

COMMANDS: 001 PD - LAYOUT

PD puts in an uncoded wall frame. A bit like ADD. When you add a wall frame, you just change the setting here from true to false. And that will draw an uncoded wall frame. Again, with the ADD, if you want to actually make it a coded wall frame, you can pick true, and it will determine what these settings here are for you to put a coded wall frame.

PD will put in an uncoded wall frame for you to therefore code after. We want to make it a load bearing, a structural or non-load bearing frame, and also depending on what height you want it to do.

What your base level will be. When you press code as, it will code as a wall frame. If you do it as a structural wall frame, it will code as a structural or a non-load bearing wall frame. Non load bearing wall frame.

PD is really just a simple way of adding a non-coded wall frame. There are other ways of adding a wall frame. Of course, like I just showed you, you can do the add command, which is generally what I use.

Therefore, I can either code it as a true wall frame or as false if I'm just laying out a few frames. And of course, I can do it by points or by lines. Doing it by lines can be handy if you've got polylines as your slab going throughout the whole drawing. Only if your line is a polyline, which I'm sure I don't have to explain to you guys' what polyline is.

The way to use that setting is if we draw a polyline through there, we want to put a wall frame either side of that line. We will go add. We will change this to lines where before it was to points. Now we'll change it to line. And if we want to erase the original entity, which is the original line.

Of course, we will need to make sure these settings are correct, where it's going to be load bearing. Or again, where it's going to be uncoated. We'll push create, select the line. Now it's asking us which side of the line we want our frames to be. If we set the inside, it's now thrown wall frames to the inside of that line. The wall frames are now to the inside of that line.

If we want it to the opposite side of the line, of course, we will just click the line and click the outside. And it will throw the wall frames to the outside.

That is PD.