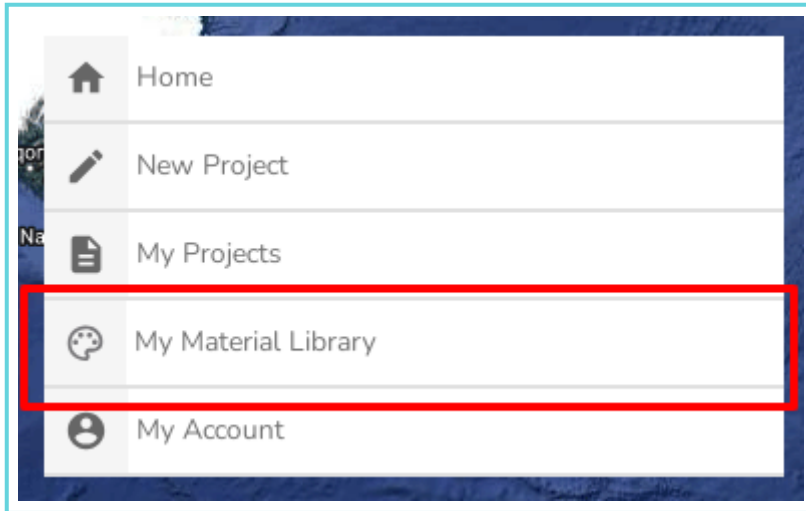


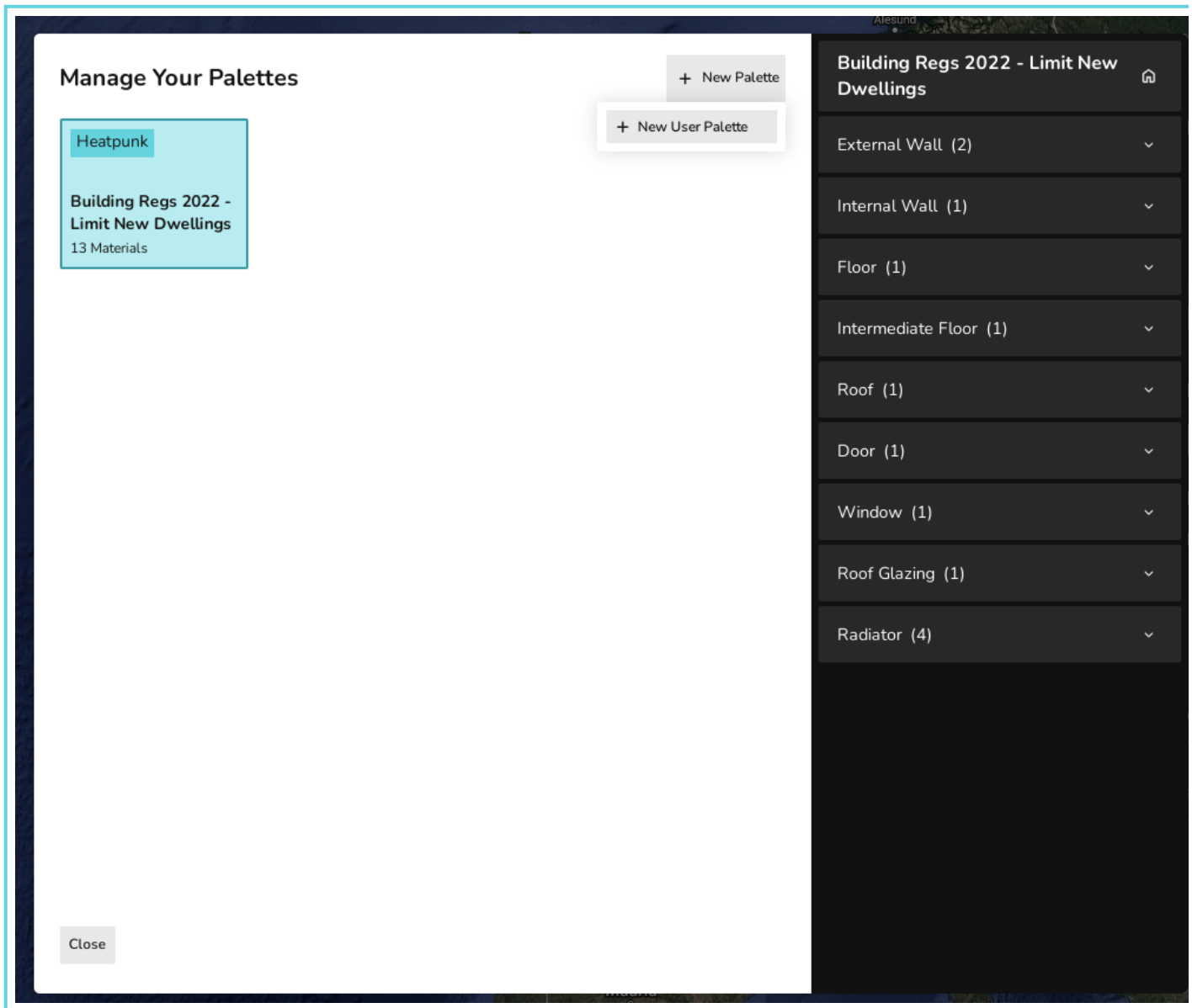
# Managing Your Material Library

Materials are used in all your Heatpunk projects. They define the properties of walls, windows, door, floors, ceilings and radiators. You can access your Material Library from the Heatpunk home page.

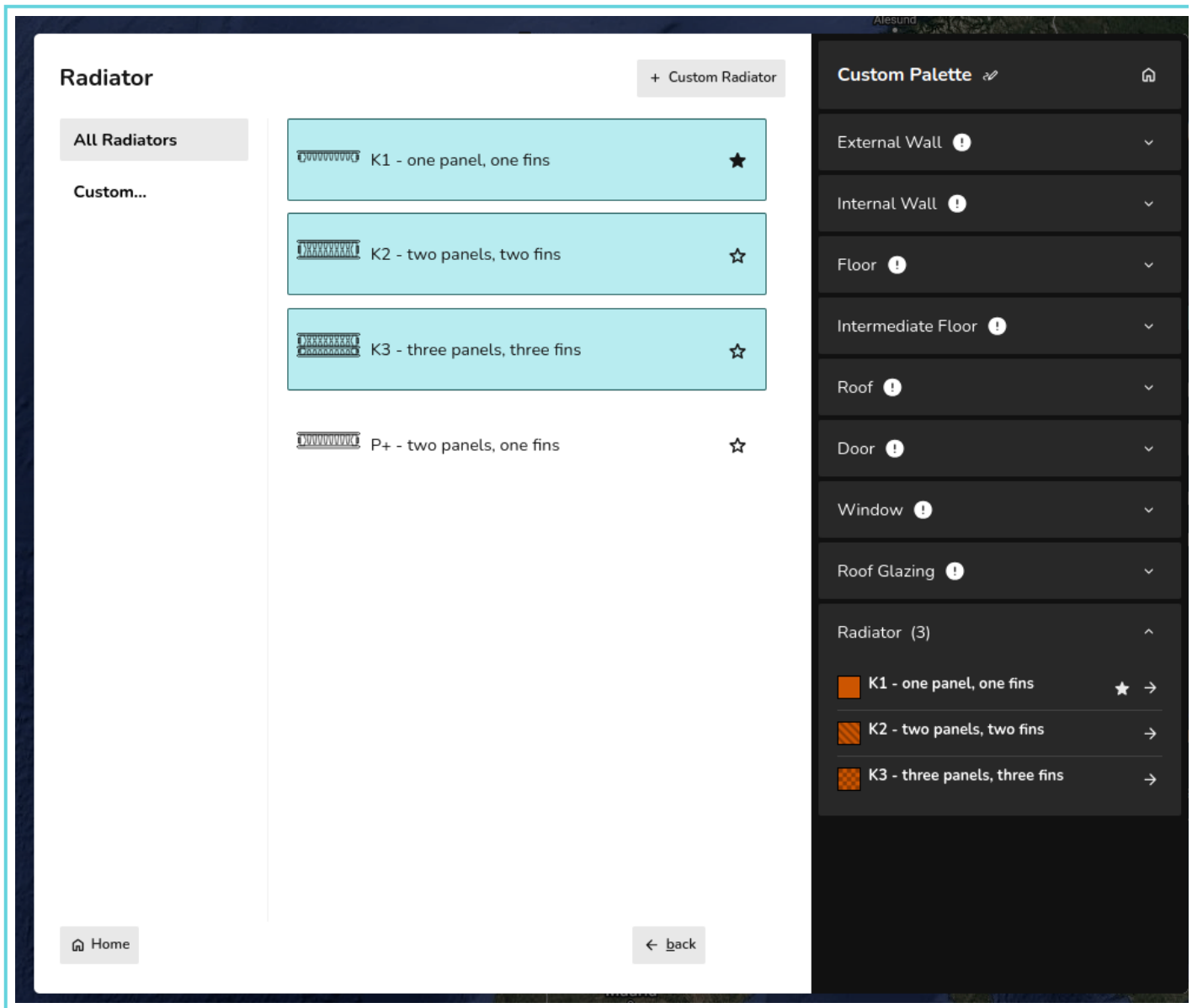


## Palettes

Materials in Heatpunk are stored in palettes. At the start of each project you will select a palette which contains the materials available to you in that project. Heatpunk includes a palette with a range of standard materials for you to use or you can create your own.



In each category you can star a material to make it that palette's default for that category. When adding to your floor plan, the default, starred material will automatically be used. This can be edited as necessary within a project.



## Adding Materials

Once you have created a palette you need to add materials. You can either add existing materials or create your own. There are two options when creating your own material:

- Build layers - adding materials by layers.
- Enter U value - adding materials with U-value

Windows, doors and roof glazing can only be added with U-value. Adding radiators differs from other materials as described below.

Each method for adding materials is described below and demonstrated in the following video.

**NOTE:** You must have at least one material selected in each category (external walls, internal walls, floor, etc). An exclamation mark will show next to categories that do not have a material selected. You do not have to use all the materials in your palette within the

project.

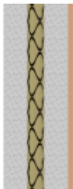
<https://www.youtube.com/embed/8WQ1Kr66pYY?t=16s>

## Adding materials by layers

When adding a material by layers, you need to define the Category, Material and Thickness of each layer. This will then generate a k-Factor for each layer as well as a U-value and total thickness for the wall. Adding rows will add layers. Layers can be removed using the - on the right.

### New Custom External Wall

Copy from ...



U-value: 0.40    Thickness: 300 mm

Custom External Wall Name

Custom Material

#### External Wall properties

| Category   | Material                | Thickness (mm) | k-Factor (W/m K) |   |
|------------|-------------------------|----------------|------------------|---|
| Walls      | Concrete (high density) | 100            | 1.930            | - |
| Insulation | Glass fibre slab        | 75             | 0.035            | - |
| Walls      | Concrete (dense)        | 100            | 1.400            | - |
| Surface... | Plaster (dense)         | 25             | 0.570            | - |

+ Add Row

Cancel

Create

### Custom Palette

- External Wall
- Internal Wall
- Floor
- Intermediate Floor
- Roof
- Door
- Window
- Roof Glazing
- Radiator

## Adding materials with U-value

When adding a material with the U-value you simply need to input the U-value and thickness.

**New Custom External Wall** Copy from ...

CUSTOM

U-value: 0.40 Thickness: 300 mm

Custom External Wall Name

Custom Material

**External Wall properties**

U-value Thickness (mm)

0.4 W/m<sup>2</sup>K 300 mm

Cancel Create

**Custom Palette**

- External Wall
- Internal Wall
- Floor
- Intermediate Floor
- Roof
- Door
- Window
- Roof Glazing
- Radiator

## Adding radiators

When adding a radiator you need to define the default width and height, as well as the n coefficient, and P50 of the radiator. You can edit the width and height as necessary within your project.

