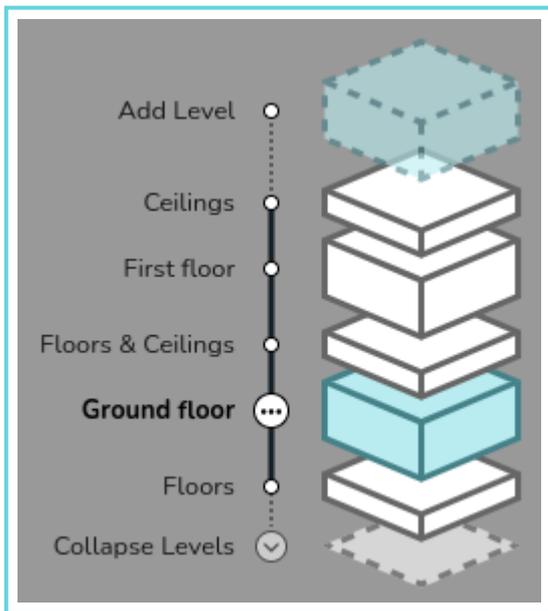
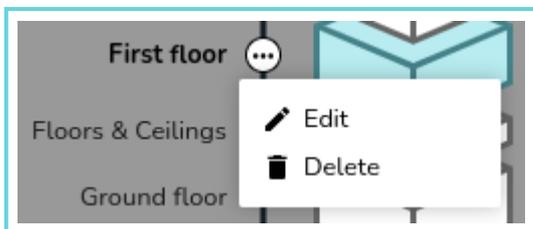


Floors and Ceilings

You can add different floors and move between them using the expanded view in the bottom right.



You can change the ceiling height on the whole floor by clicking on the three dots to the right of the relevant floor, and selecting *edit*. You can also change the name of the floor here. To delete an entire floor, select *delete*.



Level Description

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

Floor Name

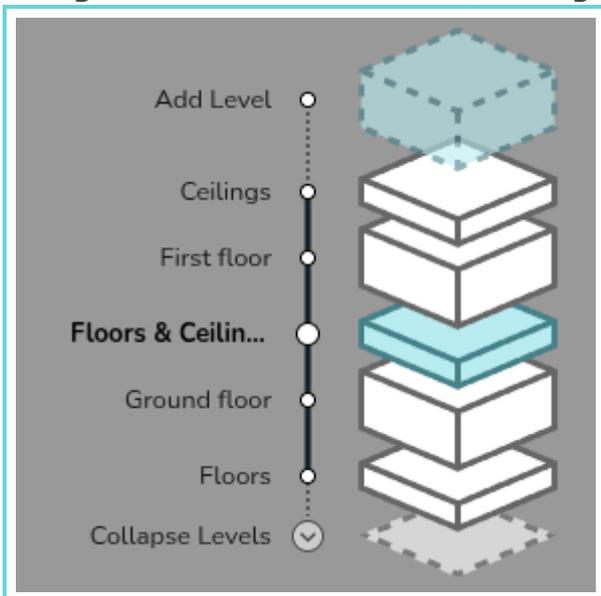
Room Ceiling Height mm

Editing the Properties of Floor and Ceilings

Heatpunk will automatically set the material of floors and ceilings to those defaults defined in your palette (see [Managing Your Material Library](#) for more information).

If a different material from your default is used, you will need to add a *region*.

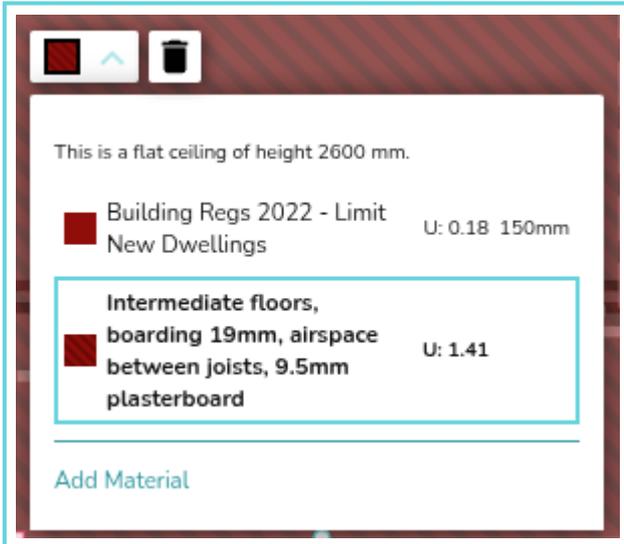
1. **Navigate to the relevant floor/ceiling** in the bottom right of the screen.



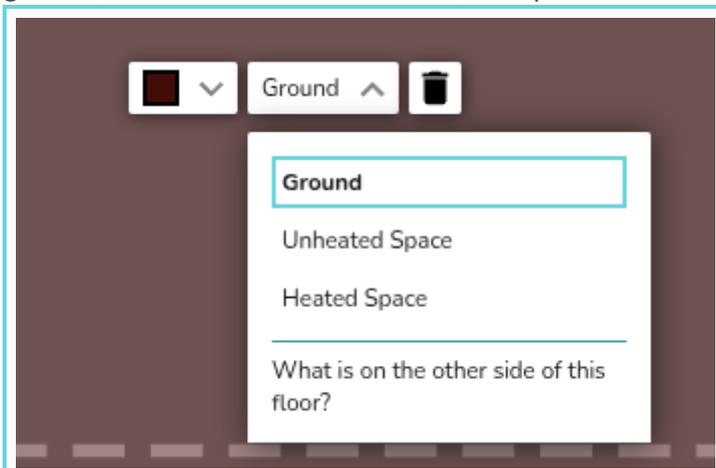
2. **Create the *region*:** Drag and drop a *region* in from the menu on the left. The shape of *regions* can be edited using the same handles as for rooms (see [Creating Rooms](#)).



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



4. **Set what's on the other side:** If on the ground floor or the ceiling in the top floor, you should also define what is on the other side of the floor/ceiling (heated, unheated, ground), 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.

Create as many *regions* as are necessary to correctly define each area of the floor/ceiling. *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 palette defaults will be used.

Note: 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.

Revision #10

Created 19 November 2024 17:38:43 by Harry Doyle

Updated 17 June 2025 14:48:21 by Daisy