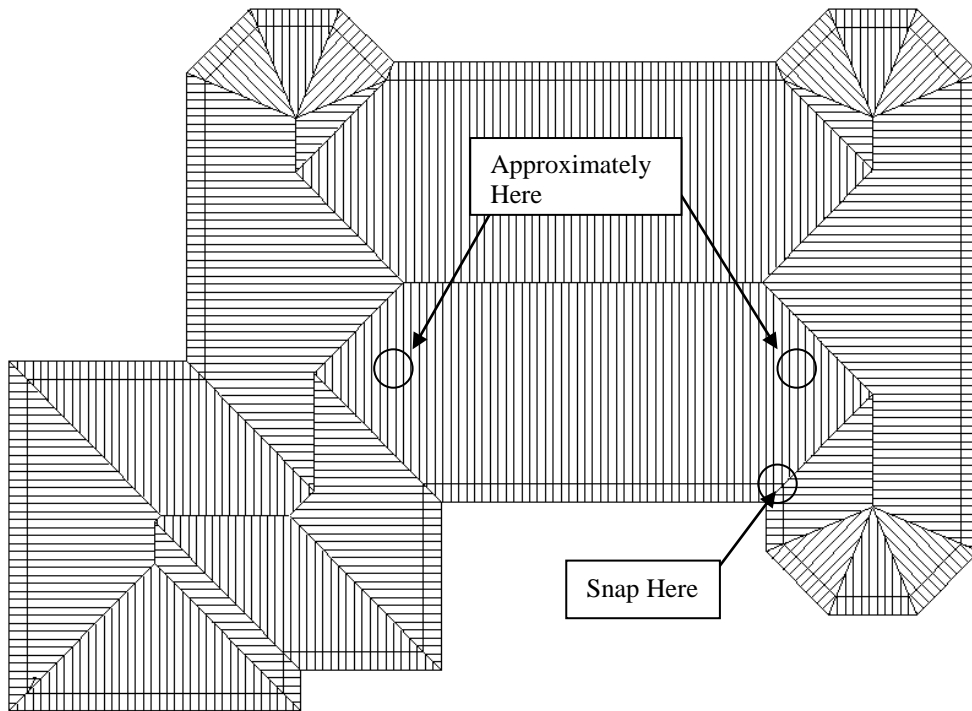
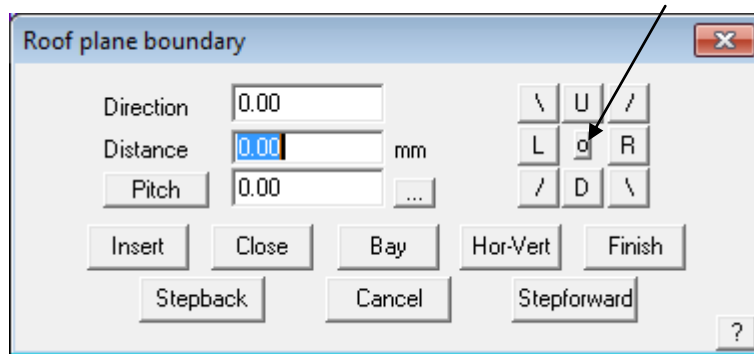


Number: **004** V2.0 - 13 August 2012
 Objective: **Using Intersect Planes to change Pitches**
 Commands used: **Track-Plane + Intersect-Planes**

First of all draw your roof up as normal, it should look similar to the one below.



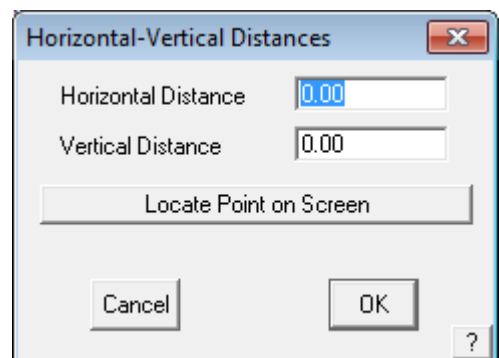
From here we need to go to **Construct-Roof > Track-Plane**. You will be presented with the Track-Outline dialog box.



Select the Reference button in the middle of the 'accelerator' buttons. This allows you to select a point to use as a reference point from which a new outline start point can be defined.

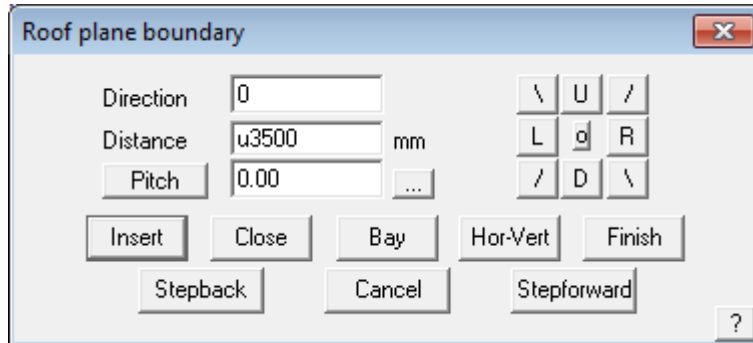
You will need to **"Snap"** (middle mouse button or Shift and Left Click) to the corner of the wall as shown above.

You will now be prompted to define an offset from the reference point. Since the start point offset from the



reference point, type in Horizontal Distance of **1200**, and Vertical distance of **-1500** then select OK or press the **Enter** key.

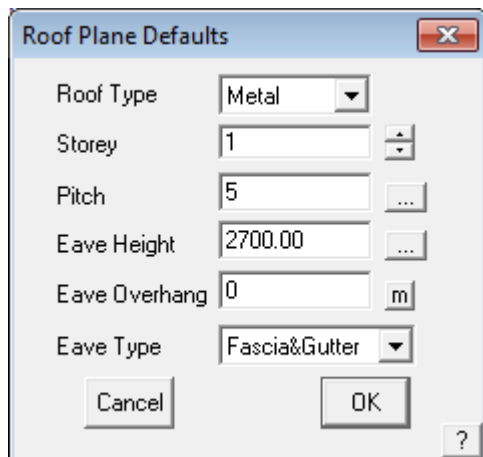
The Roof Plane Boundary dialog is now displayed and you are able enter the required distance up and left.



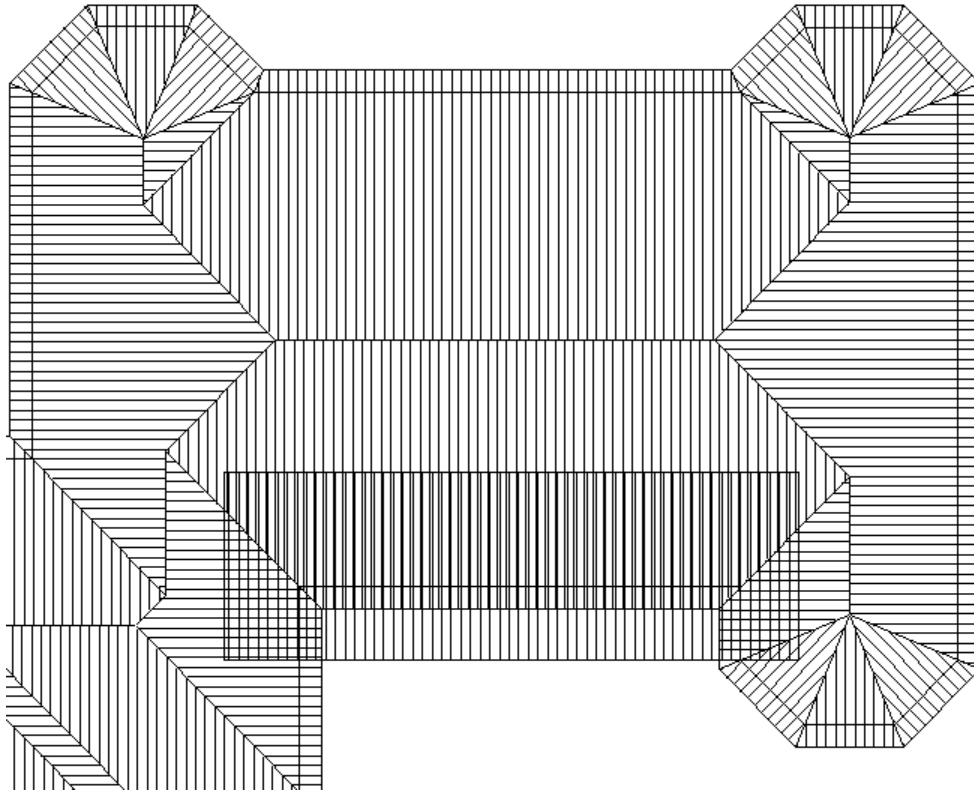
So let's type U3500 and Enter, then L9000 and Enter, then select **Close Square**. The outline will close out and then select Finish.

You are then presented with a new dialog box which is prompting for the default settings for the new roof plane.

You will then be presented with the **plane defaults** box. Fill in the details as required, ensuring the eave height is the same as the rest of the job.



Finally you will be asked to select the pitching line. This is from where the plane pitches **up** from. Select the bottom line of the plane and your plane will be drawn in.



From here it is a simple case of going to **Mod-Roof > More... > Intersect-Planes**. Let the software do its thing, and your roof will now look like the following. You should press the repaint button when it has finished just to clean it up.

