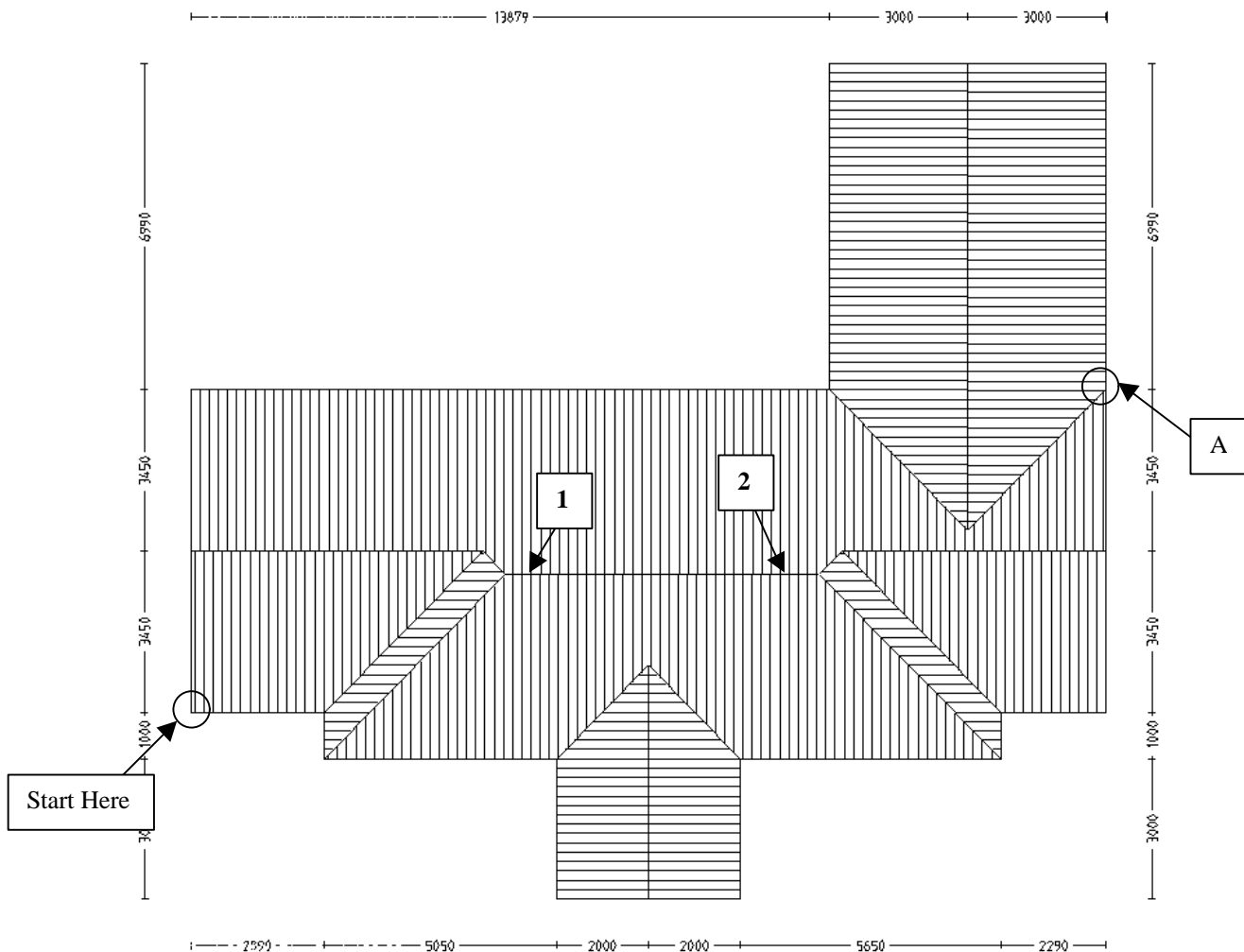


## Number: 15

**Objective: Double split gables and Use of Dormers as Projections**

**Commands used:** Hip-To-Gable  
Track-Outline  
Dormer



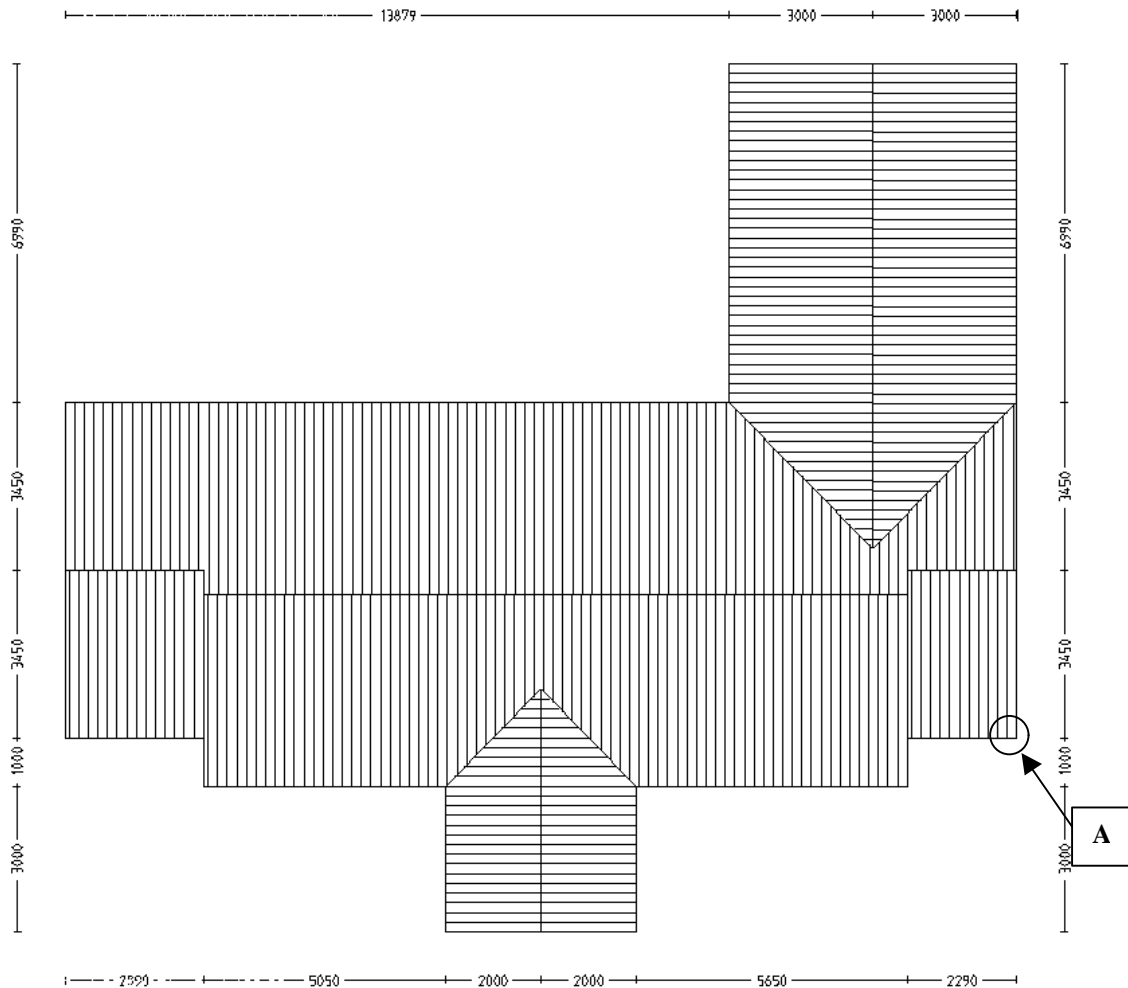
First of all draw up the main roof as shown above, by starting where shown and going **right 2890mm, down 1000mm, right 5050mm**, etc, until you get to point **A**. To get the valley line in here we need to go **left 1mm, then up 6990**, then continue around as normal.

When you are asked for gable ends, select the 4 gables that I have chosen and then continue. Your roof should look the same as the one above.

To make the two split gables go to **Mod-Roof | Hip-To-Gable** and select the two hip ends **1 & 2**.

*Information in this note is applicable to Applicad's Steep Roof Products:  
**Sorcerer, Roof Magician and Roof Wizard.***

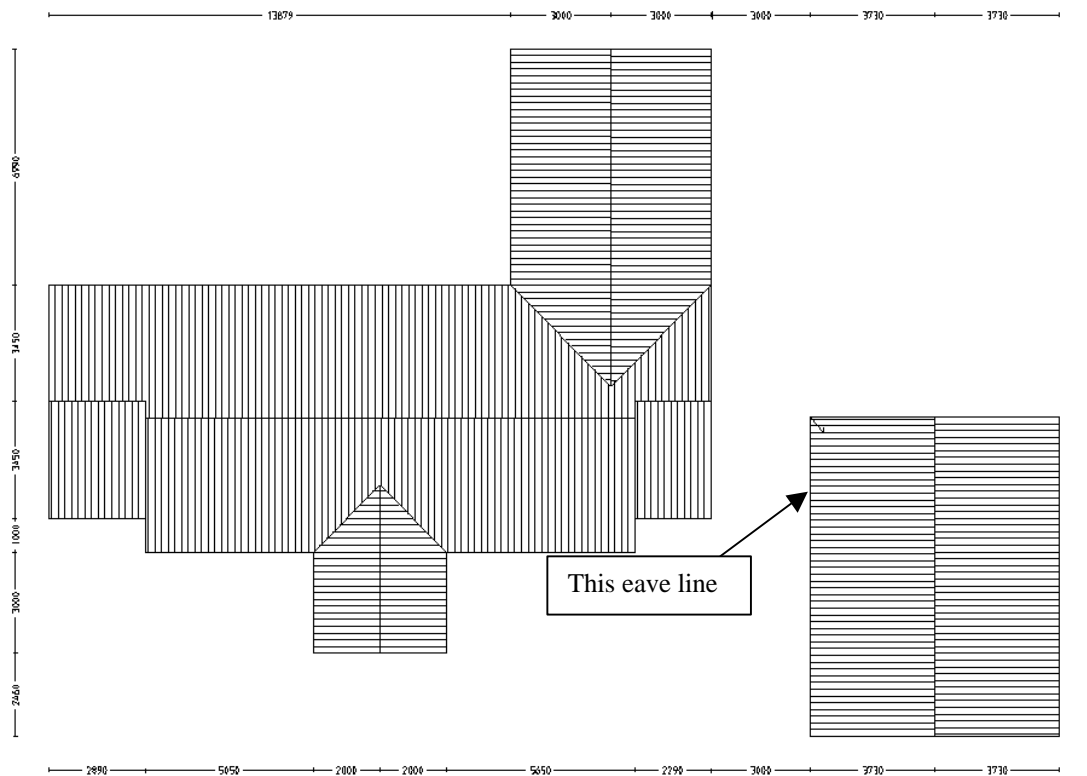
Your roof should now look like the following one.



From here we need to draw up the garage. Go to **Gen-Roof | Track-Outline** and then press the **F2** key. This will bring up the **inline** menu. From here go to **Ref.** You will then be prompted to **locate a Reference Point.** “**Snap**” (middle mouse button or Shift Left click) to point **A** and type in “**i3000, 3000**” followed by the **Enter** key. This will bring up the track outline box. Type in the dimensions for the garage.

*Information in this note is applicable to Applicad's Steep Roof Products:  
**Sorcerer, Roof Magician and Roof Wizard.***

Your plan should now look like the following.



The final piece of roof to put in is the Mudroom. The best way to put this in is to use the **Dormer** command under **Mod-Roof**. Select the eave line shown. When the defaults box comes up, fill in the defaults as shown below.

Dormer defaults	
Dormer material	Metal
Type of dormer	Gable
Pitch	23.00
Distance along eave	800.00
Offset from eave	-3000.00
Width	1600.00
Projection length	3000.00
Draw side walls ?	No
Side eave overhang	0.00
Verge overhang	0.00
Gap width	0.00
Offset from eave to gap	0.00
Side style	Both horizontal
Eave type	Fascia&Gutter

Locate the dormer by:

Insert at apex

Insert along hip

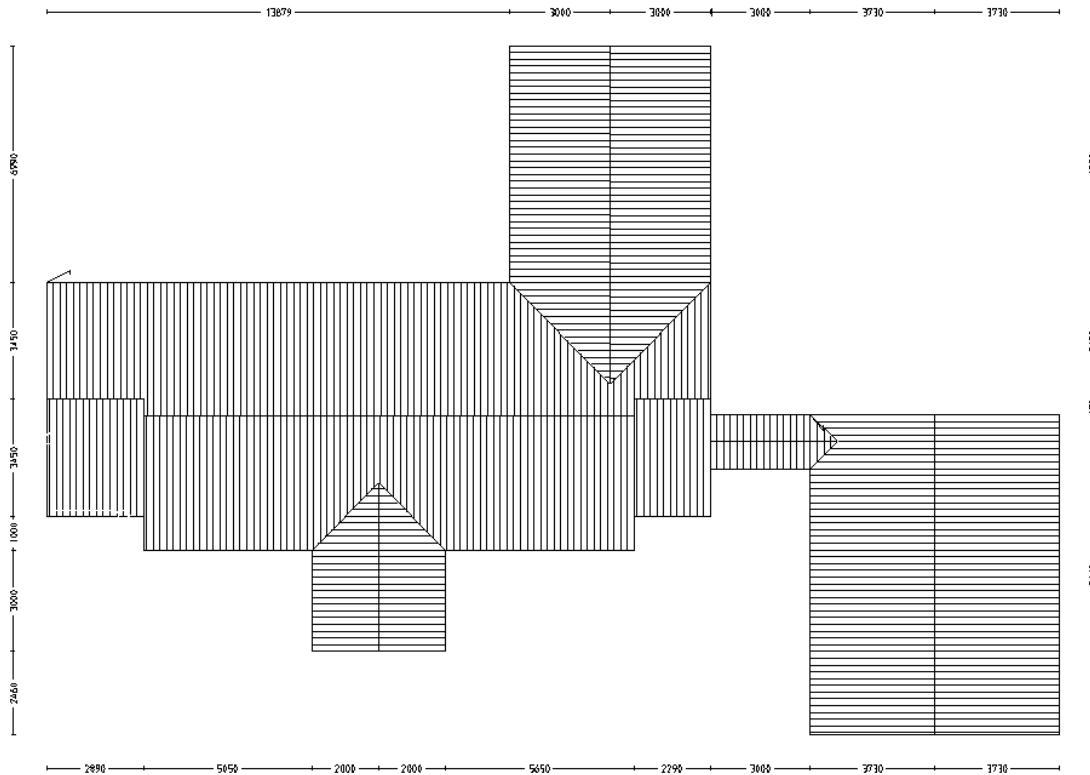
Continue Preview Insert

*Information in this note is applicable to Applicad's Steep Roof Products: Sorcerer, Roof Magician and Roof Wizard.*

# Tips and Tricks

*Items drawn from Applicad's Customer Service file*

Select **Preview** and you will be shown where the dormer is going to be place. If it is in the correct place select **Insert** and the dormer will be inserted. Select **Continue** on the dormer default box and the right click the mouse to exit completely out of the command. Your roof is now completed and should look like the one below.



*Information in this note is applicable to Applicad's Steep Roof Products:  
**Sorcerer, Roof Magician and Roof Wizard.***