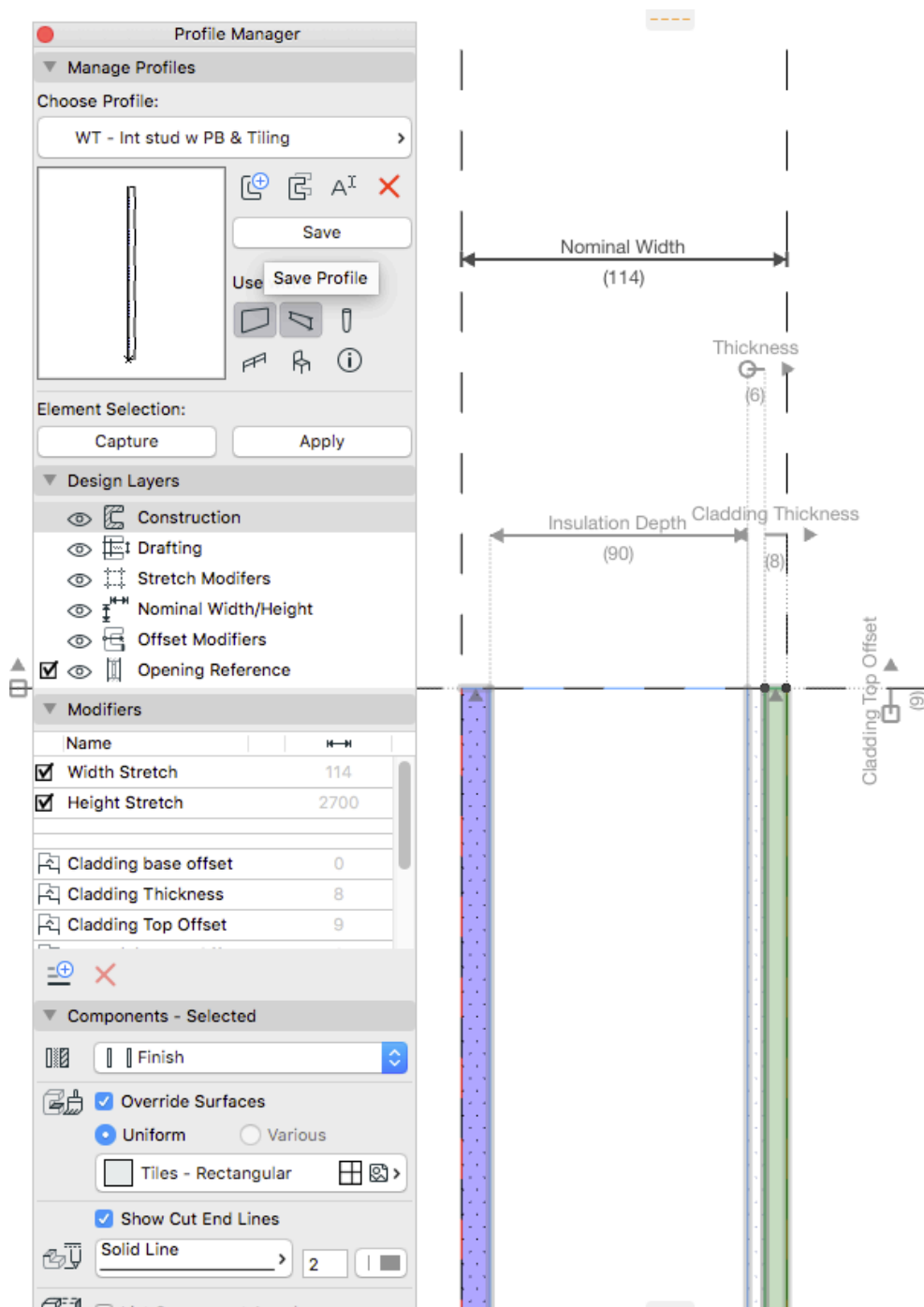


NO OPTION BUT TO HAVE SAME SURFACE BOTH SIDES?

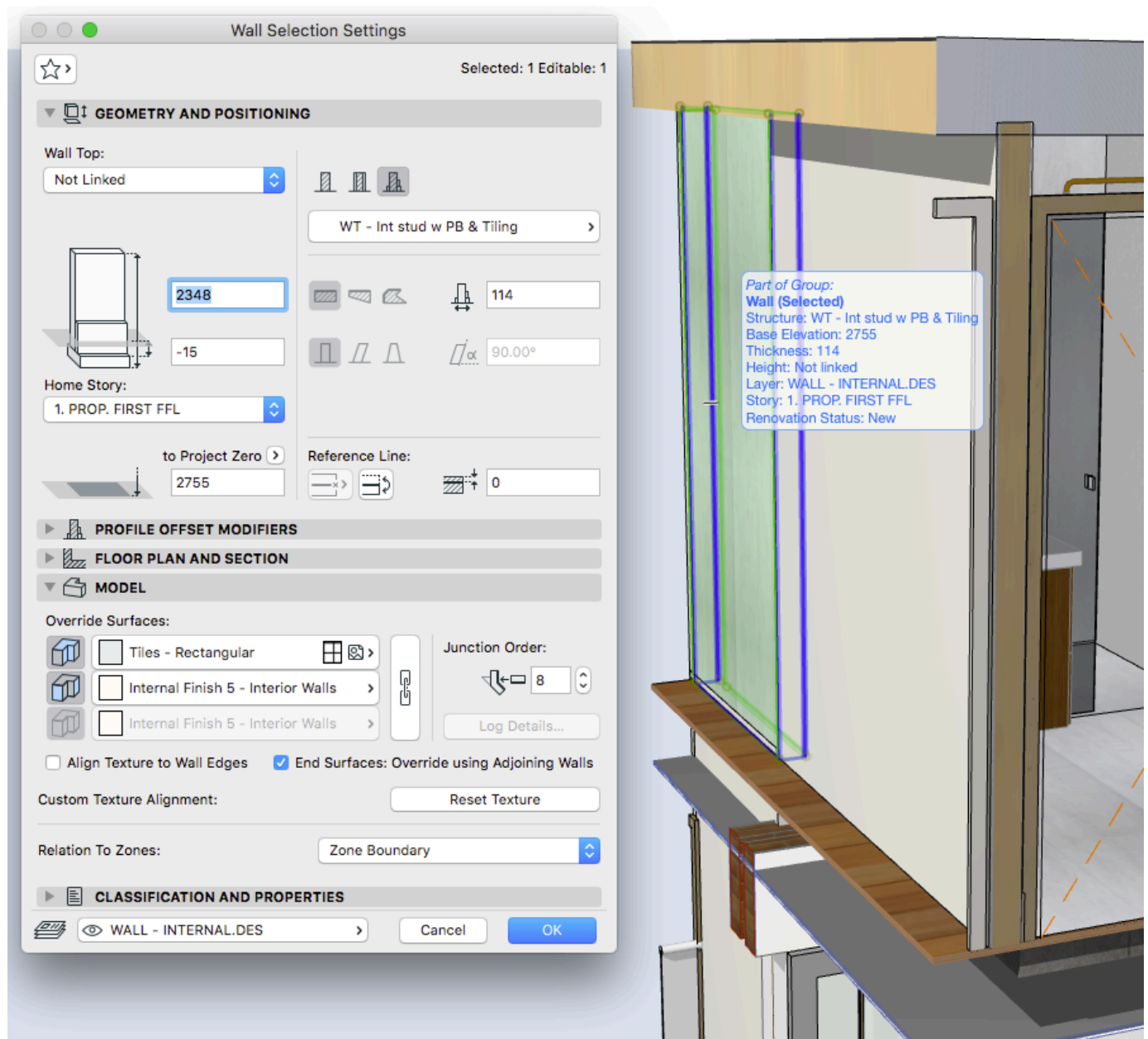
EVERYTIME YOU MODIFY SOMETHING IN PROFILE MANAGER IT CHANGES PLACED WALLS

I have the following skins which can be modified by height. Also the thickness can be modified of 'cladding' and the lining behind the cladding:

- \* 'cladding' - intended to use with tiles also, have experimented with both override and non override surfaces; can only change extrusion surface in both cases
- \* Lining behind cladding - surface is set to general internal wall lining
- \* Stud / insulation
- \* Internal lining



This wall should only have tiles on the bathroom side and internal wall finish on hallway...



Wall Selection Settings

Selected: 1 Editable: 1

GEOMETRY AND POSITIONING

Wall Top:  
Not Linked

2362

0

Home Story:  
1. PROP. FIRST FFL

to Project Zero  
2770

WT - Int stud w PB & Tiling

114

90.00°

Reference Line:  
0

PROFILE OFFSET MODIFIERS

FLOOR PLAN AND SECTION

MODEL

Override Surfaces:  

Internal Finish 5 - Interior Walls

Internal Finish 5 - Interior Walls

Internal Finish 5 - Interior Walls

Align Texture to Wall Edges

End Surfaces: Override using Adjoining Walls

Custom Texture Alignment:  
Reset Texture

Relation To Zones:  
Zone Boundary

CLASSIFICATION AND PROPERTIES

WALL - INTERNAL.DES

Cancel

OK



The highlighted wall shows where a tiling skirt should be. In the complex profile I have the 'cladding skin' set to surface of tiles but because I have overrides the other side of the wall to internal wall finish, it's not showing tile skirting.

I wanted to use the same profile on the external wall and instead of internal wall finish have a FC cladding.

