Summary

Getting started with ArchiTouch 3D

Main fonctions

- Select a line
- Precise adjusment of dimensions
- Moving a slab or moving the entire building
- Joining two slabs
- Separate two slabs
- Move the entire view when moving an item
- Changing swing directions
- What to do when an opening hides a wall
- Thickness of exterior walls and interior walls
- Custom Materials

Projects

Settings

Location

- Geographical location of the project
- Insert a site plan image
- Outline the limits of your property
- More options…

Plan 2D

- Adding interior walls
- Cut / detach the interior walls
- Adding slabs
- Change the level of a slab
- Creating floors
- Adding a straight staircase
- Slab / floor openings
- Adding a balcony
- Adding new ramps / inclined planes
- Adding furniture
- Copy plans
- Effect mirror

View 3D

Roofing

- Double slope roof
- Hipped roof (4 slopes)
- Mansard roofs
- Curved roofs
- Flat roofs
- Roof windows

Elevation

Architectural Electrical Plans

Plans Generation

settings

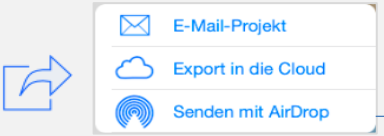
Blank project (Tap to open)

- Not saved out of subscription period -

Create 1 free floor plan with furnitures and view 3D

- saved without subscription -

Models available as examples



From iPAD 4

E-mail: Save a project, or share it with others,

or use it on another iPad or to the cloud

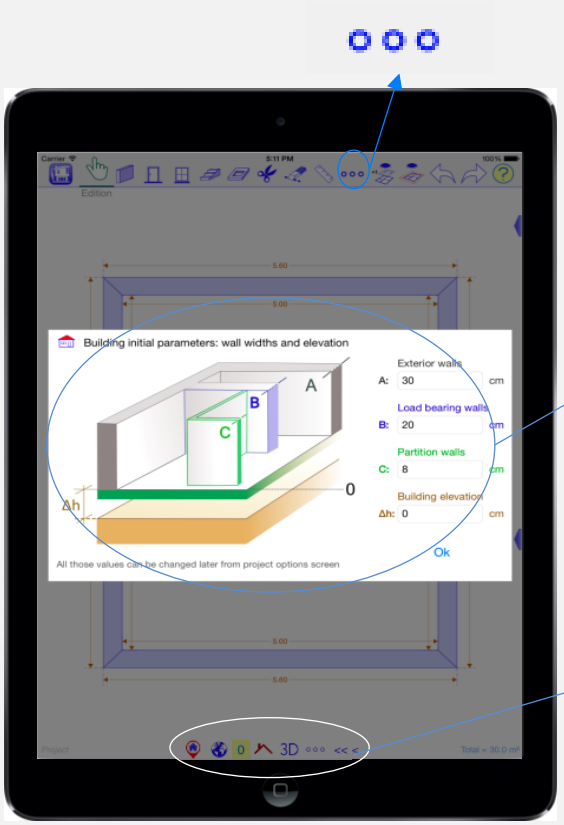
Out of subscription periods, the lock sign indicates unmodifiable projects

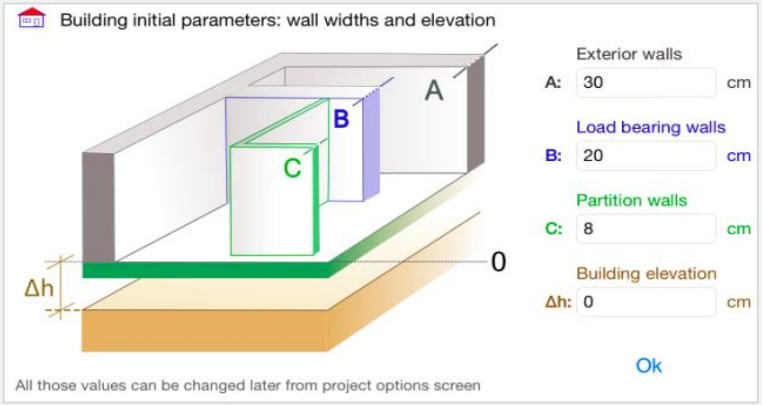
Purchase a subscription

Information about your purchases

2D design

Options:

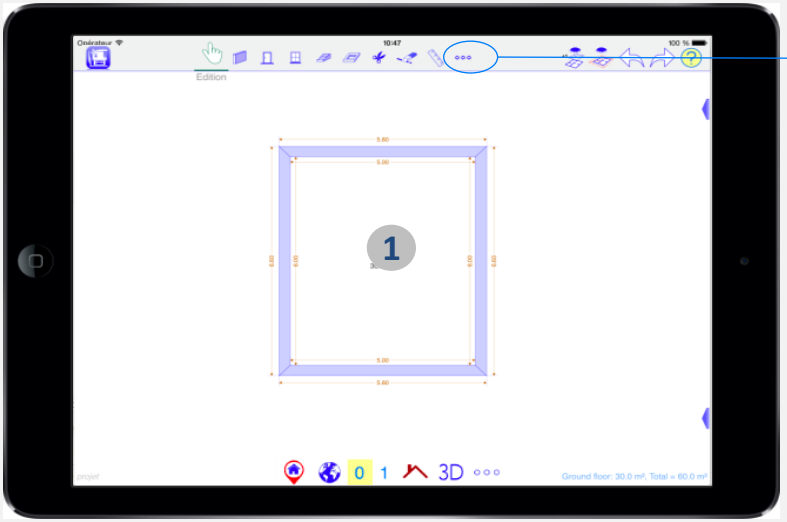




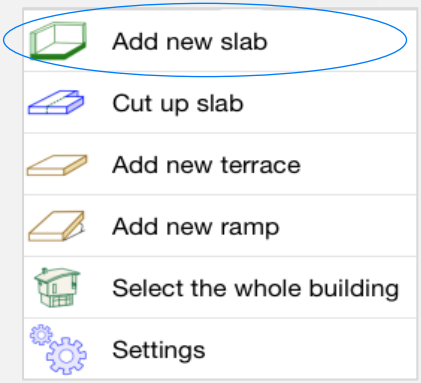
This box is displayed when the project is first created

you can change the values at any point using

2D design



Options:



Principles

The floor plan design starts from **slab** 1 created with new projects.

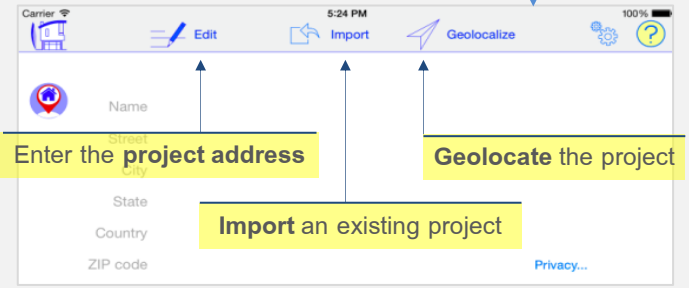
This slab represents **the envelope of the house.**

To design your project, move, stretch of cut the walls, without separating them (Details on next page).

The slab can be **removed completely** (double Tap on the slab and).

A new slab can be created in . Options:

design a site plan



Enter the **project address**

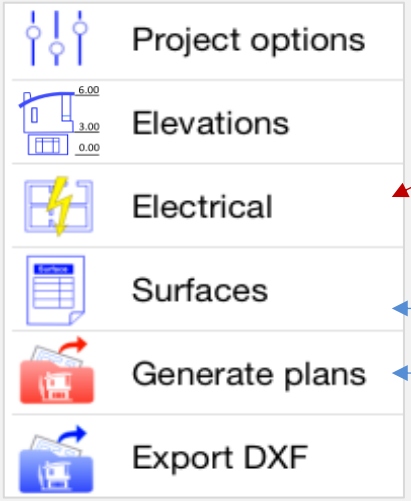
Geolocate the project

Import an existing project

Geographical location of the project:

For more details refer to the help rubric « site plan »

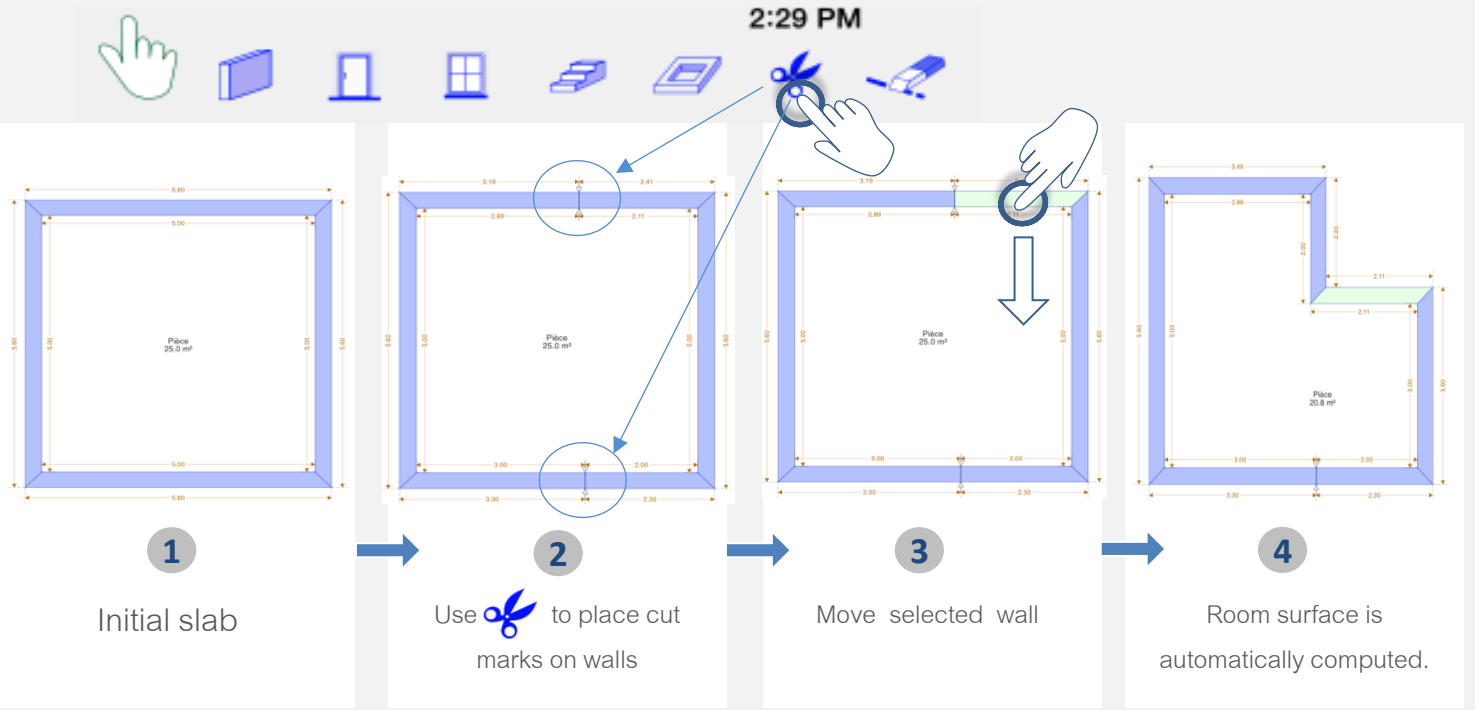
Info: can be empty to create a project



Architectural Electrical Plans

Generate plans in a PDF file

Info: Will be sent by email or stored in the cloud or open with App

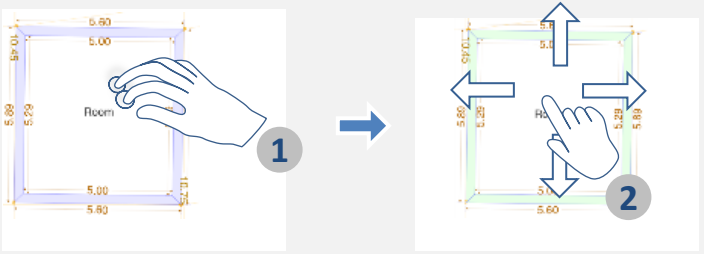


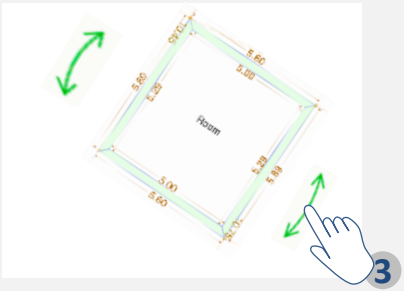
Info: 1-Double Tap on or outside the building, the menu becomes orange ,

2-The movement of the wall is **slowed**, adjustment of dimension becomes accurate.

3-Double tap on or outside the building to clear precise mode.

Moving a slab (rotation handles also available on slabs, roofs and ridges)





1 Touch and hold the slab with two fingers to select it

2 Move the slab with one finger

3 Use arrow to rotate it

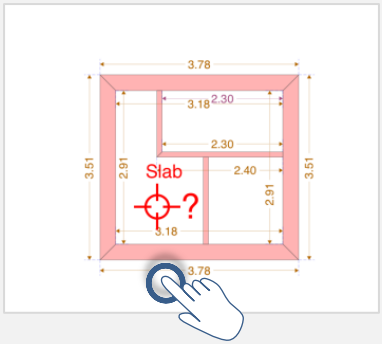
Moving the entire building (all floors and roof)

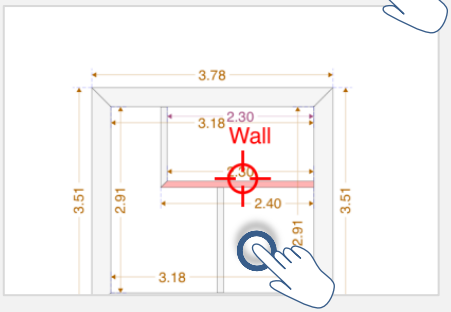
1 Touch and hold the interior of the building with three fingers to select it

or ooo Select the whole building

2 Move the entire building with one finger (rotate it with arrow)

Delete slabs, roofs or items the same way…



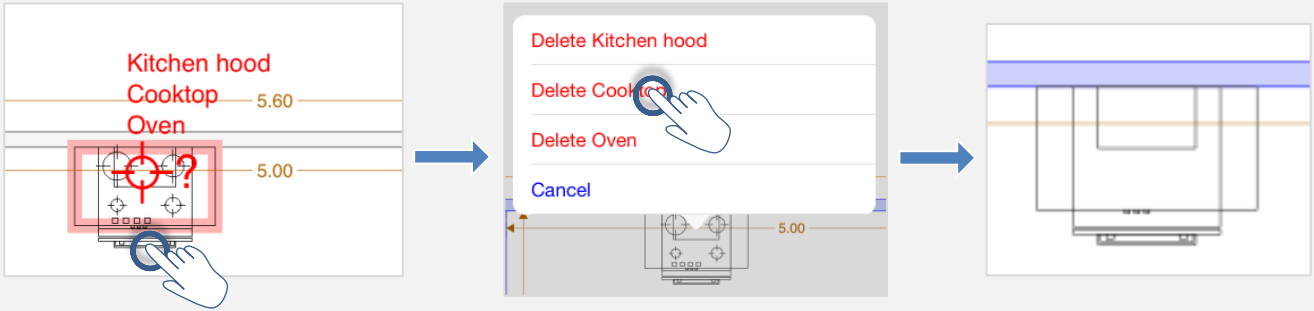


INFO: -Exterior walls are associated with a slab.

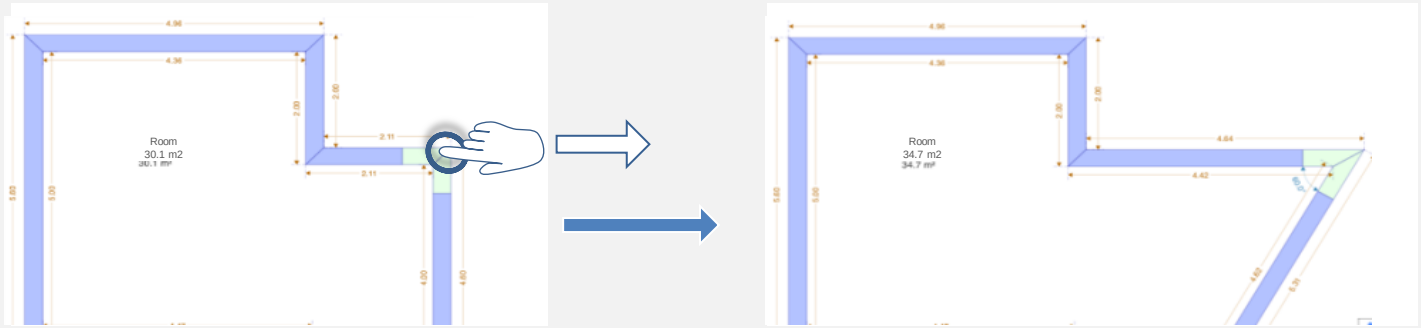
-Deleting the slab also deletes walls and all objects positioned on it

- A question mark appears when a confirmation or a choice is needed

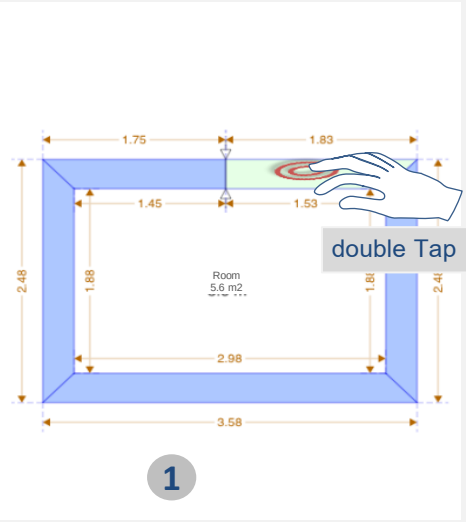
Delete superposed item

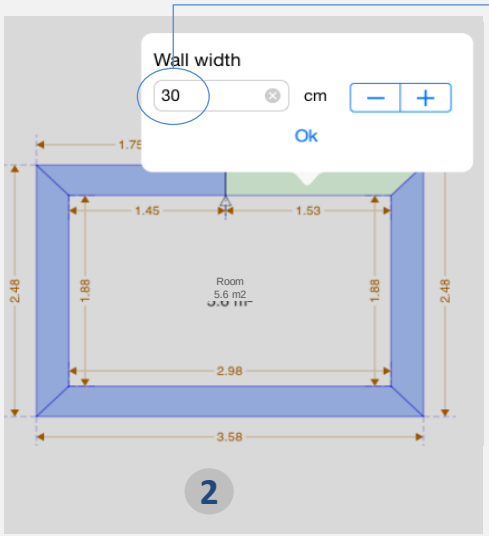


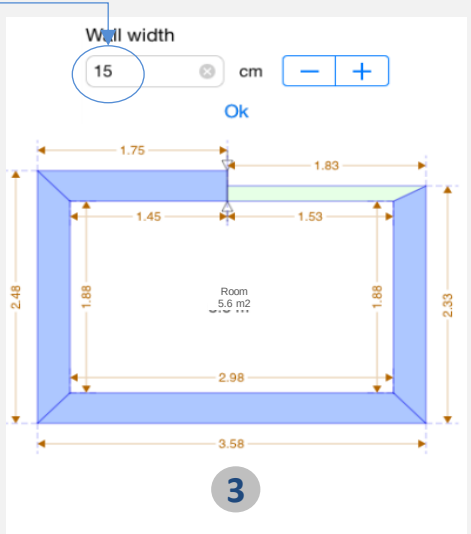
Moving a wall by an angle



Change the walls width

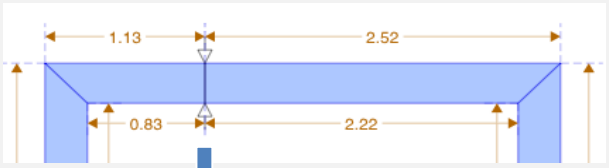




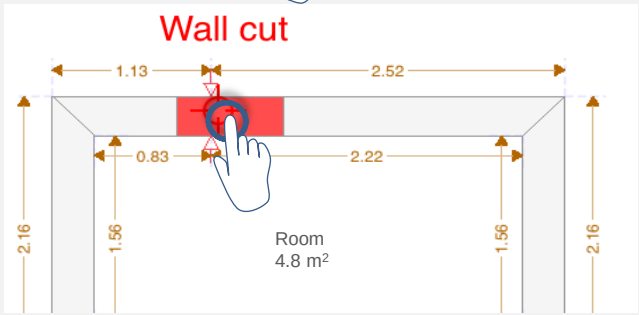


Clear cuts on exterior and interior walls

Method A

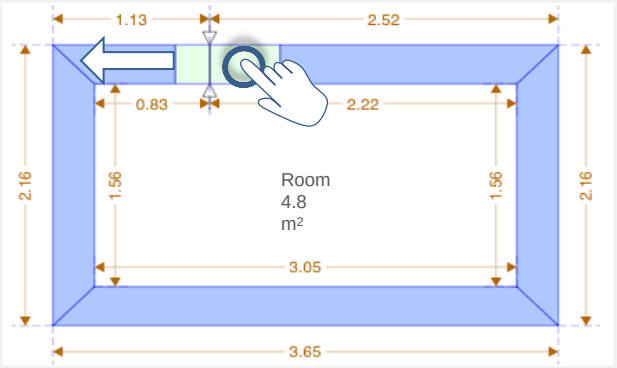


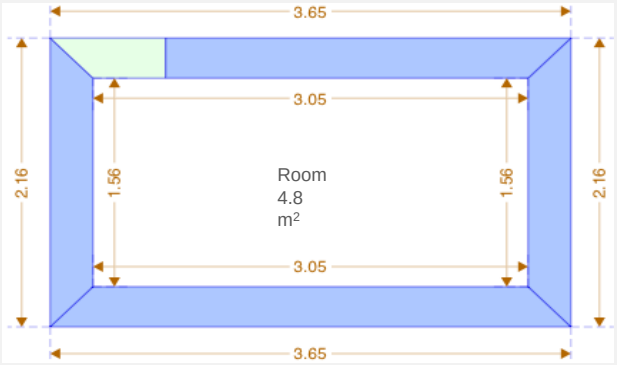
Wall cut



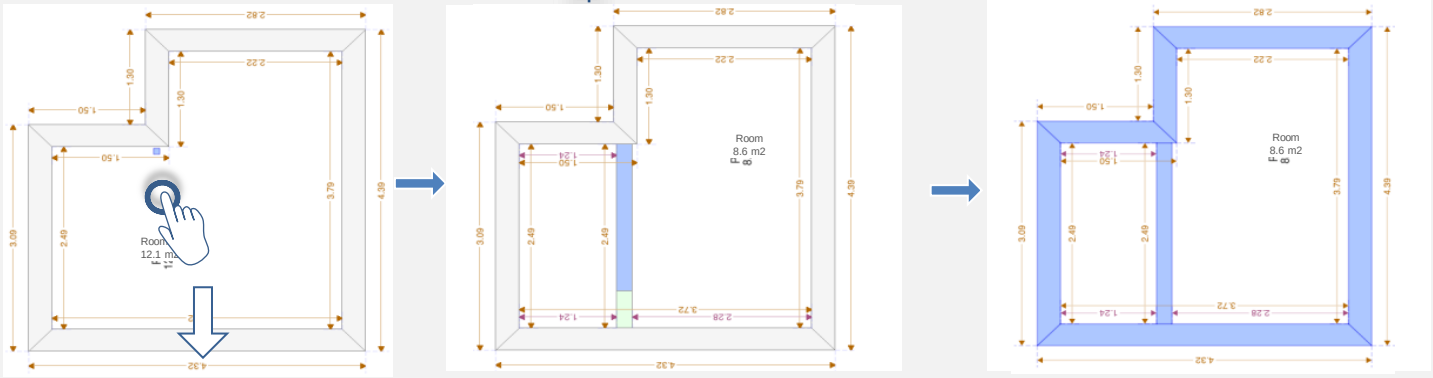
Info: the pointer is above your finger to avoid delete errors

Method B

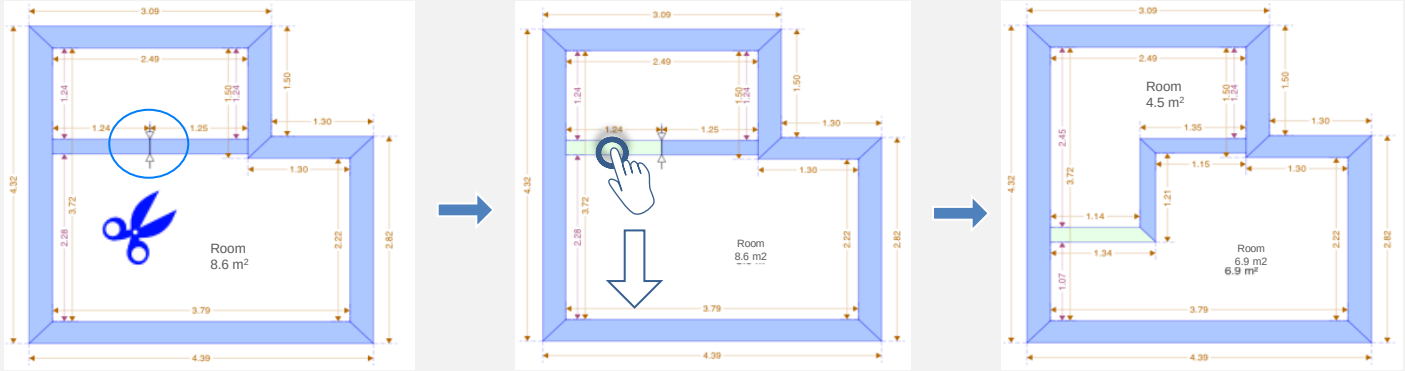




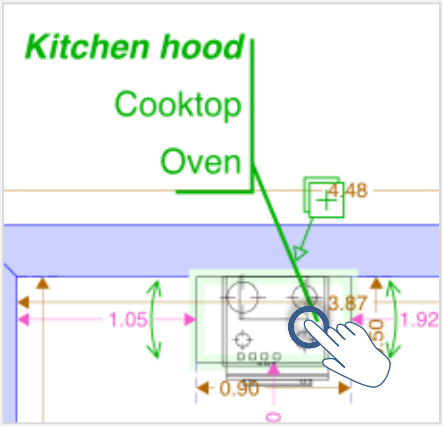
Create interior walls

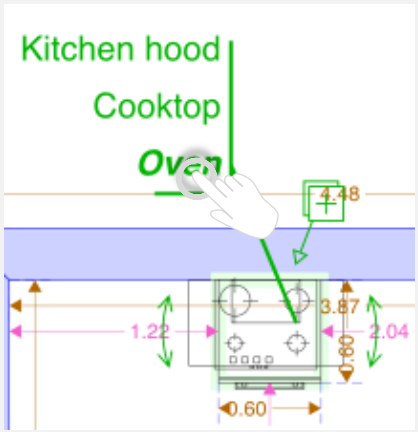


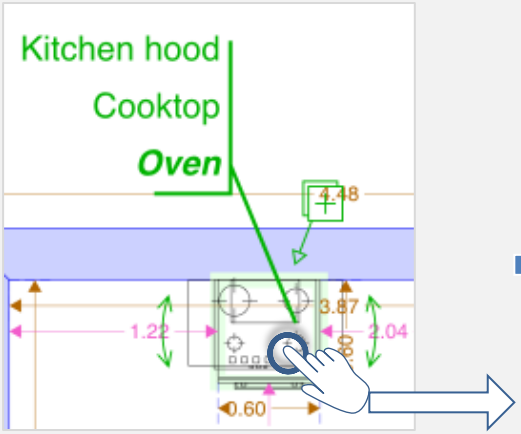
Change the interior walls

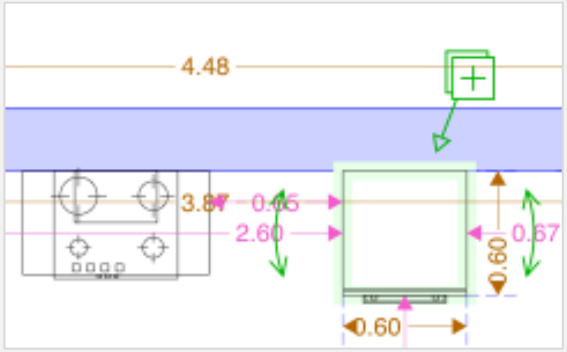


Select and move superposed items

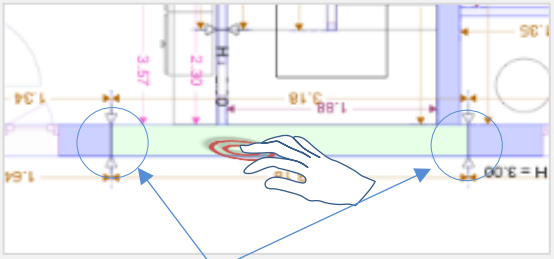




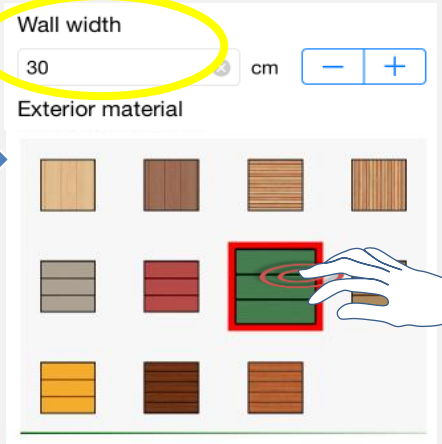




Change of wall color

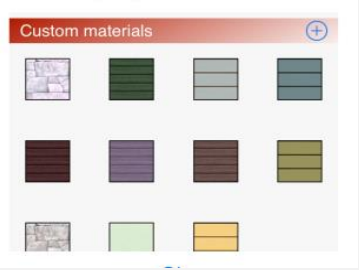


Cut wall



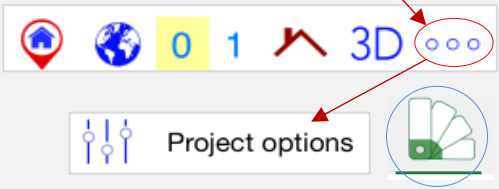
Double tap

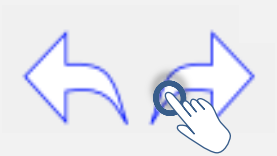
Custom Materials

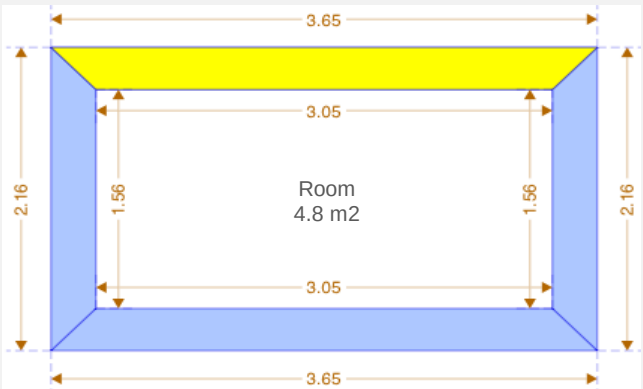


Change color of the exterior openings

or All exterior walls material

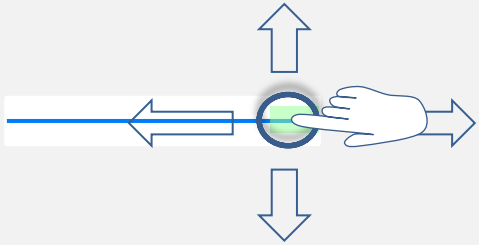




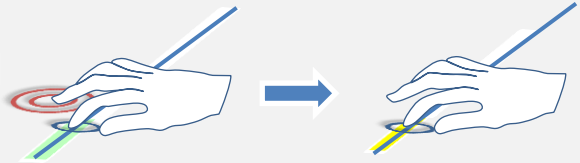


Info: the concerned object becomes yellow during a few seconds.

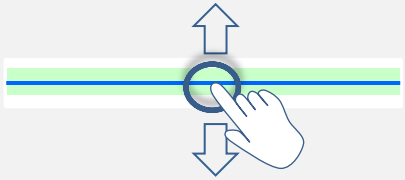
Touch and drag the end of a line to increase or decrease its length or change its angle



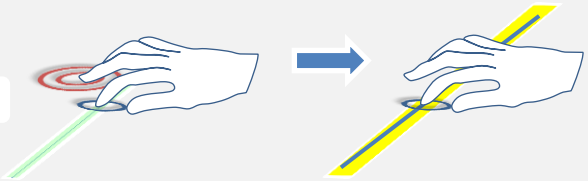
If necessary



Touch and drag the line to move it vertically (relative to its axis)

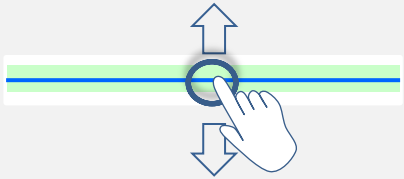


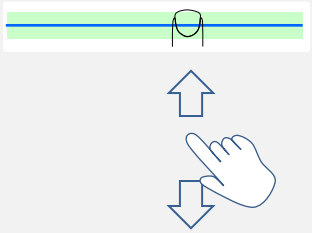
If necessary



Double tapping clear space with another finger when moving an item will deactivate the positioning guides (angle/alignment).
The item will be displayed in yellow to indicate this change.

Improve your view when moving items

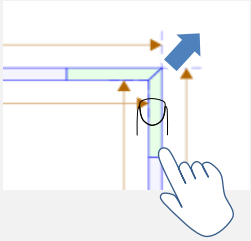


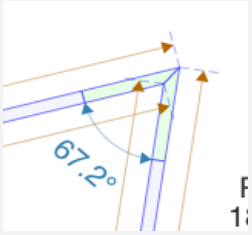


1 **Tap** the line to select it

2 **Touch** close to the selected item to activate the virtual finger pointer

Displaying angles





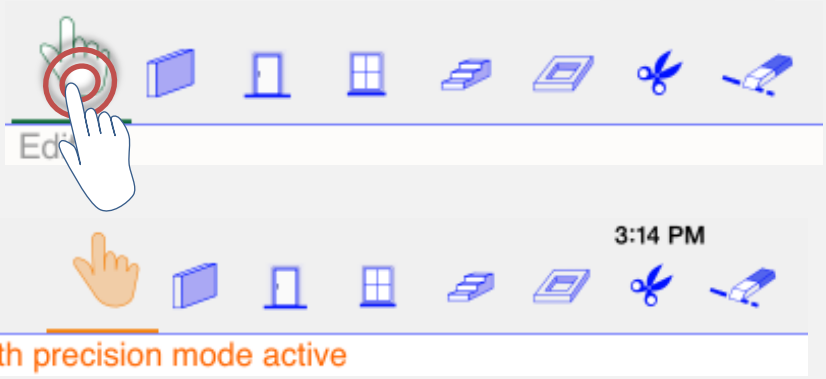
90° and 180° angles are not labelled

Precise adjusment of dimensions or positioning of an item

Double tap: on the **menu bar**

or **outside** the building for design plans

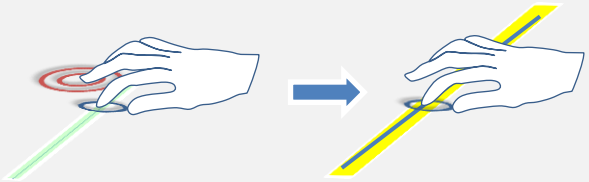
or on the **map** when working with terrain



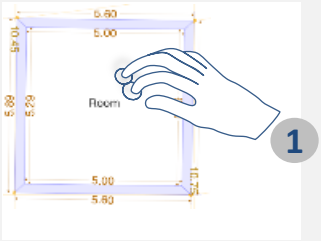
reduces movement speed

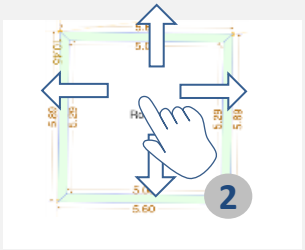
If necessary deactivate the positioning guides

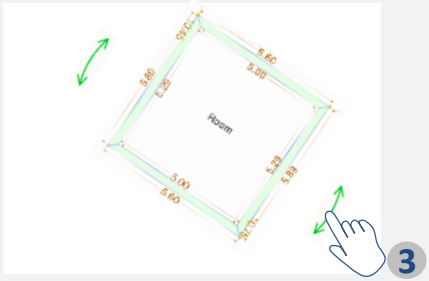
(see page 1)



Moving a slab





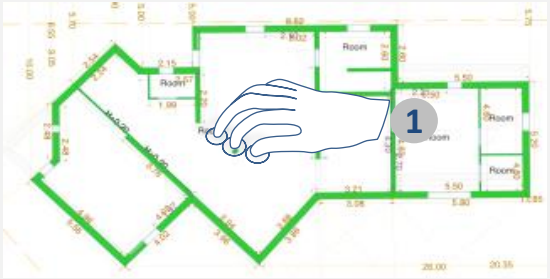


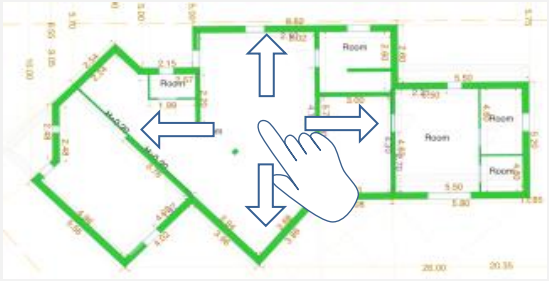
1 Touch and hold the slab with two fingers to select it

2 Move the slab with one finger

3 rotate it with arrow

Moving the entire building (all floors and roof)



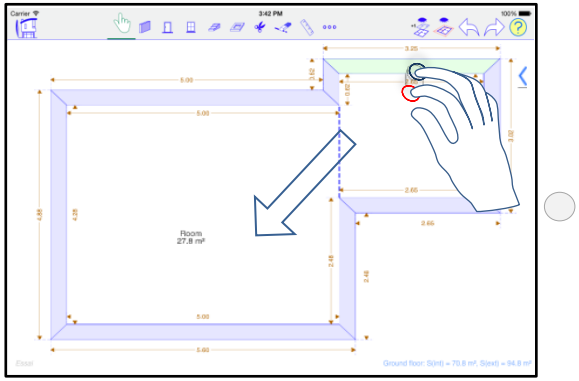


1 Touch and hold the interior of the building with three fingers to select it

or ooo Select the whole building

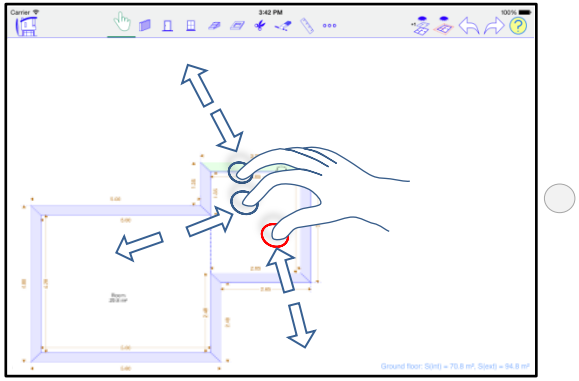
2 Move the entire building with one finger (rotate it with arrow)

Move the entire view when moving an item



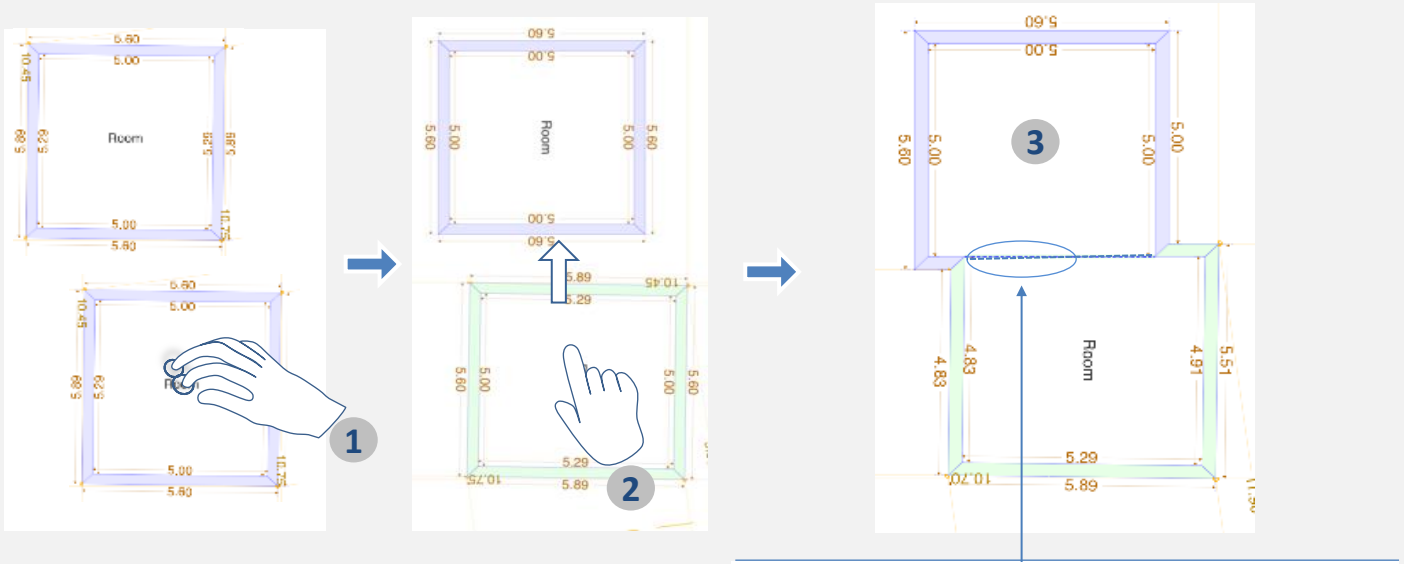
1. Keep your first finger on the item you want to move
2. Use a second finger to move the entire view at the same time

Ensure you move the entire view instead of the item



You can also increase or reduce the size of the design by using a third finger near to the second

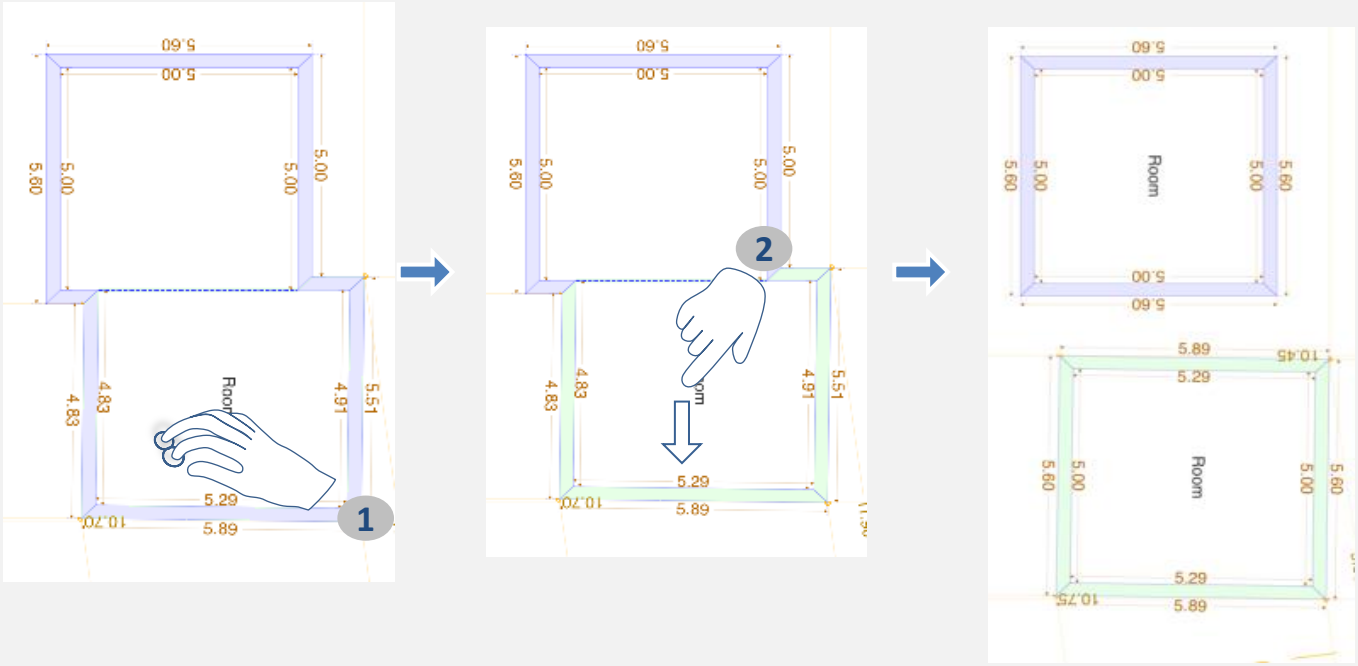
Joining two slabs



1. **Touch and hold** the slab with **two fingers close together**, avoiding all other items
2. Move the slab with **one finger** to join the two together
3. The two slabs will join automatically

Info: to remove the slab separation mark, **double tap** on the dotted line and join the slabs

Separate two slabs

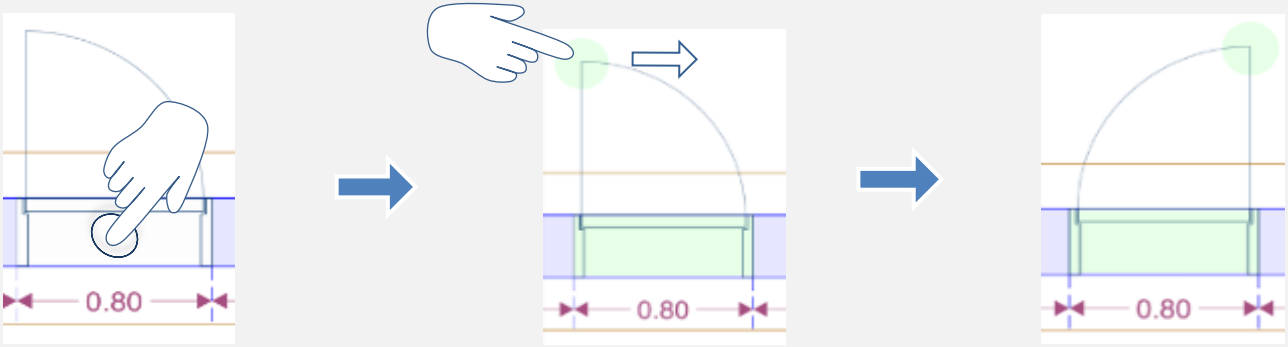


1 **Touch and hold** the slab you want to separate with **two fingers close together** to select it

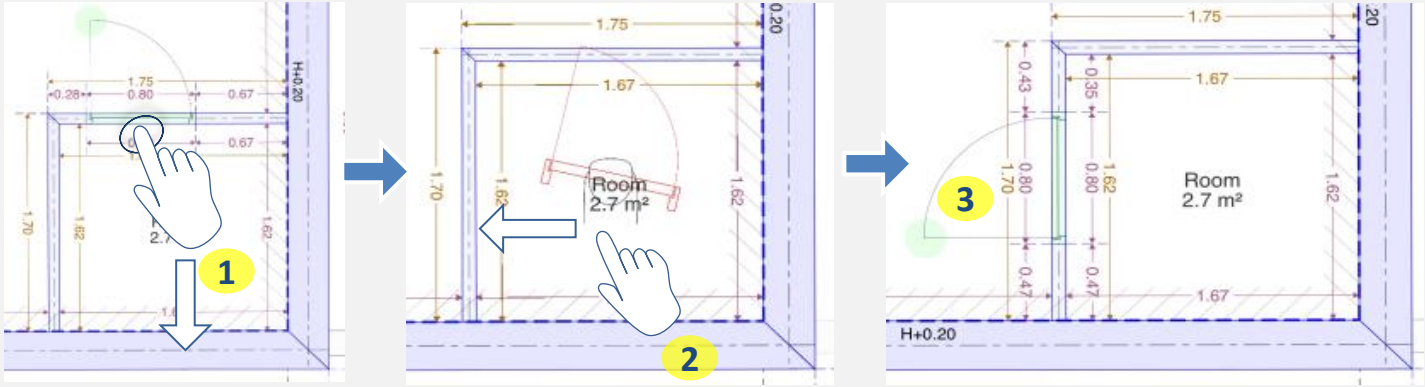
2 Move the selected slab with **one finger** to separate it

Changing swing directions

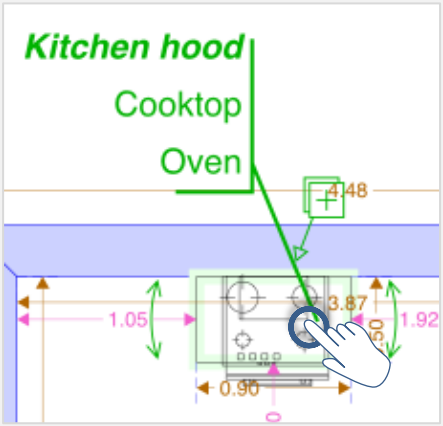
for doors or windows: **left, right, inward, outward**

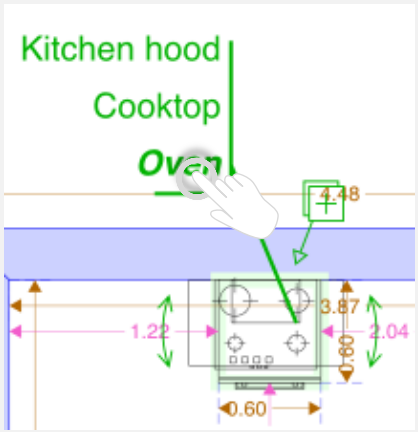


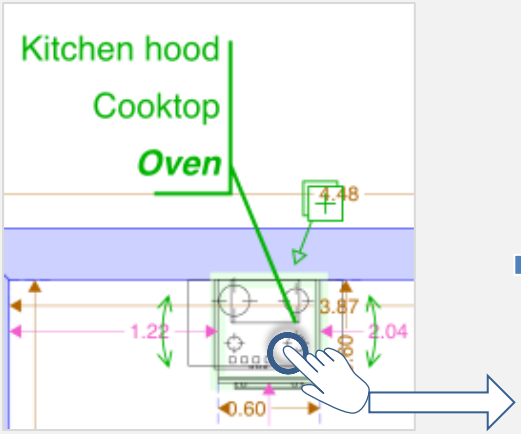
Moving openings to another wall: doors or windows

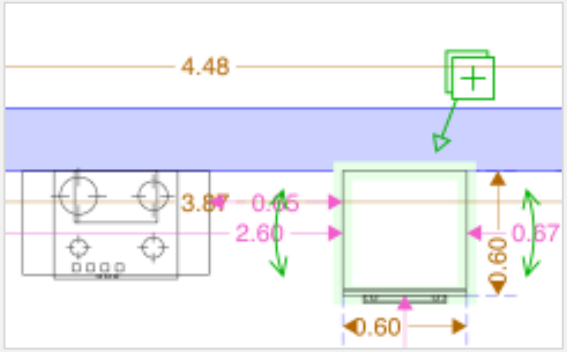


Select and move superposed items

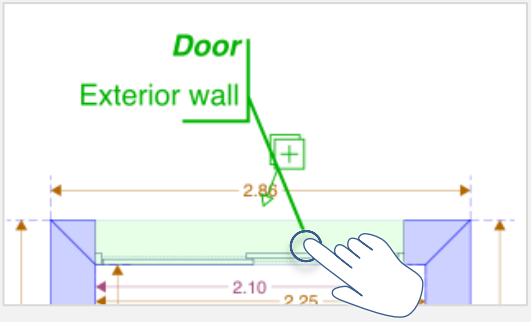




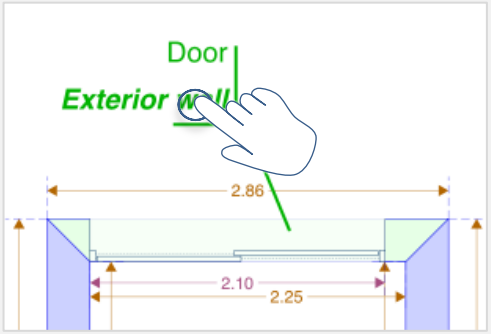




What to do when an opening hides a wall



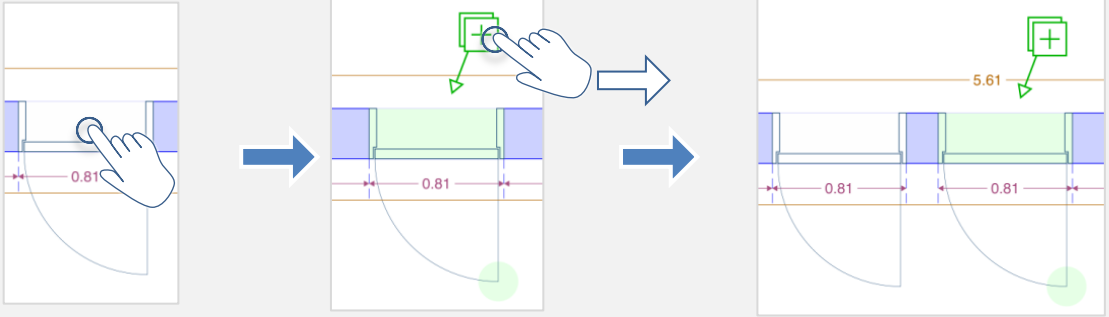
1 **Tap on** the opening



2 Select **“exterior wall”**

3 Move the wall with **one finger**

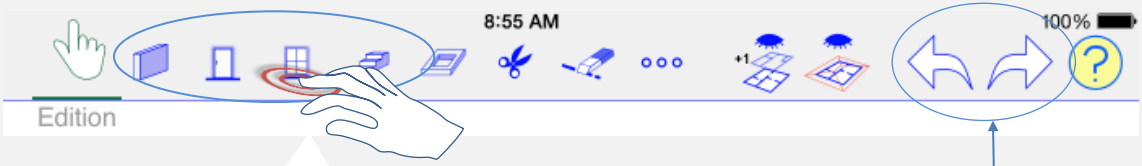
Duplication of doors and windows

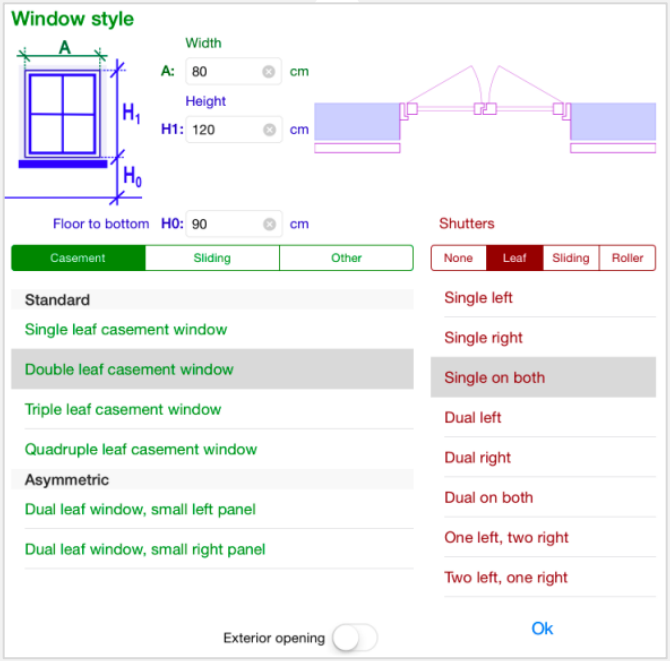


1 **Tap** on the opening

2 A 2nd opening is added

Double tap one of the 4 functions



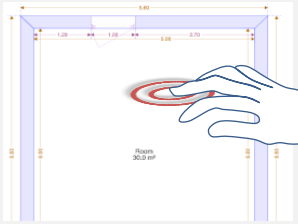


Undo or redo

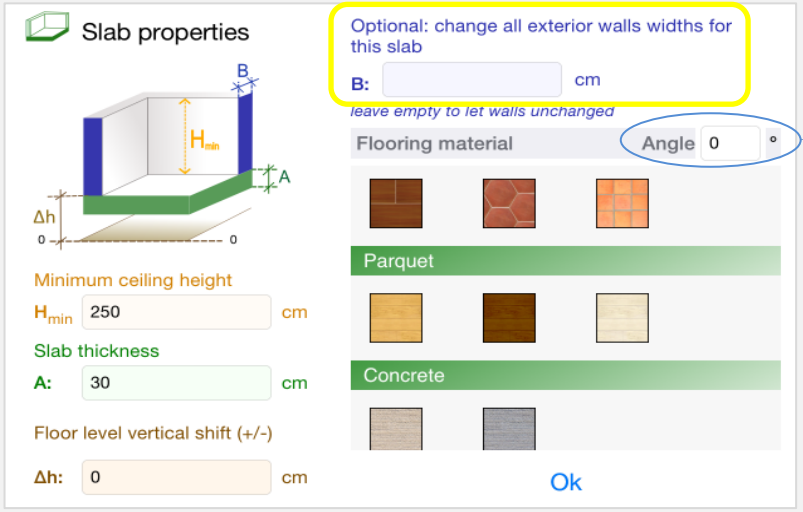
(unlimited)

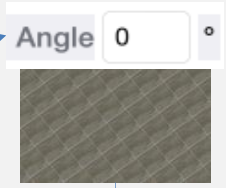
The item will be displayed in

yellow



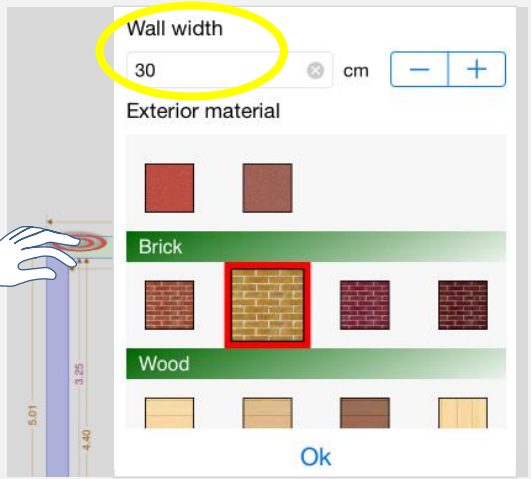
Double tap the interior of the slab avoiding the room label





Hmin: this height value may be very small or even zero if an attic is involved

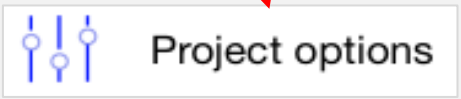
Δh: Determines the height difference between this slab and floor reference level 0 (+ / -)



Double tap

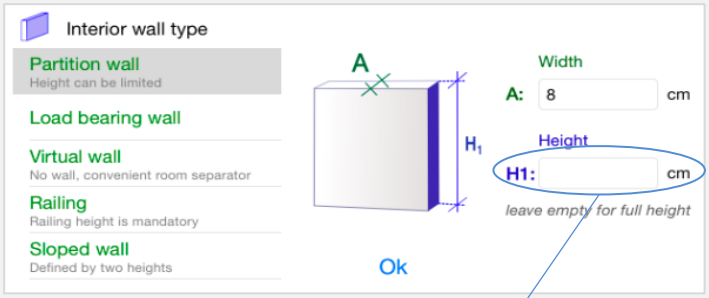
on an exterior wall

To modify all the walls in the building, select

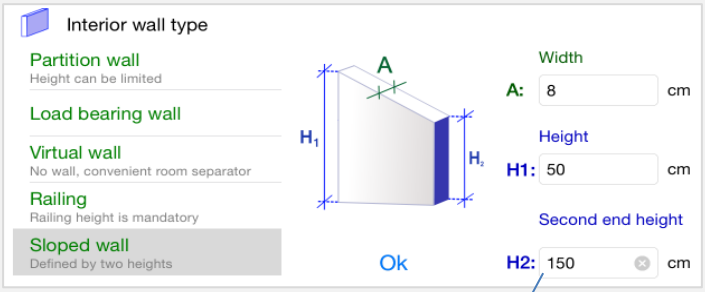


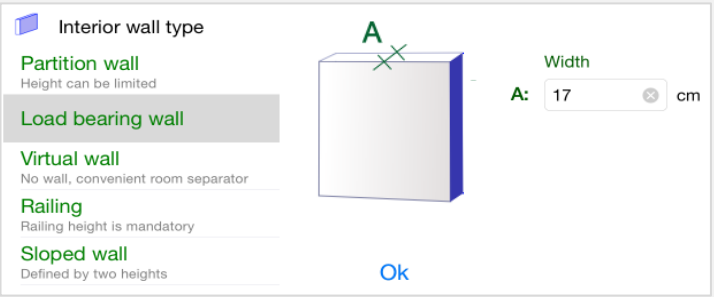
Thickness of interior walls

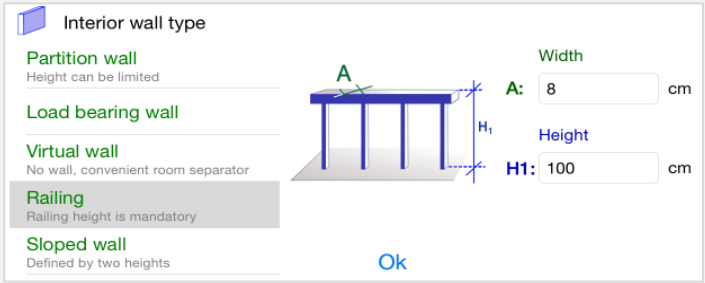
Double Tap on an interior wall



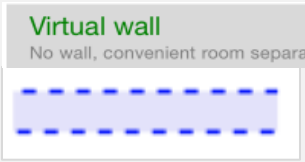
Enter a value to create a low wall



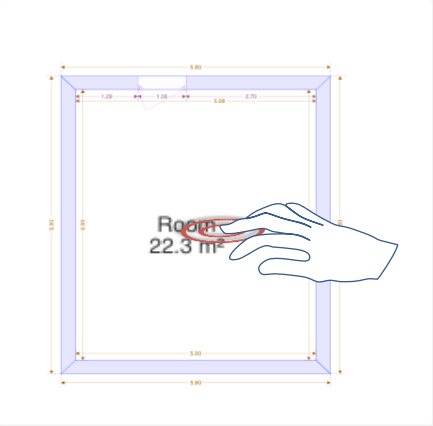




Hmin is changed on

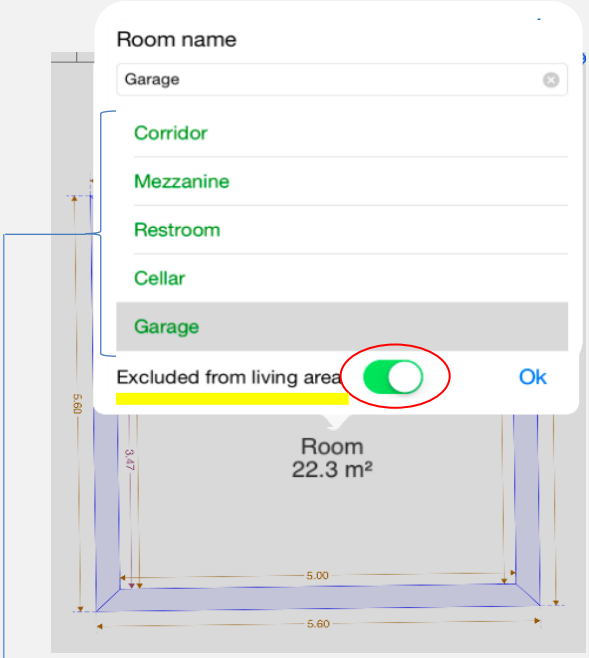


provides information about the surface area and division of rooms

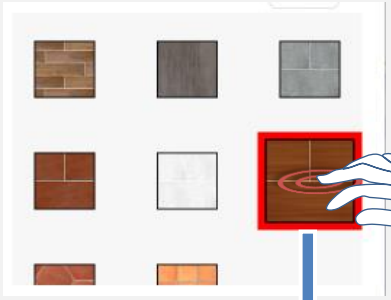


Double tap

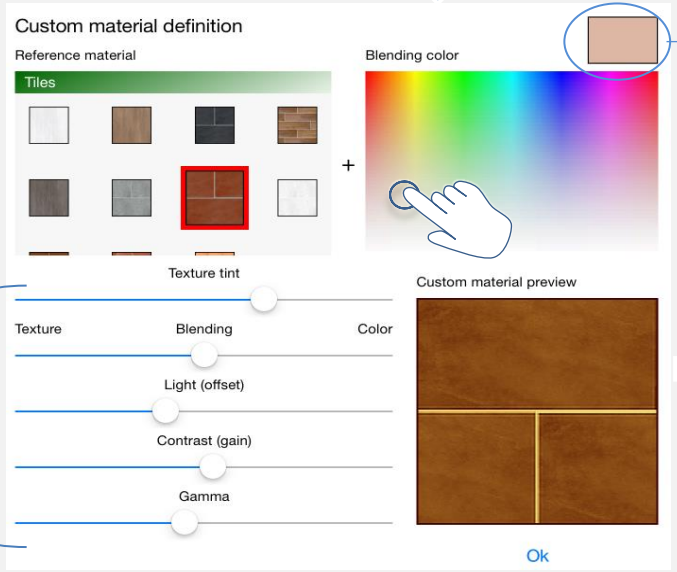
on the room label

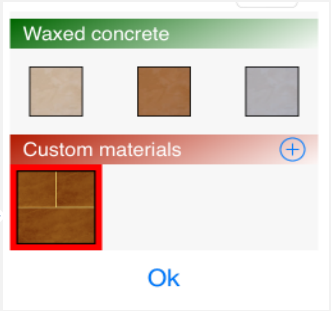


Enter the name or choose from the predefined list

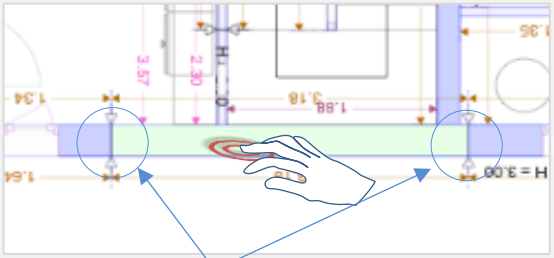


Double tap

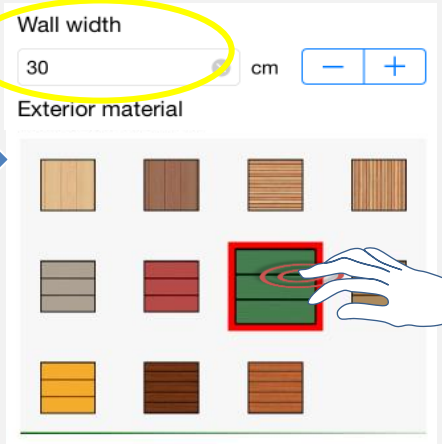

Custom material definition
Reference material
Tiles
Blending color
Selected color with finger
Texture tint
Texture
Blending
Color
Light (offset)
Contrast (gain)
Gamma
Custom material preview
Ok
Parameters


Waxed concrete
Custom materials
Ok

Change of wall color

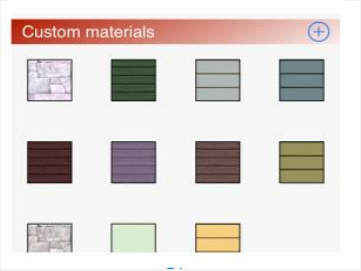


Cut wall



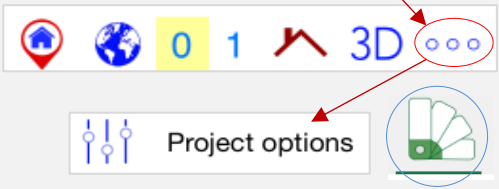
Double tap

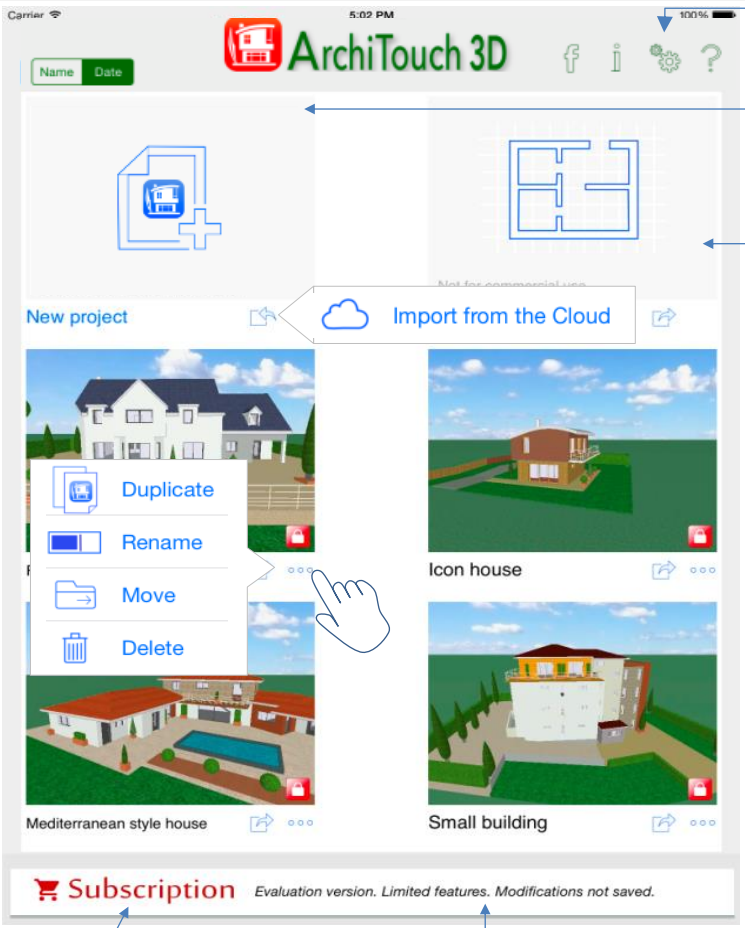
Custom Materials



Change color of the exterior openings

or All exterior walls material





Settings

Blank project (Tap to open)

Not saved out of subscription period

Create 1 free floor plan with furnitures and view 3D

- saved without subscription -

E-mail project

Export to the Cloud

Send with AirDrop

From iPad 4

E-mail: save a project,
or share it with others,
or use it on another iPad
or export to the cloud

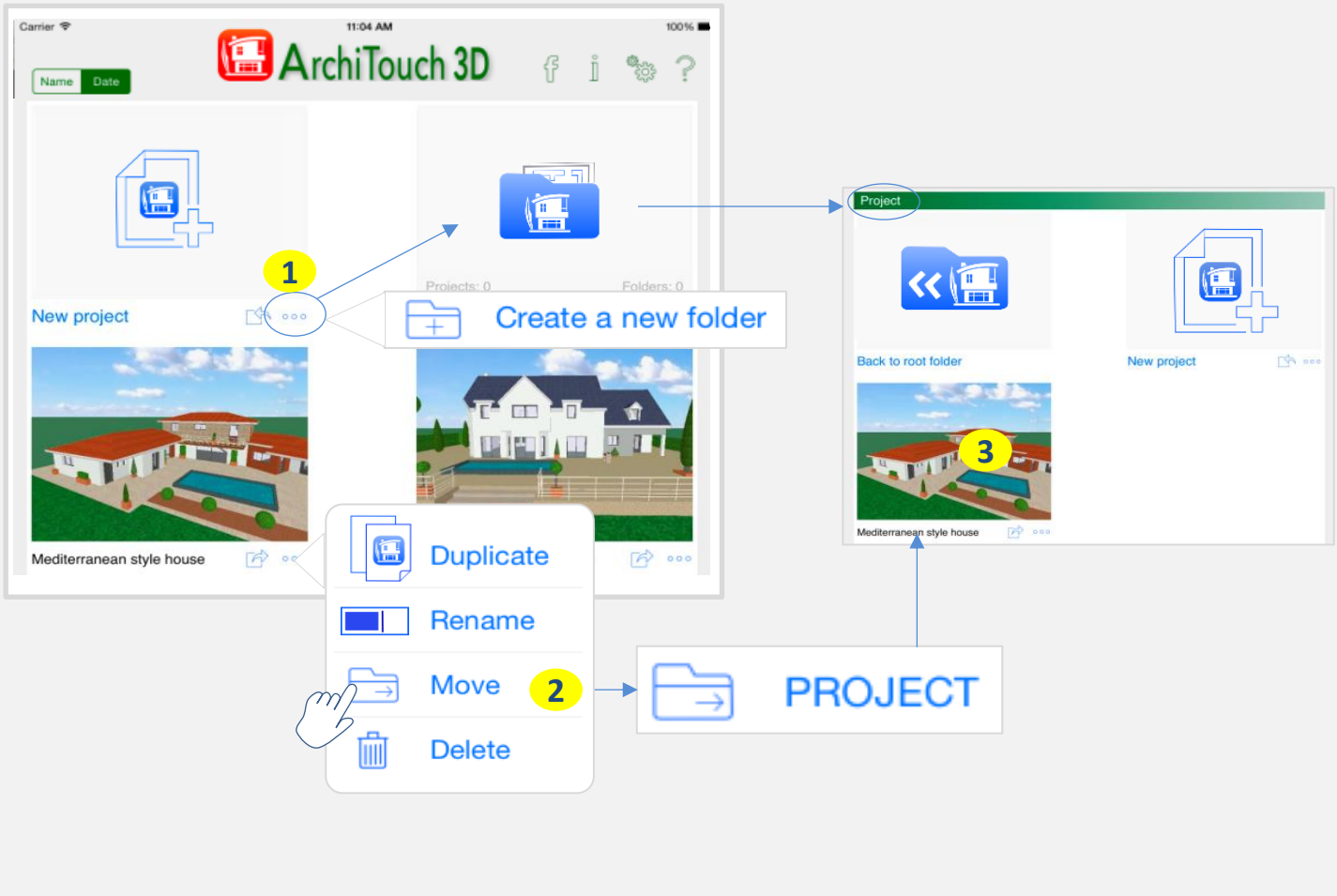
Models available as examples

Out of subscription periods, the lock indicates the unmodifiable projects

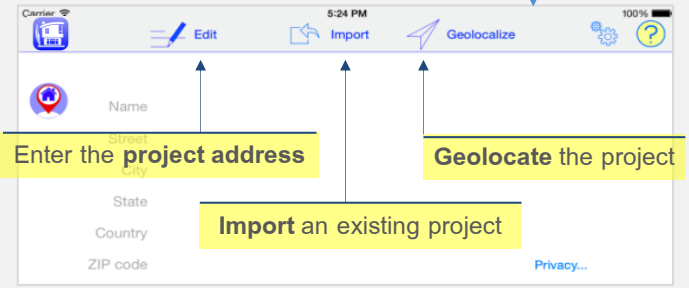
Purchase a subscription

Information about your purchases

Organize your projects in folders (with subscription)



Create a site plan



Enter the **project address**

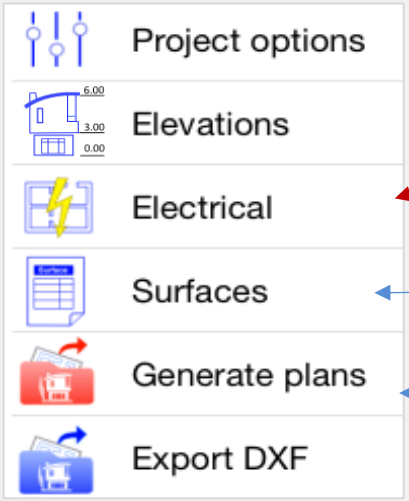
Import an existing project

Geolocate the project

Geographical location of the project:

For more details refer to the help rubric « site plan »

Info: can be empty to create a project



Architectural Electrical Plans

Generate plans in a PDF file

Info: Will be sent by email or stored in the cloud)

or open with App

To enter imperial units:
1' 2" 3/4 or: 4.5" becomes 4" 1/2
14.75" becomes 1' 2" 3/4

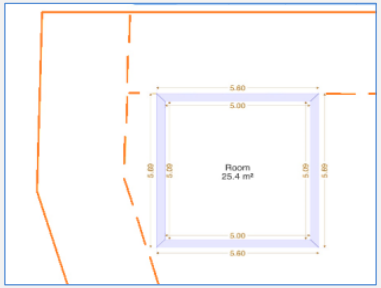
Standard precision provides short and convenient dimensions (1").
High precision displays 1/4 "

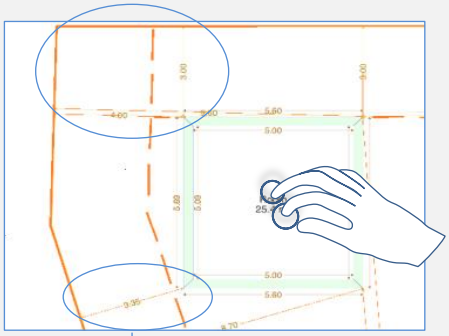
Details on next page

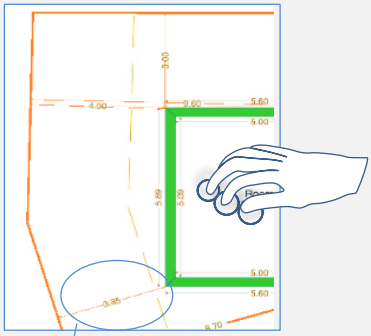
Allows **windows** to be placed on interior walls
(e.g.: where an interior wall opens on to an exterior due to complex roofing)

Configure the period of time before Edition mode is reactivated after using one of the following options:

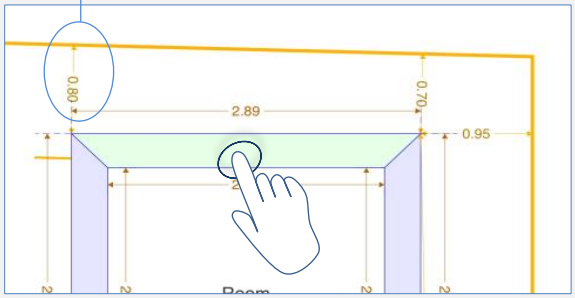
Always draw dimensions between slab points and site borders



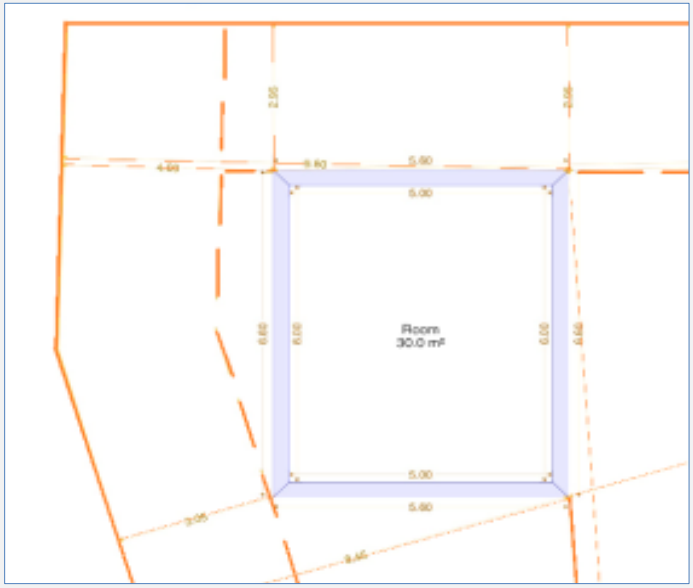


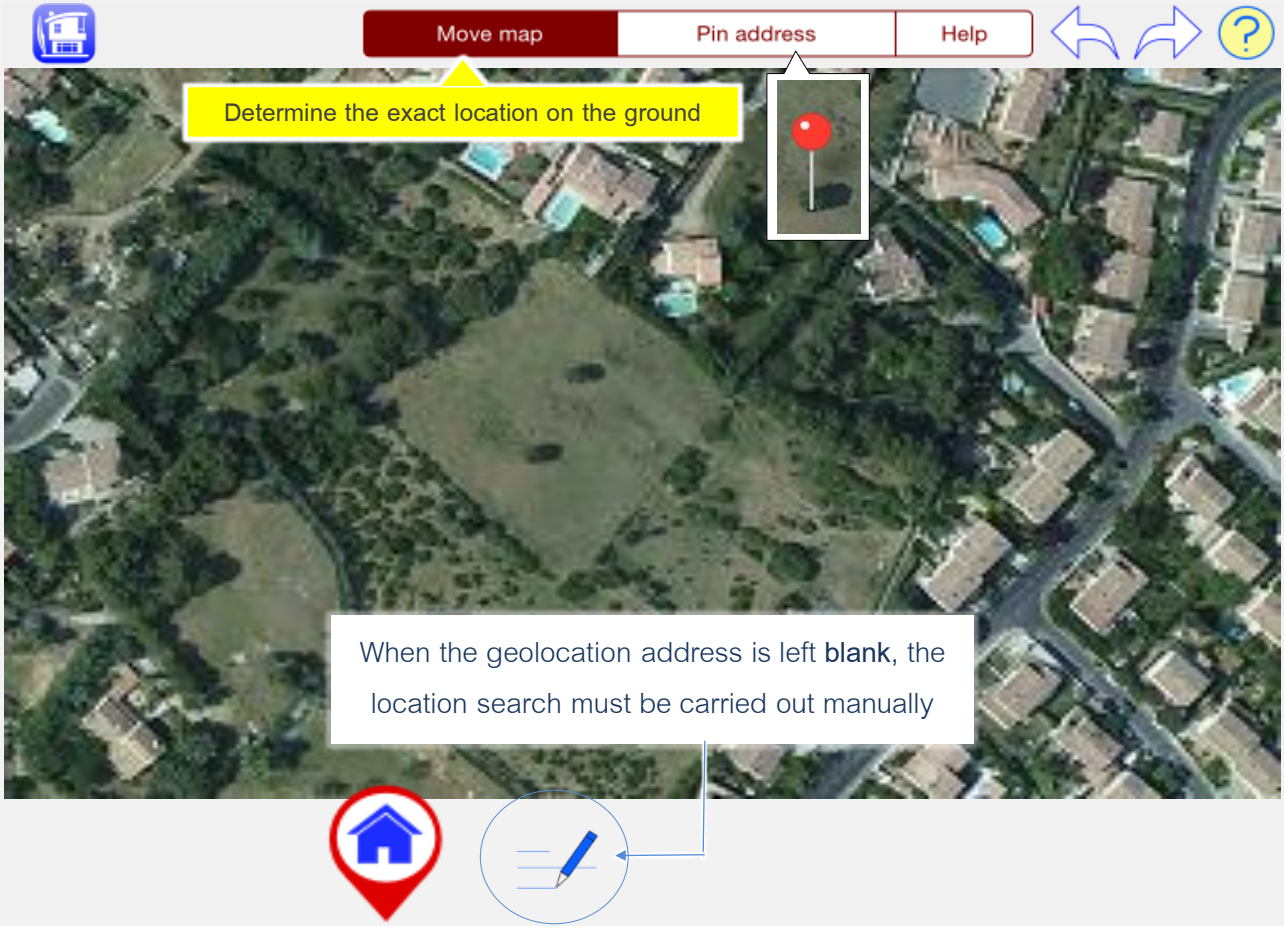


Dimensions for the selected item only



Always draw dimensions between slab points and site borders




Move map
Pin address
Help
Determine the exact location on the ground
When the geolocation address is left **blank**, the location search must be carried out manually

Insert a site plan image

See slide N°42

Define the limits of your property with **or** without **a site plan**

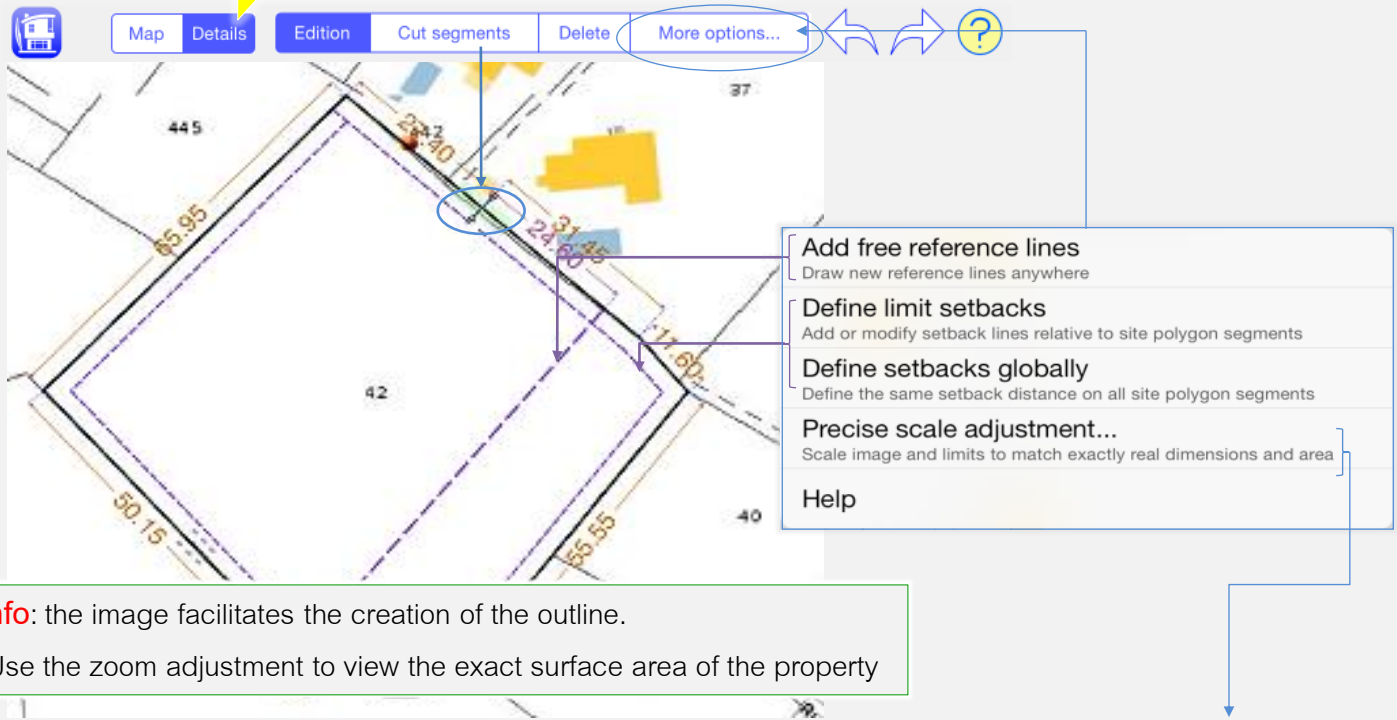
See slide N°42

Close the property limits when the target changes from red to green

Info: the initial outline can be approximate and is easily adjusted if necessary

Outline the construction limits of your property

Higher zoom level than in Map mode

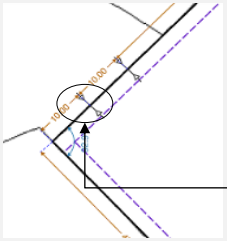


Info: the image facilitates the creation of the outline.

Use the zoom adjustment to view the exact surface area of the property

Precisely adjust the exact surface area of the property with this view

More options...



Cut segments
Add corner points on existing segments

Delete objects
Delete corners, setbacks or reference lines

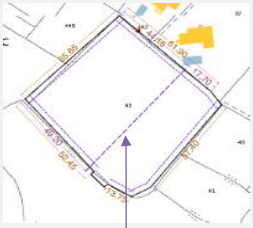
Add free reference lines
Draw new reference lines anywhere

Define limit setbacks
Add or modify setback lines relative to site polygon segments

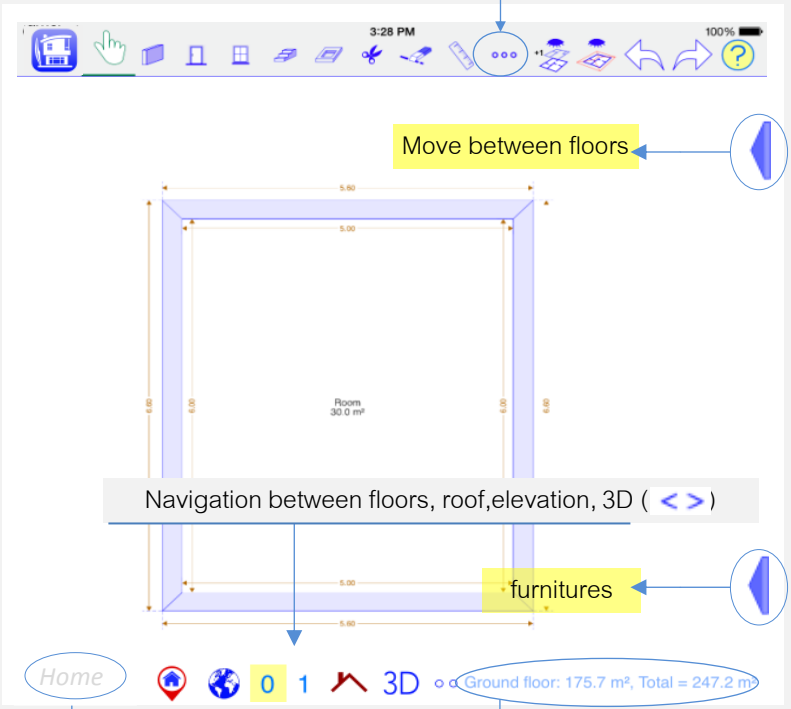
Define setbacks globally
Define the same setback distance on all site polygon segments

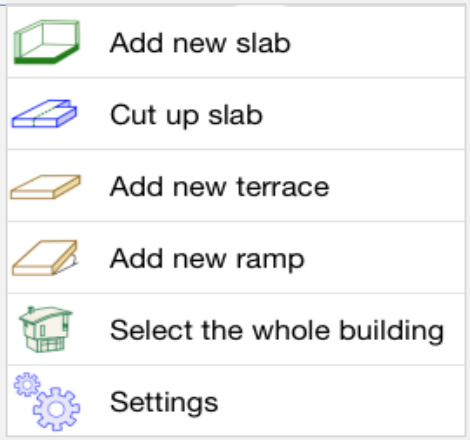
Pin the site address
Change address location

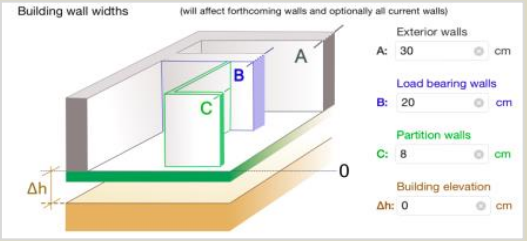
Delete site definition
Delete site borders, setbacks and reference lines



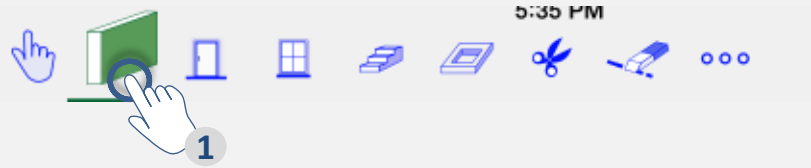
The exterior walls determine the edge of the building. Therefore, they cannot be separated, but can be *cuttable* to create the required shape.

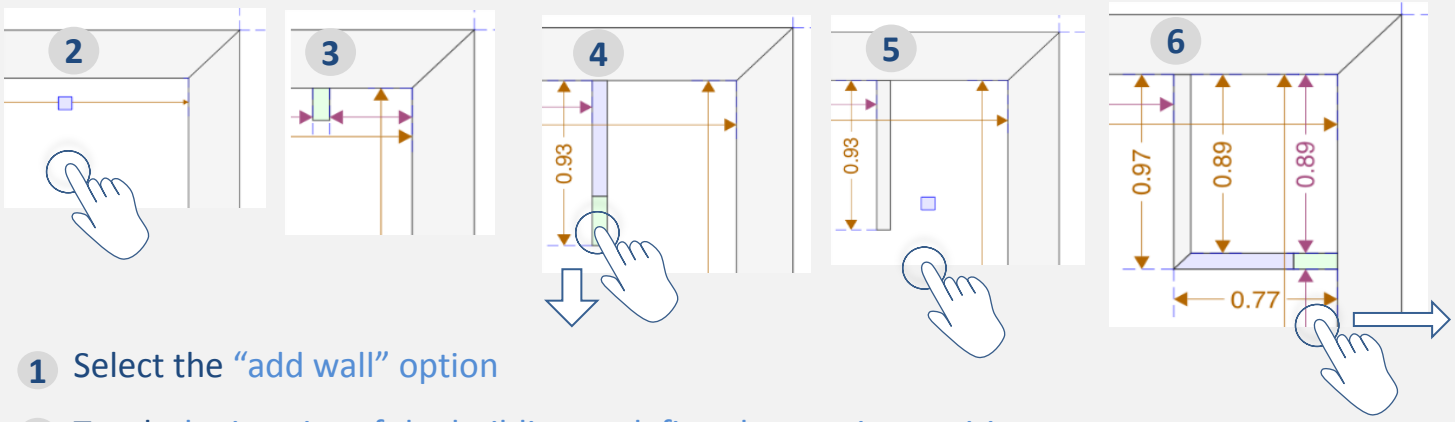






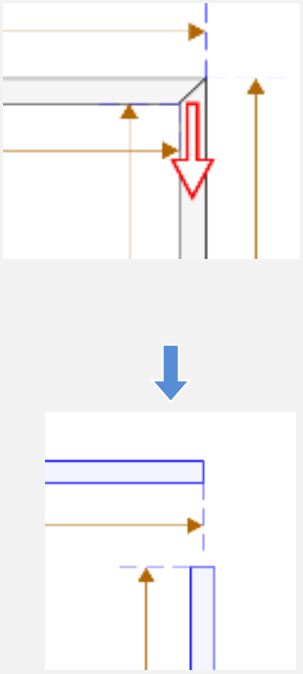
This box is displayed when the project is first created - you can change the values at any point using the Project options





1. Select the “add wall” option
2. Touch the interior of the building to define the starting position
3. Lift your finger from the screen when the starting point of the wall is reached
4. Touch the screen, the wall will be created:
   move your finger to determine the wall length, lift your finger when complete
5. Touch the screen in the same place to continue the wall, or elsewhere to create another new wall
6. Repeat steps 2 and 3

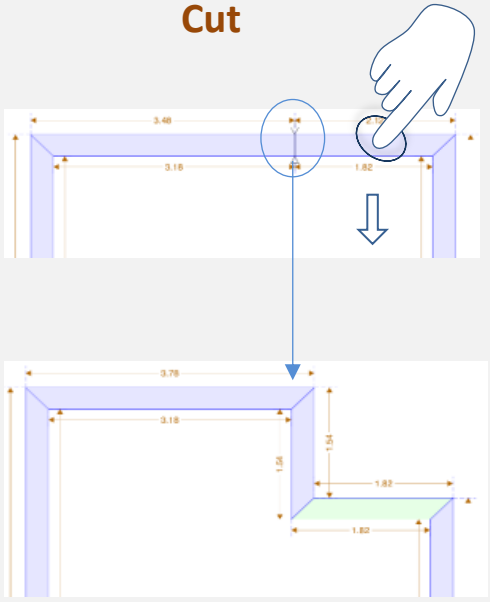
Detach



Only valid for **interior walls**

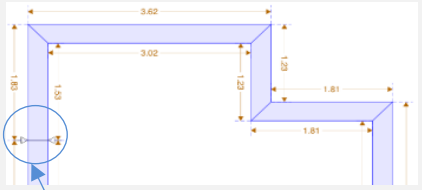
Or

Cut

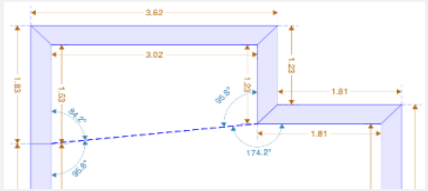


Valid for both **interior** and **exterior** walls

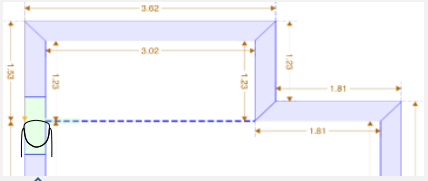
Info: the « Cut » option can be used with other items such as stairs, floor openings etc.



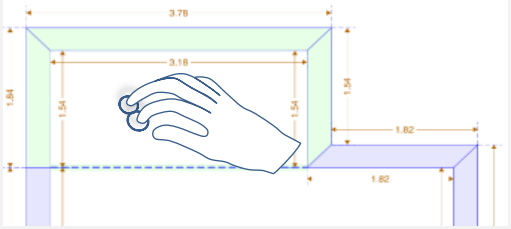
1 Split the wall, select



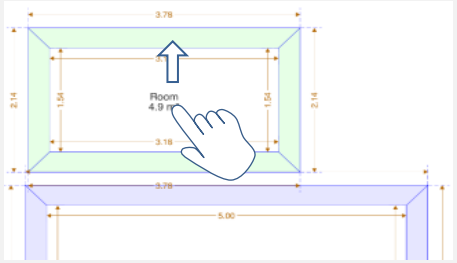
2 Select ooo then Cut up slab



3 Re-align the split

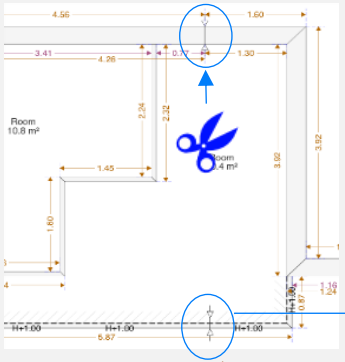


4 Touch and hold with two fingers on the slab you want to move

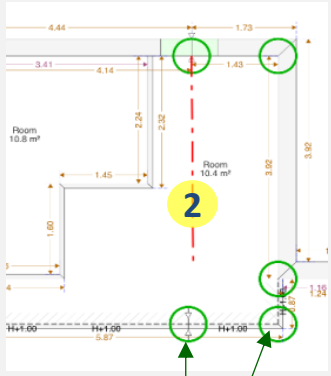


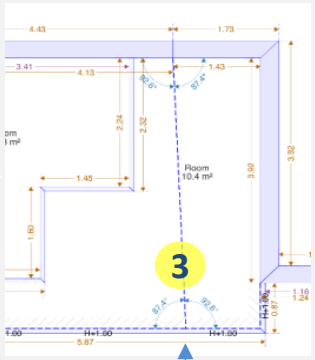
5 Move the slab with one finger

For more complex situations, see the next slide



Cut up slab

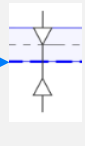




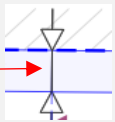
Indicates all possible split options

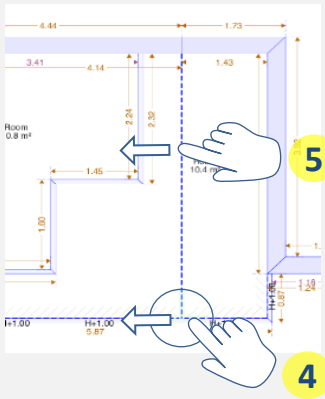
Dotted lines must be fullly parallel to the wall

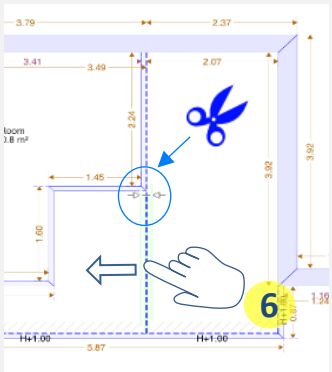
1 Split the slab line



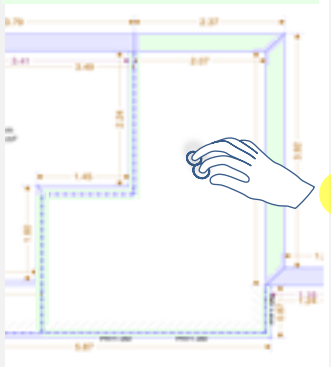
Not the interior wall line





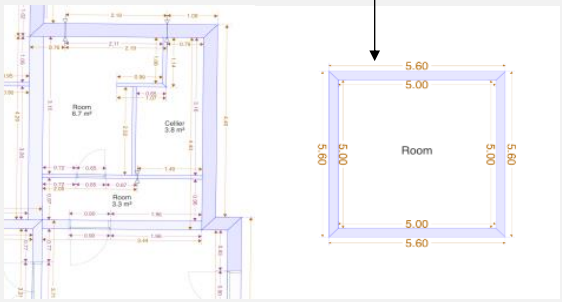


A new slab is created

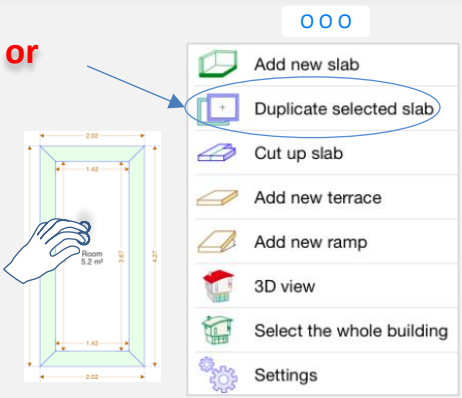


Solution A

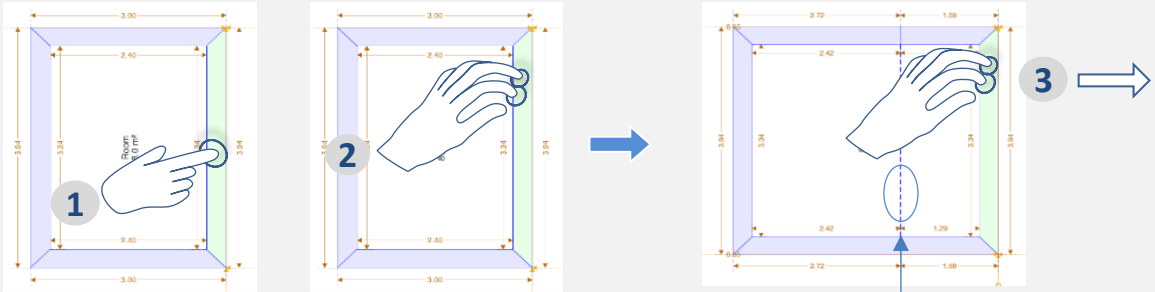
Select: ooo then Add new slab



or



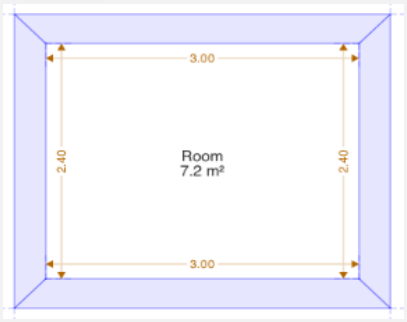
Solution B

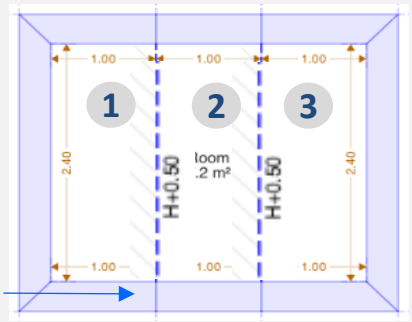


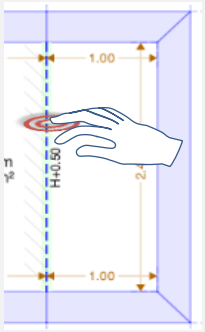
1. **Select** a wall with one finger
2. **Place** two fingers on the selected wall
3. **Move** the wall towards the exterior: a new slab will be created

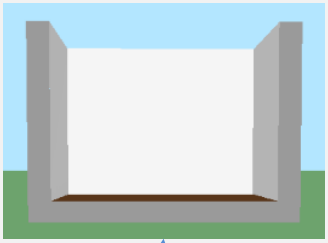
*(**double tap** the slab to change its level)*

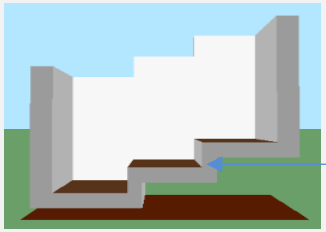
Slab separation mark does not indicate a room

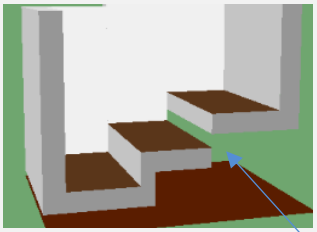


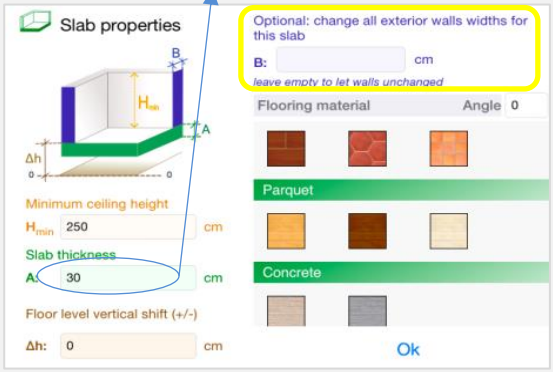




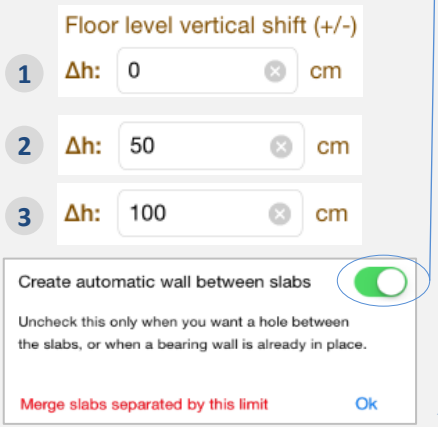


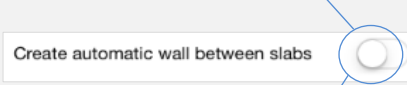






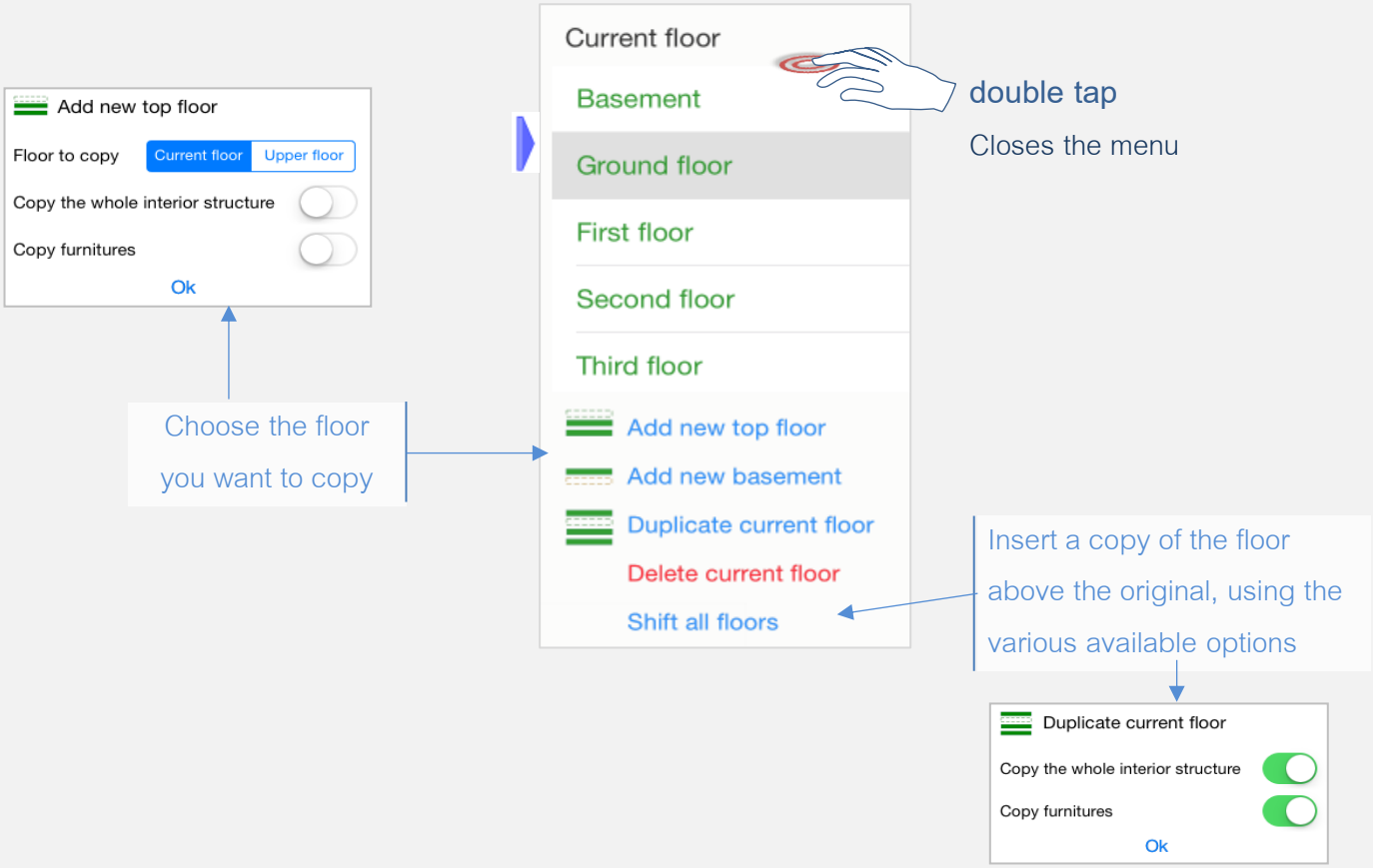
(*double tap the slab*)





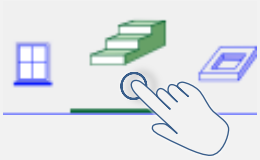
Delete the wall between the two slabs

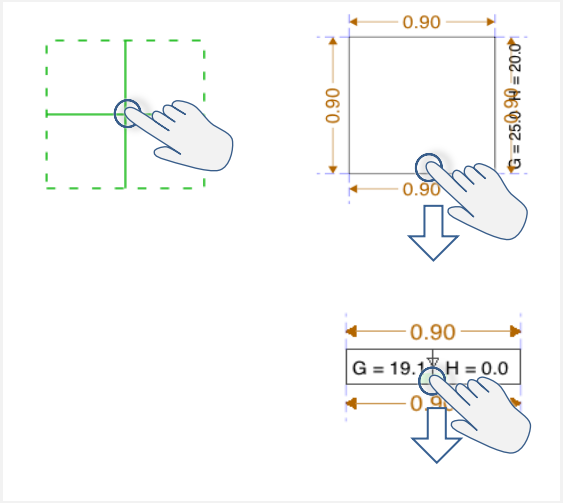
(*double tap the dotted line*)

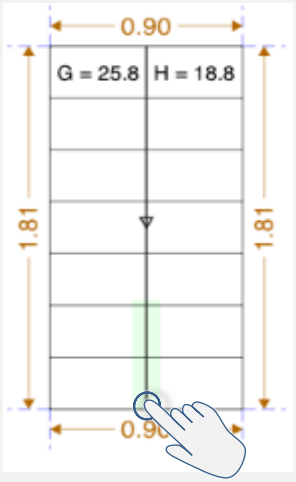


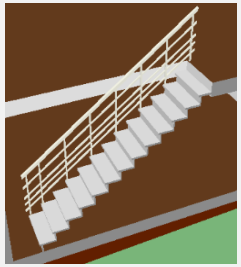
Info: to delete the unwanted parts of the copy, use the same method as for splitting slabs

1 2 3 4

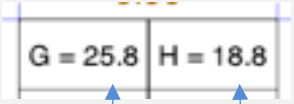








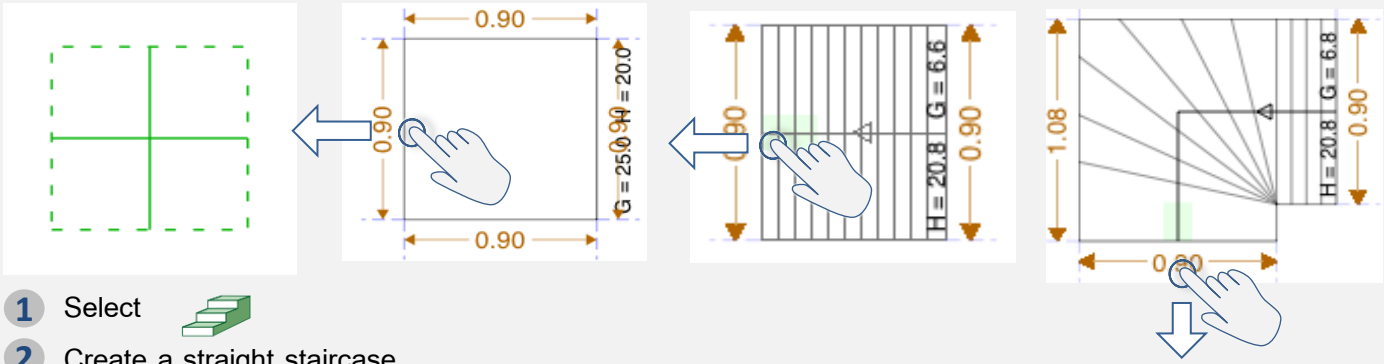
1. Select 
2. Touch the screen to position the green cross at the starting point, then lift your finger
3. Touch the screen to continue the staircase
4. Move your finger to determine the required staircase length, then lift your finger to complete the process



Going: distance between two steps
(edge of nosing to edge of nosing)

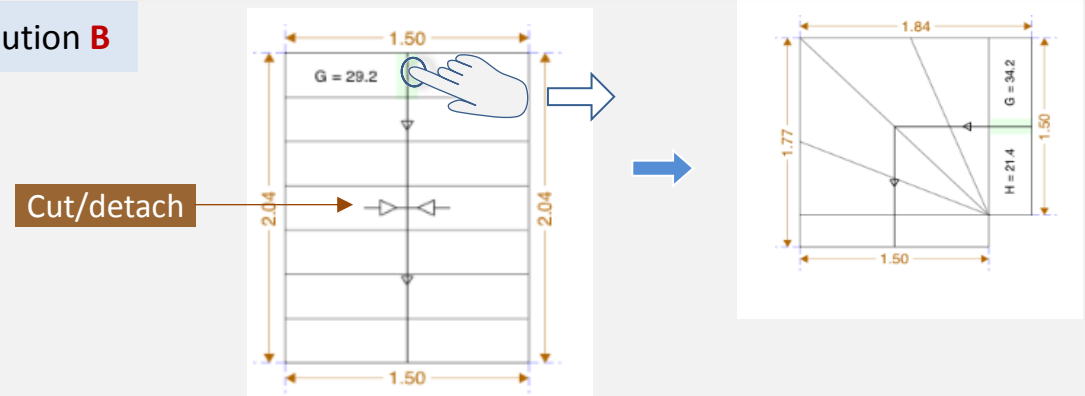
Note: Stairs height is automatically set to reach above level.

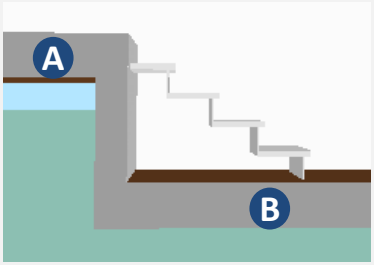
Solution A

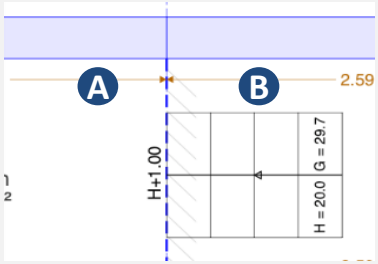


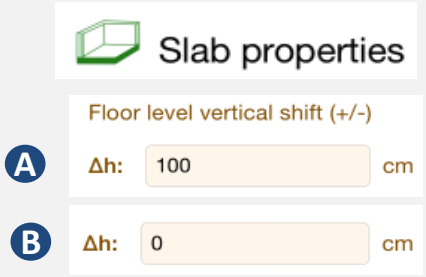
1. Select
2. Create a straight staircase
3. After lifting your finger, touch the screen in the same place
4. Move your finger to create the size of winder that is required, then lift your finger. Repeat if necessary.

Solution B



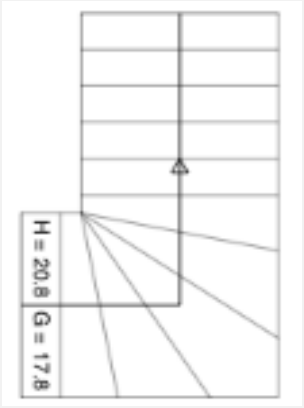




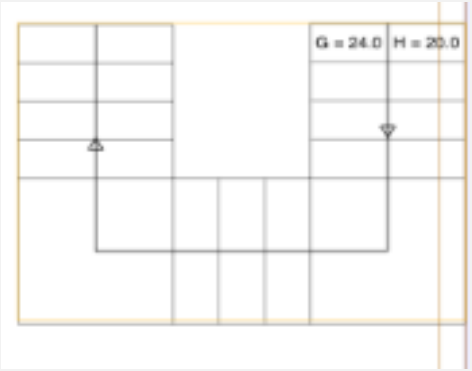


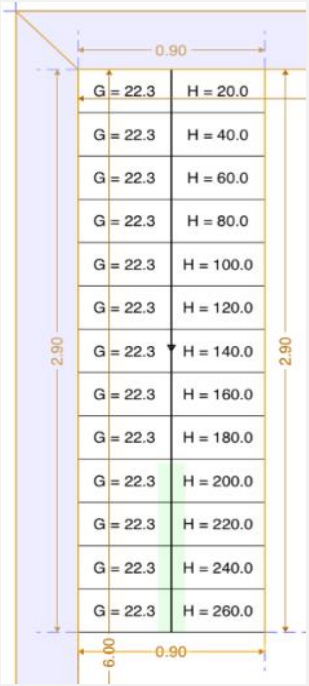
1. Position the green rectangle on the lowest slab – in this case it is 0
2. Drag/stretch it to the dotted line indicating the slab division

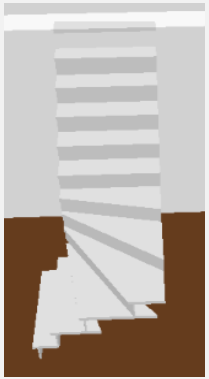
Winder

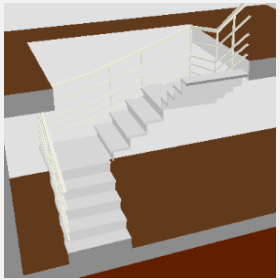


With landings









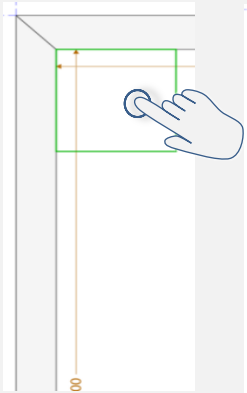
Zoom

Select the staircase

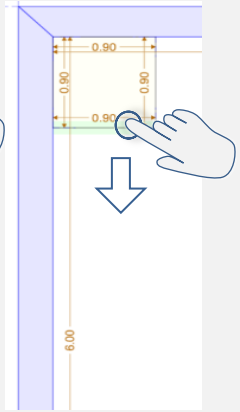
The values for all steps will be displayed

1

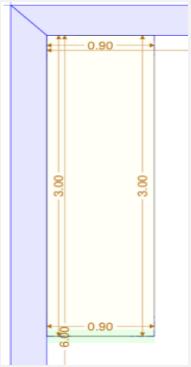
2

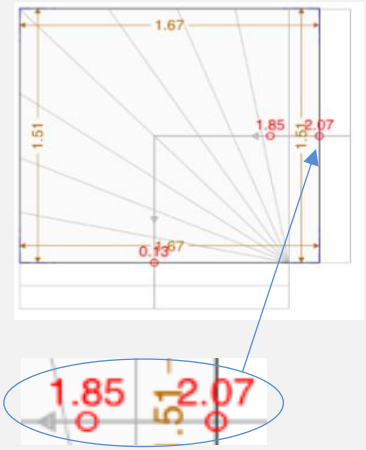


3



4

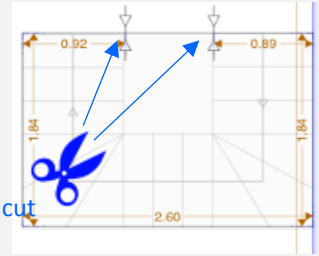




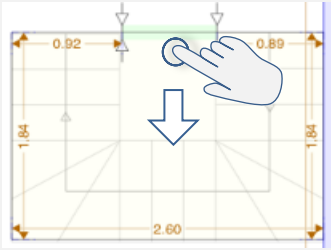
Height between the staircase step and the slab (in red if the previous step is limited)

Example floor opening cut out

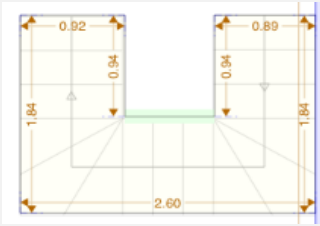
1



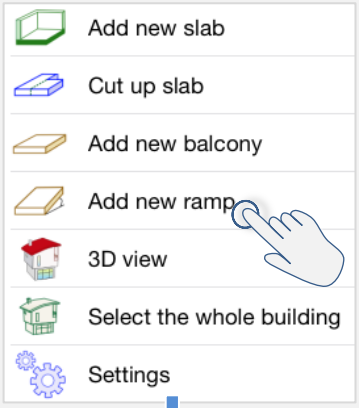
2

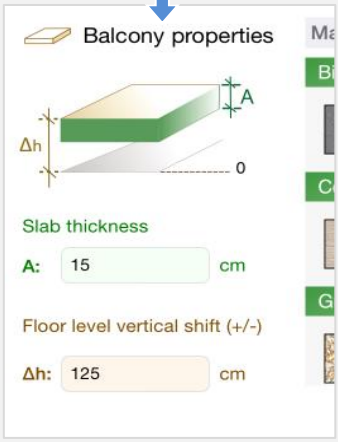


3

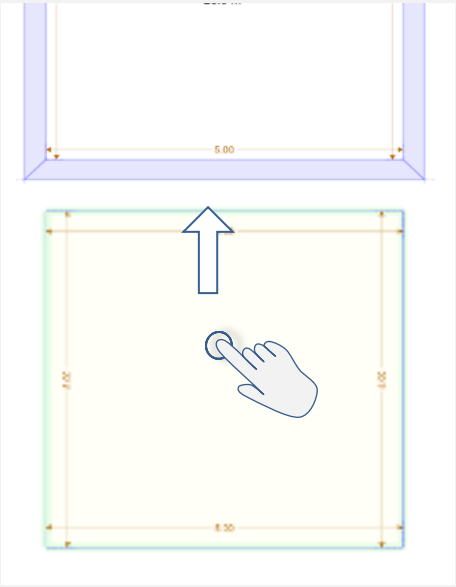


1

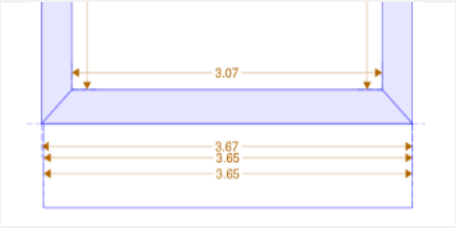

Add new slab
Cut up slab
Add new balcony
Add new ramp
3D view
Select the whole building
Settings


Balcony properties
A
Δh
0
Slab thickness
A: 15 cm
Floor level vertical shift (+/-)
Δh: 125 cm

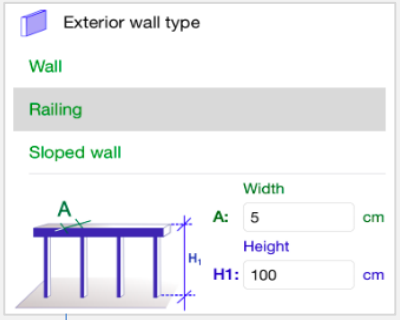
2

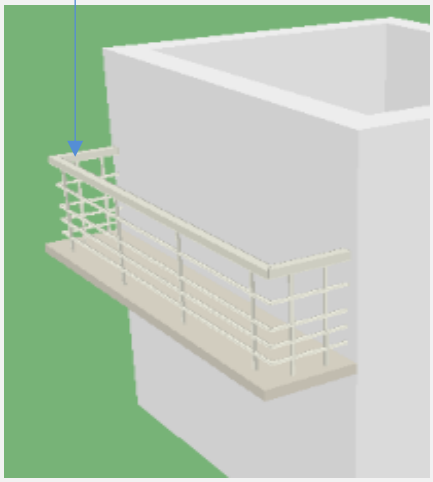

5.00

3

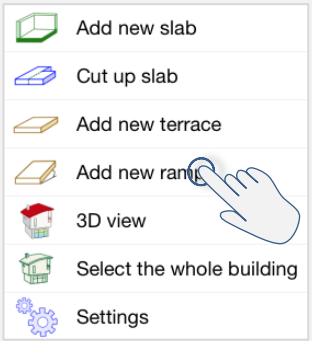

3.07
3.67
3.65
3.65

4

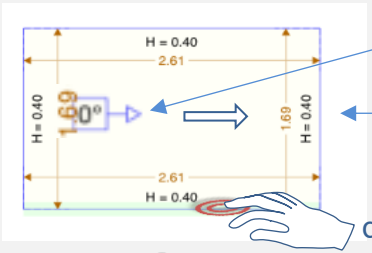

Exterior wall type
Wall
Railing
Sloped wall
A
H1
Width
A: 5 cm
Height
H1: 100 cm



1



2

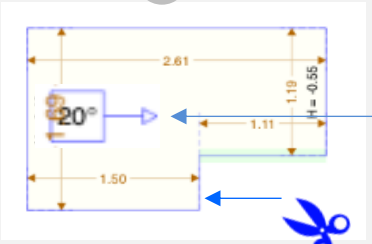


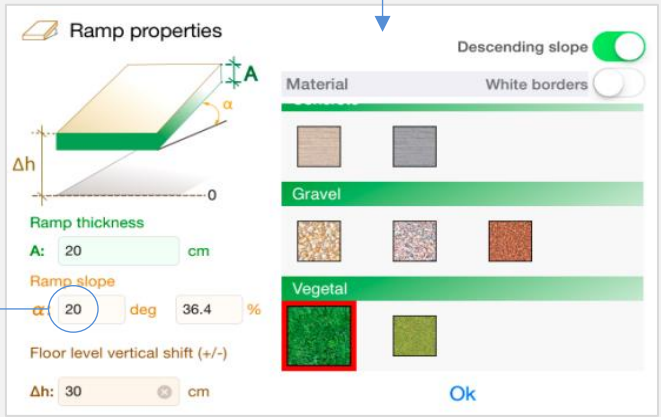
Starting point can be moved to another line

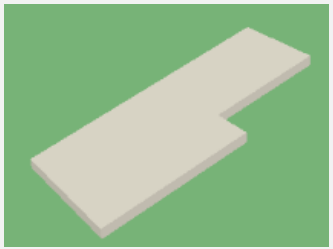
Height of horizontal lines

double tap: opens the dialog box

3

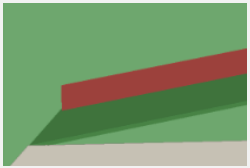


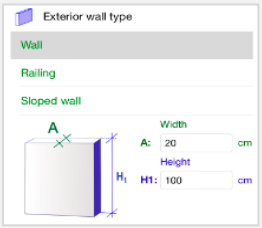


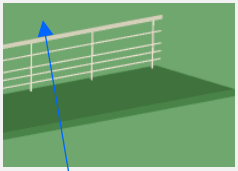


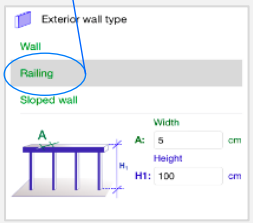
Info: walls and other objects can be placed on ramps or inclined planes

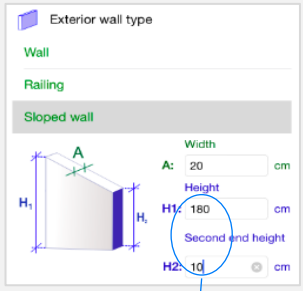
Walls and Railings on ramps



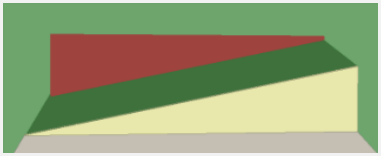


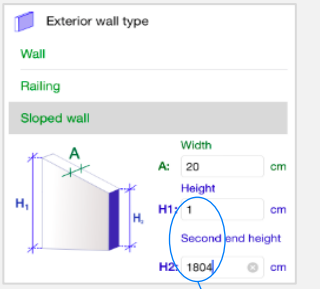






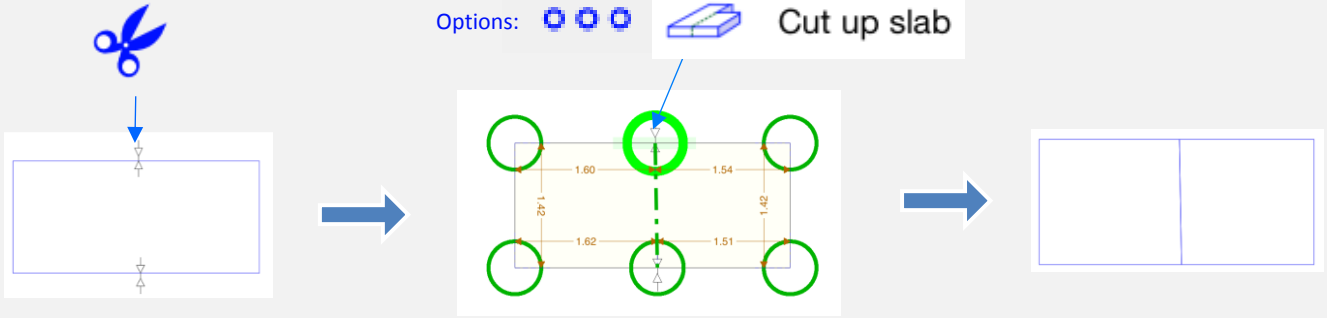
Change height: red wall



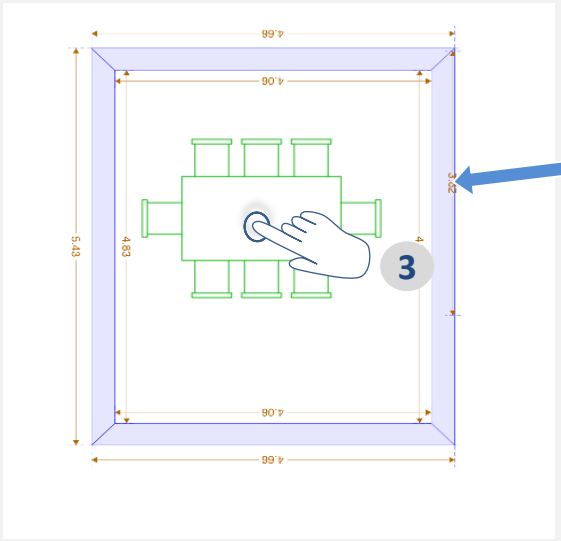


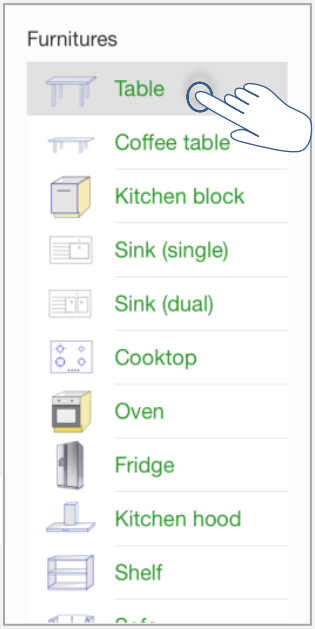
Yellow wall

Cut terraces, balconies, ramps (like slabs)



Adding furniture

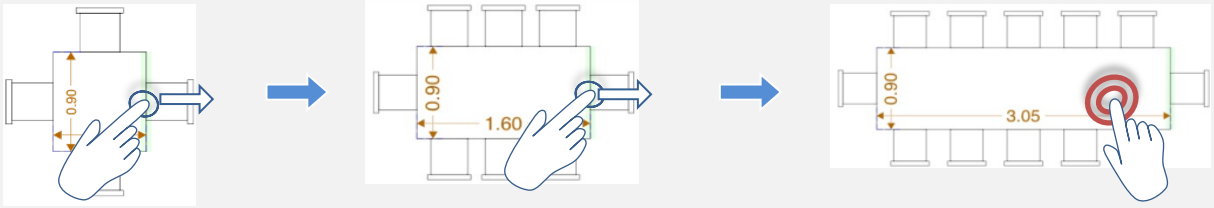




1. Open the furniture choice panel,
2. Tap the type of furniture you want to add,
3. Place your finger where you would like to position the furniture.

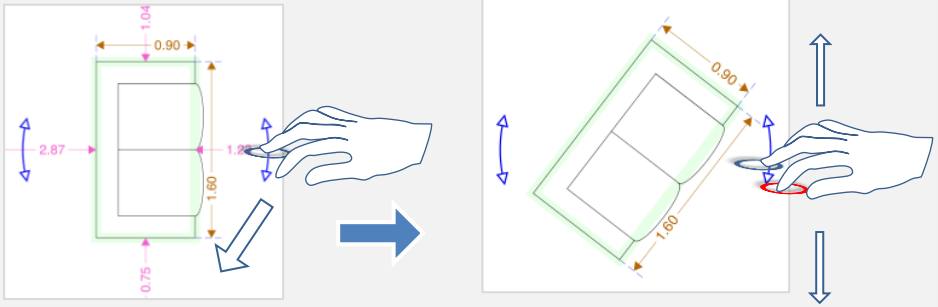
Furniture will automatically align itself with the nearest wall

Info: overlaying multiple items of furniture at different heights is possible

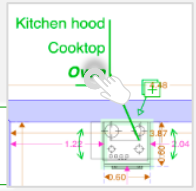


Double Tap

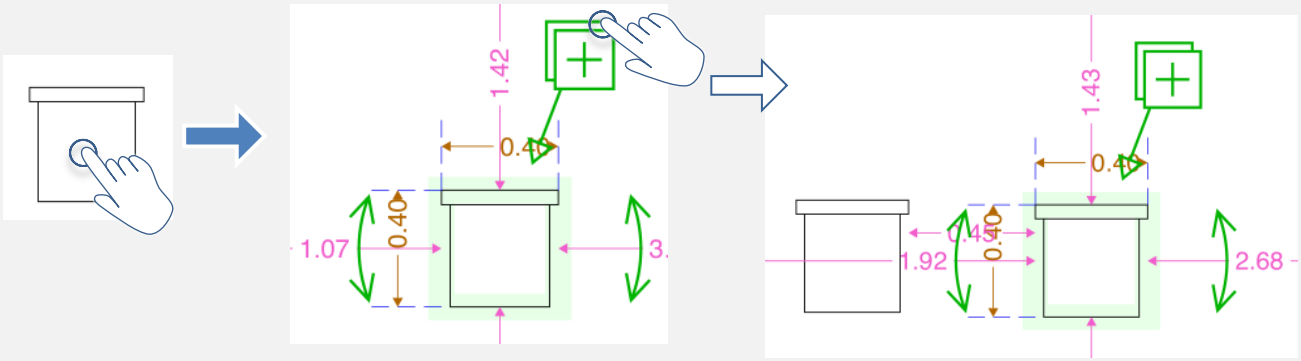
to open the dialog box



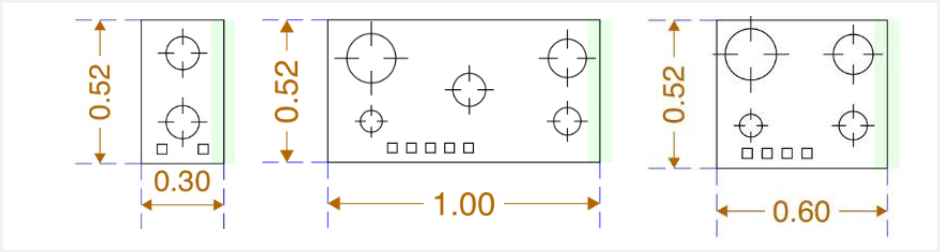
During rotation, you can put a second finger on the screen to temporarily translate the object,

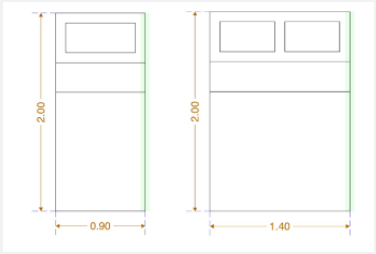


Tip: to resize furniture that has been placed on top of other furniture, you select items and move it

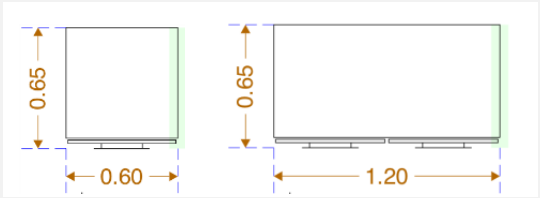


Examples of automatic furniture modification

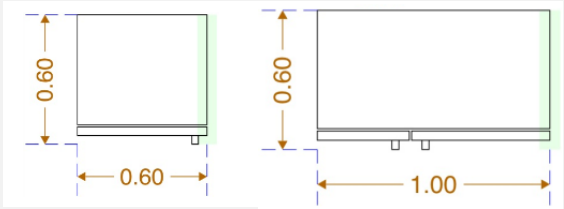




Kitchen block

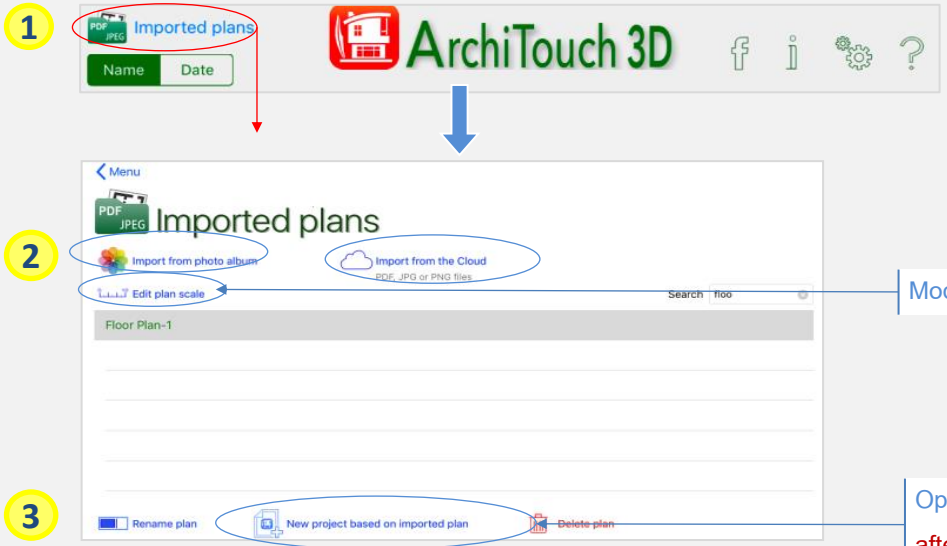


Fridge



Copy plans

From images or PDF files

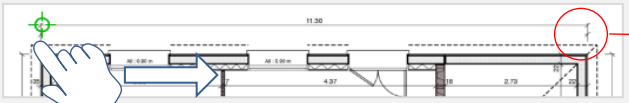


Modify selected plan scale

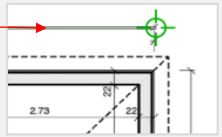
Open plan in a new ArchiTouch 3D project after scaling

1

2 a



2 b

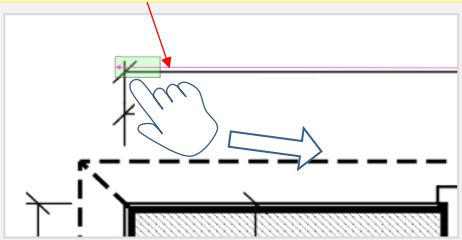


3

Input dimension from imported plan

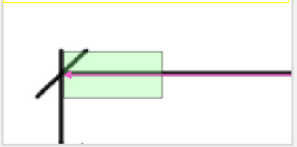
Align precisely dimension ends using maximum zoom

4 a

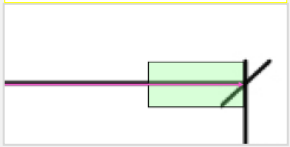


4 b

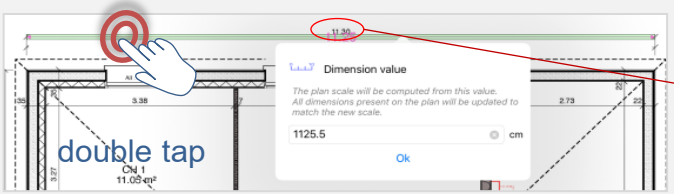
LEFT



RIGHT

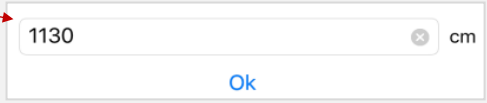


5 a



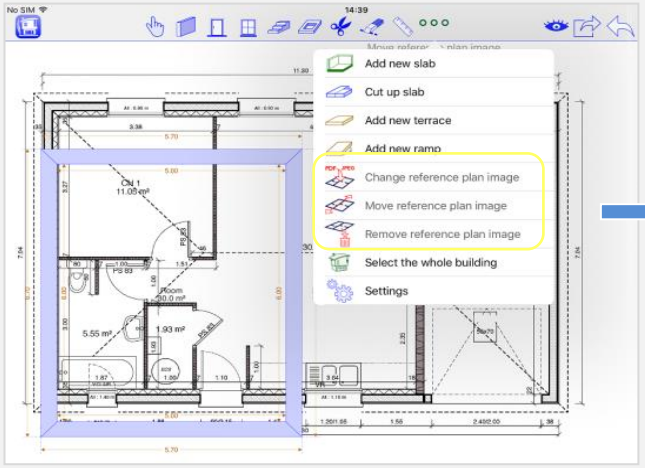
5 b

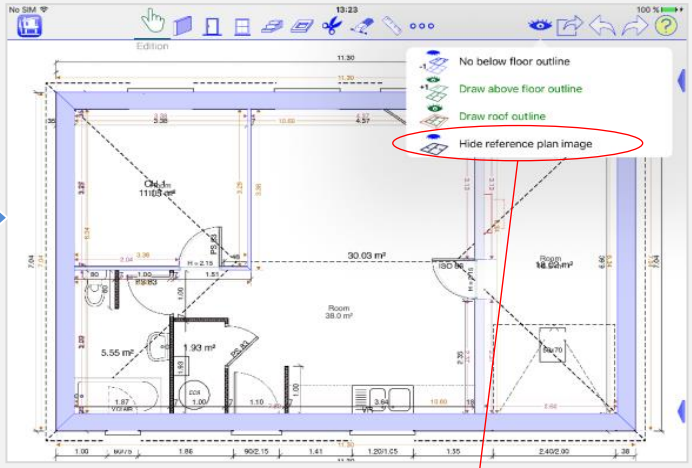
Adjust dimension value

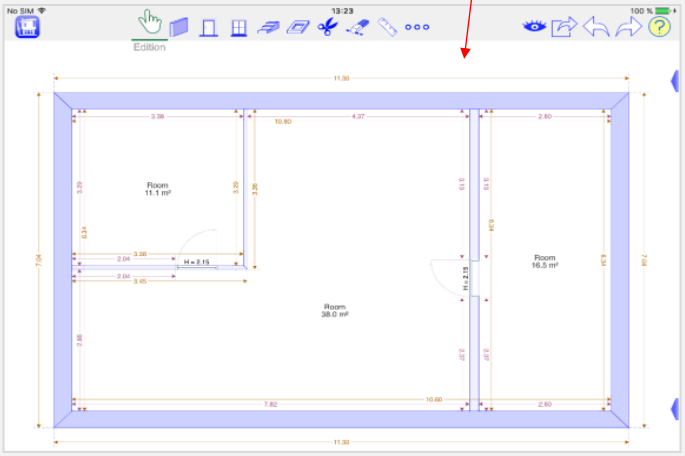


Copy plans

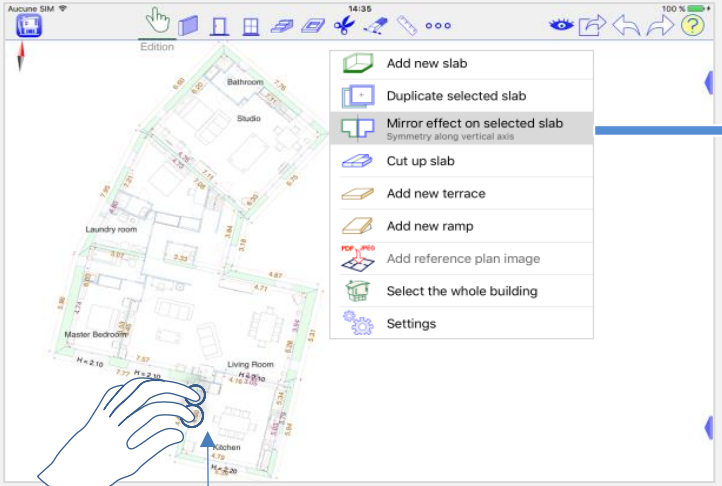
New project based on imported plan

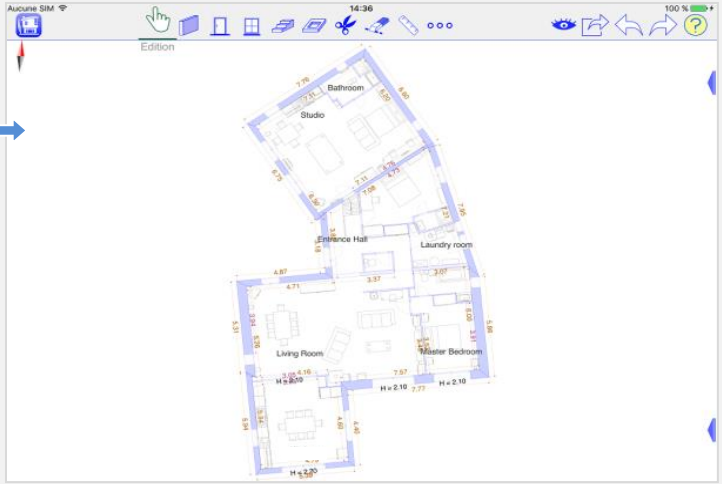




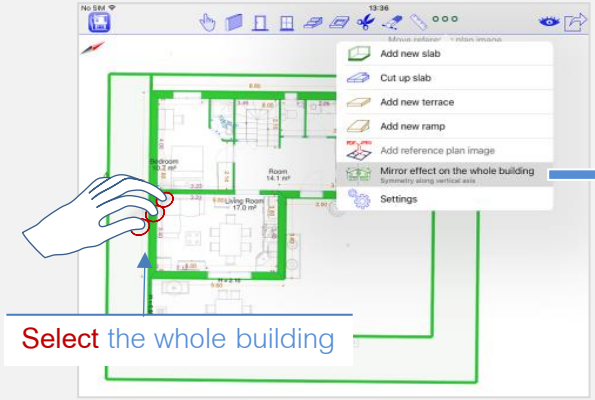


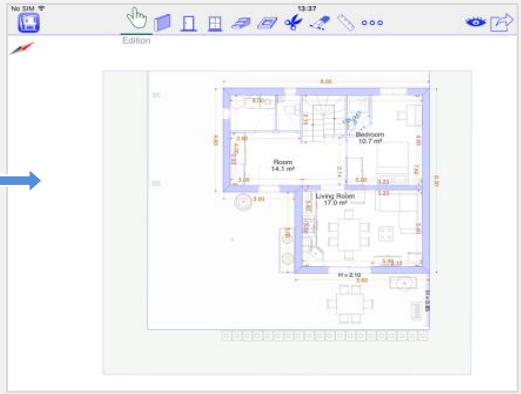
Mirror effect On a slab

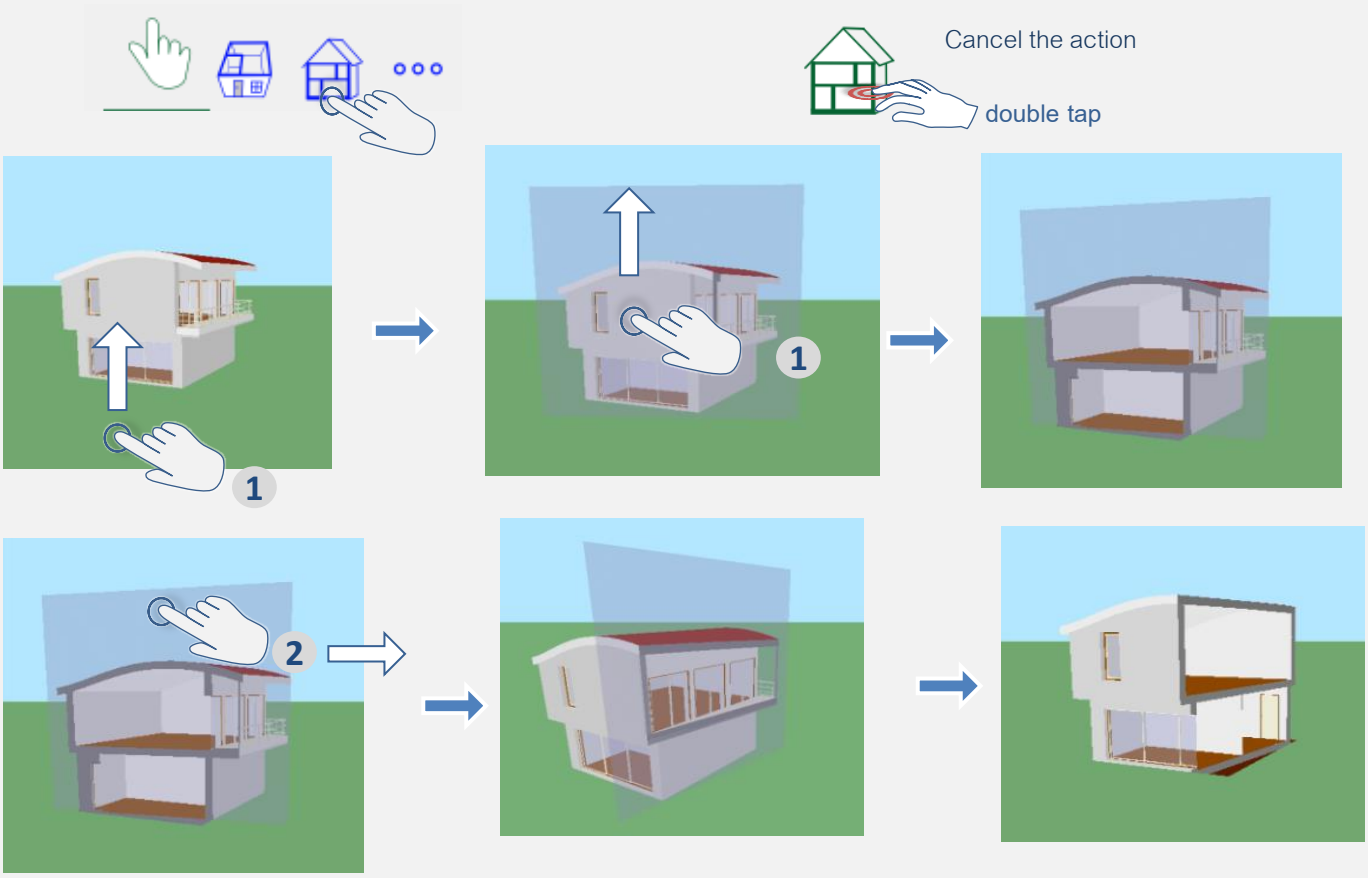




Select the slab to mirror

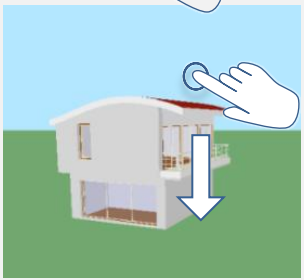

Add new slab
Cut up slab
Add new terrace
Add new ramp
Add reference plan image
Mirror effect on the whole building
Settings
Select the whole building





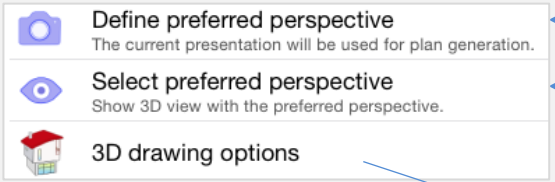
1 Touch and hold at the bottom of the screen and then move your finger upwards

2 By moving your finger to the right or left, the cross sectional cut out can be pivoted



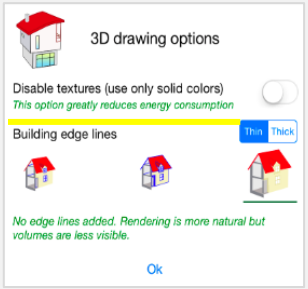
Move your finger: **up** or **down** to move the cut out

Options:



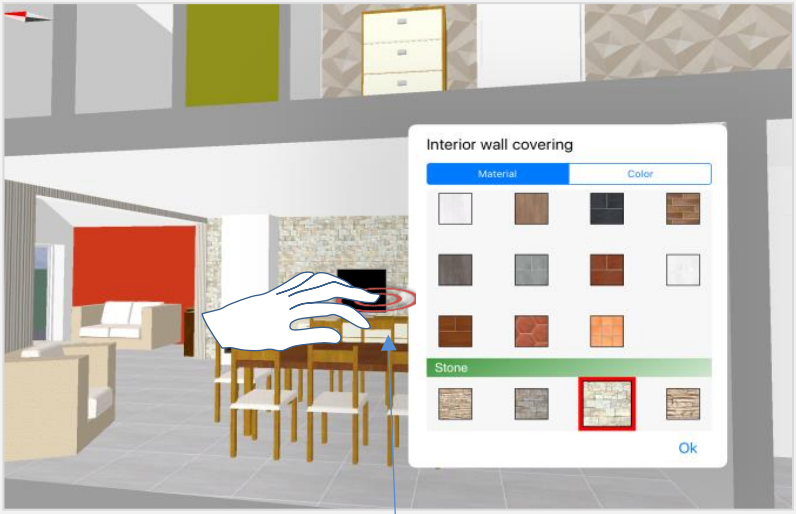
Saves the cut out

Returns to the saved cut out



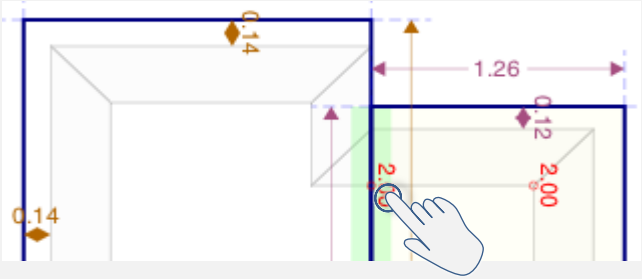
Apply textures on walls

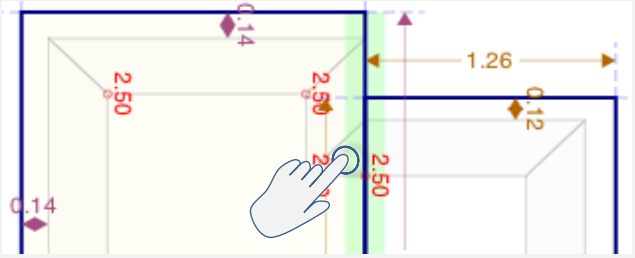
Change textures directly on 3D view
Walls and Furniture

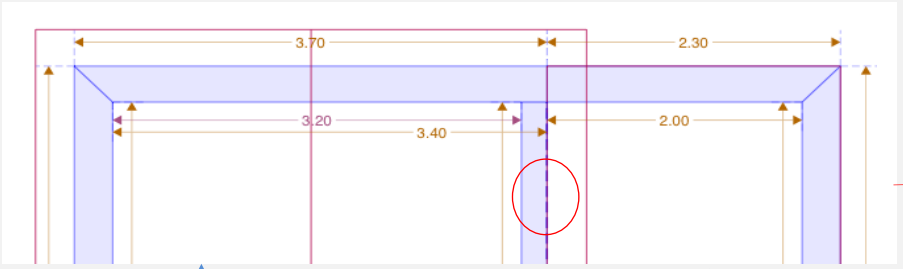


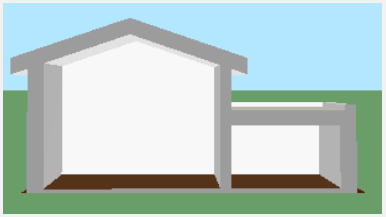
Double tap on interior, exterior wallsor furniture

- The roof item can be selected, moved and divided using the same basic principles as for slabs
- Roofs are placed directly above the slab outline
- The roof will adjust automatically to the height of the walls. The height is defined in the slab properties (double tap on the slab),
- When two roof outlines are placed on top of each other, tap slightly to the side of the roof you want to modify to select the required outline









Slab properties

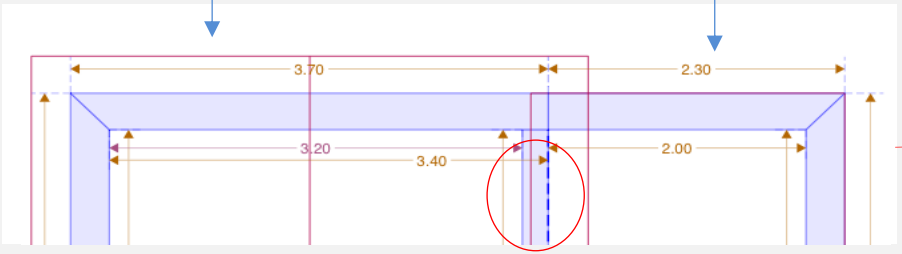
Minimum ceiling height

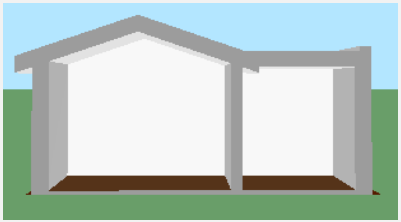
H_{min} 330 cm

Slab properties

Minimum ceiling height

H_{min} 220 cm

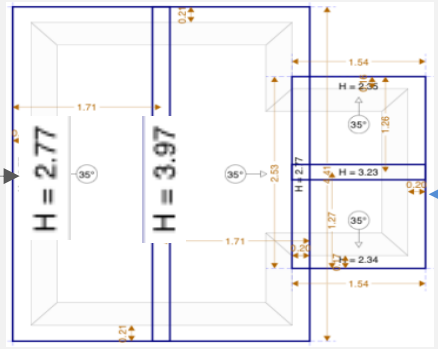


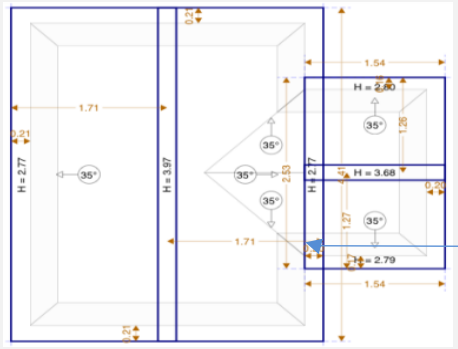


The roof line will cover the highest wall, therefore the roof will be placed on the highest wall

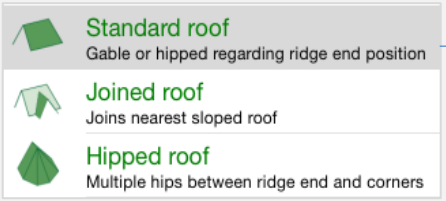
Tip: ceiling height indicators displayed in red can help position the roof (see next slides)

H= height
from ground level

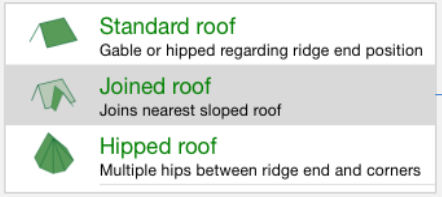




1



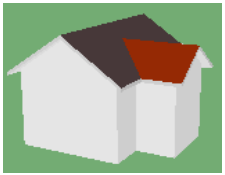
2

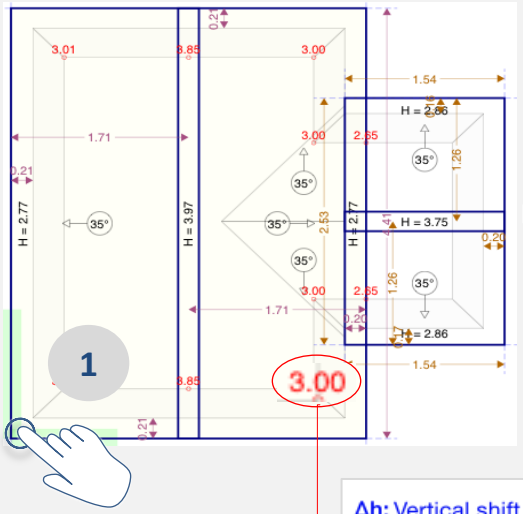


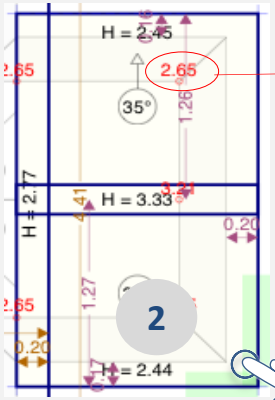
1 Open the « Roof » dialog box (double tap on the roof item)

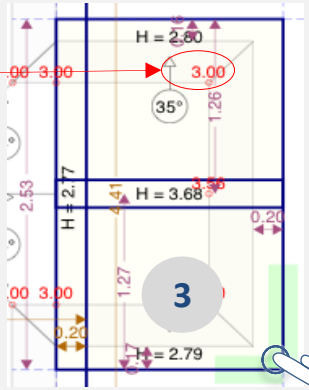
2 Select « Joined roof » on the side of the roof to join to the main roof (in the above example this is « left »)

Info: if the ridge tile height of the roof to be joined is too high or too low, the join is not possible. In this situation, use the roof dialog box and modify the following option:

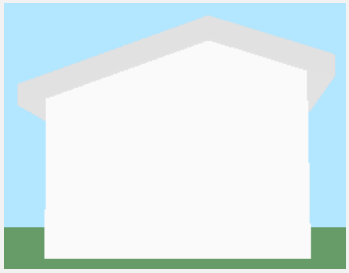


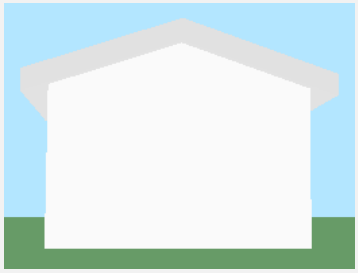


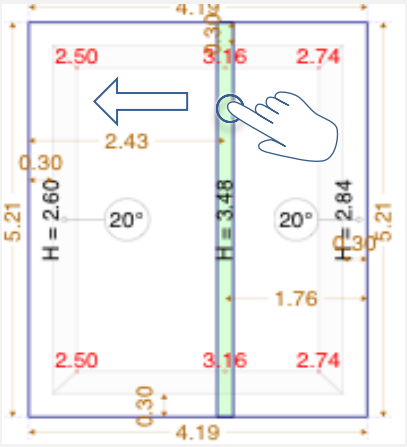


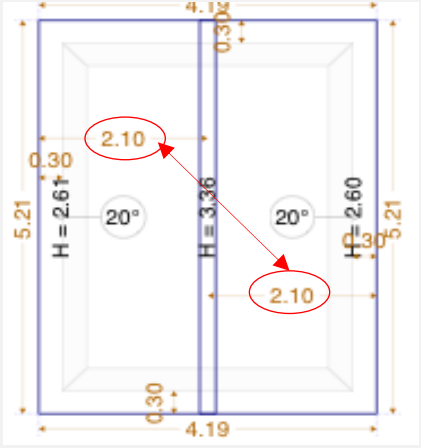


1. Select the reference roof (the roof at the correct height) and find the red value (3.00 in this example)
2. Select the roof you want to adjust: find the red value (2.65), calculate the difference between the values (35 cm)
3. Insert this value into the roof dialog box for the roof you want to adjust: (+ and – values can be used)

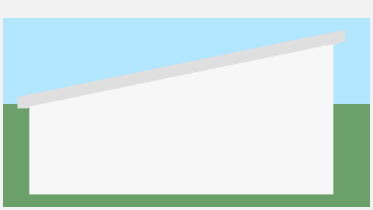
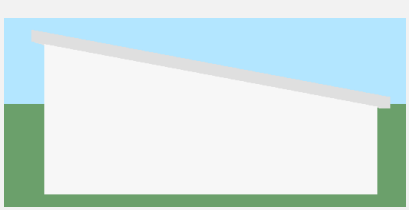


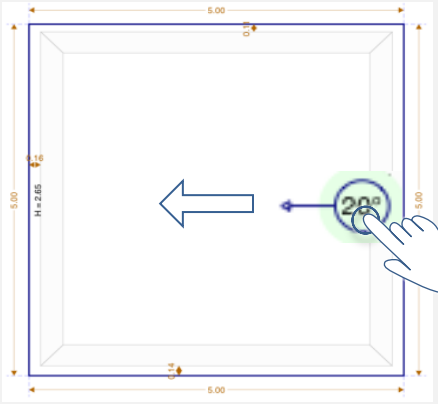


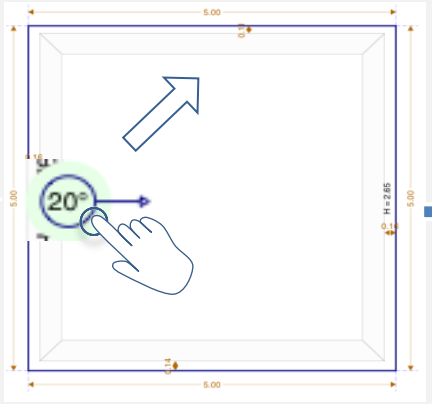


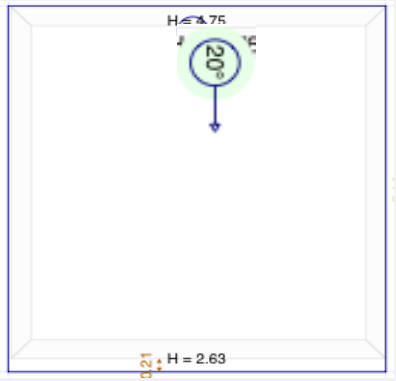


The ridge is centered precisely and automatically

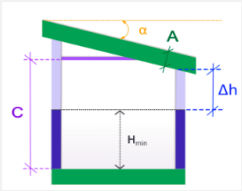







(double tap on the roof item)

To change the direction of the slope, drag the indicator to the required edge



Top ridge end type

Standard roof
Gable or hipped regarding ridge end position

Joined roof
Joins nearest sloped roof

Hipped roof
Multiple hips between ridge end and corners

Bottom ridge end type

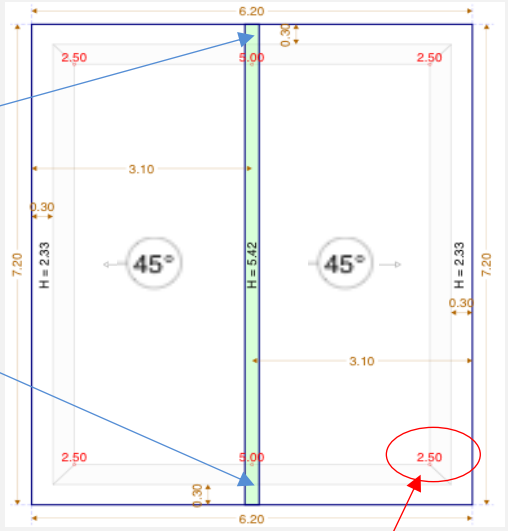
Standard roof
Gable or hipped regarding ridge end position

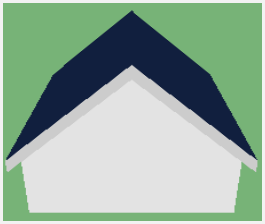
Joined roof
Joins nearest sloped roof

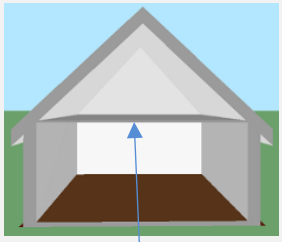
Hipped roof
Multiple hips between ridge end and corners

Delete this roof

(double tap on the roof item)





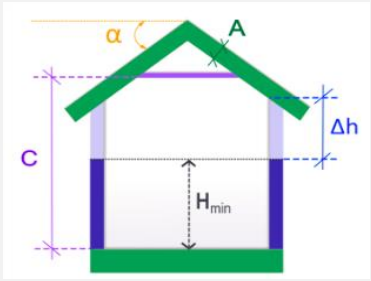


Indicates the interior height

A flat ceiling will not be assigned this value

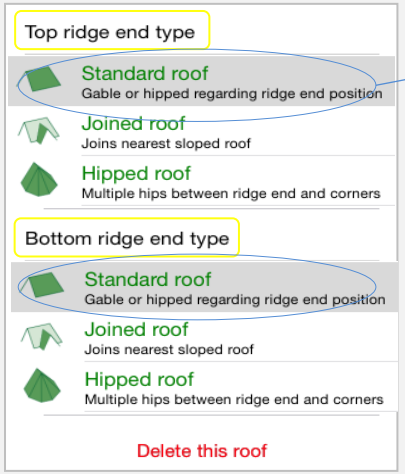
C: Create flat ceiling

C: Flat ceiling height 250 cm

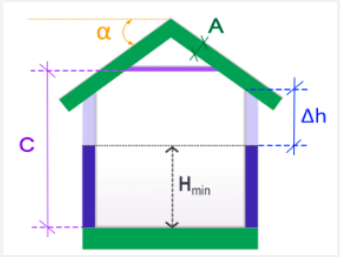


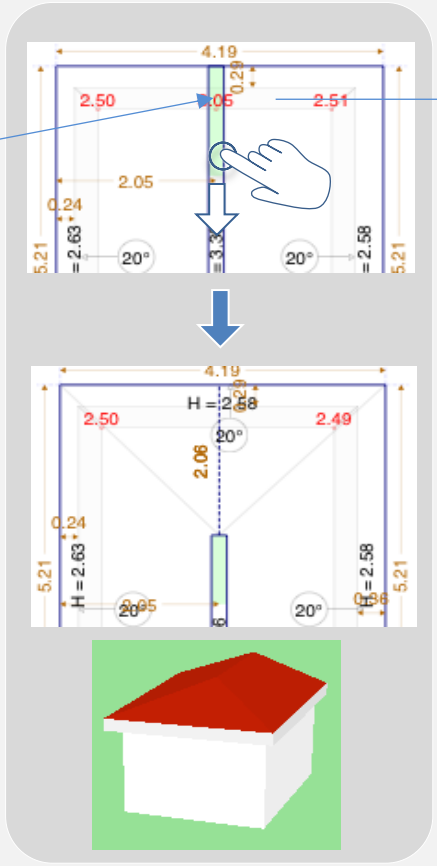
Roof slope

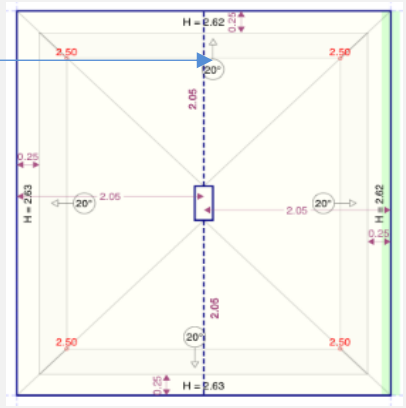
α 45 Deg 100 %

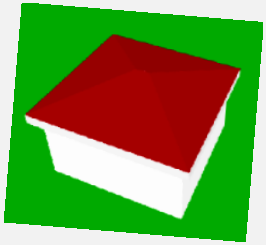


(double Tap on the roof item)



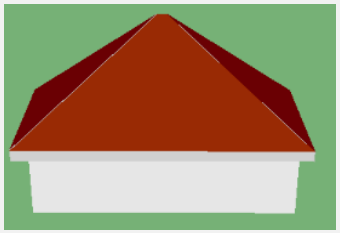






Info: Select « Hipped roof » to vary the roof slope at the gable end

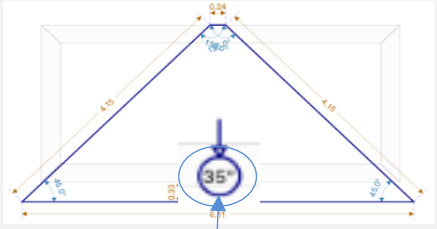
For special cases, construct the roofs with a simple slope between them.



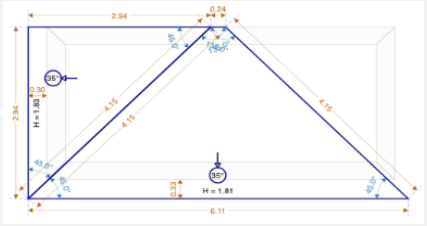
For example:

Place 3 roof items on the design and modify them as appropriate to achieve the required shape.

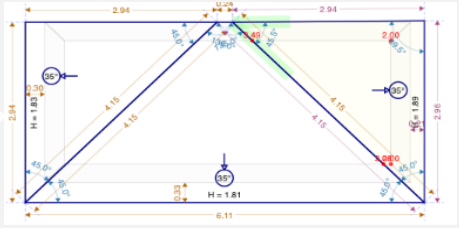
1



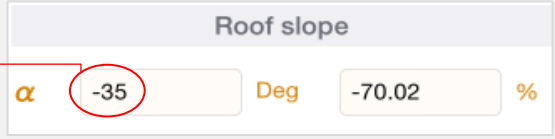
2



3

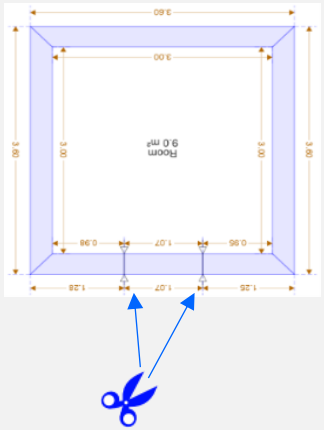


When the top of the roof is not parallel to the base line, move the slope indicator towards the base of the roof and indicate (using a negative value) the angle of slope that is required.

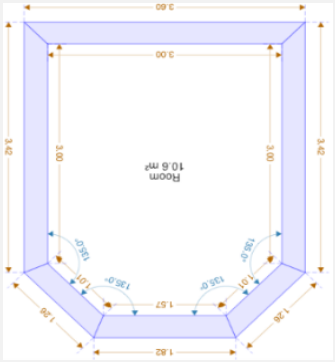


(double tap on the roof item)

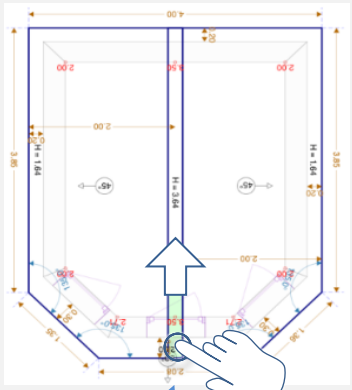
1



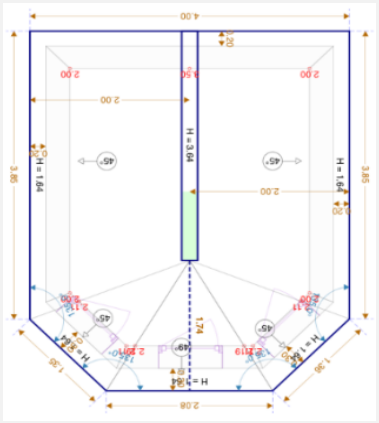
2

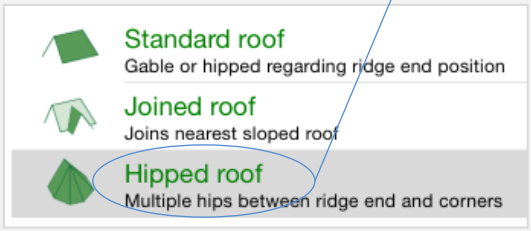


3

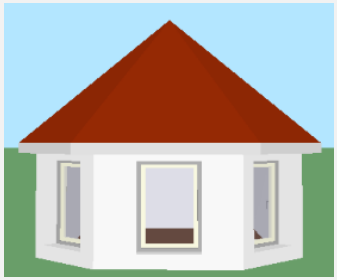


4

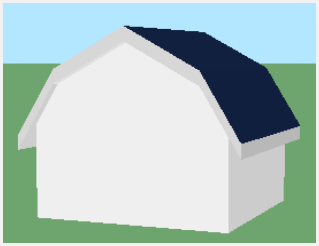




(double tap on the roof item)



Up side slope				
α	30	Deg	57.74	%
α 1	60	Deg	173.21	%



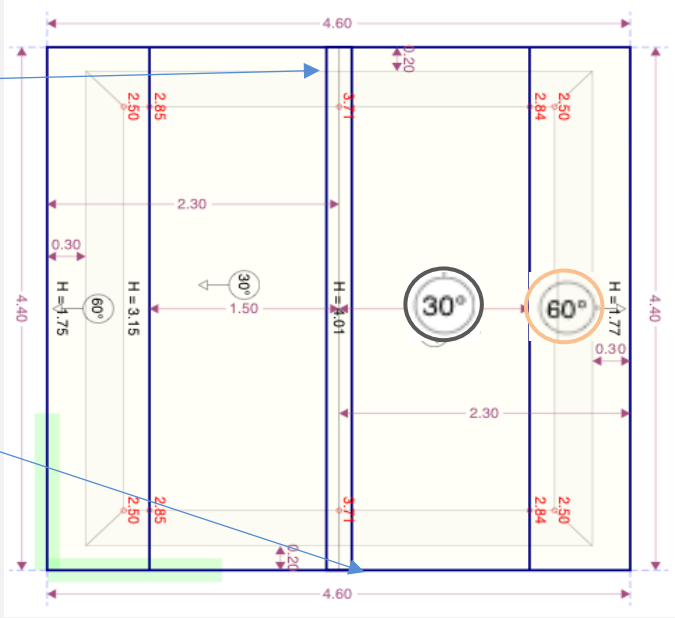
Left ridge end type

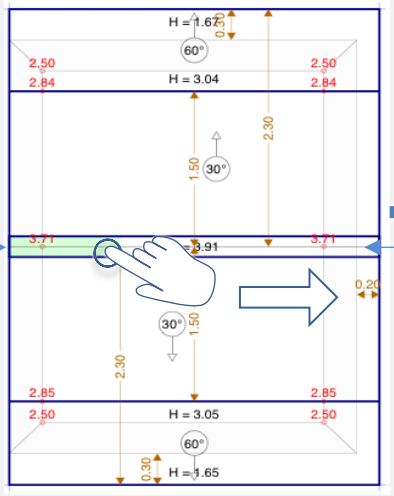
- **Standard roof** — Gable or hipped regarding ridge end position
- **Joined roof** — Joins nearest sloped roof
- **Hipped roof** — Multiple hips between ridge end and corners

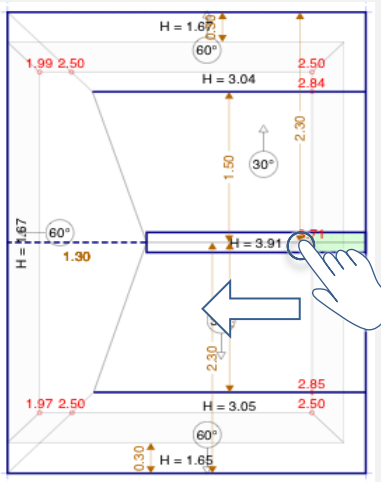
Right ridge end type

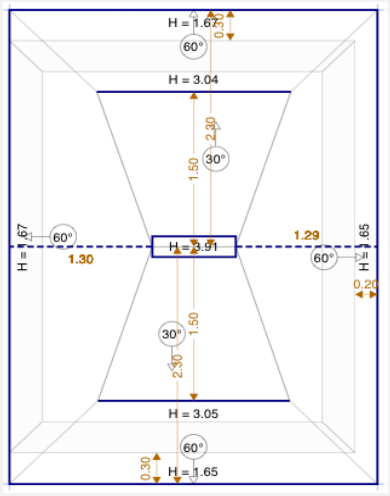
- **Standard roof** — Gable or hipped regarding ridge end position
- **Joined roof** — Joins nearest sloped roof
- **Hipped roof** — Multiple hips between ridge end and corners

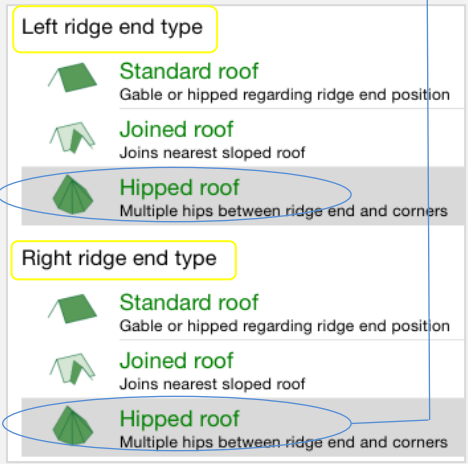
(double tap on the roof item)

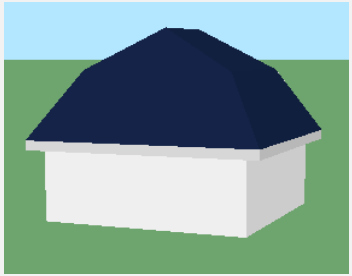


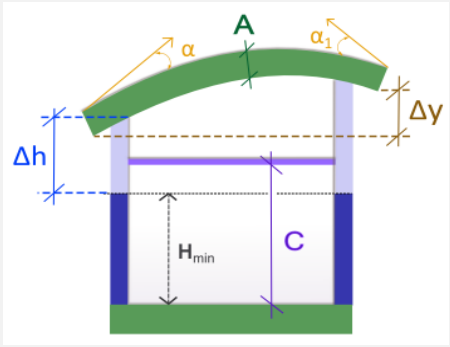

H = 1.67
60°
2.50
2.84
H = 3.04
30°
1.50
2.30
3.71
3.91
0.20
2.85
H = 3.05
0.30
H = 1.65

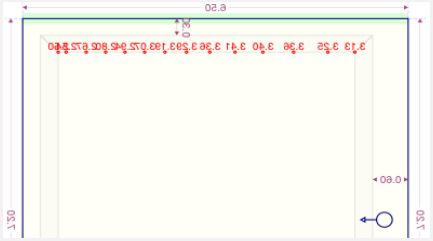

H = 1.67
60°
1.99
2.50
2.84
H = 3.04
30°
1.50
2.30
1.30
H = 3.91
2.85
1.97
H = 3.05
0.30
H = 1.65

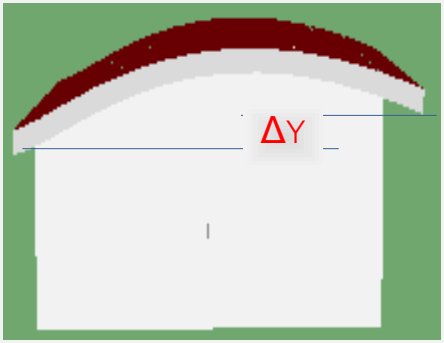

H = 1.67
60°
H = 3.04
30°
1.50
2.30
1.30
H = 3.91
1.29
0.20
H = 3.05
0.30
H = 1.65


Left ridge end type
Standard roof
Gable or hipped regarding ridge end position
Joined roof
Joins nearest sloped roof
Hipped roof
Multiple hips between ridge end and corners
Right ridge end type
Standard roof
Gable or hipped regarding ridge end position
Joined roof
Joins nearest sloped roof
Hipped roof
Multiple hips between ridge end and corners









slope of the arrow

Curve definition vectors

α	19	Deg	L	201	cm
α 1	34	Deg	L1	232	cm

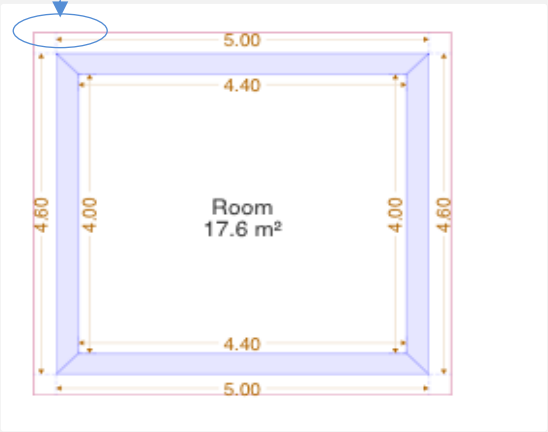
length of the arrow

Info: The higher the angle, the more the extremity of the roof is curved.

The longer the arrows, the more the general curvature is affected.

Try various values to achieve the roof you require.

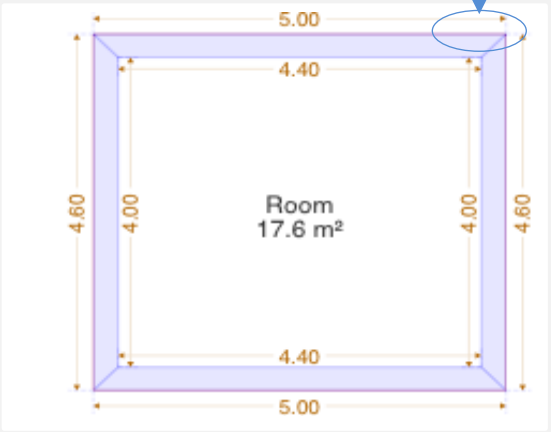
Edge of roof



With a parapet

Without parapet:
zero height

Edge of roof

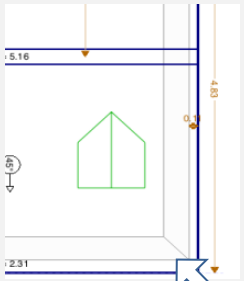


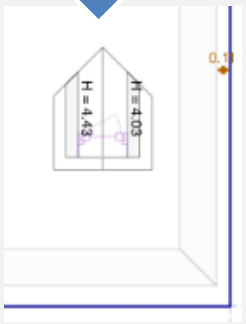
With a parapet

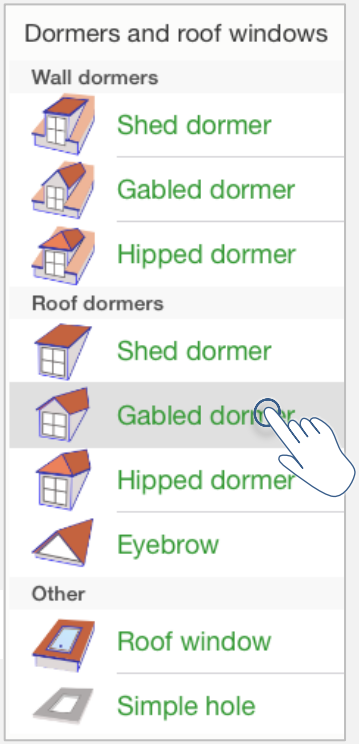
Without parapet:
zero height

(double tap on the roof item)

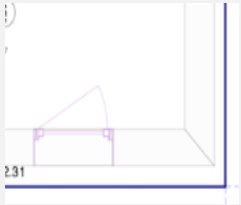
Roof dormers

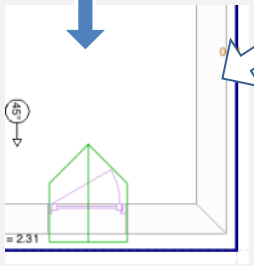


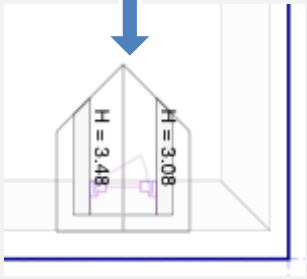


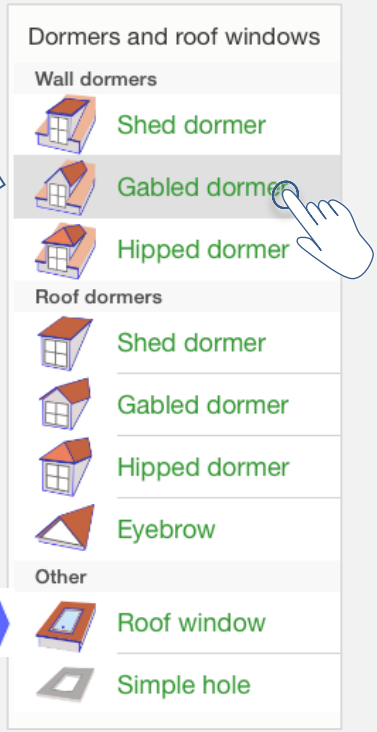


Wall dormers









To place a roof window, select the type of window and set it to the desired location on the roof. The dimensions are changed by moving the lines of the drawing.

Roof dormer properties

Slopes

45 deg. 100 %

Window(s) 1 2 3 4

Casement windows

Single leaf, opens left

Single leaf, opens right

Double leaf

Sliding windows

Double sash

Front face width
20 cm 1

Front eave
10 cm 2

Cheeks width
10 cm 3

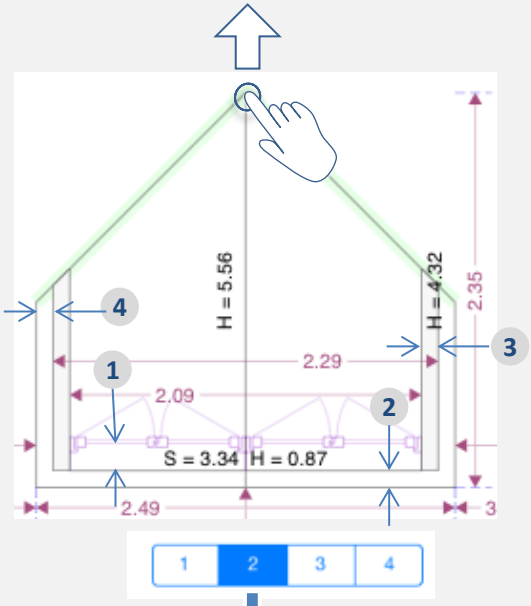
Side eaves
10 cm 4

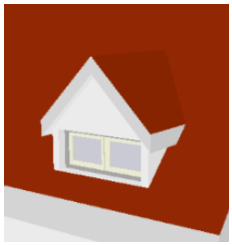
Roof thickness
15 cm

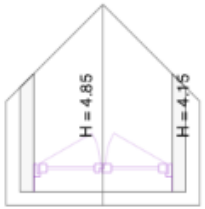
Ok

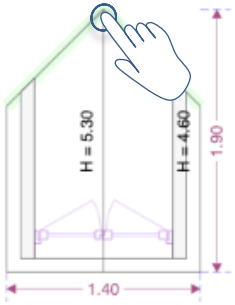
(double Tap on the roof item)

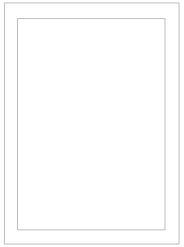
Selecting the type of windows

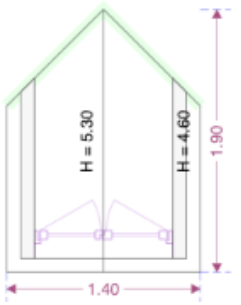


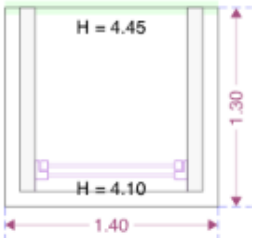



H = 4.85
H = 4.15


H = 5.30
H = 4.60
1.90
1.40




H = 5.30
H = 4.60
1.90
1.40


H = 4.45
1.30
H = 4.10
1.40


H = 4.44
1.00
H = 3.44
0.80

Wall dormer properties

Slopes

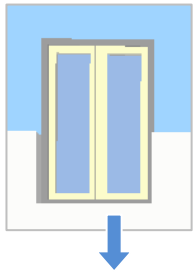
45	deg.	100	%
Cheeks width	10	cm	
Side eaves	10	cm	
Roof thickness	15	cm	

Extend roof cut to bottom

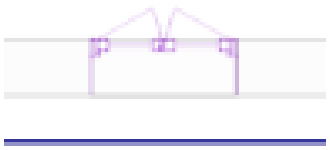
Ok

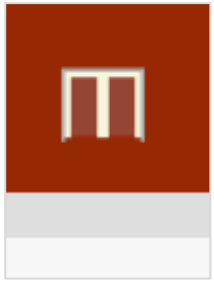
(double Tap on the roof item)

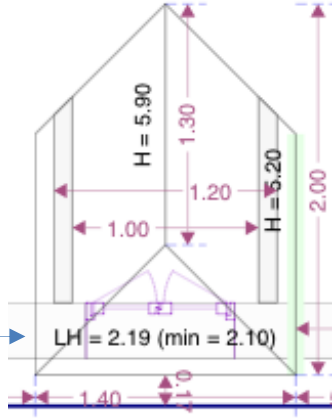
Placing a desired window on the wall of the top floor

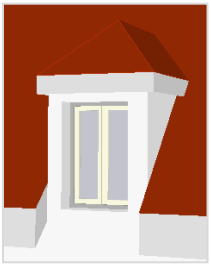


Placing a main roof





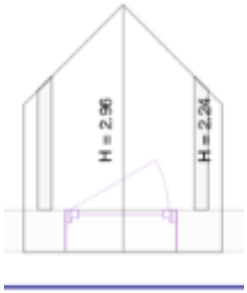




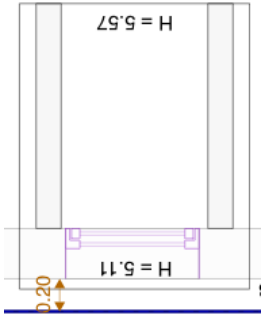
Extend roof cut to bottom

LH: Lintel Height

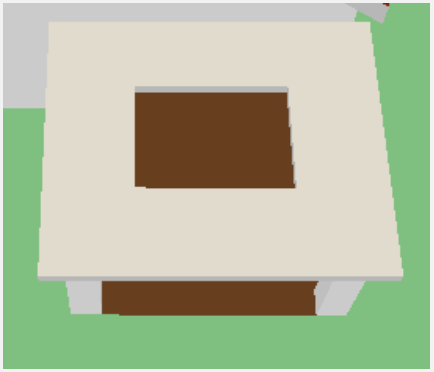
min: minimum height to incorporate window



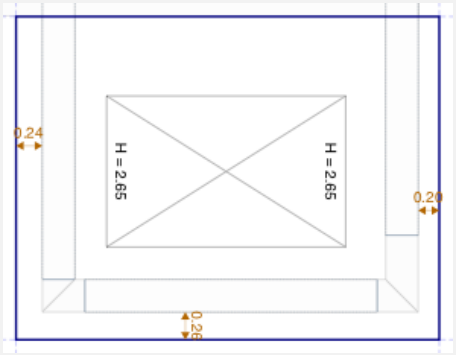
Extend roof cut to bottom

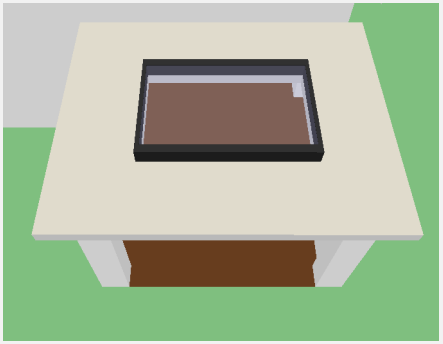


Extend roof cut to bottom

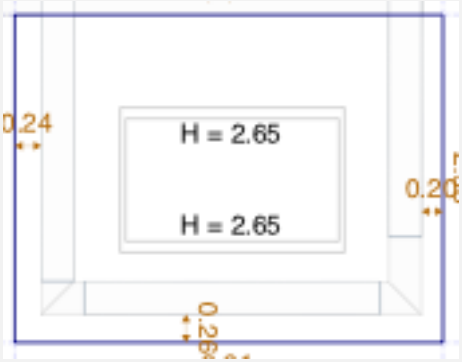


Opening in the roof slab

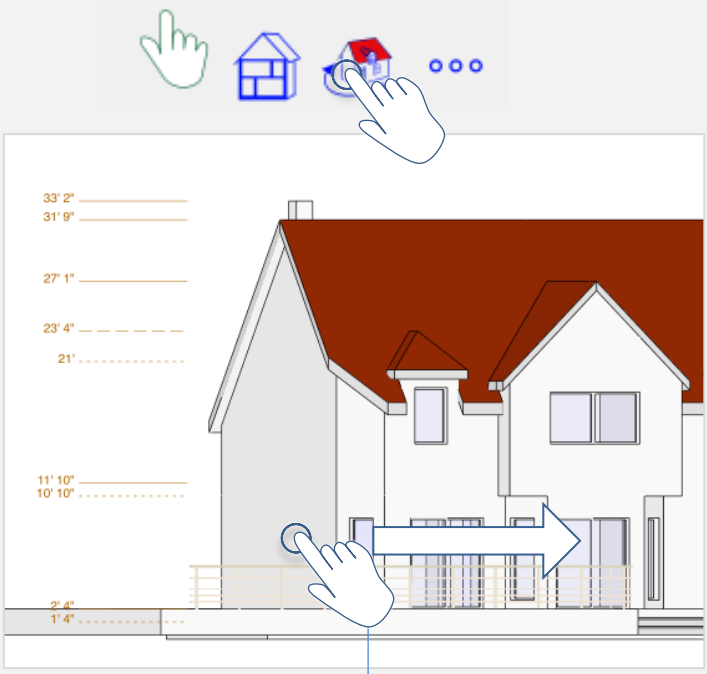




Placing a roof window

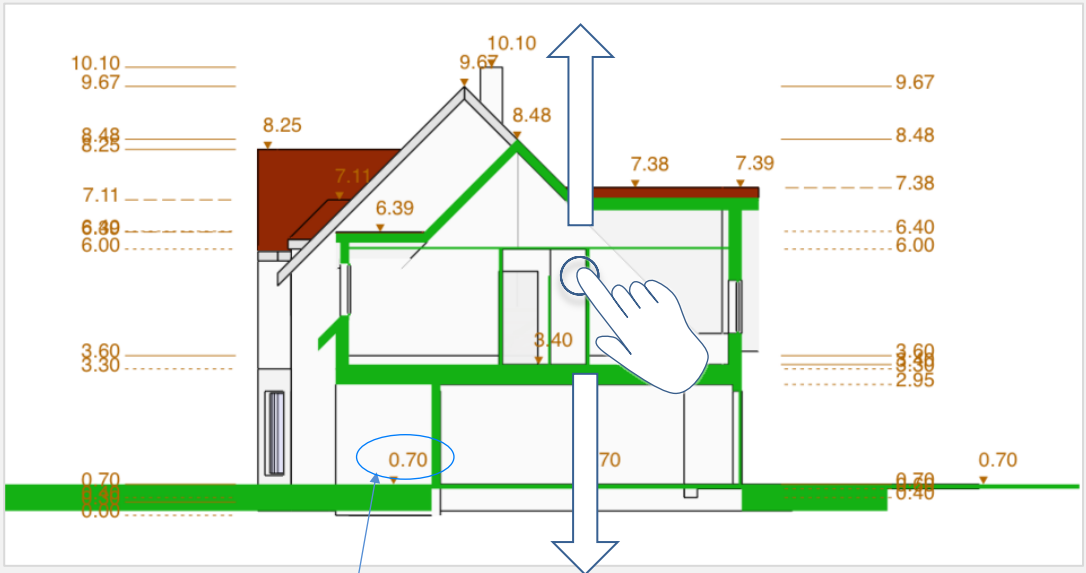


Select N – W – S - E elevation view



Rotate right or left if default building orientation does not match your needs

Info: Reference orientation is automatically adjusted to the building axis. You can use the Rotate function for custom angles.



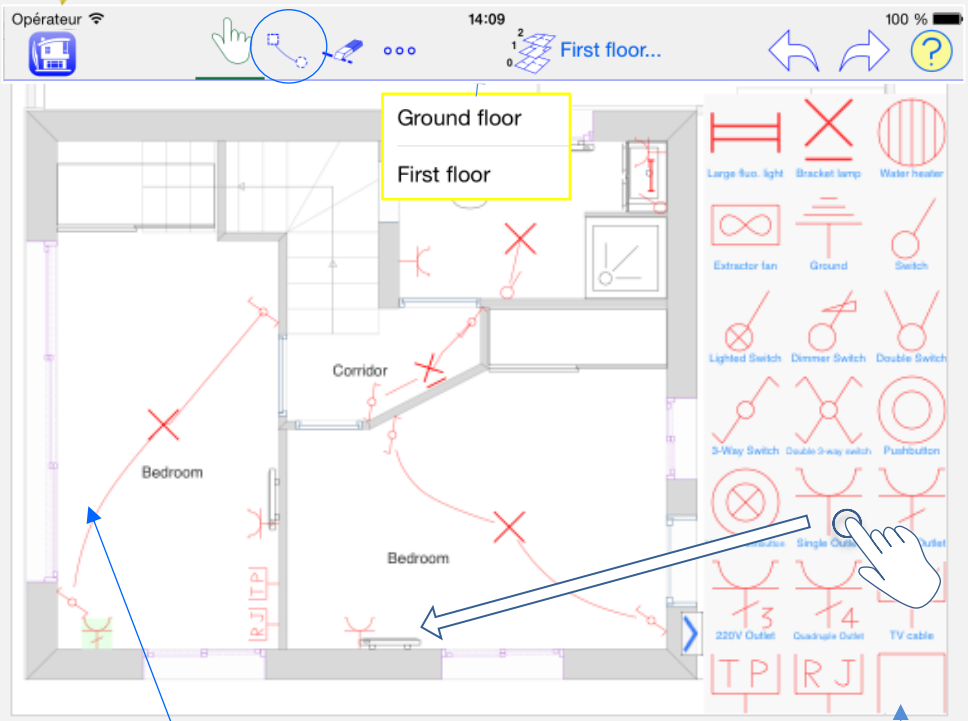
Label of a slab elevation

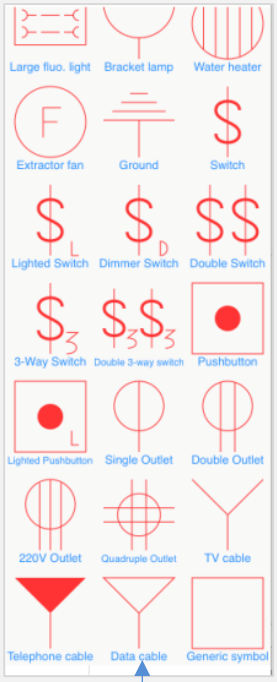
Options:

Saves rotation angle and cross sections positions

Returns to the saved cut out

Architectural Electrical Plans





Add lines

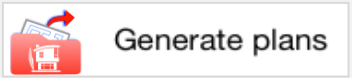
Electric symbols International North America

International North America

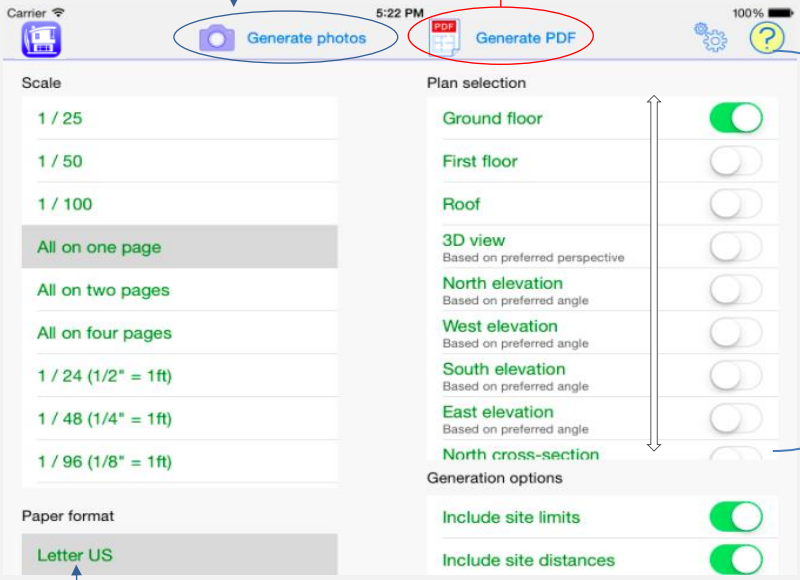
Options:

Settings

Info: Architectural Electrical Plans are available in « generate plans » screen



pictures are generated in the iPad's photo albums



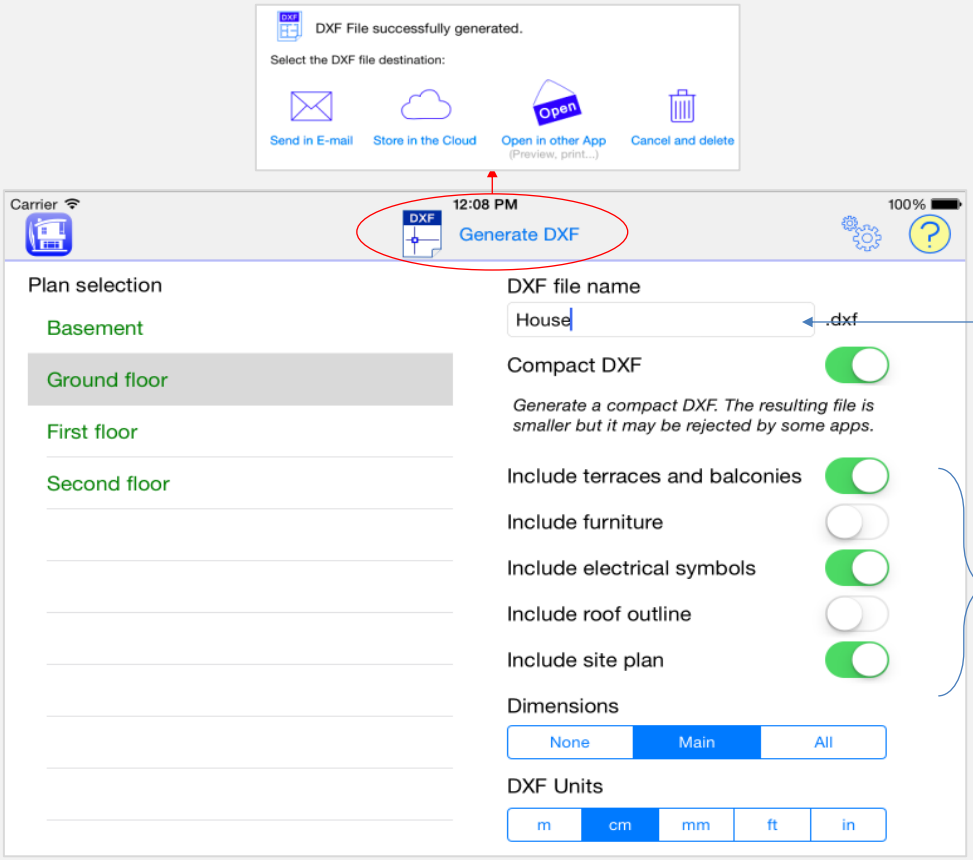
Select elevations and cross-sections to generate. Cross-sections are based on positions saved in elevation preferences. Orientations where no cross section is registered are not generated.

Elevation menu Option ooo

Same for 3D view

select the paper size and scale.

The plan may be contained on several pages


DXF File successfully generated.
Select the DXF file destination:
Send in E-mail
Store in the Cloud
Open
Open in other App
(Preview, print...)
Cancel and delete
Carrier
12:08 PM
100%
DXF
Generate DXF
Plan selection
Basement
Ground floor
First floor
Second floor
DXF file name
House
.dxf
Name the DXF file
Compact DXF
Generate a compact DXF. The resulting file is smaller but it may be rejected by some apps.
Include terraces and balconies
Include furniture
Include electrical symbols
Include roof outline
Include site plan
Choose de settings
Dimensions
None
Main
All
DXF Units
m
cm
mm
ft
in