

Wall Framing

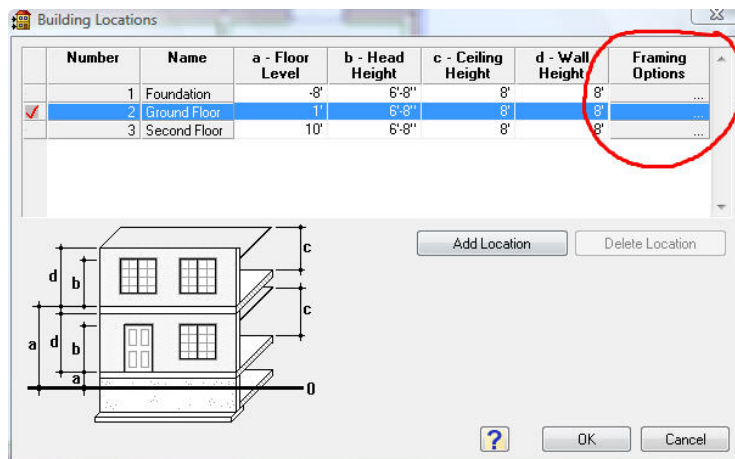
There are many settings within the new Envisioneer 5.0 release that allow you to customize how you frame the wall, what members you use and their orientation. You can customize the wall fill; the stud layout, the head/sill and jamb orientation and sizing and the corner configurations.

In the next few editions of the newsletter we will look at various aspects of the new framing options in Envisioneer. For this edition we will simply look at where the framing settings are found.

Wall Framing Settings

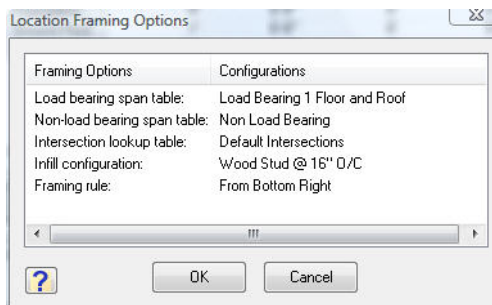
You can set default settings for a wall and also customize each wall as you draw it.

1. Select **Settings>Building Locations**.



Beside each building location is a **Framing Options** column. This allows you to set default framing options according to the location. So each location can therefore have different framing rule defaults depending on their location and each location will then frame differently in accordance to your default options.

2. Left click on the **Framing options** setting in the **Ground Floor** row.
3. The **Location Framing Options** dialog box will appear showing the default framing options for that location. When you frame a model it will use these options unless you indicate otherwise.



4. You can double

click on each configuration and a new dialog box will appear that will allow you to choose a new default option.

Each wall that has been inserted into a model will also have their own framing information saved their as well.

5. Left click on a wall that has been inserted into a model.
6. Right click and choose **Properties**.
7. The **Walls** dialog box will appear. A Framing member button is found under the Basic tab. Beside the button it will note the current framing member. If you left click on the button you can choose a new default member from the Catalog.

So each wall will have the stud size listed to frame the wall and at the location level, it will indicate how it will use that members across a wall for the infill. You can also over ride this member option at the location level.