

Specifying Different Roof Overhangs on Different Walls

Reference Number: **KB-00077**

Last Modified: **February 9, 2024**

The information in this article applies to:



QUESTION



How can I make a roof that has different overhangs on different sides?

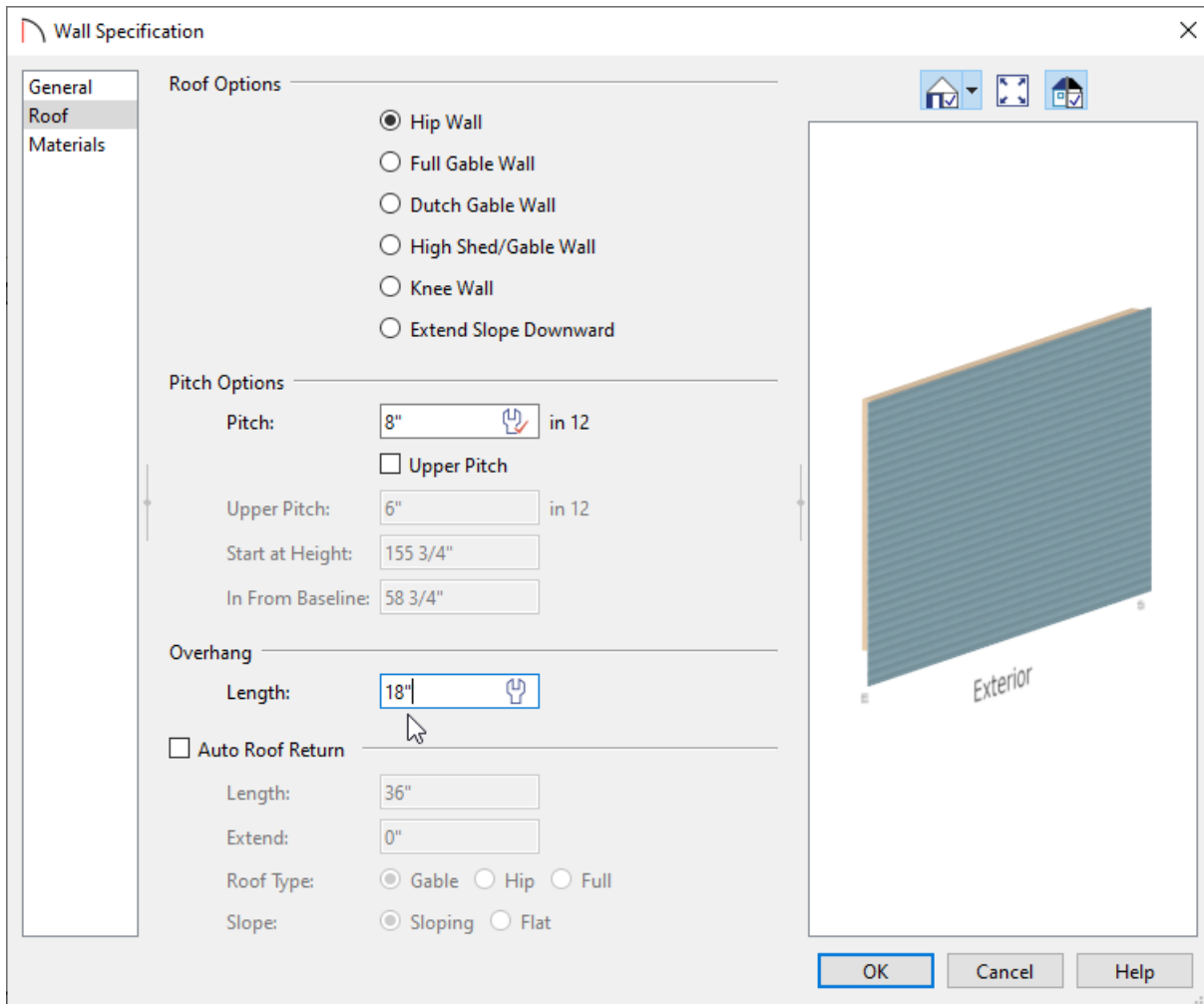


ANSWER


Roofs that are automatically generated can have a Overhang set for the entire house, however, utilizing wall settings you can also change the over hang on a by wall basis.


To specify different overhangs for different walls in the Wall Specification dialog

1. Use the **Select Objects**  tool to select the wall that supports the overhang you would like to change.
2. Click on the **Open Object**  edit tool.
3. On the **ROOF** panel of the **Wall Specification** dialog, specify the desired Overhang **Length**, then click **OK**.



4. If Auto Rebuild Roofs is turned on, you will see the change right away. If Auto Rebuild Roofs is turned off, the roof will need to be rebuilt to see the change.

To rebuild the roof using Home Designer Suite and Home Designer Architectural, navigate to **Build> Roof> Build Roof**  to open the **Build Roof** dialog, then click **OK**.

To rebuild the roof using Home Designer Pro, navigate to **Build> Roof> Build Roof**  to open the **Build Roof** dialog, check the **Build Roof Planes** box, then click **OK**.

The roof rebuilding methods mentioned above allow you to build the roof based on the current state of the plan a single time. Any subsequent changes require you to repeat the process each time you want to rebuild the roof.

The Auto Rebuild Roofs setting is a persistent setting that, when enabled, rebuilds the roof anytime a change that affects the generation of roofs is made, such as changes to exterior walls or ceiling heights.

The screenshot displays the 'Build Roof' software interface. On the left is a vertical navigation menu with the following items: Roof, Options, Structure, Arrow, Materials, Components, and Roof Styles. The main panel is titled 'Build Roof' and is divided into three sections: 'Build', 'Specifications', and 'Roof Height'.
The 'Build' section contains the following options:

- Build Roof Planes
- Auto Rebuild Roofs
- Make Roof Baseline Polyline
- Retain Manually Drawn Roof Planes
- Retain Edited Automatic Roof Planes
- Use Existing Roof Baselines

The 'Specifications' section contains:

- Framing Method: Trusses Rafters
- Pitch (in 12):
- Pitch in Degrees

The 'Roof Height' section contains:

- Heel Height:
- Automatic Birdsmouth Cut
- Raise Off Plate (+) or Birdsmouth (-):
- Birdsmouth Seat:
- Vertical Structure Depth:
- Raise / Lower All Roof Planes:
- Ignore Top (1st) Floor
- Same Roof Height at Exterior Walls
- Same Height Eaves
- Allow Low Roof Planes

Related Articles

- [Setting Exact Wall Dimension Lengths \(/support/article/KB-00245/setting-exact-wall-dimension-lengths.html\)](/support/article/KB-00245/setting-exact-wall-dimension-lengths.html)
- [Specifying Roof Pitches \(/support/article/KB-00127/specifying-roof-pitches.html\)](/support/article/KB-00127/specifying-roof-pitches.html)
- [Stopping the Roof from Automatically Rebuilding \(/support/article/KB-01036/stopping-the-roof-from-automatically-rebuilding.html\)](/support/article/KB-01036/stopping-the-roof-from-automatically-rebuilding.html)