



Roof Wizard

Advanced Software for Roof Modeling and Estimating

**Tutorial for Selecting Flashings and Generating the
Cutting List**

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Introduction

Using this manual

This tutorial is designed to explain, step by step, the process of defining, modifying and selecting the type of flashings you want to put onto your roof.

While not essential, it is recommended that the basic Learning Guide for Sorcerer or Roof Wizard has been completed prior to attempting to work through this tutorial. An understanding of the process is helpful, as is a basic understanding of the construction of a roof.

This tutorial will be helpful if you forget how to select flashings and how to generate the cutting list.

Defining Flashings

Modifying a Flashing

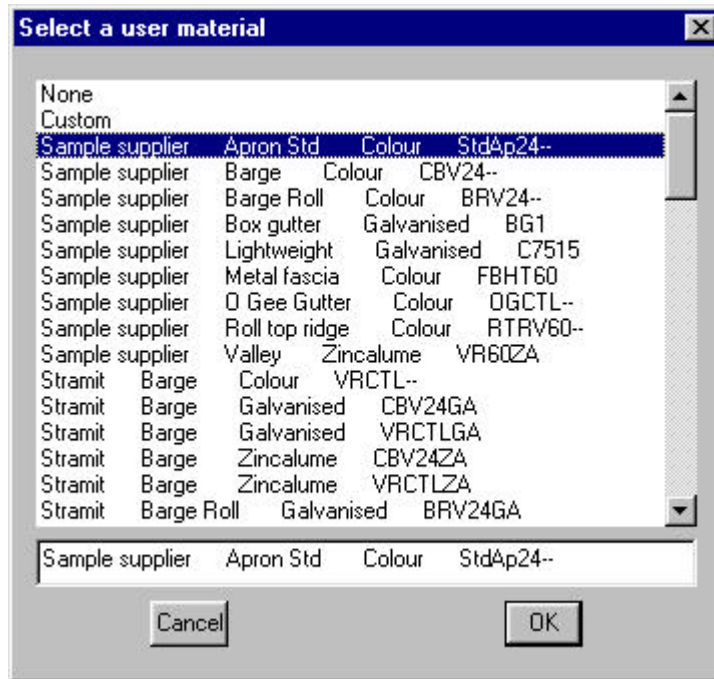
The first step when defining flashings is to select **Cover | Define Materials | Flashing** from the main menu. The dialog box below is displayed.

The dialog box is titled "Define flashing (rec = 0 of 72)". It contains the following fields and controls:

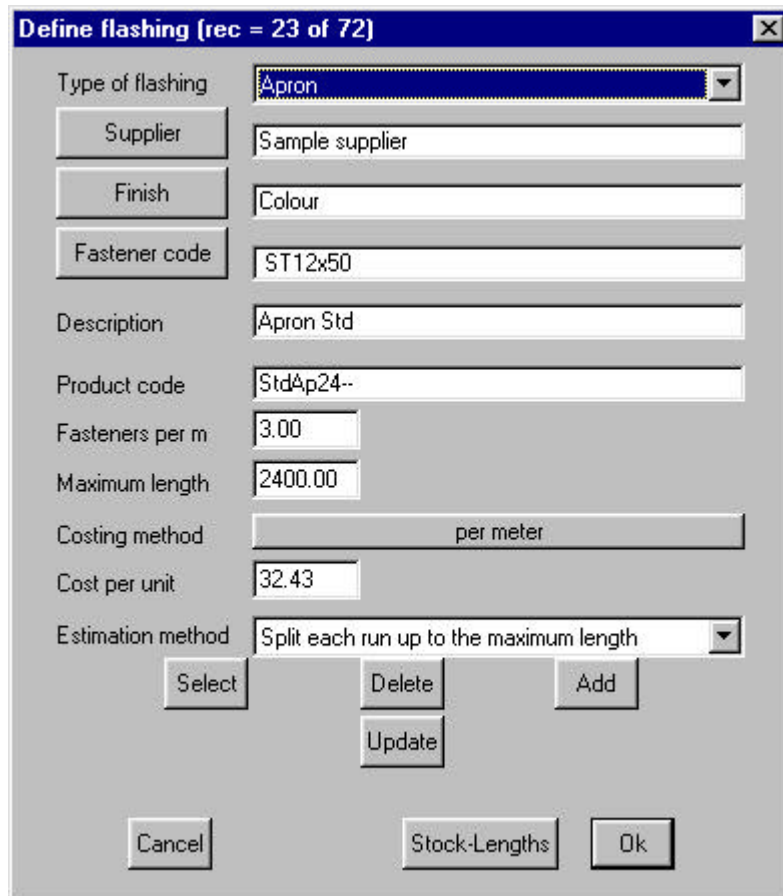
- Type of flashing: Ridge (dropdown menu)
- Supplier: [Empty text box]
- Finish: [Empty text box]
- Fastener code: [Empty text box]
- Description: [Empty text box]
- Product code: [Empty text box]
- Fasteners per m: 0.00 (text box)
- Maximum length: 0.00 (text box)
- Costing method: per length (dropdown menu)
- Cost per unit: 0.00 (text box)
- Estimation method: Split each run up to the maximum length (dropdown menu)
- Buttons: Select, Delete, Add, Cancel, Stock-Lengths, Ok

With this dialog box now open you have the choice to either update an old flashing definition (such as cost), or add a completely new flashing. To modify an old flashing, first select the type of flashing that you want to modify.

To choose your flashing click on **Select**. This will bring up the Select a User Material dialog box.



As shown in the above dialog box you select the appropriate material and then select **Ok**. This will take you back to the previous dialog box but this time with the details of the material selected displayed in the fields.



As shown above the dimensions of the flashing are now filled out.

The **Fasteners per m** is how many fasteners will be inserted every square metre/foot. **Maximum length** is the maximum length that the flashing is supplied to by the manufacturer. (Only needed if your estimation method is by max length). **Costing Method** is how the flashings are costed, either per meter/foot, or per length. **Cost Per Unit** is how much the selected material cost per costing method. **Estimation Method** is how you want to calculate how you want the flashing lengths to be measured. (Shown in the following dialog box).

As you can see in the above dialog box there are 5 different ways of estimating the flashings.

Split each run up to the maximum length: This means that each run is split up into any length up to and including the maximum length.

Split each run into maximum length pieces: This means that each run of flashing is cut up into maximum length pieces.

Split total run length into maximum length pieces: This means to take the total flashing length around the roof, and calculate the number of maximum length runs that it will need.

Split each run into stock length pieces: This will split each individual run only into the stock length pieces defined in the "Stock-Lengths" section (select button at bottom of dialog).

Split total run length into stock length pieces: This will add up all runs around the whole job (each different flashing type separately) and divide it into the stock length pieces.

Selecting **Stock Lengths** will bring up the following dialog box.

Length	Cost	Length	Cost	Length	Cost	Length	Cost	Length	Cost
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

This is the dialog box that you use to set your stock lengths. To enter a stock length click on a length field and type in the appropriate length, and then double click on the corresponding Cost field and enter the cost of the length.

If you need to modify the selected flashing, make the modifications and then select **Update**. This will now update the materials details into the materials database.

Adding a new flashing

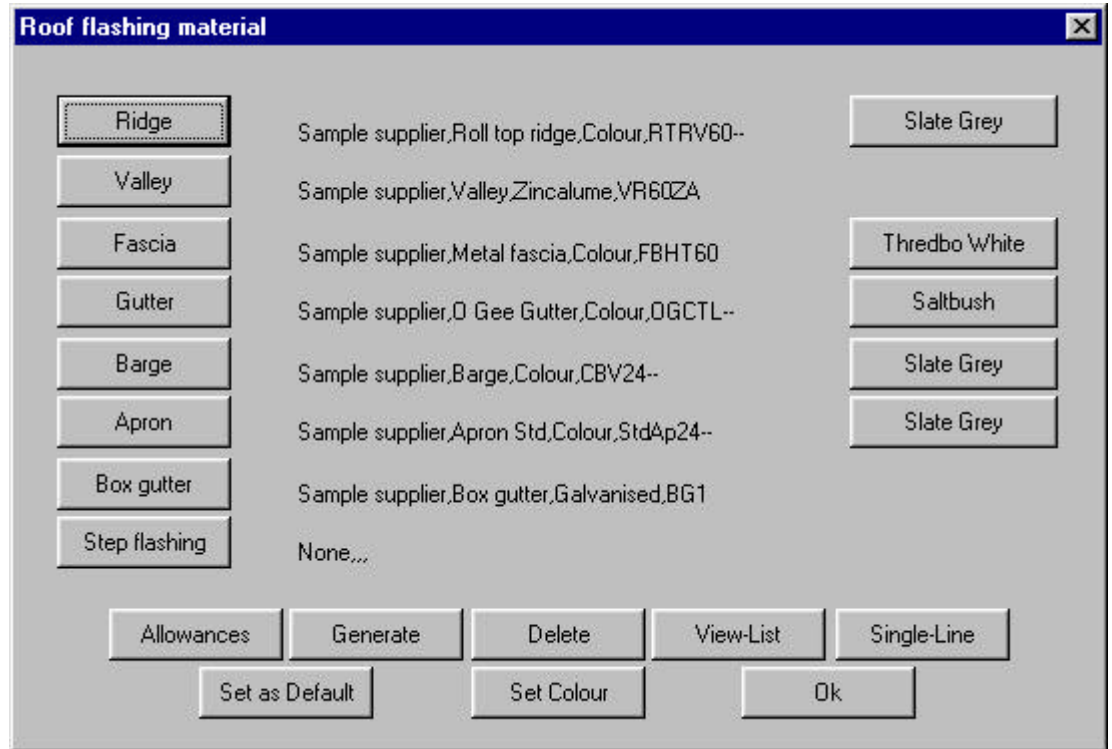
If you want to add a completely new flashing, type in the details in the appropriate fields and select **Add**. This will add the new flashing to the flashings database. With the new or modified flashing in the flashings database click **Ok** to exit.

You may select an existing flashing, modify its details and save as a new flashing using **Add**, instead of **Update**. In this way you can add an entire product line in just a few minutes work. You only have to do this once to input the products that you use, or to change details, e.g. if your supplier drops their price for you.

Covering Flashings

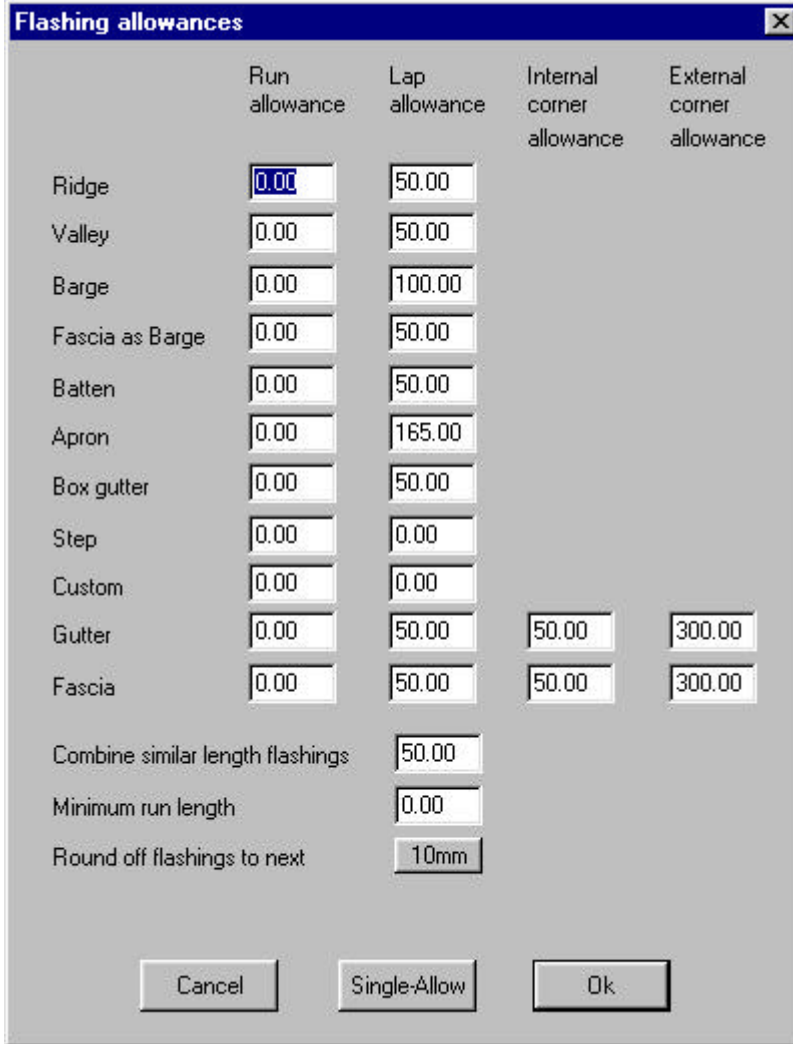
Selecting Flashings

With the appropriate flashings now in the database. You can now select the flashing that you want to cover your flashing with. To do this you go to **Cover** and from there select **Flashings**. This will give you a dialog similar to the one on the next page.



From this dialog box you can see all of your flashings, ridges, barges, etc, and what type of material has been placed on each one. If you wish to change a material simply click on the corresponding flashing button, and the material select dialog box (shown earlier) will appear. From there select the appropriate material and click **Ok**. If you wish to change the color of a flashing simply click on the corresponding color button, the color select dialogue box will open (shown earlier). From here select the appropriate color.

From this dialog box you can set your allowances. To do this select the **Allowances** button. This brings up the allowances dialog box.



The 'Flashing allowances' dialog box contains the following settings:

	Run allowance	Lap allowance	Internal corner allowance	External corner allowance
Ridge	0.00	50.00		
Valley	0.00	50.00		
Barge	0.00	100.00		
Fascia as Barge	0.00	50.00		
Batten	0.00	50.00		
Apron	0.00	165.00		
Box gutter	0.00	50.00		
Step	0.00	0.00		
Custom	0.00	0.00		
Gutter	0.00	50.00	50.00	300.00
Fascia	0.00	50.00	50.00	300.00
Combine similar length flashings		50.00		
Minimum run length		0.00		
Round off flashings to next		10mm		

Buttons: Cancel, Single-Allow, Ok

From this dialog box you can change or add your Run Allowances, Lap Allowances, Internal corner Allowances and you External Corner Allowances, for your flashings.

Combine Similar Length Flashings: Means that if there are two pieces of flashing that are within the allowance that has been set e.g. 50mm. The software will combine them to make them all the same length. (By rounding up).

Minimum Run Length: This sets the minimum run length that you want to allow. So any run shorter than this will be combined into the surrounding flashings to eliminate it.

Round Off Flashings to Next: Rounds the flashings up to either the next 10mm or 100mm.

Single-allow: Brings up the following dialog box, which allows you to change the allowance on a single line, if you wish.

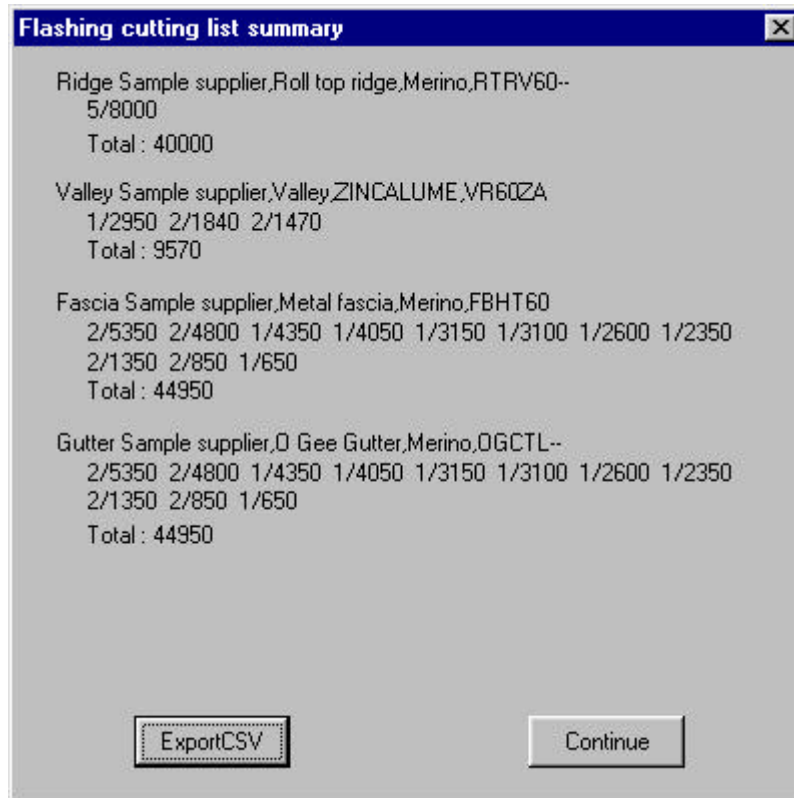


The 'Enter the allowance you want to add to a run' dialog box shows a text input field containing the value 50.00. Buttons: Cancel, OK

With your allowance set click **Ok** and you will be asked to locate the flashing(s) that you wish to change and left click the mouse, right click the mouse and it will ask you if this is the entity(s) that you would like to change, if the entity(s) are correct, click **Yes**. This will change the line and then return you back to the allowances dialog box.

Select **Ok** to return to the flashings Dialog box.

To generate the flashings select **Generate**. This will work out all of your flashing lengths and how much of flashing you are going to need. When the software has worked this out, a dialog box similar to the following will appear.



This shows you how much of each material that you have selected for your flashings that you are going to need. If you want you can export this data, or select **Continue**. This will return you to the Flashings dialog box.

The other options you can use in the Flashings dialog box are:

Delete: deletes all of the flashings that you have put on your roof.

View List: Shows you the previous cutting list.

Single-Line: This allows you to put flashing on a single line of your choice. After selecting the line a dialogue box will appear asking what material you would like to put on it.

Set As Default: Sets all of the flashings that you have currently set as your default settings.

Set Color: Uniformly sets the color for all flashings.

All of your allowances are now set, so select **Ok** to exit.