
















# EnneadTab-For-Rhino

Secret Documentation  
2025-02-19

# 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.

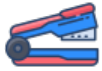
**Access:** Left Click



## 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



## 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