

BlockGen Installation and Usage instructions

Installation:

Copy the BlockGen.dll to a local folder of your choice.

If you would like this tool loaded all the time you can add the following line to your acad*.lsp:

(command "netload" "C:\\YOUR PATH\\BlockGen.dll")

Where "C:\\YOUR PATH" is the folder you copied the BlockGen.dll to.

To load the program when you need it, use the NETLOAD command in AutoCAD and browse to the folder you copied the BlockGen.dll to and double click on the file.

Usage:

BlockGen command:

To use directly type BlockGen at the command line and press enter. You will then be prompted for 8 points in the order specified by the "plug-in requirements.pdf" received from Federico Buccellati on July 3, 2007.

To use from a script, you can use either of the following formats:

Example script (sample1.scr):

```
BlockGen 0,0,0 5,0,0 5,0,5 0,0,5 0,5,0 5,5,0 5,5,5 0,5,5
```

Or each point can be on its own line like this (sample2.scr):

```
BlockGen
0,0,0
5,0,0
5,0,5
0,0,5
0,5,0
5,5,0
5,5,5
0,5,5
```

WallGen command:

To use directly type WallGen at the command line and press enter. You will then be prompted for up to 100 total points representing top and bottom surfaces that must be entered in counter clockwise order. When finished entering points, press enter one more time to build the wall section.

The number of top and bottom points must be equal. The program will abort if an odd number of points are entered.

Note the ability to generate 3D solids is contingent upon AutoCAD 2011 or higher.

To use from a script follow the same guidelines as for BlockGen except that an additional blank line is required to start the build. Example:

```
; AA Wall B1N - test script of stone sub-wall
```

```
WallGen
34535,43595,8310
34539,43613,8310
34561,43608,8310
34627,43751,8310
34548,43779,8310
34586,43882,8310
34419,43944,8320
34371,43843,8320
33422,44132,8320
```

33378,44065,8310
33512,44001,8310
33672,43901,8310
34535,43595,8310
34535,43595,8397
34539,43613,8397
34561,43608,8397
34627,43751,8397
34548,43779,8397
34586,43882,8397
34419,43944,8400
34371,43843,8410
33422,44132,8394
33378,44065,8397
33512,44001,8397
33672,43901,8397
34535,43595,8397

; AA Wall B3W - test script of stone sub-wall

WallGen

34854,43478,8310

34756,43511,8310

...

Note: general modeling errors may be reported to the command line but unless the error is prefixed with "WallGen ERROR:" they don't affect the end result. A WallGen error means that for some reason the surface version of the wall section couldn't be converted to a solid, usually due to self-intersection. In such cases the surface will be left so that the user can review the result and look for the points causing the issue.