



# AT+SYNC

## QUICK GUIDE

### General Usage Instructions

On Revit: Once the plugin has been installed both on Revit and Unity go to Add-ins > AT+Sync, then click on the “Sync” button you find bottom right on the just opened AT+Synch tab.

Now open Unity and click on Tools -> Ambiens -> ArchToolkit AT+Sync and choose the Revit project to synchronize from the list.

Anytime you make some change to the Revit model you just need to click “Sync” on Revit to update your Unity scene.

### Installation/Uninstallation

Go to [www.archtoolkit.com](http://www.archtoolkit.com) and create a free account. Follow the instructions and the installation links to get the plugin on Revit.

To unistall AT+Sync: exit Autodesk Revit and then click on Start>Settings>App&Features, choose AT+Sync from the list and click on Uninstall.

### Additional Information

ArchToolKit offers two different subscriptions. Get the one you need!

Free Subscription: Geometries and data synchronization.

Plus Subscription: Geometries, data and materials auto-synchronization. High priority support.

#### Contact

Company Name: AmbiensVR

Company URL: <https://www.ambiensvr.com>

Support Contact: [info@ambiensvr.com](mailto:info@ambiensvr.com)

## F A Q



- **Do I need a personal account?**  
Yes you do. Click [here](#) to sign in. Once your personal account has been created you will be able to choose between Free and Plus Subscription.
- **What is the difference between Free and Plus Subscription?**  
The Free Subscription allows you to synchronize 3d models and data, while the Plus Subscription will generate an auto-synchronization of all your 3d models, materials and data. Moreover, it includes high priority support.
- **How do I install the Plugin?**  
You need to install the plugin both on Revit and Unity. Go to [Autodesk App Store](#) and [Unity Asset Store](#) to download each one and follow the instructions.