

Floor and Ceiling Regions

Heatpunk automatically uses the default material of floors and ceilings defined in your [material palette](#).

Regions are used if the height of a room or material of a ceiling or floor is **different from the default**. If the height and material are the same across the floor and match the default selected in the palette, you **do not need to create a region**.

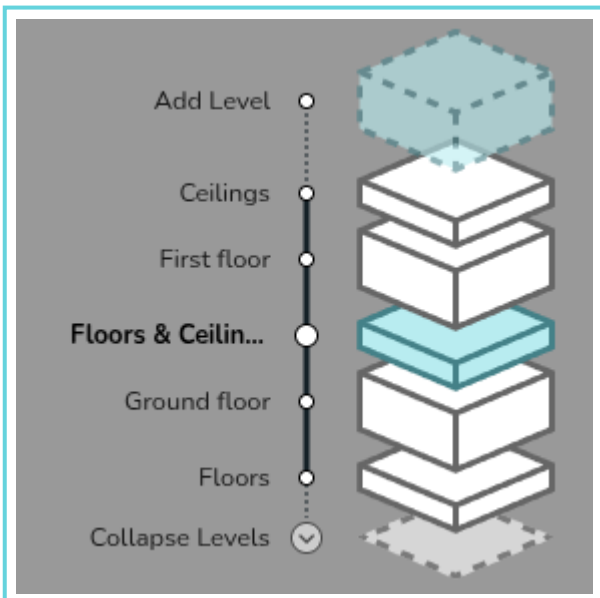
For more information on how this fits into the rest of your floor plan, see [Creating a Floor Plan](#).

Adding a *region* to change default material

When adding *regions*, make sure you only have **one region** covering any given area on your floor plan or this will lead to errors in your heat loss calculations.

Step 1: Navigate to the relevant floor

Navigate to the relevant floor/ceiling in the bottom right of the screen.



Step 2: Add the *region*

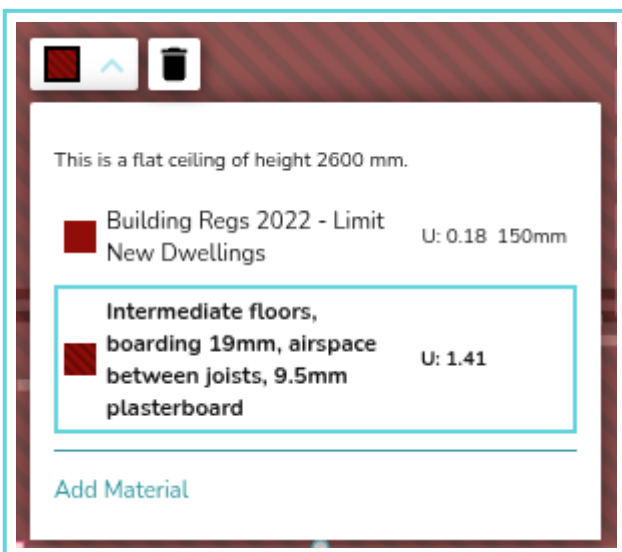
Drag and drop a *region* in from the left-hand menu. The shape of *regions* can be edited using the same handles as for rooms (see [Creating Rooms](#)).



Create as many *regions* as are necessary to correctly define each area of the floor/ceiling, as long as they do not overlap *regions* can be set to cover the entirety of the floor/ceiling or only certain areas. For areas where a *region* isn't defined, the default material and room height will be used.

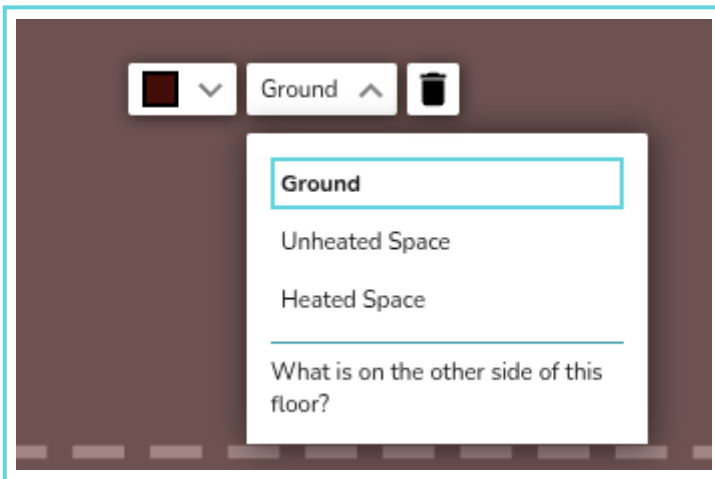
Step 3: Set the material of the region

Once you have added a ***region***, click anywhere on it and use the drop down menu to change the material as required.



Step 4: Set the external temperature

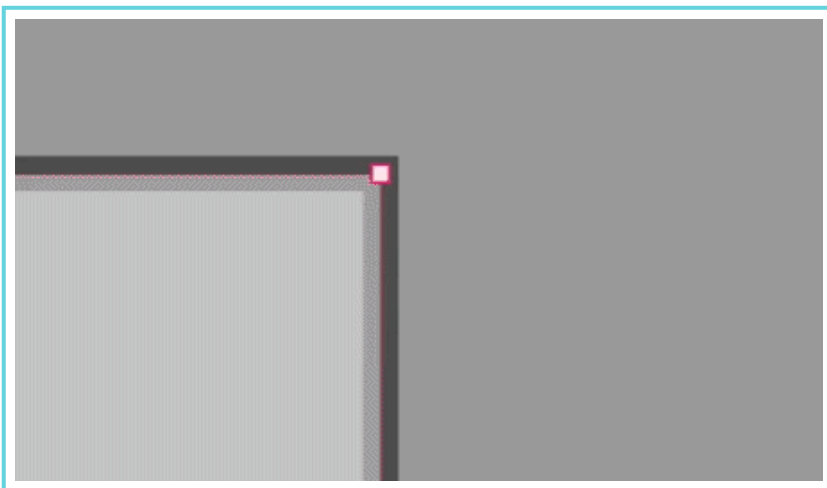
For the ground floor or top floor ceiling, you should also set the temperature by defining what is on the other side (heated, unheated, ground) of the floor/ceiling. For intermediate floors, Heatpunk will do this for you.



Unheated and heated spaces are taken to be 10°C and 18°C respectively. The ground temperature is based on your postcode.

Adding a *region* to change default height - vaulted ceilings and dormers

Setting the corner heights of a region overrides the height of the room below. Use this to model a room-in-room with vaulted ceilings or dormers.



See the video below to learn how to add vaulted ceilings and dormers.

https://www.youtube.com/embed/YcBzf_2g_98?t=154s

If you have further questions, please get in touch at help@heatpunk.co.uk or help@heatpunk.ie.

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