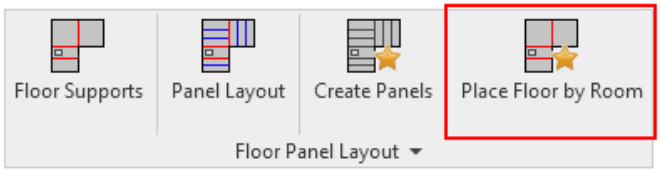
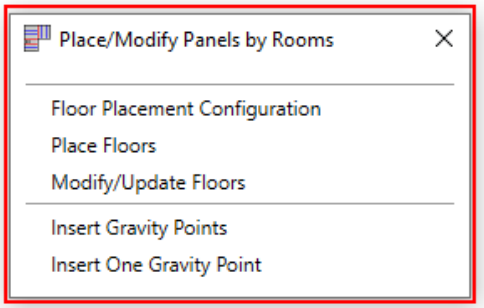
Place Floor by Room

Modified on: Wed, 5 Aug, 2020 at 3:24 PM

Place Floor by Room allows you to automatically generate floors by existing rooms in the project. You do not need to draw every floor manually by picking walls or drawing floor boundaries. The function saves vast amounts of time especially when working on larger projects. Floors and floor types can be modified/updated or removed entirely.

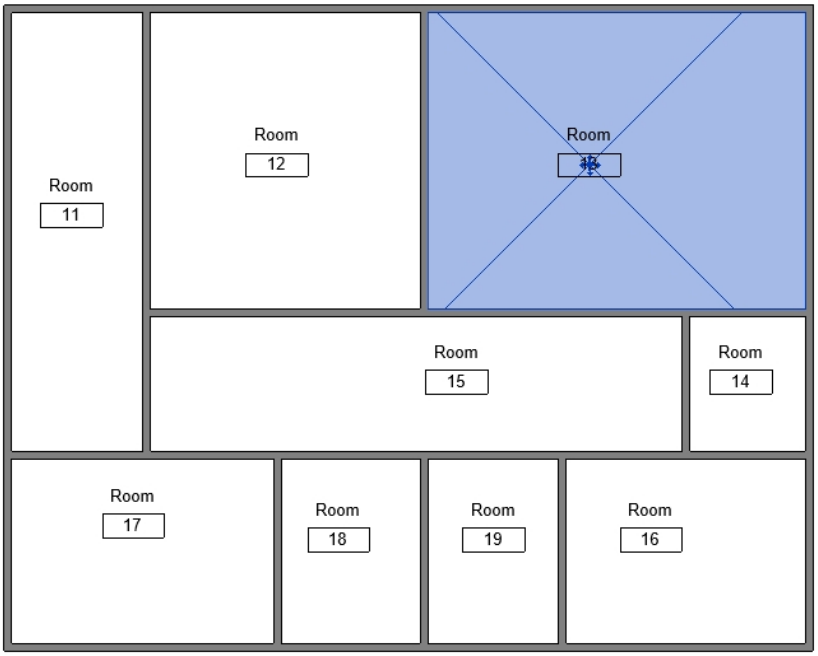
1. Place all your rooms in the project.
2. Select **Place Floor by Room** in **Floor Panel Layout** menu.

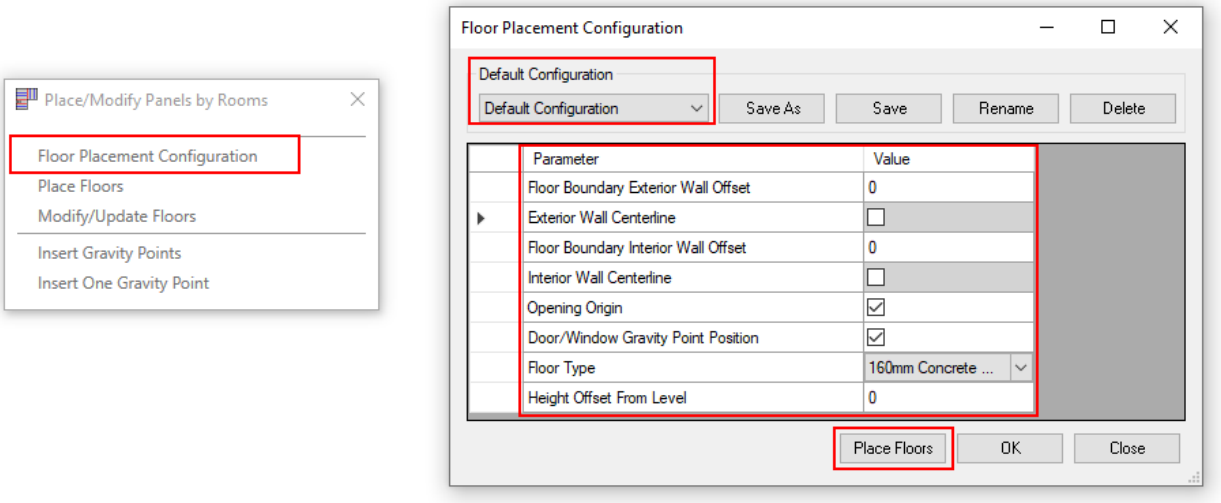




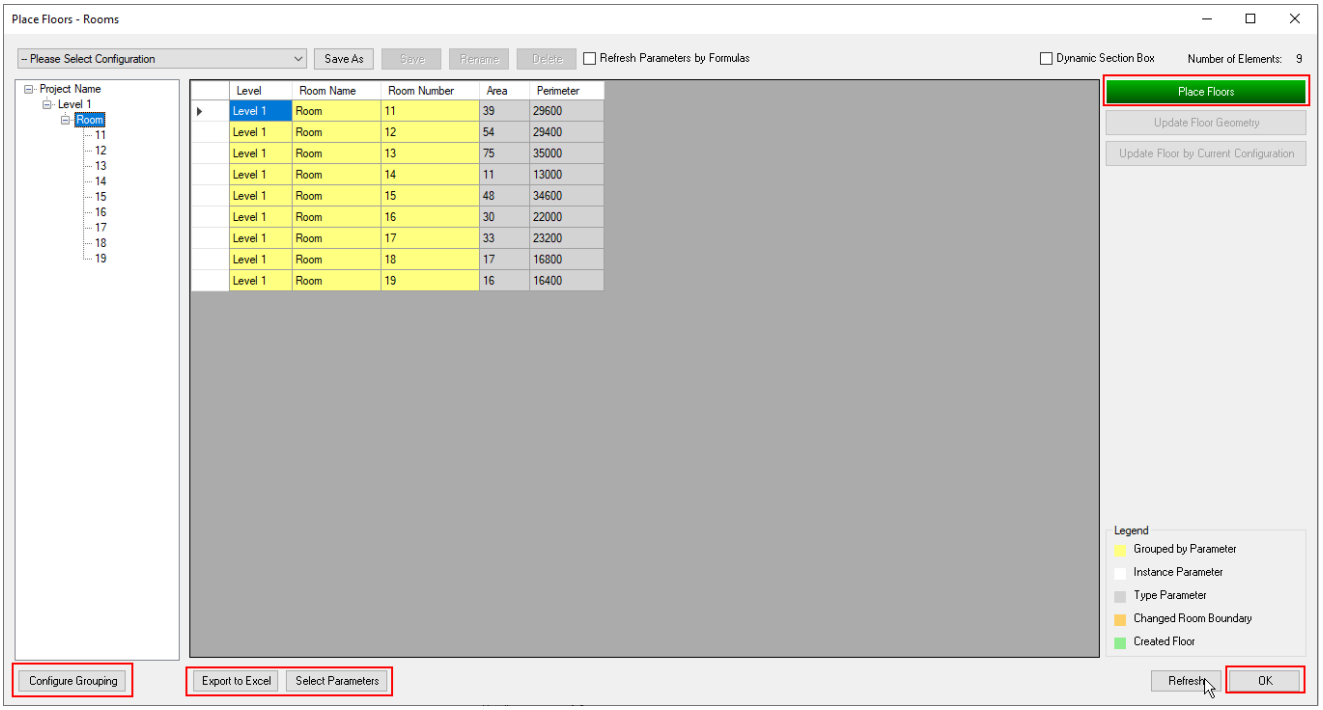
3. Select **Floor Placement Configurations** in **Place/Modify Panels by Rooms** menu.
4. Define parameters according to the design requirements. Select **Place Floors** or **OK**.

Note: Configurations can be saved to a file and shared with colleagues .

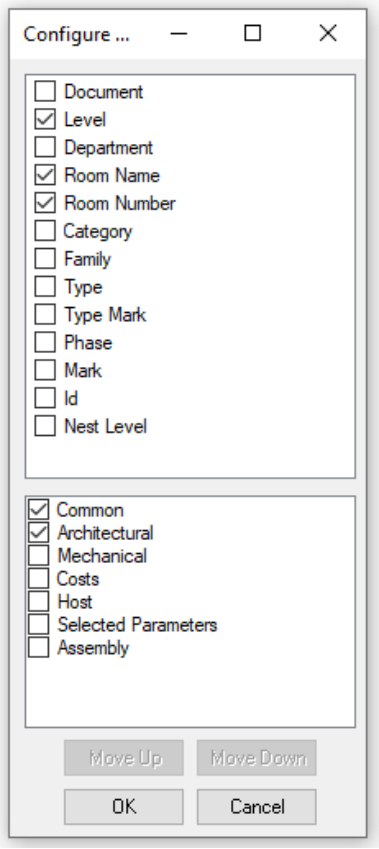




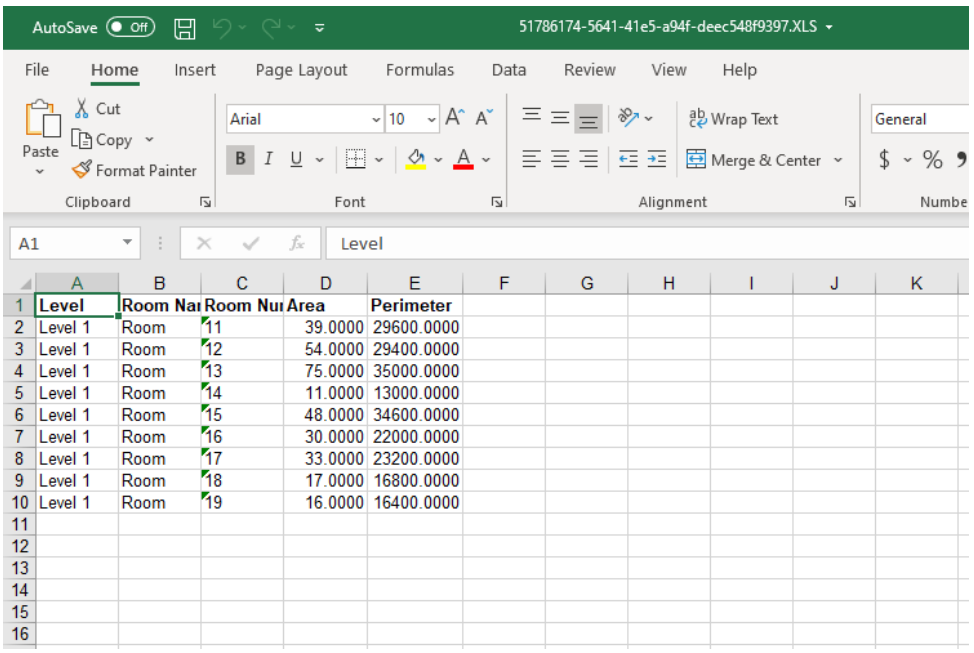
5. The **Place Floors** window allows you to see all rooms in the project and place floors in filtered rooms.



6. **Configure Grouping** allows you to filter out rooms according to various parameters.

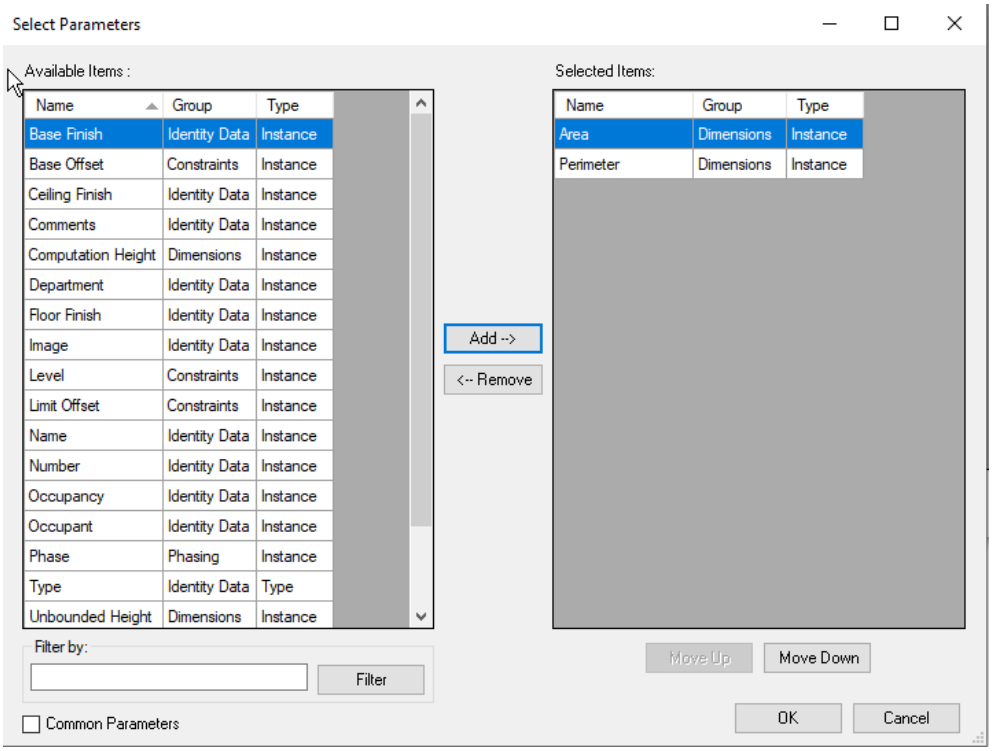


7. **Export to Excel** allows you to export filtered objects (i.e. rooms) to an Excel spreadsheet.

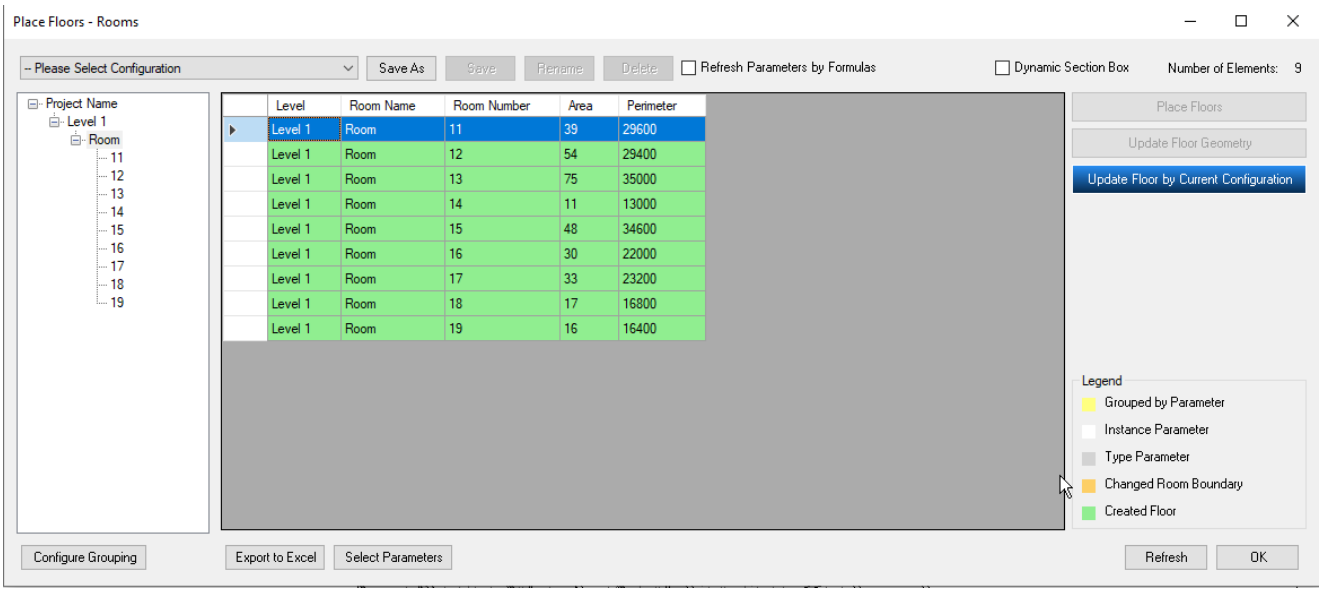


	A	B	C	D	E	F	G	H	I	J	K
1	**Level**	**Room Nar**	**Room Nur**	**Area**	**Perimeter**						
2	Level 1	Room	11	39.0000	29600.0000						
3	Level 1	Room	12	54.0000	29400.0000						
4	Level 1	Room	13	75.0000	35000.0000						
5	Level 1	Room	14	11.0000	13000.0000						
6	Level 1	Room	15	48.0000	34600.0000						
7	Level 1	Room	16	30.0000	22000.0000						
8	Level 1	Room	17	33.0000	23200.0000						
9	Level 1	Room	18	17.0000	16800.0000						
10	Level 1	Room	19	16.0000	16400.0000						
11											
12											
13											
14											
15											
16											

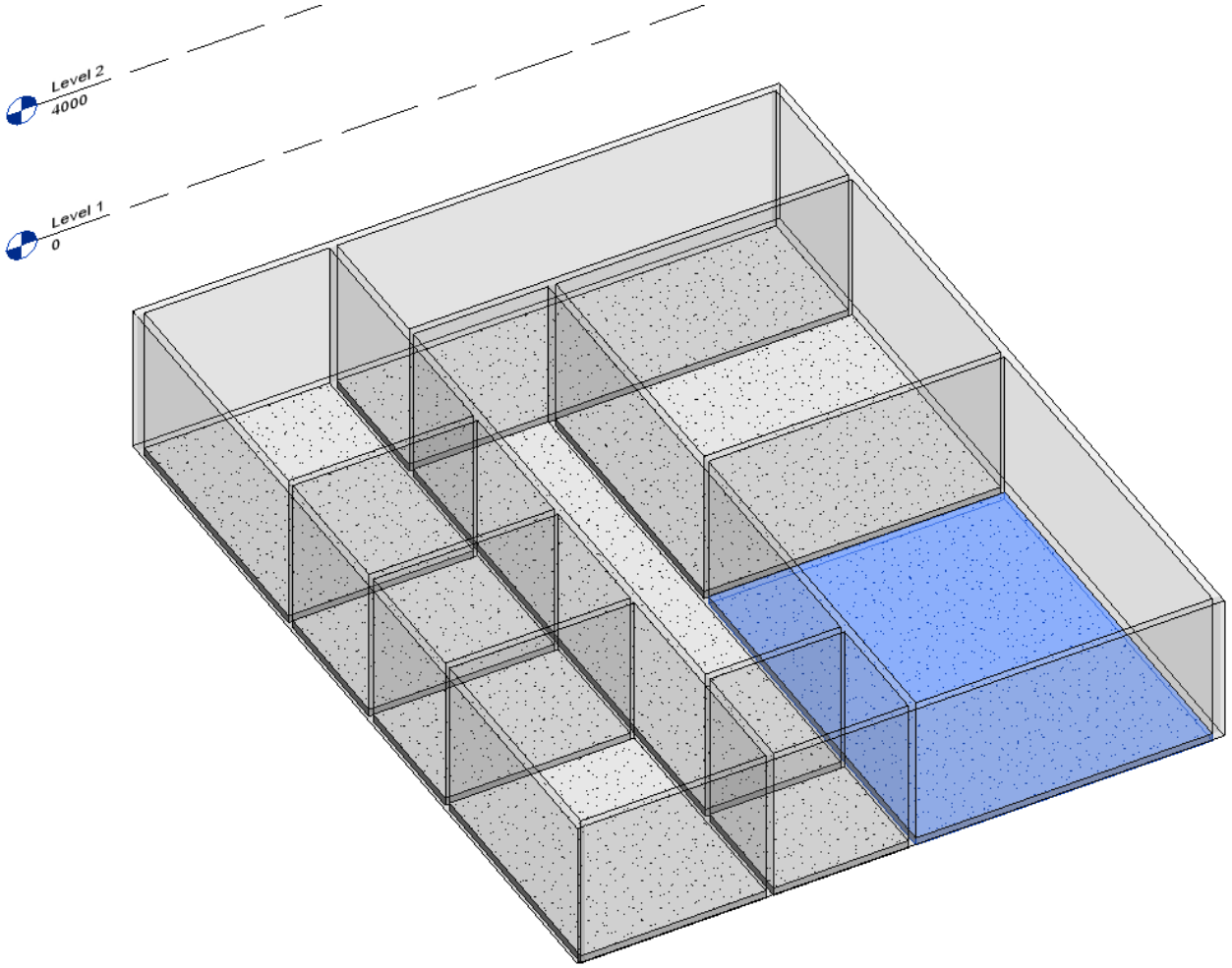
8. You can **Select Parameters** that should appear in the **Place Floors** schedule.



9. Once floors have been placed using the **Place Floors** command, you can see which rooms contain newly placed floors, etc. Schedule can be further detailed.



10. The Final result is floors are placed according to existing rooms in the project.


Level 2
4000
Level 1
0