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intuit

BY SOFTREND

INTUIT by SOFTREND BIM PRODUCTS - CONTENT AND USER MANUAL

Authoring Software Autodesk Revit 2018

This document provides information regarding the content and correct use of the BIM files in Revit format produced by INTUIT by SOFTREND.

File name and definition

The BIM product is contained in the .rfa format file "INTUIT by SOFTREND_Product Name"; the native file is created with the BIM authoring software Autodesk Revit 2018.

In addition to the object file, the company's information sheet (schedule) is provided. The information sheet, in .rvt format, contains information regarding the INTUIT by SOFTREND product. This can be used to calculate quantities and verify the characteristics of the product (Dimensions, Appearance, Thermal and Physical assets).

The information sheet has been divided in different categories: **Identity data** (manufacturer; model; description; product sheet; technical sheet; URL; type comments), **Dimensions** (height; length; width; diameter), **Materials and finishes** (structure material; table top material; screen material; etc.), **Data** (additional information), **Construction** (accessories) and **Electrical** (voltage, wattage).

Other alphanumeric information about the product can be found in the Object's Properties Palette.

The designer/manufacturer who uses INTUIT by SOFTREND BIM content can calculate the quantities of the products used in their project, manage the quantities for the purchase order and transfer the information relating to the product used to those carrying out the work.
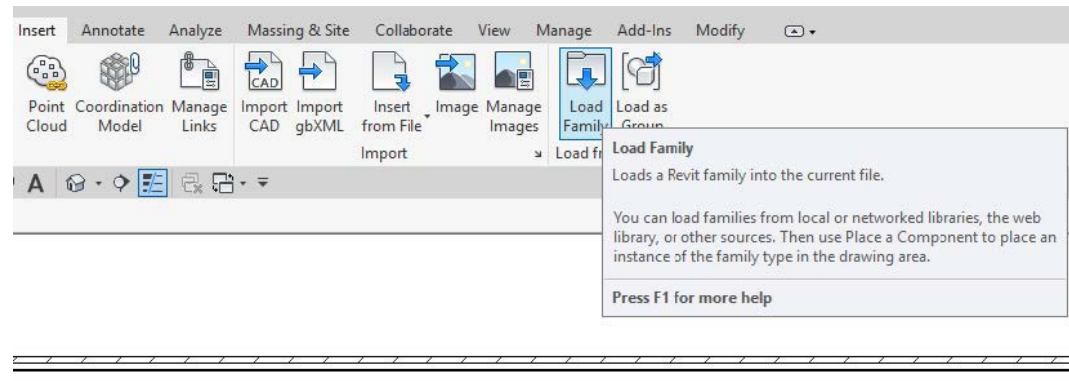

The product shown in this user guide is used as an example.

How to use INTUIT by SOFTREND BIM content

Download and save the INTUIT by SOFTREND .rfa objects in your personal library, then upload the BIM family to your project.
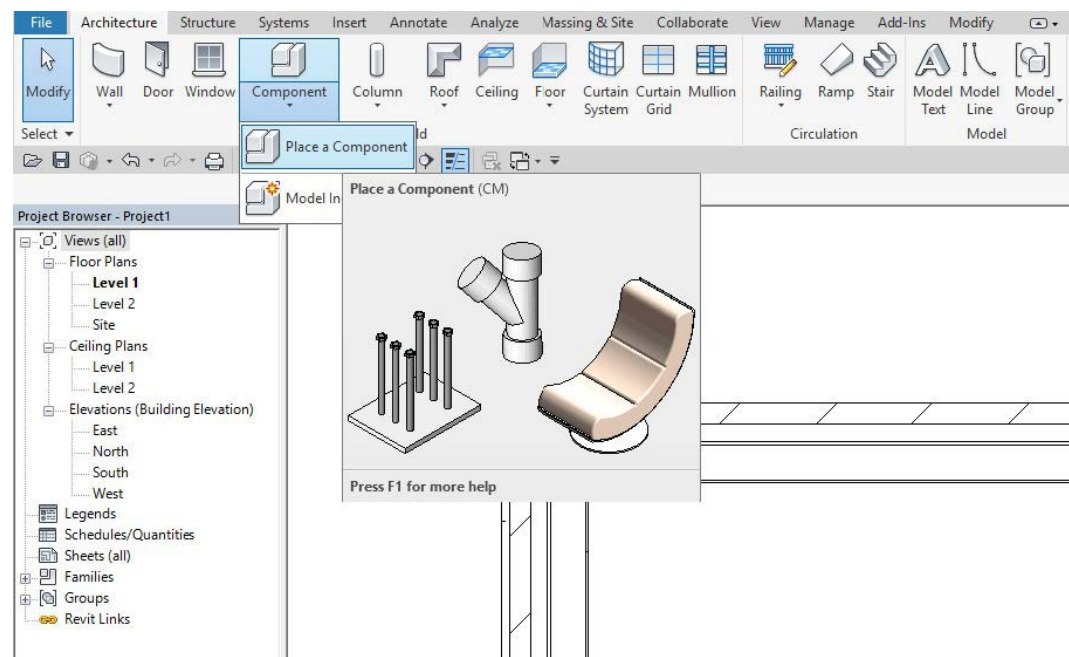
Component positioning

Open any plan view and insert the desired INTUIT by SOFTREND product using the Component command -> Place a component and position it within the project.
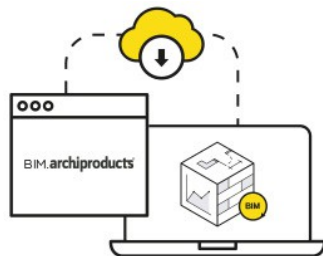
Some models are categorized with the "furniture system" category and they have some electrical and light source features (Booth family).

If you find a .txt file in the download file, archive it in the same location as the .rfa file.

The .txt file contains the parameters and respective values used to create the different types of a given family.

The .txt file includes the type catalogue. By using the type catalogue, it is possible to select and load only the desired types for your personal project, thus slimming down the project file.

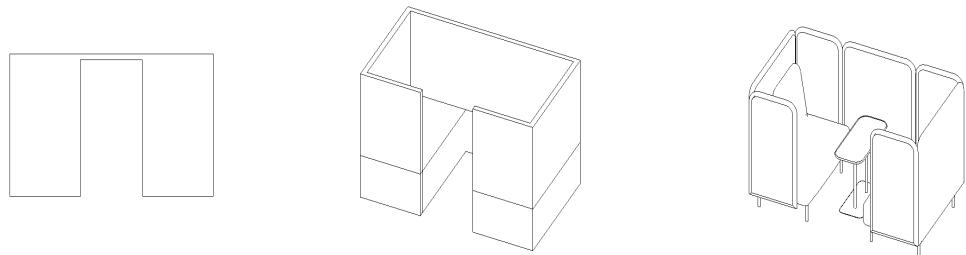Refer to the technical parameters sheet for help when choosing the correct product.

Now you can connect our database to your project: search and insert the best building and design products, use and manage them through my library and keep them updated through automatic notifications directly from Revit.
https://bim.archiproducts.com/en/revit-plug-in

Level Of Geometry (LOG)

The object was created with three levels of geometric development visible in plan, elevation and section. In the **Coarse** level view, a 2D shape can be seen; the **Medium** level shows the overall geometric footprint; the **Fine** level shows the simplified 3D model of the product with fewer details.
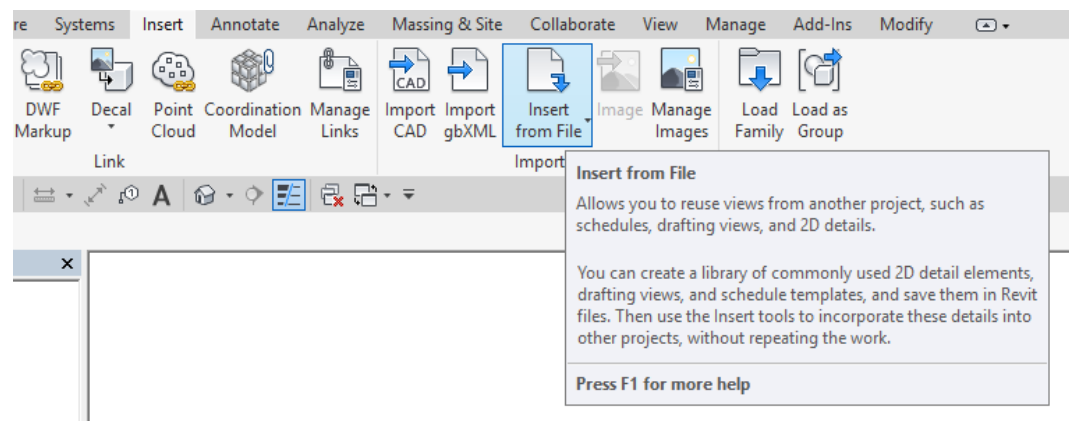
LOG representation

Schedule entry

In addition to the object file, the company's information sheet (schedule) is provided.

The information sheet contains information in .rvt format about the products, including the identity, dimensional and technical parameters, which can be used to calculate the quantities and verify the product's physical and performance features.

When using the BIM content, designers and manufacturers can calculate product quantities to be used in their projects, manage the quantities to be ordered and share the product information with those carrying out the work.

Load schedule

IMPORTANT NOTE |Textures entry

When opening or loading a family, the user might find an issue similar to the one in the picture below with **a yellow exclamation** in the Materials browser > Appearance Tab where the image should be in Revit.
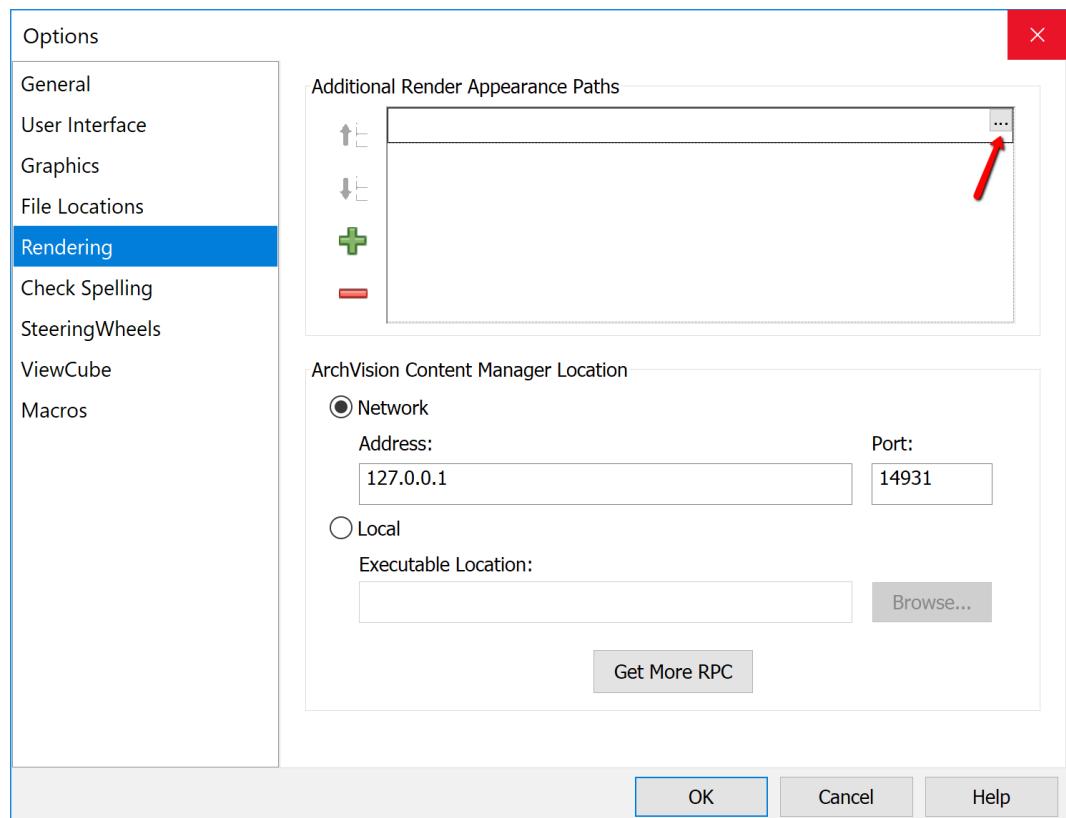
Texture issue
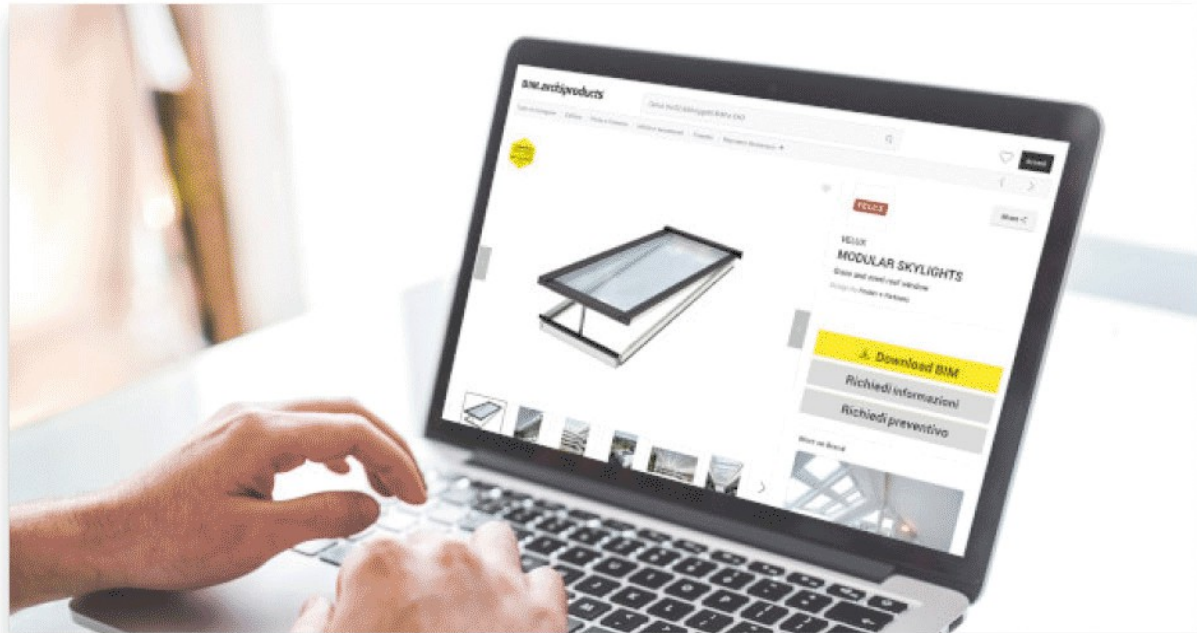

This is because Rendering/file path isn't set correctly.

SOLUTION:

To add texture and material files to project go to **Revit > Options > Rendering >** and under **'Additional render appearance path'** add a path to the folder containing those files (.jpg, .png, etc.) - downloadable on the product sheet in **bim.archiproducts.com.**

You might have to *change the visual style* from realistic to another and back for the textures to be reloaded.

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