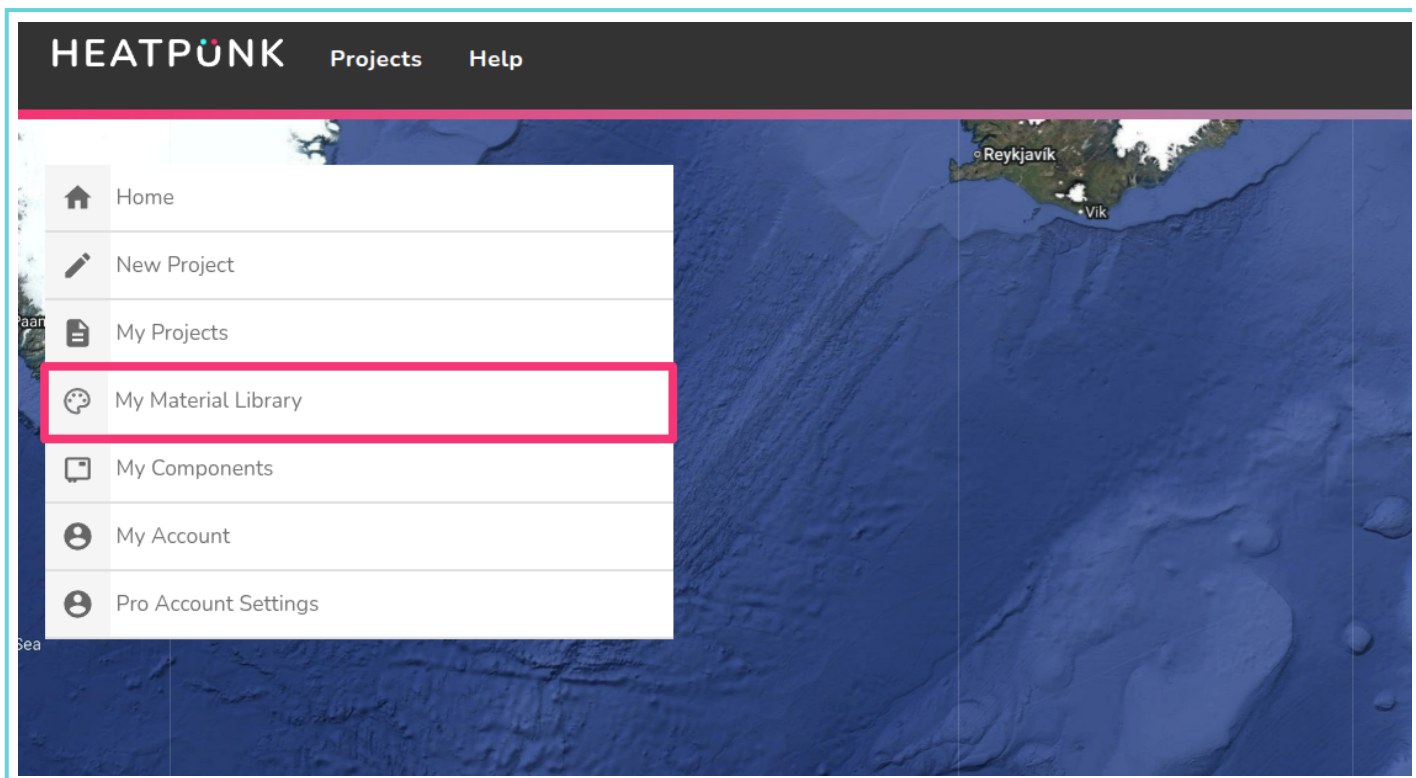


Managing Your Material Palettes and Library

For each Heatpunk project you will need to use a **material palette**. This palette defines the u-value and thickness of the walls, doors, floors, ceilings that make up the property you're modelling. You can create **default palettes** usable on any project via your **material library** or build palettes from scratch for each project.

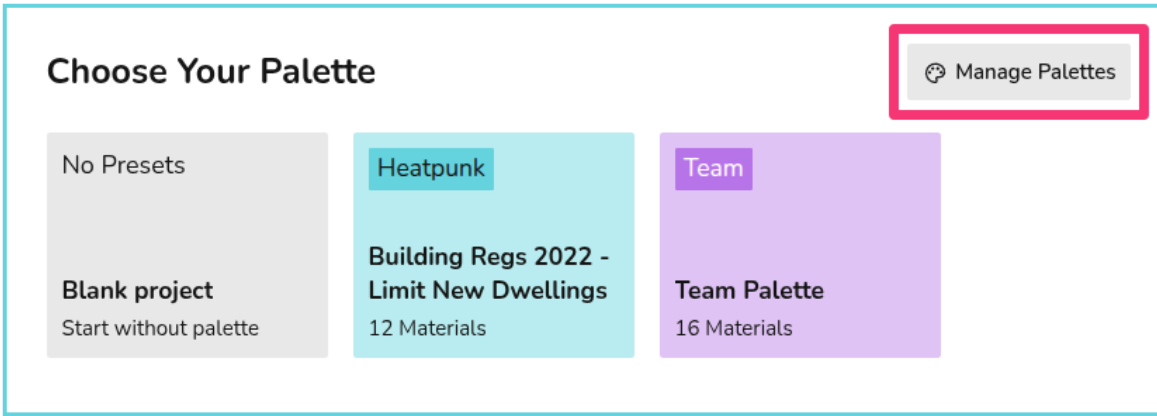
Material Library

The material library can be accessed from the Heatpunk homepage under *My Material Library*. This library contains all your material palettes.



When you create a project, you will see all your complete palettes and the option to create a palette from scratch (*No Presets*). You can also navigate to the material library from here by clicking *Manage palettes*.

If you select *No Presets* and create a palette through a project, it **will not save** to your material library.



In your material library, you will be able to **view** and **edit** all your material palettes and **create new ones**. Each palette will have a three-dot menu in the top right which will give the following options:



Edit palette

Make changes to the palette. This will not affect projects already using this palette.



Clone palette

Make a copy of the palette.

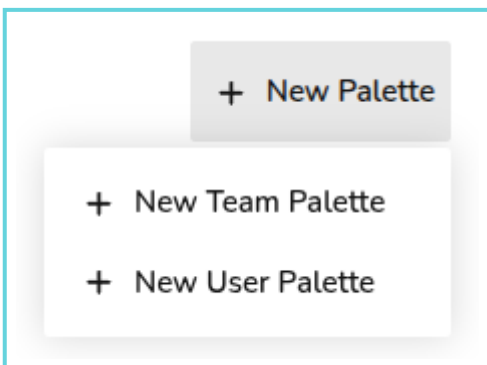


Delete palette

Remove the palette from your library. This will not affect projects already using this palette.

See [here](#) for information on **editing a palette within a project**.

In the top right you can **create a new palette**.



Creating a palette

<https://www.youtube.com/embed/Ti02JsAqZ8Q>

1. Click + **New Palette** in the top right, then + **New Team/User Palette**.
2. Input the name of the palette and click *OK*.
3. Click on the new palette to add materials.
4. For each section (External walls, Windows, etc.) select the materials you would like to be included in the palette.
5. Click the star next to the material you'd like to be the **default** one used for this palette.
6. Once you have added all the materials you need to a section, click *Next* on the bottom right or navigate to the next section directly from the sidebar.
7. Once you have entered a material for each section and completed your palette then click *Home* on the bottom left to finish.

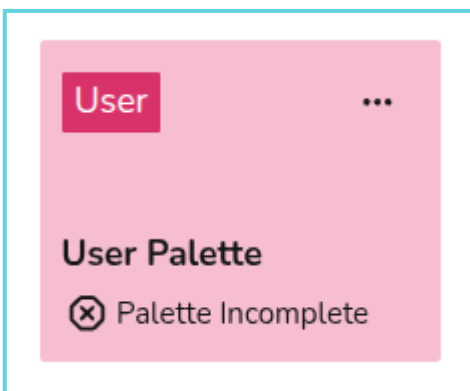
Default materials (starred) are automatically selected in floor plans, but this can be easily **overridden or edited** on a per-project basis.

You will then be able to select this palette on any new projects. Note:

- Pre-set materials are based on CIBSE's Domestic Heating Guide, if you can't find the material you need, you can [create a custom material](#).
- Some floor materials will not list the u-value. This is because in the MCS calculation, floor U-values are dependent on the area of the room and the number of edges which are external and are calculated per room.
- Standard users will only be able to make user-level palettes. Pro users will be able to create team-level palettes that will be available when pro team members create a project.

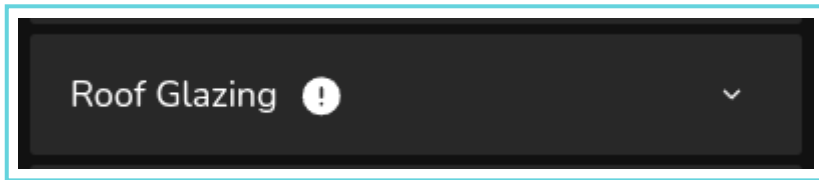
Incomplete palettes

Incomplete palettes will save but will not be selectable on projects.



Each section needs **at least one material**, but only materials used in a project will be displayed on reports. The ! symbol next to each section title signifies that the section is incomplete. Make

sure each section has a material, even if you do not plan to use it.



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

Revision #48

Created 5 January 2026 10:06:08 by Daisy

Updated 5 May 2026 11:49:28 by Daisy