
















EnneadTab-For-Rhino

Secret Documentation
2025-02-20

Table of Contents

	Block.tab	~~~~~	Page 1
	Create.tab	~~~~~	Page 4
	Drafting.tab	~~~~~	Page 5
	Ennead+.menu	~~~~~	Page 6
	File.tab	~~~~~	Page 8
	Fun.tab	~~~~~	Page 9
	Knowledge.tab	~~~~~	Page 10
	Layer.tab	~~~~~	Page 11
	Material.tab	~~~~~	Page 13
	Modify.tab	~~~~~	Page 14
	Render.tab	~~~~~	Page 16
	Revit.tab	~~~~~	Page 18
	Selection.tab	~~~~~	Page 20
	Tailor.tab	~~~~~	Page 21
	View.tab	~~~~~	Page 22
	Web.tab	~~~~~	Page 24



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



ToggleBlockColorDisplay

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

[Popular]

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



VisualizeExcel

Tooltip: Convert excel data to shape diagrams.

Access: Left Click

[Popular]



ActivateEnneadTab

Tooltip: When things do not load, activate me.

Access: Left Click



AppStore

Tooltip: EnneadTab App Store launcher. Access the complete collection of EnneadTab tools and utilities through a centralized application store interface.

Access: Left Click



ExtractPreviewImages

Tooltip: This button does ExtractPreviewImages when left click

Access: Left Click



GetLatest

Tooltip: Get the latest 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 tutorials and demos about EnneadTab.

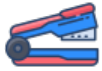
Access: Left Click



ArchiveFile

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



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



[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: 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



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: 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



OffsetFloorBorder

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

[Popular]

Access: Left Click



PushGlassIn

Tooltip: Make pushed in glass recess from selected srf.

[Popular]

Access: Left Click



ShapeMapper

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

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: 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 selected 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

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: 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: Randomly deselect objs by percentage

Access: Left Click



[Popular]

RandomSelectionToGroup

Tooltip: Randomly 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: xxxxxxxxxxxxxxxxxxxxxxxx

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

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 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



ViewToggle

Tooltip: Unsupported value for safe evaluation

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