

# Plans task

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# Choosing a Palette

On creating a Heatpunk project you will be asked to choose a palette. This will contain all the materials you will use in your project. You can always add materials later. We recommend choosing a palette rather than starting with a blank project.

**Choose Your Palette** Manage Palettes

No Presets

**Heatpunk**

**Blank project**  
Start without palette

**Building Regs 2022 - Limit New Dwellings**  
13 Materials

**Building Regs 2022 - Limit New Dwellings** ✎

- External Wall (2) ▼
- Internal Wall (1) ▼
- Floor (1) ▼
- Intermediate Floor (1) ▼
- Roof (1) ▼
- Door (1) ▼
- Window (1) ▼
- Roof Glazing (1) ▼
- Radiator (4) ▼

Use Palette

Please see the guide on [Managing Your Material Library](#) for details on creating and editing your palettes.

# Creating Rooms

Rooms can be dragged and dropped in from the menu of the left.



When editing a room you can:

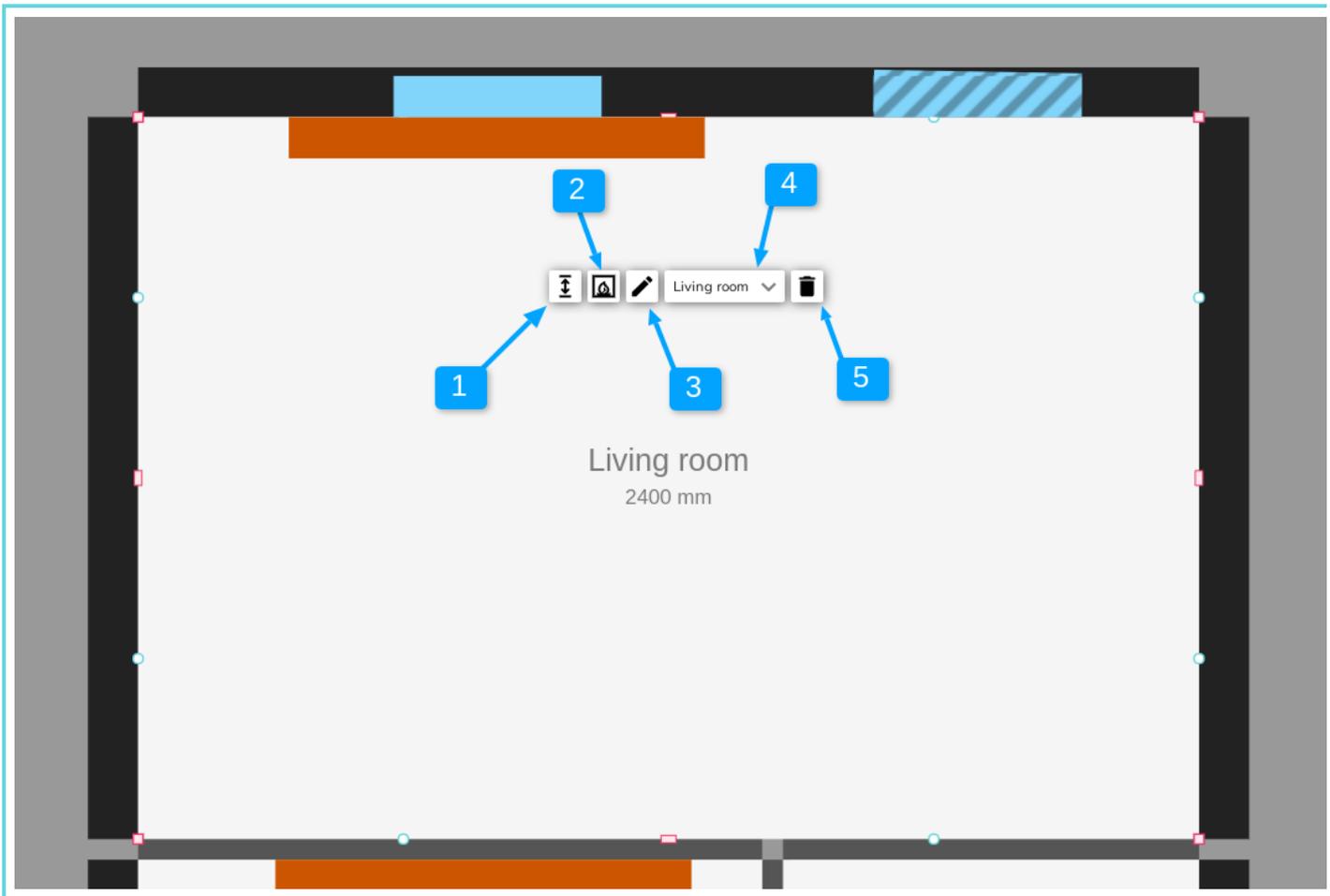
- Click the square corner handles to show dimensions of the associated walls. You can then click on the values to manually change these.
- Click on the pink corner handles to toggle between a square and circle handle:
  - Use the square corner handles to resize the room whilst keeping the adjacent walls at the same angle.
  - Use the circle corner handles to move that point independently of the other points to create angled walls.
- Click and drag the blue circle handles to allow you to split a wall and create irregular shapes.
- Click on the pink rectangular handles to toggle between a square and curved cornered handles:
  - Use the square cornered handle to extend a wall out.
  - Use the curved cornered handle to extend the adjoining wall independently of the others.

These tools are demonstrated in the video below.

<https://www.youtube.com/embed/0e9BZdiPjgc?t=154s>

# Editing Room Properties

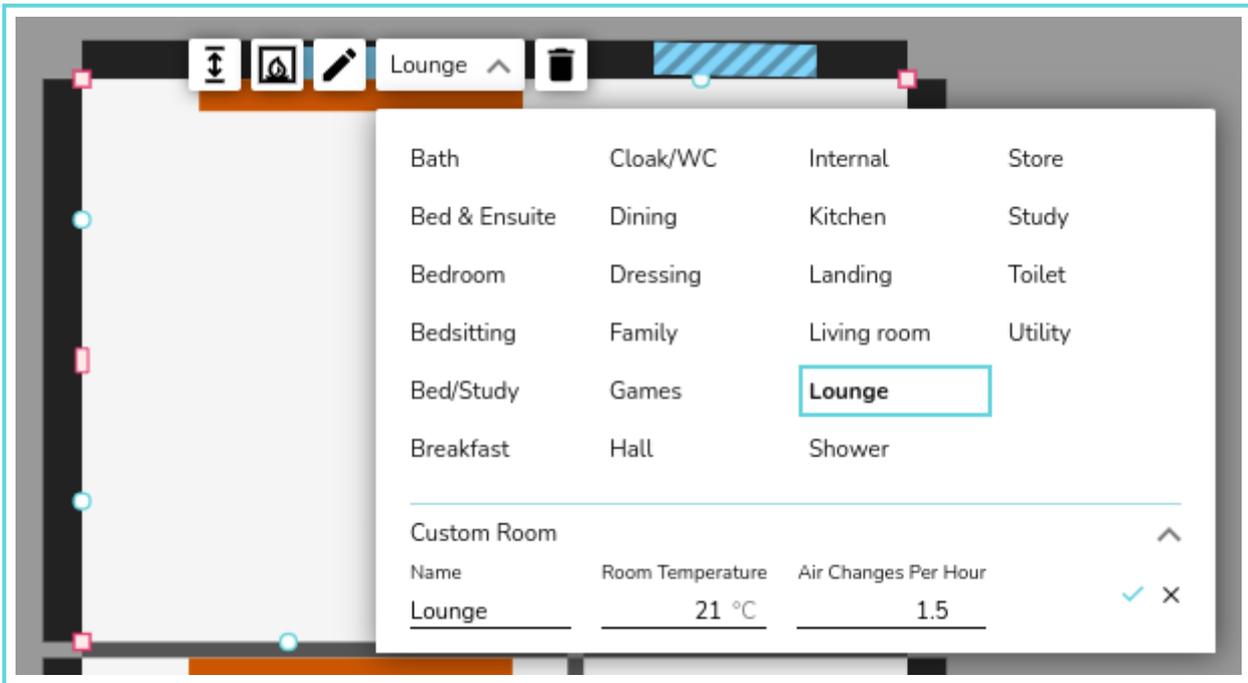
Once you have created a floor plan you can change the properties of each room by clicking on it.



1. Use this tool to change the height of the ceiling. Note, this is for the selected room only. See our guide on [Floors and Ceilings](#) for how to edit the ceiling height for the whole floor.
2. Use this tool to toggle whether there is a flue or not in this room.
3. Use this tool to change the name of the room.
4. Use this menu to change the room type. This will also change the air changes and design temperature for the room in line with the room type chosen. See below for custom room types.
5. Use this button to delete the room.

## Custom room types

If you need custom air changes and design temperatures for a room you can do this by using a custom room type. When choosing the room type from the drop down menu, select *Custom Room* and edit the *Name*, *Room Temperature* and *Air Changes Per Hour* as necessary.



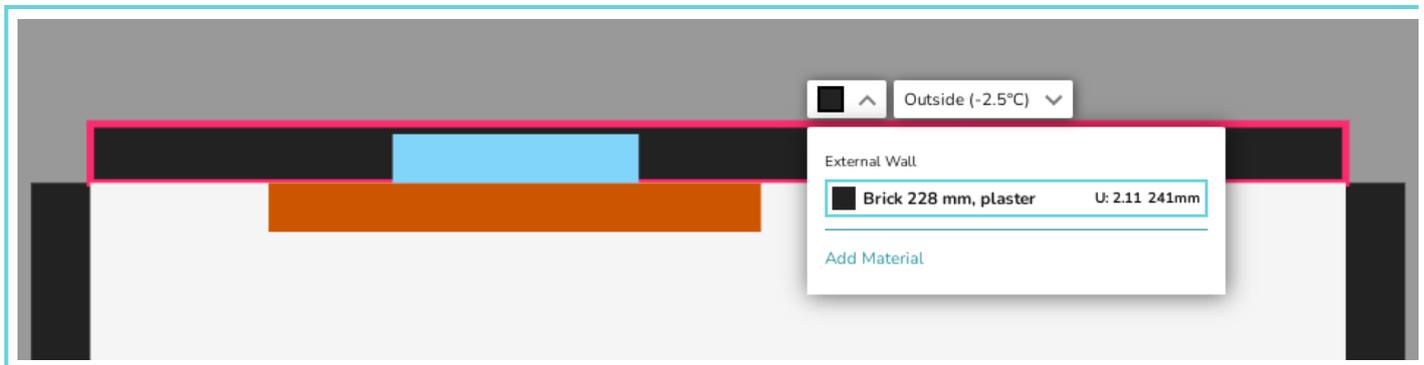
# Walls, Windows, Doors and Radiators

To add windows, doors and radiators, drag and drop the relevant icon from the left hand menu.

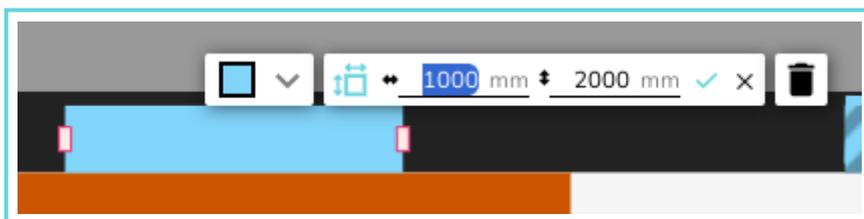


Click on walls, windows, doors and radiators to change their material. The materials shown will be those chosen in your palette. The default defined in your palette will be used initially. If the material you need is not in your chosen palette, you can add a custom material at this stage.

Please see the guide on [Managing Your Material Library](#) for more details on this topic.

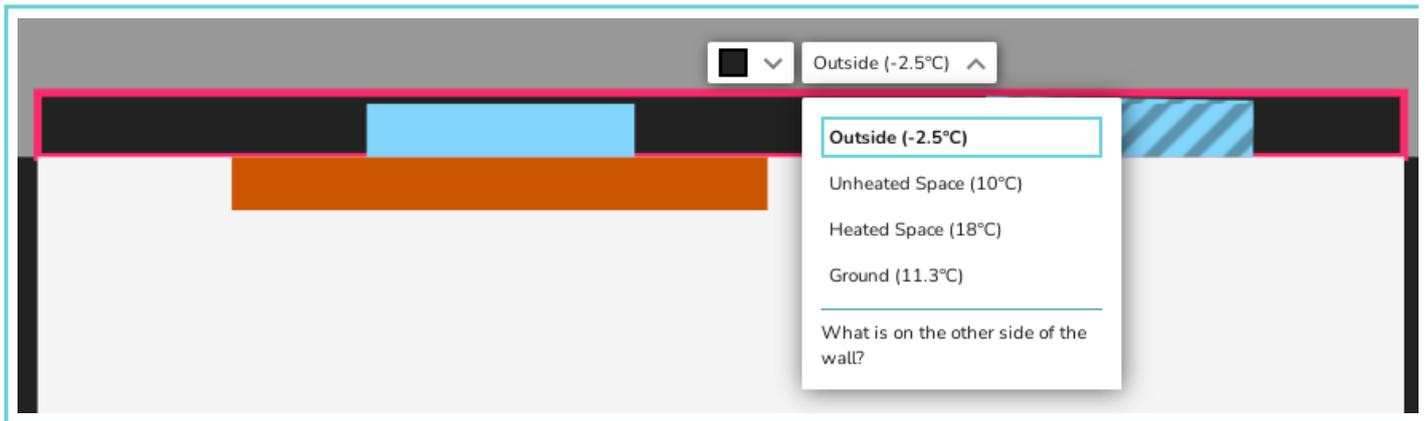


To change the width on windows, doors and radiators you can click and drag the pink handles at each end. Alternatively, you can also click on windows, doors, and radiators, then select the *dimensions* icon to change their dimensions, including height.



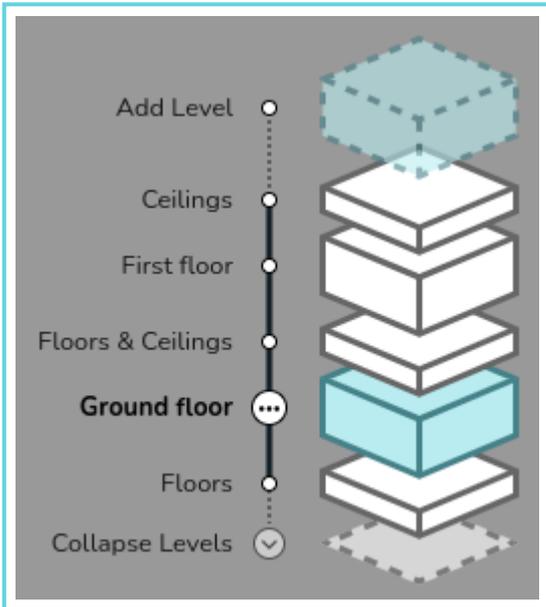
## External Walls

You will need to define what is on the other side of your external walls. Heatpunk will automatically set this as *Outside*. To change this, click on walls and use the drop down menu to define what is on the otherside. This is particulalrly important for parting walls.

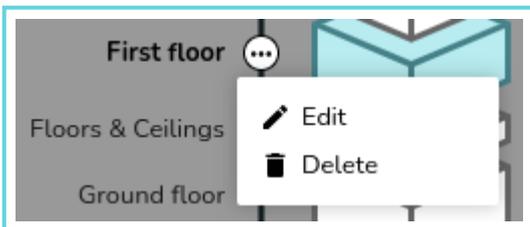


# Floors and Ceilings

You can add different floors and move between them using the exploded 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

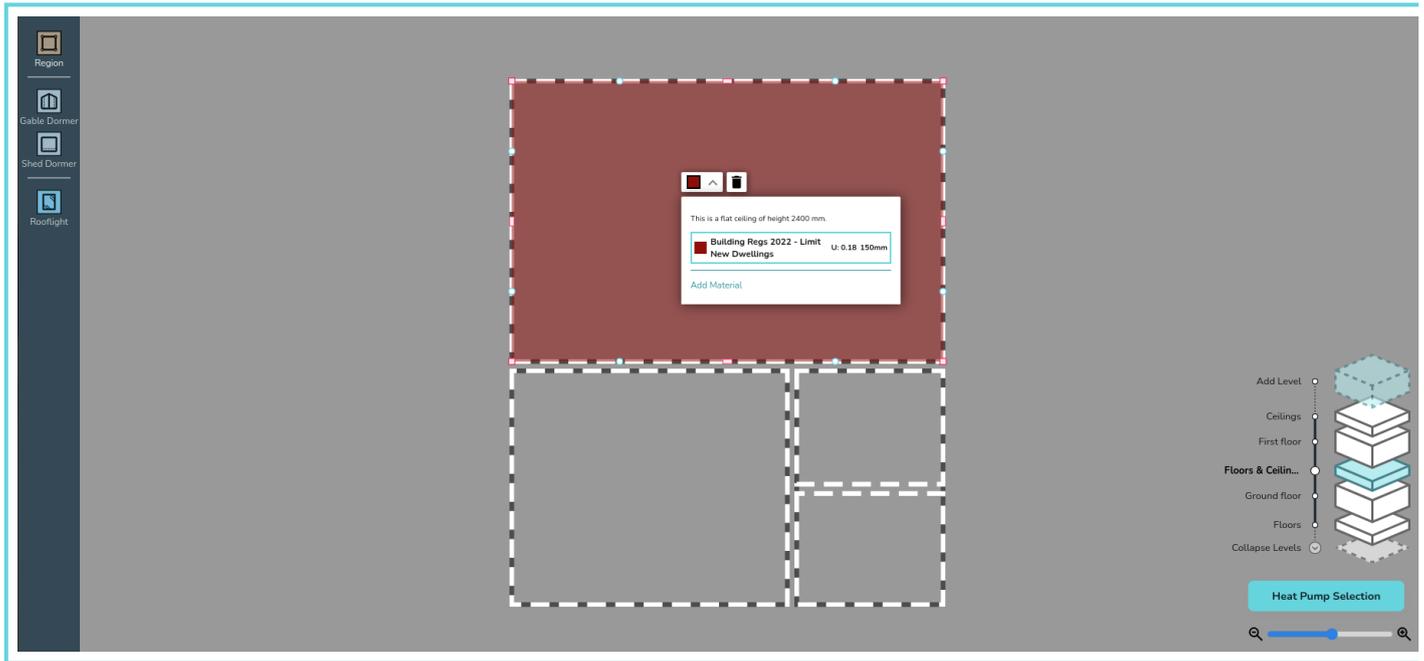
Heatpunk will automatically set the material of floors and ceilings to those defaults defined in your palette (see [Managing Your Material Library](#) for more information).

To change this, you will need to add a *region*. First navigate to the relevant floor/ceiling using the exploded view, then drag and drop a *region* in from the menu on the left. *Regions* can be set to cover the entirety of the floor/ceiling, or only certain areas. You can use as many regions as necessary to correctly define each area of the floor/ceiling. The shape of regions can be edited using the same handles as for rooms (see [Creating Rooms](#)).



Once you have added a region, simply select the relevant *region* and use the drop down menu to change the material as required. If editing the ground floor floor or the ceiling in the top floor, you

should also define what is on the otherside of the floor/ceiling. For intermediate floors, Heatpunk will do this for you.



# Vaulted Ceilings and Dormers

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

[https://www.youtube.com/embed/YcBzf\\_2g\\_98?t=154s](https://www.youtube.com/embed/YcBzf_2g_98?t=154s)