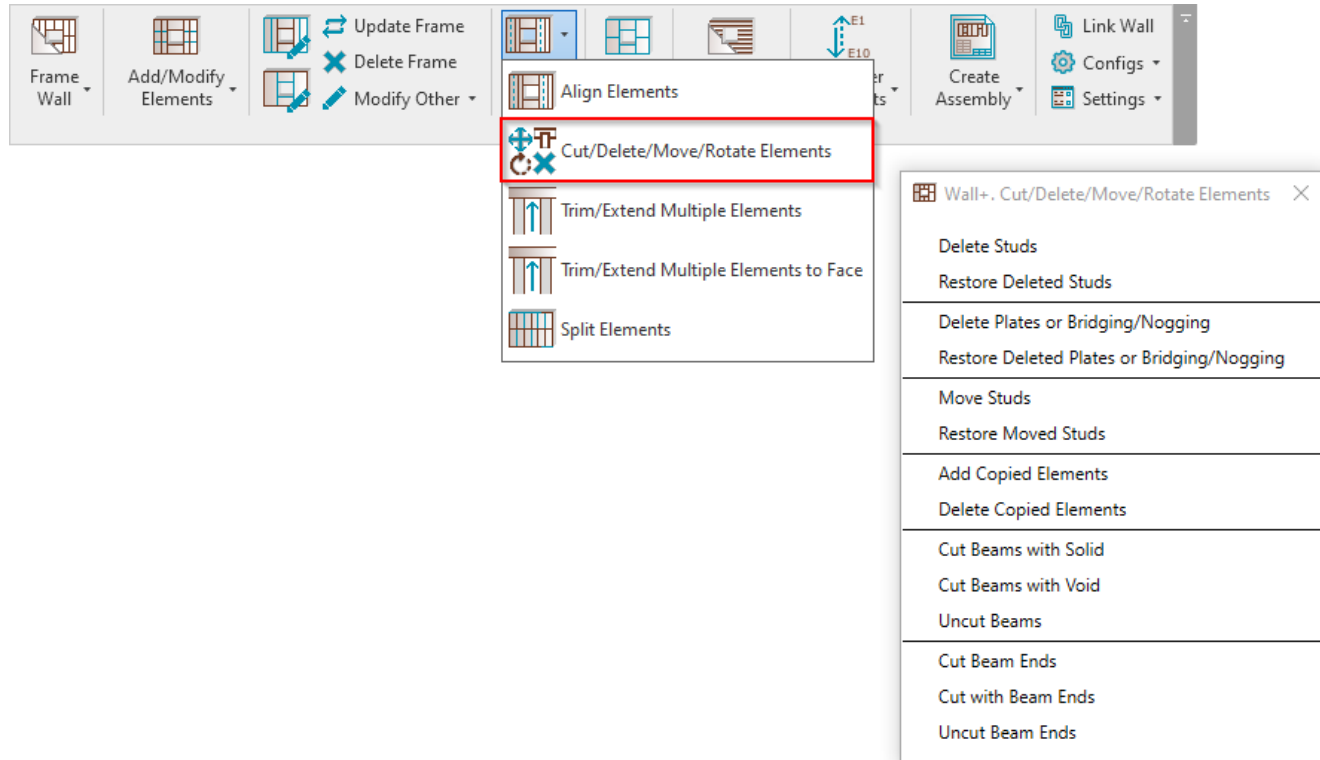


# ALIGN/TRIM/EXTEND – Cut/Delete/Move/Rotate Elements

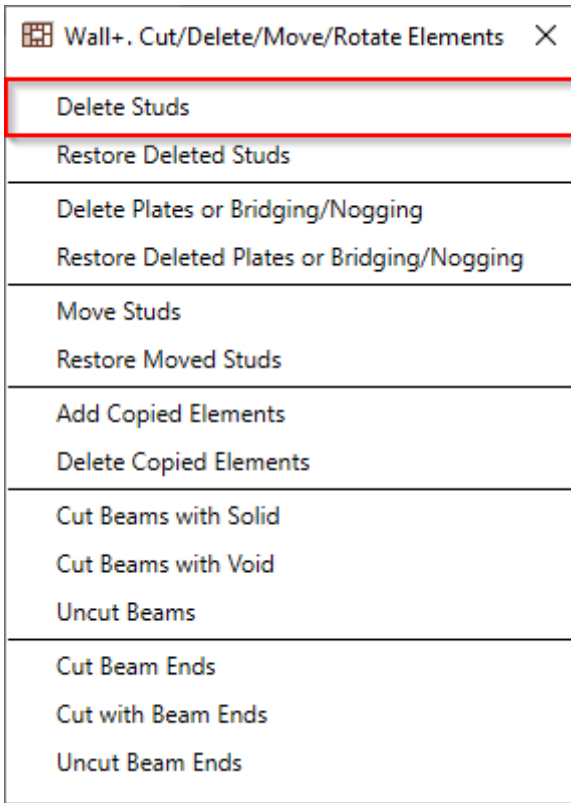
Modified on: Sun, 3 Jan, 2021 at 5:49 PM

## Cut/Delete/Move/Rotate Elements



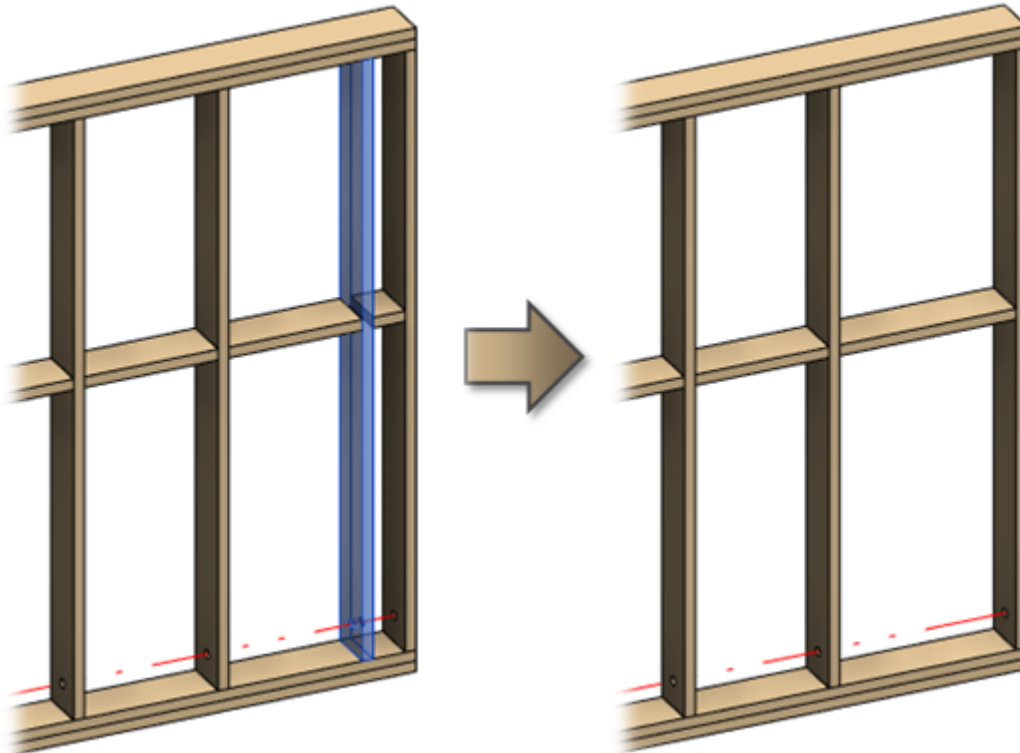
**Cut/Delete/Move/Rotate Elements** – features for deleting, moving, flipping studs, cutting beams, etc.

## Delete Studs

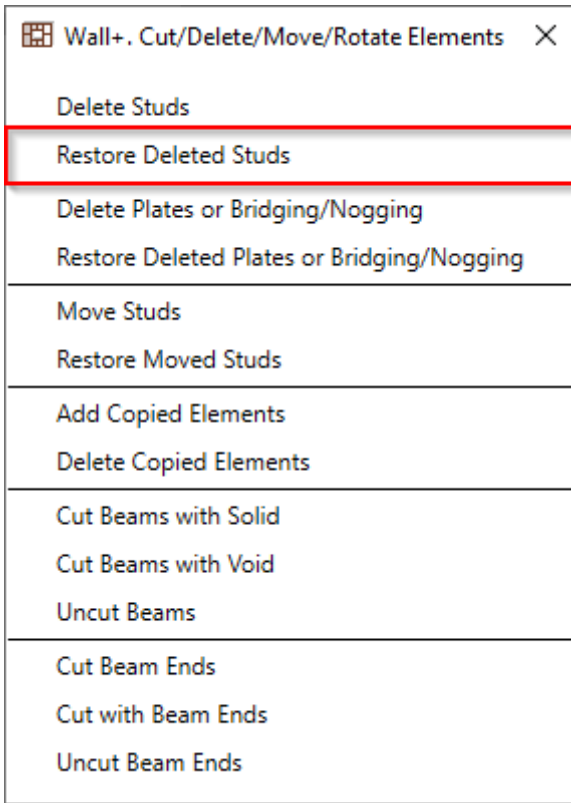


**Delete Studs** – deletes selected studs from the frame.

*Example: Select stud(s) to delete and click **Delete Studs**. If needed to join bridging/nogging, click **Update Frame**:*

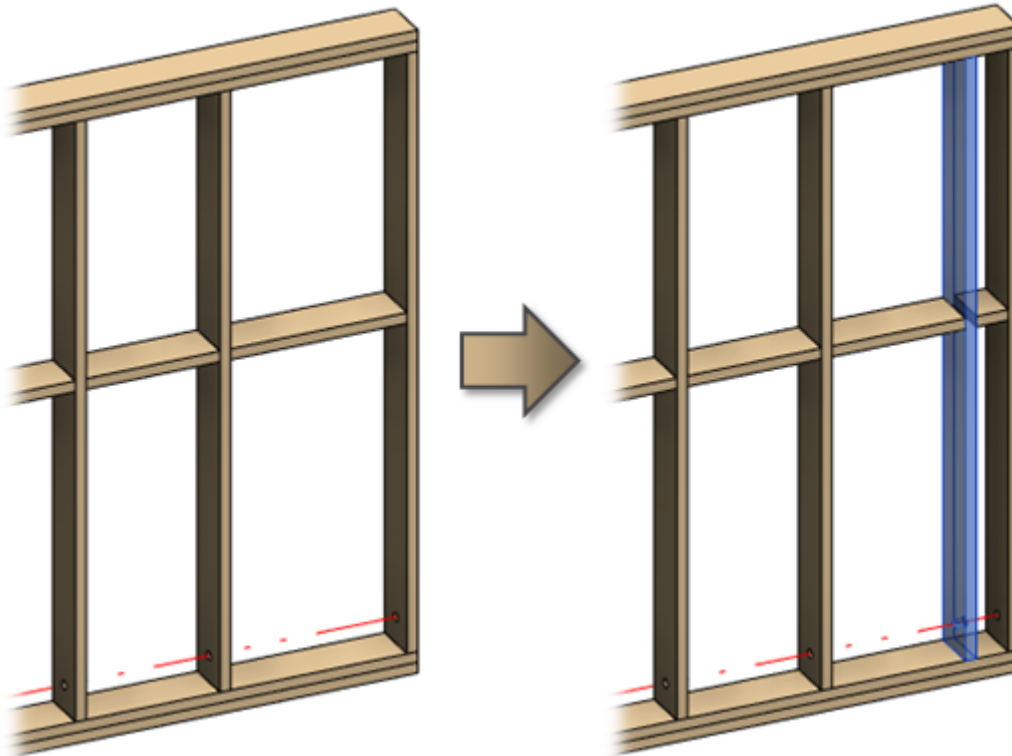


**Restore Deleted Studs**

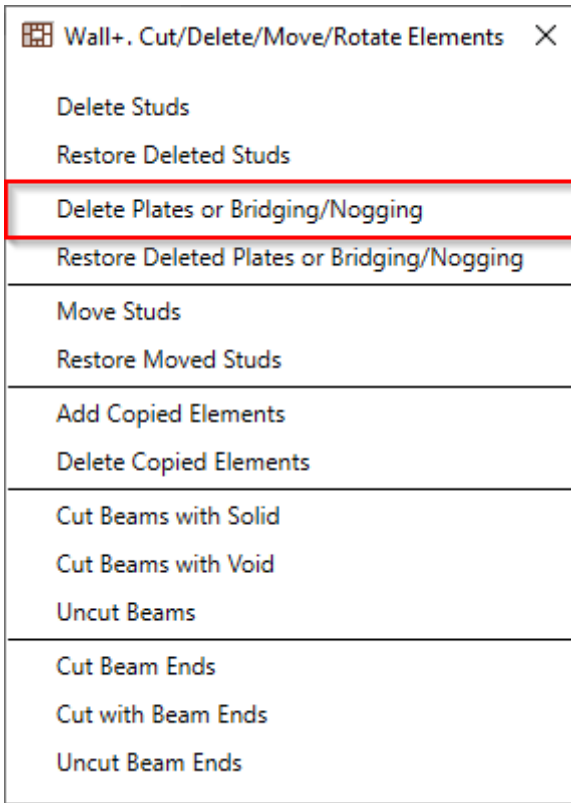


**Restore Deleted Studs** – restores deleted studs in selected frame.

*Example: Click **Restore Deleted Studs** and select a wall, opening, or any element from the frame to restore stud(s):*

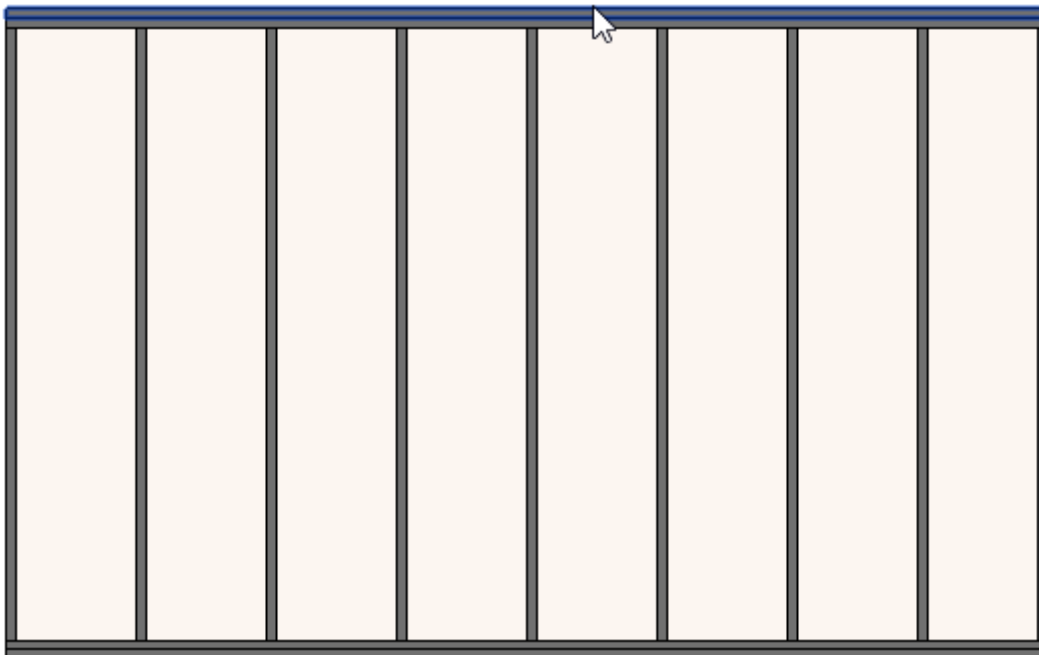


## Delete Plates or Bridging/Nogging

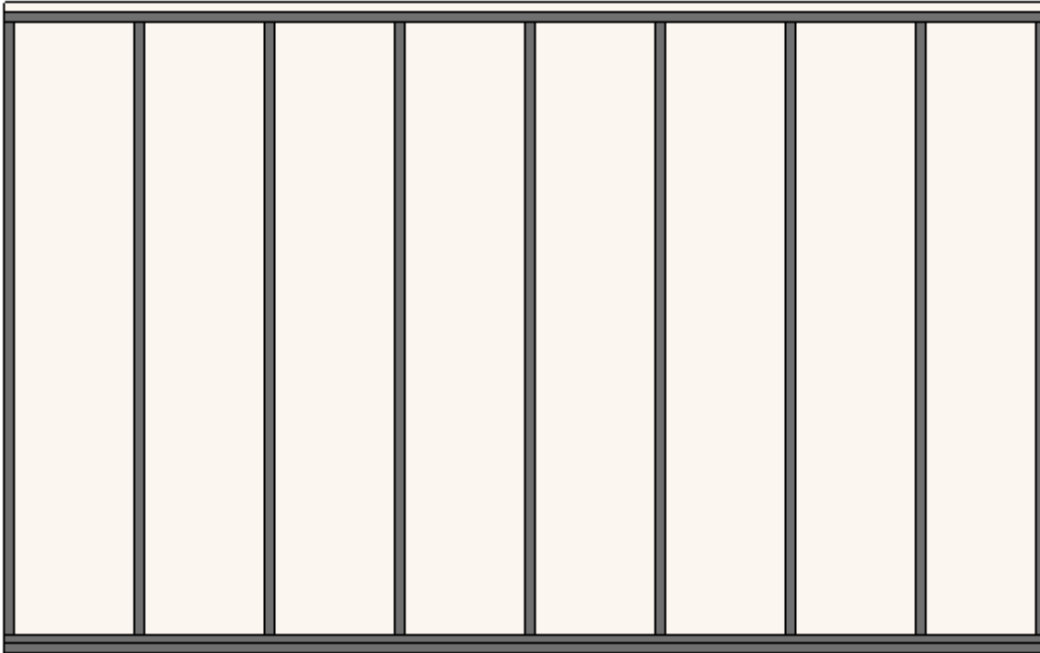


**Delete Plates or Bridging/Nogging** – deletes selected plates or bridging/nogging which were inserted before. You can't delete it manually, because using updating functions the element will be restored.

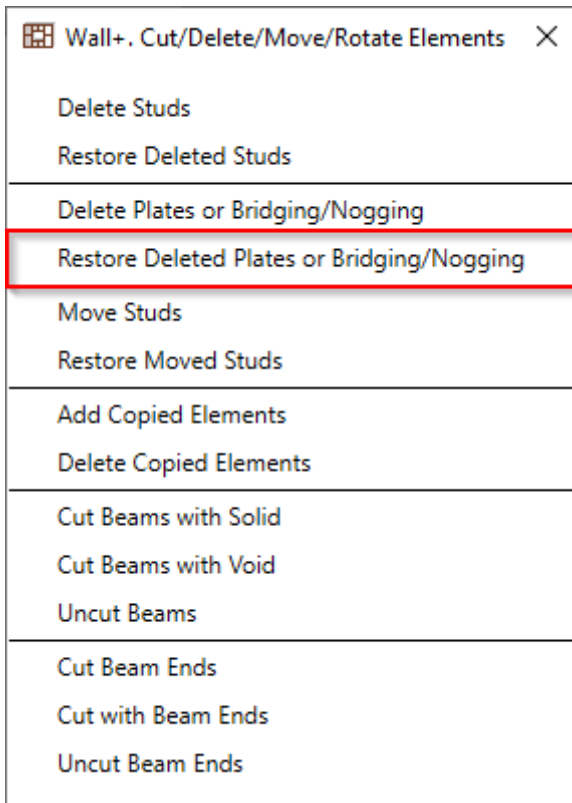
*Example, select the plate:*



*The plate is deleted and will not be restored during updating process:*

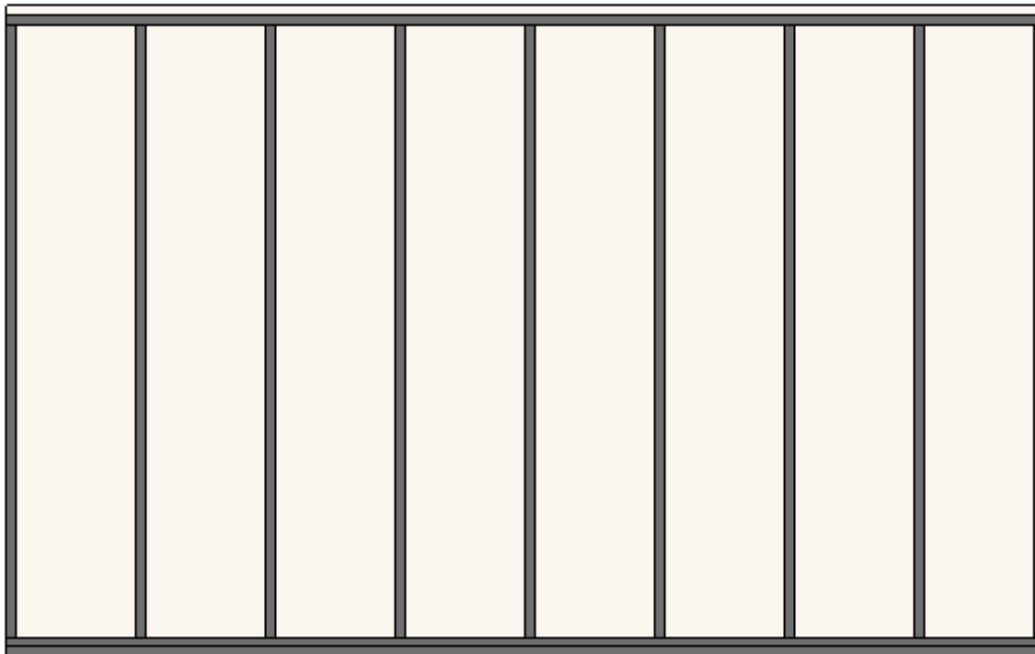


# Restore Deleted Plates or Bridging/Nogging

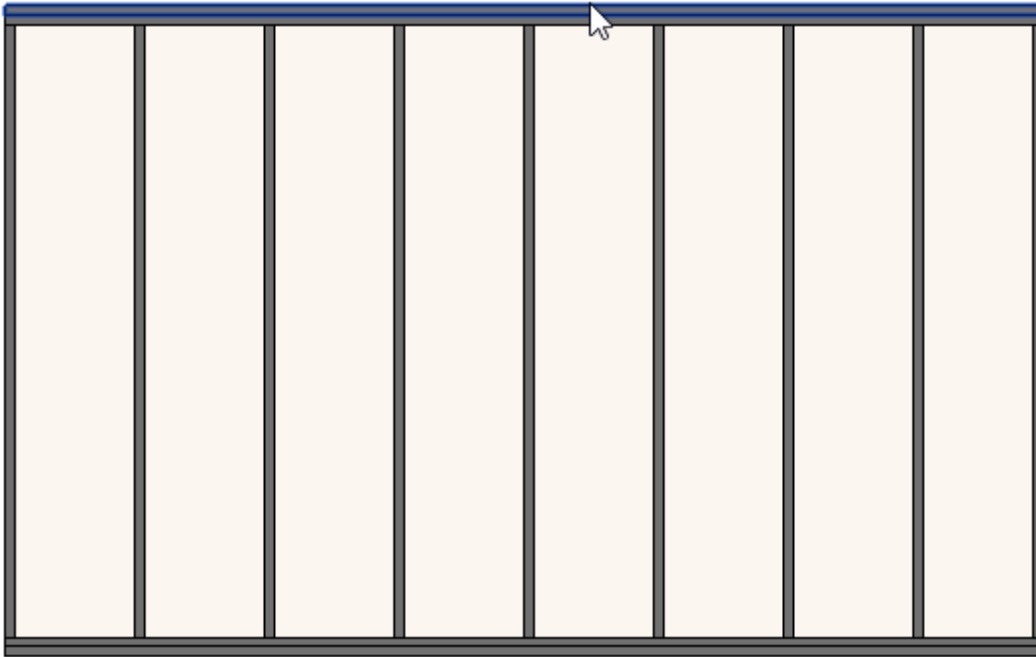


**Restore Deleted Plates or Bridging/Nogging** – restores deleted plates or bridging in selected frame.

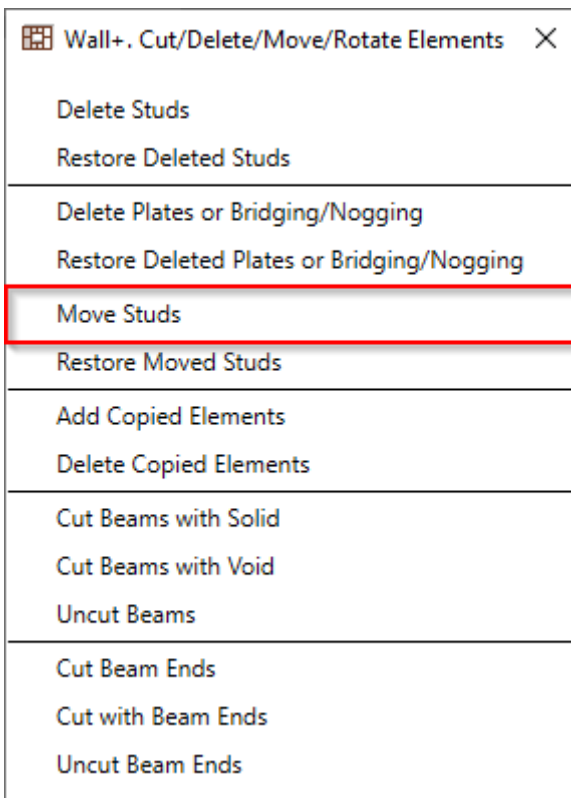
*Example, select the frame:*



*The plate is restored:*

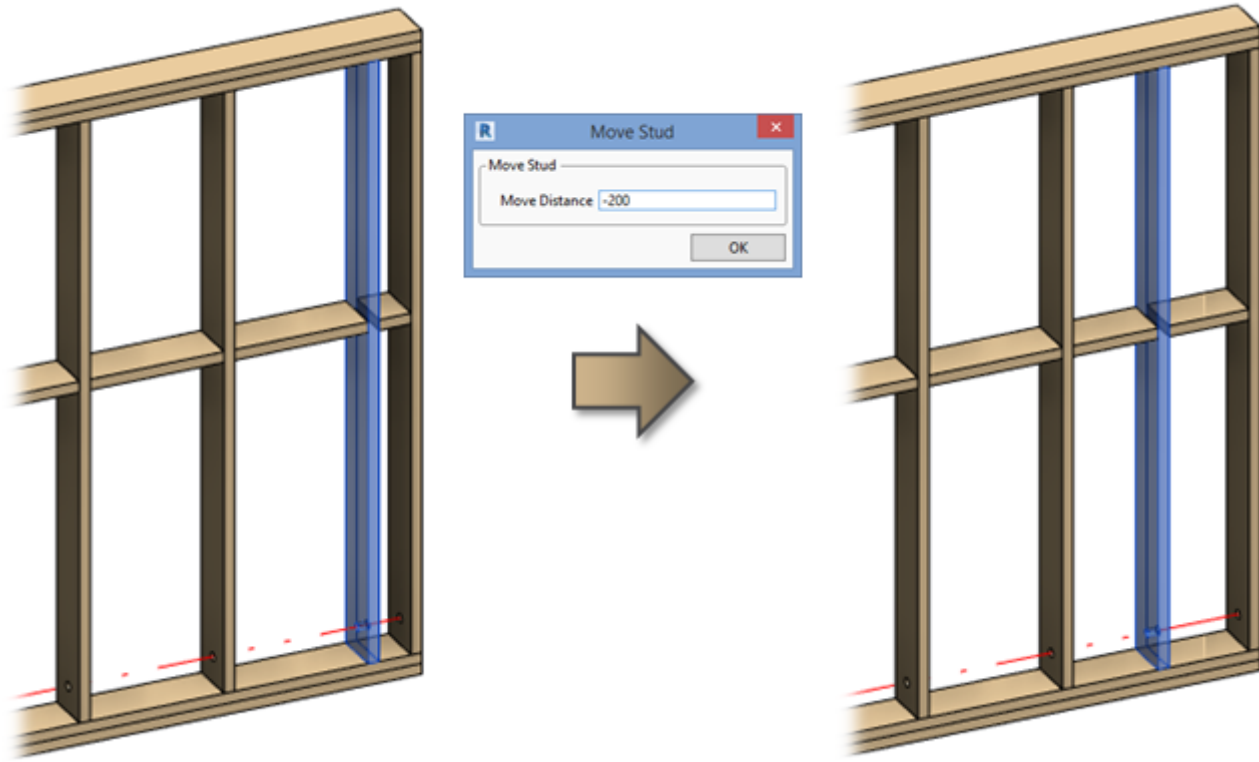


## Move Studs

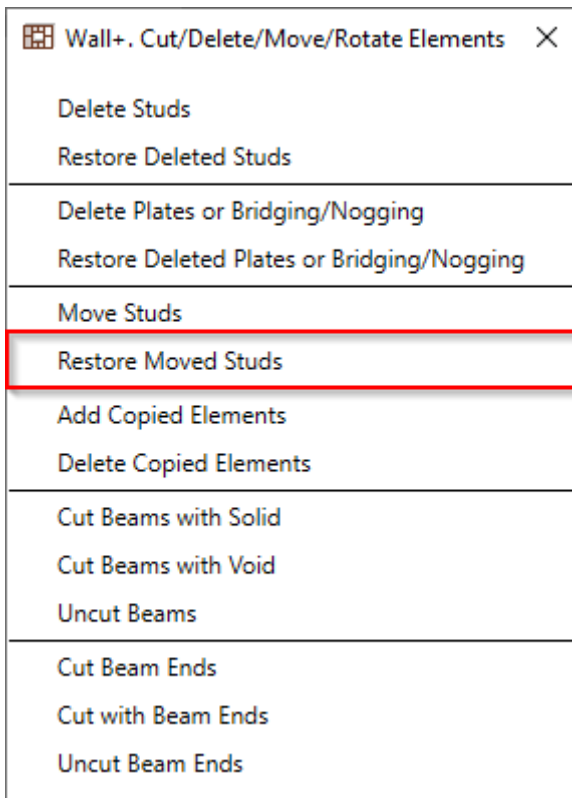


**Move Studs** – moves selected stud(s) to the left or right by predefined distance.

*Example: Select stud(s) → **Move Studs** → Define a distance → OK:*



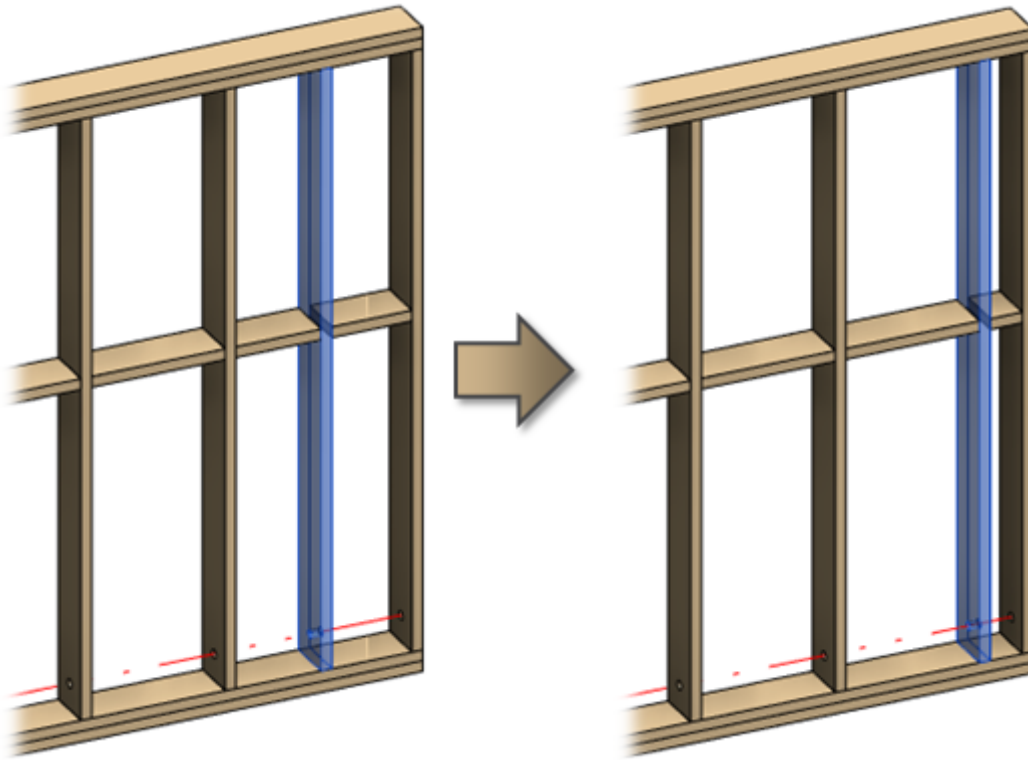
## Restore Moved Studs



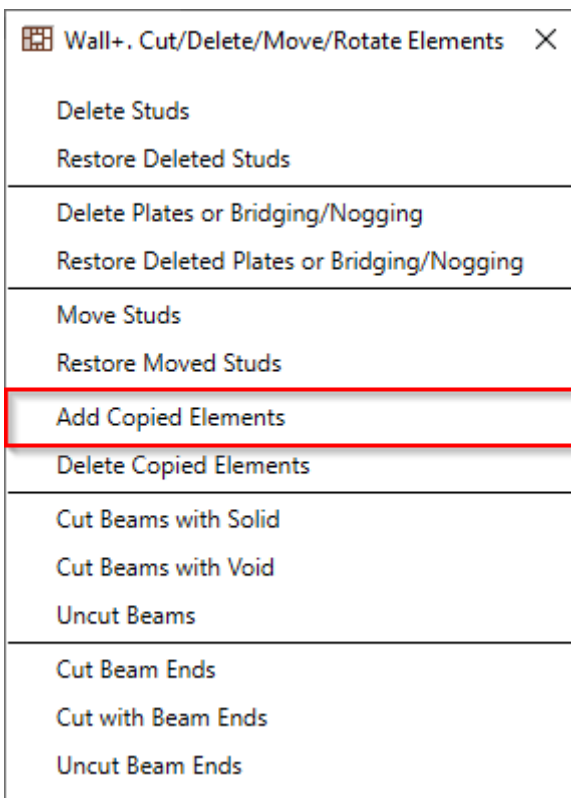
**Restore Moved Studs** – restores moved studs in selected frame to original position.

*Example: Click **Restore Moved Studs** and select a wall, opening, or any element from the frame to restore stud(s) to original position:*





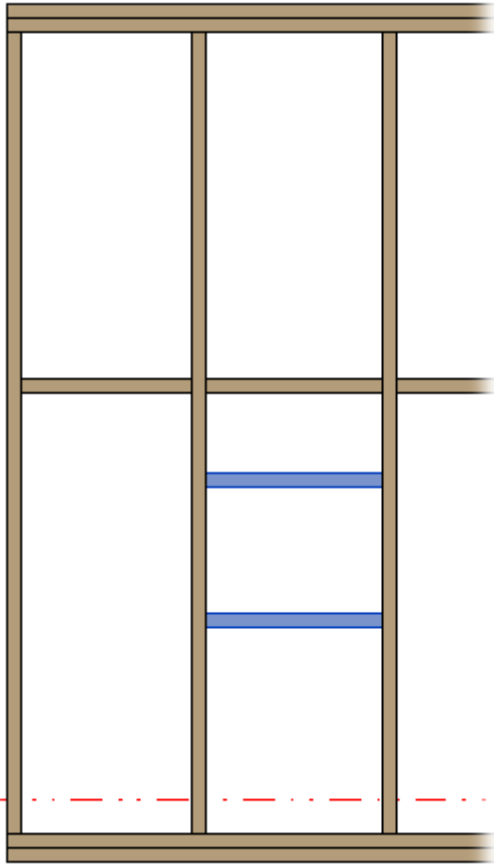
## Add Copied Elements




**Add Copied Elements** – adds copied elements to the existing frame system for later scheduling and inclusion in shop drawings.

Sometimes it is easier to copy some elements in the frame, but later it needs to be scheduled and included into shop drawings using Wall+. In such cases, use **Add Copied Elements**.

Example: Two bridgings were manually copied with Revit **Copy** function. To include in existing frame system, select these bridgings → **Add Copied Elements**:

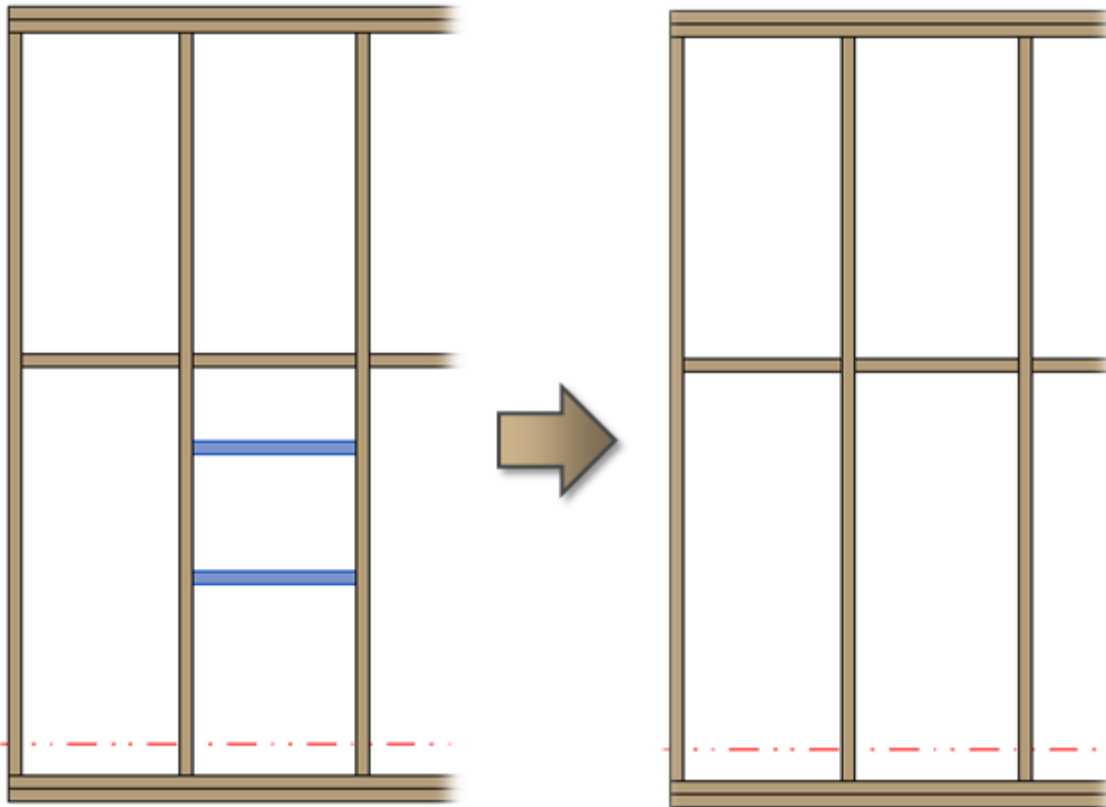


### Delete Copied Elements


 Wall+. Cut/Delete/Move/Rotate Elements <span style="float: right;">✕</span>
Delete Studs
Restore Deleted Studs
Delete Plates or Bridging/Nogging
Restore Deleted Plates or Bridging/Nogging
Move Studs
Restore Moved Studs
Add Copied Elements
Delete Copied Elements
Cut Beams with Solid
Cut Beams with Void
Uncut Beams
Cut Beam Ends
Cut with Beam Ends
Uncut Beam Ends

**Delete Copied Elements** – deletes elements that were copied manually and added to the existing frame system with **Add Copied Element**.

*Example: Click **Delete Copied Elements** and select a wall, opening, or any element from the frame to delete the copied elements:*

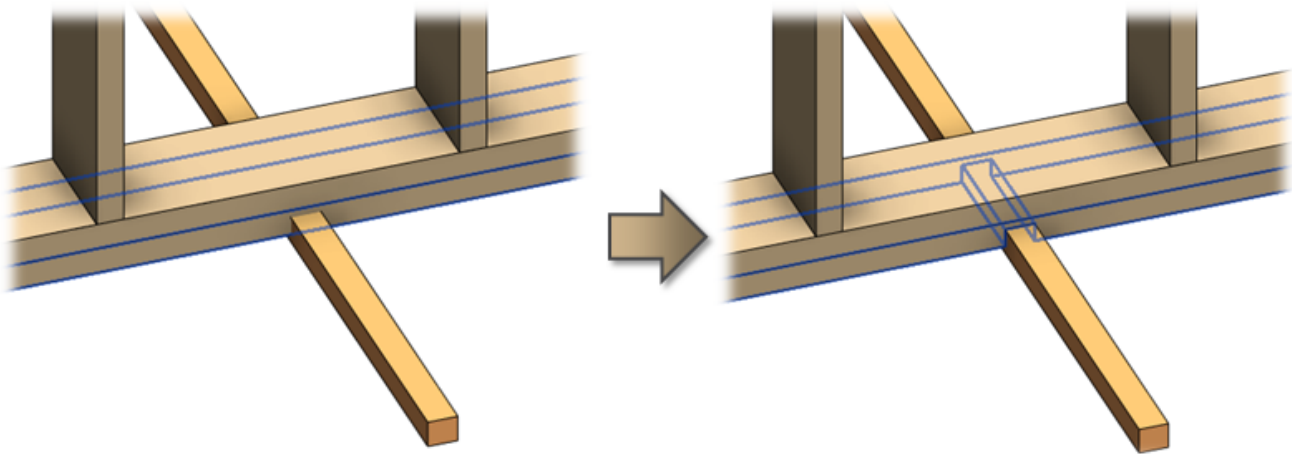


### Cut Beams with Solid/Void

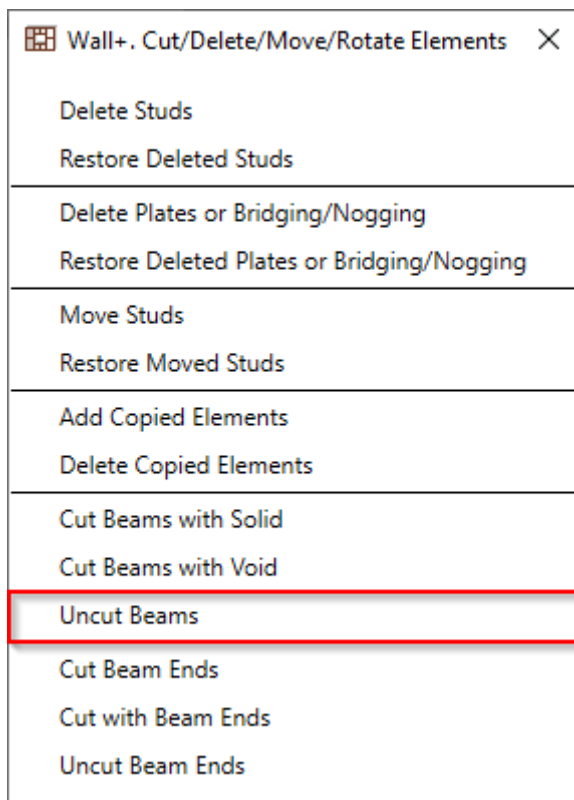
 Wall+. Cut/Delete/Move/Rotate Elements <span>×</span>
Delete Studs
Restore Deleted Studs
Delete Plates or Bridging/Nogging
Restore Deleted Plates or Bridging/Nogging
Move Studs
Restore Moved Studs
Add Copied Elements
Delete Copied Elements
<b>Cut Beams with Solid</b>
<b>Cut Beams with Void</b>
Uncut Beams
Cut Beam Ends
Cut with Beam Ends
Uncut Beam Ends

**Cut Beams with Solid/Void** – cuts beams that intersect with another beam (solid/void).

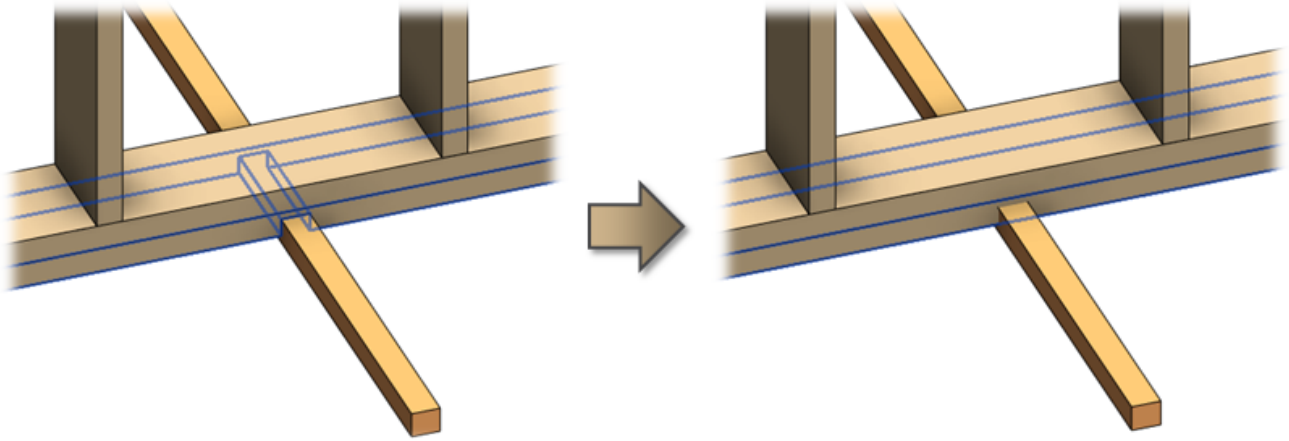
*Example: Click **Cut Beams with Solid** → Select intersecting beam. Bottom plate from the frame was cut by intersecting beam:*



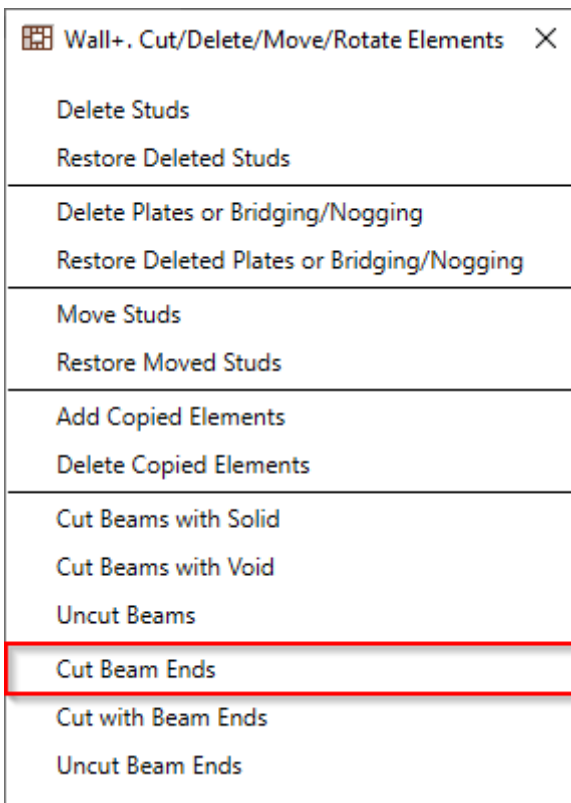
## Uncut Beams



**Uncut Beams** – uncuts beams that intersect with another beam (solid/void).



## Cut Beam Ends

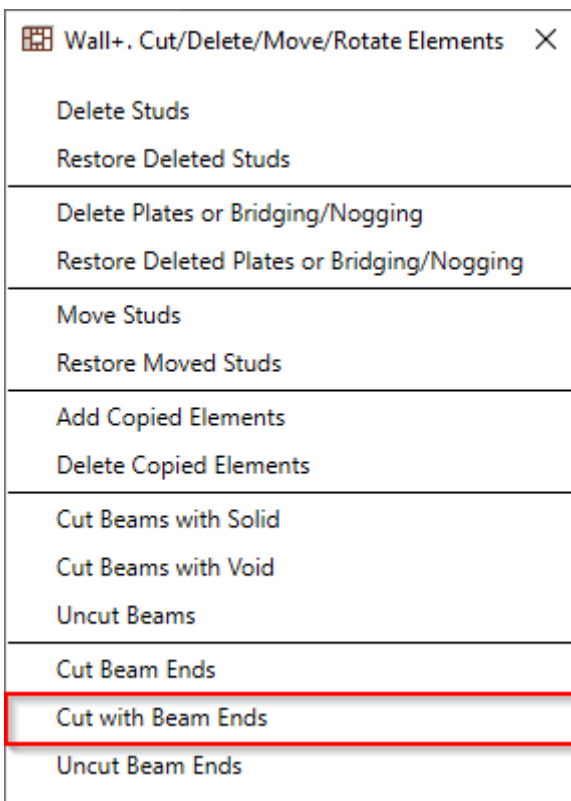


**Cut Beam Ends** – cuts selected beam ends that connect with another beam.

*Example: Click **Cut Beam Ends** → Select a beam that needs to be cut:*

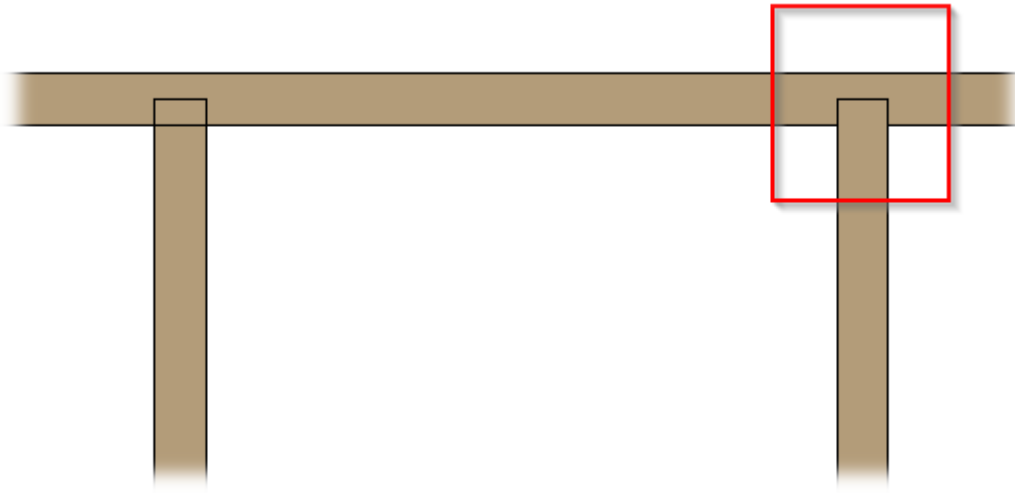


## Cut with Beam Ends

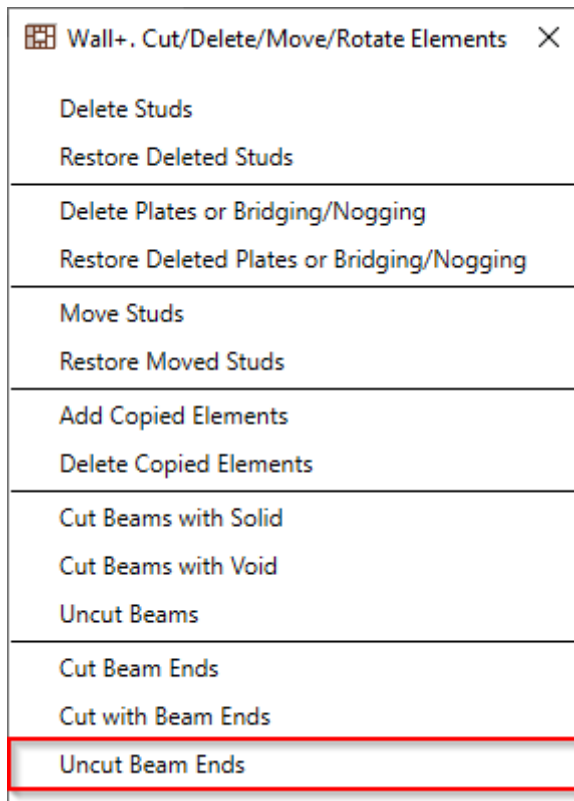


**Cut with Beam Ends** – cuts connected beam with selected beam ends.

*Example: Click **Cut with Beam Ends** → Select a beam that will cut connected beam:*



## Uncut Beam Ends



**Uncut Beam Ends** – uncuts beam ends that connect with another beam.

