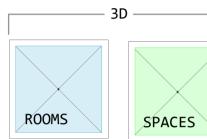
CODE PLANS USING AREAS

BENEFITS OF USING AREAS VS ROOMS

- 1. Area boundaries are more flexible. This allows for better control over the area calculations. 2. Using Area plans for Code calculation puts the control in
- the hand of the Code reviewer. 3. Area plans could be used to combine multiple rooms based on
- their Code group type.

 4. Multiple Areas could be drawn inside one larger area (e.g. egress paths inside a large assembly area) 5. Is consistent with using Area plans for other area calculations (e.g. Unit type, Smoke Compartments, Ventilation

SPATIAL ELEMENTS IN REVIT



Identity Data

Area No of Beds # Area No of Baths

Area Accessibility Tv

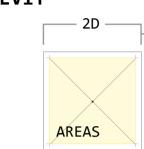
Area Average Area

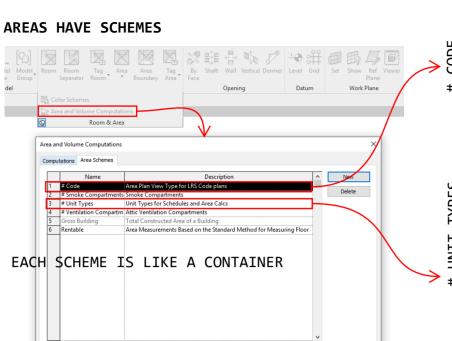
Area Per Occupant

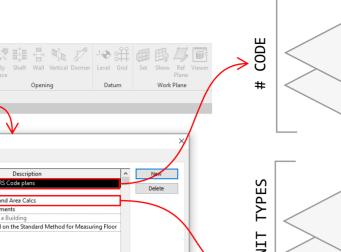
Area Per Occupant 2

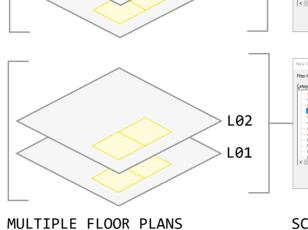
Area Net or Gross







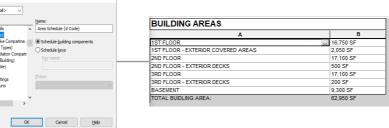




CAN BE IN EACH SCHEME.

EACH FLOOR PLAN CONTAINS

A WORKSPACE FOR AREA ELEMENTS



Analytical Walls	`	Area Schedule (# Unit Types)	PRIVATE TYPE A	8	350 SF	8	ANSI ACCES
Areas (# Code)			PRIVATE TYPE B	5	360 SF	5	ANSI ACCES
reas (# Smoke Compartme Schedule <u>b</u> uilding components		PRIVATE TYPE C	4	360 SF	4	ANSI ACCES	
Areas (# Unit Types) Areas (# Ventilation Compartr		○ Schedule keys	PRIVATE TYPE D	4	360 SF	4	ANSI ACCES
Areas (Gross Building)		Key name:		21		21	
Areas (Rentable)			3RD FLOOR SKILLED NURSING				
Assemblies Cable Tray Pittings Cable Tray Runs Cable Trays		Phase:	PRIVATE TYPE A	8	350 SF	8	ANSI ACCES
		Eliaso.	PRIVATE TYPE B	5	360 SF	5	ANSI ACCES
			PRIVATE TYPE C	4	360 SF	4	ANSI ACCES
Casework	,		PRIVATE TYPE D	4	360 SF	4	ANSI ACCES
>				21		21	
			TOTAL UNIT & BED COUNT:	42		42	
OK		Cancel Help					
- OK	-	Carke Geb					

SCHEME DATA IS SCHEDULED INDEPENDENTLY

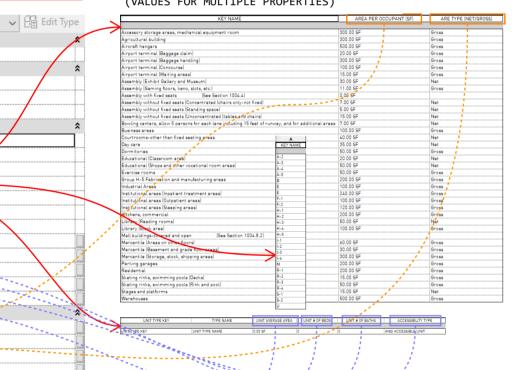
USE COLOR FILL LEGEND

A *

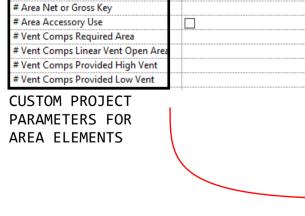
TO PLACE A COLOR LEGEND ON VIEW

SETTING AREA PROPERTIES

USE KEY SCHEDULES TO SET STYLES (VALUES FOR MULTIPLE PROPERTIES)



OCCUPANT LOAD SCHEDULE - 1ST FLOOR

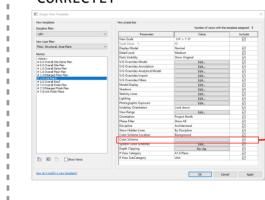


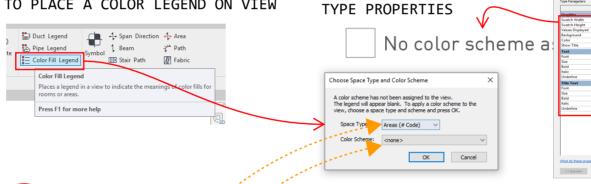
SELECTED PROPERTIES FROM AREAS WITHIN EACH SCOPE WILL BE SCHEDULED. THIS EXAMPLE SHOWS AN OCCUPANT LOAD SCHEDULE

OK Cancel Help

COLOR SCHEME SHOULD BE SET IN VIEW TEMPLATE SO ALL VIEWS OF THAT TYPE ARE COLORE CORRECTLY

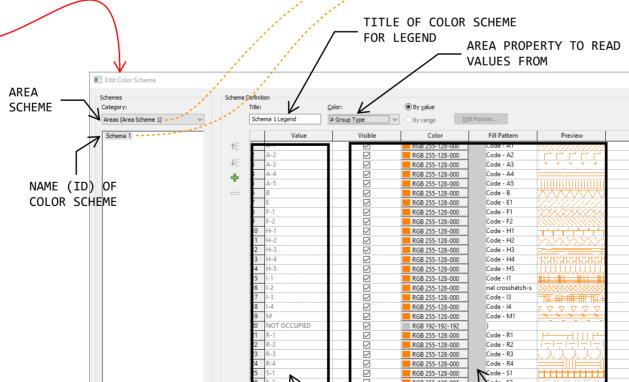
COLORING AREAS





LEGEN SYMBOL SIZE

CAN BE SET FROM LEGEND



VALUES FROM AREA

OK Cancel Apply <u>H</u>elp

PROPERTY

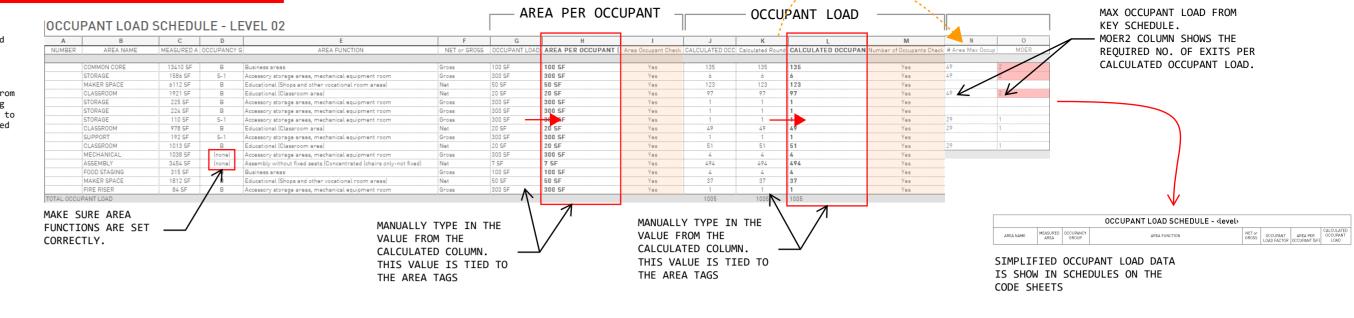
OK Cancel Apply SMOKE COMPARTMENTS Create Area Plans with a custom scheme for smoke compartments. Draw the smoke compartment boundaries on the Area plan using Area separation lines and create Area elements for each smoke compartment. STYLING SETTINGS FOR EACH VALUE GROUP

≺ VISUALIZING/SCHEDULING CODE DATA

OCCUPANT LOADS

Open the OCCUPANT LOAD control view and copy the load and area values from calculated columns to the tag columns.

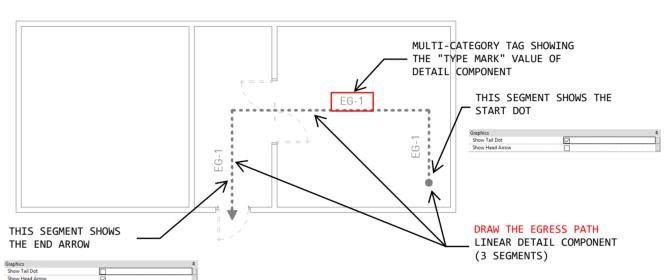
This is to allow showing the loads on area tags. The area tag can not read from the calculated value so a secondary tag parameter has been created for the tag to read from. The data duplication required a manual step here.



EGRESS PATHS AND DISTANCES

Use Linear Detail Component families to draw egress paths. Create a unique type on the detail component for each consecutive egress path. This helps automatically calculating the distances.

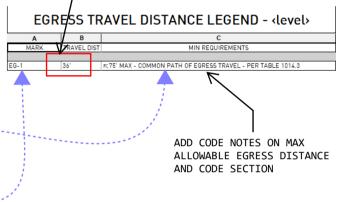
The schedule combines the lengths for all the egress paths.



EGRESS PATH AND GIVE IT A UNIQUE TYPE MARK Eamily: # Code_Egress_Path_Detail_Line

OF MEANS OF

EGRESS REQUIRED



SCHEDULE TOTALS ALL THE

SEGMENT LENGTHS

EGRESS TRAVEL DISTANCE LEGEND IS FILTERING THE EGRESS

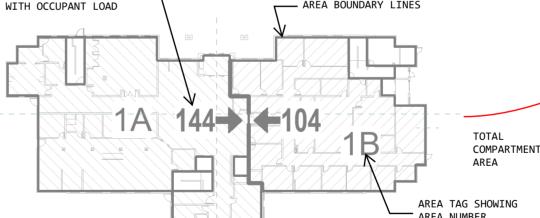
ADD AN INDENTIFIER TO THE TYPE MARK SO YOU CAN FILTER THE EGRESS PATHS BY LEVEL FOR EXAMPLE "-1" IS LISED

DETAIL COMPONENTS BY THEIR "TYPE MARK" VALUE.



CREATE A TYPE FOR EACH

e: EG-1 Egress



AREA TAG READING

SHARED PARAMETER

