



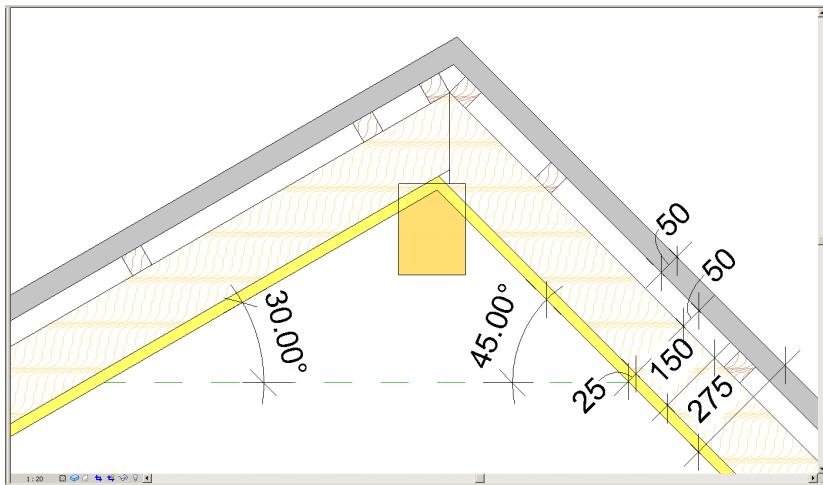
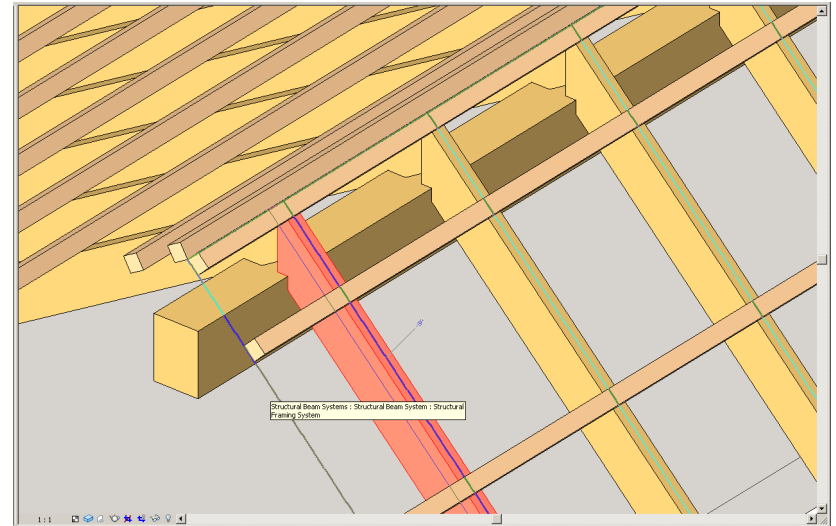
Create Common Rafter Systems

Rafter+FF



Before proceeding

- Please read the topic *“How to frame correctly layers of the wood roof”* carefully.



Two overlapping "Edit Assembly" dialog boxes are shown. The background dialog is for a "Basic Roof" with a total thickness of 275.0 (Default). The foreground dialog is for a "Basic Roof" with a total thickness of 175.0 (Default).

Background Dialog Layers:

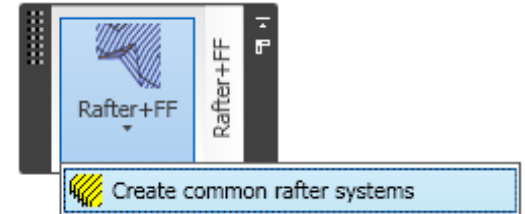
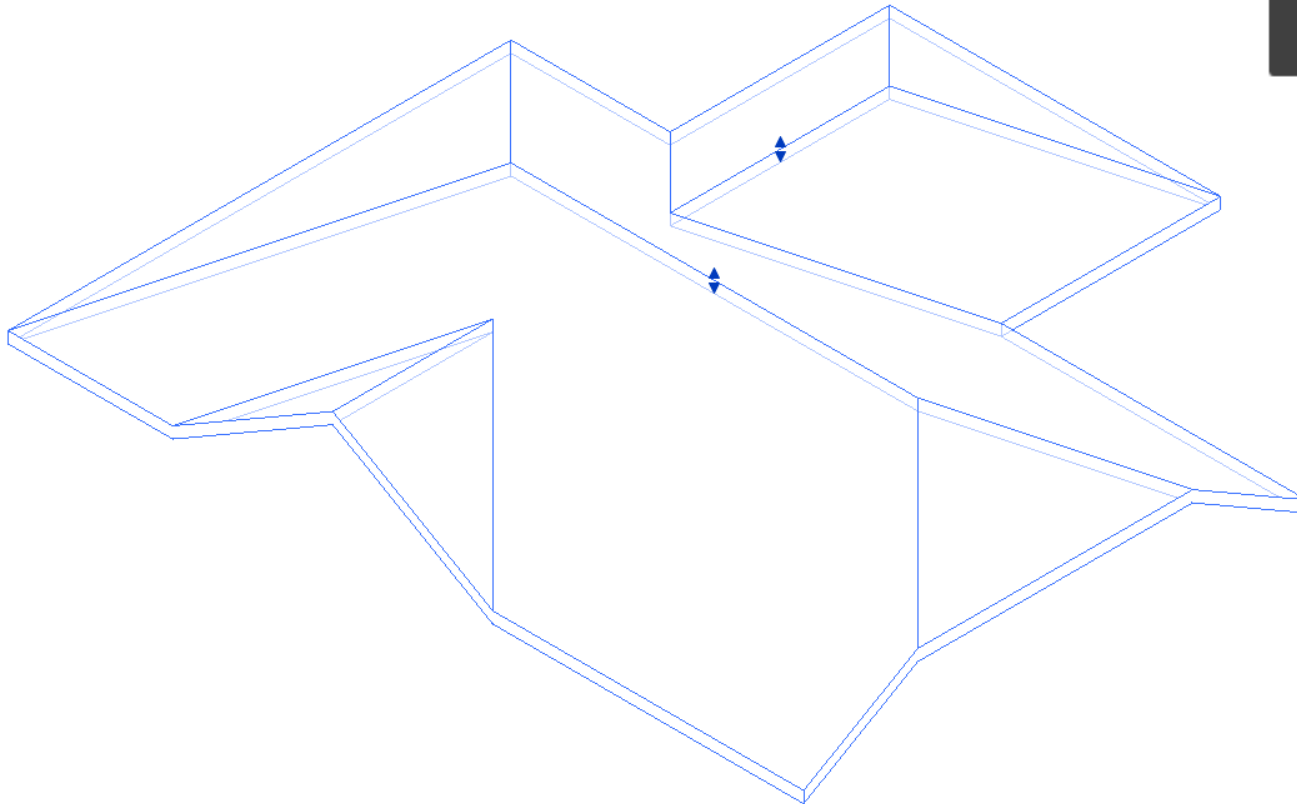
Function	Material	Thick
1 Structure [1]	Roofing - Metal	50.0
2 Structure [1]	Wood - Stud La	50.0
3 Core Boundary	Layers Above W 0.0	
4 Structure [1]	Wood - Timber	150.0
5 Core Boundary	Layers Below W 0.0	
6 Structure [1]	Wood - Sheathi	25.0

Foreground Dialog Layers:

Function	Material	Thickness	Wraps	Variable
1 Core Boundary	Layers Above W 0.0			
2 Structure [1]	Wood - Timber	150.0		
3 Core Boundary	Layers Below W 0.0			
4 Structure [1]	Wood - Sheathi	25.0		

Create Common Rafter Systems

- Select a roof.
- Select the function *Create common rafter systems* from “Rafter+” menu.



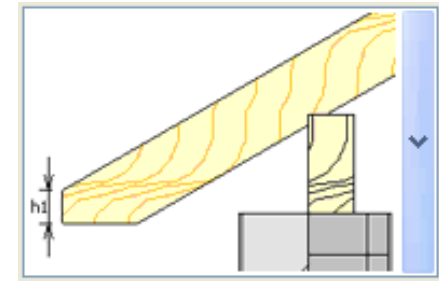
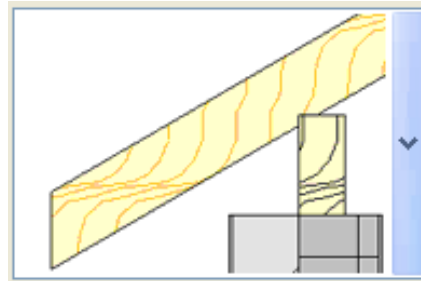
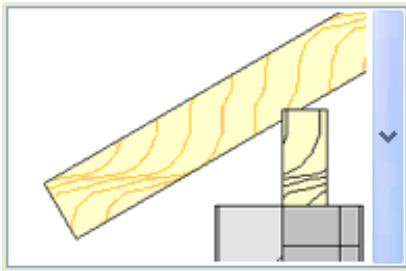
Configure Beams

- Now you can choose *End cut type* of the rafter.
- Provide dimensions of the rafter cross section: *width - b* and *height (depth) – h (d)*.
- Enter the *End cut height* dimension **h1** if required.
- Enter the distance of *Fixed Rafter spacing*.

NOTE

You can change all those parameters at any time.

Please see details on the pictures - rate of rafters generation depends on a cut type.



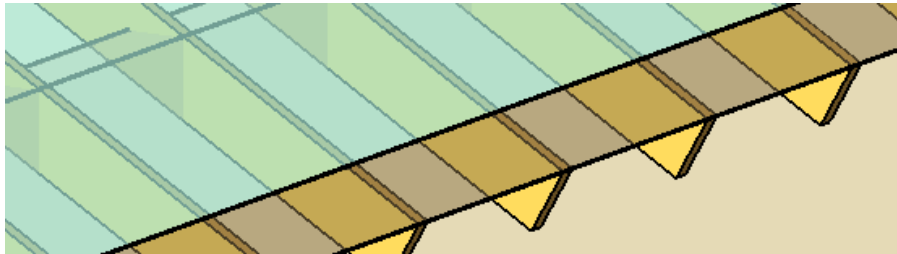
Fast-moving variant without any change of beam instance parameters.

Generating of these end cut types of rafter takes 3-4 times longer. It's recommended to change a cut type after all roof framing is finished.

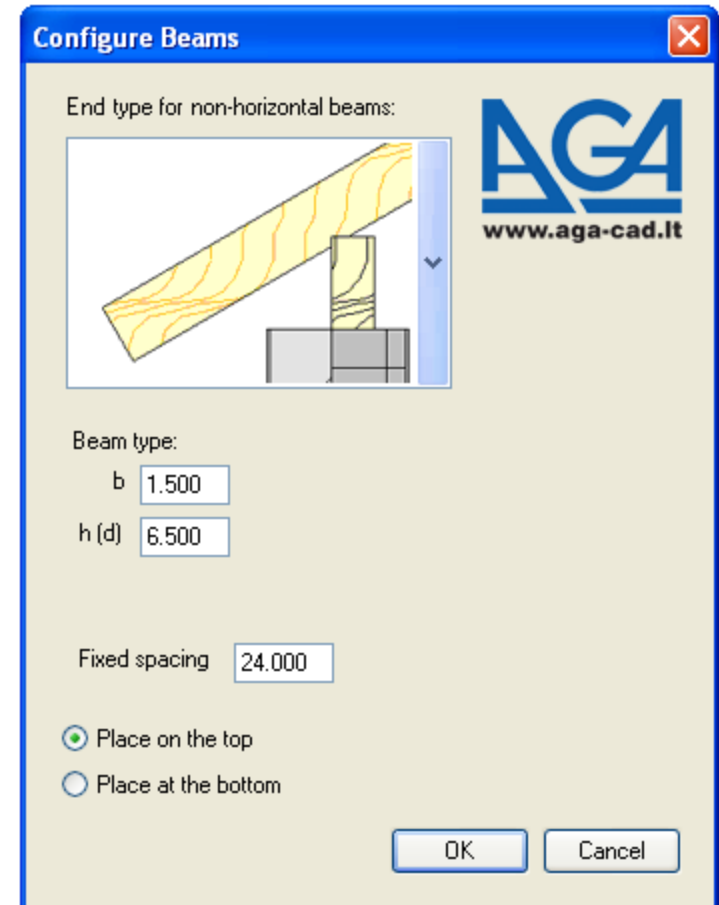
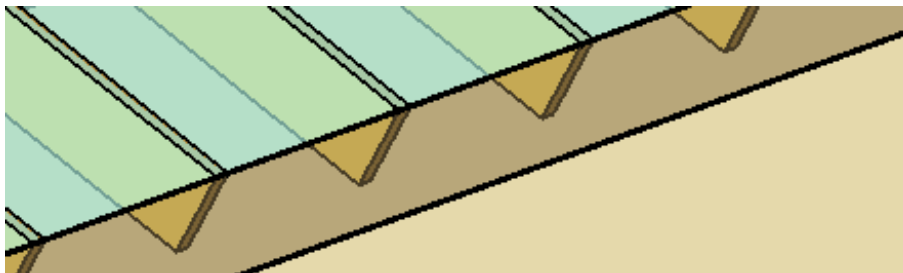
Configure Beams

- Select placement of rafters. They can be placed on the top or at the bottom of the roof.

Placed at the bottom

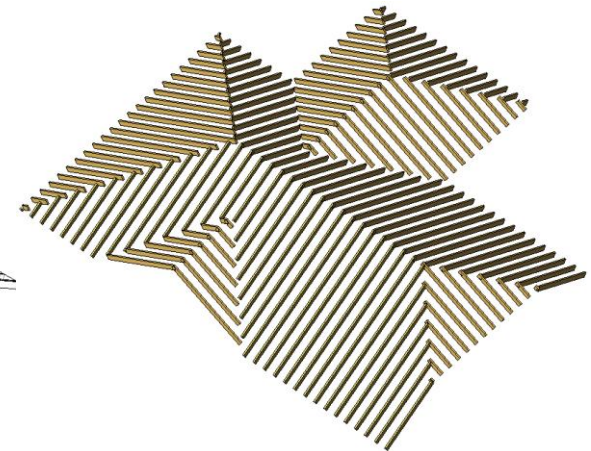
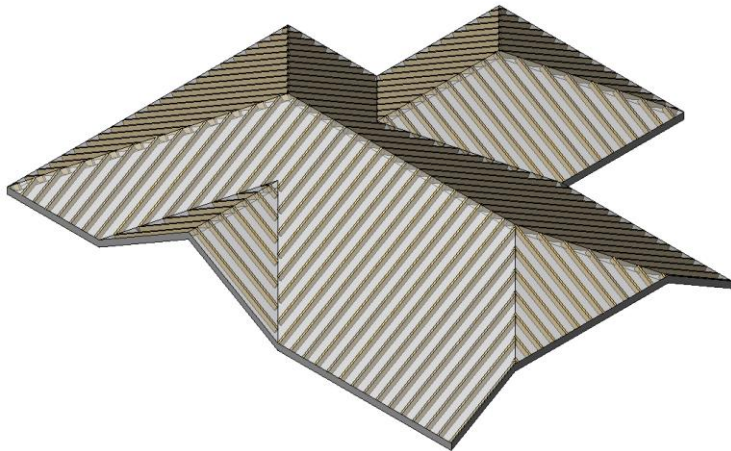
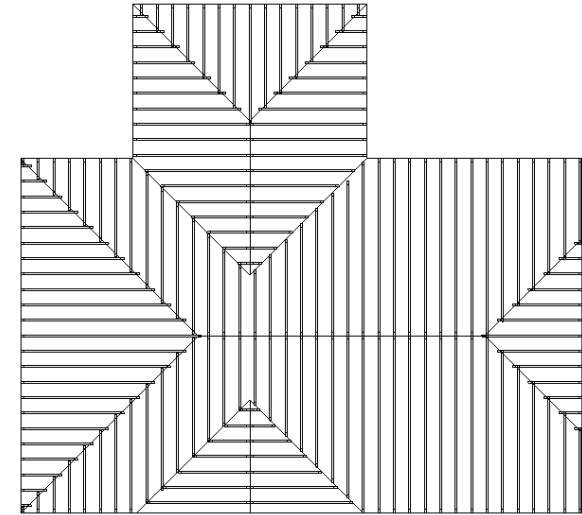


Placed on the top



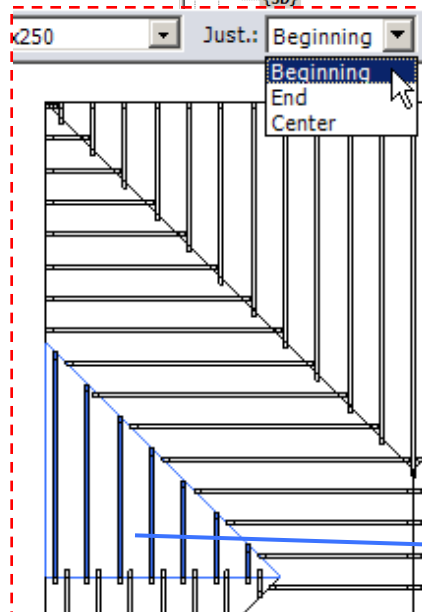
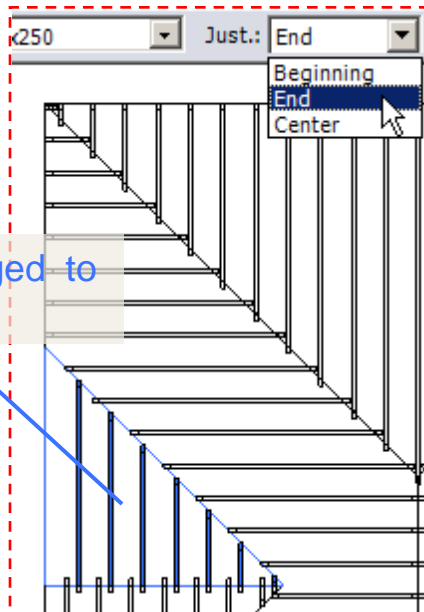
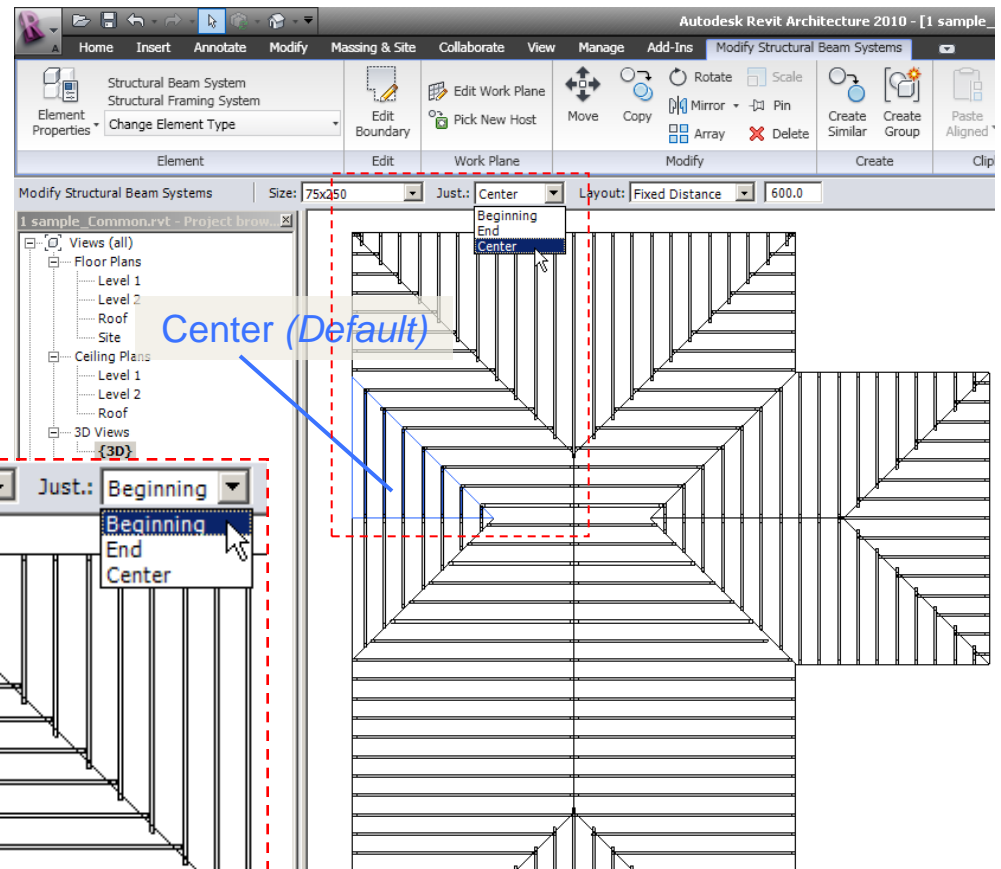
Change View Setting

- For the best performance change *View Scale* to 1:1.
- Choose *Detail Level* and *Model graphics style* which fits the best of your requirements.
- You can make a roof material transparent for the best view and easier work with the roof and rafters.
- Now it is the best time for editing distribution of rafters in all slopes.



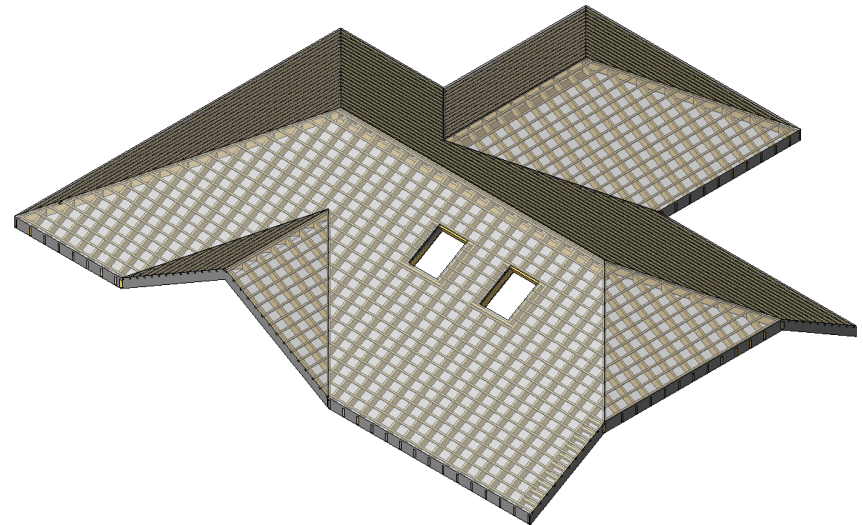
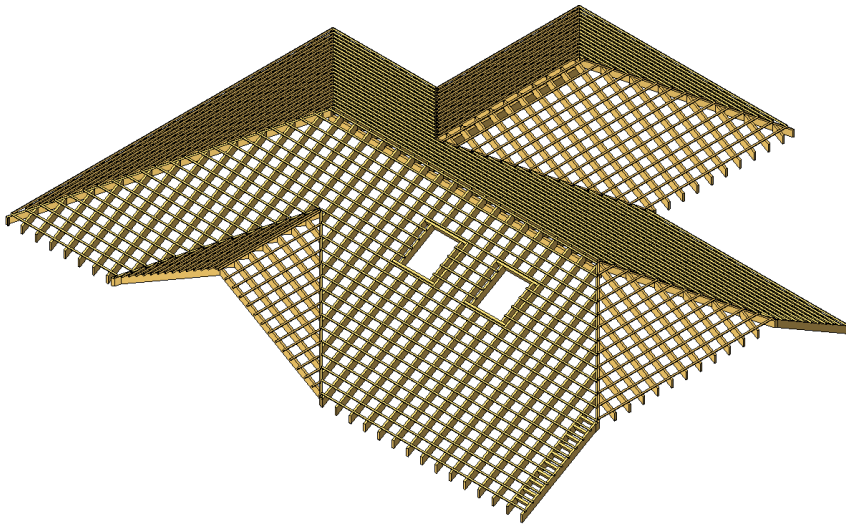
Edit Distribution of Rafters

- Select Top View.
- Select *Rafter* systems.
- Choose Justification types:
 - Center (*Default*)
 - Beginning
 - End



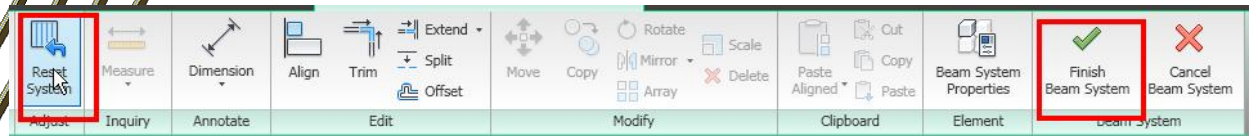
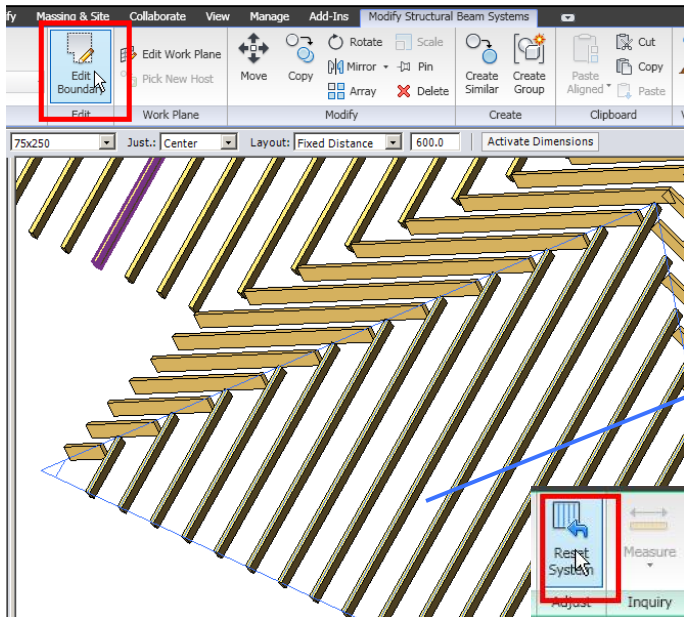
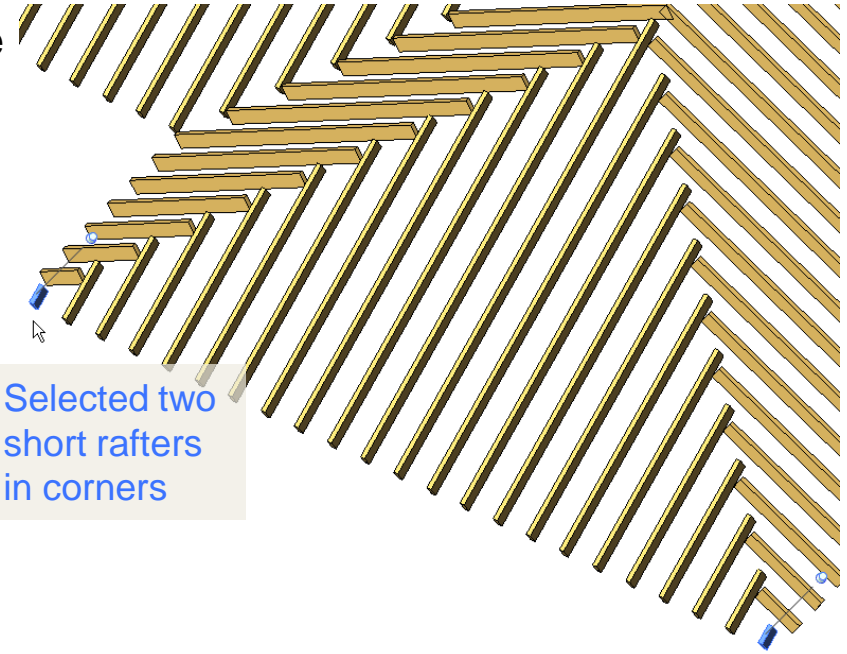
Edit Distribution of Rafters

- You can define a precise distance of rafters from the slope's side using the *Split Beam System* function of tools4revit.
- To prevent mistakes and for the better performance it is recommended to use this function only after the framing of the roof is finished. Please see the topic about the *Split Beam System* function in our website.



Edit Rafter Systems

- Select a rafter you want to delete and press the *Delete* button.
- You can easily get back deleted elements of rafter systems:
 - Select Rafter systems;
 - In the ribbon click the *Edit boundary* tool;
 - Click *Reset System* and then *Finish Beam System*.



Increase your productivity !



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