

Slope to Surface with Hold Down

This subassembly creates a cross-sectional representation of a daylight link. Taking into consideration the slope and a targeted surface. This subassembly will apply depth creating a closed polygon for Area. When distance is applied, we now have Volume. This volume can be used for quantities later in the design

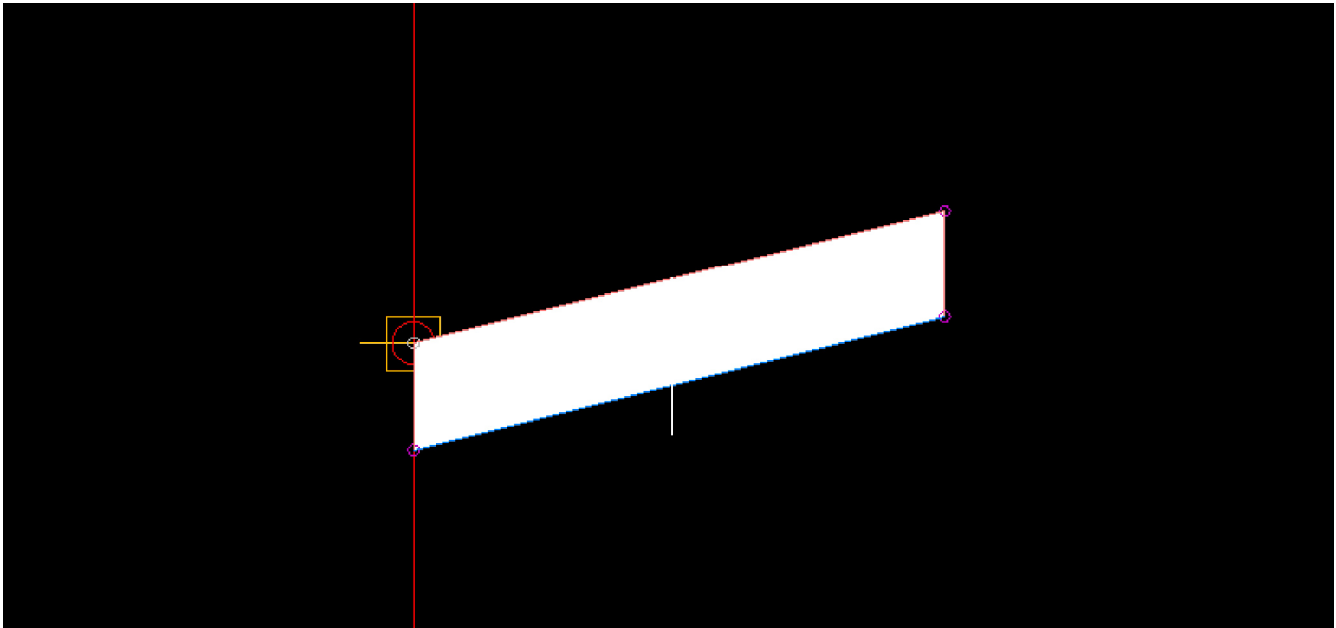
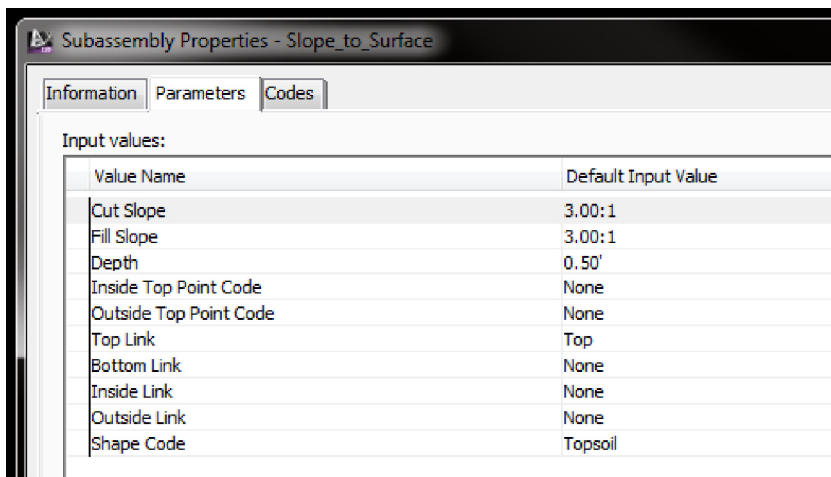


Figure1: Section view in a "Cut" scenario



Parameters

Cut Slope Slope of the daylight in a Cut scenario

Fill Slope Slope of the daylight in a Fill scenario

Depth Depth of Material

Codes: Point, Inside Top Code for the Point located at the Top Inside Corner

Codes: Point, Outside Top Code for the Point located at the Top Outside Corner

Codes: Link, Top Code for the Top Link

Codes: Link, Bottom Code for the Bottom Link

Codes: Link, Inside Vertical Code for the Inside Vertical Link

Codes: Link, Outside Vertical Code for the Outside Vertical Link

Codes: Shape Code for the enclosed area created by the four links

Note:

In 2013 the Output Parameters created in this subassembly when assigned to another subassembly within the Assembly Properties will not automatically update when these variables are changed. However, the changes will be reflected in the corridor once it has been rebuilt.

If the subassembly is mirrored, that subassembly name should be changed. When another subassembly is using the output parameters value of this subassembly, it will pull the values from the original subassembly within that assembly and not the one that was mirrored.