

## Preparing Envisioneer Models for Import into KeyBuild®

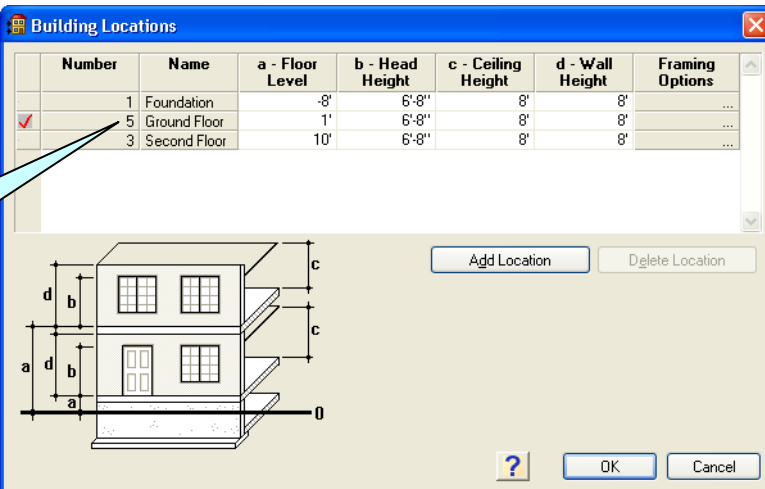
If you plan to import an Envisioneer model into KeyBuild software, there are a number of things that you need to check and possibly edit in the model beforehand. Important points to consider involve building locations, floors, roofs and walls. This document outlines these points in detail.

### Building Locations

KeyBuild uses the first 4 levels for non-framed levels. Therefore, any levels that you want to be framed should have a location number of 5 or higher in Envisioneer.

To set building location numbers:

1. In Envisioneer, select **Settings > Building Locations**.
2. Select the building location that you want to be framed and change its location number to 5 or higher.



Change the number to 5 or higher

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

3. Click **OK**.

### Floors

By default, Envisioneer inserts an automatic floor when you create a closed wall layout. As you add interior walls to your layout, the floor is split, and floors are formed in individual rooms. This is not realistic from a framing point of view.

Points to consider:

- If your model already contains an automatic floor, you need to remove it.
- If you are in the process of creating your model, you need to disable the creation of automatic floors prior to drawing perimeter walls.
- To create a floor that spans from one perimeter wall to the other, use the Floor by Perimeter tool.

**To disable automatic floor creation:**

1. Select **Settings > Program Settings**.
2. In the **Program Settings** dialog, select **Building Aids** in the left pane.
3. Disable the **Automatically Insert Floors** check box.
4. Click **OK**.

**To create a floor that spans the perimeter:**

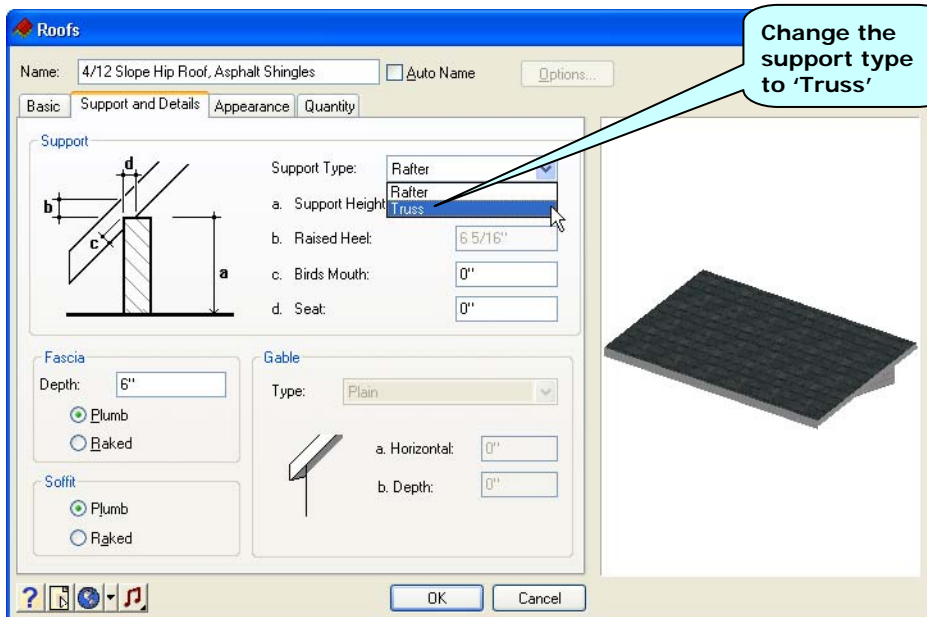
1. From the building locations drop box, select the location where you want to insert a floor.
2. Select **Insert > Floors > Floor by Perimeter**.
3. In the catalog panel, select the type of floor that you want to insert.
4. Click anywhere inside your model. A floor is inserted throughout the entire location. The edge of the floor will be aligned with the outer edge of the wall core.

### Roof Trusses

By default, roofs in Envisioneer are set to frame with rafters unless you specify otherwise. If you want a truss roof in KeyBuild, you need to edit the Support Type selection in the roof's properties in Envisioneer. Although Envisioneer does not actually model a truss, this will ensure that the roof geometry is properly passed into KeyBuild.

**To switch to a truss roof style:**

1. Click on the roof to select it.
2. Right-click and select **Properties**.
3. In the **Roofs** dialog, select the *Support and Details* tab.
4. From the **Support Type** drop box, select **Truss**.



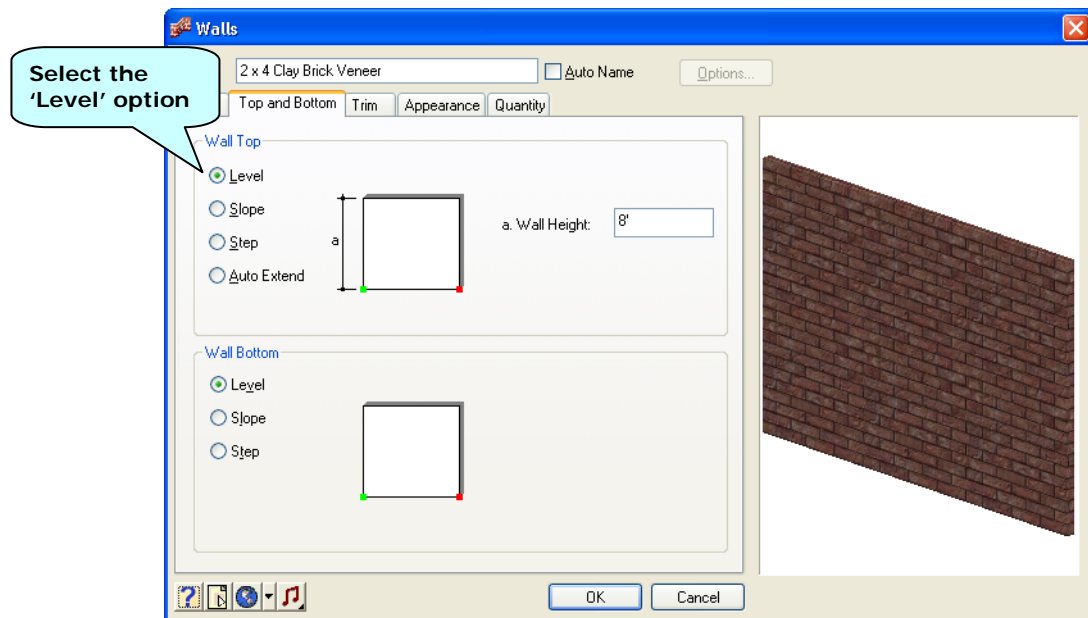
5. Click **OK**.

## Auto-Extruded Walls

Currently, auto-extruded walls do not import correctly into KeyBuild. It is recommended that you disable auto-extrusion for any walls in your model that are auto-extruded.

### To disable auto-extrusion:

1. Select the wall that you want to edit. If desired you can Shift+click to select multiple walls at the same time. You can also right-click and choose **Select All Similar** to select all walls that are the same type as the one you have selected.
2. Right-click and select **Properties**.
3. In the **Walls** dialog, select the *Top and Bottom* tab.
4. Enable the **Level** radio button instead of the **Auto Extend** radio button.



5. Click **OK**.