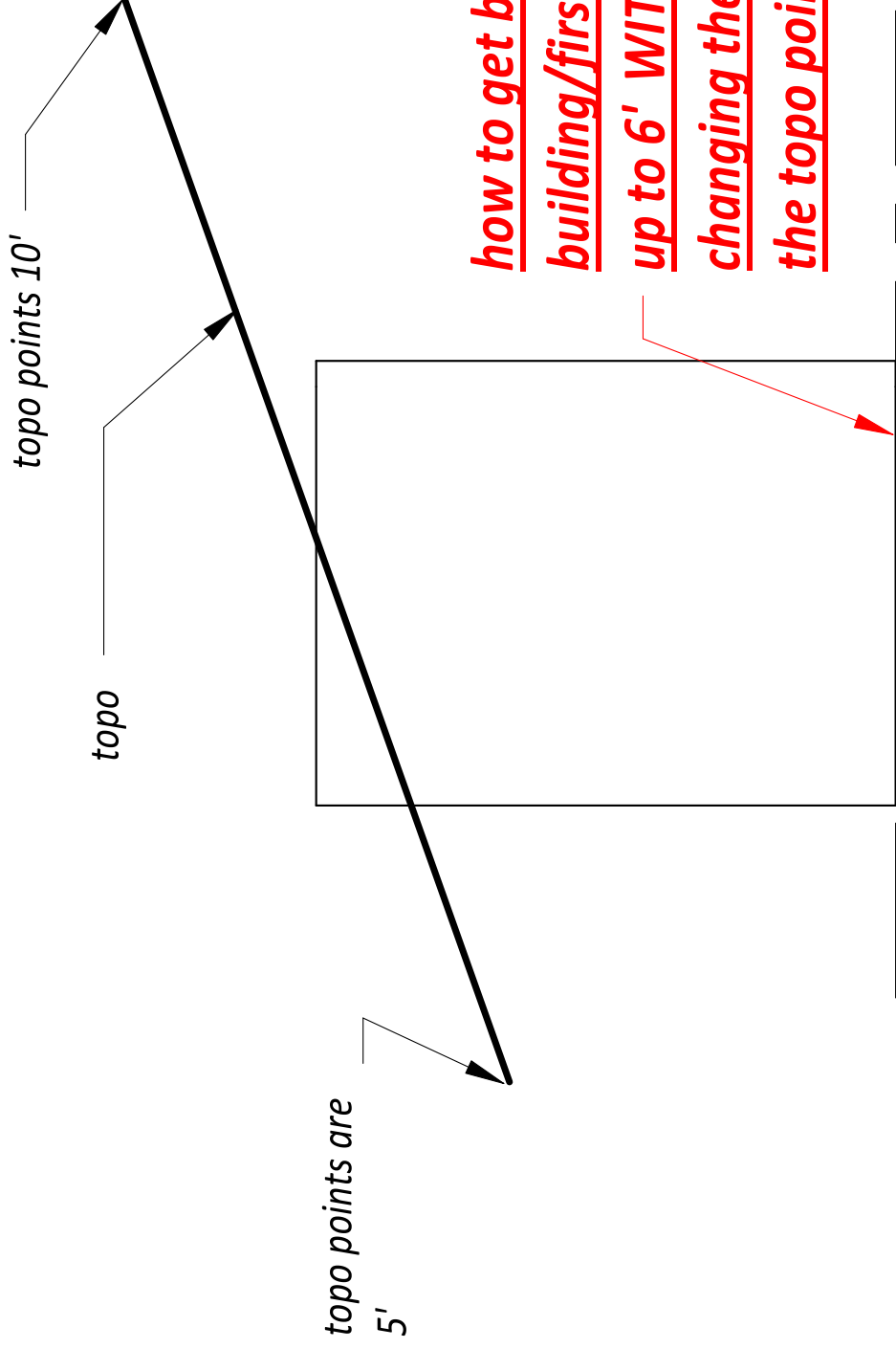




how to get bottom of building/first floor level up to 6' WITHOUT changing the values of the topo points?

FIRST FLOOR