

















EnneadTab For Rhino

Shh... Secret Documentation
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BatchRenameBlocks

Tooltip: Block name batch editing utility for Rhino.

Features:

- Interactive table interface for block renaming
- Real-time block preview in viewport
- Double-click to isolate and inspect blocks
- Validates name conflicts automatically
- Preserves block definitions during renaming

Usage:

1. Edit desired names in the 'New Name' column
2. Double-click entries to preview blocks
3. Click 'Update Block Names' to apply changes

Access: Left Click



EditDistortedBlock

Tooltip: Block editing utility for distorted instances.

Features:

- Creates editable copy of distorted block
- Maintains block definition relationships
- Automatic camera positioning for editing
- Temporary isolation of edited block
- Right-click to restore previous view

[Popular]

Access: Left Click



EditDistortedBlockRestoreView

Tooltip: Restore view after block editing.

Features:

- Restores previous camera position
- Shows all hidden objects
- Cleans up temporary editing blocks

[Popular]

Access: Right Click



FallGeosOnGeo

Tooltip: Project objects onto target geometry.

Features:

- Projects blocks using insertion points
- Projects other objects using bounding box centers
- Supports both top and bottom face projections
- Works with surfaces and polysurfaces
- Maintains object properties during projection

[Popular]

Access: Left Click



FilterBlockByName

Tooltip: Smart block selection utility.

Features:

- Filter blocks by name patterns
- Multi-select support for block names
- Sorted block name display
- Real-time search filtering
- Automatic selection of matching instances

[Popular]

Access: Left Click



IsolateSimilarBlocks

Tooltip: Isolate blocks of similar definitions from the selected blocks.

Features:

- Automatically identifies and isolates blocks with identical definitions
- Supports multiple block definitions at once
- Maintains original selection state
- Keeps other objects visible and unchanged

Access: Right Click



MakeBlockUnique / MBU

Tooltip: Create unique block definitions.

Features:

- Creates independent block definitions
- Optional name tagging with creator info
- Preserves block transformations
- Handles nested block structures
- Maintains layer assignments

[Popular]

Access: Left Click



MakeBlockUniqueToOne

Tooltip: Consolidate blocks into single definition.

Features:

- Merges multiple block types into one
- Creates new unified block definition
- Preserves instance positions
- Maintains transformation data

Access: Right Click



MatchTextureMappingInBlock

Tooltip: Copy texture mapping between blocks.

Features:

- Transfers texture mapping from source block
- Matches by layer correspondence
- Preserves mapping parameters
- Supports multiple target blocks
- Layer-specific texture application

Access: Left Click



PackageBlockLayer

Tooltip: Organize block content layers.

Features:

- Creates unified layer structure
- Optional layer flattening
- Preserves layer colors and materials
- Handles nested block hierarchies
- Streamlines material testing workflow

Access: Left Click



RandomBlocksOnSrfs

Tooltip: Advanced block distribution utility for surfaces.

Features:

- Distributes blocks randomly across target surfaces
- Configurable edge distance and spacing controls
- Optional edge-guided or curve-guided placement
- Real-time preview of block placement
- Supports multiple distribution patterns:
 - Random interior placement
 - Edge-aligned placement
 - Even edge distribution

Usage:

1. Select target surfaces and sample blocks
2. Configure placement parameters
3. Choose distribution pattern
4. Preview and adjust as needed

[Popular]

Access: Left Click



RandomizeBlockTransformation

Tooltip: Randomly transform block transformation for rotation and scale.

Features:

- Rotates blocks randomly
- Scales blocks 1D height softly or taller
- Scales 3D dimensions evenly
- Animates transformation process

[Popular]

Access: Left Click



SampleLayout

Tooltip: Create sample block layout along crvs to quickly visualize design.

Features:

- Quick block layout visualization
- Flexible block size configuration
- Multiple layout modes:
 - Panel mode: Blocks span between divider points
 - Post mode: Blocks oriented to local coordinate of divider points
- User-friendly interface with clear step-by-step instructions
- Real-time preview of block placement
- Supports both open and closed curves
- Automatically handles curve segmentation for accurate block placement

[Popular]

Access: Left Click



SelectSimilarBlocks

Tooltip: Selects all block instances that share the same block definition as the selected blocks.

Usage:

1. Pre-select block instances (optional)
2. Run the command
3. Select additional blocks if none were pre-selected

Notes:

- Works with multiple block definitions at once
- Automatically filters for block objects only

[Popular]

Access: Left Click



[Popular]

ToggleBlockColorDisplay

Tooltip: Toggle on/off for highlighting the different block type. Very helpful when you have many block variation.

Access: Left Click



ToggleBlockColorDisplay_Setting

Tooltip: Toggle the on/off of block names.

Access: Right Click



UniformTransformGeos

Tooltip: Apply same rotational transformation for the blocks or geometries. Helpful when you have to reorient many directional blocks, such as changing the direction of cars on street.

Access: Left Click



QuickMassing

Tooltip: Initiates QuickMassing process upon left-click. This feature includes the ability to create basements below ground level, offering adjustable height options.

Access: Left Click



SlabEdge

Tooltip: Create custom slab edges by sweeping a profile block along selected edges.

This tool allows users to:

- Select individual edges or edge loops from a slab
- Choose a profile block to use as the edge detail
- Preview the result before finalizing
- Flip the profile orientation if needed

The tool maintains a live preview and allows for easy adjustments before finalizing the slab edge creation.

Access: Left Click



StairMaker

Tooltip: Interactively create linear stairs in Rhino.

Key Features:

- Dynamic stair creation with real-time preview
- Customizable riser height and tread width
- Automatic step count calculation
- Integrated error handling for invalid inputs
- Support for multiple stair configurations

[Popular]

Access: Left Click



StairMakerSpiral

Tooltip: Interactively create spiral stairs in Rhino.

Key Features:

- Dynamic spiral stair creation with preview
- Customizable riser height and tread width
- Adjustable spiral radius and rotation
- Automatic step count calculation
- Support for clockwise and counter-clockwise rotation

Access: Right Click



DuplicateLayout

Tooltip: Duplicate layouts with customizable viewport offsets.

Key Features:

- Maintain layout settings and properties
- Adjust viewport positions with X-Y offsets
- Capture different model space views
- Preserve viewport scales and display settings
- Support for multiple layout selection

Access: Left Click



ExportSelectedLayout

Tooltip: Export selected layouts to PDF format.

Key Features:

- Multiple layout selection support
- Customizable output location
- Maintains print settings and quality
- Optional automatic PDF opening
- Batch processing capability

Access: Left Click



OpenSampleExcel

Tooltip: Access sample Excel template for area visualization.

Key Features:

- Pre-formatted Excel template
- Example data structure
- Color coding guidelines
- Area calculation formulas
- Category organization samples

Access: Right Click



SectionCrowd

Tooltip: Create section view crowd representations.

Key Features:

- Interactive crowd placement in TOP view
- Customizable people spacing and density
- Random variations for natural appearance
- Support for multiple crowd patterns
- Automatic group creation for easy management

Access: Left Click



VisualizeExcel

Tooltip: Convert Excel data into visual diagrams.

Key Features:

- Multiple shape options (circles, squares, bars)
- Customizable colors and sizes
- Automatic area calculations
- Support for grouped data visualization
- Dynamic layout adjustments.

[Popular]

Access: Left Click



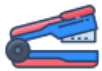
ArchiveFile

Tooltip: Archive files with customizable date prefixes.

Key Features:

- Multiple date format options
- Batch file processing
- Custom destination selection
- File opening options
- Automatic naming convention

Access: Left Click



BindWorksession

Tooltip: Convert worksession to single file with organized layers.

Key Features:

- Automatic layer organization
- File hierarchy preservation
- Progress tracking
- Resource cleanup
- Email notification support

Access: Left Click



CreateWorksession

Tooltip: Create multi-file Rhino worksession.

Key Features:

- Multiple file selection support
- Custom session naming
- Automatic file linking
- Performance optimization
- Batch file processing

Access: Left Click



DocData

Tooltip: Demonstrates usage of RHINO_PROJ_DATA module for document data management.

This script showcases how to:

- Inspect existing document data
- Set preferred Grasshopper file path
- Store structured Grasshopper input parameters
- Handle various data types (bool, int, float)

Example Usage:

- Left-click to run the demonstration
- View results in Rhino command line

Access: Left Click



ExternalTrimmer

Tooltip: Update external linked references.

Key Features:

- External block updating
- Link synchronization
- Reference management
- File dependency tracking
- Automatic refresh handling

Access: Right Click



RebaseFile

Tooltip: Rebase file geometry and views to new origin point.

Key Features:

- Interactive base point selection
- Automatic object transformation
- View camera adjustment
- Named view preservation
- Comprehensive coordinate system update

[Popular]

Access: Left Click



SaveSmallAndClose

Tooltip: Save optimized file and close document.

Key Features:

- Automatic resource cleanup
- Material purging
- Block definition optimization
- Layer cleanup
- Quick document closure

Access: Left Click



DVD

Tooltip: Classic DVD screensaver animation for Rhino.

A nostalgic entertainment feature that recreates the bouncing DVD logo animation within Rhino viewport.

Access: Left Click



EnneadCity

Tooltip: Load all city plots to a session.

Access: Right Click



PetDuck

Tooltip:

DuckiText - Professional Architecture Assistant

A sophisticated desktop companion integrating architectural expertise with advanced AI capabilities.

Core Features:

- Intelligent Interaction:

- * Natural language processing
- * Advanced GPT integration
- * Professional formatting
- * Context-aware responses

- Architecture Tools:

- * Building code library
- * Design research portal
- * Documentation helper
- * Drawing analysis

- Professional Tools:

- * Rhino/Grasshopper tools
- * BIM workflow aids
- * Error tracking system
- * Markdown support

Usage:

Left click to activate DuckiText

Access: Left Click



RedAlert

Tooltip: Command & Conquer inspired game mode for Rhino.

Features:

- Real-time audio feedback for modeling operations
- Classic RTS game sound effects
- Dynamic response to object creation/deletion
- Nostalgic gaming atmosphere while modeling

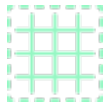
Access: Left Click



ChinaCodeRef

Tooltip: This button does ChinaCodeRef when left click

Access: Left Click



PerforationRatio

Tooltip: Find out how to calculate your perforation panel with precise opening ratio.

Access: Left Click



PlaceAsset

Tooltip: Place Asset from asset library

Access: Left Click



SearchCommand / LearnEnneadTabForRhino / CommandList

Tooltip: Search and learn EnneadTab commands.

Key Features:

- Interactive command search
- Function documentation
- Command aliases
- Tool location finder
- Visual command preview

[Popular]

Access: Left Click



SlopeCalculator

Tooltip: This button does SlopeCalculator when left click

Access: Left Click



Tutorial

Tooltip: EnneadTab learning resources hub.

Features:

- Access to comprehensive GH tutorials
- Local documentation and PDF guides
- Video tutorials via YouTube playlist
- Quick reference materials for common workflows

Access: Left Click



Dockpane

Tooltip: A dockpane with text input and selection controls

Access: Left Click



Text2Script

Tooltip: Utility script to convert text to script using AI.

Note: This is Rhino 8 only.

Features:

- Converts natural language to executable Python script
- Integrated with Rhino's rhinoscriptsyntax
- Maximum 5 refinement attempts for optimal results
- Always uses main() as the entry function
- Modern error handling and user feedback

Access: Left Click



Text2ScriptSetting

Tooltip: This button does Text2ScriptSetting when right click

Access: Right Click



ViewPrettifier

Tooltip: Generate AI renderings from architectural images.

Features:

- Processes existing architectural images
- Detects edges in the image to preserve model structure
- Allows use of style reference images
- Modern dark-themed GUI for configuration
- Model and ControlNet selection
- Progress tracking with step indicators
- Generates AI renderings using Stable Diffusion with ControlNet
- Shows real-time progress during generation
- Automatically installs required dependencies
- Monitors for stalled processes and provides diagnostics

Access: Left Click



DestroyLayer

Tooltip: Delete selected layers, even if there are objs in it. Helpful when layer tree is constrained by block usage.

Access: Left Click



FindLayerInFiles

Tooltip: Search for layers across multiple files.

Key Features:

- Multi-file layer search
- Case-insensitive matching
- Progress tracking
- Search result summary
- File origin tracking

Access: Left Click



InitiateLayers

Tooltip: Create standardized layer structures.

Key Features:

- Predefined layer schemes
- Color-coded organization
- Program-based grouping
- Material-based grouping
- Customizable hierarchy

Access: Left Click



IsolateLayerBySelection

Tooltip: Show only objects on selected layers.

Key Features:

- Selection-based isolation
- Layer visibility control
- Quick view focusing
- Multiple layer support
- View organization

[Popular]

Access: Left Click



LayerNameFormat

Tooltip: Standardize layer naming conventions.

Key Features:

- Multiple format options
- Case formatting
- Pattern preservation
- Batch renaming
- Protected name handling

Access: Left Click



MergeLayer

Tooltip: Combine multiple layers into one.

Key Features:

- Layer consolidation
- Block-aware merging
- Property preservation
- Layer cleanup
- Batch processing

[Popular]

Access: Left Click



NestLayer

Tooltip: Organize layers in hierarchical structure.

Key Features:

- Layer nesting automation
- Block-aware processing
- Duplicate name handling
- Layer hierarchy preservation
- Batch layer organization

Access: Left Click



RandomLayerColor

Tooltip: Assign random colors to layers.

Key Features:

- Smart color assignment
- Context-aware coloring
- Desaturated color option
- Color scheme preservation
- Batch processing support

[Popular]

Access: Left Click



RandomLayerColorSetting

Tooltip: Change the setting of color style.

Access: Right Click



SelectObjectsOnSimilarLayer

Tooltip: Selection objects on the similar layers.

[Popular]

Access: Right Click



AssignEmptyMaterialToLayer

Tooltip: Same as EA_AssignEmptyMaterial

Access: Left Click



ImportSelectedMaterial

Tooltip: Import materials from external files.

Key Features:

- Selective material import
- Property preservation
- Material preview
- Name conflict handling
- Multi-select support

Access: Left Click



MaterialPrefix

Tooltip: Add file-specific prefixes to materials.

Key Features:

- Automatic prefix generation
- Session compatibility
- Name conflict resolution
- Batch processing
- Material tracking

Access: Left Click



MergeMaterials

Tooltip: Consolidate multiple materials into one.

Key Features:

- Material consolidation
- Block-aware processing
- Layer material handling
- Object material updating
- Automatic cleanup.

[Popular]

Access: Left Click



RandomTextureWalk

Tooltip: Randomize texture mapping positions.

Key Features:

- Texture offset randomization
- Mapping preservation
- Customizable range
- Batch processing
- Pattern variation

Access: Left Click



RemoveStringInMaterialName

Tooltip: Remove the specific string in material name. Handy if trying to remove file name prefix.

Access: Left Click



FlattenMeshFace

Tooltip: Try to flatten the mesh face so there is no bump

Access: Left Click



MakeVoidSeam

Tooltip: Creates void cut polysurfaces based on layer name configuration.

The script processes layers containing seam definitions to generate corresponding void cuts. Layer names should include width parameters in square brackets (e.g. 'seam[12]').

Access: Left Click



MatchCrvDir

Tooltip: Match multiple crvs direction.

Access: Left Click



Measure3D

Tooltip: Display 3D measurements between two points.

Shows total distance with a curve, and displays X, Y, Z differences as color-coded curves:

- X difference in red
- Y difference in green
- Z difference in blue

Measurements remain on screen until a new measurement is started.

Access: Left Click



MoveFixedDist

Tooltip: Move selected objects a fixed distance in 6 directions.

Features:

- Simple modeless interface with 6 directional buttons
- Persistent distance value between sessions
- Input validation for numeric values
- North/South/East/West/Up/Down movement
- Safe window handling to prevent UI errors
- Allows full interaction with Rhino while dialog is open
- Gamepad-style button layout
- Zoom to selected function
- Measure3D function for quick measurements
- Choice between View CPlane and World CPlane coordinate systems

Access: Left Click



[Popular]

OffsetFloorBorder

Tooltip: Shrink/Expand the border of floor for input srf or polysrfs. The thickness is retained if using polysrf.

Access: Left Click



[Popular]

PushGlassIn

Tooltip: Creates recessed glass surfaces from selected surfaces.

Generates inset glass surfaces with surrounding frame geometry.

Useful for creating window/curtainwall details with depth.

Access: Left Click



ShapeMapper

Tooltip: Maps complex designs over target surfaces.

Advanced surface mapping utility that provides enhanced control compared to FlowAlongSurface.

Allows mapping of curves, surfaces and polysurfaces while maintaining design intent.

Access: Left Click



SrfToPanel

Tooltip: Advanced surface panelization utility.

Features:

- Converts surfaces to detailed panel geometry
- Configurable panel thickness and joint reveals
- Automatic edge detail generation
- Maintains design intent while adding construction detail

Access: Left Click



TimeTravel

Tooltip: Selective undo tool for Rhino objects.

Features:

- Undo history for selected objects only
- Maintains other objects' current state
- Precise history control for specific elements

Access: Left Click



AiRenderUpscale

Tooltip: Upscale AI generated images.

Access: Right Click



AiRenderingFromView

Tooltip: Renders Rhino views using Stable Diffusion AI.

Captures current viewport and processes it through selected AI models.
Provides extensive control over rendering style, mood, and architectural context.

Access: Left Click



AssignEmptyMaterial

Tooltip: Assigns unique materials to layers without assigned materials.

Key Features:

- Creates a unique material for each layer without materials
- Material names based on layer hierarchy (including parent layers)
- Makes D5 material editing workflow more efficient
- Use the layer color as the material diffuse color

Access: Left Click



EnscapeAssetLocator

Tooltip: Your personal detective for hunting down elusive Enscape assets!

This handy tool launches the EnscapeAssetChanger application that helps you:

- Locate hidden Enscape asset folders across your system
- Access and modify materials on Enscape objects
- Customize properties of those beautiful Enscape trees, furniture and people
- Save hours of searching through obscure file directories

Perfect for visualization specialists who need precise control over their Enscape assets.

[Popular]

Access: Left Click



GetGoogleEarthModel

Tooltip: This button does GetGoogleEarthModel when left click

Access: Left Click



[Popular]

ImportSelectedCamera

Tooltip: Import selected camera from another file.

Access: Left Click



InspectEnscapeSetting

Tooltip: Inspect and compare Enscape setting files for differences

Access: Left Click



LoadEnscapeToPsd

Tooltip: Load related Enscape image to Photoshop

Access: Left Click



MakeCrvPipe

Tooltip: Make/Update a small pipe along crvs in layers that has '[EDGE]' in it. So coplanar face in enscape can show edge.

Access: Left Click



MaterialShop

Tooltip: Your gateway to a treasure trove of high-quality materials! Opens AmbientCG, a fantastic resource offering hundreds of free PBR materials perfect for architectural visualization. Quickly find textures, HDRIs, and 3D models to elevate your renderings without spending a penny.

Access: Left Click



[Popular]

RenameEnscapeFiles

Tooltip: Rename the output of Enscape files to remove the long bit.

Access: Left Click



Block2Family

Tooltip: Convert rhino blocks to revit families and place them in project. This tool different from standard Rhino2Revit because you do not need to manage family creation and it can batch process.

[Popular]

Access: Left Click



BrepToMass

Tooltip: Using faces of the brep to recreate a freeform mass in Revit.

Access: Left Click



DraftInsulationBatting

Tooltip: Given base crvs and thickness, it makes a 2D insulation batting graphic that can be any shape.

Access: Left Click



ExportCameraToRevit

Tooltip: You can recreate same 3D camera in Revit by exporting cameras from Rhino here first.

Access: Left Click



FloorDrafter

Tooltip: Convert brep to floor data so in Revit it can be used as floor creation base.

Access: Left Click



ImportRevitCollection

Tooltip: Organize dwgs export from Revit to readable Rhino layer tree.

Access: Left Click

LiveSelection

Tooltip: This button does LiveSelection when left click

Access: Left Click



MapBlockTransform

Tooltip: Send the transformation of the blocks to Revit to be used by space adaptive family. This is the only known way of doing true free 3D orientation in Revit.

Access: Left Click



MapRevitSubCategoryMaterial

Tooltip: Work with ExportSubCategoryMaterialTable on revit side. After you export the OST mapping there, this button help you create and map layer material based on layer name, if found in the OST mapping

Access: Left Click



RevitDrafterExport

Tooltip: Exports drafting content to Revit.

Features:

- Processes curves and filled regions
- Maintains layer organization
- Supports multiple geometry types
- Preserves object properties

Usage:

1. Create content in OUT layers
2. Run command to export
3. Import in Revit using companion tool

Access: Right Click



RevitDrafterImport

Tooltip: Imports drafting content from Revit.

Features:

- Sets up layer structure for line styles
- Supports filled region types
- Maintains layer organization
- Preserves object properties

Usage:

1. Export content from Revit
2. Run command to import
3. Content organized in layer tree

Access: Left Click



[Popular]

Rhino2Revit

Tooltip: Export Layer Contents to 3dm and dwg for Rhino2Revit in EnneadTab for Revit.

Access: Left Click



[Popular]

SurfaceToAdaptiveComponent

Tooltip: Use the corners of the input surfs as the marker for the adaptive pts in Revit.

Access: Left Click



RandomDeselect

Tooltip: Randomly deselects objects based on percentage.

Features:

- Deselects random subset of selected objects
- Percentage-based deselection (1-99%)
- Remembers last used percentage
- Maintains object relationships

Usage:

1. Select objects
2. Enter deselection percentage
3. Random subset will be deselected

[Popular]

Access: Left Click



RandomDeselectByDist

Tooltip: Randomly deselects blocks based on their distance from a curve.

The probability of keeping a block is proportional to its distance from the curve.

Blocks closer to the curve have higher chance of being kept.

Distance clamping is available to control the influence range.

Usage:

1. Pre-select blocks or select when prompted
2. Select a base curve as attractor
3. Adjust distance clamps in the dialog

Access: Left Click



RandomSelectionToGroup

Tooltip: Randomly distributes selected objects into groups.

Features:

- Creates specified number of groups
- Randomly assigns objects to groups
- Useful for applying varied materials/shading
- Maintains object relationships

Usage:

1. Select objects to group
2. Specify number of groups
3. Objects will be randomly distributed

[Popular]

Access: Left Click



2128_PatternMaker

Tooltip: This button does PatternMaker when left click

Access: Left Click

2419_Facade move

Tooltip: xxxxxxxxxxxxxxxxxxxxxxxx

Access: Left Click

2425ReplaceBlocks

Tooltip: This button does 2425ReplaceBlocks when left click

Access: Left Click

ExportWithoutCrv_1643

Tooltip: Export the rhino file as dwg but solidate all blocks and remove all crvs.

Access: Left Click



Movelmg_1643

Tooltip: Move all the images to new location

Access: Right Click

RegisterMirror

Tooltip: Help Jazzy to register mirror command shortcut with and without copy

Access: Left Click



RelocateAll_1643

Tooltip: Batch relocation tool for Rhino content.

Features:

- Relocates all cameras and models to new Revit location
- Maintains relative positions and orientations
- Preserves camera views and model relationships
- Automatically updates all named views

Access: Left Click



Stack PSD

Tooltip: Stack PSD files

Access: Left Click



BakeGFADataToExcel

Tooltip: Export GFA (Gross Floor Area) data to Excel and manage area targets.

Features:

- Export area calculations to formatted Excel spreadsheet
- Generate checking surfaces for visual verification
- Set and manage target areas for different GFA categories
- Compare actual vs target areas with variance analysis

Usage:

- Click to export current GFA data to Excel
- Right-click to access additional options:
- Generate checking surfaces
- Set target areas for GFA categories
- Edit existing target values

Access: Right Click



BatchExportRhinoView

Tooltip: Exports multiple Rhino views in batch.

Allows selection of multiple views for automated export.
Supports customizable resolution and format settings.

[Popular]

Access: Left Click



BatchRenameCamera

Tooltip: Enables bulk camera renaming operations.

Provides interface for renaming multiple cameras without activation.
Maintains camera properties while updating names efficiently.

[Popular]

Access: Left Click



ChangeObjectDisplaySource

Tooltip: Modifies object display source settings.

Controls whether objects inherit color and material properties from their layer.
Provides batch modification capabilities for multiple objects.

[Popular]

Access: Left Click



SectionBoxCleanup

Tooltip: Reset the view to unbounded.

Access: Left Click



SectionboxByBoundingBox

Tooltip: Creates section boxes around selected elements.

Similar to Revit's SectionBox, crops views to selected element boundaries.

Supports all clipping modes in Rhino, with limited Enscape compatibility.

[Popular]

Access: Left Click



SectionboxByPolysrf

Tooltip: Use closed polysrf as input box cutter.

Access: Right Click



ToggleGFA

Tooltip: Toggles Gross Floor Area (GFA) visualization and calculation.

Features:

- Processes layers marked with [GFA] to calculate and display area information
- Real-time updates as geometry changes
- Supports area factor multipliers using $\backslash\{factor\}$ syntax in layer names
- Excel data export capabilities
- Automatic unit conversion (mm/m -> SQM, inch/ft -> SQFT)
- Dynamic merging of coplanar surfaces at same elevation
- Support for single surfaces and polysurfaces
- Live comparison of how much is off from target.

Usage:

- Add [GFA] to layer names to include in calculation
- Optional $\backslash\{factor\}$ at end of layer name for area multipliers (e.g. $\backslash\{0.5\}$)
- Right-click to export to Excel or generate checking surfaces or set target area for each keyword.

[Popular]

Access: Left Click



ToggleLayerPointer

Tooltip: Displays quick layer information for visible objects.

Creates a filtered layer list showing only layers with visible objects.
Useful for examining and understanding model layer structure.

Access: Left Click



ViewToggle

Tooltip: Quick view navigation tool for Rhino.

Features:

- Toggles between Top and Perspective views
- Left click to switch between views
- Keyboard shortcut: {KEY}
- Optimizes modeling workflow with rapid view changes

Usage:

Click button to toggle between views.

Access: Left Click



ListenToMiro

Tooltip: Listen to changes in the miro

Access: Left Click



PushToMiro

Tooltip: Push selected elements in Rhino to Miro. Only support text and rect and circle.

Access: Right Click