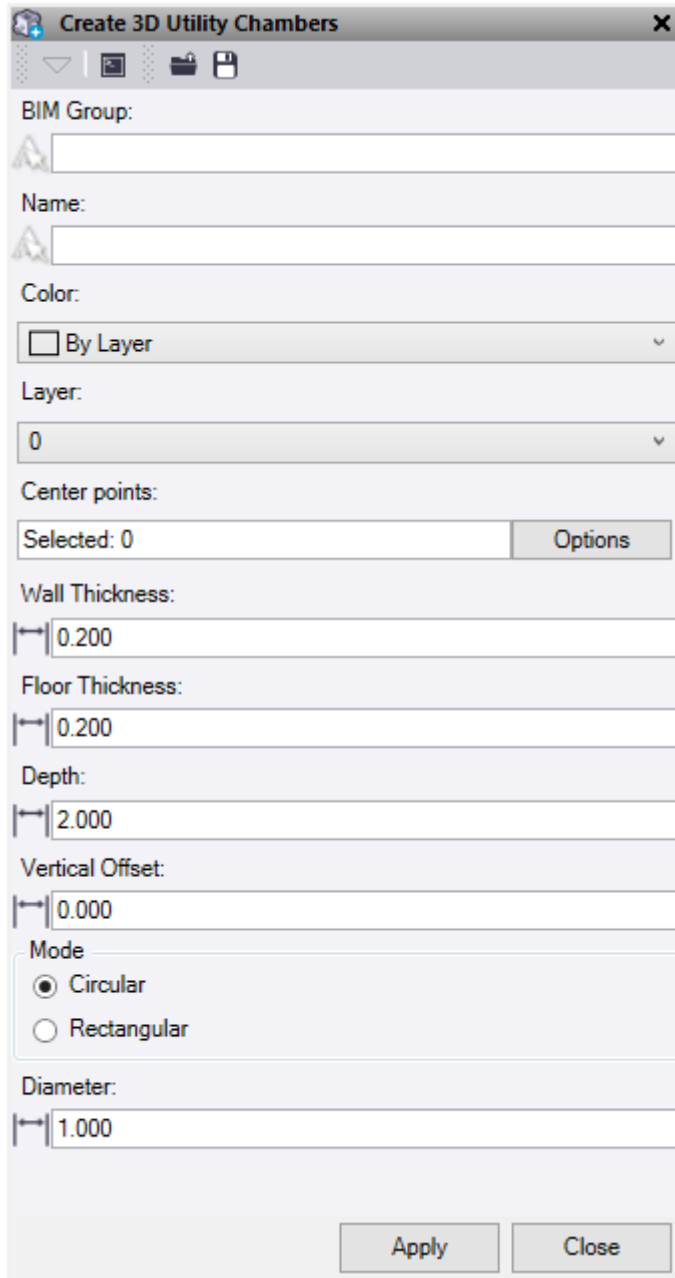**Create 3D Utility Chambers**

Command Description

The Create 3D Utility Chambers command enables you to create one or many 3D utility chambers. These can be circular or Rectangular and apply a wall thickness, floor thickness and depth to the objects.

At the top of the command pane there is the ability to **load** and **save** a command setting file. Once you have populated the command with the appropriate values for a 3D utility chamber you can save it in a file that can be reloaded in the future.

1. Enter a **BIM Group** name for the new object. This will be saved in the project explorer under the **BIM Data**.

2. Enter a **Name** for the new 3d object.

3. Select a **Colour** for the new 3d object.

4. Select or create a **Layer** for the new 3d object.

5. Click in the **Centre points** selection field and then in a graphic view select the points to be used to locate the centre of the chamber. Click **Options** button for additional selection options.

6. Enter a **Wall Thickness** for the chamber.

7. Enter a **Floor Thickness** for the chamber.

8. Enter a **Depth** to apply a value from the point level to create the solid. This needs to be a positive number and applies in a downward direction.

9. A **Vertical Offset** can be applied to the original point level. A positive number applies in an upward direction and a negative number applies in a downward direction.

10. Select a **Mode:**

   - **Circular** – This will create a round chamber.

      o **Diameter** – Enter a diameter value.

   - **Rectangular** – This will create a rectangular chamber.

      o **Length** – Enter a length value.

      o **Width** – Enter a width value.

      o **Rotation** – Enter a rotation value.

11. Do either of the following:

   - Click **Apply** to create the 3d solid and keep the **Create 3D Utility Chambers** command pane open.

   - Click **Close** to end and close the **Create 3D Utility Chambers** command pane.

Note: Any feature attributes attached to the points used to create the chambers will be copied into the new objects properties as "12d Attributes".

Examples: