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# Working with Openings and Building Additions

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3D View Mode on the SmartBuild *Edit* page provides users with everything needed to Add, Delete, and Edit openings and building additions to a model. As pictured in Figure 1 below, there are 11 command buttons on the *Openings and Building Additions Toolbar*:

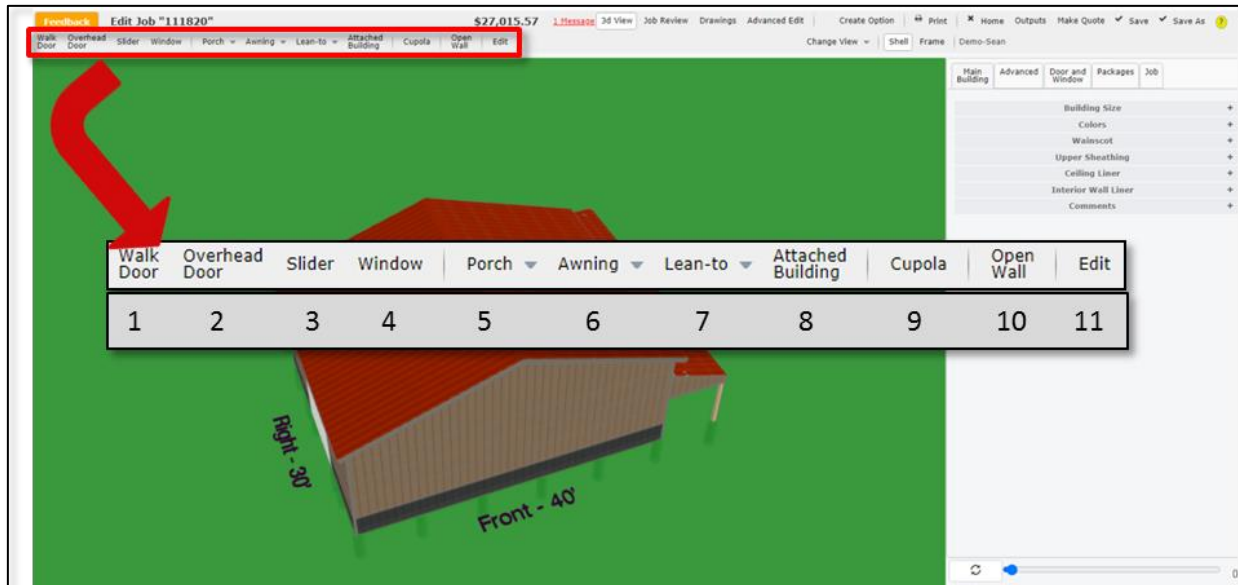


Figure 1: The *Openings and Building Additions Toolbar*.

1. **Walk Door** – A ground-level entry door used by humans (or animals). The vast majority of **Walk Doors** are of the standard hinge-swing variety, however, this category also includes Dutch doors and patio sliding doors.
2. **Overhead Door** – A door that rotates on a horizontal axis and is supported horizontally when open.
3. **Slider** – A large door (sometimes called a “sliding barn door”) that is drawn across an aperture using a track and trolley system.
4. **Window** – An opening in a wall or roof of a building that is fitted with glass or other transparent material in a frame, to admit light and air.
5. **Porch** – A covered area, adjoining an entrance to a building, that has its own separate roof.
6. **Awning** – A sheet of material laid on a frame horizontally, used to keep the sun or precipitation off a window, doorway, or deck.
7. **Lean-To** – A shed addition with a sloping roof and three walls that abut the wall of the primary structure.
8. **Attached Building** – By default, an **Attached Building** adds three walls that abut a primary structure, topped with a gable roof.
9. **Cupola** – A small dome adorning a roof, used to increase airflow beneath a roof.

10. **Open Wall** – A wall in which no panels/sheathing are present to separate the framed space from its immediate surroundings.

11. **Edit** – The *Edit* button is used to perform changes on an object selected in the *Display Pane*.

Please see below for detailed instructions on how to *Add*, *Delete* and *Edit* each of these various openings and building additions.

## Walk Doors

SmartBuild makes creating, moving, modifying, and deleting *Walk Doors* fast and easy. Following are step-by-step instructions for completing each of these processes.

### CREATING A NEW WALK DOOR

To add a new *Walk Door* to a wall, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the *Walk Door* command button. The *Create WalkDoor* dialog box will open, as pictured in Figure 2, at right.
3. Complete each field in the *Create WalkDoor* dialog box, as indicated below:

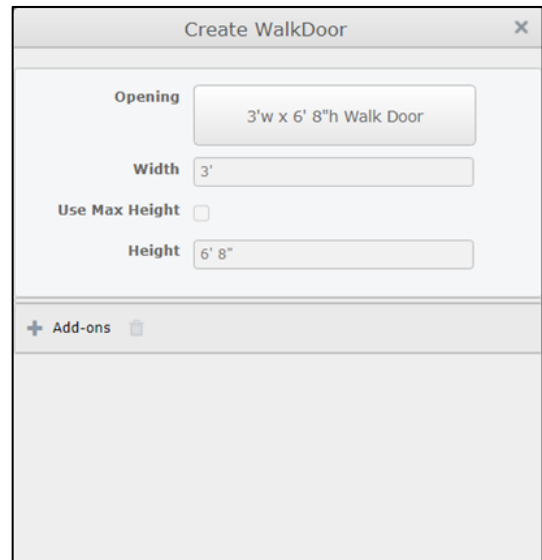


Figure 2: The *Create WalkDoor* dialog box.

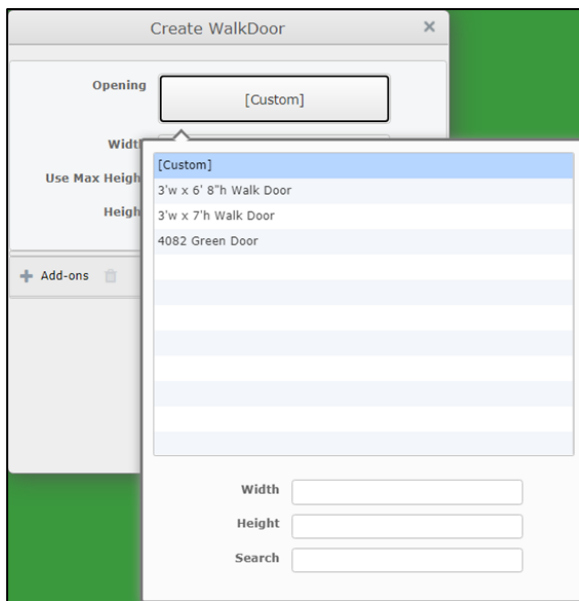


Figure 3: The drop-down list of available doors for the *Walk Door* Opening.

**Opening** – Click on the *Opening* field to activate a drop-down list of the available *Walk Door* options. (See Figure 3, left.) You can either select an item from this list by clicking on it, or you can choose the *Custom* option to enter a door *Height* and *Width* not otherwise available on this list.

**Width** – This field is populated automatically, based on the *Walk Door* selected in the *Opening* field. If you are creating a *Custom Walk Door*, enter the desired *Width* in feet and inches.

**Use Max Height** – When this checkbox is activated, the *Custom* opening will extend to the highest point on the target wall, just below the truss carrier.

**Height** – This field is populated automatically, based on the `Walk Door` selected in the `Opening` field. If you are creating a `Custom Walk Door`, enter the desired `Height` in feet and inches.

**Search** – If you have a long list of potential `Walk Door` candidates from which to choose, you can enter any criteria into this field. SmartBuild will perform a full-text `Search`, and return all candidate doors that contain that bit of information.

**Add-ons** – Click here to add items from your catalog to be included in the purchase and installation of this `Walk Door`. (For example, hardware and accessories.)

4. Once you have entered the required data in the *Create WalkDoor* dialog box, move your mouse over to the *Display Pane* and allow it to hover over the target wall. A yellow rectangle representing your new `Walk Door` will appear on the wall. Move your mouse to drag this rectangle to the desired location, and click your mouse once to lock it in place. Your new `Walk Door` is now positioned in the 3D model.

## MOVING AN EXISTING WALK DOOR

Perform the following steps to move an existing `Walk Door` to a new location. Note, you can only move a `Walk Door` to a new location somewhere on the wall where the door was initially placed:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the `Edit` button to activate it.
2. With the `Edit` button now activated, bring your mouse into the *Display Pane* and allow it to hover over the `Walk Door` to be modified. Click on the door once with your mouse. The door becomes outlined in yellow, to indicate that it is now unlocked and can be moved to a new location.
3. Press and hold down your mouse button, as you drag the `Walk Door` to a new location. Simply release your mouse button to lock the door in position.

## MODIFYING THE PROPERTIES OF AN EXISTING WALK DOOR

Perform the following actions to modify the properties of an existing Walk Door:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. Double-click on the *Walk Door* whose properties you wish to change. This will open an *Edit WalkDoor* dialog box, like the one pictured in Figure 4 at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the *Apply* button to *Save* your changes. Click on the *Cancel* button to close the *Edit WalkDoor* dialog box without saving your changes.

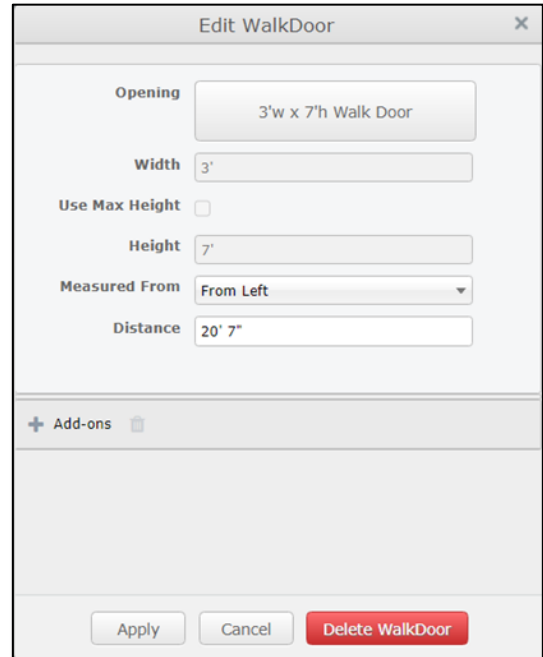


Figure 4: The *Edit WalkDoor* dialog box.

## DELETING AN EXISTING WALK DOOR

Perform the following actions to *Delete* an existing *Walk Door*:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. With the *Edit* button now activated, bring your mouse over the *Walk Door* to be deleted and double-click on it to open the *Edit WalkDoor* dialog box pictured in Figure 4 above.
3. At the bottom-right of the *Edit WalkDoor* dialog box, click on the *Delete WalkDoor* button. The dialog box will close, and the selected *Walk Door* will be deleted from your model.

# Overhead Doors

SmartBuild makes creating, moving, modifying, and deleting Overhead Doors fast and easy. Following are step-by-step instructions for completing each of these processes.

## CREATING A NEW OVERHEAD DOOR

To add a new Overhead Door to a wall, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the Overhead Door command button. The *Create Overhead* dialog box will open, as pictured in Figure 5 at right.
3. Complete each field in the *Create Overhead* dialog box, as indicated below:

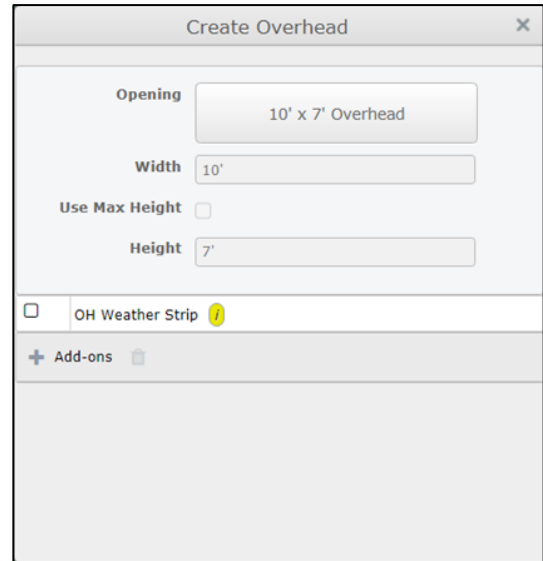


Figure 5: The *Create Overhead* dialog box.

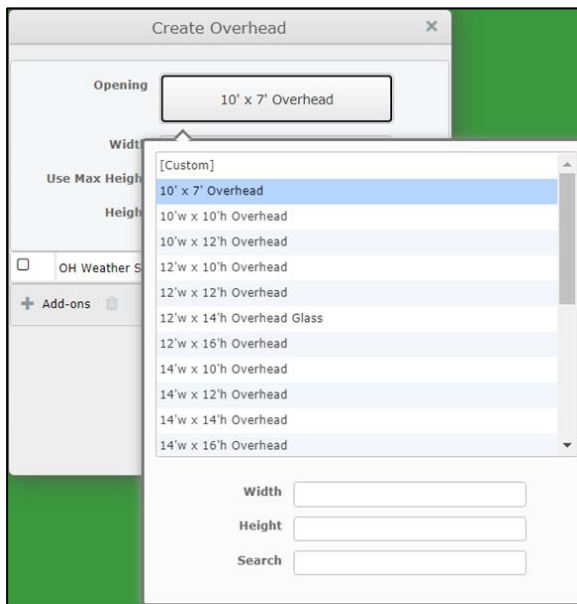


Figure 6: The drop-down list for the Overhead Door Opening.

**Opening** – Click on the *Opening* field to activate a drop-down list of the available Overhead Door options. (See Figure 6, left.) You can either select an item from this list by clicking on it, or you can choose the *Custom* option to enter a door *Height* and *Width* not otherwise available on this list.

**Width** – This field is populated automatically, based on the Overhead Door selected in the *Opening* field. If you are creating a *Custom* Overhead Door, enter the desired *Width* in feet and inches.

**Use Max Height** – When this checkbox is activated, the *Custom* opening will extend to the highest point on the target wall, just below the truss carrier.

**Height** – This field is populated automatically, based on the Overhead Door selected in the *Opening* field. If you are creating a *Custom* Overhead Door, enter the desired *Height* in feet and inches.

**Search** – If you have a long list of potential `Overhead Door` candidates from which to choose, you can enter any criteria into this field. SmartBuild will perform a full-text `Search`, and return all candidate doors that contain that bit of information.

**Add-ons** – Click here to add items from your catalog to be included in the purchase and installation of this `Overhead Door`. (For example, an automatic opener and window lighting.)

4. Once you have entered the required data in the *Create Overhead* dialog box, move your mouse over to the *Display Pane* and allow it to hover over the target wall. A yellow rectangle representing your new `Overhead Door` will appear on the wall. Move your mouse to drag this rectangle to the desired location, and click your mouse once to lock it in place. Your new `Overhead Door` is now positioned in the 3D model.

## MOVING AN EXISTING OVERHEAD DOOR

Perform the following steps to move an existing `Overhead Door` to a new location. Note, you can only move an `Overhead Door` to a new location somewhere on the wall where the door was initially placed:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the `Edit` button to activate it.
2. With the `Edit` button now activated, bring your mouse into the *Display Pane* and allow it to hover over the `Overhead Door` to be modified. Click on the door once with your mouse. The door becomes outlined in yellow, to indicate that it is now unlocked and can be moved to a new location.
3. Press and hold down your mouse button, as you drag the `Overhead Door` to its new location. Simply release your mouse button to lock the door in position.

## MODIFYING THE PROPERTIES OF AN EXISTING OVERHEAD DOOR

Perform the following actions to modify the properties of an existing `Overhead Door`:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the `Edit` button to activate it.
2. Double-click on the `Overhead Door` whose properties you wish to change. This will open an *Edit Overhead* dialog box, like the one pictured in *Figure 7* at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the `Apply` button to *Save* your changes. Click on the `Cancel` button to close the *Edit Overhead* dialog box without saving your changes.

The image shows a screenshot of the 'Edit Overhead' dialog box. The dialog has a title bar 'Edit Overhead' with a close button. It contains several input fields: 'Opening' with a dropdown menu set to '[Custom]', 'Width' with a text box containing '10'', 'Use Max Height' with an unchecked checkbox, 'Height' with a text box containing '7'', 'Measured From' with a dropdown menu set to 'From Left', and 'Distance' with a text box containing '9' 2\"

**Figure 7:** The *Edit Overhead* dialog box.

## DELETING AN EXISTING OVERHEAD DOOR

Perform the following actions to Delete an existing Overhead Door:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the `Edit` button to activate it.
2. With the `Edit` button now activated, bring your mouse over the `Overhead Door` to be deleted and double-click on it to open the *Edit Overhead* dialog box pictured in *Figure 7* above.
3. At the bottom-right of the *Edit Overhead* dialog box, click on the `Delete Overhead` button. The dialog box will close, and the selected `Overhead Door` will be deleted from your model.

# Slider Doors

SmartBuild makes creating, moving, modifying, and deleting Slider Doors fast and easy. Following are step-by-step instructions for completing each of these processes.

## CREATING A NEW SLIDER DOOR

To add a new Slider Door to a wall, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the *Slider* command button. The *Create Slider* dialog box will open, as pictured in Figure 8 at right.
3. Complete each field in the *Create Slider* dialog box, as indicated below:

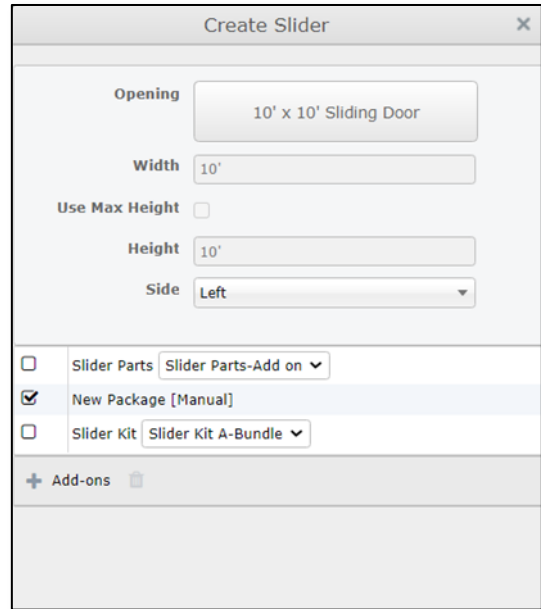


Figure 8: The dialog box for creating a Slider Door.

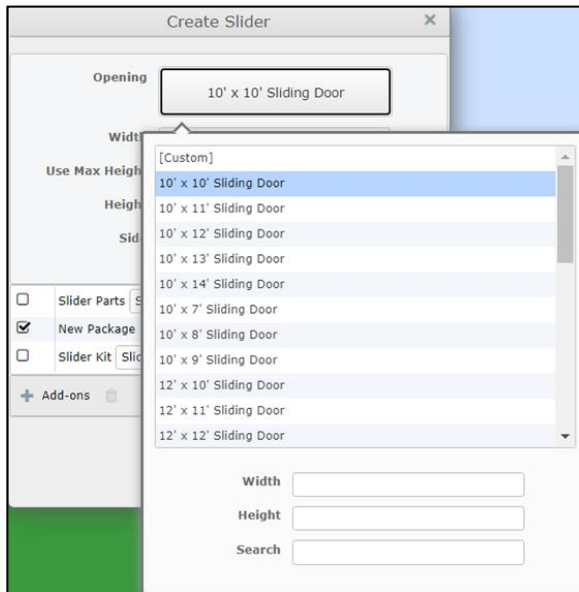


Figure 9: The drop-down list of available Slider Doors.

**Opening** – Click on the *Opening* field to activate a drop-down list of the available Slider Door options, as pictured in Figure 9 at left. You can either select an item from this list by clicking on it, or you can choose the *Custom* option to enter a door Height and Width not otherwise available on this list.

**Width** – This field is populated automatically, based on the Slider Door selected in the *Opening* field. If you are creating a Custom Slider Door, enter the desired Width in feet and inches.

**Use Max Height** – When this checkbox is activated, the Custom opening will extend to the highest point on the target wall, just below the truss carrier.

**Height** – This field is populated automatically, based on the Slider Door selected in the *Opening* field. If you are creating a Custom Slider Door, enter the desired Height in feet and inches.



**Side** – Click on the drop-down arrow in the `Side` field to select the placement of the door panels relative to the track system (`Left`, `Right`, or `Split`.)

**Search** – If you have a long list of potential `Slider Door` candidates from which to choose, you can enter any criteria into this field. SmartBuild will perform a full-text `Search`, and return all candidate doors that contain that bit of information.

**Add-ons** – Click here to add items from your catalog to be included in the purchase and installation of this `Slider Door`. (For example, hardware for the track system.)

4. Once you have entered the required data in the *Create Slider* dialog box, move your mouse over to the *Display Pane* and allow it to hover over the target wall. A yellow rectangle representing your new `Slider` will appear on the wall. Move your mouse to drag this rectangle to the desired location, and click your mouse once to lock it in place. Your new `Slider` is now positioned in the 3D model.

## MOVING AN EXISTING SLIDER DOOR

Perform the following steps to move an existing `Slider Door` to a new location. Note, you can only move a `Slider` to a new location somewhere on the wall where the door was initially placed:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the `Edit` button to activate it.
2. With the `Edit` button now activated, bring your mouse into the *Display Pane* and allow it to hover over the `Slider Door` to be modified. Click on the door once with your mouse. The door becomes outlined in yellow, to indicate that it is now unlocked and can be moved to a new location.
3. Press and hold down your mouse button, as you drag the `Slider Door` to its new location. Simply release your mouse button to lock the door in position.

## MODIFYING THE PROPERTIES OF AN EXISTING SLIDER DOOR

Perform the following actions to modify the properties of an existing Slider Door:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. Double-click on the Slider whose properties you wish to change. This will open an *Edit Slider* dialog box, like the one pictured in Figure 10 at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the *Apply* button to Save your changes. Click on the *Cancel* button to close the *Edit Slider* dialog box without saving your changes.

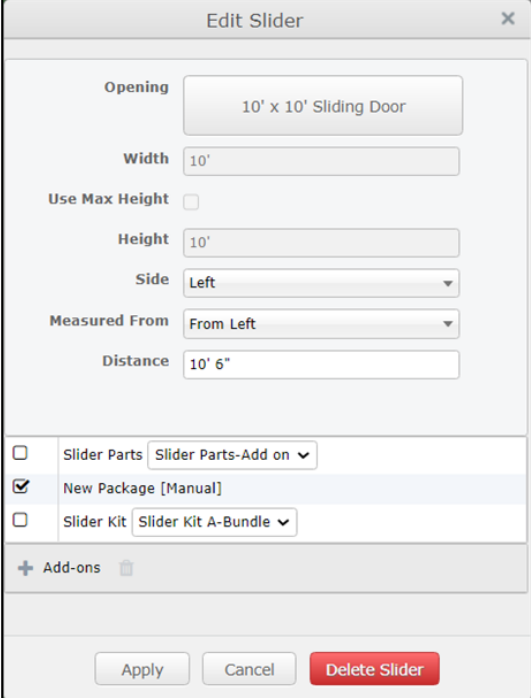


Figure 10: The *Edit Slider* dialog box.

## DELETING AN EXISTING SLIDER DOOR

Perform the following actions to Delete an existing Slider Door:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. With the *Edit* button now activated, bring your mouse over the Slider Door to be deleted and double-click on it to open the *Edit Slider* dialog box, like the one pictured in Figure 10 above.
3. At the bottom-right of the *Edit Slider* dialog box, click on the *Delete Slider* button. The dialog box will close, and the selected Slider Door will be deleted from your model.

# Windows

SmartBuild makes creating, moving, modifying, and deleting Windows fast and easy. Following are step-by-step instructions for completing each of these processes.

## CREATING A NEW WINDOW

To add a new Window to a wall, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the *Window* command button. The *Create Window* dialog box will open, as pictured in Figure 11 at right.
3. Complete each field in the *Create Window* dialog box, as indicated below:

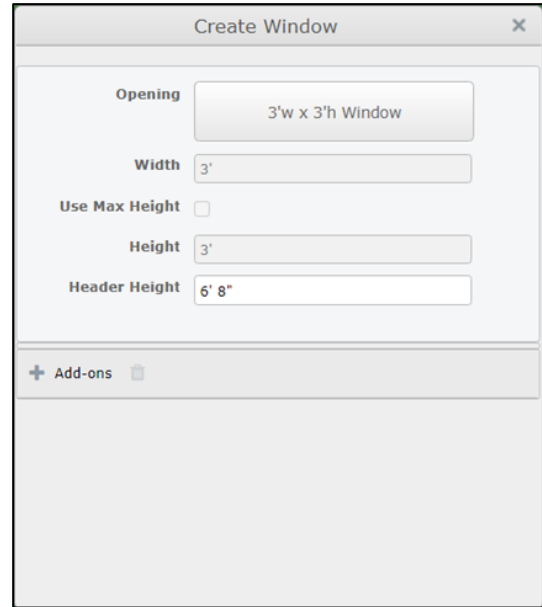


Figure 11: The dialog box for adding a Window.

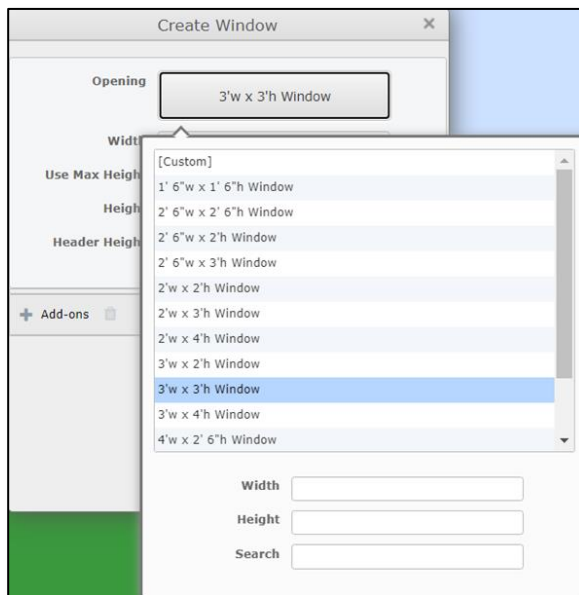


Figure 12: The drop-down list of available Windows.

**Opening** – Click on the *Opening* field to activate a drop-down list of the available Window options, as pictured in Figure 12 at left. You can either select an item from this list by clicking on it, or you can choose the *Custom* option to enter a *Height* and *Width* not otherwise available on this list.

**Width** – This field is populated automatically, based on the Window selected in the *Opening* field. If you are creating a *Custom Window*, enter the desired *Width* in feet and inches.

**Use Max Height** – When this checkbox is activated, the custom *Opening* will extend to the highest point on the target wall, just below the truss carrier.

**Height** – This field is populated automatically, based on the Window selected in the *Opening* field. If you are creating a *Custom Window*, enter the desired *Height* in feet and inches.

**Header Height** – In feet and/or inches, enter where the top of window frame will be set in the host wall.

**Search** – If you have a long list of potential **Window** candidates from which to choose, you can enter any criteria into this field. SmartBuild will perform a full-text **Search**, and return all candidate **Windows** that contain that bit of information.

**Add-ons** – Click here to add items from your catalog to be included in the purchase and installation of this **Window**.

4. Once you have entered the required data in the *Create Window* dialog box, move your mouse over to the *Display Pane* and allow it to hover over the target wall. A yellow rectangle representing your new **Window** will appear on the wall. Move your mouse to drag this rectangle to the desired location, and click your mouse once to lock it in place. Your new **Window** is now positioned in the 3D model.

## MOVING AN EXISTING WINDOW

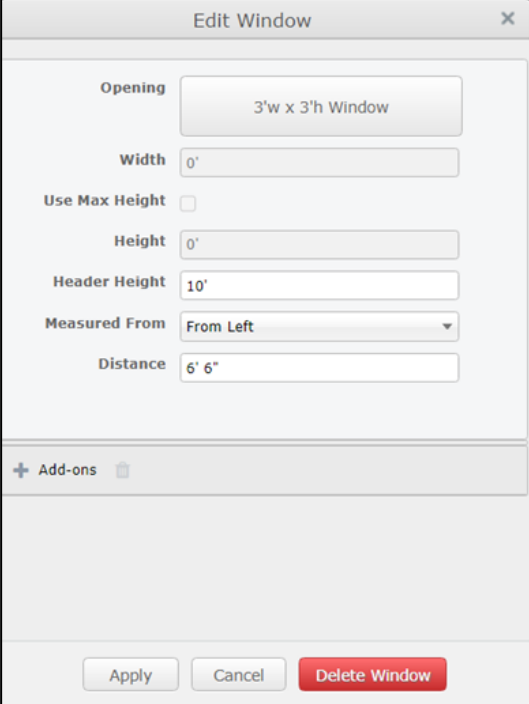
Perform the following steps to move an existing **Window** to a new location. Note, you can only move a **Window** to a new location somewhere on the wall where it was initially placed:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the **Edit** button to activate it.
2. With the **Edit** button now activated, bring your mouse into the *Display Pane* and allow it to hover over the **Window** to be modified. Click on the **Window** once with your mouse. It will become outlined in yellow, to indicate that it is now unlocked and can be moved to a new location.
3. Press and hold down your mouse button, as you drag the **Window** to its new location. Simply release your mouse button to lock the **Window** in position.

## MODIFYING THE PROPERTIES OF AN EXISTING WINDOW

Perform the following actions to modify the properties of an existing **Window**:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the **Edit** button to activate it.
2. Double-click on the **Window** whose properties you wish to change. This will open an *Edit Window* dialog box, like the one pictured in Figure 13 at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the **Apply** button to **Save** your changes. Click on the **Cancel** button to close the *Edit Window* dialog box without saving your changes.



**Figure 13:** The *Edit Window* dialog box.

## DELETING AN EXISTING WINDOW

Perform the following actions to Delete an existing Window:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. With the *Edit* button now activated, bring your mouse over the *Window* to be deleted and double-click on it to open the *Edit Window* dialog box pictured in Figure 13 above.
3. At the bottom-right of the *Edit Window* dialog box, click on the *Delete Window* button. The dialog box will close, and the selected *Window* will be deleted from your model.

## Porches

SmartBuild makes creating, moving, modifying, and deleting *Porches* fast and easy. Following are step-by-step instructions for completing each of these processes.

### ADDING A NEW PORCH

To add a new *Porch* to a building, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the *Porch* drop-down arrow and select the location where the *Porch* is to be placed. (See Figure 14 at right.) There are nine options: *Front Left*, *Front*, *Front Right*, *Left*, *Right*, *Back Left*, *Back*, *Back Right*, and *Custom*. Once you click on your choice, the *Create [Location] Porch* dialog box will open, as pictured in Figure 15 below, right.
3. Complete each field in the *Create Porch* dialog box, as indicated below:

**Width** – Enter the desired *Width* for your *Porch* in imperial feet and/or inches.

**Height** – Click on the drop-down arrow next to the *Height* field and select either *Ceiling Height* or *Offset Down*. *Ceiling Height* is used to indicate the distance of the truss carrier or supporting member from the ground. *Offset Down* is used to measure from the *Eave Height* down.

**Roof Pitch** – The defined angle at which a roof of your *Porch* will slant down from the peak to its lowest point.

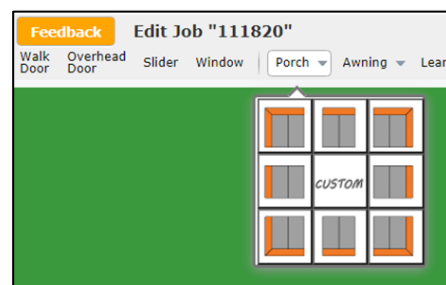


Figure 14: Select the building side on which to add a *Porch*.

Figure 15: The dialog box for creating a *Porch*.

**Overhangs** – Select the desired size of the **Overhangs** for your **Porch** from the drop-down list, or click on **Advanced** to create custom measures for the **Right, Front, Left, and Back sides** of your **Overhang**.

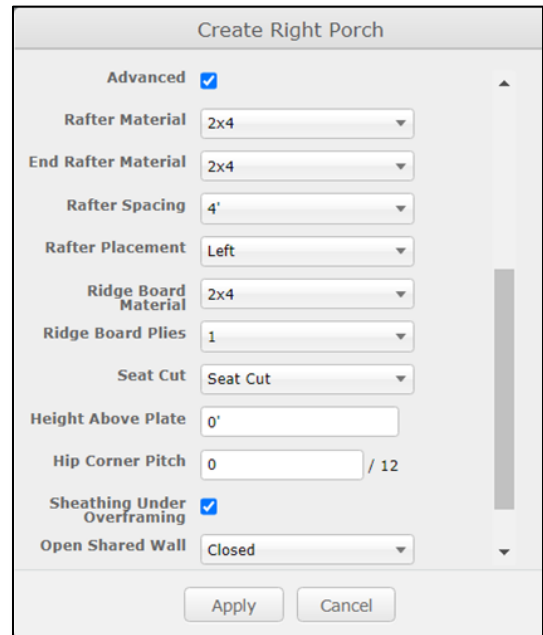
**Walls** – Use the drop-down list to select the type of **Walls** to be used for your **Porch**. The choices include **Open, Enclosed, and Cantilever**.

**Roof Framing** – Use the drop-down list to select whether **Rafters or Trusses** will be used to frame the roof of your **Porch**.

**Hip Corner Style** – Use this drop-down list to define the presence and location of **Hip Corners** on your **Porch** roof. The choices include **None, Both, Left, and Right**.

**Advanced** – Clicking on the **Advanced** checkbox expands the **Create Porch** dialog box to include a host of additional properties you can specify for your **Porch**. (See **Figure 16, right.**) For additional information, please see [Using Advanced Properties in the Create Porch Dialog Box](#).

4. Once you have entered the required data, click on the **Apply** button at the bottom of the dialog box. **SmartBuild** will add the new **Porch**, as specified, to the chosen location. Click on the **Cancel** button to close the dialog box without creating a **Porch**.



The image shows a software dialog box titled "Create Right Porch". At the top, there is a checkbox labeled "Advanced" which is checked. Below this, there are several settings, each with a label and a dropdown menu or input field: "Rafter Material" (2x4), "End Rafter Material" (2x4), "Rafter Spacing" (4'), "Rafter Placement" (Left), "Ridge Board Material" (2x4), "Ridge Board Plies" (1), "Seat Cut" (Seat Cut), "Height Above Plate" (0'), "Hip Corner Pitch" (0 / 12), "Sheathing Under Overframing" (checked), and "Open Shared Wall" (Closed). At the bottom of the dialog box, there are two buttons: "Apply" and "Cancel".

**Figure 16:** Advanced properties for creating a new **Porch**.

## MOVING AN EXISTING PORCH

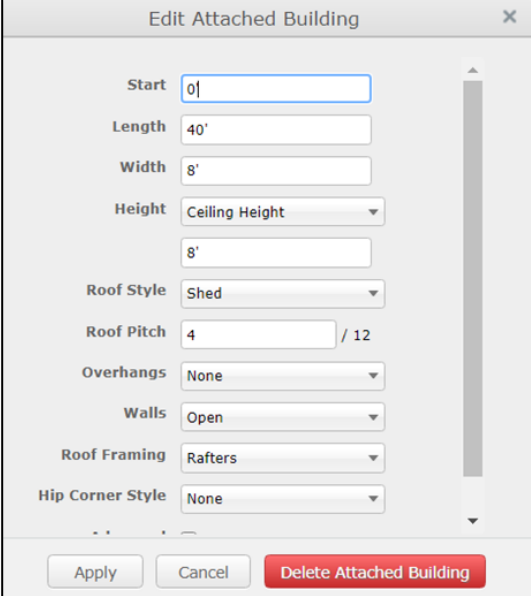
Unlike **Doors** and **Windows**, you cannot click-and-drag an existing **Porch** to a new location on its host wall. Instead, you must modify the properties of the **Porch** using the **Edit** dialog box. (See the section immediately following for details.)

## MODIFYING THE PROPERTIES OF AN EXISTING PORCH

**NOTE** – In SmartBuild, a Porch is a special type of Attached Building. When you initially create a new Porch, the *Create Porch* dialog box is configured with default settings that are common to many porches. That said however, when you go to Edit a Porch after it has been created, it will be the *Attached Building* dialog box that is used to make changes.

Perform the following actions to modify the properties of an existing Porch:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. **Double-click** on the Porch whose properties you wish to change. This will open an *Edit Attached Building* dialog box, like the one pictured in Figure 17 at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the *Apply* button to Save your changes. Click on the *Cancel* button to close the *Edit Attached Building* dialog box without saving your changes.



**Figure 17:** The *Edit Attached Building* dialog box is used to modify the properties of an existing Porch.

## DELETING AN EXISTING PORCH

Perform the following actions to Delete an existing Porch:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. With the *Edit* button now activated, bring your mouse over the Porch to be deleted and double-click on it to open the *Edit Attached Building* dialog box pictured in Figure 17 above.
3. At the bottom-right of the *Edit Attached Building* dialog box, click on the *Delete Attached Building* button. The dialog box will close, and the selected Porch will be deleted from your model.

# Awnings

SmartBuild makes creating, moving, modifying, and deleting Awnings fast and easy. Following are step-by-step instructions for completing each of these processes.

## ADDING A NEW AWNING

To add a new Awning to a building, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the Awning drop-down arrow and select the location where the Awning is to be placed. (See Figure 18, right.) There are nine options: Front Left, Front, Front Right, Left, Right, Back Left, Back, Back Right, and Custom. Once you click on your choice, the *Create [Location] Awning* dialog box will open, as pictured in Figure 19 below, right.
3. Complete each field in the *Create Awning* dialog box, as indicated below:

**Width** – Enter the desired width for your Awning in imperial feet and/or inches.

**Height** – Click on the drop-down arrow next to the Height field and select either Ceiling Height or Offset Down. Ceiling Height is used to indicate the distance of the truss carrier or supporting member from the ground. Offset Down is used to measure from the Eave Height down.

**Roof Pitch** – The defined angle at which a roof of your Awning will slant down from the peak to its lowest point.

**Overhangs** – Select the desired size of the Overhangs for your Awning from the drop-down list, or click on Advanced to create custom measures for the Right, Front, Left, and Back sides of your Overhang.

**Walls** – Use the drop-down list to select the type of Walls to be used for your Awning. The choices include Open, Enclosed, and Cantilever.

**Roof Framing** – Use the drop-down list to select whether Rafters or Trusses will be used to frame the roof of your Awning.

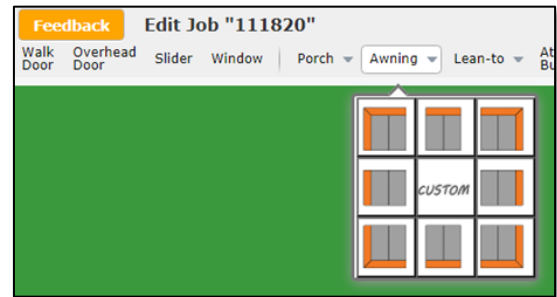


Figure 18: Select the building side on which to add a new Awning.

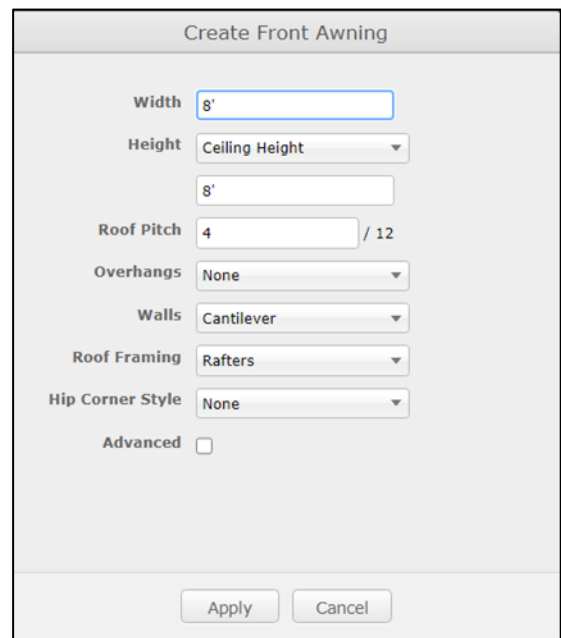


Figure 19: The dialog box for adding an Awning.



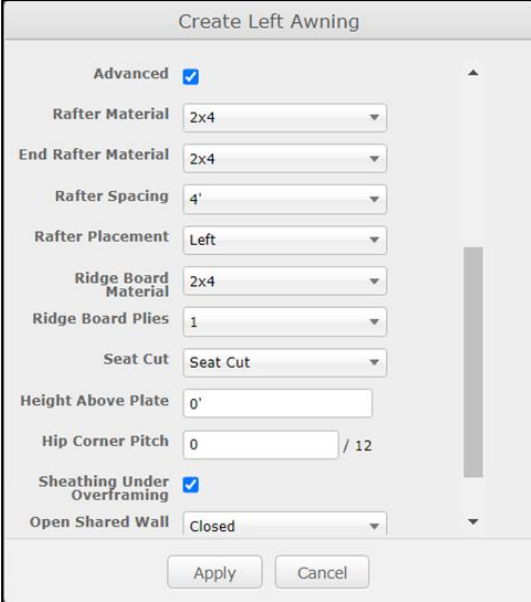
**Hip Corner Style** – Use this drop-down list to define the presence and location of Hip Corners on your Awning roof. The choices include None, Both, Left, and Right.

**Advanced** – Clicking on the Advanced checkbox expands the *Create Awning* dialog box to include a host of additional properties you can specify for your Awning. (See Figure 20, right.) For additional information, please see [Using Advanced Properties in the Create Awning Dialog Box](#).

4. Once you have entered the required data, click on the **Apply** button at the bottom of the dialog box. SmartBuild will add the new Awning, as specified, to the chosen location. Click on the **Cancel** button to close the dialog box without creating an Awning.

## MOVING AN EXISTING AWNING

Unlike Doors and Windows, you cannot click-and-drag an existing Awning to a new location on its host wall. Instead, you must modify the properties of the Awning using the **Edit** dialog box. (See the section immediately following for details.)



The image shows a software dialog box titled "Create Left Awning". It features a list of configuration options, each with a label and a control element (checkbox, dropdown, or text input). The "Advanced" checkbox is checked. The options are: Rafter Material (2x4), End Rafter Material (2x4), Rafter Spacing (4'), Rafter Placement (Left), Ridge Board Material (2x4), Ridge Board Plies (1), Seat Cut (Seat Cut), Height Above Plate (0'), Hip Corner Pitch (0 / 12), Sheathing Under Overframing (checked), and Open Shared Wall (Closed). At the bottom, there are "Apply" and "Cancel" buttons.

**Figure 20:** The Advanced properties for creating a new Awning.

## MODIFYING THE PROPERTIES OF AN EXISTING AWNING

**NOTE** – In SmartBuild, an *Awning* is a special type of *Attached Building*. When you initially create a new *Awning*, the *Create Awning* dialog box is configured with default settings that are common to many *Awnings*. That said however, when you go to *Edit* an *Awning* after it has been created, it will be the *Attached Building* dialog box that is used to make changes.

Perform the following actions to modify the properties of an existing *Awning*:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. Double-click on the *Awning* whose properties you wish to change. This will open an *Edit Attached Building* dialog box, like the one pictured in Figure 21 at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the *Apply* button to *Save* your changes. Click on the *Cancel* button to close the *Edit Attached Building* dialog box without saving your changes.

**Figure 21:** The *Edit Attached Building* dialog box is used to modify the properties of an existing *Awning*.

## DELETING AN EXISTING AWNING

Perform the following actions to *Delete* an existing *Awning*:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. With the *Edit* button now activated, bring your mouse over the *Awning* to be deleted and double-click on it to open the *Edit Attached Building* dialog box pictured in Figure 21 above.
3. At the bottom-right of the *Edit Attached Building* dialog box, click on the *Delete Attached Building* button. The dialog box will close, and the selected *Awning* will be deleted from your model.

# Lean-Tos

SmartBuild makes creating, moving, modifying, and deleting Lean-Tos fast and easy. Following are step-by-step instructions for completing each of these processes.

## ADDING A NEW LEAN-TO

To add a new Lean-To to a building, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the Lean-To drop-down arrow and select the location where the Lean-To is to be placed. (See Figure 22, right.) There are nine options: Front Left, Front, Front Right, Left, Right, Back Left, Back, Back Right, and Custom. Once you click on your choice, the *Create [Location] LeanTo* dialog box will open, as pictured in Figure 23 below, right.
3. Complete each field in the *Create LeanTo* dialog box, as indicated below:

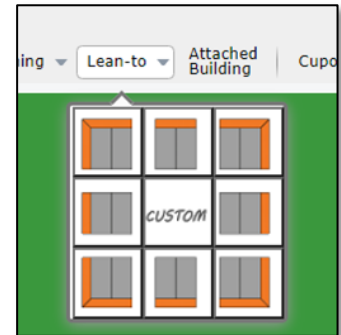


Figure 22: Select the building side on which to add a Lean-To.

**Width** – Enter the desired width for your Lean-To in imperial feet and/or inches.

**Height** – Click on the drop-down arrow next to the Height field and select either Ceiling Height or Offset Down. Ceiling Height is used to indicate the distance of the truss carrier or supporting member from the ground. Offset Down is used to measure from the Eave Height down.

**Roof Pitch** – The defined angle at which a roof of your Lean-To will slant down from the peak to its lowest point.

**Overhangs** – Select the desired size of the Overhangs for your Lean-To from the drop-down list, or click on Advanced to create Custom measures for the Right, Front, Left, and Back sides of your Overhang.

**Walls** – Use the drop-down list to select the type of Walls to be used for your Lean-To. The choices include Open, Enclosed, and Cantilever.

**Roof Framing** – Use the drop-down list to select whether Rafters or Trusses will be used to frame the roof of your Lean-To.

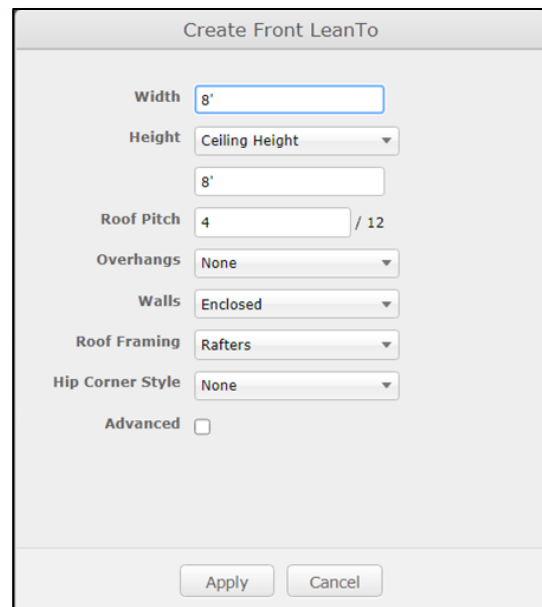
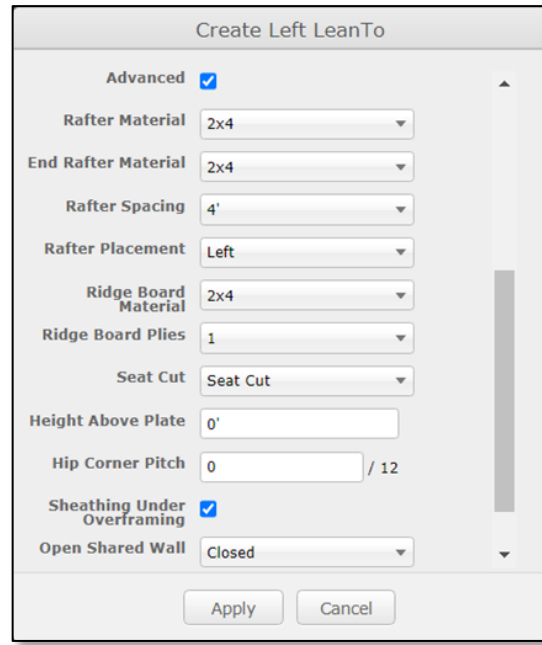


Figure 23: The dialog box for adding a Lean-To to your building.

**Hip Corner Style** – Use this drop-down list to define the presence and location of Hip Corners on the roof of your Lean-To. The choices include None, Both, Left, and Right.

**Advanced** – Clicking on the Advanced checkbox expands the *Create LeanTo* dialog box to include a host of additional properties you can specify for your Porch. (See Figure 24, right.) For additional information, please see [Using Advanced Properties in the Create Lean-To Dialog Box](#).

4. Once you have entered the required data, click on the Apply button at the bottom of the dialog box. SmartBuild will add the new Lean-To, as specified, to the chosen location. Click on the Cancel button to close the dialog box without creating a Lean-To.



The image shows a software dialog box titled "Create Left LeanTo". It has a tab labeled "Advanced" which is checked. The dialog contains several settings: "Rafter Material" is set to "2x4", "End Rafter Material" is "2x4", "Rafter Spacing" is "4'", "Rafter Placement" is "Left", "Ridge Board Material" is "2x4", "Ridge Board Plies" is "1", "Seat Cut" is "Seat Cut", "Height Above Plate" is "0'", "Hip Corner Pitch" is "0 / 12", "Sheathing Under Overframing" is checked, and "Open Shared Wall" is "Closed". At the bottom, there are "Apply" and "Cancel" buttons.

**Figure 24:** The Advanced properties for creating a new Lean-To.

## MOVING AN EXISTING LEAN-TO

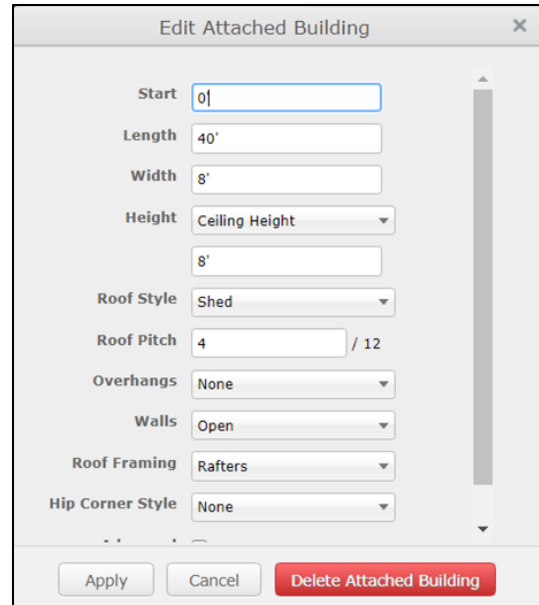
Unlike Doors and Windows, you cannot click-and-drag an existing Lean-To to a new location on its host wall. Instead, you must modify the properties of the Lean-To using the Edit dialog box. (See the section immediately following for details.)

## MODIFYING THE PROPERTIES OF AN EXISTING LEAN-TO

**NOTE** – In SmartBuild, a Lean-To is a special type of Attached Building. When you initially create a new Lean-To, the *Create LeanTo* dialog box is configured with default settings that are common to many Lean-Tos. That said however, when you go to *Edit* a Lean-To after it has been created, it will be the *Attached Building* dialog box that is used to make changes.

Perform the following actions to modify the properties of an existing Lean-To:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. Double-click on the Lean-To whose properties you wish to change. This will open an *Edit Attached Building* dialog box, like the one pictured in Figure 25 at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the *Apply* button to *Save* your changes. Click on the *Cancel* button to close the *Edit Attached Building* dialog box without saving your changes.



**Figure 25:** The *Edit Attached Building* dialog box is used to modify the properties of an existing Lean-To.

## DELETING AN EXISTING LEAN-TO

Perform the following actions to *Delete* an existing Lean-To:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
2. With the *Edit* button now activated, bring your mouse over the Lean-To to be deleted and double-click on it to open the *Edit Attached Building* dialog box pictured in Figure 25 above.
3. At the bottom-right of the *Edit Attached Building* dialog box, click on the *Delete Attached Building* button. The dialog box will close, and the selected Lean-To will be deleted from your model.

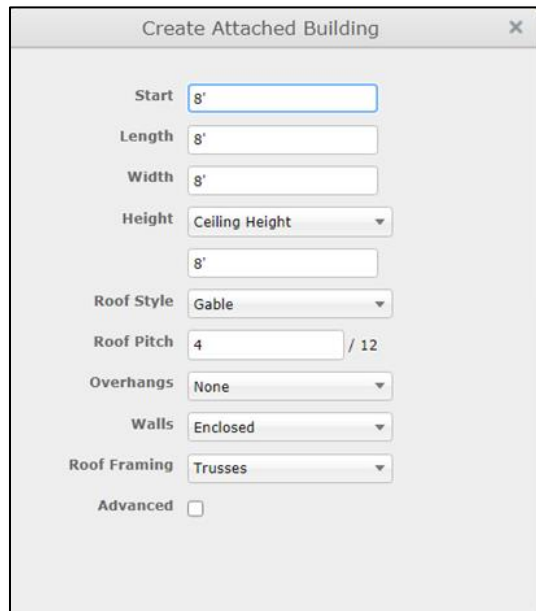
# Attached Buildings

SmartBuild makes creating, moving, modifying, and deleting Attached Buildings fast and easy. Following are step-by-step instructions for completing each of these processes.

## ADDING A NEW ATTACHED BUILDING

To add a new Attached Building to a structure, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the *Attached Building* command button. The *Create Attached Building* dialog box will open, as pictured in Figure 26 at right.
3. Complete each field in the *Create Attached Building* dialog box, as indicated below:



**Figure 26:** The dialog box for adding an Attached building.

**Start** – As measured from the left side of its host wall, the point where the new Attached Building will begin.

**Length** – The total span of the Attached Building along its host wall.

**Width** – Enter the desired Width for the Attached Building in imperial feet and/or inches.

**Height** – Click on the drop-down arrow next to the Height field and select either Ceiling Height or Offset Down. Ceiling Height is used to indicate the distance of the truss carrier or supporting member from the ground. Offset Down is used to measure from the Eave Height down.

**Roof Style** – Use the drop-down list to select the type of roof to be added to the Attached Building. Choices include Shed, Gable, Gambrel, and Advanced.

**Roof Pitch** – The defined angle at which a roof of your Attached Building will slant down from the peak to its lowest point.

**Overhangs** – Select the desired size of the Overhangs for your Attached Building from the drop-down list, or click on Advanced to create custom measures for the Right, Front, Left, and Back sides of your Overhang.

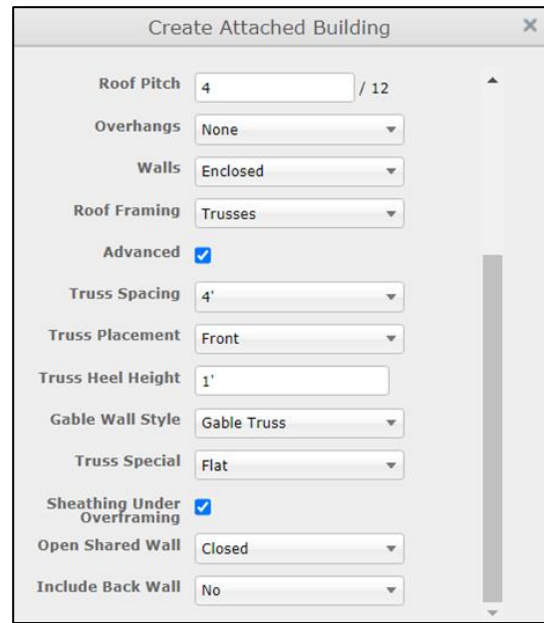
**Walls** – Use the drop-down list to select the type of Walls to be used for your Attached Building. The choices include Open, Enclosed, and Cantilever.

**Roof Framing** – Use the drop-down list to select whether Rafters or Trusses will be used to frame the roof of your Attached Building.

**Hip Corner Style** – Use this drop-down list to define the presence and location of Hip Corners on the roof of your Attached Building. The choices include None, Both, Left, and Right.

**Advanced** – Clicking on the Advanced checkbox expands the *Create Attached Building* dialog box to include a host of additional properties you can specify for your Attached Building. (See Figure 27.) For additional information, please see [Using Advanced Properties in the Create Attached Building Dialog Box](#).

- Once you have entered the required data in the *Create Attached Building* dialog box, move your mouse over to the *Display Pane* and allow it to hover over the wall to which the building is to be added. A yellow rectangle representing your new Attached Building will appear on the wall. Move your mouse to drag this rectangle to the desired location, and click your mouse once to lock it in place. Your new Attached Building is now positioned in the 3D model.



**Figure 27:** The Advanced properties for creating a new Attached Building.

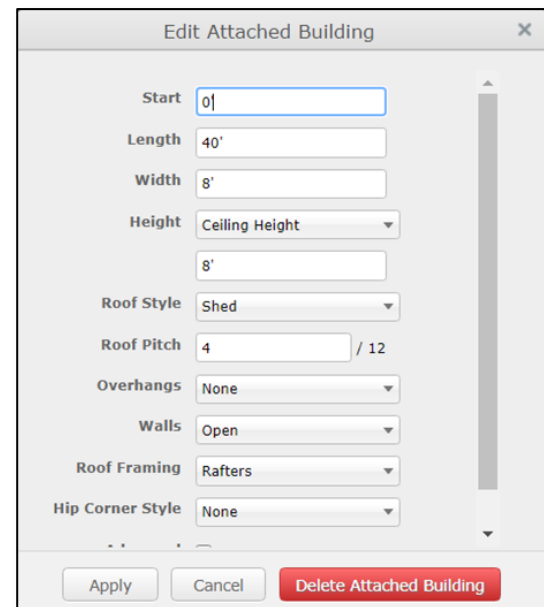
## MOVING AN EXISTING ATTACHED BUILDING

Unlike Doors and Windows, you cannot click-and-drag an existing Attached Building to a new location on its host wall. Instead, you must modify the properties of the Attached Building using the Edit dialog box. (See the section immediately following for details.)

## MODIFYING THE PROPERTIES OF AN EXISTING ATTACHED BUILDING

Perform the following actions to modify the properties of an existing Attached Building:

- On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.
- Double-click on the Attached Building whose properties you wish to change. This will open an *Edit Attached Building* dialog box, like the one pictured in Figure 28 at right.
- Click in the field(s) you wish to modify, and make the desired changes.
- When you are done, click on the *Apply* button to Save your changes. Click on the *Cancel* button to close the *Edit Attached Building* dialog box without saving your changes.



**Figure 28:** The *Edit Attached Building* dialog box.

## DELETING AN EXISTING ATTACHED BUILDING

Perform the following actions to Delete an existing Attached Building:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the `Edit` button to activate it.
2. With the `Edit` button now activated, bring your mouse over the Attached Building to be deleted and double-click on it to open the *Edit Attached Building* dialog box pictured in Figure 28 above.
3. At the bottom-right of the *Edit Attached Building* dialog box, click on the `Delete Attached Building` button. The dialog box will close, and the selected Attached Building will be deleted from your model.



# Cupolas

SmartBuild makes creating, moving, modifying, and deleting Cupolas fast and easy. Following are step-by-step instructions for completing each of these processes.

## ADDING A NEW CUPOLA

To add a new Cupola to a roof, complete the following steps:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the Cupola command button. The *Create Cupola* dialog box will open, as pictured in Figure 29 at right.
3. Complete each field in the *Create Cupola* dialog box, as indicated below:

**Location** – Click on the down-arrow to select where the Cupola is to be placed on its host roof. Choices include Center, Front, and Back.

**Sku** – The Sku field provides a list of Cupolas available in your catalog, from which to choose.

**Offset** – The distance from the edge of the roof, in feet and/or inches, where the Cupola is to be placed.

**Quantity** – The total number of Cupolas to be installed on the selected roof.

**Spacing** – The measured distance, in feet and/or inches, between multiple Cupolas that are to be installed on the same roof. If this field is left blank and the number of Cupolas specified in the Quantity field is two or greater, the Cupolas will be spaced evenly apart.

4. Once you have entered the required data in the *Create Cupola* dialog box, move your mouse over to the *Display Pane* and allow it to hover over the roof on which the Cupola is to be added. A white rectangle will appear to indicate the roof that is being selected. Once you have highlighted the correct target roof, click your mouse once place your new Cupola (s).

Figure 29: The dialog box for adding a Cupola.

## MOVING AN EXISTING CUPOLA

Perform the following steps to move an existing Cupola to a new location. Note, you can only move a Cupola to a new location somewhere on the roof where it was initially placed:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the *Edit* button to activate it.

2. With the **Edit** button now activated, bring your mouse into the *Display Pane* and allow it to hover over the target **Cupola**, until it becomes highlighted with a yellow frame. Double-click on the **Cupola** with your mouse to open the *Edit Cupola* dialog box.
3. In the **Location** field of the *Edit Cupola* dialog box, click on the down arrow and select the desired new **Location** (**Center**, **Front**, or **Back**).
4. Click on the **Apply** button at the bottom of the *Edit Cupola* dialog box to complete the move and close the dialog box.

## MODIFYING THE PROPERTIES OF AN EXISTING CUPOLA

Perform the following actions to modify the properties of an existing **Cupola**:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the **Edit** button to activate it.
2. Double-click on the **Cupola** whose properties you wish to change. This will open an *Edit Cupola* dialog box, like the one pictured in Figure 30 at right.
3. Click in the field(s) you wish to modify, and make the desired changes.
4. When you are done, click on the **Apply** button to **Save** your changes. Click on the **Cancel** button to close the *Edit Cupola* dialog box without saving your changes.

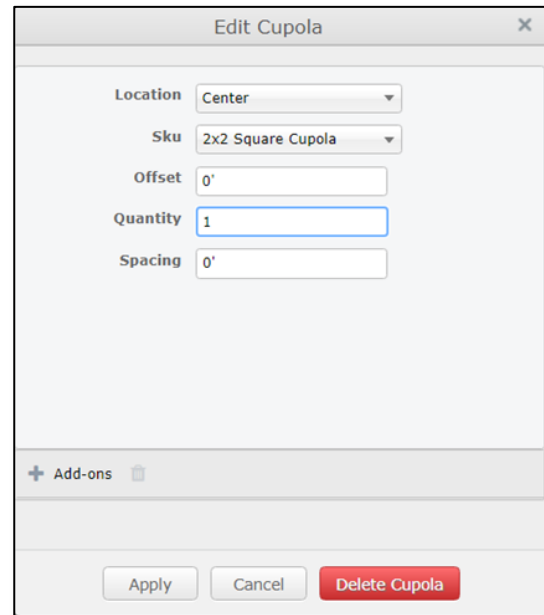


Figure 30: The *Edit Cupola* dialog box.

## DELETING AN EXISTING CUPOLA

Perform the following actions to **Delete** an existing **Cupola**:

1. On the *Edit Job* page in *3D View Mode*, go to the *Openings and Building Additions* toolbar and click on the **Edit** button to activate it.
2. With the **Edit** button now activated, bring your mouse over the **Cupola** to be deleted and double-click on it to open the *Edit Cupola* dialog box pictured in Figure 30 above.
3. At the bottom-right of the *Edit Cupola* dialog box, click on the **Delete Cupola** button. The dialog box will close, and the selected **Cupola** will be deleted from your model.

## Open Walls

You can toggle any wall in your SmartBuild model between **Open** and **Enclosed**. Complete the following steps to change an **Enclosed Wall** to an **Open Wall**:

1. On your *Jobs List* page, select the desired job and click on the *Edit* button to open the job on the SmartBuild *Edit* page in *3D View Mode*.
2. On the *Openings and Building Additions* toolbar at the top of the page, click on the **Open Wall** button to activate it.
3. With the **Open Wall** button now activated, click on the wall that you wish to toggle **Open**. (See Figure 31 at right.)
4. If you want, with the **Open Wall** button still activated, you can click on the wall once again close it.

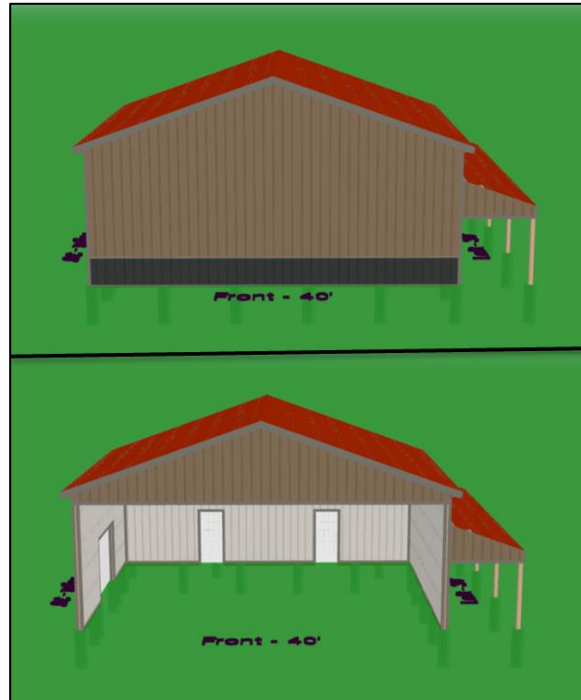


Figure 31: Toggling an existing wall Open.