The Focus of this Lesson is:

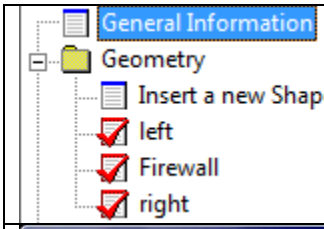
- *Firewall Application*

Lesson Comments:

In this lesson, you will add a shape to model a firewall situation.

In this situation, a firewall is required at approximately the middle of a 100 foot long building. The approach I took to this project was to input ***two*** separate ***50 foot*** long buildings with a space of ***8 inches*** (*the width/thickness of the firewall*) between them. I then inserted a ***third*** shape to represent the firewall and placed it between the two main shapes.

By inserting a shape to represent the firewall, VPCommand will remove the sheeting, girts, insulation, etc. at the common walls. By going to the "***Part Status***" folder and "***turning off***" (*unchecking the Part Active box*) the categories I do not need will insure I receive the correct parts and do not receive unwanted material. I also, check the trim conditions at the left and right shapes to make sure I receive the desired roof height change flashing, etc.

<table>
<tr>
<td> 
</td>
<td>

- Input Three shapes with a shape to represent the "*Firewall*" in between the two main buildings.

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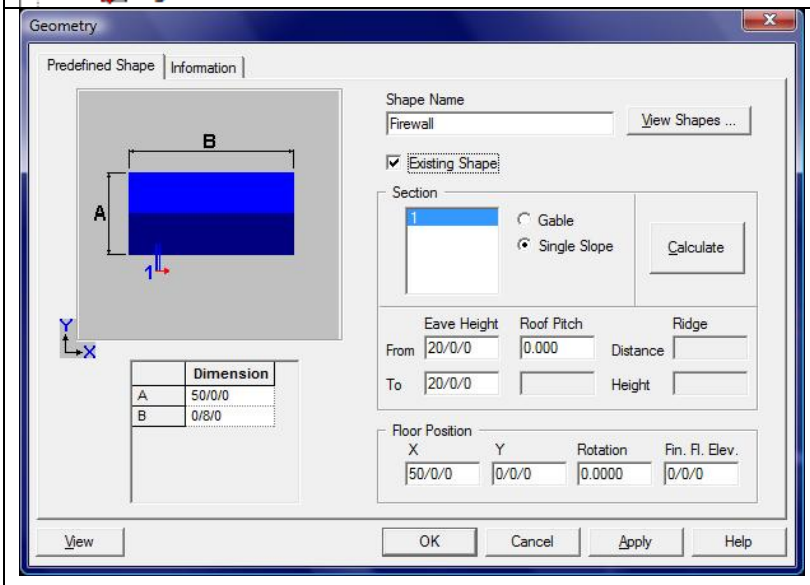
<tr>
<td> 
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- Input the firewall like this. Notice that the roof pitch is **0.000**, this can be input as a gable also, it depends if the firewall is one height, or it slopes with the roof.
- Also make sure the shape has **Existing Shape** marked in the checkbox.

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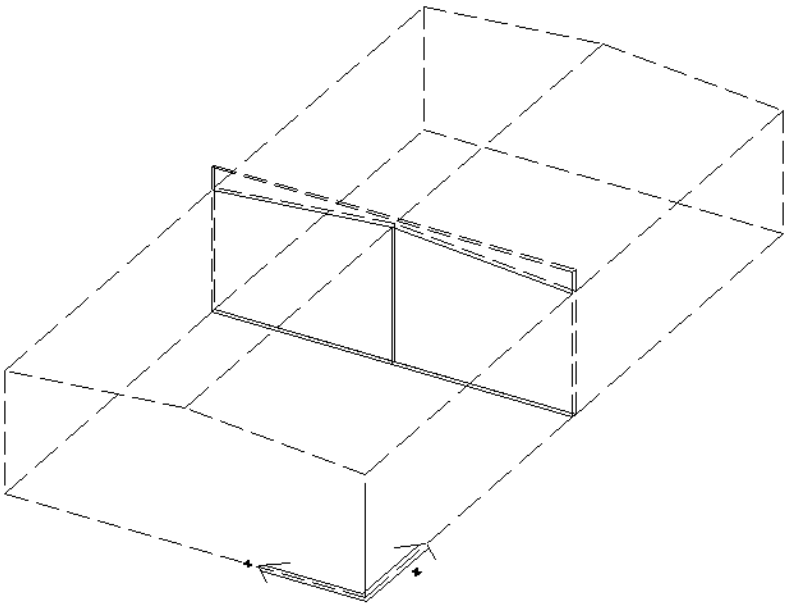
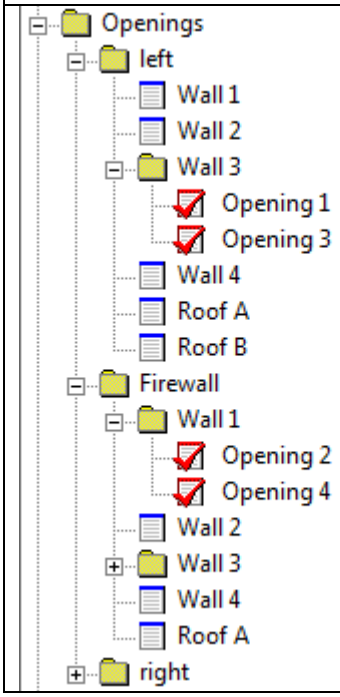
</table>



- The Shapes should look like this.



- Remember that you can check the "***Openings***" folder to make sure the shape for the firewall is positioned correctly.
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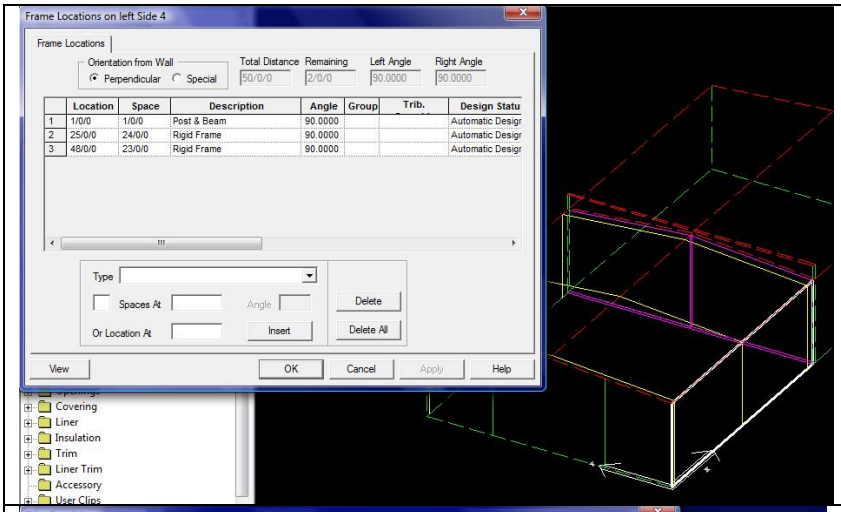
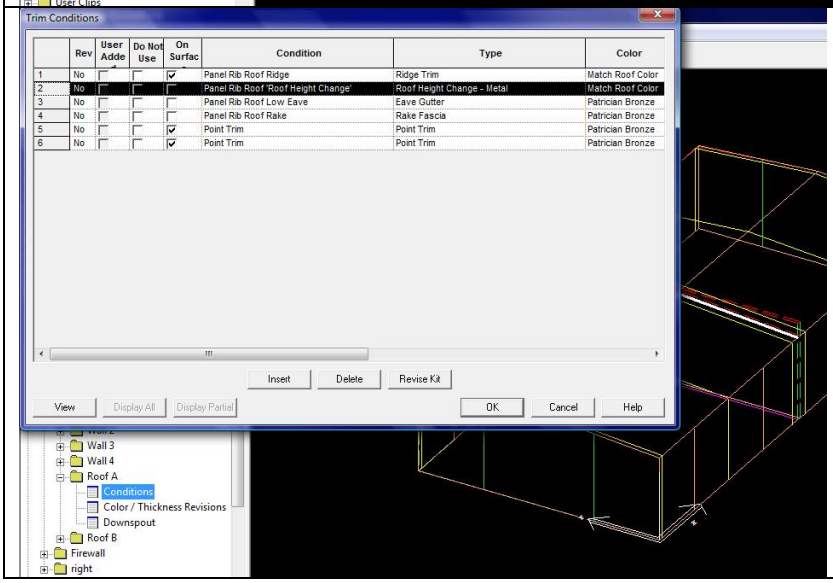


- Be sure to place the appropriate ***frame*** adjacent to the firewall.
- There needs to be a separation between the frame and the wall, otherwise the two will conflict.



- Check for appropriate ***trim*** at the wall transitions as shown on Roof A.