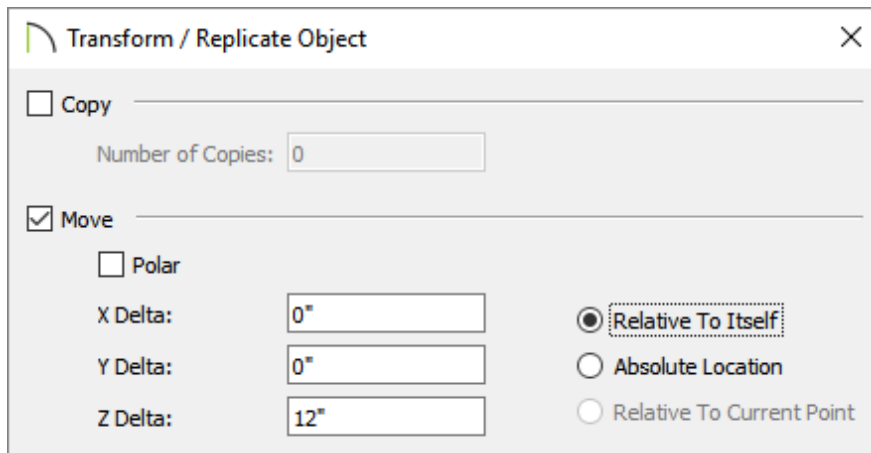
Roof planes generate on the wall top plates, which are governed by the ceiling height specified in a given room or floor. There are several ways to change the height of a roof plane. You can, for example, specify a new baseline height in the roof plane's specification dialog or select and move the baseline 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 using Transform/Replicate Object

1. Click the **Select Objects**  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:




- 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.

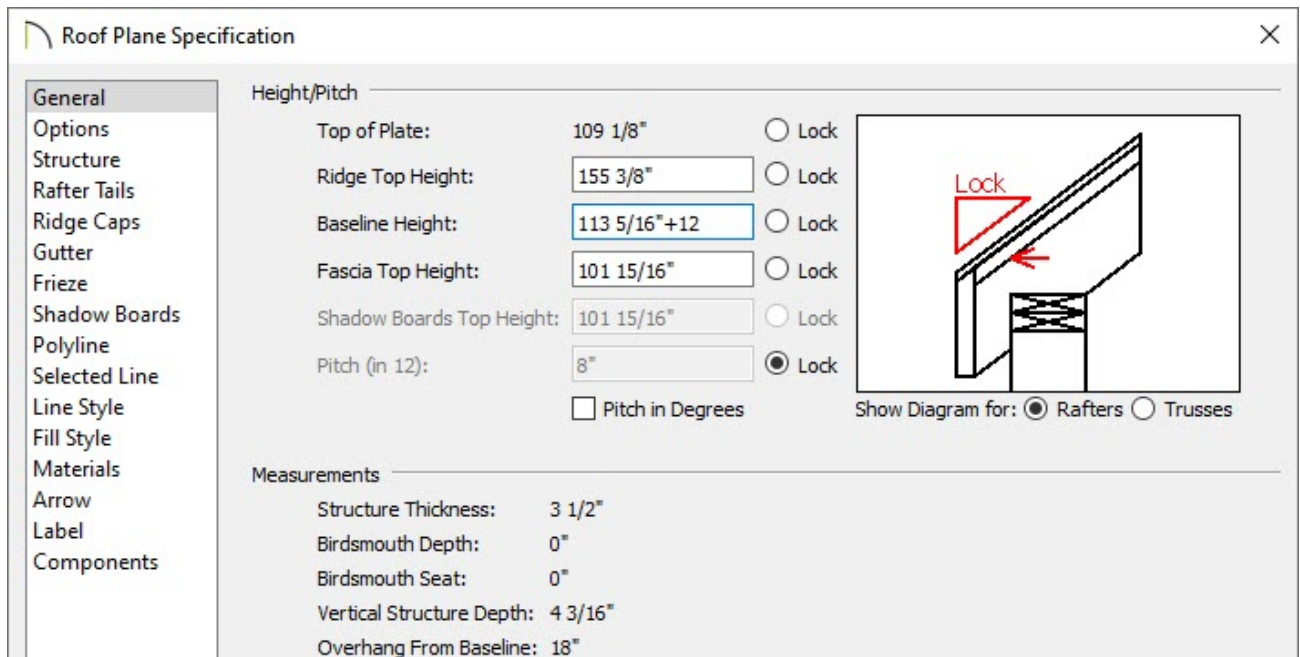
5. Create a **Camera**  view to confirm that the roof plane is in the desired location.

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

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

2. Click the **Open Object**  edit button.

3. In the **Roof Plane Specification** dialog:




The image shows the 'Roof Plane Specification' dialog box. It has a sidebar on the left with a list of categories: General, Options, Structure, Rafter Tails, Ridge Caps, Gutter, Frieze, Shadow Boards, Polyline, Selected Line, Line Style, Fill Style, Materials, Arrow, Label, and Components. The 'General' category is selected. The main area is divided into two sections: 'Height/Pitch' and 'Measurements'. In the 'Height/Pitch' section, there are input fields for 'Top of Plate' (109 1/8"), 'Ridge Top Height' (155 3/8"), 'Baseline Height' (113 5/16" + 12), 'Fascia Top Height' (101 15/16"), and 'Shadow Boards Top Height' (101 15/16"). Each field has a 'Lock' button to its right. The 'Pitch (in 12)' is set to 8" and is also locked. There is a checkbox for 'Pitch in Degrees' which is currently unchecked. To the right of these fields is a diagram of a roof cross-section showing the rafter, ridge, and fascia. A red arrow points to the rafter with the word 'Lock' next to it. Below the diagram is a label 'Show Diagram for:' with two radio buttons: 'Rafters' (which is selected) and 'Trusses'. The 'Measurements' section at the bottom contains fields for 'Structure Thickness' (3 1/2"), 'Birdsmouth Depth' (0"), 'Birdsmouth Seat' (0"), 'Vertical Structure Depth' (4 3/16"), and 'Overhang From Baseline' (18").


- Lock the **Pitch** to keep the angle of the roof plane the same.
- Set the diagram to show for Rafters or Trusses, which will give you a reference point as to where changes will be based off of.
- Specify the new height for either 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.

In this example we are raising the roof plane Baseline Height by 12" by adding "+12" in the field.

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


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

Related Articles

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