



09 Guardrail

How to call tools

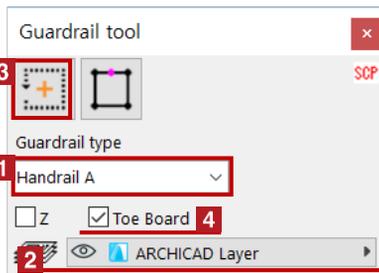
From the SCP launcher → Click the "Guardrail" icon



Select guardrail icon

How to use

After selecting the type, click any position on the screen counterclockwise to place the guardrail.



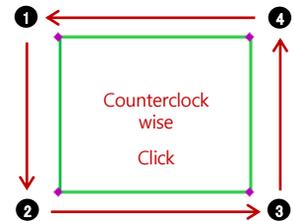
1 Select guardrail type

2 Select the layer to place

3 Click  and then place it counterclockwise

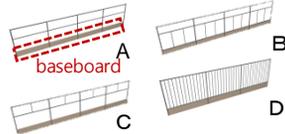
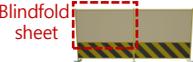
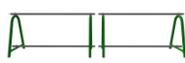
4 Checked , to see a guardrail and a toe board

< 2 Arrange counterclockwise >



※ When you create it clockwise and toe board is checked , Temporary enclosure and the direction of the post will be outward.

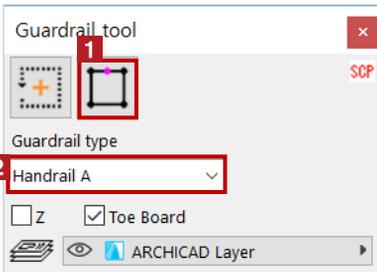
< 4 Example by guardrail type >

guardrail		A type barricade	
Corn		B type fence	
Single pipe barricade		Rope post	



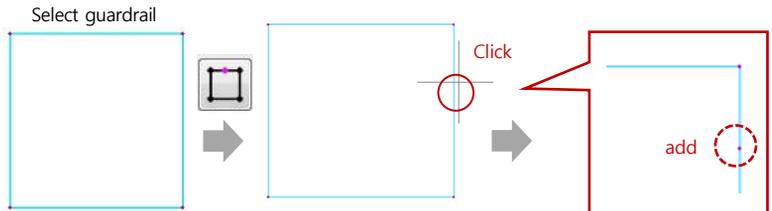
How to edit

You can change the type of the guardrail you placed.



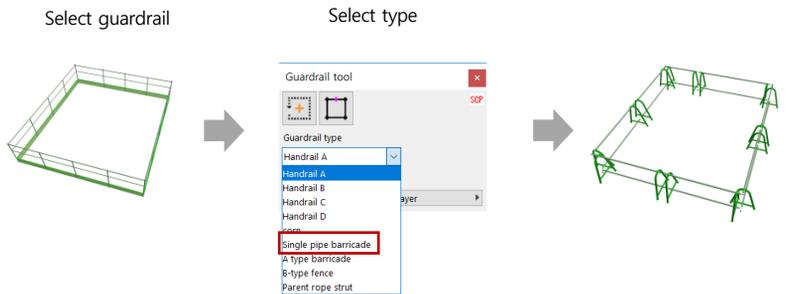
1 Add vertices

Select the guardrail you want to change, click , then click the position you want to add a vertex.



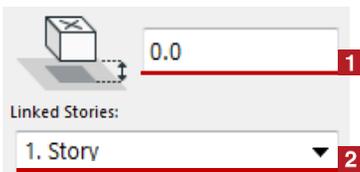
2 Change the guardrail type

Select guardrail you want to change and change guardrail type.



Installation reference

The installation reference height of the guardrail is the lower of the object



1 Height from home story

2 Home Story 1F

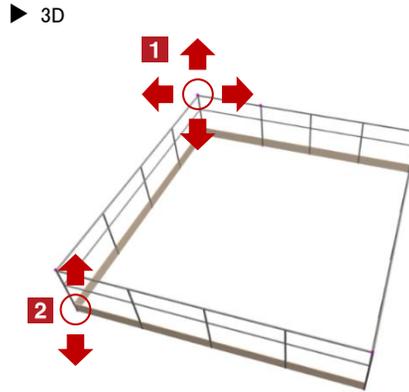
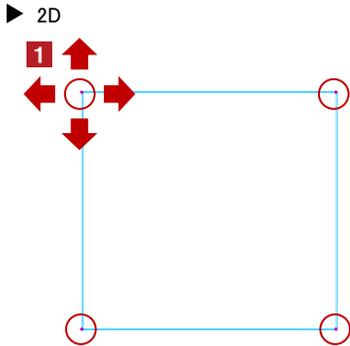




Change the length and height of the guardrail

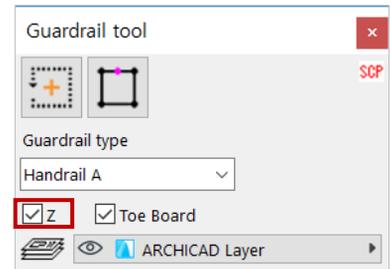
Clicking Hotspot to individually change the guardrail length and height.

Click the red Hotspot → You can change the length and height of guardrail by moving the vertex of the pet palette.



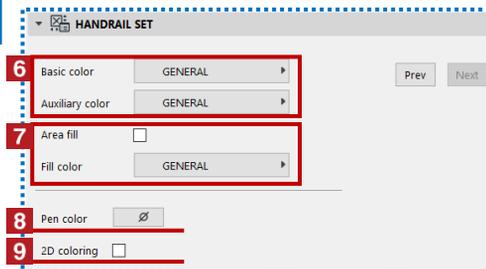
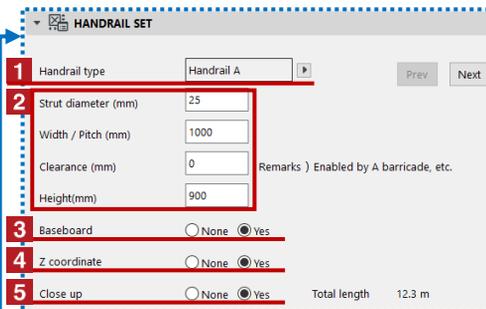
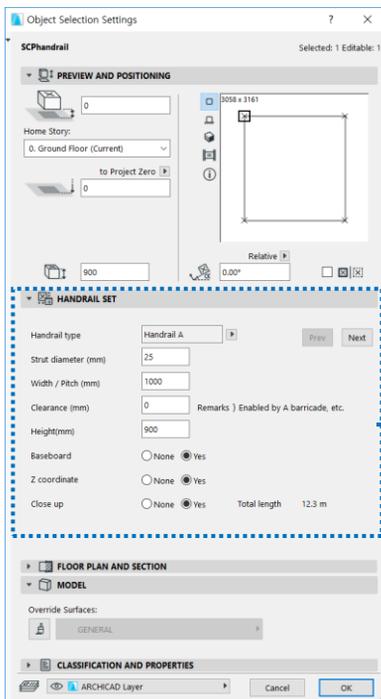
1 Change the guardrail length.

2 Change the height of the guardrail. When you insert in Z, you can change the height direction of the vertex with hotspot displayed at the foot of the guardrail.



Object setting

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



1 Switching of handrail type

2 Dimensioning handrails

3 Setting the Baseboard

4 change the altitude of the end point

5 Connect the start and end points

6 Material setting of handrail

7 Field filling of handrails
Make a fill inside the handrail

8 Drawing color setting of the handrail on a 2D screen

9 Coloring of the handrail on a 2D screen

