

# Plans task

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# How do you see the dimensions of a room & manually change them?

Clicking on the corner point of any room will display the adjacent dimensions. By clicking on the dimensions themselves you can edit the values by typing in the text box shown.

For more help on this topic, see our guide on [Creating Rooms](#).

# How do the pink handles function?

The draggable pink handles are used for adjusting the size and shape of rooms. Initially they are set in the 'locked' function which allows you to drag that particular point, altering the size of the room while keeping the shape uniform. This setting can be changed by clicking on a point and selecting the alternative 'unlock' function which enables you to alter the angle at that point and thus create custom shapes.

For more help on this topic, see our guide on [Creating Rooms](#).

# How do the blue handles function?

The blue handles allow you to split edges to add more corners. Simply drag and drop the blue handle to add a corner. If you just want to split a wall into different sections without adding a new corner, you can drag and drop the blue handle in line with the existing wall. This can be used to add complex rooms to your floor plan, for example [L-shaped rooms](#).

For more help on this topic, see our guide on [Creating Rooms](#).

# How can I create L-shaped rooms easily?

Moving the blue dots located on each wall will create new vertices. By dragging one of the blue dots along the boundary you can effectively split that wall in two segments while keeping it straight. Select the segment you need to extend outwards and click on the rectangular handle. A pop-up will appear allowing you to change to an oval-shaped handle. This enables you to pull out that portion of the wall to create an L-shaped room.

For more help on this topic, see our guide on [Creating Rooms](#).

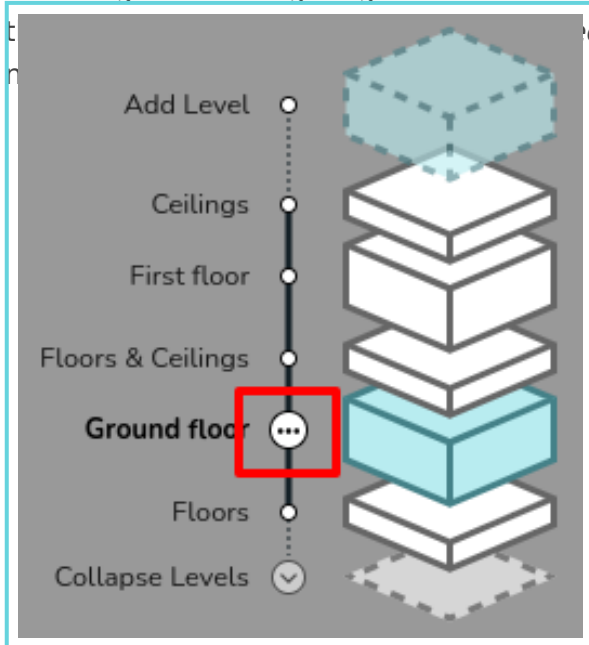
# How do I specify a parting wall?

Click on the wall you want to specify and use the drop down menu to select whether the other side of this wall is a heated or unheated space. By default the drop down will be set to *Outside*.

For more information on this topic see our guide on [Walls, Windows, Doors and Radiators](#).

# How do I change the ceiling height of a room?

To change the ceiling height across the whole floor, click the three dots next to the relevant floor in the left hand menu and edit and change the value of the ceiling height as



### Level Description

Fill out the details for this level. Add or edit the level name, and enter the default ceiling height.

Floor Name	<input type="text" value="Ground floor"/>
Room Ceiling Height	<input type="text" value="2400"/> mm

CancelConfirm

To adjust the height of just one room, select the relevant room, and click the two sided arrow icon. Then enter the value needed for ceiling height. Ensure you click the tick after editing the value to save your changes.



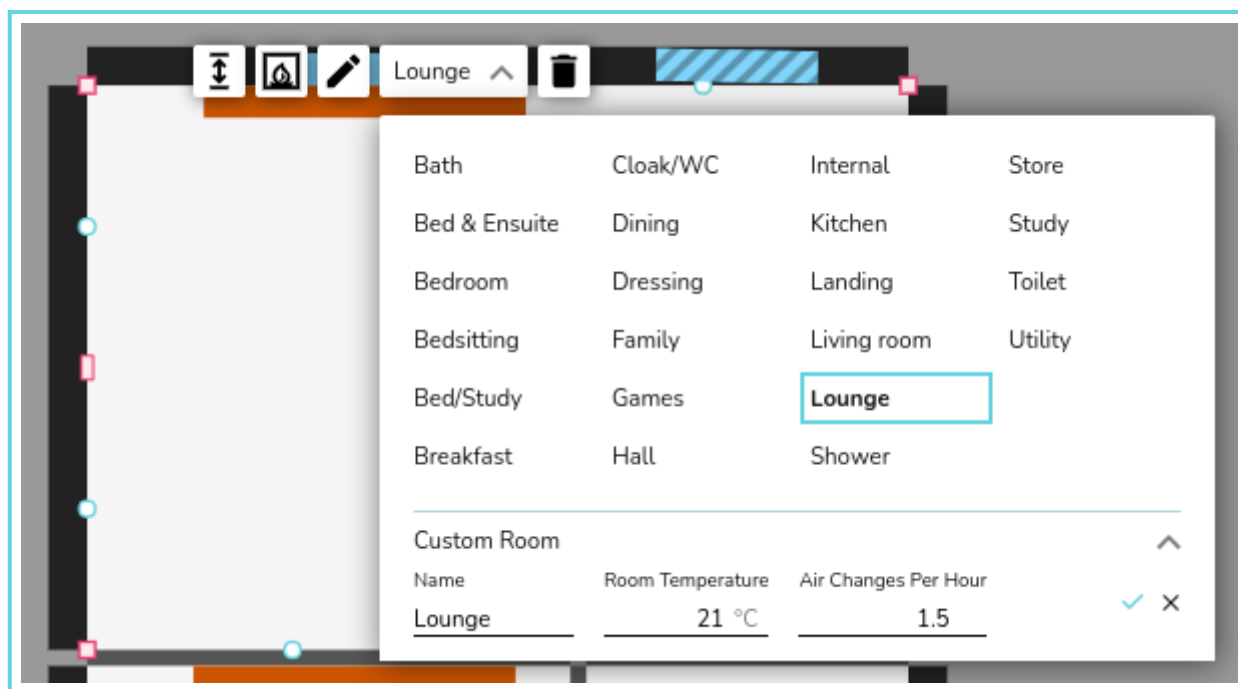
For more help on this topic, see our guide on [Floors and Ceilings](#).





# Can I change ventilation rates for rooms?

Yes, this is done by clicking on the room and changing the *Room Type* to a *Custom Room*. You can then edit the *Air Changes Per Hour* to suit your needs.



For more information on this topic see our guide on [Editing Room Properties](#).

# Can I do vaulted ceilings?

Vaulted ceilings can be added by segmenting the roof into as many different slopes as are required. This is done by dragging multiple ceiling regions onto the design and fitting them accordingly. You can then set the associated height at the corners of each segment by clicking on them, selecting the *up/down arrow* and inputting the appropriate values (you must click the tick beside the text box to confirm). An arrow should then be displayed, this indicates the *downwards* slope direction of the ceiling.

For more help on this topic, see our guide on [Vaulted Ceilings and Dormers](#).

# How do I add dormers?

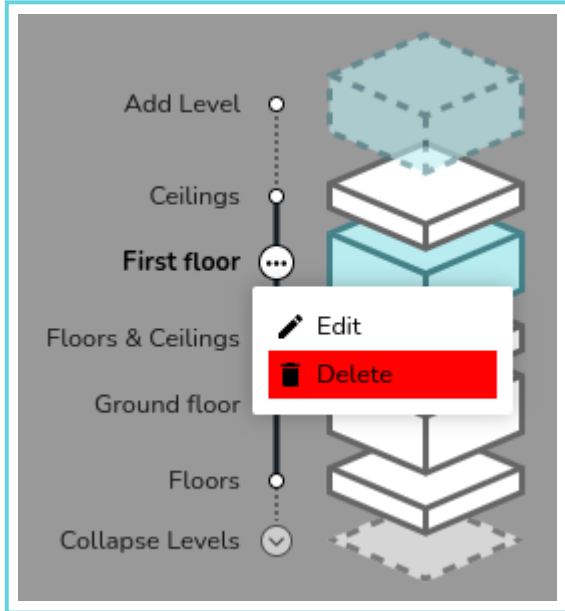
Dormers can be added to any vaulted ceilings. For how to add vaulted ceilings see [Can I do vaulted ceilings?](#)

To add a dormer simply drag and drop the *Gable Dormer* or *Shed Dormer* function onto where it is required. The dormer will automatically orientate itself with the slope of the roof. The specific dimensions can then be set, as well as the roof, wall, and window materials.

For more information on this topic, see our guide on [Vaulted Ceilings and Dormers](#).

# How do I delete an entire floor?

In the levels diagram on the right hand side of your screen find the floor you'd like to delete and click on the three dots next to it. This will show you the option to either edit or delete this floor. Note, you can not delete the ground floor.



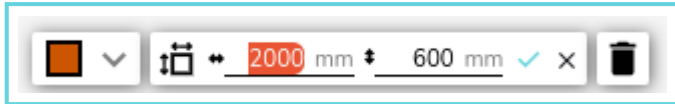
For more information on this topic, see our guide on [Floors and Ceilings](#).

# Why can't I advance from the plans section?

Advancing from the plans section can only be done once all the room types have been defined. To define the room type, click on the room and use the drop down menu to select the appropriate room type.

# How do I change the dimensions of doors, windows and radiators?

Doors, windows and radiators are represented by coloured bars. You can click and drag the red handles at either end of doors, windows, and radiators to change their width. Alternatively, you can select the relevant door, window or radiator, and then click the *dimensions* icon. This allows you to input exact values for the width and height of your door, window, or radiator. Ensure you click the *tick* after editing these values to save your changes.



For more help on this topic, see our guide on [Walls, Windows, Doors and Radiators](#).

# How do I delete a room?

First click on the room you wish to delete, then click the *dust bin* icon. A popup will appear asking you if you are sure, click ok to delete the room.



# Can I change the name of a room?

Yes, simply click on the relevant room and click the *pencil* icon. Here you can enter the new room name, for example Master Bedroom.





# Do I need to add stairs?

The nature of the calculations carried out by Heatpunk mean that you do not need to account for stairs. The landing and hallway can be considered separately and therefore should be added as separate rooms on separate floors.

# What do I do if only a section of the wall is a parting wall?

If only a section of the wall is a parting wall, for instance, if there is a garage behind half the wall but not the other half, you can split the wall using the [blue handles](#). Simply drag and drop the blue handle to the point where the wall needs to be split. You can then select whether the other side of this wall is a *heated* or *unheated* space. In the example, you would select one half of the wall as *unheated* space and the other as *outside*.

# Do I need to model unheated spaces?

In general, you do not need to model unheated spaces. All rooms included will be added to the total heat loss calculation and therefore the heat pump will be sized against this. Therefore, including unheated spaces could lead to oversizing the heat pump. Its therefore, better to exclude unheated spaces in most cases, for example garages and conservatories. Instead, you should [specify the parting wall](#) between the heated and unheated space.

However, some unheated spaces should be included for practicality, for example internal store rooms. Rather than leaving a gap in the floor plan, rooms like this should be included. In line with MCS, Heatpunk includes a room type for this scenario (*Store*).