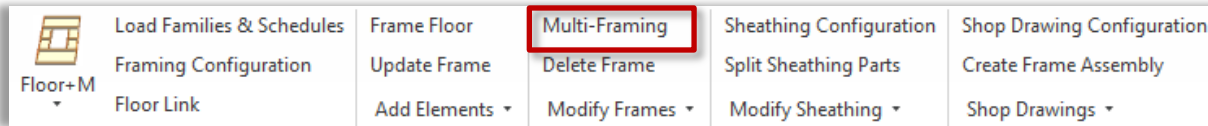
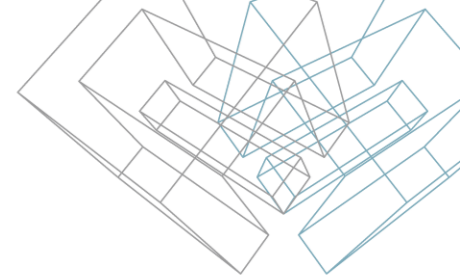




METAL FRAMING FLOOR+

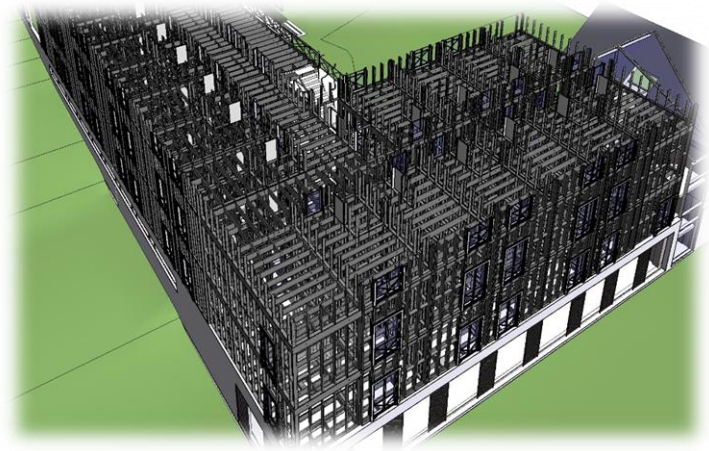
MULTI-FRAMING

Multi-Framing

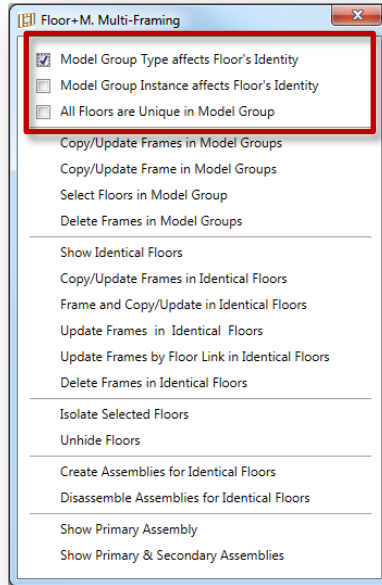


Multi-Framing features work well in big projects, like multi-storey houses.

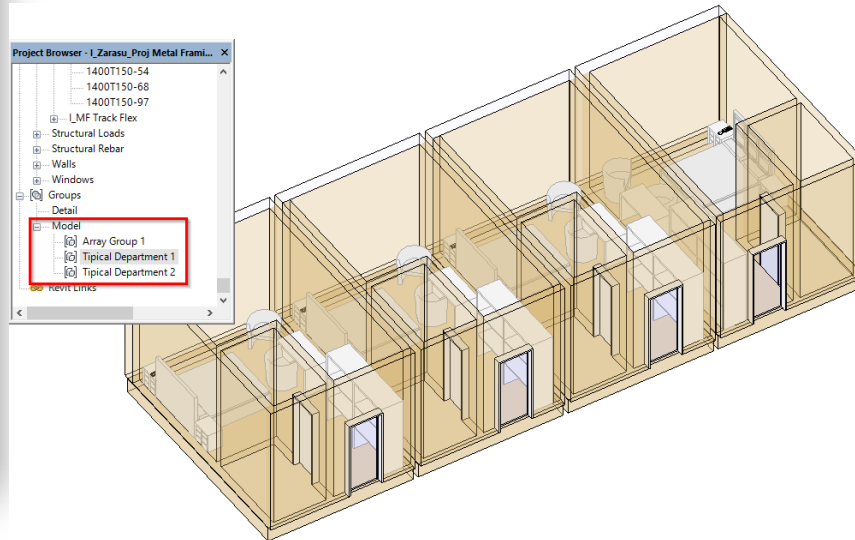
It opens additional window that contains tools for multi-framing tasks. **Multi-Framing** is used when there are groups or identical floors in the project. Using **Multi-Framing** tools user can easily transfer framing elements between identical floors and update them automatically.



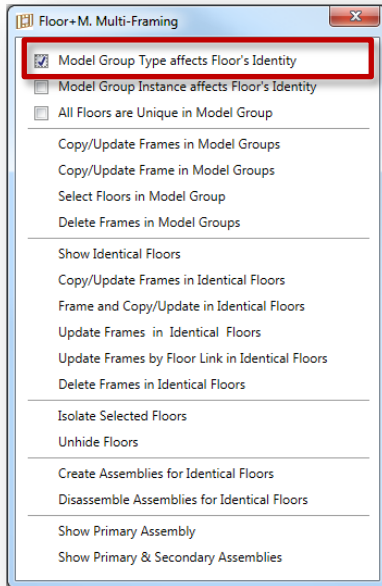
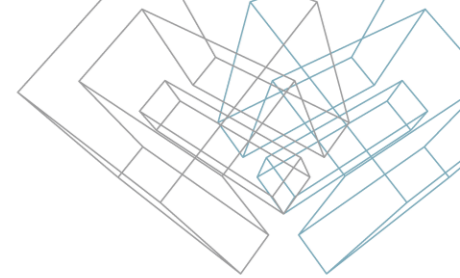
Filtering Rules in Model Groups



Filtering rules for work with floors from model groups. Model Groups should be created using Revit **Create Group** functionality.

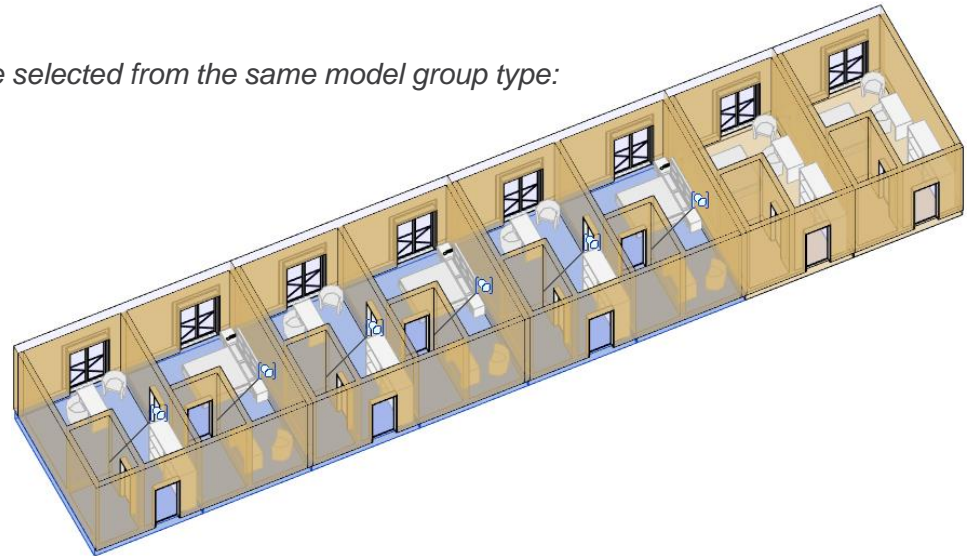


Model Group Type affects Floor's Identity

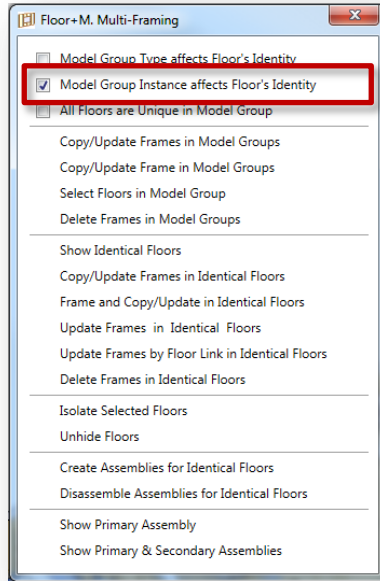
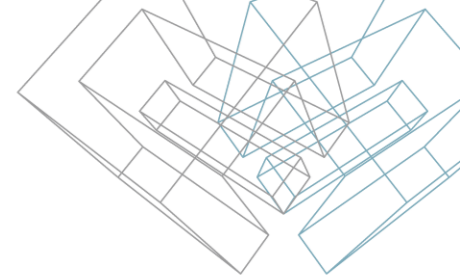


Model Group Type affects Floor's Identity – sets filtering rules if Floor's identity is affected by Model Group type. If ticked, only identical floors of the same Model Group type will be treated as the same floor.

Example: identical floors are selected from the same model group type:



Model Group Instance affects Floor's Identity

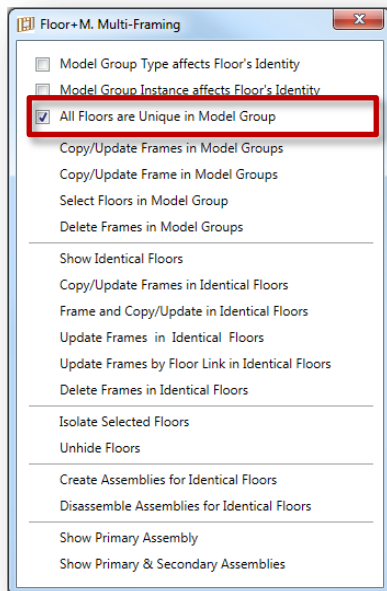
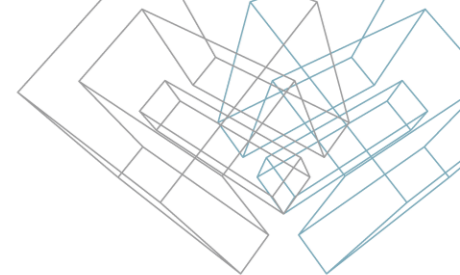


Model Group Instance affects Floor's Identity – sets filtering rules if Floor's identity is affected by Model Group instance (only selected Model Group).

Example: identical floors are selected from the selected model group instance:



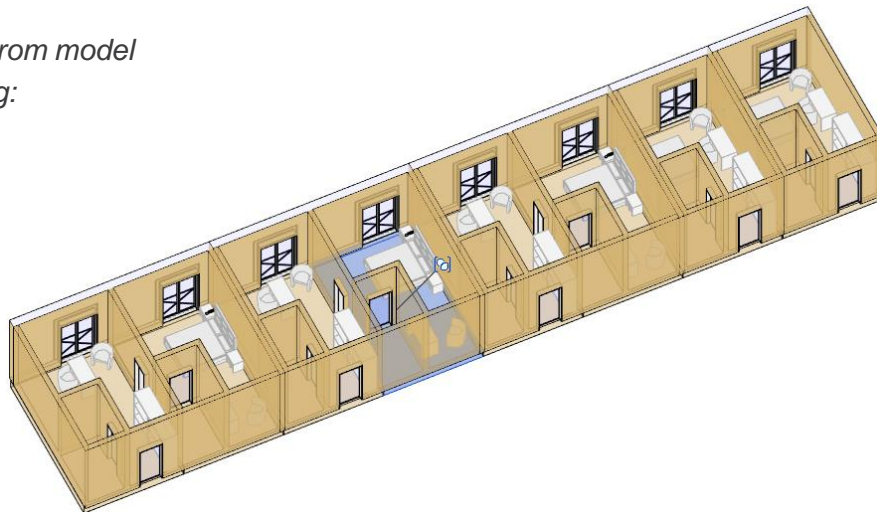
All Floors are Unique in Model Group



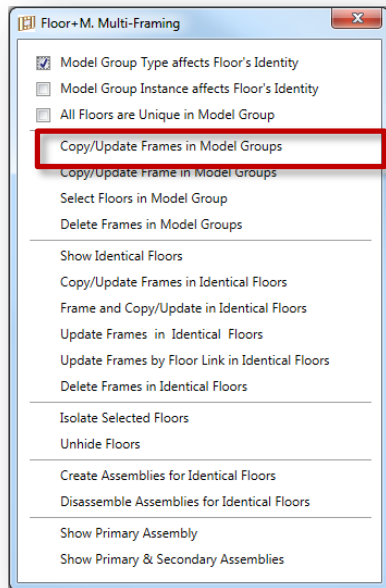
All Floors are Unique in Model Group – lets users to treat each Floor Framing individually.

This function is recommended when some identical floors in Model Group need to be framed differently.

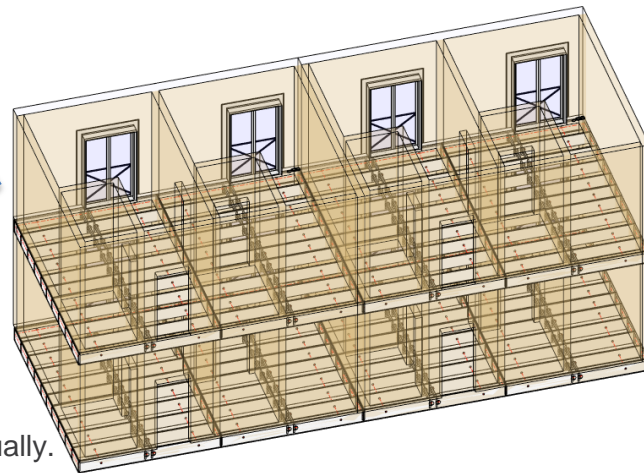
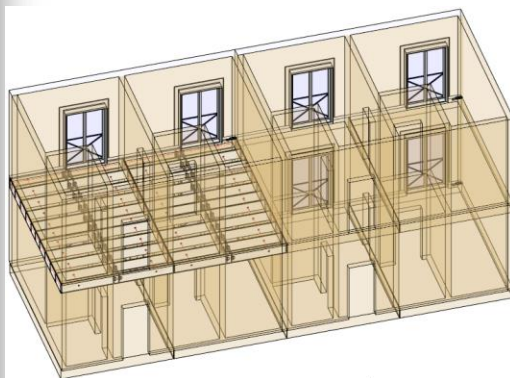
Example: only one floor is selected from model group which will have unique framing:



Copy/Update Frames in Model Groups

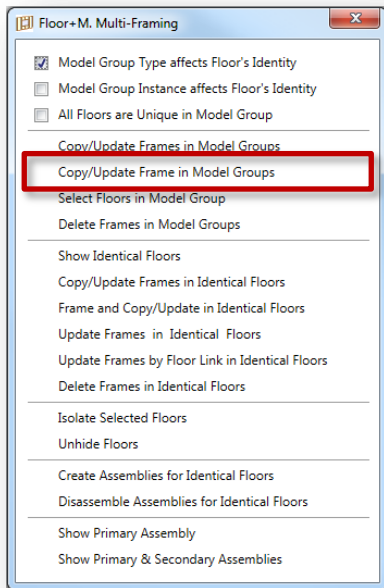


Copy/Update Frame in Model Groups – copies and/or updates all frames from selected Model Group into identical floors from the same Model Groups.

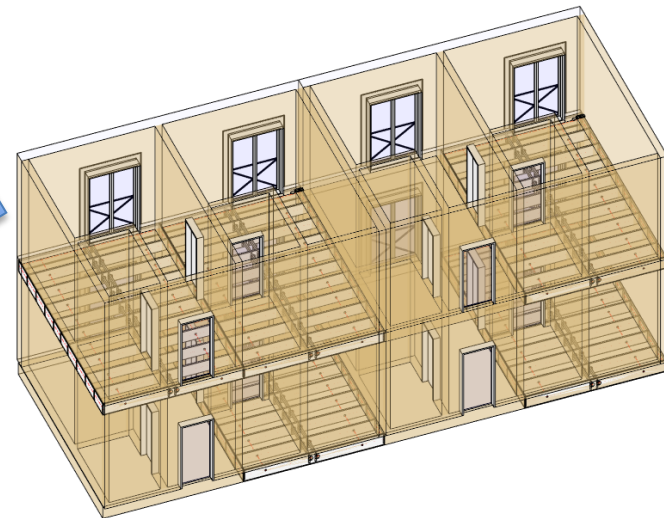
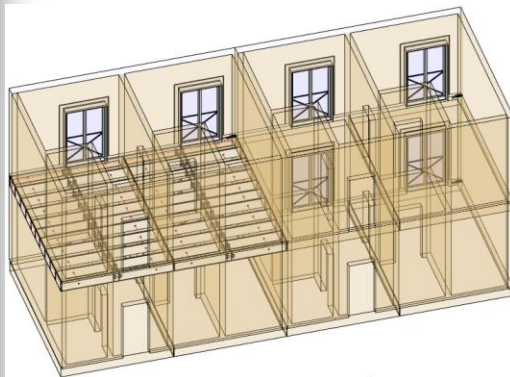


This feature helps to save time, because user will not need to frame floors from same model groups individually. User just need to frame floors from one group and then, using this feature, copy/update it to other identical floors from the same groups.

Copy/Update Frame in Model Groups

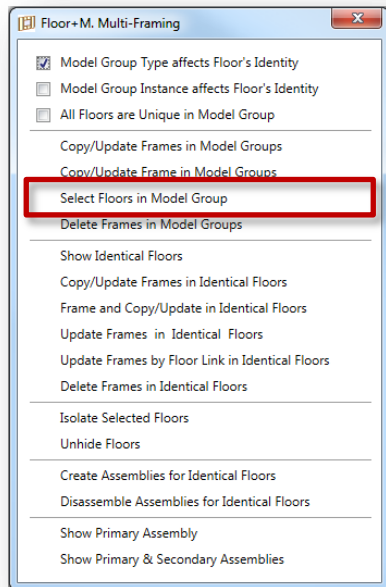


Copy/Update Frame in Model Groups – copies (and/or updates) selected frame into identical floors from the same Model Groups.



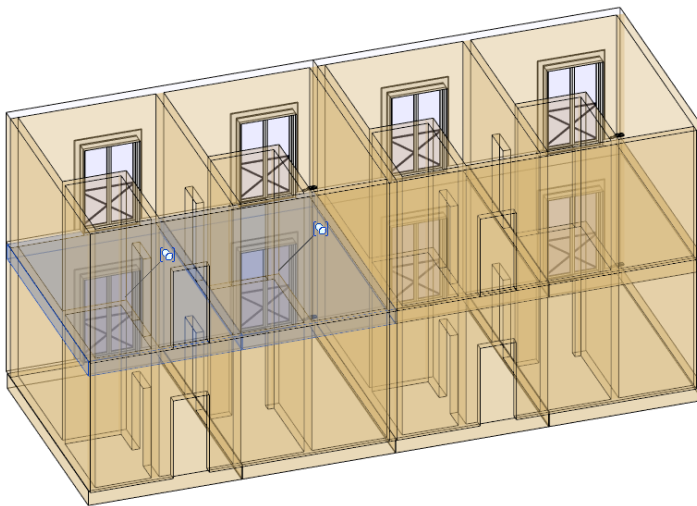
This feature helps to save time, because user will not need to frame floors from same model groups individually. User just need to frame one floor from one group and then, using this feature, copy/update it to other identical floors from the same groups.

Select Floors in Model Group

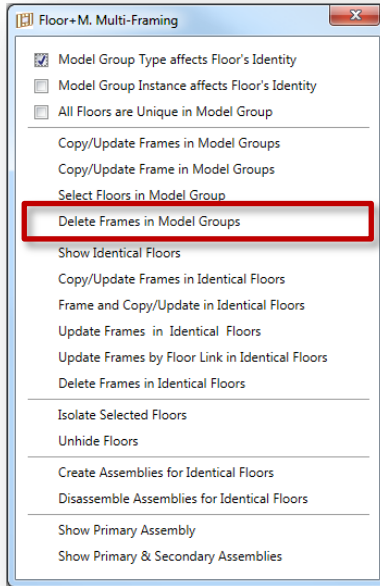
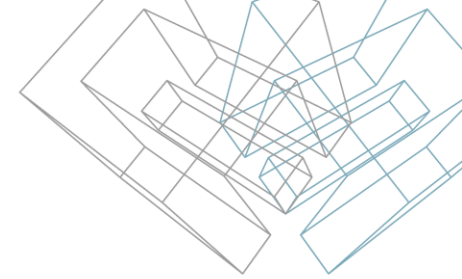


Select Floors in Model Group – selects all floors from selected Model Group.

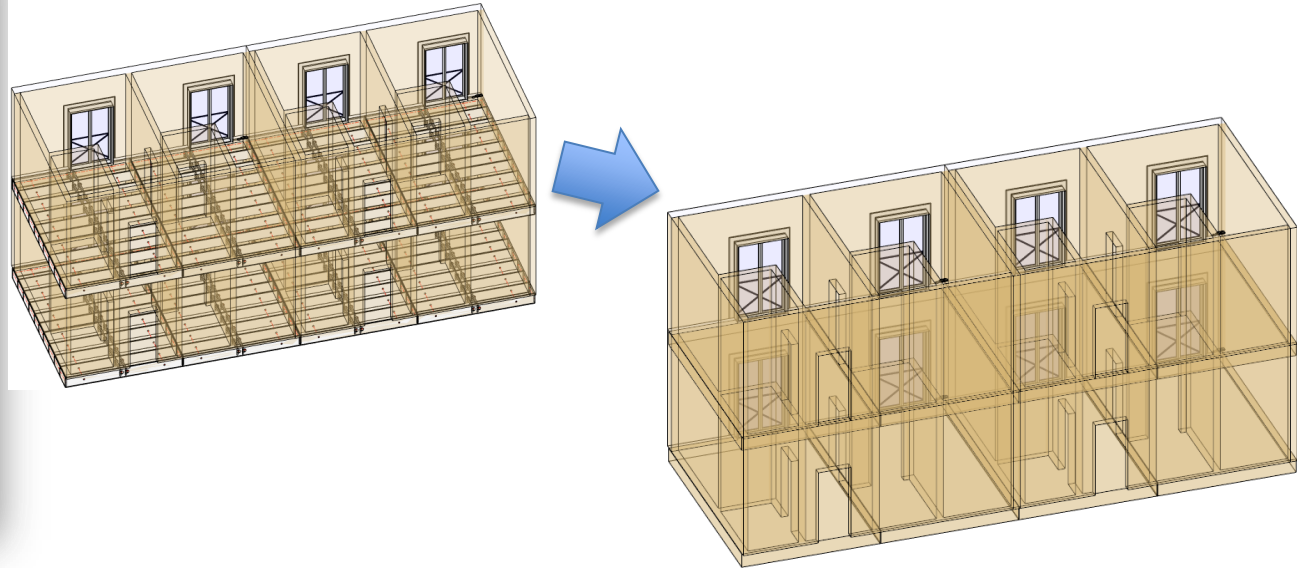
After selecting floors, user can frame floors using **Frame Floor** feature.



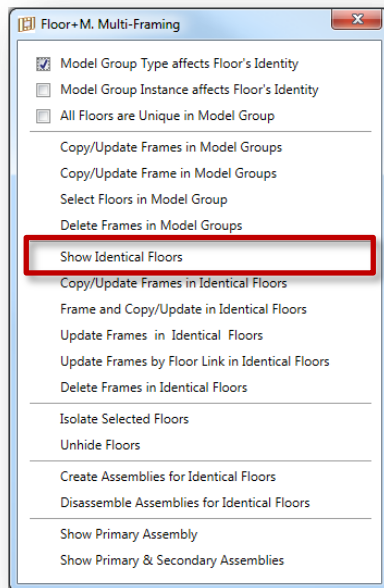
Delete Frames in Model Group



Delete Frames in Model Group – deletes all frames from identical Model Groups.

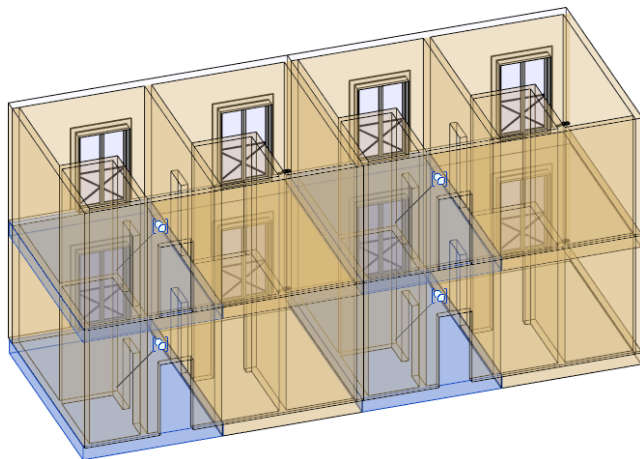


Show Identical Floors

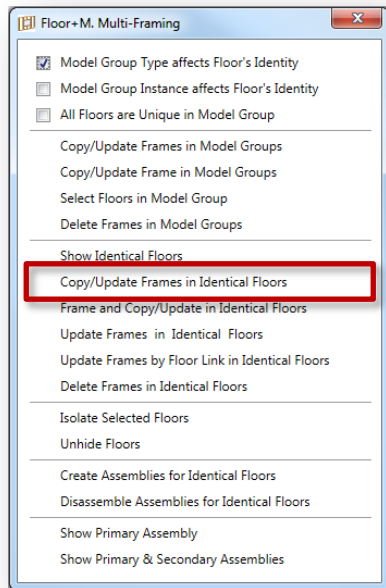
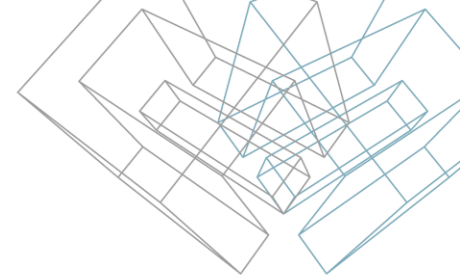


Show Identical Floors – selects and shows identical floors in the project according to Model Group filtering rules.

Identical floors are the floors which are identical according to their geometry.



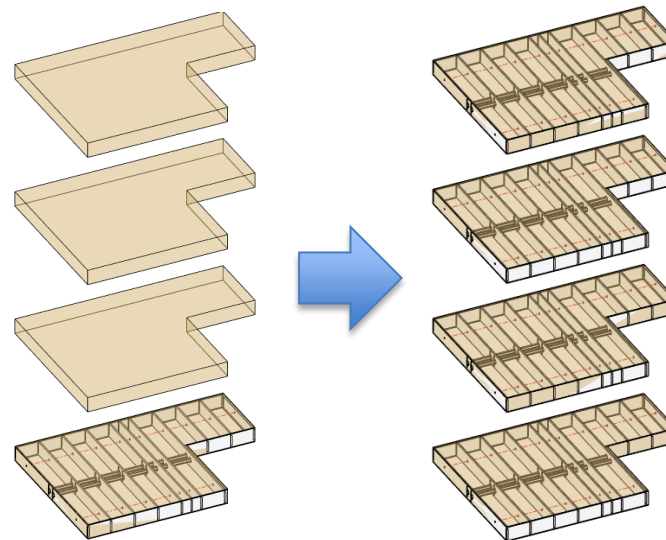
Copy/Update Frames in Identical Floors



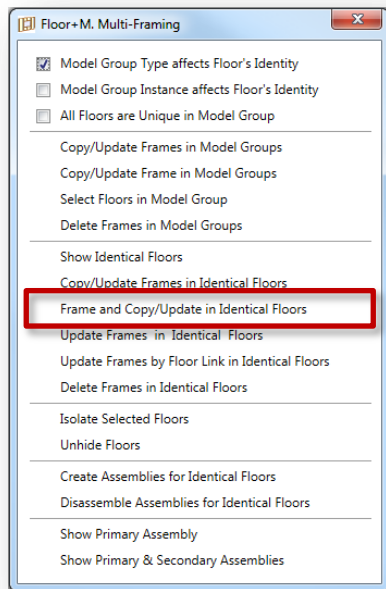
Copy/Update Frames in Identical Floors – copies selected Frame or Secondary Frame into identical floors and/or updates existing Frame of identical floors. All changes will be transferred and overwritten according to the filtering rules.

Identical floors can be in the group or not.

This function is recommended when a primary floor is framed (with all additional elements if needed) and all identical floors need to be framed according to the primary floor.



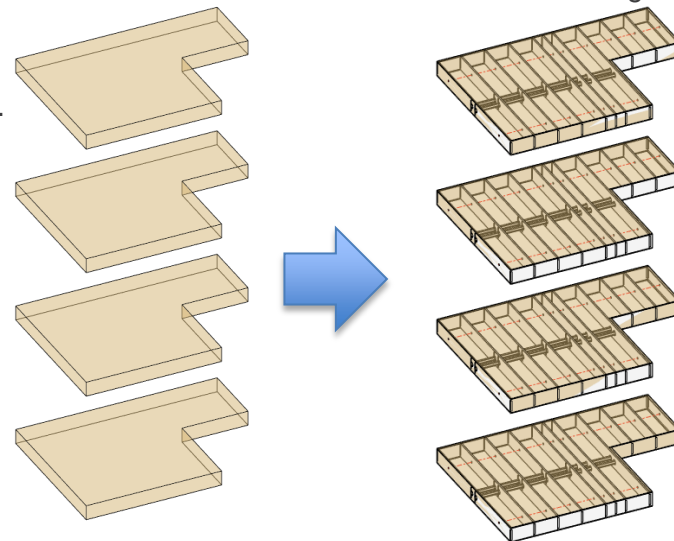
Frame and Copy/Update in Identical Floors



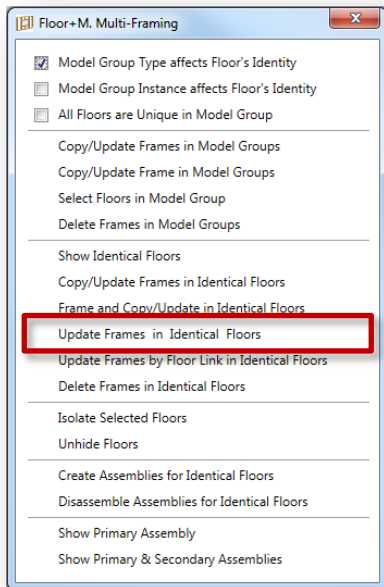
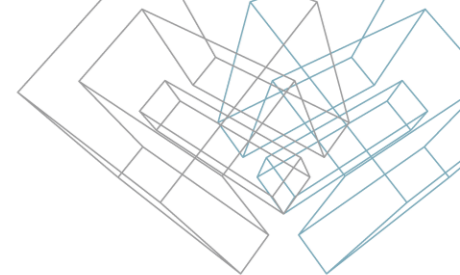
Frame and Copy/Update in Identical Floors – frames selected floors according to its **Framing Configuration** and then copies selected floor's Frame into identical floors and/or replaces existing Frame of identical floors. All framing elements will be transferred and overwritten according to filtering rules.

Identical floors can be in the group or not.

This function is recommended when all identical floors have to be framed only according to the **Framing Configuration** and manually placed elements, or modifications are not needed.

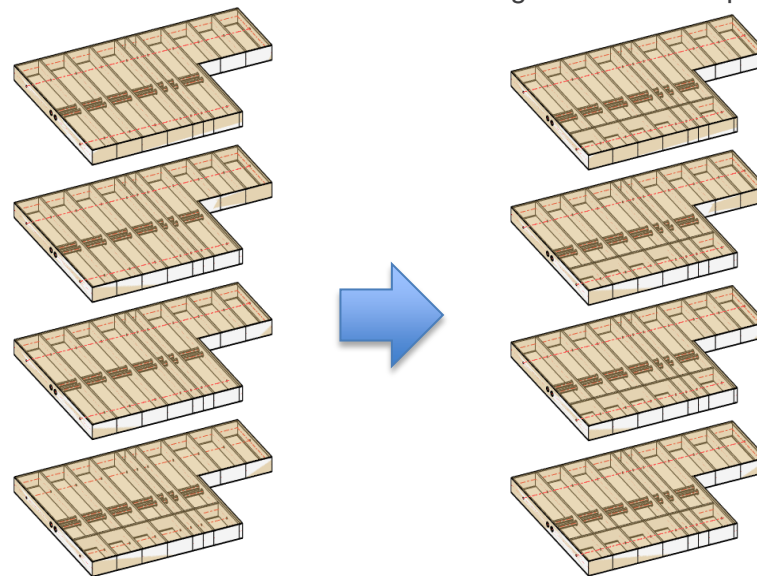


Update Frames in Identical Floors

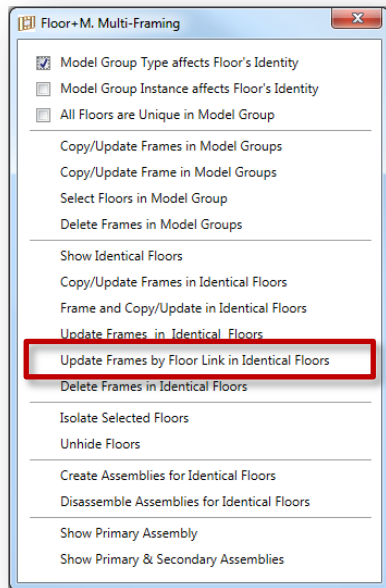
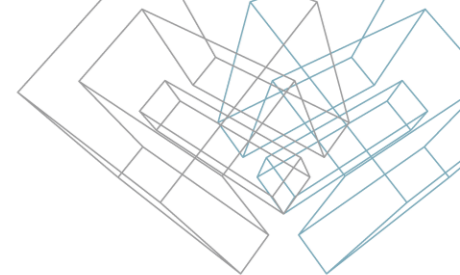


Update Frames in Identical Floors— updates all framing elements in identical floors according to the changes that were made to framing elements of the selected floor. All framing elements will update according to filtering rules.

Identical floors can be in the group or by themselves.

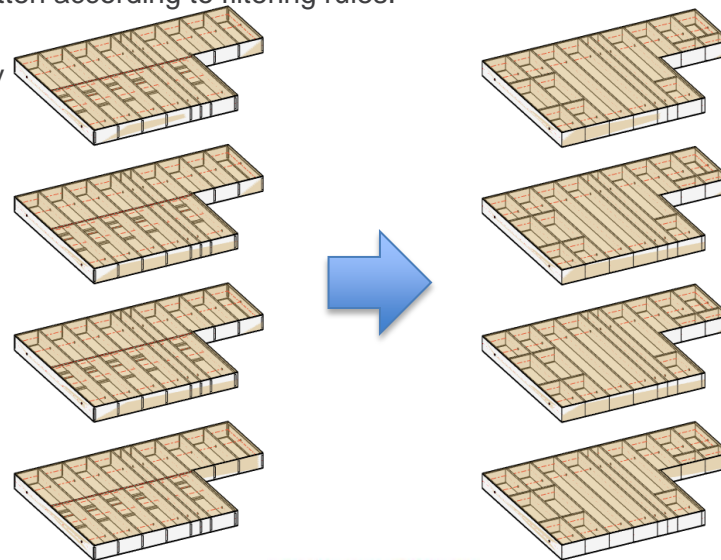


Update Frames by Floor Link in Identical Floors

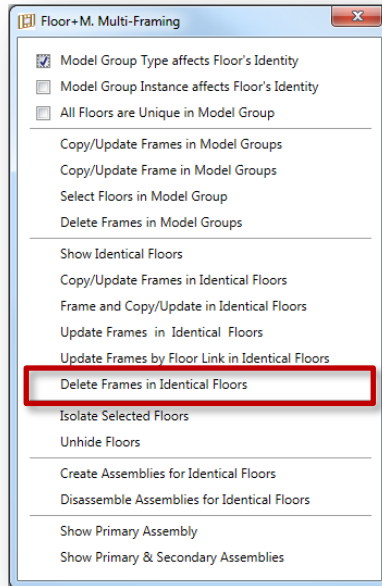
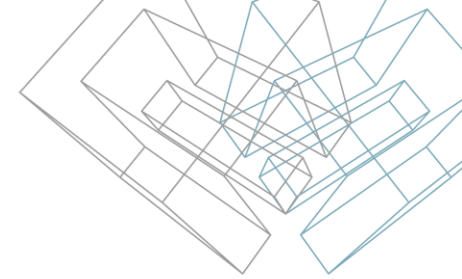


Update Frames by Floor Link in Identical Floors – updates all framing elements in identical floors according to **Framing Configuration** of the selected floor in **Floor Link** assignment. All framing elements will be transferred and overwritten according to filtering rules.

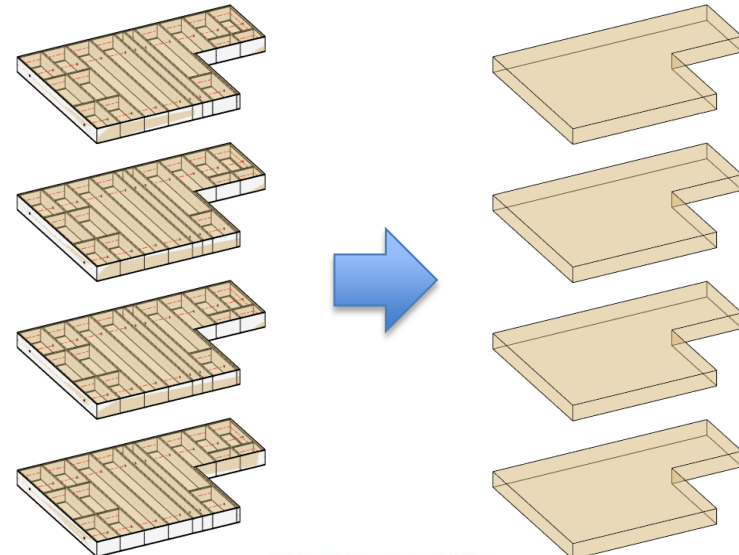
Identical floors can be in the group or by themselves.



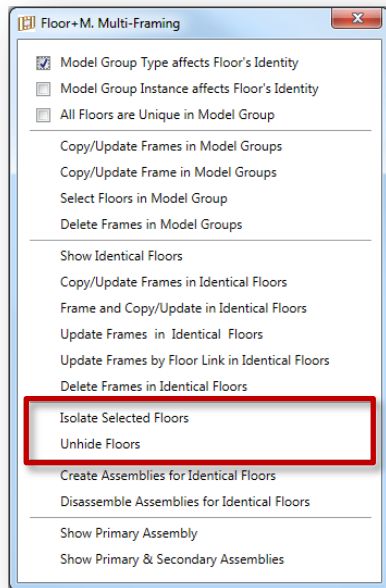
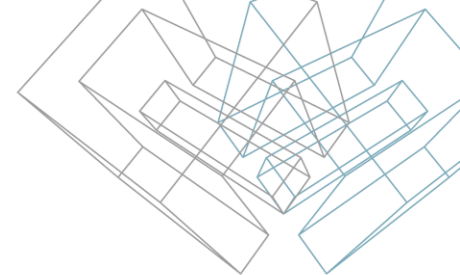
Delete Frame in Identical Floors



Delete Frames in Identical Floors – deletes all framing elements in the selected floor and floors identical to it. Framing will be deleted in accordance with filtering rules.

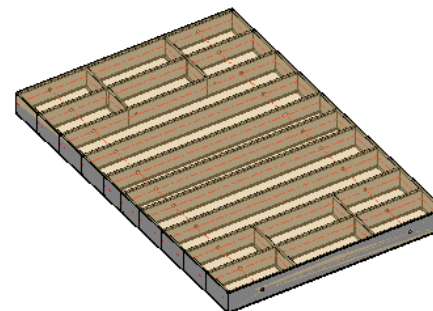
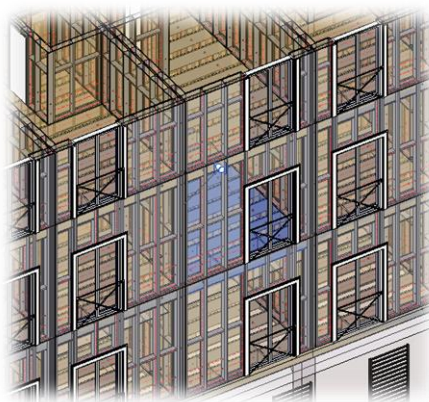


Isolate Selected Floors

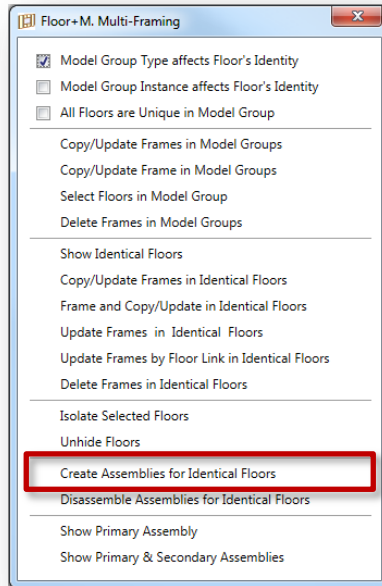
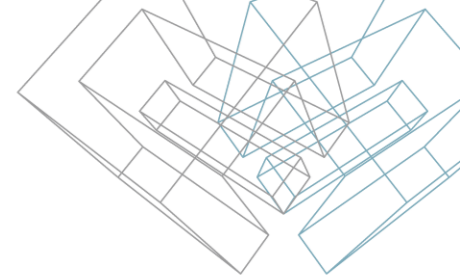


Isolate Selected Floors – isolates selected floors including frames in the active view. All other elements will be permanently hidden in the active view.

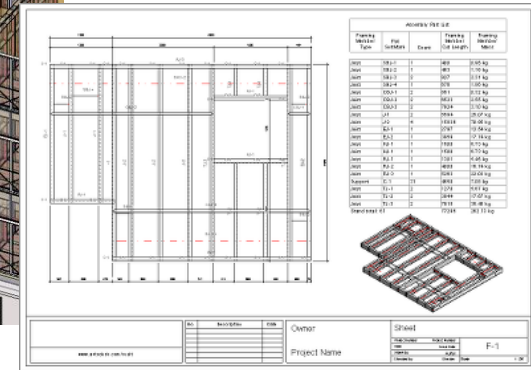
To restore hidden elements use **Unhide Floors** function.



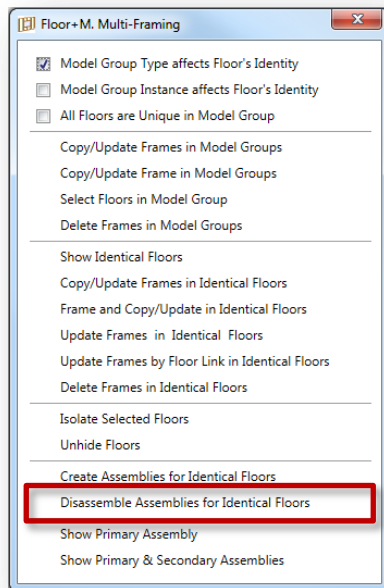
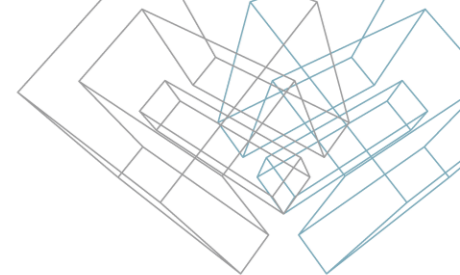
Create Assemblies for Identical Floors



Create Assemblies for Identical Floors – finds identical floors from the project and creates assembly which contains user predefined shop drawings, including schedules and sheets. One assembly is primary, which can be modified and updated, others are secondary.

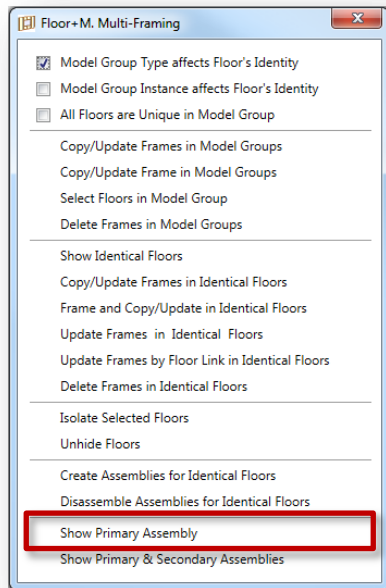
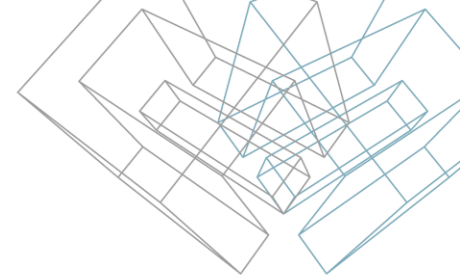


Disassemble Assemblies for Identical Floors

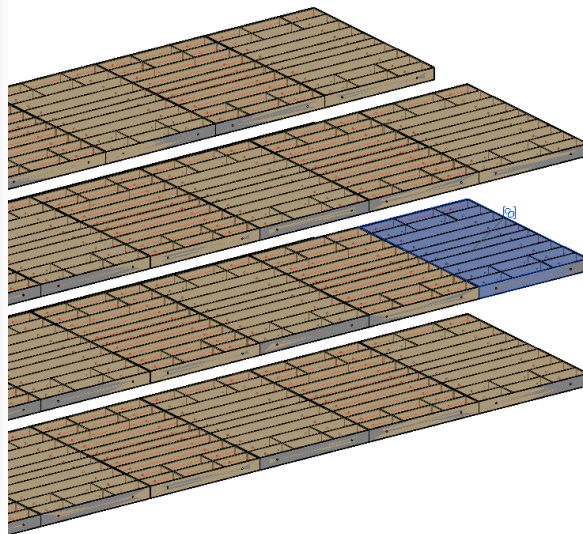


Disassemble Assemblies for Identical Floors – finds identical assemblies in the project and disassembles them.

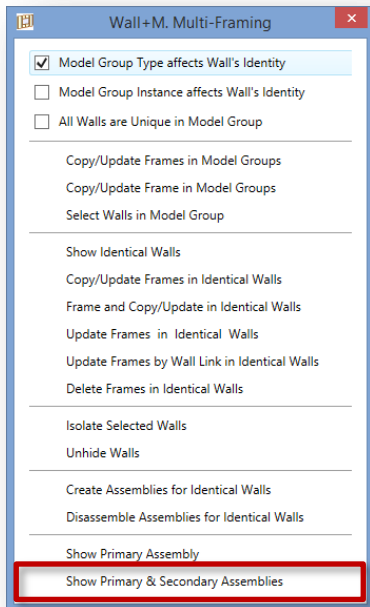
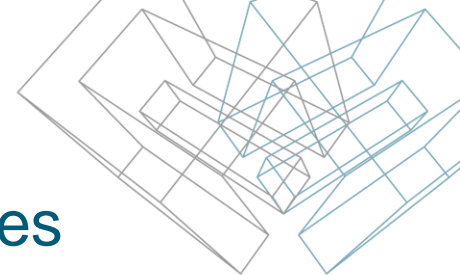
Show Primary Assembly



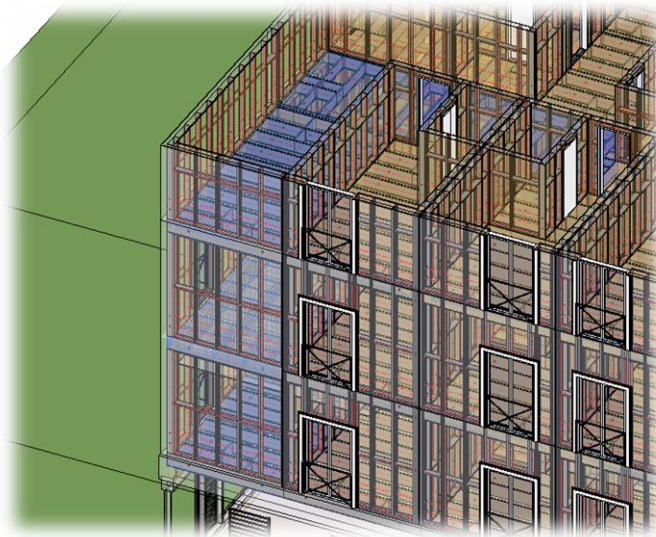
Show Primary Assembly – selects and shows primary assembly, so that it can be modified/updated if needed.

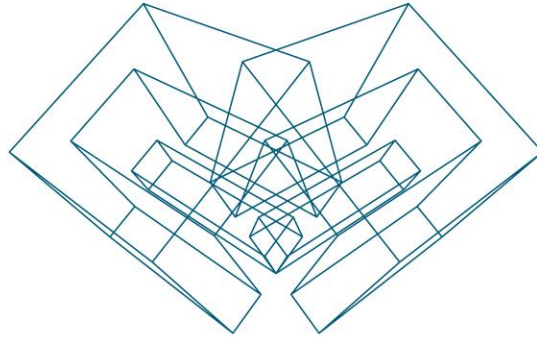


Show Primary Assembly & Secondary Assemblies



Show Primary Assembly & Secondary Assemblies – selects and shows primary and secondary assemblies, so that they can be found and checked in a big project.





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