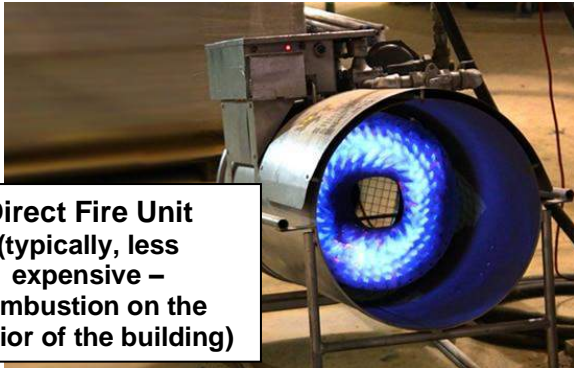




With winter upon us, projects might be using temporary heat for the interior work.

Two typical systems are direct fire (propane or natural gas) and indirect fire system. Direct fire units are similar to a fireplace without a chimney. Indirect units are similar to a home furnace with a flue to the exterior.



Direct Fire Unit
(typically, less expensive – combustion on the interior of the building)



Indirect Fire Unit
(fire is exterior of space and heated air blown into the building)

Direct-fired heating unit (propane or natural gas) concerns:

1. Both gases should never be used in a wood structure!
2. Both gases require a carbon monoxide detectors and gas leakage detectors.
3. Both gases produce other gas contaminants and soot.
4. Both gases require fresh air ventilation...even in very cold conditions.
5. **Both gases** produces excessive moisture in the space.
6. **Both gases** negatively affect the exterior sheathing/air barrier.
7. Both gases negatively affect interior drywall, drywall finishing.
8. Both gases negatively affect interior finish color and create surface defects.
9. Both gases negatively affect epoxy flooring/mitigation (gloss & issues, blushing, and surface defects).

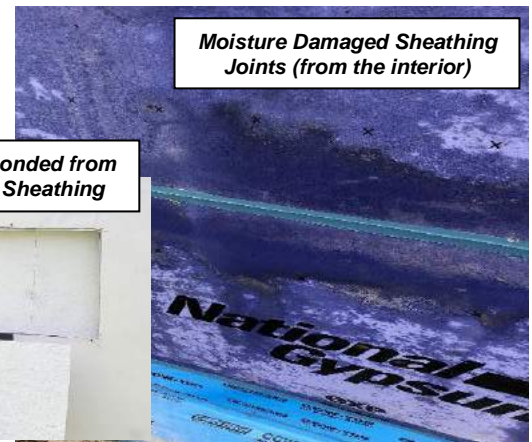
Suppose proper ventilation is not installed with temporary direct heat. In that case, the high-moisture-laden air will go through the sheathing and sheathing joints and create high moisture conditions on the exterior surface of the sheathing, damaging the air barrier system or preventing the air barrier installation.



Moisture Damaged Sheathing (from the interior)



Peel & Stick Membrane Debonded from Sheathing from Excessive Sheathing



Moisture Damaged Sheathing Joints (from the interior)

The Quality Department recommends indirect Heat on most of our projects.

Direct fired units, even with natural gas will create issues with the exterior and interior finishes. If you have any questions, please contact the Quality Department to discuss your specific construction conditions.

