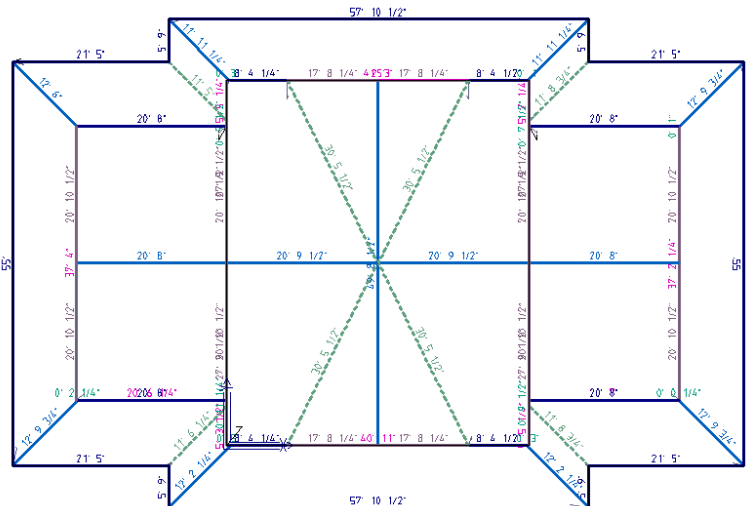
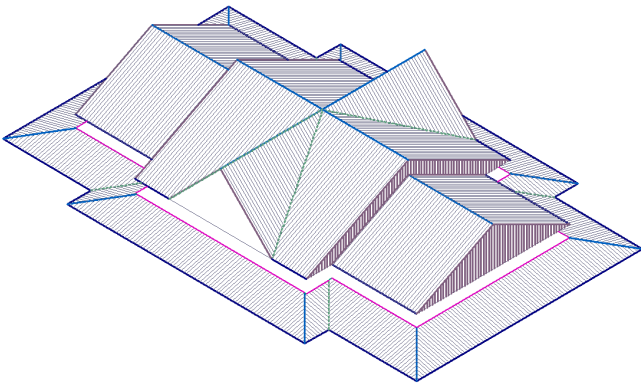




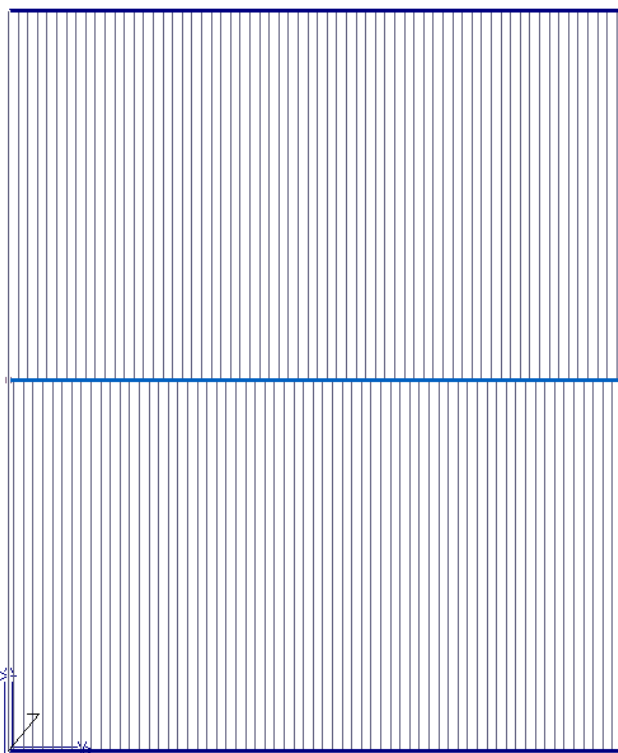
Tips and Tricks # 47

Complex Multi-level Roof



The tutorial assumes mid to advanced experience with the AppliCad software to complete.

My suggestion for completing this job - First model the main body of the roof.



Add the dormers, had to guess a couple of dimensions but the result looks OK.

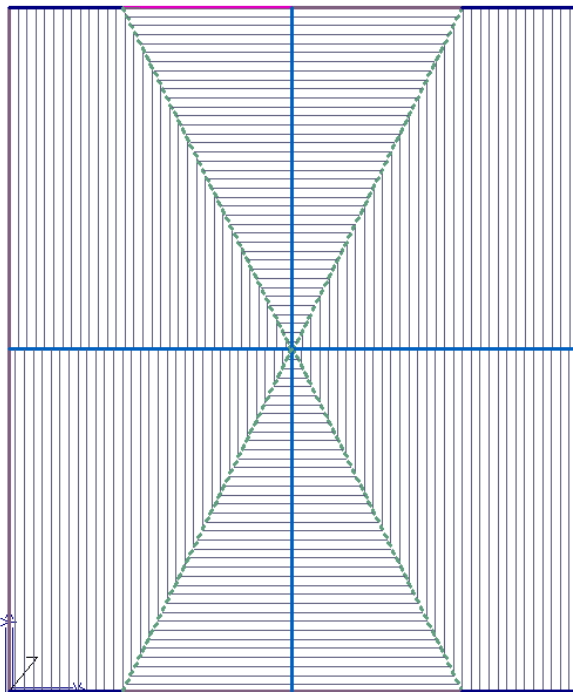
Tips and Tricks

Items drawn from AppliCad's Customer Service file

Dormer Defaults [X]

Dormer Material	<input type="text" value="Metal"/>	Locate the Dormer by :
Type of Dormer	<input type="text" value="Gable"/>	<input type="button" value="Insert at Apex"/>
Slope	<input type="text" value="12.00"/> in 12 ...	<input type="button" value="Insert along Hip"/>
Distance along Eave	<input type="text" value="20.85"/> m	
Setback from Eave	<input type="text" value="0.00"/> m	
Width	<input type="text" value="25.00"/> m	
Projection Length	<input type="text" value="0.00"/> m	
Draw Side Walls ?	<input type="text" value="Yes"/>	
Side Eave Overhang	<input type="text" value="0.00"/> m	
Gable Overhang	<input type="text" value="0.00"/> m	
Gap Width	<input type="text" value="0.00"/> m	
Offset from Eave to Gap	<input type="text" value="0.00"/> m	
Side Style	<input type="text" value="Both Horizontal"/>	
Eave Type	<input type="text" value="Fascia&Gutter"/>	

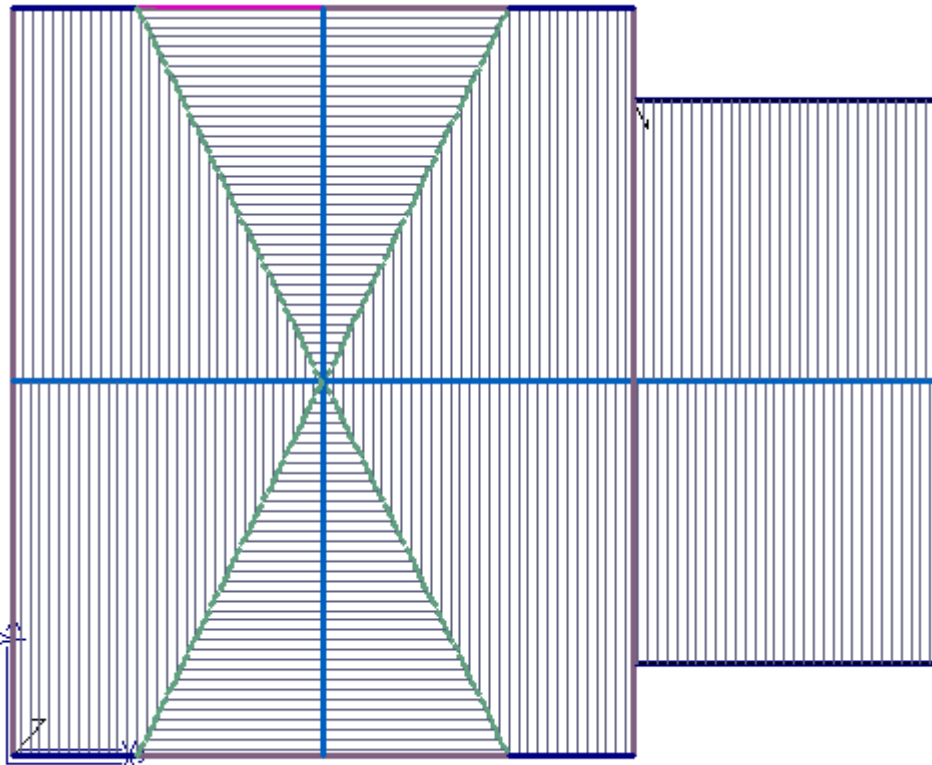
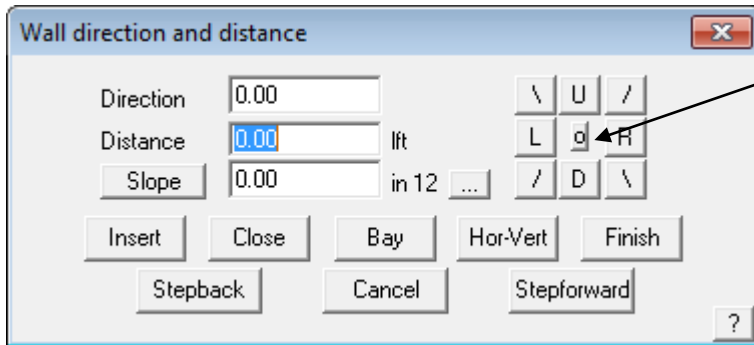
[?]



Tips and Tricks

Items drawn from AppliCad's Customer Service file

Next add the roof at the end using the reference point function.

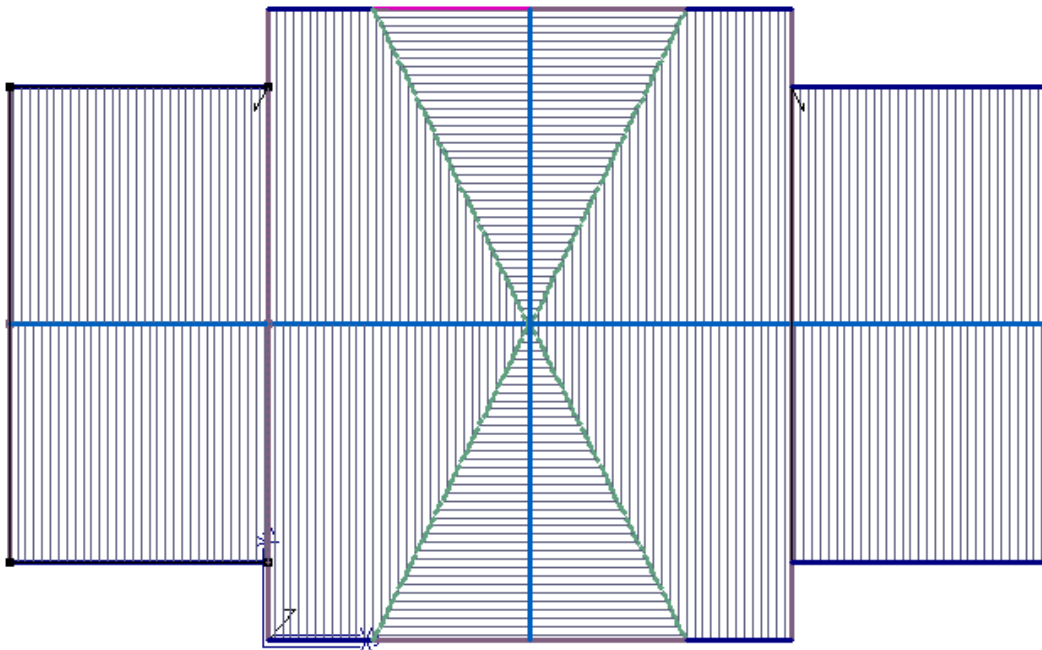


Then use **Construct Roof > More... > Mirror** – select the items to mirror and indicate that you want a single copy, and copy it to the other side about the ridge line of the Dormer.

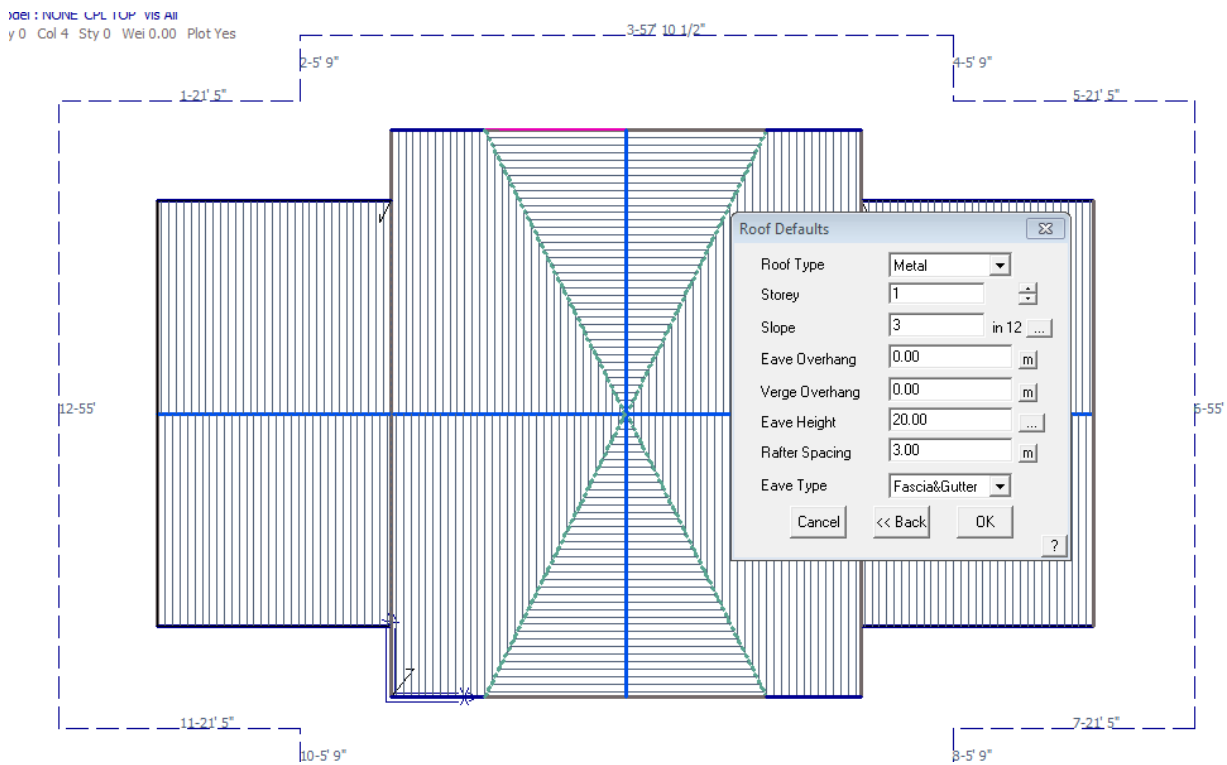
Tips and Tricks

Items drawn from AppliCad's Customer Service file

4 of 6

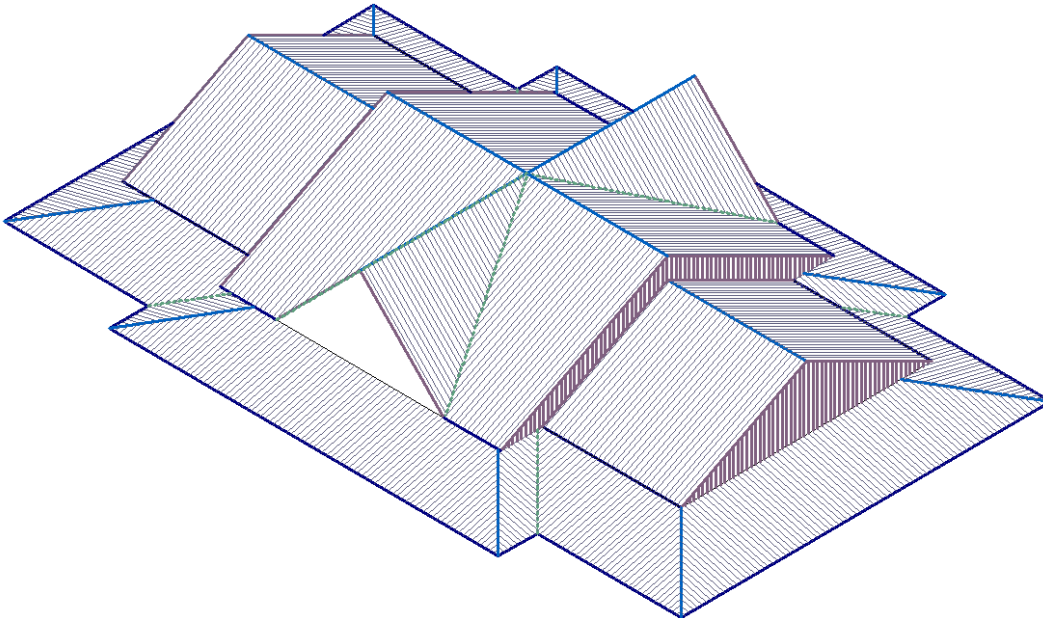


Now use reference point again and draw another whole roof under the main roof. Figure the start point to be an equal distance up and over from the top right hand corner of the main roof.

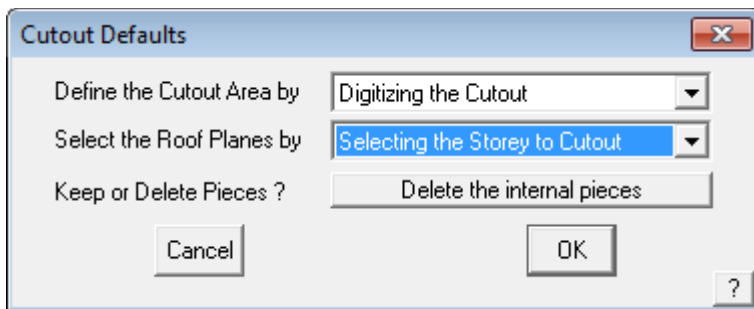


Set the correct roof pitch (3:12) and a lower eave height.

And you get one roof over another. The result looks pretty cool but isn't correct yet. Remember to make each a different storey so the cut-out works more easily. If you forget like I did, use **Tools > Change Storey** while in the front view and select the upper level to change the storey to storey 2.



Now use **Mod-Roof > More... > Cutout Multiple Planes** to remove the area under the middle roof. In plan view, snap to the corners of the middle roof area.



And you're done.

