The structure of Supplementary Materials fold is as follows:

Supplementary Materials (folder)

- Python
  - Networks
    - Floorplans
      - Input (input image folder)
      - Output (output image folder)
      - Denoised (denoised image folder)
      - Intermediate (intermediate image folder)
    - Samples (include floor plans and BIMs mentioned in the paper)
    - Trained_model (the trained DL models by RPLAN dataset)
    - generators.py (use "Floorplans/input" to generate floor plans in "Floorplans/output")
    - denoise.py (denoise "Floorplans/output" to "Floorplans/denoised")
    - batch_image_processing.py (convert "Floorplans/denoised" to intermediate PNG in "Floorplans/denoised")
- C#
  - Bim_generator
    - bim_generator.sln (C# project, could be opened by VS studio directly)
    - Obj
      - Debug
        - bim_generator.dll (Complied DLL file)

For coding in Python folder: Run "generators.py", "denoise.py", and "batch_image_processing.py" step by step. The resulted PNG will be saved at "…/Floorplans/denoised". Each image in this folder is used to generate BIM by the C# project, whose steps are shown in the attached video (intro.mp4).

Revit Add-in Manager's GitHub page: https://github.com/chuongmep/RevitAddInManager