



06 Strut and Wale



How to call tools

From the SCP launcher → Click the "Strut/Wale" icon

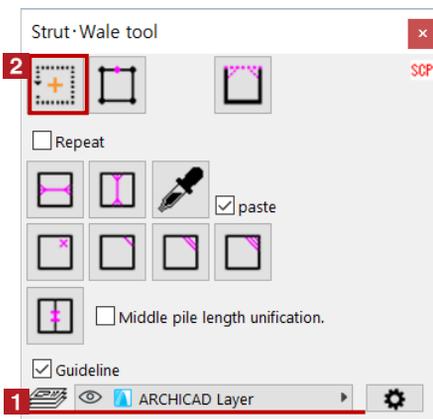


Select the Strut/Wale icon

How to use

After selecting the layer, click any position on the screen counterclockwise to place the strut and wale.

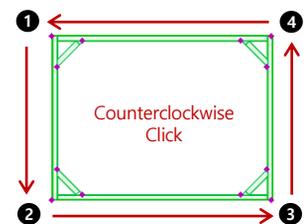
【 New arrangement of the strut and wale 】



1 Select the layer to place

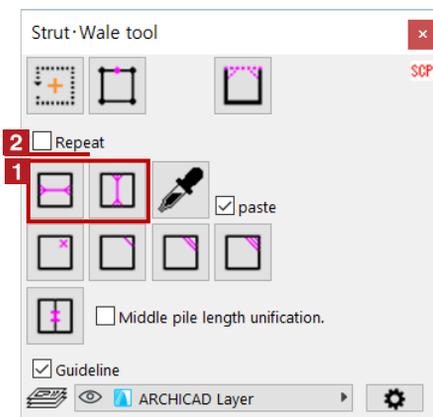
2 Click  and then place it counterclockwise at an arbitrary position

< 2 Arrange counterclockwise >

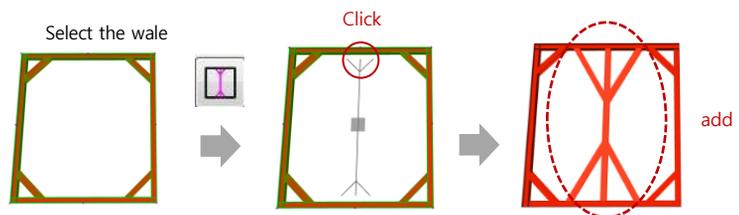


※ When you create it clockwise, the inside and the outside are reversed. Angle brace does not form.

【Add Strut】



1 Select the placed strut, Select the strut   and click the position where you want to place it



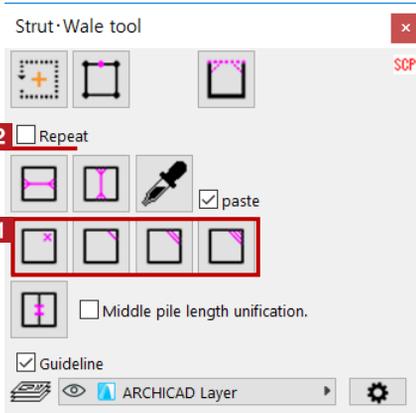
2 Checked Repeat, it is possible to arrange the strut continuously. After placement, press "Esc" to cancel.



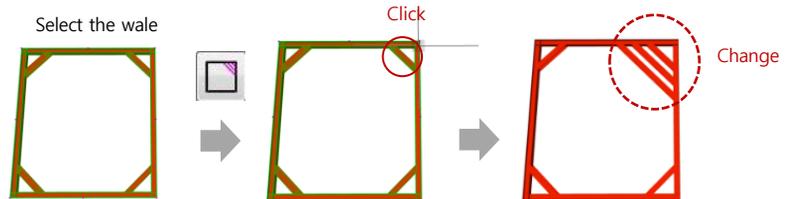
How to edit

You can adjust the number, angle of the angle brace.

【Changing the angle brace】

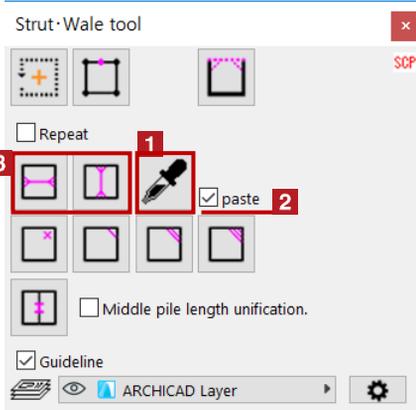


- 1 Select the wale that you placed, choose from     and then click the angle brace you want to change

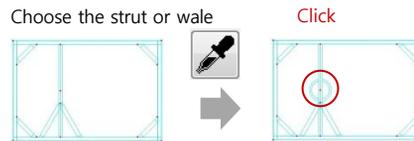


- 2 Checked Repeat, it is possible to change the angle brace continuously. After placement, press "Esc" to cancel.

【 Copy of Mark edited strut 】 Create a new strut with the same settings as the specified strut.

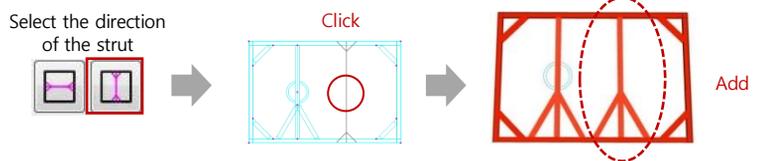


- 1 Select the strut or wale and click , then click the strut you want to copy the setting.

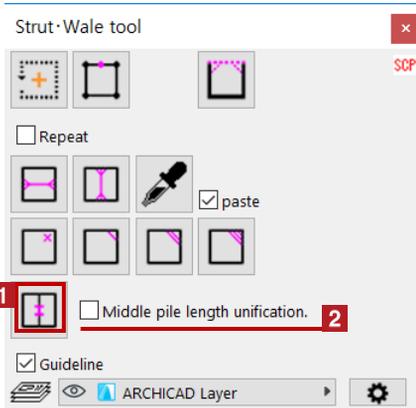


- 2 Checked , put copy in

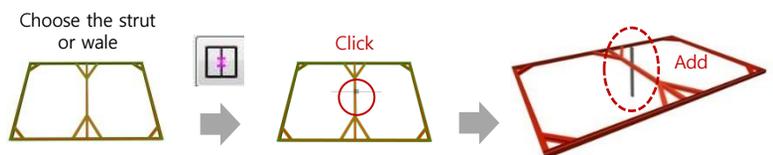
- 3 Select the direction of the strut to be created from  , and click the position you want to add.



【 Add shelves 】



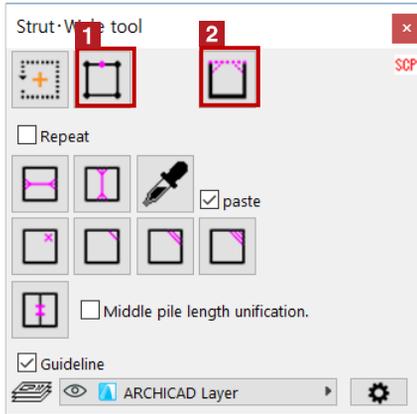
- 1 Select the strut or wale and click , then click where you want to add a pile



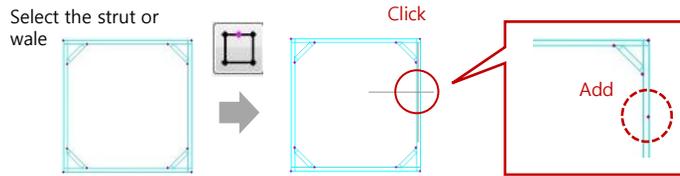
- 2 When checked Pile Length, all the piles are aligned with the length of the one that was first placed.



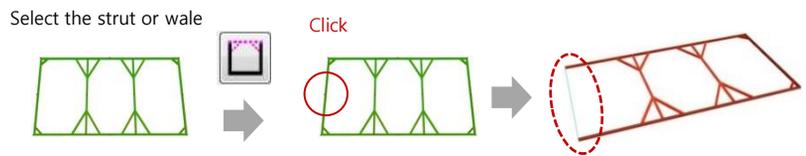
【 Add / hide vertex 】



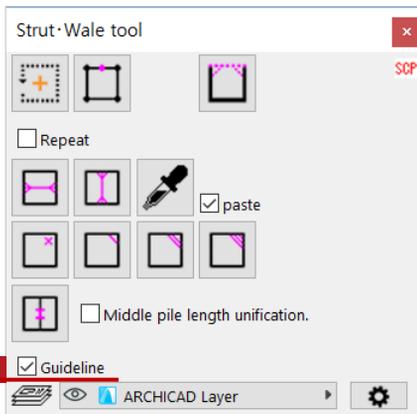
- 1 Add the vertex of the wale**
After choosing the strut or wale, click , then click the position where you want to add a vertex. You can correct the shape by adding a vertex.



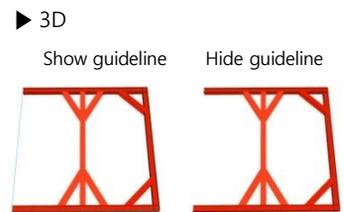
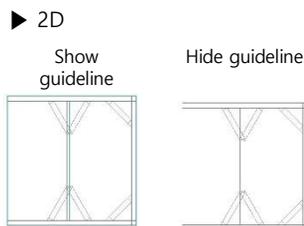
- 2 Hide wale**
Select the placed strut or wale, click , then click the wale you want to hide. You can hide wale each side.



【Show/hide guideline】

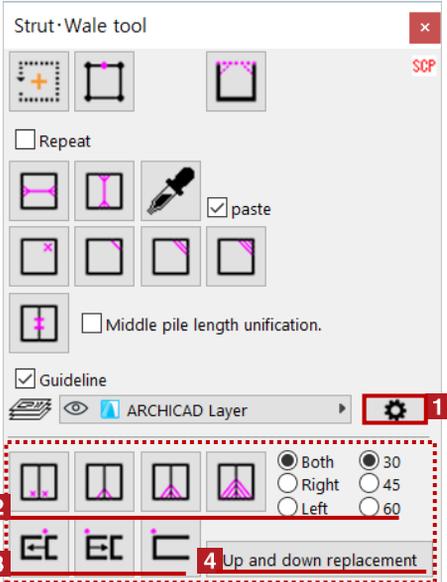


- 1 Show or hide guideline**



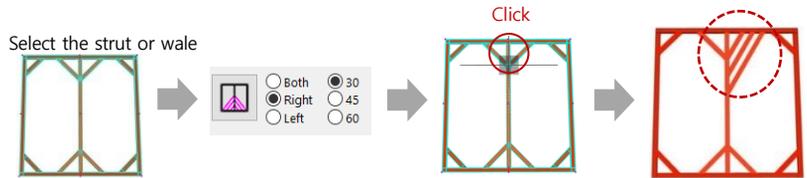


【 Number of angle braces, angle, end setting 】

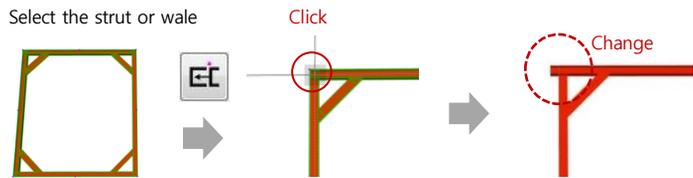


1 Expansion of number of hits, angle, end setting screen
Click to expand

2 Setting the number of angle brace and the angle
Select the placed strut and wale, and set the angle brace number edit range (both · right · left), Specify the angle (30 · 45 · 60), and click on the angle brace you want to change



3 Adjustment of end
Select the wale, specify at the end, click on the end you want to change

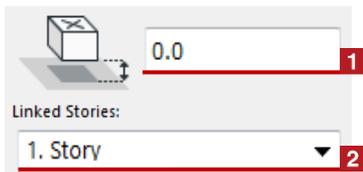


4 Replacement of wale up and down
Select the Strut-wale arranged Click on the when the top and bottom of the belly caused you turnover



Installation reference

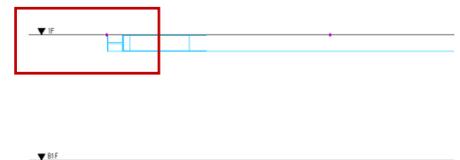
The installation reference height of the strut and wale is the top of the object



1 Height from home story



2 Home Story 1F



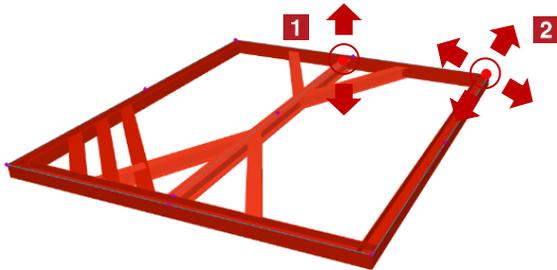


Change of position

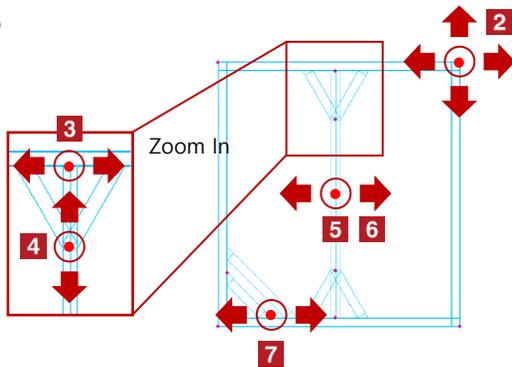
Clicking Hotspot to move the individual struts

Click the red Hotspot → You can change the position of the strut by moving the vertex of the pet palette

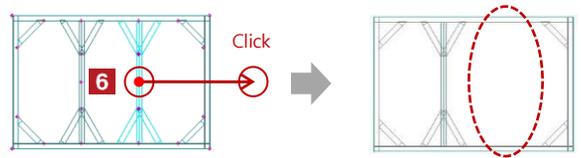
▶ 3D



▶ 2D

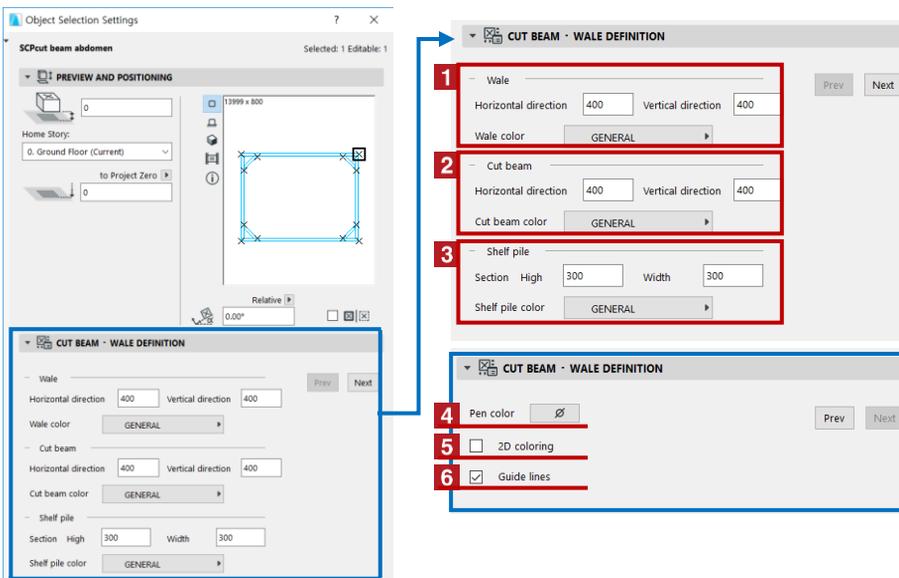


- 1** Changing the level of wale
- 2** Change the position of point
- 3** Change of position of strut end point
- 4** Changing the position of an angle brace
- 5** Changing the position of the strut
- 6** Deleting strut
To delete a strut or a pile, Move the Hotspot in the center of the strut and click outside the wale
- 7** Position change of angle brace



Object setting

Select the strut or wale and change various settings with "Object setting (Ctrl + T)"



- 1** Setting of wale
- 2** Setting of Cut beam
- 3** Setting of Shelf pile
- 4** Drawing color setting of Strut-wale
- 5** Coloring of Strut-wale on a 2D screen
- 6** Switching display of guide line