

# **Quantifier Pro User Guide**

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# Getting Started

## Getting Started

### Key Terms

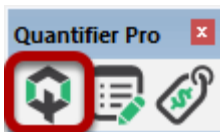
It is important to have an understanding of the key terms used throughout this guide:

**Object:** Refers to any Group, Component, or Profile Member in your SketchUp model

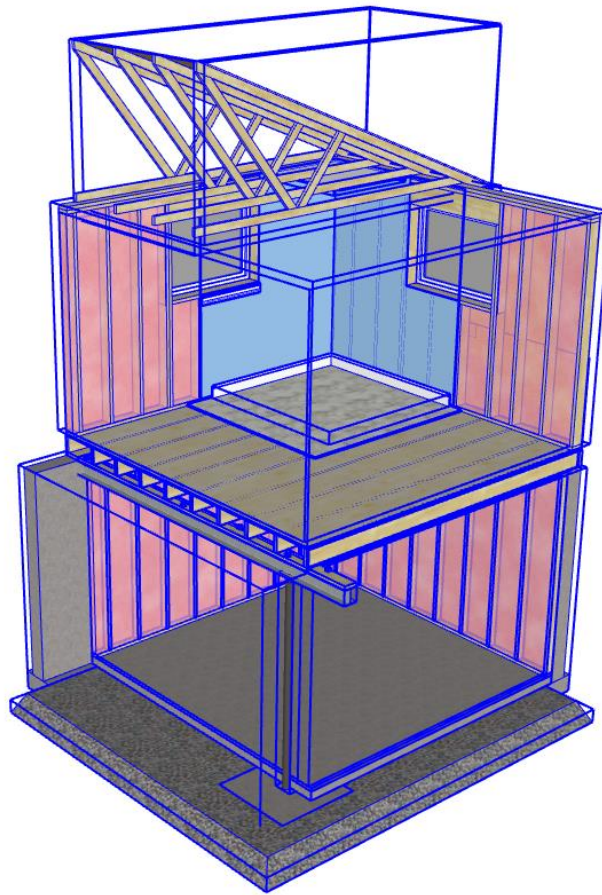
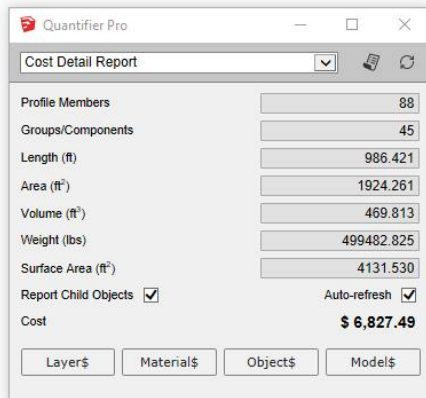
**Profile Member:** Refers to an object that was created using the Profile Builder extension for SketchUp. It is not necessary to have Profile Builder in order to use Quantifier Pro. However, if you create objects using Profile Builder, quantity reports will be more accurate for certain types of objects.

**Child Object:** Refers to an object that is nested inside another object. For example, a Group inside of a Component is a child object of the Component.

### Open the Main Dialog



## Select Objects in your model



Select Components or Groups and the Quantifier dialog will instantly report the quantities of the selection.

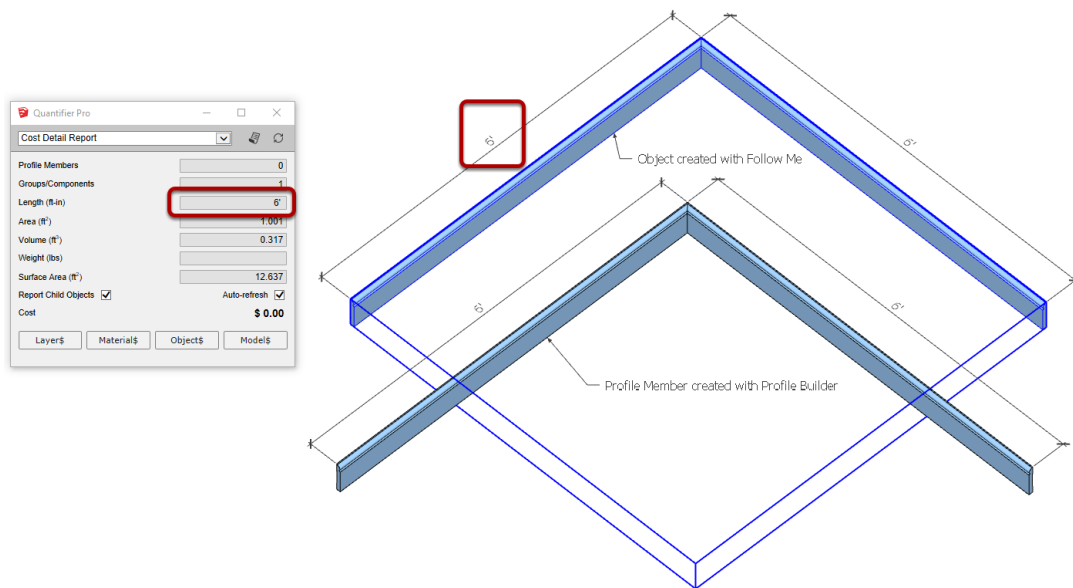
If you use the Profile Builder extension and there are Profile Members in your model, these objects will also be reported in the 'Profile Members' field.

## Tips for using Quantifier Pro

- Put Objects with different physical properties on different Layers. For example, put objects made out of Concrete on a 'Concrete' layer and put objects made out of 'Wood' on a 'Wood' layer, and so on. This will result in accurate weight and cost estimates as long as the layer cost data properties have been set correctly.

- Avoid using the SketchUp scale tool on an Object. Rather, first double-click to enter Component edit mode and then scale the faces and edges inside the Object.
- Avoid using the SketchUp push / pull tool to modify the length of a Profile Member. Rather, use the Path Edit tool or the Extend tool.
- If you have Profile Builder, create objects using Profile Members as much as possible to get the most accurate quantity reports.

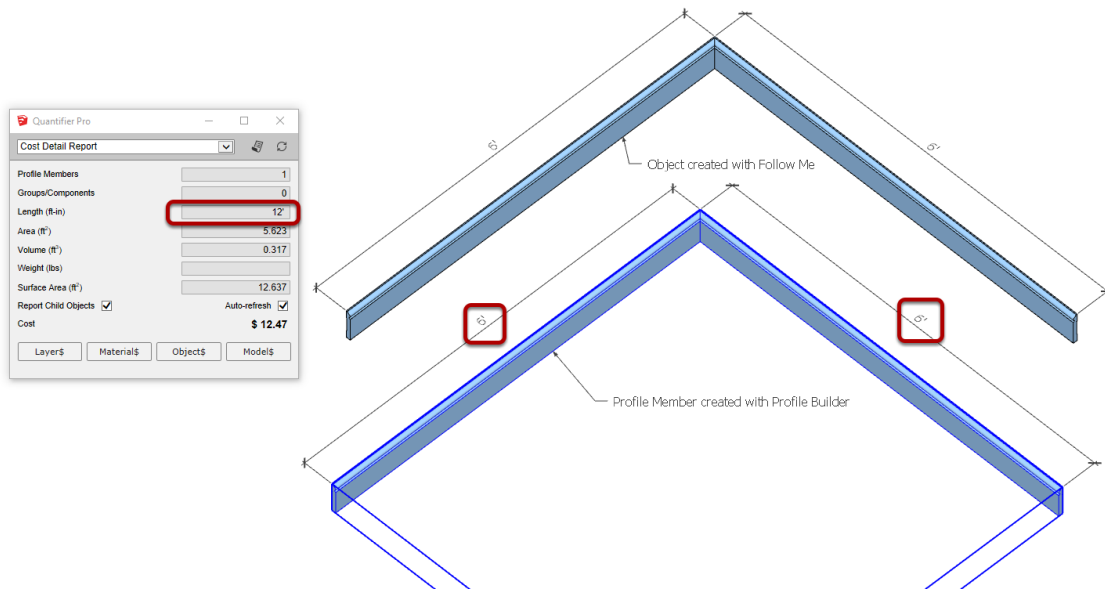
## Length of Standard Objects



The length of standard groups and components is calculated using the maximum dimension of the object's bounding box. This can be a problem for objects that were created using the Follow Me tool or other types of objects that do not follow a simple straight line.

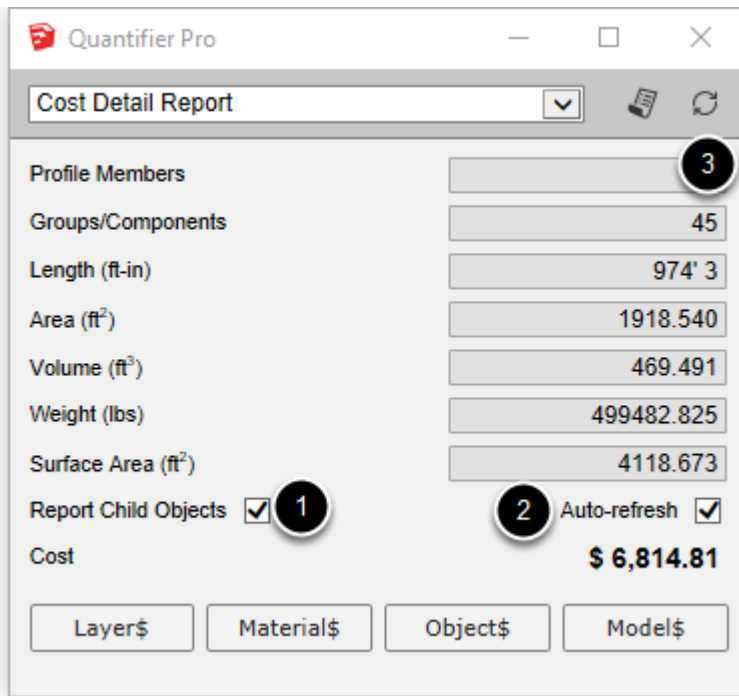
In the image above, it is likely the total combined length of both segments that the user is interested in. The length reported for this object is 6 ft.

## Length of Profile Member Objects



Profile Members are special parametric objects that remember the length of the extrusion path that was used to create them. Therefore, when the Profile Member is selected, the total length of both segments is reported instead of the bounding box length.

## Quantifier Totals

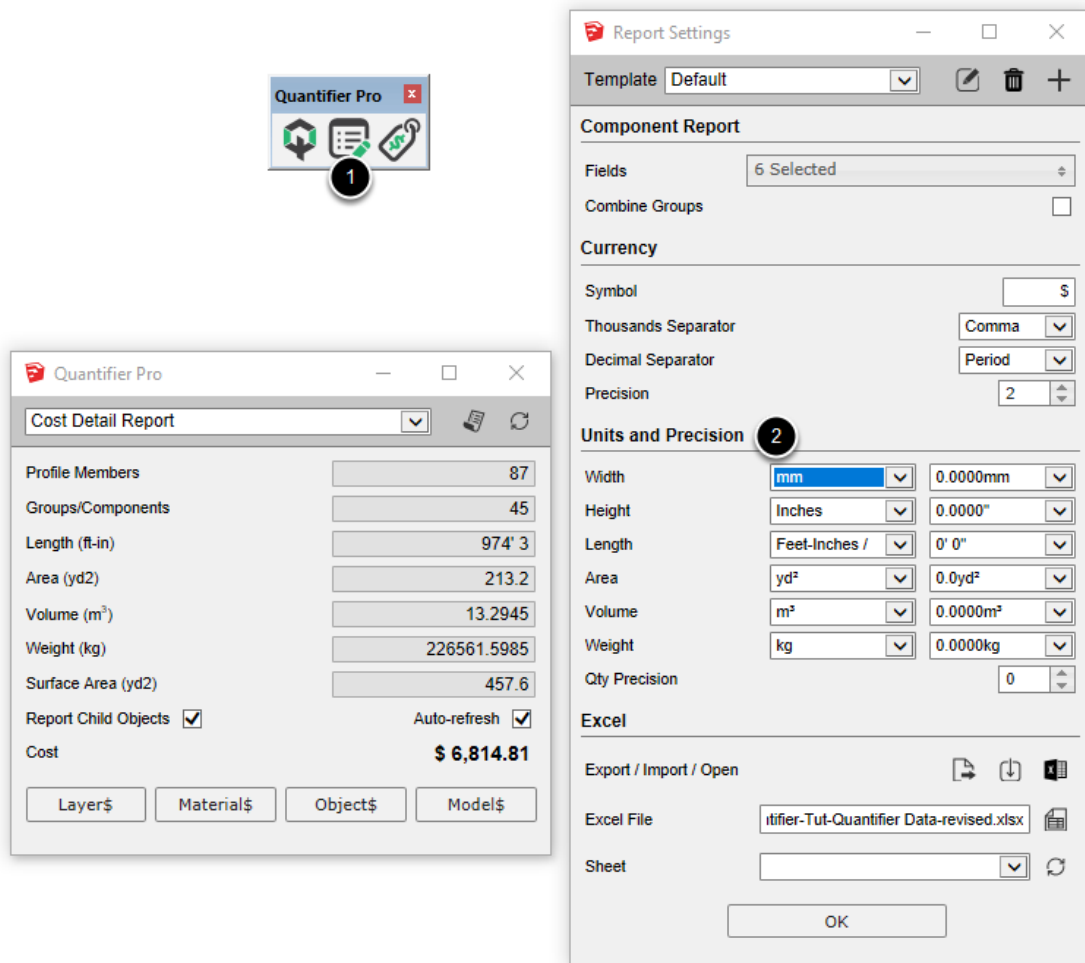


1. The totals displayed in the Quantifier dialog are dependent on whether 'Report Child Objects' is checked. If this is checked, then all objects that are nested inside the selected objects will also be included in the displayed totals.
2. When auto-refresh is enabled, the totals will be recalculated each time you select a different object using the Select tool.
3. If auto-refresh is disabled, use the 'Refresh' button to recalculate the totals in the dialog.

**Important:**

- The **quantities displayed are the totals for the selected objects** (including child objects if the checkbox is activated)
- The total for Groups / Components is the number of non-profile member groups and components within the selection.
- The cost total may not match the cost displayed in the Cost Inspector tool since the Cost Inspector never includes costs from child objects.

## Customizing Units and Precision

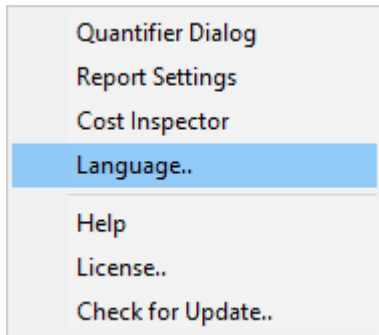


1. Click the 'Report Settings' button in the main toolbar.
2. Adjust the Units and Precision settings as desired.
3. The units and precision settings that you choose will be used for the Quantifier dialog and other reports.



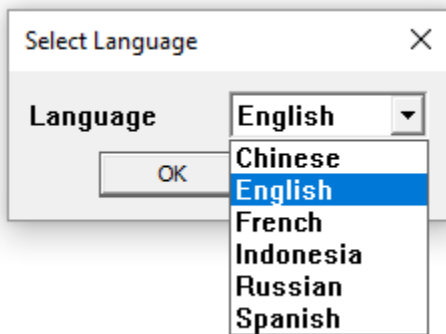
## Setting the Language

### Open the Language Settings



Use the Quantifier Pro menu to open the Language settings.

### Change the Language



Select the language from the list.

Click 'OK' and then restart SketchUp for the new language settings to be applied.

## Cost Estimating

### Assigning Cost and Weight Data

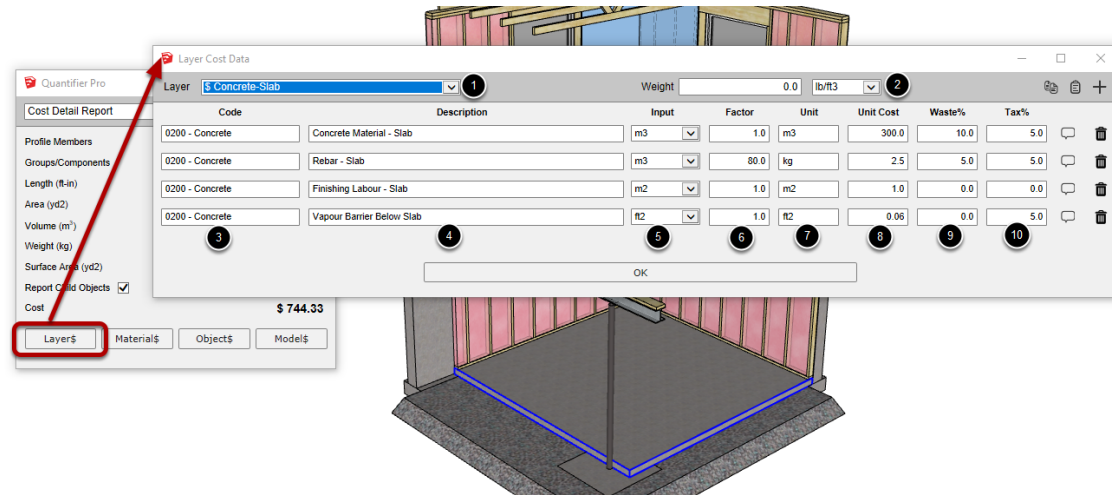
Cost and weight data can be assigned to objects in your model using four methods:

- by Layer (Layer\$)
- by Material (Material\$)

- by Object (Object\$)
- by Model (Model\$)

Each method has it's own advantages and limitations.

## Layer Cost Data (Layer\$)



Unit weight and unit costs may be associated to any Layer in your model. All Objects that are effectively on that Layer will use the assigned unit weights and costs in their particular quantity calculations.

1. Select the Layer to assign the data. Layers that already contain cost data will show a \$ sign in front of the name.
2. Input the weight (density) of the objects on this layer as well as the unit (optional).
3. Input an optional cost code for grouping and sorting similar costs in the report.
4. Input a description of the cost item.
5. Select the input quantity. This is the quantity that is calculated by Quantifier Pro from the objects in your model that are on this Layer.
6. Input the conversion factor to convert from the input quantity to the unit of measure (Unit). This is a simple multiplier of the input quantity. If the input quantity is the same as the unit of measure, then the factor should be 1.0. However, it is often desired to convert from the input quantity to another quantity (eg. man-hours, bags, truck-loads, etc.) The conversion factor allows you to perform these conversions.

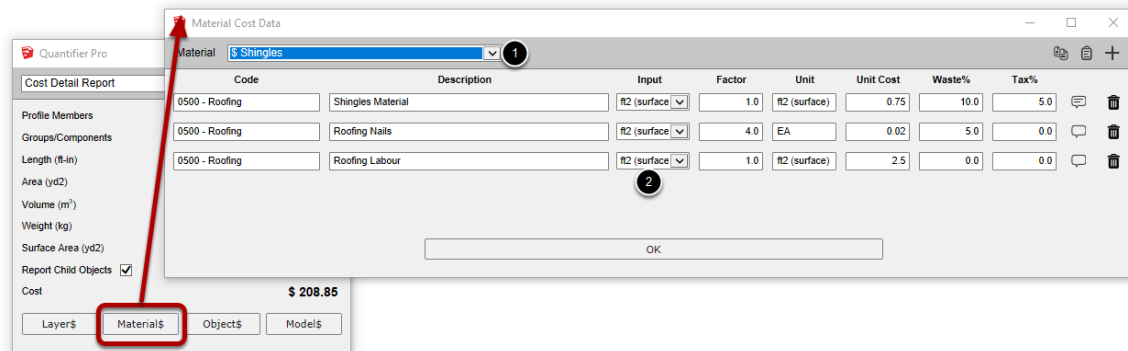
7. Input the unit of measure that will be used to calculate the cost of this line item. **This is the unit that will be displayed in the cost detail report for this line.**
8. Input the unit cost. The cost must be entered as an integer or decimal number without any commas (eg. 12345.67) Do not enter 12.345,67.
9. Input an optional waste factor percentage. Use waste to account for extra material that may be needed.
10. Input an optional tax factor percentage.

Layers can use a variety of input quantities including:

- Length
- Area (projected area, not surface area)
- Volume
- Weight (see #2 above)

**Important: Use the SketchUp 'color by layer' feature or the Quantifier Pro Cost Inspector tool to see what layer is effectively assigned to an object. This is the layer that will be used for the cost calculation of the object.**

## Material Cost Data (Material\$)



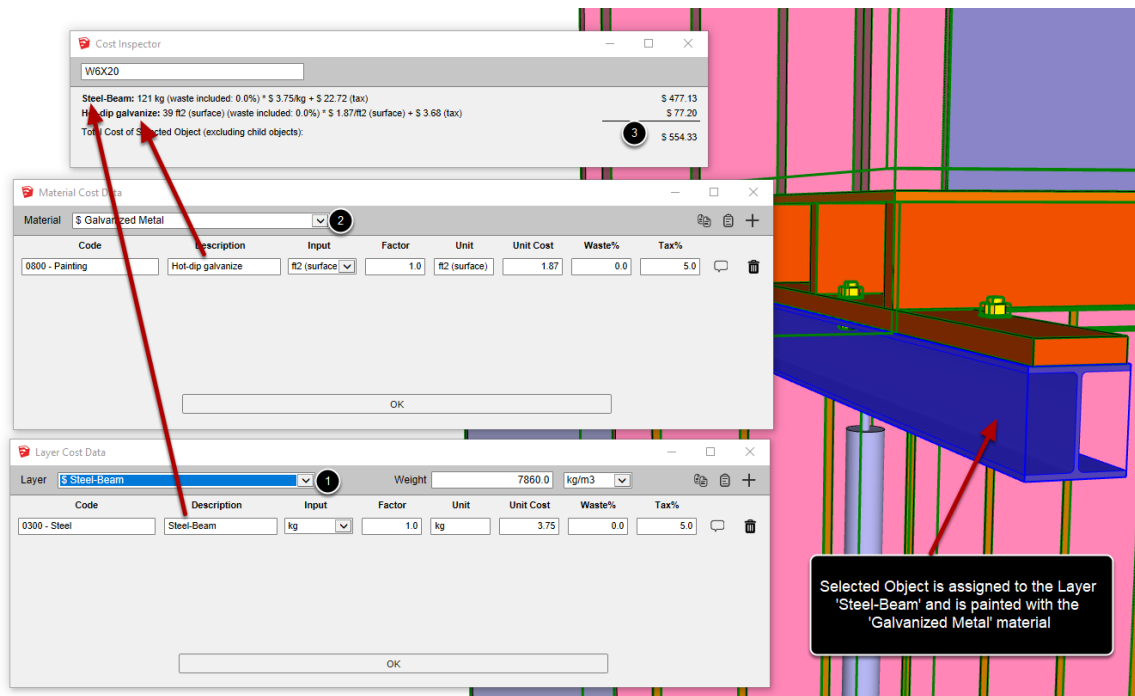
Costs that are driven by surface area quantities can be associated with a Material in your model. This feature is best used to calculate costs for surface finishes such as:

- Paint
- Flooring
- Tile
- Coatings
- Roofing

1. Select the Material to assign the data. Materials that already contain cost data will show a \$ sign in front of the name.
2. Material cost items can only use surface area (ft2 or m2) as the input quantity since the quantities are calculated from the surface area of the faces that are painted with the selected Material.

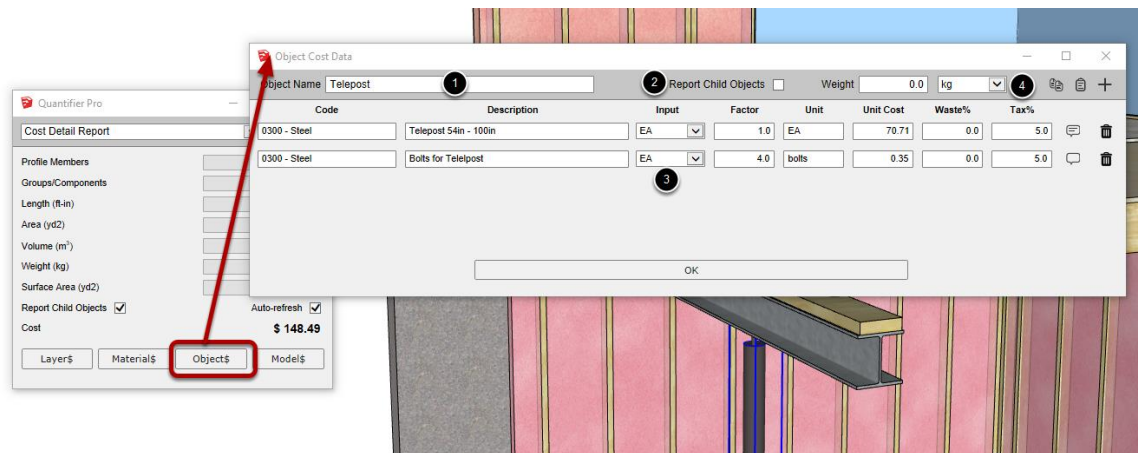
An object can have cost input from both Layers and Materials at the same time. See the example below.

### Layer\$ and Material\$ Example



1. Layer cost data is assigned to the 'Steel-Beam' layer. This will be used to calculate the cost of the fabricated steel beam material.
2. Material cost data is assigned to the 'Galvanized Metal' material. This will be used to calculate the additional cost of the galvanized metal coating of the beam.
3. The layer cost calculation is combined with the material cost calculation to determine the total cost for this object.

## Object Cost Data (Object\$)



Cost and weight data can be assigned directly to the selected Object.

### Important:

- If you assign cost data directly to an object, any cost information (by layer, material, or object) that is associated with the entities contained within the object (child objects) will be ignored.
- All component instances of the object will use the same cost data.

This feature is best used to calculate costs for 'off-the-shelf' objects where costs are not driven by a particular measurement such as:

- Doors
- Windows
- Plumbing and Electrical Fixtures
- Mechanical Equipment
- Specialty Items

1. Select an Object in your model to assign the data using the SketchUp select tool.
2. Uncheck the 'Report Child Objects' to suppress reporting of nested objects inside the selected object. Nested (child) objects will then not be included in component reports.
3. Object cost line items can only use EA (each) as the input quantity. The cost data will be applied for each instance of the object or component.

- If 'Report Child Objects' is unchecked you can also assign the weight of this object. This weight will then be displayed in the Component Report.

Remember that you can use the 'factor' field to convert from EA to another quantity. In the example above, each post component in the model will also include the quantity and cost of 4 bolts.

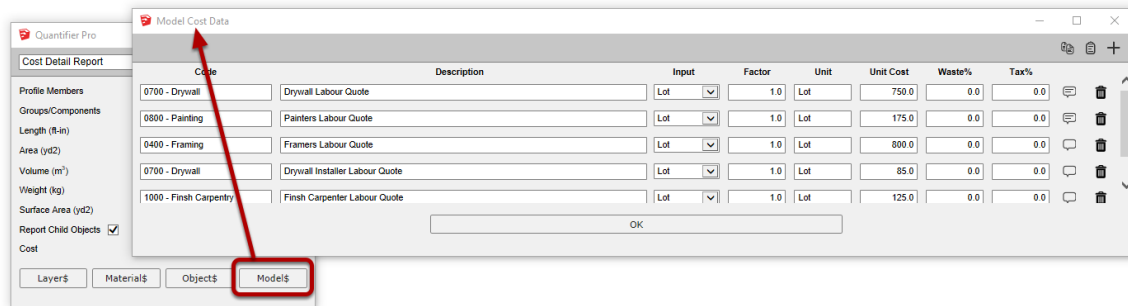
## Object\$ Example

The image shows a 3D model of a structure with two telepost components highlighted in blue. A 'Cost Detail Report' window is open, displaying a table with two rows: '0300 - Steel Telepost 54in - 100in' and '0300 - Steel Bolts for Telepost'. A 'Quantifier Pro' window is also open, showing the 'Cost Detail Report' type selected and a total cost of \$151.43. A callout box points to the selected teleposts with the text: 'Two telepost components are selected before the cost detail report is created.'

Code	Description	Qty	Unit	Unit Cost	Tax	Cost	Comment
0300 - Steel	Telepost 54in - 100in	2	EA	\$ 70.71	\$ 7.07	\$ 148.49	
0300 - Steel	Bolts for Telepost	8	bolts	\$ 0.35	\$ 0.14	\$ 2.94	
						\$ 7.21	\$ 151.43

- First, two telepost components are selected. The telepost object has two cost lines associated with it (telepost and bolts)
- The 'Cost Detail Report' type is selected.
- Click the 'Create report' button to generate a report on the selected objects.
- Each cost line creates a row in the cost detail report. Since two teleposts were selected, there are two posts shown in the report. There are also 8 bolts shown in the report (4 bolts for each post). The bolts are not actually in the 3D model but the Object\$ is used to calculate the quantity and cost required.

## Model Cost Data (Model\$)



Cost data can be assigned to the entire model file.

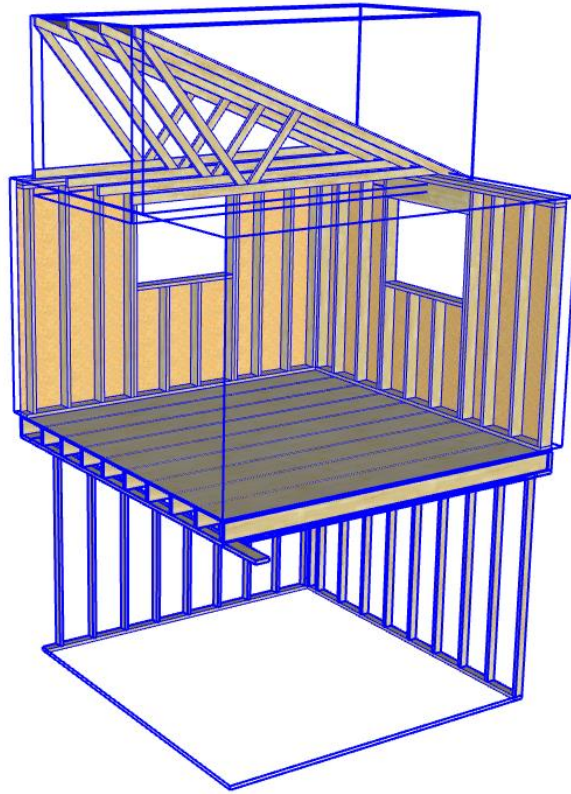
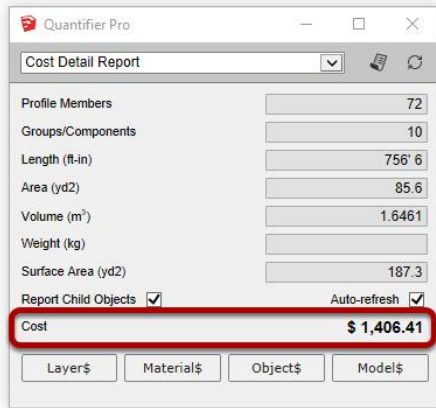
This feature is best used to calculate costs that may not otherwise be easily determined from the model objects OR in cases where it is not practical to create the entities in your model such as:

- Labour costs and quotes
- Roof Truss Package
- Administrative or overhead costs
- Windows or Doors Package
- Other costs that are not represented by an entity in your model.

### Important:

- Model costs will not be included in the Quantifier dialog cost total but will always be included if you create a cost report.

## Instant Cost Estimates

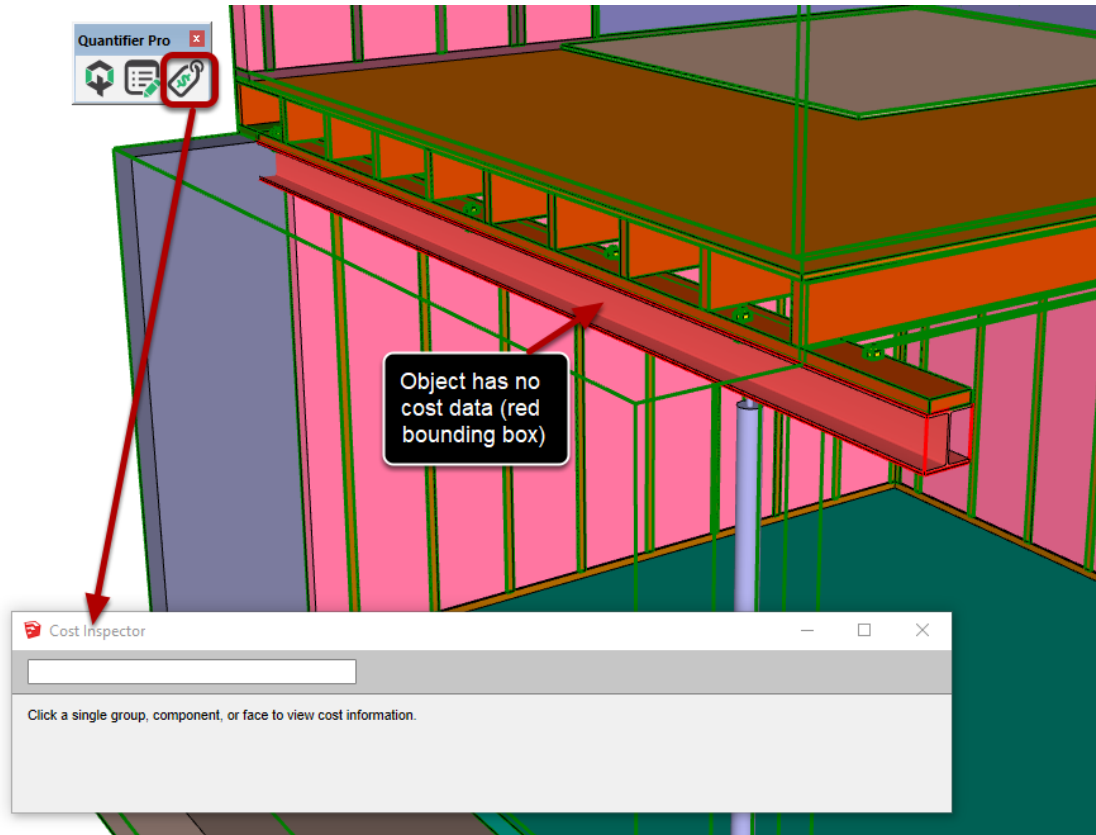


Once cost data has been assigned, getting a cost estimate is simply a matter of selecting the Objects that you are interested in.



## Cost Inspector Tool

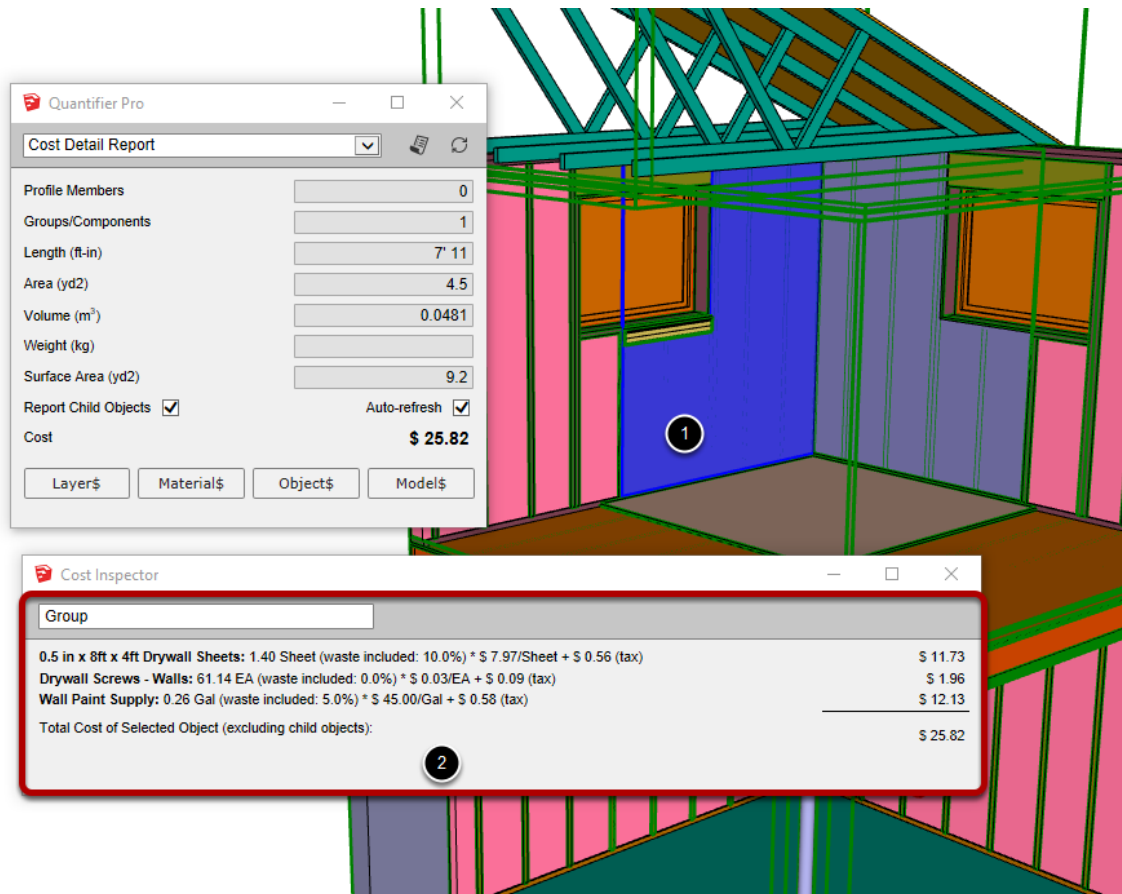
### Examine and Check Cost Data



Click the 'Cost Inspector' button in the main toolbar to open the Cost Inspector window. When the Cost Inspector Tool is activated:

- The display style will automatically change to 'Color by Layer'. This display mode makes it easier to see the layer (and cost data) that the object is associated with. If the Layer is set to Layer0, the effective layer might be determined by the parent object. You can disable this display mode using the SketchUp Layers panel.
- Objects that do not have cost data associated with them will be highlighted in red.
- Objects with valid cost data will be highlighted in green.

## Select Objects



1. Select an Object in your model.
2. The Cost Inspector Window will update to show all of the cost information for the object.

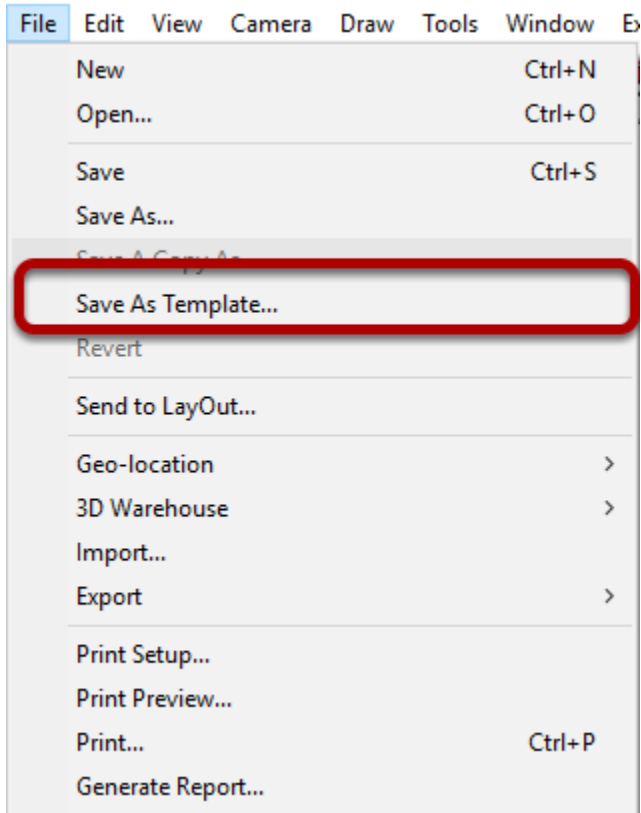
### Important:

The Cost Inspector only displays cost information for the Object itself and does not include cost information for child Objects. Use the main Quantifier dialog to view total costs that also include child objects.

You can right-click and select 'Edit Group/Component' or 'Close Group/Component' to examine child objects.

## Saving and Importing Cost Data

### Saving Cost Data to a Template



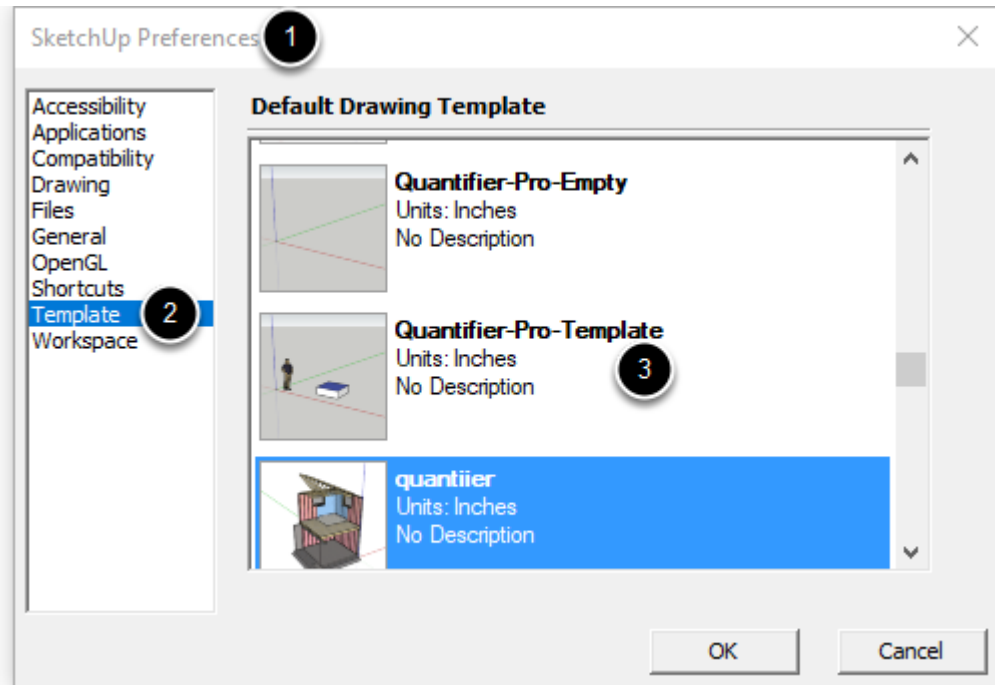
You can save your cost data to a SketchUp template file for future use in other projects.

A SketchUp template is simply a normal SKP file that already includes layers, materials, and other entities. When you save a template, all of the cost data assigned to the layers, materials, model, and objects will be saved with the template.

1. Start with a SKP model that includes your standard layers, materials, and components that you use in your projects.
2. Make sure that the layers, materials, and other objects in the model have cost data assigned where appropriate.
3. Save the SKP model as a template (File Menu -> Save As Template...)

Now you can re-use this template in future projects so you don't need to re-create all of the cost data again.

### Import Cost Data from a Template (New Model)



If you want to start a new model and already have all of the cost data populated, just choose a default template that contains saved cost data.

1. Open SketchUp Preferences
2. Click 'Template'
3. Choose a template that contains your saved cost data.

Now, when you start a new SketchUp model, all of your standard layers, materials, components and cost data will already be available.

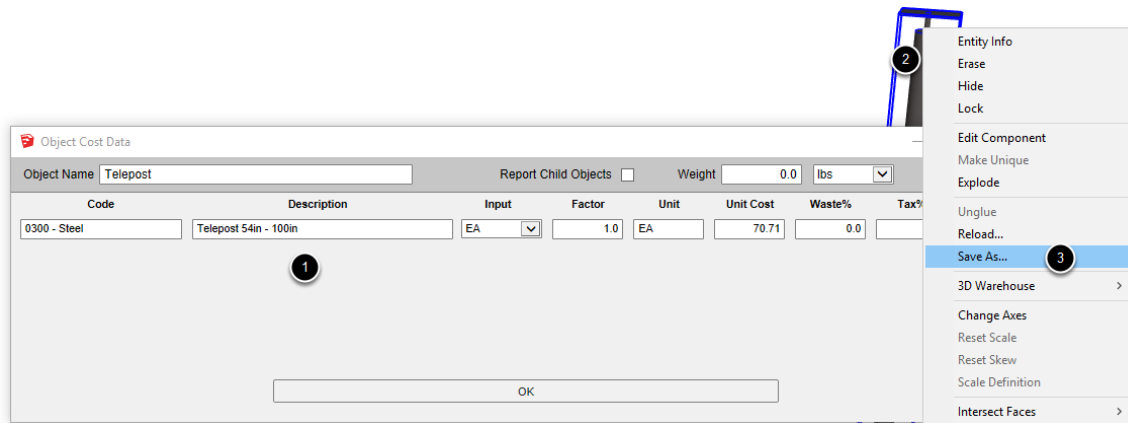
### Import Cost Data from a Template (Existing Model)

It is NOT recommended to import cost data from a template into an existing model (eg. by using File -> Import). If the existing model already includes the same layers, materials, and components, the cost data will not be imported. The cost data will only be imported if the layers, materials, and objects do not already exist.

It is also NOT recommended to import an existing model into a template with cost data. The model and layer cost data will generally be preserved but the material and object cost data will most likely not be preserved and applied to the imported model.

Instead, importing cost data into an existing model should be performed using the [Excel import feature](#).

## Saving and Loading Components with Object Cost Data



It is possible to save Components with object cost data.

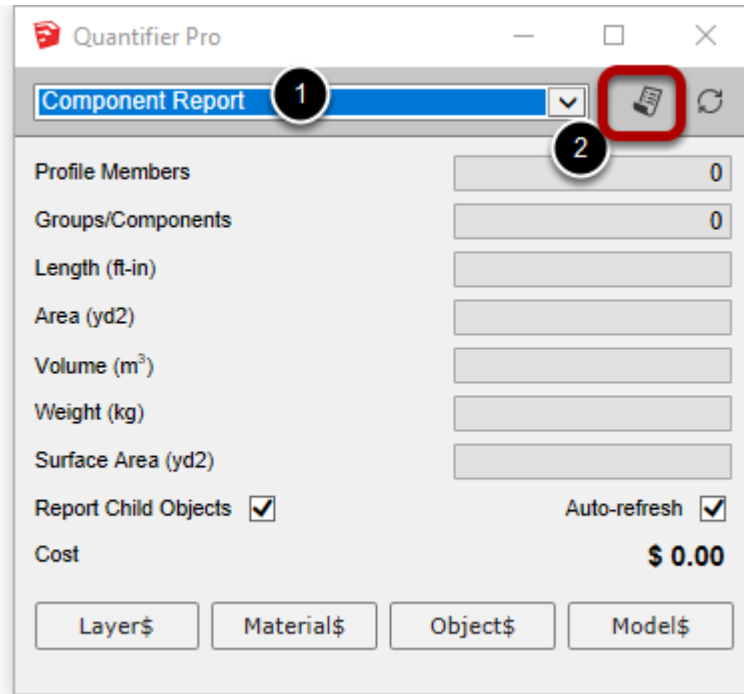
1. Assign Object cost data to a component.
2. Right-click on the component
3. Choose Save As... from the context menu.

Save the Component as a SKP file to the location of your choice. If you then import the saved component into a new model, it will still have the cost data assigned to it.

# Reports

## Creating Reports

### Component Report



A component report is a completely customizable report that lists the details of all of the **selected** Objects. If nothing is selected, all visible Objects in your model will be included in the report.

1. Choose 'Component Report ' from the drop-down list.
2. Click the 'Create Report' button.

## Viewing the Report

Component Filter 3 4 5

Show 25 rows Copy Print CSV ? Search:

1	Layer	Component	Name	Profile	Count	Total Area (ft <sup>2</sup> )	Total Length (ft)	Total Surface Area (ft <sup>2</sup> )	Total Volume (ft <sup>3</sup> )	Total Weight (lbs)	Total Cost
	Bolts	0.75in Hex Bolt	-	-	6		1.792				\$ 14.49
	Concrete-Footings	Group#2	-	-	1	9.000	3.000	26.000	6.000	861.506	\$ 97.17
	Concrete-Footings	Group10#1	Footing	Footing	1	34.826	26.120	106.257	23.218	3333.682	\$ 376.01
	Concrete-Slab	Group#1	-	-	1	135.141	11.625	285.781	45.047	6468.024	\$ 744.33
	Concrete-Walls	Group11#1	FoundationWall	FoundationWall	1	208.958	26.120	463.410	139.306	320402.778	\$ 2,333.71
	Drywall-0.5in-Ceiling	Group#11	-	-	1	13.766	3.862	28.150	0.574		\$ 4.62
	Drywall-0.5in-Painted	Group#9	-	-	1	40.763	7.906	82.731	1.698		\$ 13.68
	Drywall-0.5in-Painted	Group#10	-	-	1	39.955	7.906	81.100	1.665		\$ 13.41
	Flooring-Tile	Group#6	-	-	1	48.737	7.195	99.220	3.046		\$ 502.62
	Framing-2x10	Group91#2	2x10	2x10	6	19.745	25.616	47.051	2.468		\$ 30.66
	Framing-2x4	Stud	-	2x4	19	41.719	143.036	120.582	5.215		\$ 49.56
	Framing-2x4	Group38#1	2x4	2x4	2	13.562	46.500	38.410	1.674		\$ 16.11
	Framing-2x6	Stud#1	-	2x6	17	60.142	131.219	155.036	7.518		\$ 86.80
	Framing-2x6	Group47#1	2x6	2x6	3	34.266	74.762	85.962	4.204		\$ 49.46
	Framing-2x6	Stud#2	-	2x6	4	6.998	15.269	18.272	0.875		\$ 10.10
	Framing-2x6	Stud#3	-	2x6	4	12.738	27.792	32.882	1.592		\$ 18.38
	Framing-2x6	Group93#1	2x6	2x6	2	3.684	8.039	9.607	0.461		\$ 5.32
	Framing-2x8	Group12#2	2x8	2x8	9	68.173	112.837	165.914	8.522		\$ 94.78
	Framing-2x8	Group15#2	2x8	2x8	1	15.102	24.996	36.421	1.878		\$ 21.00
	Framing-2x8	Group15#1	2x6	2x6	1	6.061	13.223	15.542	0.758		\$ 11.11
	Framing-2x8-Treated-Sill	Group15#3	2x8	2x8	1	15.102	24.996	35.722	1.842		\$ 28.87
	Framing-OSB-Roof	Group#12	Roof-Sheathing	-	1	83.478	13.207	182.740	4.703		\$ 210.81
	Framing-OSB-Wall	Group50#1	OSB_0.375	OSB_0.375	1	199.365	24.921	354.016	5.486		\$ 124.96
	Framing-OSB-Wall	Group42#1	OSB_0.375	OSB_0.375	1	19.729	24.921	41.116	0.617		\$ 8.50
	Framing-SubFloor	Group#5	-	-	1	155.219	12.662	313.554	9.701		\$ 195.70
					103	1923.979	984.478	4130.569	469.799	505522.933	\$ 6,278.07

Showing 1 to 25 of 40 entries Previous 1 2 Next

1. Sort columns by clicking the column heading. To sort by multiple columns, hold SHIFT when clicking additional columns.
2. Search for a set of Objects using the Search field.
3. Click the 'Copy' button to copy the filtered table rows to the clipboard. The header will not be included. Once copied, the rows can be pasted into another application such as Excel or Google Sheets.
4. Click the 'Print' button to export the filtered table rows in a separate window and invoke the browser Print command.
5. Click the 'CSV' button to export the entire table to a CSV file that may be opened directly by other software. Filters and column sorting are ignored.

## Cost Detail Report

Quantifier Pro Cost Detail Report

Code	Description	Qty	Unit	Unit Cost	Tax	Cost	Comment
0200 - Concrete	Concrete Material - Slab	1.40		\$ 300.00	\$ 21.05	\$ 441.99	
0200 - Concrete	Rebar - Slab	107.15	kg	\$ 2.50	\$ 13.39	\$ 281.27	
0200 - Concrete		12.55	m2	\$ 1.00	\$ 0.00	\$ 12.55	
0200 - Concrete		135.14	ft2	\$ 0.06	\$ 0.41	\$ 8.51	
0200 - Concrete		4.34	m3	\$ 300.00	\$ 65.09	\$ 1,368.04	
0200 - Concrete	Rebar - Walls	331.35	kg	\$ 2.50	\$ 41.42	\$ 869.81	
0200 - Concrete	Concrete Labour - Walls	19.41	m2	\$ 5.00	\$ 0.00	\$ 97.06	

Layer Cost Data

Code	Description	Input	Factor	Unit	Unit Cost	Waste%	Tax%
0400 - Framing	3/4 Plywood Subfloor	#2	0.03125	Sheet	33.6	10.0	5.0
0400 - Framing	Screws for Subfloor	#2	1.5	EA	0.0305	0.0	5.0

Cost Detail Reports can be used to create a complete detailed cost estimate of your project.

Each line in the cost detail report comes from a matching cost data line from either the Layer\$, Material\$, Object\$ or Model\$ dialogs.

## Cost Summary Report

Quantifier Pro Cost Summary Report

Code	Total Tax	Total Cost
0200 - Concrete	\$ 166.01	\$ 3,617.86
0300 - Steel	\$ 4.23	\$ 88.74
0400 - Framing	\$ 56.93	\$ 1,995.62
0500 - Roofing	\$ 2.05	\$ 171.76
0600 - Exterior	\$ 4.15	\$ 139.20
0650 - Insulation	\$ 18.86	\$ 505.67
0700 - Drywall	\$ 1.51	\$ 866.72
0800 - Painting	\$ 1.14	\$ 199.03
0900 - Flooring	\$ 12.33	\$ 502.62
1000 - Finish Carpentry	\$ 0.49	\$ 135.25
1100 - Windows	\$ 0.00	\$ 140.00
	\$ 267.71	\$ 8,362.46

Showing 1 to 11 of 11 entries

Cost Summary Reports can be used to create a summary of the total costs for each cost code.



## Profile Report

Quantifier Pro

Profile Report

Profile Report

25 rows Copy Print CSV ? Search

Profile	Total Length (ft-in)	Total Area (ft <sup>2</sup> )	Total Surface Area (ft <sup>2</sup> )	Total Volume (ft <sup>3</sup> )	Total Weight (lbs)
2x10	25' 7"	19.7	47.1	2.4662	
2x4	189' 6"	55.3	159.0	6.8889	
2x4-Insulation	23' 2"	174.1	359.6	43.0520	
2x6	276' 7"	126.8	324.8	15.7695	
2x6-Insulation	24' 10"	191.1	342.5	54.4446	
2x8	162' 10"	98.4	238.1	12.2419	
3/4BoltShank	1' 7"	0.1	0.3	0.0047	
Casing	2' 9"	1.0	2.4	0.0366	
Crown127	7' 1"	1.5	4.6	0.0860	
DIA100	7' 2"	1.8	5.7	0.3469	
Footing	26' 1"	34.8	106.3	23.2176	3333.6820
FoundationWall	26' 1"	209.0	463.4	139.3056	320820.6944
Gutter	6' 4"	3.1	8.0		
OSB_0.375	49' 10"	219.1	395.1	6.1029	
W6X20	13' 3"	6.9	39.3	0.5444	
	842' 9"	1142.7	2496.1	304.5117	324154.3765

Showing 1 to 15 of 15 entries Previous 1 Next

Profile Reports are useful to create a summary of all Profile Member quantities in your model.

Profile Members can be created using the Profile Builder extension. If there are no Profile Members in your model, this report will be empty.

## Material Report

The screenshot shows the Quantifier Pro software interface. The top bar contains the 'Material Report' menu item, which is highlighted with a red box. Below the top bar, there is a sidebar with various options like 'Profile Members', 'Groups/Components', 'Length (ft-in)', 'Area (ft²)', 'Volume (ft³)', 'Weight (lbs)', 'Surface Area (ft²)', 'Report Child Objects', and 'Cost'. The main window displays the 'Material Report' window, which contains a table with 17 rows of material data. The table has two columns: 'Material' and 'Total Surface Area (ft²)'. The total surface area for all materials is 4254.7 ft².

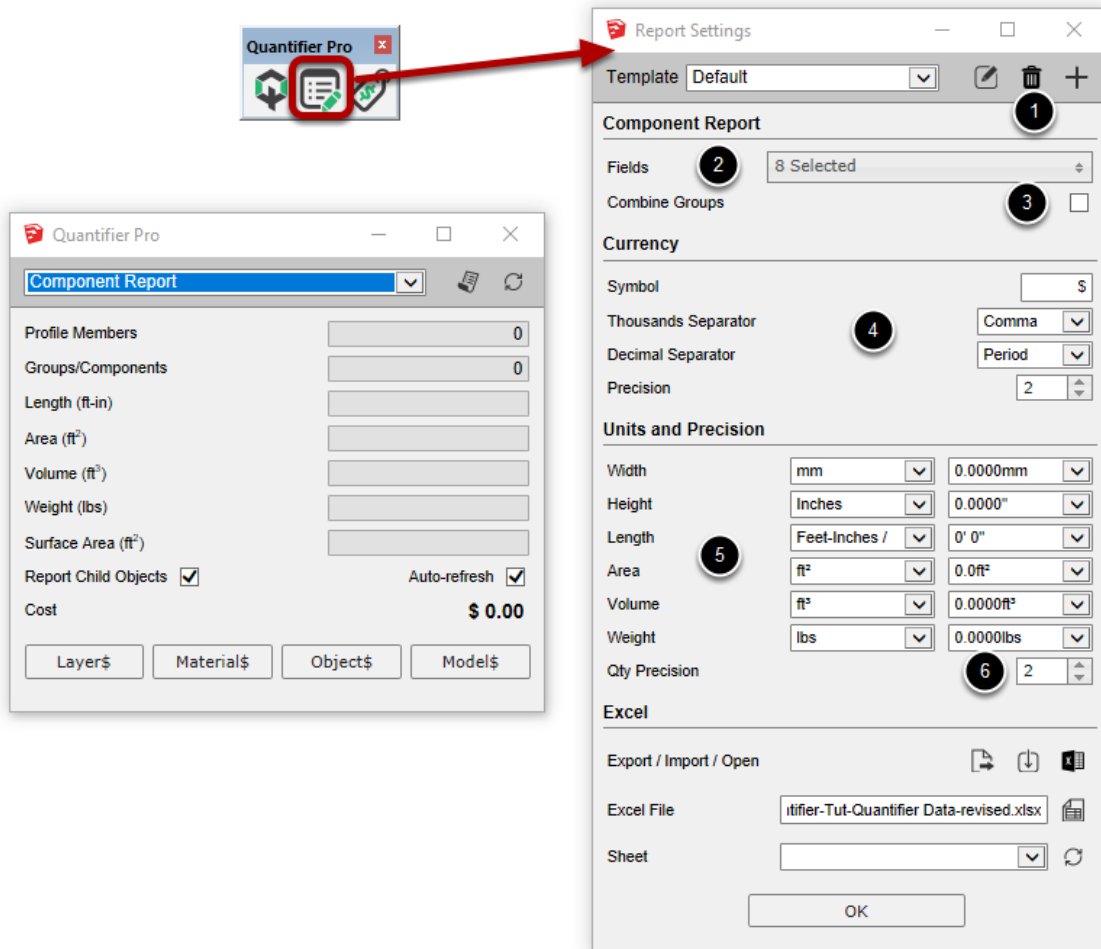
Material	Total Surface Area (ft²)
[Cladding Siding White]	91.6
[Color_000]	45.5
[Color_C17]	0.0
[Concrete_Aggregate_Smoke]	881.4
[Groundcover Rock Crushed 2 inch]	411.4
[Marble Carrara Gold Floor Tile]	99.2
[Suede Dark Gray]	702.1
[Translucent_Glass_Gray]	35.0
[Wood Plywood Knots]	313.6
[Wood_Lumber_ButtJoined]	886.7
[Wood_OSB]	441.9
Metal	40.3
oak1	0.0
Paint-Walls	163.8
Shingles	49.8
Telepost	6.3
Tyvek	86.2
	4254.7

Material Reports are useful to create a quick summary of the total surface area of each material in your model.

**Important: Only the front side of the face is considered in surface area calculations.**

## Customizing Reports

### Report Settings



Open the Report Settings to create customized settings which will be assigned to the selected settings template.

1. Add, delete, or rename a Report Settings Template.
2. Choose the report fields to be included in the Component Report. Only the Component Report type can have customized fields.
3. Check 'Combine Groups' to combine SketchUp Groups with equal quantities into one line in the report. For example, if Quantifier Pro finds two identical 2x4 Groups, they will be reported on one line with a 'count' of 2. (Note that Components are always combined into one line in the report)

4. Choose the currency symbol, thousands separator, decimal separator and cost precision (number of decimal places).
5. Choose the preferred units and precision to be used with the selected settings template.
6. Select the number of decimal places to be used for the reported quantities in the cost detail report.

Note: Columns in Component Reports only may be re-ordered by clicking and dragging the column header. The order of the columns will persist until the selected fields are modified using the Report Settings Dialog. Columns for the other report types can not be re-ordered.

**Important:**

When you change the settings, the new settings will be stored in the selected settings template. This allows you to create unlimited 'preset' settings that can be easily changed depending on the type of project or task you are currently working on.

## Quantity Reference

Quantities may be calculated differently depending on several factors. Below is a reference for how Quantifier Pro calculates each quantity type.

### Length

Standard Groups and Components: Length = maximum dimension of the Object's bounding box

Profile Members: Length = length of the Profile Member path

### Surface Area

All Objects: Surface Area = Sum of all areas of the faces inside the Object (front side of face only)

### Area

Groups / Components: Area = projected area in the direction of the smallest bounding box dimension

Profile Members: Area = Length \* (greatest of Profile Width, Profile Height)

### Volume

When it is important to know the volume and weight of a particular object, make sure that the Object is modeled as a 'solid' object. In a solid object, each edge bounds exactly two faces.

Solid Groups / Components that contain no child Objects: Volume = volume of the solid (same as value calculated by SketchUp)

Solid Groups / Components with child Objects: Volume = volume the mesh (calculated by Quantifier Pro)

Profile Members: Volume = volume of the solid (if solid) OR area of the Profile multiplied by the length of the member (if not a solid)

Non-Solid Groups / Components: Volume = estimated volume of the mesh

### Weight

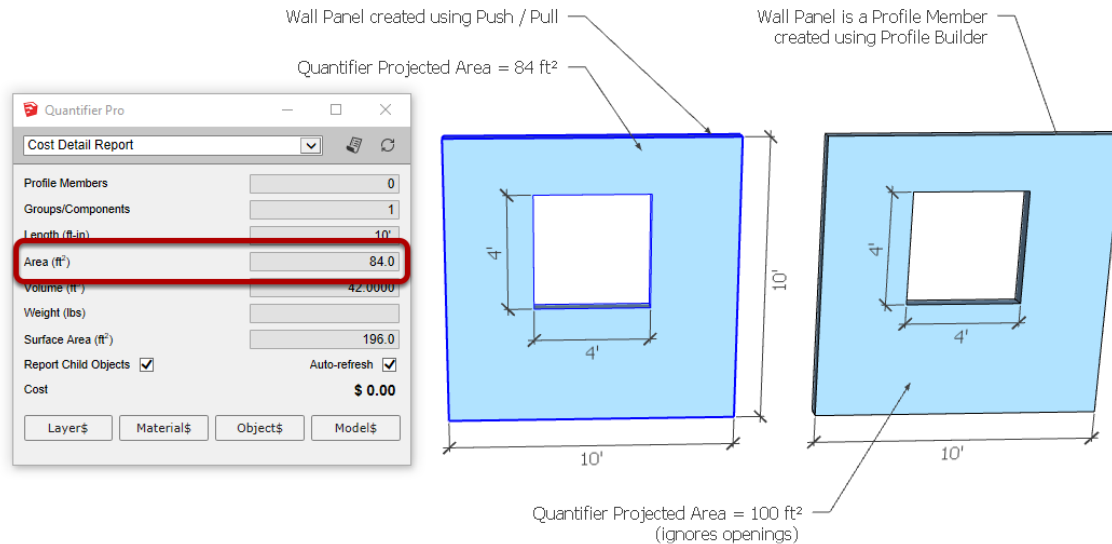
The weight calculation will depend on the unit weight data assigned to the layer that the Object is associated with. The weight will be based on the unit weight multiplied by either the length, area or volume.

## **Cost**

The cost calculation will depend on the cost data assigned to the Object. To view the cost calculation, use the Cost Inspector Tool from within the Quantifier.

## Accuracy Tips

### Improving Accuracy



Tips to improve accuracy of quantity and cost calculations:

- For the most accurate length calculations, use Profile Members (created with Profile Builder) for as much of your modeling as possible. If you don't use Profile Members, the length will be calculated based on the maximum dimension of the object's bounding box. This may not always be correct.
- Use the SketchUp Axes tool to make sure that an object's axis aligns with the length of the object (not required for Profile Members)
- For 'slab' or 'panel' type elements (such as a concrete slab or wall sheathing) where you intend to calculate the projected area, it is recommended to model these as standard solid objects (eg. draw a face and push / pull to form a solid). If you model this way, the projected area calculation will account for any openings or holes in the object. If you model them using Profile Members, the loss of area from openings will not be considered in the area calculation (see example above).
- Avoid using the scale tool to modify the dimensions of an Object.
- Ensure that your faces are oriented correctly and consistently.

# Using Excel with Quantifier Pro

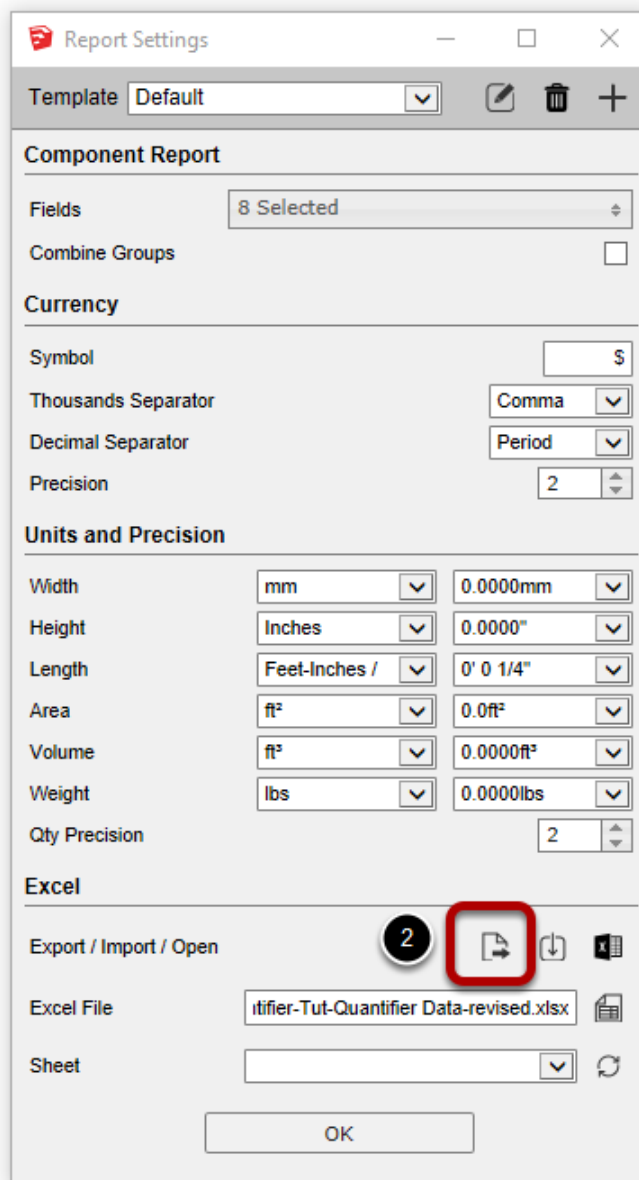
## Export Cost Data to Excel

By using Excel to store and edit Quantifier Cost Data, it is easy to use common cost data across multiple SKP models. All of the cost data can be stored in the master Excel file and then imported into other SKP files as needed. The Excel cost data can also be driven by formulas that are linked to another worksheet. The Excel features are available on Windows systems only.

## Export SKP Cost Data to a New Excel File



1



2







Quantifier Pro will ask if you want to open the file you just exported.

Open the file. It contains all of the Quantifier Pro cost and weight data that was in the SKP model.

## Modify Cost Data using Excel

### Format the Excel Sheet

Type	Name	Code	Description	Input	Factor	Unit	Unit Cost	Waste%	Tax%	Comment
Model		0700 - Drywall	Drywall Labour Quote	Lot		1 Lot	750	0	0	
Model		0800 - Painting	Painters Labour Quote	Lot		1 Lot	175	0	0	
Model		1100 - Windows	Window Package Supply Only	Lot		1 Lot	140	0	0	
Layer	Concrete-Slab	0200 - Concrete	Concrete Material - Slab	m3		1 m3	300	10	5	
Layer	Concrete-Slab	0200 - Concrete	Rebar - Slab	m3	80	kg	2.5	5	5	
Layer	Concrete-Slab	0200 - Concrete	Finishing Labour - Slab	m2		1 m2	1	0	0	
Layer	Concrete-Slab	0200 - Concrete	Vapour Barrier Below Slab	ft2		1 ft2	0.06	0	5	
Layer	Framing-OSB-Roof	0400 - Framing	Nails for Roof Sheathing	ft2	1.5	EA	0.0305	0	5	
Layer	Drywall-0.5in-Ceilin	0700 - Drywall	0.5 in x 8ft x 4ft Drywall Sheets	ft2	0.03125	Sheet	7.97	10	5	
Layer	Drywall-0.5in-Ceilin	0700 - Drywall	Drywall Screws - Ceiling	ft2	1.5	EA	0.0305	0	5	
Material	Shingles	0500 - Roofing	Shingles Material	ft2 (surface)		1 ft2 (surface)	0.75	10	5	
Material	Shingles	0500 - Roofing	Roofing Nails	ft2 (surface)	4	EA	0.02	5	0	
Material	Shingles	0500 - Roofing	Roofing Labour	ft2 (surface)		1 ft2 (surface)	2.5	0	0	
Material	Tyvek	0600 - Exterior	Building Wrap Material	ft2 (surface)		1 ft2 (surface)	0.13	10	5	
Material	Tyvek	0600 - Exterior	Building Wrap Fasteners	ft2 (surface)	0.5	EA	0.1	5	0	
Material	Tyvek	0600 - Exterior	Building Wrap Labour	ft2 (surface)		1 ft2 (surface)	0.25	0	0	
Object	Group#16	0400 - Framing	Truss Package	EA		1 EA	425	0	5	

The Excel cost data sheet can be formatted using Excel.

### Add Formulas

Input	Factor	Unit	Unit Cost	Waste%	Tax%	Comment
Lot		1 Lot	750	0	0	
Lot		1 Lot	175	0	0	
Lot		1 Lot	140	0	0	
m3		1 m3	= 'Master Cost Table'!B2			5
m3	80	kg	2.5	5	5	
m2		1 m2	1	0	0	
ft2		1 ft2	0.06	0	5	

You may wish to use formulas to set unit cost values from another worksheet.

### Add, Edit, or Remove Rows

Type	Name	Code	Description	Input	Factor	Unit	Unit Cost	Waste%	Tax%	Comment
Model		0700 - Drywall	Drywall Labour Quote	Lot		1 Lot	750	0	0	
Model		0800 - Painting	Painters Labour Quote	Lot		1 Lot	175	0	0	
Model		1100 - Windows	Window Package Supply Only	Lot		1 Lot	140	0	0	
Model		1100 - Windows	Window Package Installation Labor	Lot		50 MH	\$ 50.00	0	0	
Layer	Concrete-Slab	0200 - Concrete	Concrete Material - Slab	m3		1 m3	\$ 500.00	10	5	
Layer	Concrete-Slab	0200 - Concrete	Rebar - Slab	m3	80	kg	2.5	5	5	
Layer	Concrete-Slab	0200 - Concrete	Finishing Labour - Slab	m2		1 m2	1	0	0	

You can insert more cost lines into the sheet using Excel.

Make sure that the row 'Type' is set to one of the following values:

- Model\$
- Layer\$
- Material\$
- Object\$
- LayerWeight
- ObjectWeight
- ChildObjects

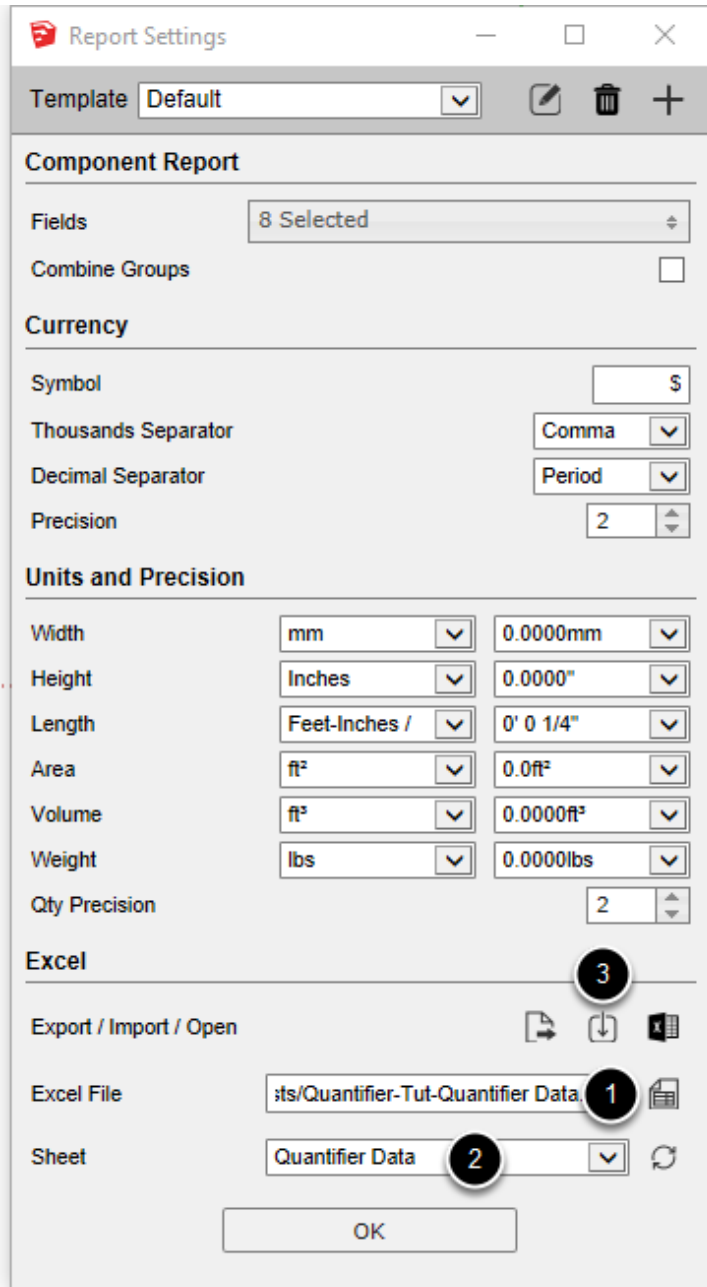
Use the existing rows as a guide for adding more rows or editing the existing rows. Rows can be removed using Excel. All rows are optional.

**Important:**

You must choose an 'Input' unit that is available as an 'Input' unit for the particular cost data type. For example, if you are adding a Model\$ cost line, the input unit must be set to 'Lot'

## Import Cost Data from Excel

### Import Cost Data from Excel



Open any SKP model. The model does not need to have the same layers and materials that are listed in the Excel file.

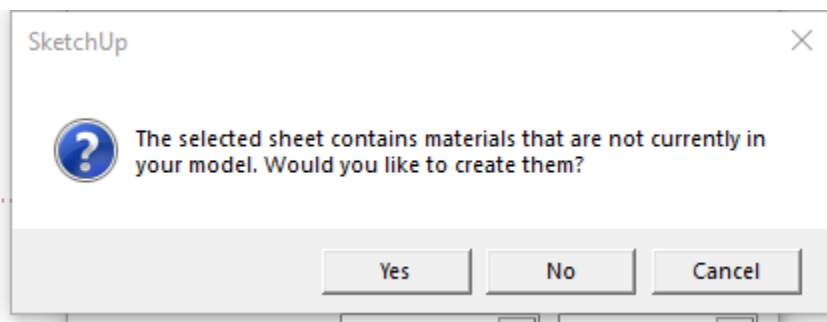
1. Click the button to select the Excel file to be imported.

2. Make sure that the selected sheet contains valid Quantifier Pro cost data.
3. Click the 'Import Cost Data from Excel' button to import all of the cost data from the selected sheet into the SKP model.

**Important:**

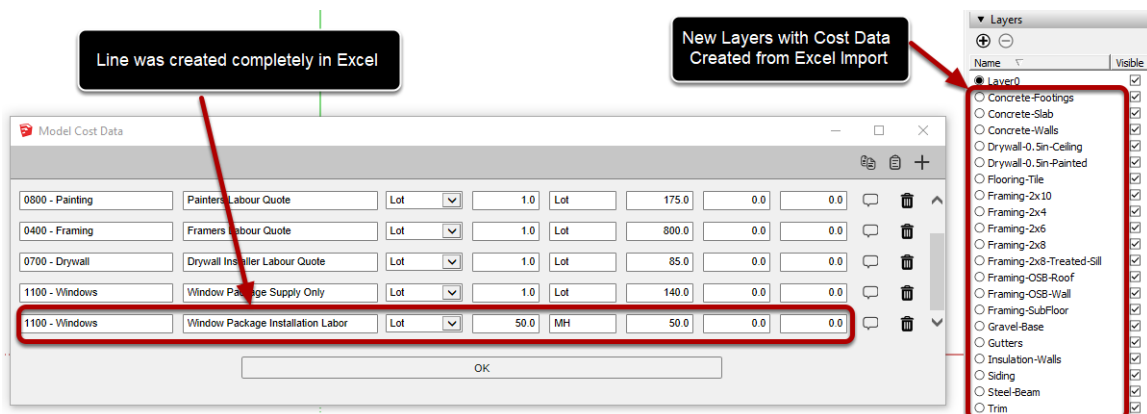
If the SKP model contains matching layer names, material names, or object names with the rows in the Excel sheet, the cost data for the matching entities will be completely over-written with the contents of the Excel sheet.

**Create New Materials and Layers from Excel**



If the Excel sheet contains material and layer names that are not currently in the SKP model, you will be asked if you want to create them.

**Import Complete**



The cost and weight data from Excel was successfully imported! New Layers and Materials were created with cost data. Model cost data has also been added.

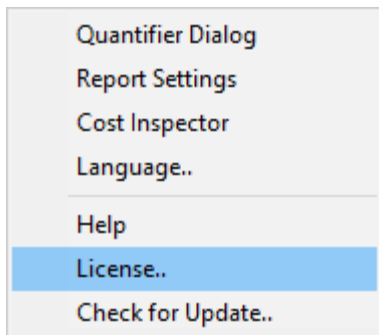
**Important:**

Object cost data (Object\$) will only be imported if there is a component in the SKP model with a matching name as the Object\$ row in Excel.

## Licensing

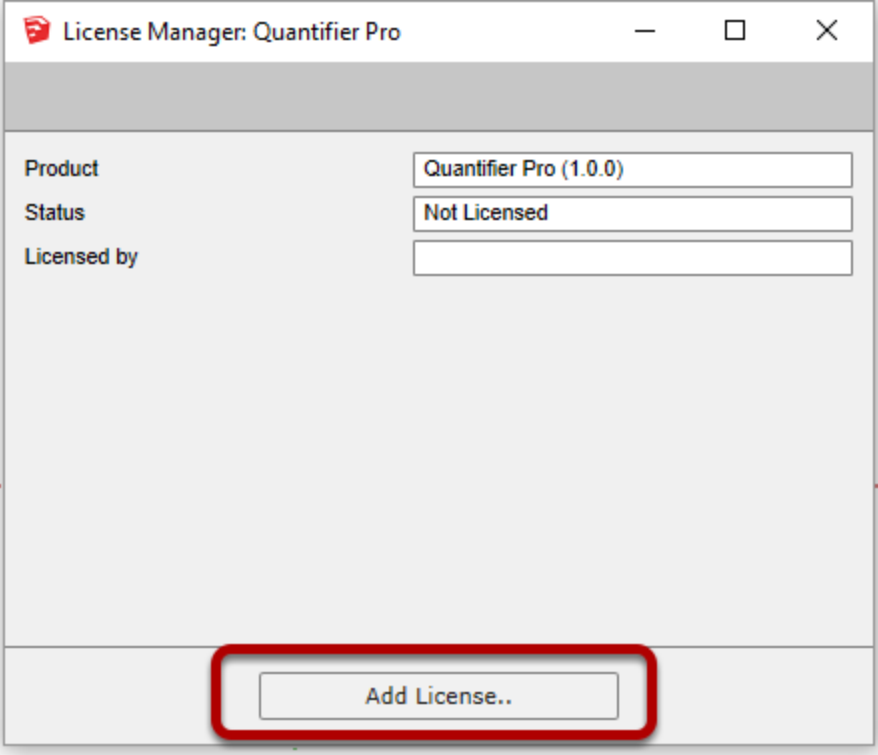
### License Manager

#### Open the License Manager



The License Manager is used to activate and remove your Quantifier Pro license. Open the License Manger from the Quantifier Pro menu.

## Activate License



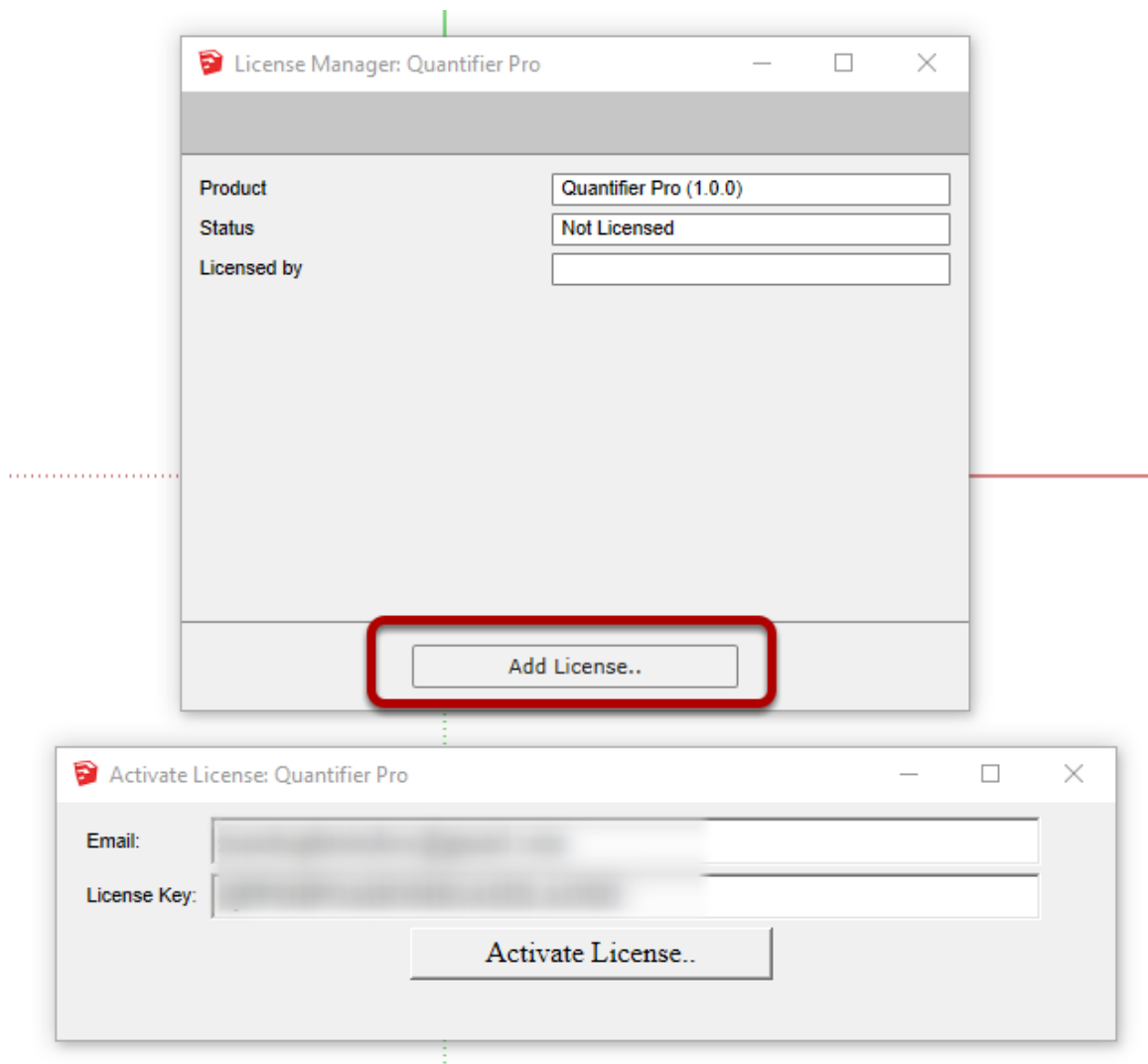
The image shows a software window titled "License Manager: Quantifier Pro". The window contains a form with three labels and their corresponding values:

Product	Quantifier Pro (1.0.0)
Status	Not Licensed
Licensed by	

At the bottom of the window, there is a button labeled "Add License..". This button is highlighted with a red rectangular border.



## Activating a License

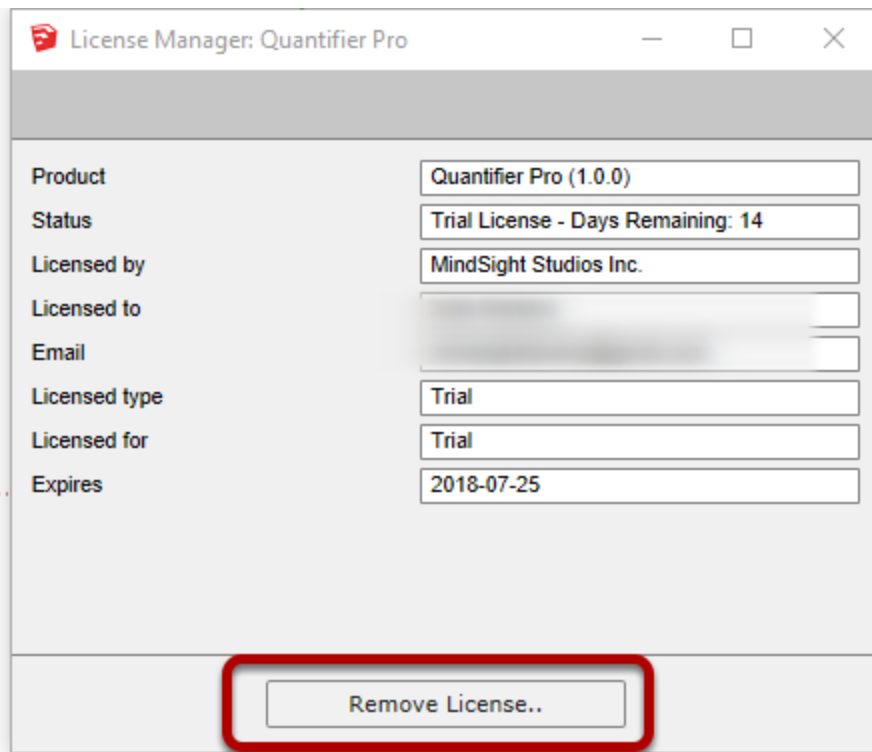


Click the 'Add License..' to activate your trial or full license.

Once you have ordered a license from the Quantifier Pro website or any of our [authorized resellers](#), you will receive a license key. Simply enter your email address and the license key to activate the license. Please use copy / paste (CTRL+C and CTRL+V) to enter the key. If the key is not accepted, please try again.

If you are unable to activate your license, please contact customer support.

## Remove or Transfer a License



If you would like to remove your license, you can do so by clicking the 'Remove License..' button.

Use this feature if you want to remove and transfer your license to another computer.