



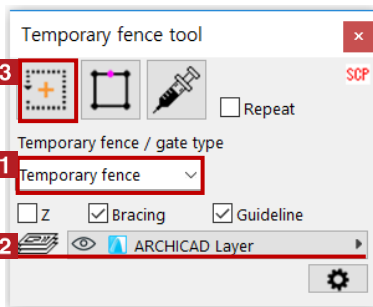
03 Temporary Fence and gate


How to call tools From the SCP launcher → Click the "Temporary Fence and Gate" icon



Select the temporary fence / gate icon

How to use After setting each item, click any position on the screen to place the temporary fence / gate

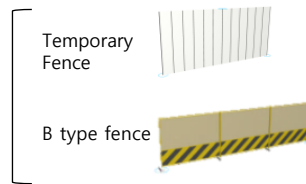


- 1 Select type of temporary fence or gate
- 2 Select the layer to place
- 3  By clicking, place it counterclockwise at an arbitrary position

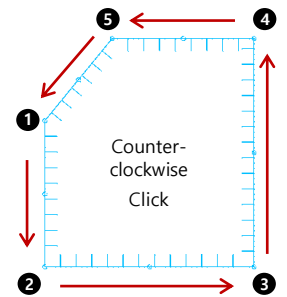
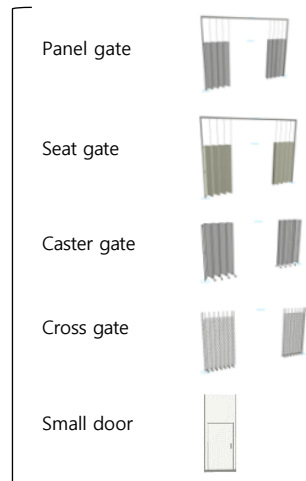
< 1 Select temporary fence · Gate type >

< 3 Arrange counterclockwise >

Temporary fence type



Gate type

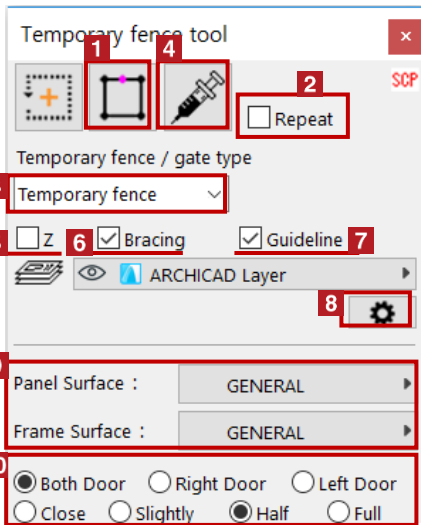


※ If you place it clockwise the material will be on the outside

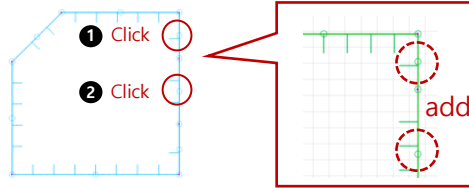


How to edit


You can modify the format of temporary fence / gate



- 1 Add a vertex to the range you want to change the specification
- 2 Repeat checked, you can add vertices continuously.



You can add vertices to arbitrary positions

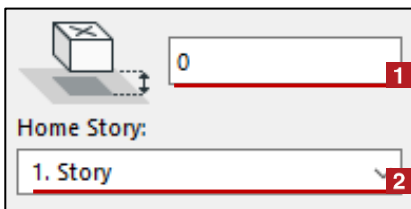
- 3 Select type of temporary / gate
- 4  Click the midpoint (in 3D) of the side you want to change the specification

< Other dialog box >

- 5 Changing the height of the vertex according to the slope of the ground
Z checked, you can change the height of the vertex according to the slope of the ground (edit in 3D)
- 6 Show / hide the material etc.
- 7 Show / hide the guide lines
- 8 Setting the expansion of material · gate
- 9 Setting temporary enclosure · gate panel material and frame material
- 10 Changing the open state of the gate

Installation reference

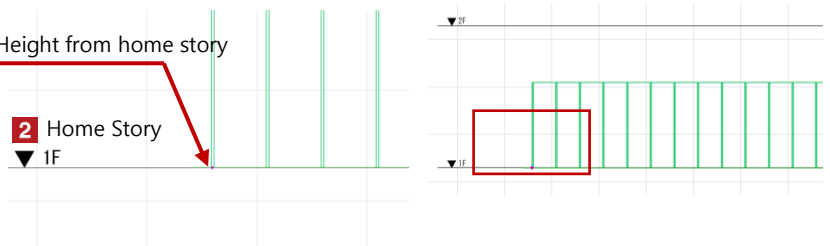
The installation reference height of the temporary fence and gate is the bottom of the object



1 Height from home story

2 Home Story

▼ 1F



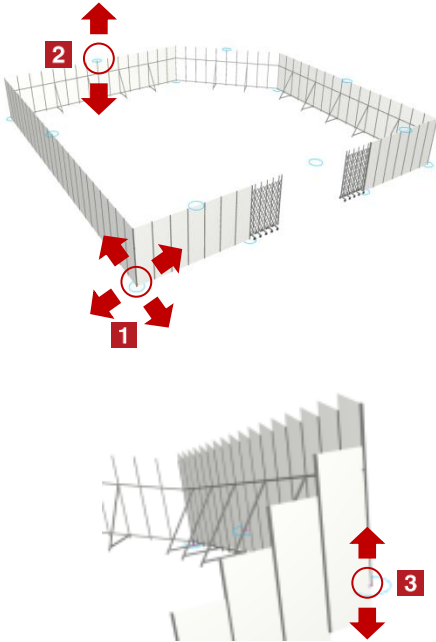


Change shape of the temporary fence/gate

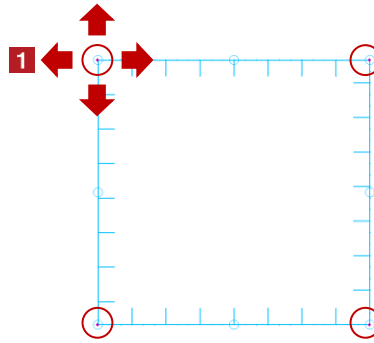
Clicking Hotspot → Changes such as height and vertex position

Click the red Hotspot → The start point and end point can be moved by moving the vertex of the palette

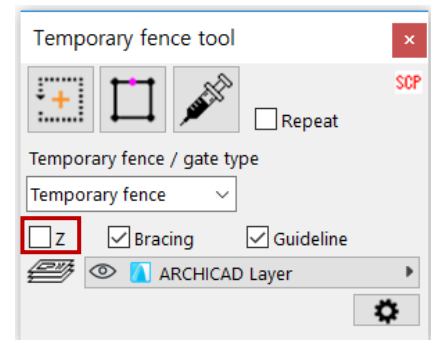
▶ 3D



▶ 2D

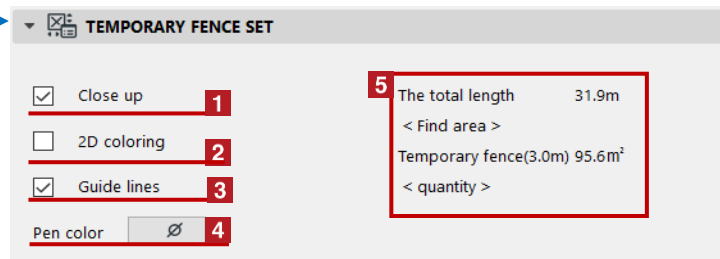
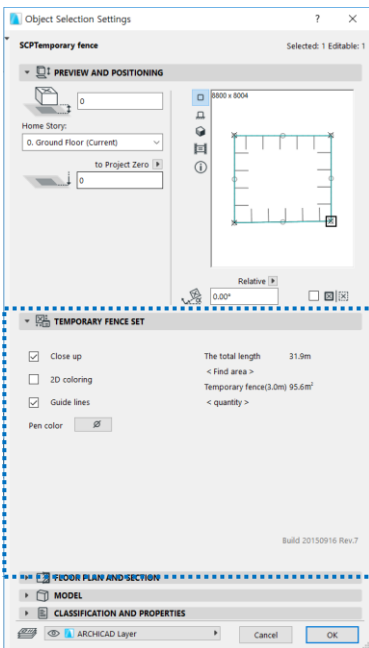


- 1** Move vertex
- 2** Change temporary fence · gate height
- 3** Changing the level of the vertex (sloping ground etc.)
Z checked, you can change the level



Click the Temporary fence and gate and change various settings with "Object setting (Ctrl + T)"

Object settings



- 1** Close the start and end points of the temporary fence
- 2** Coloring of temporary fence · gate on the 2D screen
- 3** Switching display of guide line
- 4** Drawing color setting of temporary fence or gate on the 2D screen
- 5** Information of temporary fence or gate