

Éptár Ltd.

[eptar] Tiling – USER GUIDE



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Program- and library upgrade:

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[eptar] Tiling – User Guide

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2nd Edition

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1 Installation and Activation

1.1 Installing the Solution

To install the product please run the installation file and follow the instructions. If the wizard cannot find your ArchiCAD version, please select browse and find your ArchiCAD folder manually.

The solution can be used with ArchiCAD 15 and all version above it and corresponding Star(t)Edition versions.

The solution uses the ArchiCAD Accessories add-on. If this add-on is not installed to your ArchiCAD version, please download it from the Graphisoft site. Go to **Help /ArchiCAD Downloads** this will open a window in your browser. Download the add-on and install it to your ArchiCAD. It is highly recommended that you close all ArchiCAD windows before you start installing the file.

Direct links for the download pages:

ArchiCAD15:

English <http://www.graphisoft.com/support/archicad/downloads/ac15/INT.html>

German <http://www.graphisoft.com/support/archicad/downloads/ac15/GER.html>

Hungarian <http://www.graphisoft.com/support/archicad/downloads/ac15/HUN.html>

ArchiCAD16:

English <http://www.graphisoft.com/support/archicad/downloads/ac16/INT.html>

German <http://www.graphisoft.com/support/archicad/downloads/ac16/GER.html>

Hungarian <http://www.graphisoft.com/support/archicad/downloads/ac16/HUN.html>

ArchiCAD17:

English <http://www.graphisoft.com/support/archicad/downloads/ac17/INT.html>

German <http://www.graphisoft.com/support/archicad/downloads/ac17/GER.html>

Hungarian <http://www.graphisoft.com/support/archicad/downloads/ac17/HUN.html>

ArchiCAD18:

English <http://www.graphisoft.com/support/archicad/downloads/ac18/INT.html>

German <http://www.graphisoft.com/support/archicad/downloads/ac18/GER.html>

Hungarian <http://www.graphisoft.com/support/archicad/downloads/ac18/HUN.html>

1.2 Activation of the Solution

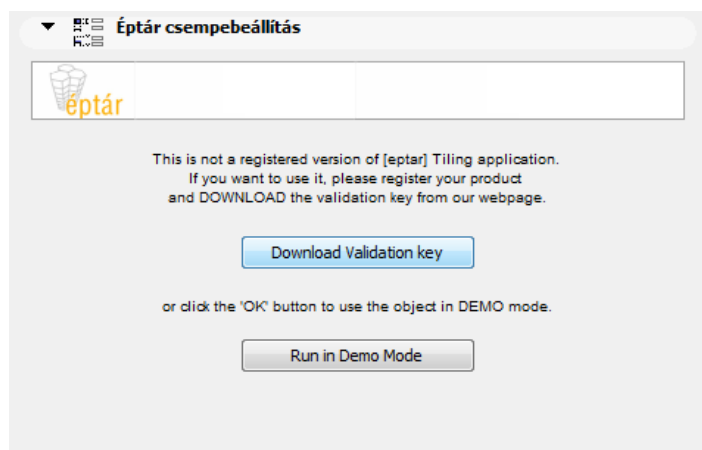
Without activation [éptár] Tiling runs in DEMO mode, with limited functionality. To activate the product have to purchase it in our webshop (www.eptar.hu/cadsupport) or you must own a Registration file, which you received with the program.

However if you do not own a registration file, but you have purchased the program, please follow these instructions:

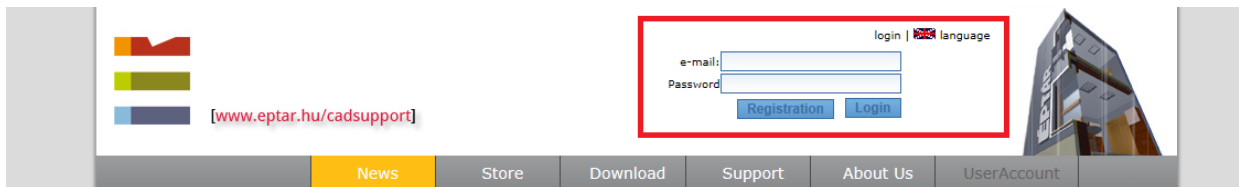
For the registration, use that ArchiCAD key, to which you would like to activate the solution (the solution will be assigned to an ArchiCAD key).

Connect your computer to the internet*.

Start the ArchiCAD program.



Load the library and open the Objects tool, find Eptar_Tiling_library and click Download Validation Key. The solution opens éptár web shop. As far as you are already registered and have bought the solution, please login. After the login, a page will appear where you can download the registration file for your ArchiCAD key.

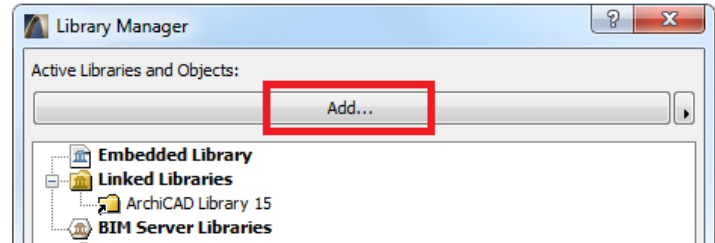


Copy the downloaded registration file (ValidText.txt) in to the **EPTAR Library / eptar_Tiling_Library / x_makros** folder that you will find in your ArchiCAD folder.

* If, you would not like to connect the computer to the internet, because of the possible viruses, please contact the producer.

2 Loading the Library

To load the library, please open the **File / Libraries and Objects /Library Manager** menu. Click Add in the Library Manager window and browse for eptar_Tiling_Library. If you did not install it otherwise, you will find this library in EPTAR Library folder of your ArchiCAD folder.



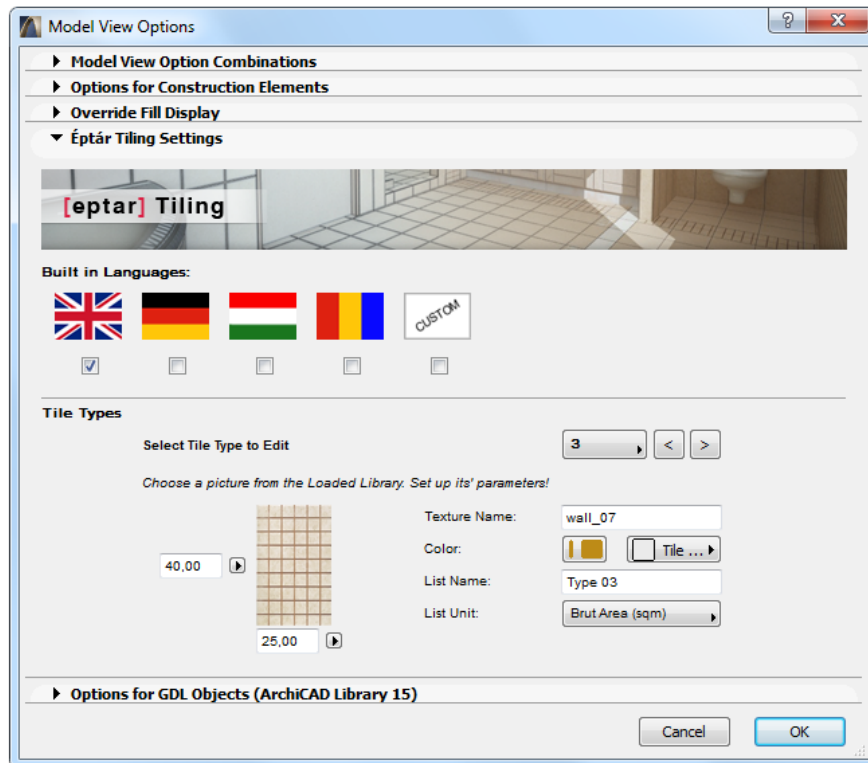
Tiling solution does not have its own menu, the objects will be found in the Object tool after you have loaded in the library. Individual objects can be placed with the Object tool, as any other object. Walls and Slabs can be tiled with the help of Accessories Add-On.

For help with the installation of this Add-On see *1.1 Installing the Solution*.

3 Global Settings

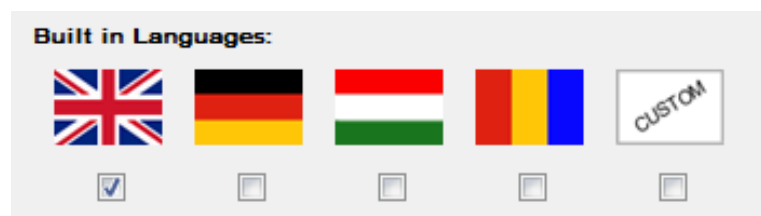
Settings of Tiling solution can be changed globally for every ArchiCAD plan. With global settings you can choose from built in languages and assemble your own palette of Tile Types that you can use to change the pattern of your tiles.

Global setting can be found in **Document / Set Model View / Model View Options...** window under **Éptár Tiling Settings**. The settings apply for the whole plan.



3.1 Built in Languages

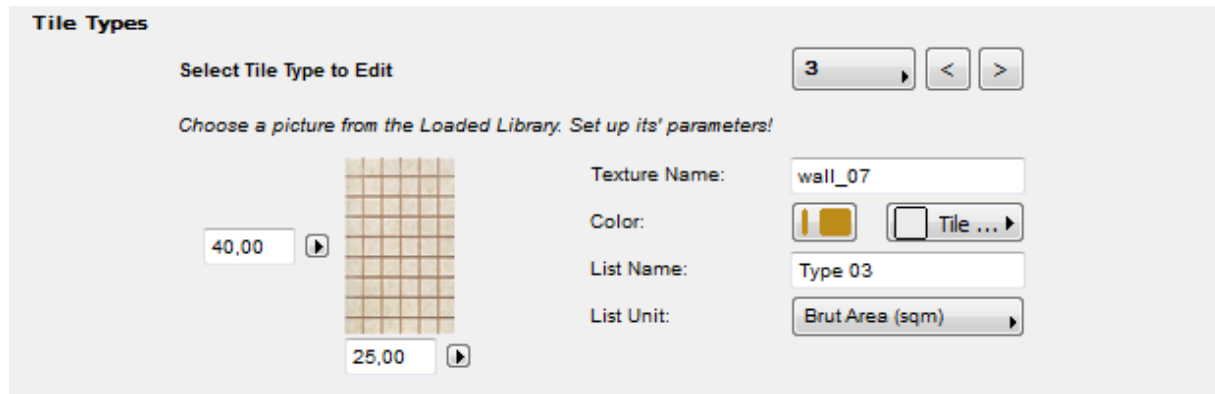
[eptar] Tiling is available in English, German, Hungarian and Roman. Set one of the built in languages and click OK.



If you have used earlier versions of Tiling in your plan before and find localization problems (missing texts, broken letters), please try the following trick: Set language to another one then switch back to your initial one.

3.2 Tile Type Settings

You have two options to set the Tile Types: you can assemble a global palette for your plan and you can modify this palette locally for each of your tiled surfaces. Global palette can be set in the Model View Options window (see: 3 Global Settings) and it can be modified in the Object Settings window (see: 4.1 Tile Types).



Select Tile Type to Edit: each tile type has got a number. You will edit the setting of the tile type with the chosen number. The number of tile types range from 1-8 in the full version of the solution. The default tile is always number 1; this will be used to make the base tiling of the building element. The assembled palette can be used to change the color or texture of tile rows and individual tiles. (see: 4.2.2 Tile View Mode).

Texture Name: type the file name of the texture, which you want to use for your tile. The solution can only use the textures in **the EPTAR Library / eptar_Tiling_Library / textures** folder. If you want to use your own textures, please copy your picture into this folder

Color: tiles will appear on the plan with this color.

The material choices next to the color will define the surface properties, such as transparency, diffuse, ambient, specular lighting and reflection. These will match the properties of the chosen ArchiCAD material. However, the texture and the color of the surface will change according to your settings.

List Name: tiles will appear in the list with this name.

List Unit: you can set whether you want to list each tile type by brut or net area [sqm] or by number of tiles. Choose the right unit from the dropdown menu.

Preview Picture: in this picture you will see, how the set tiles will appear. Set the width and the height of the tile type, and see how the dimensions of the preview changes.

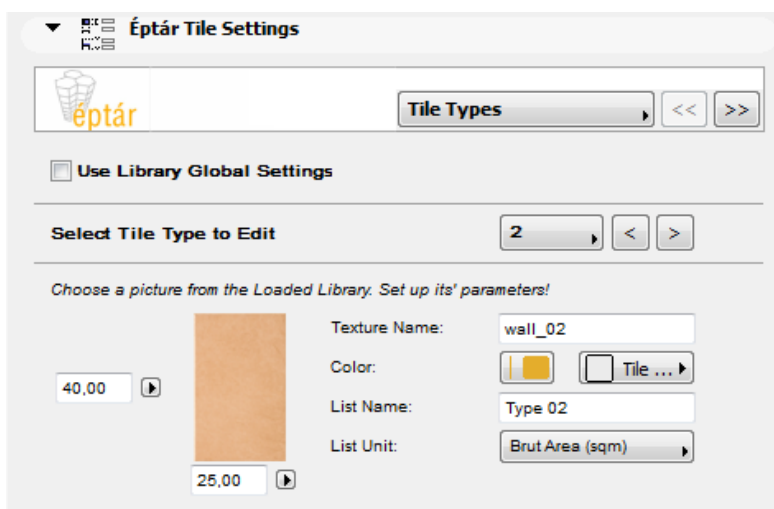
4 Place wall tiles

Use the **ArchiCAD Accessories Add-On** to place tiles on straight walls. With the help of this add-on you will be able to trace the contours of walls and openings automatically.

To place the tiles highlight a straight wall and give the **Design / Design Extras / Accessories / Wall Accessories...** command. Edit the settings for tiling in the Choose Wall Accessory Object window, and click OK if you are finished.

4.1 Éptár Tile Settings

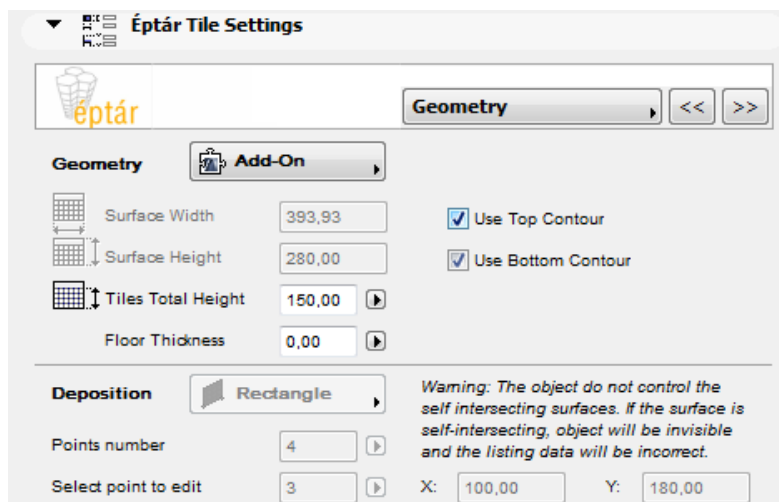
4.1.1 Tile Types



Use Library Global Settings: switch on the checkbox to use global tile types in your palette. If this option is switched off, you are able to edit tile types individually for each surface.

For other editing options see 3.2 *Tile Type Settings*.

4.1.2 Geometry



Geometry: you can only set the Total Height and Floor Thickness in Add-On mode. If you want to place tiles for slanted, double slanted or curved walls, you will have to use individual placement. (*7 Individual Placement*)

Surface Width: infield is filled by Wall Accessories Add-On, you cannot edit this manually.

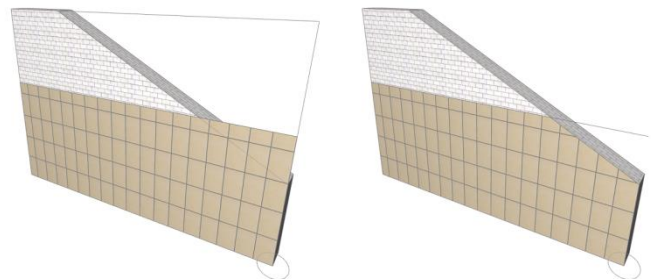
Surface Height: infield is filled by Wall Accessories Add-On, you cannot edit this manually.

Tiles Total Height: the total height of tiling is not always the same as the height of the wall. Set the total height in this infield or use of moving hotspots in the 2D or 3D views.

Floor Thickness: Accessories Add-On in ArchiCAD 17 will put the lower edge of the tiled surface to the top of the core of the slab. Enter the summed height of floor layers, to make sure the tiled surface starts on the right height.

You do not need to set Floor Thickness below ArchiCAD 16, but you can use this option to lift the bottom edge of the tiles, if necessary.

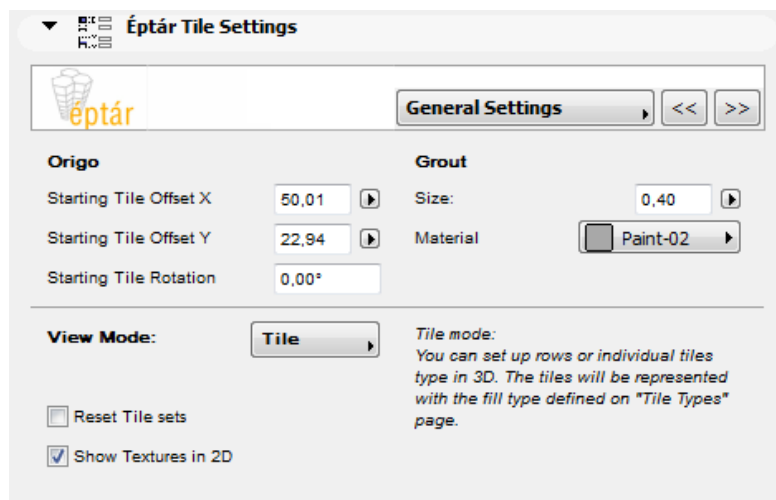
Use Top Contour: if the top contour of your wall is not straight (for example it is trimmed to roofs), check this checkbox to trace the upper edge of the wall. If this option is switched off the Add-On will complete the tiled surfaces to a rectangle.



Use Bottom Contour: mark this checkbox to trace the bottom edge of the wall if the edge is not straight. If this option is switched off the Add-On will complete the tiled surfaces to a rectangle.

Deposition: these options are only available for individual placement. (see: *7 Individual Placement*)

4.1.3 General Settings



Origin: the default place of the origin of the tiled surface is in the corner marked with the circle. The place of the origin can be edited either in this window or on the 2D and 3D views (see:

4.2.2 Tiles View Mode).

Starting Tile Offset X: editing the origin of the Tiled surface in horizontal direction. The place of the origin depends on the position of the walls reference line and the direction of drawing. We recommend you to check the placed surface for visual feedback.

Starting Tile Offset Y: editing the origin of the Tiled surface in vertical direction. The place of the origin depends on the position of the walls reference line and the direction of drawing. We recommend you to check the placed surface for visual feedback.

Starting Tile Rotation: enter an angle to rotate the tiles on the surface.

Grout:

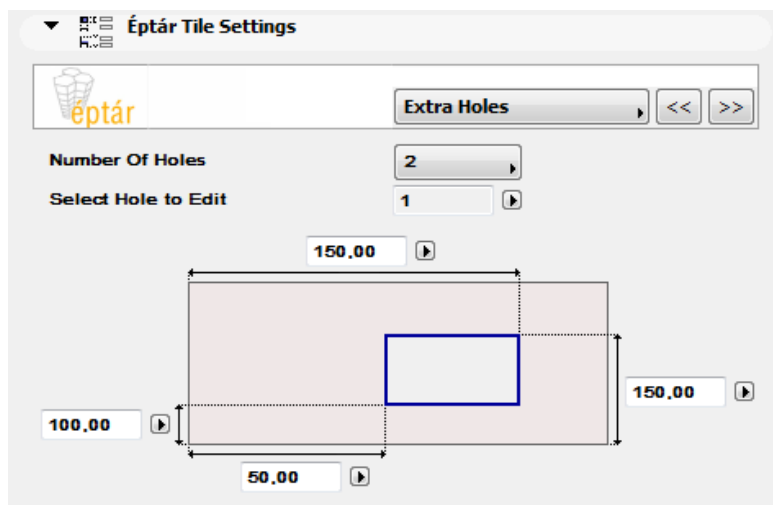
Size: enter the width of grout between the tiles.

Material: grouts will appear on the 2D and 3D views with this material.

View Mode: different view modes shall be used for changing the properties of the tiled surface and individual tiles on the 2D and 3D views with the purple moving hotspots.

See: 4.2 Edit Properties of tiling on the 2D and 3D views.

4.1.4 Extra Holes



There is no need to tile surfaces behind plumbing fixtures, for example bathtubs. Use extra holes to create untiled patches on your wall. These holes only appear in the tiled surface, they do not affect the wall. To create holes in both the tiles and the wall use ArchiCAD openings.

Extra holes on the walls can only be rectangular.

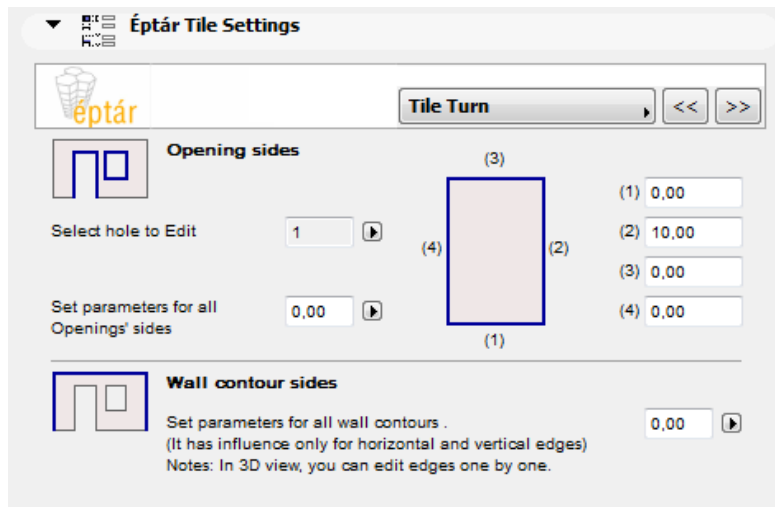
Number of Holes: set the number of holes you want to use on your wall (maximum 4).

Select Hole to Edit: each hole has got a number. Select the hole you want to edit by choosing its number.

Illustration: This picture is here to help you define the dimensions and position of the extra hole. Enter the measures of the hole and its starting point into the fields (the 0,0 point is always on that

corner that is signed with a circle on the 2D view). The hole can be resized with the help of moving hotspots on the 2D and 3D views in Geometry View Mode (4.2.1 Geometry).

4.1.5 Tile Turn:



Tile Turn options are used to define the tiling of door and window sills and wall edges. Tile Turns can only be set in Add-On mode.

Opening sides

Select Hole to Edit: select the number of the opening you want to edit.

Set parameters for all opening sides: enter a measure to set the tiling for all sides of the opening at the same time.

Illustration: This picture is here to help you define which side of your opening you want to edit. Setting the correct numbers will only affect the numbered side of the opening. Tiling of sides can also be modified on the 2D and 3D views with moving hotspots.

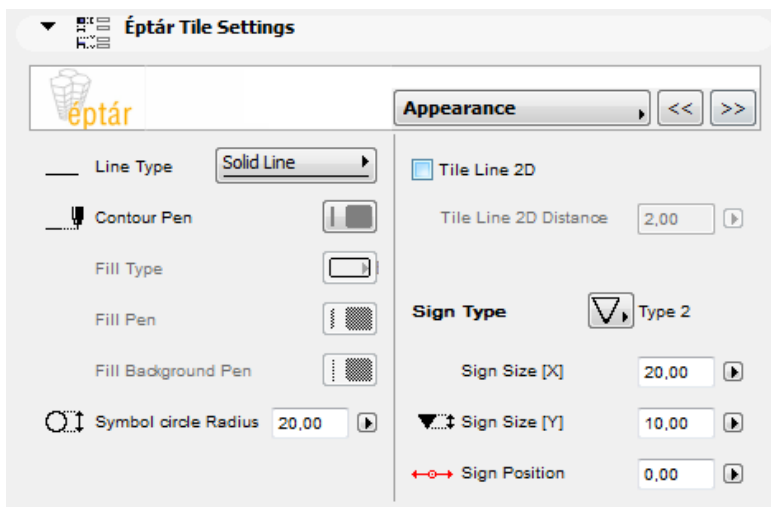
Wall contour sides

Set parameters for all wall contours: This option will change the tiling of all horizontal and vertical wall edges at the same time. In 3D view you can edit tiled edge one by one.

Editing wall and opening edges in 2D and 3D views

Walls tiled with the help of Wall Accessories Add-On have got two views on the floor plan. The Elevation on Floor Plan one is there to modify different properties in Geometry and Tile View Modes (listed in 4.2.1 Geometry and 4.2.2 Tile) the other is there to help you set Tile Turns. Highlight the tiled surface and use the top Tile Turns view. Grab and drag the purple moving hotspots to define the proper tiling of wall and opening edges. Use the same method to modify the tiling on the 3D view. (see: 4.2.4 View Mode Independent Settings)

4.1.6 Appearance



Setting Display options

Tile Line 2D: turn on this option to display the top view of the tiled surfaces on the floor plan.

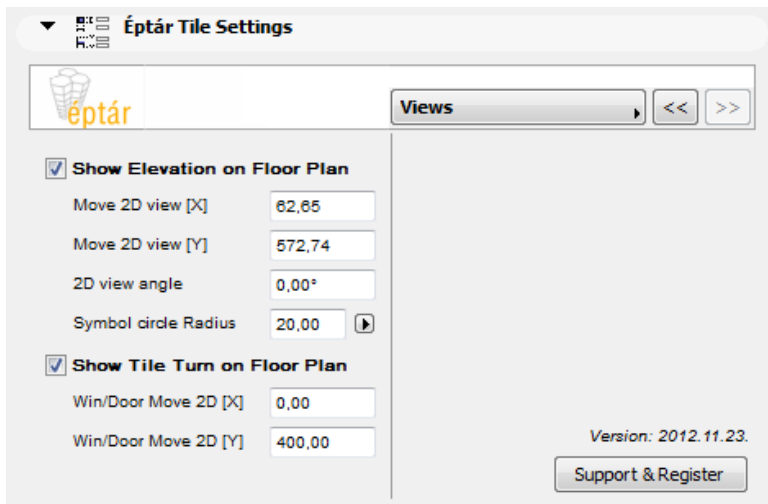
Tile Line 2D Distance: enter a number to set the distance of the Tile Line from the wall.

Sign Type: choose a Sign Type arrow for the display on the floor plan.

Sign Size [X] and Sign Size [Y]: measures of Sign Type arrow on the floor plan, width and height.

Sign Position: position of the sign, measured from the center of the wall.

4.1.7 Views



This tab page can only be found for walls. The checkboxes and fields enable us to choose which views we want to display on the floor plan and where we want to position these views. Position can be set here on this page but we can also change it on the floor plan, with moving hotspots (see: 4.2.1 *Geometry*)

Show Elevation on Floor Plan: use this elevation view to edit properties on the floor plan with the help of moving hotspots. See more: *4.2 Using View Modes*.

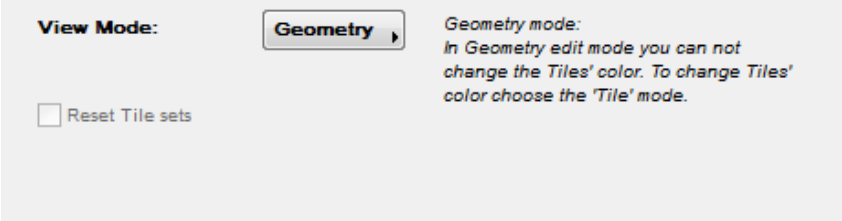
Show Tile Turn on Floor Plan: Mark the checkbox to display the floor plan view for Tile Turns. Use the hotspots on the center of the wall and opening sides on this view to adjust the tiling of the edges. This view is independent of View Modes and is displayed above the floor plan elevations by default.

4.2 Edit Properties of Tiled Surfaces in 2D and 3D view Using View Modes

Most properties of tiled surfaces can be changed: rows can be set off, individual tiles or whole rows can be changed etc. We can make most of the changes in the Object Settings window, but it is usually more convenient to perform these setting on the floor plan. Also, changing pattern and color of tiles can only be executed on the 2D and 3D views.

We will need the use of different *View Modes* for these tasks.

4.2.1 Geometry In Geometry Edit Mode you cannot change the tiles’ colors. To change tiles’ colors choose the Tile mode.

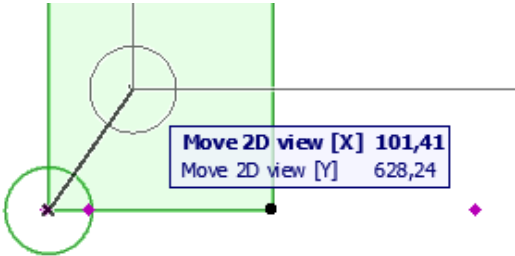
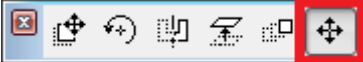
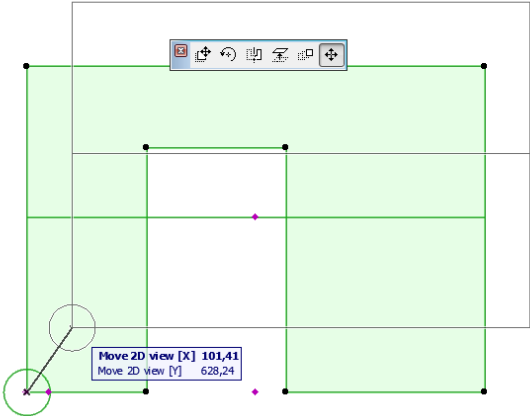


Use Geometry mode for the following tasks:

- Moving the View of the Surface:

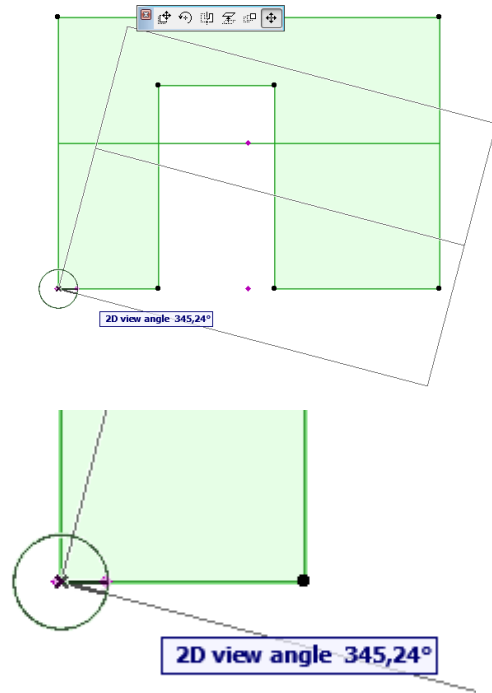
Highlight the tiled surface, and grab the corner signed by a circle, to move the elevation view to the preferred spot.

Make sure that you use the Move Node function on the pet palette. In any other case you will drag the whole surface with you not just the view.



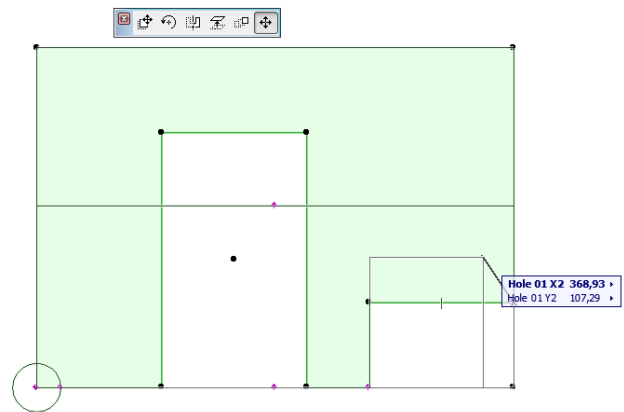
- Rotating the View of the Surface:

Highlight the tiled surface, grab the spot on the circle, and rotate the elevation view to the preferred position. Make sure that you use the Move Node function on the pet palette.

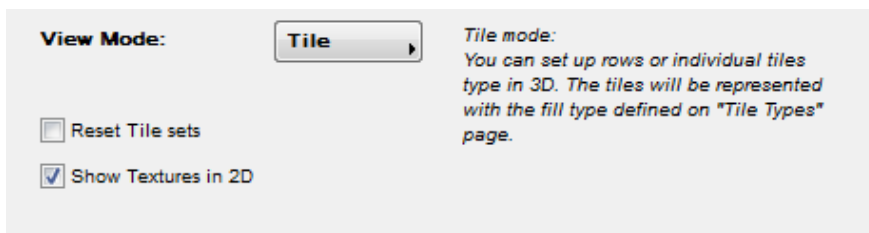


- Moving Extra Hole Corners:

If you have set the number of Extra Holes in the Object Settings window you can modify the position of their corners in the Geometry view. Highlight the tiled surface and grab the purple corners of the hole. Define the position of the corners by dragging them to the preferred spot, using Move node function on the pet palette.



4.2.2 Tile You can change the color of rows or individual tiles in this view mode. The tiles will be represented with the fill type defined on “Tile Types” page.



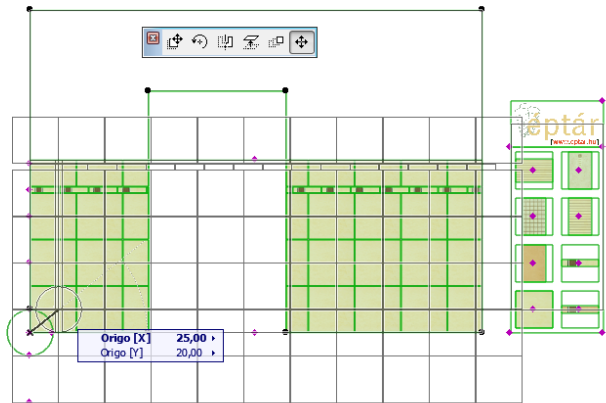
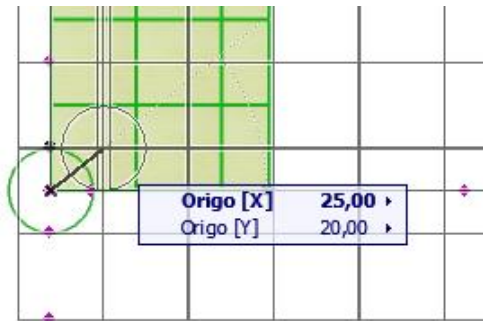
Reset Tile Sets: if you want to reset the colored tiles into their original state, click this checkbox.

Show textures in 2D: tiles will be displayed with their colors not their textures on the Elevation Floor Plan View by default. Mark this checkbox to display tiles with their texture.

Use Tile mode for the following tasks:

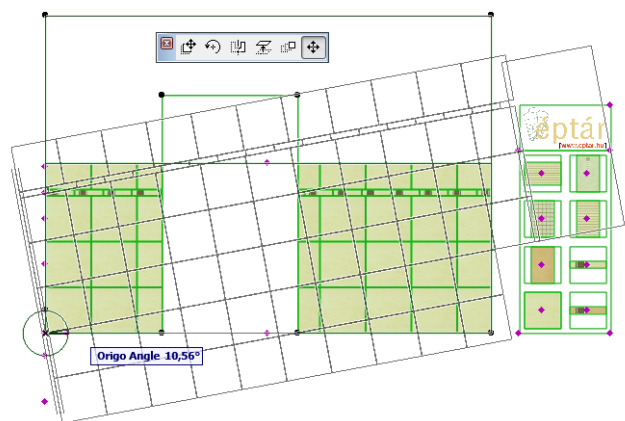
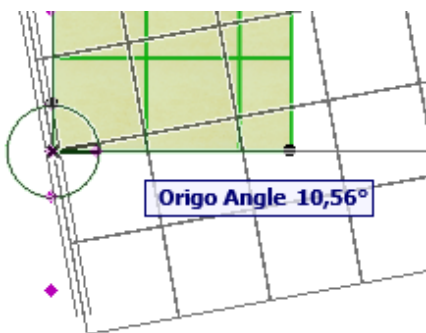
- Offsetting tile origin:

Highlight the surface and grab the corner signed by a circle. Drag the origin to the preferred position. Make sure that you use the Move Node function on the pet palette.



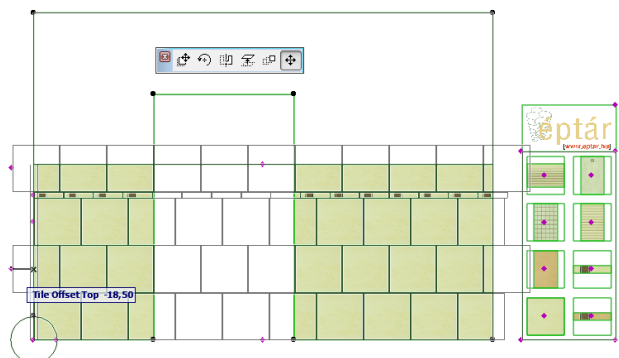
- Tile origin rotation:

Highlight the surface and grab the spot on the circle to rotate the tiles. Make sure that you use the Move Node function on the pet palette.



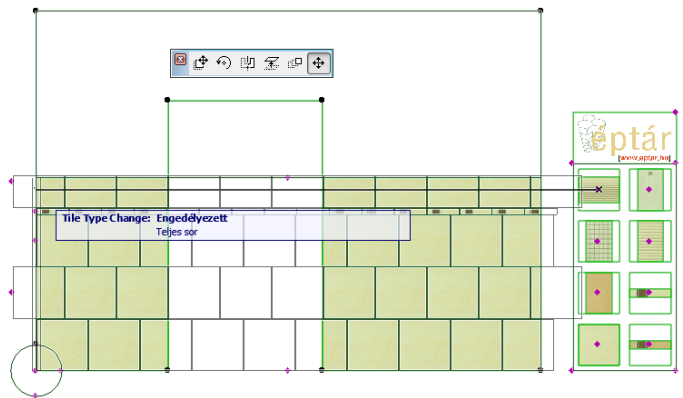
- Offsetting tile rows:

Highlight surface and grab the purple spot on the beginning of the row. Drag the row in the preferred position. Make sure that you use the Move Node function on the pet palette.



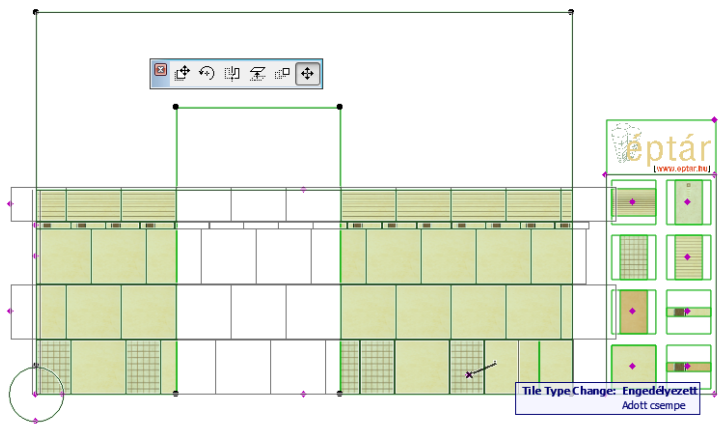
- Changing the color of tile rows:

Highlight the tiled surface. Grab a tile texture on the palette by the purple hotspot and drag the spot onto the start of the row, above the origin. The new textured row will be inserted into the surface, Make sure that you use the Move Node function on the pet palette.



- Changing the color of individual tiles:

Highlight the tiled surface. Grab a tile texture on the palette by the purple hotspot and drag it on the tile you want to change. If you want to change more tile keep dragging the spot onto them. You can only use a tile of the same height, however the width of the new textured tile can be different.



If the measures of the new tile are not appropriate, the solution will not allow the change. (Message: **Tile Type Change: Not Allowed**)



4.2.3 View

Use this view mode to see the print out version of the plan. Textures can be displayed with the **Show Textures in 2D** checkbox. This view mode will not allow you to modify the tiled surface.

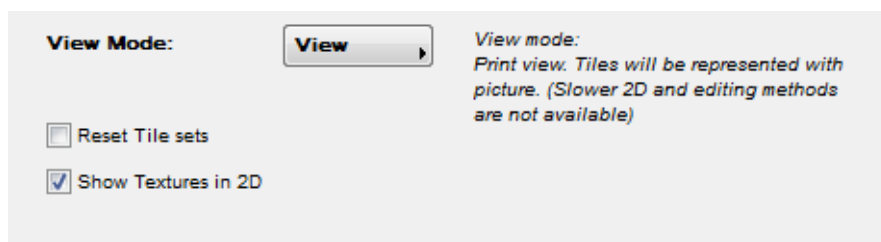
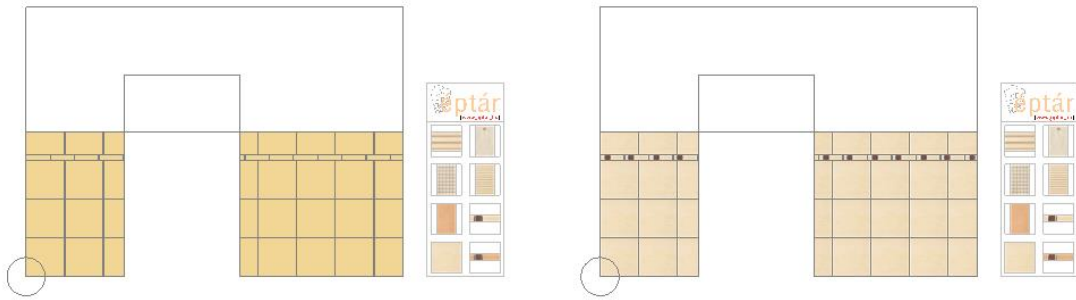


Illustration of tiled walls displayed with colors and textures:

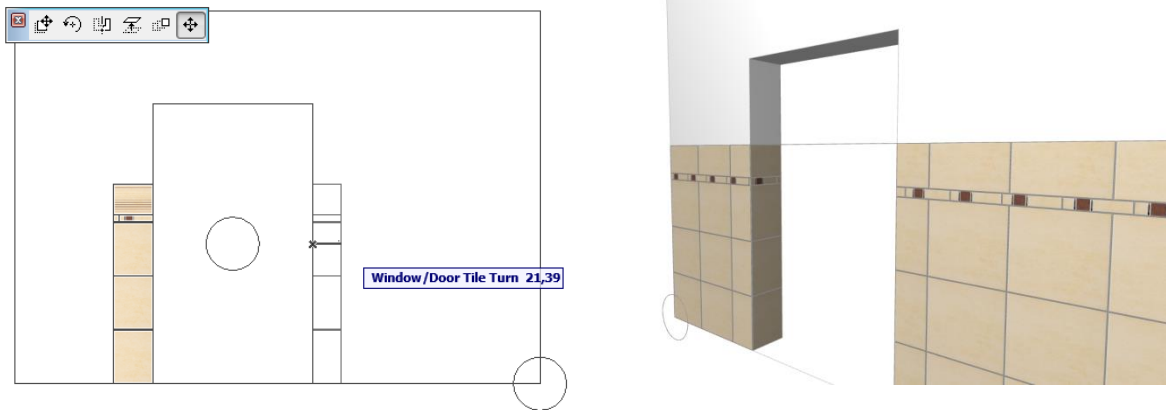


4.2.4 View Mode Independent Setting:

- Editing wall and opening edges in 2D and 3D views

Walls tiled with the help of Wall Accessories Add-On have got two views on the floor plan. The Elevation on Floor Plan one is there to modify different properties in Geometry and Tile View Modes (listed in 4.2.1 Geometry and 4.2.2 Tile) the other is there to help you set Tile Turns. Highlight the tiled surface and use the top Tile Turns view. Grab and drag the purple moving hotspots to define the proper tiling of wall and opening edges. Use the same method to modify the tiling on the 3D view.

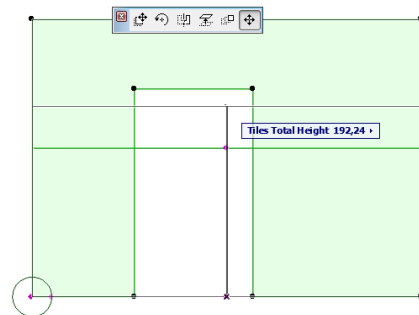
Tile Turns can be set in both Geometry and Tile View Mode.



- Setting Tiles Total Height:

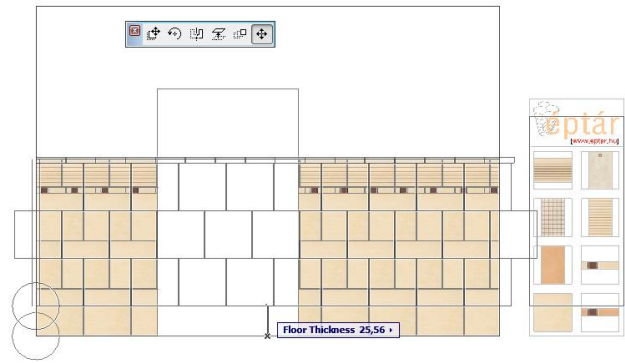
Highlight the tiles and grab the center spot of the line that stretches across the view. Drag it to the correct height or type the exact measures. Make sure to use the Moving Node option on the pet palette. Tiles Total Height can be set in the Object settings window as well. (4.2.1 Geometry)

Tile Total Height can be set in both Geometry and Tile View Mode.



- Defining bottom edge of tiling:

Highlight the tiles and grab the center spot on the bottom of the view. Drag it to the correct height or type the exact measures. Make sure to use the Moving Node option on the pet palette. Use this feature in ArchiCAD 17 to drag the bottom edge to the top of the floor layers.



5 Place Floor Tiles

Use the **ArchiCAD Accessories Add-On** to place floor tiles. With the help of this add-on you will be able to trace the contours of slabs automatically.

To place the tiles highlight a slab and give the **Design / Design Extras / Accessories / Slab Accessories...** command. Edit the settings for tiling in the Choose Slab Accessory Object window, and click OK if you are finished.

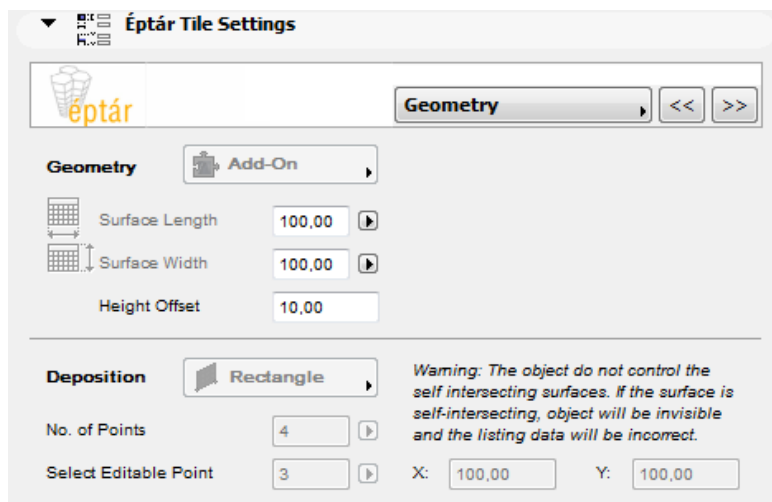
5.1 Éptár Tile Settings

5.1.1 Tile Types

Use Library Global Settings: switch on the checkbox to use global tile types in your palette. If this option is switched off, you are able to edit tile types individually for each surface.

For other editing options see *3.2 Tile Type Settings*.

5.1.2 Geometry



Geometry: in Add-On mode you can only modify Height offset. For slanted floor surfaces use individual placement (*7 Individual Placement*).

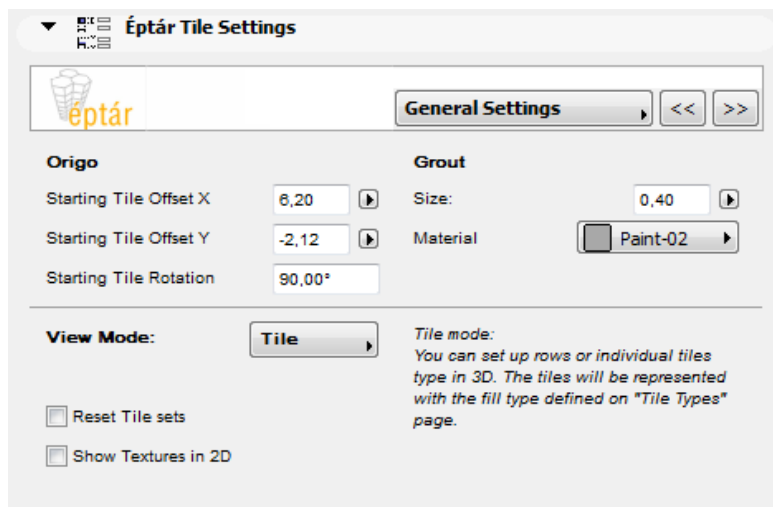
Surface Length: infield is filled by Slab Accessories Add-On, you cannot edit this manually.

Surface Width: infield is filled by Slab Accessories Add-On, you cannot edit this manually.

Height Offset: Accessories Add-On in ArchiCAD 17 will put the floor tiles onto the top of the core of the slab. Enter the height of floor layers into this field to make sure the tiled surface starts on the right height.

Deposition: these options are only available for individual placement. (see: *7 Individual Placement*)

5.1.3 General settings



Origin

Starting Tile Offset X: editing the origin of the Tiled surface in horizontal direction. The place of the origin depends on the direction of drawing the slab. We recommend you to check the placed surface for visual feedback.

Starting Tile Offset Y: editing the origin of the Tiled surface in vertical direction. The place of the origin depends on the direction of drawing the slab. We recommend you to check the placed surface for visual feedback.

Starting Tile Rotation: enter an angle to rotate the tiles on the surface and create a diagonal arrangement for the tiles.

Grout

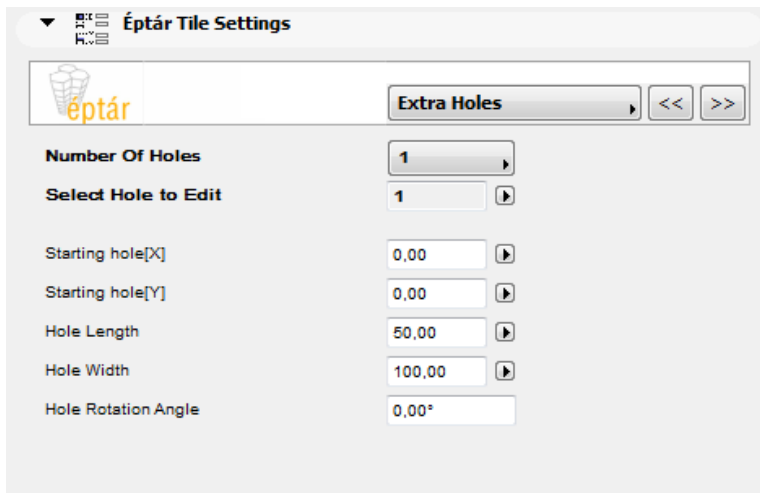
Size: enter the width of grout between the tiles.

Material: grouts will appear on the 2D and 3D views with this material.

View Mode: different view modes shall be used for changing the properties of the tiled surface and individual tiles on the 2D and 3D views with the purple moving hotspots.

See: 5.2 *Edit Properties of tiling on the 2D and 3D views.*

5.1.4 Extra Holes



You can leave out the area under plumbing fixtures from the tiling by defining extra holes on the tiled surface.

Number of Holes: set the number of holes you want to use on the floor (maximum 4).

Select Hole to Edit: each hole has got a number. Select the hole you want to edit by choosing its number.

Starting Hole (X): local coordinates of the starting corner of the hole. The place of the origin depends on the direction of drawing the slab. We recommend you to refine the position of the hole on the 2D or 3D views with the help of moving hotspots.

Starting Hole (Y): local coordinates of the starting corner of the hole. The place of the origin depends on the direction of drawing the slab. We recommend you to refine the position of the hole on the 2D or 3D views with the help of moving hotspots.

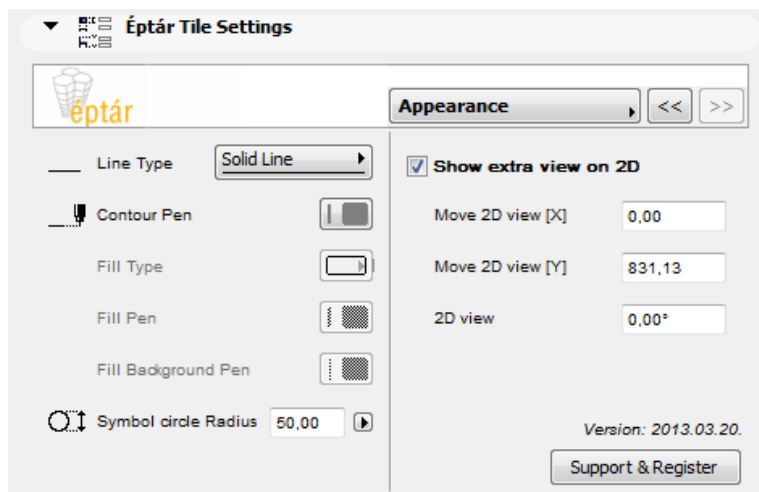
Further settings:

Hole Length

Hole Width

Hole Rotation Angle

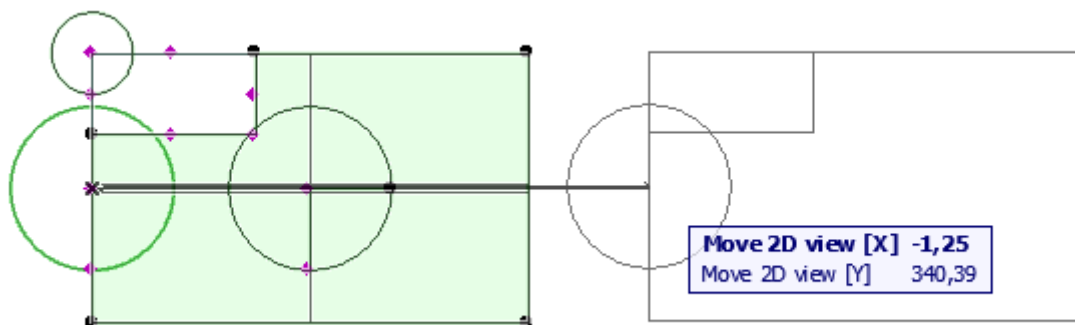
5.1.5 Appearance



Setting Display options

Show extra view on 2D: mark this checkbox to display an extra view of the tiled slab on the floor plan. You can move this view away from the surface in Geometry mode. This view makes assembling the final print out document easier.

You can drag this view by the hotspot on the side of the surface, marked with a circle, or set the position with its parameters in this window.



Changing the color of tiles in Tile View Mode will only work on the original view.

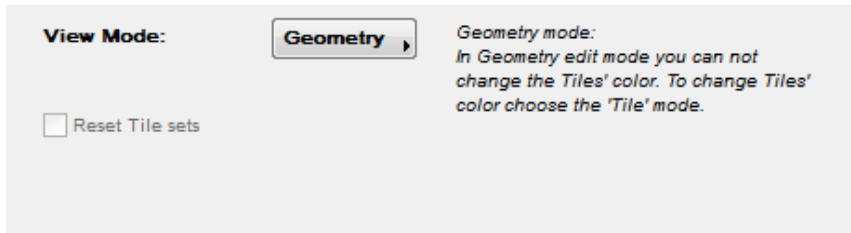
5.2 Edit Properties of Tiled Floors in 2D and 3D Using View Modes

Most properties of tiled surfaces can be changed: rows can be set off, individual tiles or whole rows can be changed etc. We can make many of the changes in the Object Settings window, but it is usually more convenient to perform these setting on the floor plan. Also, changing pattern and color of tiles can only be executed on the 2D and 3D views.

Corners, straight and curved edges of extra holes can also be edited on the 2D and 3D views.

We will need to use different *View Modes* for these tasks.

5.2.1 Geometry In Geometry Edit Mode you cannot change the tiles' colors. To change tiles' colors choose the Tile mode.

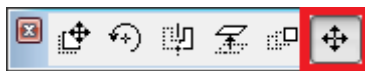
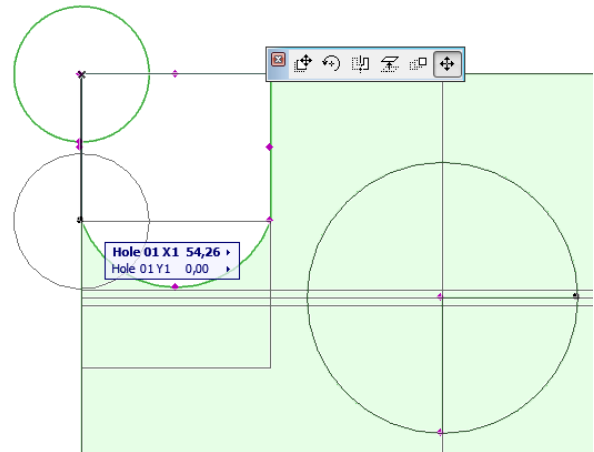


Use Geometry mode for the following tasks:

- Moving extra holes:

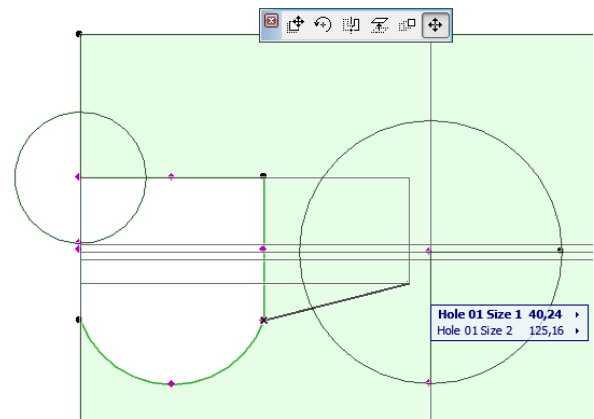
Highlight the tiled surface, grab the corner of the hole marked by a circle and drag it to the preferred position.

Make sure that you use the Move Node function on your pet palette. In any other case you will move the whole tiled surface.



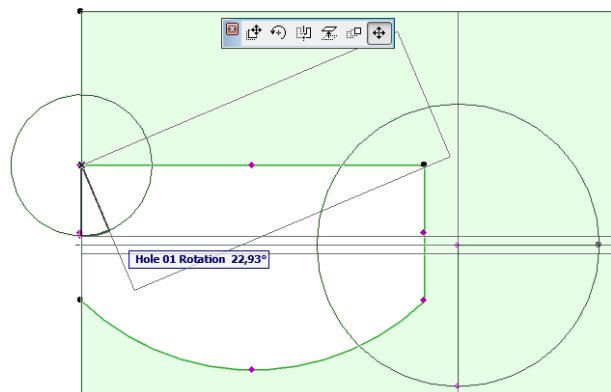
- Resizing extra holes:

Highlight the tiled surface and drag the purple corner without the circle sign to resize your hole. Use Move Node on your pet palette.



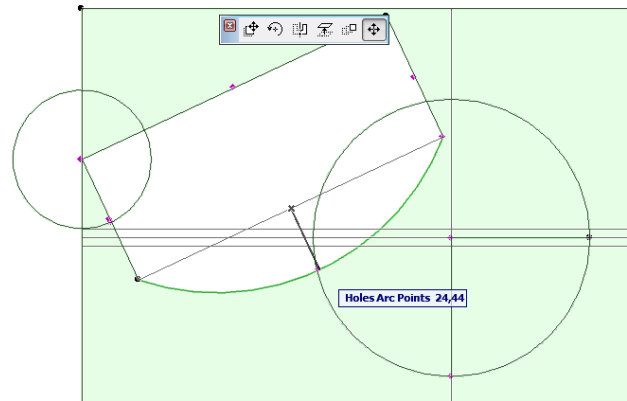
- Rotating extra holes:

Highlight the tiled surface and drag the purple corner on the circle rotate the hole into the correct position. Use Move Node on your pet palette.

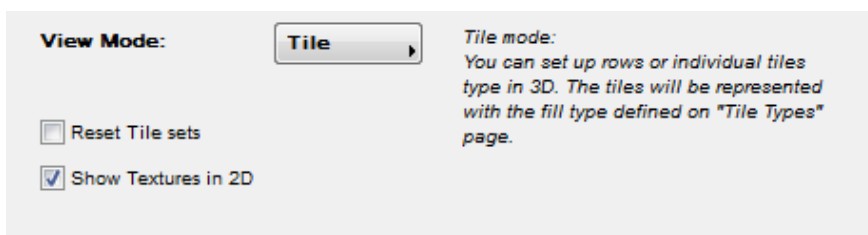


- Making curved edges on extra holes :

Highlight the surface, grab and pull the purple hotspot on the middle of the edge to make it curved. Use move node function on the pet palette.



5.2.2 Tile You can change the color of rows or individual tiles in this view mode. The tiles will be represented with the fill type defined on “Tile Types” page.



Reset Tile Sets: if you want to reset the colored tiles into their original state, click this checkbox.

Show Textures in 2D: tiles will be displayed with their colors not their textures on the Floor Plan View by default. Mark this checkbox to display tiles with their texture.

Use Tile mode for the following tasks:

- Offsetting tile rows in direction X:

Highlight surface and grab the purple spot on the beginning of the row. Drag the row in the preferred position. Make sure that you use the Move Node function on the pet palette.

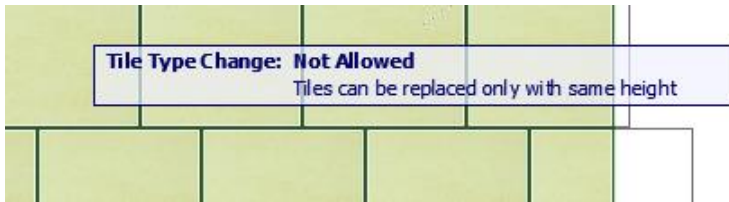
- Changing the color of tile rows:

Highlight the tiled surface. Grab a tile texture on the palette by the purple hotspot and drag the spot onto the start of the row, above the origin. The new textured row will be inserted into the surface, Make sure that you use the Move Node function on the pet palette.

- Changing the color of individual tiles:

Highlight the tiled surface. Grab a tile texture on the palette by the purple hotspot and drag it on the tile you want to change. If you want to change the color of more tiles keep dragging the spot onto them. You can only use a tile of the same height; however the width of the new textured tile can be different.

If the measures of the new tile are not appropriate, the solution will not allow the change. (Message: **Tile Type Change: Not Allowed**)



5.2.3 View

Use this view mode to see the print out version of the plan. Textures can be displayed with the **Show Textures in 2D** checkbox. This view mode will not allow you to modify the tiled surface.



5.2.4 View Mode Independent Settings

You can edit the following things in both Geometry and Tile view mode:

- Moving the extra view of the tiled surface. See: *5.15 Appearance*
- Offsetting tile origin:

Highlight the surface and grab the hotspot in the center of the circle. Drag the origin to the preferred position. Make sure that you use the Move Node function on the pet palette.

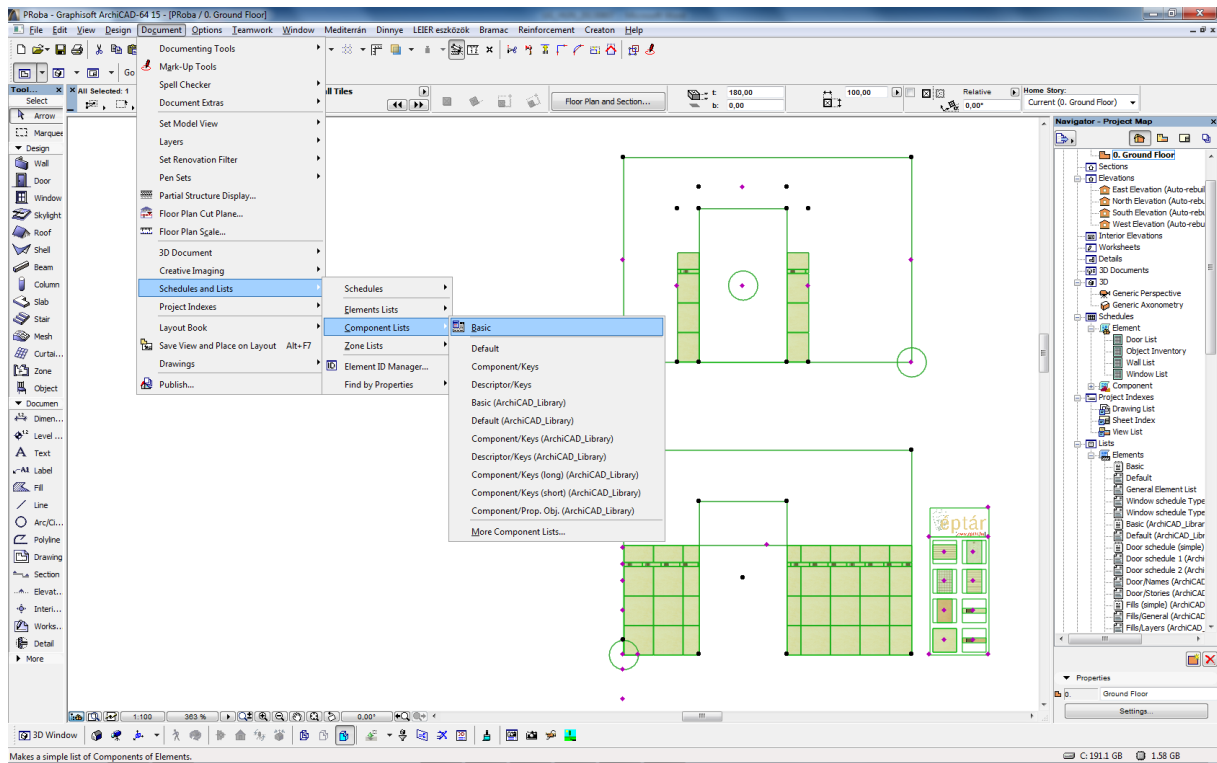
- Tile origin rotation:

Highlight the surface and grab the spot on the circle to rotate the tiles. Make sure that you use the Move Node function on the pet palette.

6 Listing Tiles

You can make a listing of the amount of tiles used with the help of the built in Component list of ArchiCAD.

Go to **Document / Schedules and Lists / Component Lists / Basic** to list the tiles. You have the opportunity to list all of the tiled surfaces or only the highlighted surfaces.



Each tile type will appear with their units set in Global Settings, unless you have modified that setting for and individual surface in the Object settings window.

This enables that you can make a list where different tiles appear with different units: for example normal tiles are listed according to net area, while decorative tile strips are listed by number of pieces.

	Component Key Name	Component Code	Component Name	Component Quantity	Component Unit Name	Component Reference Unit
9	floor_beige 300x300mm	Type 01		87,120	Bruttó terület (m2)	item
2	floor_black 200x200mm	Type 08		2,280	Bruttó terület (m2)	item
2	floor_black 300x300mm	Type 03		0,180	Bruttó terület (m2)	item
2	floor_green 300x300mm	Type 05		2,610	Bruttó terület (m2)	item
1	ornament_01 250x50mm	Diszkrétcsaik		22,000	darab	item
1	ornament_01 250x50mm	Type 06		0,163	Bruttó terület (m2)	item
1	wall_01 250x250mm	Type 01		8,563	Bruttó terület (m2)	item
7	wall_01 250x400mm	Type 01		18,000	Bruttó terület (m2)	item
1	wall_01 400x400mm	Alap csempe		6,368	Nettó terület (m2)	item
2	wall_01 400x400mm	Type 01		11,200	Bruttó terület (m2)	item

7 Individual Placement

Slanted, double slanted walls and slabs and curved walls cannot be handled by Accessories Add-On. In these cases use Individual Placement. Individually placed elements are independent from walls and slabs; editing walls and slabs will not trigger changes in the tiled surfaces.

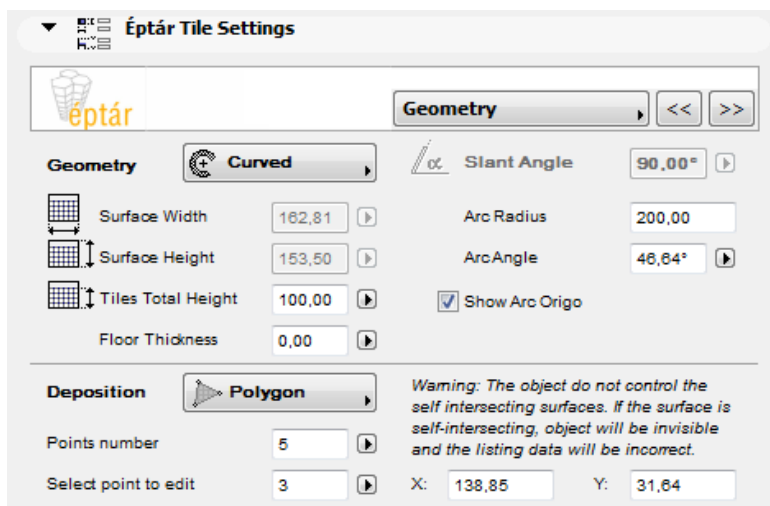
To place individual elements, use the Object tool. Open the Object Default Settings window, find and choose Eptar Tiling library. Decide if you want to place wall or floor tiles and set the necessary properties. Click OK and place the object.

Settings for Tile Type, General Settings, Extra Holes, Appearance, and View are the same as described in *4 Place Wall Tiles* and *5 Place Floor Tiles*.

Tile Turns are only available for individual Placement.

7.1 Geometry

Choose Geometry tab page to set the special properties.



Geometry: you have two options: ***Straight*** and ***Curved***, choose the option that fits your needs.

Surface Width: width of the wall, that is to be tiled.

Surface Height: height of the wall, that is to be tiled.

Tiles Total Height: the total height of tiling is not always the same as the height of the wall. Set the total height in this infield or use of moving hotspots in the 2D or 3D views.

Floor thickness (walls) and Height Offset (slabs):

These options were integrated into the solution to overcome the new working method of ArchiCAD 17. In ArchiCAD 17 Accessories Add-On will use the top of the core of the slab for reference and place floor tiles and bottom edge of wall tiles under the floor layers.

These problems do not influence individual tile surfaces, but these features can be used to lift the bottom edge of wall tiles or lift floor tiles, if it is necessary for other reason.

Slant Angle: set the slant angle of the tile surfaces if you want to place the tiles on a slanted, double slanted wall or slanted slab. You cannot use this option if with curved surfaces.

Arc Radius: enter a positive radius to define a convex surface (for example: corner bathtubs) or a negative radius to make a concave surface (for example: custom built shower cabinet with curved walls).

Arc Angle: define the angle between the two ends of the tiled surface.

Show Arc Origin: mark this checkbox to display the origin of the arc on the floor

Deposition: choose between **Rectangle** or **Polygon** options. The following settings are only available for polygon option:

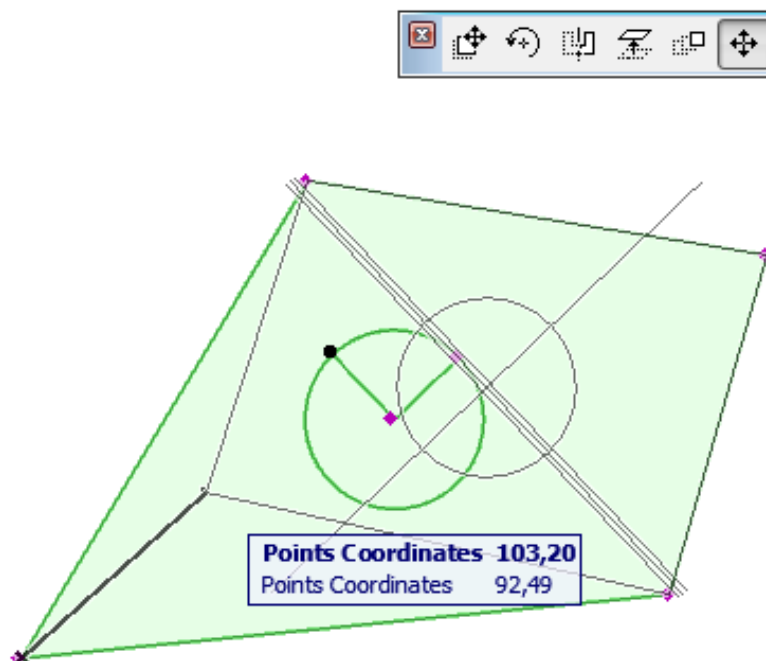
Points number: enter the number of corner points of your polygon.

Select point to edit: each corner point has got a number. Coordinates can be edited to the point with the selected number. Numbering starts at the bottom left corner of the polygon and goes counterclockwise.

X: local coordinates of the selected corner point.

Y: local coordinates of the selected corner point.

Hint: polygon's corners can be edited on the 2D and 3D view with the help of moving hotspots.



8 Save Plan as .PLA

Archive ArchiCAD files will not embed the texture folder. If you save your plan as an archive plan (.pla), and want to open it, please make sure that you copy the textures folder next to the archive file to have your textures.

9 Technical Support

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