EnneadTab-For-Rhino

Secret Documentation
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BatchRenameBlocks

Tooltip: Rename Block Names In a table

Access: Left Click

[Popular]

EditDistortedBlock

Tooltip: Edit distorted block by editing a copy.

Access: Left Click

[Popular]

EditDistortedBlockRestoreView

Tooltip: Go back to previous view stage

Access: Right Click

[Popular]

FallGeosOnGeo

Tooltip: Drop selected objs to a receiver geo. If it is block, drop using the insertion point. Otherwise using the center of buttom face of the boundingbox.

Access: Left Click

[Popular]

FilterBlockByName

Tooltip: Quick select multiple block by block names

Access: Left Click

IsolateSimilarBlocks

Tooltip: Isolate blocks of similar definitions from the selected blocks

Access: Right Click

[Popular]

MakeBlockUnique / MBU

Tooltip: Make a block unique on spot. Each unique original block become new unique block.

Access: Left Click

MakeBlockUniqueToOne

Tooltip: Make a block unique on spot. All different types of block will merge to one new block

Access: Right Click

MatchTextureMappingInBlock

Tooltip: Pick a source block, then apply the texture mapping of this block to other blocks selected.

Access: Left Click

PackageBlockLayer

Tooltip: Package blocks content layer under a single parent layer. This is very helpful if you want to test totally new material for the layers.

Access: Left Click

[Popular]

RandomBlocksOnSrfs

Tooltip: Randomly create blocks on mutiple srfs, away from edge, along edge, or evenly on edge. It also allow pick guiding crv(s) or use edge as guides.

Access: Left Click

[Popular]

RandomizeBlockTransformation

Tooltip: Randomly transform block transformation for rotation and scale.

Access: Left Click

[Popular]

SampleLayout

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

Access: Left Click

[Popular]

SelectSimilarBlocks

Tooltip: Select blocks of similar definitions from the selected blocks

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

[Popular]

StairMaker

Tooltip: Interactively create linear stair.

Access: Left Click

StairMakerSpiral

Tooltip: Interactively create spiral stair.

Access: Right Click

DuplicateLayout

Tooltip: Duplicate Layout while allowing X-Y offset, so your layout can capture something else in model space.

Access: Left Click

ExportSelectedLayout

Tooltip: Export selected layout(s) to pdf

Access: Left Click

OpenSampleExcel

Tooltip: Open the sample excel with placeholder area size info.

Access: Right Click

SectionCrowd

Tooltip: Populate people interactively in TOP view by providing two points.

Access: Left Click

[Popular]

VisualizeExcel

Tooltip: Convert excel data to shape diagrams.

Access: Left Click

ActivateEnneadTab

Tooltip: When things do not load, activate me.

Access: Left Click

AppStore

Tooltip: Open the all apps avaibalie for enneadtab

Access: Left Click

ExtractPreviewImages

Tooltip: This button does ExtractPreviewImages when left click

Access: Left Click

GetLatest

Tooltip: Get the lastest version of EnneadTab

Access: Left Click

HowToInstall

Tooltip: Pull up installation guide for the rest of your team.

Access: Left Click

MakeANewButton

Tooltip: Doc string not set

Access: Left Click

OpenEcosystemFolder

Tooltip: Open the Ecosystem folder.

Access: Left Click

ResetAllConduit

Tooltip: Reset all conduits

Access: Left Click

RestartRhino

Tooltip: Restart Rhino to test new core.

Access: Left Click

TellMeVersion

Tooltip: Show current version of EnneadTab Rhino

Access: Left Click

UnitTest

Tooltip: Perform unit test on EnneadTab

Access: Left Click

YoutubePlaylist

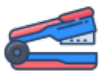
Tooltip: Checkout pre-recorded turtorials and demos about EnneadTab.

Access: Left Click

ArchiveFile

Tooltip: Archive files based on today's date, creation date or last modifyed date.

Access: Left Click



BindWorksession

Tooltip: Flatten the worksession to single file with named parent layer as file. Good for preparing files before sending out.

Access: Left Click

CreateWorksession

Tooltip: Pick mutiple rhino files to create a session file instead of one after another. Good for dealing with heavy files.

Access: Left Click

ExternalTrimmer

Tooltip: Update external link

Access: Right Click

[Popular]

RebaseFile

Tooltip: Try to rebase the file center to new origin point, include all the views.

Access: Left Click

SaveSmallAndClose

Tooltip: Save small file and close document. You dont need to wait.

Access: Left Click

DVD

Tooltip: When you are bored...

Access: Left Click

EnneadCity

Tooltip: Load all city plots to a session.

Access: Right Click

RedAlert

Tooltip: Active game mode in Rhino

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

[Popular]

SearchCommand / LearnEnneadTabForRhino / CommandList

Tooltip: Learn all the buttons functions.

Access: Left Click

SlopeCalculator

Tooltip: This button does SlopeCalculator when left click

Access: Left Click

Turtorial

Tooltip: Show tutorial for some useful trick in GH

Access: Left Click

DestroyLayer

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

Access: Left Click

FindLayerInFiles

Tooltip: In a given folder, find which rhino file contains the keyword layer name. Good for traceback a illustrator file.

Access: Left Click

InitiateLayers

Tooltip: Initiate layer tree for quick start on programing or facade design.

Access: Left Click

[Popular]

IsolateLayerBySelection

Tooltip: Isolcate objs from similar layers

Access: Left Click

LayerNameFormat

Tooltip: Format the spelling of layer name on selected layers.

Access: Left Click

[Popular]

MergeLayer

Tooltip: Merge multiple layer to single layer. This process include merging layers owned by blocks.

Access: Left Click

NestLayer

Tooltip: Migrate multiple layers under same parent layer. The main benifit is that it can migrate even if same sublayer name exist. This process also handle layers inside blocks.

Access: Left Click

[Popular]

RandomLayerColor

Tooltip: Randomize the layer color.

Access: Left Click

RandomLayerColorSetting

Tooltip: Change the setting of color style.

Access: Right Click

[Popular]

SelectObjectsOnSimilarLayer

Tooltip: Selection objects on the similar layers.

Access: Right Click

ImportSelectedMaterial

Tooltip: Import selected materials from a file.

Access: Left Click

MaterialPrefix

Tooltip: Add prefix to material so when sessioning rhino the enscape can treat matreail seperately and not turn white.

Access: Left Click

[Popular]

MergeMaterials

Tooltip: Merge multiple materials in the file to the same material. Work for object assigned materials as well.

Access: Left Click

RandomTextureWalk

Tooltip: Randomly walk the texture map a bit to avoid them lineup

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: Make the void cut polysurface based on layer name.

Access: Left Click

MatchCrvDir

Tooltip: Match multiple crvs direction.

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: Make pushed in glass recess from selected srfs.

Access: Left Click

ShapeMapper

Tooltip: Help you map complex design over surface. Consider this as a improved flowAlongSurface

Access: Left Click

SrfToPanel

Tooltip: Convert well defined panelization of surfs to detailed polysrfs with thickness, joint reveal to edge.

Access: Left Click

TimeTravel

Tooltip: Undo history on selected objs

Access: Left Click

AiRenderUpscale

Tooltip: Upscale AI generated images.

Access: Right Click

AiRenderingFromView

Tooltip: Render captured Rhino view with Stable Diffusion.

Access: Left Click

[Popular]

EnscapeAssetLocator

Tooltip: Help you find the Enscape asset folder by search name, so you can manipulate asset material.

Access: Left Click

GetGoogleEarthModel

Tooltip: This button does GetGoogleEarthModel when left click

Access: Left Click

[Popular]

ImportSelectedCamera

Tooltip: Import seleced camera from another file.

Access: Left Click

InspectEnscapeSetting

Tooltip: Inspect Enscape setting file

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: Find good material and asset.

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

ExportForRhino2Revit

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

[Popular]

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

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: Send the draft content back to Revit.

Access: Right Click

RevitDrafterImport

Tooltip: Receive the drafting background from Revit and setup layer trees for supporting line style and filled region types.

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

[Popular]

RandomDeselect

Tooltip: Ramdonly deselect objs by percentage

Access: Left Click

[Popular]

RandomSelectionToGroup

Tooltip: Ramdonly package objs to groups, great if you are going to set slight different shade for them in rendering

Access: Left Click

2419_Facade move

Tooltip: xxxxxxxxxxxxxxxxxxxxx

Access: Left Click

ExportWithoutCrv_1643

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

Access: Left Click

MoveImg_1643

Tooltip: Move all the images to new location

Access: Right Click

RelocateAll_1643

Tooltip: Relocate all the cameras and models to new Revit location.

Access: Left Click

Stack PSD

Tooltip: Stack PSD files

Access: Left Click

BakeGFADataToExcel

Tooltip: Export displayed GFA area to excel. Also you can set checker geo.

Access: Right Click

[Popular]

BatchExportRhinoView

Tooltip: Batch export Rhino views to folder.

Access: Left Click

[Popular]

BatchRenameCamera

Tooltip: Rename multiple cameras without activating them.

Access: Left Click

[Popular]

ChangeObjectDisplaySource

Tooltip: Change the display source of the object for display color and/or material

Access: Left Click

SectionBoxCleanup

Tooltip: Reset the view to unbounded.

Access: Left Click

[Popular]

SectionboxByBoundingBox

Tooltip: Similar to Revit SectionBox, this will crop the view to just around the selected elements region. In Rhino display mode all clipper is supported. In Enscape only one of the clipper will be recognized.

Access: Left Click

SectionboxByPolysrf

Tooltip: Use closed polysrf as input box cutter.

Access: Right Click

[Popular]

ToggleGFADisplay / GFA

Tooltip: Dynamically display GFA area by simply changing layer name.

Access: Left Click

ToggleLayerPointer

Tooltip: Short list layers with objs that is visible on screen. This is a good way to quickly examine the layer structure in your model space.

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