

Before You Draw

Before you begin creating a model, it is important to establish your wall heights and floor levels, and define the terrain on which the building sits.

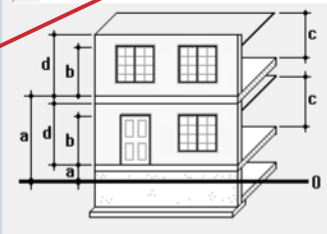
Building Locations

Your Building Location settings determine the wall height for each floor (level) in your model and the position of each floor relative to the ground (zero).

To define Building Locations:

1. Select **Settings > Building Locations**.
2. Click in the field that you want to define.

Number	Name	a - Floor Level	b - Head Height	c - Ceiling Height	d - Wall Height	Framing Options
1	Foundation	-8'	6'-8"	8'	8'	...
2	Ground Floor	0'	6'-8"	8'	8'-1 1/8"	...
3	Second Floor	10'	6'-8"	8'	8'-1 1/8"	...



Floor Level
Height of floor base above ground level (0)

Head Height
Height of tops of windows and wall openings relative to the floor level

Ceiling Height
Height of underside of ceiling surface relative to the floor level of that location

Framing Options
Determine how the walls on each location are framed

Wall Height
Physical height of the walls on the location

Tip: You can delete or rename existing locations and add new locations as needed.

Tip: Before inserting an element, make sure the correct building location is selected on the View Control toolbar.



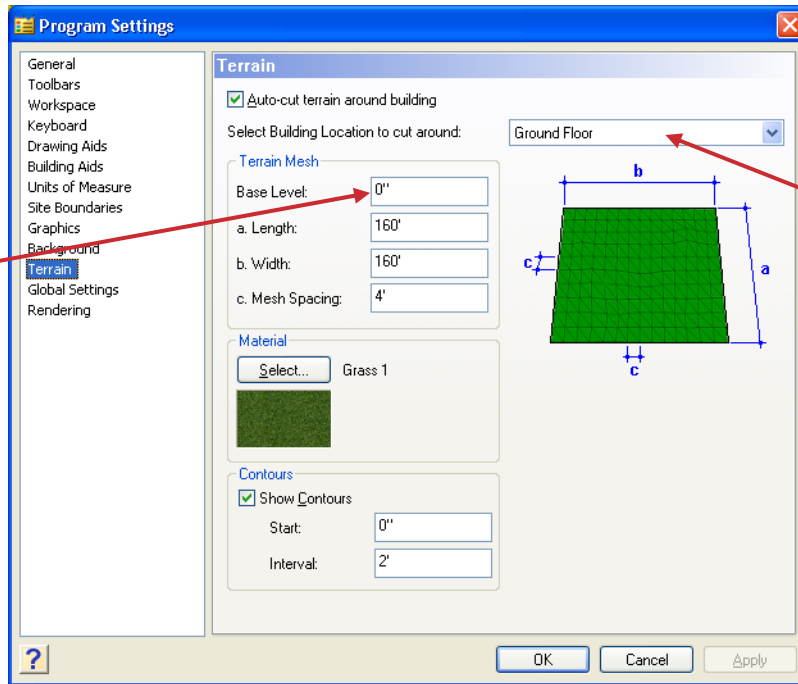
Terrain Settings

The Terrain Settings dialog lets you define the size and appearance of the terrain, as well as the relationship between the building and the terrain.


To define terrain settings:

1. Select **Settings > Program Settings**.
2. In the **Program Settings** dialog, select **Terrain** in the left pane.

Base Level
The height at which the base of the terrain sits. Entering a positive value raises the terrain up.



Select the location you want the terrain to cut around. Typically this would be the location that comes into contact with the terrain.

For information about each setting in this dialog, click  in the dialog.

Tip: You can recreate topographical features such as hills, slopes, berms and plateaus using tools on the Terrain menu and toolbar.