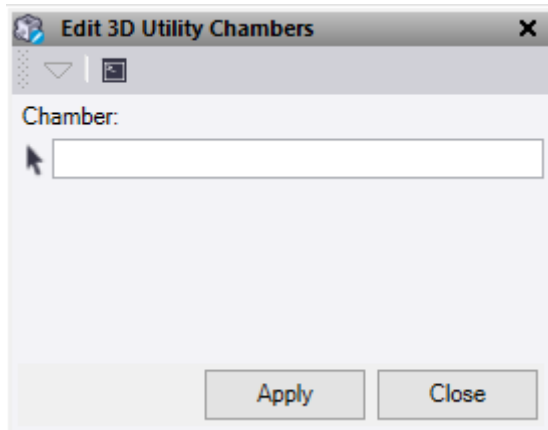




Command Description

The Edit 3D Utility Chambers command enables you to edit existing 3D utility chambers. This allows you to change the dimensions and apply new wall thickness, floor thickness and depth to the objects.



- Select an existing **Chamber** that needs to be modified.

Edit options:

1. Enter a **Wall Thickness** for the chamber.
2. Enter a **Floor Thickness** for the chamber.
3. 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.
4. 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.
5. Select a **Mode**:
 - **Circular** – This will create a round chamber.
 - **Diameter** – Enter a diameter value.
 - **Rectangular** – This will create a rectangular chamber.
 - **Length** – Enter a length value.
 - **Width** – Enter a width value.
 - **Rotation** – Enter a rotation value.
6. Do either of the following:
 - Click **Apply** to create the 3d solid and keep the **Edit 3D Utility Chambers** command pane open.
 - Click **Close** to end and close the **Edit 3D Utility Chambers** command pane.