Adding Clear Panel Eave Lights and Sky Lights to a Building

SmartBuild now includes a new feature that allows users to add clear panels to buildings as eave lights and sky lights. This document will provide you with an overview of what you need to know to get started with this new feature. It is assumed that the reader has a basic understanding of SmartBuild's interface and functionality.

Adding Clear Panels to Your Materials

Before you can add clear panels to a job, you must first add the required color(s) and material(s) to your SmartBuild database. To begin this process, open the SmartBuild Setup Wizard and click on the Colors tab.

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lider Hardware	Windows	dow Ha	rdware Cupo	las Cupola	Hardware
rim Assemblies					
et up the palett	e of colors a a	ilable for Meta	al Sheathing, Tri	m and Fasten	ers
Q* All Fields	τ - +	Ø 🛍 🖸]	Upload	Download
Color Name	Preview	HEX Code	Color Trans	Color Code	
Black		#252323	0%	вк	
Blue		#7da5ba	0%	BL	
Bright White		#ffffff	0%	BW	
Brown		#493827	0%	BR	
Burgundy		#4a2129	0%	BU	
Burnished Slate		#434037	0%	BS	
Charcoal		#696969	0%	СН	
Clay		#8c877d	0%	CL	
Copper		#907051	0%	со	
Crimson Red		#901d27	0%	CR	
Dark Red		#831b1b	0%	DR	
Evergreen		#27411f	0%	GN	
Black Frost		#343232	0%	BKF	
Burnished Sla		#45433a	0%	BSF	
Burgundy Frost		#652f3a	0%	BUF	
Charcoal Frost		#575757	0%	CHF	
Dark Red Frost		#620909	0%	DRF	
Green Frost		#335629	0%	GNF	

Figure 1: Click on the Colors tab to define the color and transparency to be used for your clear panels.

With the Colors tab open (Figure 1, left) click on the + (plus) symbol to add a new color. This will open the *Add New Color* dialog box shown in Figure 2 on the following page. In the Add New Colors dialog box (Figure 2, right), enter a Color Name for your clear panels. In the HEX Code field, type in #ffffff. Next, you must enter a percentage in the Color

Transparency field. Since clear panels are not 100% translucent, we have used the figure 85% here. The exact figure you type in is not important unless you will be adding multiple clear materials of varying transparency. In that case, you will want to enter unique percentages of transparency to differentiate among them. Finally, add a value in the Color Code field. When you are done, click on the Save button to close the dialog box and save your work.

		Add new C	olors	
Unique ID	d48d108d-521a-481d-9f1d-94]		
Color Name	Clear]		
HEX Code*	# ffffff			
Color Transparency *	85	% (Should be	between 0% Solid to 100% Clear)	
Color Code*	CLR]		
Color Map	None 💌]		
Bump Map	Ag Panel 💌			
Systems	X Remove		Q* All Fields + Add	
			G-Rib 29 GA	
			Metal Board & Baton	
			M Rib 29	
			Stone	¥
		Save	Cancel	

Figure 2: Enter a value in the Color Name field, as well as the three required fields: Hex Code, Color Transparency and Color Code.

After your clear-panel color(s) have been added, click on the Sheathing tab in the SmartBuild Setup Wizard (Figure 3, below). In the Sheathing tab, click on the Add New Material button to open the Add New Sheathing dialog box shown in Figure 4 on the following page.

Setup W	izard for [Your C	Comp	any N	lame]						
ntro Framing	Systems Colors Sheathi	ng Trim	Foundat	ion Walk	Doors	WalkD	oor Hardware	Overhead	Doors	Overhead	Hardware Sliders
lider Hardware	Windows Windo Hardware	Cupolas	Cupola	Hardware	Con	nectors	Fasteners	Hardware	Labor	Freight	Sheathing Assemblies
rim Assemblies											
Set up the Metal S	Sheathing mate lals										For additional info click
Q ⁺ All Fields	T • + Ø 🗉 🗠	1	Upload	Download							
Sku	Description	Coverage Width	Full Width	Thickness	ł						
WHVCE4	Vinyl Soffit T4 Center Vent Wht	12"	12.5"	0.75"							
WHVSE4	Vinyl Soffit T4 Solid Wht	12"	12.5"	0.75"							
WHASE	Alum.Soffit T4 Solid Wht	12"	12.5"	0.75"							
WHAVE	Alum.Soffit T4 Vent Wht	12"	12.5"	0.75"							
MATX	Material Calculator	37"	37.5"	0.001"							
12DR12	1/2" x 4' x 12' Drywall Regular	48"	48.25"	0.5"			Se	elect an entry	on the left	to see its det	ails
58DR12	5/8"x4'x12' Drywall F-R Type X	48"	48.25"	0.68"							
KK4X08	3/8" X 4' X 8' - 8"OC CEDAR STRA	48"	48.25"	0.5"	•						
KK4X09	3/8" X 4' X 9' - 8"OC CEDAR STRA	48"	48.25"	0.5"							
KK4X10	3/8" X 4' X 10' - 8"OC CEDAR STR	48"	48.25"	0.5"							
OSB12	4 x 8 - 7/16 OSB	48"	48.25"	0.6"							
OSB34	4 x 8 - 3/4" OSB T&G	48"	48.25"	0.75"							
OSB58	OSB -5/8	48"	48.25"	0.68"							
PLY12	Plywood - 1/2	48"	48.25"	0.5"							
PLY58	Plywood - 5/8	48"	48.25"	0.68"							
1/2PLYT	Plywood Treated - 1/2	48"	48.25"	0.5"							
3/4PLYT	Plywood Treated - 3/4	48"	48.25"	0.75"							
		1		-	1						

Figure 3: Open the SmartBuild Setup Wizard and click on the Sheathing tab to add clear panels to your materials inventory.

		A	dd new Sheathing	
	Sku			
	Description*	Clear Panels		
	Coverage* Width	12	inches	
Fill out the Add New Sheathing dialog	Full Width Thickness		inches	
pox, completing the required fields	Maximum		inches	
or Description and Coverage	Length Underlap Length		inches	
Nidth at the top. Complete the	Minimum Cut Length		inches	
non-required fields at the top, in	Extension		inches	
nternal procedures. (Figure 4, right.)	Supplier Id]	
	Packaging]	
Once you have entered values in the	Code Selling Unit	Each]	
Description and Coverage	Qty Per Selling Unit	1]	
ection of the Add New Sheathing	Orientation	Vertical 💌]	
lialog box. (See Figure 5, below.)	Color Map Bump Map	None 🔻]	
			J	
	Systems	X Remove	Q' All Fields	+ Add
			G-Rib 29 GA Metal Board & Bato	n
			R-Rib	
			M KID 29	

Figure 4: Enter a Description and the Coverage Width for your clear panels.

Cancel

ш

On the right side of the Usages section, select Skylight Material - Roof Sheathing and Eave Light - Wall Sheathing from the list of available materials usages. (See Figure 5, below.) NOTE: You can select multiple materials on the right by holding down the Ctrl key on your keyboard as you click on the

Usages	X Remove			Q * All Fields	+ Add	$\mathbf{\Sigma}$
		-		Skylight Mate	rial - Roof Sheathing	
				Wall Material	- Wall Sheathing	
				Wainscot - Wa	all Sheathing	
				Upper Sheath	ing - Wall Sheathing	
	ब (-		Eave Light - V	Vall Sheathing	V
Pricings	Part Lengths Colors	🕂 Add	X Delete		Taxable Lock Mar	rkup
	Vendor Sku	Cost	Price	Weight		
		\$0.00	\$0.00	0		
		\$0.00	\$0.00			

Figure 5: Select materials from the right column and click on the Add button to move them to the left column.

materials. Once you have selected the materials on the right, click on the Add button to move these materials to the left side of the Usages section. (See Figure 6, below.)

Usages	X Remove			Q* All Fiel	ds	🕂 Add
	Skylight Material - Roof S	Sheathing		Wall Materi	al - Wall Sheathing	A
	Eave Light - Wall Sheathi	ng		Wainscot -	Wall Sheathing	
			_	Upper Shea	athing - Wall Sheat	hing 📕
				Liner Mater	rial - Wall Liner	
	4			Wainscot Li	iner Material - Wall	Liner 🔻
Pricings	Part Lengths Colors	🕂 Add	X Delete		Taxable	Lock Markup
	Vendor Sku	Cost	Price	Weight		
		\$0.00	\$0.00	0		
		Save	c	ancel		

Figure 6: The *Skylight* and *Eave Light* materials added to the Sheathing Usages column.

Once you have added <code>Skylight</code> and <code>Eave Light</code> materials to the <code>Usages</code> column, click on the <code>Save</code> button to retain your work and close the *Add New Sheathing* dialog box.

Adding a Clear Panel Eave Light

With your clear color(s) and panel(s) now added to your materials inventory, it is time to add clear panels to your building. Begin by opening a job for editing in 3D Mode, as pictured in Figure 7, below. On the toolbar, you will see the new Clear Panels option. Clicking on the down arrow displays the two options available to you: Eave Lights and Sky Lights.



Figure 7: To add clear panels to a building, open the model for editing in *3D View Mode* and click on the Clear Panels button on the toolbar.

To add a clear-panel eave light, click on the Eave Light option pictured in Figure 7 on the previous page. A message will appear, instructing you to click on a wall of your building to add a new Eave Light. (See Figure 8, below.)



Figure 8: This message will appear when you clear on the Eave Light button shown in Figure 7 on the previous page.

Now, when you allow your mouse to hover over the target wall, it will turn red. (See Figure 9, below.) When you click on the target wall for your eave light, the dialog box shown in Figure 10 will open.



Figure 9: When your mouse hovers over the target wall it will be highlighted in red to show that the Eave Light option it is active.

3d View	2d View	Job Review	Drawing	s Advar	nced Edit						
Openings 🔻	Porch 🔻 Lea	n-to 🔻 Awning 🤊	Attached Building	Cant Divide Porch Wall	r 🛛 Clear Panels 🔻 Cupo	ola Dormer Open Wall	Edit Edit 3D 2D				
								1	C	reate Eave Light	×
									Full Width	2	
									Offset Down		
									Height		
									Material		*
							_		Color		*
								-			
										Apply Cancel	
VIEW OPTI	ONS Shell	Frame	Roof	Landscape	Landscape Settings	Change View 🔺					Powered

Figure 10: The Create Eave Light dialog box opens once you click on the target wall.

In the *Create Eave Light* dialog box (Figure 11, right), the Full Width checkbox is enabled by default, indicating that the eave light will run the entire length of the target wall. If this is the desired configuration, enter the appropriate values in the Offset Down and Height fields and select the appropriate Material and Color from the drop-down lists provided. (These drop-downs will be populated with the materials and colors you added at the beginning of this document.) When you are done, click on the Apply button to save your work.

(Create Eave Light		×
Full Width	☑ ←───		
Offset Down	1'		
Height	2'		
Material	;	•	
Color		•	
	Apply Cancel		

Figure 11: Enable he Full Width checkbox if your eave light is to run along the entire wall.

(Create Eave Light 🛛 🔀
Full Width	
Start	8'
Width	8'
Offset Down	
Height	
Material	
Color	•
	Apply Cancel

If you uncheck the Full Width checkbox, two additional fields will appear in the *Create Eave Light* dialog box, requiring you to enter values for both the Start and Width measurements. (See Figure 12, left.) Use these fields to define how wide the eave light is to be from end to end (Width) and where the eave light is to be placed on the wall (Start). Once again, when you have completed all fields in the dialog box, click on the Apply button to save your work and close this dialog.

Figure 12: If your new eave light is NOT to run the entire width of the target wall, you must enter values for its Start and Width measurements.

Once the *Create Eave Light* dialog box has closed, the new clear panel sheathing will appear on your model. As shown in **Figure 13** below, the interior of your building is now visible behind the clear eave light. That is all there is to adding an eave light to your model. Be sure to click the Save button to retain your changes.

номе		٩	UTPUTS MAKE QUOTE SAVE SAVE AS SUPPORT	HELP
3d View 2d View Job Review Drawings Advan	nced Edit		CREATE OPTION	PRINT
Openings = Porch = Lean-to = Awning = Attached Building Cant Divide Building Wall	r Clear Panels 👻 Cupola Dormer Open Wall	Edit Edit 3D 2D		
			Main Details Door and Packages	Job
			Building Size	>
			Roof Peak	>
			Product Systems	>
			Colors	>
			Wainscot	>
			Upper Sheathing	>
			Ceiling Liner	>
			Wall Liner	>
	m m		Floor	>
			Comments	>
VIEW OPTIONS Shell Frame Roof Landscape	Landscape Settings Change View +	Powered by SmartBui		0s 🛆

Figure 13: Once your clear eave light panels have been added, they will appear transparent on your model.

Editing or Deleting a Clear Panel Eave Light

If after adding an eave light you wish to make changes to its configuration, go back to the toolbar and click on the Clear Panels drop down and select Eave Light once again. (Figure 14, below.)



Figure 14: To make changes to an existing eave light, go back to the toolbar and click Clear Panels → Eave Light once again.

When the "*Click an Eave Light to edit it*" message appears below the toolbar (Figure 15, below), click directly on the eave light you wish to change.



Figure 15: With the Eave Light option active, click on the existing eave light to be edited.

As soon as you click on the active eave light, the *Edit Eave Light* dialog box will open, as pictured in **Figure 16** at right. Here, you can make changes to any of the fields provided. Be sure to click on the Apply button at the bottom left when you are done, to save you changes and close the dialog box.

As you can see, there is also a Delete Eave Light button at the bottom right of the *Edit Eave Light* dialog box. Clicking on this button will open a second dialog box asking you to confirm your choice to delete the selected eave light. (Figure 17, below left.)

	Edit Eave Light	×
Full Width		
Offset Down	1'	
Length	2'	
Apply	Cancel Delete Eave Light	

Figure 16: The *Edit Eave Light* dialog box allows you to make changes to the existing configuration, or to delete the selected eave light entirely.

Edit Eave Light	×
Delete selected Eave Light?	
Yes No	

Figure 17: Click on the Yes button to delete the selected eave light.

Click Yes remove the selected eave light entirely. Click No to close the *Edit Eave Light* dialog box and back out of the deletion process.

Adding a Clear Panel Sky Light

To add clear-panel sky light to a building, click on the Sky Light option pictured in Figure 18, below.



Figure 18: In SmartBuild's 3D Edit Mode, click on the toolbar and select click on Clear Panels → Sky Light.

When you click on the Sky Light option, a message will appear instructing you to click on the roof plane of your building to which you wish to add a new Sky Light. (See Figure 19, below.)



Figure 19: When you click on the Sky Light button on the toolbar, this message will appear showing the Sky Light option is active.

Next, bring your mouse to hover over the target roof. It will be highlighted in red, as pictured in Figure 20, below.



Figure 20: When your mouse hovers over the target roof plane, it will be highlighted in red.

Now, when you click on the target roof with your mouse, the *Create Sky Light* dialog box will open, as pictured in **Figure 21**, below.



Figure 21: The Create Sky Light dialog box is used to enter specifications for the quantity and placement of your clear panels.

In the *Create Sky Light* dialog box (Figure 22, right), enter the desired values in the fields provided. Be sure to include the number of clear panels to be added in the Quantity field, as well as how many panels are to be skipped between clear panels (Skip Factor). When you are done, click on the Apply button to save your work and close the dialog box.

	Create Skylight
Start	8'
Offset Down	3'
Length	3'
Quantity	3
Skip Factor	1
	Apply

Figure 22: The Create Sky Light dialog box.



Once the *Create Sky Light* dialog box has closed, the newly created sky light(s) will appear on your model, as shown in **Figure 23**, below. The process of adding a new sky light is now complete.

Figure 23: Once you click on the Apply button in the Create Sky Light dialog box your clear panels are locked in place and the job is done.

Editing or Deleting a Clear Panel Sky Light

If after adding a sky light to your model you wish to make changes to its configuration, go back to the toolbar, click on the Clear Panels drop down and select Sky Light once again. (See Figure 24, below.)



Figure 24: Click on Clear Panels → Sky Light once again to make changes to an existing sky light.

When the "*Click a Sky Light to edit it*" message appears below the toolbar (**Figure 25** below), allow your mouse to hover over the target roof plane. Notice that the roof plane becomes highlighted in red to show that it is active. Click directly on the sky light you wish to change. This will open the *Edit Sky Light* dialog box pictured in **Figure 26** on the following page.



Figure 25: Once the edit sky light function is activated, the roof plane over which your mouse hovers will be highlighted in red.

	Edit Skylight
Start	8'
Offset Down	3'
Length	3'
Quantity	3
Skip Factor	1
Apply	Cancel Delete Sky Light

Figure 26: The *Edit Sky Light* dialog box.

Click Yes to remove your sky light entirely. Click No to close the dialog box and back out of the deletion process.

In the *Edit Sky Light* dialog box (**Figure 26**, left) make the desired changes in the fields provided. Be sure to click on the Apply button at the bottom left when you are done.

There is also a Delete Sky Light button at the bottom right of the *Edit Sky Light* dialog box. Clicking on this button will open a second dialog box asking you to confirm your choice (Figure 27, below right.)

Edit Skylight	×
Delete selected Sky Light?	
Yes No	

Figure 27: Click on the Yes button to permanently delete the selected sky light.

This concludes our introduction to adding clear-panel eave lights and sky lights to your SmartBuild models. If you require further assistance on this or any other SmartBuild feature, please click on the Support button within the application to submit your request.