



05 Temporary Retaining



How to call tools

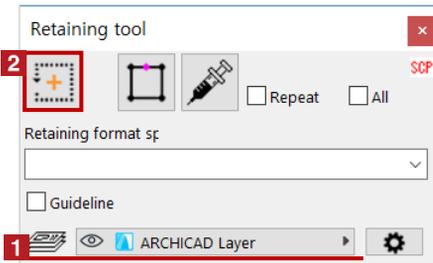
From the SCP launcher → Click the "Temporary retaining" icon



Select the Temporary retaining icon

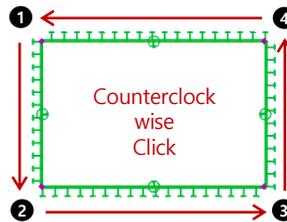
How to use

After selecting the layer, click any position on the screen counterclockwise to place a temporary retaining.



- 1 Select the layer to place
- 2 Click  and then place it counterclockwise at an arbitrary position

< 2 Arrange counterclockwise >



※ When you create it clockwise, the sheet pile side becomes outside

< Temporary retaining type >



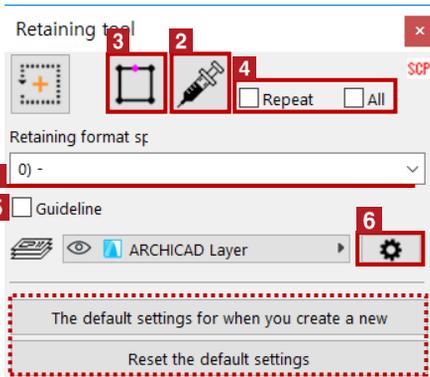
※For new placement, it is created with "definition number 1 (Soldier piles and lagging)"



How to edit

You can change the retaining type and specification of the temporary retaining.

New placement will be created by the "retaining type 1 (Soldier piles and lagging)". When you change the retaining type, you can specify it for each side

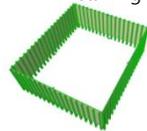


1 Changing the earth retaining type

Select the temporary retaining you want to change and specify the retaining type number

Select temporary retaining

Specify the retaining type number

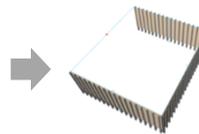
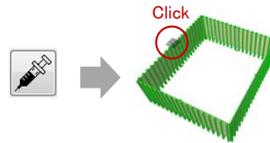


※The specification of each type can be changed / registered from "Object setting screen (CTRL + T)".

2 Selection of edges whose specifications are to be changed



Click, then click on the edge where you want to change the retaining type or specification

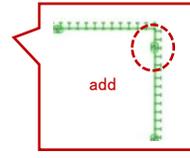
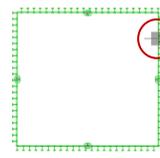
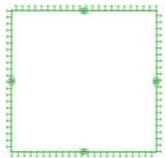


※If you specify the retaining type as "0) -", the retaining will be hidden

< Other dialog box >

3 Add vertices (4 Continuously And put, you can add vertices in a row

Select temporary retaining



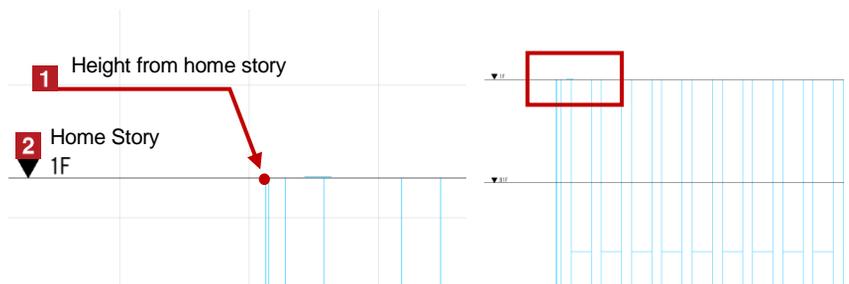
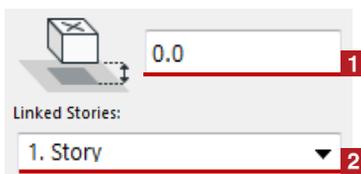
4 Designation of continuous processing of change (continuous) · batch processing (all)

5 Switching display / non-display of guide lines

6 Expansion of prescribed setting at new creation

Installation reference

The installation reference height of the Temporary Retaining is the top of the object



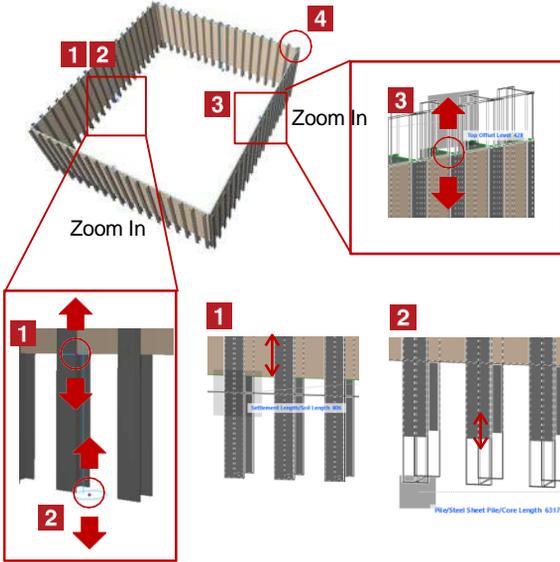


Change shape of retaining

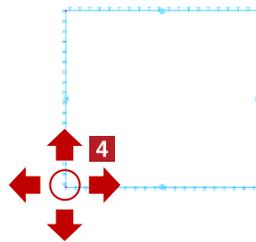
Clicking Hotspot to change the length and level of the retaining, and the position of the vertex

Click the red Hotspot → You can change the level and length of the retaining by moving the vertex of the pet palette

► 3D



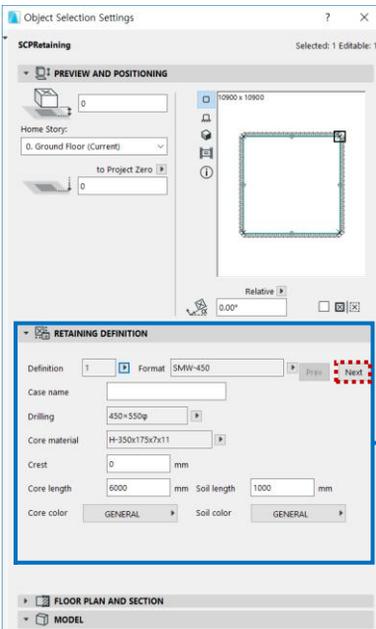
► 2D



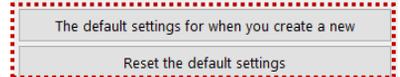
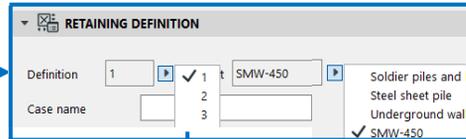
- 1 Change the length of the lower end of the sheet pile
- 2 Change the length of the core material
- 3 Change the top end level
- 4 Move vertex position

Object setting

Select the retaining and change various settings with "Object setting (Ctrl + T)"



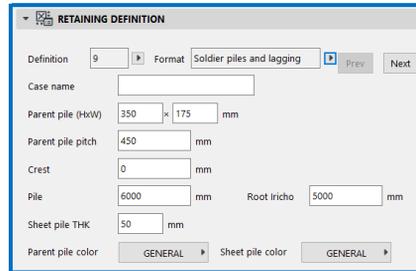
Select the definition of retaining and specify the type of retaining



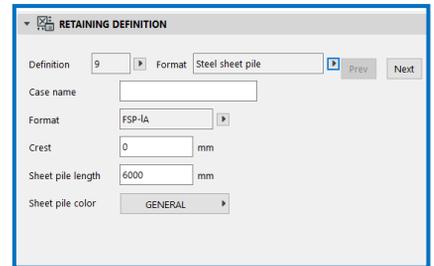
You can record the definition contents of the selected mountain climbing by choosing the mountain climbing and clicking "Setting the regulation at the time of new creation"

Change the retaining specifications.

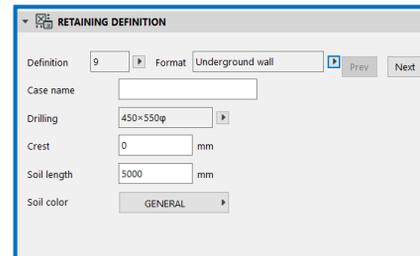
► Soldier piles and lagging



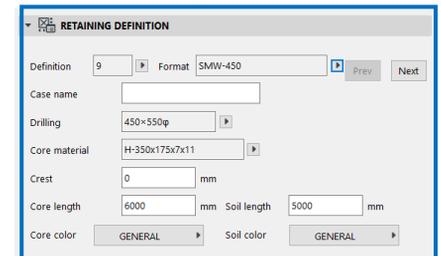
► Steel sheet pile



► Underground wall



► SMW(Soil Mixing Wall)



※ How Earth Retaining also select the format to [next page] is [pen color] [2D coloring] [Guide line] will be displayed.

