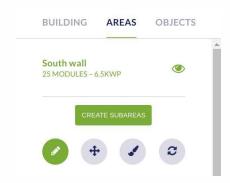


# Subareas

#### **Subarea Creation**

A subarea is a region inside an area that allows you to define a modules installation just in a section of the area.

To create a subarea click on the 'create subareas' button.



Once the subarea button is activated the standard area functions become disabled and two new buttons appears:

- Remove subareas
- Add subarea



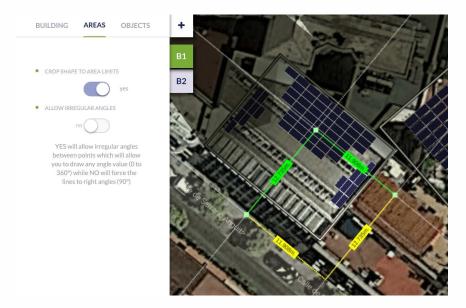
### **Remove Subareas**

By clicking the 'remove subareas' button all the subareas are removed and the area come back to its standard behaviour.



### Add Subarea

By clicking the 'add subarea' button you enter in the subarea creation process.

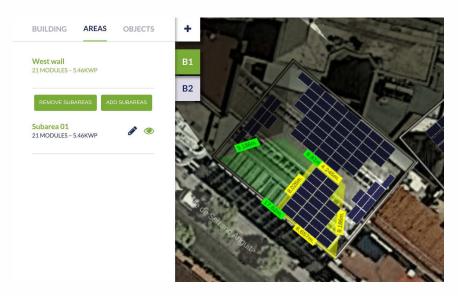


#### Crop Subarea To The Area Shape

When editing the vertices of a subarea you can check the 'crop to building limits'. This helps you to draw keepouts that extends to the border of the building with more precision.



If you uncheck this option then the subarea can extend outside the area, following the area plane.



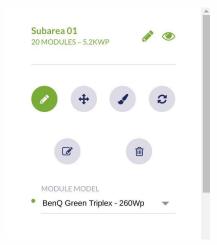


## Subarea Editing

Once created the subarea is listed below this buttons. You can then proceed to setup the subarea in the same way you work with standard areas.

In the subarea panel you will find two new buttons:

- Edit subarea vertices
- remove subarea



#### **Edit Subarea Vertices**

By clicking this button you can modify subarea vertices and the subarea will be recalculated.

#### Remove Subarea

By clicking this button you can remove a single subarea from the subareas list.