

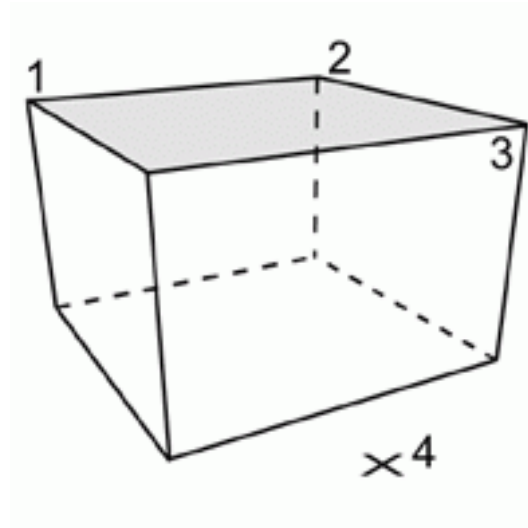
## Appendix C

# Constructional orders for buildings

**First of all the object must be constructed completely, before you can apply any corrections.** Please follow the given order. Points without a number will be constructed automatically such as the ridge of the gable roof, in which generally only the height must be corrected.

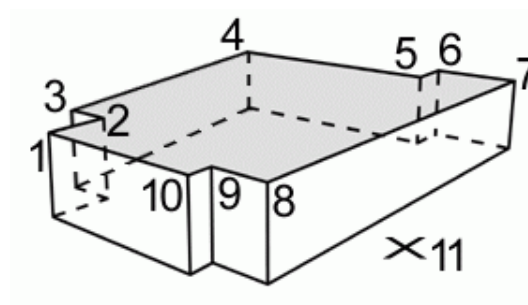
The cross symbolizes the measurement of the ground height. If you chose the option “Create Roof Only”, then measuring the ground height is not nessecary.

## Flat roof



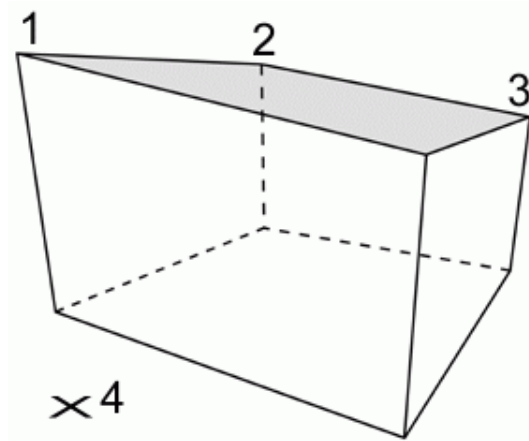
- Measure the points of eaves 1 to 3; press the left mouse button again to let the fourth point be set automatically.
- Determine the height (4).

## Flat Roof with more or less than four corners



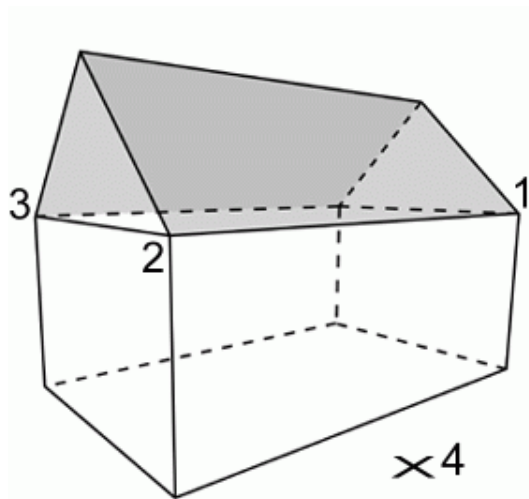
- Measure the points of eaves (here 1 - 10); finish with ESC.
- Determine the height (here 11).

## Lean-to roof



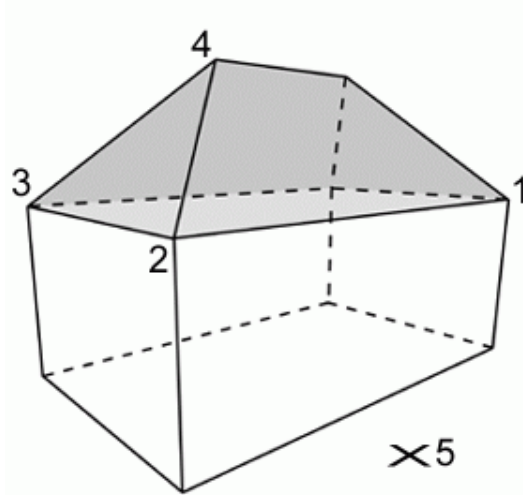
- Measure the points of eaves 1 to 3; press the left mouse button again to let the fourth point be set automatically.
- Determine the height (4).

## Gable Roof



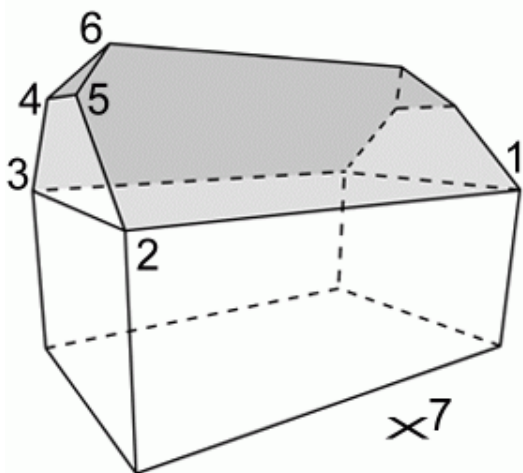
- Measure the points of the eaves 1 to 3 beginning parallel to the ridge; press the left mouse button again to let the fourth point and the ridge be set automatically.
- Determine the height (4).
- Correct the height of the ridge.

## Hip Roof



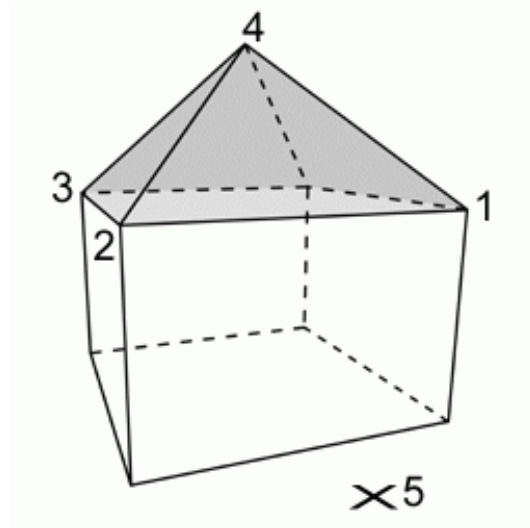
- Measure the points of the eaves 1 to 3 beginning parallel to the ridge; press the left mouse button again to let the fourth point be set automatically.
- Measure the point of the ridge 4, the second point will be set automatically.
- Determine the height (5).

## Hipped Gable Roof



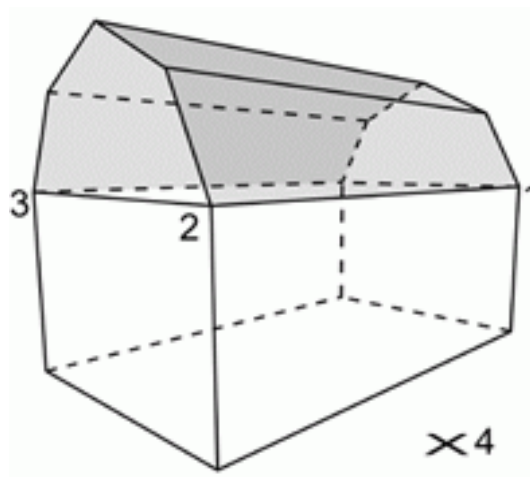
- Measure the points of the eaves 1 to 3 beginning parallel to the ridge; press the left mouse button again to let the fourth point be set automatically.
- Measure the hipped points 4 and 5 as well as the point of the ridge 6, the opposite points will be set automatically.
- Determine the height (7).

## Tent Roof



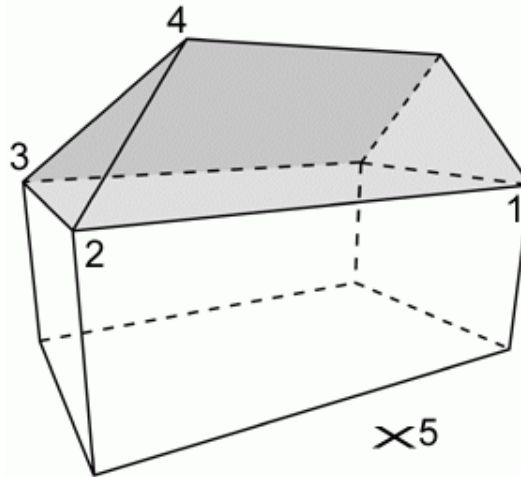
- Measure the points of the eaves 1 to 3; press the left mouse button again to let the fourth point and the point of the ridge be set automatically.
- Determine the height (4).
- Correct the height of the ridge point.

## Mansard Roof



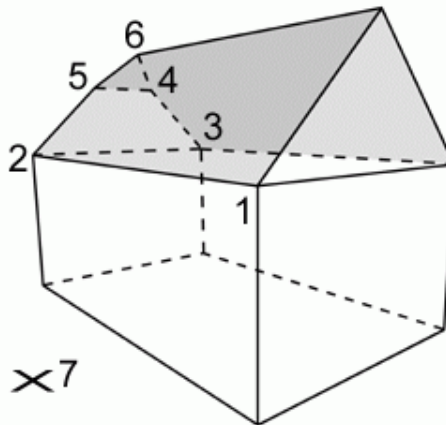
- Measure the points of the eaves 1 to 3 beginning parallel to the ridge, press the left mouse button again to let the fourth point and the roof be set automatically.
- Determine the height (4).
- Correct the position and the height of the ridges.

## Combination of Gable and Hip Roof



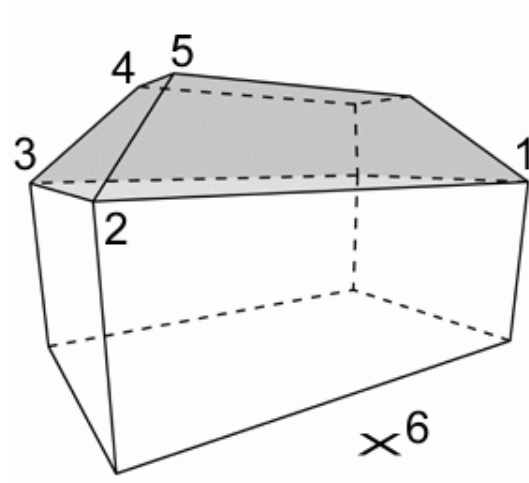
- Measure the points of the eaves 1 to 3 parallel to the ridge beginning with the gable roof; press the left mouse button again to let the fourth point be set automatically.
- Measure the ridge point 4, the opposite ridge point will be set automatically.
- Determine the height (5).

## Combination of Gable and Hipped Gable Roof



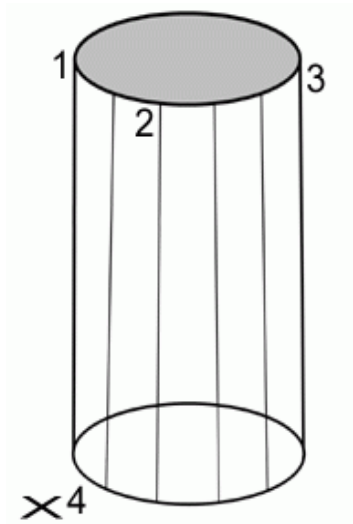
- Measure the points of the eaves 1 to 3 parallel to the ridge beginning with the gable roof; press the left mouse button again to let the fourth point be set automatically.
- Measure the hipped points 4 and 5 as well as the ridge point 6, the opposite point of the ridge will be set automatically.
- Determine the height (7).

## Cut Hipped Roof



- Measure the points of the eaves 1 to 3 beginning parallel to the ridge; press the left mouse button again to let the fourth point be set automatically.
- Measure the hipped points 4 and 5, the opposite points will be set automatically.
- Determine the height (6).

## Tower

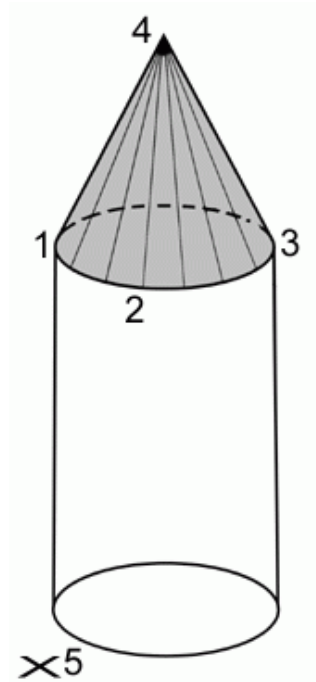


- Measure three points on the eaves.
- Determine the height (4).

To get a conical or frustum tower, edit the respective ground and/or roof area of the tower by holding down SHIFT while dragging the mouse. If you drag the roof or ground circle without pressing the SHIFT key, then the radii of ground and roof area will be the same again.

Annotation

## Tower Roof



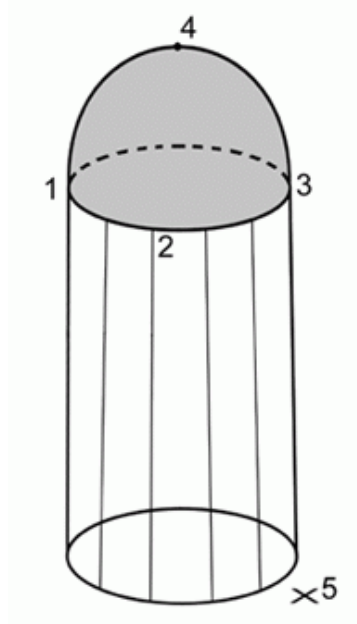
- Measure three points on the eaves.
- Determine the height of the ridge (4).  
Press the left mouse button.
- Determine the height (5).

### Annotation

To have a better view in tridicon™ ARCHITECTURE a building with tower roof is only shown as cylinder and ridge point.



## Dome Roof

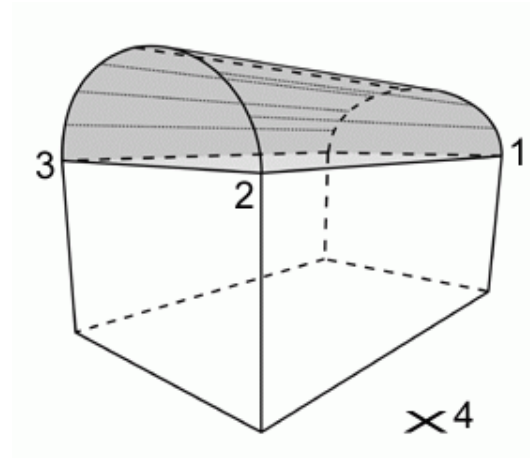


- Measure three points on the eaves (1, 2, 3).
- Determine the height of the dome (4).  
Press the left mouse button.
- Determine the height (5).

To have a better view in tridicon™ ARCHITECTURE a building with dome roof is only shown as cylinder and ridge point.

Annotation

## Barrel Roof

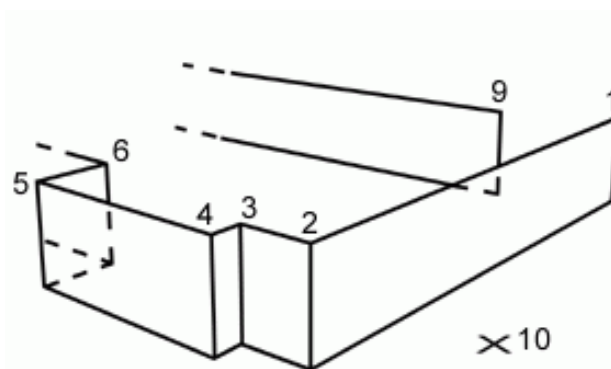


- Measure the points of the eaves 1 to 3 beginning parallel to the ridge; press the left mouse button again to let the fourth point and the ridge be set automatically.
- Determine the height (4).
- Correct the height of the ridge.

### Annotation

To have a better view in tridicon™ ARCHITECTURE only two ridge points are shown on the top of the barrel roof.

## Wall



- Measure the points of eaves (here 1 - 9); finish with ESC.
- Determine the height (here 10).