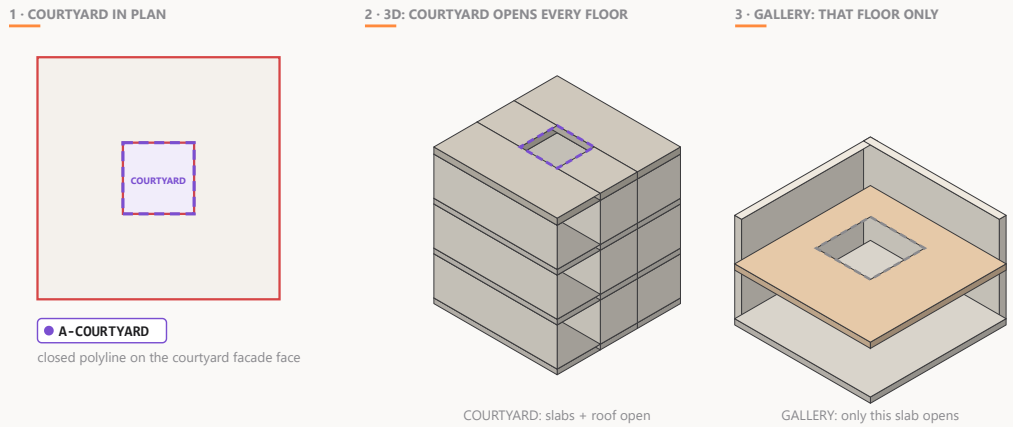
Layer Guide

Special layers: when, how to draw, what they become in 3D

ARCHIREW

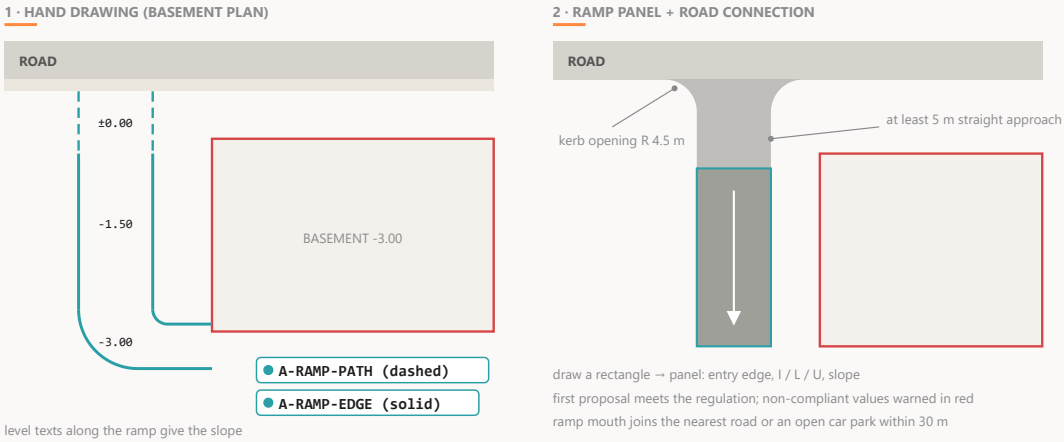
Standard plan layers (wall, door, window, column) are recognised automatically. For a layer with a non-standard name, choose its type on the Layers screen; the choice overrides the guess from the name. For every layer that needs an area, draw the boundary as one closed polyline.

Courtyard – Void



LAYER	WHAT IT DOES · 3D	WHEN	HOW TO DRAW
A-COURTYARD	Every slab from its floor up, and the roof, are opened. A courtyard cover can be chosen in the Roofs window (open, glass roof, space frame, membrane, pergola ...).	Inner courtyard open to the sky, atrium, light court.	Closed polyline on the lowest floor plan where it starts; boundary on the courtyard facade face.
A-GALLERY-VOID	Only the slab of its own floor opens (double height). Upper floors and the roof stay closed. Does not plot.	Gallery over a hall, two-storey hall.	Closed polyline on the upper floor plan where the void is.
A-LIGHTWELL	U-shaped light well in front of a basement window; from basement floor to ground + 90 cm.	Basement windows below ground.	Outer outline of the well on the basement plan, closed.

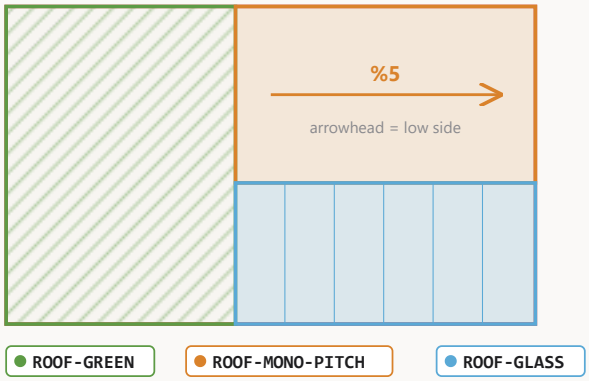
Ramp



LAYER	WHAT IT DOES · 3D	WHEN	HOW TO DRAW
A-RAMP-EDGE · A-RAMP-PATH	Hand-drawn car ramp: the dashed part stays at ground level, the solid part and the curve go down. Level texts along the ramp (±0.00, -1.50, -3.00) give the slope.	If you drew the ramp to the basement car park yourself.	Two edge lines on the basement plan. The A-RAMP-PATH layer linetype must be dashed.
Ramp panel (ARW_RMP_*)	Builds a code-compliant ramp (width ≥ 2.75 m; slope ≤ 20% for a building car park, ≤ 15% for a public one); plan, 3D and site from one record. The ramp mouth is joined to the nearest road or an open car park within 30 m.	Recommended way for a new ramp.	Draw a rectangle; in the panel set entry edge, I / L / U, slope. Do not edit the ARW_RMP_* layers by hand.
Accessible ramp	Not a layer: the Landscape module adds an 8% ramp with a landing every 9 m next to the stair.	At garden entrances.	Switched on in the Landscape settings.

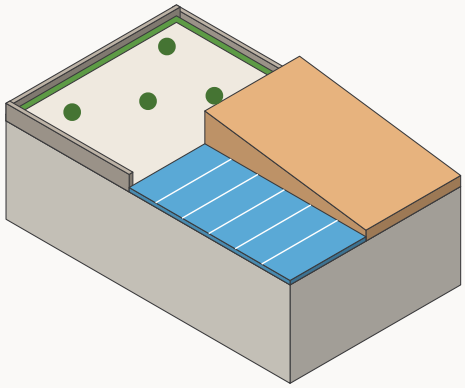
Roof

1 · ROOF ZONES ON THE TOP FLOOR PLAN



each zone a closed polyline / circle / hatch on its own layer

2 · RESULT IN 3D



green roof + parapet · mono-pitch (5%) · flat glass roof (2%, glazing bars)

LAYER	WHAT IT DOES · 3D	WHEN	HOW TO DRAW
`Roof floor (floor type)`	Enclosed volumes (stair exit, café) are built like a floor; ROOF-* zones drawn here apply to the roof of the floor below; no columns are left on the terrace.	An occupied terrace level.	Plans list, top plan → "Roof floor".
`ROOF-GREEN · ROOF-GREEN-INTENSIVE · ROOF-GREEN-SLOPED`	Green roof (parapet ≥ 110 cm); intensive green roof, 50 cm soil (parapet ≥ 160 cm); sloped green roof down to the ground.	Planted terrace.	Closed zone on the plan of the floor carrying the roof.
`ROOF-GLASS`	Flat glass roof / skylight: 2% fall, aluminium bars, double glazing, 30 cm edge plate; no parapet.	Atrium, bridge, top-lit hall.	Closed zone.
`ROOF-MONO-PITCH`	Mono-pitch roof. An arrow inside the zone gives the direction, a "%5" text the slope; otherwise fall across the long axis, slope from settings.	Roofs falling one way (hall, bridge).	Closed zone + arrow inside (arrowhead = low side) + "%5".
`ROOF-TERRACE · ROOF-TERRACE-USABLE · ROOF-FLAT`	Terrace with parapet; usable terrace (110 cm glass railing); flat slab without parapet.	Use ROOF-TERRACE-USABLE if people go up.	Closed zone.
`PARAPET (C-PARAPET …)`	Any layer containing PARAPET is a solid parapet (90 cm; ≥ 110 on the roof floor). Nearby automatic parapet is removed.	To define the parapet yourself.	Thin closed strip ≤ 60 cm = body; thick closed boundary = line marker only.
`Railing (on roof floor)`	An open line becomes a 110 cm glass railing; none is built parallel within 40 cm of a parapet.	Edge of a café / viewing terrace.	LINE or open polyline.

The other 37 roof types (hip, gable, vault, sawtooth, space frame, shell …) follow the same rule: a closed zone on the ROOF-<TYPE> layer (Turkish CATI-* names also work). The full list is in the program's layer package.

Other special layers

LAYER	IN SHORT
`A-STAIR-LINE`	Tread order: circle at the start, arrow at the end.
`A-STAIR-CONTINUES`	"CONTINUES" text next to the stair (within 8 m): the slab above opens to the stair size. Does not plot.
`A-ELEVATOR-TOWER`	Closed outline on any floor: tower on the top roof (default 350 cm; when a roof exists). Does not plot.
`L-* (in a courtyard)`	Inside a courtyard: PATH closed polygon = paving, GRASS = lawn, TREE circle r ≥ 50 cm = tree, SEAT / BENCH = bench.
`L-SITE-BLEACHER`	Outdoor seating: concentric arcs (tier depth 60–130 cm) + a level text in each tier.
`A-SECTION-LINE`	Line ≥ 3 m, one letter at each end (A … A). Up to 4 lines from the layer.
`A-AXIS · S-GRID · A-GRID`	With ≥ 3 numbered bubbles your grid is used as is; otherwise it is generated from the columns.
`ARW_*`	Program records (stair / ramp panel, furniture, title block). Do not draw on or delete them.