

rxAutoMaterials

User Guide

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Installation

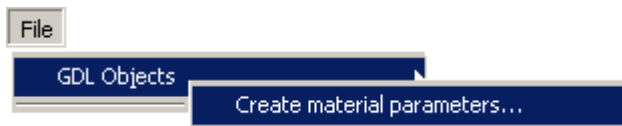
There are two ways to install the tool:

- § Copy the “rxAutoMaterials.apx” file of the tool to the Add-Ons folder that is normally located in your ArchiCAD folder. The tool will be available immediately after you launch ArchiCAD.
- § Copy the “rxAutoMaterials.apx” file of the tool to any location on your disk and load the Add-On using Add-On Manager. You can get more details about “Managing Add-Ons” in the ArchiCAD documentation. The tool will be available immediately after you load the Add-On.

Introduction

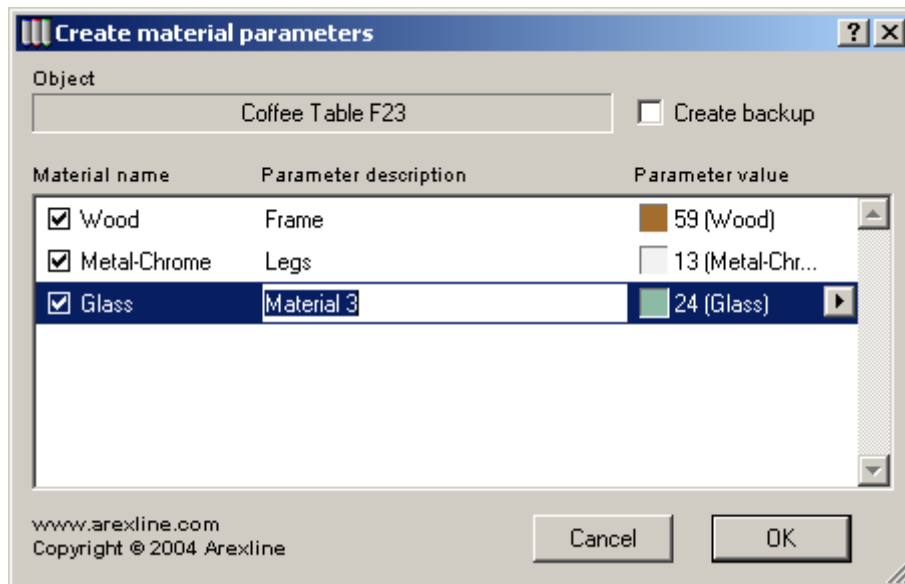
After you have saved a 3D model as an editable GDL object, a door or a window, all materials of the 3D model elements are hard coded in the created object and you can not change it without GDL script editing. The **rxAutoMaterials** ArchiCAD Add-On helps you to create material parameters for hard coded materials of the autoscripted GDL object and to make the object more usable. You can set descriptions and default values for the created parameters.

Interface



After you install the Add-On, find the additional “Create material parameters...” command in the “GDL Objects” submenu of the “File” menu. To use the command, you should either select an object, a window, a door or a lamp element on the floor plan or activate the corresponding tool of the ArchiCAD toolbox and set an object for processing as the default value of the tool.

The settings dialog allows you adjust the created parameters



The dialog contains a row for each found material, with a name shown in the “Material name” column. The checkbox allows you exclude a material from processing and the parameter will not be created. The edit field of the “Parameter description” column allows you enter a parameter description. The arrow button of the “Parameter value” column allows you select a parameter default value. Check the “Create backup” checkbox If you want to create a backup copy of the object file. This copy will be located at the same folder but the “.bak” extension will be added to the object file name. To restore the object you need to delete the processed object file or to rename the backup copy removing the “.bak” extension.