



eTlipse
elements2



TL ROOMS

GUIDE (ENGLISH)

April 14, 2024

TL ELEMENTS: ROOMS - CONTEXTUAL MODELLING \\ GUIDE

TL ROOMS is a tool for filtering and manual selection of rooms; addition of finish materials to walls by associated rooms; insertion of walls to the external or internal side of existing walls of rooms; changing of join type for multiple walls; creation of walls, floors and ceilings (Revit 2022+ only) by selected room; adjustment of wall type by wall function and addition of profiles to walls. You can use the core functionalities of the TL Elements lists to handle elements selection and visualization. The standard TL Elements integrated visualization tools are also available to improve this workflow.

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 also provides helpful tooltips with descriptions of features that you may invoke by hovering your mouse over the buttons of the application.

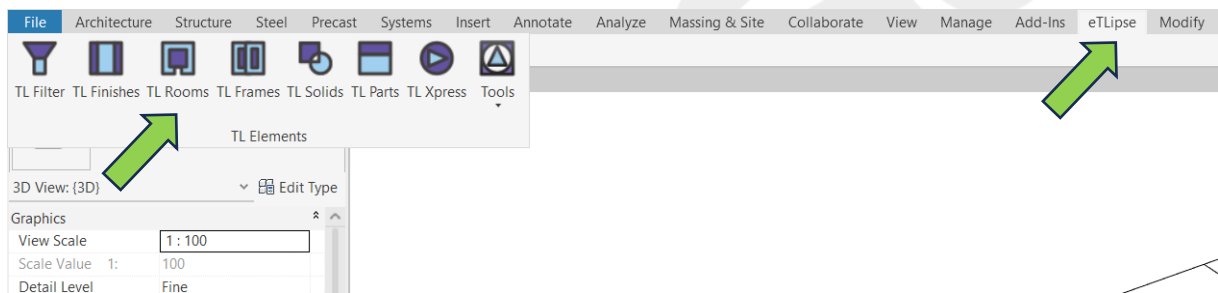


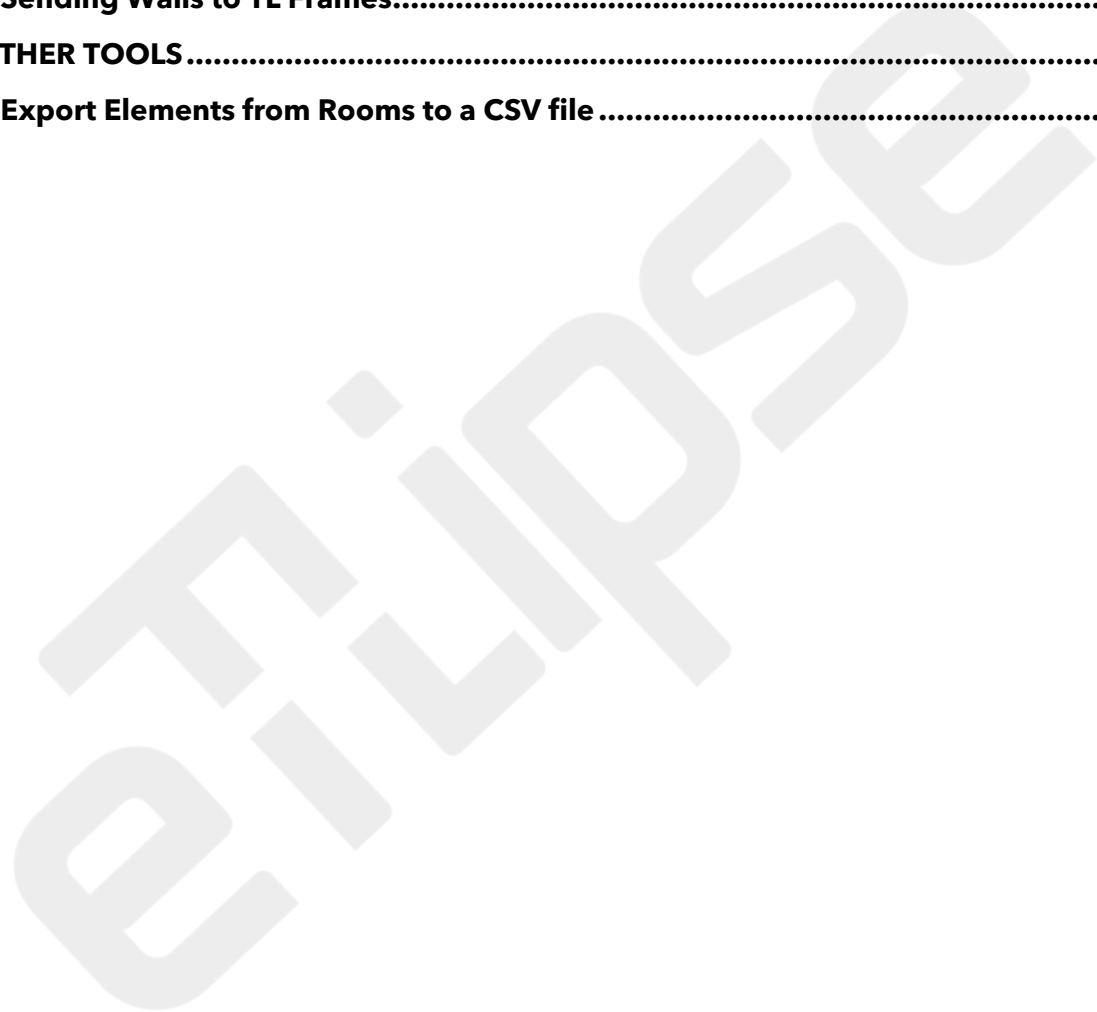
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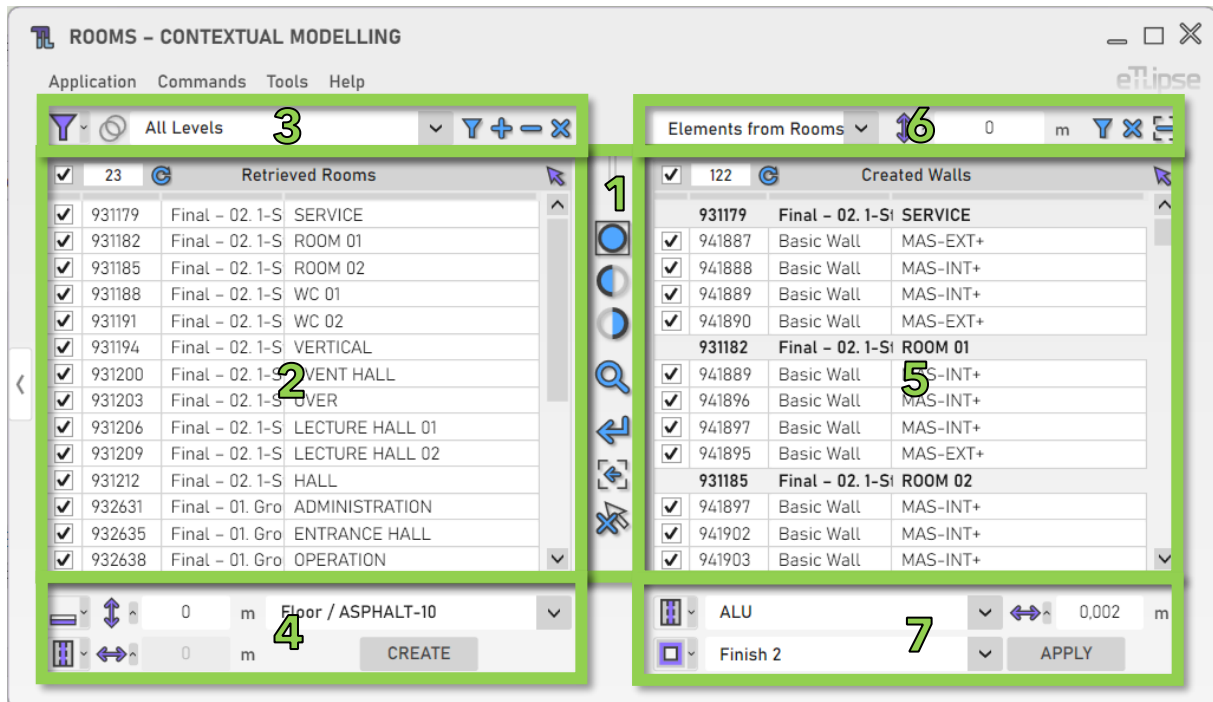
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TL ROOMS INTERFACE



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

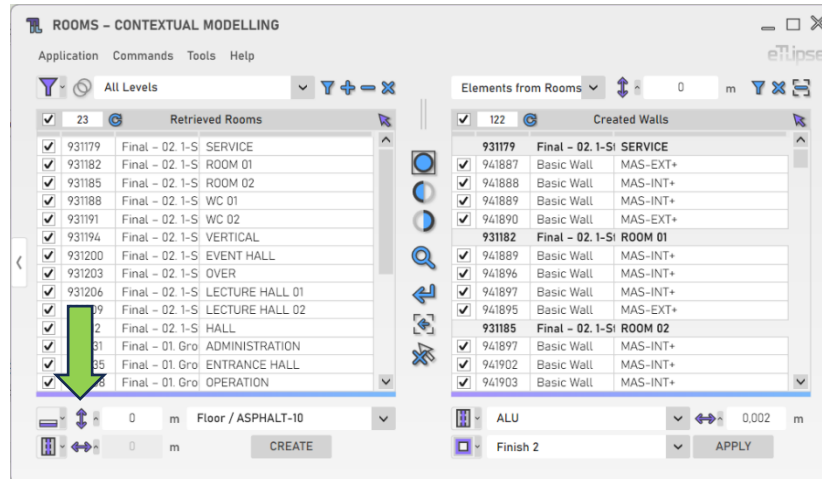
1. A set of visualization tools.
2. A list of elements of the Rooms category (Rooms Retrieval List).
3. A set of tools for rooms filtering (to fill the Rooms Retrieval List).
4. A set of tools for operations with the rooms checked in the Rooms Retrieval List.
5. A list of elements of the Walls/Columns/Structural Columns/Structural Framing/Room Separation Lines categories (Walls Retrieval List).
6. A set of tools for walls/columns/beams/separation lines filtering (to fill the Walls Retrieval List).
7. A set of tools for operations with the walls/columns/beams/separation lines checked in the Walls Retrieval List.

To learn how to use the controls in lists and the visualization tools, please, refer to the "TL List" and "TL Visualization Tools" guides.

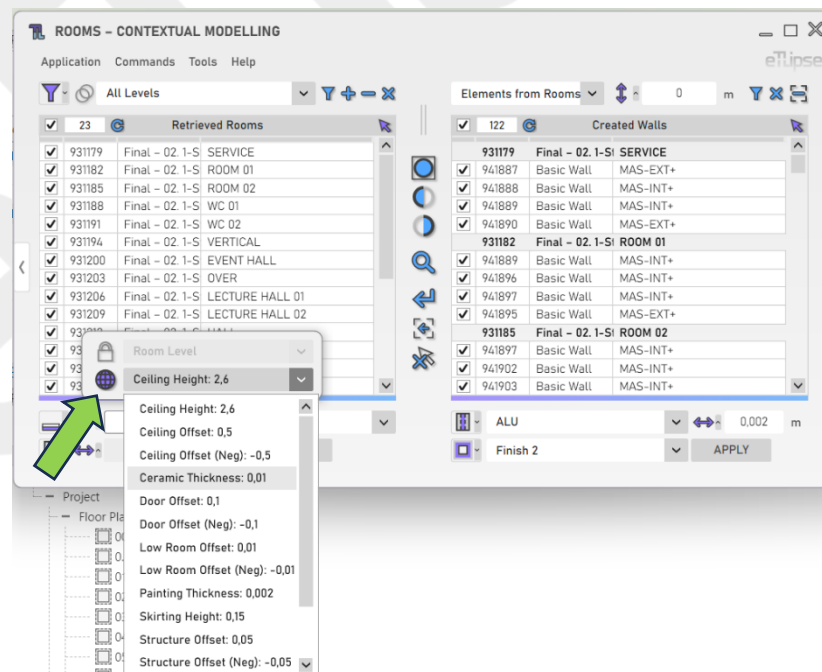
All numeric text boxes in the interface will assume values in the unit currently set for length in the active project (for the examples in this guide, it will be meter) and also can parse simple formulas of multiplication, division, subtraction and addition in this unit.

USE OF REVIT GLOBAL PARAMETERS

Before using any of the multiple features of TL Rooms, 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.).



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).



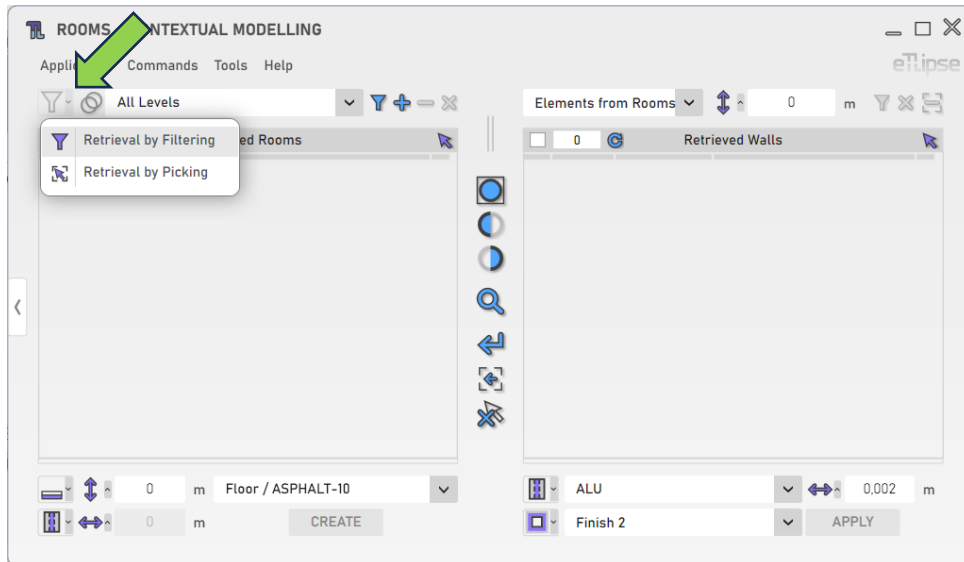
After clicking the button, we can click the "globe" icon to lock the field to one of the available global parameters of the respective unit type found in the active Revit project.

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

ROOMS RETRIEVAL

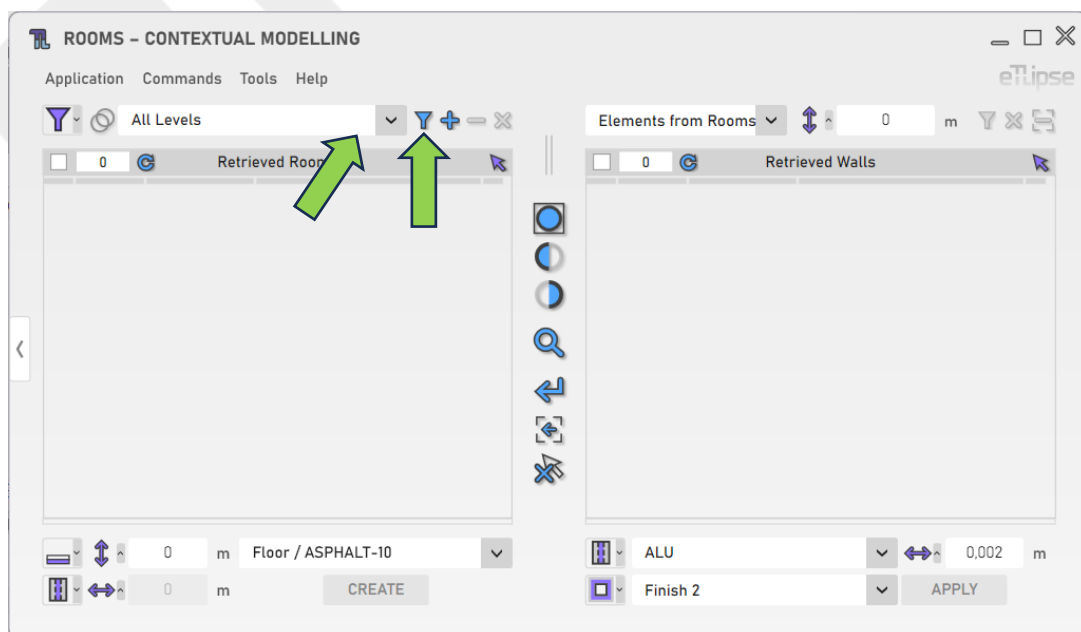
Retrieval Mode

You can retrieve rooms in two ways: by filtering them by level ("Filtering") or by picking the ones you wish in the Revit active view ("Picking"). You can set the retrieval mode in the "Toggle Retrieval Mode" dropdown box:



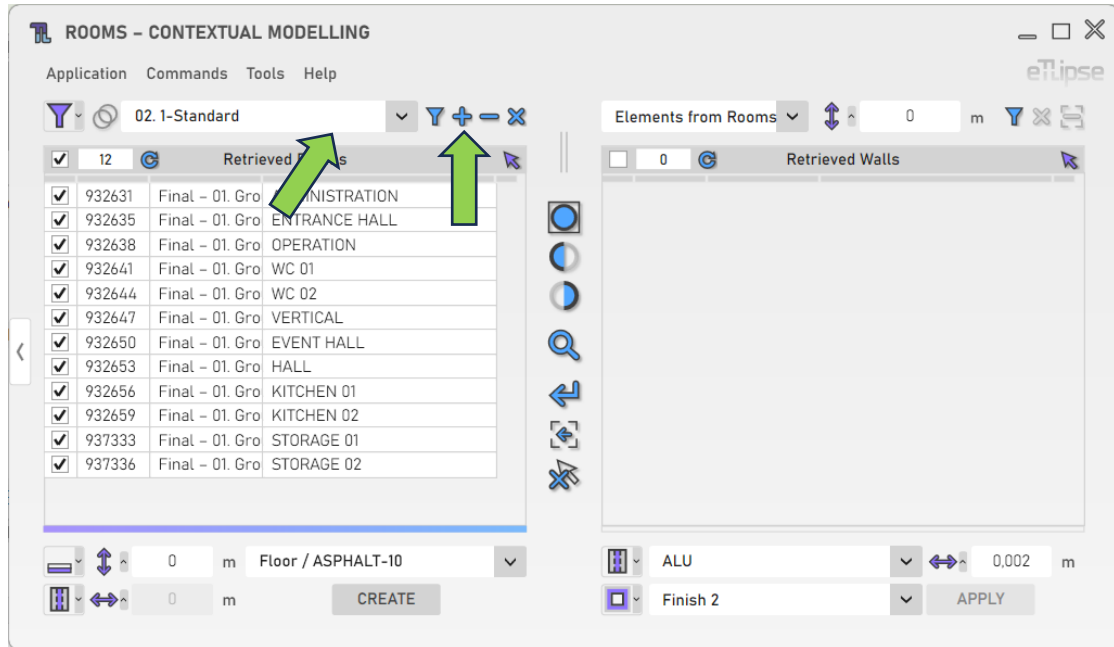
Retrieving Rooms by Level

In order to retrieve and list rooms of a level, you must choose a level in the "Room Levels" dropdown box and click the "Retrieve Rooms" button. In Manual mode, you'll have to pick the rooms of the chosen level in the Revit active view. Keep in mind that, if there are elements already selected in the Revit view, these elements are going to be listed, instead.



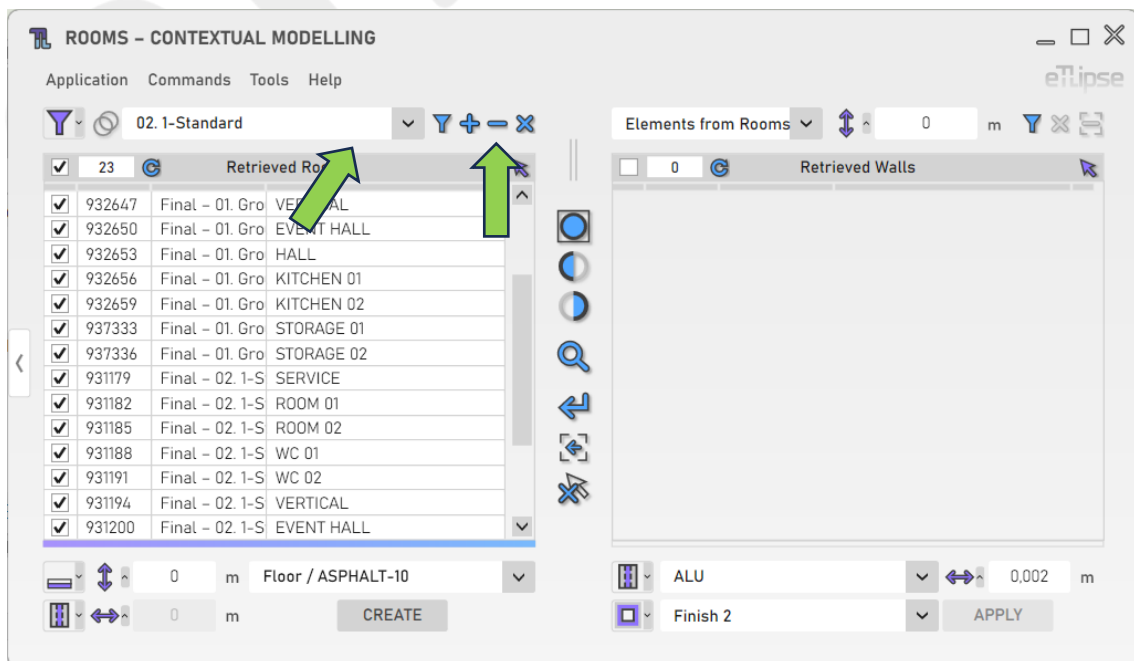
Adding Rooms by Level

In order to add rooms of a specific level to the list, you must choose a level in the “Room Levels” dropdown box and click the “Add Rooms” button. In Manual mode, you’ll have to pick the rooms of the chosen level you want to add in the Revit active view.



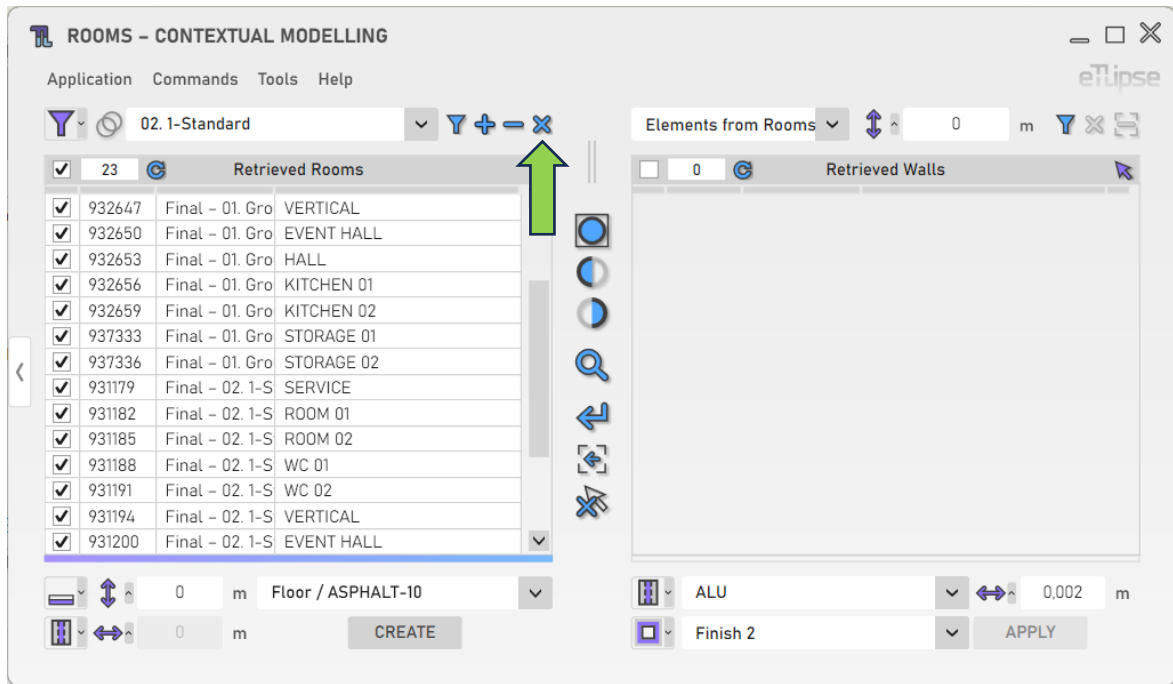
Removing Rooms by Level

In order to remove rooms of a specific level from the list, you must choose a level in the “Room Levels” dropdown box and click the “Remove Rooms” button. In Manual mode, you’ll have to pick the rooms of the chosen level you want to remove in the Revit active view.



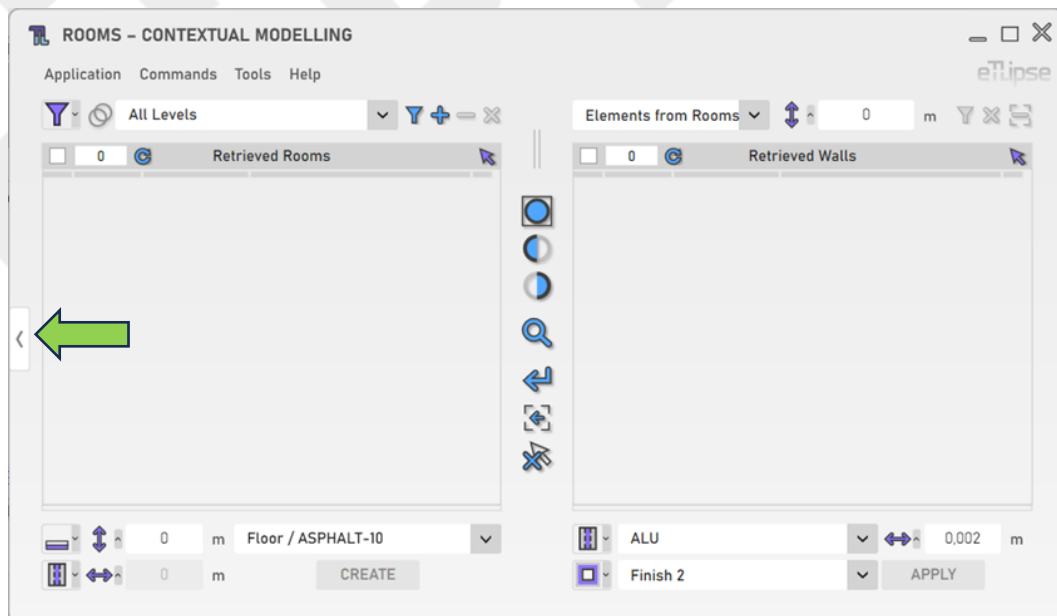
Clearing the List

In order to clear the list, you must click the “Clear List” button.



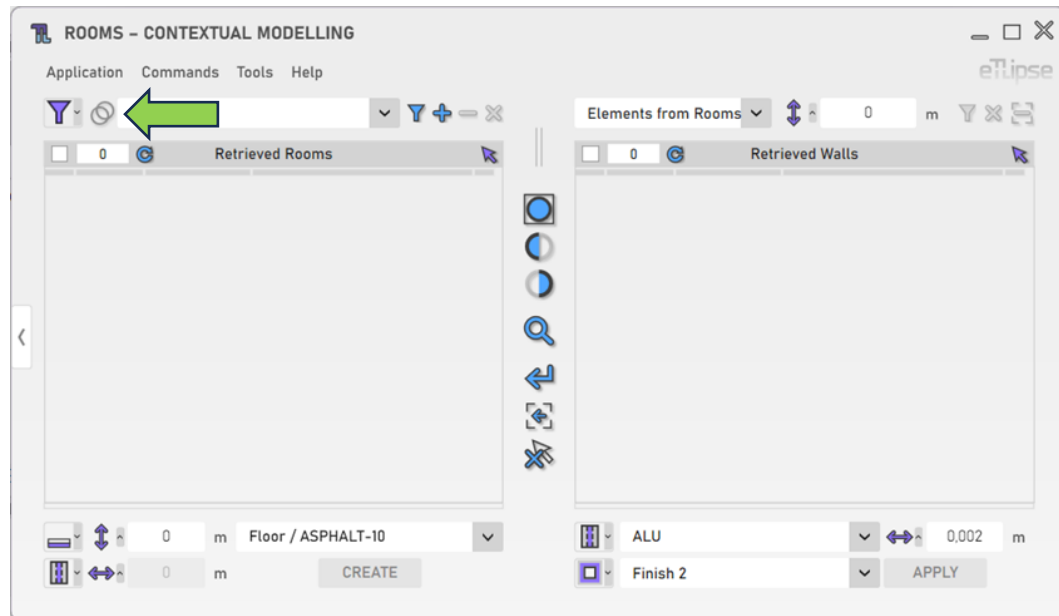
Using TL Filter to fill the Rooms List

At any time, you can click the “Slide to TL Filter” arrow button to bring rooms retrieved in TL Filter to the Rooms Retrieval List.



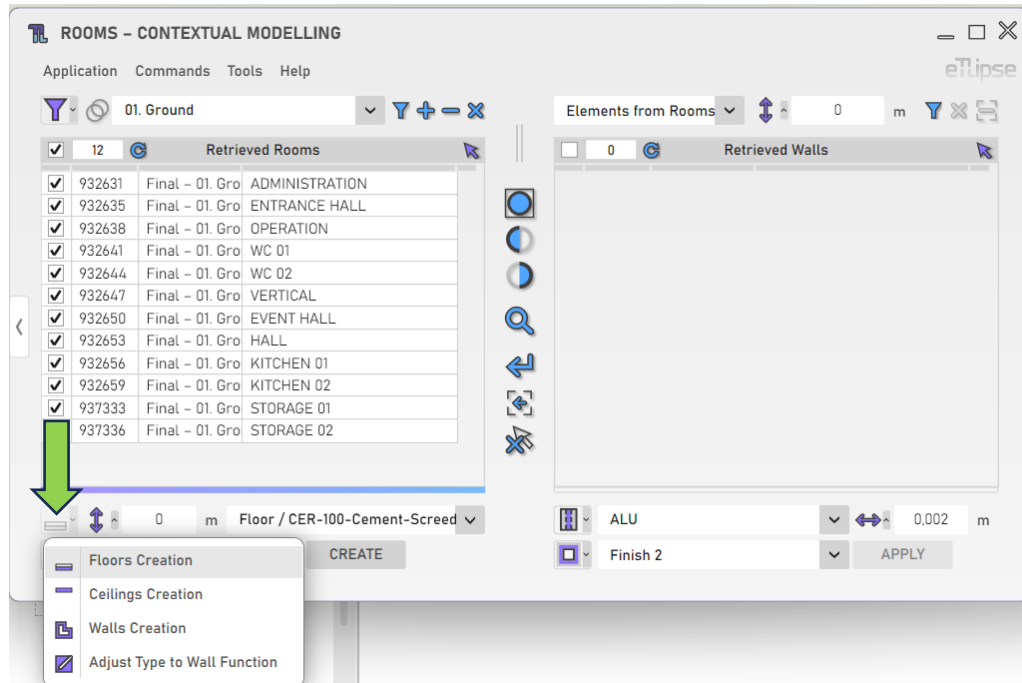
Retrieval of Rooms from Linked Models

You can click the “Toggle Allow Linked Rooms” to enable the possibility to list Rooms from linked projects in the Rooms Retrieval List.



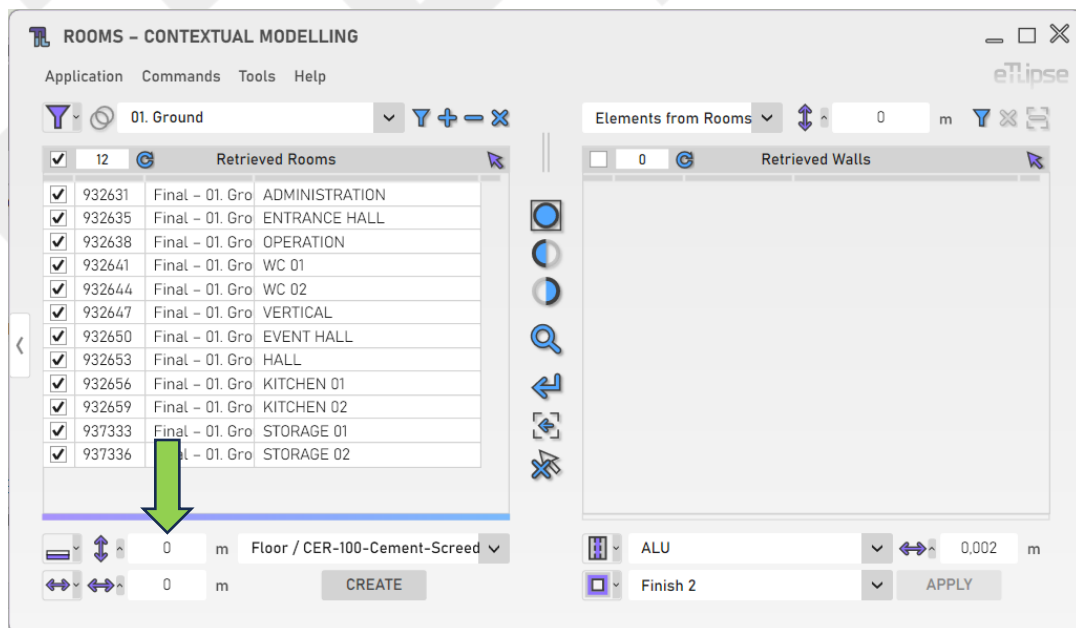
ROOMS OPERATION: FLOORS FROM ROOMS CREATION

In order to access the tools for creation of floors for the rooms checked in the Rooms Retrieval List, you must select the "Floors Creation" mode at the "Toggle Room Operation Mode" dropdown box.



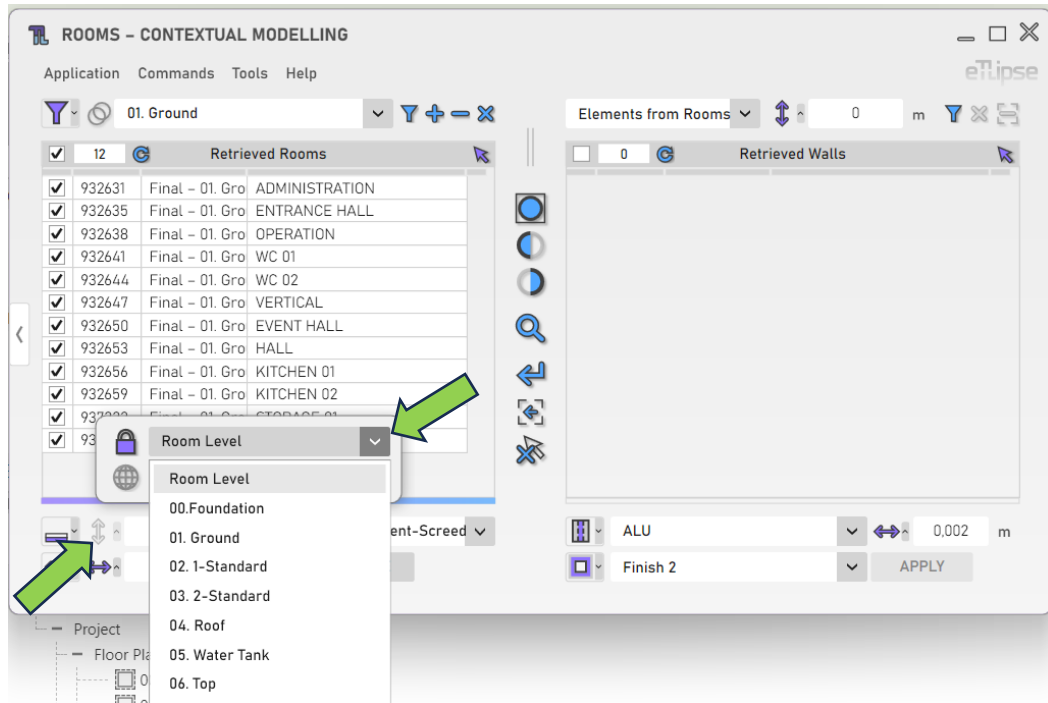
Floor Elevation

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



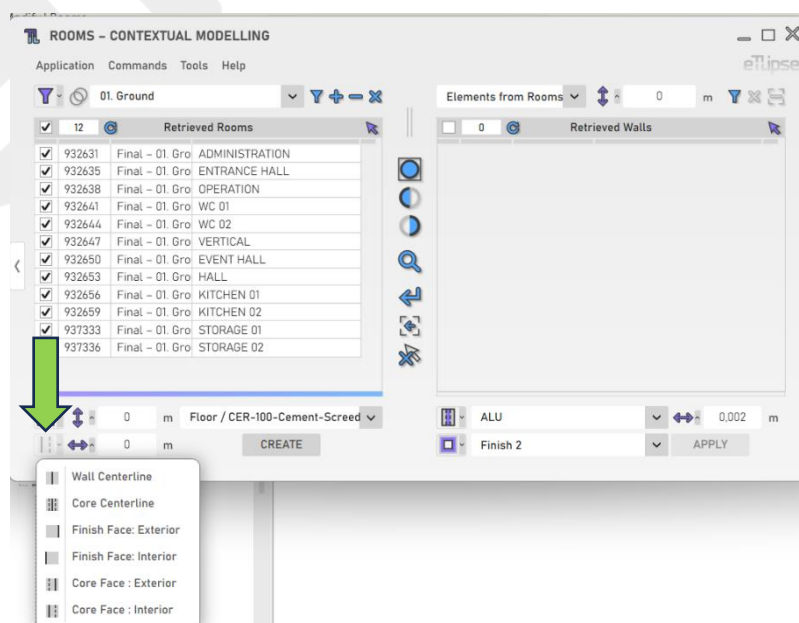
Changing the Reference Level

You can change the reference level for the floors elevation by clicking the respective icon and enabling the lock button and choosing a level in the popup panel that appears.



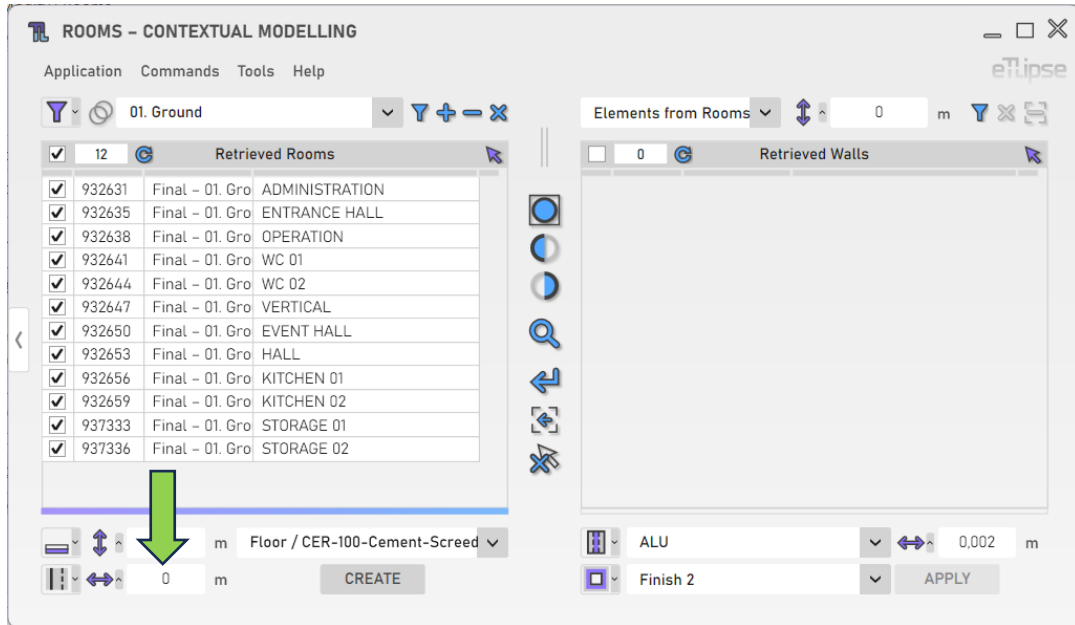
Floor Offset Parameter

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, click the "Toggle Floor Offset Parameter Mode" button.



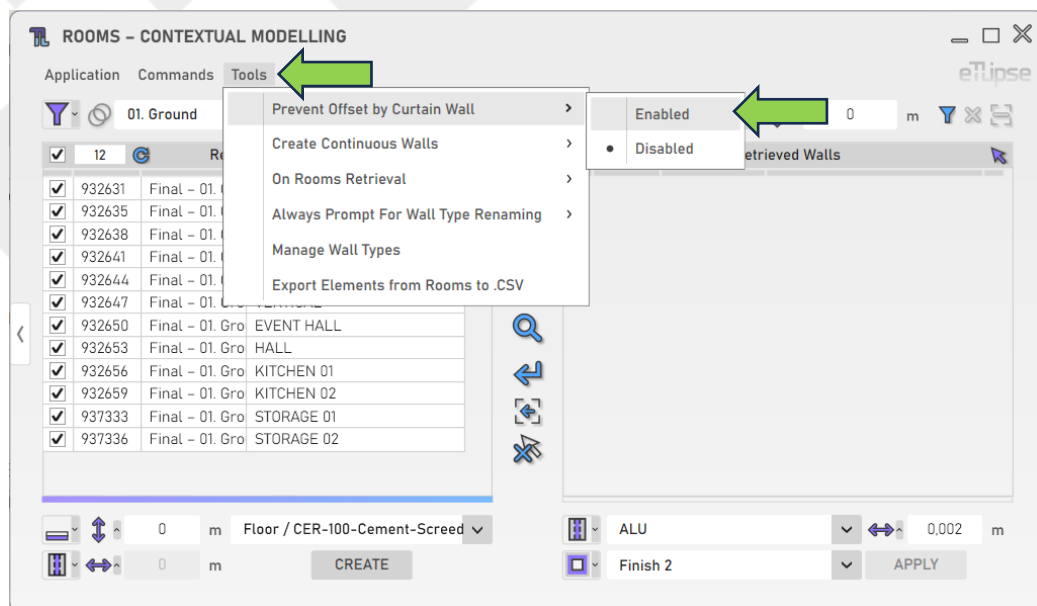
Floor Horizontal Offset

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.



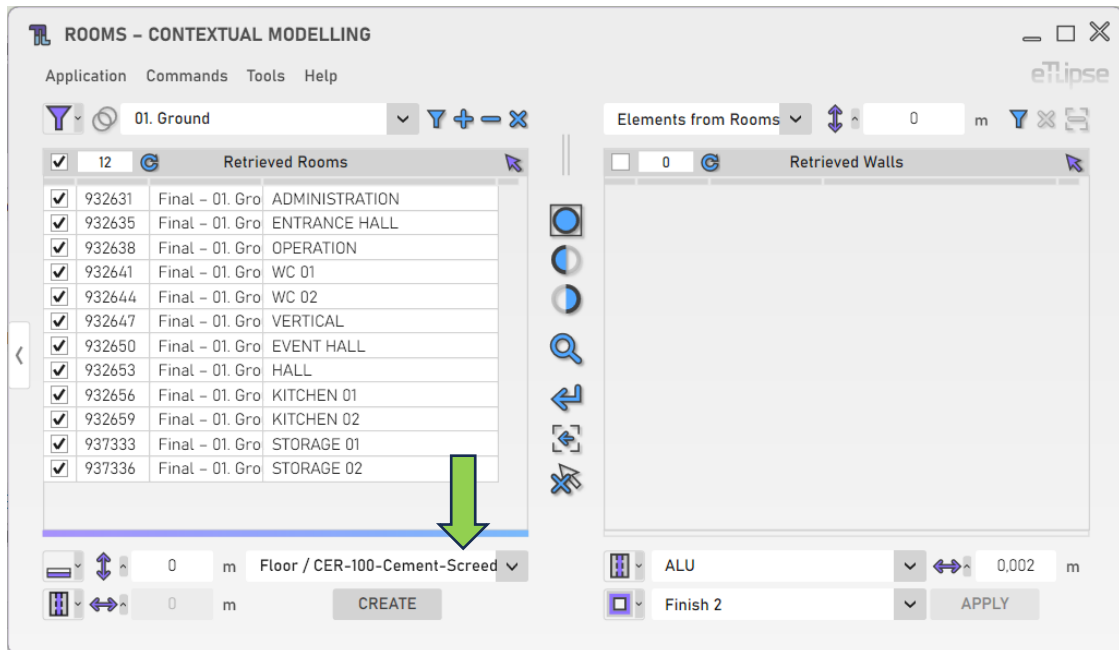
Prevent Offset by Curtain Wall

In order to prevent the application of the horizontal offset in room boundaries generated by curtain walls, you need to enable the "Prevent Offset by Curtain Wall" option at the "Tools>Prevent Offset by Curtain Wall" menu.



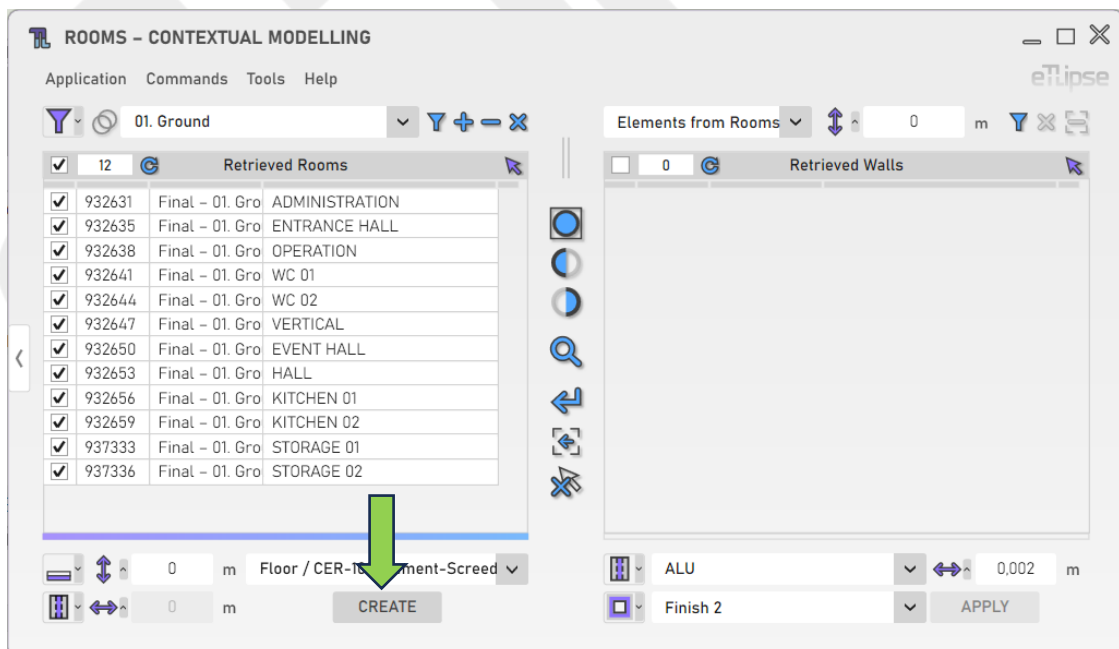
Floor Type

To set the type of the floors to be created, choose a floor type at the "Floor Type" dropdown box.



Creating Floors

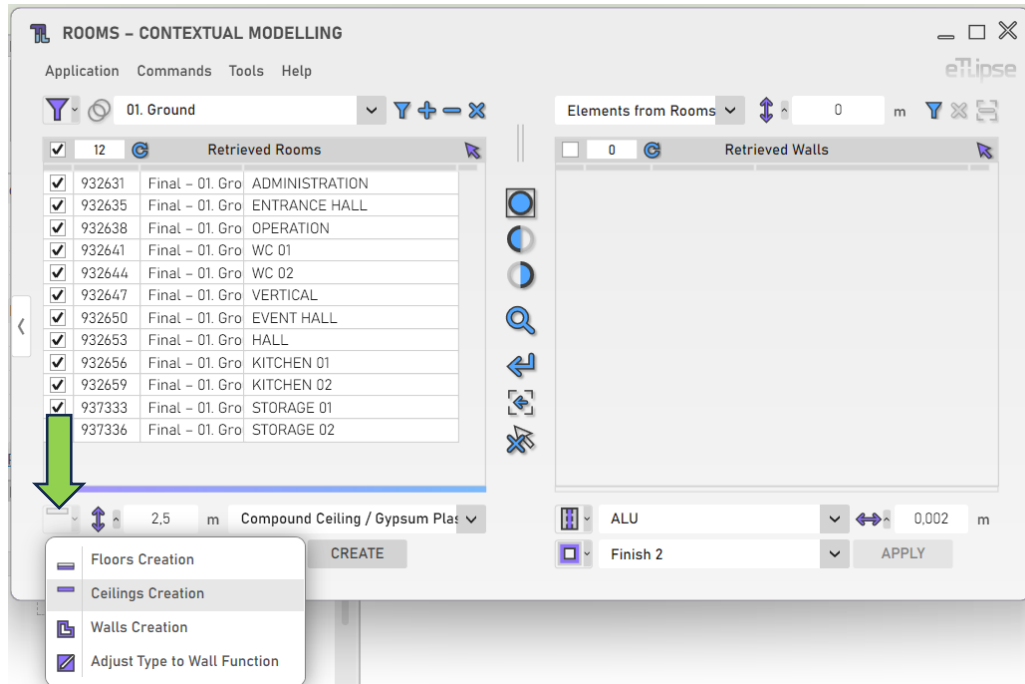
To create the floors with the provided settings, click the "Create Floors" button.



ROOMS OPERATION: CEILINGS FROM ROOMS CREATION

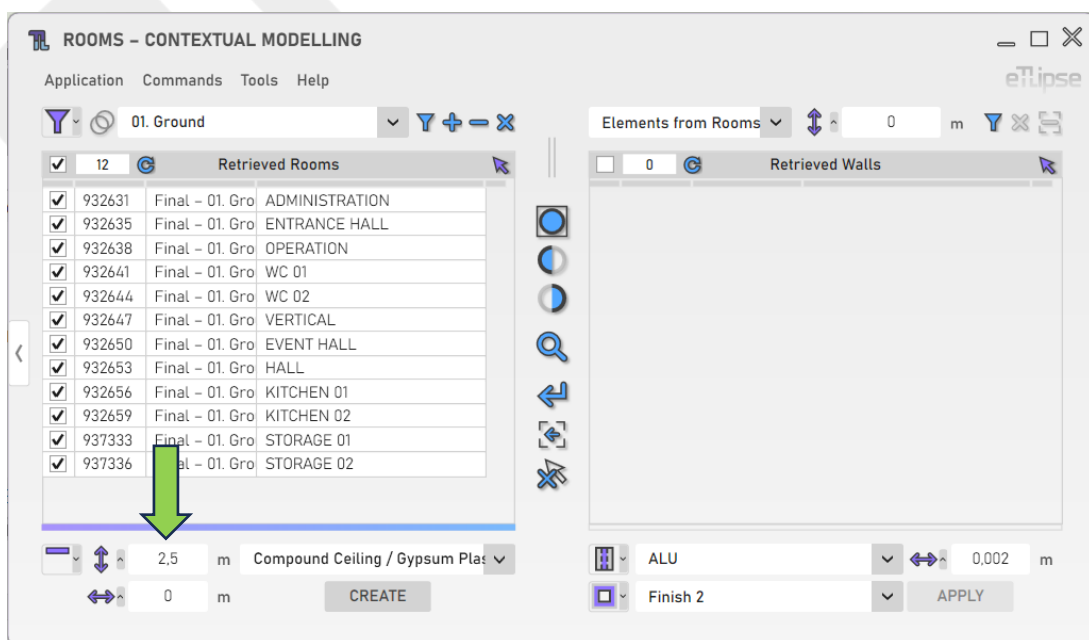
In order to access the tools for creation of ceilings for the rooms checked in the Rooms Retrieval List, you must select the "Ceilings Creation" mode at the "Toggle Room Operation Mode" dropdown box.

IMPORTANT: this feature is only available for versions 2022 and above of Revit.



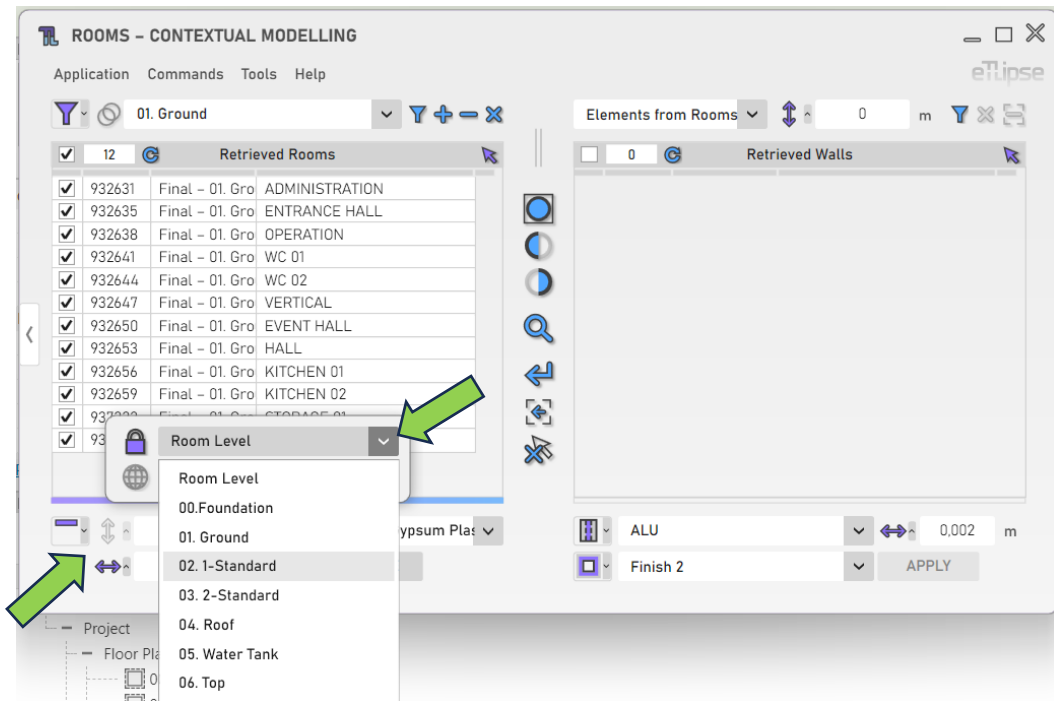
Ceiling Elevation

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



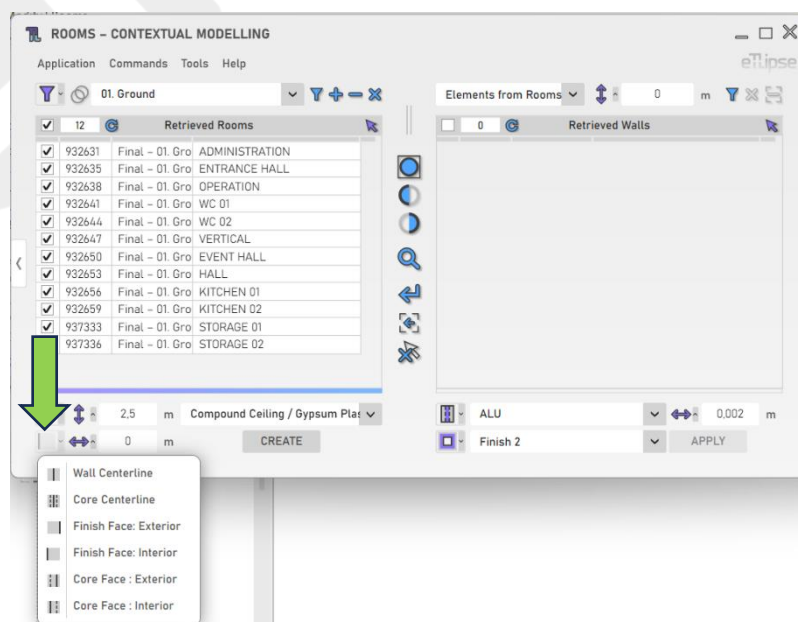
Changing the Reference Level

You can change the reference level for the ceilings elevation by clicking the respective icon and enabling the lock button and choosing a level in the popup panel that appears.



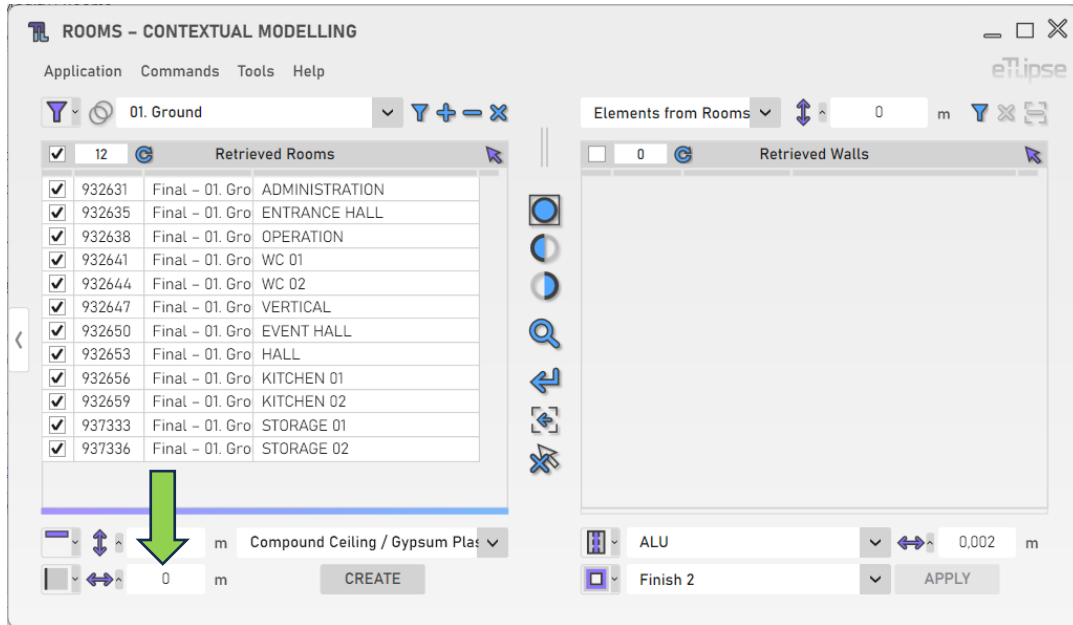
Ceiling Offset Parameter

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, click the "Toggle Ceiling Offset Parameter Mode" button.



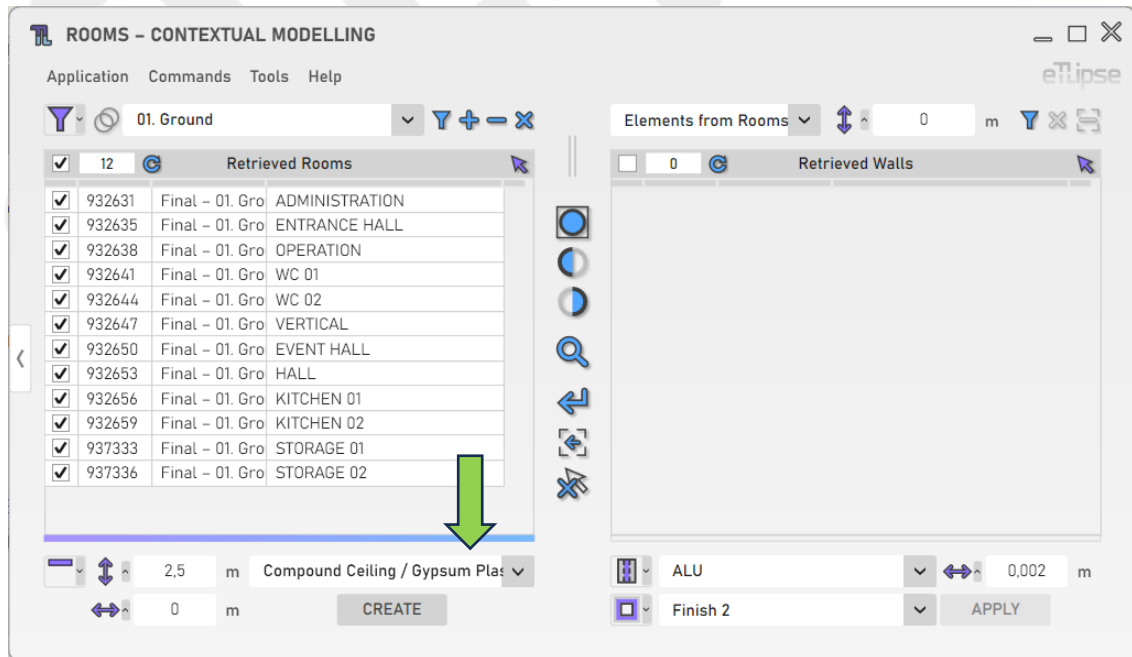
Ceiling Horizontal Offset

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.



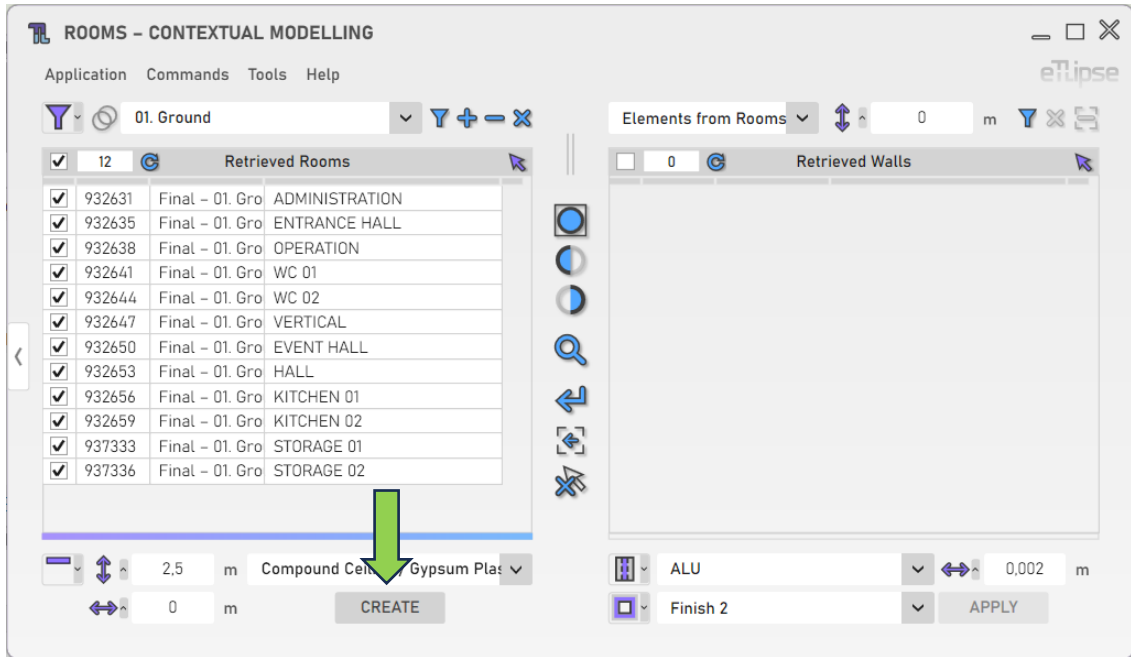
Ceiling Type

To set the type of the ceilings to be created, choose a ceiling type at the "Ceiling Type" dropdown box.



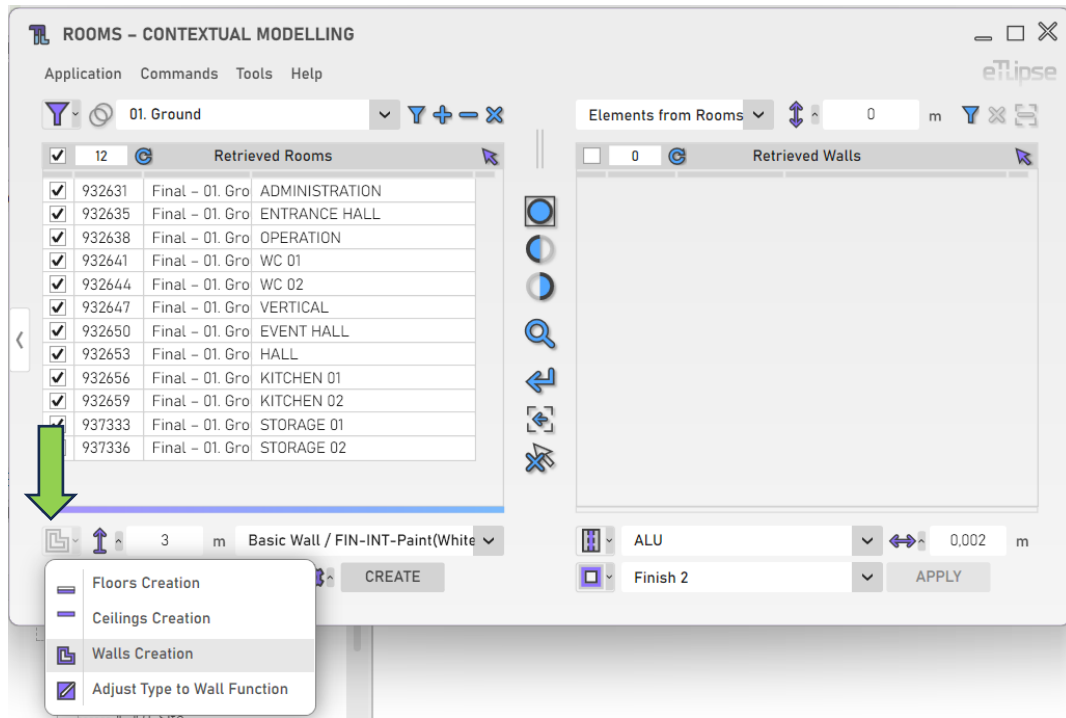
Creating Ceilings

To create the ceilings with the provided settings, click the “Create Ceilings” button.



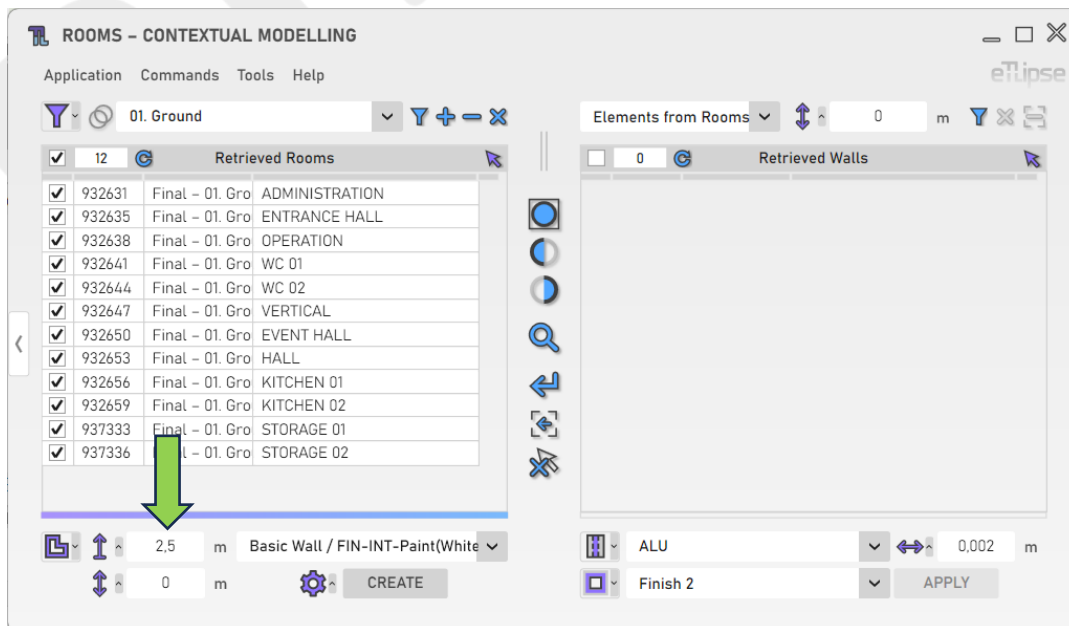
ROOMS OPERATION: WALLS FROM ROOMS CREATION

In order to access the tools for creation of walls along the inner perimeter of each room checked in the Rooms Retrieval List, you must select the “Walls Creation” mode at the “Toggle Room Operation Mode” dropdown box.



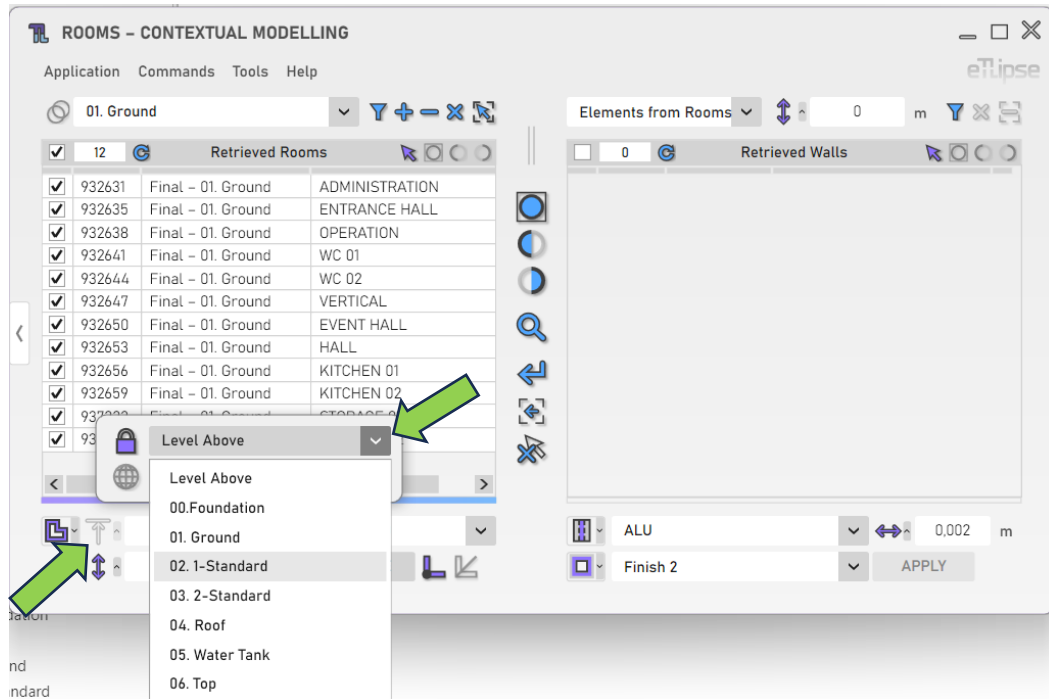
Wall Height

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



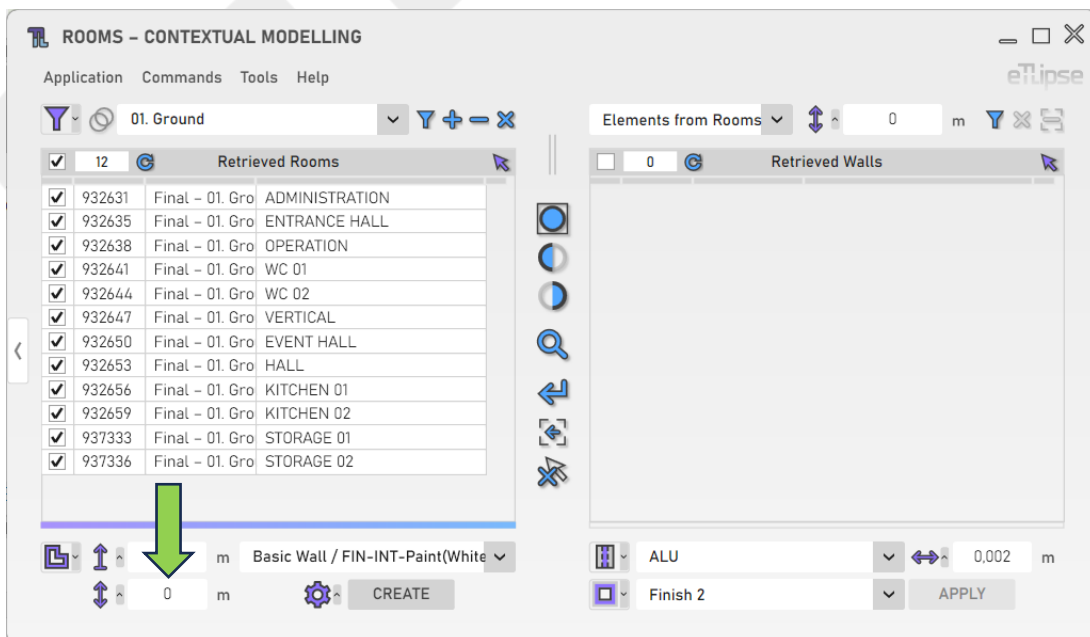
Wall Top Offset Lock

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.



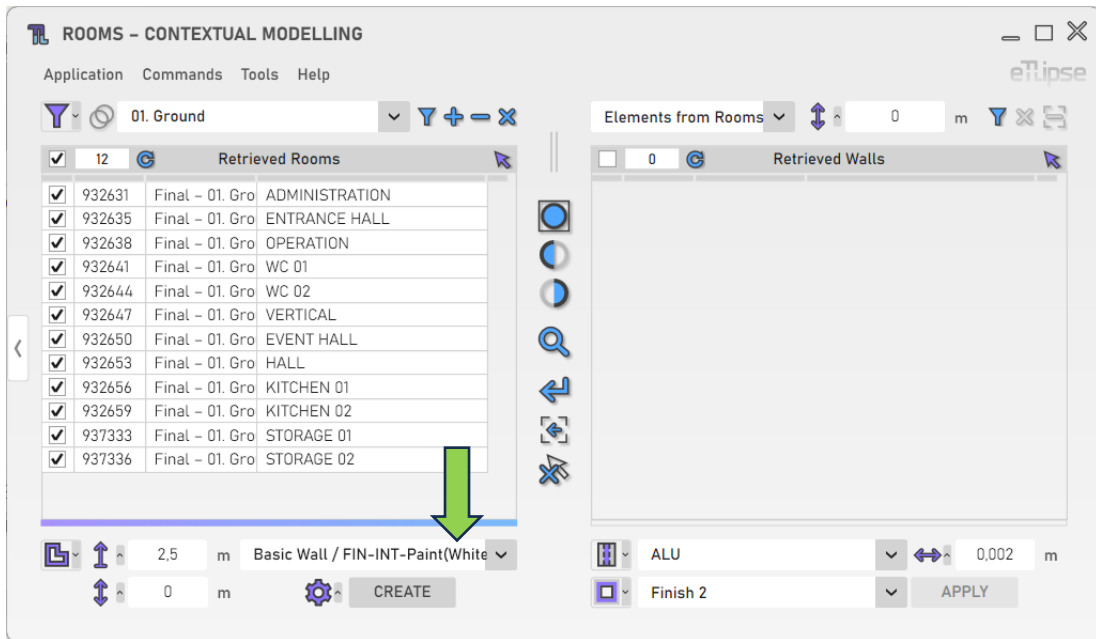
Wall Elevation

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



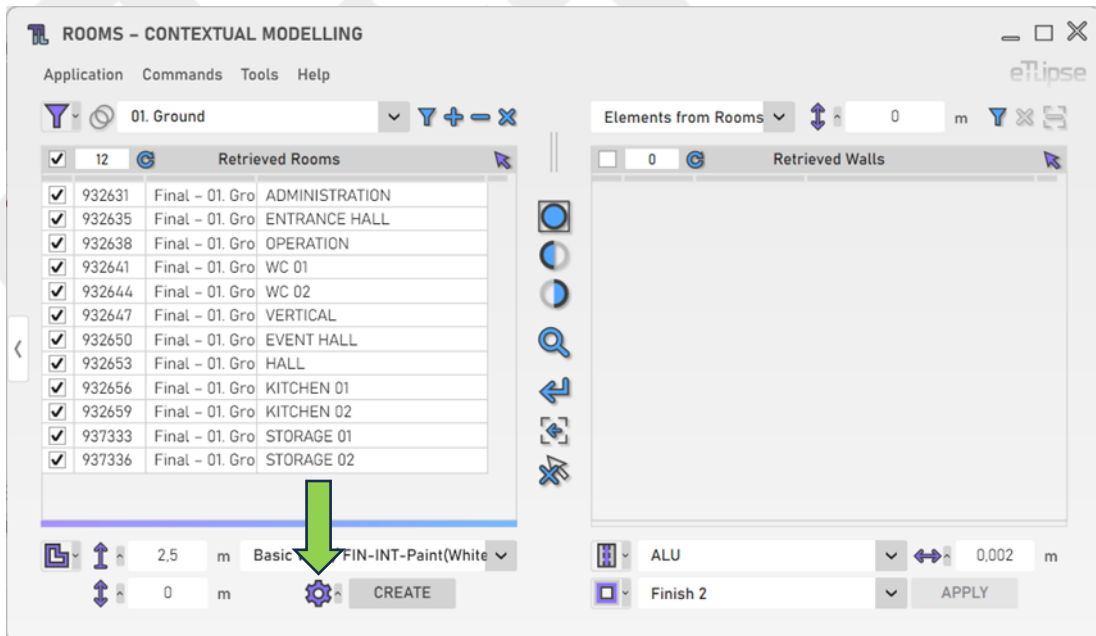
Wall Type

To set the type of the walls to be created, choose a wall type at the “Wall Type” dropdown box.



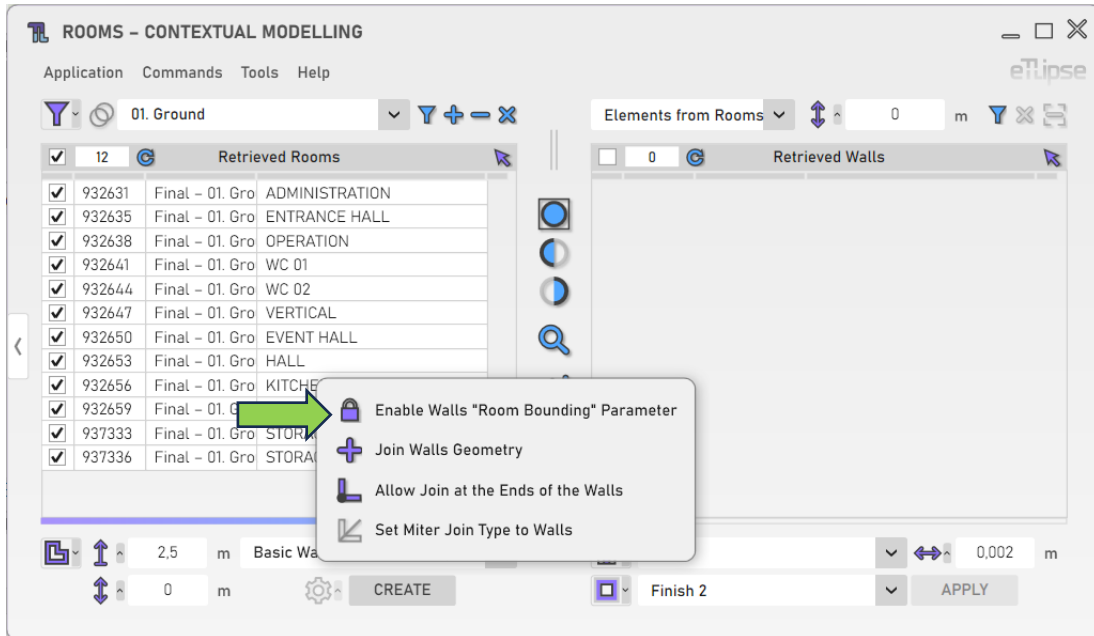
Additional Settings

Some features provide a greater number of settings and options. To access these settings, click the “Additional Settings” button.



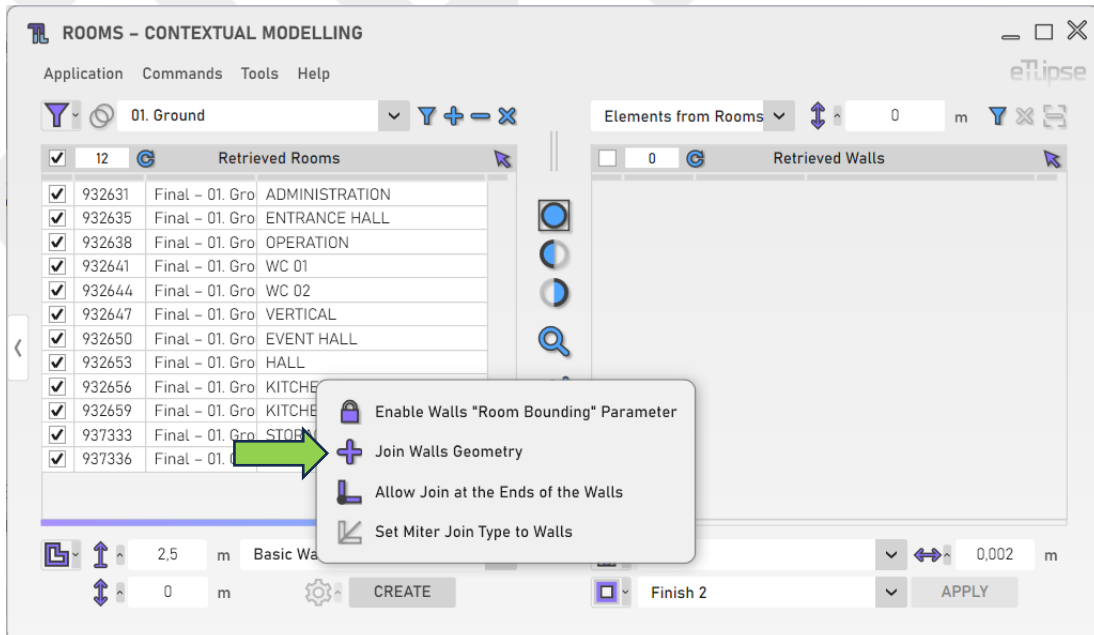
Room Bounding by Finish Wall

To automatically enable the “Room Bounding” Revit parameter of the walls to be created, you must enable the “Toggle Room Bounding for New Walls” button.



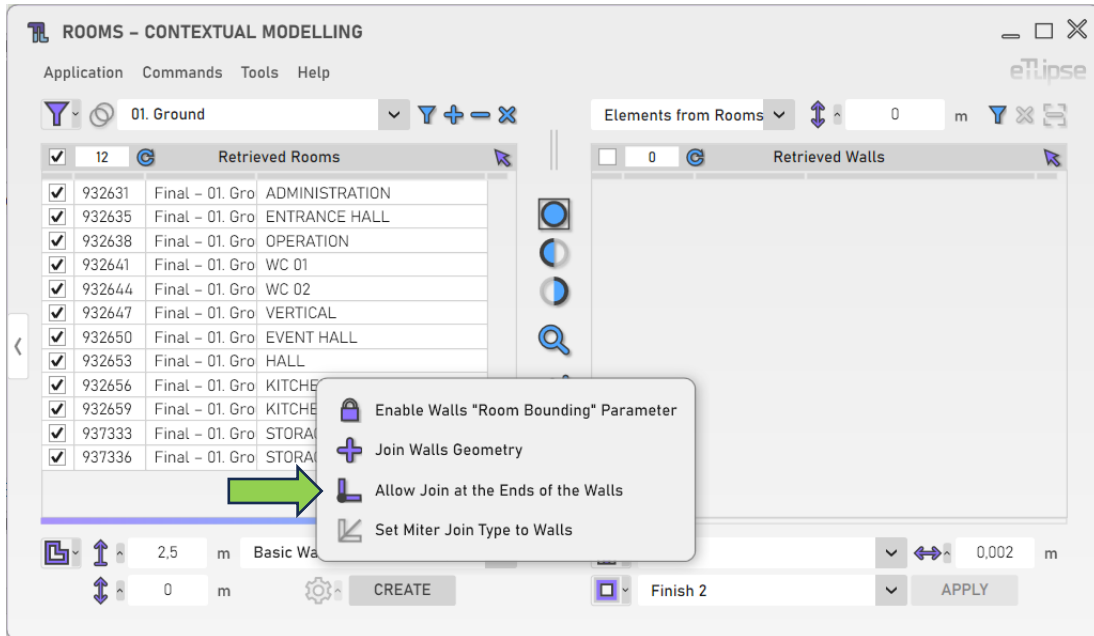
Join Geometry

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.



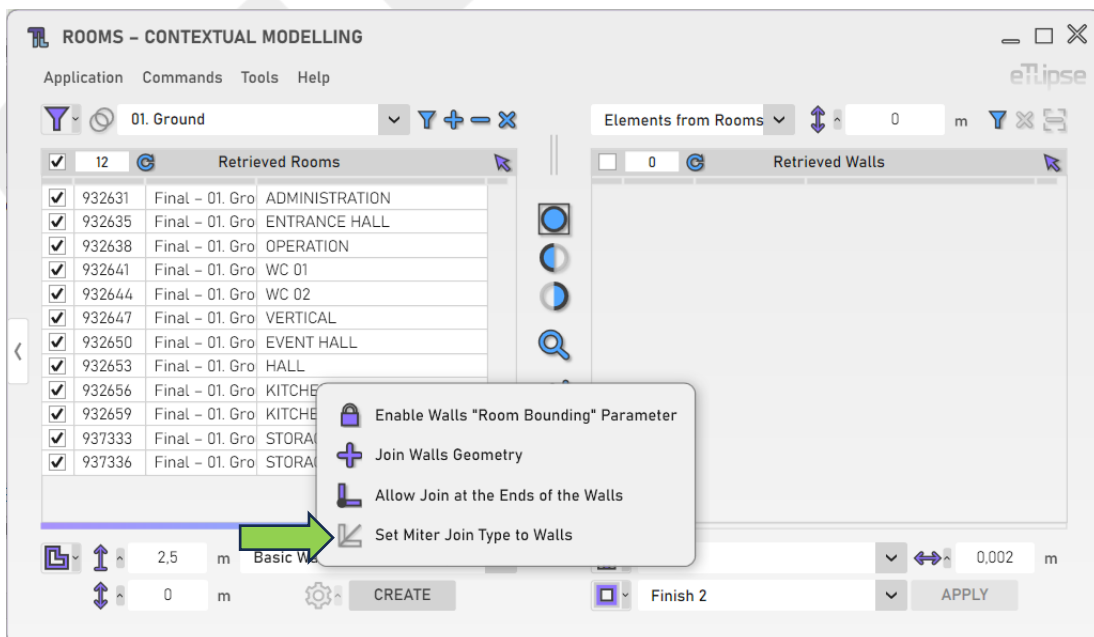
Allow Join

To automatically allow joins at ends of the walls to be created, you must enable the “Toggle Allow Join” button.



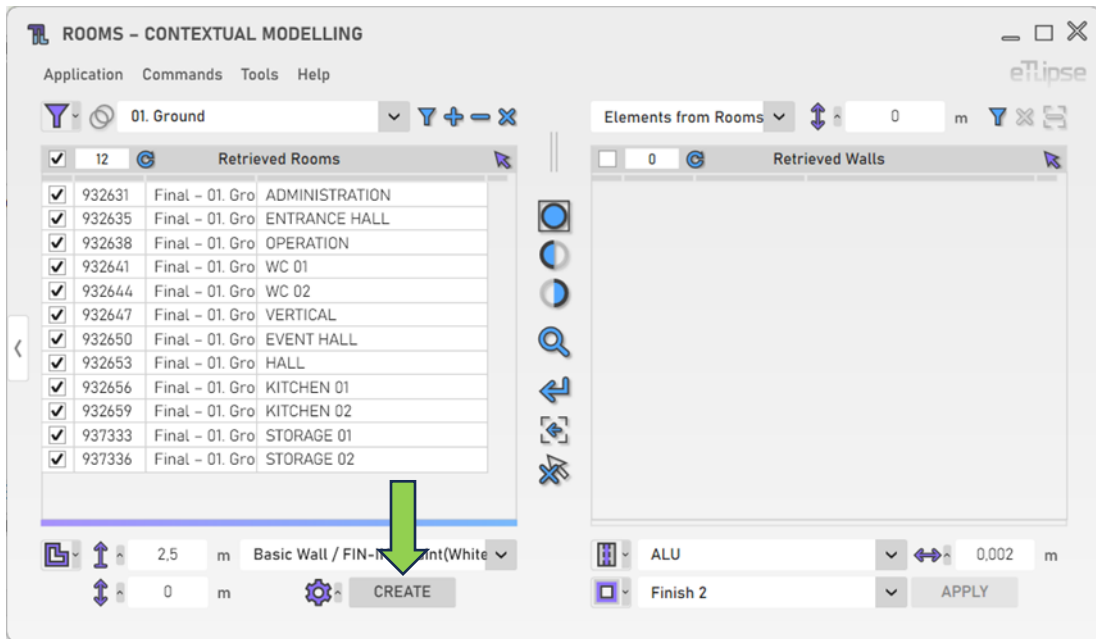
Join Type Miter

To automatically apply the “miter” join type to the ends of the walls to be created, you must enable the “Toggle Join Type Miter” button.



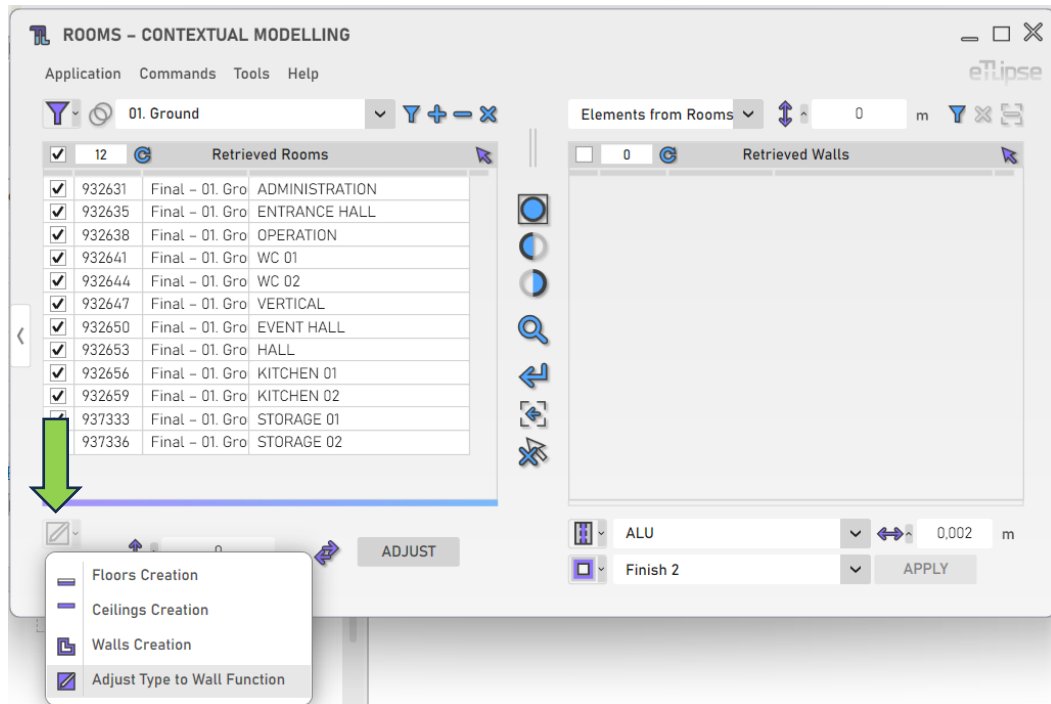
Creating Walls

To create the walls with the provided settings, click the "Create Walls" button.



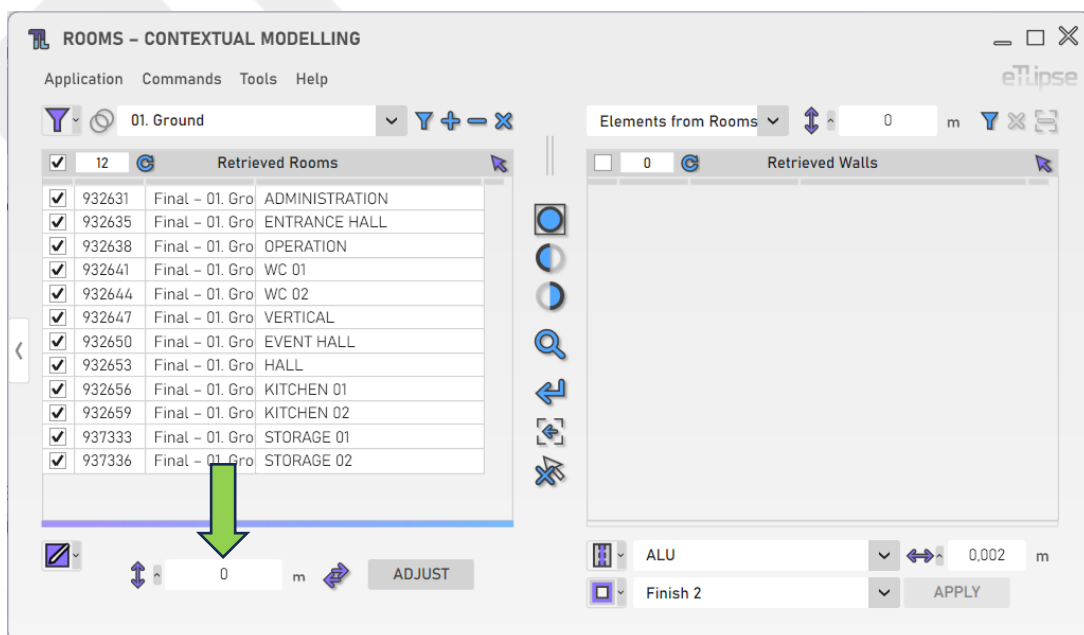
ROOMS OPERATION: ADJUSTMENT OF TYPE TO WALL FUNCTION

In order to access the tools for adjustment of walls type to the function (interior or exterior) they perform regarding the group of selected rooms, you must select the "Adjust Type To Wall Function" mode at the "Toggle Room Operation Mode" dropdown box.



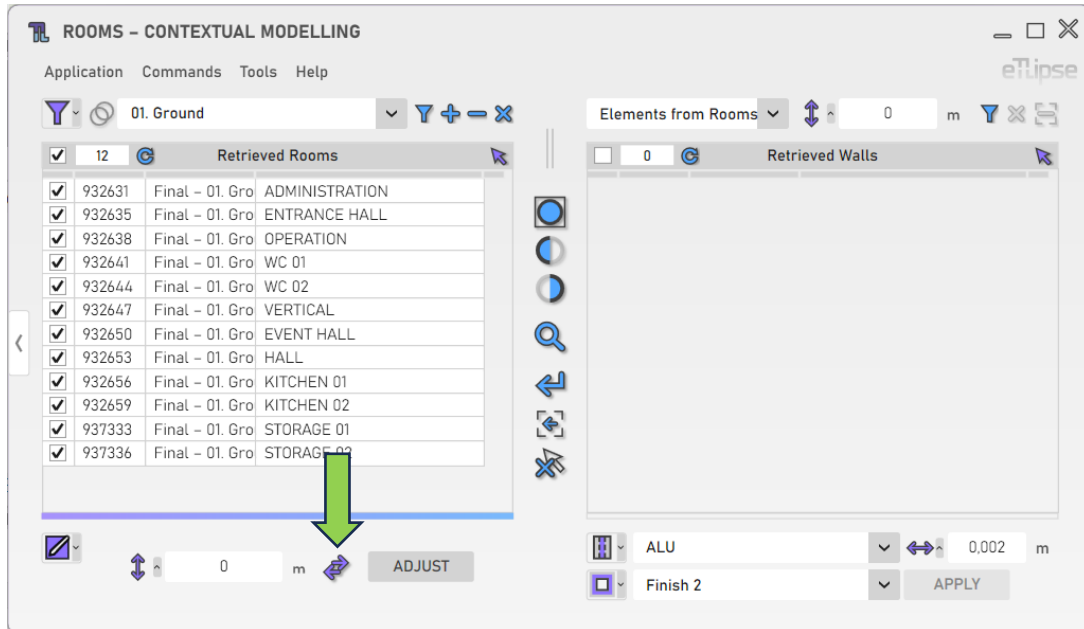
Walls Computation Height

Provide a length value in the indicated text box to determine the height where you wish to find the bounding walls to have the type adjustment.



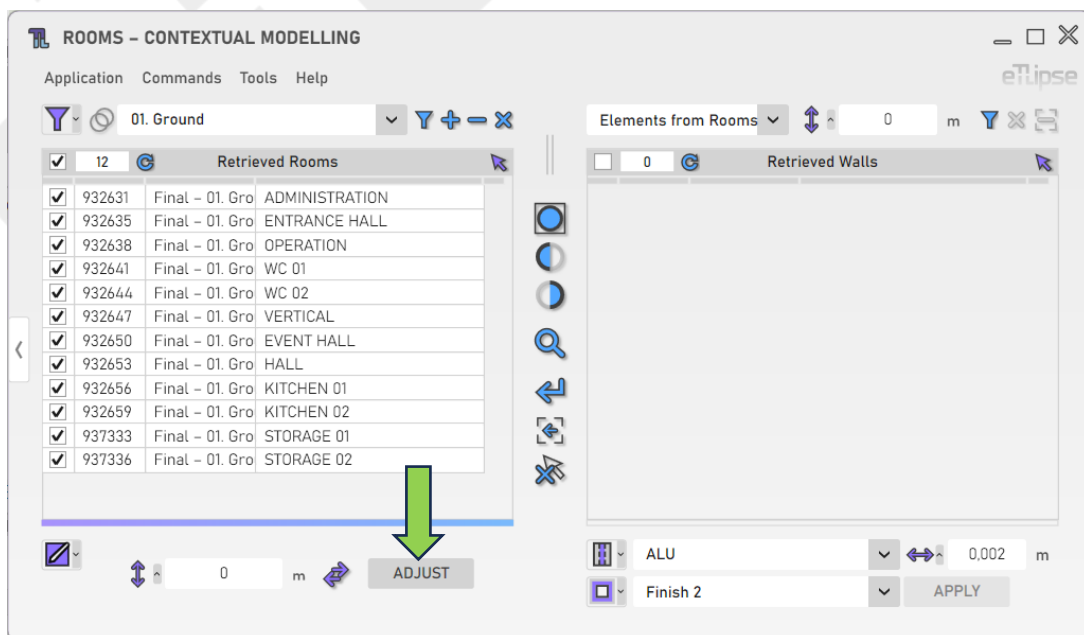
Flip Reversed External Walls

To automatically flip the external walls with their exterior side facing the interior of their respective rooms, you must enable the "Toggle Flip Reversed External Walls" button.



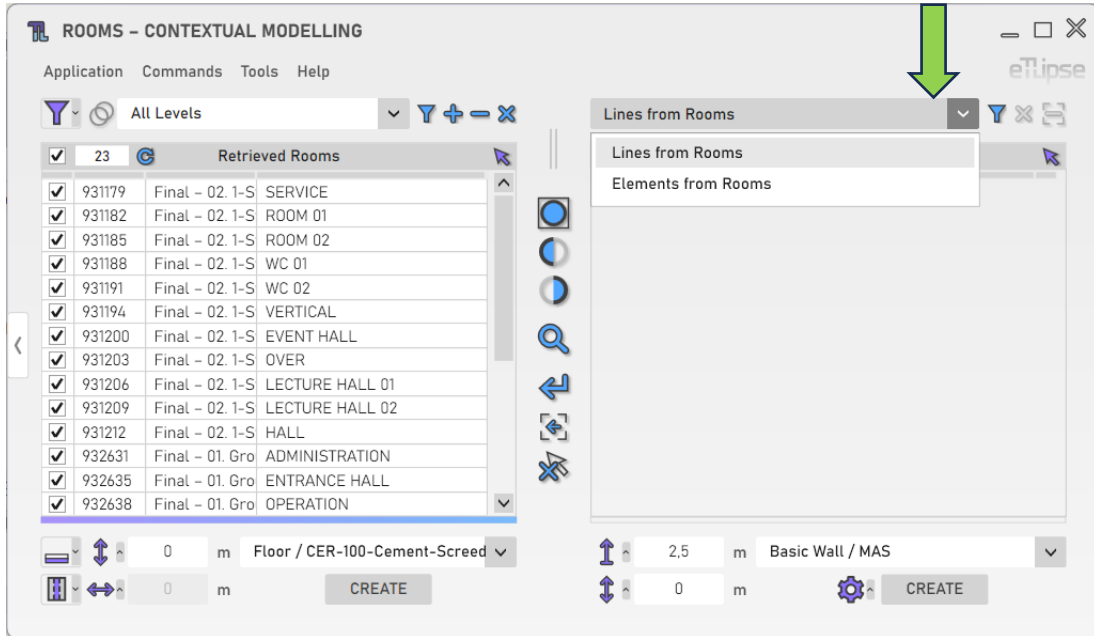
Adjusting Type to Wall Function

To adjust the type of the walls enclosing the checked rooms based on the function (interior or exterior) they perform regarding the group of selected rooms, click the "Adjust Type to Wall Function" button.

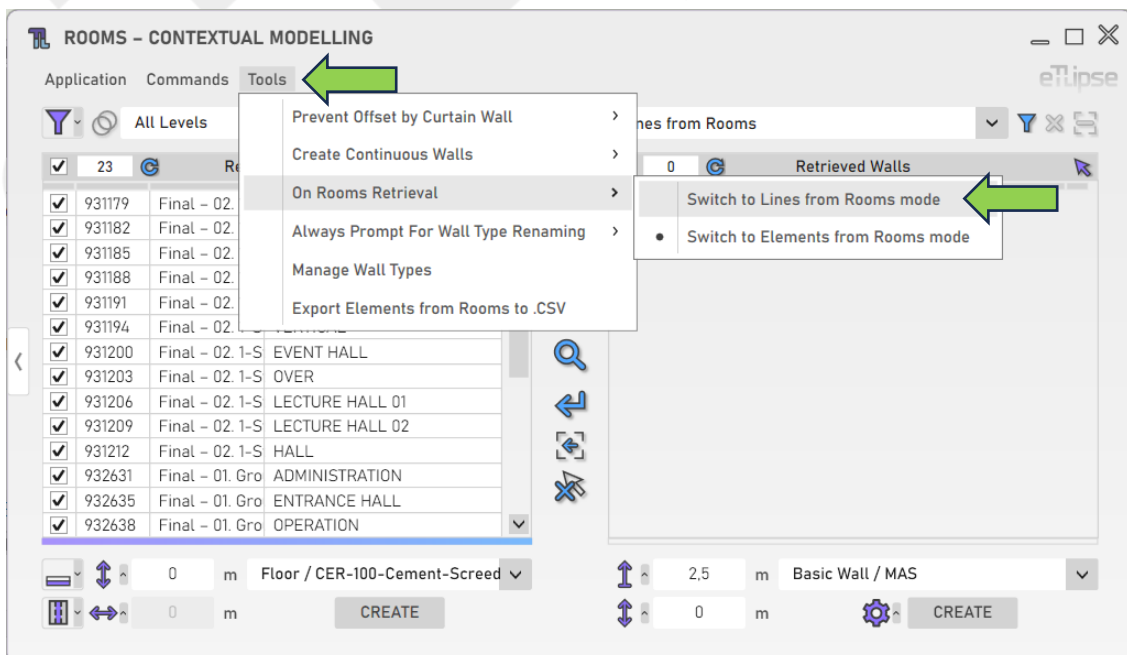


WALLS RETRIEVAL: LINES FROM ROOMS

If the rooms checked in the Rooms Retrieval List are enclosed by room separation lines, you can list these lines and use them in operations of wall creation. To enable this specific retrieval mode, you need to have rooms checked in the Rooms Retrieval List and then, select the “Lines from Rooms” mode at the “Rooms Boundaries Modes” dropdown box.

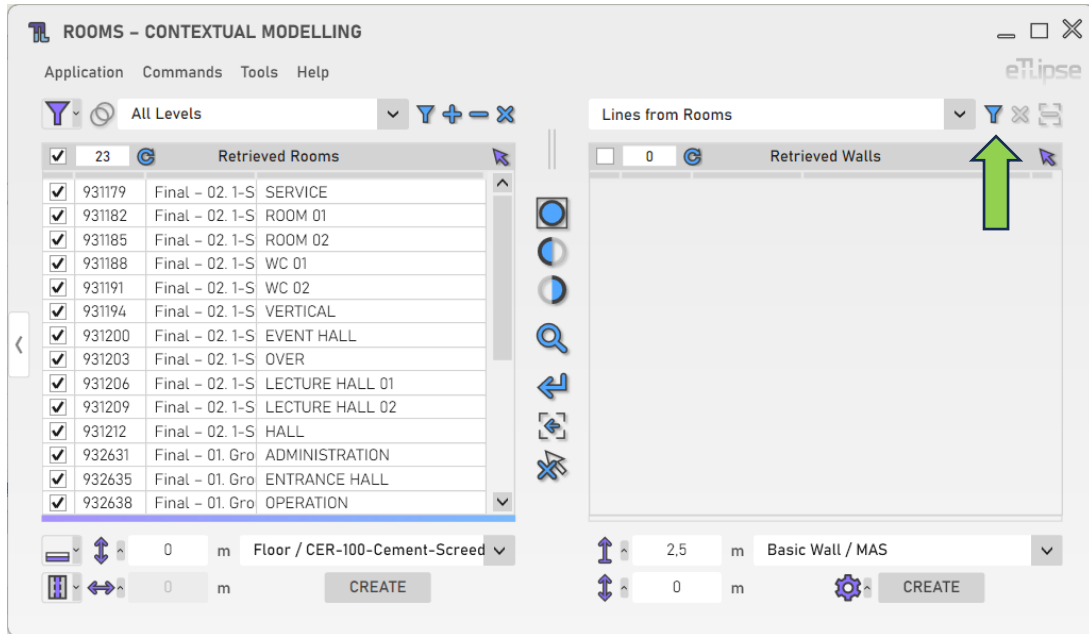


If you wish the “Lines from Rooms” mode to be automatically selected once a list of rooms is retrieved, you can set this at the “Tools>On Rooms Retrieval” menu.



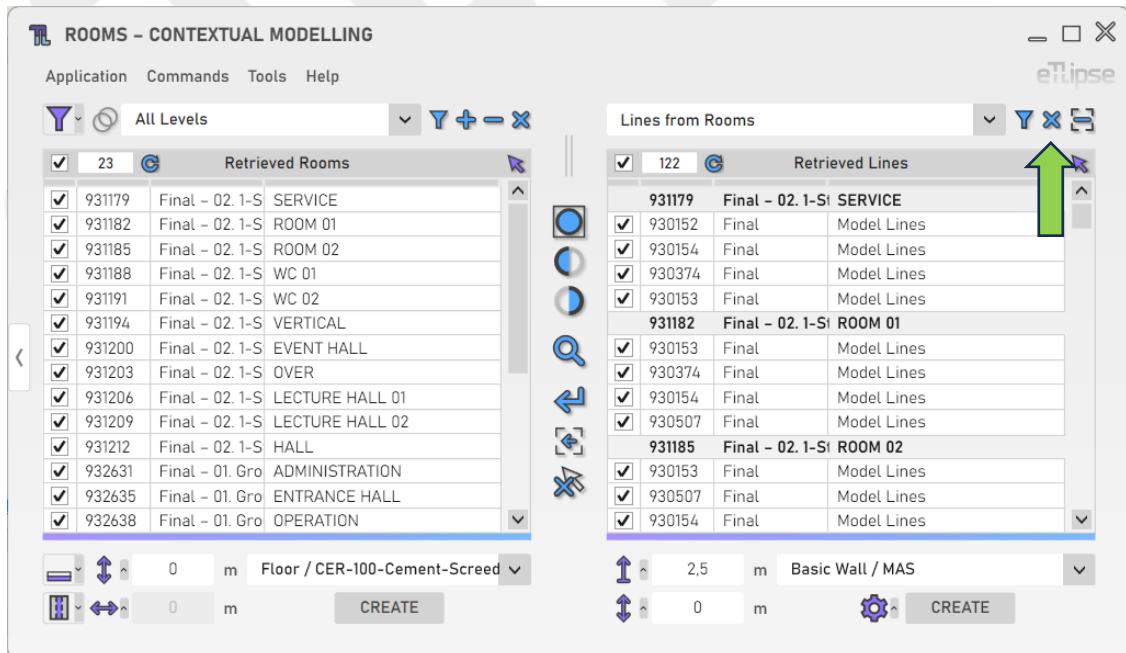
Retrieving Lines from Rooms

With at least one room checked in the Rooms Retrieval List, you can click the “Retrieve Separation lines from Rooms” button to list the checked rooms with their respective enclosing lines in the Walls Retrieval List.



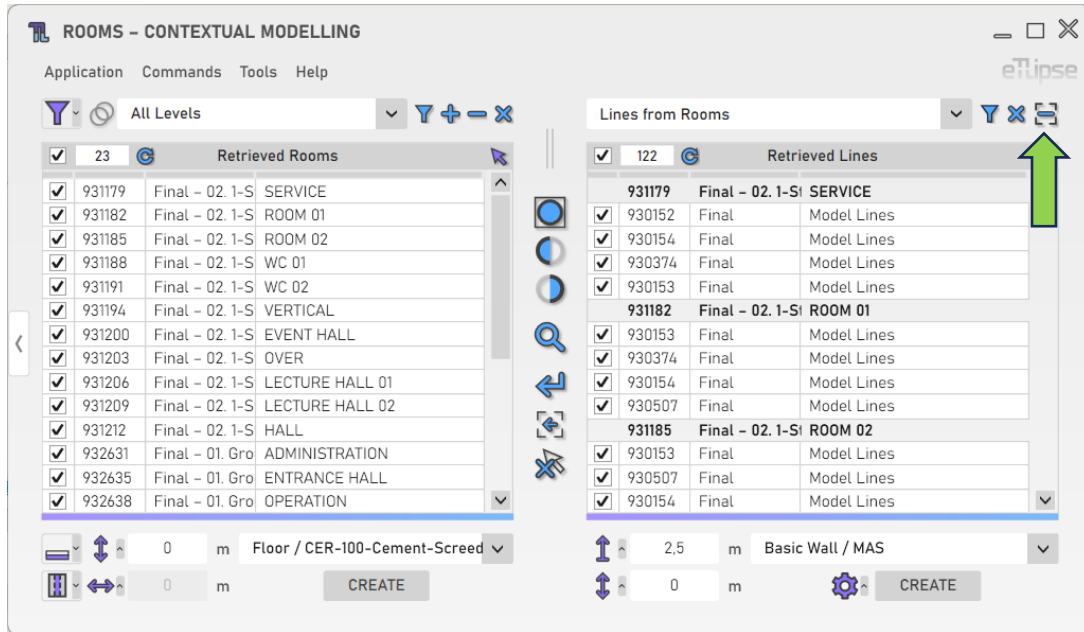
Clearing the List

In order to clear the list, you must click the “Clear List” button.



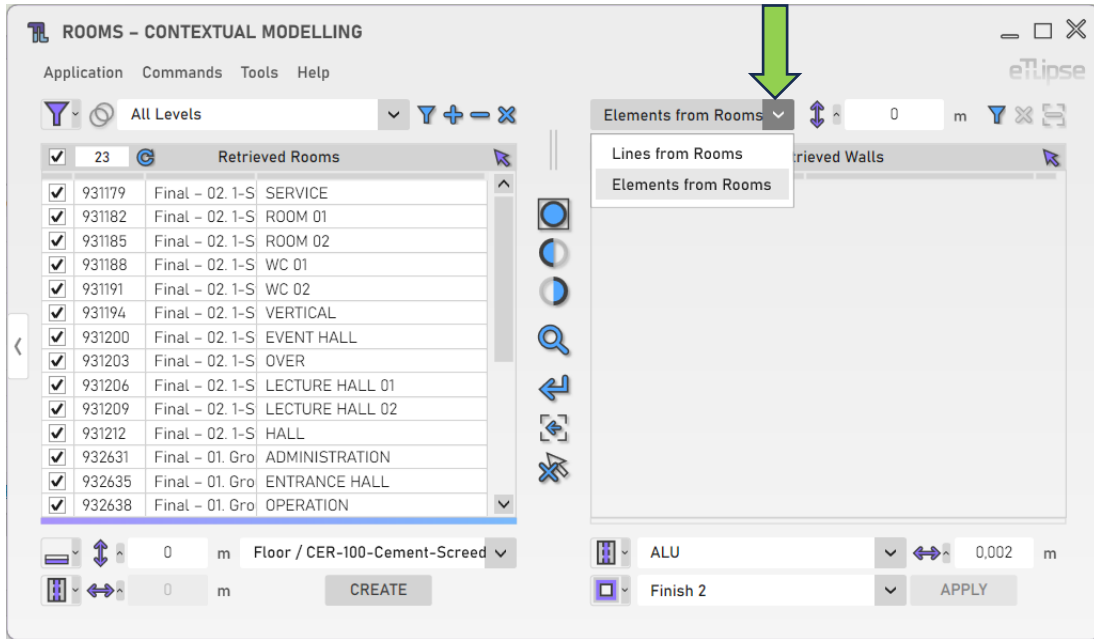
Removing Separation Lines by Manual Selection

In order to manually pick separation lines in the Revit view and remove them from the list, you must click the "Remove Separation Lines from List by Picking" button.

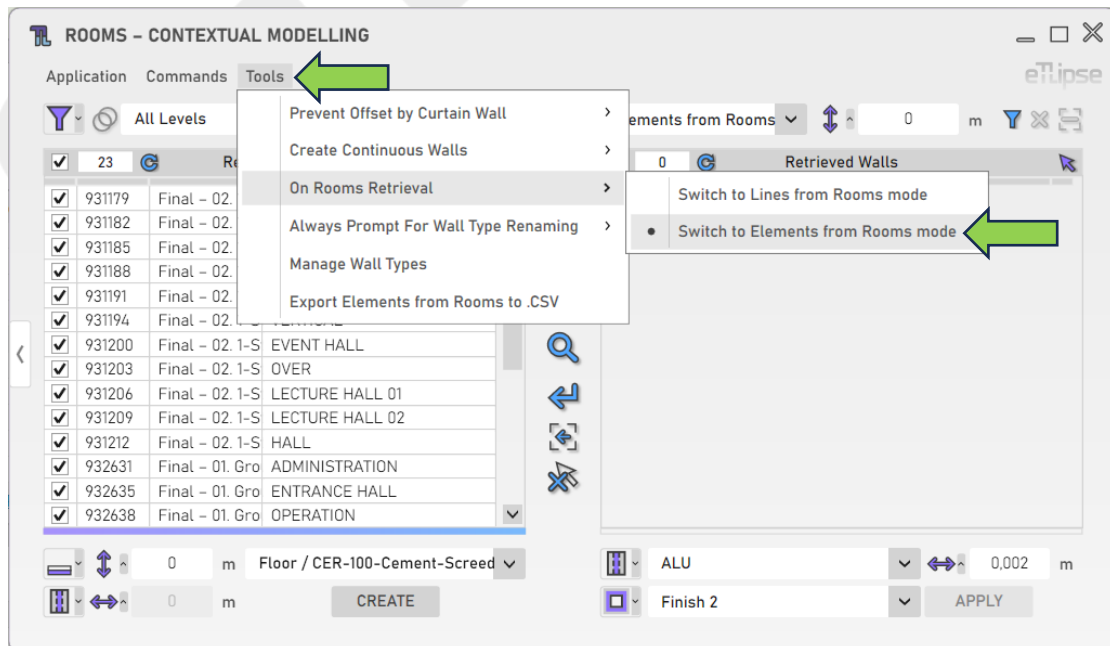


WALLS RETRIEVAL: ELEMENTS FROM ROOMS

If the rooms checked in the Rooms Retrieval List are enclosed by walls, columns, structural columns or structural framings, you can list these elements and use them in operations of finishing, joint type changing and profiles addition. To enable this specific retrieval mode, you need to have rooms checked in the Rooms Retrieval List and then, select the “Elements from Rooms” mode at the “Rooms Boundaries Modes” dropdown box.

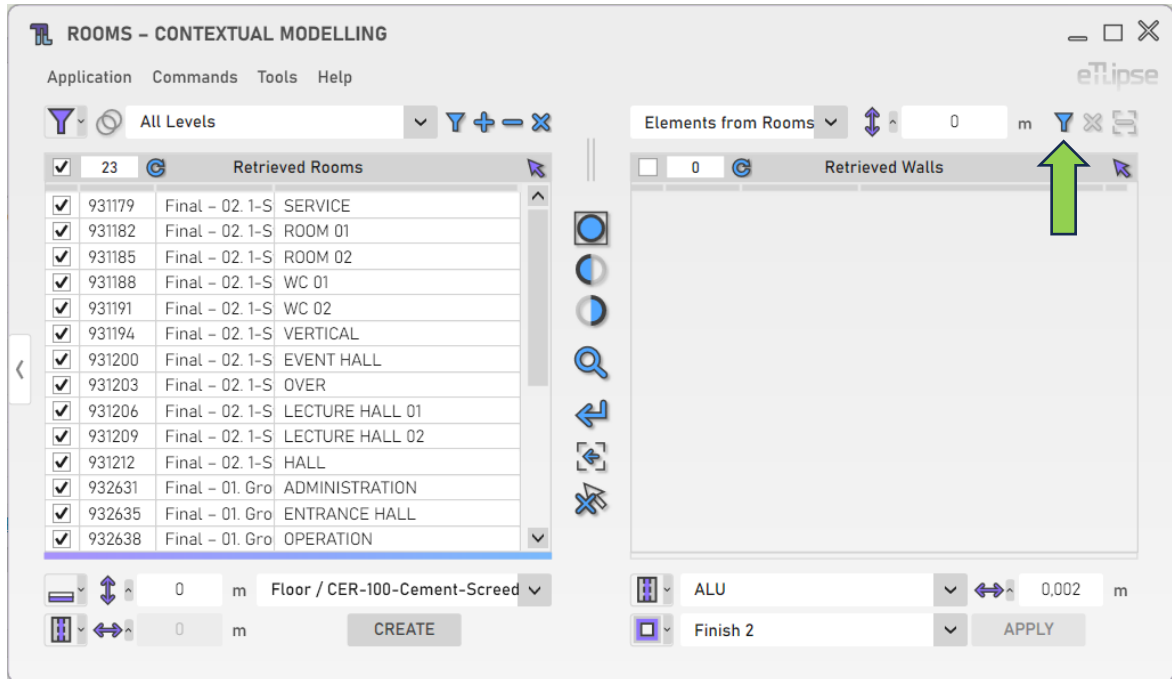


If you wish the “Elements from Rooms” mode to be automatically selected once a list of rooms is retrieved, you can set this at the “Tools>On Rooms Retrieval” menu.



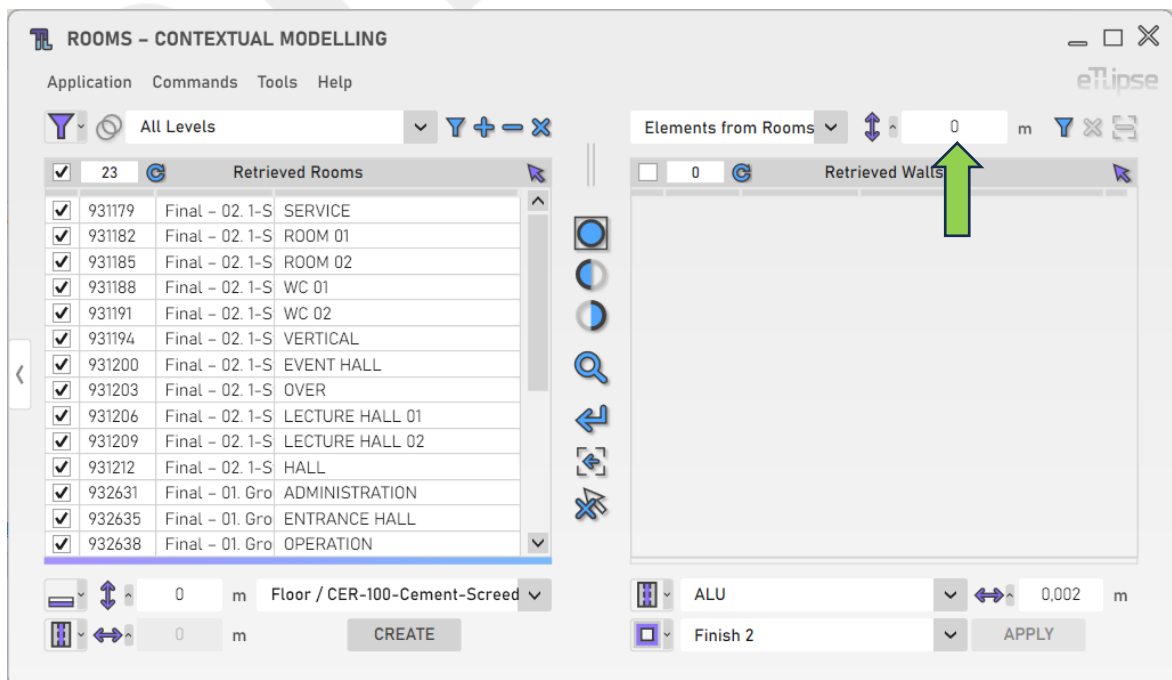
Retrieving Walls, Beams and Columns from Rooms

With at least one room checked in the Rooms Retrieval List, you can click the “Retrieve Walls, Beams and Columns from Rooms” button to list the checked rooms with their respective enclosing elements in the Walls Retrieval List.



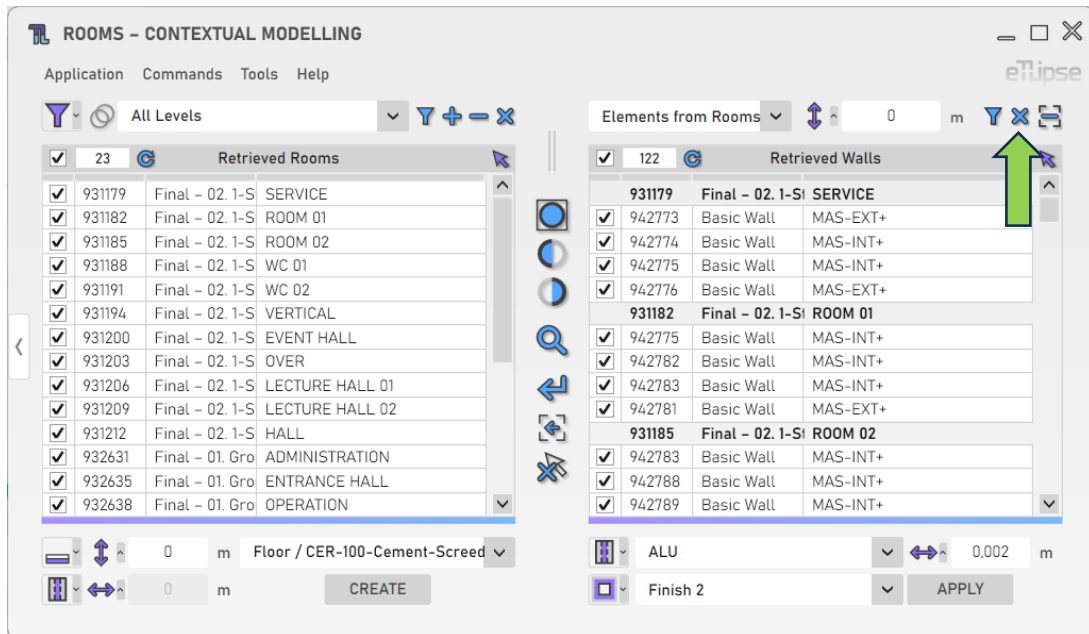
Retrieving Walls, Beams and Columns in a specific Height of the Room

You can provide a length value in the indicated text box to determine a different height where you wish to find the bounding walls to be listed.



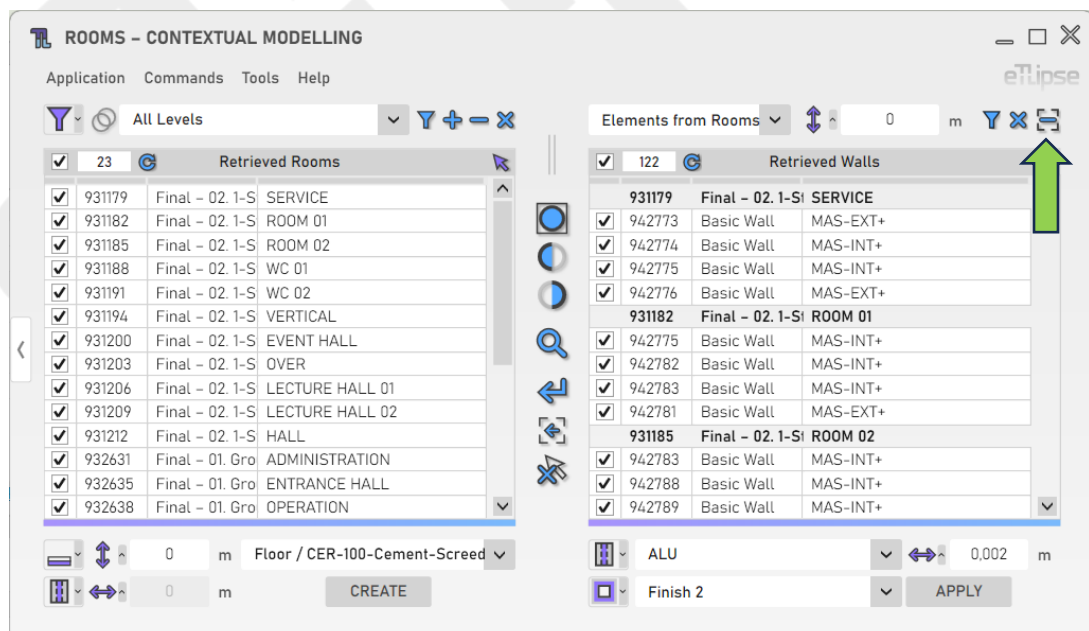
Clearing the List

In order to clear the list, you must click the “Clear List” button.



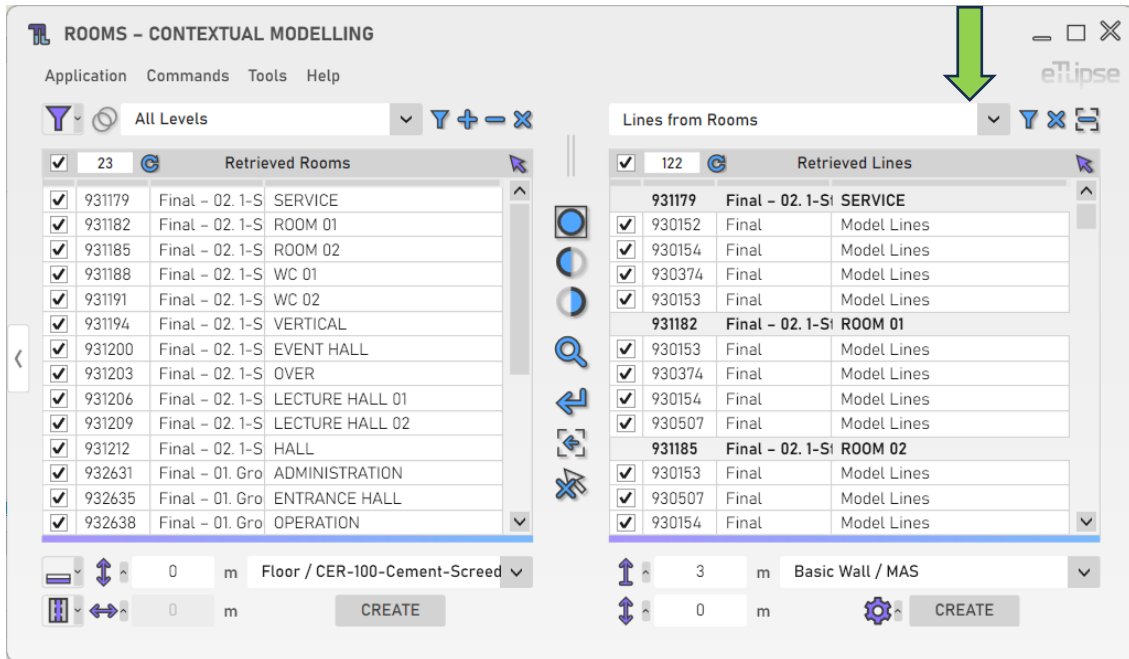
Removing Walls, Beams or Columns from the List by Picking

In order to manually pick walls, beams and columns in the Revit view and remove them from the list, you must click the “Remove Walls, Beams or Columns from List by Picking” button.



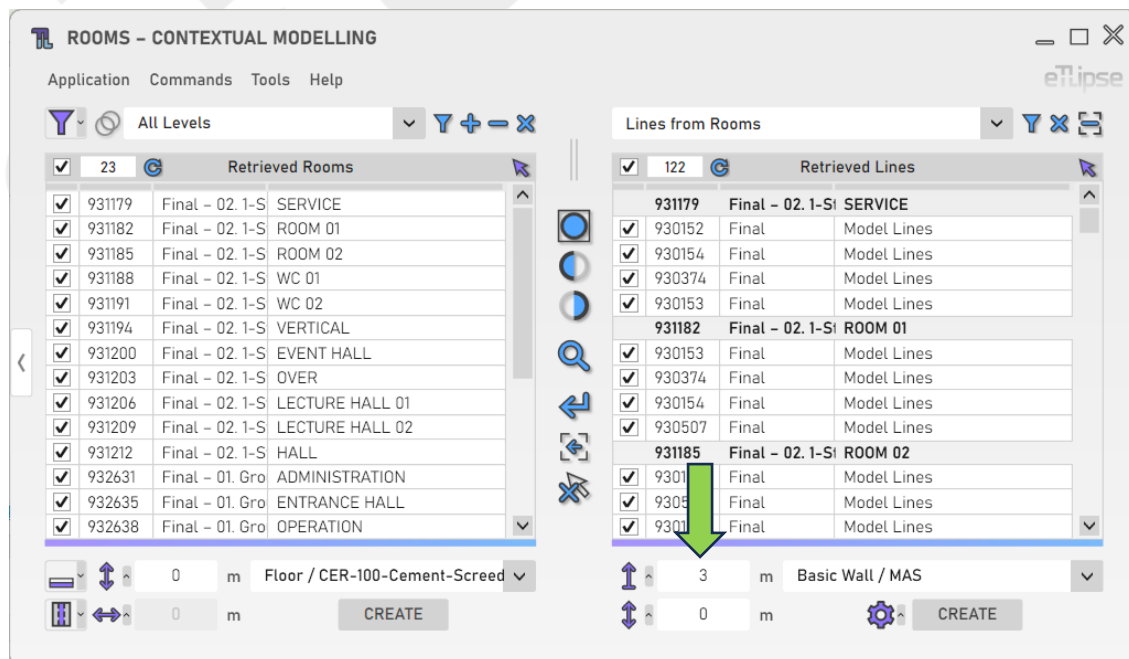
WALLS OPERATION: LINES FROM ROOMS

In order to access the tools for creation of walls using the separation lines checked in the Walls Retrieval List, the "Lines from Rooms" mode must be selected at the "Rooms Boundaries Modes" dropdown box.



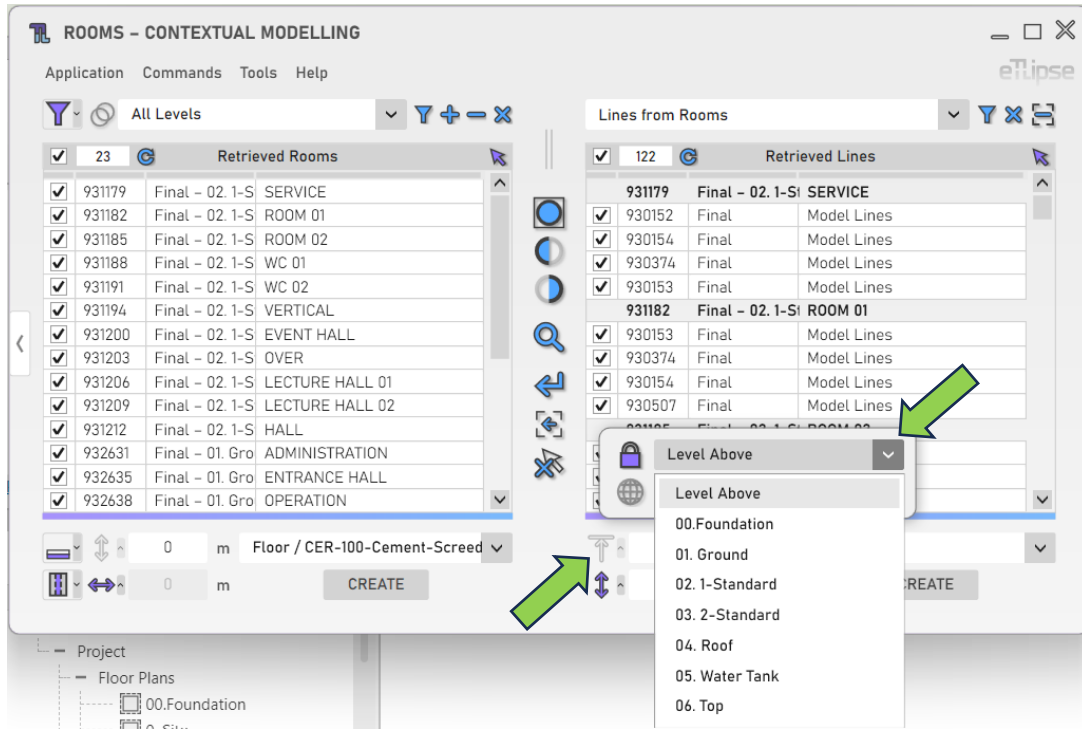
Wall Height

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



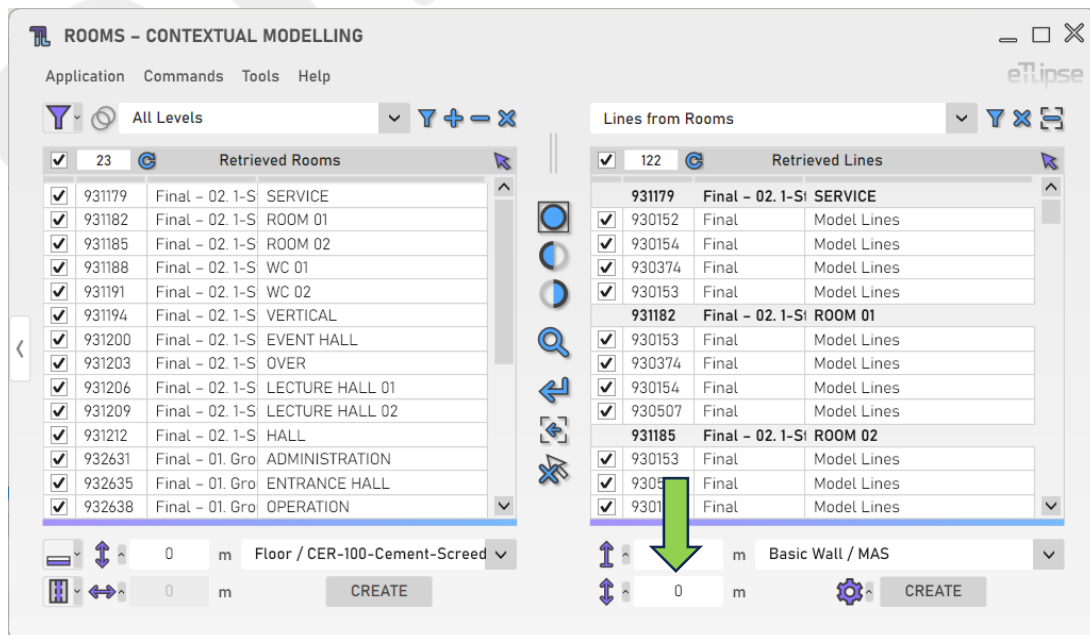
Wall Top Offset Lock

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.



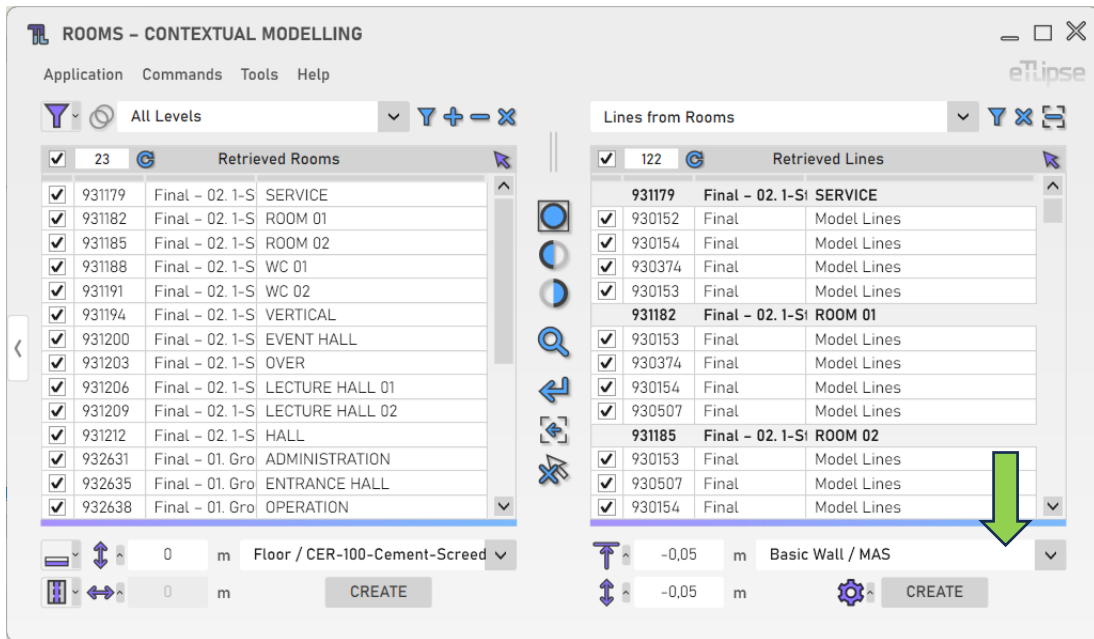
Wall Elevation

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



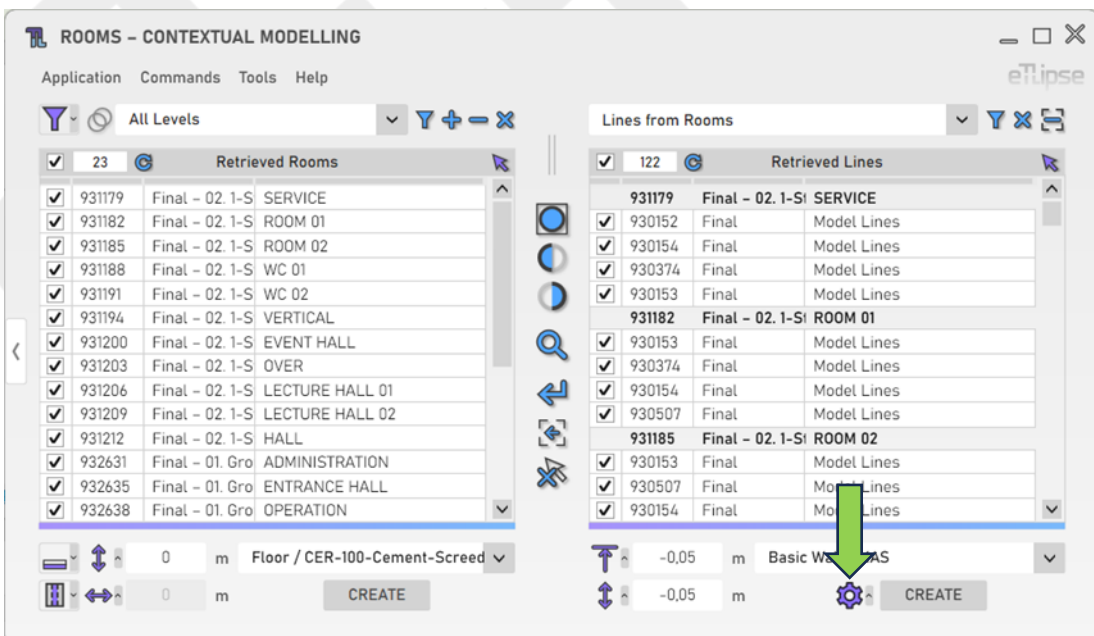
Wall Type

To set the type of the walls to be created, choose a wall type at the “Wall Type” dropdown box.



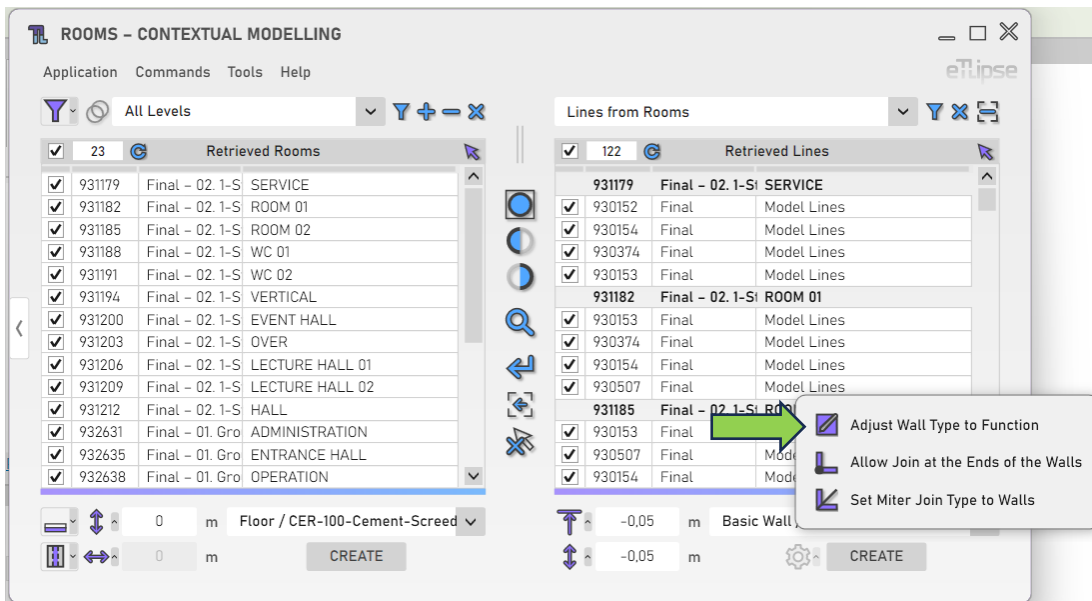
Additional Settings

Some features provide a greater number of settings and options. To access these settings, click the “Additional Settings” button.



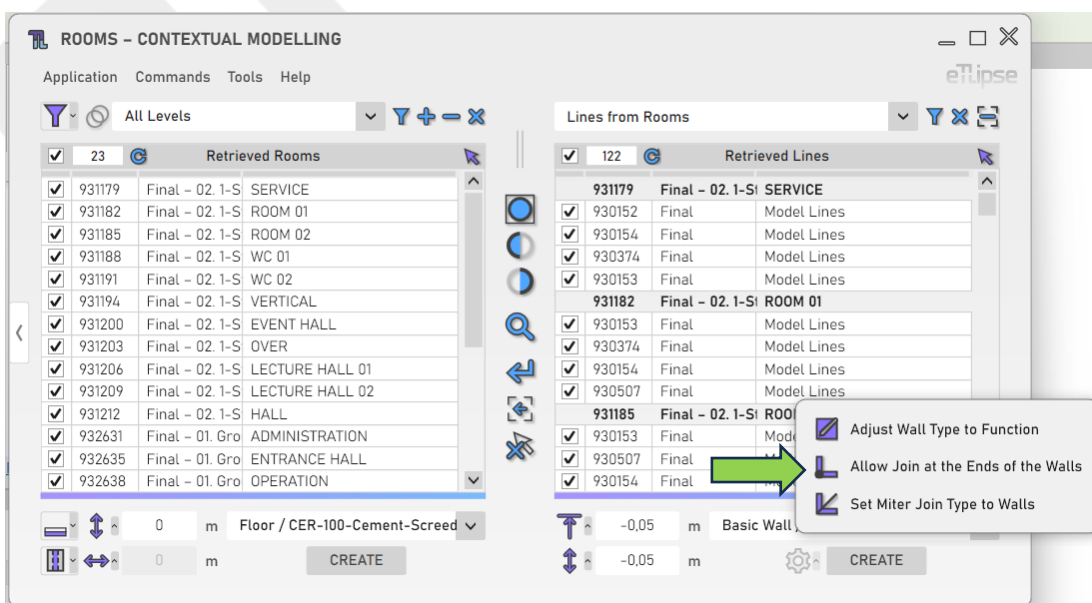
Adjust Wall Type to Function

To automatically assign new types (based on the function, exterior or interior, regarding the group of selected rooms) to the walls to be created, you must enable the "Toggle Change of Wall Type" button. For each created wall a new type will be created based on the chosen type, setting the value for the Exterior/Interior function parameter and adding a label to the end of the original type's name based on its function regarding the group of rooms used in the operation ("-EXT+" if it is an exterior wall type, "-INT+" if it is an interior one).



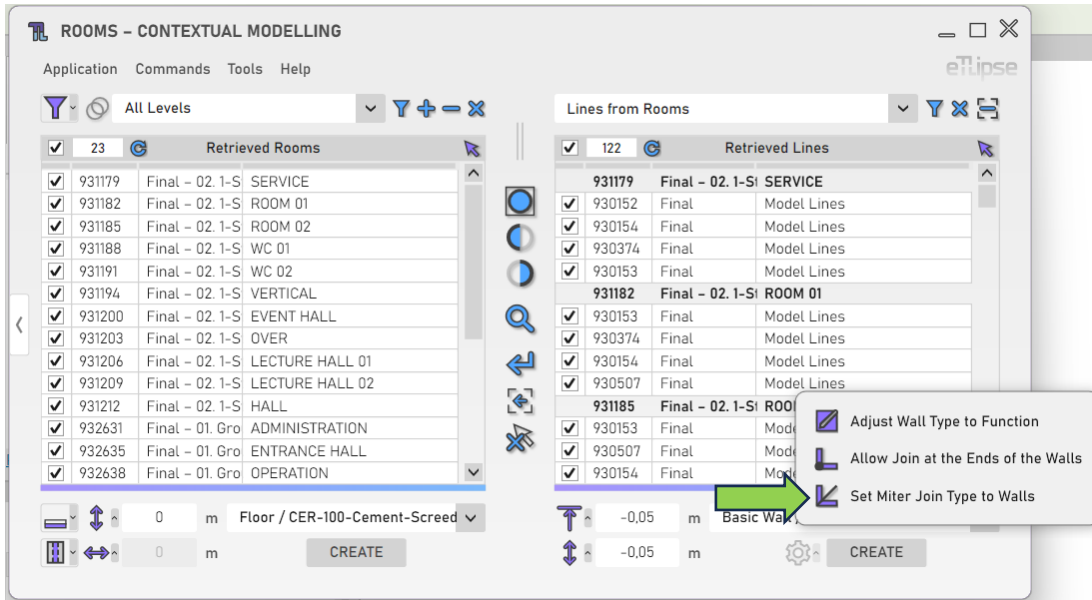
Allow Join

To automatically allow joins at ends of the walls to be created, you must enable the "Toggle Allow Join" button.



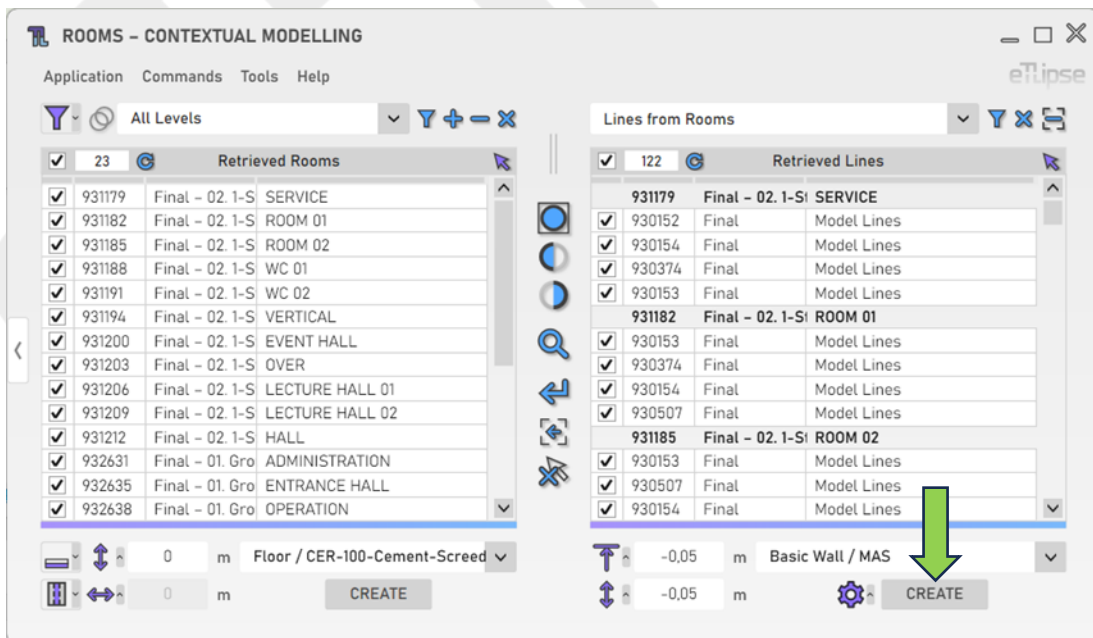
Join Type Miter

To automatically apply the “miter” join type to the ends of the walls to be created, you must enable the “Toggle Join Type Miter” button.



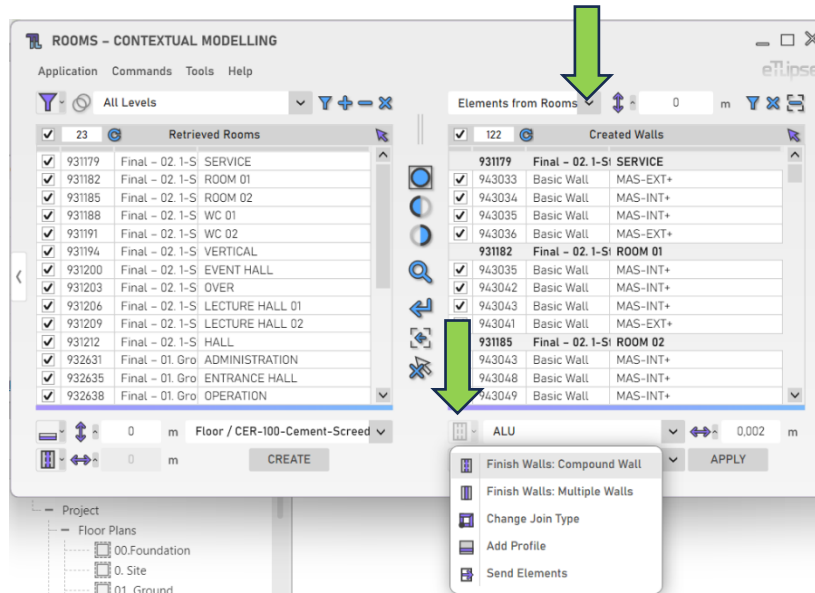
Creating Walls from Lines

To create the walls with the provided settings, click the “Create Walls for Rooms from Lines” button.



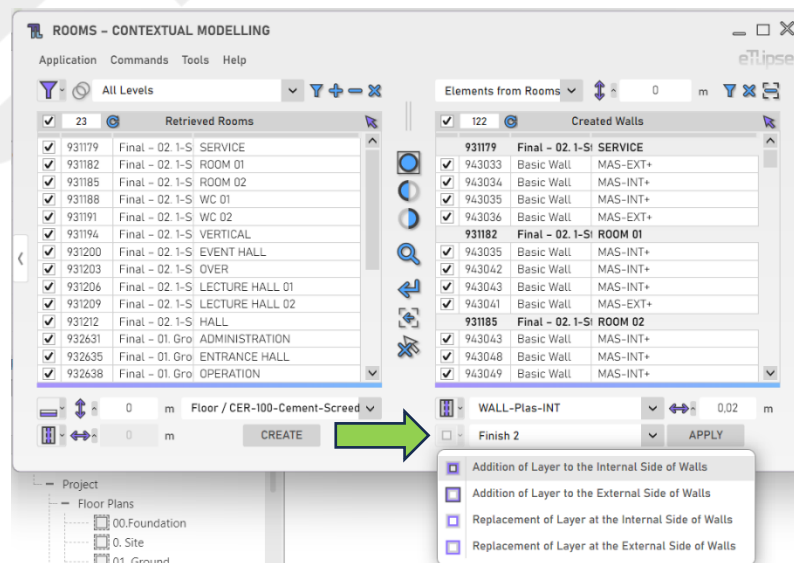
WALLS OPERATION: FINISH WALLS: COMPOUND WALL

In order to access the tools for addition/replacement of finish layers of the walls checked in the Walls Retrieval List, the “Elements from Rooms” mode must be selected at the “Rooms Boundaries Modes” dropdown box and the “Finish Walls: Compound Wall” mode must be selected at the “Toggle Wall General Operation Mode” dropdown box.



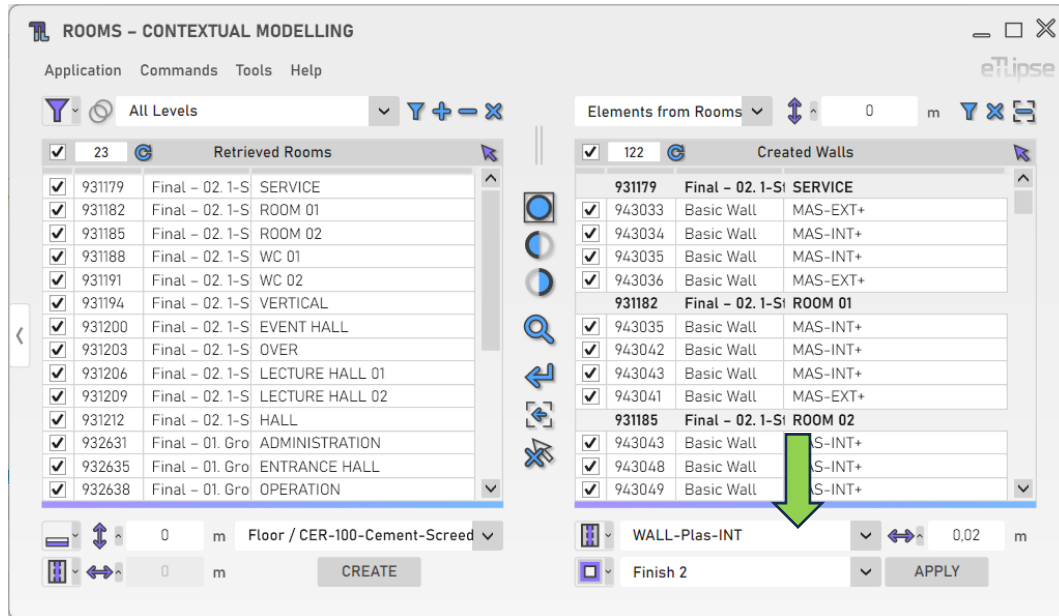
Finish Insertion Modes

You can choose an insertion mode for this feature. By opening the “Toggle Finish Insertion Mode” dropdown box, you can find options to add the layer to the internal side of each wall, add the layer to the external side of each wall, replace the layer on the internal side of each wall or replace the layer on the external side of each wall. In TL Rooms, the internal face of walls will be considered the one facing the interior of the room, and the external face the one facing the exterior of the room, regardless of the way the wall was created.



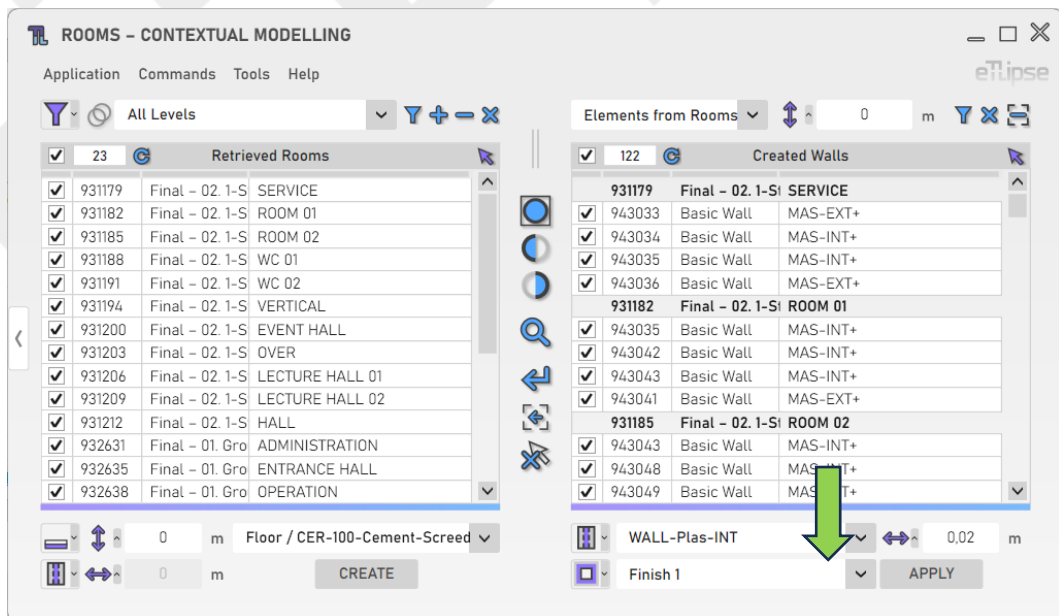
Finish Material

To set the material of the layer to be added to the structure of the walls, choose a material at the “Finish Material” dropdown box.



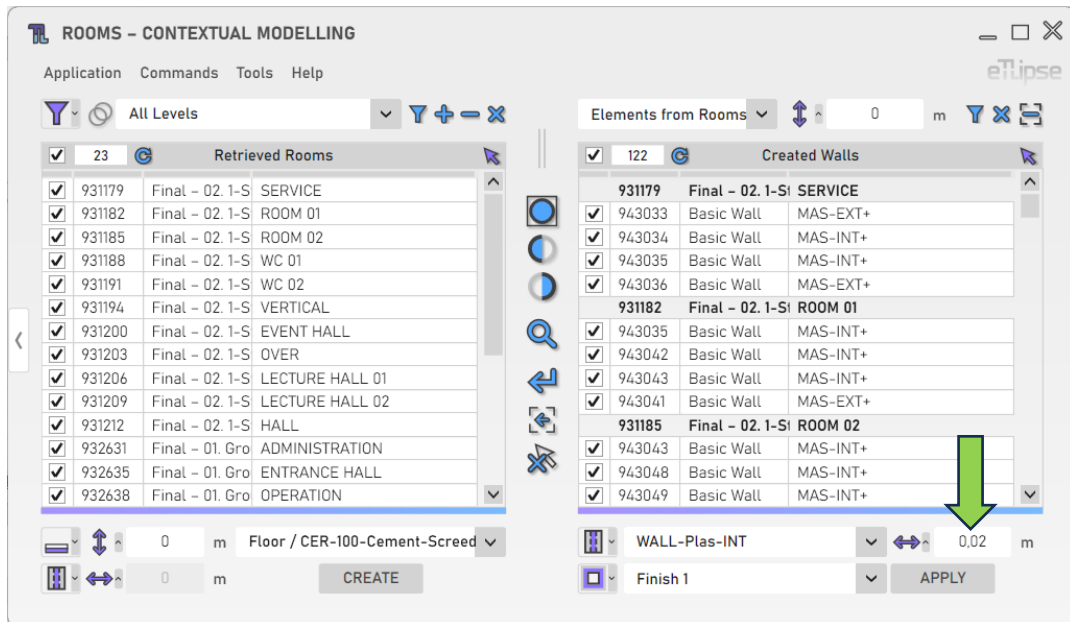
Layer Function

To set the function of the layer to be added to the structure of the walls, choose a function at the “Layer Function” dropdown box. These are the same functions we can find in the “Edit Assembly” window for wall types in Revit.



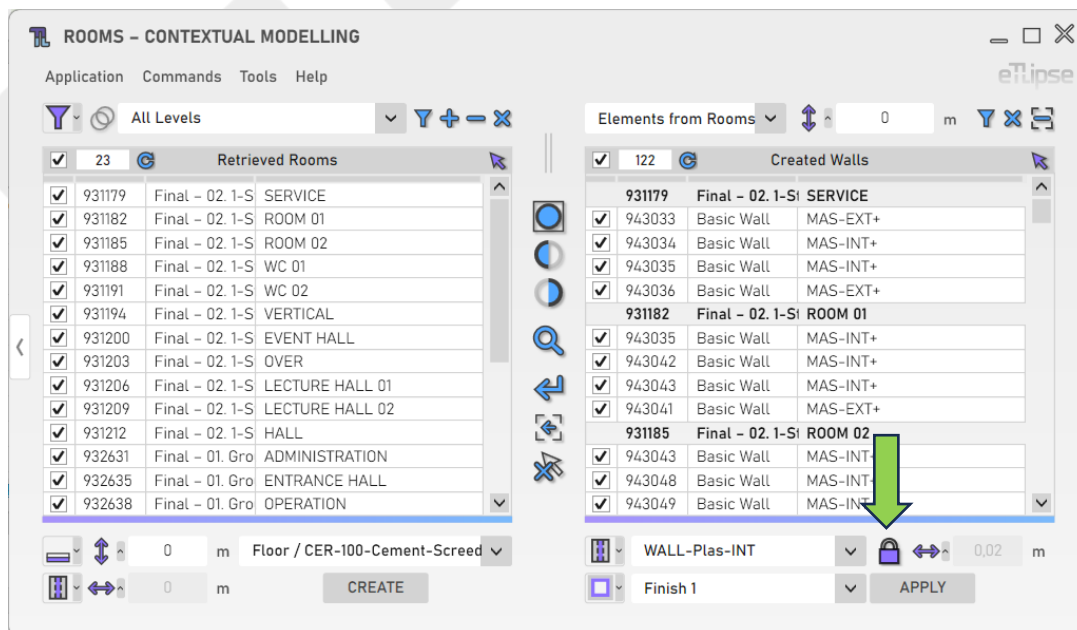
Finish Thickness

To set the thickness of the layer to be added to the structure of the walls, provide a length value in the indicated text box.



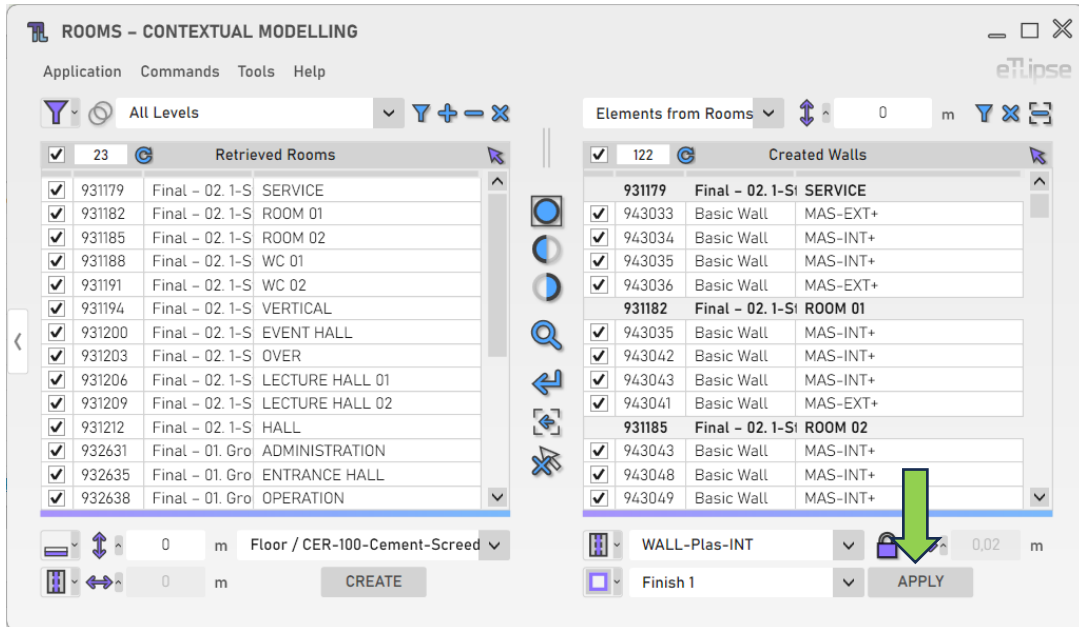
Thickness Lock

If one of the "Replacement" finish insertion modes is enabled, it is possible to preserve a finish layer's thickness when it is being replaced by a new finish layer, which will be generated with the preserved thickness, regardless of the value entered in the Finish Thickness field. To enable this mode, you need to click the "Toggle Thickness Lock" button.



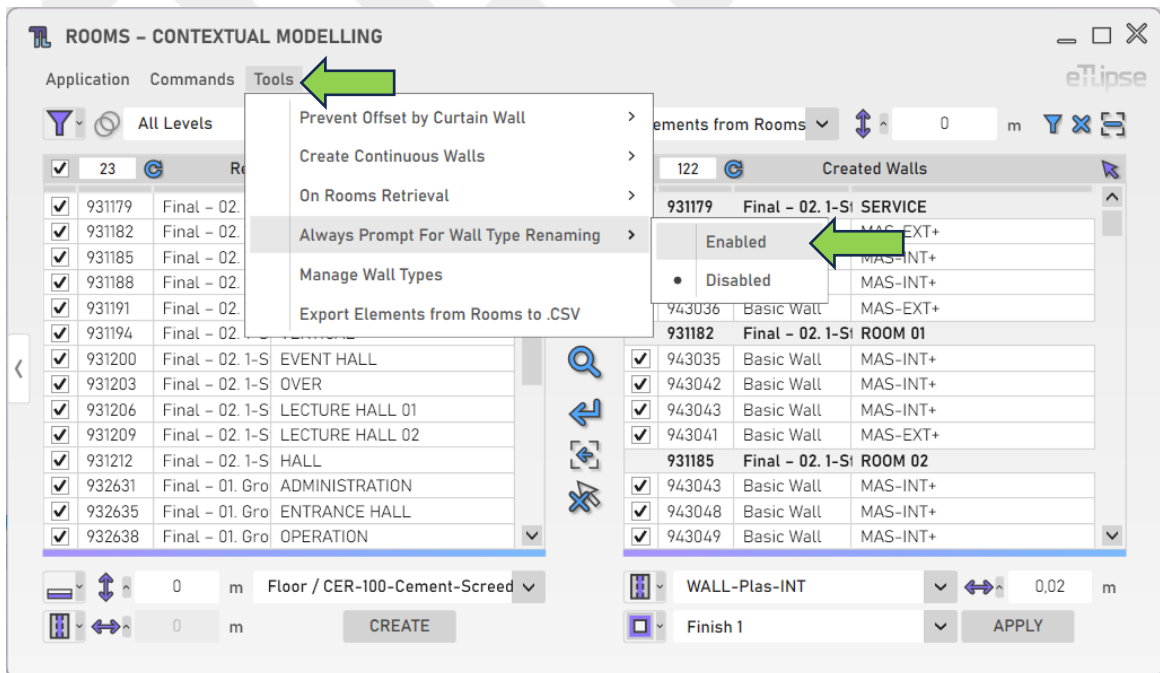
Applying Finish to Walls

To perform the addition/replacement of layers with the provided settings, click the “Apply Finish to Walls” button.



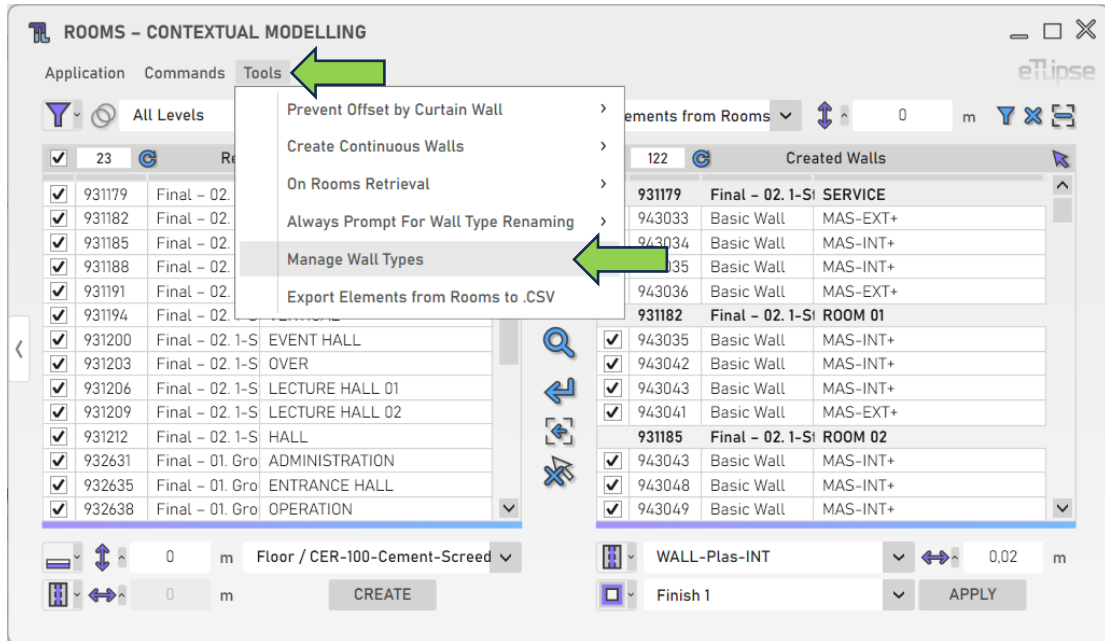
Prompt for Wall Type Renaming

If you wish to assign a custom name for each new wall type created, you must enable the “Always Prompt for Wall Type Renaming” option at the “Tools” menu.

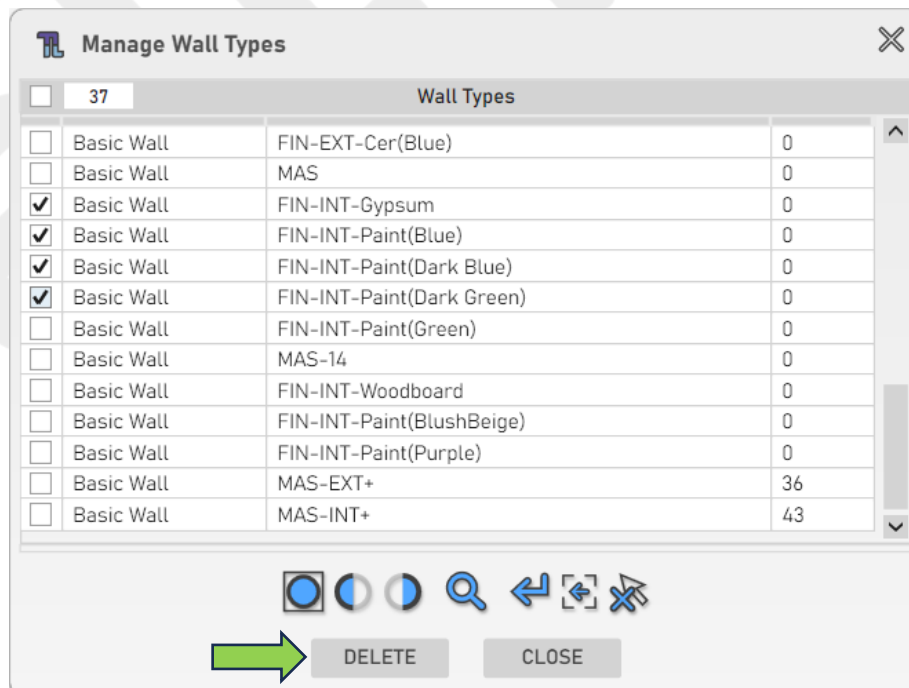


WALL TYPES MANAGER

TL Rooms provides a tool for management of wall types in the currently loaded Revit project. In order to access this tool, select the "Manage Wall Types" tool in the "Tools" menu.

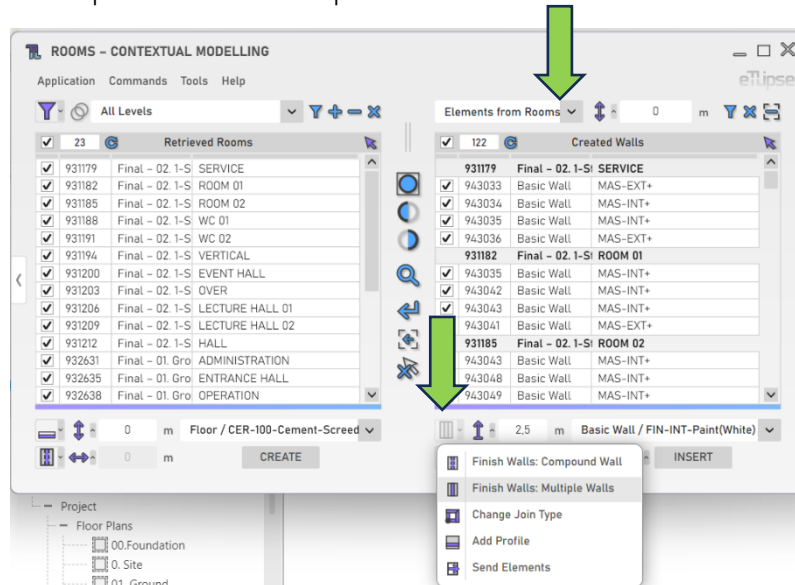


The manager lists all the wall types found in the project, with a counter of instanced walls for each type. To delete one or more specific types, you must check the respective types in the list and click the "Delete Wall Types" button.



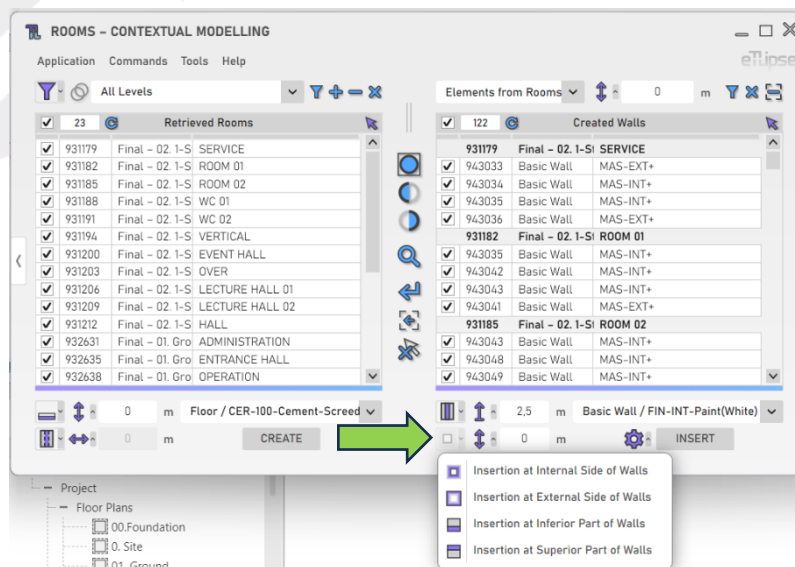
WALLS OPERATION: FINISH WALLS: MULTIPLE WALLS (HORIZONTAL: INTERNAL/EXTERNAL)

In order to access the tools for addition of new walls as finishes for the walls checked in the Walls Retrieval List, the “Elements from Rooms” mode must be selected at the “Rooms Boundaries Modes” dropdown box and the “Finish Walls: Multiple Walls” mode must be selected at the “Toggle Wall General Operation Mode” dropdown box.



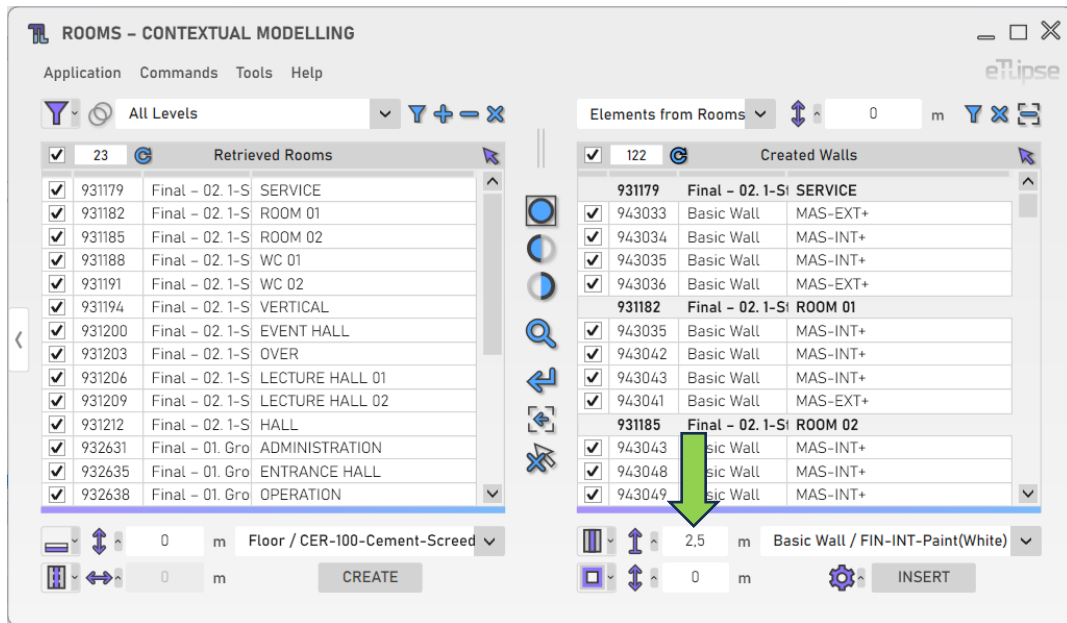
Wall Insertion Modes

You can choose an insertion mode for this feature. By opening the “Toggle Wall Insertion Mode” dropdown box, at the top, you can find options to insert a wall as finish to the internal side of each wall or insert a wall as finish to the external side of each wall. In TL Rooms, the internal face of walls will be considered the one facing the interior of the room, and the external face the one facing the exterior of the room, regardless of the way the wall was created.



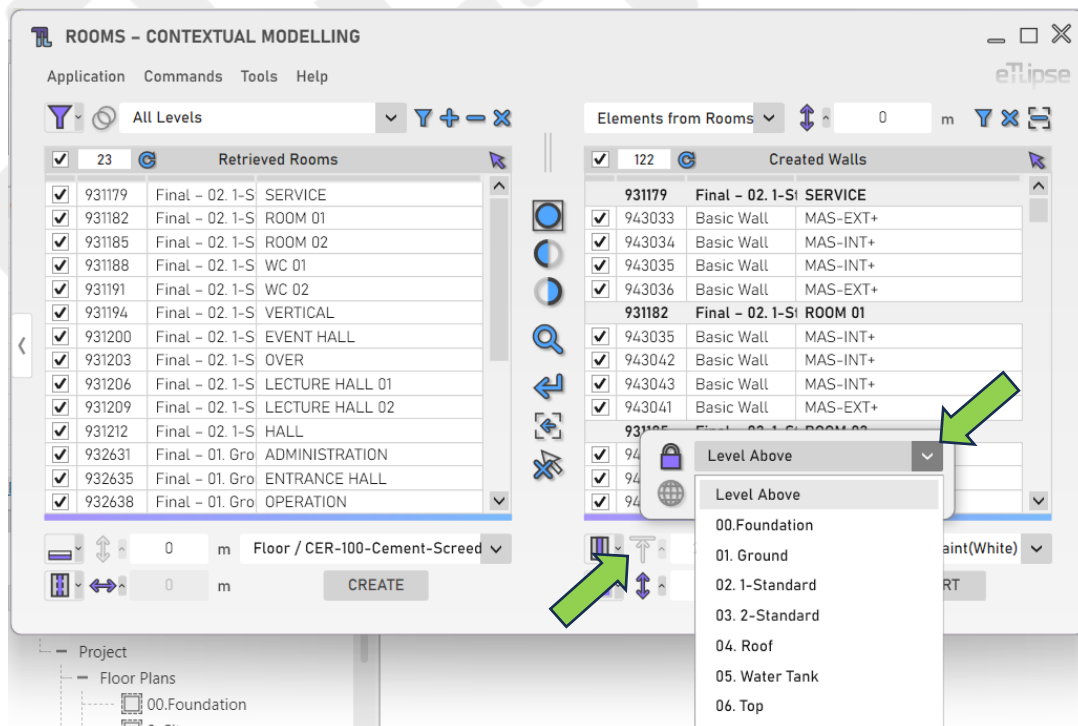
Wall Height

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



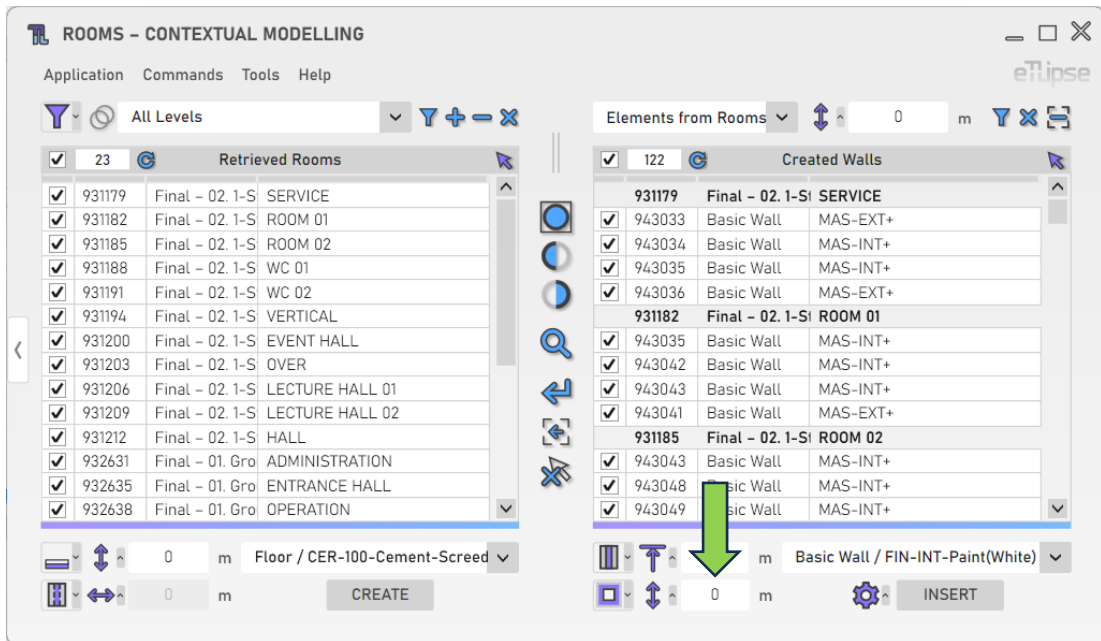
Wall Top Offset Lock

Alternatively, you can lock the top face of the walls to be inserted 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.



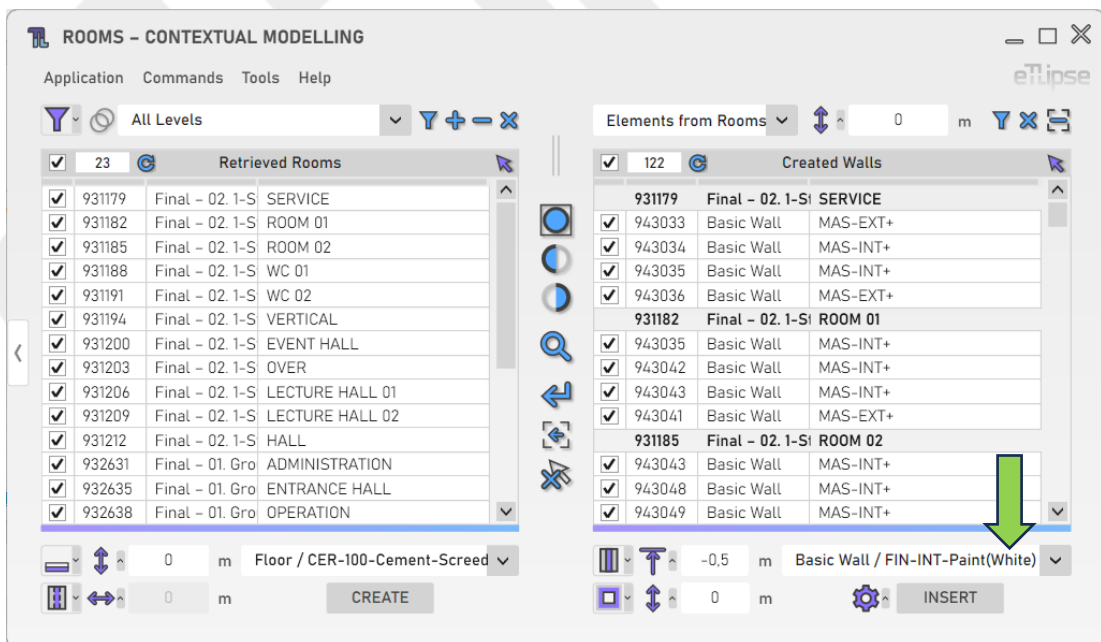
Wall Elevation

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



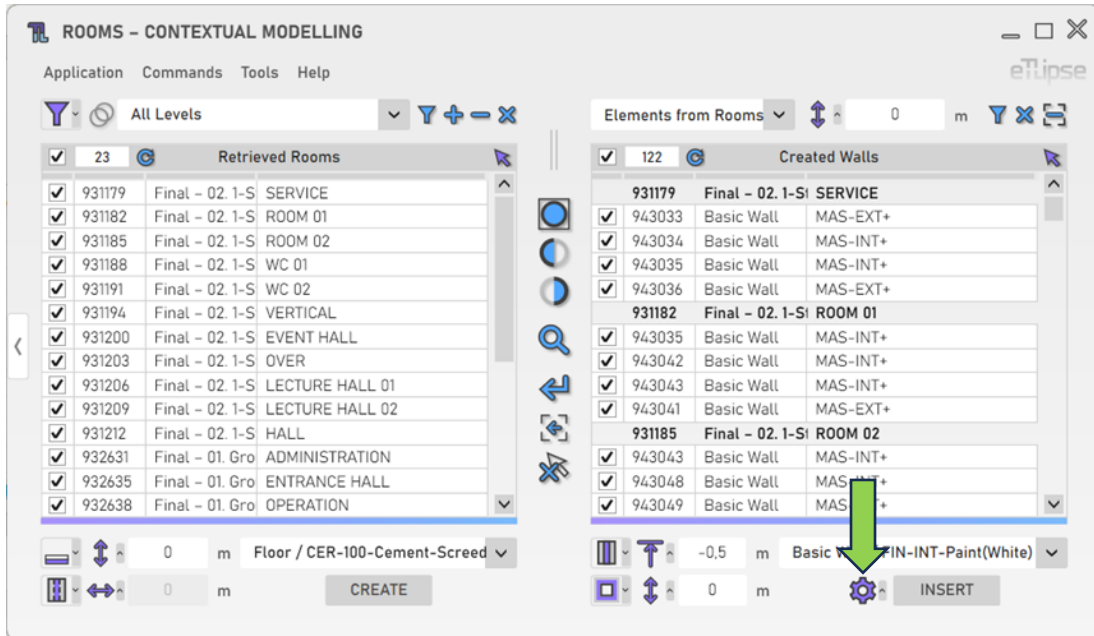
Wall Type

To set the type of the walls to be inserted, choose a wall type at the "Wall Type" dropdown box.



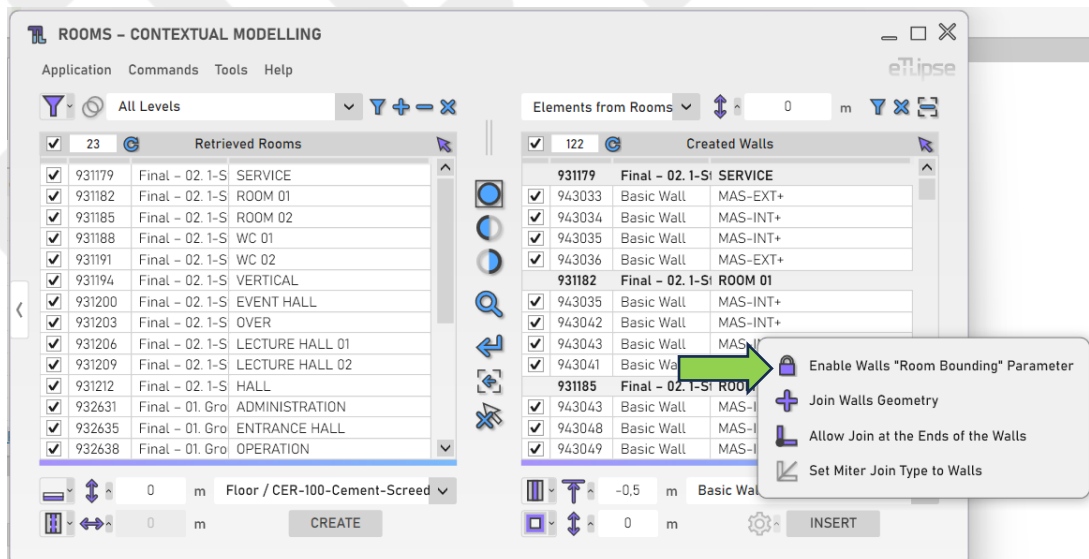
Additional Settings

Some features provide a greater number of settings and options. To access these settings, click the "Additional Settings" button.



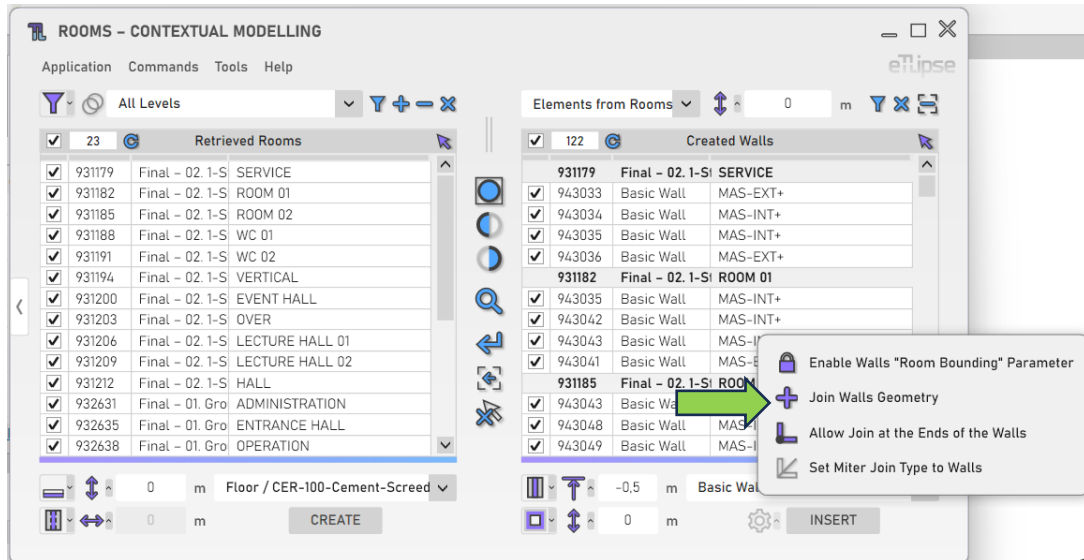
Room Bounding by Finish Wall

To automatically enable the "Room Bounding" Revit parameter of the walls to be inserted, you must enable the "Toggle Room Bounding for New Walls" button.



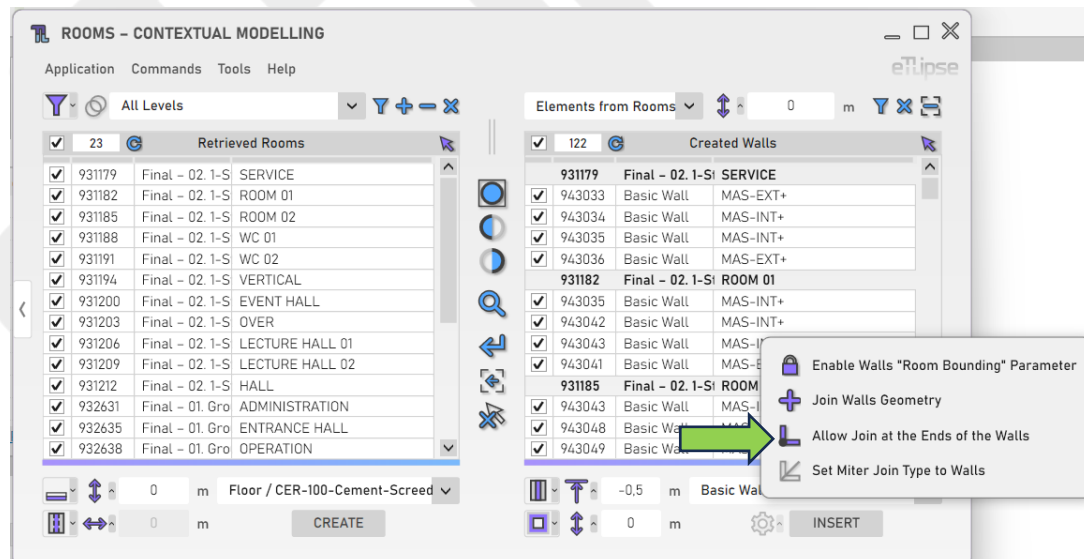
Join Geometry

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



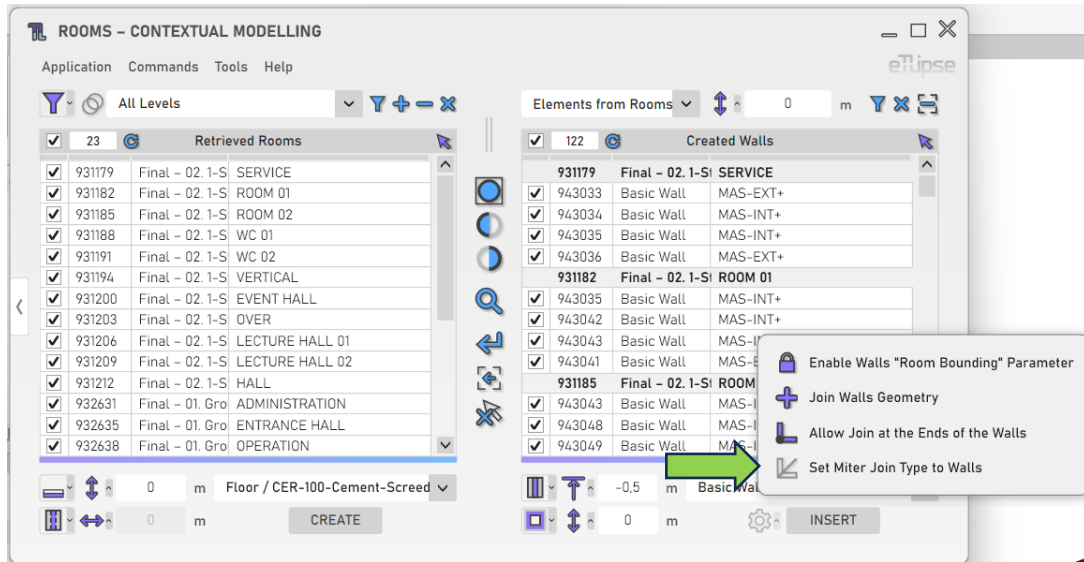
Allow Join

To automatically allow joins at ends of the walls to be inserted, you must enable the "Toggle Allow Join" button.



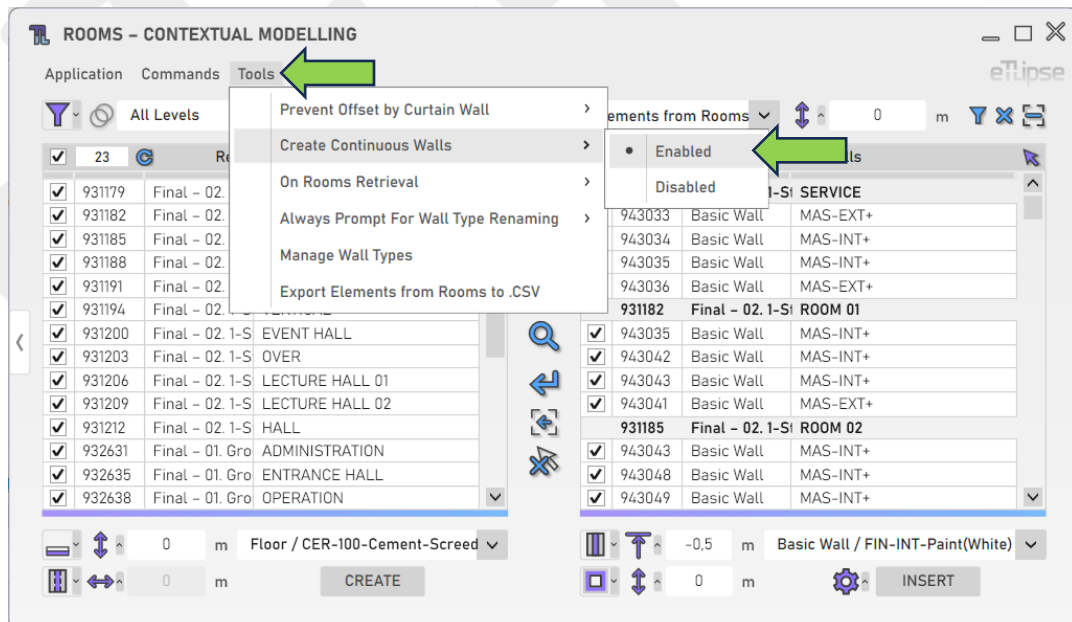
Join Type Miter

To automatically apply the “miter” join type to the ends of the walls to be inserted, you must enable the “Toggle Join Type Miter” button.



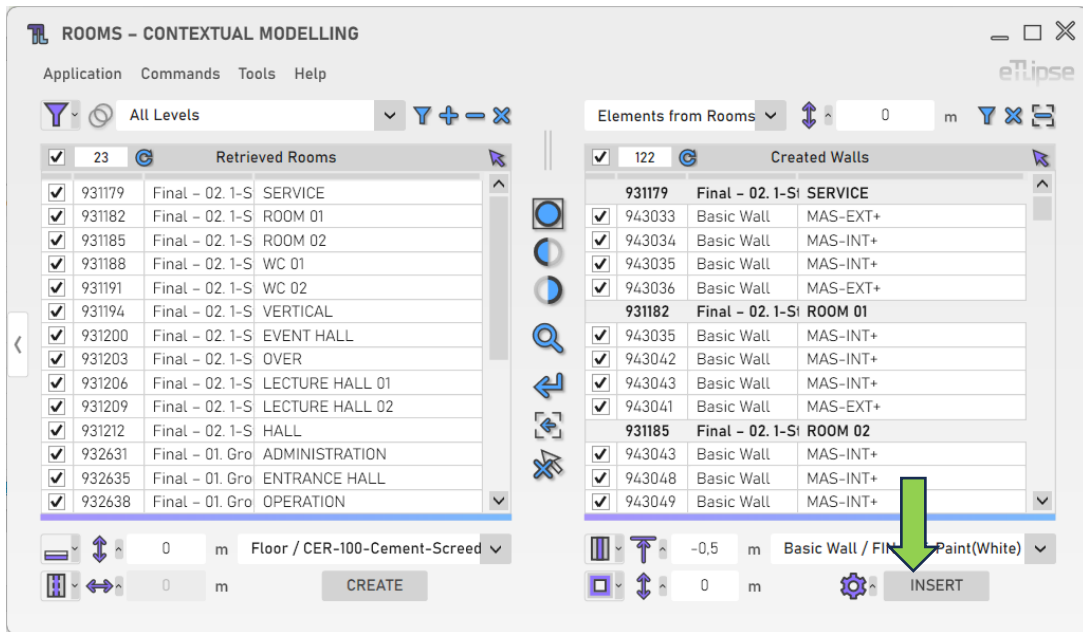
Creation of Continuous Walls

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.



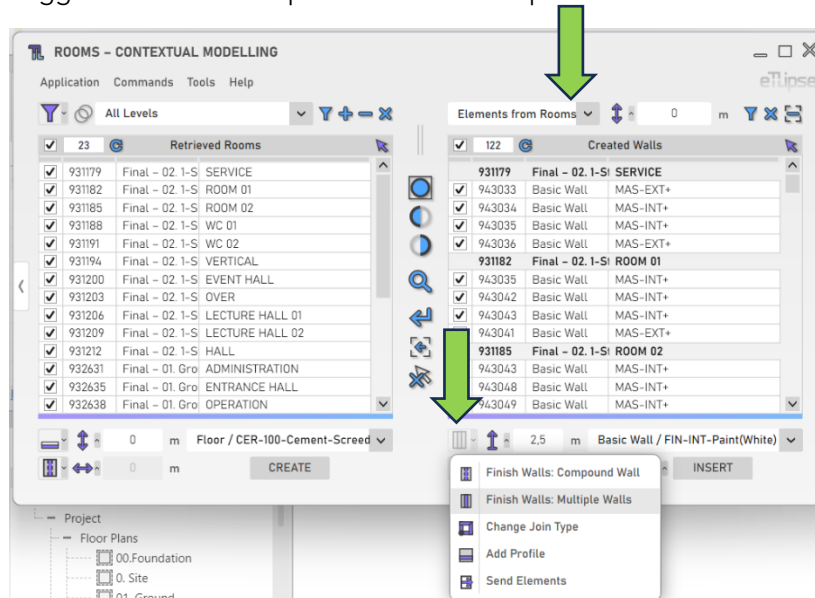
Inserting Walls

To insert the walls with the provided settings, click the “Insert Walls” button.



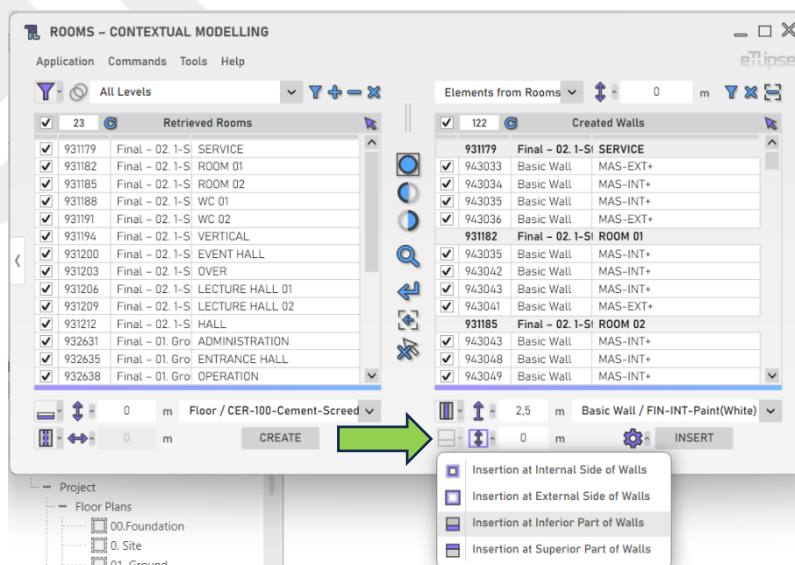
WALLS OPERATION: FINISH WALLS: MULTIPLE WALLS (VERTICAL: BELOW/ABOVE)

In order to access the tools to split the walls checked in the Walls Retrieval List and insert a new wall type below or above the split line, the “Elements from Rooms” mode must be selected at the “Rooms Boundaries Modes” dropdown box and the “Finish Walls: Multiple Walls” mode must be selected at the “Toggle Wall General Operation Mode” dropdown box.



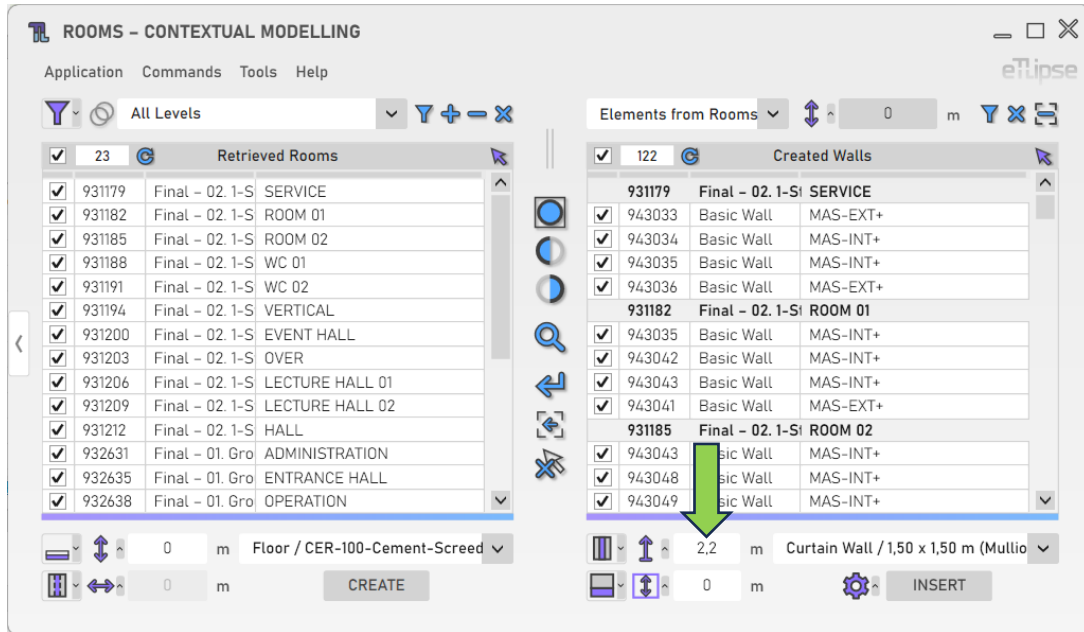
Wall Insertion Mode

You can choose an insertion mode for this feature. By opening the “Toggle Wall Insertion Mode” dropdown box, at the bottom, you can find options to insert a wall at the inferior portion of each wall or insert a wall at the superior portion of each wall.



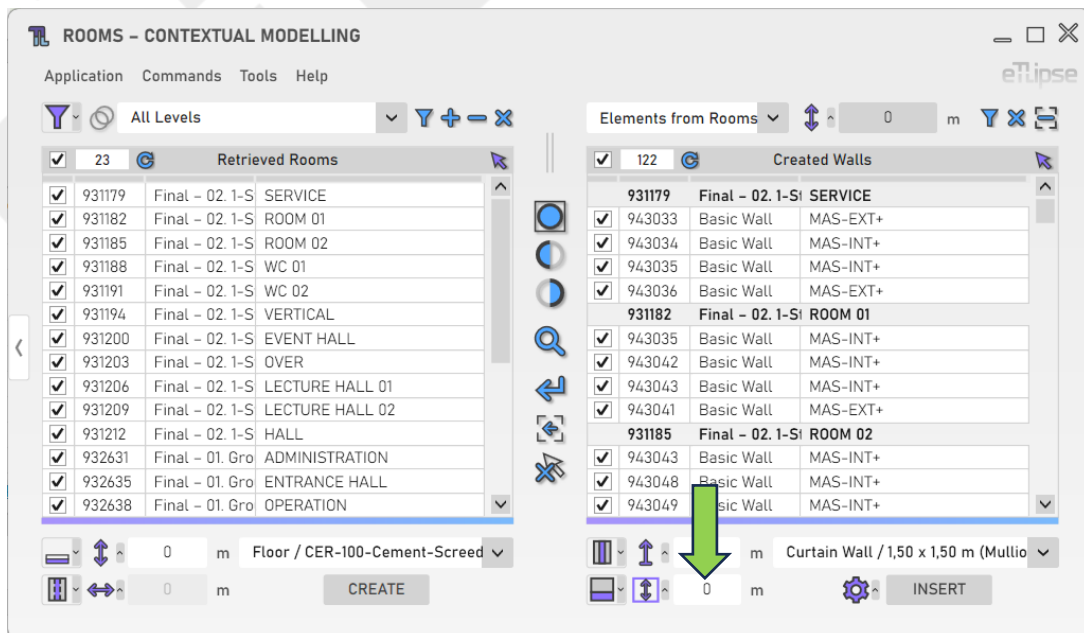
Division Height

To set the height of the split line that will divide the checked walls, provide a length value in the indicated text box.



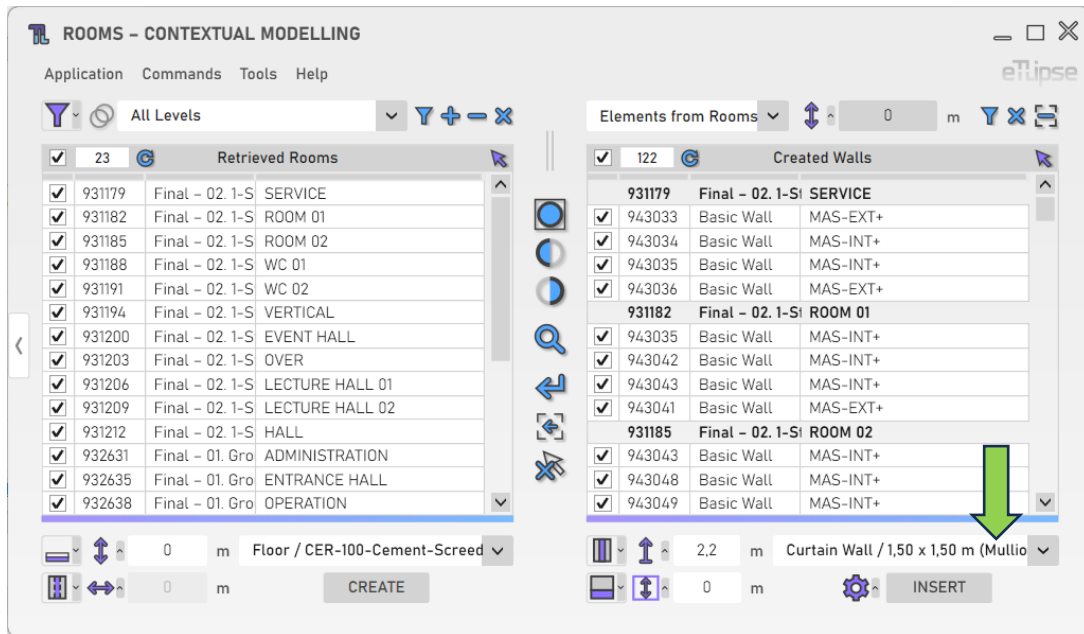
Division Opening

If you wish to split the walls with an opening, provide a length value in the indicated text box for the vertical length of the opening. Positive values place the opening above the split line. Negative values place it below the split line. The default value (0) prevents the creation of the opening.



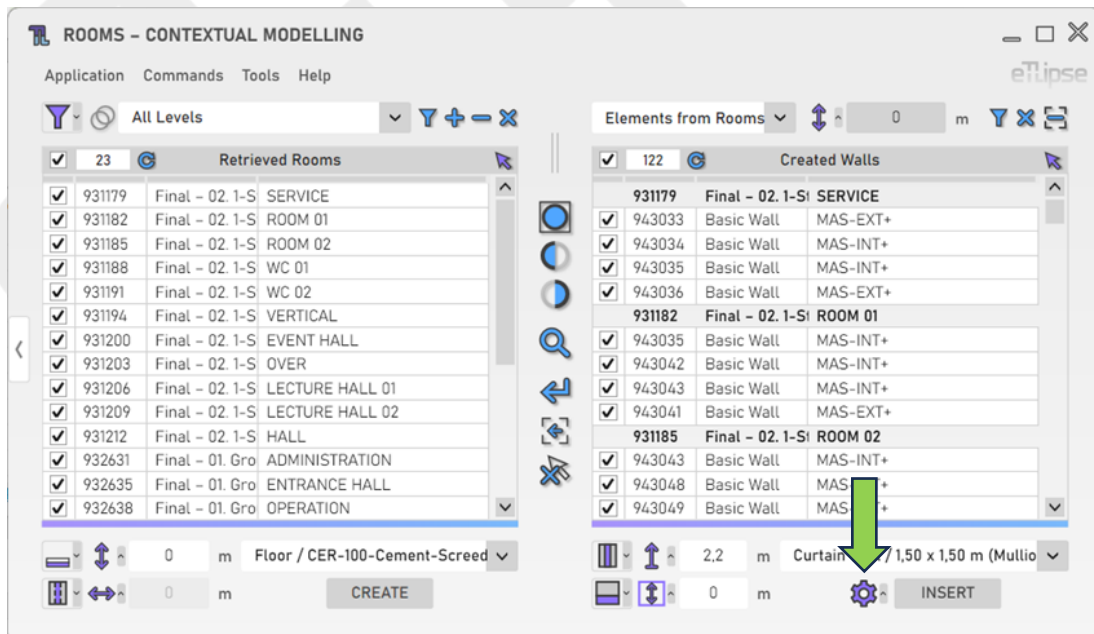
Wall Type

To set the new wall type to be inserted, choose a wall type at the “Wall Type” dropdown box.



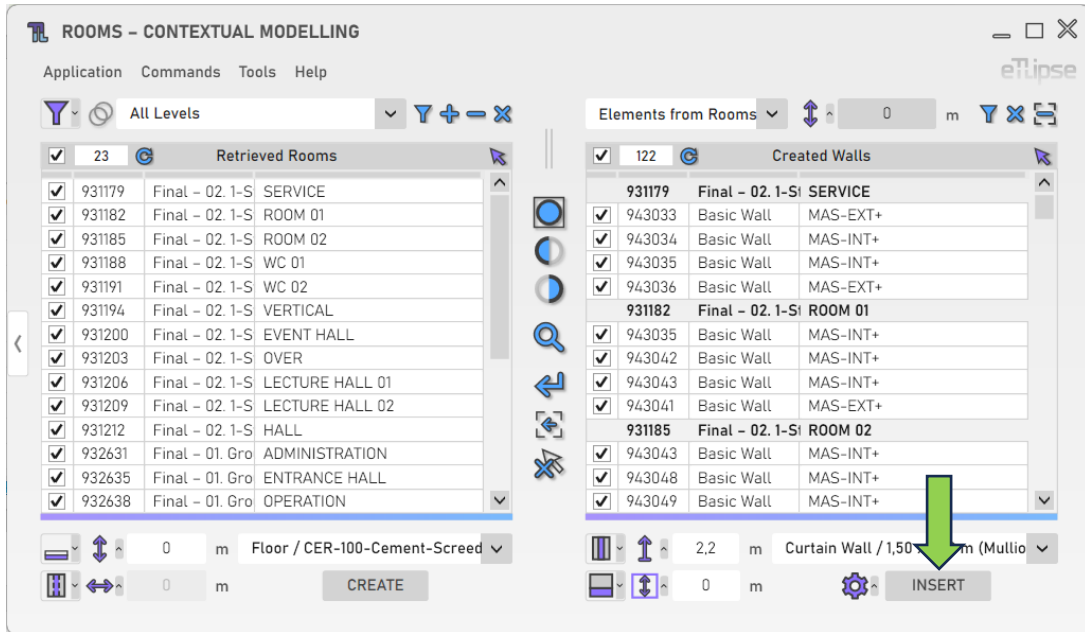
Additional Settings

The additional settings follow the same instructions given for the “Horizontal (Internal/External)” mode.



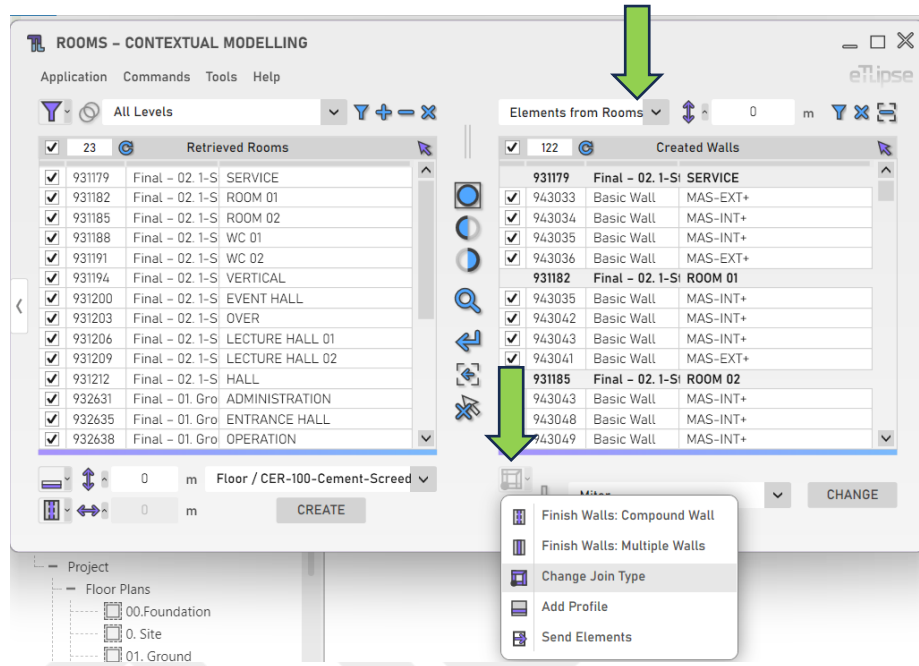
Inserting Walls

To insert the walls with the provided settings, click the “Insert Walls” button.



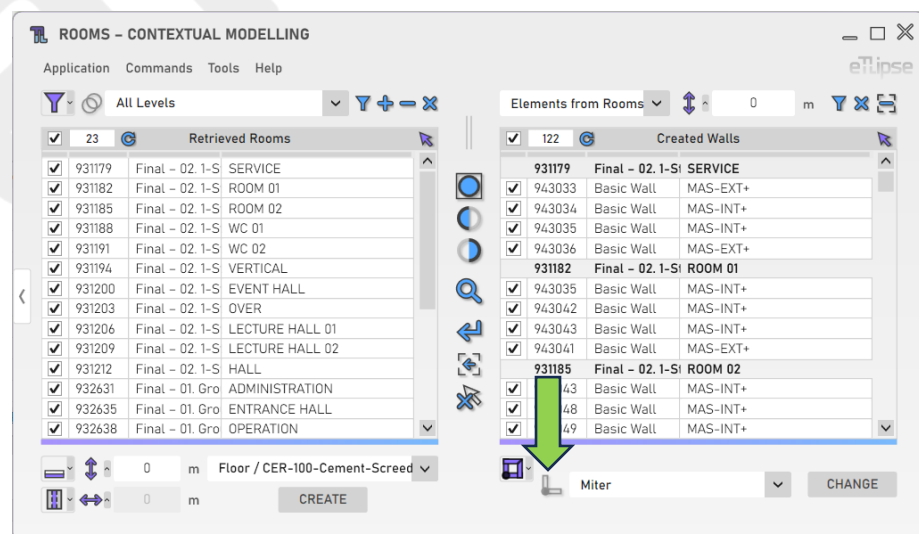
WALLS OPERATION: CHANGE JOIN TYPE

In order to access the tools to automatically change the join type at the ends of walls checked in the Walls Retrieval List, the “Elements from Rooms” mode must be selected at the “Rooms Boundaries Modes” dropdown box and the “Change Join Type” mode must be selected at the “Toggle Wall General Operation Mode” dropdown box.



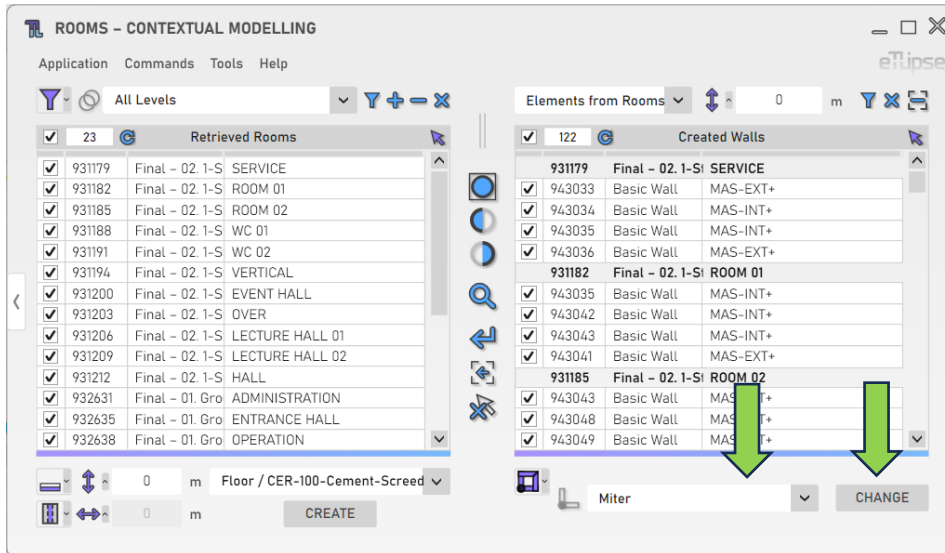
Force Join Type

If you wish to attempt a forced join type over walls meetings that are not currently qualified for the operation (like walls that are unconnected by a small distance), the “Toggle Force Join Type” button must be enabled.



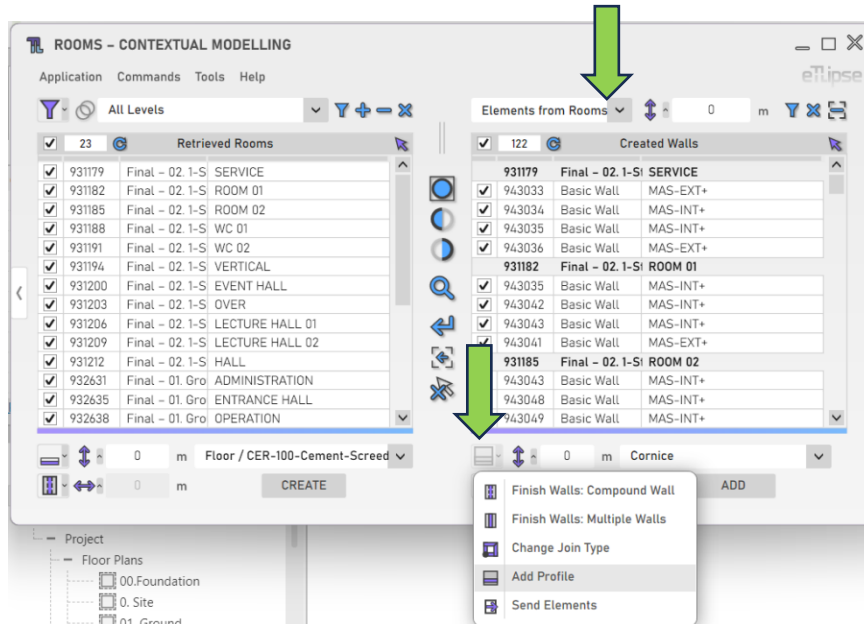
Changing Join Types

To perform the change of join type for the walls checked in the Walls Retrieval List, you must select a join type in the "Join Type" dropdown box and click the "Change Walls Join Type" button.



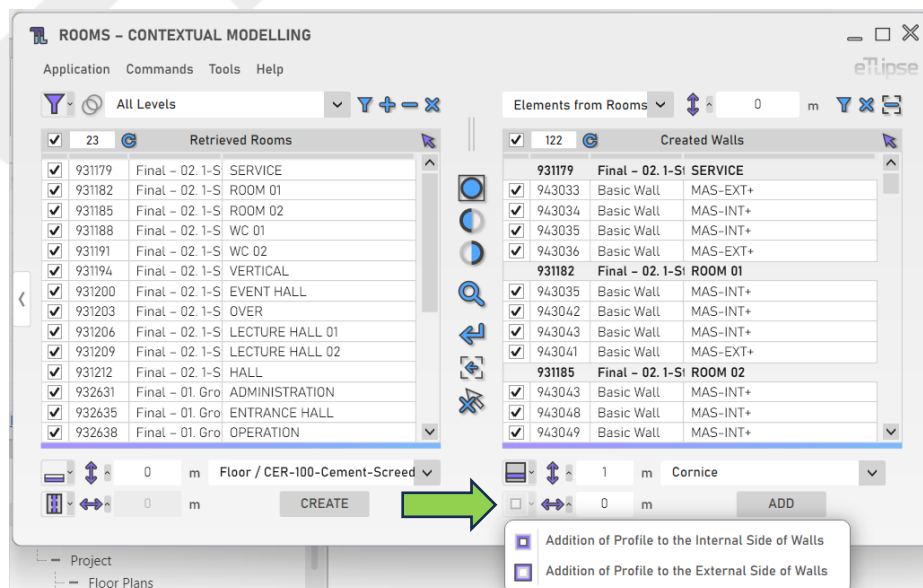
WALLS OPERATION: ADD PROFILE

In order to access the tools to automatically add a profile (sweep or reveal) instance to the walls checked in the Walls Retrieval List, the “Elements from Rooms” mode must be selected at the “Rooms Boundaries Modes” dropdown box and the “Add Profile” mode must be selected at the “Toggle Wall General Operation Mode” dropdown box.



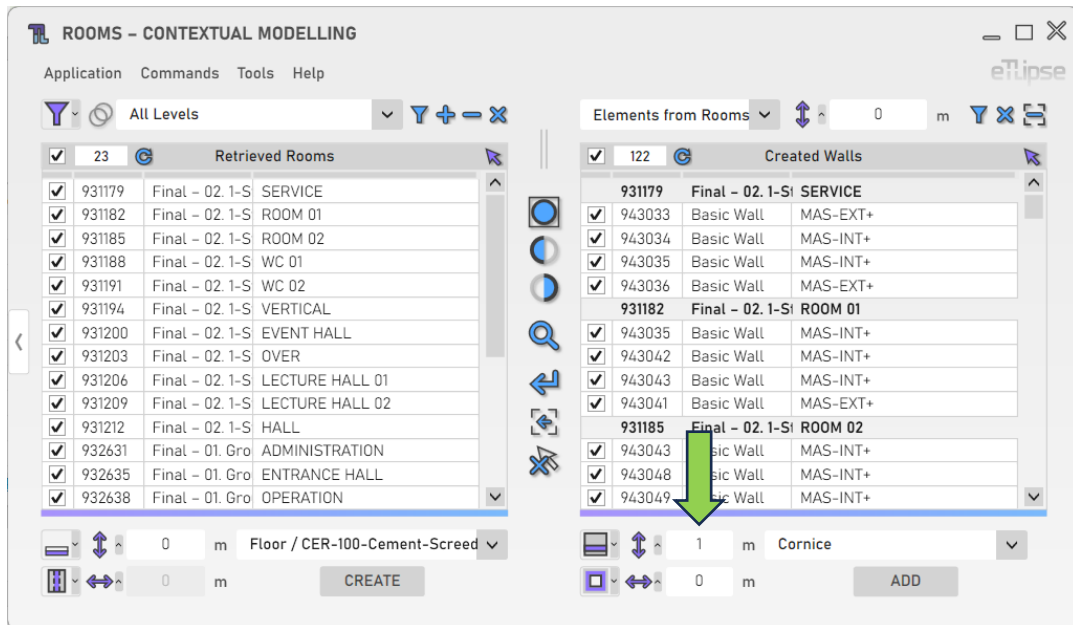
Profile Addition Mode

You can choose an addition mode for this feature. By opening the “Toggle Profile Addition Mode” dropdown box, you can find options to add the profile to the internal side of each wall or add the profile to the external side of each wall. In TL Rooms, the internal face of walls will be considered the one facing the interior of the room, and the external face the one facing the exterior of the room, regardless of the way the wall was created.



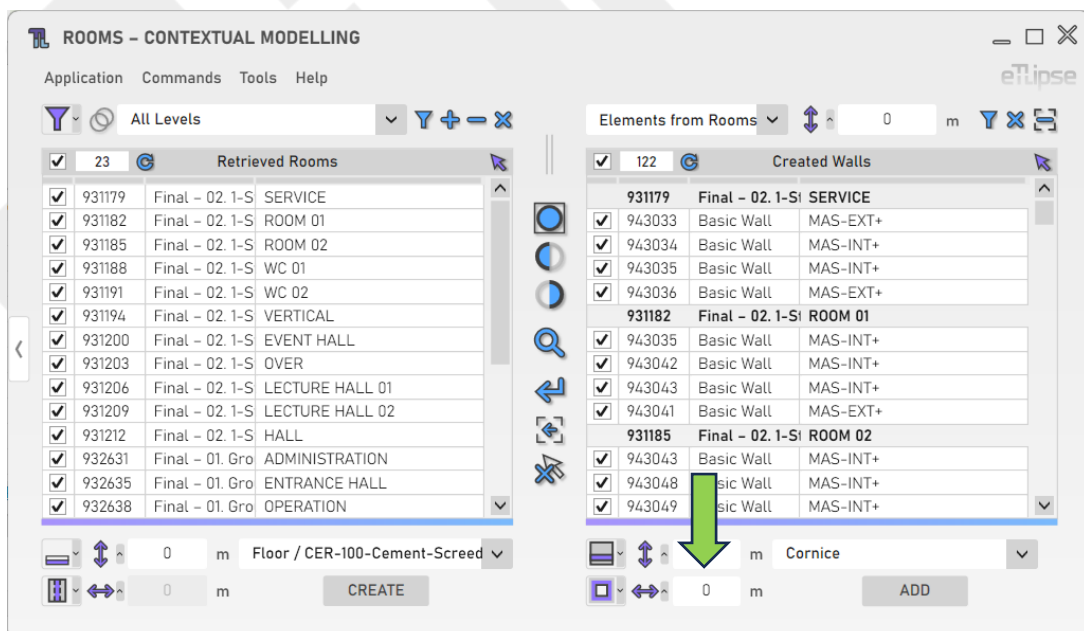
Profile Elevation

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



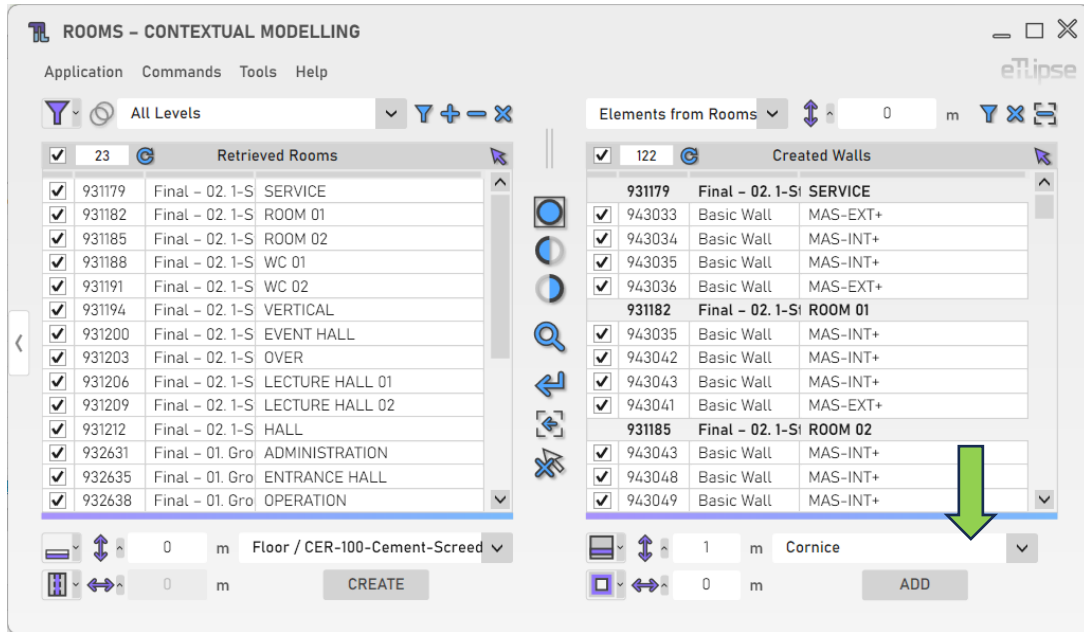
Profile Wall Offset

To set the horizontal distance between the profile instance and the wall, provide a length value in the indicated text box.



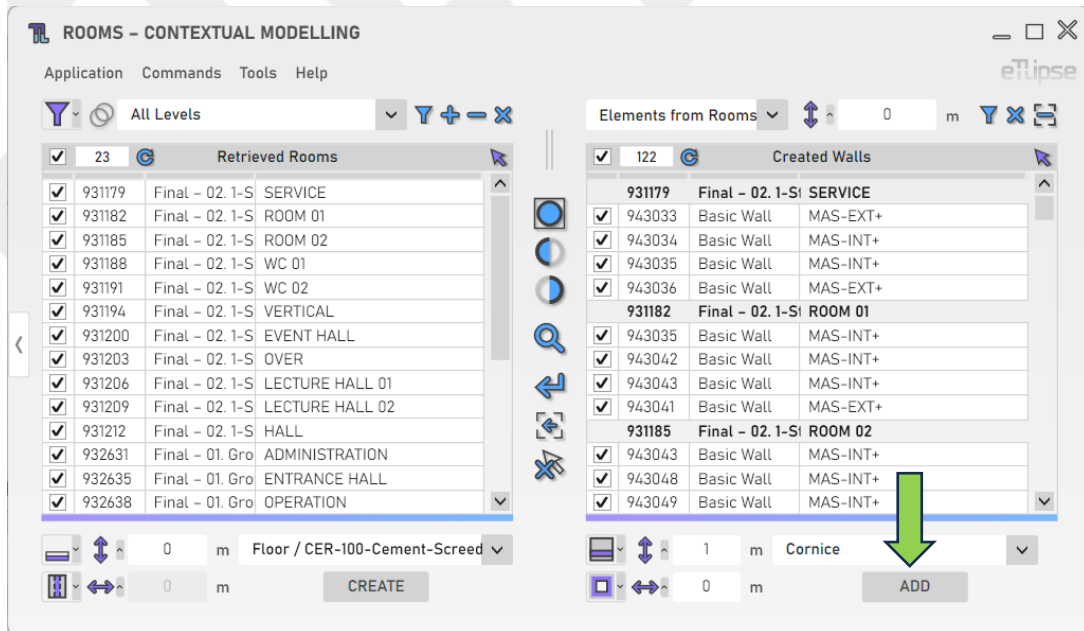
Profile

To set the specific profile (sweep or reveal) to be added, choose a profile at the "Profile" dropdown box.



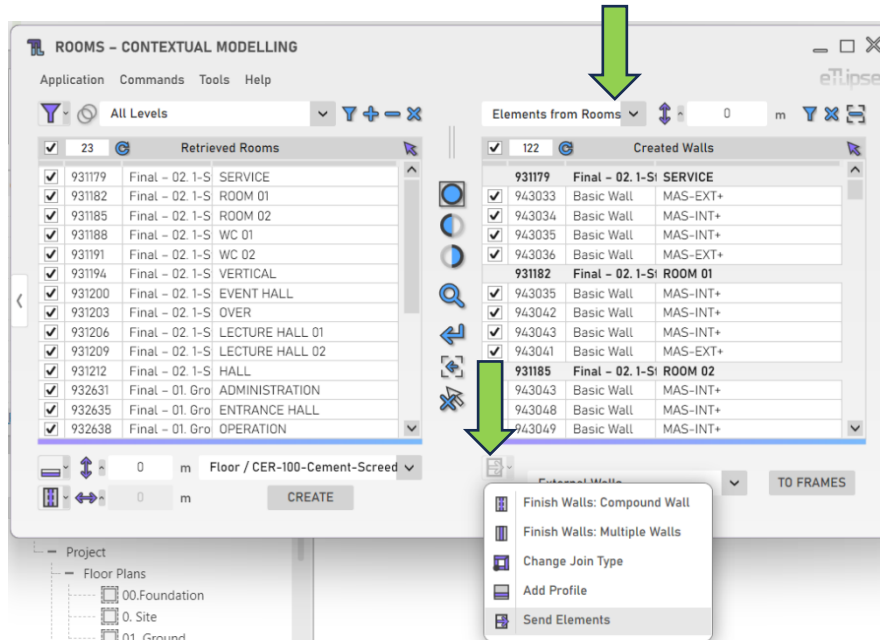
Adding Profile Instances

To add the instances of the chosen profile with the provided settings, click the "Add Profile Instances" button.



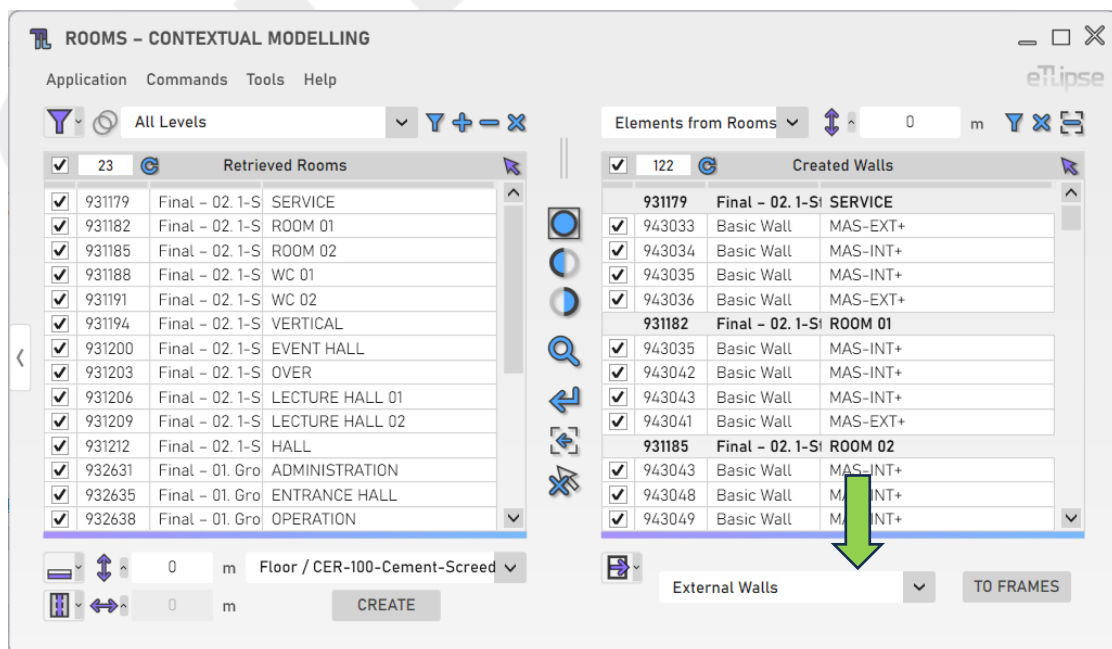
WALLS OPERATION: SEND ELEMENTS TO TL FRAMES

In order to access the tools to automatically send walls checked in the Walls Retrieval List to the TL Frames command, the "Elements from Rooms" mode must be selected at the "Rooms Boundaries Modes" dropdown box and the "Send Elements" mode must be selected at the "Toggle Wall General Operation Mode" dropdown box.



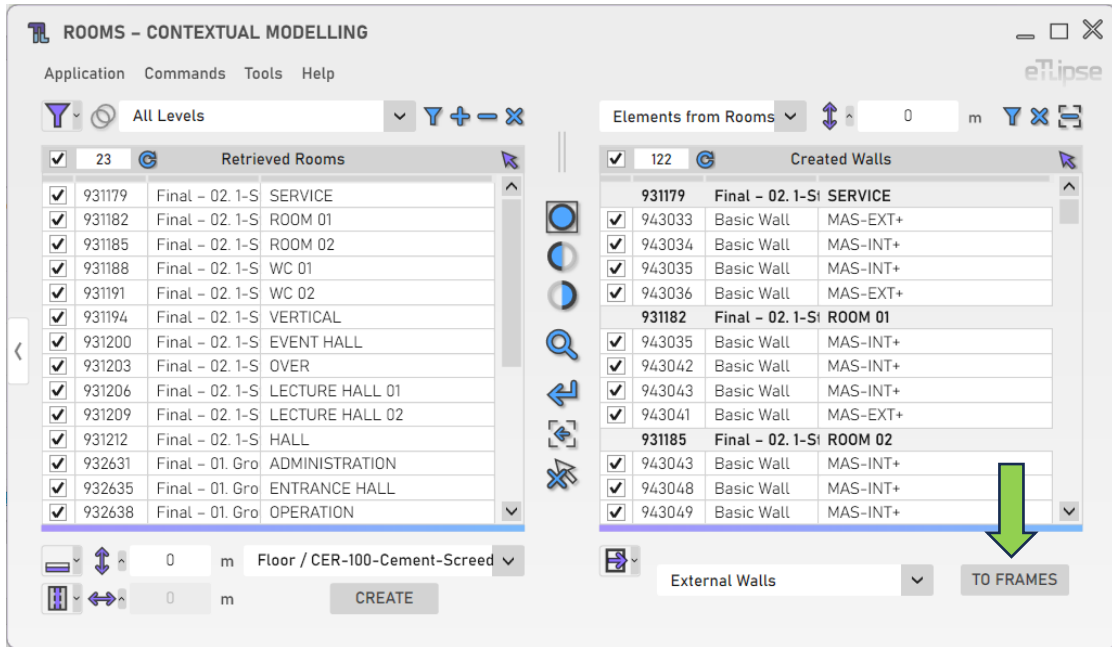
Walls to Send to TL Frames

To set the walls to be sent by their function regarding the group of checked rooms (external, internal or all walls), choose an option at the "Walls to Send to TL Frames" dropdown box.



Sending Walls to TL Frames

To send the walls to TL Frames with the provided settings, click the "Send Walls to TL Frames" button.



OTHER TOOLS

Export Elements from Rooms to a CSV file

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

