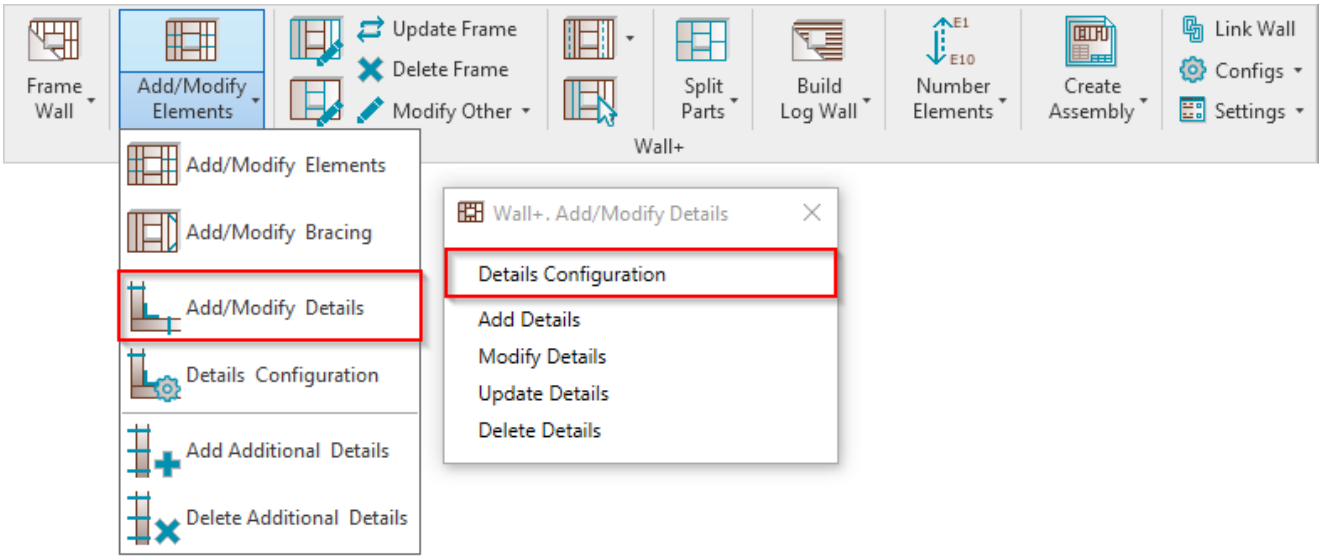
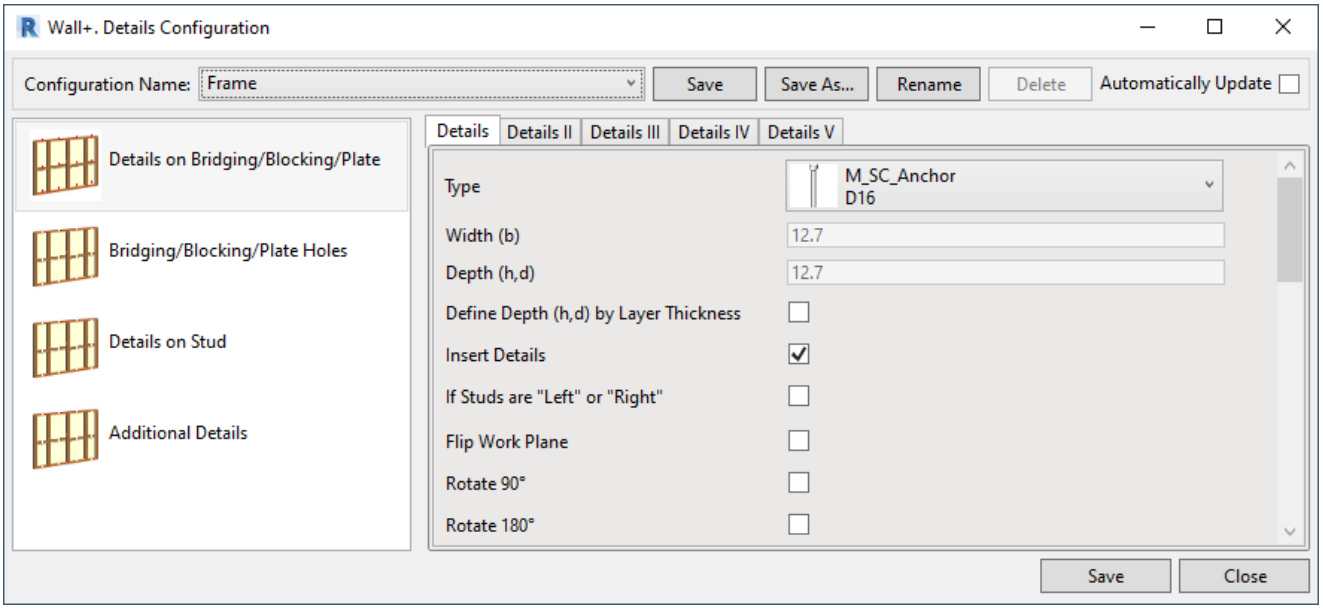
ADD/MODIFY DETAILS – Details Configuration

Modified on: Sun, 15 Nov, 2020 at 8:23 PM

Details Configuration

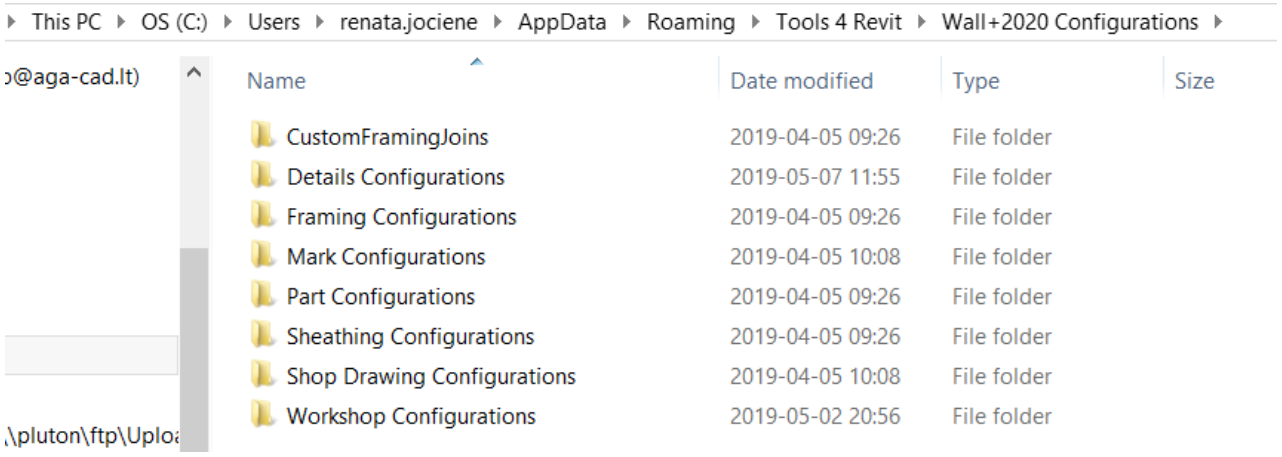


Details Configuration – definition of all detail-placing parameters.

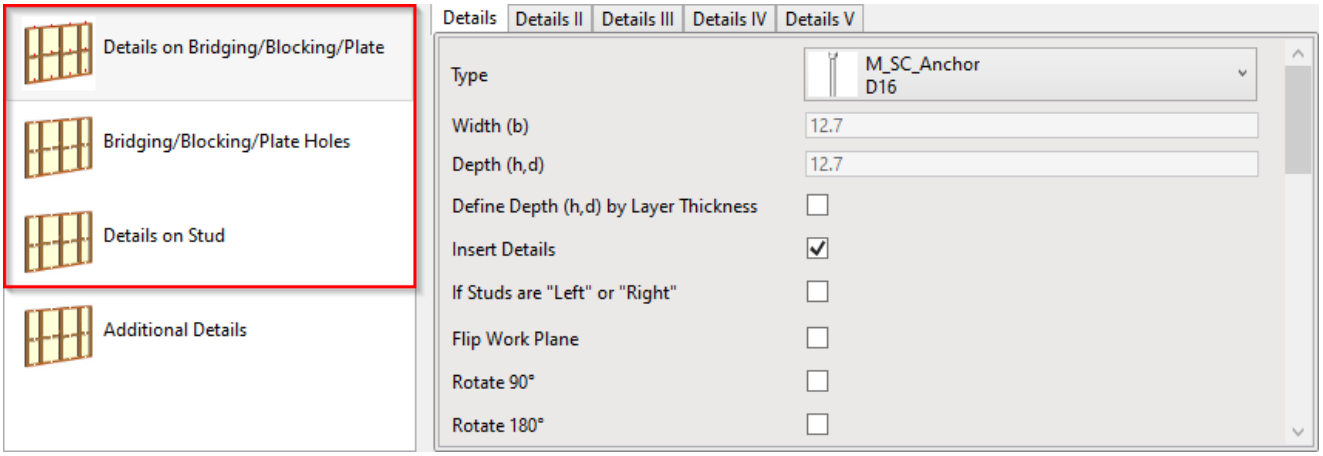


Configuration Name – configuration with all framing settings. You can use sample configurations or create new ones. Also you can rename or delete existing configurations.

By default, **Wall+** detail configurations are saved in *C:\Users\user name\AppData\Roaming\Tools 4 Revit\Wall+2020 Configurations (or other version)\Details Configurations* catalog. The content from this catalog can be copied to other users' computers if needed. Also the path can be changed in **Wall+** → **Settings** → **Configuration Files' Location**.

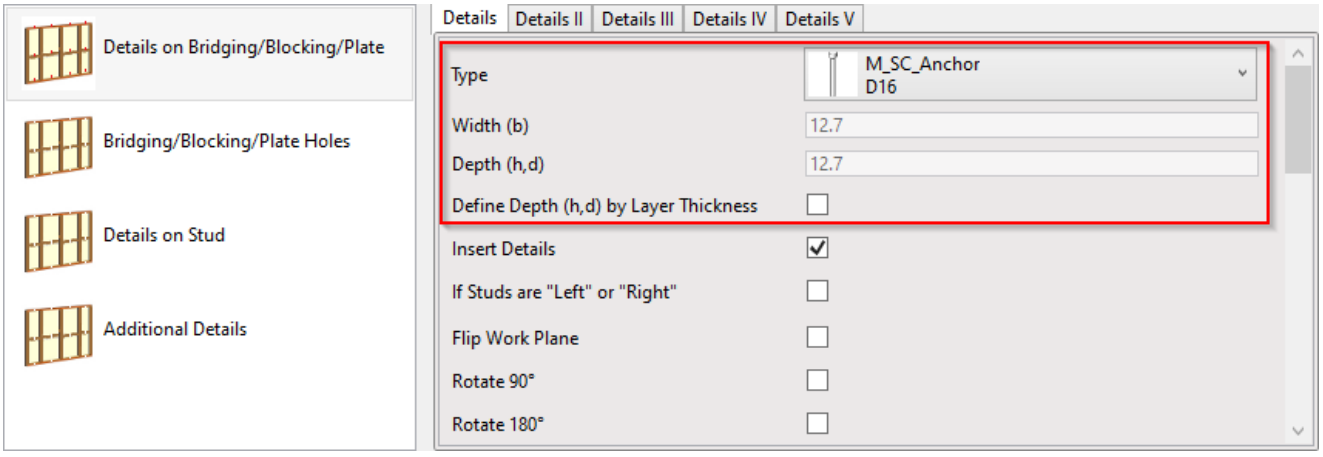


Details on Bridging/Blocking/Plate, Details on Stud and Bridging/Blocking/Plate Holes



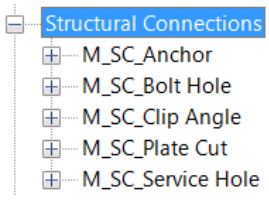
Details on Bridging/Blocking/Plate, **Details on Stud** and **Bridging/Blocking/Plate Holes** – different rules for placing details and holes.
You can very easily predefine different insertion rules for 4 detail families using the 4 tabs across the top of the dialog.

Type and Define Depth (h,d) by Layer Thickness



Type – select a family and type of the detail.

Sample detail and hole families (Metric or Imperial), which come with **Wall+**:

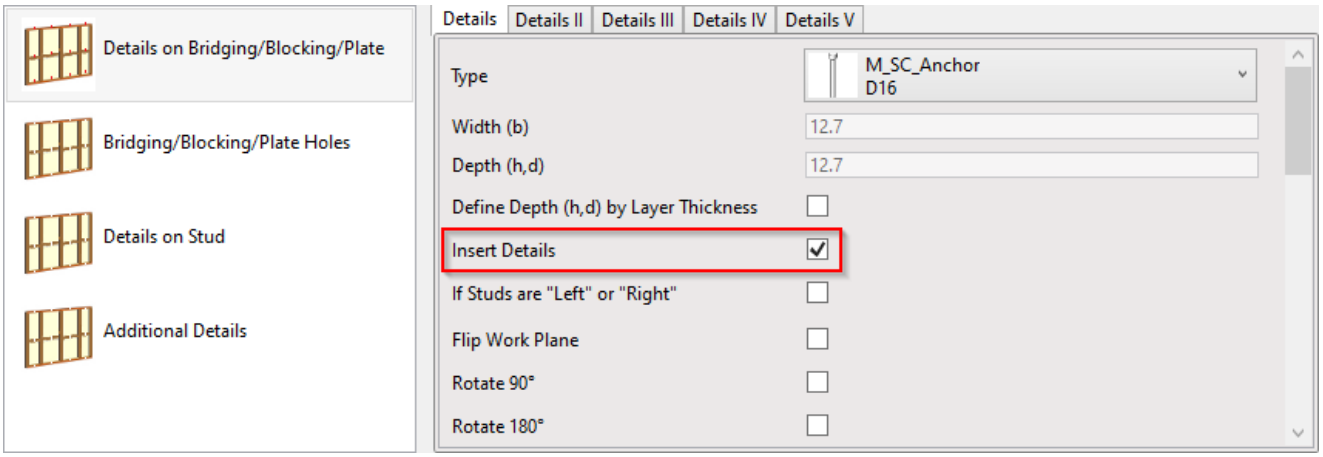


Width (b) – shows the width, b parameter value from selected family type.

Depth (h, d) – shows the depth, h or d parameter value from selected family type.

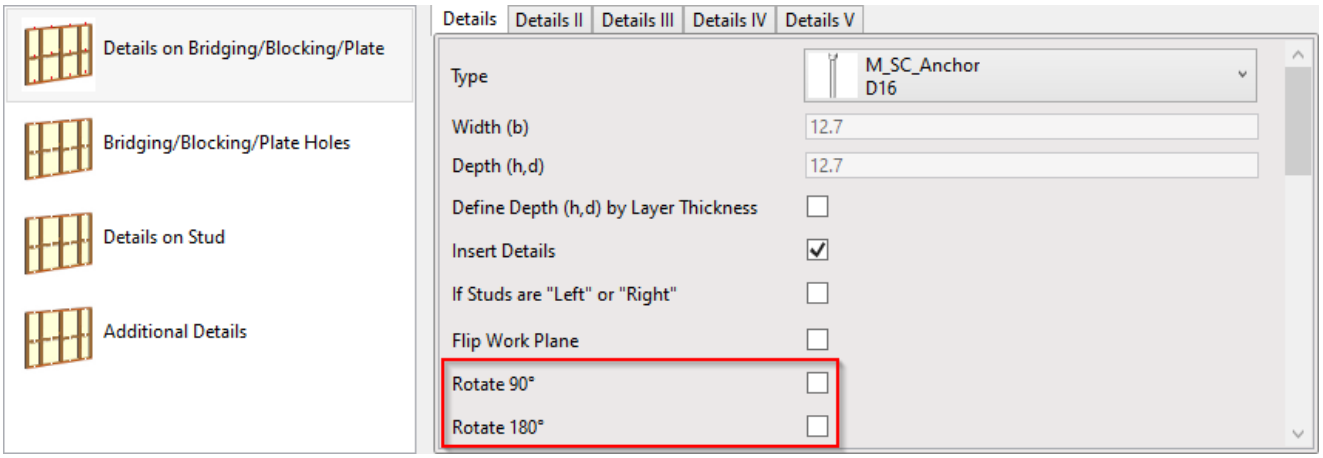
Define Depth (h, d) by Layer Thickness – the software will create new type for selected family and change depth value to the wall layer thickness. So the details or holes will fit the layer in the wall.

Insert Details



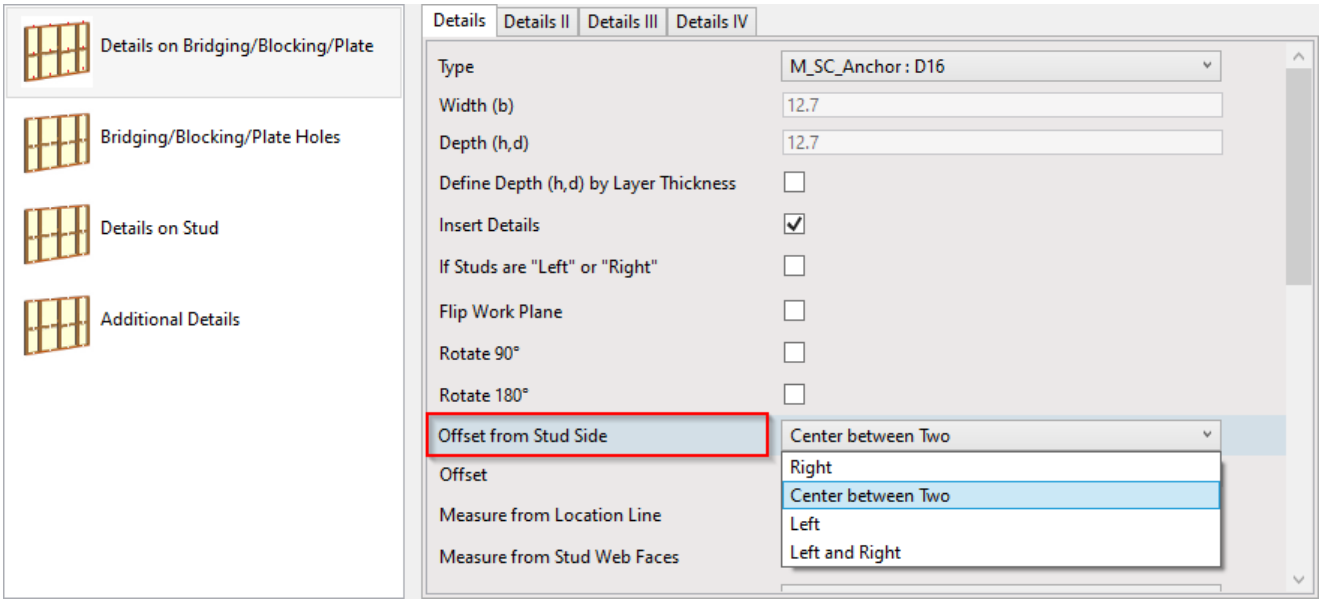
Insert Details – the details or holes with rules that are listed below will be (not) applied in the frame. You can predefine the rules for the details, but it will not necessarily have to be added during the current insertion process.

Rotate 90°, 180°

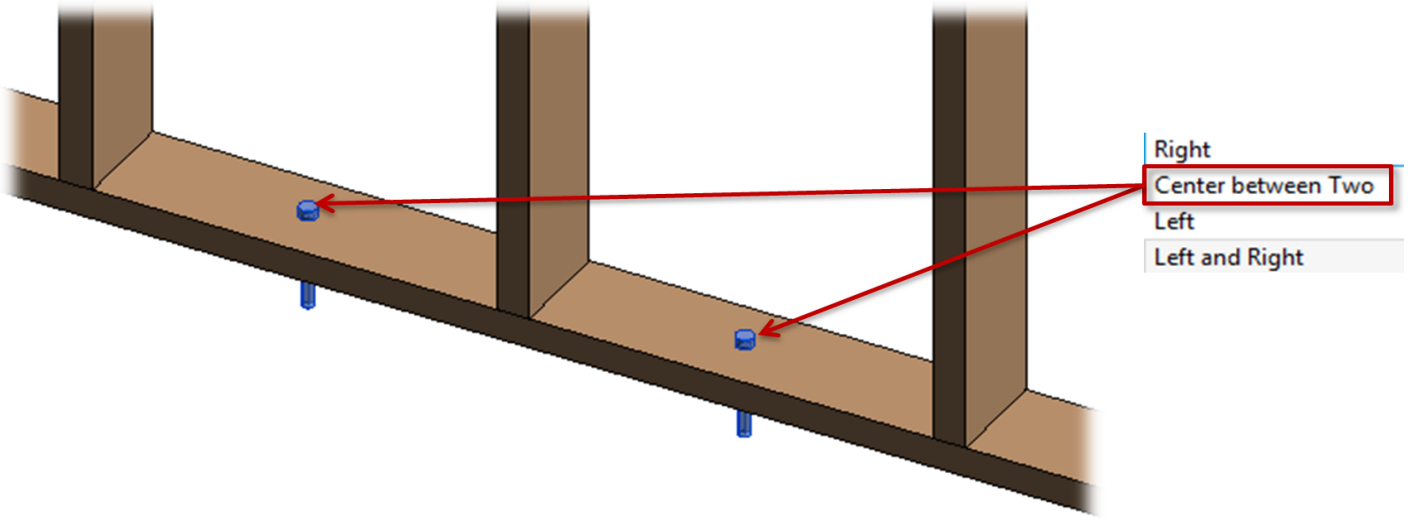


Rotate 90°, 180° – if ON, then rotates detail by 90 or 180 degrees. Rotation depends on how the family is created.

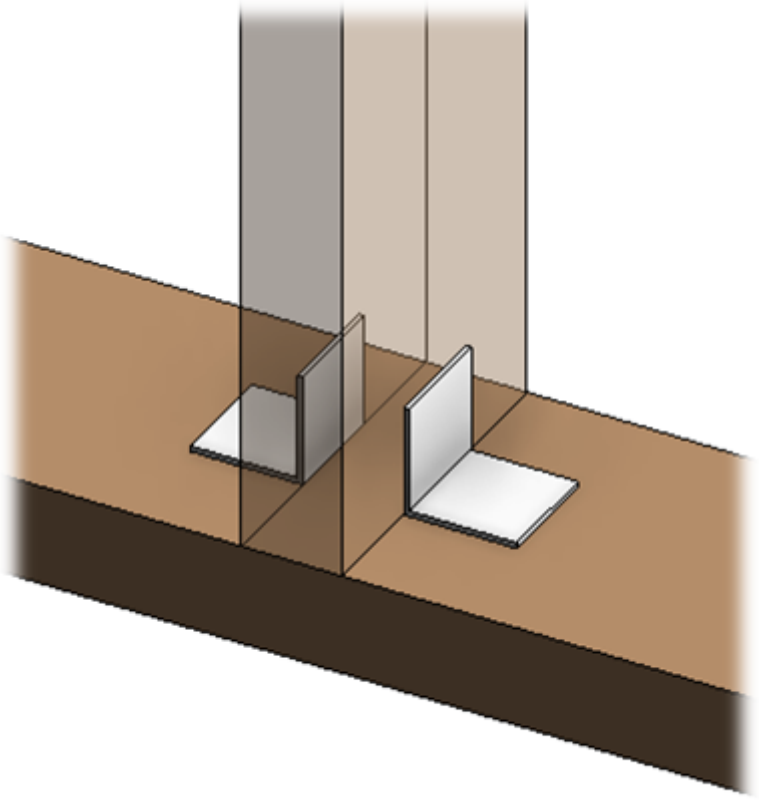
Offset from Stud Side



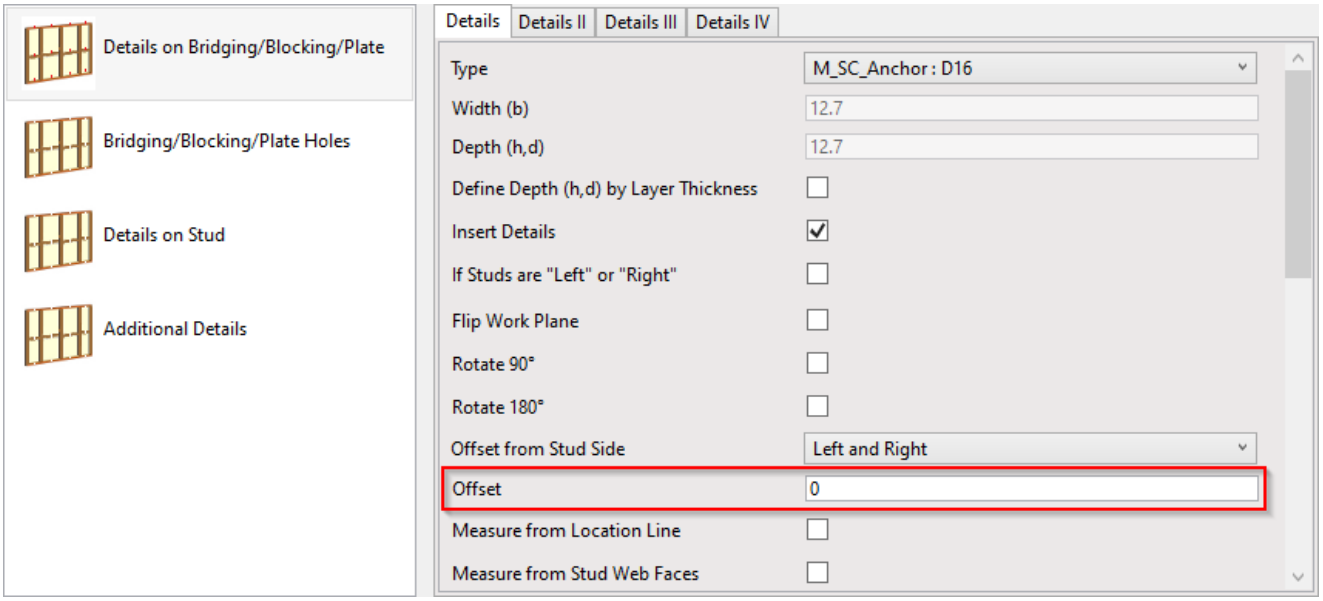
Offset from Stud Side – detail insertion placement: **Left**, **Right**, **Left and Right**, or **Center between Two**.



Example: when clip angle is inserted on Left and Right sides:

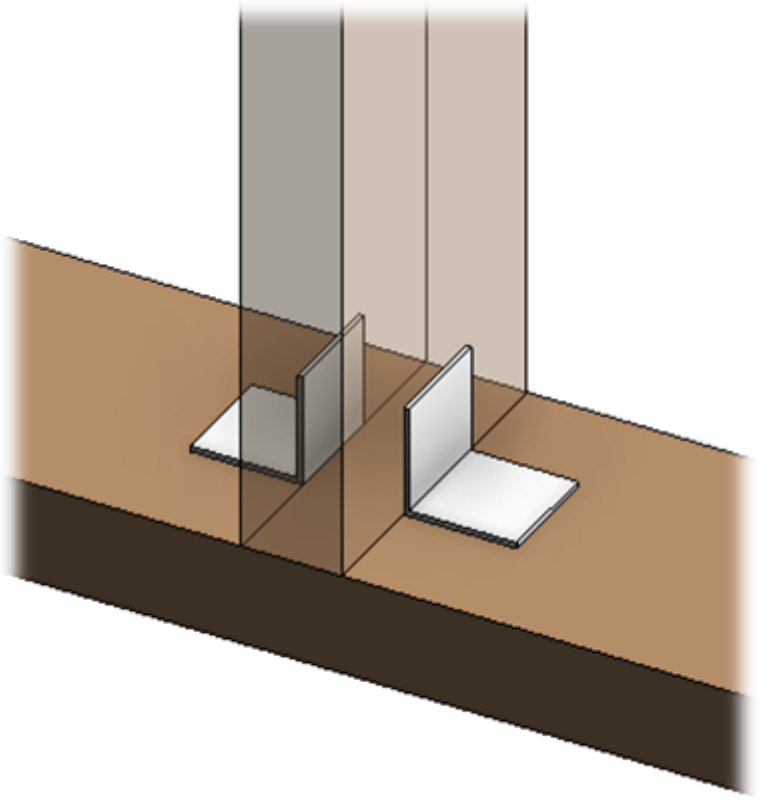


Offset

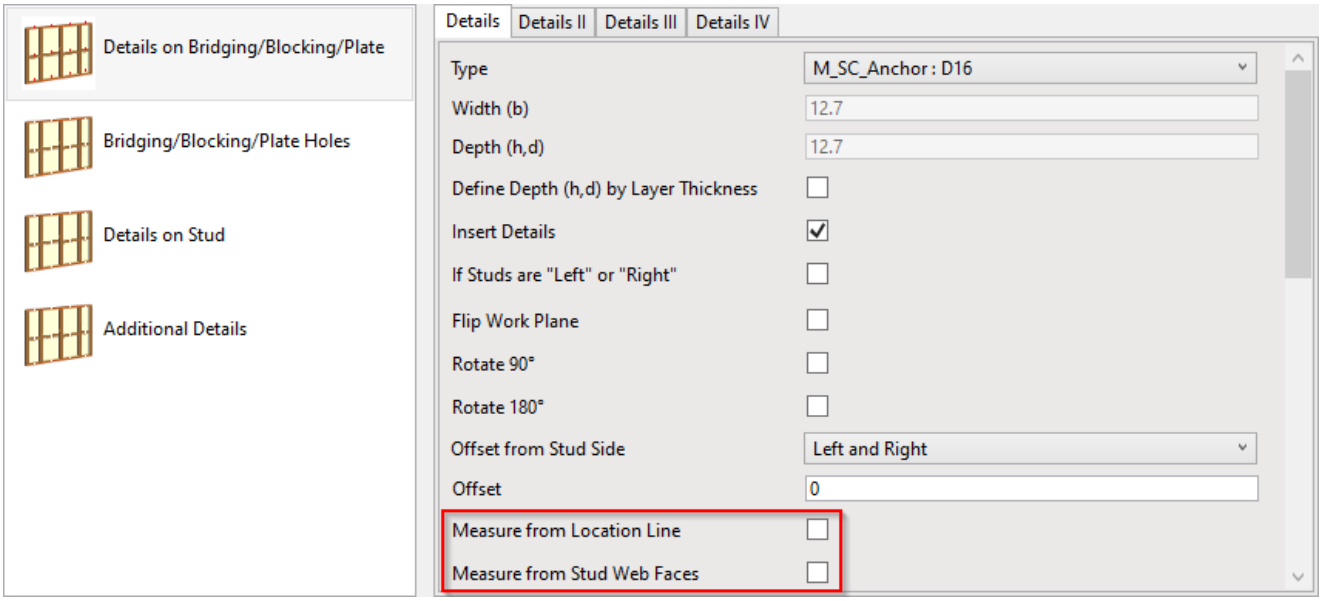


Offset – distance between detail and a stud.

*Example: when clip angle is inserted on **Left and Right** sides with **Offset** = 0:*



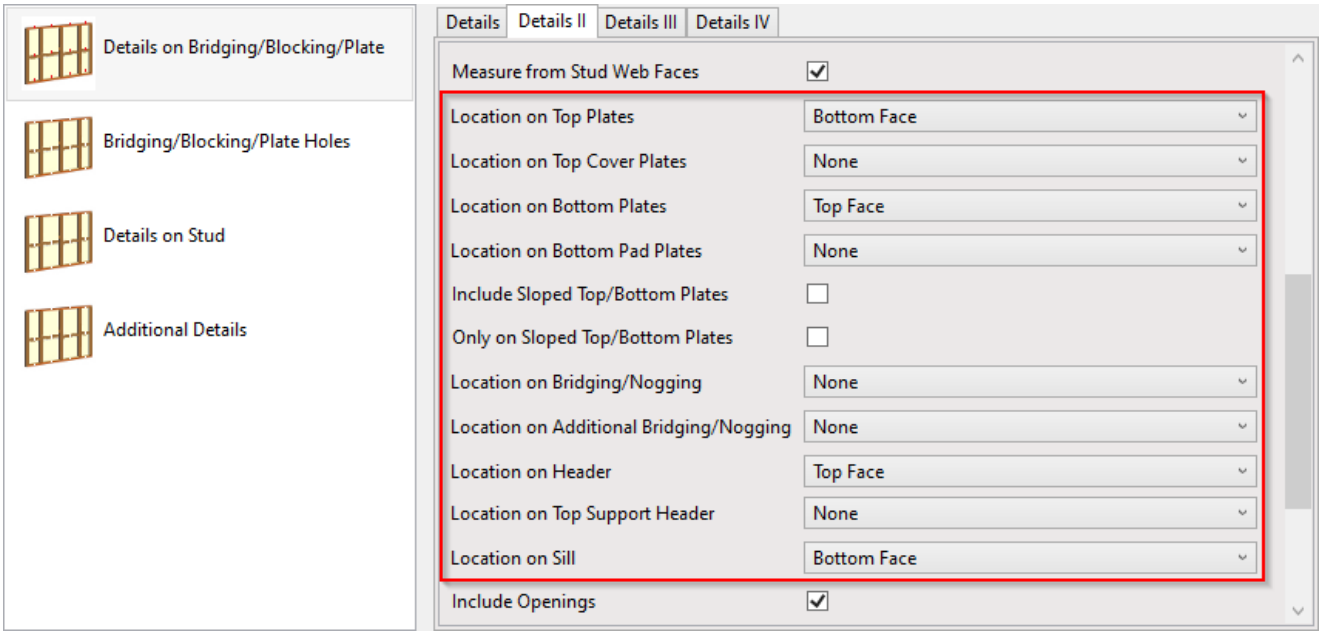
Measure from Location Line/Web Faces



Measure from Location Line – if ON, then the distance for detail placement will be calculated from the Bridging/Nogging/Blocking/Stud location line.

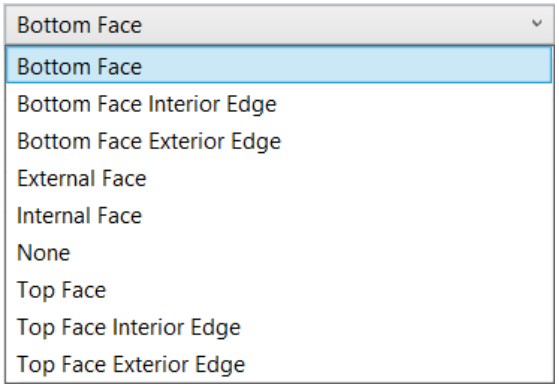
Measure from Web Faces – if ON, then the distance for detail placement will be calculated from the Bridging/Nogging/Blocking/Stud web faces.

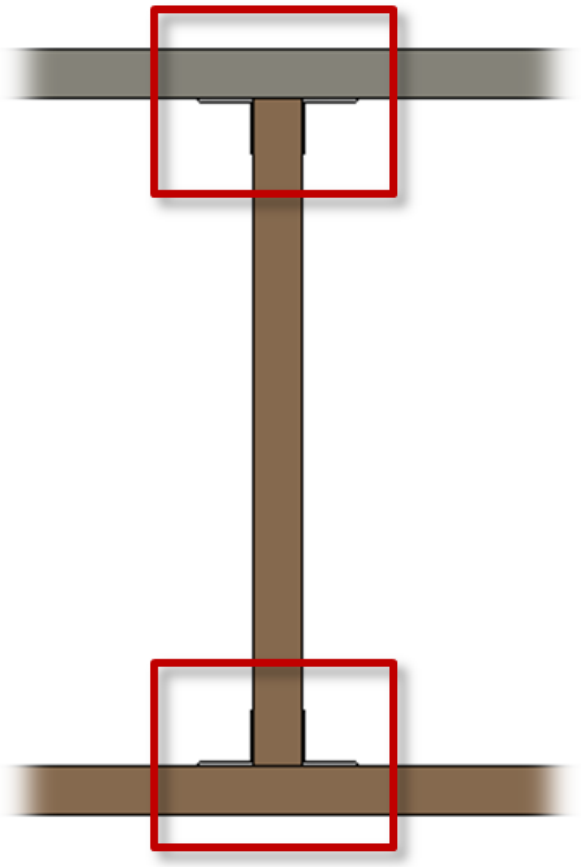
Location



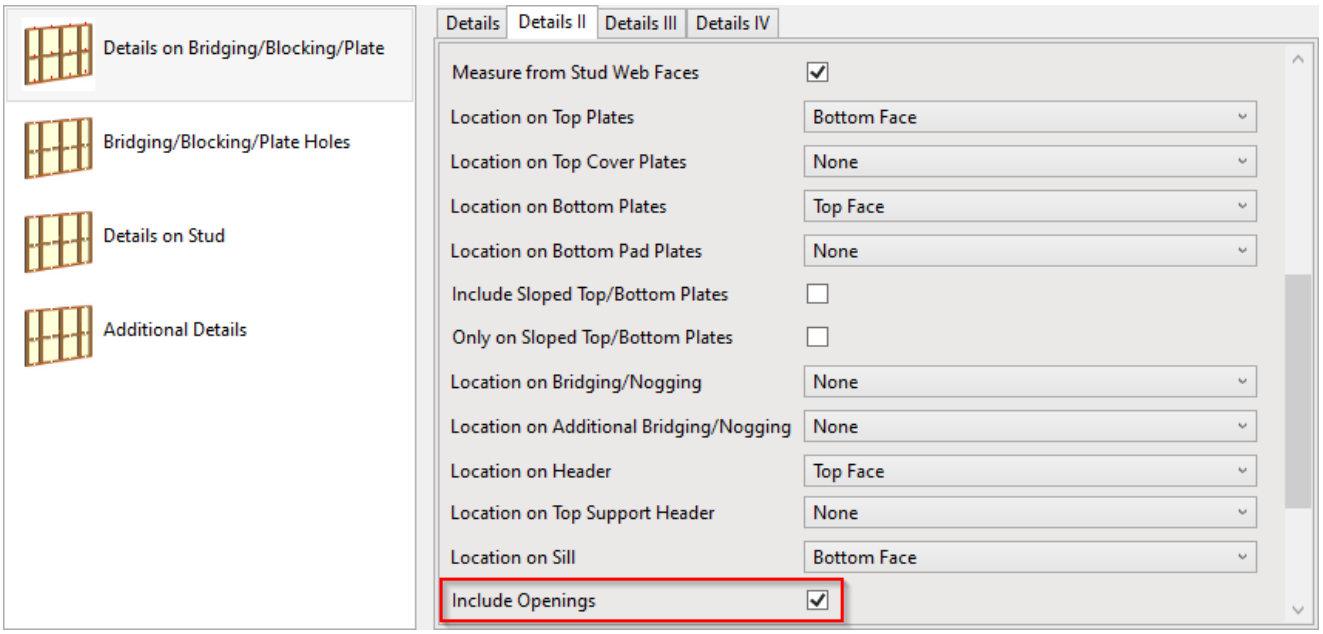
Location settings – predefine detail position on top/bottom planes/cover plates, bridgings/noggings, headers, top support headers, sills, etc.

Possible options:

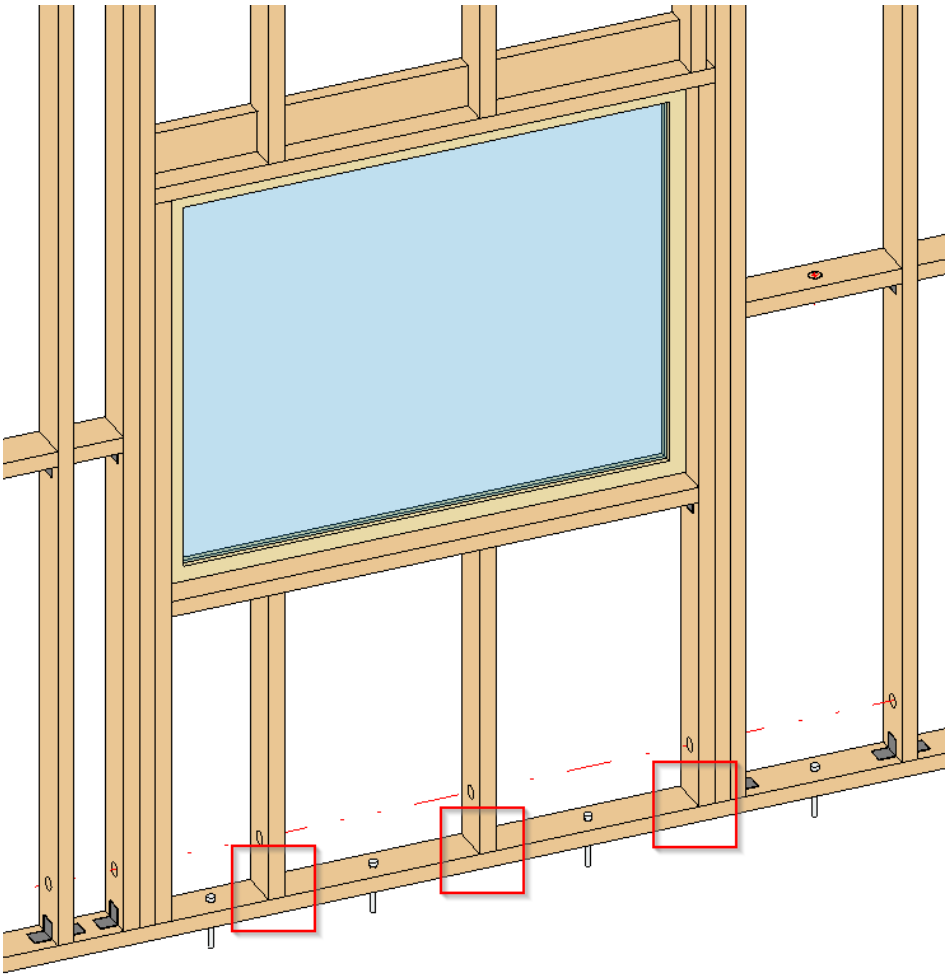




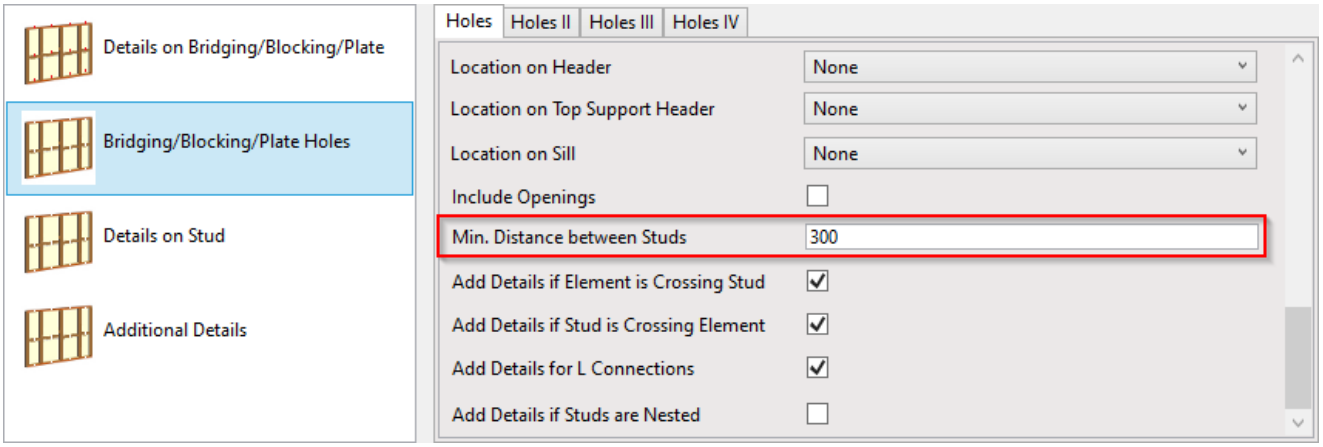
Include Openings



Include Openings – if ON, then the details will be inserted on elements above and below the openings.

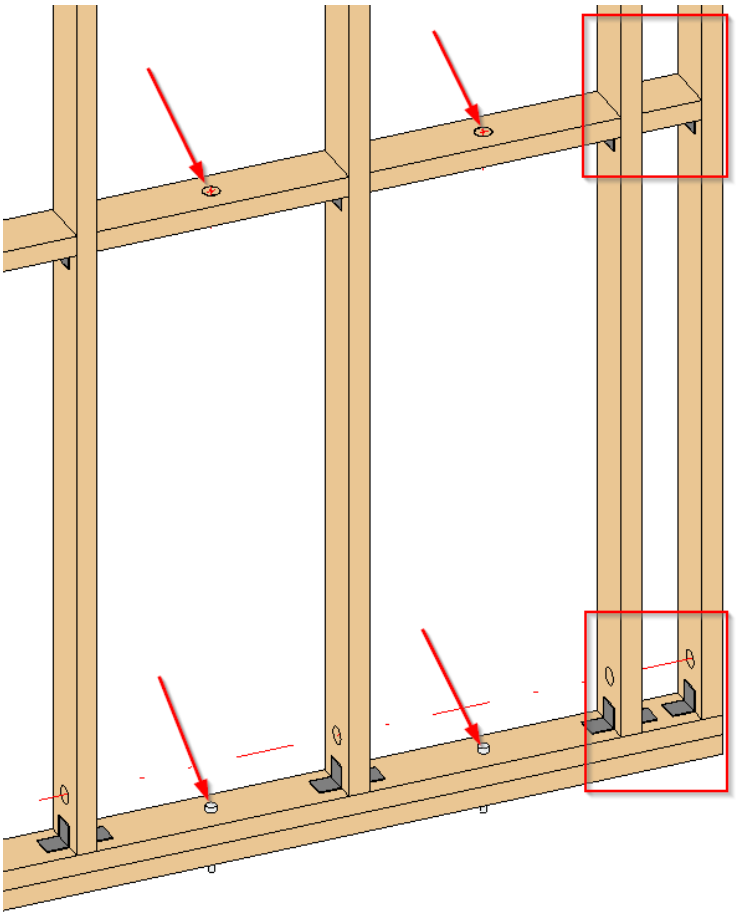


Min Distance between Studs

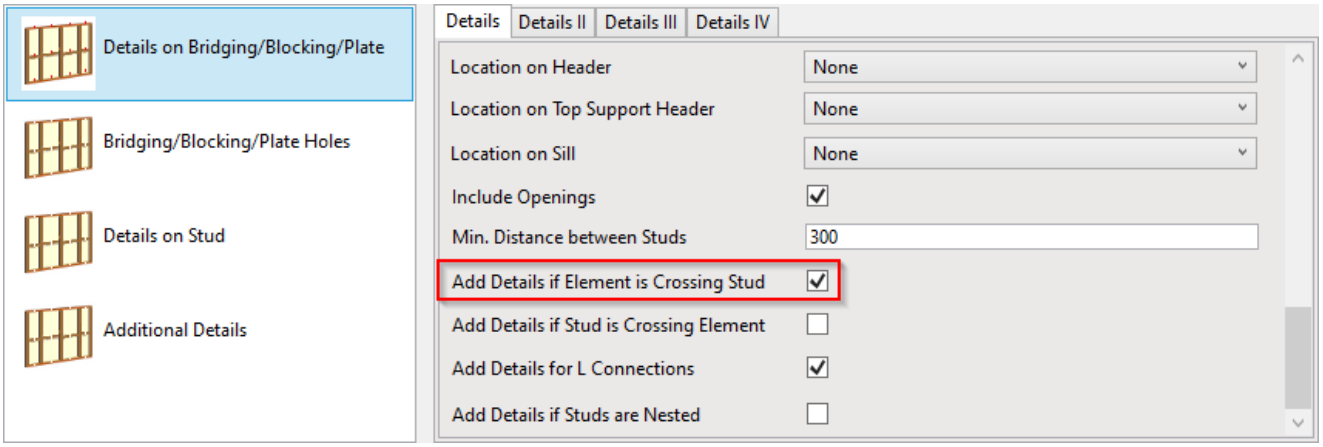


Min. Distance between Studs – define the minimum distance between studs where details will be inserted.

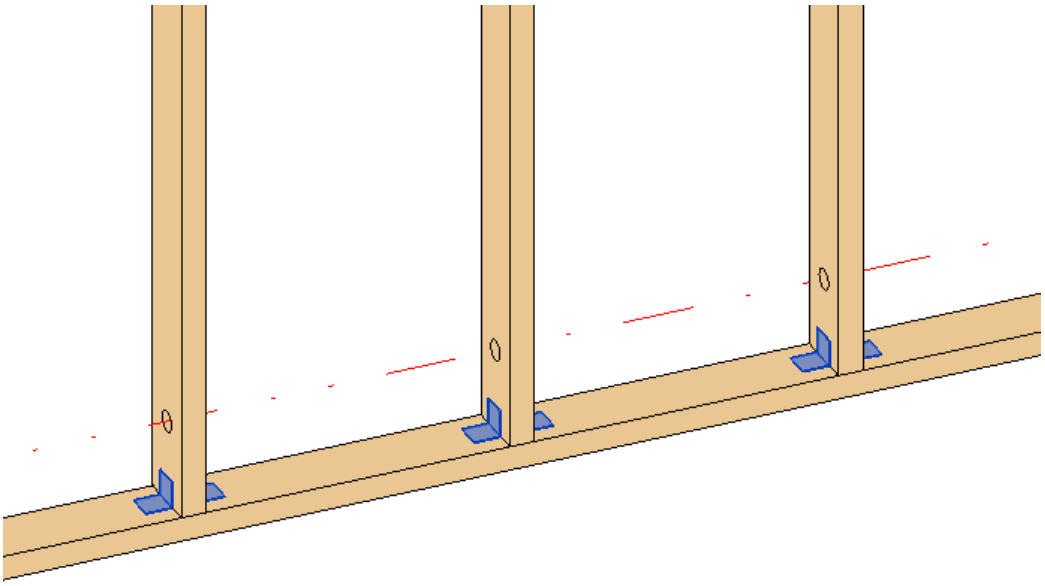
Example: In the case below, a detail was not placed between studs that were very close to each other.



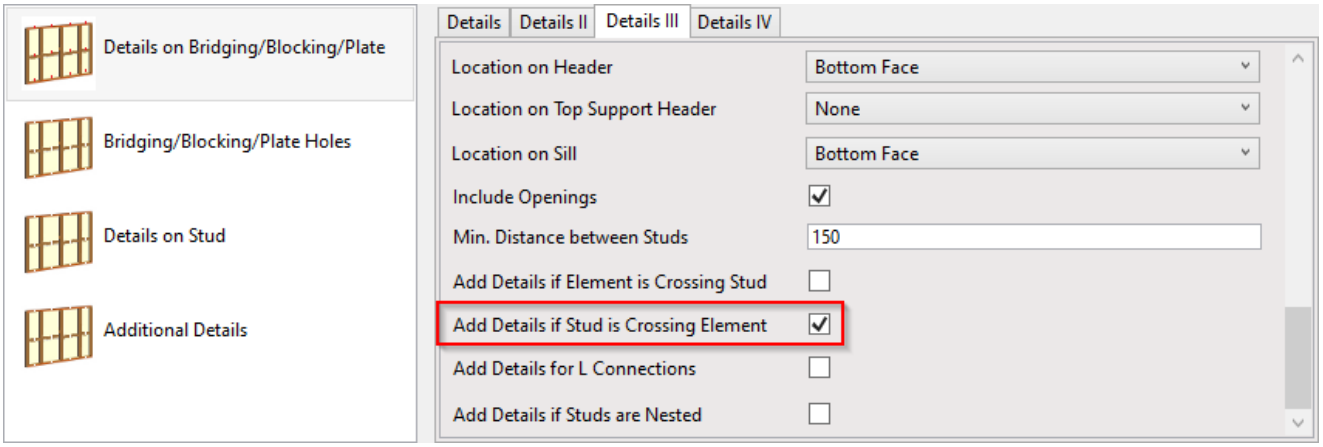
Add Details if Element is Crossing Stud



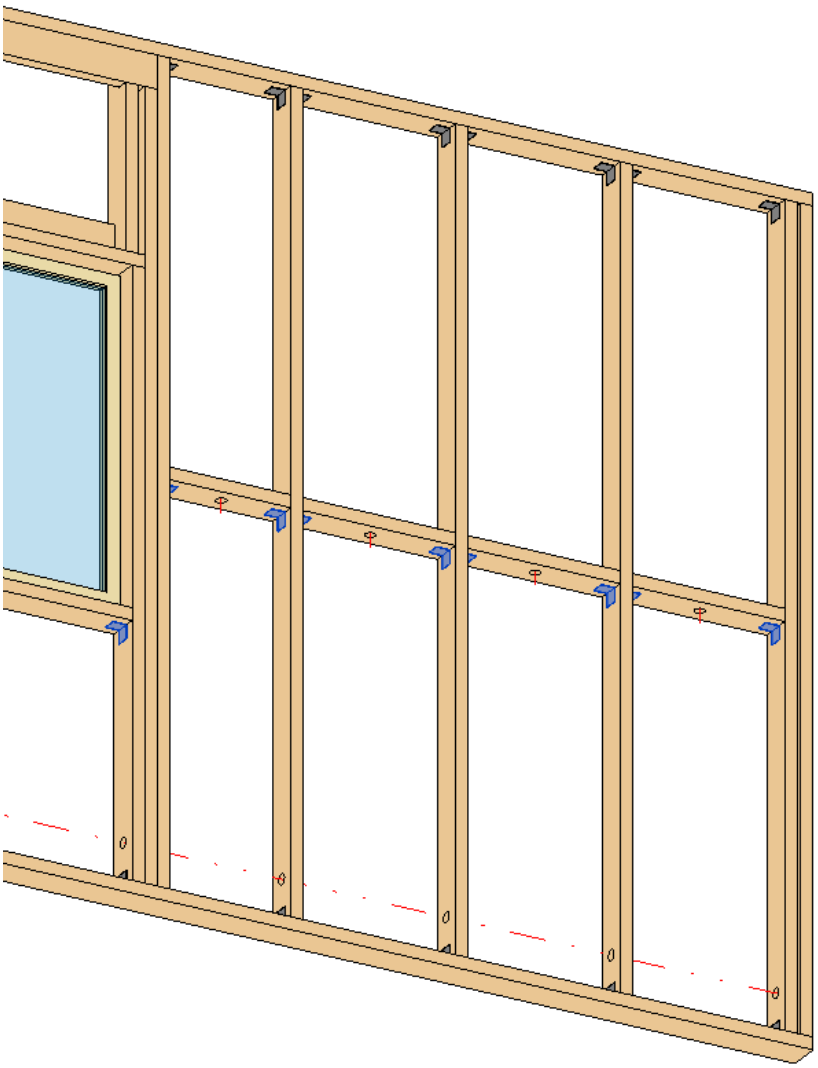
Add Details if Element is Crossing Stud – adds details in places where plate/bridging/nogging is crossing stud.



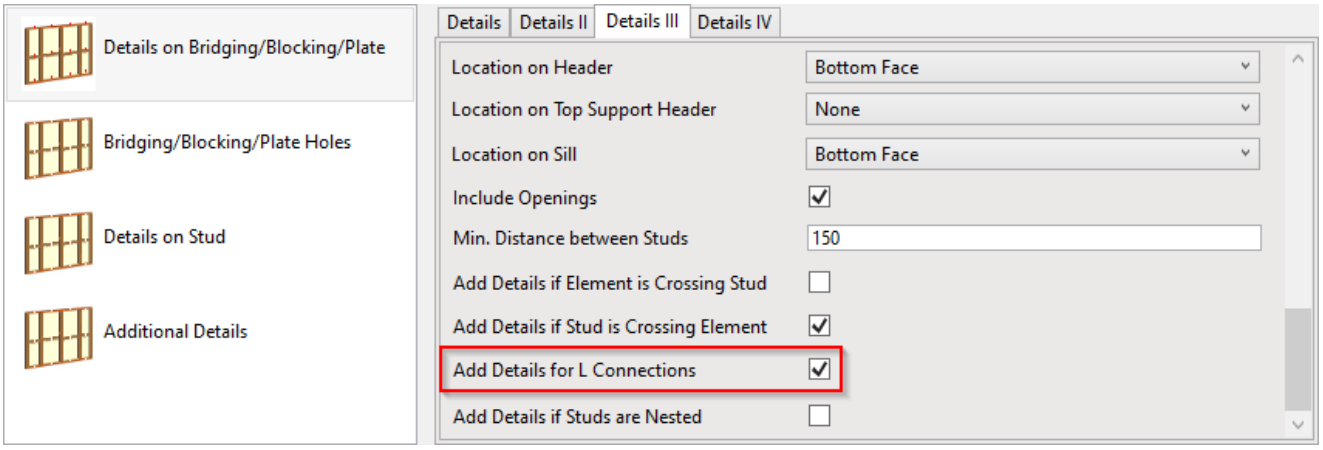
Add Details if Stud is Crossing Element



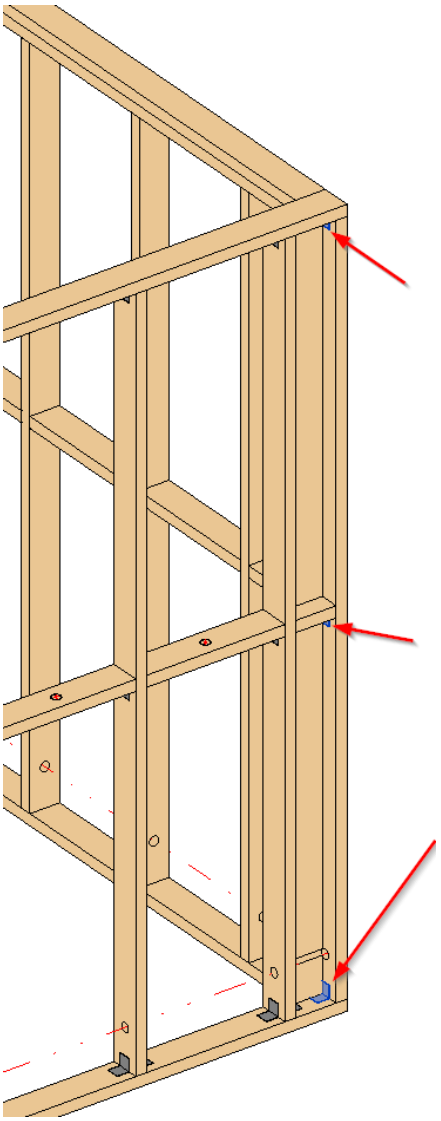
Add Details if Stud is Crossing Element – adds details in places where stud is crossing plate/bridging/nogging.



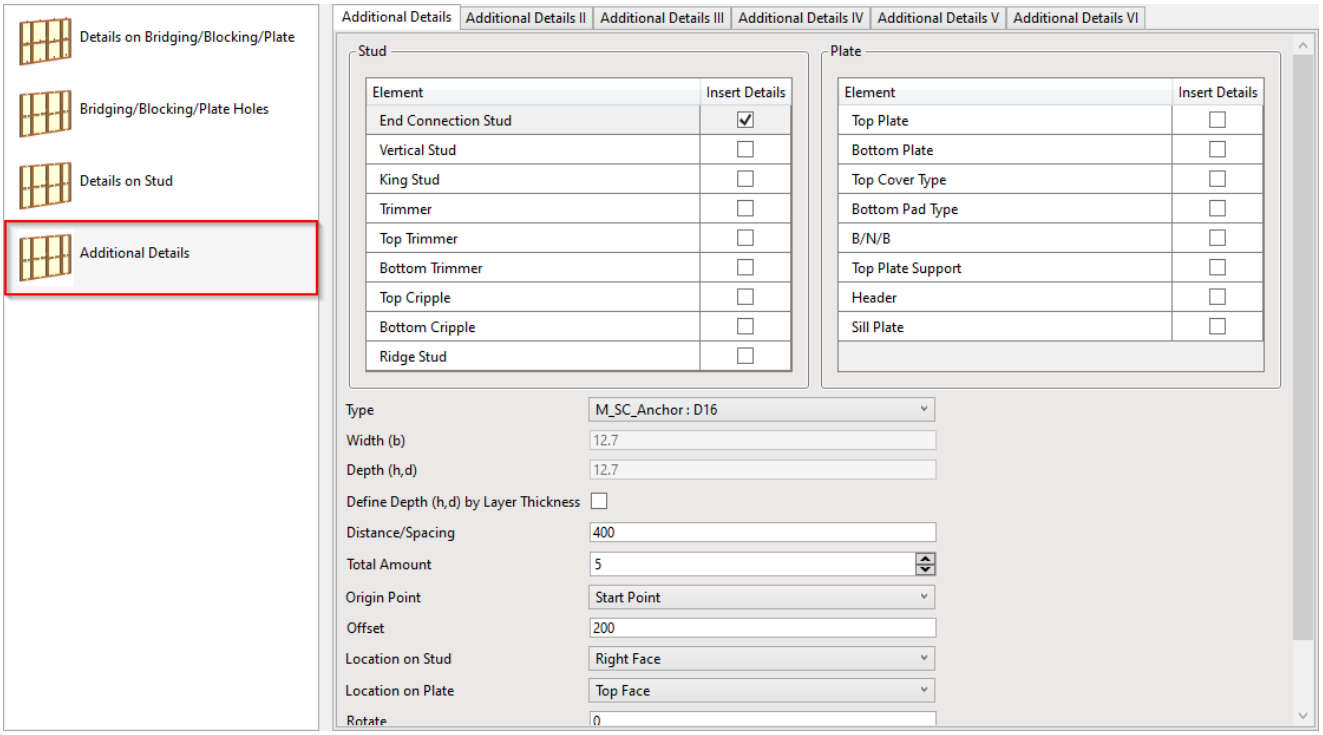
Add Details for L Connections



Add Details for L Connections – adds details near L wall connections.



Additional Details



Additional Details – features for adding additional details by predefined rules.

Example: Anchors are added into end connection studs with predefined spacing: