

Welcome,

Thank you for choosing SiteMaster® Kitchen, an innovative surveying tool for kitchen surveying.

To help you get started with SiteMaster® Kitchen, we will guide you on the following pages through the registration, installation and handling of our software.

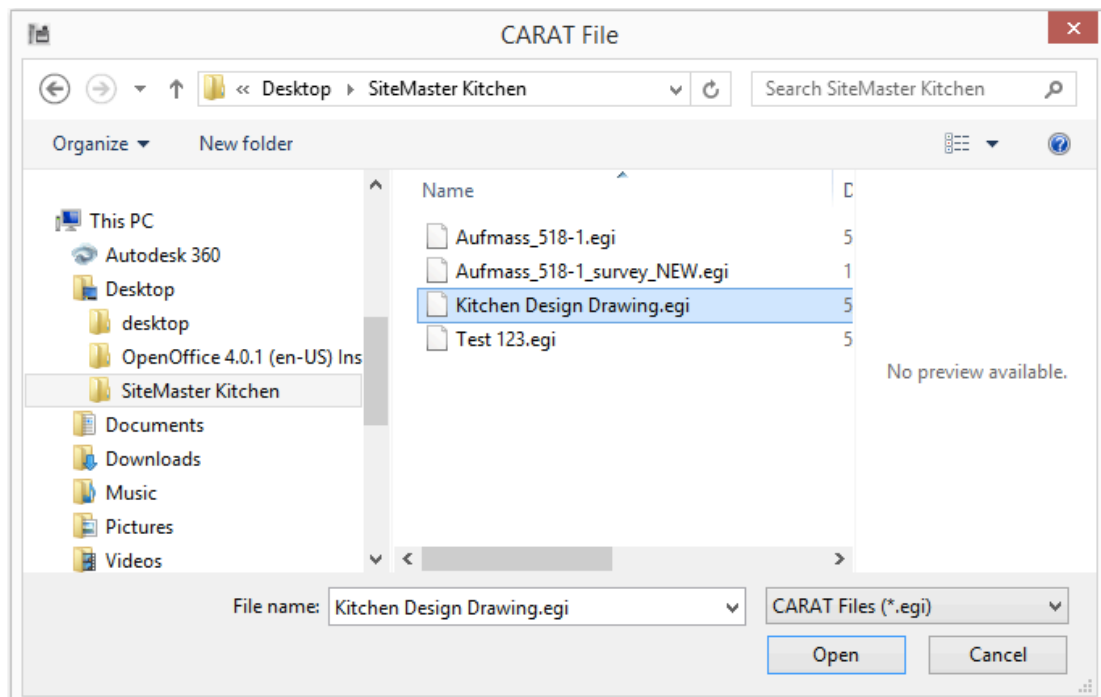
Part 6: Checking an existing kitchen design



1. Loading an EGI file

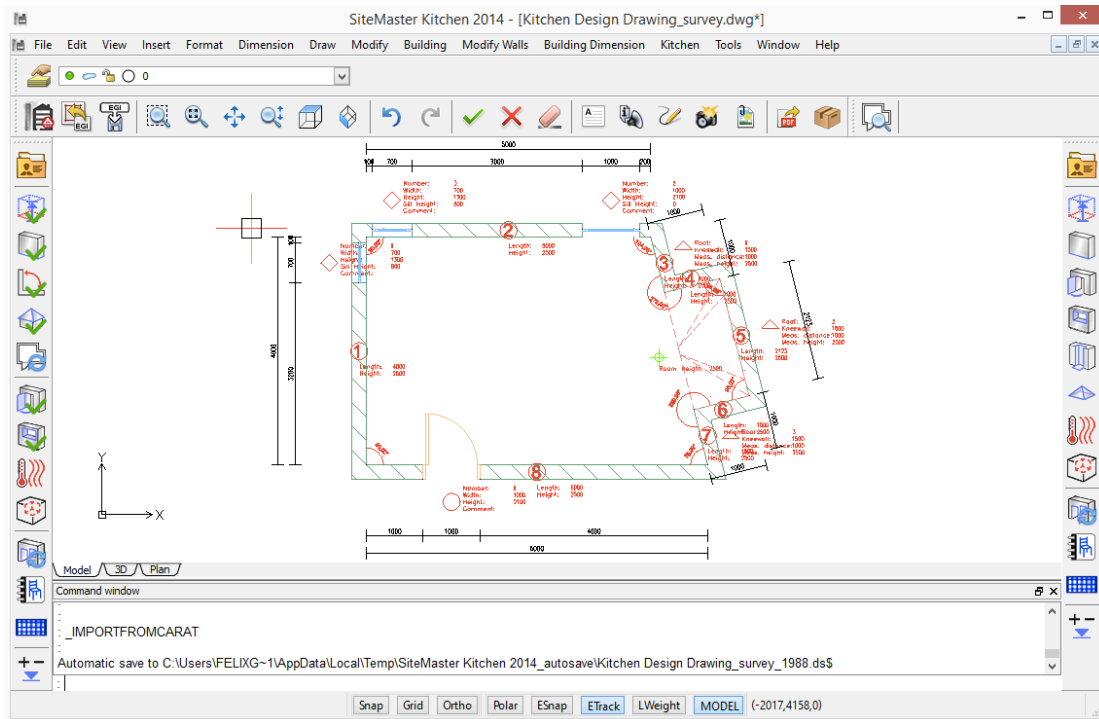
Please open an existing kitchen design from CARAT with the **EGI IMPORT** command from the General toolbar.

In the file explorer, select the folder in which the EGI file is located and press open.



Now you can start to check the design with the **Check toolbar** one after each other from top to bottom. The sequence of the checking tools controls the

testing process and facilitates the learning curve using SiteMaster Kitchen:



2. Adding Customer Data



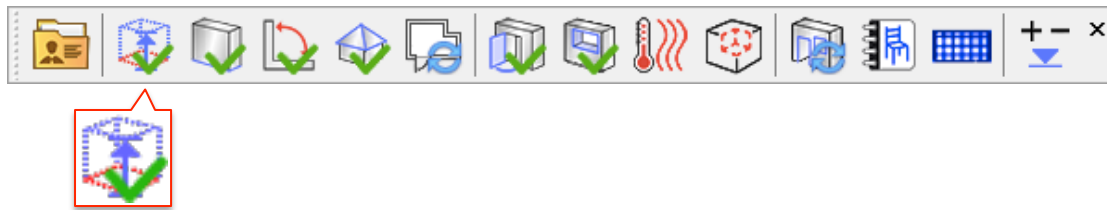
When selecting **CUSTOMER DATA** the following dialog box will appear:

Attribute	Value
Company	
Planer	
Surveyor	
Measurement-Id	
Phonenumber	
Email	
Commission	
Date	
Client	
Street address	
Zip and location	
Client phonenu...	

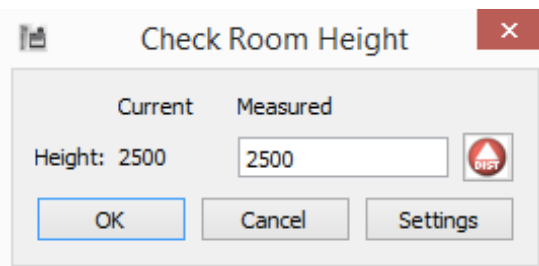
OK Cancel

When you the select a field in the Value column you can type in the surveyor and customer information.

3. Check Room Height

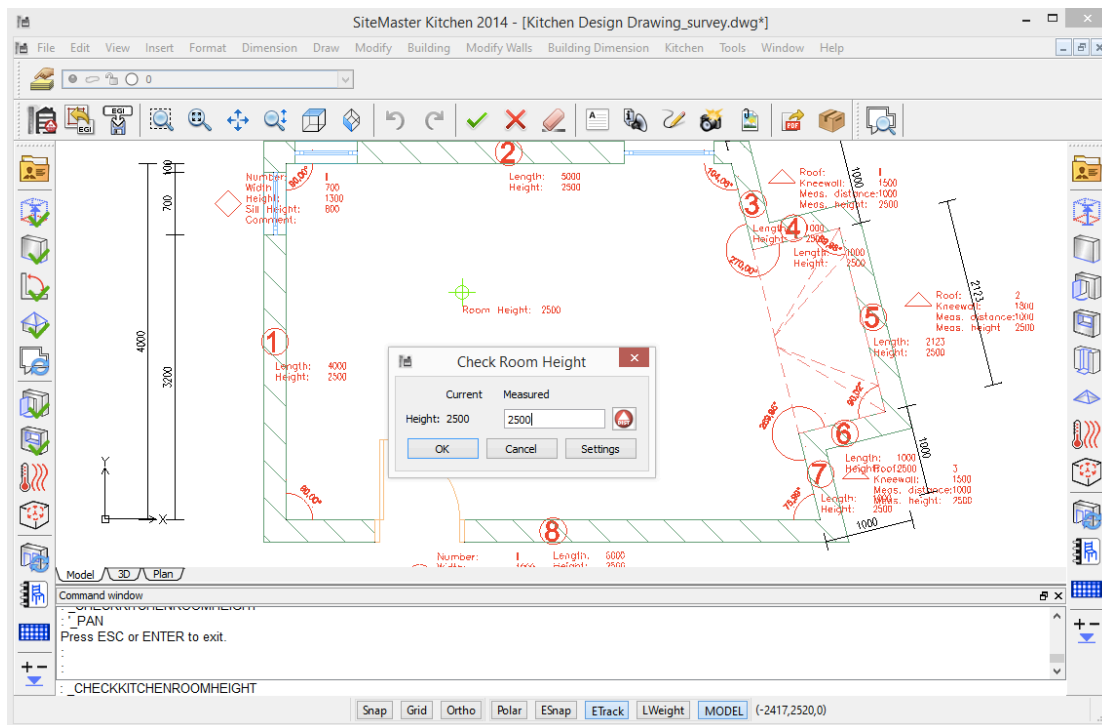


To check the dimensions of a current plan, you start with checking the room height. When you select **CHECK ROOM HEIGHT**, the following dialog box will appear:



The current height represents the height dimension that is currently in the plan.

The measured height is the actual measured height that you need to measure.



To measure the height you can use a measuring tape and insert the value manually; or measure with a handheld laser and transfer the dimension via Bluetooth to SiteMaster Kitchen.

Once you measured the room height the room height tag changes color from red to green.

Unchecked



Room Height: 2500

Checked



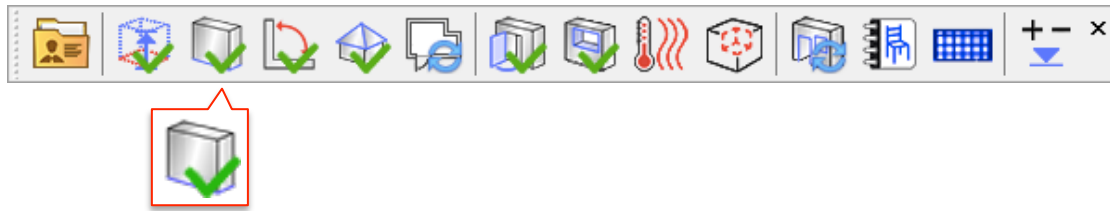
Room Height: 2500



Tip: to transfer a dimension from the laser device - make sure you are in 2nd mode so you can confirm with transfer with the direction buttons.

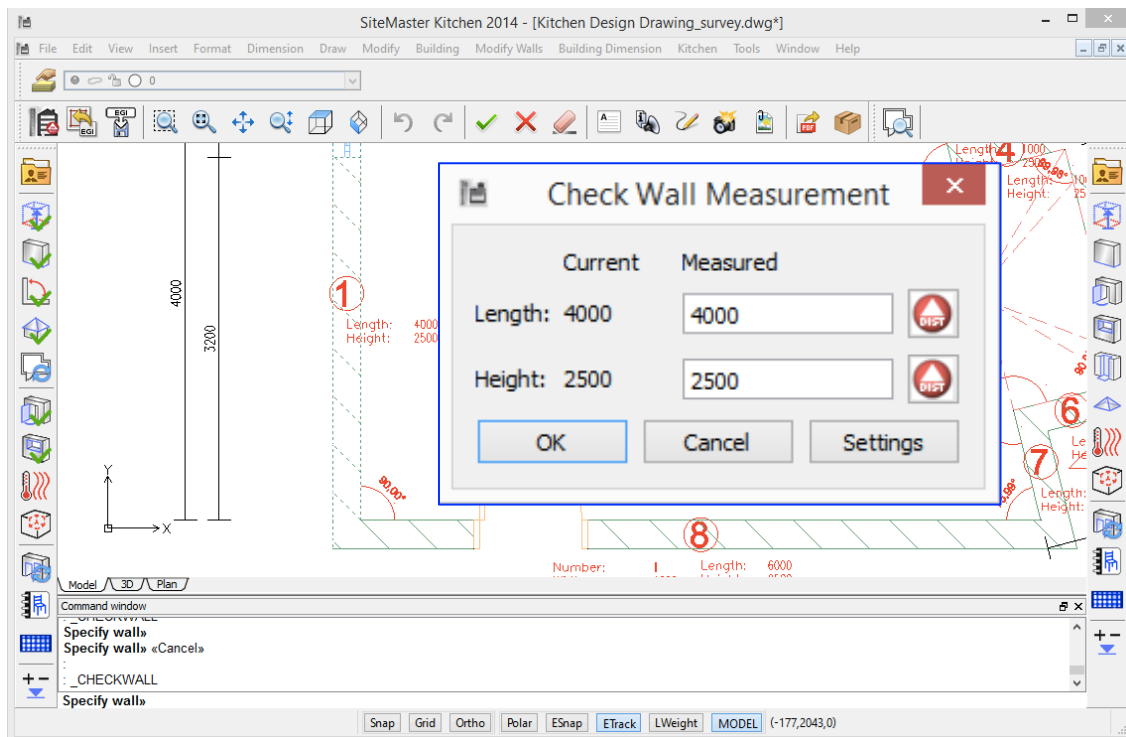


4. Checking Walls



The next step is to check the length and the height of the walls in the kitchen.

Select **CHECK WALLS** in the left toolbar and specify the first wall you would like to check with your tablet pen or PC mouse.

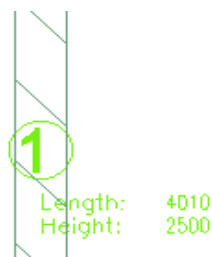
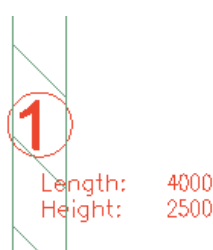


The dialog box indicates the current length and height and ask you to measure the length of that wall; if needed you can also measure the height of the individual wall.

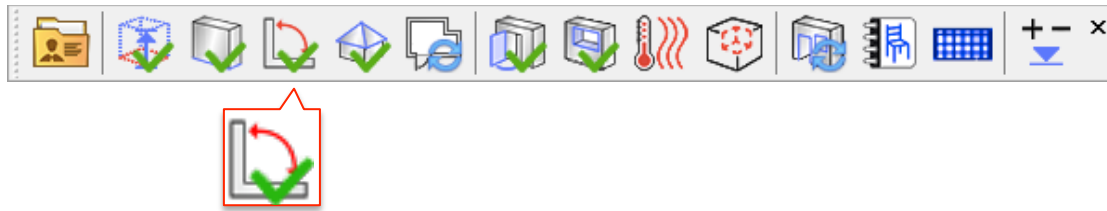
When you completed checking a wall the wall tag number will change from red to green.

Unchecked

Checked



5. Checking Angles



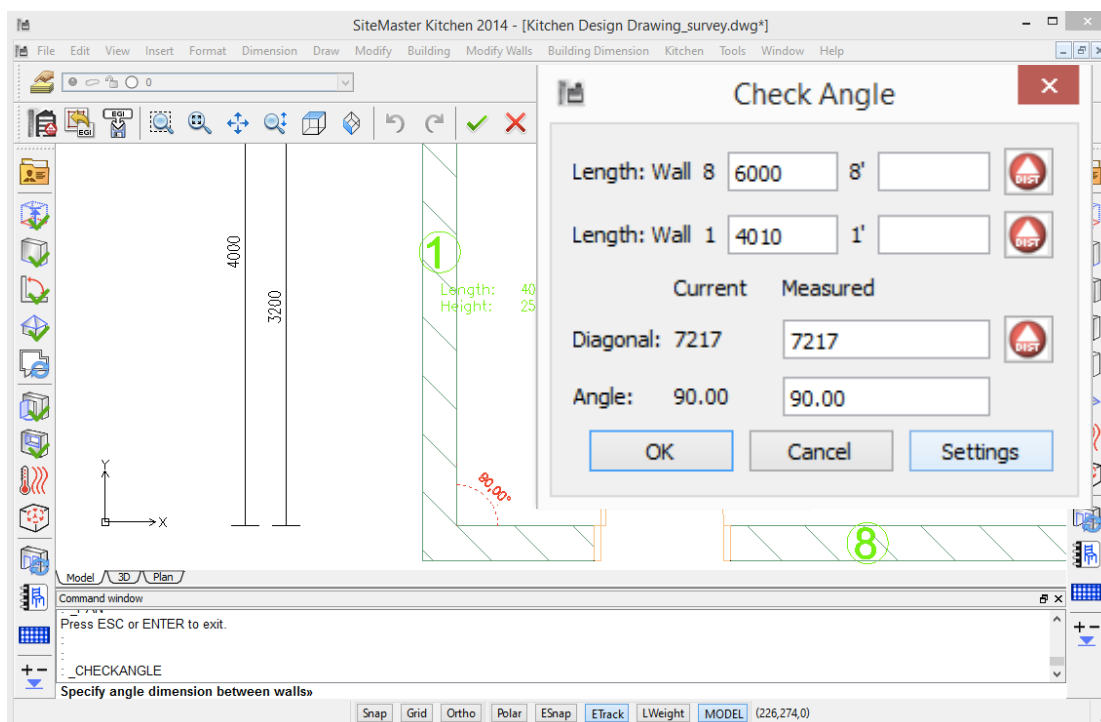
To check the angles of the kitchen, select **CHECK ANGLE** and Specify the first angle you want to check.

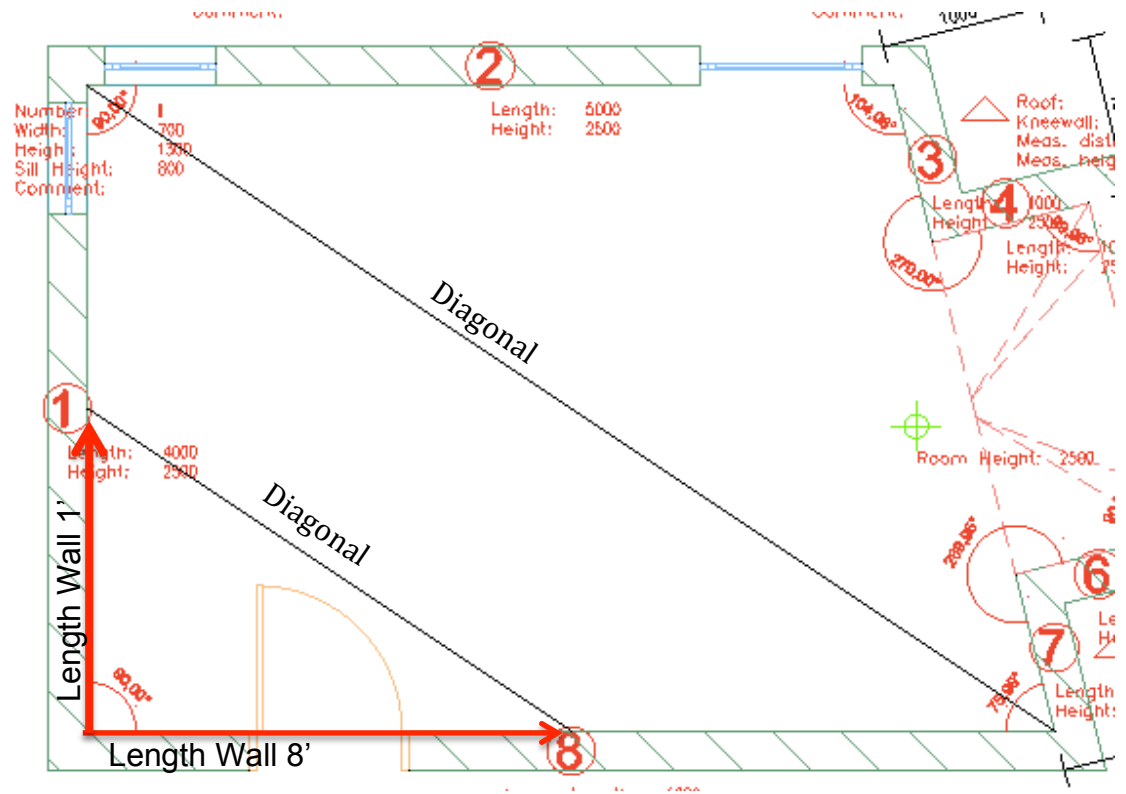
There are two options to check angle dimensions between walls:

- 1) Measuring the diagonal
 - a. Measure the wall diagonal from corner to corner
 - b. If you cannot measure the full diagonal you can change the length of the walls measuring the diagonal, for example measuring the diagonal from the middle of each wall
- 2) Measuring the angle
 - a. If you have an angle meter you can use it to determine the angle and manually type-in the angle in the field

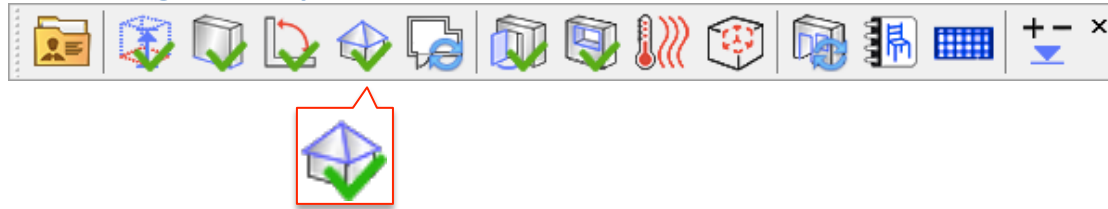


Start with the angles that are important for the kitchen, because depending of the amount of angles the remaining will automatically calculate themselves and turn green.

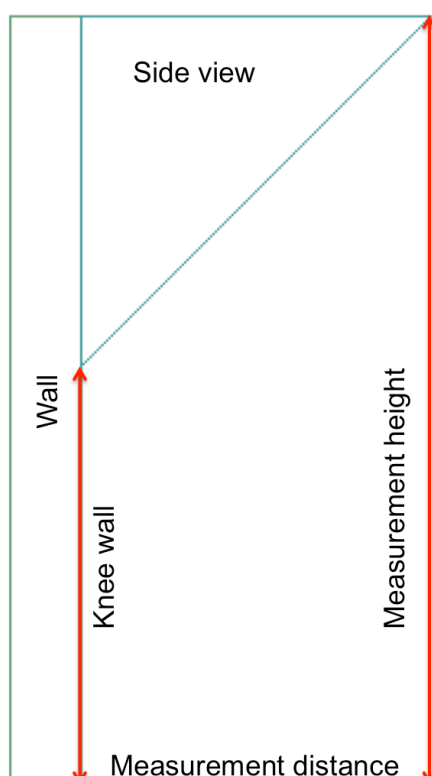
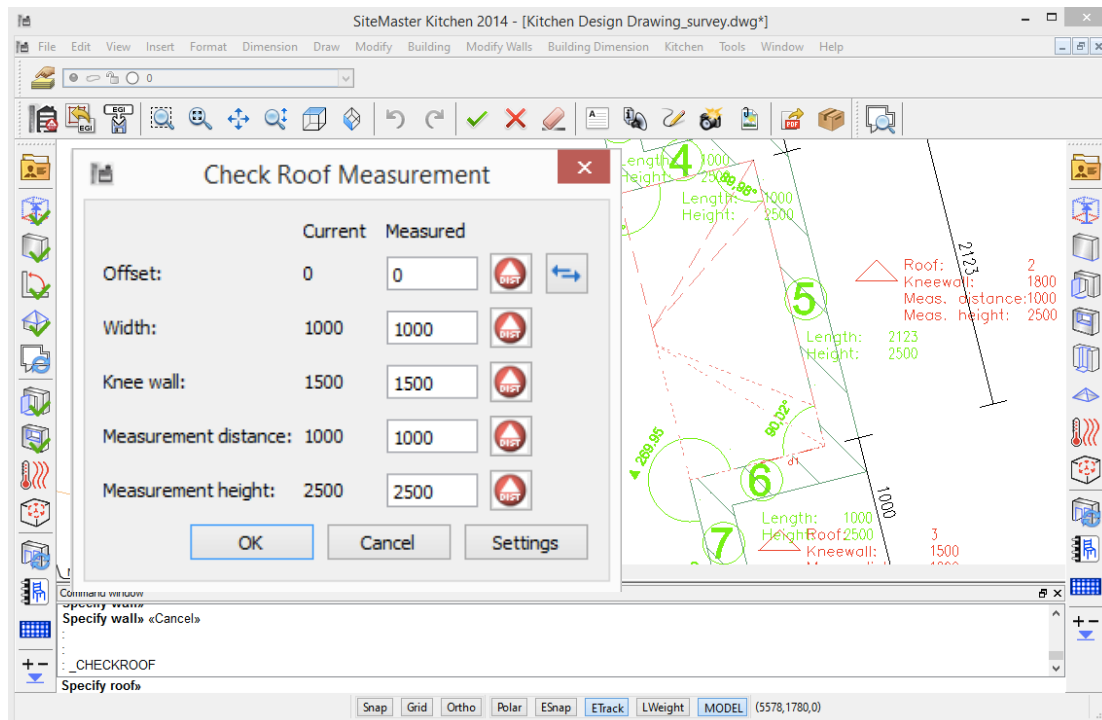




6. Checking Roof Slopes

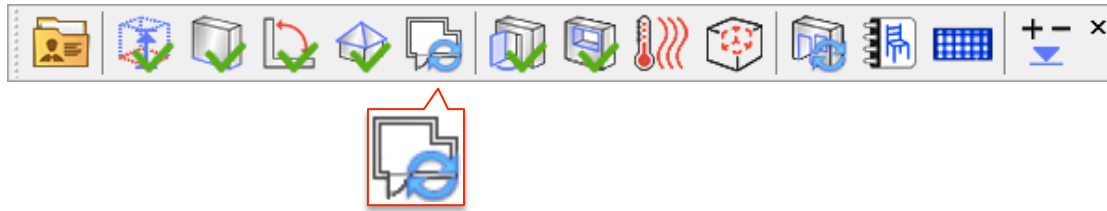


If the kitchen has a roof pitch/slope you can check the roof with **CHECK ROOF** and selecting the roof pitch.



First you need to measure the offset, d_1 , from the corner to the roof pitch. The width is the width of the roof pitch and the knee wall is the height from the floor to the beginning of the roof pitch. Measurement distance is the dimension between the knee wall and the end of the roof pitch.

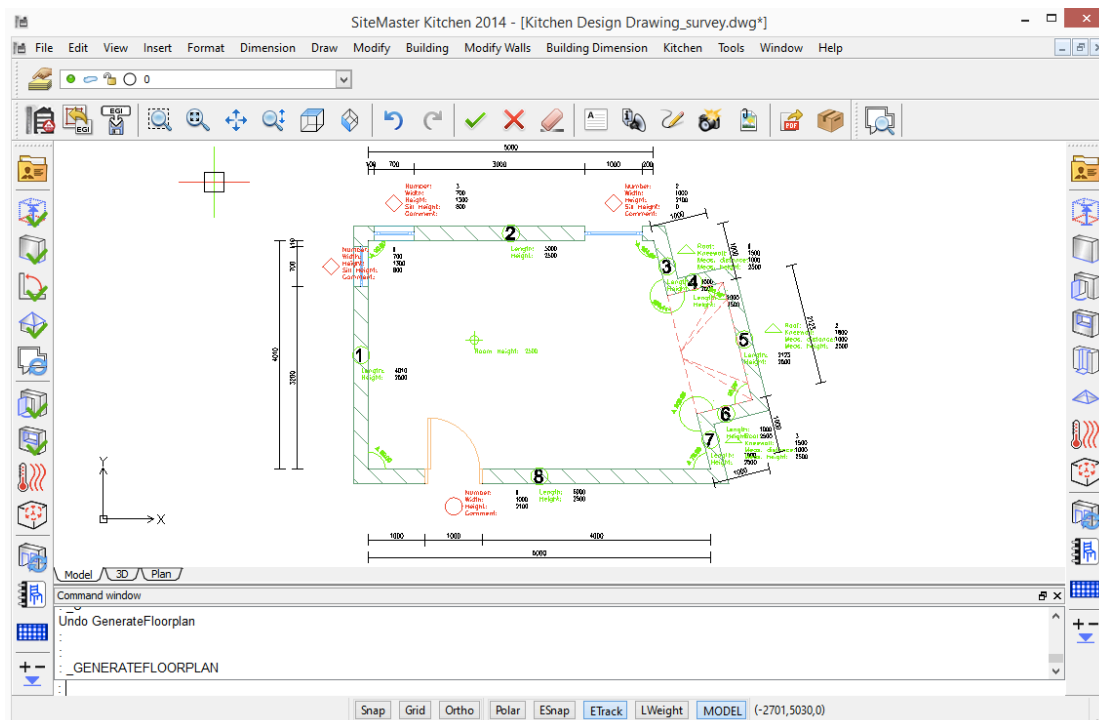
7. Generate Updated Floor Plan



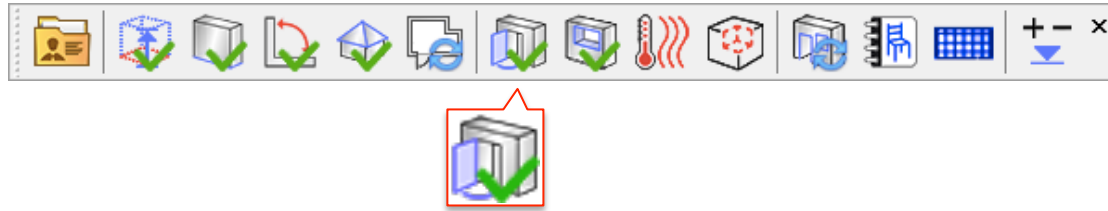
Once you checked the ceiling height, walls, angles and roof slopes you need to update the floor plan with the new dimensions.

To update the kitchen layout select **GENERATE FLOOR PLAN**. The floor plan is now recalculated and all geometries and dimensional chains are adjusted.

Only in this updated design can you insert and check doors, windows, radiators, niches or obstacles to ensure that their positions are correct and accurate.

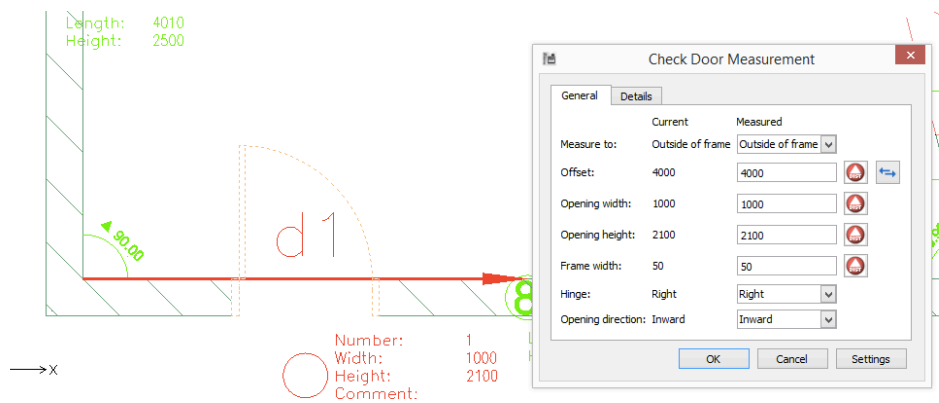


8. Check Door



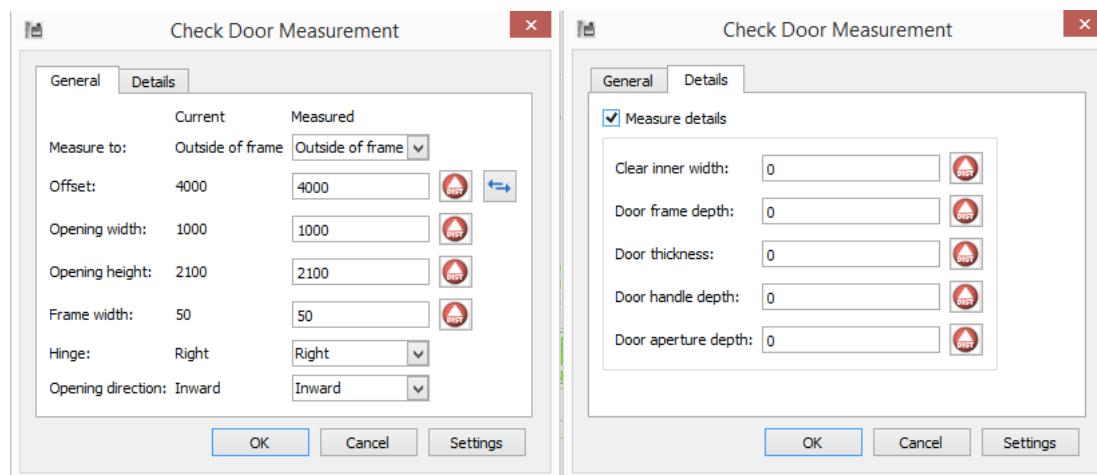
Checking doors works in the same principle as the other checking tools. Select **CHECK DOOR** and specify a door a dialog box will appear which will show you the initial dimensions and the measured values.

First select if you measure to the outside of the frame or the inside. Offset is the distance, d1, from the corner to the door location.



With the arrow button you can change the offset, d1, direction from one side to the other side of the wall.

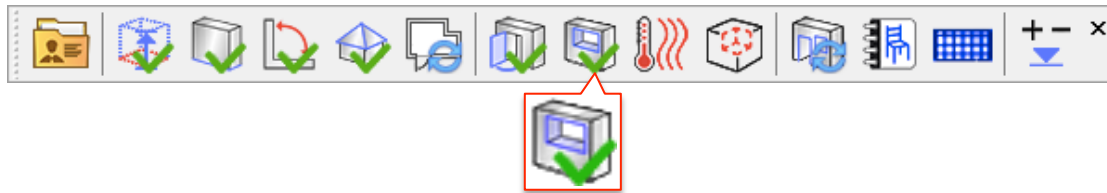
Afterwards you measure the opening width, height, frame width and select the hinge location and opening direction.



There are two tabs one General tab and one extra tab for Details. If you want to measure and include the details you need to tick the box for Measure details.

After you measured all dimensions and press OK the door tag will turn from red to green.

9. Checking Windows




Checking windows is carried out in the same principle as checking doors, but has 4 tabs.

Select **CHECK WINDOW**, and specify a window, which you want to check, in the plan and measure the dimensions and select the opening direction.

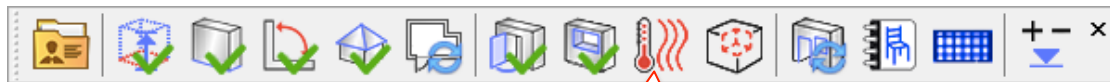
The Profile extension, under the Details tab, is automatically calculated by the window bottom edge minus the sill height. So if one of the two dimensions changes the profile extension is automatically adjusted.

You can also define the window casement under the Casements tab.

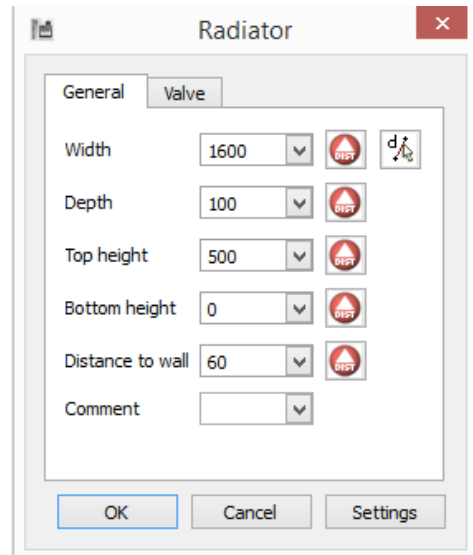
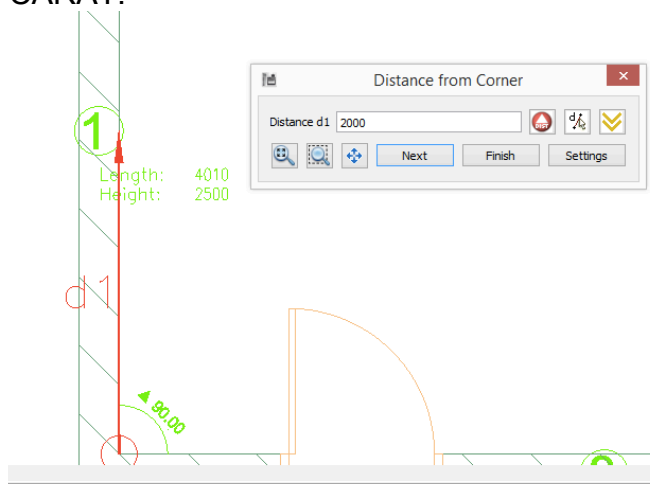
 Info: currently you can only choose between one and two casements.

If needed you can also add sill details under the Sill tab by ticking the box.

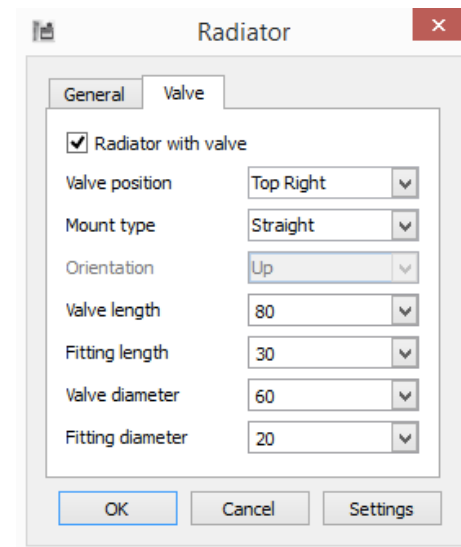
10. Radiator



With SiteMaster Kitchen you can also measure radiators and transfer them to CARAT.

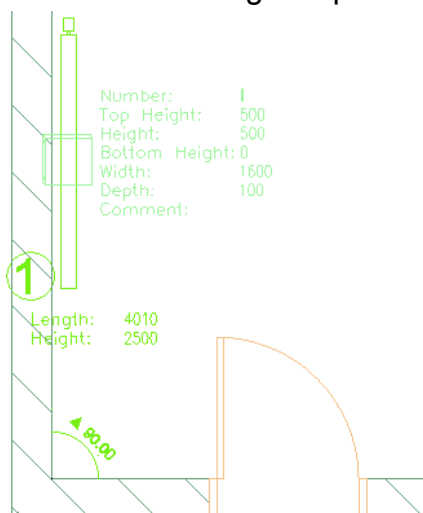


When you select Radiator you need to specify the wall where you would like to insert a radiator. First measure the offset d1 from the corner to the radiator and press next. Now measure the width, depth, top height, bottom height and distance to the wall.




If you want to specify details of the radiator valve active the tab by ticking the box Radiator with valve. With the pull-downs or manual keyboard input you can set the properties of the valve.

To close the dialog box press ok and a radiator with a tag is inserted.



is inserted. If there is more than one radiator you can press Next or Finish to finish the command.

 Is the radiator in a niche, measure first the radiator and then the niche. Is the radiator in a niche, measure the distance from the rear wall and enter this value as a negative number in the input field a distance from the wall.

11. Measuring an obstacle

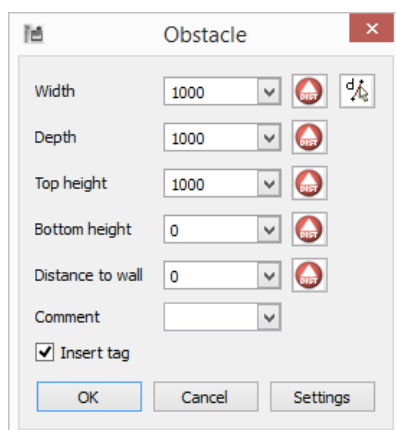
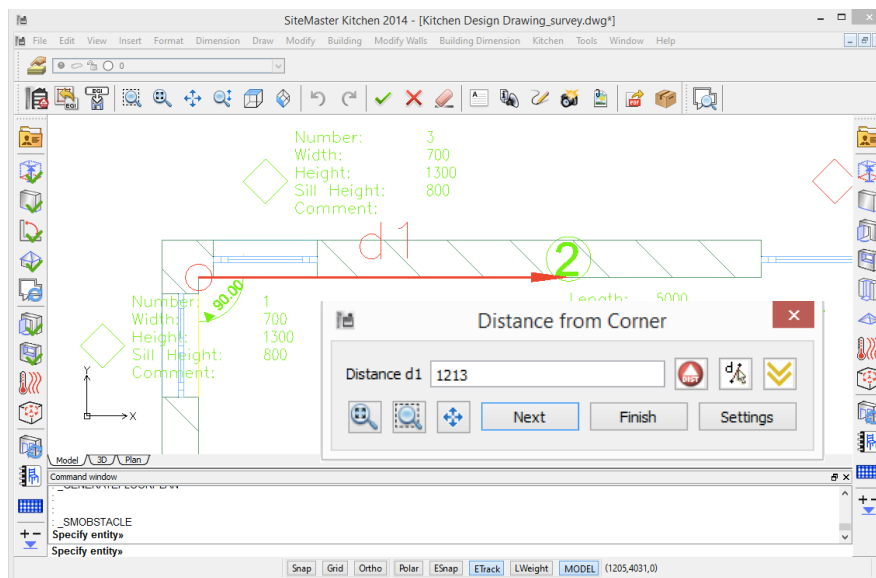


With SiteMaster kitchen you can measure and insert for example: permanently installed gas heaters, wall or pipe cladding, baseboards, ledges, built-in wardrobes, etc. as an obstacle and transfer it to CARAT.

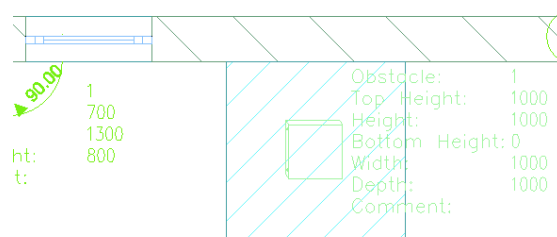
You can insert and measure obstacles in both the plan view (A) and later in section wall views after wall have been processed (B).

A) Inserting and measuring an obstacle in plan view

When you select **INSERT OBSTACLE** you need to specify the wall where you would like to insert an obstacle. First measure the offset d_1 from the corner to the obstacle and press next. Now measure the width, depth, top height, bottom height and distance to the wall.




If you do not want to insert more obstacles at this wall press Finish or Next to continue.

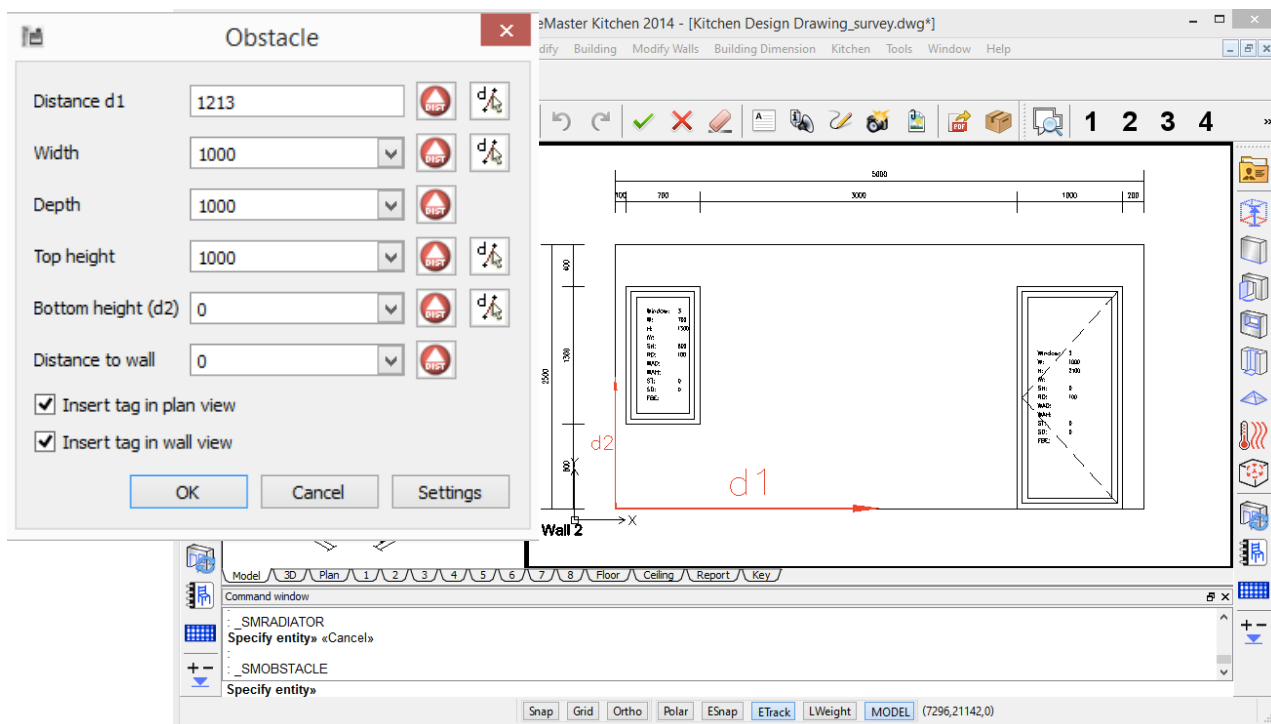


B) Inserting and measuring an obstacle in the section wall view (after Process walls)

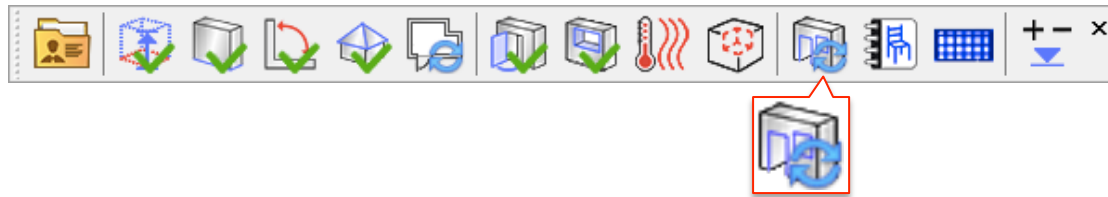
Make sure you have the correct wall view in front of you where you want to insert an obstacle (see processing walls)

Select **INSERT OBSTACLE** and select one of the left or right bottom wall corners in the wall view from where you would like to measure the obstacle. Then measure the offset d_1 from the corner to the obstacle and press next. Now measure the width, depth, top height, bottom height and distance to the wall. Press Ok and the obstacle will appear with dimensions.

 In case the obstacle offset d_1 is 0, you need to process the walls again to show the obstacle in adjacent walls.



12. Process Walls



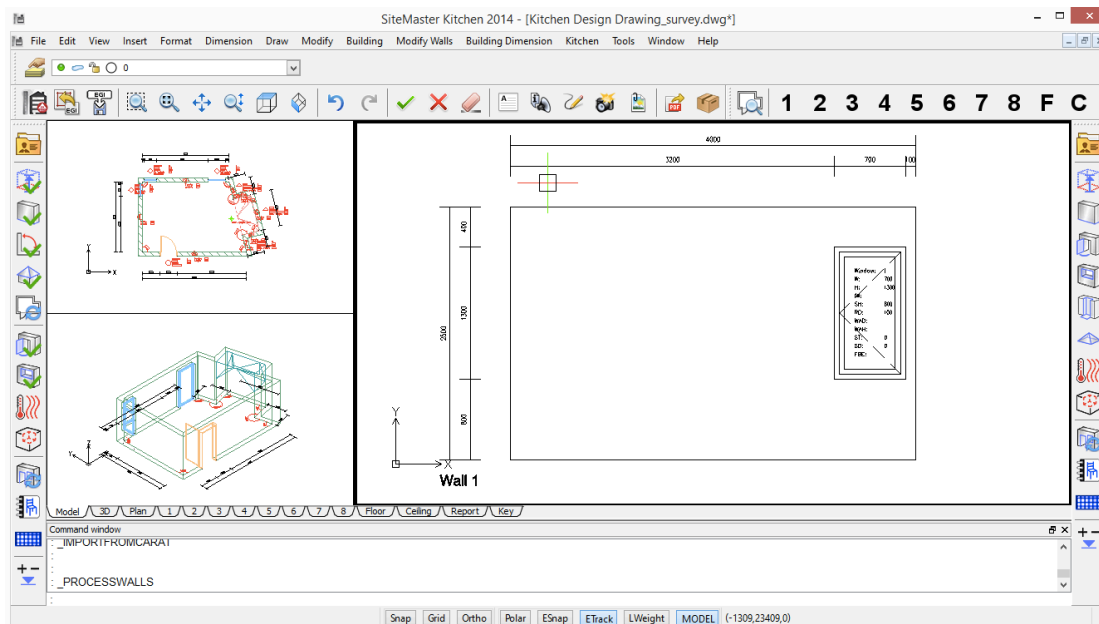
Measuring installations, such as, electrical, plumbing or tiles are inserted in the wall displays, which correspond to the single-wall views. By clicking **PROCESS WALLS**, SiteMaster Kitchen automatically creates wall views with dimensions.

Depending on the number of walls, individual wall views are generated, which can be individually opened with the generated buttons. The views are numbered starting with 1 upwards. F represents the floor and C the ceiling.

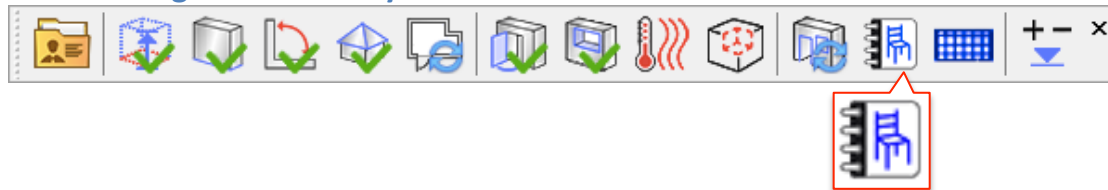


With the first button 'zoom to floor plan' you get back to the original view. Selecting 1, 2, 3, etc. or F & C you see the individual view.

Inserting and measuring installations and tiles are being done within the wall views.



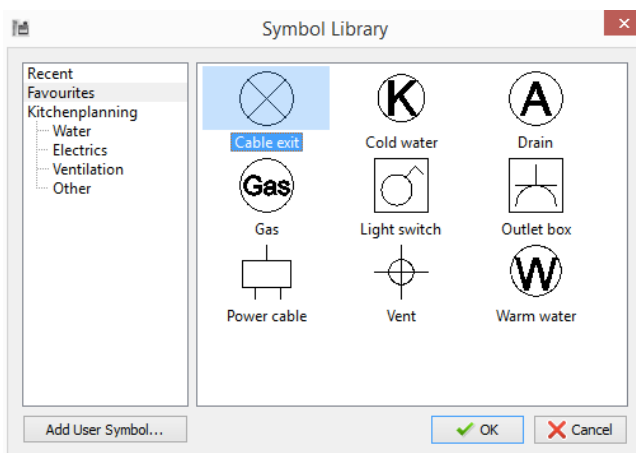
13. Inserting Installation Symbols



Measuring installations, such as, electrical, plumbing or tiles are inserted in the wall displays, which correspond to the single-wall views.

Make sure you have the correct wall view displaying in which you want to insert an installation.

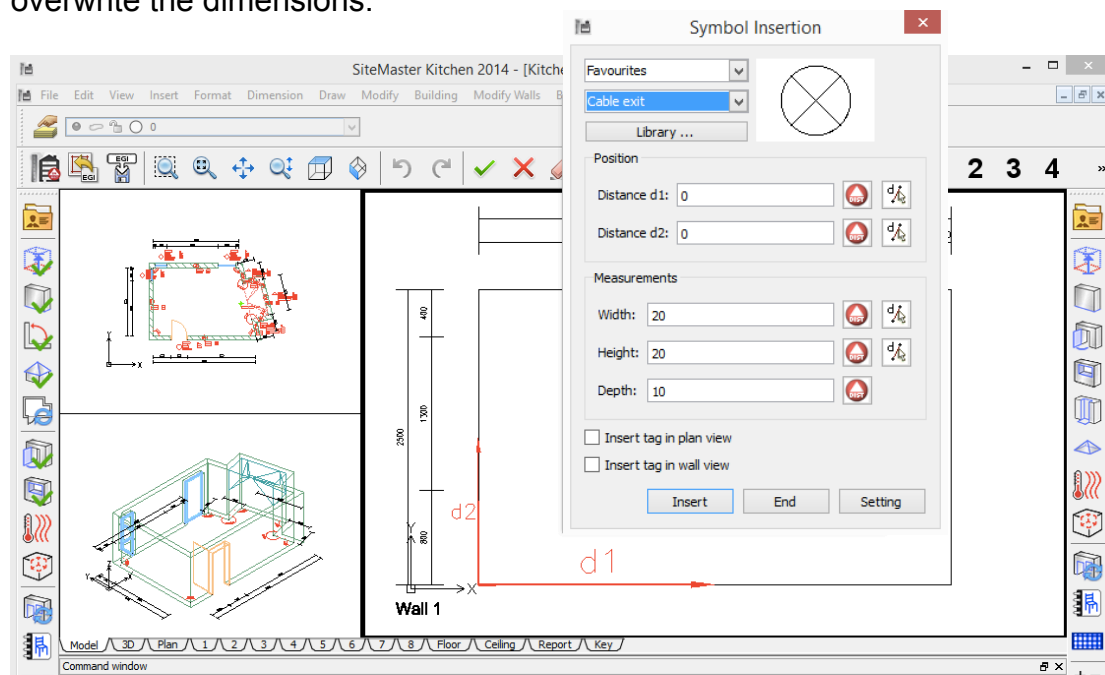
Select **INSERT SYMBOL** and select one of the left or right bottom wall corners in the wall view from where you would like to measure the symbol.



In the dialog box, select one symbol from the symbol library or from the pull-down categories: water, electrical, ventilation or other type of installation that you want to insert.

Now measure distance D1 and D2, from the **center** of the symbol to the wall and to the floor. Afterwards measure the width, height and depth of the installation. You can also choose to insert a tag or not. Press Ok and the symbol will appear with dimensions.

Some symbols have default values and if required you can measure and overwrite the dimensions.



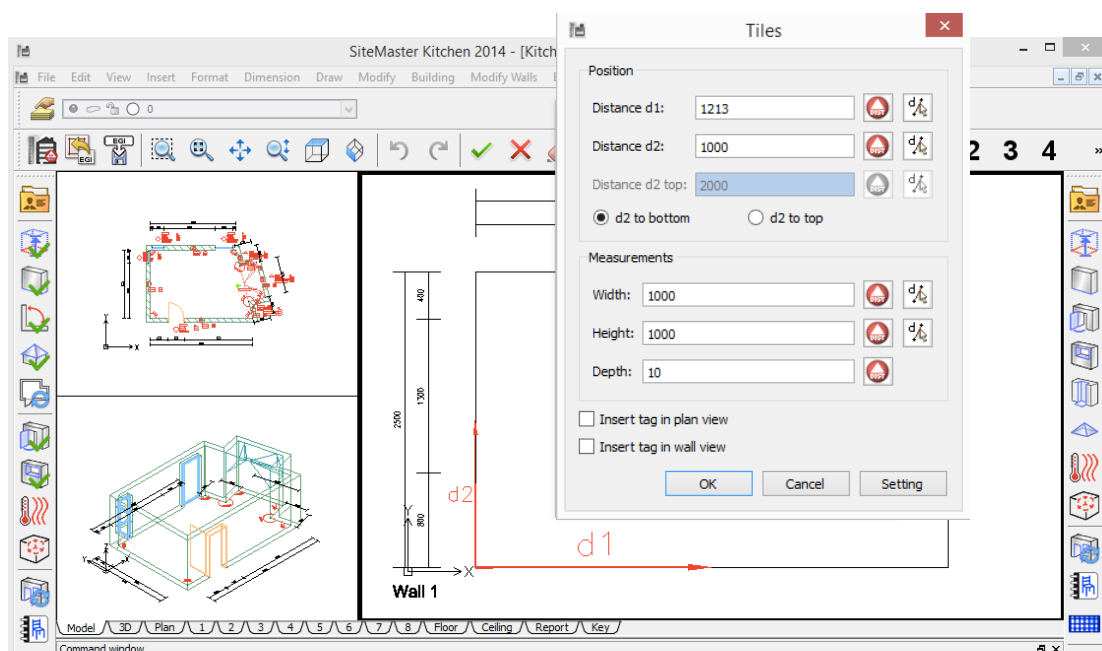
14. Tiles



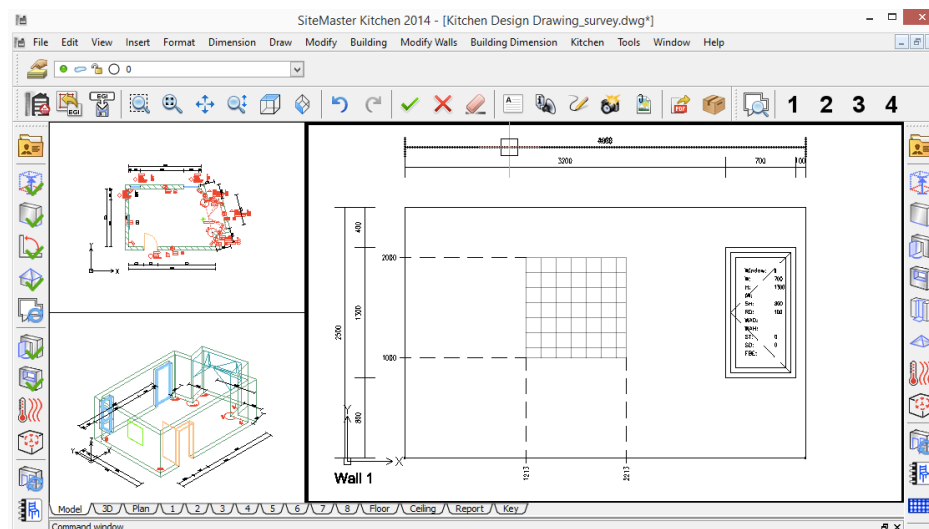
The measurement of tiles is based on the same principle as the measurement of installation symbols.

Make sure you have the correct wall view displaying in which you want to insert the tiles.

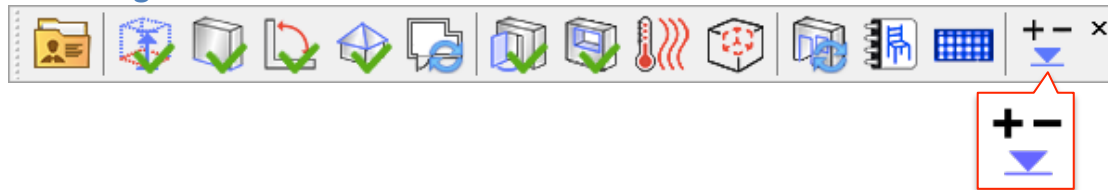
Select **INSERT TILES** and select one of the left or right bottom wall corners in the wall view from where you would like to measure the symbol.



Now measure distance D1 and D2, from the center of the symbol to the wall and to the floor. Afterwards measure the width, height and depth of the tiles. Press Ok and the tiles will appear with dimensions.



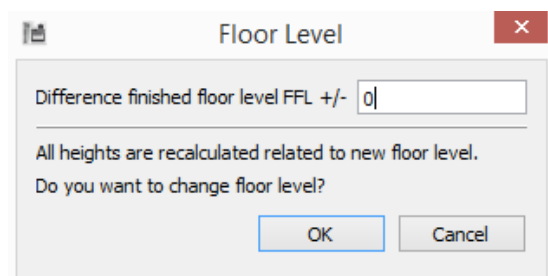
15. Change floor level



You only need to change the floor level if there will be a deviation from the actual measured floor height to the floor height of the planned kitchen.

E.g.: you have measured all measurements from an unfinished floor, but know already the proposed finished floor height. In this case you can enter the height difference with this command and adjust all relevant heights in respect to the floor height.

Select **CHANGE FLOOR** Level and enter the difference between the actual measured floor level and the new reference level.



Depending on the kitchen, you can specify a positive value when the new finished floor is above the measured level or a negative value if the new finished floor is below the measured level.

Example:

The proposed finished floor level is 40 mm higher than the current floor level. So type in the dialog box the difference finished floor level FFL +/- of 40. As a result, all height-related height dimensions are adjusted to the new height and actualized in the wall section views.

In addition, in all wall views you will see the text, Floor level now -40, i.e. the new floor level is 40mm above the floor level you measured to.

