|	Ignoring unwanted floor areas in Carbon Checker	
build desk *save your energy*		BuildDesk **Carbon Checker**

Because the key calculation results from SBEM are based on CO_2 emissions per m^2 of floor area, it is important that the correct floor area is used in the calculation.

In Carbon Checker, the total floor area of the building is calculated automatically and is taken to be the total of the floor areas of the zones you've drawn. There are cases where the total drawn floor area will be greater than the building's actual useful floor area. You need to watch out for situations like this and know how to adjust the floor area to give you the value you want.

Here's a simplified version of a typical situation (drawn from the side and seen in 3D):
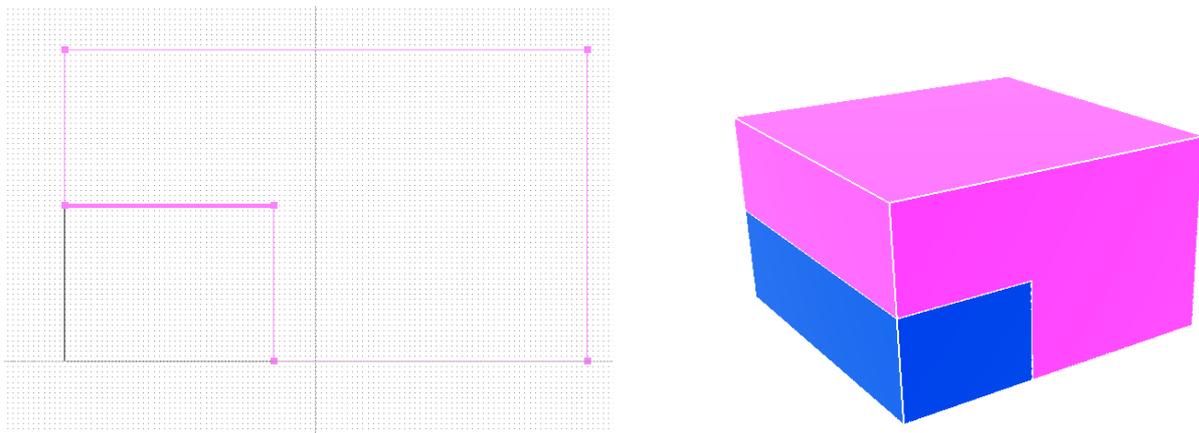
(The colours on these screenshots have been inverted to save ink if printing.)

Here we have an industrial unit consisting of a storage zone and an integral office block. The total footprint of the building is $100m^2$. The space above the office is part of the storage zone, but the area on top of the office is not useful floorspace so the building's total useful floor area should also be $100m^2$.

Carbon Checker identified all the floor areas in the building…
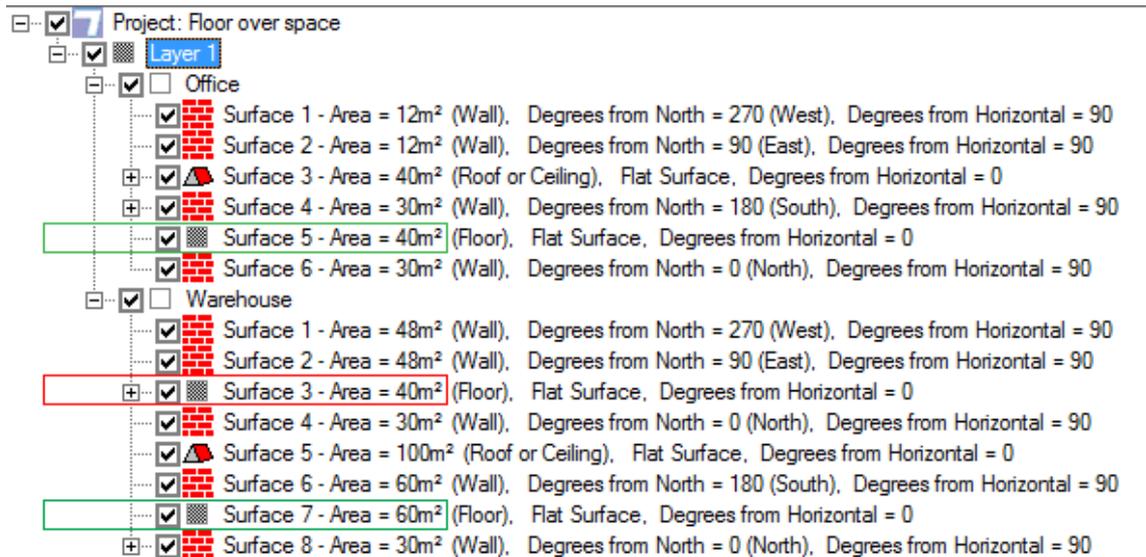
The required total floor area of the building is 100m², but if we don't make an adjustment the software will add up all the floor areas and get a total of 140m².

We need to tell the software that we don't want to include the floor area on top of the office block (identified in red).

To do this, right-click on the unwanted floor area:
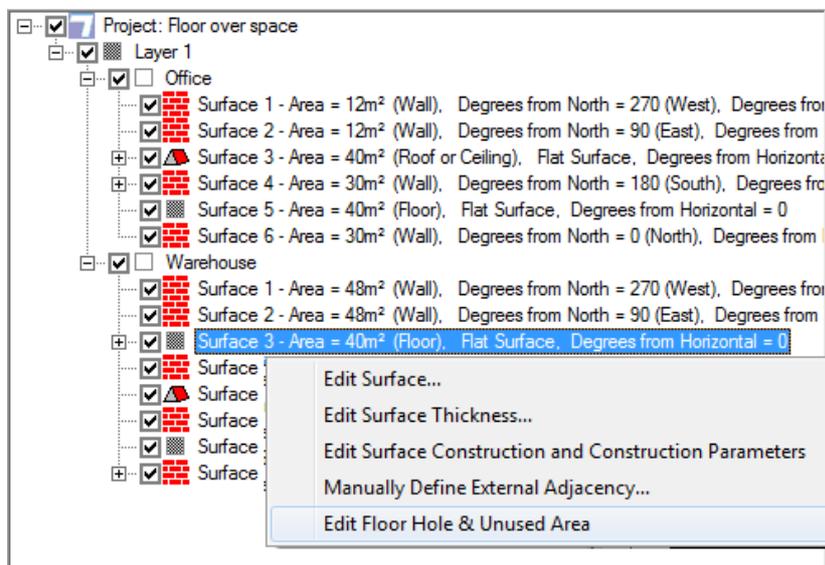
Then choose the option *Edit Floor Hole and Unused Area* to bring up this dialog:
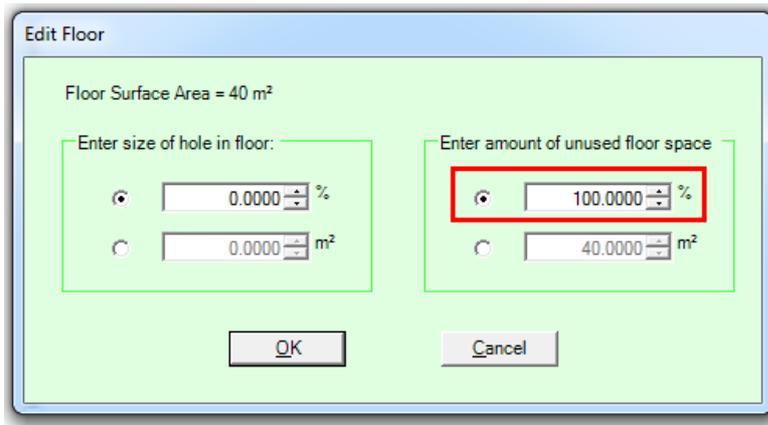
To exclude this floor area completely from the total building floor area used in the calculation, set the unused floor space to 100% as illustrated above.

The *Project Settings | Building Settings* page of the software includes the total floor area that will be used in the calculation; it will be the total area of all the floor surfaces you've drawn less any adjustments you've made using the *Edit Floor Hole and Unused Area* option. Once you've entered the building geometry, you should visit the *Project Settings | Building Settings* page to make sure that the total floor area of the building is what you expect it to be.

The "override button" currently found on the Project Settings | Building Settings page is there for historic reasons that no longer really apply. The feature doesn't do anything useful, is potentially misleading and will be removed in a forthcoming software update.

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February 2013