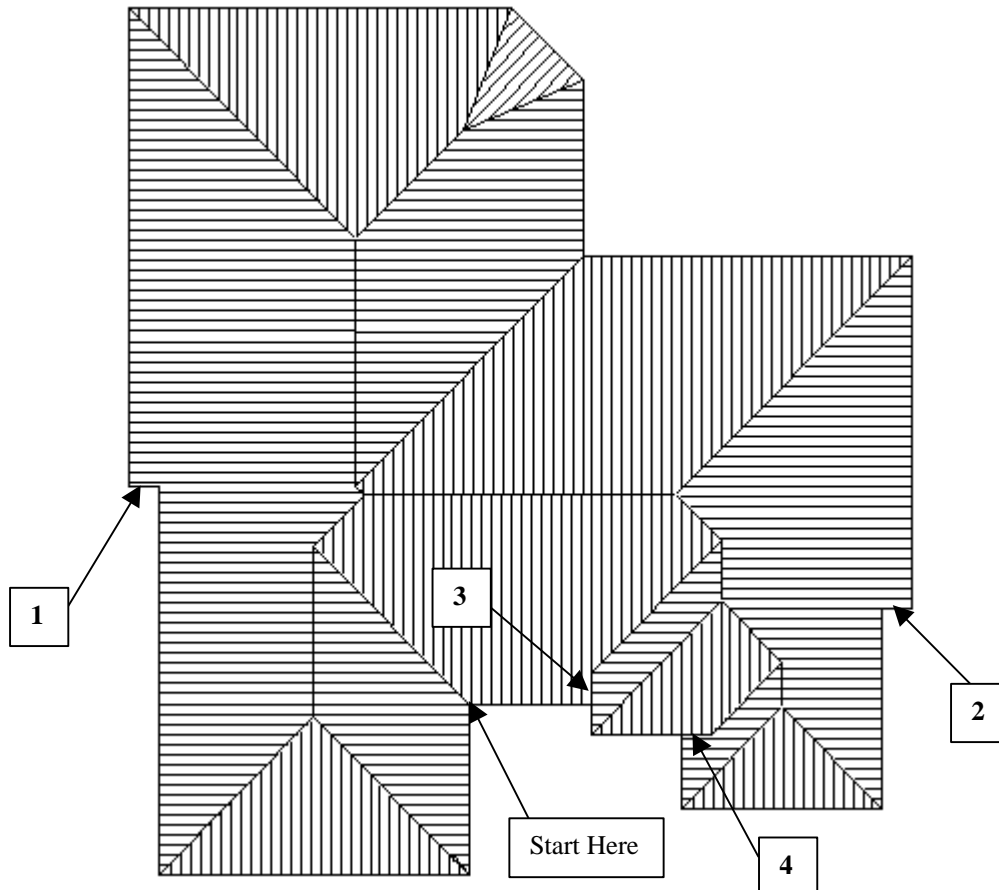


## Number: 5

**Objective: Illustrate use of Barge Lines**

**Commands used: Hip-To-Gable**



The first roof is the one above.

A note with barge lines before we start, if a barge line goes up **500mm**, it **must** come down **500mm** otherwise it will not work.

We will start at the valley on the garage and go right until we hit the portico, which I believe is **2450mm**. From here we go up about **600mm**, right **1mm**, down the **600mm** we went up plus the distance the portico sticks out which is about another **600mm**. Now go right the width of the portico including the **600mm** into the roof. Go down **1mm** and then left **600mm**. Go down about **1500** and that brings us to the bottom left corner of Bedroom 1.

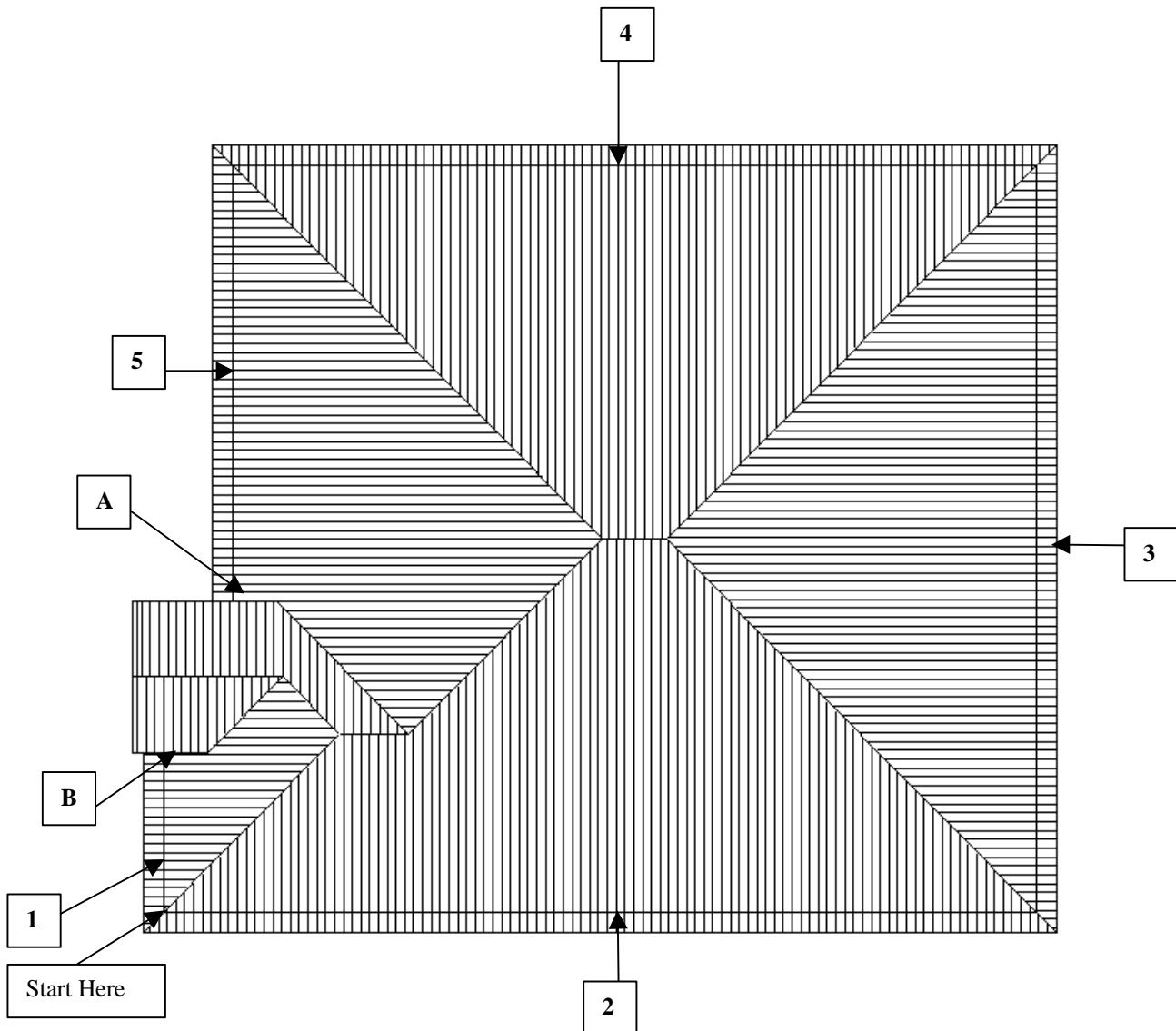
For this roof it is easier if we draw around the **eave** line and set the **eave overhang** to **0**, instead of the wall line so continue around the roof and close it as normal.

Select **No** to Gable ends, **No** to changing overhang and **Yes** to barge lines. As you can see on the above drawing there are **4 barge** lines so we need to select these four lines.

Select lines **1** and **2** first, as these are the easier of the two sets. When you select the line it will start to flash, select **no** to the first line, as this should be the wall line, and **yes** to the second line, as this should be the fascia line.

Now we need to select barge lines **3** and **4**. When you select line **3** it will start to flash, there will be **2** short lines and **2** longer lines. We want to choose the **second** of the **shorter** lines. The process is the same for barge line **4**.

When you have selected all 4 barge lines, right click your mouse and your roof will be drawn up correctly.



The second roof looks like the one above, and the processed used is similar to the previous one. Start this one at the bottom left corner of bedroom 1. Go up **3590mm**, right the distance the portico goes into the main roof, I used **1000mm**. Now go up **1mm**, left **1600**, up **3400**, right **2170 plus 1000**, up **1mm** left **1000**, up **8980**, right **18260** and close square.

When the roof defaults box appears make sure that the **eave overhang** is set to **0**, and continue. Select **No** to gable ends, and **Yes** to change eave overhang. Select walls **1-5** and change the overhang to **450mm**. When you are finished right click the mouse to continue.

Select **Yes** to Barge lines and select eave lines **A** and **B**.

**NOTE:** Make sure you select the **shorter** of the two **EAVE** lines, you will be told if you select the wall line.

When these lines are selected, right click the mouse and your roof will be drawn up.

When the roof has drawn up you will notice that there is a hip end on the portico. Select the **Mod-Roof | Hip-To-Gable** command and select the ridge line of this hip. It will then be changed into a gable end.

This now completes this roof.

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