# Room-Specific Function:General Operation

You can draw room elements by Point, Line (straight line and arc) and

Rectangle. If there are enclosed areas, you can use the method of Point. The

enclosed areas are formed by walls, curtain walls and kerbs. You can use the

method of Line or Rectangle when there are enclosed areas, or when there is

no main structure elements.

Elements attached to room

1) Under Room, you can create attached elements, such as floor finish,

skirting, wall finish, ceiling finish and suspended finish. You can create an

attached element, or add an existing attached element. As shown below, you

can use the first button to create an attached element, and use the second

button to add an existing attached element.
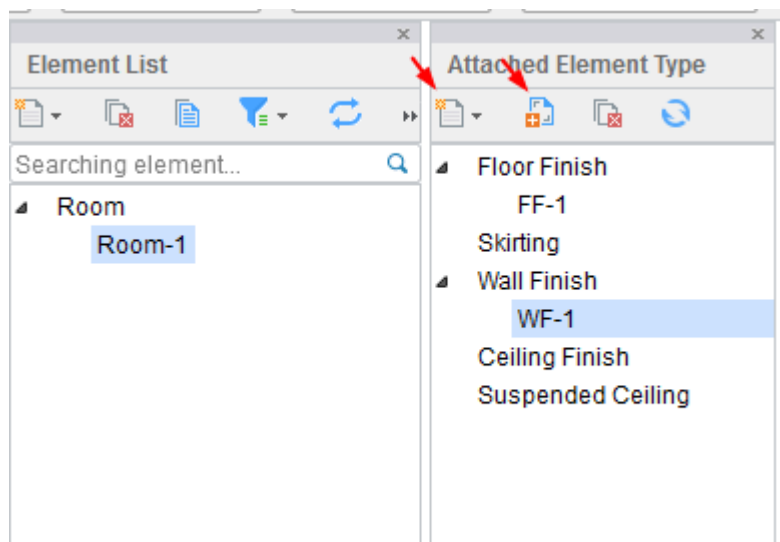
2) You can modify the attached elements that you added to other attached element. As shown below, double-click the existing attached element, FF-1, and the in the list of all existing elements, select one element to modify.
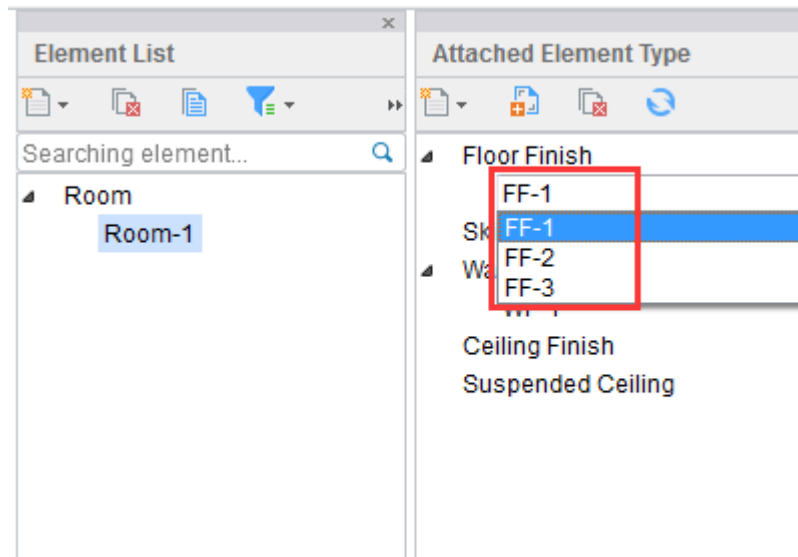
3) You can view and modify the attributes of attached elements. To modify the attributes of a specific finish entity, there are several ways:

a. Go to the corresponding element, for example, Wall Finish, select the entity, and then modify its attributes in the Attribute Editor.

b. Go to Room, click Cross-Layer Select, select the finish entity, for example, Wall Finish, and then in the Attribute Editor that is shown in red box below, modify the attributes.

C. To modify the attributes of all entities of the element, you can modify them in the Attached Element Attribute that is shown in blue box below, click Refresh, and then select the corresponding finish element.

Element List							

Searching element...

- Room
  - Room-1

	Attached Element Type				

- Floor Finish
  - FF-1
- Skirting
- Wall Finish
  - WF-1
- Ceiling Finish
- Suspended Ceiling

Attribute Editor

	Attribute	Value
1	⊟ Geomet...	
2	Name	WF-1
3	Thick...	15
4	Finish...	Side
5	Start T...	Wall_Top_Elevation-1.500(1.450)
6	End T...	Wall_Top_Elevation(2.950)
7	Start ...	Wall_Bottom_Elevation(-0.050)
8	End B...	Wall_Bottom_Elevation(-0.050)

Attached Element Attribute

|	Attribute	Value
1	Name	WF-1
2	Finish Pos...	Side
3	Start Top El...	Wall_Top_Elevation-1.500
4	End Top El...	Wall_Top_Elevation
5	Start Botto...	Wall_Bottom_Elevation
6	End Botto...	Wall_Bottom_Elevation

Room Elevation

1) When creating room elements, the elevation is Bottom Slab Top Elevation by default, and the slab with the greatest elevation in the range of bottom slab will be found. To modify the slab finding range, click Welcome > Options > Slab Finding.

2) If the default value fails to meet layout requirements, you can modify the elevation of room to others, for example, Floor Bottom Elevation.

Room Refresh

IF the elements attached to rooms change, you can use Refresh to update the room entities that you have already laid out. If only some attached elements change, you'd better just select the changed elements, to get a better efficiency than selecting all attached elements to refresh. The basic principle of Refresh is to delete the existing rooms and corresponding attached finish entities first, and then lay out the area again with a new room element.
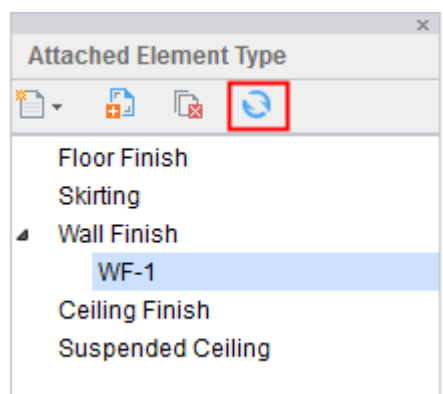
If only some attached elements, for example, wall finishes, change, you'd better just select the changed wall finishes, to get a better efficiency than selecting all attached elements to refresh. The basic principle of Refresh is to delete the existing rooms and corresponding attached finish entities first, and then lay out the area again with a new room element.
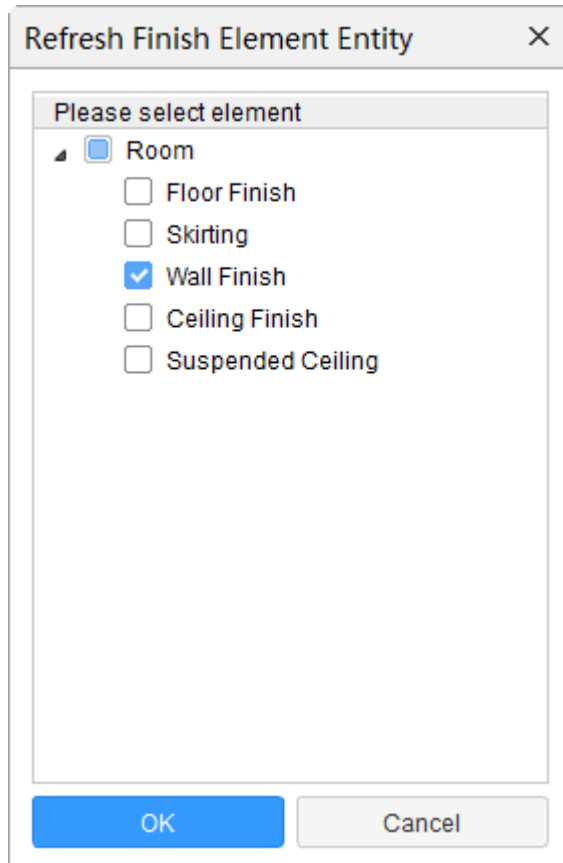
Please note that if there are top or end finishes to the entities in the existing room, after clicking Refresh, the top or end finishes will disappear. To lay out top or end finishes in the room, you need to lay out them manually.

Function Application

Elements attached to room/Room Refresh Function can be applied by room element.