How To ....

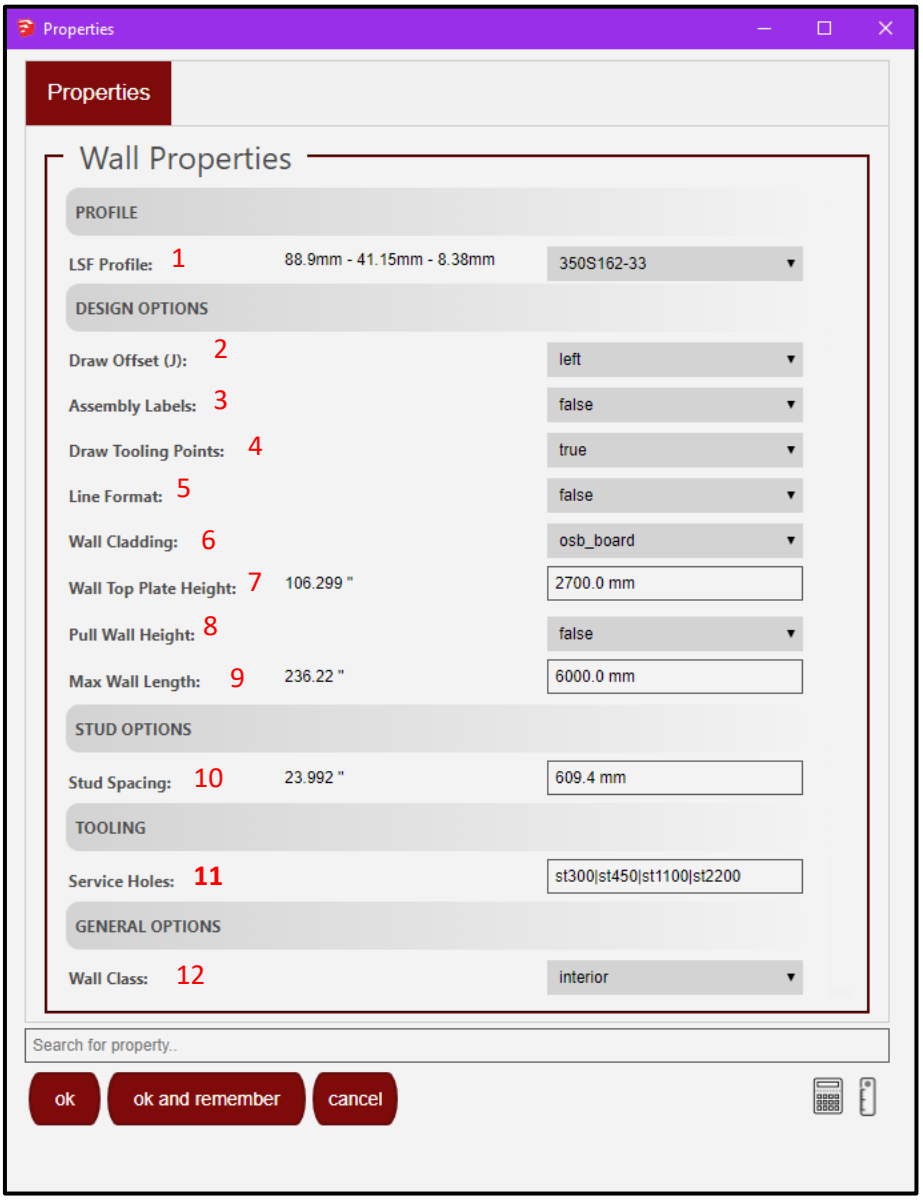
This section will explain all icons in the previous section in depth

Wall module

How to draw a standard wall:

1. Start by clicking this icon 

2. A menu will open where the wall properties can be changed.



.

An in-depth explanation of the menu:

1. **LSF Profile:**
   Changes Profile sizes.

2. **Draw Offset (J)**
   Assigns Drawing offset (Left, Right or centre).

3. **Assembly Labels**
   Enables or disables assembly Labels.

4. **Draw Tooling Points**
   Enables or disables Tooling points for example Dimples etc.

5. **Line Format**
   Enables or Disables Line format, 2D frame instead of 3D, visual steel, for faster generation of frames.

6. **Wall Cladding**
   Choose between the different types of Cladding for example OSB_Board, Fibre_cememt etc.

7. **Wall Top Plate Height**
   This adjusts the height of the top plate of a wall (Height of the wall).

8. **Pull Wall Height**
   This enables or disables the pull height function which allows the height of a wall to be dynamically selected.

9. **Max Wall Length**
   This adjusts the maximum length a wall can be, before it splits into a new wall, for manufacturing purposes.

10. **Stud Spacing**
    Adjusts the spacing between studs in a wall.

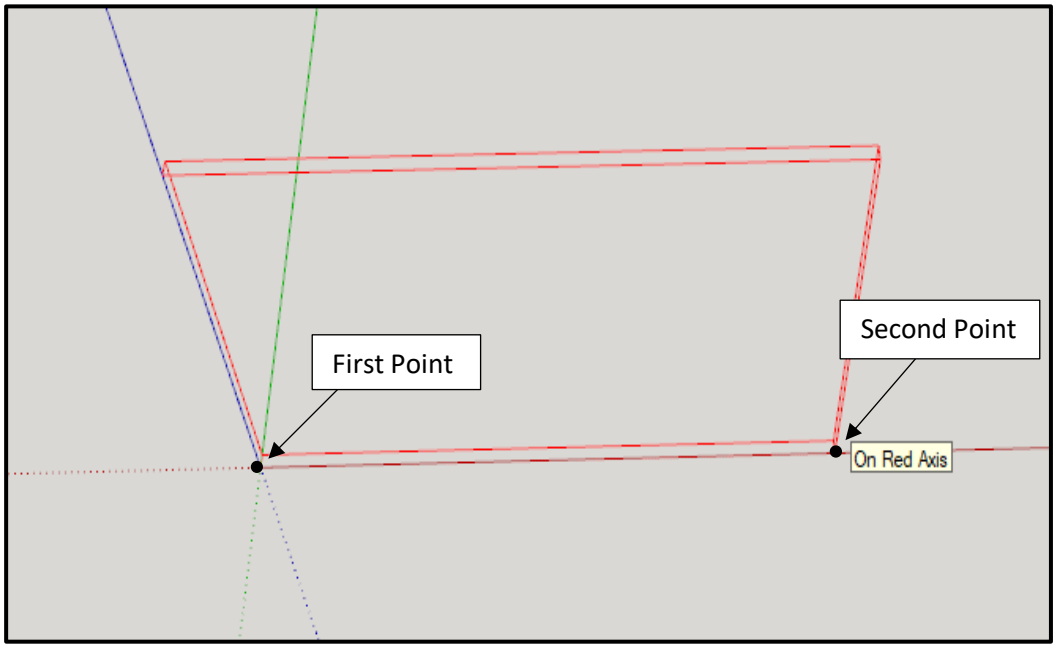
11. **Service Holes**
    Adds a service hole according to users input for example st100|ng100.

12. **Wall Class**
    Changes a walls class (Interior, Exterior, Other).

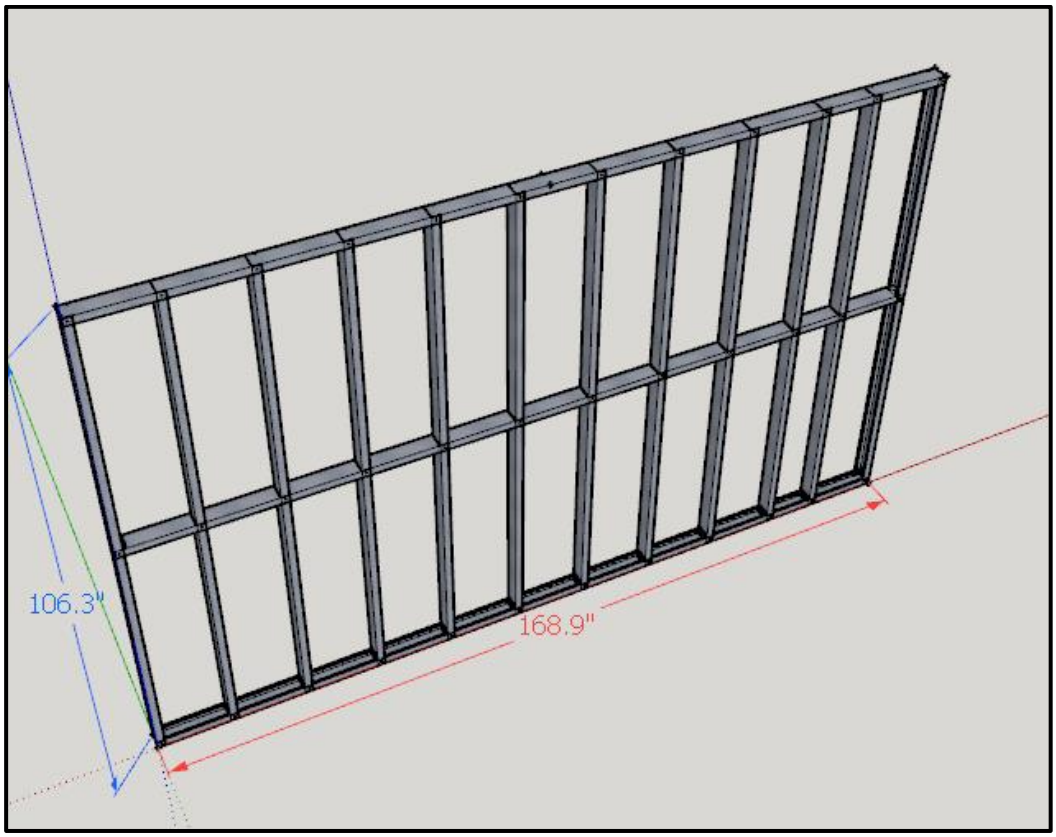
3. After adjusting properties click “ok”.

if you want your setting to be saved click “ok and remember”.

4. Select the first point and second point for the wall.



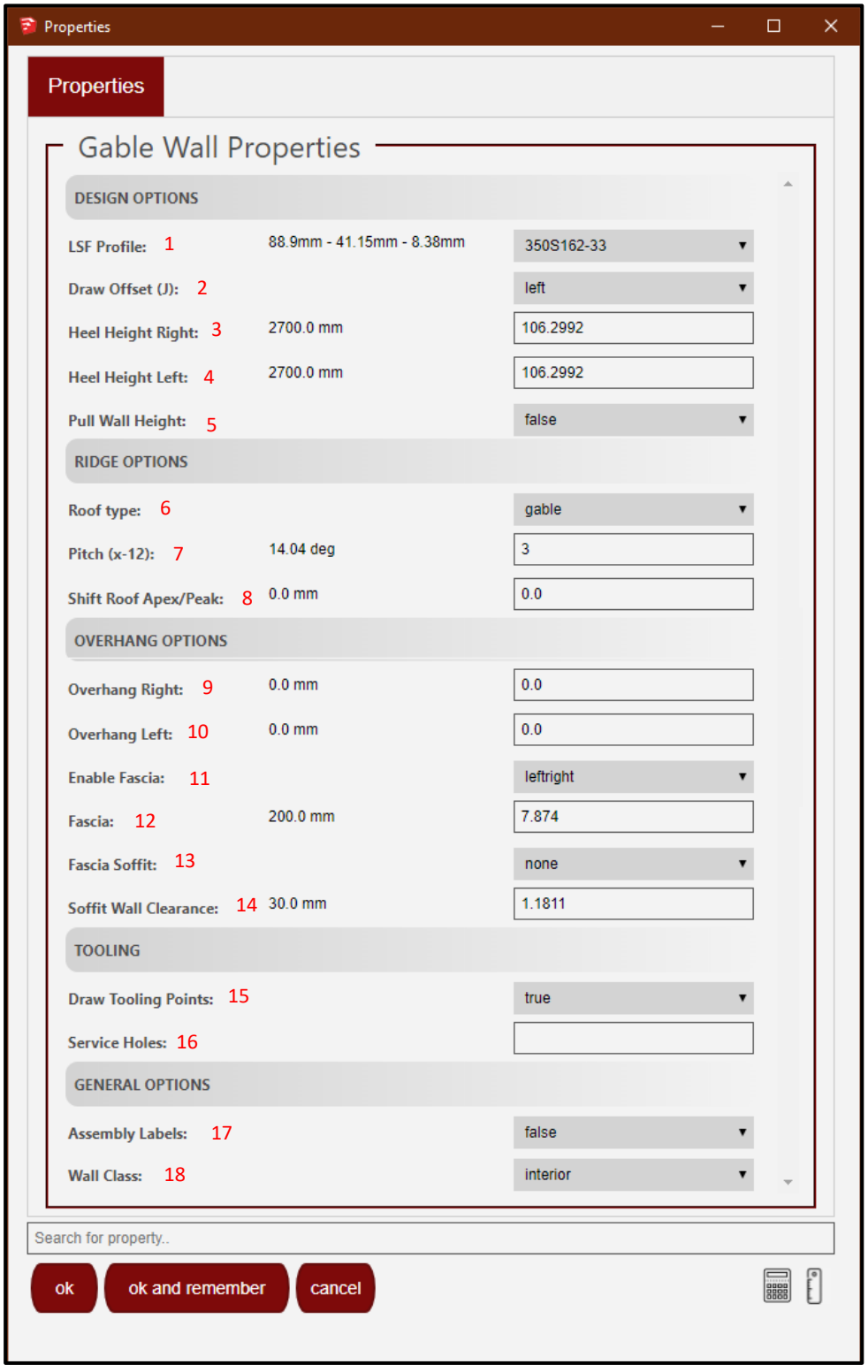
5. After selecting the second point the wall will be drawn.



How to draw a gable wall:

1. Start by clicking this icon 

2. A menu will open where the gable wall properties can be changed.



An i*n-depth explanation of the menu*:

1. **LSF Profile:**
   Changes Profile sizes.

2. **Draw Offset (J)**
   Assigns Drawing offset (Left, Right or centre).

3. **Heel height right:**
   Adjusts the height of the right side of the gable wall.

4. **Heel height left:**
   Adjusts the height of the left side of the gable wall.

5. **Pull Wall Height**
   This enables or disables the pull height function which allows a gable walls height to be dynamically selected.

6. **Roof type:**
   Choose between the different roof types for the gable wall for example Gable or mono.

7. **Pitch:**
   This adjusts the pitch of a Gable wall Truss.

8. **Shift roof apex/peak**
   This shifts the apex/peak of the gable wall (negative numbers make the apex/peak move to the left and positive numbers will make it go to the right).

9. **Overhang right**
   Adjusts overhang on the right side of the gable wall.

10. **Overhang left**
    Adjusts overhang on the left side of the gable wall.

11. **Enable fascia**
    Enable or disable fascia (left, right, Leftright, none).

12. **Fascia**
    Adjusts the length of the fascia.

13. **Fascia soffit**
    Enable or disable fascia soffit (left, right, Leftright, none).

14. **Soffit wall clearance**
    Adjusts the distance between the soffit and the wall.

15. **Draw Tooling Points**
    Enables or disables Tooling points for example Dimples etc.

16. **Service Holes**
    Adds a service hole according to users input for example [st100|ng100] .

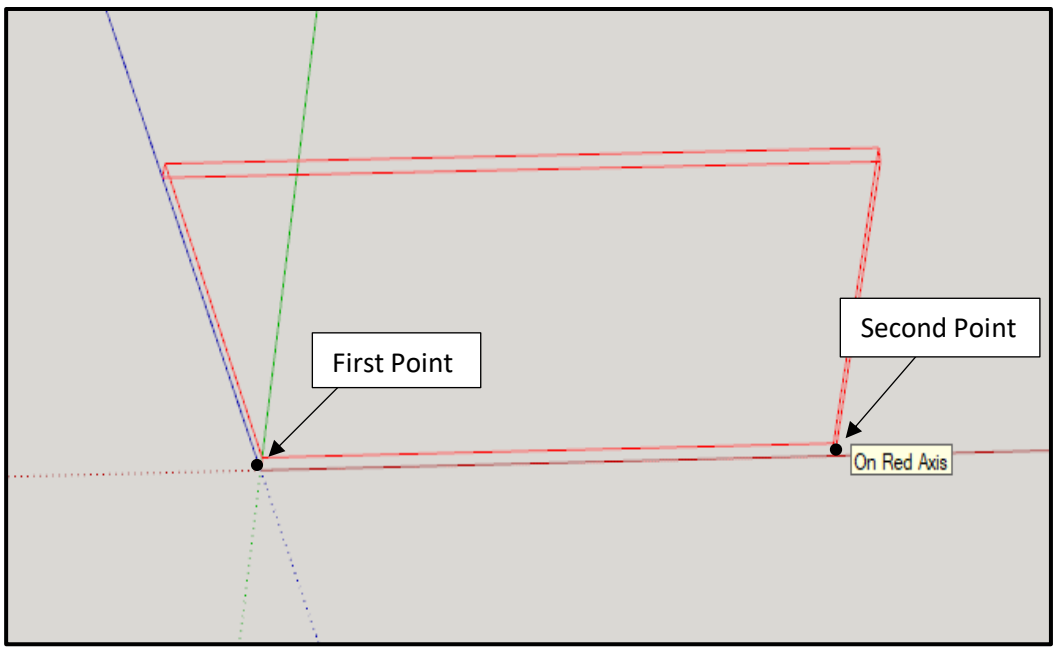
17. **Assembly Labels**
    Enables Assembly Labels (True or False).

18. **Wall Class**
    Changes a walls class (Interior, Exterior, Other).

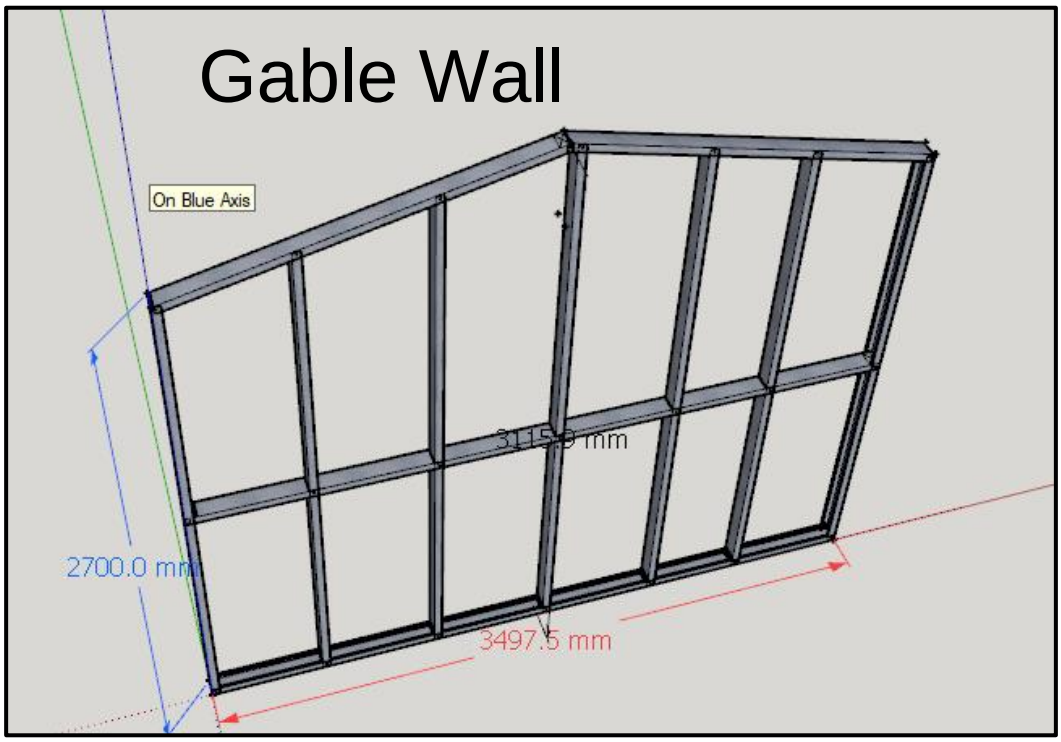
3. After adjusting settings click “ok”.

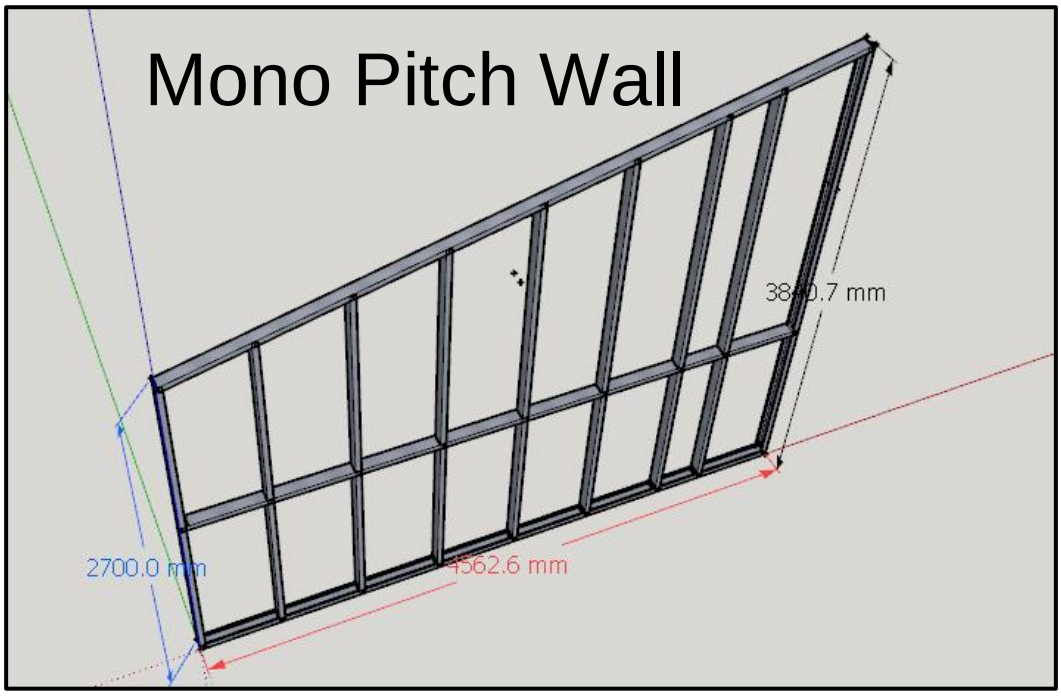
if you want your setting to be saved click “ok and remember”.

4. Select the first point then the second point



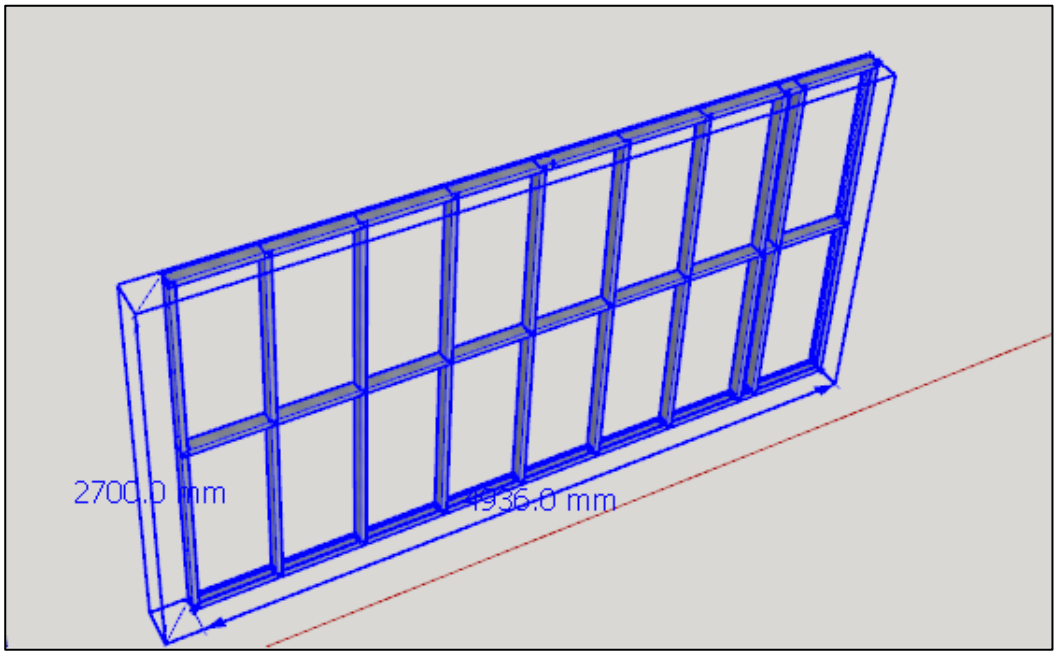
5. After selecting the second point the wall will be drawn.





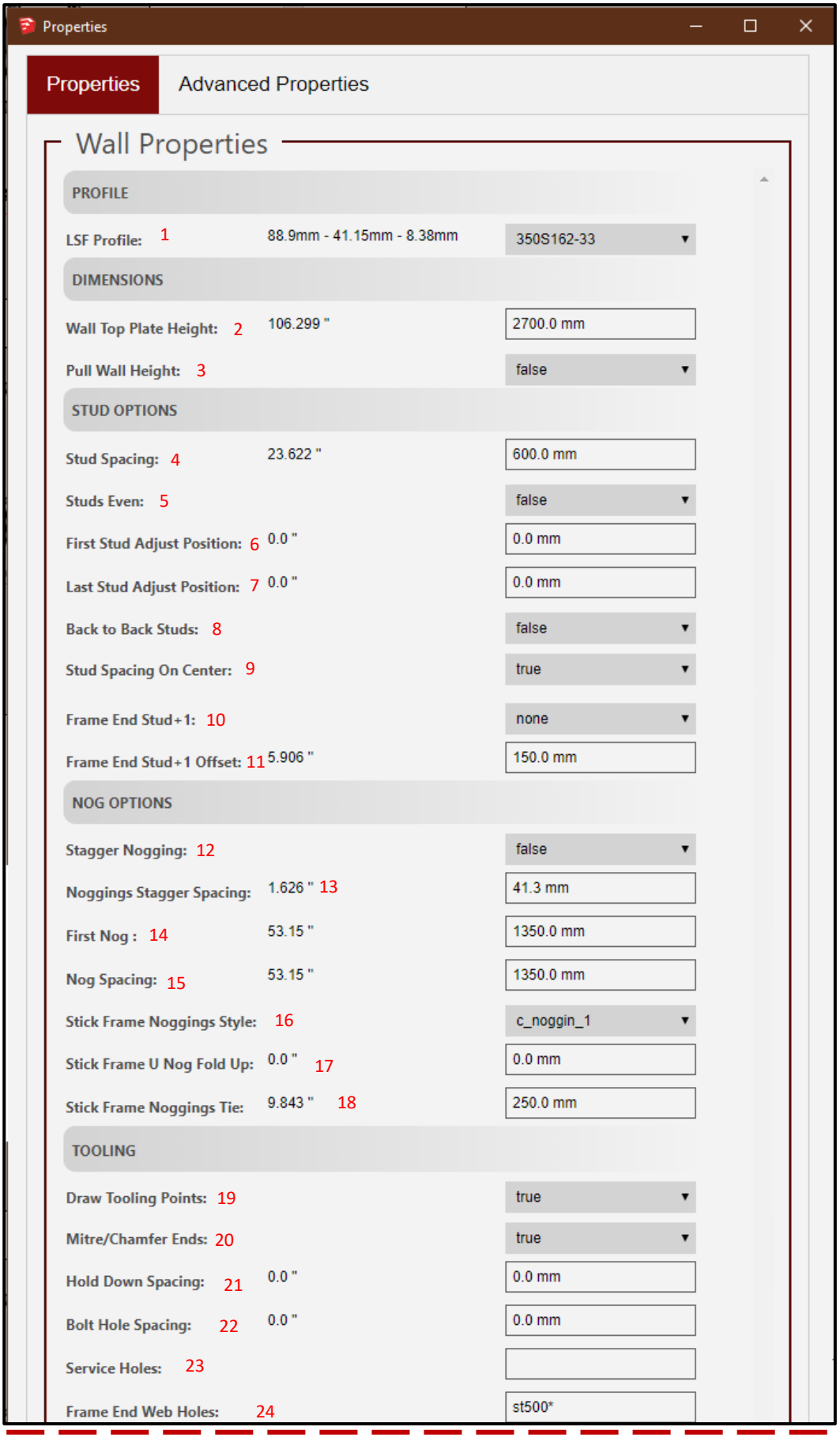
How to edit a wall:

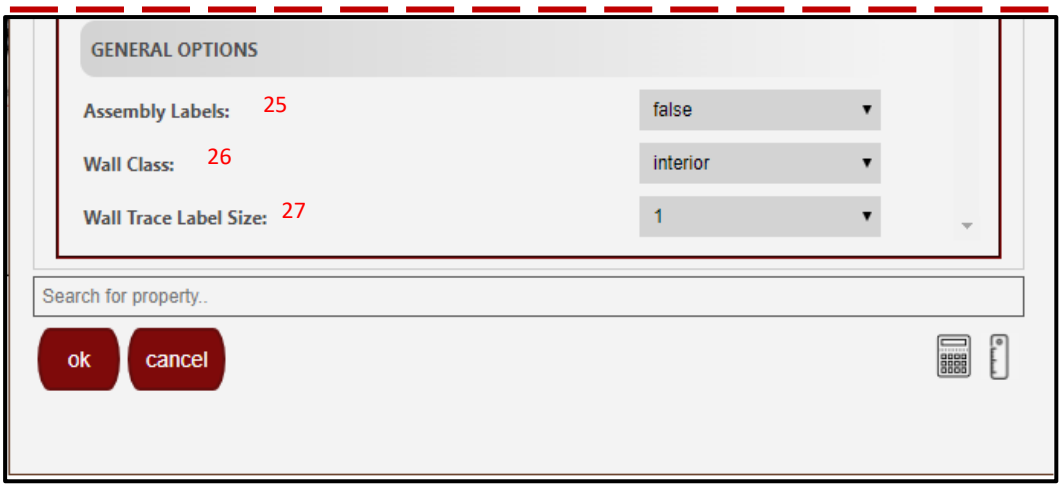
1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



2. Click on this icon 

3. The wall properties menu will open where the properties of the wall can be edited.


Properties
Properties
Advanced Properties
Wall Properties
PROFILE
LSF Profile: 1
88.9mm - 41.15mm - 8.38mm
350S162-33
DIMENSIONS
Wall Top Plate Height: 2
106.299 "
2700.0 mm
Pull Wall Height: 3
false
STUD OPTIONS
Stud Spacing: 4
23.622 "
600.0 mm
Studs Even: 5
false
First Stud Adjust Position: 6
0.0 "
0.0 mm
Last Stud Adjust Position: 7
0.0 "
0.0 mm
Back to Back Studs: 8
false
Stud Spacing On Center: 9
true
Frame End Stud+1: 10
none
Frame End Stud+1 Offset: 11
5.906 "
150.0 mm
NOG OPTIONS
Stagger Nogging: 12
false
Noggings Stagger Spacing:
1.626 " 13
41.3 mm
First Nog : 14
53.15 "
1350.0 mm
Nog Spacing: 15
53.15 "
1350.0 mm
Stick Frame Noggings Style: 16
c_noggin_1
Stick Frame U Nog Fold Up:
0.0 " 17
0.0 mm
Stick Frame Noggings Tie:
9.843 " 18
250.0 mm
TOOLING
Draw Tooling Points: 19
true
Mitre/Chamfer Ends: 20
true
Hold Down Spacing: 21
0.0 "
0.0 mm
Bolt Hole Spacing: 22
0.0 "
0.0 mm
Service Holes: 23
Frame End Web Holes: 24
st500*



An in-depth explanation of the menu:

1. **LSF profile:**
   Changes the steel profile used.

2. **Wall top plate height**
   Adjusts the walls top plate height (Height of wall).

3. **Pull wall height:**
   This enables or disables the pull height function which allows the height of the wall to be dynamically selected.

4. **Stud spacing**
   Adjusts spacing between studs in a wall.

5. **Studs even**
   Enable or disable even studs in a wall.

6. **First stud adjust position:**
   Adjusts the position of the first stud.

7. **Last stud adjust position**
   Adjusts the position of the last stud.

8. **Back-to-back studs**
   Enables or disables back-to-back studs.

9. **Stud spacing on centre**
   Spaces studs from the start of a wall to the centre of studs.

10. **Frame end stud+1**
    Adds extra studs at the end of the frame.

11. **Frame end stud+1 offset:**
    Adjusts the offset or size of the extra stud.

12. **Stagger nogging**
    Enables or disables stagger nogging.

13. **Noggings stagger spacing**
    Adjusts the spacing between staggered nogs.

14. **First nog**
    Adjusts the height of the first nog.

15. **Nog spacing**
    Adjusts spacing between nogs.

16. **Stick frame nogging style:**
    Changes the nogging style on a stick frame.

17. **Stick frame U nog fold up: `**
    Shows cut and fold up of nogging ends on a stick frame.

18. **Stick frame nogging tie:**
    Adds fixing points for connecting nogs to studs.

19. **Draw tooling points:**
    Enables or disables tooling points for example Dimples etc.

20. **Mitre/chamfer ends:77**
    Mitres a brace profile ends.

21. **Hold down spacing**
    Adjusts spacing between hold down points on a frame.

22. **Bolt hole spacing**
    Adjusts spacing between bolt holes on a frame.

23. **Service holes**
    Adds a service hole according to users input for example st100|ng100.

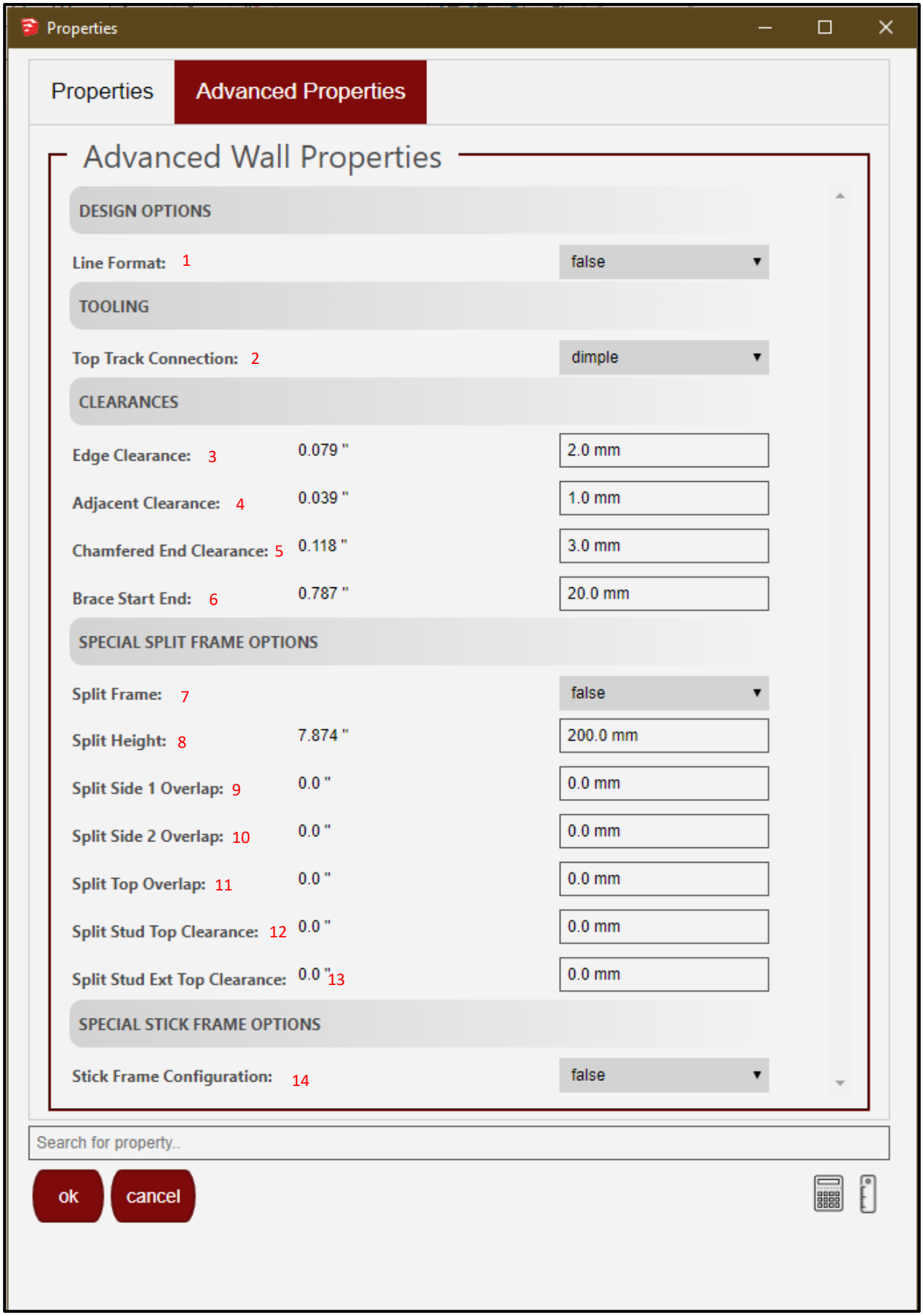
24. **Frame end web holes**
    Adds a frame end web holes according to user's input.

25. **Assembly labels**
    Enables Assembly Labels (True or False).

26. **Wall class**
    Changes a wall class (Interior, Exterior, Other)

27. Wall trace label sizes

Adjusts the size of the wall trace labels when tracing.


Properties
Properties
Advanced Properties
Advanced Wall Properties
DESIGN OPTIONS
Line Format: 1
false
TOOLING
Top Track Connection: 2
dimple
CLEARANCES
Edge Clearance: 3
0.079 "
2.0 mm
Adjacent Clearance: 4
0.039 "
1.0 mm
Chamfered End Clearance: 5
0.118 "
3.0 mm
Brace Start End: 6
0.787 "
20.0 mm
SPECIAL SPLIT FRAME OPTIONS
Split Frame: 7
false
Split Height: 8
7.874 "
200.0 mm
Split Side 1 Overlap: 9
0.0 "
0.0 mm
Split Side 2 Overlap: 10
0.0 "
0.0 mm
Split Top Overlap: 11
0.0 "
0.0 mm
Split Stud Top Clearance: 12
0.0 "
0.0 mm
Split Stud Ext Top Clearance:
0.0 "
13
0.0 mm
SPECIAL STICK FRAME OPTIONS
Stick Frame Configuration: 14
false
Search for property..
ok
cancel

An i*n-depth explanation of the menu*:

1. **line format**
   Enables or disables line format instead of the visual steel.

2. **Top track connection**
   Enables slots instead of dimples which allow for slight adjustments to a frame when assembling.

3. **Edge clearance**
   Increases or decreases the clearance to the edge of a profile.

4. **Adjacent clearance**
   Adjusts the adjacent clearance on a wall.

5. **Chamfered end clearance**
   Adjusts clearance of chamfered profiles on a wall.

6. Brace start end

7. **Split frame**
   Enables or disables the split frame function.

8. **Split height**
   Adjusts the length of the split height.

9. **Split side 1 overlap:**
   Adjusts the length of the overlap on side 1.

10. **Split side 2 overlap:**
    Adjusts the length of the overlap on side 2.

11. **Split top overlap**
    Adjusts the height of the top overlap on the frame.

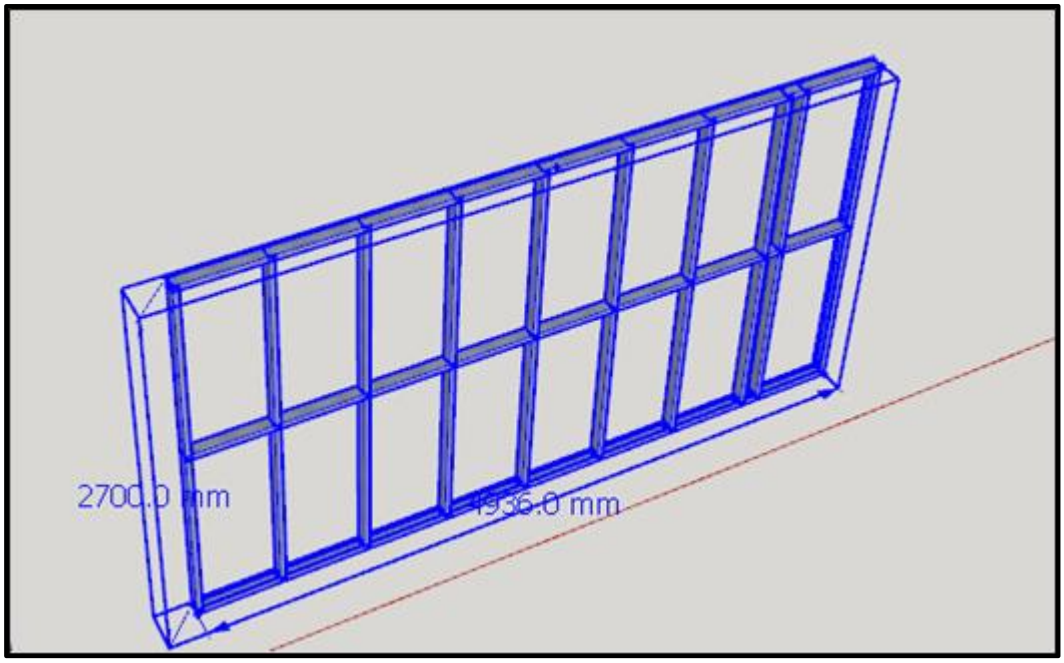
12. **Split stud top clearance**
    Adjust the clearance between the studs and the split.

13. **Split stud Ext top clearance**
    Adjusts the clearance of the stud extensions and the frame.

14. **Stick frame configuration**
    Enables or disables the stick frame configuration which removes all tooling etc.

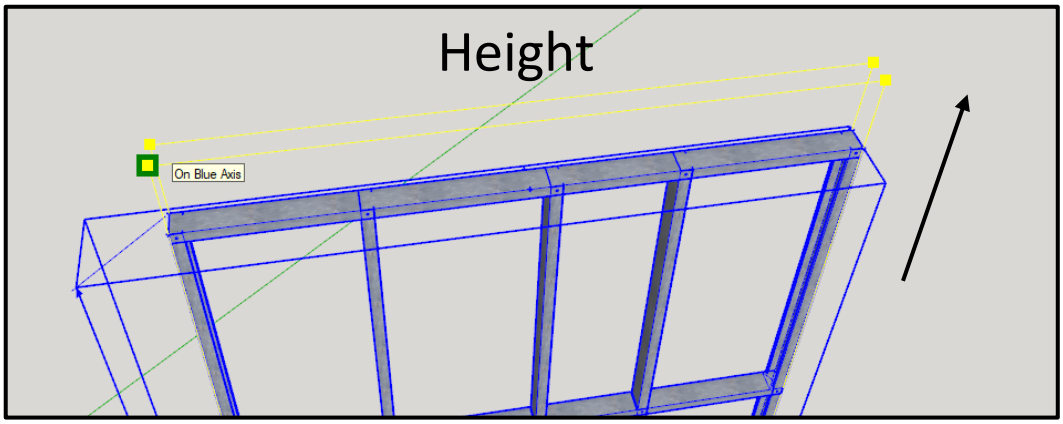
To resize a wall:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

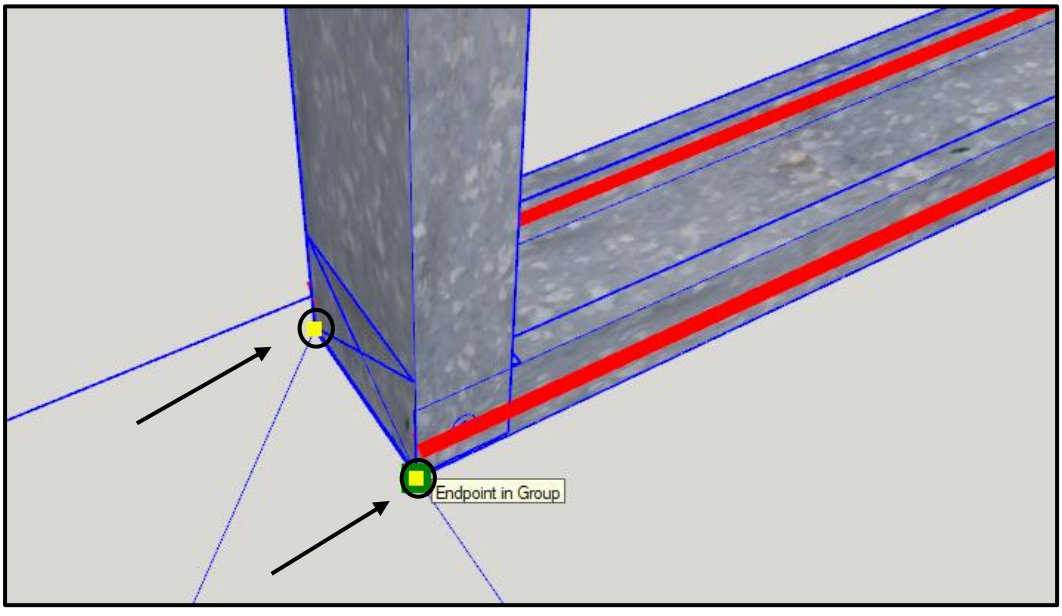


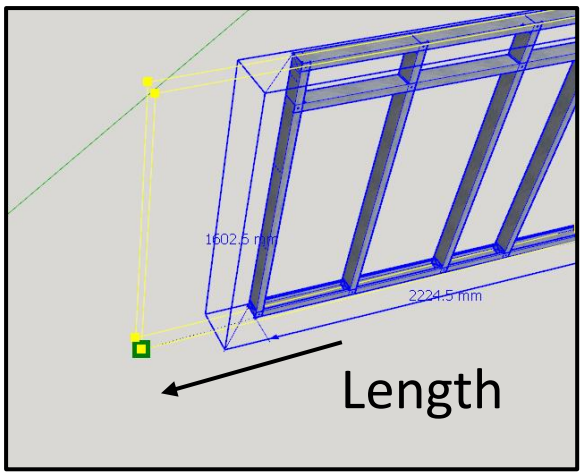
2. To resize a wall, start by clicking this icon 

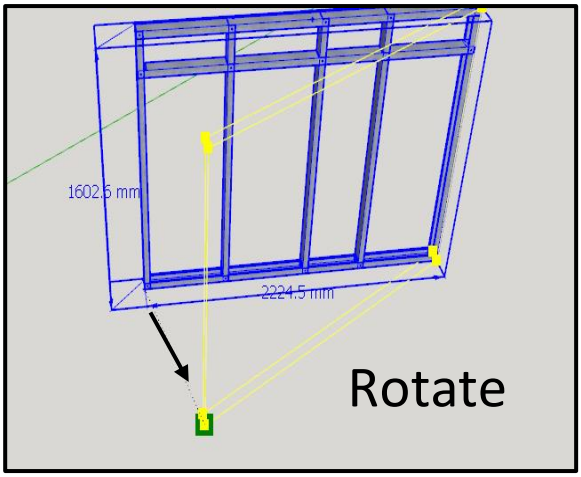
3. To adjust the height of a frame hover over the top corners of the frame, which will be highlighted in yellow and green



4. To adjust the length or rotate a frame hover over the bottom corners of the frame, which will be highlighted in yellow and green.

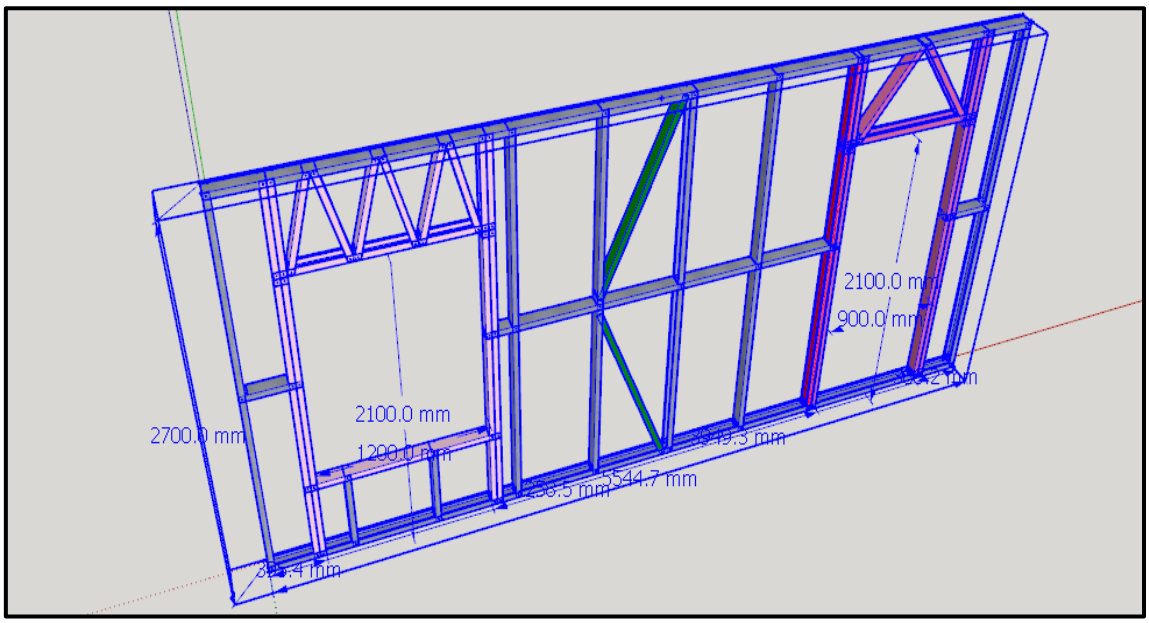



1602.5 mm
2224.5 mm
Length


1602.5 mm
2224.5 mm
Rotate

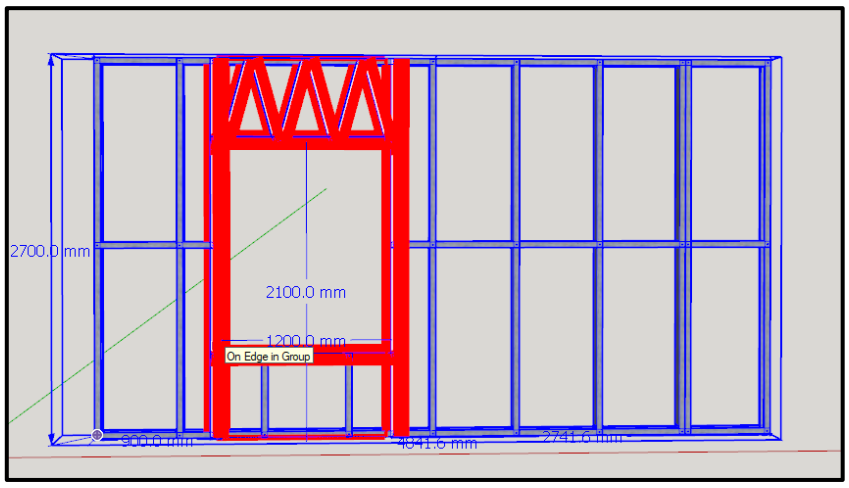
To reposition a Window, Door, Brace:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

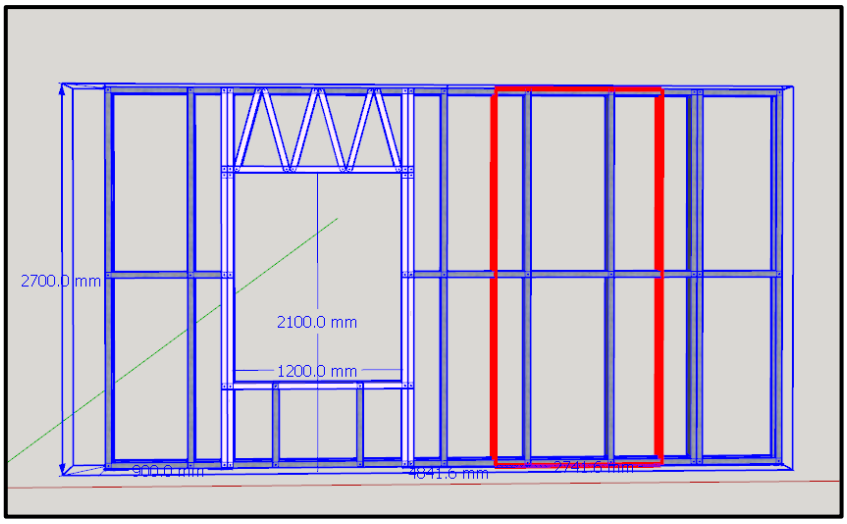


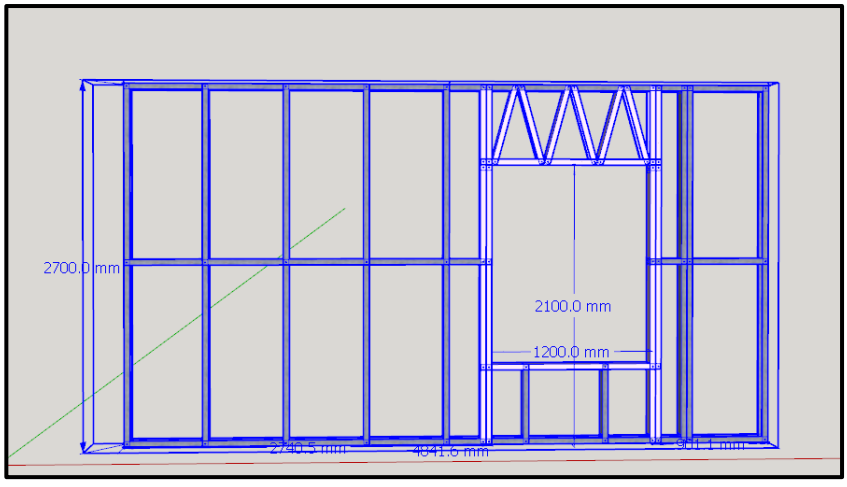
2. To reposition a window opening, door opening or brace, start by clicking this icon 

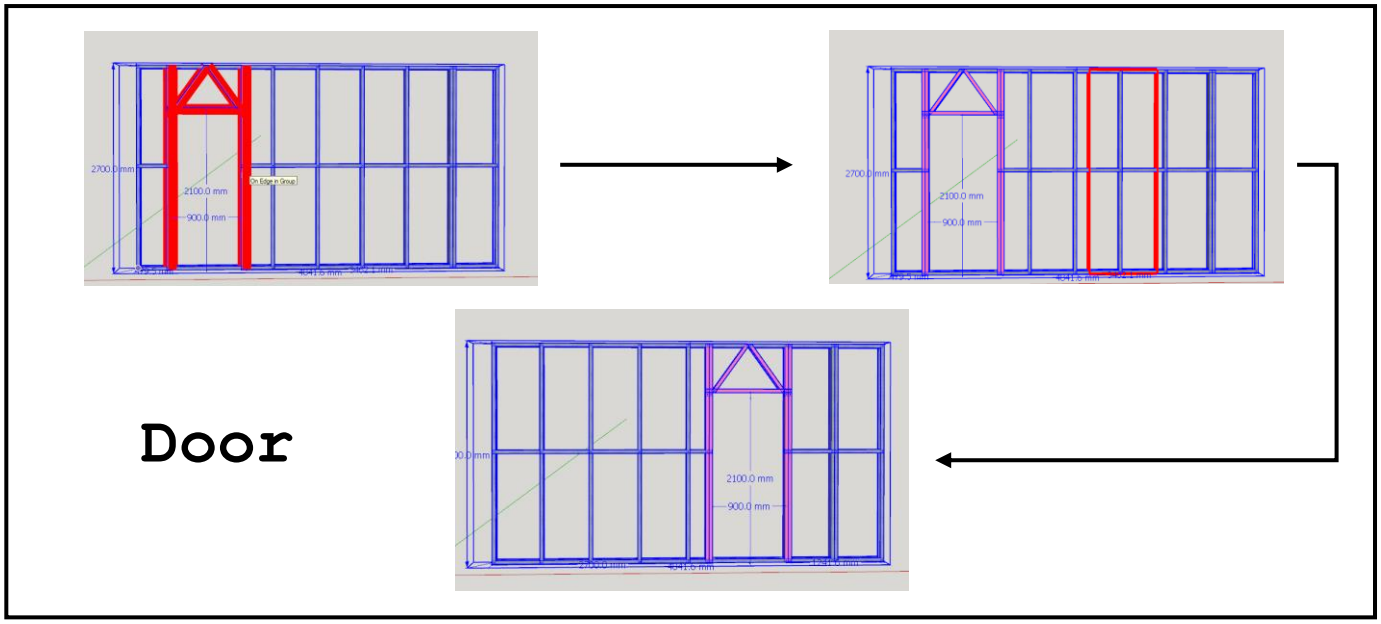
3. Select Wall, Window or Brace to reposition.

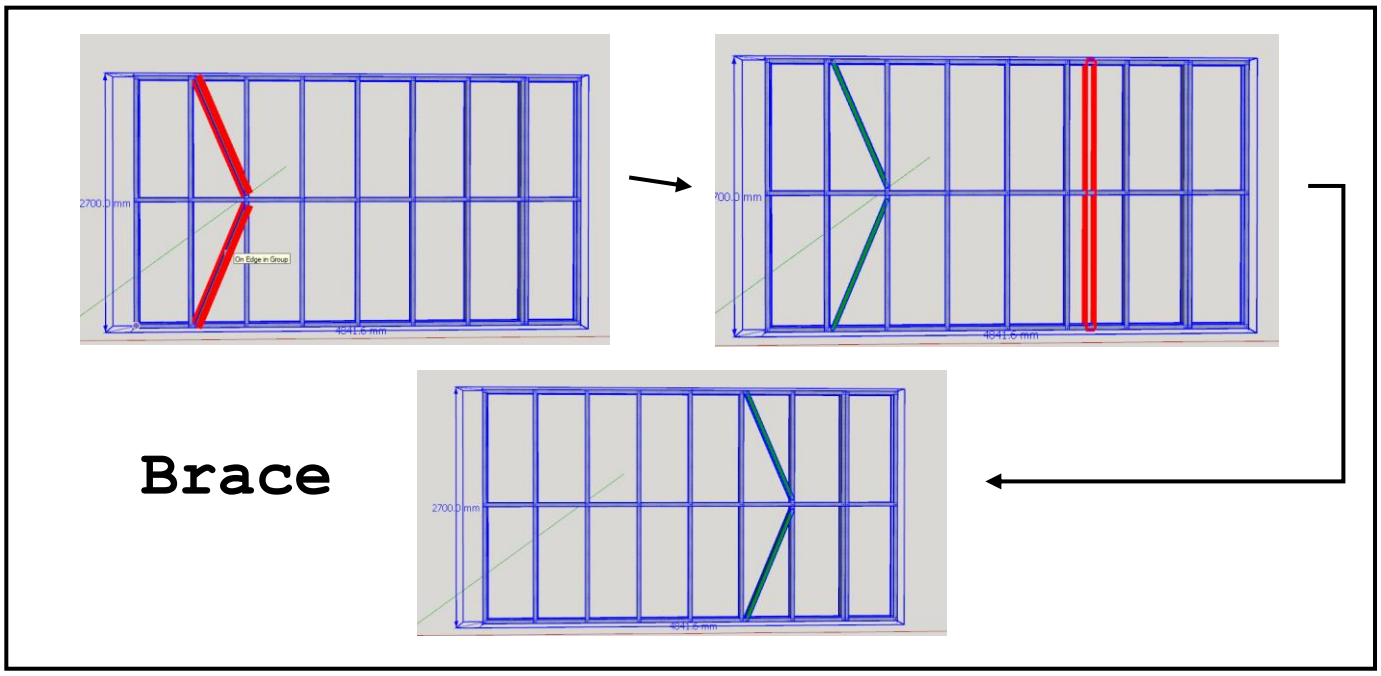


Window



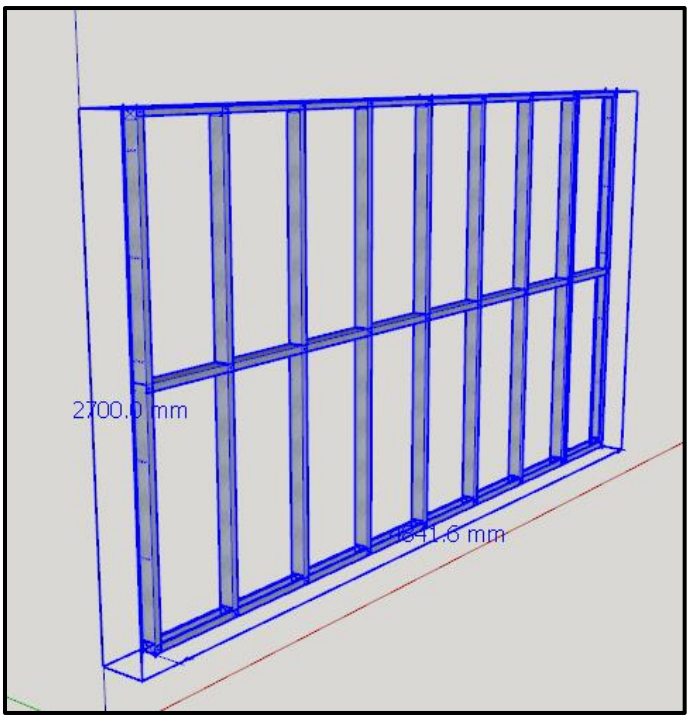



Door
2700.0 mm
2100.0 mm
900.0 mm


Brace
2700.0 mm

To redraw a wall:

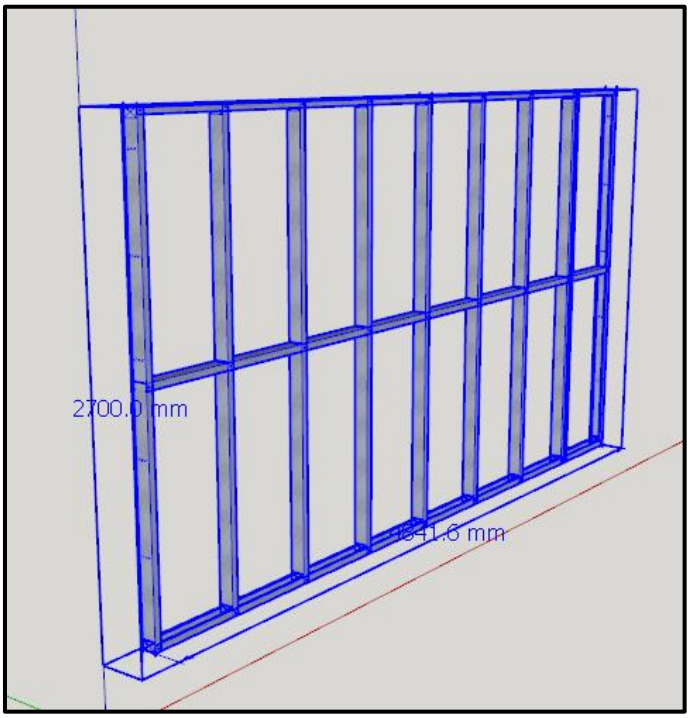
1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



1. To redraw a wall, click on this icon 

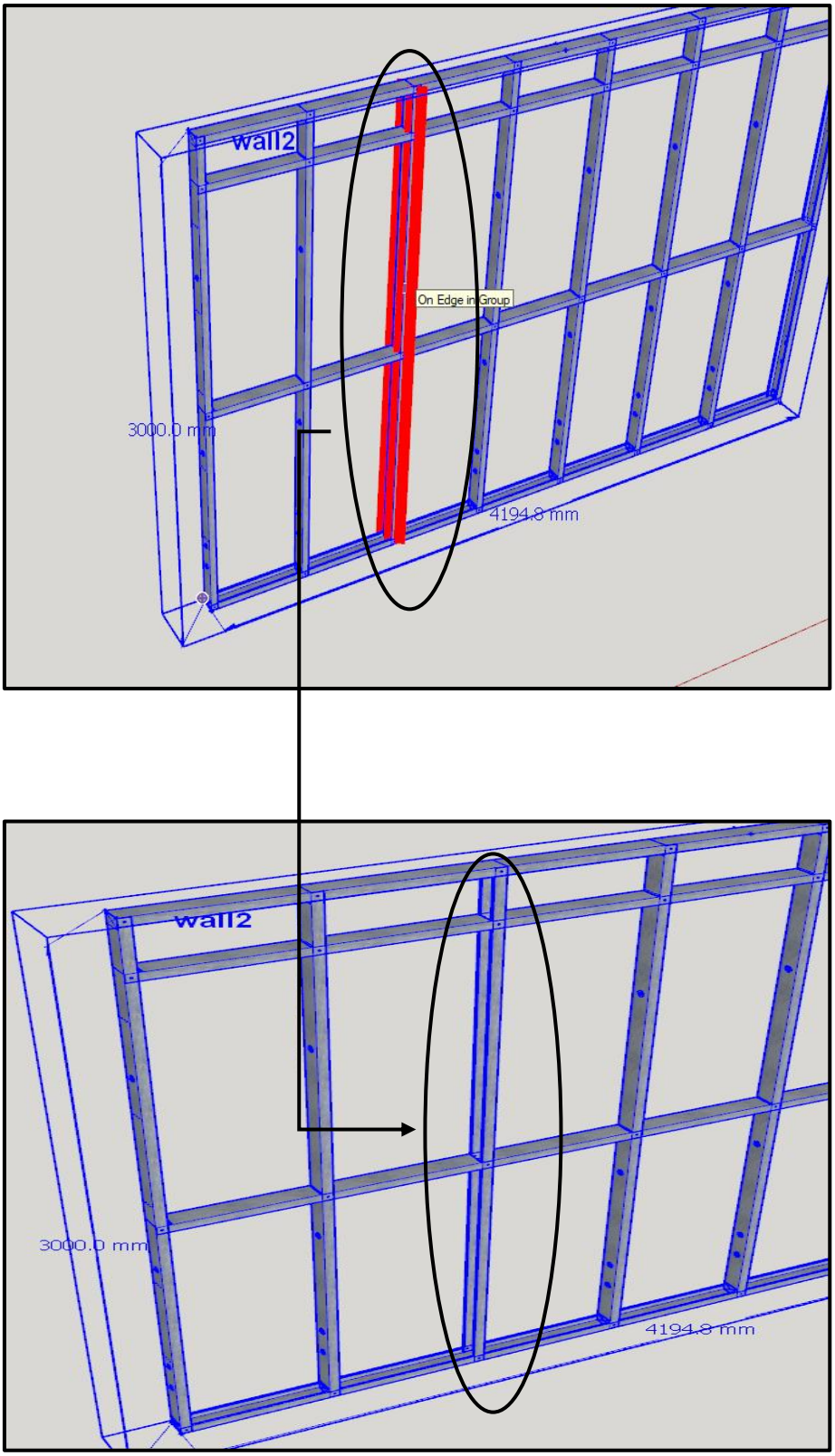
To rotate a component:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



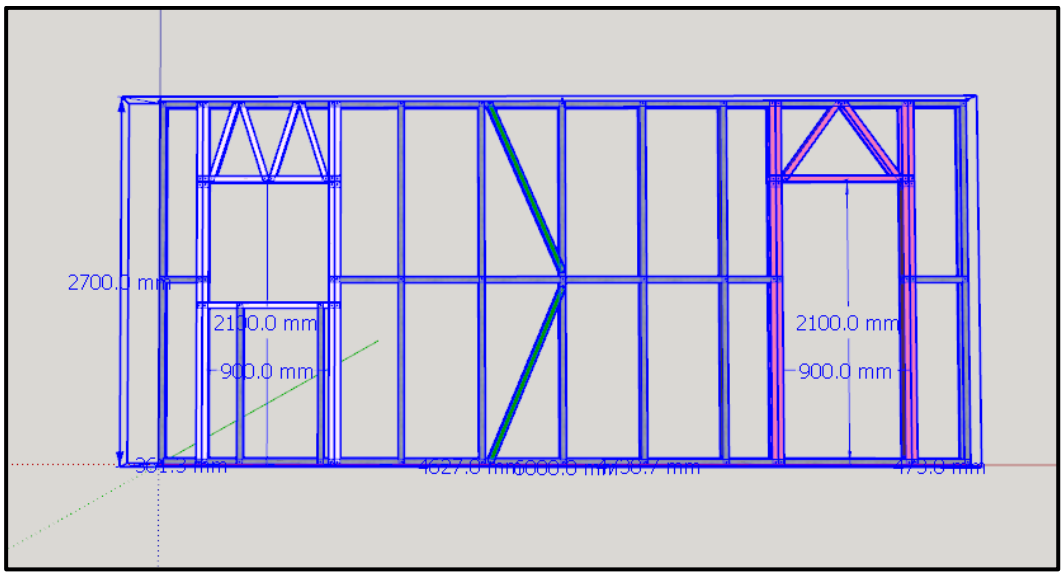
2. To rotate a component within a wall, click on this icon 

3. Then select the component.


wall2
On Edge in Group
3000.0 mm
4194.8 mm
wall2
3000.0 mm
4194.8 mm

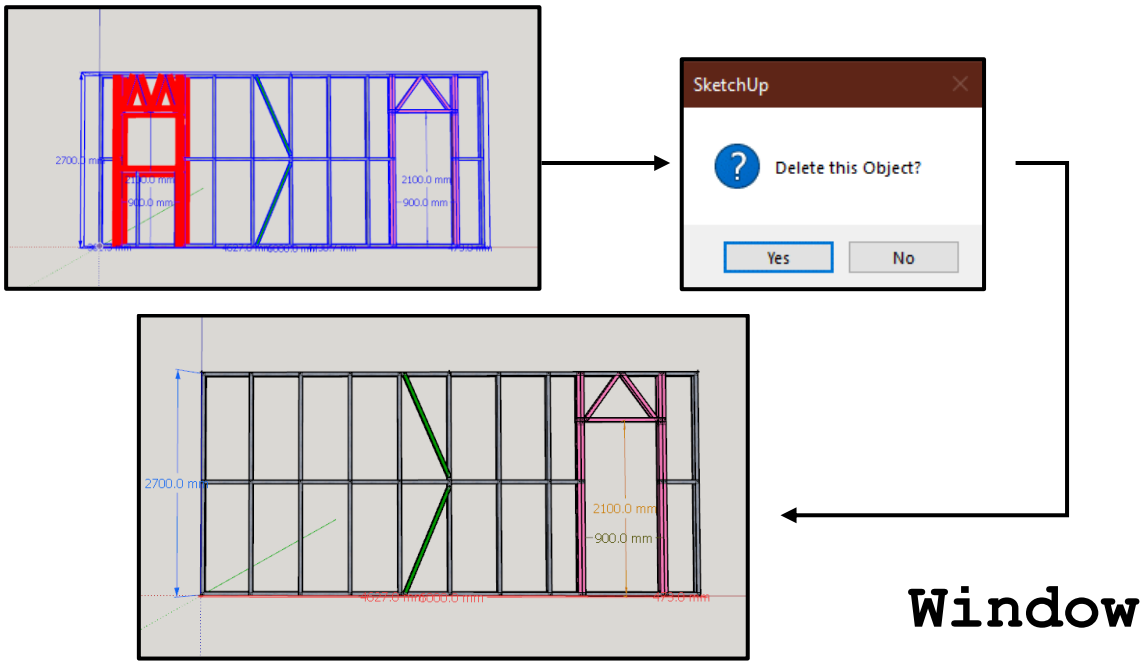
To Delete a component:

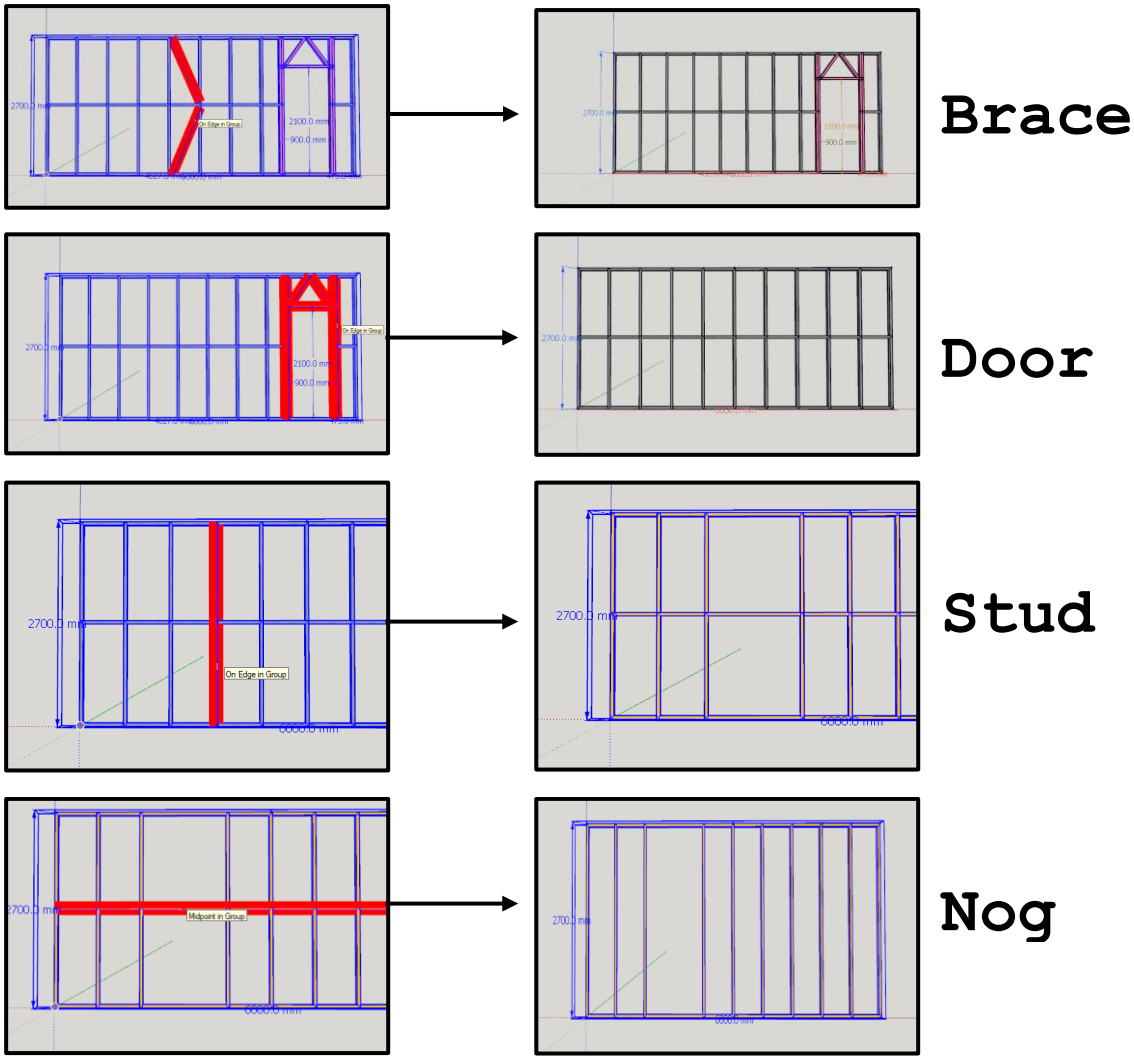
1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



1. To delete a component, click on this icon 

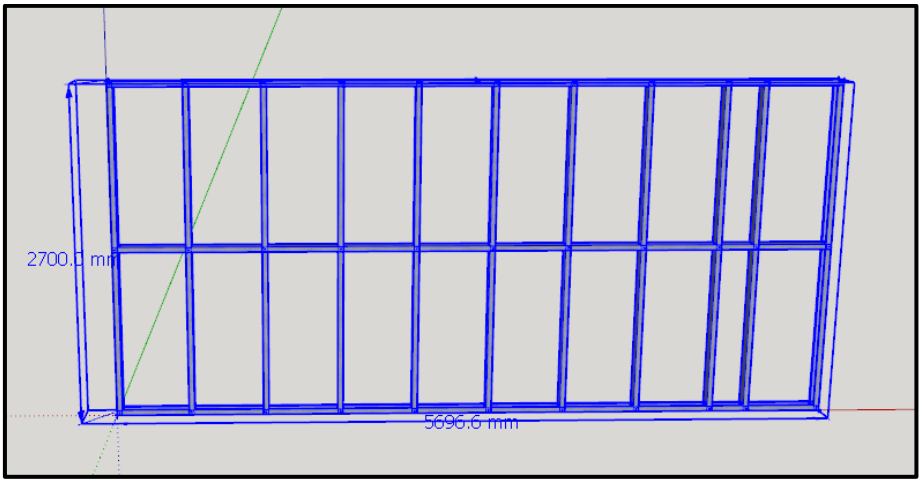
2. Hover over a component that needs to be deleted (such as Window, Door, Brace, Stud or Nog) the component will be highlighted in red. Select the component then click "Yes" on the pop-up message to confirm.




Brace
Door
Stud
Nog

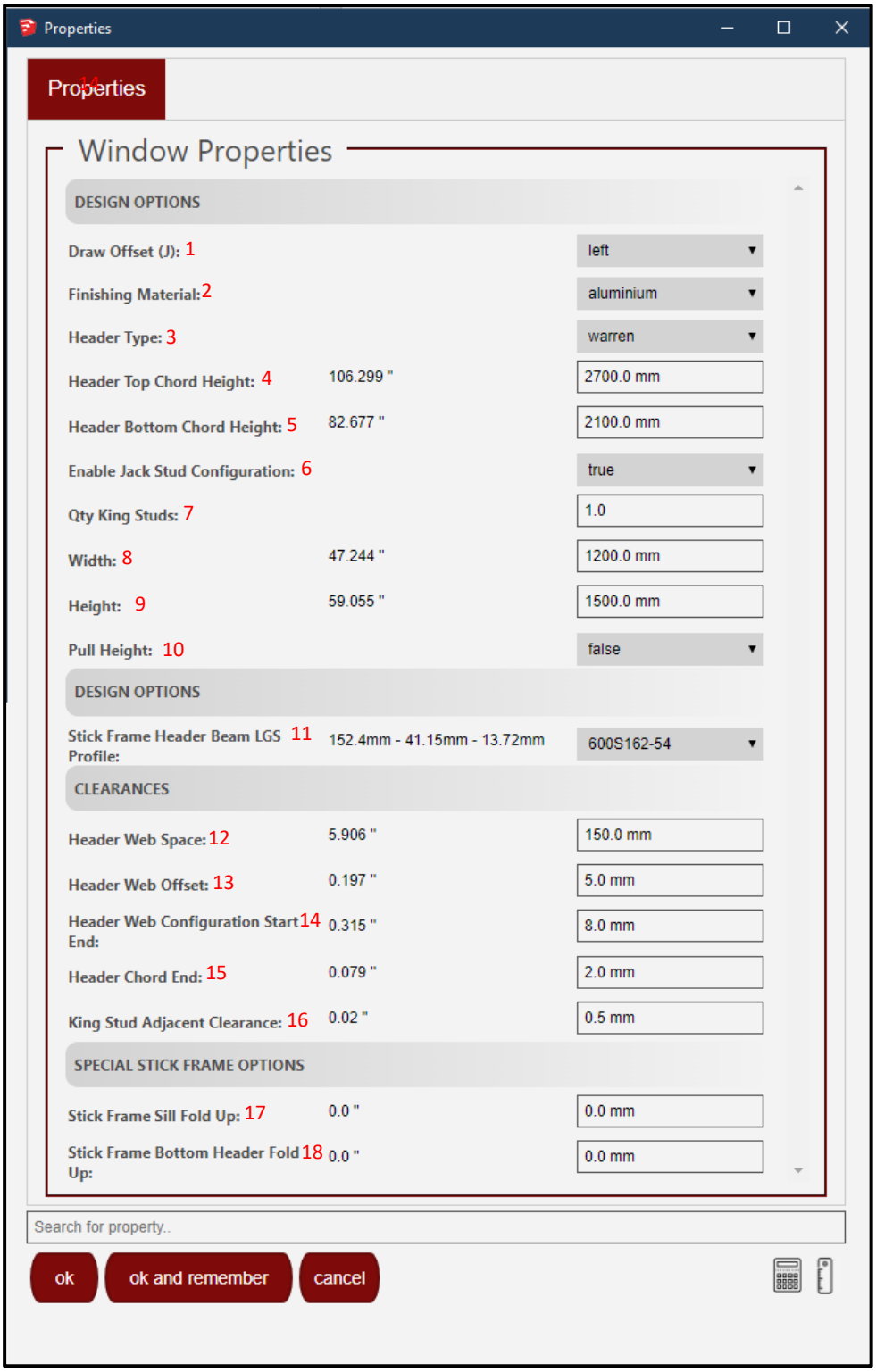
How to add a window opening configuration:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



2. To add a window opening configuration to a selected wall, click this icon 

3. A menu will open where window properties can be changed.


Properties
Properties
Window Properties
DESIGN OPTIONS
Draw Offset (J): 1
left
Finishing Material: 2
aluminium
Header Type: 3
warren
Header Top Chord Height: 4
106.299 "
2700.0 mm
Header Bottom Chord Height: 5
82.677 "
2100.0 mm
Enable Jack Stud Configuration: 6
true
Qty King Studs: 7
1.0
Width: 8
47.244 "
1200.0 mm
Height: 9
59.055 "
1500.0 mm
Pull Height: 10
false
DESIGN OPTIONS
Stick Frame Header Beam LGS Profile: 11
152.4mm - 41.15mm - 13.72mm
600S162-54
CLEARANCES
Header Web Space: 12
5.906 "
150.0 mm
Header Web Offset: 13
0.197 "
5.0 mm
Header Web Configuration Start End: 14
0.315 "
8.0 mm
Header Chord End: 15
0.079 "
2.0 mm
King Stud Adjacent Clearance: 16
0.02 "
0.5 mm
SPECIAL STICK FRAME OPTIONS
Stick Frame Sill Fold Up: 17
0.0 "
0.0 mm
Stick Frame Bottom Header Fold Up: 18
0.0 "
0.0 mm
Search for property..
ok
ok and remember
cancel

An in-depth explanation of the menu:

1. **Draw Offset (J):**
   Changes the Offset (Left, Right, Centre).

2. **Finishing Material:**
   Changes the Finishing Material of the window (aluminium, wood).

3. **Header Type:**
   Changes the header type (Howe, Pratt, Warren, Warren_Vertical, Verticals, None).

4. **Header Top Chord Height:**
   Adjusts the top chord of the windows header.

5. **Header Bottom Chord Height:**
   Adjusts the bottom chord of the windows header.

6. **Enable Jack Stud Configuration:**
   Enables or disables jack stud configuration.

7. **Qty King Studs:**
   Changes the number of king studs.

8. **Width:**
   Adjusts the width of the window.

9. **Height**
   Adjusts the height of the window.

10. **Pull Height**
    This enables or disables the pull height function which allows the height of the wall to be dynamically selected.

11. **Stick Frame Header Beam LGS Profile:**
    Changes the stick frame header profiles.

12. **Header Web Space:**
    Adjust web spacing in the windows header

13. **Header Web Offset:**
    Changes the window opening header web offset.

14. **Header Web Configuration Start End:**
    Changes the window opening header web configuration size from start to end.

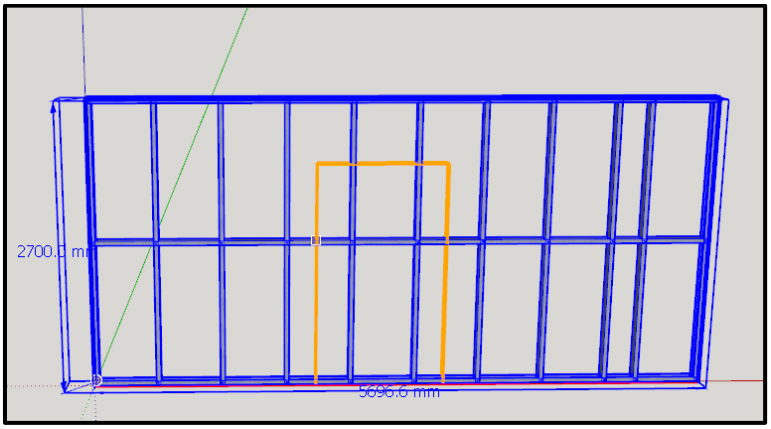
15. **Header Chord End:**
    Changes the size of the window openings header chord end.

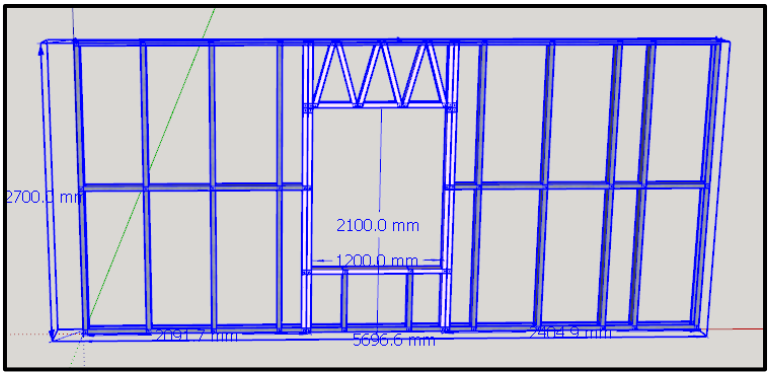
16. **King Stud Adjacent clearance:**
    Adjusts the king stud adjacent clearance on a window opening.

17. **Stick Frame Sill Fold Up:**
    Adjust the size of the fold up on the sill of a window opening on a stick frame.

18. **Stick Frame Bottom Header Fold Up:**
    Adjust the size of the fold up on the bottom header chord of a window opening on a stick frame.

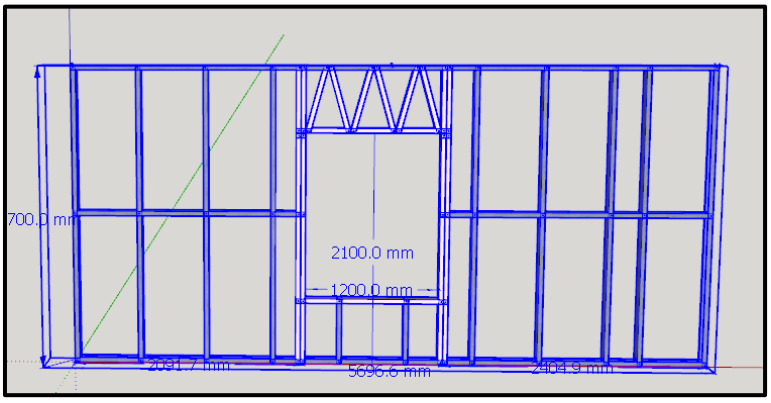
4. Select the place/point on the wall where the window should go





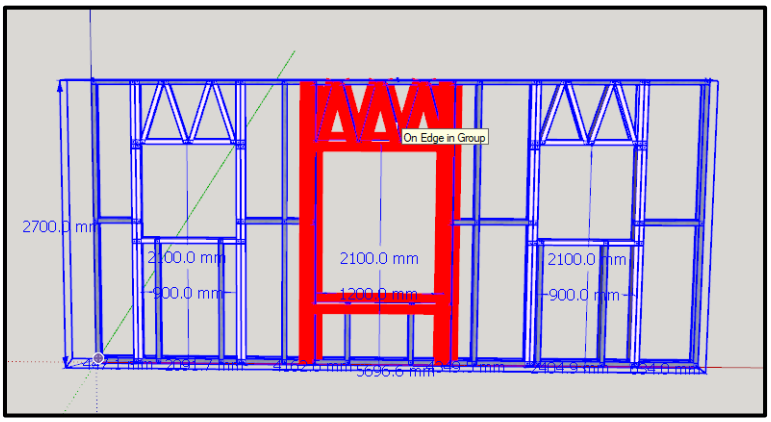
How to Edit a Window:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

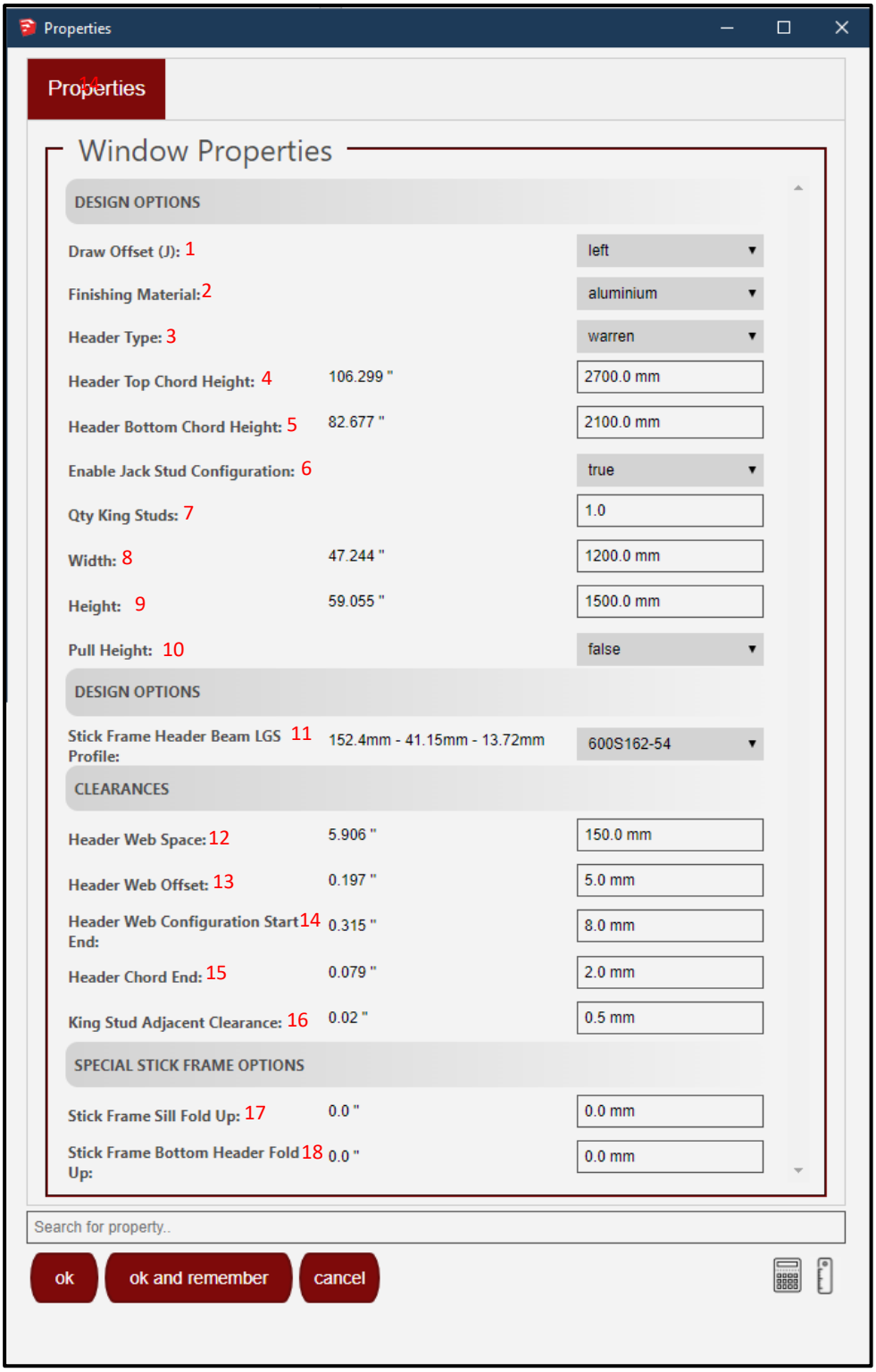


2. To edit a window opening configuration, click this icon 

3. Select the window that needs to be edited.



4. A properties menu will open where the window openings properties can be changes.



An in-depth explanation of the menu:

1. **Draw Offset (J):**
   Changes the Offset (Left, Right, Centre).

2. **Finishing Material:**
   Changes the Finishing Material of the window (aluminium, wood).

3. **Header Type:**
   Changes the header type (Howe, Pratt, Warren, Warren_Vertical, Verticals, None).

4. **Header Top Chord Height:**
   Adjusts the top chord of the windows header.

5. **Header Bottom Chord Height:**
   Adjusts the bottom chord of the windows header.

6. **Enable Jack Stud Configuration:**
   Enables or disables jack stud configuration.

7. **Qty King Studs:**
   Changes the number of king studs.

8. **Width:**
   Adjusts the width of the window.

9. **Height**
   Adjusts the height of the window.

10. **Pull Height**
    This enables or disables the pull height function which allows the height of the wall to be dynamically selected.

11. **Stick Frame Header Beam LGS Profile:**
    Changes the stick frame header profiles.

12. **Header Web Space:**
    Adjust web spacing in the windows header

13. **Header Web Offset:**
    Changes the window opening header web offset.

14. **Header Web Configuration Start End:**
    Changes the window opening header web configuration size from start to end.

15. **Header Chord End:**
    Changes the size of the window openings header chord end.

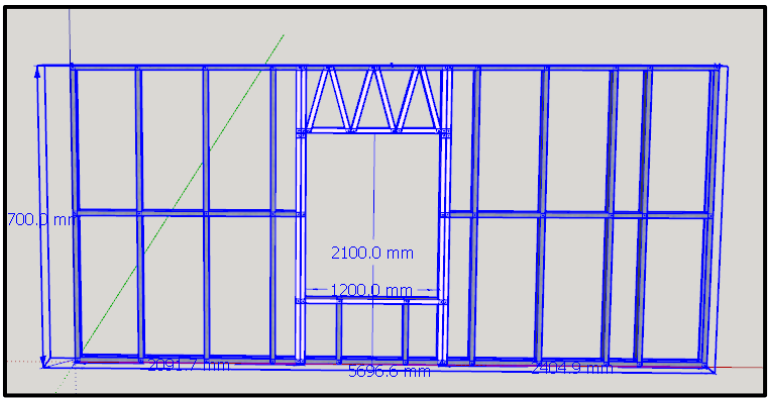
16. **King Stud Adjacent clearance:**
    Adjusts the king stud adjacent clearance on a window opening.

17. **Stick Frame Sill Fold Up:**
    Adjust the size of the fold up on the sill of a window opening on a stick frame.

18. **Stick Frame Bottom Header Fold Up:**
    Adjust the size of the fold up on the bottom header chord of a window opening on a stick frame.

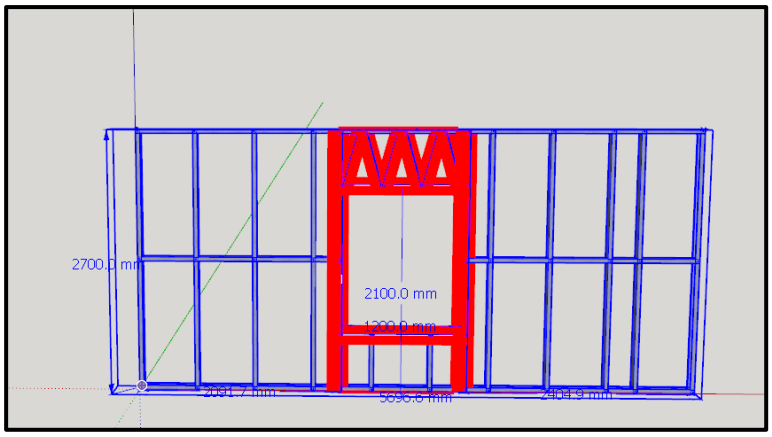
How to move a window in a wall:

1. Use SketchUp's "Select  Tool" to select the wall that needs to be edited (the wall will be highlighted in blue).

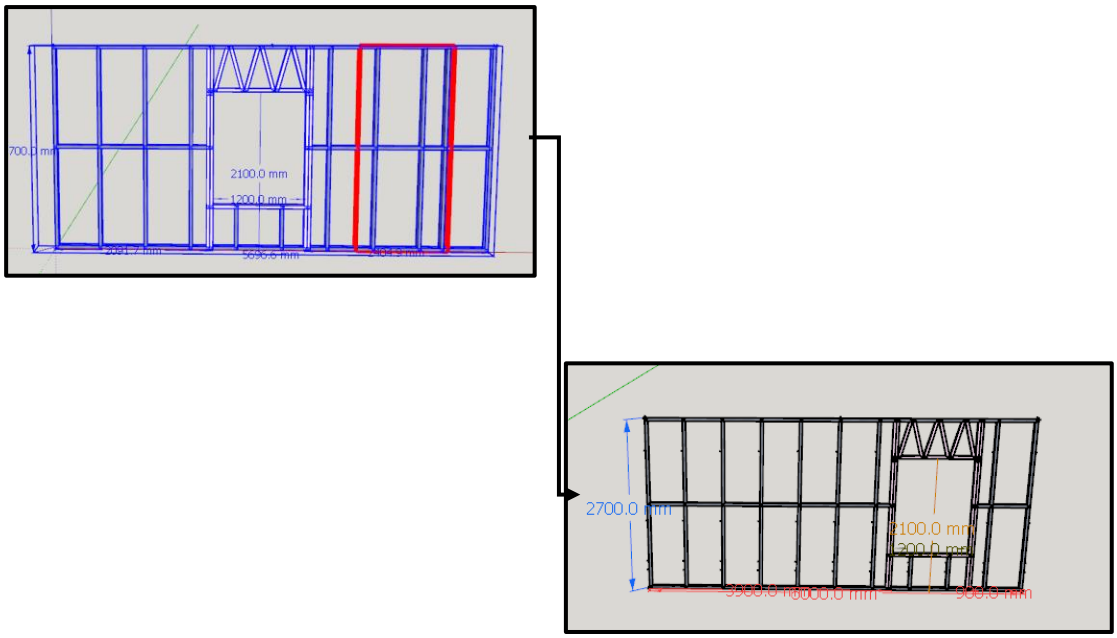


2. To move a window, click this  icon

3. Select the window that needs to be moved (the window will be highlighted in red when hovered over)



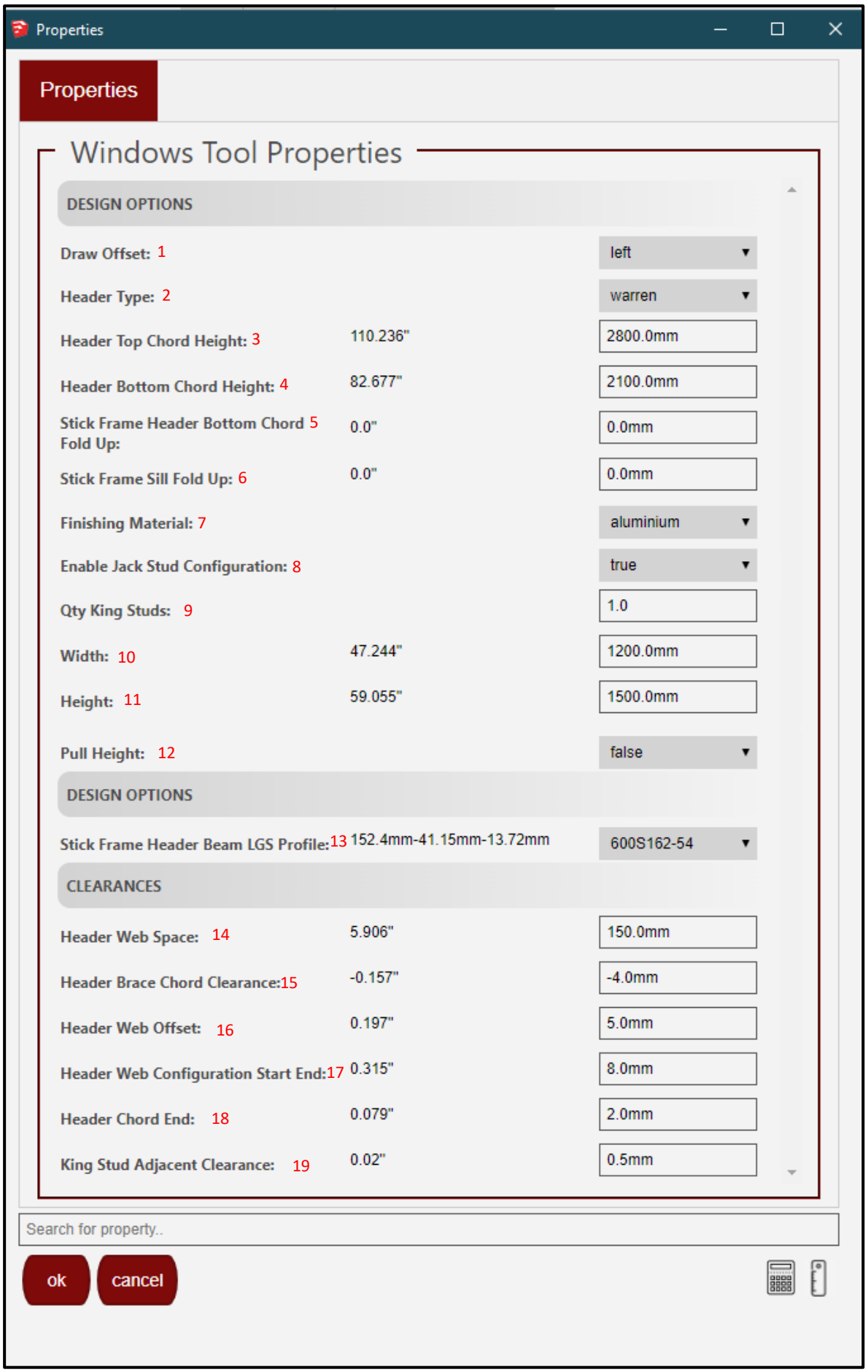
4. Move the window



How to change windows default settings:

1. Start by clicking this icon 

2. A menu will open where all default/global properties can be changed.


Properties
Properties
Windows Tool Properties
DESIGN OPTIONS
Draw Offset: 1
left
Header Type: 2
warren
Header Top Chord Height: 3
110.236"
2800.0mm
Header Bottom Chord Height: 4
82.677"
2100.0mm
Stick Frame Header Bottom Chord Fold Up: 5
0.0"
0.0mm
Stick Frame Sill Fold Up: 6
0.0"
0.0mm
Finishing Material: 7
aluminium
Enable Jack Stud Configuration: 8
true
Qty King Studs: 9
1.0
Width: 10
47.244"
1200.0mm
Height: 11
59.055"
1500.0mm
Pull Height: 12
false
DESIGN OPTIONS
Stick Frame Header Beam LGS Profile: 13
152.4mm-41.15mm-13.72mm
600S162-54
CLEARANCES
Header Web Space: 14
5.906"
150.0mm
Header Brace Chord Clearance: 15
-0.157"
-4.0mm
Header Web Offset: 16
0.197"
5.0mm
Header Web Configuration Start End: 17
0.315"
8.0mm
Header Chord End: 18
0.079"
2.0mm
King Stud Adjacent Clearance: 19
0.02"
0.5mm
Search for property..
ok
cancel

An in-depth explanation of the menu:

1. **Draw Offset**
   Changes the default Offset on a window opening (Left, Right, Centre).

2. **Header Type**
   Change the header type (Howe, Pratt, Warren, Warren_Vertical, Verticals, None).

3. **Header Top Chord Height**
   Changes the window opening default top header chord height.

4. **Header Bottom Chord Height**
   Changes the window opening default bottom header chord height.

5. **Stick Frame Header Bottom Chord Fold Up**
   Adjust the default size of the fold up on the bottom header chord of a window opening on a stick frame.

6. **Stick Frame Sill Fold Up**
   Adjust the default size of the fold up on the sill of a window opening on a stick frame.

7. **Finishing Material**
   Changes the default finishing material of a window opening (e.g., aluminium, wood).

8. **Enable Jack Stud Configuration**
   Enable or disables jack stud configuration on a window opening.

9. **Qty King Studs**
   Changes the default quantity of king studs in a window opening.

10. **Width**
    Changes the default Width of a window opening.

11. **Height**
    Changes the default height of a window opening.

12. **Pull Height**
    Makes the feature that dynamically allows you to select the height of an object, default.

13. **Stick Frame Header Beam LGS Profile**
    Changes the default beam profile of a window opening in a stick frame.

14. **Header Web Space**
    Changes the default web spacing in the window openings header.

15. **Header Brace Chord Clearance**
    Changes default chord clearance for a brace in a window openings header.

16. **Header Web Offset**
    Changes default web offset in a window openings header.

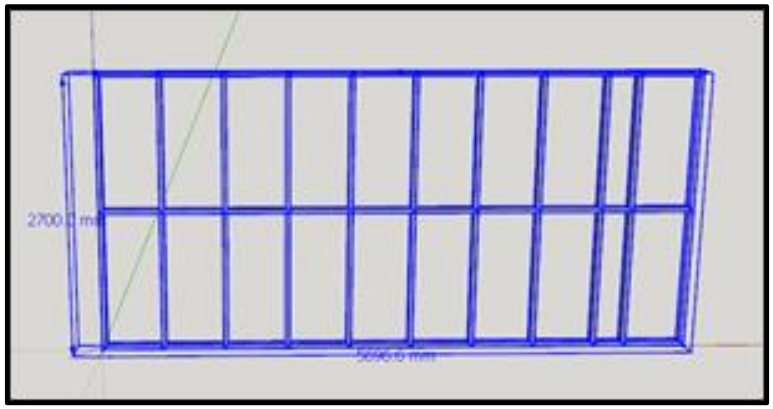
17. **Header Web Configuration Start End**
    Changes the default window opening header web configuration size from start to end.

18. **Header Chord End**
    Changes the default size of the window opening header chord end.

19. **King Stud Adjacent Clearance**
    Adjusts the default king stud adjacent clearance on a window opening.

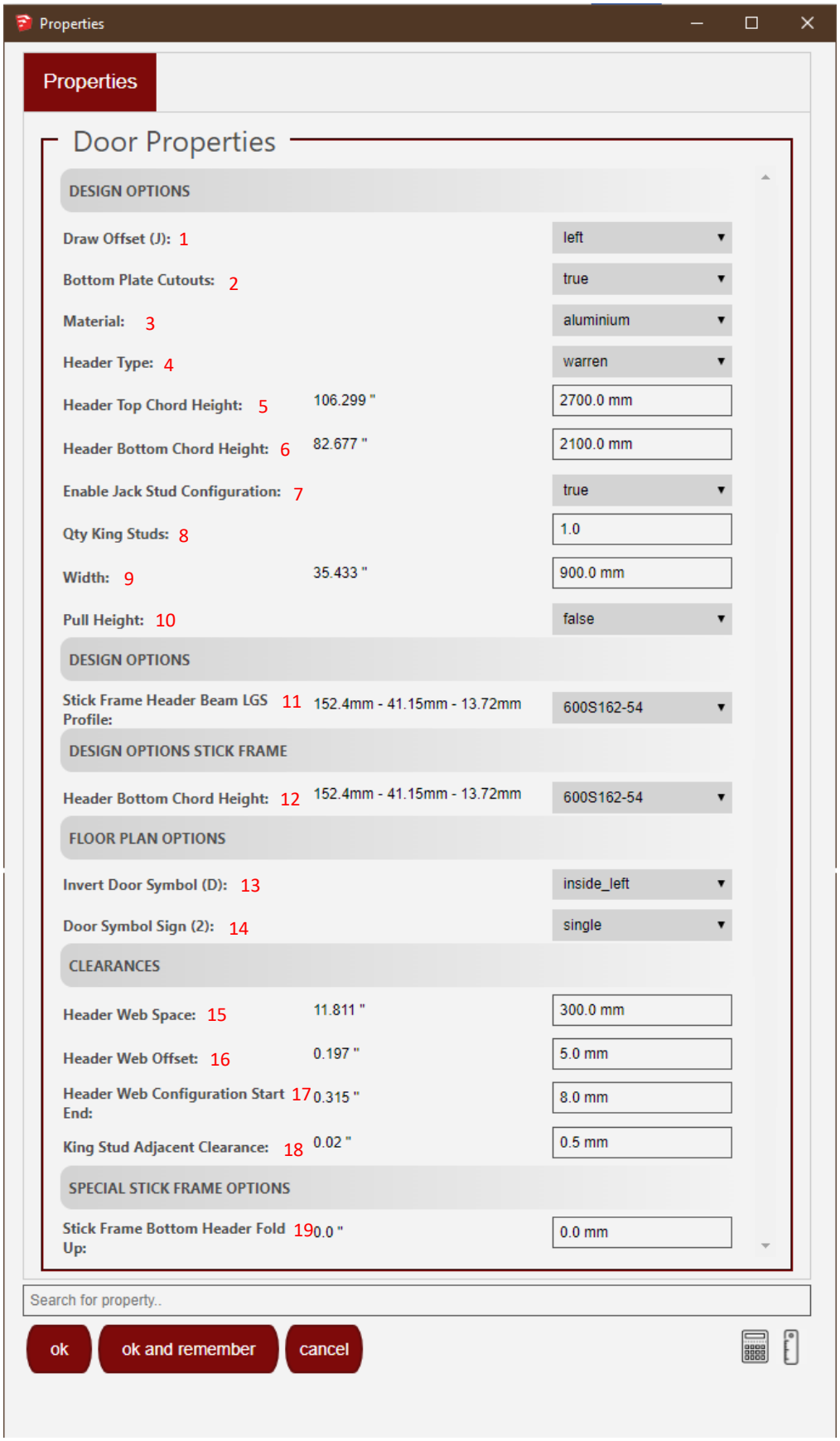
How to add a Door:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



2. To add a Door to a selected wall, click this icon 

3. A menu will open where window properties can be changed


Properties
Properties
Door Properties
DESIGN OPTIONS
Draw Offset (J): 1
left
Bottom Plate Cutouts: 2
true
Material: 3
aluminium
Header Type: 4
warren
Header Top Chord Height: 5
106.299 "
2700.0 mm
Header Bottom Chord Height: 6
82.677 "
2100.0 mm
Enable Jack Stud Configuration: 7
true
Qty King Studs: 8
1.0
Width: 9
35.433 "
900.0 mm
Pull Height: 10
false
DESIGN OPTIONS
Stick Frame Header Beam LGS Profile: 11
152.4mm - 41.15mm - 13.72mm
600S162-54
DESIGN OPTIONS STICK FRAME
Header Bottom Chord Height: 12
152.4mm - 41.15mm - 13.72mm
600S162-54
FLOOR PLAN OPTIONS
Invert Door Symbol (D): 13
inside_left
Door Symbol Sign (2): 14
single
CLEARANCES
Header Web Space: 15
11.811 "
300.0 mm
Header Web Offset: 16
0.197 "
5.0 mm
Header Web Configuration Start End: 17
0.315 "
8.0 mm
King Stud Adjacent Clearance: 18
0.02 "
0.5 mm
SPECIAL STICK FRAME OPTIONS
Stick Frame Bottom Header Fold Up: 19
0.0 "
0.0 mm
Search for property..
ok
ok and remember
cancel

An in-depth explanation of the menu:

1. **Draw Offset (J);**
   Changes the Offset (Left, Right, Centre)

2. Bottom Plate Cutouts:
3. **Material**:
   Change the Finishing Material of the door (aluminium, wood).

4. **Header Type:**
   Change the header type (Howe, Pratt, Warren, Warren_Vertical, Verticals, None).

5. **Header Top Chord Height:**
   Changes the door opening top header chord height.

6. **Header Bottom Chord Height:**
   Changes the window opening default bottom header chord height.

7. **Enable Jack Stud Configuration:**
   Enable or disables jack stud configuration on a door opening.

8. **Qty King Studs:**
   Changes the quantity of King studs in a door opening

9. **Width:**
   Adjusts the width of the door.

10. **Pull Height:**
    Enables or disables the option to dynamically select the height for an object.

11. **Stick Frame Header Beam LGS Profile:**
    Changes the beam profile of a door opening in a stick frame.

12. **Header Bottom Chord Height:**
    Changes the door opening bottom header chord height.

13. **Invert Door Symbol (D):**
    Changes the door symbol orientation. (the keyboard shortcut **d** can also be used)

14. **Door Symbol Sign (2):**
    Changes the door symbol single or double. (the keyboard shortcut **2** can also be used)

15. **Header Web Space:**
    Adjust web spacing in the door's header

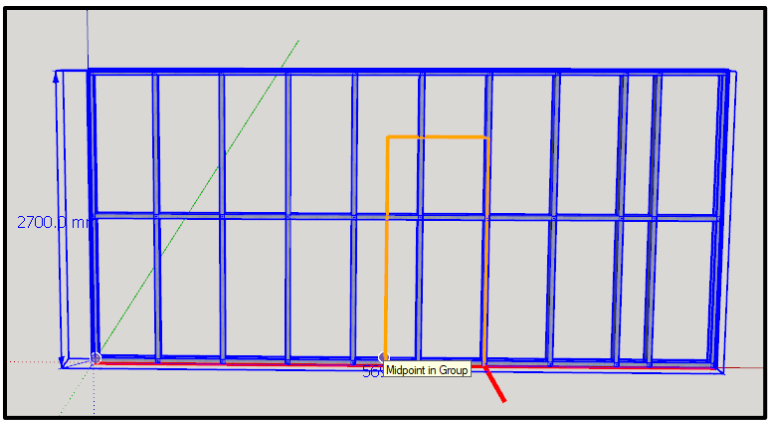
16. **Header Web Offset:**
    Changes web offset in a door openings header.

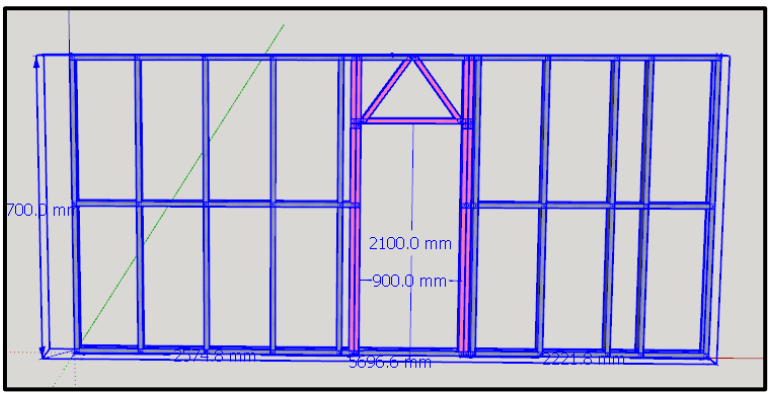
17. **Header Web Configuration Start End:**
    Changes the door opening header web configuration size from start to end.

18. **King Stud Adjacent Clearance:**
    Adjusts the king stud adjacent clearance on a door opening.

19. **Stick Frame Bottom Header Fold Up:**
    Adjust the size of the fold up on the bottom header chord of a door opening on a stick frame.

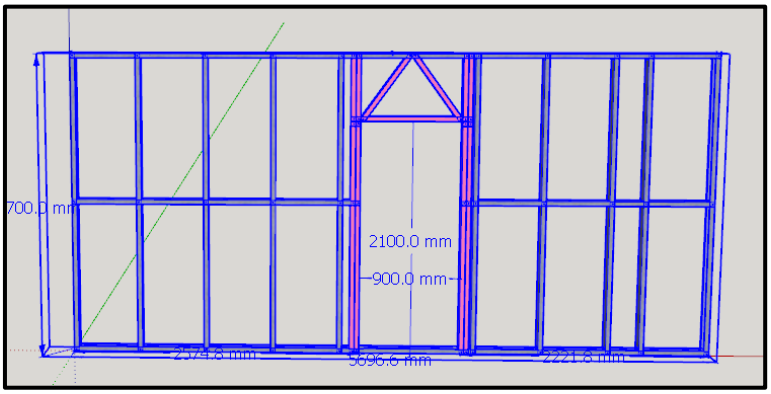
3. Select the place/point on the wall where the Door should go:





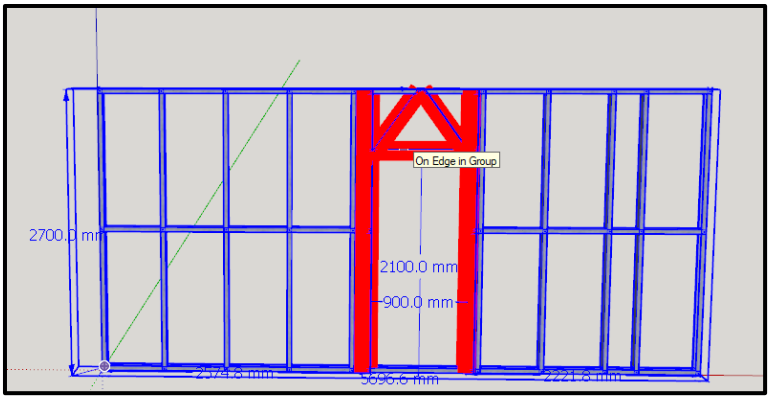
How to edit a Door:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



2. To edit a door, click this icon 

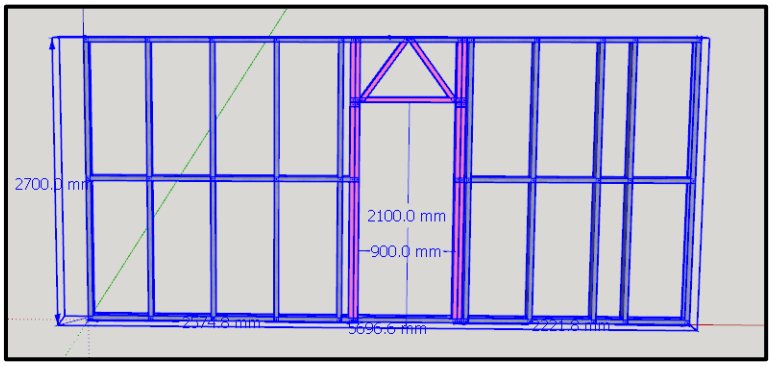
3. Select the door that needs to be edited



4. A properties menu like the one previously will open (See Page 75-76)

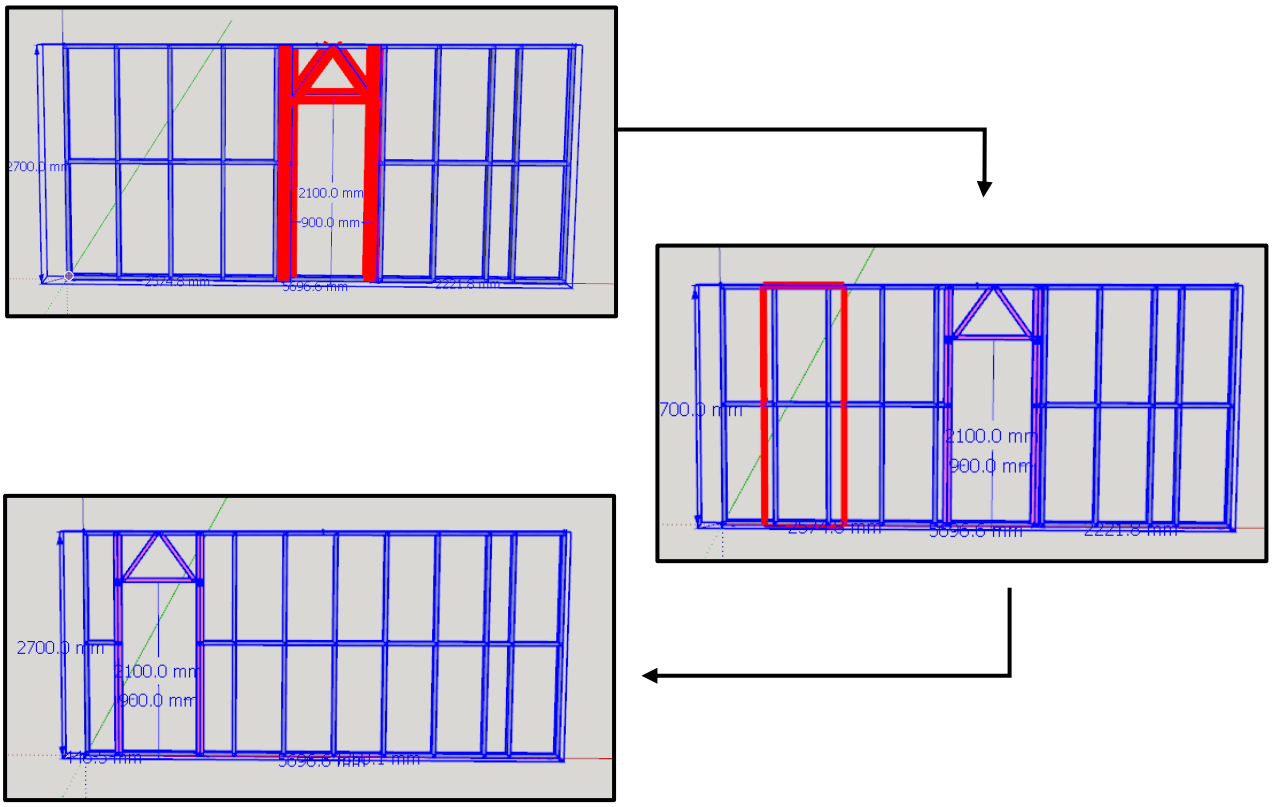
How to move a Door in a wall:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



2. To move a Door, click this icon 

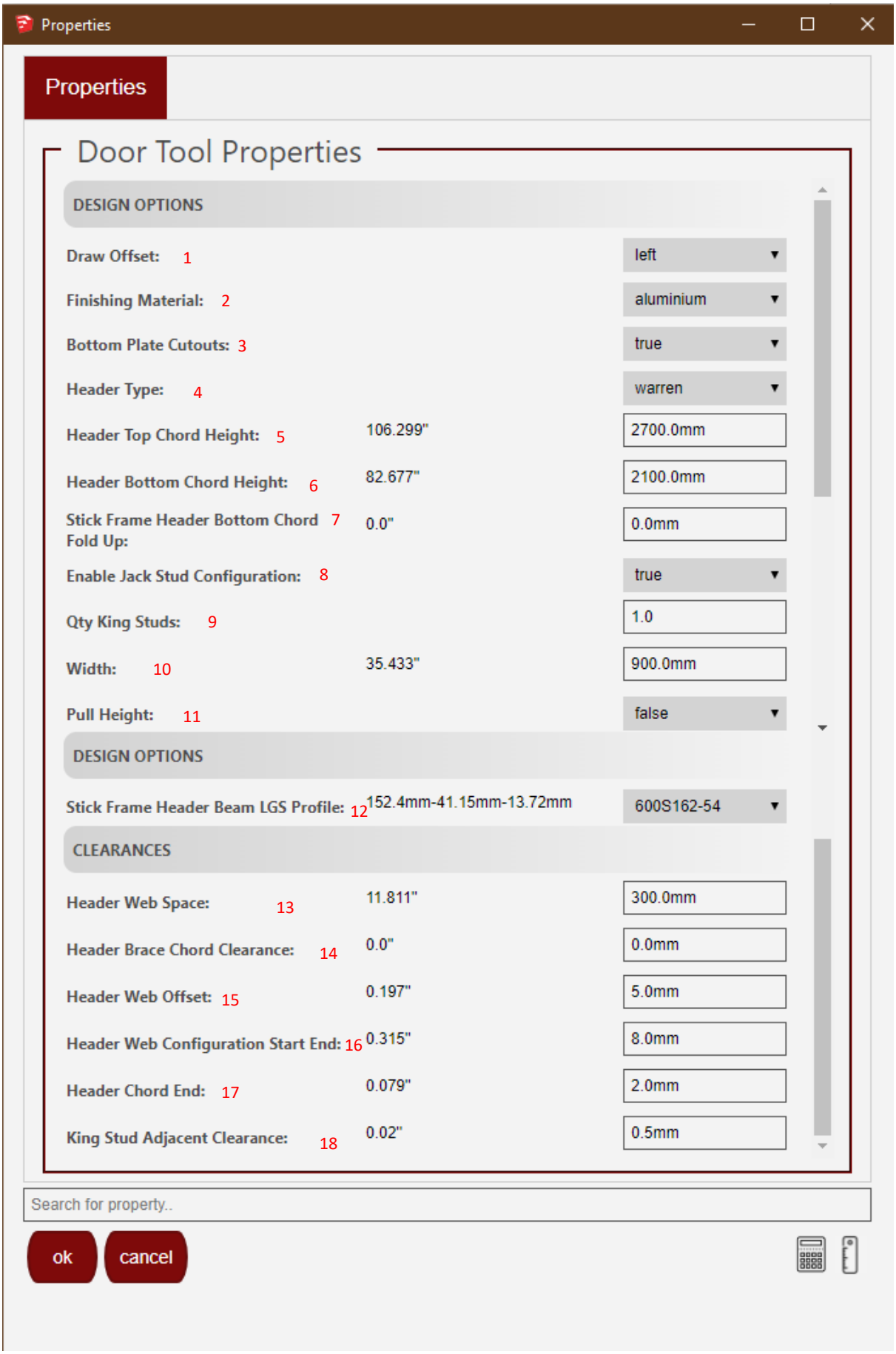
3. Select the Door that needs to be moved (the door opening will be highlighted in red when hovered over)



How to change Door default/global settings:

1. Start by clicking this icon 

2. A menu will open where all default/global properties can be changed


Properties
Properties
Door Tool Properties
DESIGN OPTIONS
Draw Offset: 1
left
Finishing Material: 2
aluminium
Bottom Plate Cutouts: 3
true
Header Type: 4
warren
Header Top Chord Height: 5
106.299"
2700.0mm
Header Bottom Chord Height: 6
82.677"
2100.0mm
Stick Frame Header Bottom Chord Fold Up: 7
0.0"
0.0mm
Enable Jack Stud Configuration: 8
true
Qty King Studs: 9
1.0
Width: 10
35.433"
900.0mm
Pull Height: 11
false
DESIGN OPTIONS
Stick Frame Header Beam LGS Profile: 12
152.4mm-41.15mm-13.72mm
600S162-54
CLEARANCES
Header Web Space: 13
11.811"
300.0mm
Header Brace Chord Clearance: 14
0.0"
0.0mm
Header Web Offset: 15
0.197"
5.0mm
Header Web Configuration Start End: 16
0.315"
8.0mm
Header Chord End: 17
0.079"
2.0mm
King Stud Adjacent Clearance: 18
0.02"
0.5mm
Search for property..
ok
cancel

1. **Draw offset(J)**
   Changes the Offset (Left, Right, Centre)

2. **Finishing material**
   Change the Finishing Material of the door (aluminium, wood).

3. Bottom plate Cutouts

4. **Header type**
   Change the header type (Howe, Pratt, Warren, Warren_Vertical, Verticals, None)

5. **Header top chord height**
   Changes the door opening top header chord height.

6. **Header bottom chord height**
   Changes the window opening default bottom header chord height.

7. **Stick frame header bottom chord fold up**
   Adjust the size of the fold up on the bottom header chord of a door opening on a stick frame.

8. **Enable jack stud configuration**
   Enable or disables jack stud configuration on a door opening.

9. **Qty king stud**
   Changes the quantity of King studs in a door opening

10. **Width**
    Adjusts the width of the door.

11. **Pull height**
    Enables or disables the option to dynamically select the height for an object.

12. **Stick frame header beam LGS profile**
    Changes the beam profile of a door opening in a stick frame.

13. **Header web space**
    Adjust web spacing in the door's header

14. **Header brace chord clearance**
    Adjusts the header brace clearance of a door opening

15. **Header web offset**
    Changes web offset in a door openings header.

16. **Header web configuration start end**
    Changes the door opening header web configuration size from start to end.

17. Header chord end

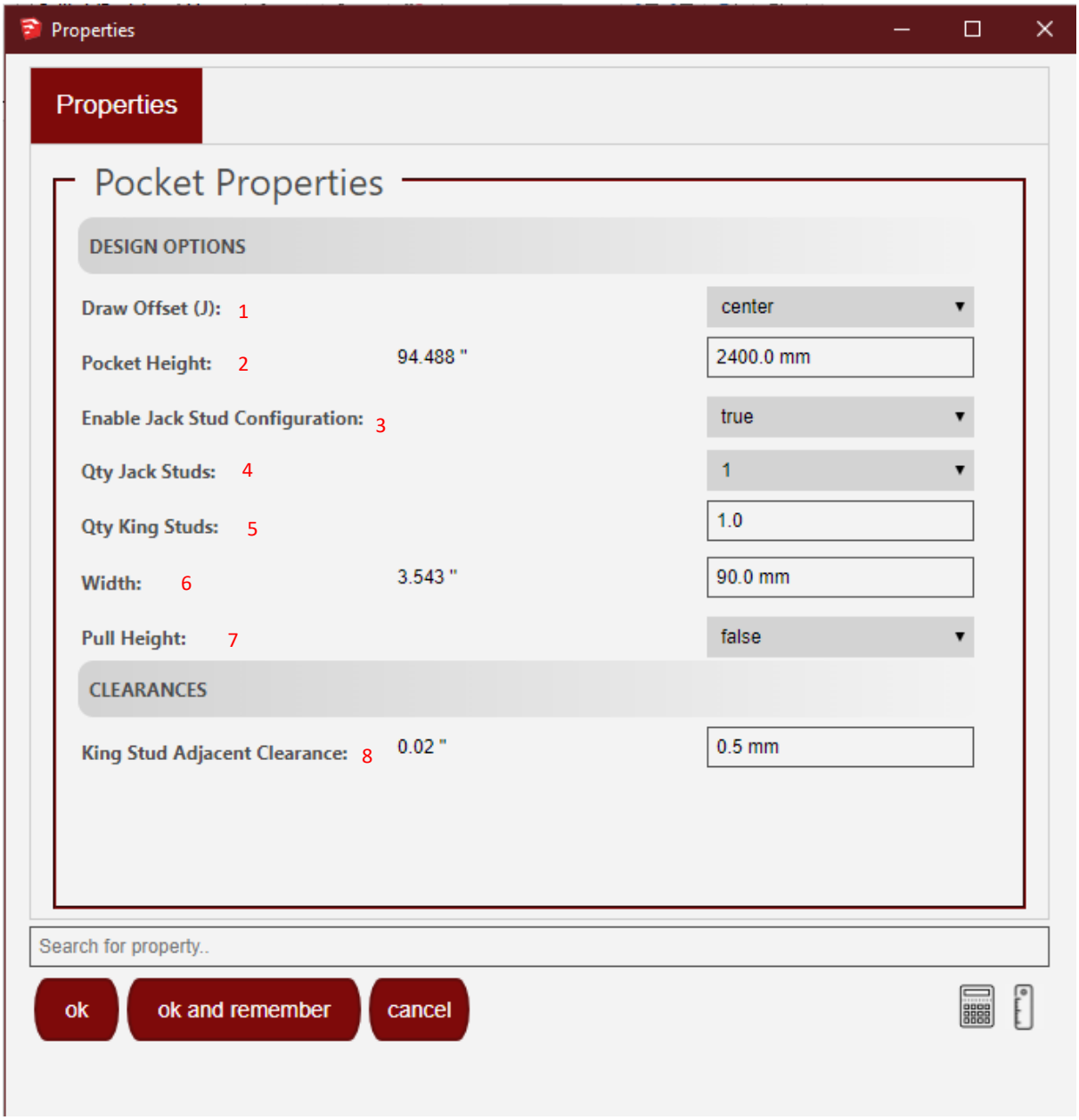
18. King stud adjacent clearance
Adjusts the king stud adjacent clearance on a door opening.

How to add a pocket in a wall:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

2. To add a pocket in a wall, click this icon 

3. A properties menu will open to edit pocket properties.



An in-depth explanation of the menu:

1. **Draw offset**
   Changes the Offset (Left, Right, Centre)

2. **Pocket height**
   Adjusts the height of the pocket in the wall

3. **Enable jack stud configuration**
   Enable or disables jack stud configuration on the wall pocket

4. **Qty jack studs**
   Changes the number of jack studs

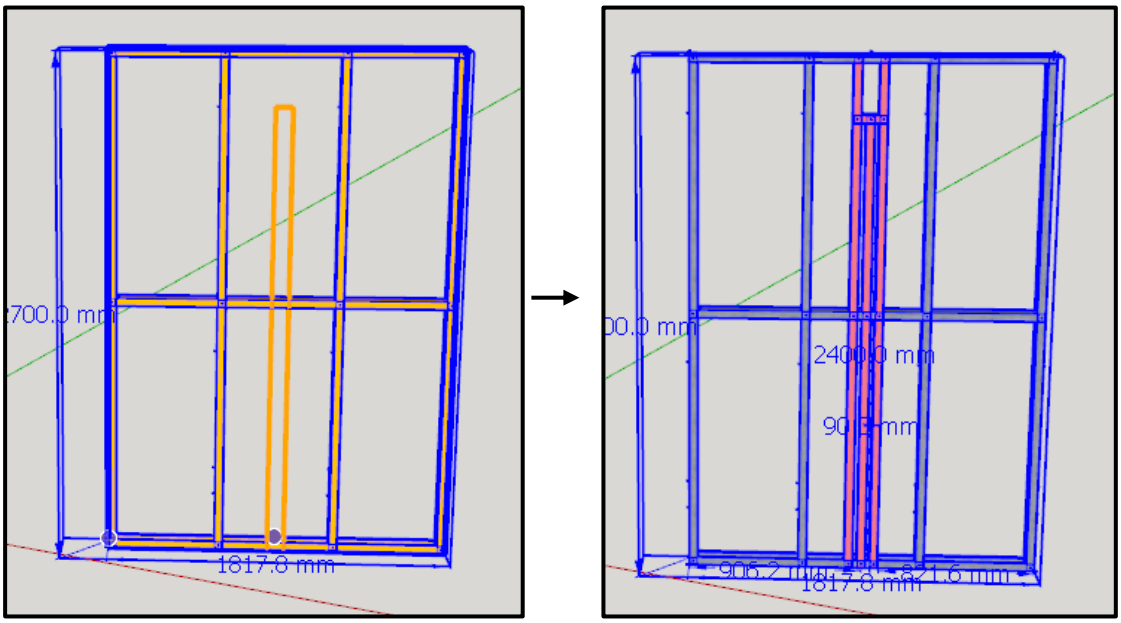
5. **Qty king studs**
   Changes the number of king studs

6. **Width**
   Adjusts the width of the wall pocket

7. **Pull height**
   Enables or disables the option to dynamically select the height for an object.

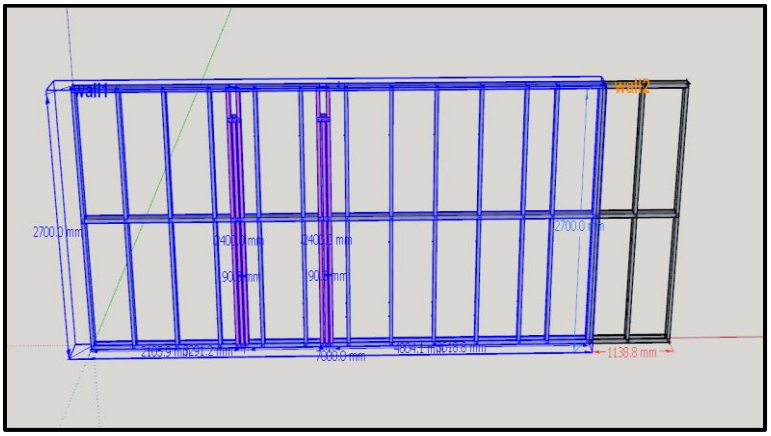
8. **King stud adjacent clearance**
   Adjusts the king stud adjacent clearance.

4. Select the position on the wall where the pocket should go



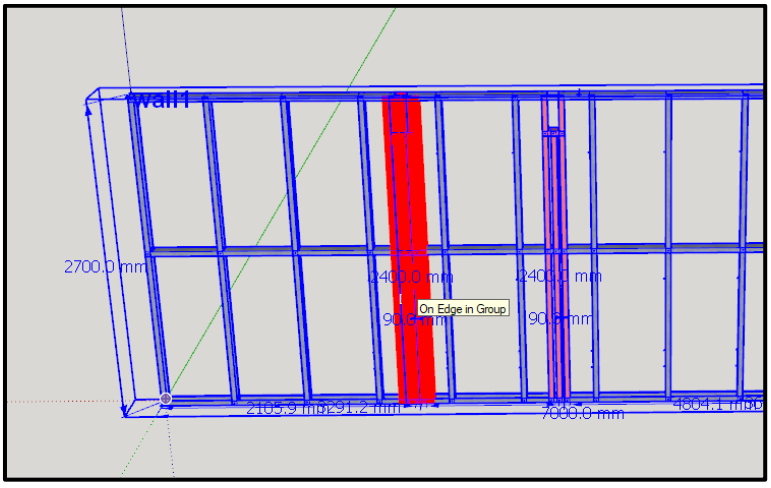
How to edit a wall pocket:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



2. To edit a pocket in a wall, click this icon 

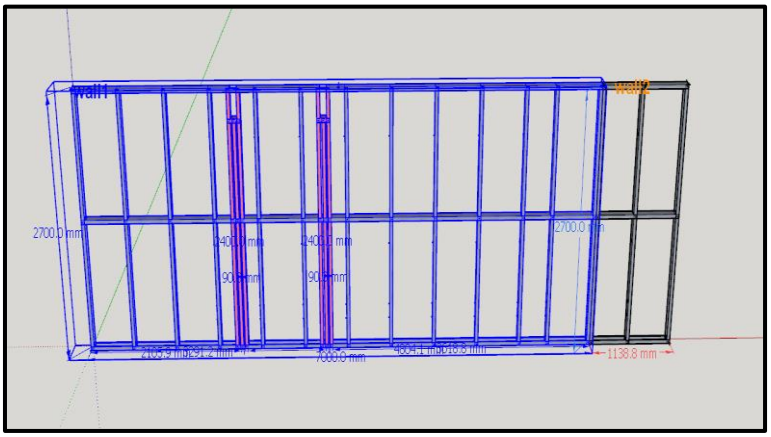
3. Select the pocket to edit.



4. A properties menu will appear where the pocket properties can be changed (see page: 83)

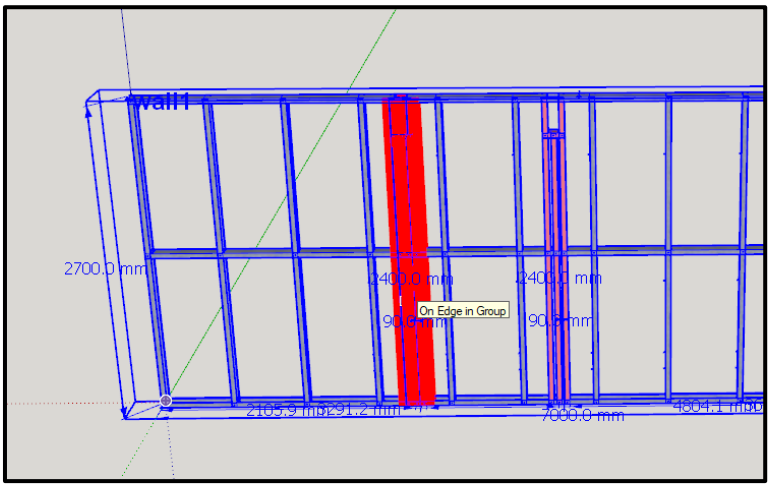
How to Move a wall pocket:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

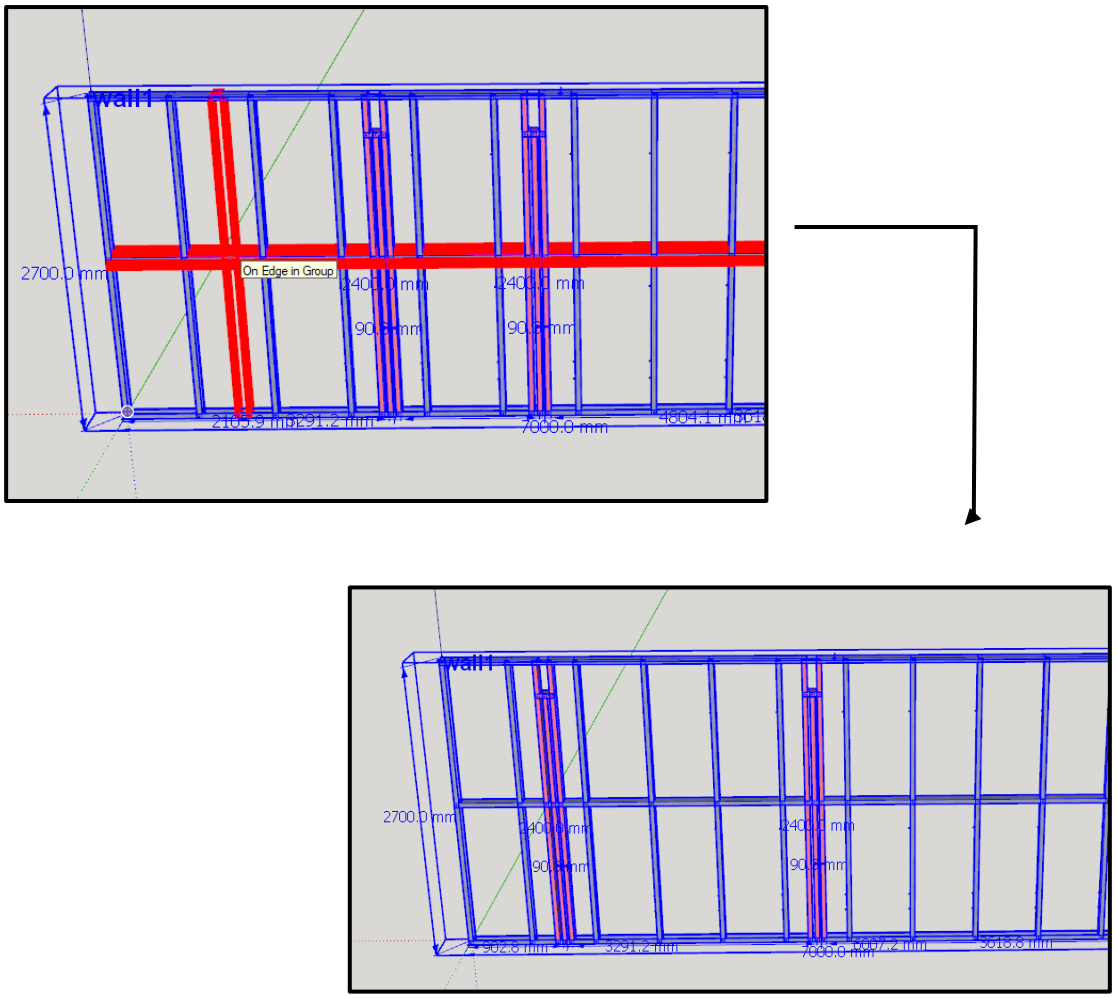


2. To Move a pocket in a wall, click this icon 

3. Select the pocket to move.



4. Move the wall pocket to the desired position



How to change wall pocket default settings:

1. To Edit the default settings, click on this icon: 

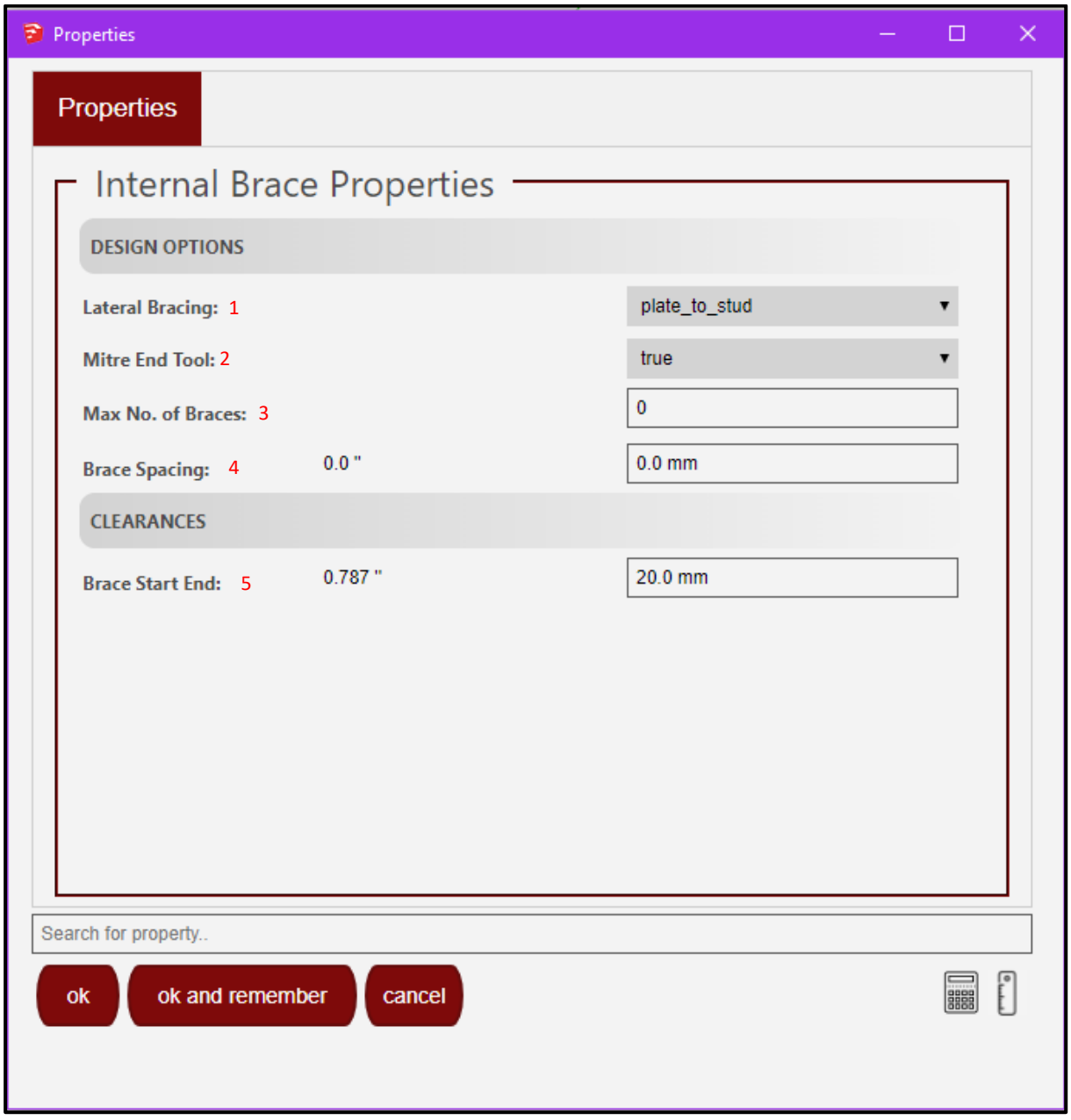
2. A Properties menu will appear (see pages 83)

How to add a lateral brace in a wall:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

2. To add a lateral brace, click on this icon: 

3. A properties menu will appear:



1. **Lateral bracing**
   Changes the type of lateral brace, for example: plate_to_stud, stud_to_stud.

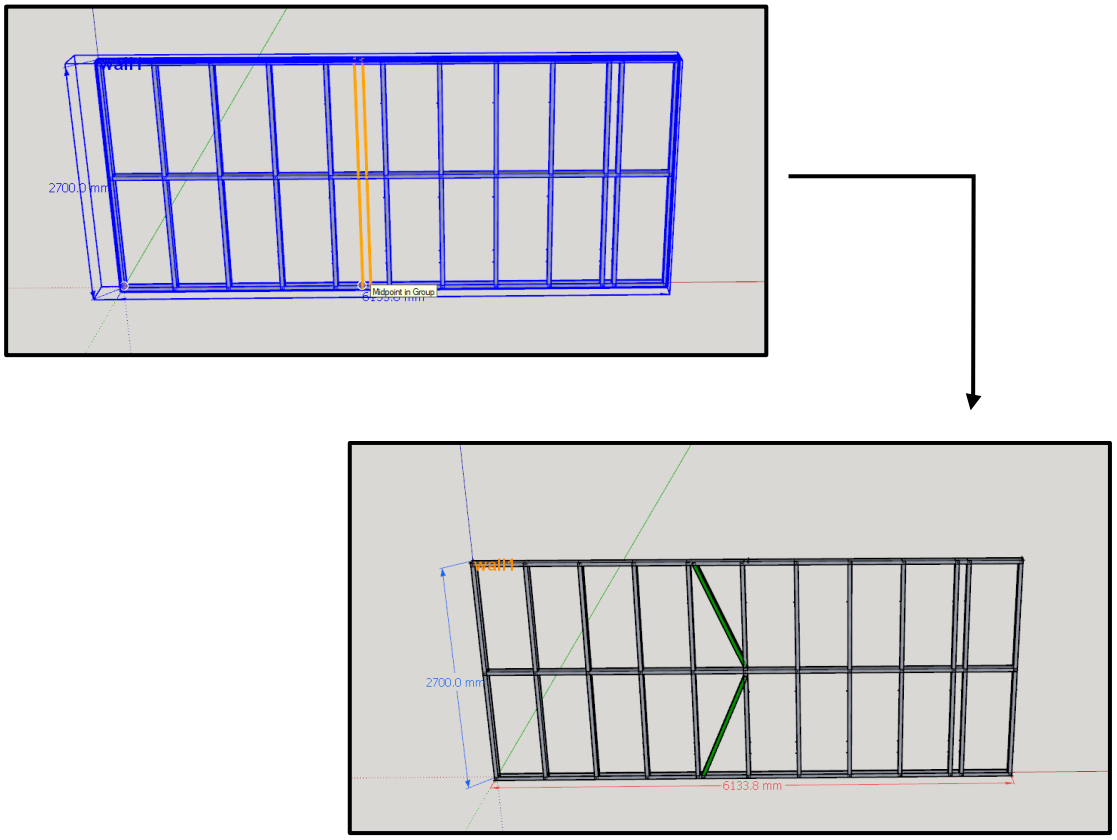
2. **Mitre end tool**
   Enables or disables the mitre end tool for profiles.

3. **Max no. of braces**
   Sets the maximum number of braces.

4. **Brace spacing**
   Adjusts the spacing between braces.

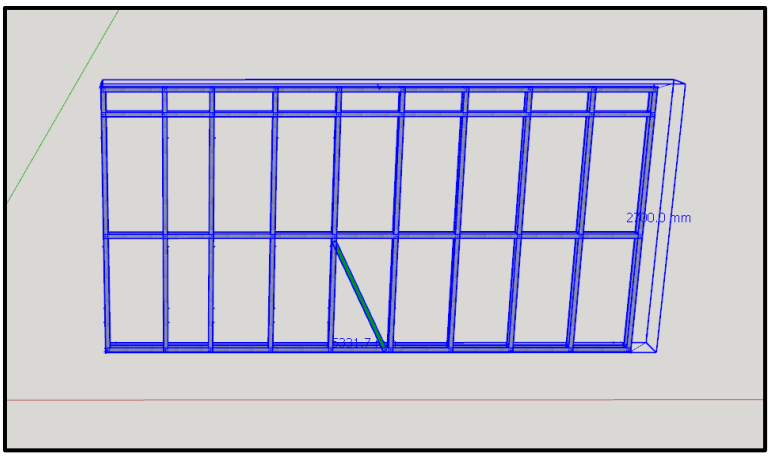
5. Brace start end

4. Select the position for the brace to go:



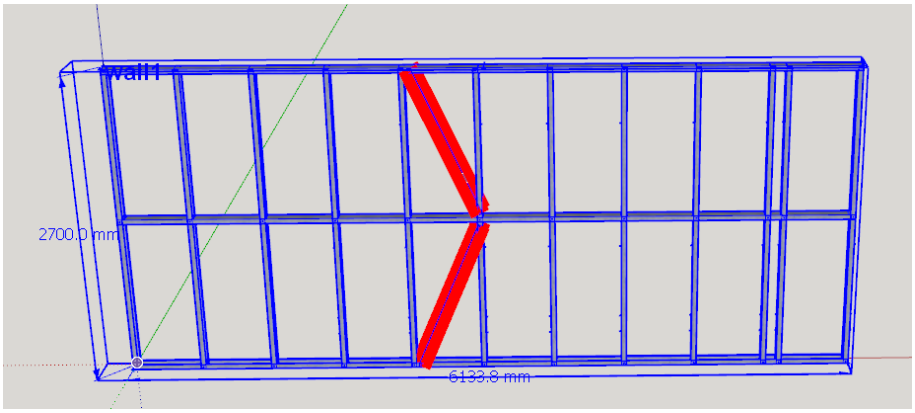
How to edit a lateral brace in a wall:

1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).



1. To edit a lateral brace, click on this icon: 

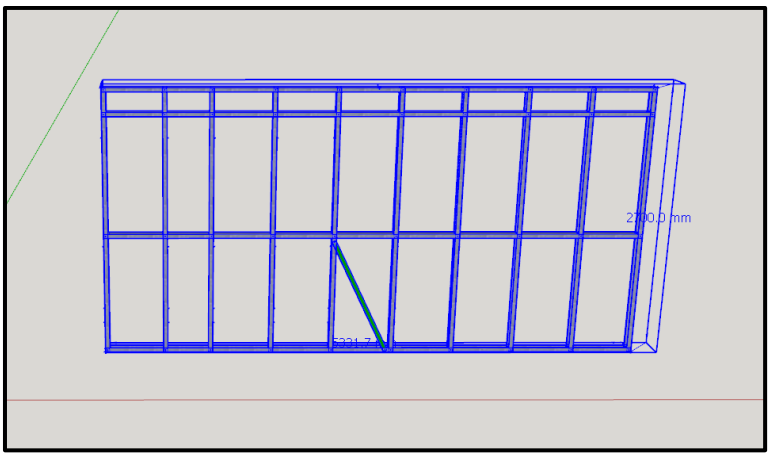
2. Select the brace that needs to be edited



3. A properties menu will appear (see page: 89)

How to add a stud to a wall:

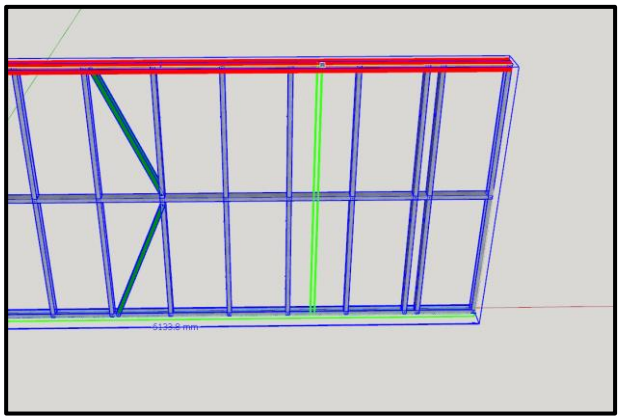
1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

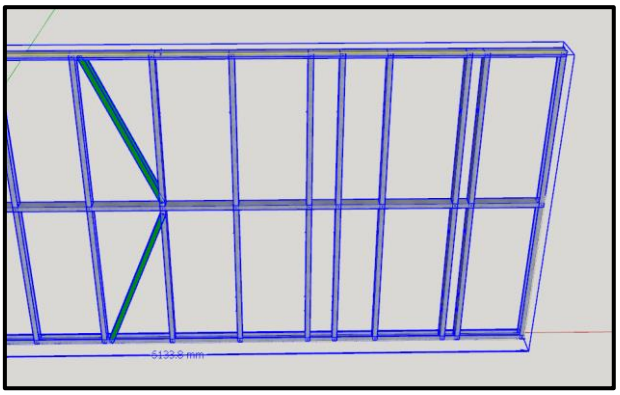


2. To add a stud, click on this icon: 

3. A properties menu will appear where the offset justification can be changed. (Left, right or centre)

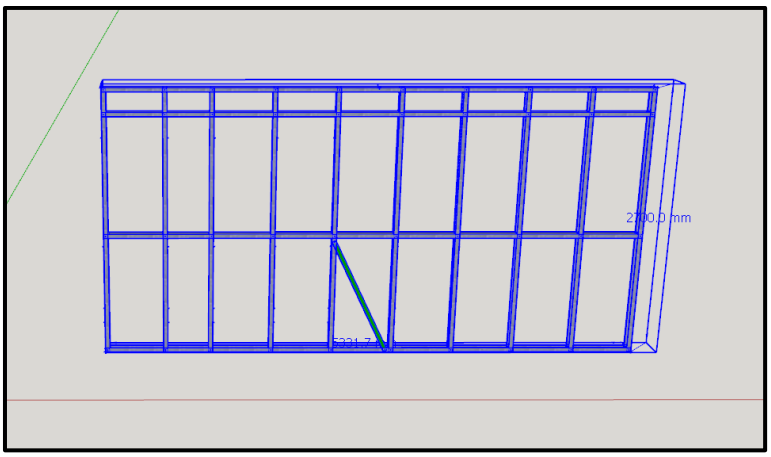
4. Select the position on the wall for the stud to go:





How to add a nog to a wall:

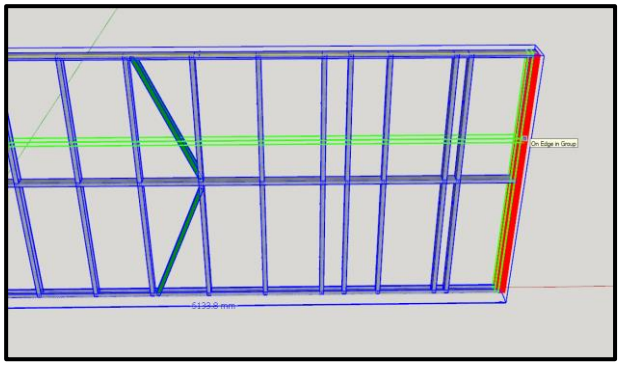
1. Use SketchUp's "Select Tool"  to select the wall that needs to be edited (the wall will be highlighted in blue).

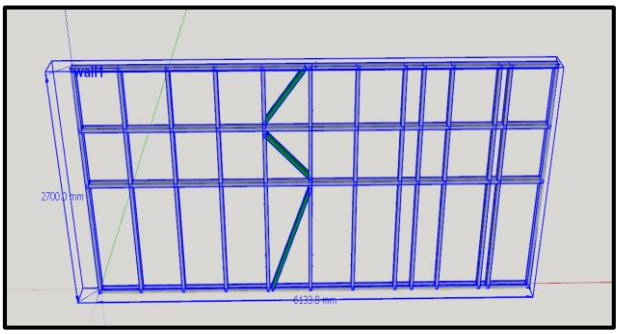


2. To add a nog, click on this icon: 

3. A properties menu will appear where the offset justification can be changed. (Left, right or centre)

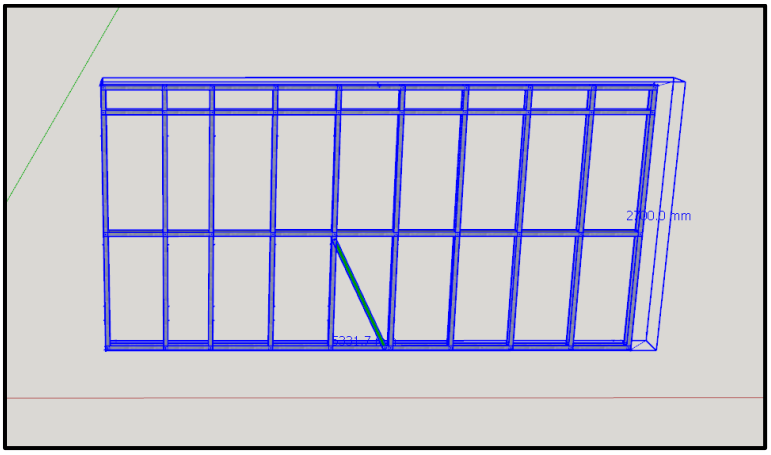
4. Select the position on the wall for the nog to go:





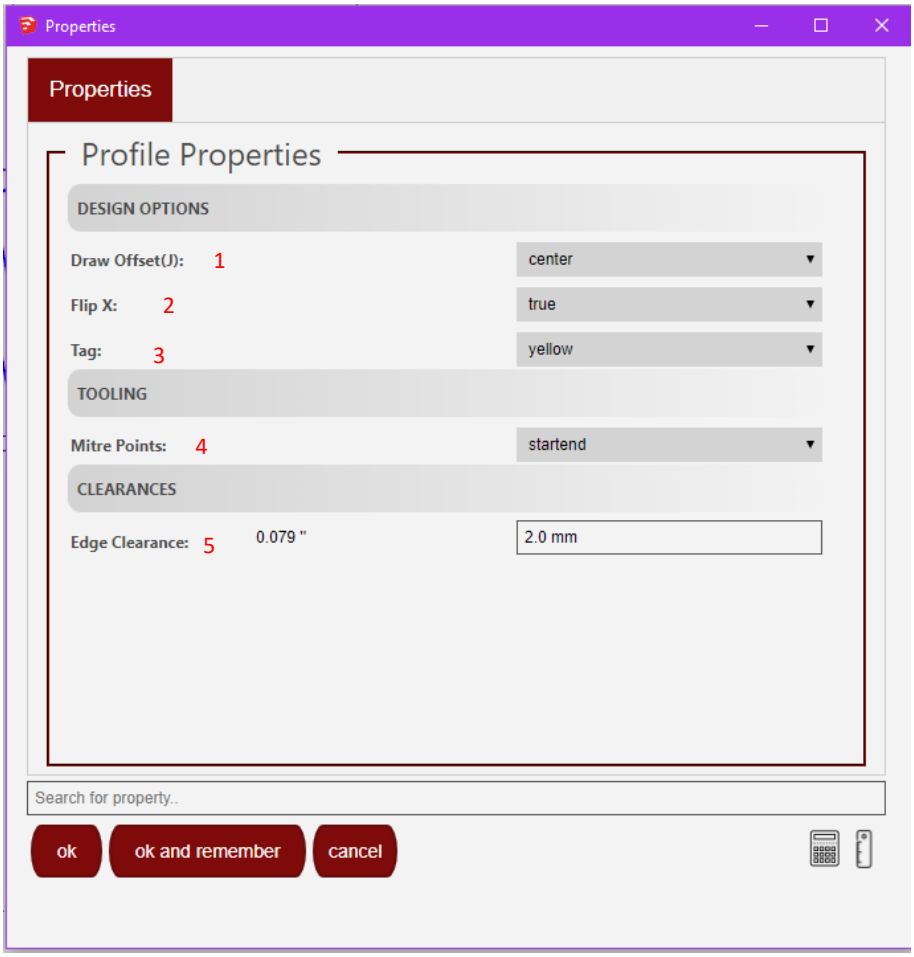
How to add a profile within a wall:

1. Use SketchUp's "Select Tool"  to select the wall where a window has to go. (the wall will be highlighted in blue)



2. To add a profile, click on this icon: 

3. A properties menu will appear:



1. **Draw offset(J)**
   Changes the Offset (Left, Right, Centre)

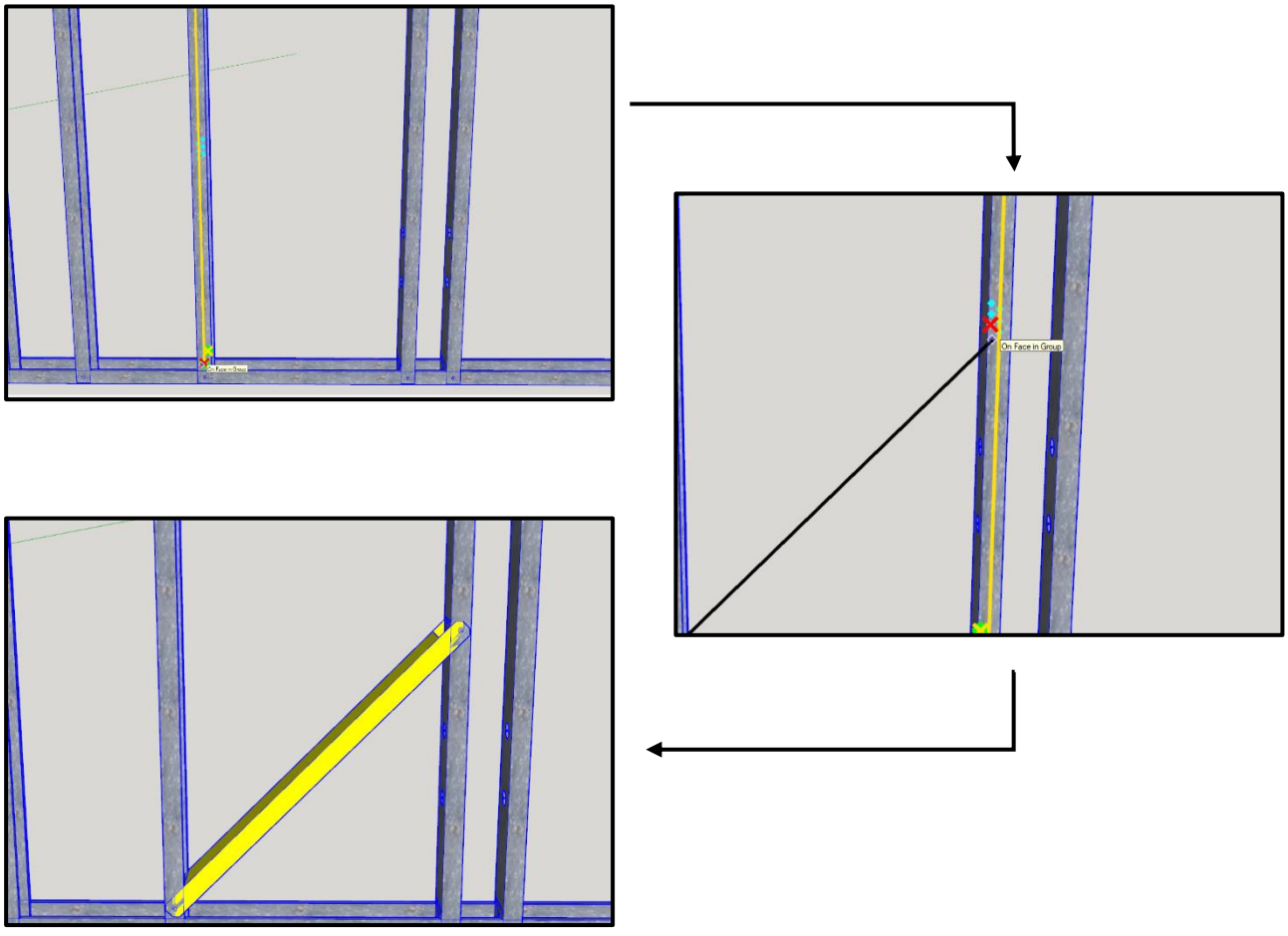
2. **Flip x**
   Flips profile over the x-axis (rotates profile)

3. **Tag**
   Changes the tag colour of a profile

4. **Mitre points**
   Changes the position of the mitre ends, start and end, start , end or none

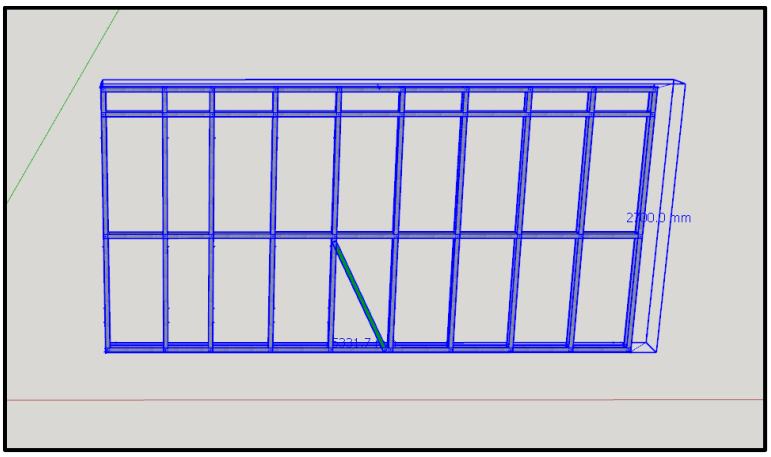
5. **Edge clearance**
   Adjusts the clearance of the edge of a profile

4. Select the position on the wall for the profile to go:



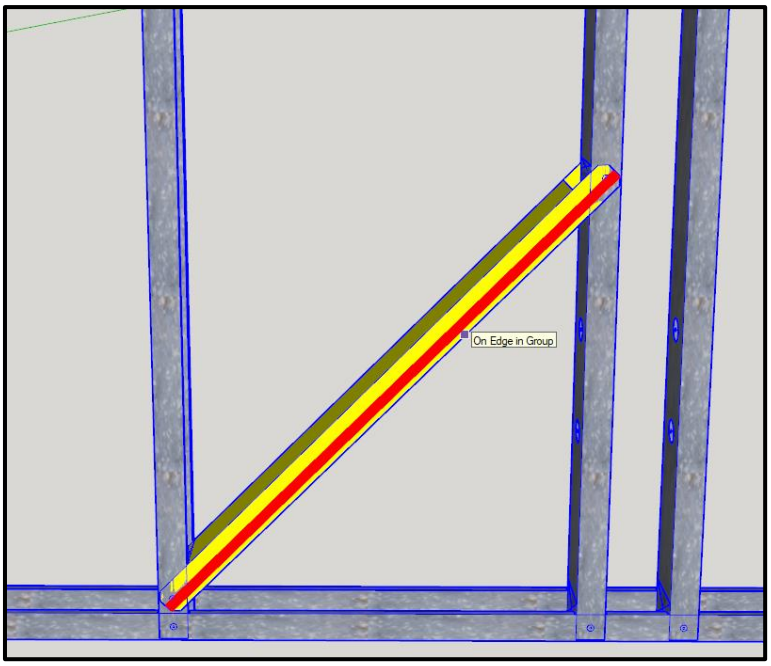
How to edit a profile within a wall:

1. Use SketchUp's "Select tool"  to select the wall where a window has to go. (the wall will be highlighted in Blue)



2. To edit a profile, click on this icon: 

3. Select the profile to edit:

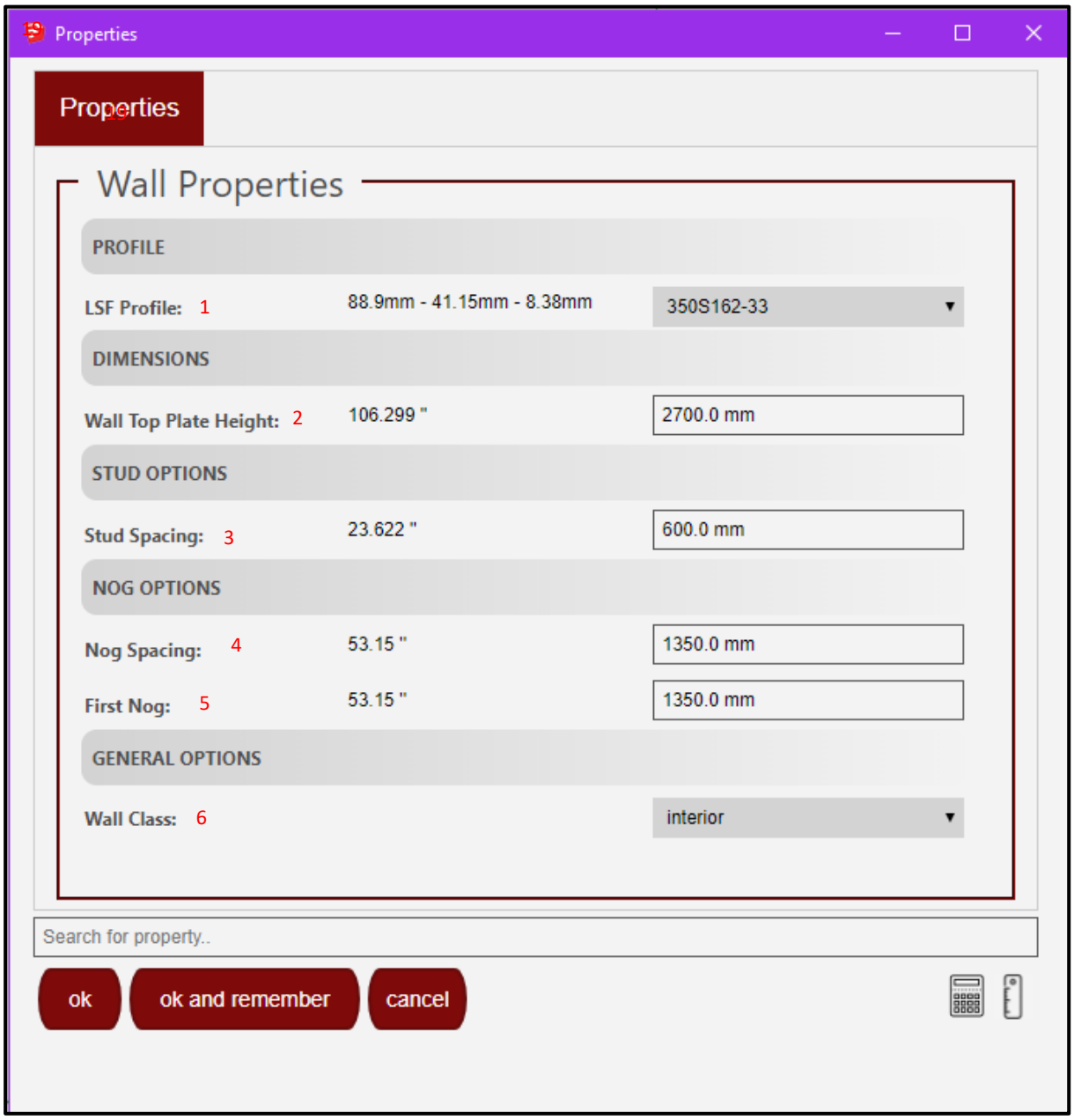


4. The profiles properties menu will appear (see page 95)

How to add Four quick walls:

1. To add four quick walls, click on this icon: 

2. A properties menu will appear:



1. **LSF profile**
   Changes the steel profile

2. **Wall top plate height**
   Adjusts the wall top plate height

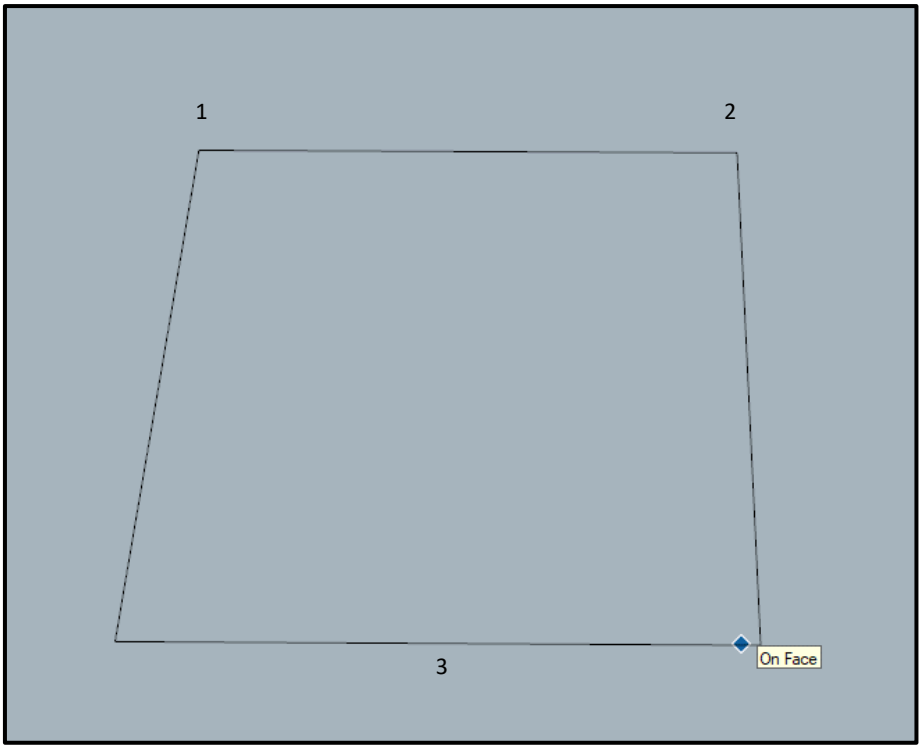
3. **Stud spacing**
   Adjust the spacing between studs

4. **Nog spacing**
   Adjusts the spacing between nogs

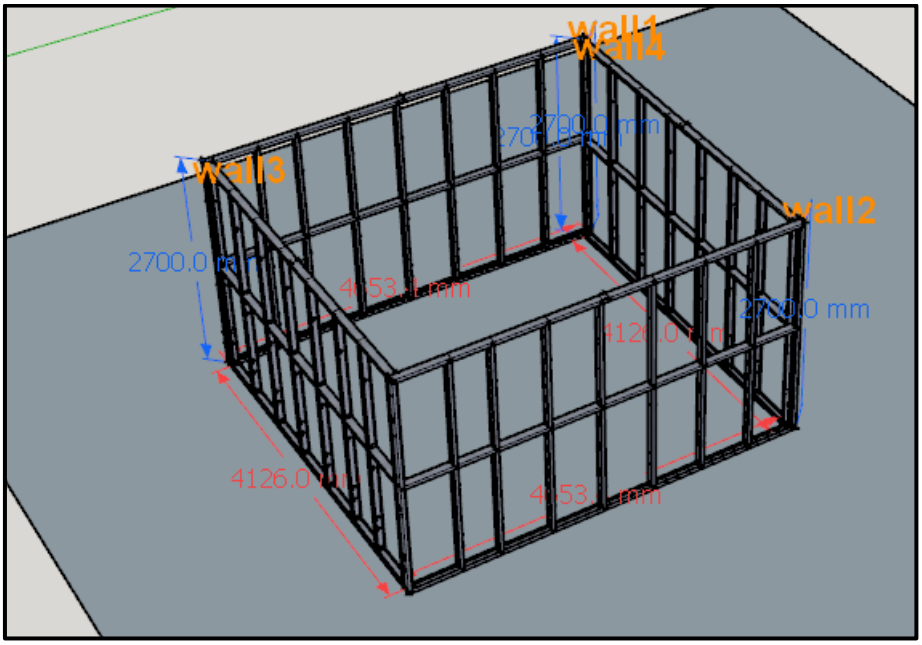
5. **First nog**
   Adjusts the position of the first nog in a wall

6. **Wall class**
   Changes a wall class (Interior, Exterior, Other)

3. Draw the Four quick walls:



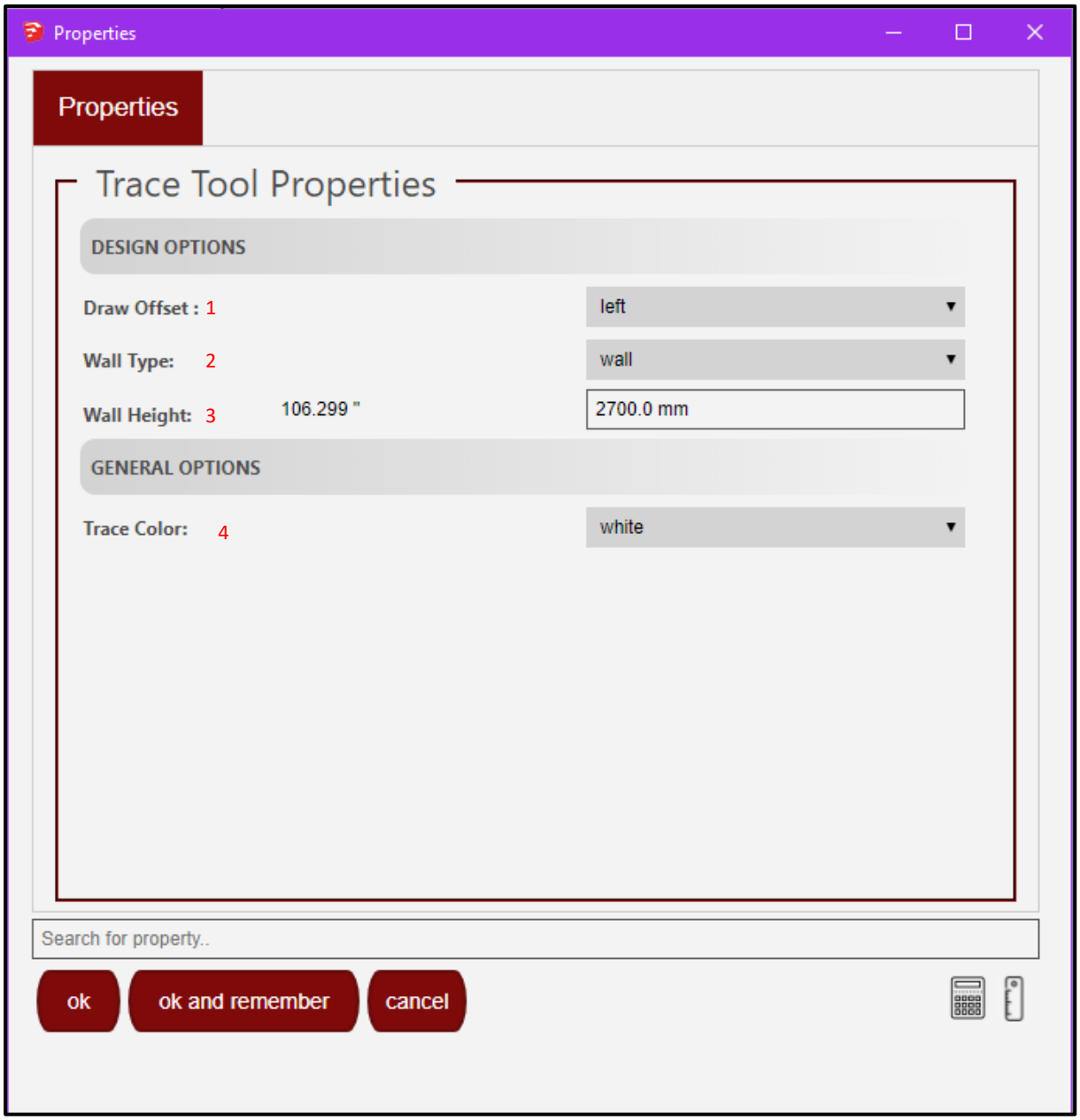
4. The walls will be drawn:



How to use the trace tool for walls:

1. To add a Trace, click on this icon: (It is One of Two) 

2. A properties menu will appear



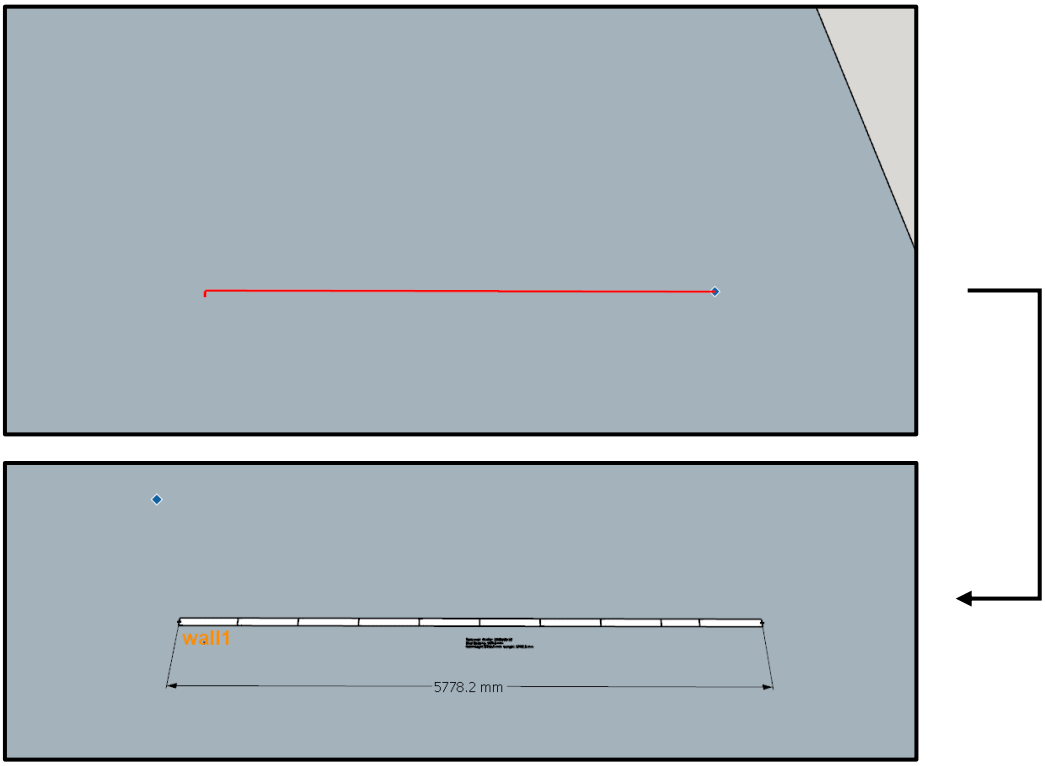
1. **Draw offset**
   Changes the Offset (Left, Right, Centre)

2. **Wall type**
   Changes wall type (e.g., standard, mono, gable)

3. **Wall height**
   Adjust the height of the wall

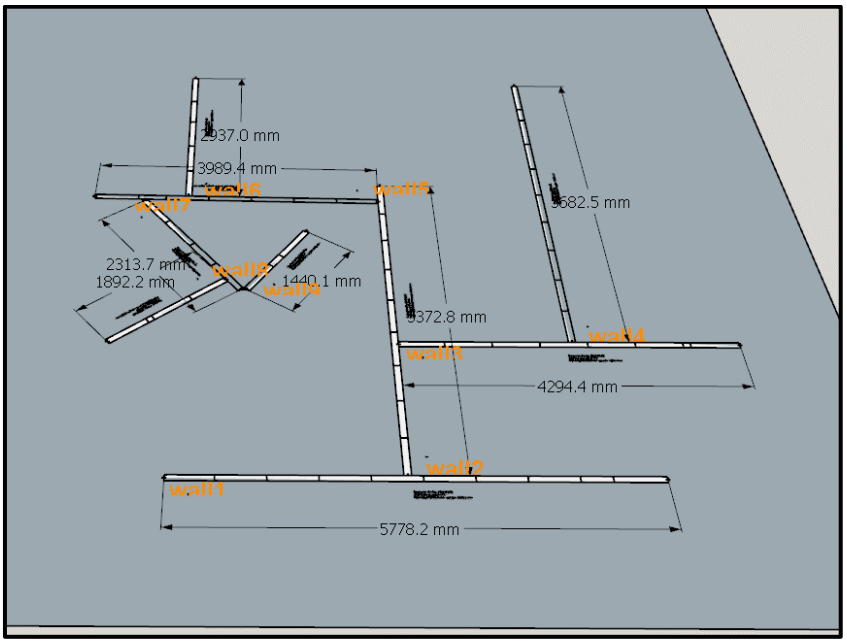
4. **Trace color**
   Changes the color of the trace

5. Start tracing, either with or without a floor plan:

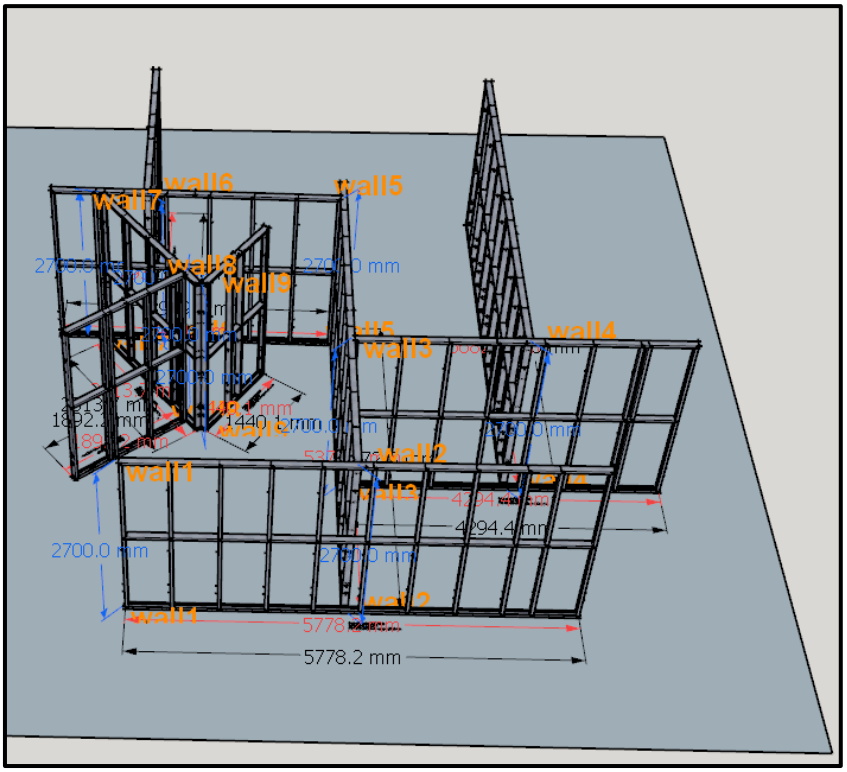


6. To Finish a Trace, click on this icon: (It is Two of Two) 

The trace will go from this…



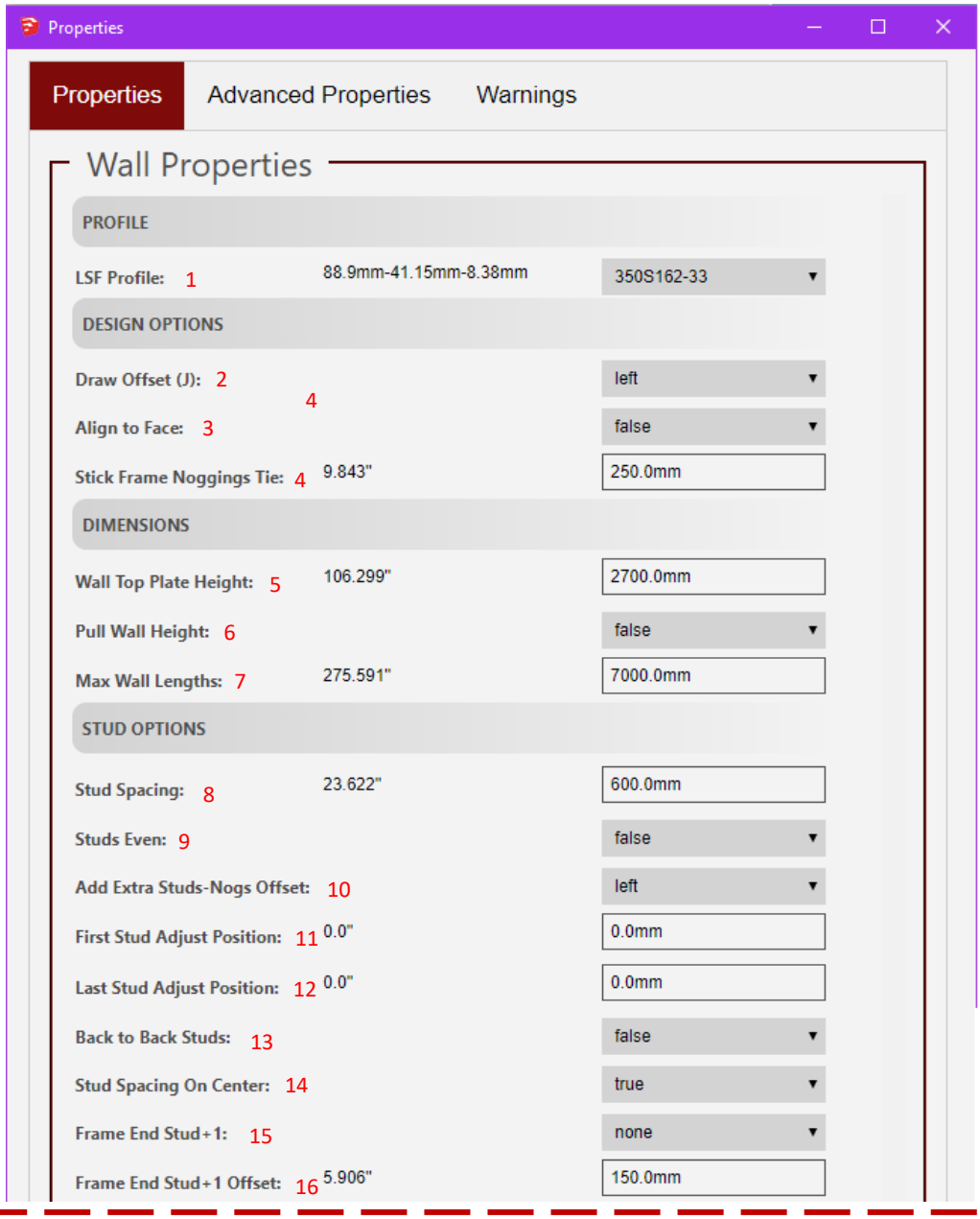
….to this

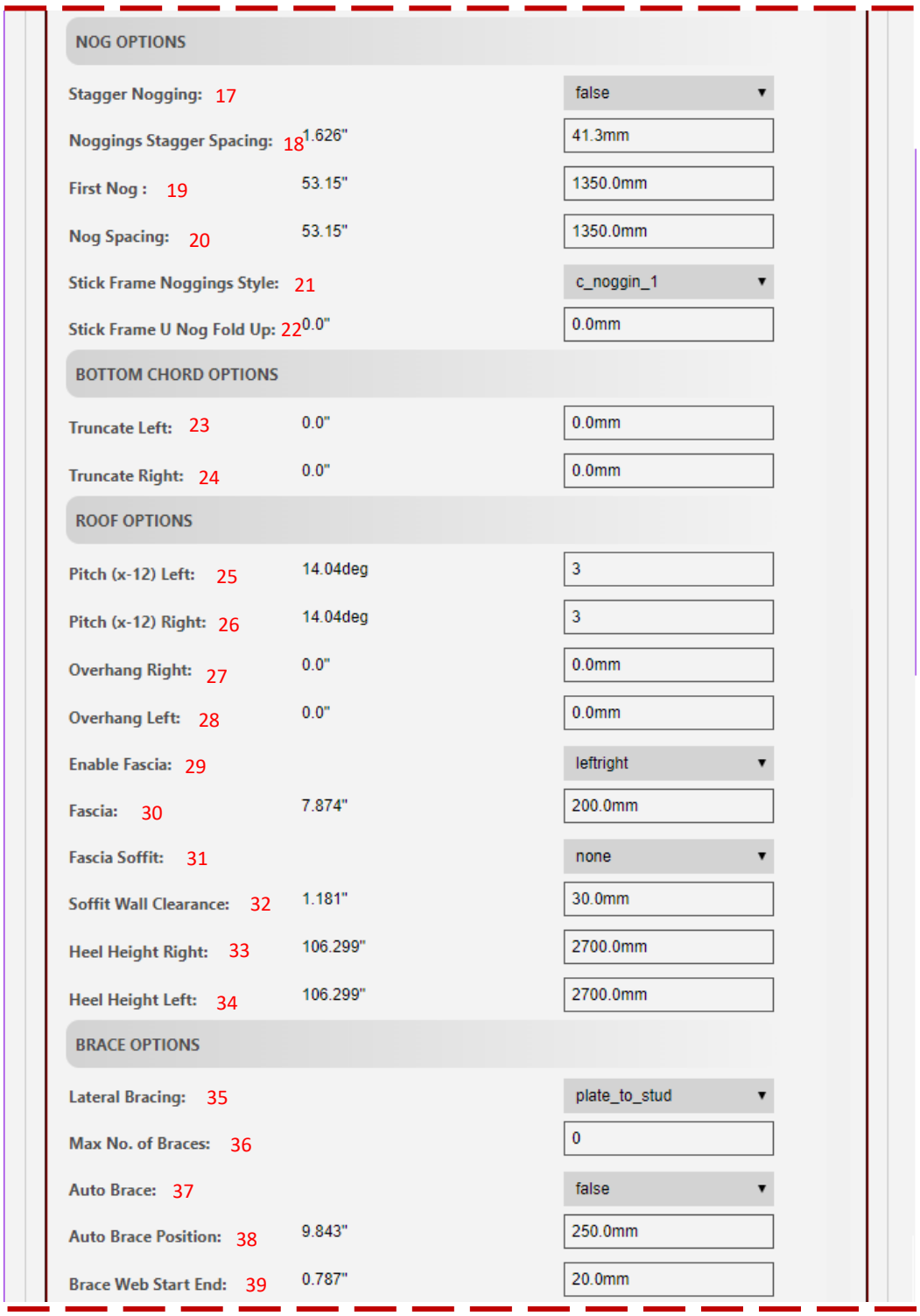


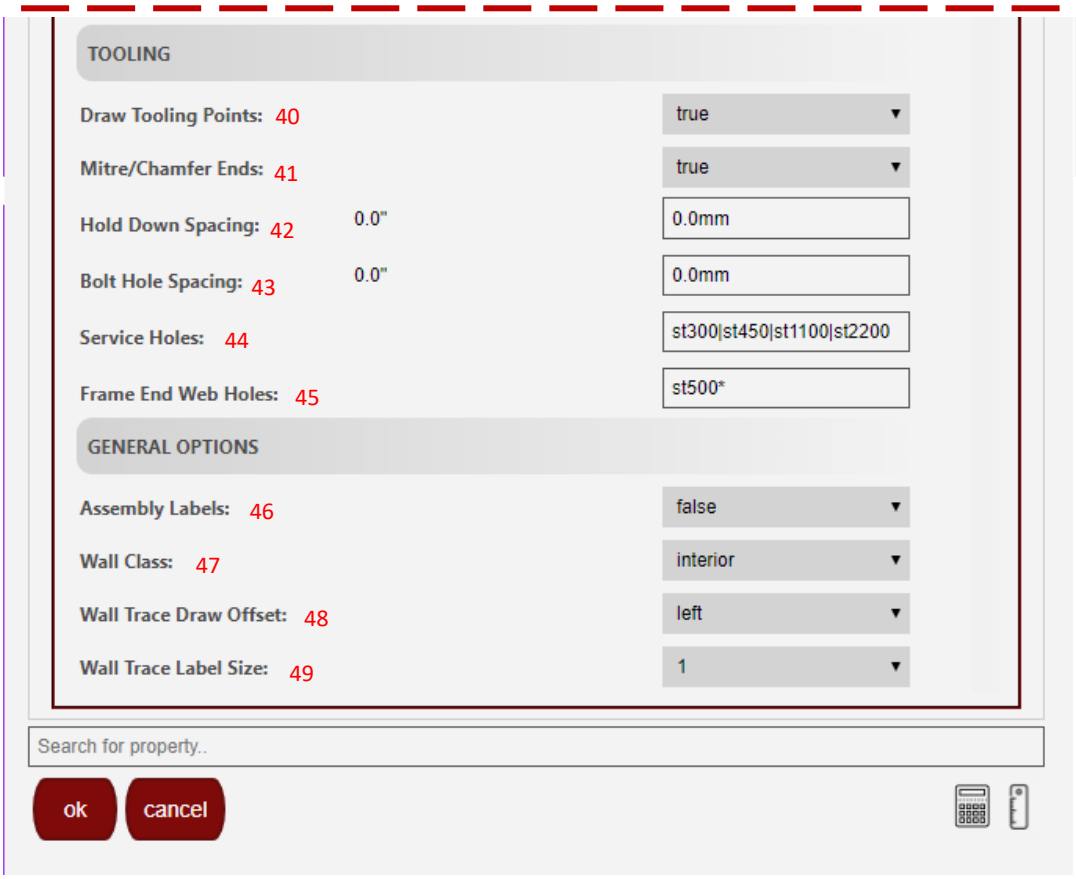
How to change default wall settings for the whole wall module:

1. To change default wall setting, click on this icon: 

2. A properties menu will appear where all default settings, advanced settings and warnings can be altered:




NOG OPTIONS
Stagger Nogging: 17
false
Noggings Stagger Spacing: 18 1.626"
41.3mm
First Nog : 19
53.15"
1350.0mm
Nog Spacing: 20
53.15"
1350.0mm
Stick Frame Noggings Style: 21
c_noggin_1
Stick Frame U Nog Fold Up: 22 0.0"
0.0mm
BOTTOM CHORD OPTIONS
Truncate Left: 23
0.0"
0.0mm
Truncate Right: 24
0.0"
0.0mm
ROOF OPTIONS
Pitch (x-12) Left: 25
14.04deg
3
Pitch (x-12) Right: 26
14.04deg
3
Overhang Right: 27
0.0"
0.0mm
Overhang Left: 28
0.0"
0.0mm
Enable Fascia: 29
leftright
Fascia: 30
7.874"
200.0mm
Fascia Soffit: 31
none
Soffit Wall Clearance: 32
1.181"
30.0mm
Heel Height Right: 33
106.299"
2700.0mm
Heel Height Left: 34
106.299"
2700.0mm
BRACE OPTIONS
Lateral Bracing: 35
plate_to_stud
Max No. of Braces: 36
0
Auto Brace: 37
false
Auto Brace Position: 38
9.843"
250.0mm
Brace Web Start End: 39
0.787"
20.0mm



1. **LSF profile**
   Changes steel profile style.

2. **Draw offset(J)**
   Changes the Offset (Left, Right, Centre)

3. **Align to face**
   Enables or disables the align to face function

4. Stick frame noggings tie

5. **Wall top plate height**
   Adjusts the walls top plate height (Height of wall).

6. **Pull wall height**
   This enables or disables the pull height function which allows the walls height to be dynamically selected

7. **Max wall lengths**
   Sets the maximum length a wall can be before its splits automatically

8. **Stud spacing**
   Adjusts spacing between studs in a wall.

9. **Studs even**
   Enable or disable even studs in a wall.

10. **Add extra studs-nogs offset**
    Changes the offset of an extra stud or nog

11. **First stud adjust position**
    Adjusts the position of the first stud.

12. **Last stud adjust position**
    Adjusts the position of the last stud.

13. **Back-to-back studs**
    Enables or disables back-to-back studs

14. **Stud spacing on centre**
    Spaces studs from start of wall to centre of studs.

15. **Frame end stud + 1**
    Adds extra studs at the end of the frame

16. **Frame end stud + 1 offset**
    Adjusts the offset or size of extra stud.

17. **Stagger noggings**
    Enables or disables stagger nogging

18. **Noggings stagger spacing**
    Adjusts the spacing between staggered nogs.

19. **First nog**
    Adjusts the height of the first nog.

20. **Nog spacing**
    Adjusts spacing between nogs.

21. Stick frame noggings style
22. Stick frame U nog fold up
23. Truncate left
24. Truncate right

25. **Pitch (x-12) left**
    This adjusts the pitch on the left side of the wall

26. **Pitch (x-12) right**
    This adjusts the pitch on the right side of the wall

27. **Overhang right**
    Adjusts overhang on the right side of the wall.

28. **Overhang left**
    Adjusts overhang on the left side of the wall.

29. **Enable fascia**
    Enable or disable fascia (left, right, Leftright, none).

30. **Fascia**
    Adjusts the length of the facia.

31. **Fascia soffit**
    Enable or disable fascia soffit (left, right, Leftright, none).

32. **Soffit wall clearance**
    Adjusts the distance between the soffit and the wall.

33. **Heel height right**
    Adjusts the height of the right side of the gable wall.

34. **Heel height left**
    Adjusts the height of the left side of the gable wall.

35. **Lateral bracing**
    Changes the type of lateral bracing in the wall.

36. **Max no. of braces**
    Sets the maximum number of braces in a wall

37. **Auto brace**
    Enables or disables the auto brace function.

38. Auto brace position
39. Brace web start end

40. **Draw tooling points**
    Enables or disables tooling points on a frame

41. **Mitre/chamfer ends**
    Enables or disables the mitre end function for profiles of a wall

42. **Hold down spacing**
    Changes the hold down points spacing

43. **Bolt hole spacing**
    Changes the bolt hole spacing on a frame

44. **Service holes**
    Adds a service hole according to users input for example st100|ng100.

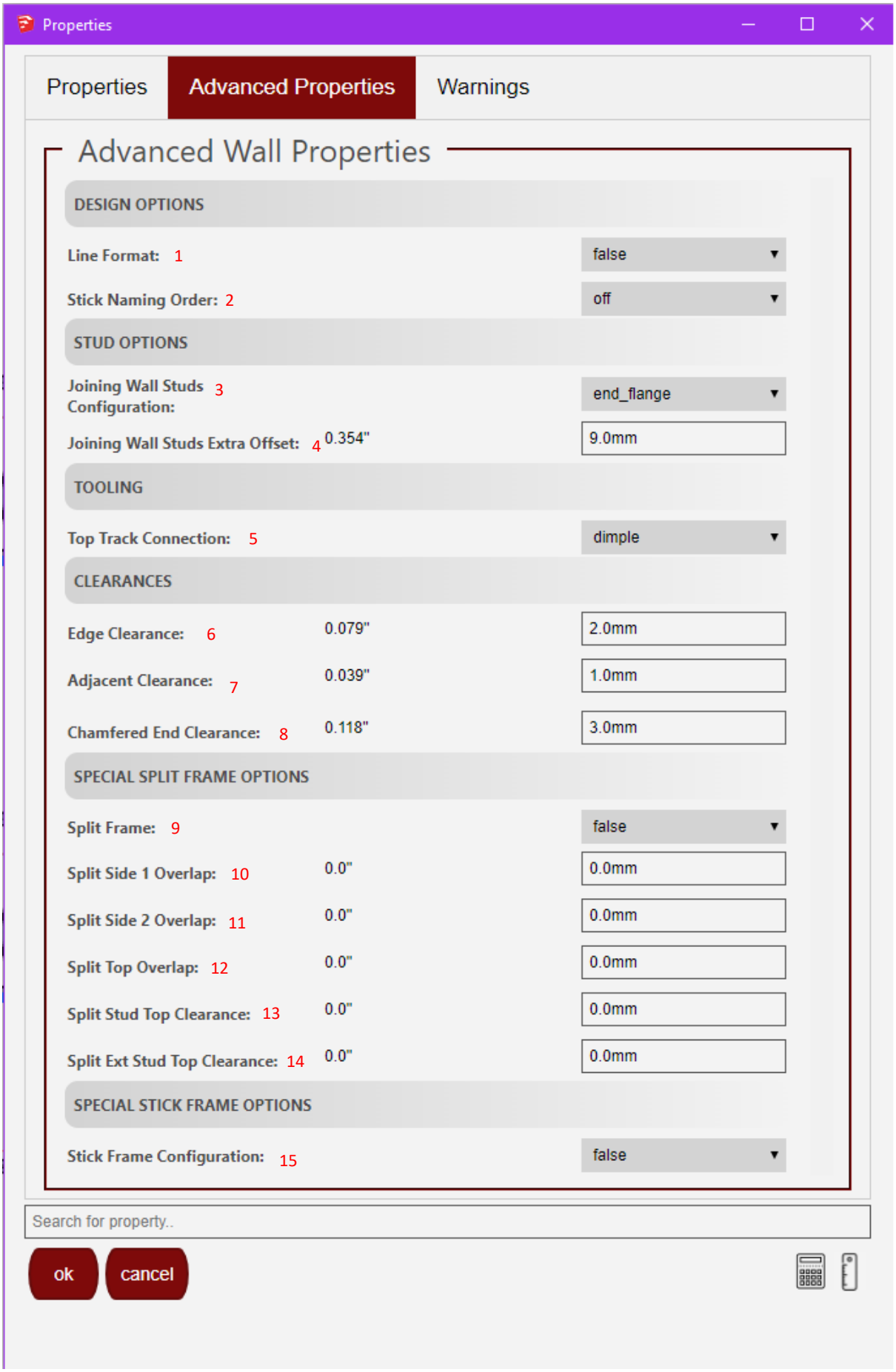
45. Frame end web holes

46. **Assembly labels**
    Enables or disables assembly labels

47. **Wall class**
    Changes a walls class (Interior, Exterior, Other).

48. **Wall trace draw offset**
    Changes the offset of the wall trace tool. (Right, left or centre).

49. **Wall trace label size**
    Adjusts the size of the trace label


Properties
Properties
Advanced Properties
Warnings
Advanced Wall Properties
DESIGN OPTIONS
Line Format: 1
false
Stick Naming Order: 2
off
STUD OPTIONS
Joining Wall Studs Configuration: 3
end_flange
Joining Wall Studs Extra Offset: 4
0.354"
9.0mm
TOOLING
Top Track Connection: 5
dimple
CLEARANCES
Edge Clearance: 6
0.079"
2.0mm
Adjacent Clearance: 7
0.039"
1.0mm
Chamfered End Clearance: 8
0.118"
3.0mm
SPECIAL SPLIT FRAME OPTIONS
Split Frame: 9
false
Split Side 1 Overlap: 10
0.0"
0.0mm
Split Side 2 Overlap: 11
0.0"
0.0mm
Split Top Overlap: 12
0.0"
0.0mm
Split Stud Top Clearance: 13
0.0"
0.0mm
Split Ext Stud Top Clearance: 14
0.0"
0.0mm
SPECIAL STICK FRAME OPTIONS
Stick Frame Configuration: 15
false
Search for property..
ok
cancel

1. **Line format**
   Enables or disables line format instead of the visual steel.

2. Stick naming order
3. Joining wall stud configuration
4. Joining walls studs extra offset

5. **Top track connection**
   Enables slots instead of dimples which allow for slight adjustments to a frame when assembling.

6. **Edge clearance**
   Increases or decreases the clearance to the edge of a profile.

7. **Adjacent clearance**
   Adjusts the adjacent clearance on a wall.

8. **Chamfered end clearance**
   Adjusts clearance of chamfered profiles on a wall.

9. **Split frame**
   Enables or disables the split frame function.

10. **Split side 1 overlap**
    Adjusts the length of the overlap on side 1.

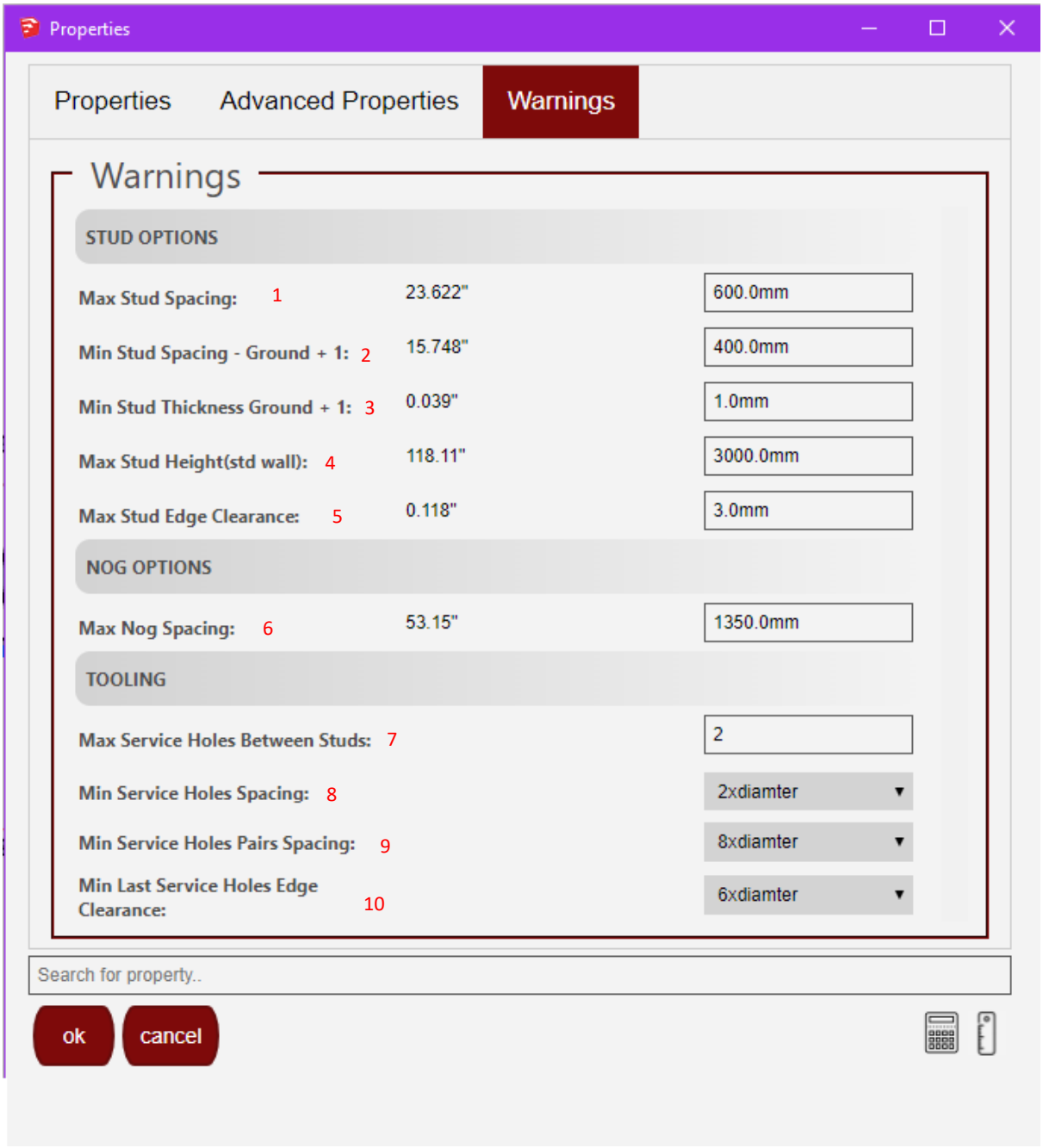
11. **Split side 2 overlap**
    Adjusts the length of the overlap on side 2.

12. **Split top overlap**
    Adjusts the height of the top overlap on the frame.

13. **Split stud top clearance**
    Adjust the clearance between the studs and the split.

14. **Split Ext stud top clearance**
    Adjusts the clearance of the stud extensions and the frame.

15. **Stick frame configuration**
    Enables or disables the stick frame configuration which removes all tooling etc.



1. Max stud spacing
2. Min stud spacing – ground + 1
3. Min stud thickness – ground + 1
4. Max stud height (std wall)
5. Max stud edge clearance
6. Max nog spacing
7. Max service holes between studs
8. Min service holes spacing
9. Min service holes pair spacing
10. Min last service holes edge clearance