


Efficiency Tip 15002

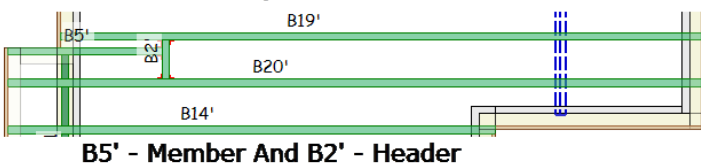
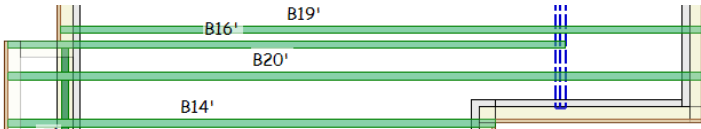
Cantilever Framing

Are you spending too much time modifying framing on the sides of Cantilevers? Have the system add Framing Members to the sides of the cantilever automatically when using the  **Auto Frame** command.

- Quickly add Members Full Length to the next support.
- Quickly add Member and Header between joist spacing.

Settings – Creating your Scheme...

1. Open Javelin and 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 selected Scheme.
4. Scroll to the bottom of the grid, looking for **Cantilever Framing Options**. Change the setting from **None** to **Full Length Member** or **Member And Header**.



5. Select **Yes** or **No** for **Cantilever Members are the same as Floor Members**, if set to **No** you will be able to select a different product than the joist specified in the floor container.

Note: When these **Members** are placed in the Floor Container the **Girder Property** will be set to **Yes**. This has three design ramifications:

- 1) Vibration checks are not performed for NBCC design.
- 2) Repetitive member increases are not used in the design.
- 3) TJ-Pro™ Rating value will not be calculated.

6. Set your desired **Cantilever Members Ply**.
7. Once changes are complete, click **OK** to exit Schemes...
8. Apply your new Floor Container Scheme to your Building Style. Select the **Setup** menu and **Building Styles...**
9. Expand the desired Building Style and select the desired Level to apply the new Scheme to.
10. Select your new Scheme from the list of Floor Container Schemes available. Repeat steps 9 and 10 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  **Auto Frame** commands (Remember the first thing this command does is delete everything in the Floor Container).

