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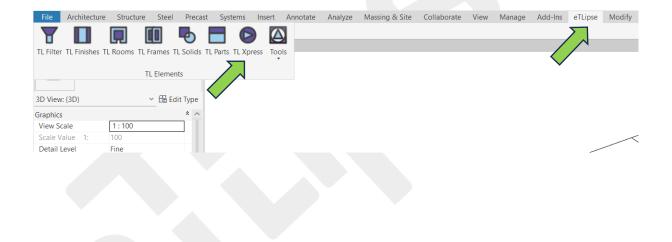
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### TL ELEMENTS: XPRESS - BUILDING TOOL \\ GUIDE

TL Elements XPRESS is a tool to perform the automatic building of Architecture models out of rooms, separation lines and user preferences; automatic application of wall finishes and insertion of frames; optional and automatic join of wall, floor and ceiling elements; optional and automatic creation of wall parts. Basically, it is a way to run a streamlined single execution of several commands of the TL Elements application. You can use the core functionalities of the TL Elements lists to handle rooms selection.

This is a guide to get you started on the basics of the command. Please, keep in mind that, in addition to this and any other support material, TL Elements/TL Elements Xpress also provides helpful tooltips with descriptions of features that you may invoke by hovering your mouse over the buttons of the application.





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# **TL XPRESS INTERFACE**

		Rooms Level:	02. 1-Sta	ndard	2	~	7	<b>·</b> ·			
Core Walls:	Basic Wall /	MAS-15 🗸 🏹	- ^ <b>4</b>	0,05 m 🏦	-0,05 m Ext. Finish: CER	-10-lceV	/hite-EX	т	~	↔^	0,01
29	C		_	Ret	rieved Rooms	_	_	-	_	_	
	Name	Finish		Thickness	Floor	El	evation		Off	set	
ROOM 0	1	WALL-Paint-White-INT	~	<b>⇔</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 ${\sim}$	<b>1</b> h	0	m	↔	0 m	Compound
ROOM 0	2	WALL-Paint-White-INT	~	<b>⇔&gt;</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	<b>1</b> -	0	m	↔	0 m	Compound
ROOM 0	3	WALL-Paint-White-INT	~	<b>⇔</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	<b>1</b> -	0	m	⇔^	0 m	Compound
ROOM 0	4	WALL-Paint-White-INT	~	<b>⇔</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	Î.	0	m	⇔^	0 m	Compound
ROOM 0	5	WALL-Paint-White-INT	~	<b>⇔</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 ~	Î.	0	m	⇔^	0 m	Compound
ROOM 0	6	WALL-Paint-White-INT	~	<b>⇔</b> ^ 0,005 m	Floor PORCE-60-White-Screed-4 ~	Î.	0	m	↔^	0 m	Compound
ROOM 0	7	WALL-Paint-White-INT	~	<b>⇔</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 ~	Î.	0	m	⇔^	0 m	Compound
ROOM 0	8	WALL-Paint-White-INT	~	<b>⇔</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	Î.	0	m	⇔^	0 m	Compound
ROOM 0	9	WALL-Paint-White-INT	~	<b>⇔</b> ~ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	<b>1</b> -	0	m	↔^	0 m	Compound
ROOM 1	)	WALL-Paint-White-INT	~	<b>⇔&gt;</b> ^ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	<b>1</b> h	0	m	↔	0 m	Compound
R00M 1		WALL-Paint-White-INT	~	<b>⇔</b> ~ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	Ĵ.	0	m	↔^	0 m	Compound
ROOM 1		WALL-Paint-White-INT	~	<b>⇔</b> 0.005 m	Floor / PORCE-60-White-Screed-4 🗸	Ŷ.	0	m	<b>~~</b> ^	0 m	Compound

As we can see in the image, the TL Xpress user interface provides:

- 1. A list of filtered rooms (Rooms List).
- 2. A set of tools for rooms filtering (to fill the Rooms List) and core walls parameters.
- 3. A set of tools for building of the rooms with the provided parameters.

To learn how to use the controls in lists, refer to the "TL List" guide.

All numeric text boxes in the interface will assume values in the units currently set for the type of the selected parameter in the active project.



#### **Use of Revit Global Parameters**

Before using any of the multiple features of TL Xpress, we should note that every field for numeric value in its user interface can be locked and receive values from Revit global parameters. We must keep in mind that the global parameter must always match the unit type of the numeric field (fields for length values require length global parameters, fields for integer values require integer global parameter, etc.).

Rooms Level: 02.	1-Standard		▼ ▼
-15 🗸 🍸 🕯	-0,05 m 🧘	0,05 m   Ext. Finish: CER	-10-IceWhite-EXT
	Re	etrieved Rooms	
Finish	Thickness	Floor	Elevation
LL-Paint-White-INT	∽ <b>0,005</b> m	Floor / PORCE-60-White-Screed-4 🗸	🇘 🗛 0 m
LL-Paint-White-INT	<b>↓</b> 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	🇘 👌 🖉 m
LL-Paint-White-INT	💙 ⇔^ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	<b>1</b> • 0 m
LL-Paint-White-INT	✓ ↔ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	🇘 👌 0 m
LL-Paint-White-INT	✓ ↔ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	🇘 👌 0 m
LL-Paint-White-INT	✓ ↔ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	🇘 🗛 0 m
LL-Paint-White-INT	✓ ↔ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	🇘 - 0 m
LL-Paint-White-INT	✓ ⇔^ 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	🇘 - 0 m
LL-Paint-White-INT	✓ 🛟 0,005 m	Floor / PORCE-60-White-Screed-4 🗸	🇘 - 0 m

Every field is preceded by a button that opens the panel with the option to lock the values in the field to a Revit global parameter. In the image, we can see an example of this button next to a field that takes values for elevations of walls (in this case, values of length).

Rooms Level: 02. 1	I-Standard			~	Y 🔡 ĭ	
· • •	-0,05 m	1 -0,05 m Ext. Fi	nish: CER-	10-IceWh	ite-EXT	
		Ceiling Offset: -0,5 🗸 🗸				
Finish	5	Ceiling Offset: -0,5		Elev	vation	
Paint-White-INT	~ <b>(</b> ,00		creed-4 🗸	<b>1</b> ^	0 m	۲
Paint-White-INT	.0,00	Ceramic Thickness: 0,01	creed-4 🗸	Î.	0 m	4
-Paint-White-INT	✓ ↔ 0,00	Door Offset: 0,1	creed-4 🗸	<b>^</b>	0 m	4
		Painting Thickness: 0,002				-
Paint-White-INT	∽ 🛟^ 0,00	Skirting Height: 0,15	creed-4 🗸	1 î	0 m	
-Paint-White-INT	✓ ↔ 0,00	Structure Offset: -0,05	creed-4 🗸	<b>\$</b> ^	0 m	۲
-Paint-White-INT	✓ ↔ 0,00	Window Elevation: 1	creed-4 🗸	<b>1</b> h	0 m	4
Paint-White-INT	✓ ↔ 0,00	Window Elevation High: 1,5	creed-4 🗸	<b>1</b>	0 m	۲
-Paint-White-INT	🗸 🔲 0,00ສ	m Floor / PURCE-60-White-	screed-4 🗸	<b>1</b>	0 m	۲
-Paint-White-INT	✓ ↔ 0,005	5 m Floor / PORCE-60-White-	Screed-4 🗸	<b>1</b> h	0 m	۲
-Paint-White-INT	✓ ↔ 0.005	m Floor / PORCE-60-White-	Screed-4 🗸	1	0 m	

After clicking the button, we can click the "globe" icon to lock the field to one of the available global parameters of the respective unit type found in the active Revit project.

If no global parameter for the unit type of the field is found, the button to open the panel will be disabled.



### **TL Xpress Requirement**

The main requirement to use the TL Xpress command is having a Revit model with an integrated group of Rooms divided by Room Separation Lines. These rooms will be retrieved by level and will be analyzed as a group forming a single story of a building, sharing dividing walls and enclosed by external walls.



### **Retrieving Rooms by Level**

In order to retrieve rooms for the list, you need to select a level in the "Room Levels" dropdown box and click the "Retrieve Rooms" button.

∽ Finish	1 3 m 1 h	0 m   Ext. Finish:	<ul> <li>▼</li> <li>▼</li> <li>■</li> </ul>	✓ ↔	0,01
Finish					
Finish	Thickness				
	The Ricess	Floor	Elevation	Offset	

#### **Setting the Wall Assembly Mode**

You can determine if the finishes of your walls will be applied as new layers to the core walls ("Compound Wall" mode) or as new walls placed at the faces of the core walls ("Multiple Walls" mode). In order to set this behavior, you need to select the respective option in the "Toggle Wall Assembly Mode" dropdown box.

			Rooms Level:	02. 1-Sta	ndard				~		i v					
Core	Walls:		× 1	6	3 m 🛟	0	m   Ext. Finish:					inish V	/alls: Co	mpo	und Wall	m
<b>v</b>	29 🕞				Ret	rieved Rooms					m	inish V	/alls: Mu	ltiple	e Walls	
	Name		Finish		Thickness		Floor		Ele	vation						^
✔ R	00M 01			$\sim$	<b>⇔</b> ^ 0,002 m			~	<b>1</b> I	0	m	;-> ^	0	m		
✔ R	00M 02			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> h	0	m	;->^	0	m		
✔ R	00M 03			~	<b>⇔</b> ^ 0,002 m			~	1	0	m	⇔	0	m		
✔ R	00M 04			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b>	0	m	;->^	0	m		
✔ R	00M 05			~	<b>⇔</b> ^0,002 m			~	<b>1</b> h	0	m	;->^	0	m		
✔ R	00M 06			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> H	0	m	;->^	0	m		
✔ R	00M 07			~	<b>⇔</b> ^ 0,002 m			~	Î.	0	m	;->^	0	m		
✔ R	00M 08			~	<b>⇔</b> ^ 0,002 m			~	Î.	0	m	;->^	0	m		
✔ R	00M 09			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> -	0	m	;->^	0	m		
✔ R	00M 10			~	<b>⇔</b> 0,002 m			~	Î.	0	m	;->^	0	m		
✔ R	00M 11			~	<b>⇔</b> 0,002 m			~	Î.	0	m	;->-	0	m		
J R	00M 12			~	<b>⇔</b> 0.002 m			~	Ŷ.	0	m		0	m		~
<		> <														>



### Setting the Core Walls Type

In order to set the type of the core walls of the building, you need to select a wall type in the "Core Wall Type" dropdown box.

			Rooms Level: 02	. 1-Sta	andard				~	7	~				
Со	re Walls:		1	1	3 m 🛟	<b>^</b> 0	m   Ext. Finish:					~	<b>⇔</b> ^	0,01	r
•	29 🞯		7		Re	trieved Rooms	5								V
	Name		Finish		Thickness		Floor		El	evation		Offse	t		
•	R00M 01			~	<b>⇔</b> ^0,002 m			~	<b>1</b>	0	m 👄	<b>^</b> 0	m		
•	R00M 02		J	~	<b>⇔</b> ^ 0,002 m			$\sim$	<b>1</b> h	0	m 👄	<b>^</b> 0	m		
•	ROOM 03			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> h	0	m \leftrightarrow	n 0	m		
•	R00M 04			~	<b>↔&gt;</b> ^ 0,002 m			~	<b>1</b> h	0	m 👄	<b>^</b> 0	m		
•	R00M 05			$\sim$	<b>↔</b> ^ 0,002 m			~	<b>1</b> h	0	m 👄	<b>^</b> 0	m		
•	R00M 06			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> h	0	m 👄	<b>^</b> 0	m		
•	R00M 07			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> h	0	m \leftrightarrow	<b>^</b> 0	m		
•	R00M 08			~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> h	0	m \leftrightarrow	<b>^</b> 0	m		
•	R00M 09			~	<b>↔</b> 0,002 m			~	<b>1</b> h	0	m \leftrightarrow	<b>^</b> 0	m		
~	R00M 10			~	<b>↔</b> 0,002 m			~	<b>1</b> H	0	m 👄	<b>^</b> 0	m		
~	R00M 11			~	<b>↔</b> 0,002 m			~	Î.	0	m 👄	<b>^</b> 0	m		
<b>v</b> <	R00M 12	> <		~	<b>⇔</b> 0.002 m			~	1	0	m ⇔	• 0	m		>

### **Core Wall Height**

To set the height of the walls to be created, provide a length value in the indicated text box.

				Rooms Level:	02. 1-Sta	indard					~	7	<b></b> ~					
Со	re Walls:	Basic Wall /	MAS-15	~	1	3 m	<b>1</b> -	0	m   Ext. Finish:						$\sim$	⇔^	0,01	m
~	29	3				$\land$	Retr	ieved Rooms	;									
	N	lame		Finish		Thicknes			Floor			levation	ı		Offset			^
~	R00M 01				Y	▶ 0,002				~	1	0	m	⇔^^	0	m		
~	R00M 02				4	▶ 0,002	m			$\sim$	<b>\$</b> h	0	m	⇔^	0	m		
~	R00M 03				~	⇔^ 0,002	m			~	<b>\$</b> h	0	m	⇔^	0	m		
~	R00M 04				~	↔ 0,002	m			~	<b>\$</b> h	0	m	⇔^	0	m		
~	R00M 05				~	↔ 0,002	m			~	<b>\$</b> h	0	m	<⇒^	0	m		
~	R00M 06				~	↔ 0,002	m			~	<b>1</b> h	0	m	⇔^	0	m		
~	R00M 07				~	↔ 0,002	m			~	<b>1</b> h	0	m	⇔^	0	m		
~	R00M 08				~	<b>↔&gt;</b> ^ 0,002	m			~	1	0	m	⇔^	0	m		
~	R00M 09				~	↔ 0,002	m			~	1	0	m	⇔^	0	m		
~	R00M 10				~	↔ 0,002	m			~	<b>1</b> H	0	m	↔^	0	m		
~	R00M 11				~	↔ 0,002	m			~	<b>1</b> H	0	m	↔^	0	m		
/	R00M 12				~	↔ 0.002	m			~	Ŷĸ	0	m		0	m		~
<		>	<															>



## **Core Wall Top Offset Lock**

Alternatively, you can lock the top face of the walls to be created to a given project level and set an offset value based on this level. To achieve this, click the respective icon, then, enable the lock button and choose a level in the popup panel that appears.

	lication Tools Help			Level Above	~	5		~	7 🗒	Ŷ				TLip
Co	re Walls: Basic Wal	II / MAS-15		00. Foundation		Ext. Finish:	_				$\sim$	⇔^	0,01	m
<b>v</b>	29 6		-	01. Ground 02. 1-Standard									0,01	
•	Name	E		03. 2-Standard		Floor		Ele	vation		Offset			~
~	R00M 01		~	04. Roof			~	1	0	m \leftrightarrow	0	m		
~	R00M 02		~	05. Water Tank			~	1	0	m 🔶	0	m		
~	R00M 03		~	06. Top			~	Î.	0	m 👄	0	m		
~	R00M 04		~	↔ 0,002 m			~	Î.	0	m 👄	0	m		
~	R00M 05		~	<b>⇔</b> ~0,002 m			~	Î.	0	m \leftrightarrow	0	m		
•	R00M 06		~	<b>⇔</b> ^0,002 m			~	1.	0	m 🔶	0	m		
•	R00M 07		~	<b>⇔</b> ^ 0,002 m			~	Î.	0	m 👄	0	m		
~	R00M 08		~	<b>⇔</b> ^ 0,002 m			~	Ĵ.	0	m 🔶	0	m		
•	R00M 09		~	<b>⇔</b> ^ 0,002 m			~	1	0	m 🔶	0	m		
•	ROOM 10		~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> -	0	m 🔶	0	m		
~	R00M 11		~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> h	0	m \leftrightarrow	0	m		
<b>v</b> <	R00M 12	> <	~	<b>⇔</b> 0.002 m			~	1	0	m 👄	0	m		>
								-	-	-	-	-		

# **Core Wall Elevation**

To set the elevation of the walls to be created, provide a length value in the indicated text box.

		Roc	ms Level: 02	1-Sta	andard				~	7	-					
Co	re Walls: Basic Wa	II / MAS-15	* T <sup>^</sup>	-	0,05 m 🛟	-0,05	m   Ext. Finish:						$\sim$	<b>⇔</b> ^	0,01	r
~	29 🕞				Re	trieve	is									7
	Name	F	inish		Thickness		Floor		Ele	evation		I	Offset			
~	R00M 01			$\sim$	<b>⇔&gt;</b> ^ 0,002 m			~	<b>\$</b> h	0	m	⇔^	0	m		
•	R00M 02			~	<b>↔&gt;</b> ^0,002 m			~	<b>1</b> H	0	m	⇔^	0	m		
~	R00M 03			~	<b>⇔</b> ^ 0,002 m			~	1	0	m	↔^	0	m		
~	R00M 04			~	<b>↔</b> 0,002 m			~	<b>1</b> H	0	m	↔	0	m		
~	R00M 05			~	<b>↔</b> ^ 0,002 m			~	<b>1</b> -	0	m	↔	0	m		
~	R00M 06			~	<b>⇔</b> ^ 0,002 m			~	Î.	0	m	<b>↔</b> ^	0	m		
~	R00M 07			~	<b>↔</b> 0,002 m			~	1	0	m	↔	0	m		_
~	R00M 08				<b>↔</b> ^ 0,002 m			~	1	0		↔	0	m		-
~	R00M 09				<b>↔</b> 0,002 m			~	1	0		↔	0	m		
~	R00M 10				<b>↔</b> ^ 0,002 m			~	1	0		↔	0	m		
~	R00M 11				<b>↔</b> 0,002 m			~	Î.	0		↔^	0	m		
~	R00M 12				<b>↔</b> 0.002 m			~	1	0		↔.	0	m		
<	1001112	> <			<b>u u</b> = 0.002 m											>



# Setting the External Walls Finish (Compound Wall Mode)

In "Compound Wall" mode, in order to set the material for the finish layer to be applied to the external side of the core walls, you need to select a material in the "External Finish Material" dropdown box. You have to provide a thickness value to the layer as well in the "Finish Thickness" field.

		Rooms Level:	02. 1-Sta	andard			~	7	. ۲	4	4	5	
Со	re Walls: Basic Wa	ll / MAS-15 🗸 🗸	- ^	0,05 m 🤱	-0,05 m   Ext. Finish:	CER-	10-IceW	hite-EXT	•	<ul> <li>✓</li> <li>↔</li> </ul>	0,0	01	r
~	29 🞯			Re	trieved Rooms							,	1
	Name	Finish		Thickness	Floor		Ele	vation		Offset			,
~	R00M 01		~	<b>⇔</b> ^ 0,002 m		$\sim$	<b>1</b>	0 1	m 🔶	0 n	n		
~	R00M 02		~	<b>⇔</b> ^ 0,002 m		~	<b>\$</b> h	0	m 🔶	0 n	n		
~	R00M 03		~	<b>⇔&gt;</b> ^ 0,002 m		~	<b>\$</b> h	0 1	m 🔶 🕆	0 n	n		
~	R00M 04		~	<b>⇔</b> ^ 0,002 m		~	<b>\$</b> h	0 1	m 🔶	0 n	n		
~	R00M 05		~	<b>⇔</b> ^ 0,002 m		~	<b>\$</b> h	0 1	m 🔶	0 n	n		
~	R00M 06		~	<b>⇔</b> ^ 0,002 m		~	<b>1</b> h	0 1	m 🔶	0 n	n		
~	R00M 07		~	<b>⇔</b> ^ 0,002 m		~	<b>1</b> H	0 1	m 🔶	0 n	n		
~	R00M 08		~	<b>↔</b> 0,002 m		~	<b>1</b> H	0	m 🔶	0 n	n		
~	R00M 09		~	<b>↔</b> 0,002 m		~	<b>1</b> H	0	m 🔶	0 n	n		
~	R00M 10		~	<b>↔</b> 0,002 m		~	Î.	0 1	m 🔶 🕆	0 n	n		
~	R00M 11		~	<b>⇔</b> ^ 0,002 m		~	Î.	0	m 🔶 🕆	0 n	n		
<b>,</b>	R00M 12		~	<b>⇔</b> 0.002 m		~		0	m 🚓 🕯	0 n	n		٠
<		> <				_						>	

# Setting the External Walls Finish (Multiple Walls Mode)

In "Multiple Walls" mode, in order to set the type for the wall to be placed as finish to the external side of the core walls, you need to select a type in the "External Finish Wall Type" dropdown box.

		Rooms Le	vel: 02. 1-Sta	indard			~	7	v		4	Ļ	
Со	re Walls: Basic Wa	all / MAS-15	v The -	0,05 m 🧘	-0,05 m   Ext. Finish:	Basic	: Wall / F	FIN-EXT-	Cer(Ice W	hite)			•
~	29 🞯			Re	trieved Rooms								7
	Name	Finish		Thickness	Floor		Ele	evation		Offset			
<b>~</b>	R00M 01		~	⇔ 0,002 m		~	<b>1</b> I	0	m 🔶	0	m		
~	R00M 02		~	⇔ 0,002 m		~	<b>1</b> H	0	m 🔶	0	m		
~	R00M 03		~	↔ 0,002 m		~	1	0	m 🔶	0	m		
~	R00M 04		~	↔ 0,002 m		~	<b>1</b> H	0	m 🔶	0	m		
/	R00M 05		~	↔ 0,002 m		~	<b>1</b> H	0	m 🔶-	0	m		
/	R00M 06		~	↔ 0,002 m		~	<b>1</b> H	0	m 🔶-	0	m		
~	R00M 07		~	↔ 0,002 m		~	1	0	m 🚓^	0	m		
~	R00M 08		~	↔ 0,002 m		~	1	0	m 🚓	0	m		
~	R00M 09		~	↔ 0,002 m		~	1	0	m 🚓^	0	m		
~	R00M 10			↔ 0,002 m		~	<b>1</b>		m 🚓		m		
<b>v</b>	R00M 11			↔ 0,002 m		~	<b>1</b>		m 🚓		m		
	R00M 12			⇔ 0.002 m		~	1		m 🚓	0			•
<		> <											>



#### **Setting of Multiple Parameter Values at Once**

In the list of retrieved rooms, it is possible to set the same value of a specific parameter for multiple selected rooms at once. To do this, remember to always activate the "Toggle Setting of Multiple Parameter Values" button before assigning a parameter value that you wish copied to the same parameter of other selected rooms.

		Rooms Level:	02. 1-Sta	ndard			$\sim$	7	~				
Co	re Walls: Basic Wa	all / MAS-15 🛛 🗸 🍸	- A	0,05 m 🏌	-0,05 m   Ext. Finish:	CER-	10-IceW	hite-EXT		~	⇔	0,01	r
~	29 😋			Re	trieved Rooms								7
	Name	Finish		Thickness	Floor		Ele	evation		Offset			
~	R00M 01		~	<b>⇔</b> n0,002 m		$\sim$	1	0	m 🛟	0	m		
~	R00M 02		~	<b>⇔</b> ^0,002 m		$\sim$	<b>1</b>	0	m 🛟	0	m		
~	R00M 03		~	<b>⇔</b> 0,002 m		$\sim$	<b>1</b> h	0	m 🔶	0	m		
~	R00M 04		~	<b>⇔</b> ^ 0,002 m		$\sim$	<b>1</b>	0	m 🛟	0	m		
~	R00M 05		~	<b>⇔</b> ^0,002 m		~	<b>1</b> h	0	m 🔶	0	m		
~	R00M 06		~	<b>⇔</b> ^0,002 m		~	<b>1</b> h	0	m 🔶	0	m		
~	R00M 07		~	<b>⇔</b> 0,002 m		~	<b>1</b> h	0	m 🔶	0	m		
~	R00M 08		~	<b>⇔</b> ^0,002 m		~	Ĵ.	0	m 🔶	0	m		
~	R00M 09		~	<b>⇔</b> ^ 0,002 m		~	Î.	0	m 🔶	0	m		
~	ROOM 10		~	<b>⇔</b> ^0,002 m		~	Î.	0	m 🔶	0	m		
~	R00M 11		~	<b>⇔</b> ^0,002 m		~	Î.	0	m 🛟	0	m		
~	R00M 12		~	<b>⇔</b> 0.002 m		~		0	m 🏎 -	0	m		
<		> <											>

### Setting Finishes for Rooms (Compound Wall Mode)

In "Compound Wall" mode, in order to set the material for the finish layer to be applied to the internal side of each listed room, you need to select a material in the "Internal Finish Material" dropdown box. You have to provide a thickness value to the layer as well in the "Finish Thickness" field.

		Rooms Level:	02. 1-Sta	andard				$\sim$	7	<b>i</b> ~					
Co	re Walls: Basic W	all / MAS-15	<u>ም</u> -	0,05	-0,05	m   Ext. Finish:	CER-	10-IceW				~ <	⊨>^	0,01	r
✓	29				etrieved Roon										V
	Name	Finish	7	Thic		Floor		Ele	evation		C	ffset			Ē
~	R00M 01	WALL-Paint-White-INT	~	⇔ 0,005 m			~	<b>1</b> h	0	m	↔	0	m		
~	R00M 02		~	<b>⇔</b> ^ 0,002 m			~	<b>1</b> •	0	m	↔^	0	m		
~	R00M 03		~	<b>⇔</b> ^ 0,002 m			~	1	0	m	↔^	0	m		
~	R00M 04		~	<b>⇔</b> ^0,002 m			~	<b>1</b> h	0	m	⇔∽	0	m		
~	R00M 05		~	<b>⇔&gt;</b> ^0,002 m			~	<b>1</b> -	0	m	↔^	0	m		
~	R00M 06		~	<b>⇔&gt;</b> ^0,002 m			~	1	0	m	↔^	0	m		
~	R00M 07		~	<b>⇔</b> ^0,002 m			~	1	0	m	⇔∽	0	m		
~	R00M 08		~	<b>⇔&gt;</b> ^0,002 m			~	Î.	0	m	⇔∽	0	m		
~	R00M 09		~	<b>⇔&gt;</b> ^0,002 m			~	<b>1</b> h	0	m	↔^	0	m		
~	R00M 10		~	<b>⇔</b> ^0,002 m			~	Î.	0	m	↔^	0	m		
~	R00M 11		~	<b>↔</b> 0,002 m			~	Î.	0	m	↔	0	m		
-	R00M 12		~	<b>⇔</b> 0.002 m			~	1	0	m	↔.	0	m		_ `
<		> <													>



#### Setting Finishes for Rooms (Multiple Walls Mode)

In "Multiple Walls" mode, in order to set the type for the wall to be placed as finish to the internal side of the listed rooms, you need to select a type in the "Internal Finish Wall Type" dropdown box.

		Rooms Level: 02. 1-	-Sta	andard			~	7	<b>-</b>				
Co	re Walls: Basic W	/all / MAS-15	-	0,05 m 💲	-0,05 m   Ext. Finish:	Basi	: Wall / F	IN-EXT	-Cer	(Ice White	)		•
•	29 🞯			Re	trieved Rooms								1
	Name	Finish		Thickness	Floor		Ele	evation		Of	set		ļ
~	R00M 01	Basic Wall / FIN-INT-Paint(White)	~	⇔^ 0,005 m		~	1	0	m	⇔	0 m		
~	R00M 02		$\sim$	↔ 0,002 m		$\sim$	<b>1</b>	0	m	⇔`	0 m		
✓	R00M 03		~	⇔^ 0,002 m		~	<b>1</b> h	0	m	⇔^	0 m		
~	R00M 04		~	⇔^ 0,002 m		~	<b>\$</b> h	0	m	⇔^	0 m		
~	R00M 05		~	↔ 0,002 m		~	<b>\$</b> h	0	m	⇔^	0 m		
~	R00M 06		~	⇔^ 0,002 m		~	<b>1</b> h	0	m	↔^	0 m		
~	R00M 07		~	⇔^ 0,002 m		~	<b>1</b> h	0	m	↔^	0 m		
~	R00M 08		~	⇔^ 0,002 m		~	<b>1</b> -	0	m	↔^	0 m		
~	R00M 09		~	⇔^ 0,002 m		~	1	0	m	↔^	0 m		
~	R00M 10		~	↔ 0,002 m		~	Î.	0	m	↔^	0 m		
~	R00M 11		~	↔ 0,002 m		~	Î.	0	m	↔^	0 m		
<b>s</b> <	R00M 12	> <b>C</b>	~	<b>⇔</b> 0.002 m		~	1	0	m	<b>~</b>	0 m	 >	l

#### **Floor Type**

In order to set the type of the floor to be created for each room, you need to select a floor type in the "Floor Type" dropdown box.

		Rooms Level:	02. 1-Sta	ndard	_		~	7	~					
Со	re Walls: Basic Wa	ll / MAS-15 🗸 🌱	<u>م</u>	0,05 m 🏌	-0,05 m   Ext. Fi	CER-	10-IceV	/hite-EX	т		~ <	⊨> ^	0,01	m
/	29 🞯			Ret	rieved Rooms									
	Name	Finish		Thickness	Floor		E	evation		(	Offset			-
/	R00M 01	WALL-Paint-White-INT	~	<b>⇔</b> 0,005 m	Floor / PORCE-60-White-Screed-	4 🗸	<b>1</b> h	0	m	↔	0	m		
/	R00M 02		~	<b>⇔</b> 0,002 m		~	<b>1</b> -	0	m	↔^	0	m		
1	R00M 03		~	<b>⇔</b> 0,002 m		~	<b>1</b> h	0	m	↔^	0	m		
/	R00M 04		~	<b>⇔</b> 0,002 m		~	<b>1</b> h	0	m	↔^	0	m		
1	R00M 05		~	<b>⇔</b> ^ 0,002 m		~	<b>1</b> h	0	m	↔^	0	m		
1	R00M 06		~	<b>⇔</b> ^ 0,002 m		~	<b>1</b> h	0	m	↔^	0	m		
/	R00M 07		~	<b>⇔</b> ^ 0,002 m		~	<b>1</b> h	0	m	↔^	0	m		
1	R00M 08		~	<b>⇔&gt;</b> ^ 0,002 m		~	1	0	m	↔^	0	m		
1	R00M 09		~	<b>⇔</b> ^ 0,002 m		~	1	0	m	↔^	0	m		
1	R00M 10		~	<b>⇔</b> ^0,002 m		~	<b>1</b> h	0	m	↔^	0	m		
1	R00M 11		~	<b>⇔</b> ^0,002 m		~	<b>1</b> h	0	m	↔^	0	m		
1	R00M 12		~	<b>⇔</b> ≜0.002 m		~	1	0	m	↔^	0	m		×
		> <b>&lt;</b>												>



### **Floor Elevation**

		Rooms Level:	02. 1-Sta	ndard			$\sim$	<b>▼</b> <u>∎</u> ·					
Со	re Walls: Basic W	all / MAS-15 🗸 🍸	-	0,05 m 💲	-0,05 m   Ext. Finish:	CER	-10-IceWI	hiti T		~	⇔^	0,01	
•	29 🕞			Re	trieved Rooms								
	Name	Finish		Thickness	Floor		Ele	マン		Offset			
•	R00M 01	WALL-Paint-White-INT			Floor / PORCE-60-White-Screed	4 🗸	<b>1</b> h	0 m	⇔^	0	m		
•	R00M 02		~	<b>⇔</b> 0,002 m		~	1	0 m	⇔^	0	m		
•	R00M 03		$\sim$	<b>⇔</b> 0,002 m		~	<b>1</b>	0 m	<b>↔</b> ^	0	m		
•	R00M 04		$\sim$	<b>⇔</b> 0,002 m		~	<b>1</b> h	0 m	<b>↔&gt;</b> ^	0	m		
•	R00M 05		$\sim$	<b>⇔</b> 0,002 m		~	<b>1</b> h	0 m	<b>↔&gt;</b> ^	0	m		
✓	R00M 06		$\sim$	<b>⇔</b> 0,002 m		~	<b>1</b> h	0 m	<b>↔&gt;</b> ^	0	m		
✓	R00M 07		~	<b>⇔⊳</b> 0,002 m		~	<b>\$</b> •	0 m	<b>↔</b> ^	0	m		
•	R00M 08		~	<b>⇔</b> ^ 0,002 m		~	<b>1</b> -	0 m	⇔	0	m		
•	R00M 09		~	<b>⇔</b> ^ 0,002 m		$\sim$	<b>1</b> -	0 m	⇔	0	m		
•	R00M 10		~	<b>⇔</b> n 0,002 m		~	<b>1</b> -	0 m	⇔	0	m		
✓	R00M 11		~	<b>⇔</b> ^ 0,002 m		~	<b>1</b> h	0 m	↔^	0	m		
<b>√</b> <	R00M 12	> <	~	<b>⇔</b> 0.002 m		~	1	0 m	⇔.	0	m		>
<													<i>'</i>

To set the elevation of the floors to be created, provide a length value in the indicated text box.

#### **Floor Offset Parameter**

You can limit the horizontal offset of the floors to the centerline, centerline of the core, external finish face, internal finish face, external core face or interior core face of the walls that enclose the rooms where the floors are going to be created. To access these options, go to the "Tools>Floor Offset Parameter" menu.

			Floor Of	fset Parameter	>		Wall Ce	ente	rline				$\sim$	7	l v					
Co	re Walls		Ceiling C	)ffset Parameter	>		Core C	ente	erline	î	-0,05 m Ext. Finish:	CER-		hite-EX			~ <	⇔∽	0,01	n
<b>v</b>	29		Create C	ontinuous Walls	>		Finish	Fac	e: Exterior	×	trieved Rooms								- 1- 1	L.
			Export to	o .CSV			Finish	Fac	e: Interior		Floor		Ele	evation			Offset			-
•	ROOM 0	⊥	Export R	looms			Core F	ace	: Exterior	n	Floor / PORCE-60-White-Screed-	4 🗸	<b>1</b> -	0	m	⇔^	0	m		
•	ROOM 0	_	Import R				Core F	ace	: Interior	n		~	<b>1</b> -	0	m	↔^	0	m		
•	ROOM 0		Import N			ļ		~	<b>↔&gt;</b> ^ 0,002	m		~	1	0	m	⇔^	0	m		
•	ROOM 0	4						~	↔ 0,002	m		~	<b>1</b> h	0	m	↔^	0	m		
•	ROOM 0	5						~	↔ 0,002	m		~	<b>1</b> -	0	m	<b>↔</b> ^	0	m		
•	ROOM 0	6						~	♦ 0,002	m		$\sim$	<b>\$</b> ^	0	m	⇔^	0	m		
✓	ROOM 0	7						~	♦ 0,002	m		~	<b>1</b> h	0	m	⇔^	0	m		
•	ROOM 0	8						$\sim$	♦ 0,002	m		$\sim$	<b>1</b> h	0	m	⇔^	0	m		
•	ROOM 0	9						~	♦ 0,002	m		$\sim$	<b>1</b> h	0	m	⇔^	0	m		
•	R00M 1	0						~	♦ 0,002	m		$\sim$	<b>\$</b> h	0	m	⇔^^	0	m		
•	R00M 1	1						~	♦ 0,002	m		$\sim$	<b>\$</b> h	0	m	⇔^^	0	m		
<b>s</b> <	R00M 1	2	>	<				×	⇐ 0.002	m		~	1	0	m	⇐	0	m		>



# **Floor Horizontal Offset**

To add a horizontal offset value to the chosen Floor Offset Parameter reference, provide a length value in the indicated text box. Positive values will expand the offset. Negative values will contract it.

		Rooms Level:	02. 1-Sta	indard			$\sim$	7 🗄	~		-		
Co	ore Walls: Basic W	all / MAS-15 🗸 🍾	<b>*</b>	0,05 m 🄱	-0,05 m   Ext. Finish:	CER-	10-IceW	hite-EXT		~		0,01	n
~	29 🔘			Re	trieved Rooms								5
	Name	Finish		Thickness	Floor		Ele	evation		Offs	7		-
~	R00M 01	WALL-Paint-White-INT	~	<b>♦♦</b> 0,005 m	Floor / PORCE-60-White-Screed	-4 🗸	<b>1</b> H	0	m 🗲	•n 0	m		
-	R00M 02		~	<b>♦●</b> 0,002 m		~	<b>‡</b> 8	0	m 🗲	• 0	m		
~	R00M 03		~	<b>♦●</b> 0,002 m		~	<b>1</b> H	0	m 🗲	• 0	m		
~	R00M 04		~	<b>⇔</b> 0,002 m		~	18	0	m 🗲	0	m		
~	R00M 05		~	<b>⇔</b> 0,002 m		~	11	0	m 😝	• 0	m		
~	R00M 06		~	<b>⇔</b> 0,002 m		~	18	0	m 📢	• 0	m		
~	R00M 07		~	<b>⇔</b> ^0,002 m		~	<b>1</b> H	0	m 🗲	• 0	m		
~	ROOM 08		~	<b>⇔</b> ^0,002 m		~	18	0	m 🗲	0	m		
~	R00M 09		~	<b>€</b> 0,002 m		~	18	0	m 🗲	0	m		
~	R00M 10		~	<b>♦</b> 0,002 m		~	<b>1</b> H	0	m 🗲	0	m		
~	R00M 11		~	<b>♦</b> 0,002 m		~	Î.	0	m 🗲	h 0	m		
	R00M 12		~	<b>d-b</b> =0.002 m		~	Ŷ.	0	m 🛻	0	m		
<		> <b>&lt;</b>											>

# **Ceiling Type**

In order to set the type of the ceilings to be created for each room, you need to select a ceiling type in the "Ceiling Type" dropdown box.

					Roon	ns Le	vel: 0	2. 1-Sta	indard	1			_				~	7 🔳	] ~				
Со	re Walls: Ba	asic Wall /	MAS	-15		Т	~ 🍸	- -	0,05	m	1	-0,05	m	. Fini	sh:	CER-10		hite-EXT		~	<ul> <li>↔</li> </ul>	0,01	m
/	29 🕞										Retriev	ed Rooms	5										
	Name	2		E	levation			Offset				Ceiling	マレ	7	E	Elevatio	n		Offset			Door	_
/	R00M 01		• •	<b>1</b> h	0	m	⇔^	0	m	Comp	ound Cei	ling / Gyp	osum Plasi	e 🗸	<b>1</b> h	2,6	m	<b>↔</b> ^	0	m			
/	R00M 02		~	<b>1</b> H	0	m	⇔^	0	m					~	1	2,5	m	<b>↔</b> ^	0	m			
~	R00M 03		~	<b>1</b> H	0	m	⇔^	0	m					~	<b>1</b> H	2,5	m	↔	0	m			
~	R00M 04		~	<b>1</b> h	0	m	⇔^	0	m					~	<b>1</b> H	2,5	m	↔	0	m			
~	R00M 05		~	1 1	0	m	⇔^	0	m					~	<b>1</b> I	2,5	m	↔	0	m			
~	R00M 06		~	1	0	m	⇔^	0	m					~	<b>1</b> I	2,5	m	↔	0	m			
~	R00M 07		~	1 -	0	m	⇔^	0	m					~	<b>1</b> I	2,5	m	↔^	0	m			
~	R00M 08		~	1	0	m	⇔^	0	m					~	<b>1</b> I	2,5	m	↔^	0	m			
~	R00M 09		~	1	0	m	⇔^	0	m					~	<b>1</b> I	2,5	m	⇔^	0	m			
~	R00M 10		~	<b>1</b> h	0	m	⇔^	0	m					~	<b>1</b> 1	2,5	m	↔.	0	m			
~	R00M 11		~	<b>1</b> h	0	m	⇔^	0	m					~	<b>1</b> 1	2,5	m	↔.	0	m			
	R00M 12	>	ž	1	0	m	<b>⇔</b> ^	0	m					~		2.5	m		0	m		>	~



# **Ceiling Elevation**

			(	Roc	ms Le	vel:	02. 1-St	andaro					~	7	<b>·</b>				
Co	re Walls: Basic V	Vall / MAS	-15			~ 1	-	0,05	m 🇘0,05 r	m   Ext. Fi	nish:	CER-1	eWh	nite-EX	г	•	✓ ↔ ˆ	0,01	
✓	29 🞯								Retrieved Rooms										
	Name			Elevatio	n		Offset		Ceiling			Elevati	4		Offset			Door	
•	R00M 01	4 🗸	<b>1</b> h	0	m	⇔^	0	m	Compound Ceiling / Gypsu	ım Plaste 🗸	<b>V</b>		m	⇔^	0	m			
•	R00M 02	~	<b>1</b> h	0	m	⇔^	0	m		~	1	n 2,5	m	⇔^	0	m			
•	R00M 03	~	<b>1</b> -	0	m	<b>↔</b> ^	0	m		~	1	<b>^</b> 2,5	m	⇔^	0	m			
•	R00M 04	~	1	0	m	↔^	0	m		~	1	<ul> <li>2,5</li> </ul>	m	⇔^	0	m			
•	R00M 05	~	1	0	m	⇔^^	0	m		~	1	n 2,5	m	⇔^	0	m			
•	R00M 06	~	1	0	m	<⇒^	0	m		~	1	n 2,5	m	↔^	0	m			
~	R00M 07	~	1	0	m	↔	0	m		~	1	n 2,5	m	↔^	0	m			
~	R00M 08	~	1	0	m	↔	0	m		~	Ĵ	n 2,5	m	<b>↔</b> ^	0	m			
•	R00M 09	~	1	0	m	↔^	0	m		~	Î	n 2,5	m	⇔^	0	m			
~	R00M 10	~	1	0	m	↔~	0	m		~	Ĵ	n 2,5	m	↔	0	m			1
~	R00M 11	~	Ĵ.	0	m	↔	0	m		~		n 2,5	m	↔	0	m			1
-	R00M 12	~	Ŷ.	0	m	↔~	0	m		~	Ŷ	<u> </u>	m	⇔^	0	m			]
<		> <					_											>	1

To set the elevation of the ceilings to be created, provide a length value in the indicated text box.

# **Ceiling Offset Parameter**

You can limit the horizontal offset of the ceilings to the centerline, centerline of the core, external finish face, internal finish face, external core face or interior core face of the walls that enclose the rooms where the ceilings are going to be created. To access these options, go to the "Tools>Ceiling Offset Parameter" menu.

			Floor	Offset	Para	meter	>	_evel	: 02.	1-Sta	indard	4				Т	~ 7	<b>.</b>					
Co	re Walls		Ceiling	Offse	t Par	ameter	>		Wall (	Cente	rline 🤇	5 m	Ex	t. Finish:	CER	-10-1	lceWhite			~	⇔^	0,01	п
<b>v</b>	29		Create	Conti	nuou	ıs Walls	>		Core	Cente	rline	Retrieved Rooms											1
			Export	to .CS	v				Finish	n Face	e: Exterior	Ceiling		El	evation			Offset				Door	Ē
~	ROOM 0	⊥	Export	Room	S				Finish	n Face	e: Interior	ceiling / Gypsum Plas	te 🗸	18	2,5	m	↔	0	m				
~	ROOM 0	*	Import	Room	e				Core	Face	: Exterior		~	<b>1</b> h	2,5	m	<b>↔</b> ^	0	m				
~	ROOM 0		mpon	1001				•	Core	Face	: Interior		~	<b>1</b> h	2,5	m	<b>↔</b> ^	0	m				
~	ROOM 0	4			^	0	m		0010				~	18	2,5	m	↔.	0	m				
~	ROOM 0	5		1	^	0	m	↔	0	m			~	<b>1</b> h	2,5	m	↔^	0	m				
~	ROOM 0	6		1	^	0	m	⇔^	0	m			~	<b>1</b> h	2,5	m	↔	0	m				
~	ROOM 0	7		1	^	0	m	↔^	0	m			~	<b>1</b> h	2,5	m	↔^	0	m				
✓	ROOM 0	8		1	^	0	m	⇔^	0	m			~	<b>1</b> I	2,5	m	↔^	0	m				
~	ROOM 0	9			^	0	m	⇔^	0	m			~	18	2,5	m	⇔	0	m				
~	R00M 1	)			^	0	m	⇔^	0	m			~	<b>1</b> h	2,5	m	⇔^^	0	m				
<b>v</b>	R00M 1				^	0	m	⇔^	0	m			~	<b>1</b> h	2,5	m	⇔^^	0	m				
<b>、</b> <	R00M 1	2		↑ > <	^	0	m	⇔ -	0	m			~	1	2.5	m	⇔.	0	m				>



# **Ceiling Horizontal Offset**

To add a horizontal offset value to the chosen Ceiling Offset Parameter reference, provide a length value in the indicated text box. Positive values will expand the offset. Negative values will contract it.

						Room	ns Le	vel:	02. 1-Sta	andard									~	7 🗄	×				
Co	re Walls:	Basic Wall /	MA	AS-15			п	~ 7		0,05	m	1	-0,05	m	Ext. F	inist	n:	CER-10-	IceW	nite-EXT			/ 👄 h	0,01	m
/	29 🔘	)										Retrie	ved Ro	oms							<u>ل</u>	Ļ			
	Na	ame			Ele	evation			Offset				Ceilir	ng			E	levation		(	Offse			Door	^
1	R00M 01		• •	1	^	0	m	⇔^	0	m	Com	pound Co	eiling /	Gypsum F	Plaste		<b>t</b> 1	2,6	m	<b>*</b>	0	m			
1	R00M 02		~	· ‡	^	0	m	⇔^	0	m						~	<b>\$</b> 8	2,5	m	⇔^	0	m			
1	R00M 03		~	· ‡	•	0	m	<b>+&gt;</b>	0	m						~	<b>\$</b> 8	2,5	m	<b>.</b>	0	m			
1	R00M 04		~	· \$	'n	0	m	⇔^	0	m							<b>î</b> 1	2,5	m	<b>.</b>	0	m			
1	R00M 05		~	· \$	n	0	m	<b>↔</b> ^	0	m						~ 1	<b>î</b> 1	2,5	m	↔	0	m			
1	R00M 06		~	· 🗘	^	0	m	⇔^	0	m						~	<b>\$</b> 8	2,5	m	↔.	0	m			
1	R00M 07		~	· \$	^	0	m	<b>.</b>	0	m							<b>î</b> -	2,5	m	<b>~~</b>	0	m			
1	R00M 08		~	· 🗘	^	0	m	<b>*</b>	0	m						~ 3	<b>î</b> -	2,5	m	↔	0	m			
1	R00M 09		~	· \$	n	0	m	<b>↔</b> ^	0	m						~ 1	<b>î</b> 1	2,5	m	↔	0	m			
1	R00M 10		~	· 🗘	n	0	m	⇔^	0	m						~	<b>t</b> 1	2,5	m	↔	0	m			
1	R00M 11		~	· ‡	6	0	m	♣	0	m						~	<b>\$</b> 8	2,5	m	<b>.</b>	0	m			
1	R00M 12	>	<	1	~	0	m	⇔.	0	m						~	t x	2.5	m	<b>~~</b> ~	0	m		>	~

# Door Type

In order to set the type of the doors to be inserted for each room, you need to select a door type in the "Door Type" dropdown box.

			9			02. 1-Stand										m				
				Rooms	Level	_	_									<b></b> ~				
Co	ore Walls: Basic W	/all / MAS	-15		~	<b>T</b> h -0,0	5 m (	-0,			Ext. F	inish	CE	R-10-Ice	White	-EXT	~	<b>*</b>	0,01	
•	29 🔘							eved F	loon											
	Name	'n		Offset			Door	4			levation			Offset			Win	dow		
	R00M 01		n 🔶		m	ED_Door-Swi	ng-Single /	× 2,1(	~	<b>1</b> H	0		<b>.</b>	0,1	m				~	ſ
	ROOM 02		n 🔶		m				~	<b>1</b> H	0		⇔•	0	m				~	ſ
~	ROOM 03	r	n 争	0	m				~	ŢH	0	m	↔	0	m				~	ſ
•	ROOM 04	r	n 🔶	0	m				~	<b>Ç</b> II.	0	m		0	m				~	'
•	ROOM 05	r	n 🔶	0	m				~	<b>1</b> II	0	m	↔	0	m				~	1
•	ROOM 06	- r	n 🔶	0	m				~	<b>‡</b> II.	0	m	<b>.</b>	0	m				~	•
✓	ROOM 07	r	n 🔶	0	m				~	<b>‡</b> II	0	m	<b>+&gt;</b>	0	m				~	•
•	ROOM 08	r	n 🔶	0	m				~	<b>‡</b> 8	0	m	<b>.</b>	0	m				~	,
✓	ROOM 09	r	n 🔶	0	m				~	<b>‡</b> H	0	m		0	m				~	•
•	ROOM 10	r	n 🔶	0	m				~	<b>1</b> H	0	m	<b>.</b>	0	m				~	,
•	ROOM 11	r	n 🔶	0	m				~	<b>1</b> H	0	m		0	m				~	,
1	R00M 12		n <b>4-6</b> i	0	m			_	~	Ϋ́,	0	m	<b>d-b</b> -	0	m			_	~	,
<		> <																		

For rooms that normally should have multiple doors, as halls and circulations, we recommend the use of the **Any** option, as indicated in the second image. This option will allow the selected room to share as many doors as possible with other rooms that have a specific door type assigned to it.

As you may notice, it is not guaranteed that every door insertion expected by the user will be performed by the algorithm. In fact, it is not even possible to predict the opening side of door families, since they can be freely modelled by the user. The most expected scenario is that TL Xpress will create the walls and insert the doors automatically according to a basic logic, being the users the responsible for checking and changing their location and direction according to their project guidelines. So, be aware that this feature is a tool to facilitate the door insertion workflow, and not to completely replace it.



### **Door Elevation**

				Rooms l	_evel:	02. 1-Standard	d				_		~	T	<b></b>				
Co	re Walls: Basic	Wall / MAS-1	5		~	<b>*</b> -0,05	m 🏌 🗄	-0,0	5	m   E	x ist	n: CE	R-10-Ice	White	-EXT	$\sim$	<b>⇔</b> ^	0,01	
•	29 🞯						Retri	ieved Ro	oms										
	Name	'n		Offset			Door			Eleva	くと		Offset			Wind	ow		
•	R00M 01	m	$\Leftrightarrow$	0	m	ED_Door-Swing	-Single / 0,80	× 2,1( 💊	· \$	^	) 🎽 m	↔	0,1	m				~	
-	R00M 02	m	↔	0	m			~	· \$	^	) m	<b>~</b>	0	m				~	
•	R00M 03	m	↔^	0	m			~	· 1	^	) m	<b>↔</b> ^	0	m				~	
•	R00M 04	m	↔•	0	m			-	· 1	^	) m	<b>↔</b> ^	0	m				~	
-	R00M 05	m	<b>+</b>	0	m				1	^	) m		0	m				~	
-	R00M 06	m	↔	0	m				Ĵ	^	) m	↔	0	m				~	
-	R00M 07	m	↔.	0	m				Ĵ	^	) m	↔	0	m				~	
•	R00M 08	m	↔	0	m				Ĵ	^	) m	↔	0	m				~	
-	R00M 09	m	↔	0	m				Ĵ	^	) m	<b>.</b>	0	m				~	
-	R00M 10	m	↔.	0	m				Ĵ	^	) m	↔^	0	m				~	
•	R00M 11	m	↔.	0	m				Ĵ	^	) m	↔	0	m				~	
<b>s</b> <	R00M 12	> <b>&lt;</b>	<b>d-b</b>	0	m				ŕ	~	) m	<b></b>	0	m				~	>

To set the elevation of the doors to be created, provide a length value in the indicated text box.

#### **Door Horizontal Offset**

To set the horizontal offset of the doors to be created, provide a length value in the indicated text box. The value "0" (zero) places the door at the center of the first valid wall. Positive values place it in an offset from the start of the first valid wall. Negative values, in an offset from the end of the first valid wall.

				Roome I	ovol	: 02. 1-Standard						~	T	<b></b>				
0.	ore Walls: Basic Wa		-	Rooms					Ext. Fi		055		U Nhite		~		0.01	
		all / MAS-1	5		~				Ext. Fil	nisn:	LER	(-10	vnite	-EXI	~	<b>⇔</b> ^	0,01	m
✓	29 🞯 Name	'n		Offset		Retrieved Roo Door	om		vation			Off	-		Windo	w		>
~			↔	0	m	ED_Door-Swing-Single / 0,80 x 2,1( V	•	2 8	0	m	↔^	0,1	m				~	
	ROOM 02		↔	0	m	<b>v</b>			0		↔~	0	m				~	
<b>v</b>			↔	0	m				0		↔^	0	m				~	
~			↔^	0	m				0		↔^	0	m				~	
~	R00M 05		<b>↔</b> ^	0	m	🗸		<b>C</b> H	0		↔^	0	m				~	
~	R00M 06	m	↔^	0	m			Ç H	0	m	↔	0	m				~	
~	R00M 07	m	<b>↔</b> ^	0	m	~		<b>,</b> II	0	m	<b>↔</b> ^	0	m				~	
~	R00M 08	m	↔	0	m	🗸		<b>,</b> h	0	m	<b>↔</b>	0	m				~	
•	R00M 09	m	<b>↔</b> ^	0	m	🗸		<b>h</b>	0	m	<b>⇔</b> ^	0	m				~	
•	R00M 10	m	<b>↔</b> ^	0	m	🗸		<b>h</b>	0	m	↔^	0	m				~	
•	R00M 11	m	⇔^	0	m	~		<b>h</b>	0	m	⇔^	0	m				~	
<b>&gt;</b> <	R00M 12	> <	<b>~~</b> ^	0	m	•			0	m	<u>ہ</u>	0	m				ž	> >



# Window Type

In order to set the type of the windows to be inserted for each room, you need to select a window type in the "Window Type" dropdown box.

Co	re Walls: Basic W											Y	<b>!!!</b> ~					
		all / MAS-15	$\sim$	Ŧ		-0,05		m 🏌	Η	0,05	m   Ext. Finish: CER-10-	hite-	EXT		~		0,01	r
✓	29 🔘							R	etrieve	l Roon	ns	Ļ						1
	Name	Door			Ele	vation			Offset		Window		Ele	evation		(	Offset	
•	R00M 01	Swing-Single / 0,80 x 2	,1( 🗸	\$	'n	0	m	<₽`	0,1	m	ED_Window-Slide 2P / 1,60 x 1,10 n	n 🗸	<b>‡</b> H	1	m	↔	0 r	n
•	ROOM 02		$\sim$	\$	h	0	m	⇔}	0	m		$\sim$	<b>1</b> H	1	m	↔	0 r	n
✓	ROOM 03		~	\$	n	0	m	⇔^	0	m		~	<b>1</b> H	1	m	⇔-	0 r	n
~	ROOM 04		~	\$	^	0	m	⇔•	0	m		~	<b>1</b> H	1	m	↔	0 r	n
~	R00M 05		~	\$	•	0	m	⇔-	0	m		~	<b>1</b> H	1	m	<b>++</b>	0 r	n
•	R00M 06		~	\$	'n	0	m	↔	0	m		~	<b>1</b> H	1	m	↔8	0 r	n
•	R00M 07		~	1	h	0	m	↔	0	m		~	Î.	1	m	<b>~&gt;</b>	0 r	n
~	R00M 08		~	Î	-	0	m	↔	0	m		~	<b>1</b> I	1	m	<b>.</b>	0 r	n
~	R00M 09		~	Ĵ	•	0	m	<b>.</b>	0	m		~	<b>1</b> I	1	m	<b>.</b>	0 r	n
1	R00M 10		~	İ	h	0	m	<b>.</b>	0	m		~	Î.	1	m	-	0 r	n
	R00M 11		~	İ	h	0	m	<b>.</b>	0	m		~	Î.	1	m	-	0 r	n
√				Ŵ		0	m	44	0			~	<b>†</b> #			<b></b>	0 r	n
✓ ✓	R00M 09 R00M 10		<b>`</b>	1111	0 6 6	0 0 0	m m m		0 0 0	m m m		> > >	11 11 11	1 1 1 1	m m m	↔ ↔	0 0 0	r r

Be aware that the insertion of windows in TL Xpress is done by the analysis of the walls of the rooms. Only 1 of the external walls of each room can have a window insertion and the priority is directed to the ones in direct opposition to the internal wall with the door, when possible.

As you may notice, it is not guaranteed that every window insertion expected by the user will be performed by the algorithm. In fact, it is not even possible to predict the opening side of window families, since they can be freely modelled by the user. The most expected scenario is that TL Xpress will create the walls and insert the windows automatically according to a basic logic, being the users the responsible for checking and changing their location and direction according to their project guidelines. So, be aware that this feature is a tool to facilitate the window insertion workflow, and not to completely replace it.

### **Window Elevation**

To set the elevation of the windows to be created, provide a length value in the indicated text box.

		Rooms Le	vel:	02	1-Standa	rd					~	7					
6.	re Walls: Bas	•	~	_			m 1		-0.05	m   Ext. Finish:					↔.	0.01	
		ic watt / MAS-15	Ť	1.	-0,00		•				CEN-ID-ICEWI	ne-L		ľ		0,01	
~	29 G Name	Door		5	levation			etrieve Offset	a koor	Wind	nw		Elev	Ļ		Offset	
~	R00M 01	Swing-Single / 0,80 x 2,1	~	1	0	m	<b></b>	0,1	m	ED_Window-Slide 2		~	<b>1</b>   1			0	m
	R00M 02		~	i.	0		↔	0	m				<b>1</b>   1			0	m
~	R00M 03		~	Ť.	0		<b>+</b>	0	m			~	<b>1</b> H 1			0	m
~	R00M 04		~	Ť.	0		<b>4</b>	0	m			~	<b>1</b>    1	m	<b></b>	0	m
~	R00M 05		~	1.	0	m	<b>.</b>	0	m			~	<b>1</b>    1	m	<b>.</b>	0	m
~	R00M 06		~	1.	0	m	<b>.</b>	0	m			~	<b>Î</b>    1	m	<b>~</b>	0	m
~	R00M 07		~	1.	0	m	↔	0	m			~	<b>Î</b>    1	m	⇔8	0	m
~	R00M 08		~	Î.	0	m	↔	0	m			~	<b>Î</b>    1	m	↔	0	m
~	R00M 09		~	1	0	m	<b>4</b>	0	m			~	<b>1</b>    1	m		0	m
~	R00M 10		~	<b>1</b> -	0	m	↔	0	m			~	<b>1</b> 8 1	m	↔	0	m
~	R00M 11		~	1	0	m	↔	0	m			~	1 1	m	⇔-	0	m
\$	R00M 12	> <	~	1 x	0	m	<b>.</b>	0	m			~	<b>†</b> # 1	m	<b>4</b>	0	m >



#### **Window Horizontal Offset**

To set the horizontal offset of the windows to be created, provide a length value in the indicated text box. The value "0" (zero) places the window at the center of the first valid wall. Positive values place it in an offset from the start of the first valid wall. Negative values, in an offset from the end of the first valid wall.

		Rooms L	evel	: 0	02. 1-	Standar	rd					~	Y	<b></b> ~					L	
Co	re Walls: Basic W	all / MAS-15	~	Ŧ	1	-0,05		m 🇘		0,05	m   Ext. Finish:	CER-10-IceW	hite	-EXT		~	<b>.</b>			n
~	29 🕲							R	etrieved	l Roon	ıs							7	ל	2
	Name	Door			Ele	vation			Offset		Wind			El	evation			Offset		1
	R00M 01	Swing-Single / 0,80 x 2,	1( ~	1		0	m	↔^	0,1	m	ED_Window-Slide 2	2P / 1,60 x 1,10 m	~	11	1	m	⇔^	0	m	
	ROOM 02		~	1	^	0	m	↔	0	m			~	1	1	m	↔	0	m	
/	R00M 03		$\sim$	\$	n	0	m	↔	D	m			~	<b>1</b> h	1	m	↔	0	m	
/	R00M 04		~	\$	^	0	m	⇔	0	m			~	<b>1</b> H	1	m	⇔	0	m	
/	R00M 05		~	1	^	0	m	↔	0	m			~	11	1	m	↔	0	m	
/	R00M 06		$\sim$	\$	n	0	m	⇔^	D	m			~	<b>1</b> H	1	m	↔^	0	m	
/	R00M 07		~	1	^	0	m	⇔	D	m			$\sim$	<b>1</b> H	1	m	⇔	0	m	
/	R00M 08		~	1	n	0	m	↔	0	m			~	<b>1</b> H	1	m	↔	0	m	
/	R00M 09		~	1	n	0	m	↔	D	m			~	<b>1</b> H	1	m	↔^	0	m	
/	ROOM 10		$\sim$	\$	^	0	m	⇔^	D	m			~	<b>1</b> H	1	m	⇔	0	m	
/	ROOM 11		~	1	h	0	m	↔	0	m			~	<b>1</b> H	1	m	↔	0	m	
<	ROOM 12	> <b>&lt;</b>	~	Ŷ	~	0	m	<b>4-6</b> -1	0	m			×	<b>1</b> ×	1	m	<b>4-6</b>	0	m >	~

#### **Join Geometry**

To automatically join the geometry of the walls to be created with the geometry of the adjacent walls, you must enable the "Toggle Join Geometry" button.

		Rooms Level:	02. 1-Sta	ndard						$\sim$	7	<b>-</b>				
Со	re Walls: Basic Wall	/ MAS-15	<u>ም</u> ^ - 1	0,05 m	<b>î</b>	-0,05	m   E	xt. Finish:	CER-1	0-IceWi	nite-EX1	r i	~	⇔^	0,01	m
<	29 😋				•	trieved Room	IS									
	Name	Finish		Thicknes	s		Floo	r		Ele	vation		Offse	t		^
~	BATH 07	CER-40-White-INT	~	↔ 0,01	m	Floor / CER	-40-Whit	te-Screed-3-	- It 🗸	<b>1</b> H	0	m 🍕		m	Compound	ł
/	BATH 08	CER-40-White-INT	~	↔ 0,01	m	Floor / CER	-40-Whit	te-Screed-3-	- 11	<b>1</b> h	0	m 🍕		m	Compound	ł
/	BATH 09	CER-40-White-INT	~	↔ 0,01	m	Floor / CER	-40-Whit	te-Screed-3-	- 11	<b>1</b> h	0	m 🝕		m	Compound	ł
/	BATH 10	CER-40-White-INT	~	↔ 0,01	m	Floor / CER	-40-Whit	te-Screed-3-	- 11	<b>1</b> h	0	m 🝕	→ 0	m	Compound	ł
/	BATH 11	CER-40-White-INT	~	↔ 0,01	m	Floor / CER	-40-Whit	te-Screed-3-	- 11	<b>1</b> h	0	m 🝕	→ 0	m	Compound	ł
/	BATH 12	CER-40-White-INT	~	↔ 0,01	m	Floor / CER	-40-Whit	te-Screed-3-	- 11	<b>1</b> h	0	m 🝕	→ 0	m	Compound	ł
•	HALL	WALL-Paint-Blue-INT	~	↔ 0,005	m	Floor / POR	RCE-60-W	/hite-Screed	-4 🗸	<b>1</b> -	0	m 🍕		m	Compound	ł
/	STAIRS/ELEVATOR		~	♦	m				$\sim$	<b>\$</b> h	0	m 🗳		m		
~	SERVICE	CER-40-White-INT	~	♦ 0,01	m	Floor / CER	-40-Whit	te-Screed-3-	-⊪ ∽	<b>\$</b> h	0	m 🗳		m	Compound	ł
~	LOUNGE 01	WALL-Paint-Green-INT	~	↔ 0,005	m	Floor / POR	RCE-60-W	/hite-Screed	-4 🗸	<b>1</b> h	0	m 🗳		m	Compound	ł
/	LOUNGE 02	WALL-Paint-Green-INT	~	↔ 0,0	m	Floor / POR	RCE-60-W	/hite-Screed	-4 🗸	<b>\$</b> h	0	m 🗳	<b>⇒</b> ^ 0	m	Compound	i
C		> <		_											>	~



## Parts Creation (Compound Wall Mode)

In "Compound Wall" mode, to automatically break the created walls into parts at end of the building process, you must enable the "Toggle Wall Parts Creation" button.

		Rooms Level:	02. 1-Sta	andard					$\sim$	7	] ~					
Co	re Walls: Basic Wall	/ MAS-15 🗸 🌱	-	0,05	m	<b>\$</b>	-0,05 m   Ext. Finish:	CER-	-10-IceWl	hite-EXT			~	<b>⇔</b> ^	0,01	r
/	29 🞯					Re	trieved Rooms									1
	Name	Finish			ckness		Floor		Ele	evation			Offset			
/	BATH 07	CER-40-White-INT	$\sim$	⇔^	0,01	m	Floor / CER-40-White-Screed-3-	r ~	<b>1</b>	0	m	⇔	0	m	Compound	d
/	BATH 08	CER-40-White-INT	$\sim$	⇔	0,01	m	Floor / CER-40-White-Screed-3-	r ~	<b>1</b>	0	m	⇔^	0	m	Compound	d
/	BATH 09	CER-40-White-INT	~	⇔^	0,01	m	Floor / CER-40-White-Screed-3-	▶ ~	<b>\$</b> 1	0	m	⇔^	0	m	Compound	b
/	BATH 10	CER-40-White-INT	~	⇔^	0,01	m	Floor / CER-40-White-Screed-3-		<b>1</b> h	0	m	⇔^	0	m	Compound	d
/	BATH 11	CER-40-White-INT	~	⇔^	0,01	m	Floor / CER-40-White-Screed-3-	• •	<b>1</b> H	0	m	⇔^	0	m	Compound	d
/	BATH 12	CER-40-White-INT	~	⇔^	0,01	m	Floor / CER-40-White-Screed-3-	• •	<b>1</b> H	0	m	⇔^	0	m	Compound	d
/	HALL	WALL-Paint-Blue-INT	~	↔	0,005	m	Floor / PORCE-60-White-Screed-	4 🗸	<b>1</b> -	0	m	⇔^	0	m	Compound	Ы
/	STAIRS/ELEVATOR		~	↔	0,002	m		$\sim$	<b>1</b> -	0	m	⇔^	0	m		
/	SERVICE	CER-40-White-INT	~	↔	0,01	m	Floor / CER-40-White-Screed-3-	• •	1	0	m	⇔^	0	m	Compound	d
/	LOUNGE 01	WALL-Paint-Green-INT	~	↔	0,005	m	Floor / PORCE-60-White-Screed-	4 🗸	<b>1</b> -	0	m	↔^	0	m	Compound	d
/	LOUNGE 02	WALL-Paint-Green-INT	~	↔^	0,005	m	Floor / PORCE -White-Screed-	4 🗸	<b>1</b> -	0	m	↔^	0	m	Compound	Ы
		> <							·						>	1

## **Continuous Walls (Multiple Walls Mode)**

In "Multiple Walls" mode, to allow the automatic insertion of one continuous wall in segments with multiple walls in the same direction and continuity, you must enable the "Create Continuous Walls" option at the "Tools" menu.

			Floor	r Offset Parameter >	_evel: 02.1	-Sta	andard				~	7	~					
Со	re Walls:		Crea	te Continuous Walls >	Enable	d			-0,05 m Ext. Finish:	CER-	10-IceWl	hite-EXT			~	⇔^	0,01	r
✓	29		Expo	ort to .CSV	Disable	ed		Re	trieved Rooms									1
		≞	Expo	ort Rooms	1		Thicknes	s	Floor		Ele	vation			Offset			ŀ
~	BATH 0	≚	Impo	ort Rooms		~	♦ 0,01	m	Floor / CER-40-White-Screed-3	8-11 🗸	<b>\$</b> h	0	m	⇔^	0	m	Compound	i
~	BATH 08			CER-40-White-INT		~	♦ 0,01	m	Floor / CER-40-White-Screed-3	8-11 🗸	<b>\$</b> h	0	m	⇔^	0	m	Compound	i
~	BATH 09			CER-40-White-INT		~	↔ 0,01	m	Floor / CER-40-White-Screed-3	8-11 🗸	<b>\$</b> h	0	m	⇔^	0	m	Compound	i
~	BATH 10			CER-40-White-INT		~	↔ 0,01	m	Floor / CER-40-White-Screed-3	8-11 🗸	<b>\$</b> h	0	m	<b>↔</b> ^	0	m	Compound	i
~	BATH 11			CER-40-White-INT		~	↔ 0,01	m	Floor / CER-40-White-Screed-3	8-11 🗸	<b>1</b> h	0	m	↔^	0	m	Compound	i
~	BATH 12			CER-40-White-INT		~	↔ 0,01	m	Floor / CER-40-White-Screed-3	8-11 🗸	<b>1</b> h	0	m	↔^	0	m	Compound	i
~	HALL			WALL-Paint-Blue-IN	T	~	↔ 0,005	m	Floor / PORCE-60-White-Scree	d-4 🗸	<b>1</b> h	0	m	<b>↔</b> ^	0	m	Compound	i
~	STAIRS/E	ELEV	ATOR			~	↔ 0,002	m		~	<b>1</b> h	0	m	<b>↔</b> ^	0	m		
~	SERVICE			CER-40-White-INT		~	↔ 0,01	m	Floor / CER-40-White-Screed-3	8-11 🗸	<b>1</b> h	0	m	↔^	0	m	Compound	i
~	LOUNGE	01		WALL-Paint-Green-	INT	~	↔ 0,005	m	Floor / PORCE-60-White-Scree	d-4 🗸	<b>1</b> h	0	m	<b>↔</b> ^	0	m	Compound	i
~	LOUNGE	02		WALL-Paint-Green-	INT	~	↔ 0,005	m	Floor / PORCE-60-White-Scree	d-4 🗸	<b>1</b> h	0	m	<b>↔</b> ^	0	m	Compound	i
<				> <													>	ľ



# **Building the Architecture**

		Rooms Level:	02.1-S	tandard			~	7 🗓 -				
C	re Walls: Basic Wall	/ MAS-15 🗸	T i	-0,05 m 💲	-0,05 m   Ext. Finish:	CER-	I0-IceWh	ite-EXT		~ 4	H) h	0,01
•	29 🞯			Re	trieved Rooms							
	Name	Finish		Thickness	Floor		Ele	vation		Offset		
•	BATH 07	CER-40-White-INT	~	• 🛟 0,01 m	Floor / CER-40-White-Screed-3	-11 ~	<b>‡</b> 8	0 m	↔	0	m	Compound
•	BATH 08	CER-40-White-INT		• 🔶 0,01 m	Floor / CER-40-White-Screed-3	-11 🗸	<b>1</b> II	0 m	<b>~</b>	0	m	Compound
•	BATH 09	CER-40-White-INT		• 争 0,01 m	Floor / CER-40-White-Screed-3	-11 🗸	<b>1</b> H	0 m	↔	0	m	Compound
•	BATH 10	CER-40-White-INT		• 争 0,01 m	Floor / CER-40-White-Screed-3	-11 🗸	<b>1</b> 8	0 m	↔	0	m	Compound
•	BATH 11	CER-40-White-INT		• 争 0,01 m	Floor / CER-40-White-Screed-3	-11 ~	<b>1</b> H	0 m	↔.	0	m	Compound
•	BATH 12	CER-40-White-INT		• 争 0,01 m	Floor / CER-40-White-Screed-3	-11 ~	<b>1</b> H	0 m	↔.	0	m	Compound
•	HALL	WALL-Paint-Blue-INT		• 争 0,005 m	Floor / PORCE-60-White-Screed	-4 🗸	<b>1</b> H	0 m	↔	0	m	Compound
•	STAIRS/ELEVATOR			• 争 0,002 m		~	<b>1</b> 8	0 m	↔-	0	m	
•	SERVICE	CER-40-White-INT		• 争 0,01 m	Floor / CER-40-White-Screed-3	-11 🗸	<b>1</b> H	0 m	↔	0	m	Compound
•	LOUNGE 01	WALL-Paint-Green-INT		• 争 0,005 m	Floor / PORCE-60-White-Screed	-4 🗸	<b>1</b> H	0 m	↔.	0	m	Compound
1	LOUNGE 02	WALL-Paint-Green-INT		• 争 0,005 m	F / PORCE-60-White-Screed	-4 🗸	<b>1</b> H	0 m	↔	0	m	Compound
<		> <										>

To build the rooms with all the provided settings, click the button "Build Architecture".

#### **Export Content to a CSV file**

You can export a table with the current list of rooms and their parameters to a .csv file. To do so, you just need to go to the menu "Tools>Export to .CSV".

			Floor	Offset Parameter > Level: 0	12. 1-Sta	ndard							~	7	<b>`</b>				
Со	ore Walls		Create	e Continuous Walls 🔹 🎢 🍸	n –	0,05	m	<b>î</b> -	-0,05	m	Ext. Finish:	CER-	IO-IceW				~	⇔^	0,01 r
✓	29		Expor	t to .CSV				Ret	trieved Roon	ns									1
		1	Expor	t Rooms		Thic	knes:	s		F	loor		Ele	evation			Offset		
•	BATH 0	*	Impor	t Rooms	~	<b>↔</b>	0,01	m	Floor / CER	٦-40-١	White-Screed-3	-11 ~	<b>1</b> h	0	m	↔^	0	m	Compound
•	BATH 0		-	CER-40-White-INT	~	<b>↔</b>	0,01	m	Floor / CER	₹-40-\	White-Screed-3	-11 ~	<b>1</b> H	0	m	<b>↔</b> ^	0	m	Compound
~	BATH 0	9		CER-40-White-INT	~	<b>↔</b> ^	0,01	m	Floor / CER	R-40-\	White-Screed-3	-11 ~	<b>1</b> h	0	m	<b>↔</b> ^	0	m	Compound
✓	BATH 10	C		CER-40-White-INT	~	⇔^	0,01	m	Floor / CER	R-40-\	White-Screed-3	-11 🗸	<b>1</b> I	0	m	↔^	0	m	Compound
✓	BATH 1	l		CER-40-White-INT	~	⇔^	0,01	m	Floor / CER	R-40-\	White-Screed-3	-11 🗸	<b>1</b> -	0	m	↔^	0	m	Compound
~	BATH 12	2		CER-40-White-INT	~	⇔^	0,01	m	Floor / CER	R-40-\	White-Screed-3	-11 🗸	<b>1</b> -	0	m	↔	0	m	Compound
~	HALL			WALL-Paint-Blue-INT	~	↔^ (	0,005	m	Floor / PO	RCE-6	0-White-Screed	d-4 🗸	<b>1</b> -	0	m	⇔^	0	m	Compound
•	STAIRS	/ELEV	ATOR		~	↔^	0,002	m				~	<b>1</b> I	0	m	↔^	0	m	
•	SERVIC	E		CER-40-White-INT	~	⇔^	0,01	m	Floor / CER	R-40-\	White-Screed-3	-11 ~	<b>\$</b> 1	0	m	⇔^	0	m	Compound
•	LOUNG	E 01		WALL-Paint-Green-INT	~	<b>↔</b> ^ (	0,005	m	Floor / PO	RCE-6	0-White-Screed	d-4 🗸	<b>\$</b> 1	0	m	⇔^	0	m	Compound
•	LOUNG	E 02		WALL-Paint-Green-INT	~	↔^ (	0,005	m	Floor / PO	RCE-6	0-White-Screed	d-4 🗸	<b>\$</b> 6	0	m	⇔^	0	m	Compound
<				> <															>



### **Export Rooms to a File**

At any time, you can export the current collection of rooms and their parameters to a *.tlsx* file. To do so, you need to go to the "Tools>Export Rooms" menu. The content of this file can be imported to the TL Xpress Rooms List in future Revit sessions. But be aware that this is only going to work in the same project with the same valid rooms.

			Floor O	ffset Parameter >	Level:	02. 1-St	andard						~	7	<b>·</b> ~					
Со	re Walls:		Create	Continuous Walls >	~	<b>*</b> •	-0,05	m 🗘	-0,05	m	Ext. Finish:	CER-1	10-IceW	hite-EX	т		$\sim$	⇔^	0,01	m
<b>/</b>	29		Export	to .CSV	4			R	etrieved Roo	ms										
		≞	Export	Rooms			Thick	iness		Flo	oor		Ele	evation			Offset			^
/	BATH 0	≚	Import I	Rooms		~	⇔^ (	),01 m	Floor / CE	R-40-W	hite-Screed-3-	-⊪ ~	<b>\$</b> ^	0	m	⇔^	0	m	Compound	d
/	BATH 08	5		CER-40-White-INT		~	⇔^ (	0,01 m	Floor / CE	R-40-W	hite-Screed-3-	- III 🗸	<b>\$</b> h	0	m	⇔^	0	m	Compound	d
/	BATH 09	?		CER-40-White-INT		~	⇔^ (	),01 m	Floor / CE	R-40-W	hite-Screed-3	11 ~	<b>1</b> h	0	m	⇔^	0	m	Compound	d
/	BATH 10			CER-40-White-INT		~	⇔^ (	),01 m	Floor / CE	R-40-W	hite-Screed-3	11 ~	<b>\$</b> •	0	m	⇔^	0	m	Compound	d
/	BATH 11			CER-40-White-INT		~	⇔^ (	0,01 m	Floor / CE	R-40-W	hite-Screed-3-	11 ~	<b>\$</b> ^	0	m	⇔^	0	m	Compound	d
/	BATH 12			CER-40-White-INT		~	⇔^ (	0,01 m	Floor / CE	R-40-W	hite-Screed-3-	- III 🗸	<b>\$</b> h	0	m	⇔^	0	m	Compound	d
/	HALL			WALL-Paint-Blue-I	NT	~	<b>↔</b> 0,	.005 m	Floor / PC	RCE-60	-White-Screed	-4 🗸	<b>1</b> h	0	m	⇔^	0	m	Compound	d
/	STAIRS/	ELEV.	ATOR			~	↔0,	.002 m				$\sim$	<b>\$</b> ^	0	m	⇔^	0	m		
/	SERVICE	-		CER-40-White-INT		~	⇔^ (	),01 m	Floor / CE	R-40-W	hite-Screed-3-	-⊪ ~	<b>\$</b> ^	0	m	⇔^	0	m	Compound	d
•	LOUNGE	01		WALL-Paint-Green	-INT	~	<b>↔</b> 0,	.005 m	Floor / PC	RCE-60	-White-Screed	-4 🗸	<b>\$</b> h	0	m	⇔^	0	m	Compound	d
/	LOUNGE	02		WALL-Paint-Green	-INT	~	<b>↔</b> 0,	.005 m	Floor / PC	RCE-60	-White-Screed	-4 🗸	<b>1</b> h	0	m	<b>↔</b> ^	0	m	Compound	d
(				> <b>&lt;</b>															>	~

#### **Import Rooms from a File**

As stated in the previous topic, you can import a saved collection of rooms and their parameters from a *.tlsx* file. To do so, you just need to go to the "Tools>Import Rooms" menu. The content of the chosen file can be imported to the TL Xpress Rooms List in the current Revit session. But be aware that this is only going to work in the same project with the same valid rooms.

			Floor O	ffset Parameter > Level:	02. 1-Sta	ndard				~	7	<b>·</b>					
Core Walls:			Create	Continuous Walls > 🗸 🌾		),05 m	1	-0,05 m   Ext. Finish:	CER-	0-IceWi	/hite-EX	т		~ <	⇔^	0,01	m
~	29	29		to .CSV	Retrieved Rooms												
		⊥	Export	Rooms	Thickness			Floor		Elevation			Offset				~
•	BATH 0	≚	Import	Rooms	~	♦♦ 0,01	m	Floor / CER-40-White-Screed-	3-IN 🗸	<b>1</b> I	0	m	↔	0	m	Compound	ł
•	BATH 08	5		CER-40-White-INT	~	♦ 0,01	m	Floor / CER-40-White-Screed-	3-11 🗸	<b>\$</b> h	0	m	↔	0	m	Compound	ł
•	BATH 09	9		CER-40-White-INT	~	♦♦ 0,01	m	Floor / CER-40-White-Screed-	3-IN 🗸	<b>1</b> I	0	m	↔	0	m	Compound	ł
•	BATH 10	)		CER-40-White-INT	~	♦ 0,01	m	Floor / CER-40-White-Screed-	3-Ir 🗸	<b>\$</b> h	0	m	↔^	0	m	Compound	ł
•	BATH 11			CER-40-White-INT	~	♦ 0,01	m	Floor / CER-40-White-Screed-	3-IN 🗸	<b>1</b> h	0	m	<b>↔</b> ^	0	m	Compound	ł
•	BATH 12			CER-40-White-INT	~	♦ 0,01	m	Floor / CER-40-White-Screed-	3-Ir 🗸	<b>\$</b> h	0	m	↔^	0	m	Compound	ł
•	HALL			WALL-Paint-Blue-INT	~	♦ 0,005	m	Floor / PORCE-60-White-Scree	d-4 🗸	<b>1</b> h	0	m	↔^	0	m	Compound	1
•	STAIRS/	/ELEV	ATOR		~	♦	m		~	<b>1</b> h	0	m	↔^	0	m		
•	SERVIC	E		CER-40-White-INT	~	♦ 0,01	m	Floor / CER-40-White-Screed-	3-Ir 🗸	<b>\$</b> h	0	m	⇔^	0	m	Compound	i
•	LOUNGE	E 01		WALL-Paint-Green-INT	~	♦	m	Floor / PORCE-60-White-Scree	d-4 🗸	<b>1</b> h	0	m	↔^	0	m	Compound	i
•	LOUNGE	E 02		WALL-Paint-Green-INT	~	♦	m	Floor / PORCE-60-White-Scree	ed-4 🗸	<b>\$</b> h	0	m	⇔^^	0	m	Compound	ł
<				> <b>&lt;</b>												>	`