

Efficiency Tip 15001

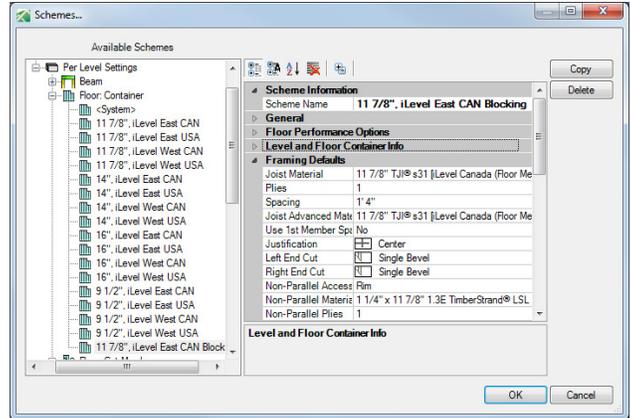
Perpendicular Blocking

Are you spending too much time adding Perpendicular blocking along walls in Floor Containers? Have the system add Perpendicular Blocking automatically when using the  **Auto Frame** or  **Generate Accessories** commands.

- Quickly add Blocking by Products and Spacing.
- Quickly add Blocking by Distance or number of Joist Bays.

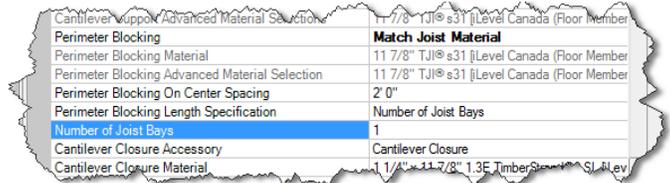
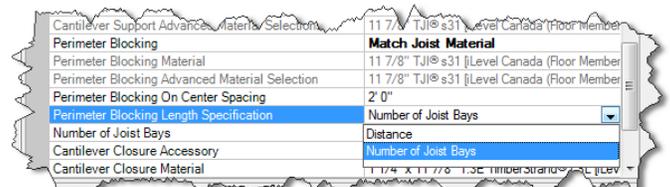
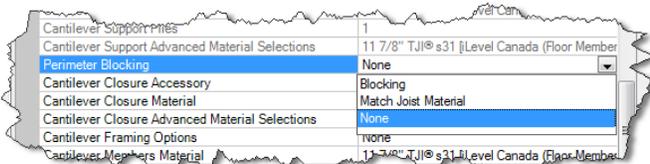
Settings – Creating your Scheme...

1. Open Javelin select the **Setup** menu and **Schemes...**
2. Expand **Per Level Settings > Floor Container**.
3. Select a Scheme, click the copy button and input desired Scheme Name or modify the select Scheme.
4. Scroll to the bottom of the grid, looking for **Perimeter Blocking**. Change the setting from **None** to **Match Joist Product** or **Blocking**.



Note: Match Joist Product will match the Floor Container joist material framing default. **Blocking** will allow you to select any material in the consider list as the Blocking material.

5. Set your desired **Perimeter Blocking On Center Spacing**.
6. Select **Perimeter Blocking Length Specification**. This can be specified by **Distance** or **Number of Joist Bays**.
7. Input the desired **Perimeter Blocking Distance** or **Number of Joist Bays (Joist Spaces)**.



8. Once changes are complete, click **OK** to exit Schemes...
9. Apply your new Floor Container Scheme to your Building Style. Select the **Setup** menu and **Building Styles...**
10. Expand the desired Building Style and select the desired Level to apply the new Scheme to.
11. Select your new Scheme from the list of Floor Container Schemes available. Repeat steps 10 and 11 as necessary.

Note: This will only affect new Job files; if the job is already created, open the job and select the Floor Container. In the Properties Grid change the Current Scheme. This will update the framing defaults.

Click  **Generate Accessories** commands (Remember! - the first thing this command does is delete all accessories).

