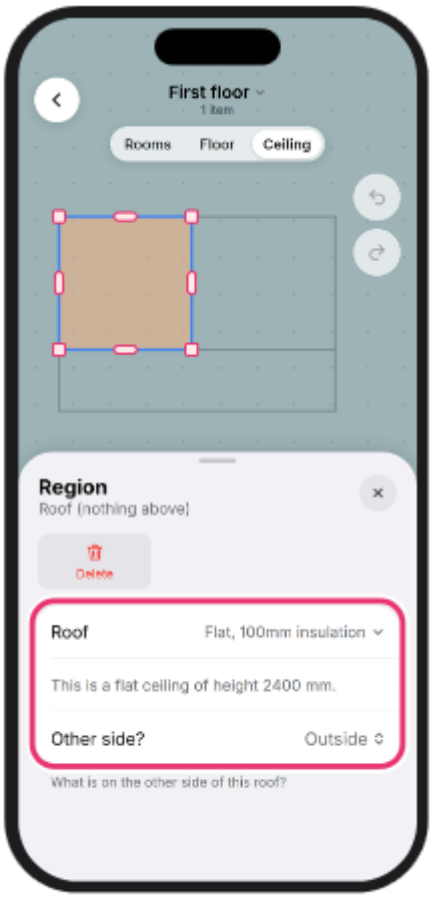
6. Drawing floor & ceiling regions, rooflights & dormers

By default, Heatpunk assumes the lowest floor sits on the ground and the highest ceiling is a standard flat roof. You only need to use the **Floor** and **Ceiling** layers when part of a property differs—such as a room over an unheated garage, a suspended timber floor, a flat roof extension, or a room in the roof. For more background on how regions work on the web, see the Floor and ceiling regions guide in the **Plans task**.

> **Warning:** Regions on the same layer must not overlap by more than 0.5 m², or you will not be able to send the survey.

Adding a floor or ceiling region

1. Open the floor plan, select the relevant floor at the top, and toggle the top switch from `Rooms` to `Floor` (between this floor and the floor below) or `Ceiling` (between this floor and the floor above).
2. Tap `+ Add` > `Region`.
3. Drag the region and use its corner and edge handles to snap it over the relevant area.
4. On the region card, select the **Material** build-up and set `Other side?` (`Ground`, `Outside`, `Unheated Space`, or `Heated Space`).



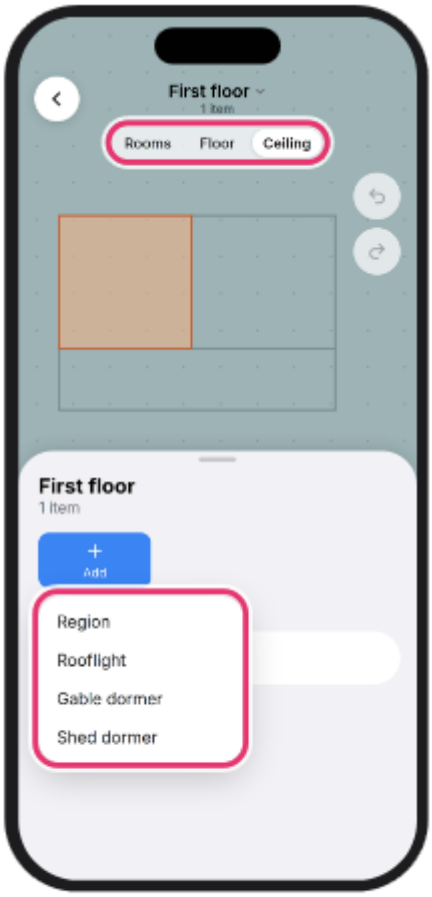
A region's card: material and other side

Drawing a sloped ceiling (room in the roof)

1. On the `Ceiling` layer, draw a `Region` covering the sloped portion of the ceiling.
2. Select the region, tap a **corner dot**, and enter the ceiling height at that corner in **mm**. Tap the `tick` to confirm.
3. Repeat for the remaining corners—a red arrow will appear on the plan pointing down the slope. (All corner heights must form a single flat plane.)

Adding rooflights and dormers

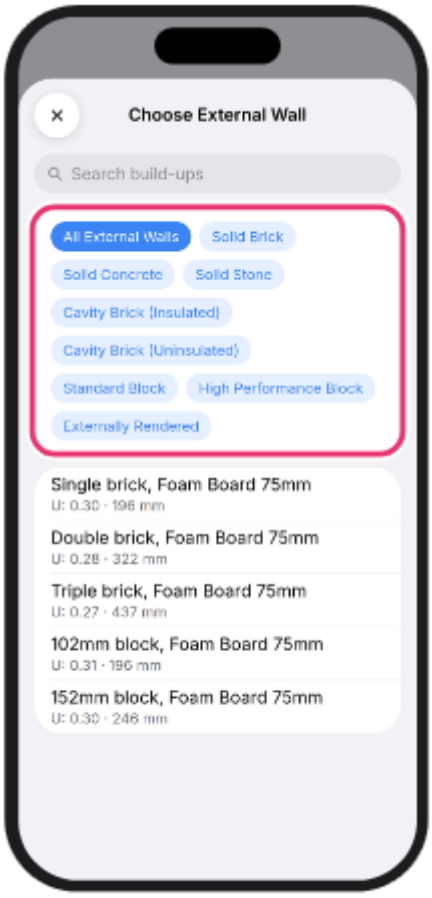
- **Rooflight:** On the top floor's `Ceiling` layer, tap `+ Add` > `Rooflight`, drag it onto the roof region, and set its glazing material, `Aspect` (`Plan` or `Roof`), and dimensions in **mm**
- **Dormer:** First draw the sloped ceiling region, then tap `+ Add` > `Gable dormer` or `Shed dormer`. Drag it **wholly inside** the sloped ceiling region, enter the roof and wall materials, gutter height (`A`), and ridge height (`B`), then tap the dormer window strip to set the window size



The Ceiling layer: Add has Region, Rooflight and the dormers

Adding a material not in your palette

If a wall, floor, roof, or window build-up is missing from your dropdown list, scroll to the bottom and tap `+ Add material` to search Heatpunk's full material library and add it to the current survey.



+ Add material: Heatpunk's full list, in folders

> **Note:** Adding a material via `+ Add material` adds it only to the current survey—it does not change your saved palettes on the Heatpunk website.

Still Need Help?

Contact Support: If you've got further questions, get in touch with our support team at **help@heatpunk.co.uk** (UK) or **help@heatpunk.ie** (IE). *If you are experiencing a bug, to help us look into your issue faster, please include the email address of your account, the name of the project and screenshots of any unexpected behaviour.*

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