

### Five Useful Tips for Working with Levels and Layers

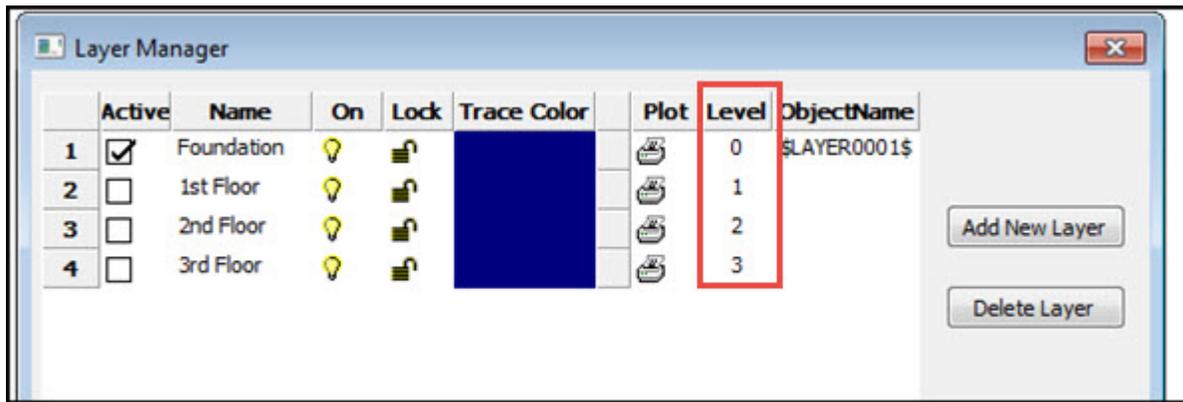
There are many useful tips and tricks you can utilize in Alpine's IntelliVIEW software suite to enhance your productivity and skills. Here are five of the most beneficial and easy-to-use tips:

1) Floor levels are defined on the "Walls" tab of the Job Settings. The floor level labeled "First Floor" is the default level when starting a new layout. Each floor level defines a vertical area of the building model, typically from the bottom of the wall to the top of the framing. The level numbers shown on the left-hand side of the dialog are unique to each level, and used to link them.

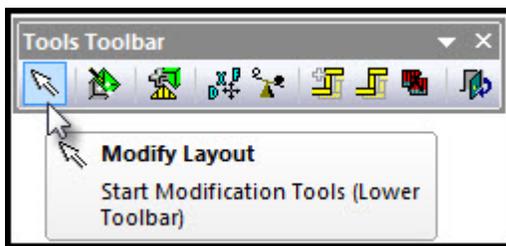
	Level Name	Bottom Height	Wall Height	Floor Depth	Floor Decking	Ext. Wall psf	Int. Wall psf
0	Foundation	0	0	0	None	13.750	10.000
1	First Floor	0	90102	10400	None	13.750	10.000
2	Second Floor	100502	80102	10400	None	13.750	10.000
3	Third Floor	191004	80102	10400	None	13.750	10.000
4	Fourth Floor	290306	80102	10400	None	13.750	10.000

2) Layers are assigned to a specific floor level when they are created. Multiple layers can be assigned to each floor level. Layers can be turned on or off, meaning they can be viewed. They can also be locked so that the layer cannot be edited.

The active layer, indicated by the checkmark in the active column, is the current working layer. Layout elements can be added to or edited in the active layer. However, only one layer can be active at any time.



3) Walls can be copied from one layer to another using the "Copy Wall" command located on the Walls toolbar. In order to copy the walls to a different layer, that layer must first have been created in the Layer Manager.

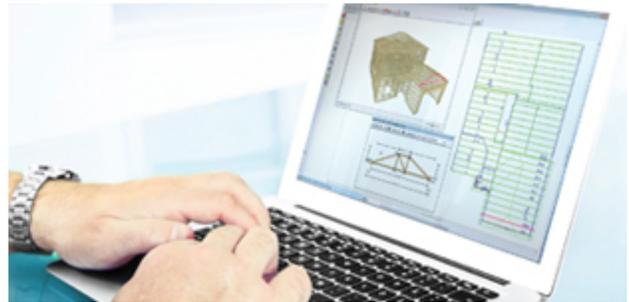
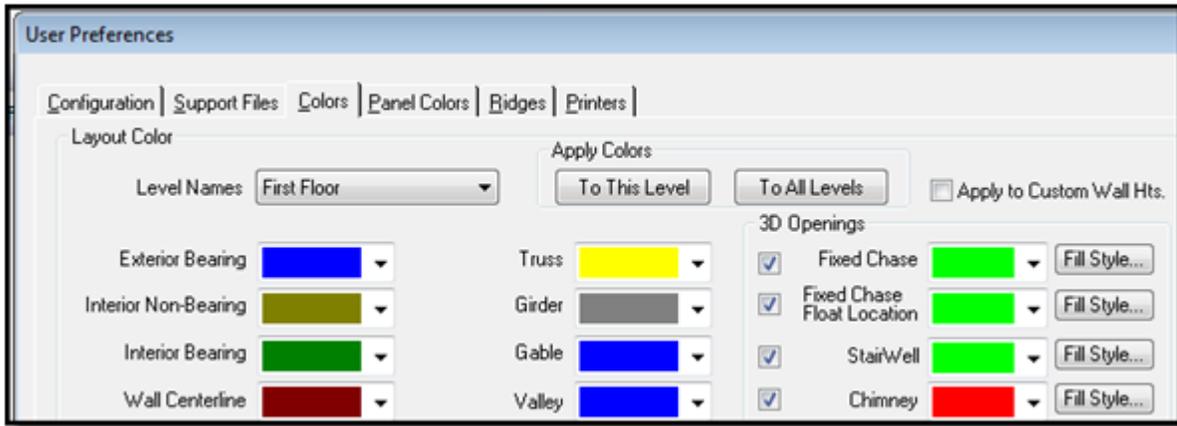


Planes and trusses, as well as walls, can be copied from one layer and pasted into another using the "Modify Layout" tools found on the Tools toolbar. Note that the layer being copied to must be created before you can copy the elements.

The elevation of an entire layer can also be adjusted using the "Modify Layout" tools, but the layer being adjusted needs to be active. In addition, all elements within that layer should be selected before making the adjustment. If you need to make adjustments to multiple layers, it is good practice to begin by adjusting the uppermost layer and working your way down.

4) If you can use a DWG file to input the walls, import the drawing on its own layer. By placing the DWG file on its own layer, you can turn it off when it is not needed. To create walls using this method, make the layer that will contain the walls active. The layer containing the DWG file will need to be turned on (visible) and unlocked (editable) to allow you to click the corners of the building to input the walls.

5) You can also assign a different color scheme for each floor level. This feature is located on the "Colors" tab of the User Preferences. To set the colors, select the level name from the dropdown menu. Once you've selected the colors you want, click the button labeled "To This Level." If you would like to apply the colors to all levels, click the button labeled "To All Levels."



Do you know a handy shortcut or have a useful tip or trick to share? Please email us at [training@alpineitw.com](mailto:training@alpineitw.com).

For technical assistance, please call the Alpine Help Desk at (866) 237-2878.

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