

Castle Bottom Diagram

Castle>(1)Column

- (A)>Simple
- (B)>Corner_Column_Flat45
- (C) >Double_Buttress
- (D)>Exterior_Buttress
- (E) >Corner_Large_3Floors
- (F) >Square_Corner

(2) >Battlements>

- (A) > Battlements_W_Tower

(3) >Floor

(4) >Double_Door

(5) >Window

(6) >Stairs

(7) >Wall_Ruins

(8) >Small_Door_&_Arch

(9) >Q_Wall>

- (A) >No_OpenLOCK

- (B) >Q_OPenLOCK

(10) >XWALL

- (A) >X_Stair

- (B) >X_Wall_OpenLOCK

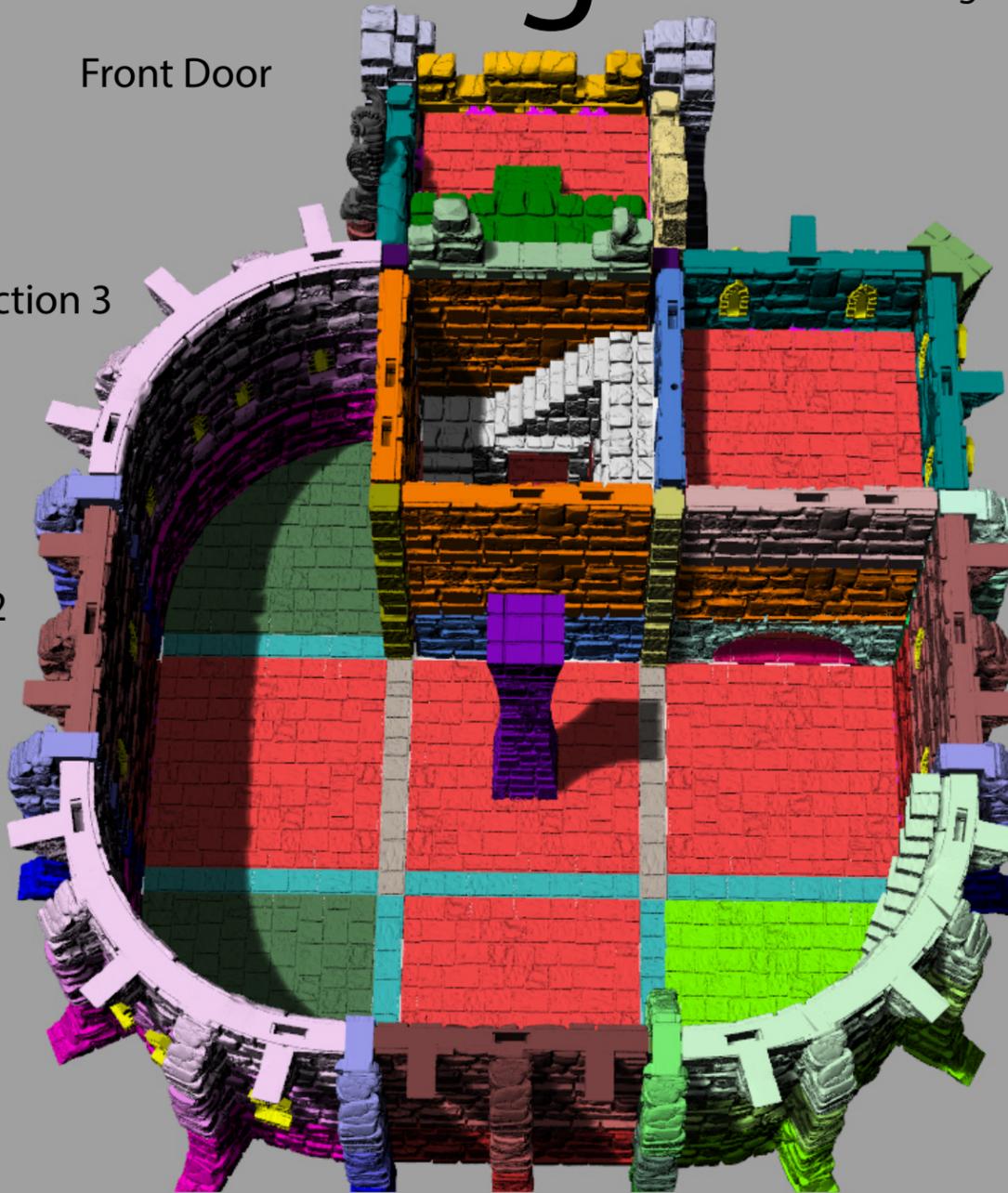
- (C) >XWall_No_OpenLOCK

Front Door

Section 3

Section 2

Section 1



Stairs

Page 9

Front Door

Page8

Section1

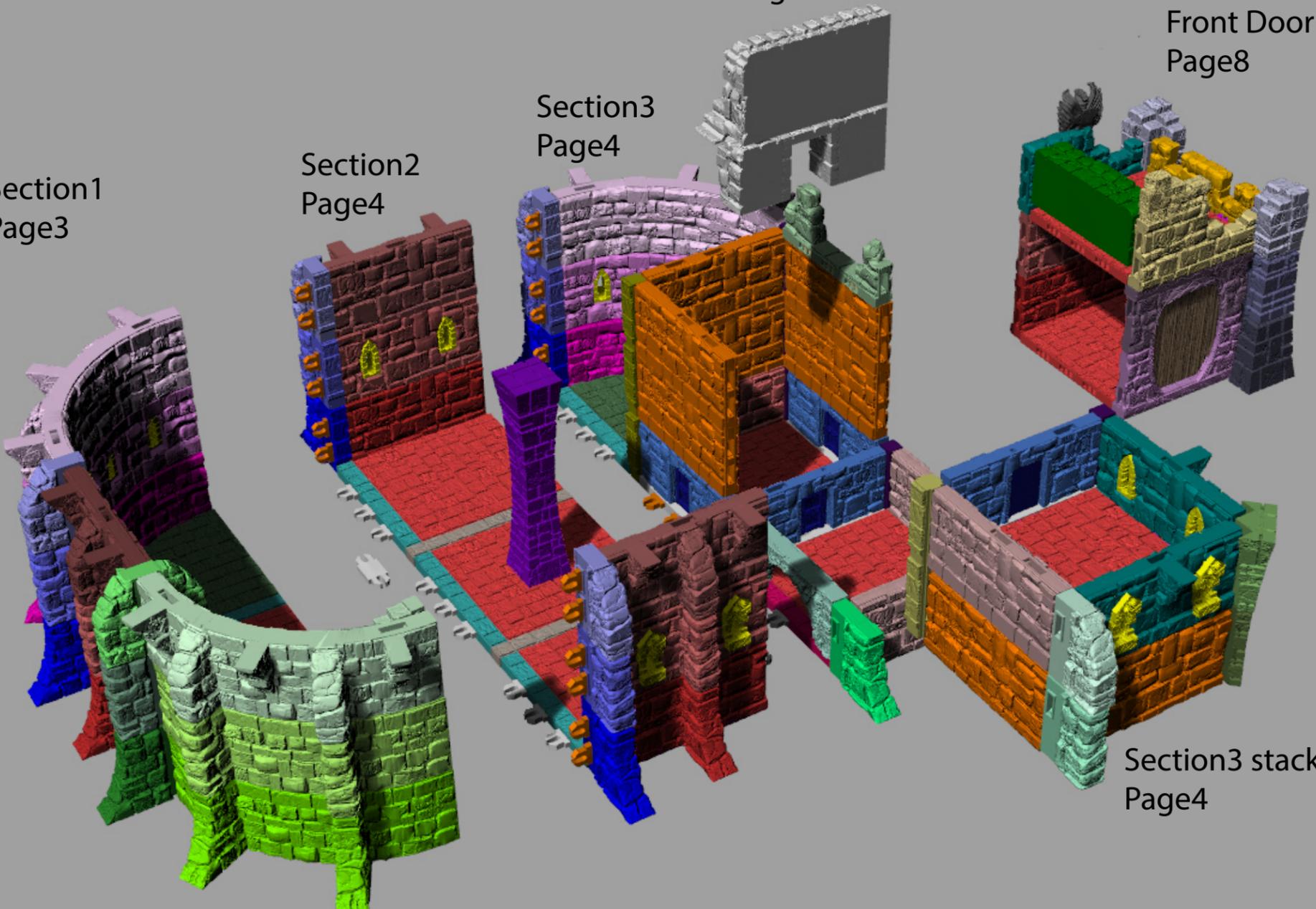
Page3

Section2

Page4

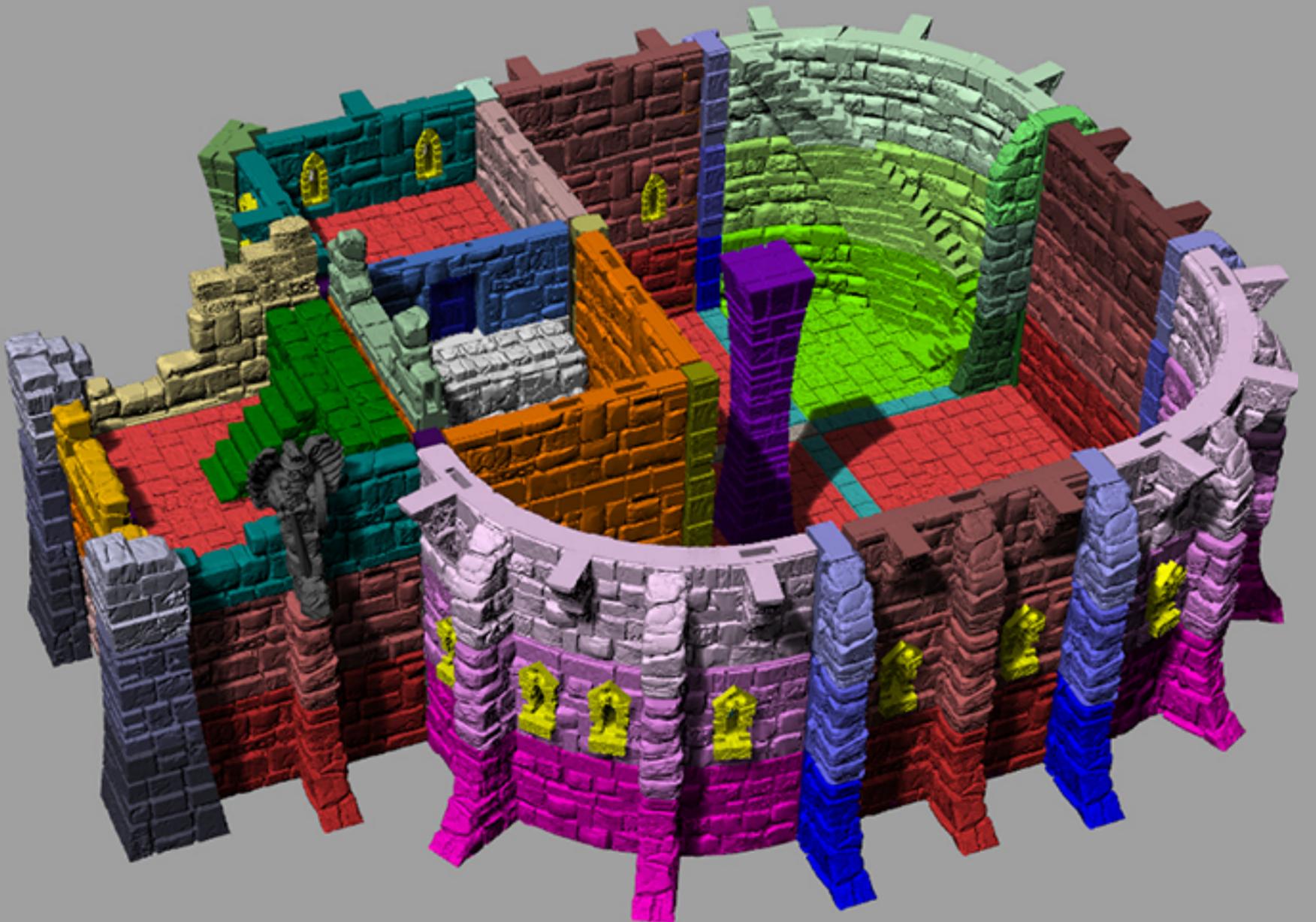
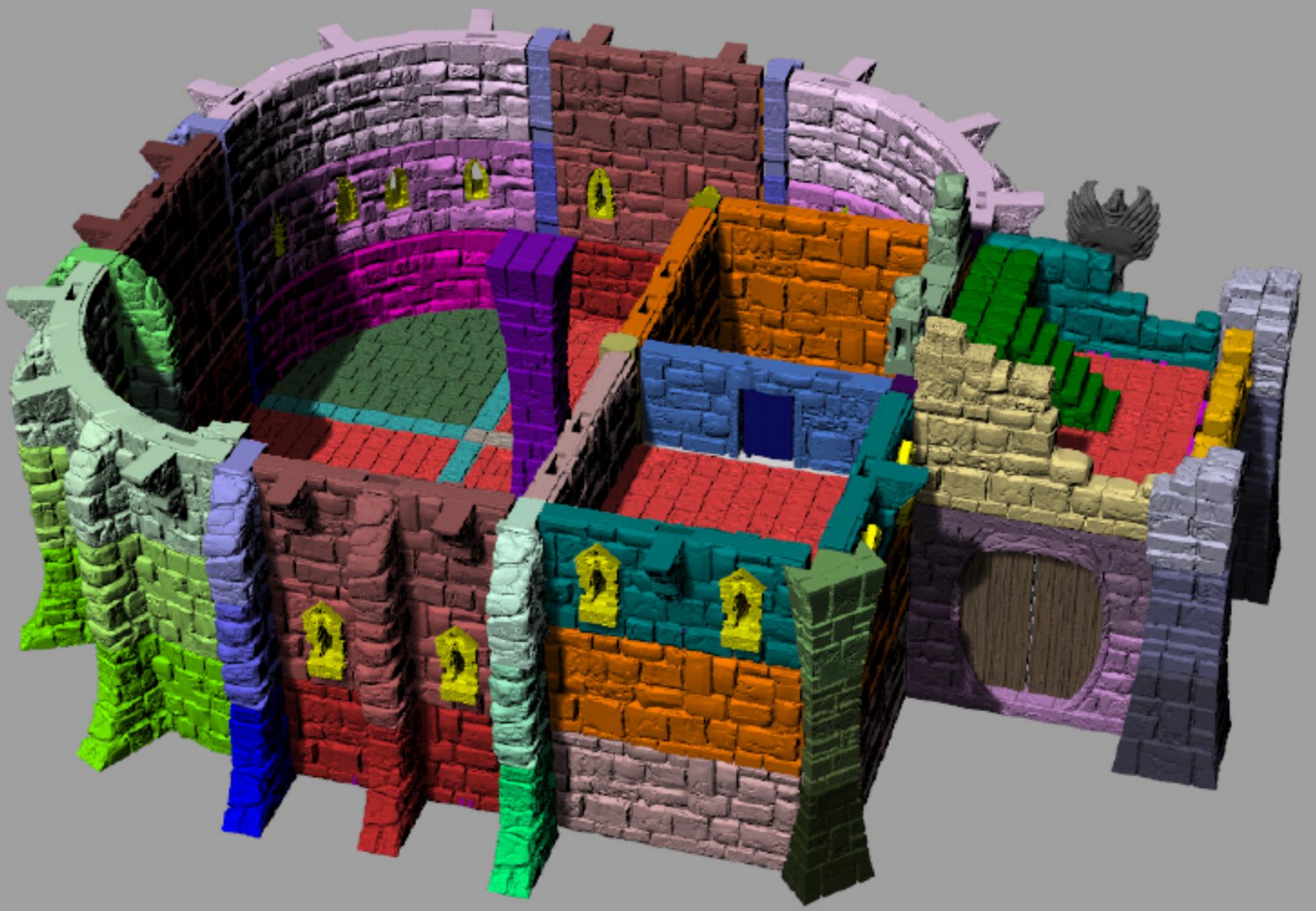
Section3

Page4

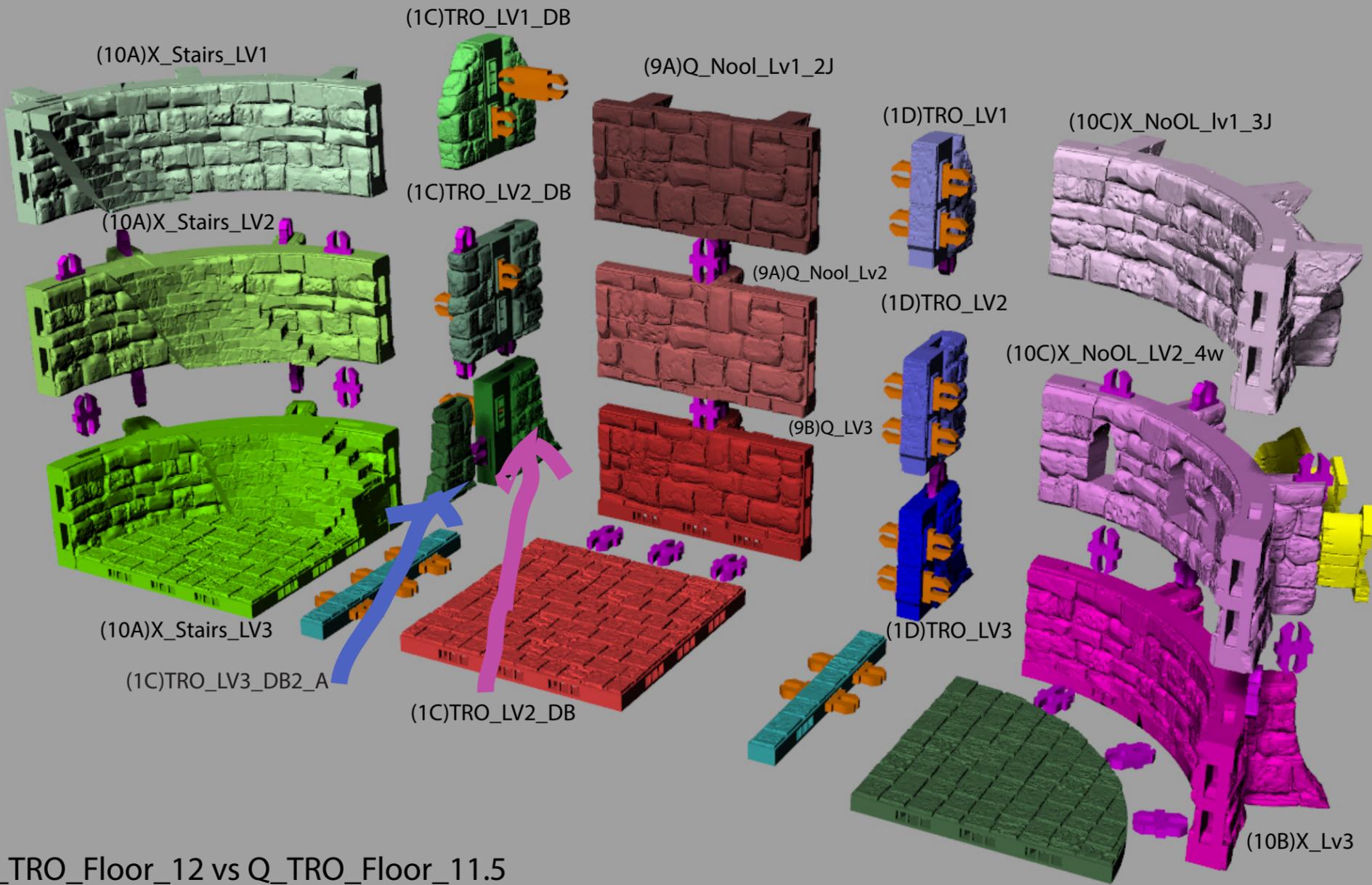


Section3 stack

Page4



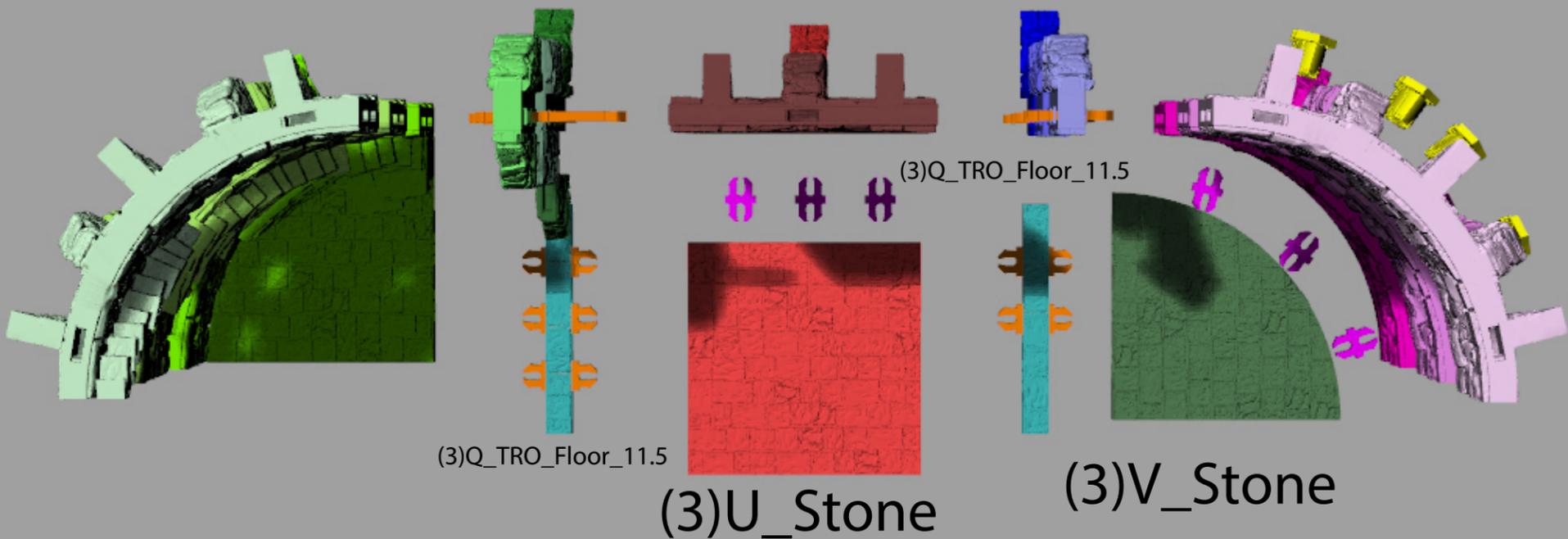
Castle Bottom Section1



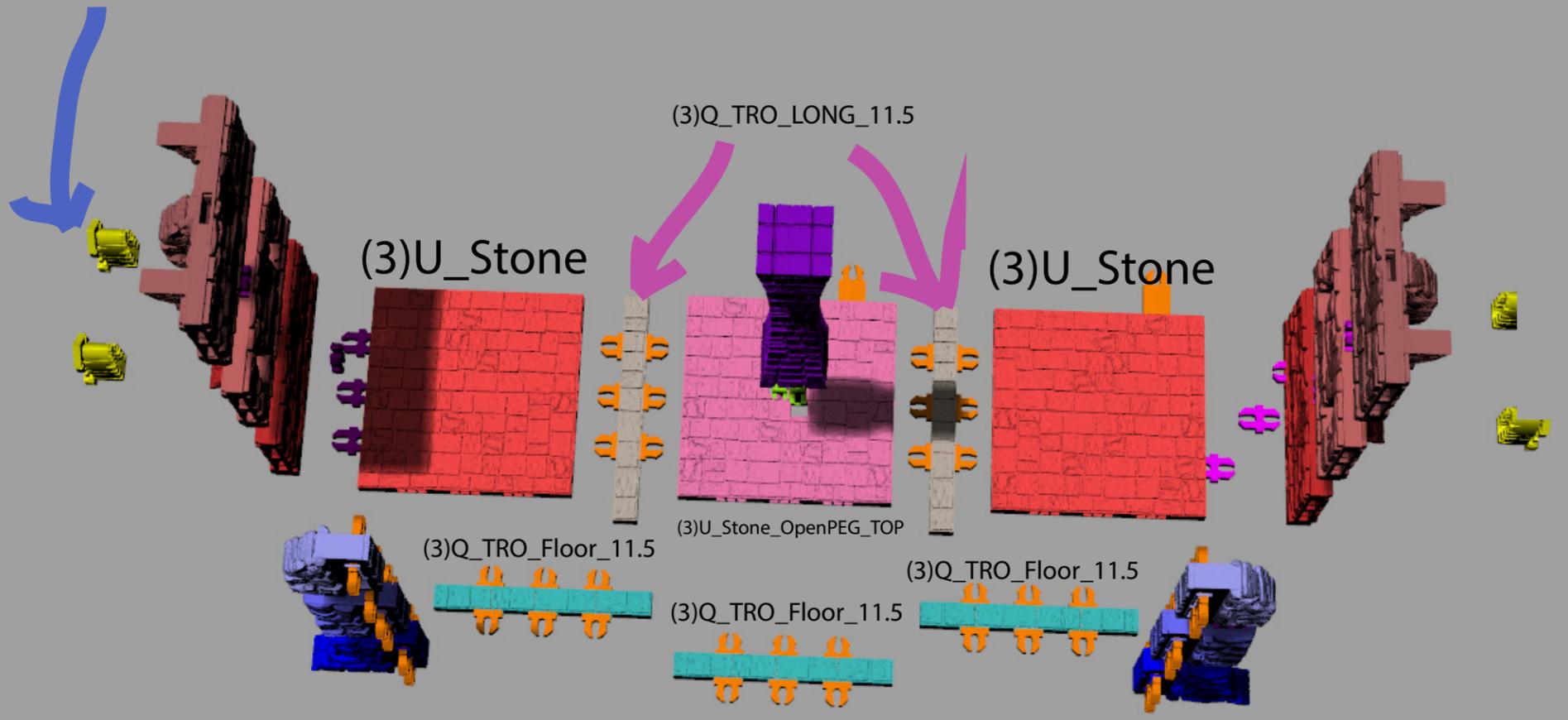
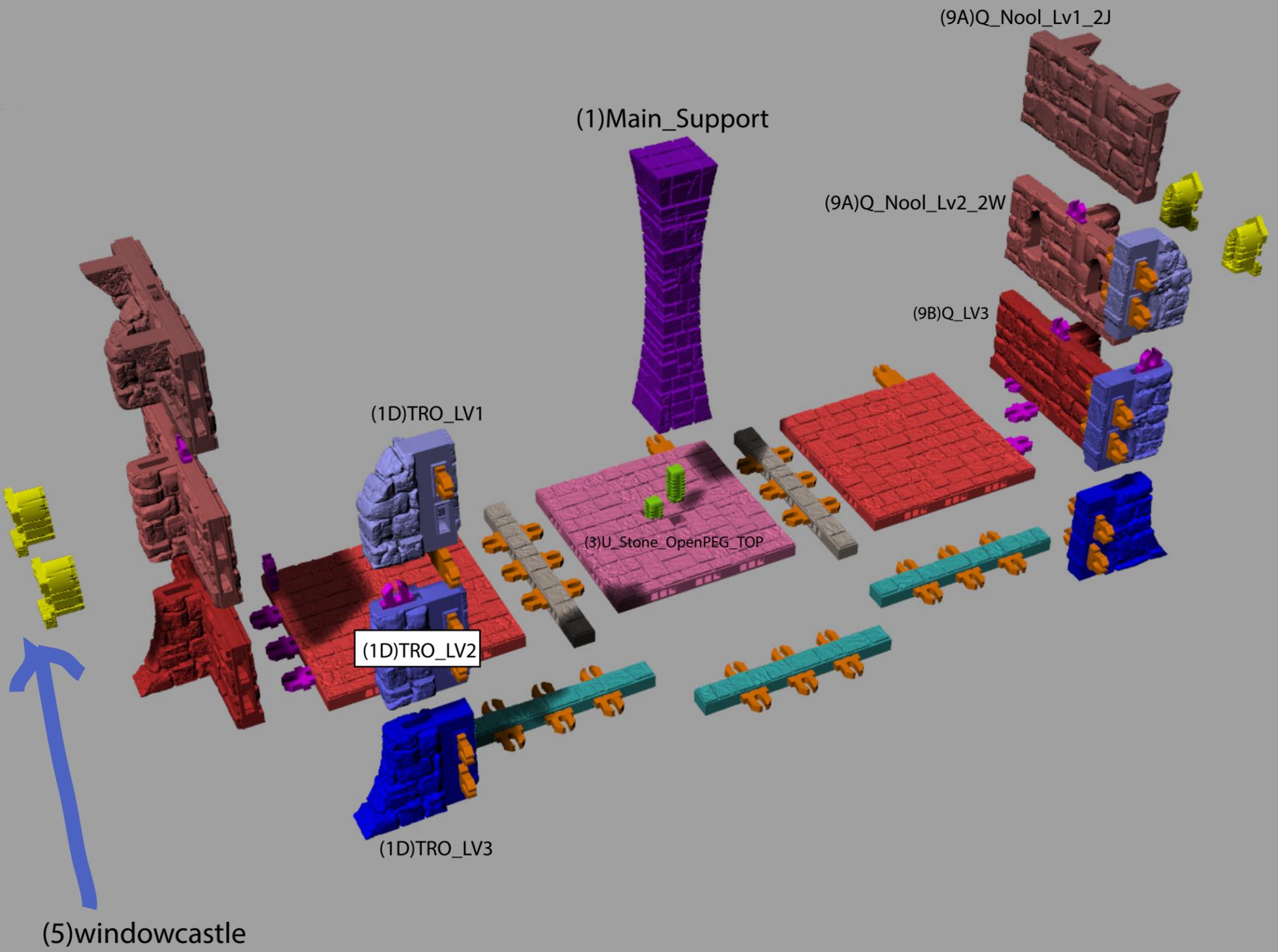
Q_TRO_Floor_12 vs Q_TRO_Floor_11.5

TRO Floor 12mm wide and 11.5mm wide parts have been made. the 11.5 wide parts are designed to allow a little wiggle room. You are unlikely to need the 11.5mm option if you are only building a couple stories. You are unlikely to need the 11.5 option at taller wall heights if your floors print perfectly flat and you keep your edges clean. It is also not always necessary to use every OpenLOCK Clip slot. If your parts are not clean and your floors are not flat, a zero tolerance build will make it difficult to close your walls as the height increases. I want everyone to have a good experience and this option will eliminate the most difficult problem. The facts are that openlock is clearly a dungeon system first and a vertical building system second. Numerous trials and approaches went into this design.

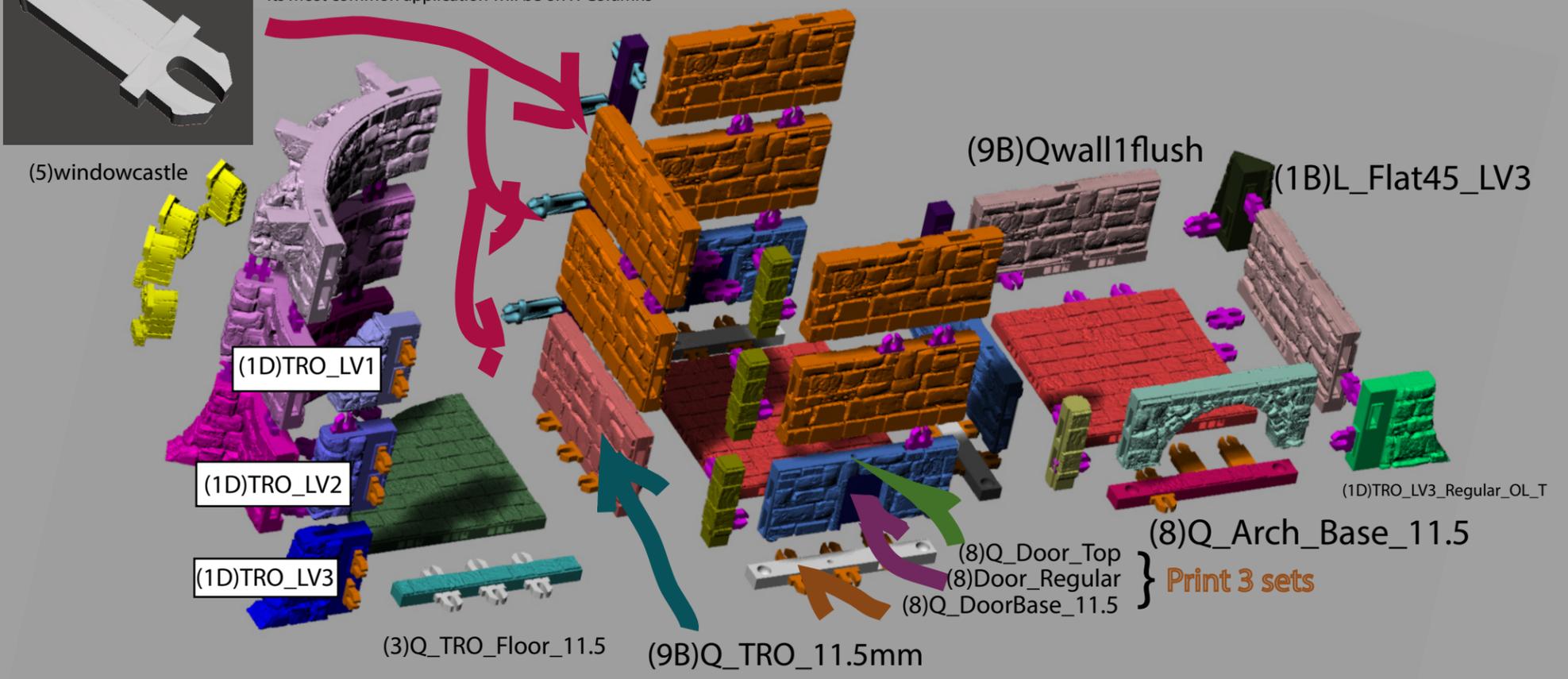
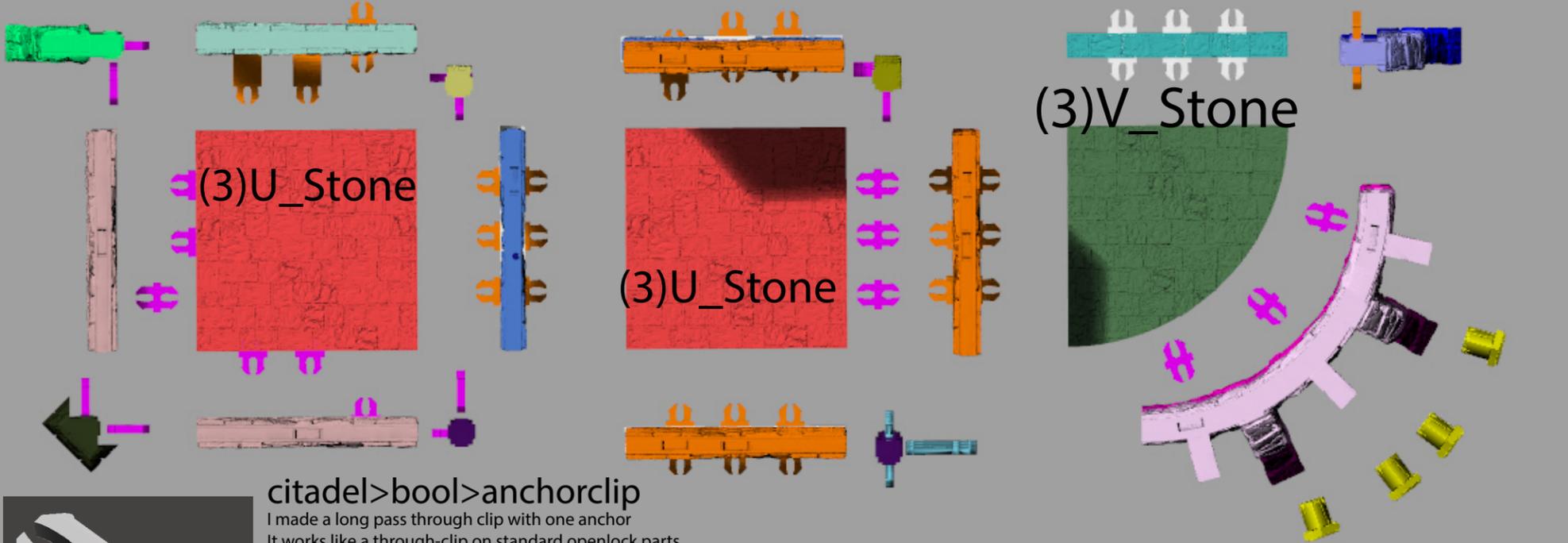
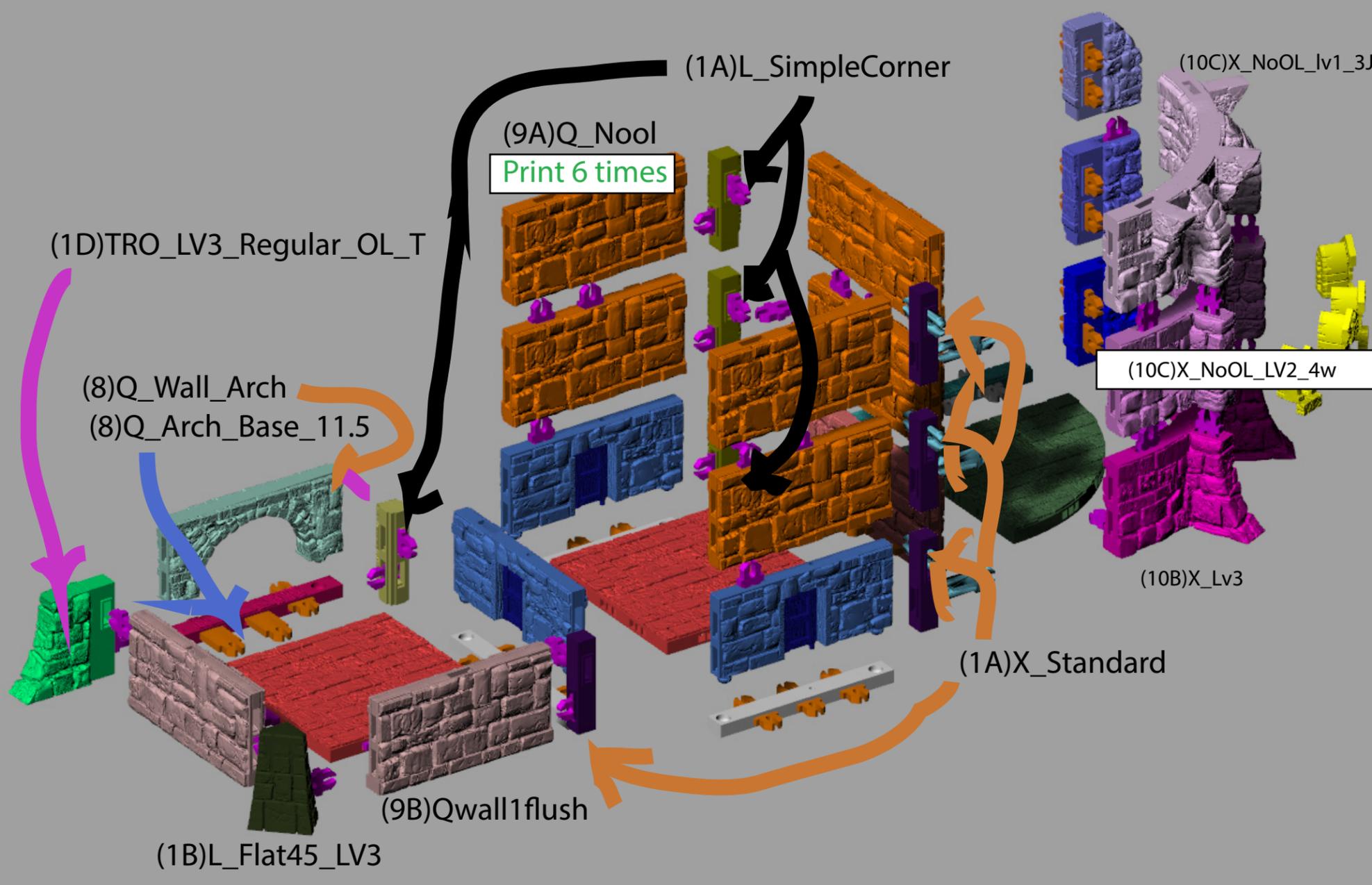
Use traditional OpenLOCK Clip on vertical wall attachments and floor to wall connection areas. Use TRO OpenLOCK Clip for everything else



Castle Bottom Section2



Castle Bottom Section3



Castle Pop-Outs

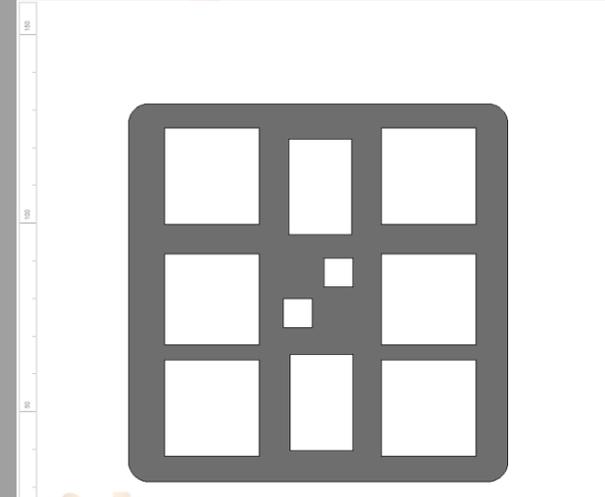
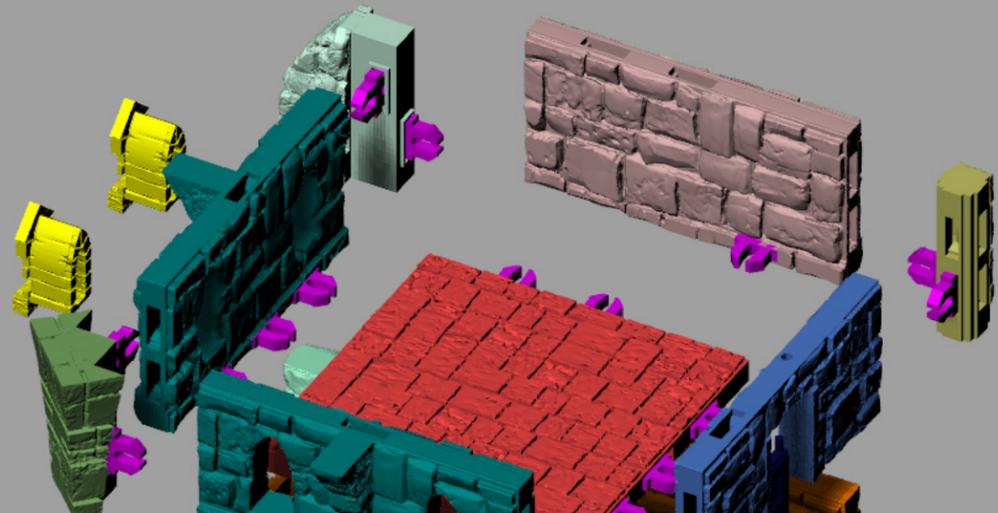
Stair well design for U Floor tile. This slides inside a U tile with built up Q Walls



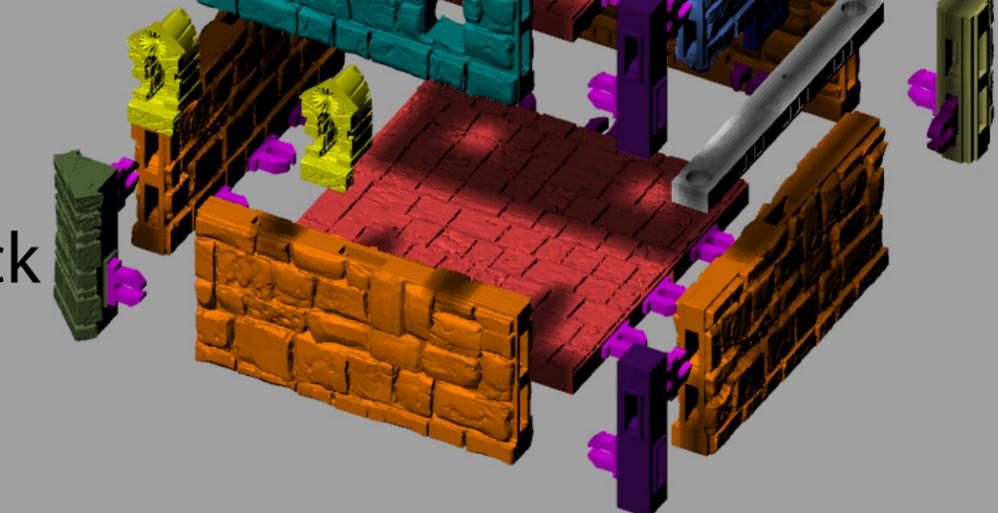
Traditional OpenLOCK Stack Example Integration with through clips and vaulted interior walls



Top Stack



Middle Stack

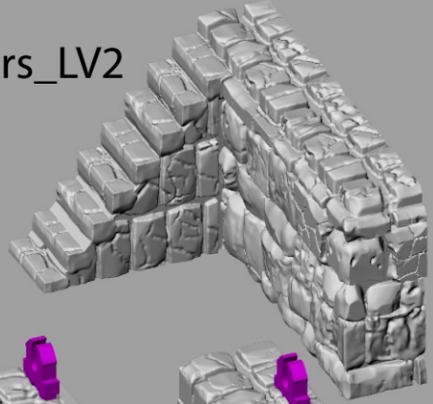


Traditional OpenLOCK stacking nubs either get in the way or are completely inadequate for this structure. Stackable Features for easy modular removal will be handled with our Open_[]_Pe Stacking system which involves attaching a strainer plate (plug) on the bottom of the floor plates with a serrated peg.

Stairs

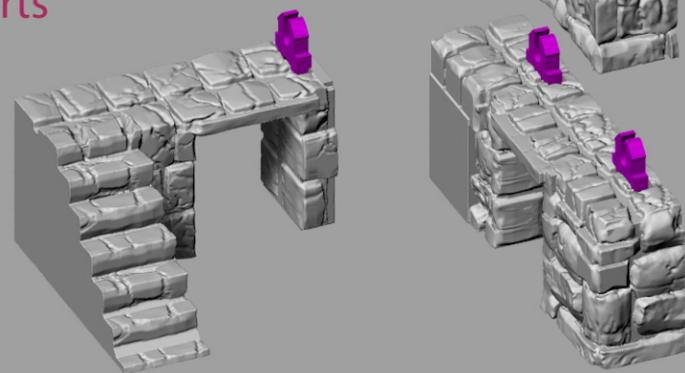
Folder contains parts for several stair/doorway combinations

(6)Stairs_LV2

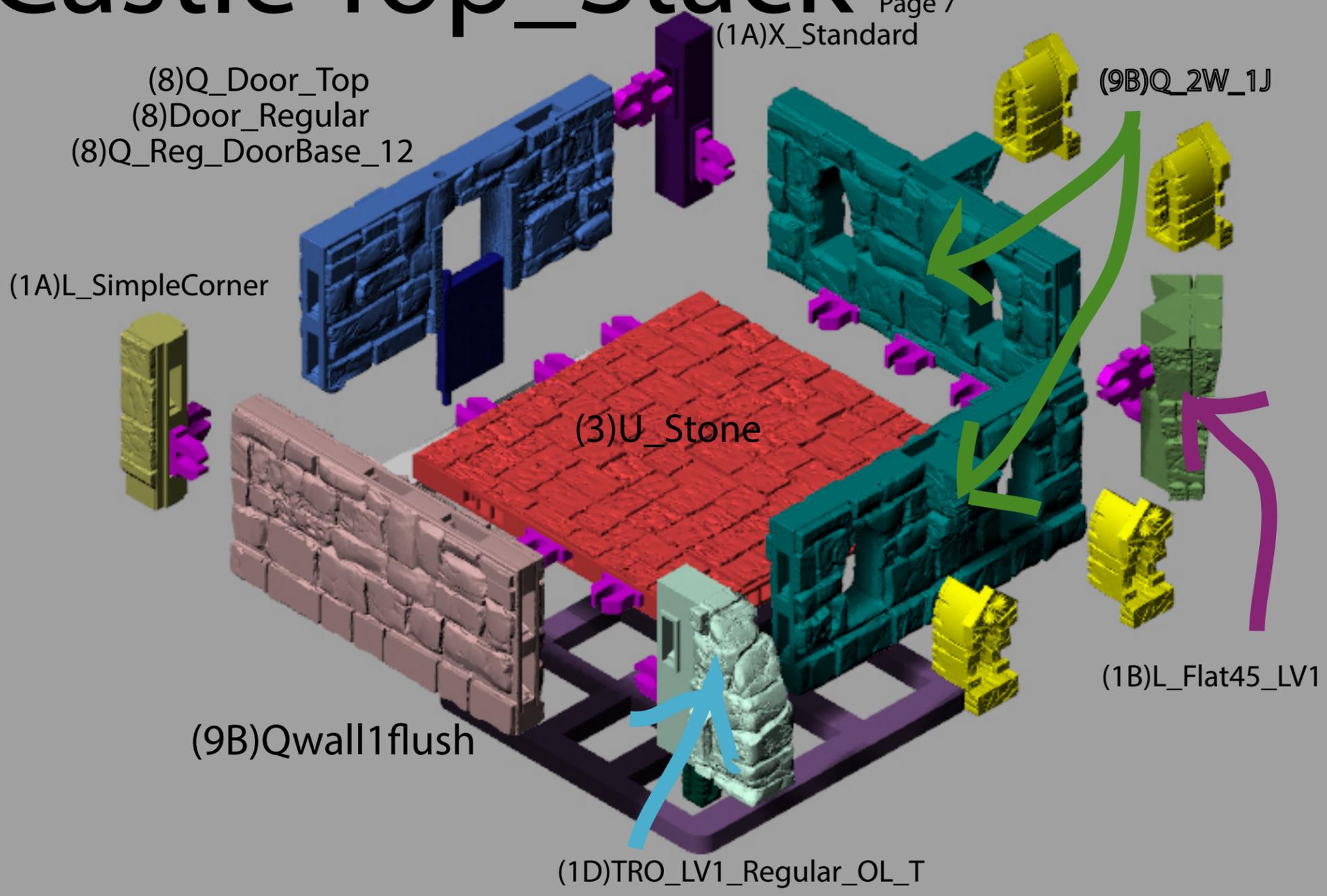


(6)Stairs_LV1_1D

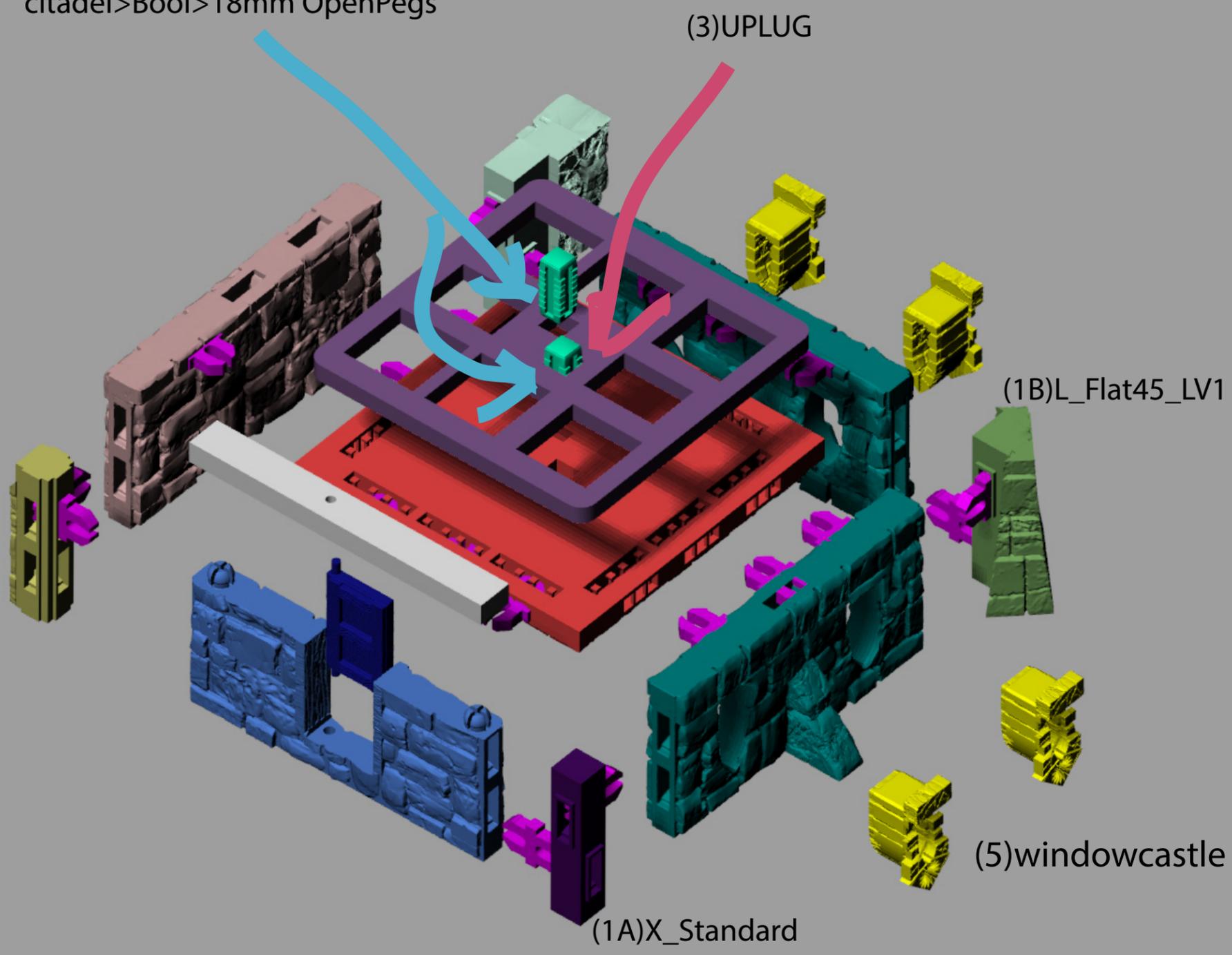
(6)Stairs_LV1_Wing_1D



Castle Top Stack



citadel>Bool>18mm OpenPegs



Castle Mid_Stack Page 8

(1A)X_Standard

(9B)Qwall1flush

(1B)L_Flat45_LV2

(3)U_Stone

(1A)L_SimpleCorner

(9B)Qwall1flush

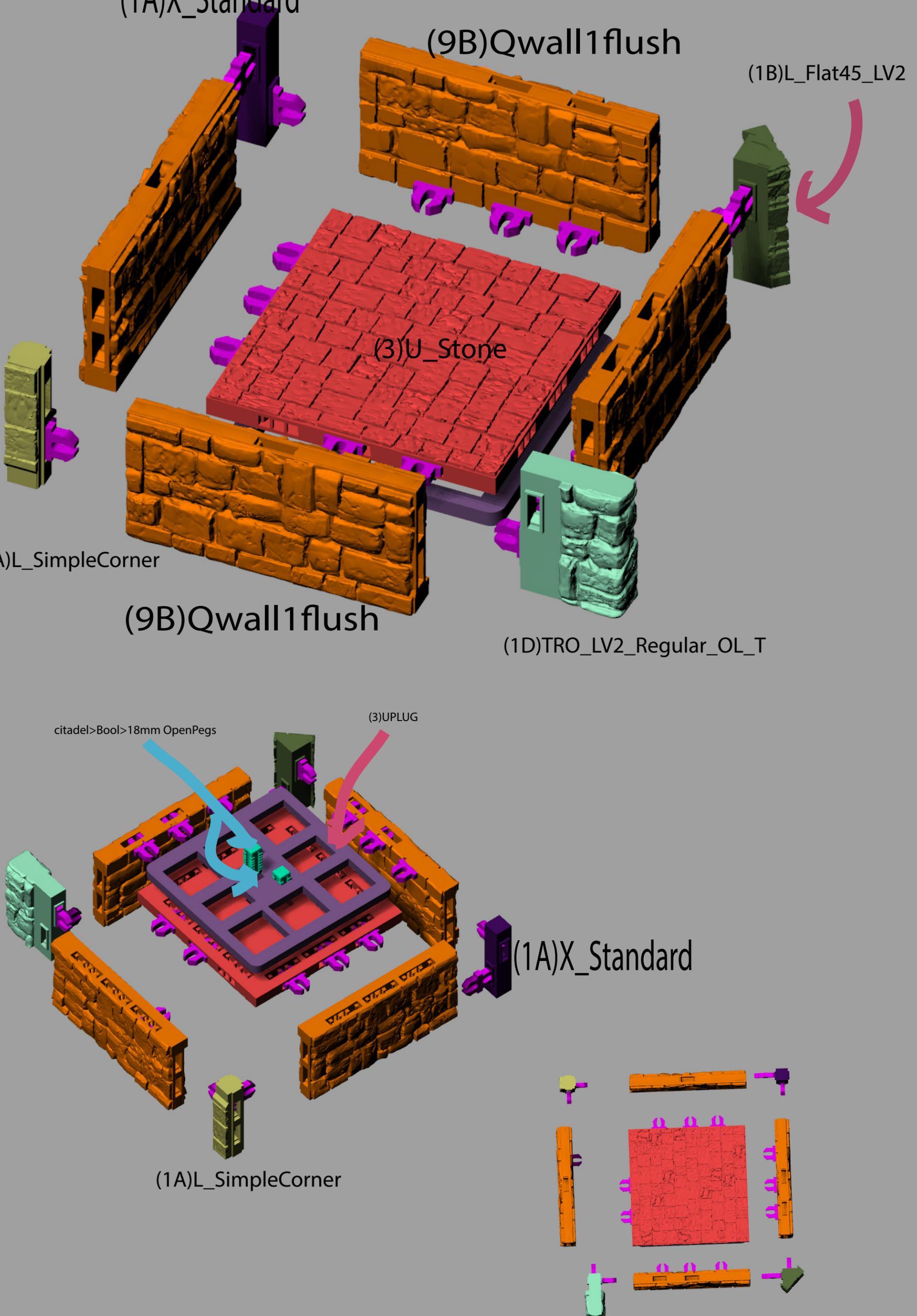
(1D)TRO_LV2_Regular_OL_T

citadel>Bool>18mm OpenPegs

(3)UPLUG

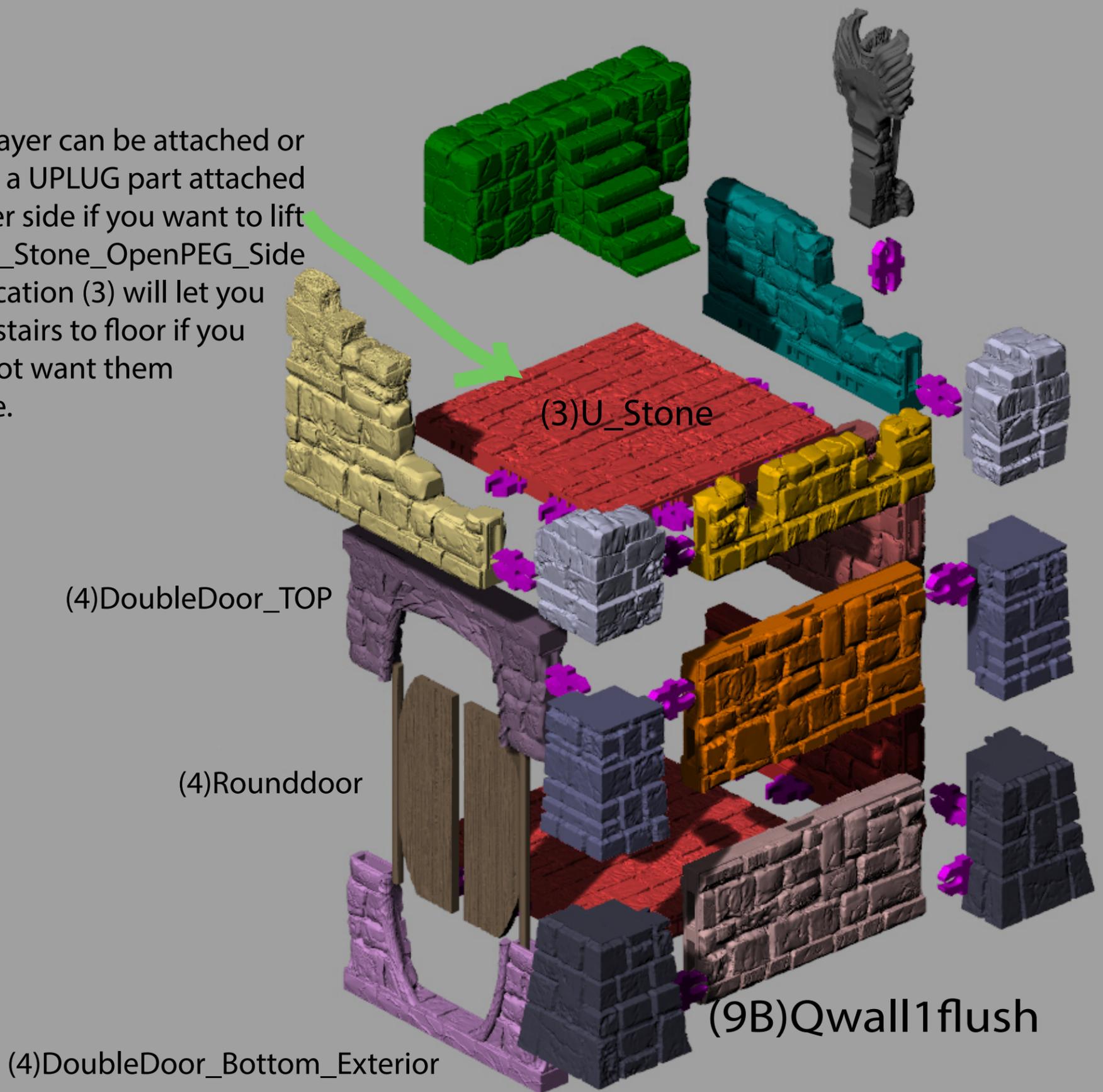
(1A)X_Standard

(1A)L_SimpleCorner



Castle Front Door

top layer can be attached or have a UPLUG part attached under side if you want to lift off. U_Stone_OpenPEG_Side in location (3) will let you peg stairs to floor if you do not want them loose.



Folders include alternat parts for placing large double doors in interior spaces.

Castle Front Door

Deathangel statue located in walls folder set

