Scaffolding Software

iScaf® - Design v 11

New Features

March 2026



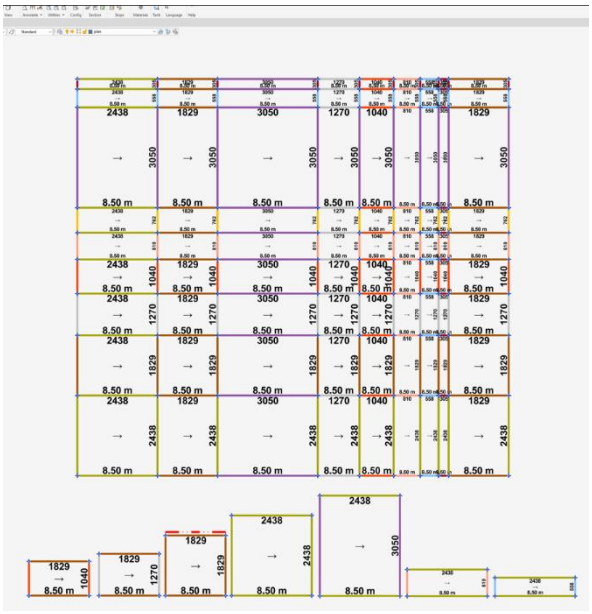
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SCAFFOLDING SOFTWARE

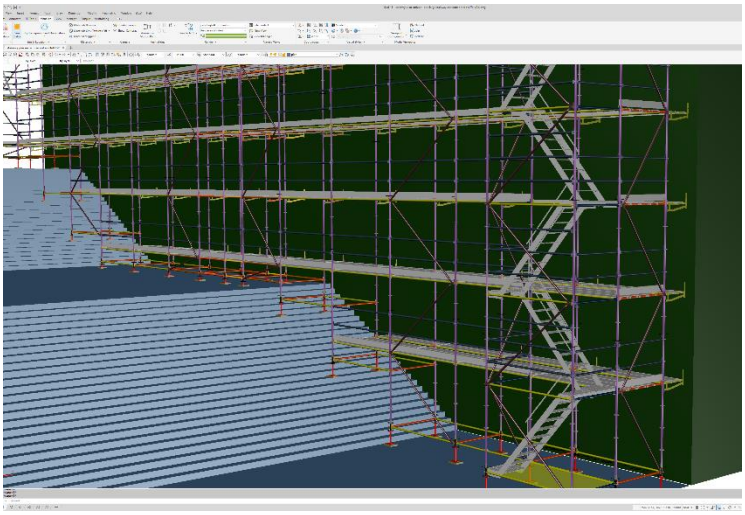
iScaf® – Design: Version 11

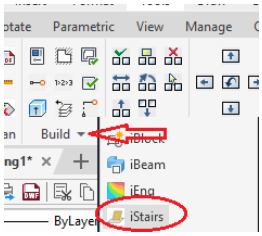
iScaf® 11 Build 5277 - March 2026

Colour-Coded Component Management: iScaf® now supports colour-coded scaffolding components for faster visual identification of ledgers and transoms in plan and 3D views. This feature can reduce picking and counting errors in the yard and on job sites by minimising manual measurement and verification.



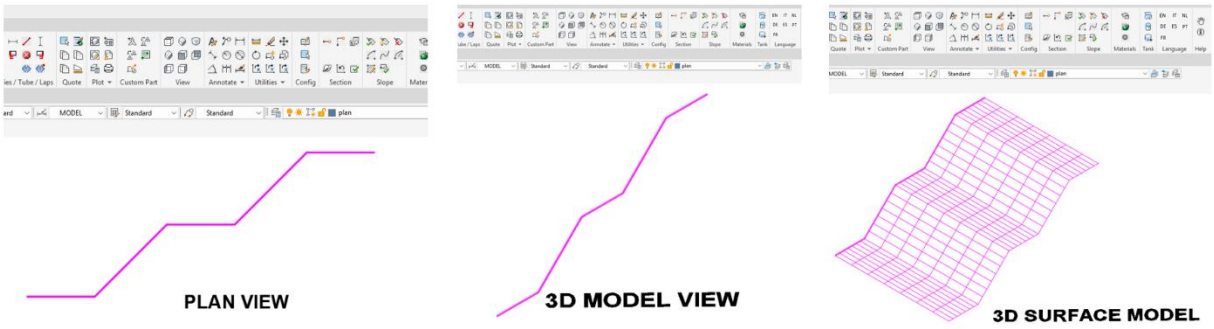
iStairs – Integrated Stair Surface Modelling: The new iStairs command enables users to generate staircase surfaces directly within the model environment via the iScaf® Ribbon and Menu. This enhancement accelerates the ability to draw scaffolding to follow stairs of similar structures to improve drafting efficiency with the perfect positioning of jacks that need to step up or down, similar to a sloping ground.





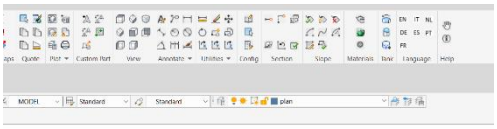
Top image: Illustrative stair model for demonstration

2D to 3D Surface Conversion (Flip Plan to 3D): The new FLIP from Plan to 3D command allows users to convert 2D linework into 3D geometry instantly. Create line shapes in 2D plan view, flip them into 3D orientation, and generate surfaces with ease. Ideal for site schematics, contour layouts, slope modelling, and terrain visualisation. This feature simplifies conceptual modelling and significantly improves workflow on complex or irregular surfaces.

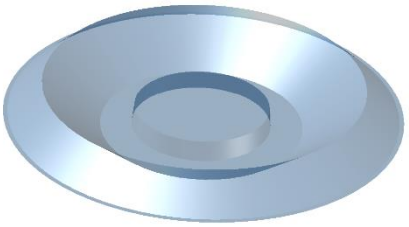


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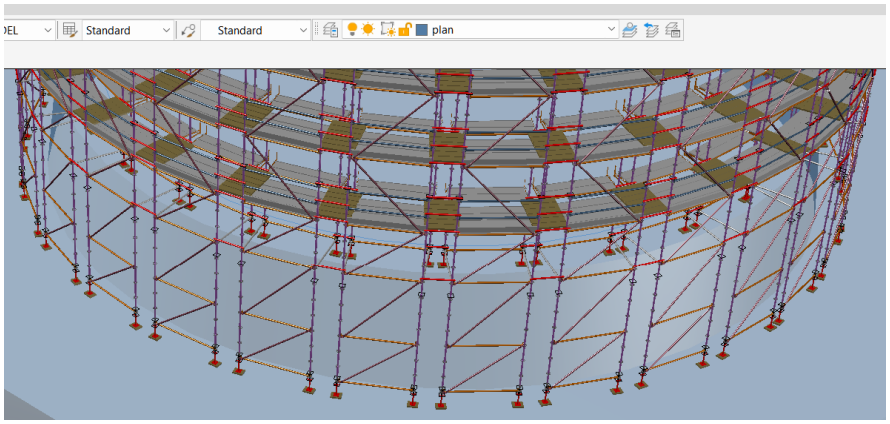
Surface Tool: The new Tank Surface feature enables rapid creation of curved 3D surfaces around circular tanks, silos, and similar structures. This tool dramatically reduces manual modelling time while improving geometric accuracy for scaffold designs around curved assets.



Automatic Scaffold Bay Support Below Bottom Lift: Enhancements to the build engine now automatically generates ledgers, transoms, and bracing beneath the lowest scaffold bay when the legs extend below the bottom lift. This ensures an accurate structural representation in tank builds and uneven ground conditions, reducing manual adjustments and improving model integrity.

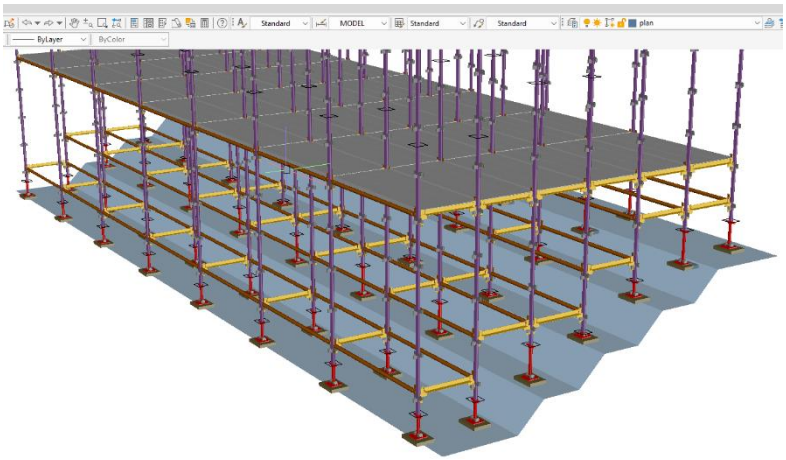


Top Image: Illustrative 3D surface model



Left Image: Non-engineered, unfinished tank scaffold drawing.

Enhanced Deck Build on Sloped / Mesh Surfaces: The 3D Build engine has been refined to improve deck placement accuracy on sloped or mesh surfaces. When surface heights closely align with node elevations (e.g., 500mm), decks are now positioned more precisely at the floor level. This enhancement increases modelling accuracy and minimises alignment corrections on uneven terrain.



RustDesk Remote Support Integration: Integrated RustDesk remote support capability is now another method for Scaffolding Software to enable faster and more efficient technical assistance. This enhancement can reduce downtime and allows issues to be resolved quickly with secure remote access when required.

Quotation Logo PNG Support: Quotes now supports PNG logo files, providing greater flexibility in company branding. This enhancement improves the professional presentation and visual quality of generated quotations.

Improved iBlock Function: The ability to insert scaffold components manually has been enhanced. Objects can now be aligned more easily with other objects. This includes the Zig/Zag option to control the direction of the bracing in the 3D environment.

Improved USA Frames: Frames at the ends of scaffolds have been improved to better accommodate sloping ground and varying heights.

Improved Wall Offset: Wall offset now works correctly with all ladders and stairs attachments on the north and south sides of a bay in a wall.

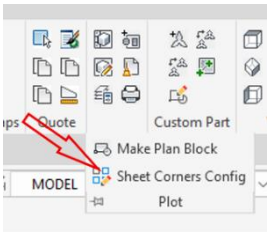
Module Build: Loading and rebuilding of the modules is now more efficient after changes are made.

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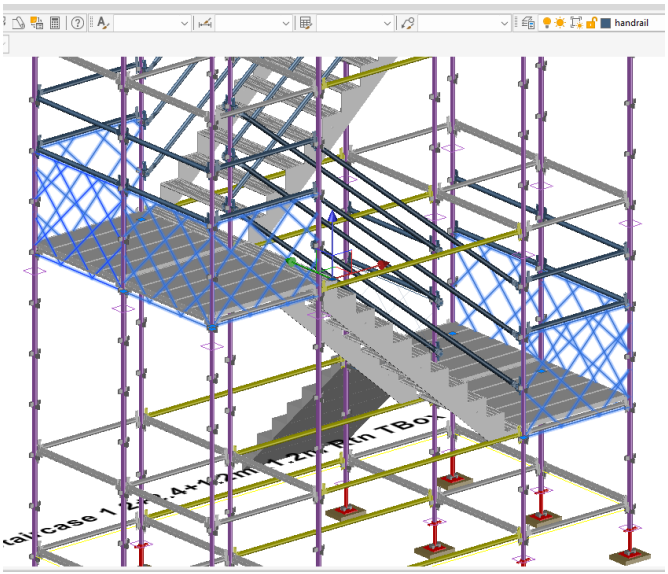
Version Update Notice:
iScaf® v10.5 (built on the AutoCAD 2022 engine) has now been officially discontinued as of Build 5274. All ongoing development, enhancements, and technical support are exclusively available in iScaf® 11. Upgrading ensures continued support, full compatibility, improved performance, and access to the latest productivity-enhancing features.

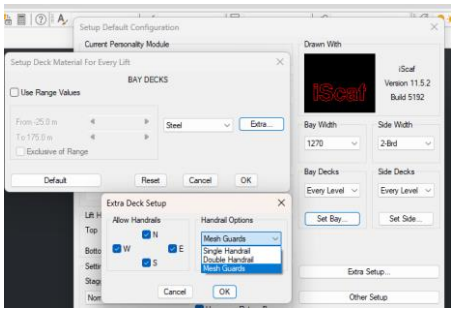
iScaf® 11 Build 5192 - November 2025

Corner Block Utility / Sheet Corners Config: A new Sheet Corners Config utility has been added to the iScaf® Ribbon. This feature allows users to insert their company's logo or branding directly into layout title blocks in paper space. This makes it easy to maintain professional, branded drawings for all your scaffold layouts and printed sheets.

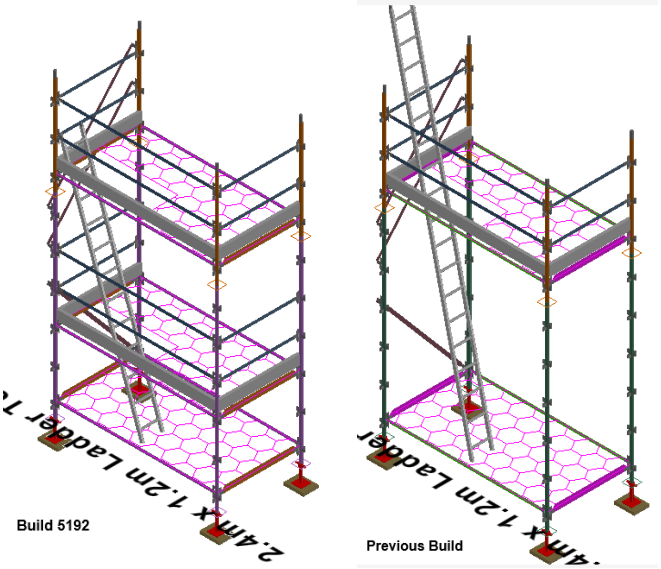


Mesh Guard Support in 3D Build: This update introduces Mesh Guard support for stretcher stair deck platforms within the 3D Build environment. Users can now model and visualize mesh handrails directly in 3D, providing a more accurate representation of real-world scaffold safety configurations. This addition enhances both design precision and safety compliance visualization for complex stair and access systems.



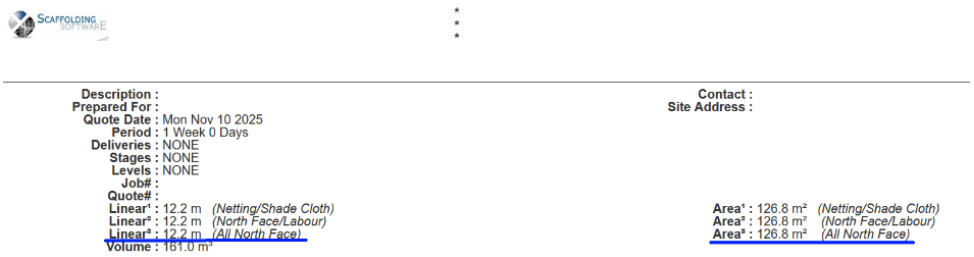


Ladder Bay Safety Platform: Improved logic for ladder bay safety platform placement ensures correct handling when the platform needs to be built at 4 nodes (1.5m) or less above the sole boards. This enhancement ensures compliance with safety and design standards, reducing manual adjustments and errors during scaffold creation.

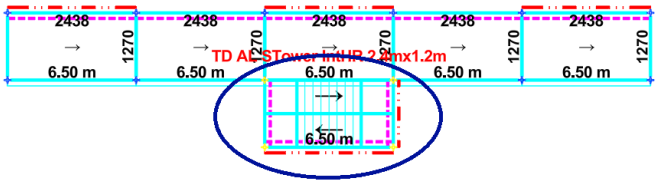


Area³ / Linear³ Calculations in Quote: The Quote tool now provides more precise area and linear calculations by enabling the system to calculate the area or volume of either the entire wall or selected bays. This now includes the addition of a third distinct linear and area metric—the new "All North Face" calculation. This new metric is particularly beneficial for structures like birdcages as it includes all the face areas and running linear length of the continuous sides, giving users a different result for mesh scaffold, dance floors, raker bays and loading bays to assist in estimating the labour and the time to erect the job.

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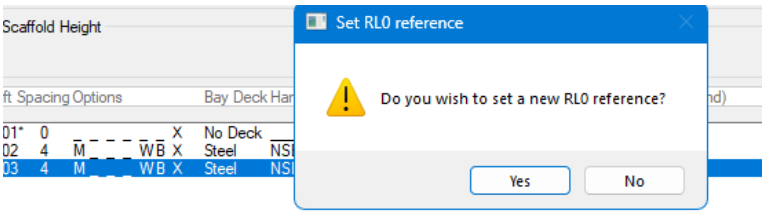


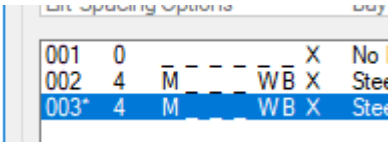
Aluminium Stairs Enhancement: Improved flexibility when adding Aluminium Stairs to the south side of a bay or near a wall. This update enhances how vertical standards are positioned and aligned in these scenarios, making stair integration smoother and more accurate in tight configurations.



Lift Control Add-Ons

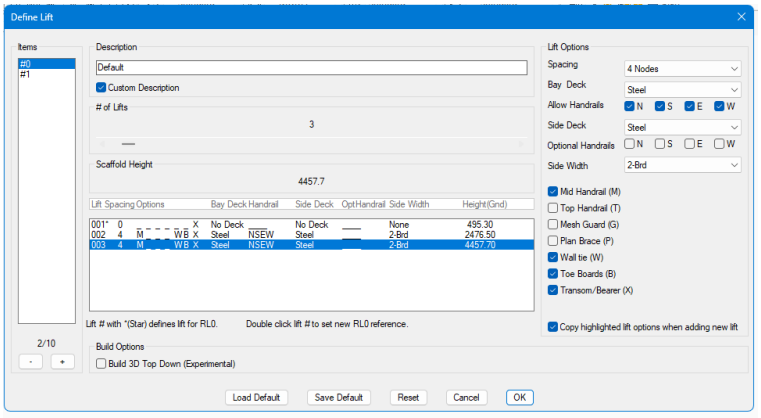
Zero Reference Confirmation Prompt: In earlier builds, double-clicking a line in Lift Control automatically set that line's relative height (RL) to zero, marking it with an asterisk (*). While this was designed to help define a zero-reference level (RL0) for slopes or offset bays, some users unintentionally triggered this by double-clicking lines unintentionally. To prevent accidental resets, iScaf® 11 Build 5192 now introduces a confirmation prompt when attempting to reset the zero reference (RL0). This helps avoid unintended level changes while maintaining the feature's original flexibility for deliberate use.

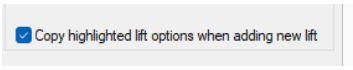




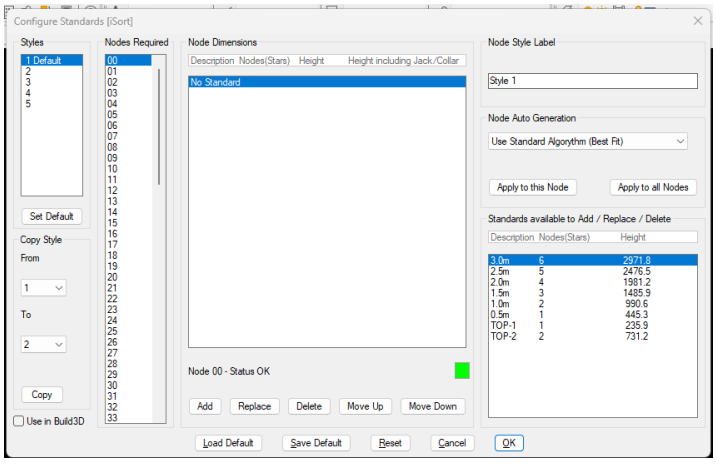
Copy and Prepopulate Lift Lines: A new Lift Control enhancement allows users to copy a highlighted line directly within the Lift Control interface. The copied line can be inserted as a new line, automatically prepopulating items and parameters from the original. When combined with the "Increase # of Lifts" option, this feature enables rapid creation of complex lift configurations, reducing repetitive setup work and improving workflow efficiency during large project builds.

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Improved Accuracy of Prepopulating iStandards: We've refined the Standard Control algorithm to better align with the module-specific standard sort logic. This improvement enhances the accuracy of how iStandards are prepopulated and ensures the system no longer overprovisions nodes under certain layout conditions. The result is a more precise and predictable setup when generating scaffold standards automatically.



Performance Improvements

Module Rebuild Optimization: Rebuild times have been significantly improved when working with large or complex iScaf® drawings. The new optimization allows iScaf® to handle high object counts more efficiently, resulting in faster module rebuilds and reduced downtime during large-scale project edits.

Template Saving Flexibility: Previously, iScaf® templates were required to be saved exclusively from Model Space views.
With Build 5192, this limitation has b

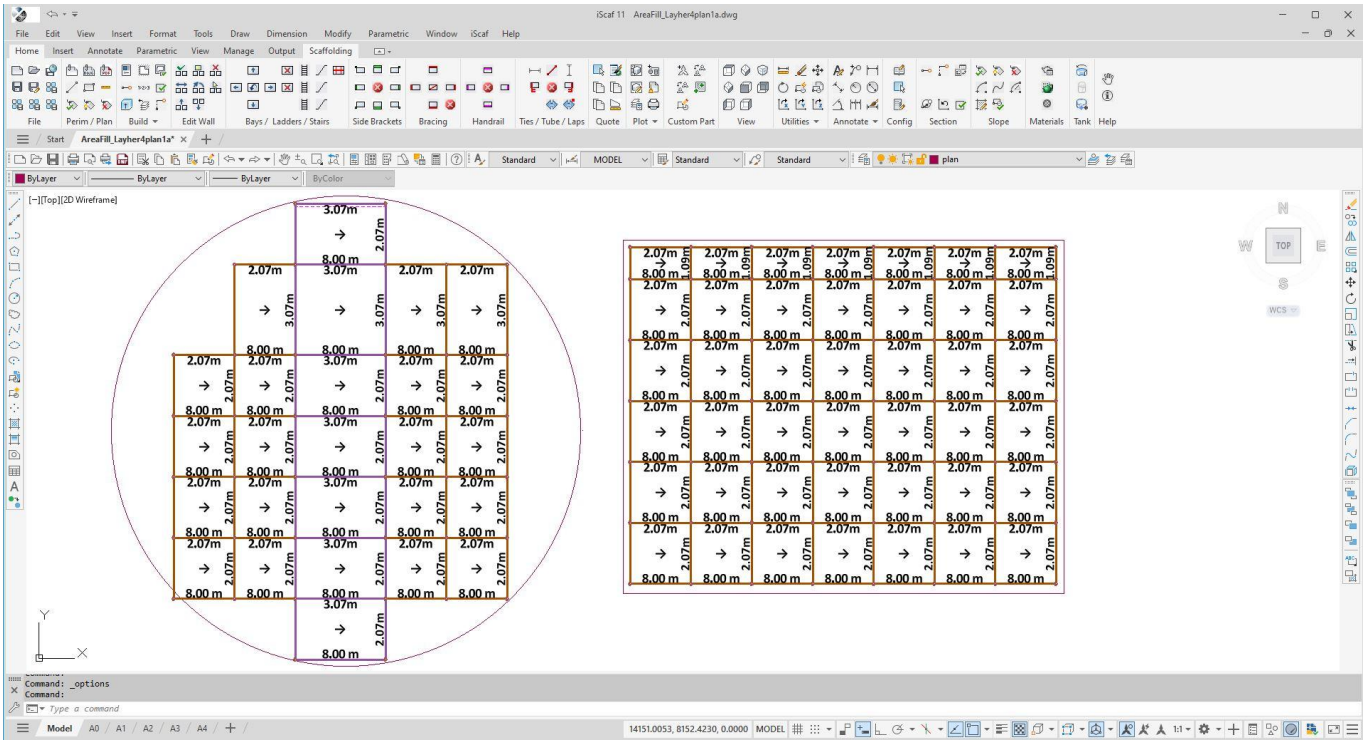
een removed. Users can now save templates from any view, including Paper Space.
This improvement simplifies template management and offers greater flexibility in how and where scaffold layouts are created, documented, and reused.

US Frame Style Scaffold: Enhancements have been made to toeboard provisioning within ladder towers for US Frame style scaffolds. This improvement ensures that toeboards are now automatically placed more accurately and consistently according to frame geometry and ladder tower configurations.

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iScaf® 11 Build 5150 - July 2025

Area/Fill Birdcages and Dance Floors: This utility allows you to easily and quickly create and modify Grid Scaffold and Grid Decks. These are also known as Falsework, Birdcages or Dance Floors. This has been enhanced in the updated iScaf® ® 11 build 5150 or newer with new short and detailed tutorials to show how it functions to make drawing scaffolding easier.



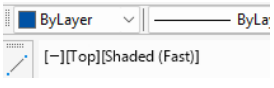
If you are using an iScaf® ®11 build older than 5150, then do not add bays to the southmost bays because older versions had an issue.

Useful tip: If you wish to fill the inside of a tank or circular structure, overfill the area with your Grid of Scaffold and then delete the corner bays as required. Also use “Move Wall” to move the entire structure near to the bottom left corner and then add bays North and East as needed.

June 2025

New 2025 Drawing engine: iScaf® has some important performance increases with the new 2025 drawing engine. File Open Speed: 2025 opens 2D files up to 2x faster than previous versions, reducing downtime compared to 2022, which had slower load times for complex drawings.

GPU accelerated 3D Views greatly expanded support for acceleration – If you have computer equipment with 3D Graphics Accelerators such as Nvidia GTX/RTX or AMD Radeon/RDNA then iScaf® ® 11’s drawing engine is able to greatly accelerate 3D view styles such as Shaded, 3D Wireframe, and shaded with edges modes – this can greatly enhance rotation and pan modes to be silky smooth. Up until now, the CPU has been doing all the heavy lifting to compute these complex display modes – now iScaf® ® 11 can leverage your supported GPU to accelerate these views and increase your productivity. You can tell if view is being accelerated by your gpu by the presence of a ‘(fast)’ suffix to the view mode. Both Parallel and Perspective view modes are accelerated.

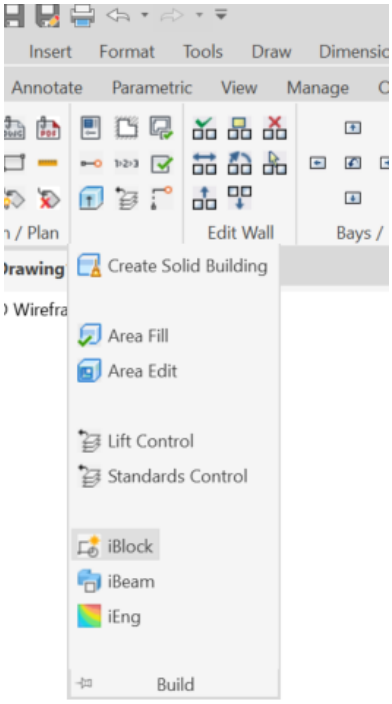


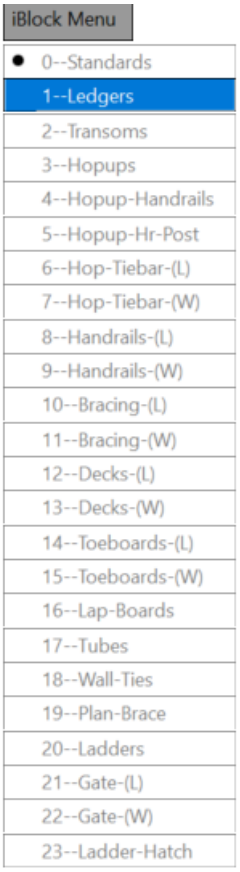
Google Drive and OneDrive Support: In 2021 iScaf® introduced cloud support. This new version continues to maintain and refine this integration, ensuring smoother syncing and better handling of file versioning. This also includes Dropbox support but we prefer OneDrive.

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Engineering: New iEng allows you to create a wireframe model for engineering for a 3rd party engineering software. Each Ledger and Transom can be in its own layer to export to DWG or DXF for compatibility with at least Spacegas and SCIA Engineering.

iBlock: Insert items one at a time in 3d with iBlock. Align feature for iBlock: The align feature for the iBlock command allows you to easily rotate an inserted block with the touch of a button. See screenshot below:

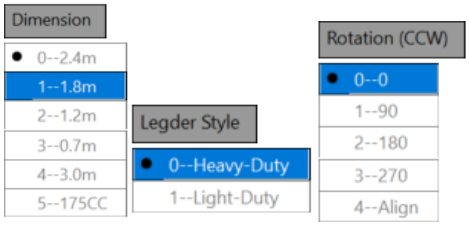




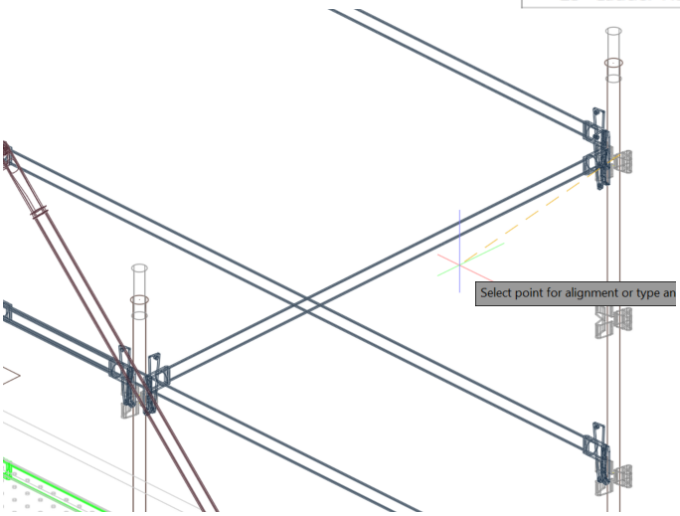
From the ribbon – build panel – click on iBlock

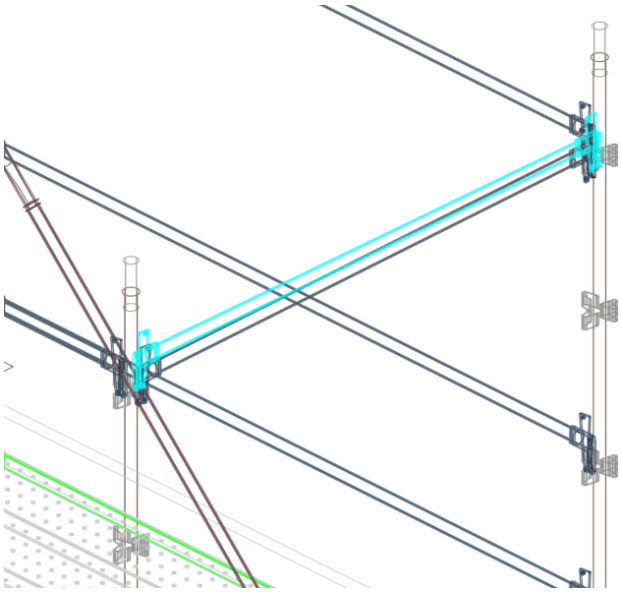
Select the part you want to import – Transom in this case

The drop-down menus will appear. Select the dimension and style by clicking with the left mouse button on the desired options. When you reach the rotation menu, select 4-Align. This feature allows you to orient your ledgers in any 3-dimensional direction by selecting two points in the model space.



Clicking on two points in the model space will determine the alignment of the transom, as shown in the images below. This intuitive feature ensures that your components are precisely aligned in any direction, greatly enhancing the flexibility and accuracy of your designs.





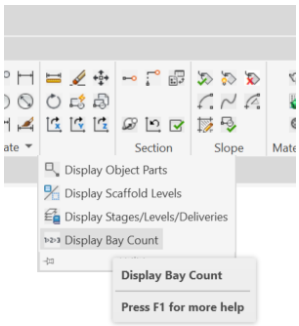
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Stairs and Top Box : There is an additional option in the configuration for stretcher stairs to enable top box – will extend standards on both sides up to top and secure using top box. Users can turn it on or off.

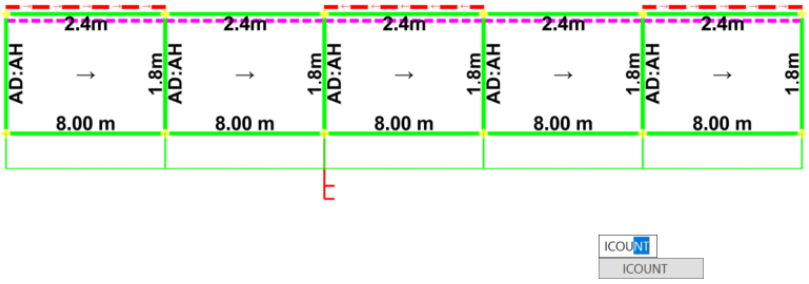
"iCount" feature: This feature quickly counts the various bay sizes in your iScaf® plan drawing. It only functions in the 2d plan view and not when the iScaf® drawing has built to 3D. See screenshots below:

From the Utilities Panel -> Display Bay Count.

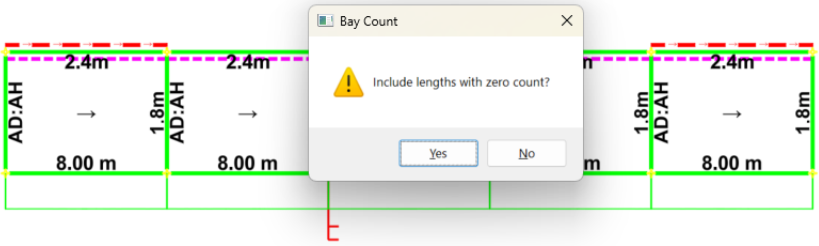




It can also be accessed by typing "iCount" on your keyboard

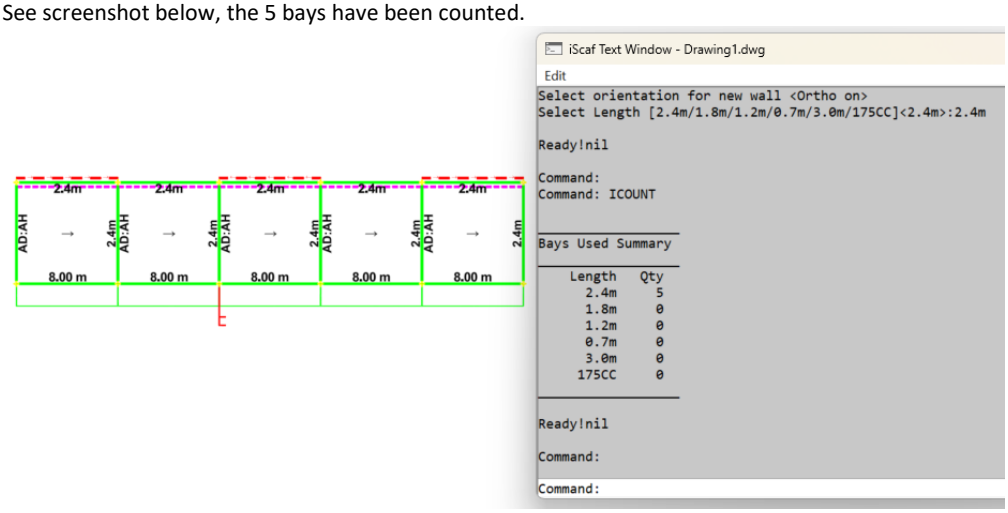


The system will ask you to include lengths with zero parts – select yes

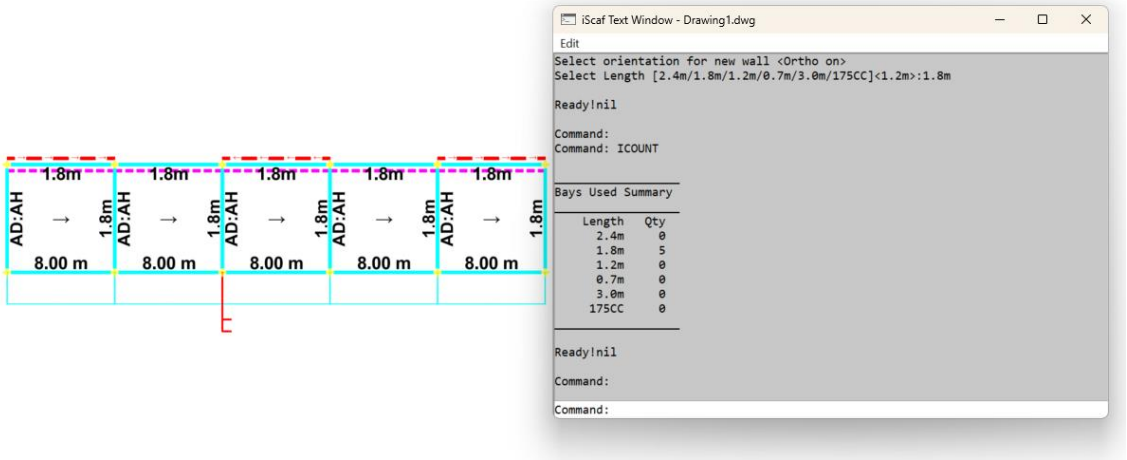


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See screenshot below, the 5 bays have been counted.

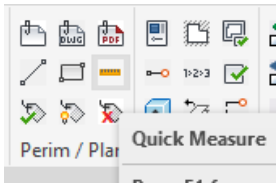


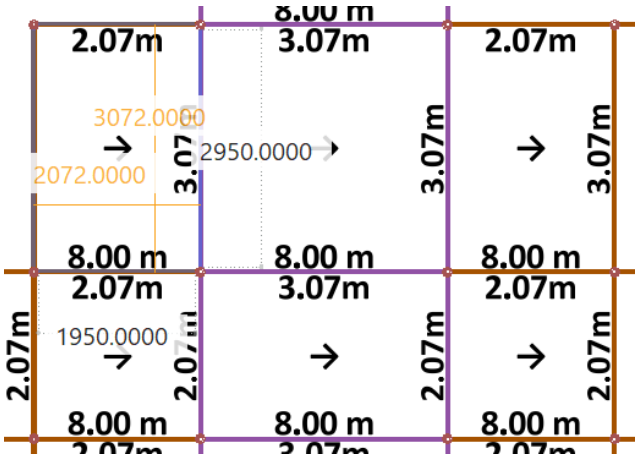
Let's try with a different bay sizes (1.8m) as shown below:



"Quick Measure" Utility: Also known as the "Measuregeom" command, is available on the iScaf® Perim/Plan panel.

Click on the icon and quickly access the distances near your mouse live without needing to create annotations or dimension objects.





Change the display font using the tooltips size in tools -> options.

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iScaf® – Design: Version 10.5

September 2024

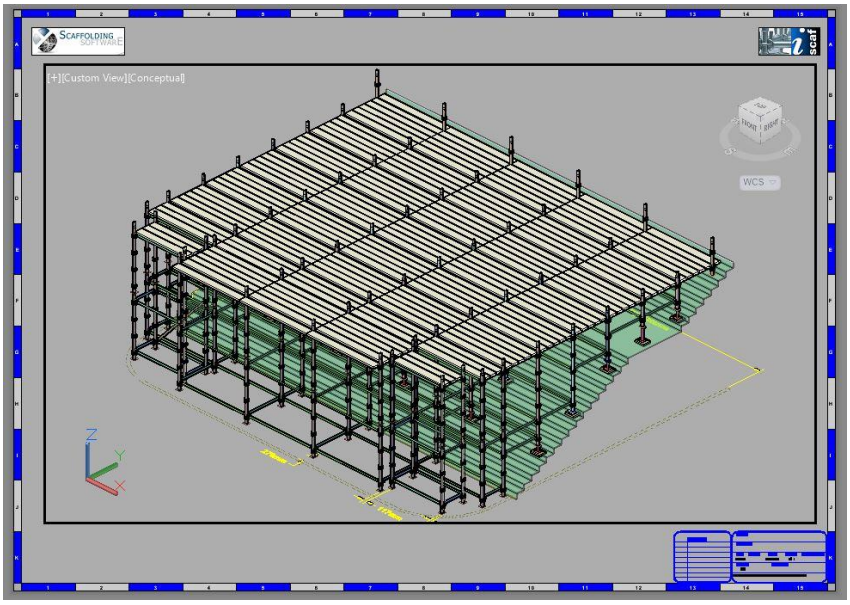
Extrude command now allows you to quickly draw surfaces.

iScaf® ® has moved toward using surfaces rather than mesh or polymesh to define complex slopes.

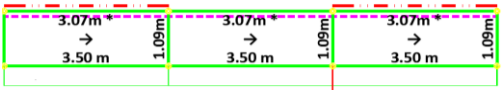
In the example below, we were able to:

a) draw a line following the stair profile
b) extrude the line out to form a surface
c) attach the surface to our 2d bay plan
d) build3d with the bays building snugly to the complex surface, automatically adjusting the build to fit

iScaf® has backwards compatibility to handle the older sloping ground surface mesh or polymesh, and can automatically convert them to the new surfaces automatically.

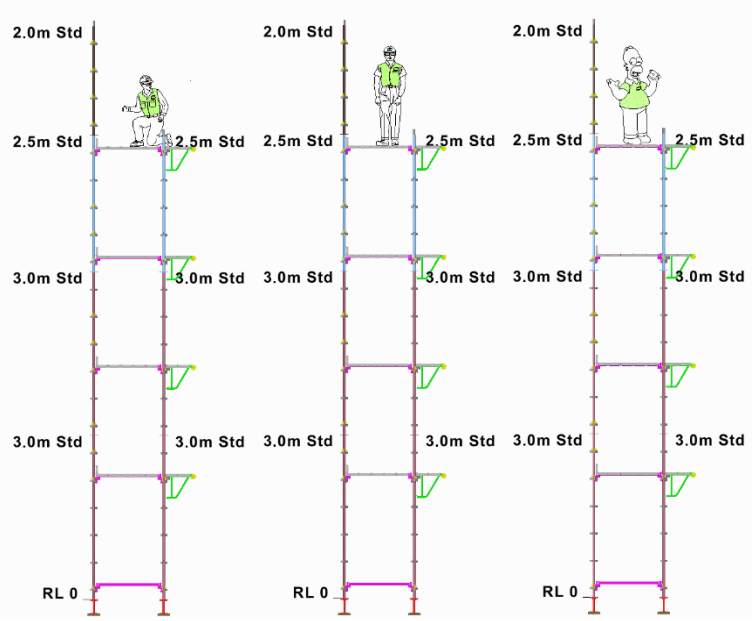


Thickness of braces and handrails on 2D layout plan improved for visibility
the hairline symbol lines that we used for handrails/bracing etc can be adjusted to be thicker or thinner by modifying the 'Sym_line Thickness' and 'Hop Line' Thickness in the TST-> Misc area. This improves their ability to be easily seen in the printed output/pdf/on screen.



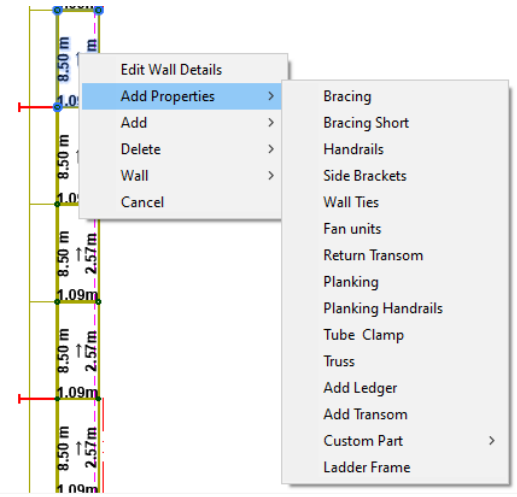
Increased thickness on symbol lines such as braces and handrail

Section Side/Face Elevations – new set of scaffold men
selectable in different poses as well as a homer if you like.



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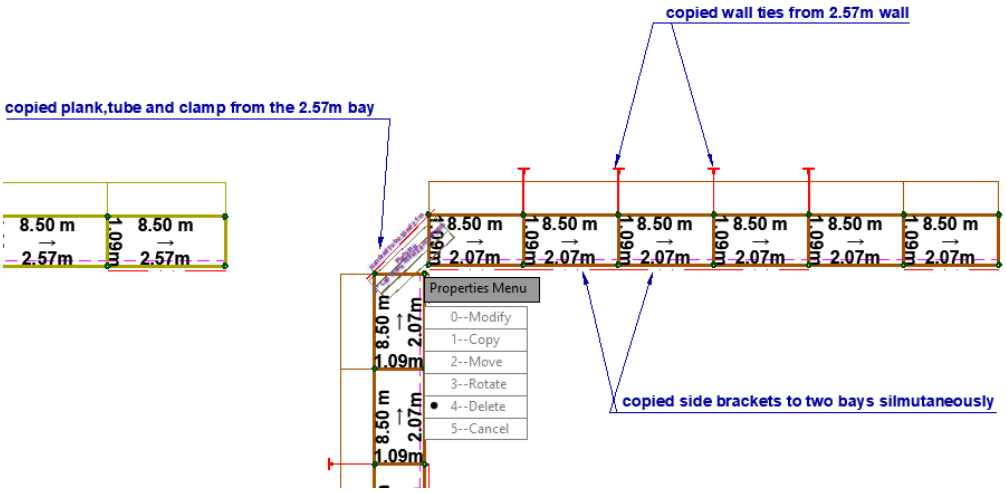
New Menu Items added to fast/quick edit – Handrails without planking, quick add ledger/transom



While in edit mode, iScaf® has new menu items that allow you to quickly add planking handrails without having to specify planking board placement.

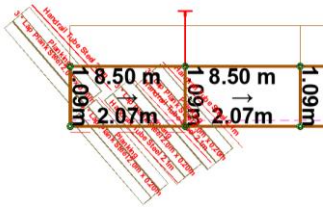
You can also add additional ledgers and transoms of your choice of length up to four times to a bay in 2d plan layout.

Lap boards can now have a customisable name.



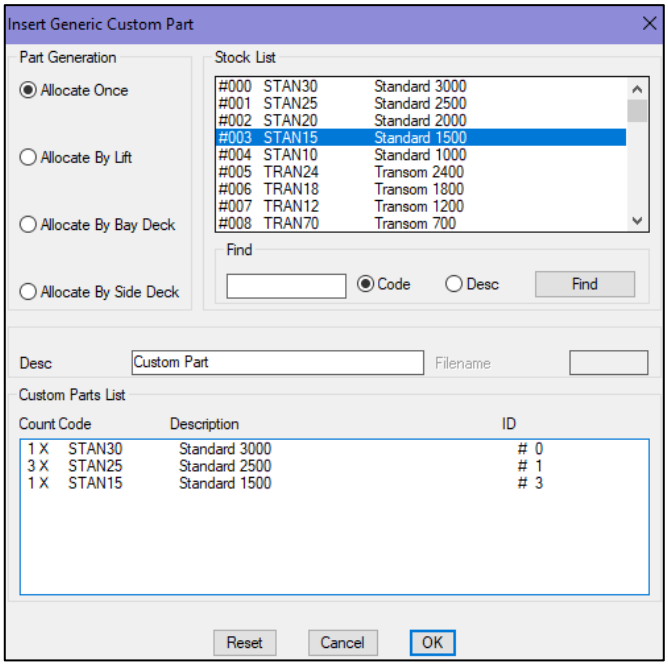
Context Sensitive fast edit for any property of a bay – such as bracing, handrails, custom parts, planking, tube and clamp etc expanded to allow more than just delete or modify options – it now allows you new options to

- **Move** – relocate the property without having to remove and redo
- **Rotate** – rotate the alignment of the property
- **Modify** – respecify the element's properties – change the number of boards, or their location for instance
- **Copy** - copy a bay property, such as planking, bracing north, handrail south, hopup, tie to multiple bays in one quick setting – add bracing to 100 bays in one step, for instance.



A Bay property can be added up to four times to a single bay – each bay can have four custom parts/four handrails/four planking options etc – here we have four sets of planks assigned to a single bay.

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- Custom Parts

The custom parts list can now accommodate more parts in the description section.

Left Image: Description Section containing 3 parts

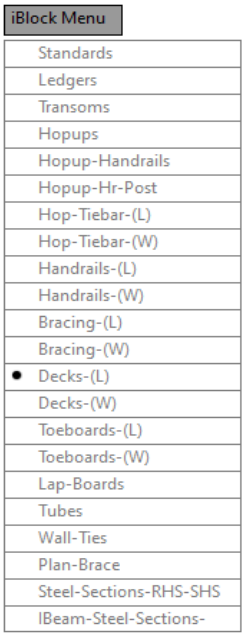
Custom bays can now have up to 4 objects of the same type per bay. (Either by adding the objects manually or when they are copied on to a single bay)

- Improvement of Snap points within all iScaf® Functions. Snap over-rides now fully functional.

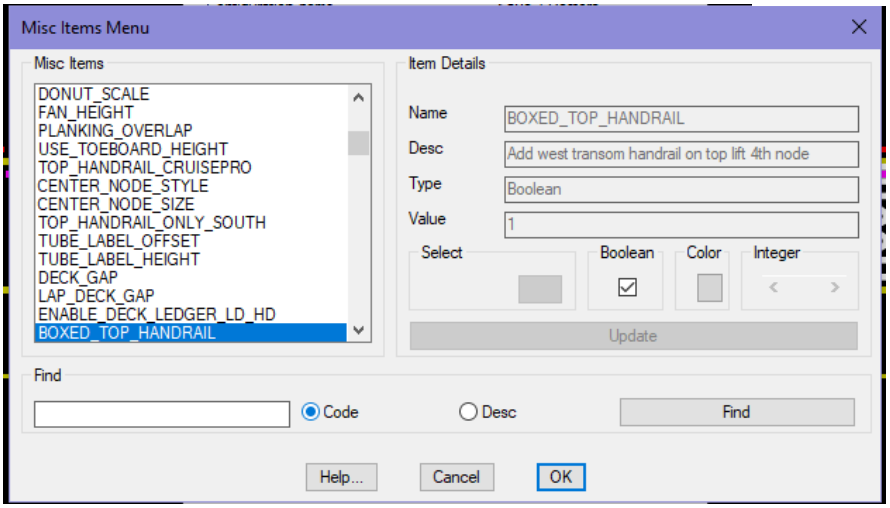
New commands:

- Lap boards can now have a custom name
- Added iBlock command to draw all 2.5D components

Right Image: available parts to be drawn using the new iBlock Menu



Top Box Feature



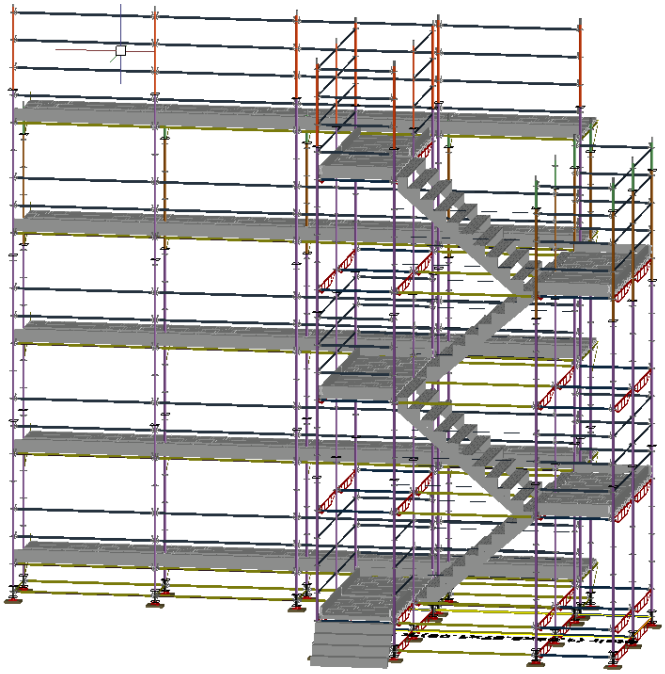
• There is an additional option in TST on stretcher stairs to scaffold to enable top box – will extend standards on both sides up to top and secure using top box. Users can turn it on/off.

Left Image: New Option to turn box top on /off

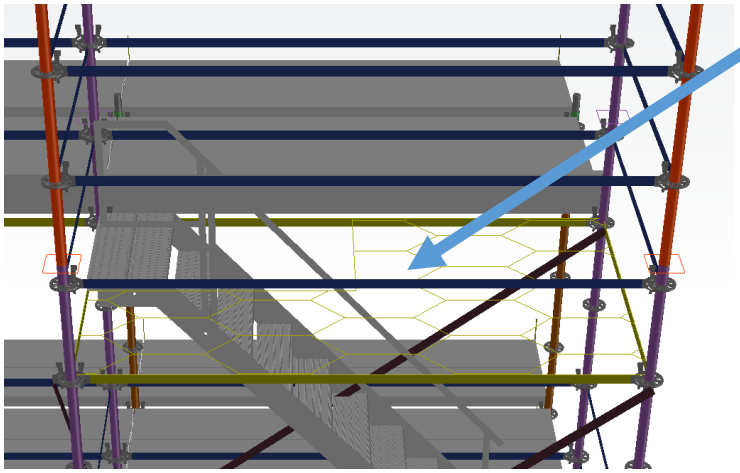
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- The platform allows shorter boards where the stair gets to the top. Putlog /tube with double couplers to hold up the boards in place.

Right Image Example of a Box Top drawing:



- The following mesh at the top will be replaced by boards in the new build (See below image).



Ladder towers can now have boards drawn instead of hatch mesh.

New ladder tower options allow select of a number of short boards, short board length selection, number of long boards (including auto number) and putlog for platform and safety platform. ***IF this is used, contents of platform and safety platform are ignored and not added to gear list.***

If equipment is populated in the putlog section, then that gear is attributed to an auto drawn tube/putlog. Therefore, if you add components to the putlog, it will override the tube and double couplers. If no gear is in putlog section, iScaf® ® will calculate the needed width, select the next largest tube, add two double couplers, and add that to the drawn putlog. The boards Slide back and forth to accommodate different bay lengths, safety platform with larger aperture.

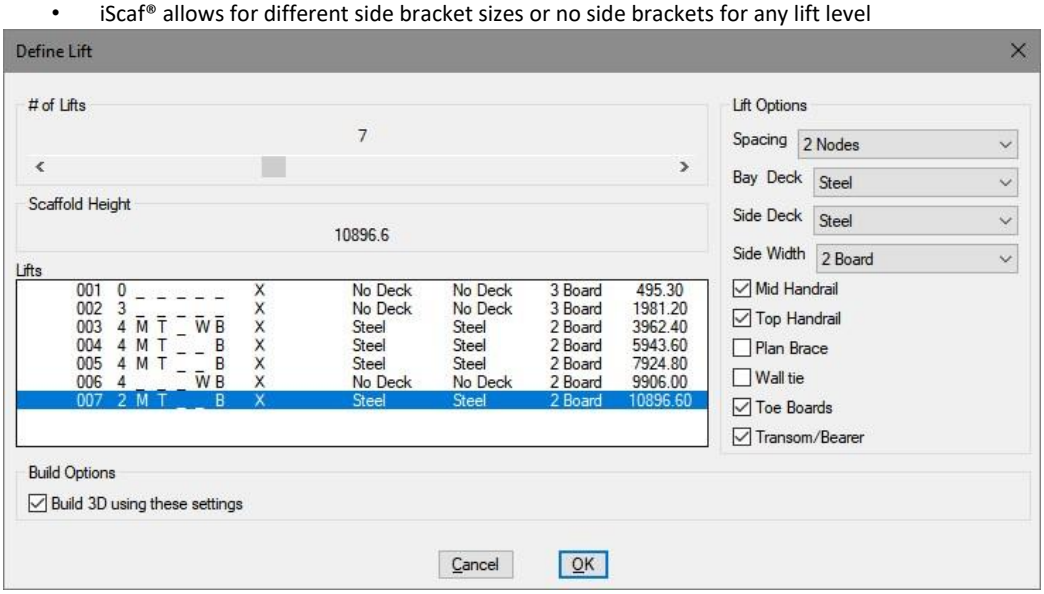
- iScaf® Engineering
  - iScaf® has the ability to export an engineering DWG or DXF files to many 3rds party Engineering software such as SpaceGAS, SCIA and Skyciv.

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iScaf® Design: Version 10.3

December 2022

- New general improvements to the lift control and custom builds feature
- For Lift control or custom builds, iScaf® now allows up to 100 Lifts
- New Lift Control Training video and User Manual update
- Use 'save setup' within iScaf® Setup to save Lift Control default options
- The option 'None' is now included in the options when selecting side brackets widths in lift control
- Wall ties are now fixed to work for all levels when using lift control
- iScaf® allows for different side bracket sizes or no side brackets for any lift level



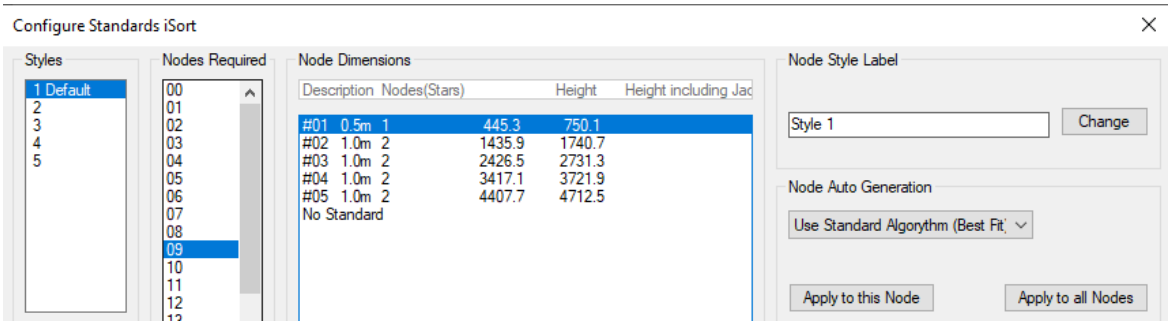
Screen capture Above: Shows part of the Lift Control feature.

- Full 3D Tube and clamp added for both the tube handrails and tube ties
- Options to show stair treads on the plan drawing for Aluminium stairs and Stretcher stairs
- There is now a more detailed progress bar available for compiling modules with a "verbose" option
- Module filename parsing error has been fixed

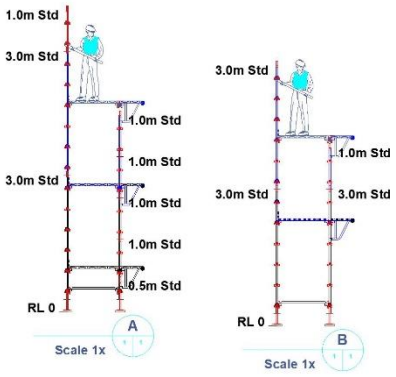
iScaf® – Design: Version 10.2

September 2022

- **SIGNIFICANT FEATURE** iScaf® now contains the NEW iStandards feature. The iScaf® Standards Control feature allows you to have total flexibility with selecting the vertical standards by job that you would like allocate for any height. This is in addition to the existing method of intelligently allocating standards based on stagger or non-staggered verticals.



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Screen capture Above: Shows part of the new iStandards feature.

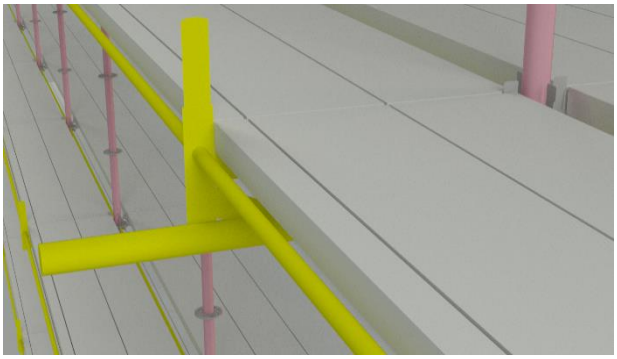
Screen capture Left: Shows an example of the totally flexible choice of Vertical Standards being used in a drawing.

Available in Imperial or Metric measurements.

- **SIGNIFICANT FEATURE** More incremental improvements to the iLift feature. The Lift control feature allows you to control the height of every lift and the components at every lift of scaffold.
- The two main items above have been major improvements to the flexibility of the iScaf® system as requested by our hundreds of iScaf® users. The user documentation for the above items have been updated accordingly.
- Full Support for Toppers, Stage Standards or Deck Adapter.
- Re-Using the PDF insert scale setting feature for multiple PDF files.
- Improved alignment and placement of tube hand rails.
- Improvements to scaffolding ARCs in a vessel or building structure.
- Fixed an error in the calculation of Transoms in some situations for Ringlock modules.

iScaf® – Design: Version 10

May 2022



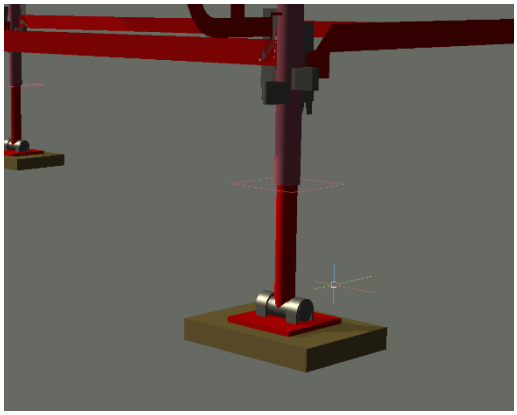
- Full 3D tie bars are now available
- Solid 3D wall ties are now available
- Default colour scheme changed and improved for all iScaf® 3d elements
  if colours were not specified manually
- Colours assigned to standards are assigned to standard layer allowing fully colour coded standards

Left image: full 3D wall tie and tie bar representation

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- Stretcher Stairs now have the option of full triple handrails all the way around including the 3rd handrail for the actual risers.

- Swivel Jacks have been improved on the 3D drawing and can now be selected as needed.

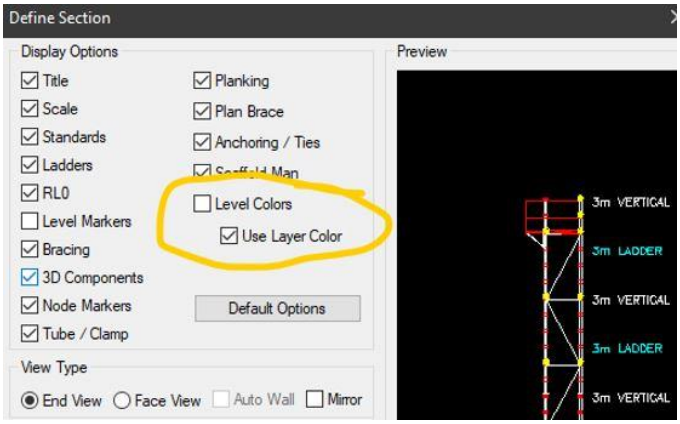


Right image: Full 3D swivel jacks



- New visual renderings in iScaf® are available – Ask us how you can create such amazing scaffold drawings and images with iScaf® 10.

Left image: A sample detailed rendering of scaffolding with iScaf®

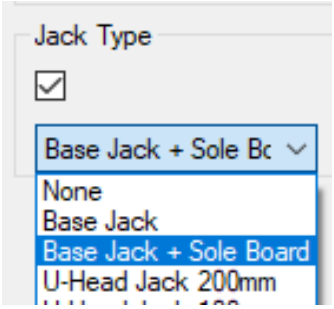


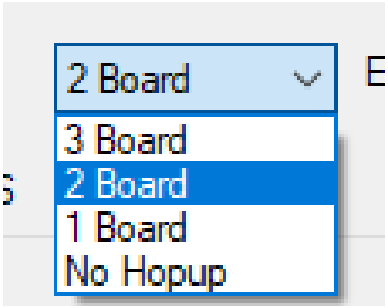
- Colors in the Section elevations may use Layer Colours option to color code standards in section elevations. You may use the new level colors and layer colors options in the 'define section' dialogue boxes.
- Colors assigned to standards are now correctly assigned to standard layers, allowing color coded standards.

Left image: Layer colors option in 'Define Section'.

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- Updated auto “end bay” type feature.
- Template Description display improvement.
- Users can provision heavy duty transoms regardless of whether or not there is a deck at that level.
- Support for ‘None’ as a jack option in the edit wall command and extra setup.

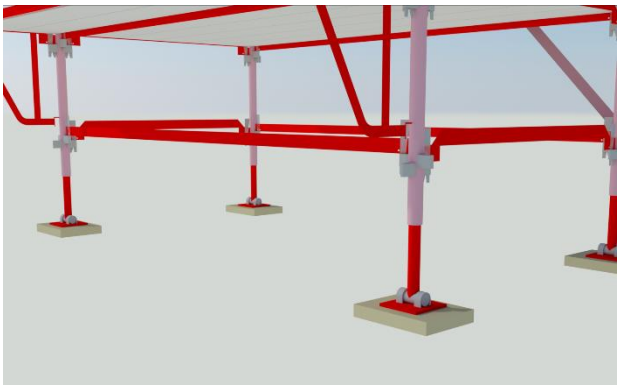




- Support for ‘No Hopup’ in Extra Side Dialog Levels
- The new CC copy command is awesome for power users

- Added ability for extra infills to be used in side brackets based on deck type
- Update for elevated bottom scaffold with no jacks selected created bays with offset ring/node points on standards now improved
- Update for scaling image for corner block creation e.g., Logos etc
- New Standard node points

Right image: More 3D rendering in iScaf® .

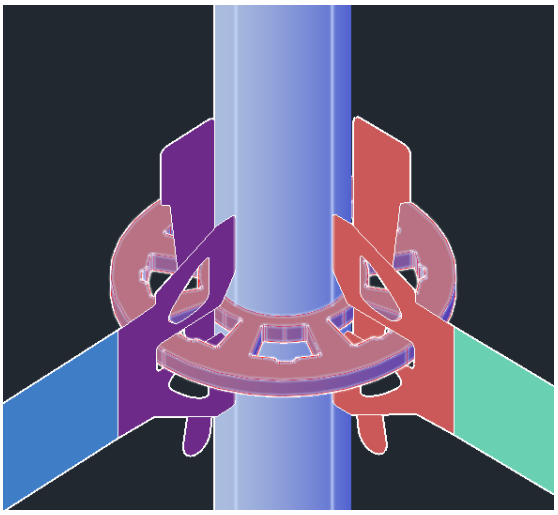


October 2021

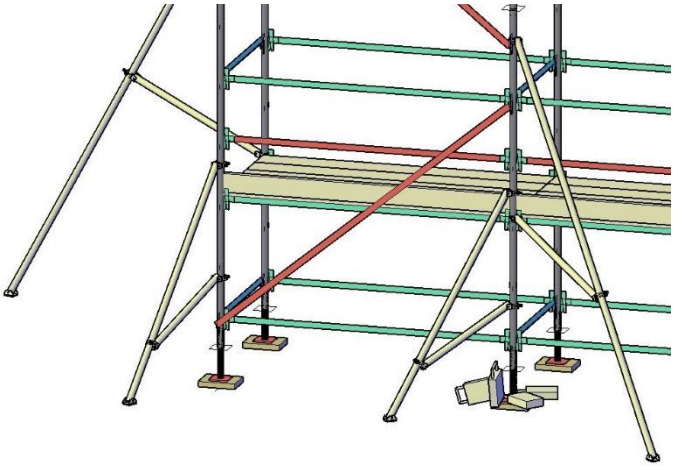
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iScaf® with the new 2022 drawing engine includes improved PDF handling and significant 3D detail.

- Full Lift Control by Scaffold Bay and Scaffold Run
- More detail with 3D VPressing, Rosettes and Cuplock Cups
- Improved 3D colors for all components for an improved scaffold view
- Drawings can have new Textures using the new “Materials” option at the top right corner of the ribbon to be used with the shaded Visual Style
- New improved printing detail allowing the users to select the iScaf® HiRes CTB Pen assignments file
- Improved PDF handling, including speed and greater compatibility with more PDF files with unusual fonts and elements
- The new No Jacks option improves the way iScaf® can handle hanging Scaffold
- Improved 3D acceleration performance utilising DirectX 9 and 11, 3D graphics cards.
- Improved performance on redraw and pan zoom, utilising multicore processors to increased advantage and Intelligent display optimisation
- Confirmed compatibility with Windows 11
- Improved multi monitor display handling
- Improved support for 4K high resolution displays
- Higher resolution output files to PDF with up to 1200dpi raster and line accuracy



Above: Example Layher Rosette



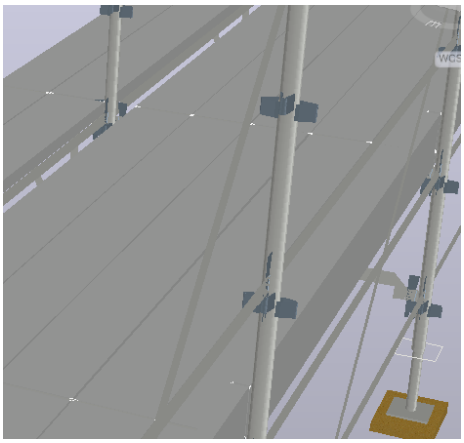
Above: Example Outrigger and Counterweight blocks

- Improved support for iScaf® RealView
- Updated Insert Block feature for parts in the bonus folder also added to the iScaf® Ribbon
- iScaf® 3D Outriggers or Raker Ties for Anchoring and Stabilising the Scaffold added to bonus folder
- Quick measure feature measures items easily near the mouse cursor, such as distance between parallel lines, arcs to verify dimensions
- iScaf® drawings built with other user modules cannot be opened and will exit gracefully
- Ability to assign heavy duty bearers/transoms/ledgers even with no deck specified for the lift
- Paper Layout watermarks has improved rendering

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More about Lift Control:

Lift Control has been extensively enhanced. Lift control allows you to specify a custom vertical sequence of building scaffold bays independent of iScaf® 's usual rules for insertion of ledgers, transoms, handrails, decks, etc. It allows for a completely bespoke sequence of scaffolding components to be defined for a particular bay height, and has been present within iScaf® for a number of years.



Lift control has been enhanced by allowing more than a single custom scaffold definition to be defined, with up to 20 different custom definitions to be defined and chosen from and used within a drawing. The Lift control 'styles' can be incorporated within your module to standardise the layouts across an organisation, but also allow modification on a drawing by drawing basis.

It is most commonly exploited for creating scaffold solutions that have some peculiarities in their design that allow for a layout that is more easily modified during the building process to fit the changing needs of the build.

Such as dropping by a half metre or one node for the top deck once eaves are on a residential building. Another example might be a custom deck layout that your organisation frequently uses for its projects that might sometimes automatically build bearer/transoms where they obstruct deck clearance heights using iScaf® 's normal bay building rules.

Lift control allows you to move away from all of iScaf® 's standard logic for building bays lifts and switch to lift control for individual walls. Create new build layouts with complete control over all options. This is available in the lift control section and also the Edit Wall Details feature.

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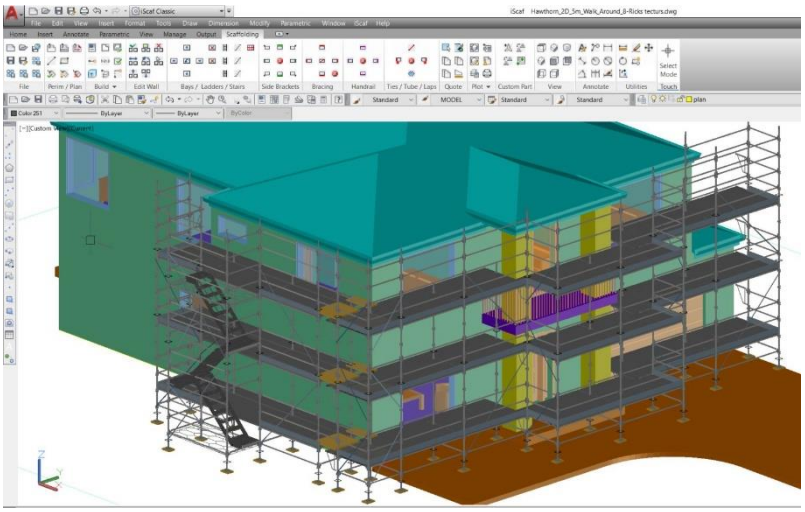
iScaf® – Design: Version 9

February 16, 2021

iScaf® 9.0 drawings can now be converted to the interactive iScaf® RealView system. Visit the Scaffolding Software website for more details.

December 23, 2020

Right Image: iScaf® 9 showing 3D solids in iScaf®



3D Components for Jacks, Base boards, Standards, Ledgers, Transoms, Hopups, Side Brackets, Corners, Decks, Toeboards, Tube, Bracing, Lap Boards, Al Stairs, Handrails and Stretcher Stairs.

Put 3D Components into their own layers for materials and textures by layer support for visual styles.

Textures and Layers can be saved with the configuration module style.

Build 3D and Sections now changes to 2D Wireframe to increase the build speed.

Different text styles are now available for different labelling for iScaf® components.

Deck components are now solid so that they show up as separate boards with tiny gap for better visualisation.

Stretcher stairs are now included in the Length, Area, and Volume calculations. For Labour, the face of the stair is added. For Shade, the face and the ends are added.

Plotting in Background is now available to increase performance.

Double clicking a drawing from the file manager to open iScaf® is more reliable.

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