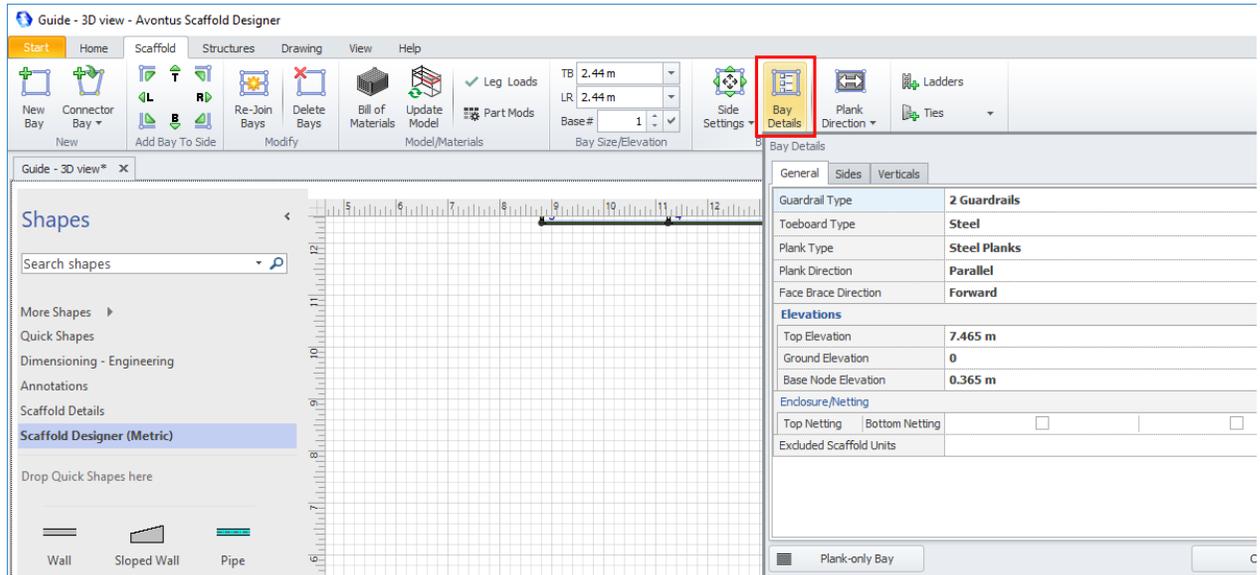


# Bay Details Dropdown-New

Clicking the **Bay Details** control (located in the **Bay Properties** group) launches a dialog with three tabs that provide many options for editing materials and settings for the selected bay. Scaffold Designer applies the options and changes you set through this control to every level of the selected bay.

Like any other dialog, you can move the *Bay Details* dialog anywhere on your desktop that works best for you. You can also dock the *Bay Details* dialog. This can be especially useful when using a dual monitor setup, with the *3D View* dialog on the second monitor.

**Note:** The **Bay Details** control is only available when an individual bay is selected on the drawing page. If multiple bays are selected, this control is disabled.

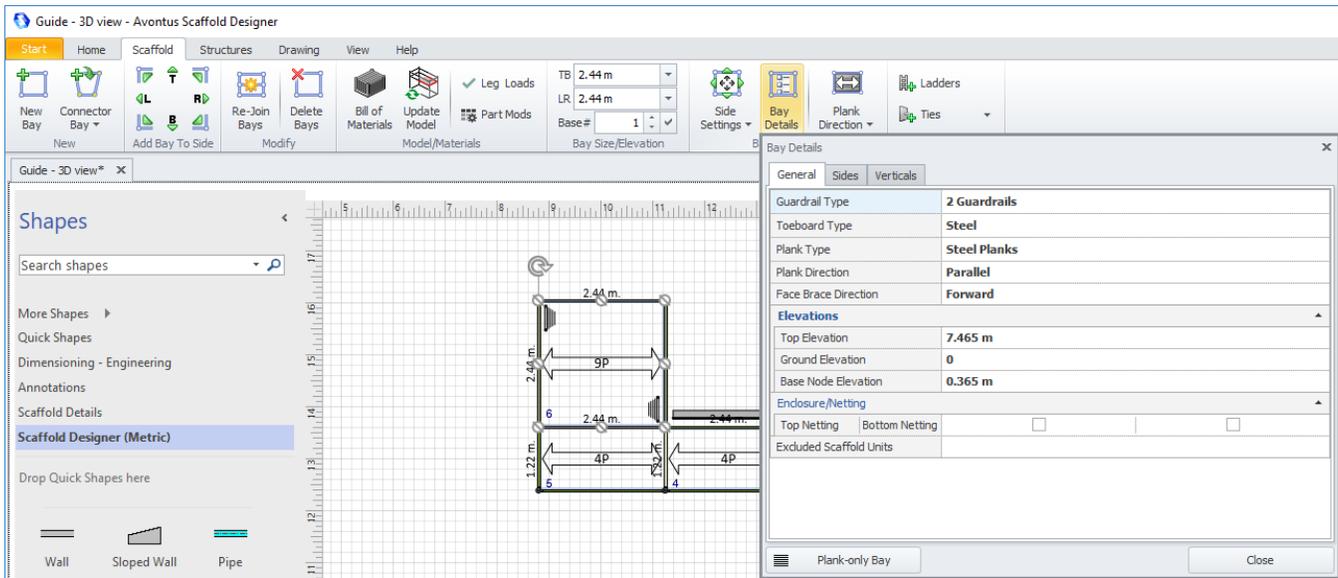


On this page, you will find the following:

- [General Tab](#)
  - [Basic Bay Options](#)
  - [Cantilever Bay Properties](#)
- [Sides Tab](#)
  - [Materials](#)
  - [Side Settings](#)
- [Verticals Tab](#)
  - [Extend Options](#)

## General Tab

The **General** tab of the **Bay Details** control provides material options and settings for the entire selected bay. Scaffold Designer applies the changes made here to every level and every side of the selected bay, where applicable.



## Basic Bay Options

<b>Guardrail Type</b>	Select from the available options to default the guardrail configuration for the bay. Options include: <ul style="list-style-type: none"> <li>• 2 Guardrails (default)</li> <li>• 3 Guardrails</li> <li>• 4 Guardrails</li> <li>• California Guardrails</li> <li>• Mesh Guard</li> <li>• Frame Guardrail</li> <li>• Child-safe Guardrail</li> </ul>
<b>Toeboard Type</b>	Select from the available toeboard materials. Options include: <ul style="list-style-type: none"> <li>• Steel (default)</li> <li>• Wood</li> <li>• Alum</li> </ul>
<b>Plank Type</b>	Select from the available plank (deck) materials. Options include: <ul style="list-style-type: none"> <li>• Steel Planks (default)</li> <li>• Wood Planks</li> <li>• All Alum. Deck</li> <li>• Alum. Ply-Deck</li> </ul>
<b>Plank Direction</b>	Use this option to change the direction of the planks. <ul style="list-style-type: none"> <li>• Parallel</li> <li>• Perpendicular</li> </ul>
<b>Face Brace Direction</b>	Use this option to change the brace direction for the selected bay. <ul style="list-style-type: none"> <li>• Forward (default Ring and Cup systems)</li> <li>• Backward</li> <li>• Alternate (default Kwikstage system)</li> </ul>
<b>Top Elevation</b>	Use this option to set the height above the ground at which the top of the scaffold rests. The ground is zero (0).
<b>Ground Elevation</b>	Use this option to set the height at which the bottom of the scaffold rests. The ground is zero (0).
<b>Base Node Elevation</b>	Use this option to set the starting height of the base (first) node of the bay. This should include allowances for Base Collar and Screwjack materials.
<b>Top Enclosure /Netting</b>	

<b>Bottom Enclosure /Netting</b>	
<b>Excluded Scaffold Units</b>	

## Cantilever Bay Properties

Cantilever Bay Properties are automatically displayed when a cantilever bay is selected.

**Bay Details** ✕

General **Sides** Verticals

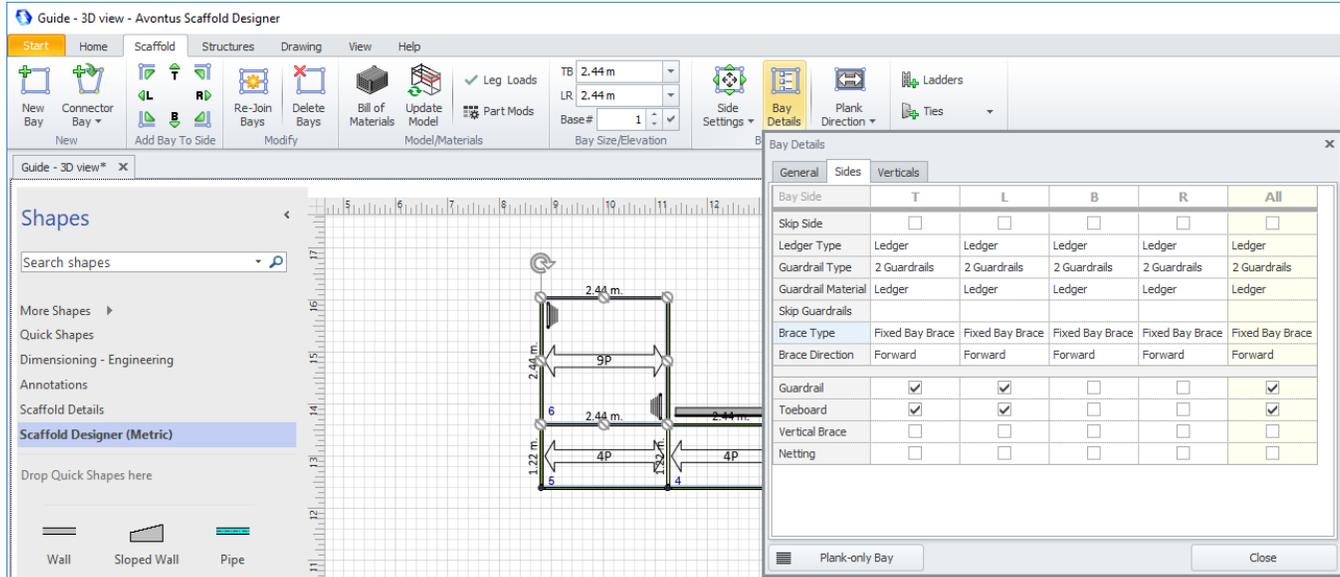
Guardrail Type	<b>2 Guardrails</b>
Toeboard Type	<b>Steel</b>
Plank Type	<b>Steel Planks</b>
Plank Direction	<b>Parallel</b>
Face Brace Direction	<b>Forward</b>
<b>Elevations</b> ▲	
Top Elevation	<b>11.379 ft</b>
Ground Elevation	<b>6.562 ft</b>
Base Node Elevation	<b>7.77 ft</b>
<b>Cantilever Bay</b> ▲	
Top Support Brace Type	<b>None</b>
Top Brace Height (nodes)	<b>4</b>
Bottom Support Brace Type	<b>Double Bay Brace</b>
Bottom Brace Height (nodes)	<b>4</b>
<b>Enclosure/Netting</b> ▲	
Top Netting	<input type="checkbox"/>
Bottom Netting	<input type="checkbox"/>
Excluded Scaffold Units	

☰ Plank-only Bay ↻ Refresh ✕ Close

<b>Top Support Brace Type</b>	Select from the available brace materials for braces extending from the top of the bay to the parent bay. <ul style="list-style-type: none"> <li>• None</li> <li>• Fixed Bay Brace</li> <li>• Double Bay Brace</li> <li>• Tube &amp; Clamp</li> <li>• Double Tube &amp; Clamp</li> </ul>
<b>Top Brace Height (nodes)</b>	Use this option to set the height of the brace. This is the number of nodes above the top of the cantilever to the parent bay.
<b>Bottom Support Brace Type</b>	Select from the available brace materials for braces extending from the bottom of the bay to the parent bay. <ul style="list-style-type: none"> <li>• None</li> <li>• Fixed Bay Brace</li> <li>• Double Bay Brace</li> <li>• Tube &amp; Clamp</li> <li>• Double Tube &amp; Clamp</li> </ul>
<b>Bottom Brace Height (nodes)</b>	Use this option to set the height of the brace. This is the number of nodes below the bottom of the cantilever to the parent bay.

## Sides Tab

The **Sides** tab of the **Bay Details** control provides side-by-side material settings and options for a selected bay. The settings and changes you make here will affect every level of the selected bay, where applicable.



## Materials

**Note:** If compatible parts for the selected material group and bay size are not available in the Material Master, Scaffold Designer may automatically substitute tube and clamp. Automatic tube and clamp material substitutions will not update the materials shown in *Bay Details*. The selected material type remains the primary material choice in case of Material Master updates and changes.

<b>Skip Side</b>	Enable this option to skip materials for this entire side such as Ledgers, Guardrails, and Toeboards. Materials will not be included in the Bill of Materials or 3D Views. Materials shared by more than one side will not be removed. Original settings will be retained in case the option is later disabled.
<b>Ledger Type</b>	Select from the available options to set the ledger material for the selected bay. Options include: <ul style="list-style-type: none"> <li>• Ledger (default)</li> <li>• TubeClamp</li> <li>• Transom</li> <li>• Truss</li> <li>• BridgingBeam</li> <li>• SideBracket</li> </ul>
<b>Guardrail Type</b>	Select from the available options to default the guardrail configuration for the bay. Options include: <ul style="list-style-type: none"> <li>• 2 Guardrails (default)</li> <li>• 3 Guardrails</li> <li>• 4 Guardrails</li> <li>• California Guardrails</li> <li>• Mesh Guard</li> <li>• Child-safe Guardrail</li> </ul>
<b>Guardrail Material</b>	Select from the available options to set the guardrail material for the selected bay. Options include: <ul style="list-style-type: none"> <li>• Ledger (default)</li> <li>• TubeClamp</li> <li>• Transom</li> <li>• Truss</li> <li>• BridgingBeam</li> <li>• SideBracket</li> </ul>

<b>Skip Guardrails</b>	<p>Select the Guardrails to skip. Materials will not be included in the Bill of Materials or 3D Views. Materials shared by more than one side will not be removed. On a 4 node level, 1 represents the guardrail connected to the lowest node and so on.</p> <ul style="list-style-type: none"> <li>Select All</li> <li>1</li> <li>2</li> <li>3</li> <li>4</li> </ul>
<b>Brace Type</b>	<p>Select from the available options to default the brace type for the bay. Options include:</p> <ul style="list-style-type: none"> <li>Fixed Bay Brace</li> <li>Tube &amp; Clamp</li> </ul>
<b>Brace Direction</b>	<p>Use this option to change the brace direction for the selected bay.</p> <ul style="list-style-type: none"> <li>Forward (default Ring and Cup systems)</li> <li>Backward</li> <li>Alternate (default Kwikstage system)</li> </ul>

### Side Settings

This section provides quick access to common side settings. Enable or disable the options to add or remove materials to the selected bay side. Options include:

- Guardrail
- Toeboard
- Vertical Brace
- Netting

### Verticals Tab

The **Verticals** tab of the **Bay Details** control provides options for editing each vertical (leg/standard) of a selected bay.

The screenshot shows the Avontus Scaffold Designer software interface. The main window displays a 3D view of a scaffold bay with dimensions: TB 2.44 m, LR 2.44 m, and Base # 1. The 'Bay Details' dialog box is open, showing the 'Verticals' tab. The dialog box contains a table for configuring verticals for different bay corners (T/R, T/L, B/L, B/R, All).

Bay Corner	T/R	T/L	B/L	B/R	All
Skip Vertical	<input type="checkbox"/>				
Header Type	None	None	None	None	None
Base Type	Screw Jack				
Base Collar	<input checked="" type="checkbox"/>				
Sill Boards	1	1	1	1	1
Extend Top	0	0	0	0	0
Extend Bottom	0	0	0	0	0
Top Jack Height	0.305 m				
Base Jack Height	0.305 m				
Top Rotation					
Base Rotation					
Total Length	7.465 m	7.465 m	7.465 m	7.465 m	

<b>Skip Vertical</b>	<p>Enable this option to skip the vertical. The vertical will not be included in the Bill of Materials or 3D Views. Materials shared by more than one bay will not be removed. Scaffold Designer will retain other bay materials, such as ledgers.</p>
<b>Header Type</b>	<p>Select the desired type from the available options. Options include:</p> <ul style="list-style-type: none"> <li>None</li> <li>Spigotless Vertical</li> <li>Deck Adapter</li> <li>U-head Jack</li> <li>Screw Jack</li> </ul>

<b>Base Type</b>	<p>Select the desired type from the available options. Options include:</p> <ul style="list-style-type: none"> <li>• None</li> <li>• Screw Jack (default)</li> </ul> <p><b>Note:</b> When you remove screw jacks, Scaffold Designer automatically removes base collars. This occurs whether you all or individual screw jacks, from any UI element. If you remove screw jacks, but still need base collars, add them back manually if required</p> <ul style="list-style-type: none"> <li>• Swivel Screw Jack (default for walls with base elevation slope)</li> <li>• Beam Rider/Spigot</li> <li>• Base Plate</li> <li>• Caster Fixed</li> <li>• Caster Adjustable</li> </ul>
<b>Base Collar</b>	Defaults as selected. Indicate if this vertical uses a Base Collar.
<b>Sill Boards</b>	Defaults to 1. Enter the desired number of sill boards. To remove sill boards, enter 0.

## Extend Options

By default, all verticals for a bay will be the same length. These options enable you to modify the length of each vertical independently.

<b>Extend Top</b>	This option increases the length of the vertical by adding nodes to the top of the vertical. Enter a positive value to a maximum of 10. Each increment of one represents one node in length.
<b>Extend Bottom</b>	This option increases the length of the vertical by adding nodes to the bottom of the vertical. Enter a negative value to a maximum of -10. Each increment of one represents one node in length.
<b>Top Jack Height</b>	Enter the desired height for the top screw jacks. Defaults to 12 in. or 30.48 cm. for flat elevations.
<b>Base Jack Height</b>	Enter the desired height for the base screw jacks. Defaults to 12 in. or 30.48 cm. for flat elevations.
<b>Top Rotation</b>	Enter the desired amount (in degrees) in which you want to rotate the screw jacks on the top verticals.
<b>Base Rotation</b>	Enter the desired amount (in degrees) in which you want to rotate the base screw jacks.
<b>Total Length</b>	These read-only text fields display the total length of each vertical, including all standards, headers, base, base collar and any extensions (excluding sill boards)