
















EnneadTab-For-Rhino

Secret Documentation
2025-02-06

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: 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 bottom 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



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

[Popular]



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: Open the all apps avaialie 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 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: 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 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: 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 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



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