

Roof Wizard

Advanced Software for Roof Modeling and Estimating

Estimating Tutorial for Metal Roofs

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Introduction

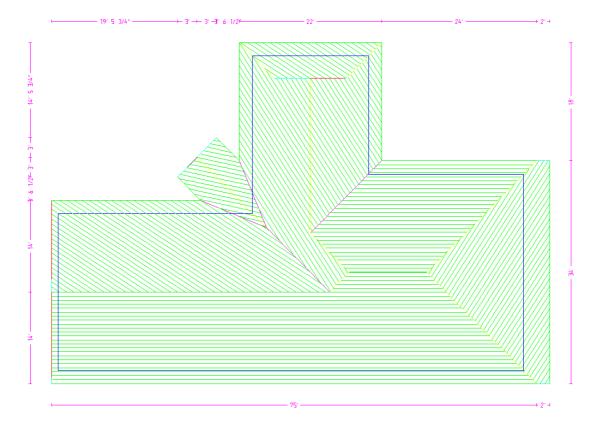
Using this manual

This tutorial is designed to explain, step by step, the process of quoting an individual job in Roof Magician. The exact commands are shown in bold on the left, so once you are used to the process, you can simply follow those commands.

While not essential, it is recommended that the basic tutorial for Sorcerer or Roof Magician has been done prior to attempting to work through this tutorial as an understanding of the process is helpful.

Job Description

The roof will be a simple hip and gable roof like the one below.



Material Description

We have decided that the materials we will be using are as described below. We have not used these materials before so we must enter them into our database. Once entered they are then available for future use.

Roof

Туре	Description	Size	Cost
Insulation	JM 1.5" ISO	4x8 Sheets	\$28/100 sq ft
Underlay			
Purlins	.33 Spacing JM Light	1x5	\$1.10 lft
Metal	Bradco Supply – Zinc	22" wide .43g	\$2.80 sqft

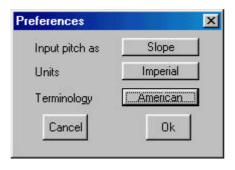
Flashing

Туре	Description	Size	Cost
Ridge	HR Rolltop Ridge – Zinc	Into 15' Pieces	\$3.25 per length
Valley	HR Valley – Zinc	Into 15' Pieces	\$3.20 per length
Fascia	HR Metal Fascia – Zinc	Into 18' Pieces	\$3.95 per length
Gutter	HR Gutter – Zinc	Into 12' Pieces	\$3.30 per length
Barge (Rake)	HR Barge – Zinc	Into 8' Pieces	\$2.95 per length
Skirt	HR Skirt – Zinc	Into 14' Pieces	\$3.25 per length

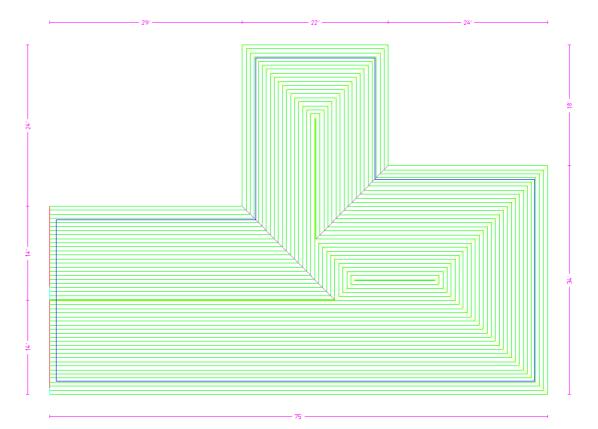
Generating and Modifying the Roof

Define the Roof Outline

First of all, make sure your are using english units by using **Utilities | Preferences**, then setting the units to imperial.



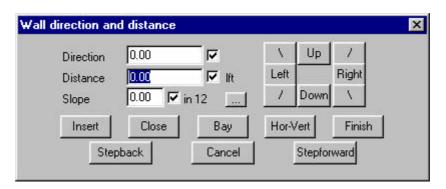
Draw the following roof using the command Gen-Roof | Track-Roof from the main menu.



The **Track-Outline** outline generator dialogue looks like the illustration below, and allows you to input the perimeter dimensions and direction by clicking the direction buttons. You may also simply type **r75** for a line created to the right, 75 feet long.

Once you get to the second last perimeter line, simply select **Close** and **Close Square.** The system will automatically compute the correct geometry to close the perimeter and draw the remaining outline. Check that the last two dimensions are correct. If they are then you may proceed to the next step. At this stage the lines are construction lines only and don't really exist, until we select **Finish** on the dialogue box.

If they are not correct, then the information is incorrect or you made a mistake in setting the perimeter dimensions. In the event of a mistake, select **Stepback** until you delete the wrong line and re-insert it.



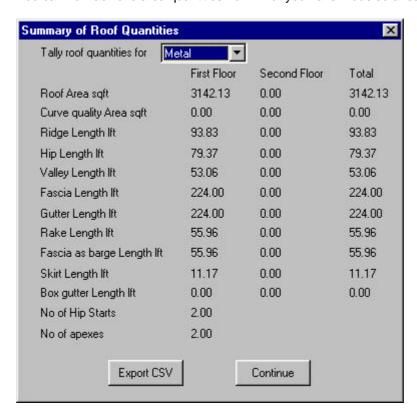
Once complete with cross-hatching to represent our roof surface, you are ready to modify the roof geometry to get the plan on the first page.

Modify the Roof

The next step is to make the modifications shown for the roof. Insert the Gable end, Dutch Gable, Valley Gable, and Drop Fascia on the right hip.

Quantities

You can now achieve area quantities from what you have modeled already.



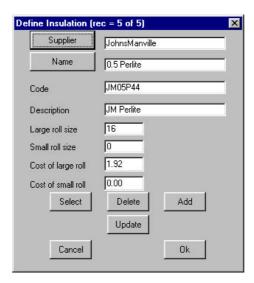
Define the Materials and Fasteners

We are now ready to select our roof cover materials, however since we are to use materials that we have not used before, we must define them. This is only done once and then the materials are available for future use with other jobs. We define materials according to a generic description. This ensures that all the right information about the material is collected in our database, and that the correct associations are made between materials, accessories and costs.

Insulation

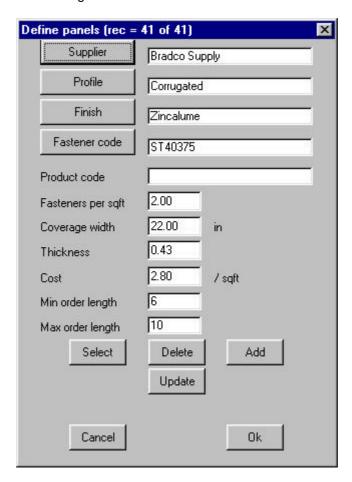
We will define the two insulation materials first. Select **Cover | Define Materials | Insulation** from the main menu. Fill out the blank fields on the dialogue box displayed as shown above. Once complete select the **Add** button to save the insulation to the insulation database. Then define the other insulation we are going to use and select **Add** again.

If we make a mistake or the details from the material manufacturer change, then Select the material to change from the list, make the change and select **Update** from the dialogue box. The record that defines this material in our database is updated for future use.



Metal Panels

Define the tile using **Cover | Define-Materials | Metal-Panels**. Fill in the black areas of the dialog and select **Add** to save the material for future use.

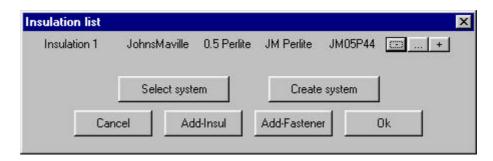


If when you are costing the roof, you want to cost by area, fill in the Roof Tile Coverage Area. If you plan to cost by Course, fill in the max and min tile coverage length. For this tile, we will fill in all the details.

Applying the Initial Roof Materials

Apply the Roof Insulation

We have now completed defining the materials we are to use on this job, and checked that each is correct. The next step is to select those materials and apply them to our roof. Working up from the roof base, we will select each material in turn. While the order does not matter from a take-off point of view, it certainly helps in the interpretation to have the materials listed in the order they are to be laid.

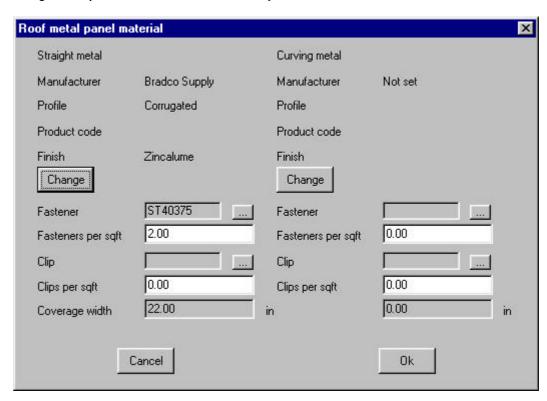


Using the command from the main menu **Cover | Insulation | Select-default**, select the types of insulation and the screws and plates with the **Add-Insul and Add-Fastener** buttons.

Notice on the right hand side of this dialogue box three buttons. These are used to delete, change a line item relating to that material ply or add a ply before the line item.

Apply the Roof Cover Material

When you have defined your insulation, select **OK**, to finish and go to the next step. Using **Cover | Select-Metal**, select the metal you created earlier.



When you have selected your tiles, select \mathbf{OK} , to finish and go to the next step. At this point we can estimate the number of sheets for the job.

Estimating the Metal

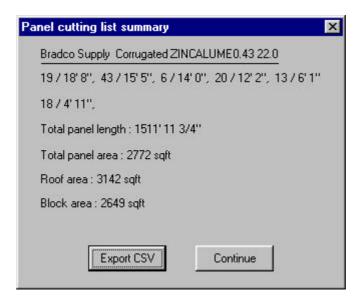
Auto-Blocking

We now wish to automatically block the roof, using the Estimate | Auto-Block method.

This will place blocks of like metal panels in groups (ie. Blocks). When you select Auto-Block, this will automatically create the most likely blocks necessary for the roof. On some roofs, you may wish to go into Man-Block to manually change the blocks.

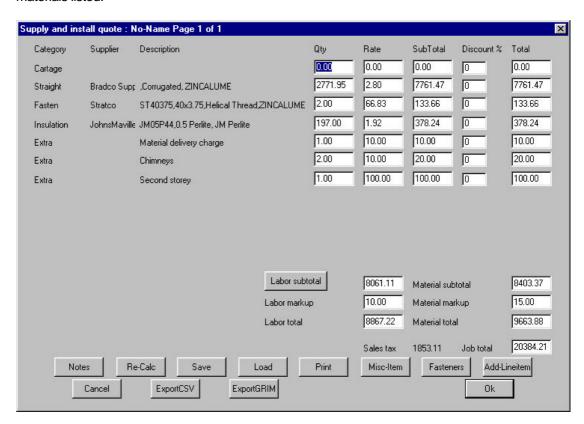
Tally-Blocks

Once the blocks are calculated, you need to tally the blocks, which will extract the number of panels from the blocks and display the result.



Preliminary Costing

Using the Costing | Supply-Install command from the main menu, you can see the materials listed.



Any values may be over written if the operator wishes to change an individual line item. If a change is made to a line item, select **Re-Calc** so that the change is carried through to the Job Total. Additional miscellaneous items may also be added at this time. The take-off may be saved for later retrieval or printed as a quotation.

Typically though, you would add various flashings and other roof hardware. To do this we need to define and then generate flashing cutting lists.

Flashings and Accessories

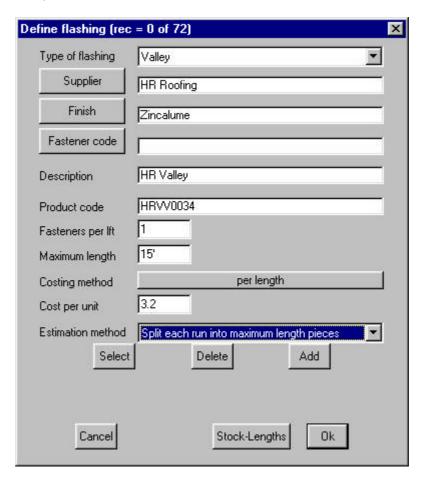
Define the Flashing

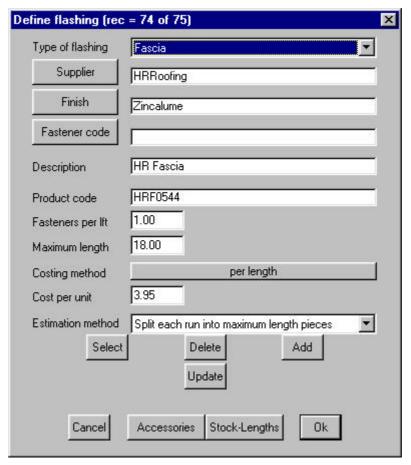
Define the 3 metal flashings required for this job using the **Cover | Define-Materials | Flashing** command. Most fields are self explanatory, however, the estimation method field may require more information. Here you have the option to specify the way you determine the amount of flashing material and how it is costed.

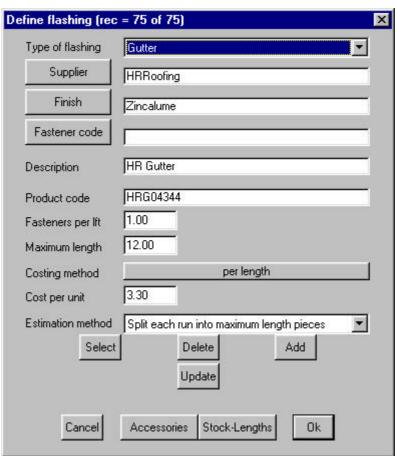
In our example, we break each run into maximum length of the flashing material, which is 18'. The system also takes account of overlap as defined in the allowances section (**Cover | Flashing | Allowances**). For this exercise we will accept the default or preset allowances.

Notice also that you can set the accessory items such as corner brackets, splice plates, clips etc as appropriate for each flashing type. You may also set a range of stock lengths. These variables will be determined by the type of flashing being

defined. Once defined, all items are automatically accounted for when the material is used, and the take-off done.

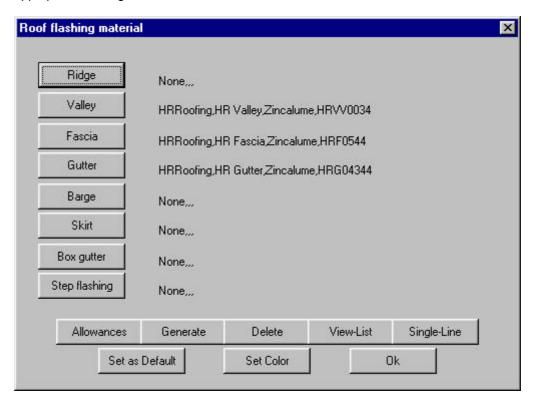




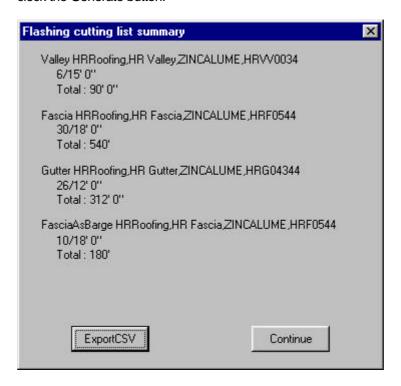


Generate the Flashing Lists

Once you have defined you flashings, you can generate the Flashing Lists. Select Cover | Flashings from the main menu. Set the Valley, Fascia and Gutter to be the appropriate flashing, and make sure the others are set to None.



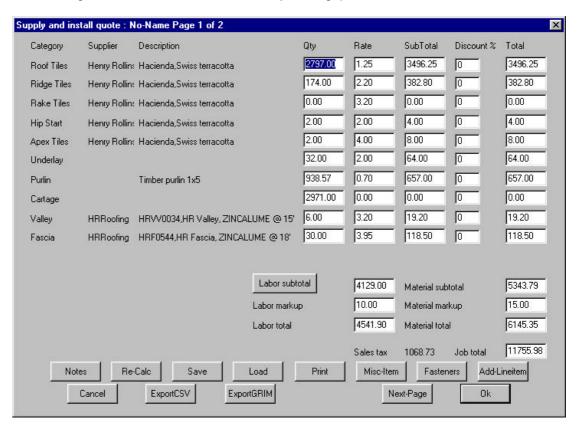
As previously mentioned, we could modify our allowances by selecting on the Allowances button, but we will leave them as they are. To generate the Flashing List clock the Generate button.



Detailed Costing and Reports

Costing

From the main menu, select Costing | Supply-Install. This creates a 2 page report summarizing all the materials and labour for the job being quoted.



Printing the Reports

Select the Print button from the Supply and Install dialog. The program will ask you to select a database and model to write, give the file a database name (usually the builder) and a model name (usually the address). After the database has been saved, select the reports you wish to print.

Printing the Drawings

Select Drawings from the main menu, then select from the list which drawings to print.