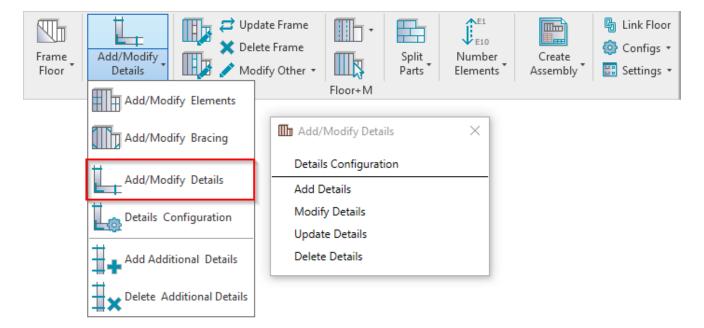
ADD/MODIFY DETAILS

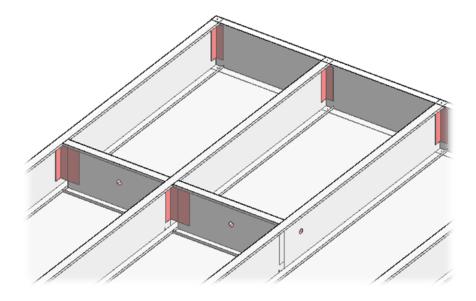
Modified on: Tue, 10 Sep, 2019 at 8:35 PM

Add/Modify Details



Add/Modify Details – for placing details in the frame. It is recommended to use these functions at the end of the framing process.

<u>Recommended workflow:</u> Create frame without details \rightarrow Add additional elements \rightarrow Split elements if needed \rightarrow In the final step, add details. This will allow you to save time during the updating process when you frame a floor.



Details Configuration

🛄 Add/Modify Details	×
Details Configuration	
Add Details	
Modify Details	
Update Details	
Delete Details	

Details Configuration – definition of all detail placing parameters.

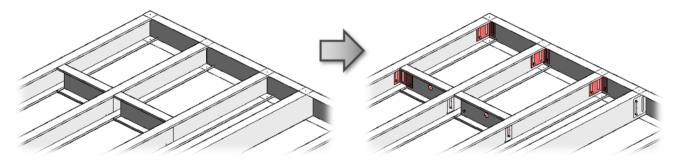
<u>Read more >> (https://agacad.freshdesk.com/support/solutions/articles/44001795904-add-modify-details-%E2%80%93-details-configuration)</u>

Add Details

Madd/Modify Details	×
Details Configuration	
Add Details	
Modify Details	
Update Details	
Delete Details	

Add Details – adds details into selected floors according to predefined configuration. Recommended to use this function at the end of the framing process.

<u>Recommended workflow:</u> Create frame without details \rightarrow Add additional elements \rightarrow Split elements if needed \rightarrow In the final step, add details. This will save time during the updating process when you frame a floor.



Modify Details

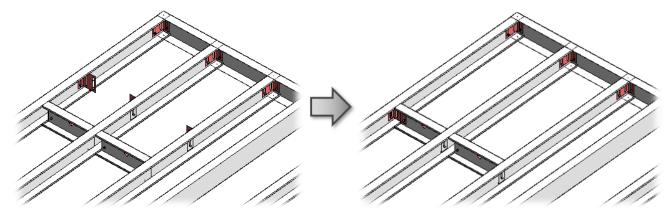
Hadd/Modify Details	×
Details Configuration	
Add Details	
Modify Details	
Update Details	
Delete Details	

Modify Details – modifies selected floor details with custom settings if you need to make unique changes. All configuration settings are the same as in **Details Configuration**.

Update Details

H Add/Modify Details	×
Details Configuration	
Add Details	
Modify Details	
Update Details	
Delete Details	

Update Details – updates details if any changes were made to floor, e.g. opening was moved, floor was extended, etc.



Delete Details

M Add/Modify Details	×
Details Configuration	
Add Details	
Modify Details	
Update Details	
Delete Details	

