EnneadTab For Rhino

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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

Access: Left Click

EditDistortedBlockRestoreView

Tooltip: Restore view after block editing.

Features:
- Restores previous camera position
- Shows all hidden objects
- Cleans up temporary editing blocks

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, polysurfaces and meshes
- Maintains object properties during projection

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

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

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

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

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

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

Access: Left Click

SimplifyBlocks

Tooltip: This button does SimplifyBlocks when left click

Access: Left Click

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

QuickMassing

Tooltip: Create parametric massing models with advanced level editor interface.

Features:
- Interactive level editor table with reorder, add, remove functionality
- Dedicated surface picker with surface filter
- Real-time elevation calculations
- Persistent settings storage
- Visual level management interface

Usage:
1. Left-click to activate the QuickMassing tool
2. Use the level editor to configure building levels
3. Pick surfaces for massing creation
4. Generate massing model based on your specifications

Note: All settings are saved between sessions for convenience.

Access: Left Click

SlabEdge

Tooltip: Create custom slab edges by sweeping a profile block along selected edges.

Features:
- Multiple selection methods:
* Individual edge selection
* Edge loop selection
* Curve selection
- Profile block customization:
* Select from existing blocks
* Preview profile orientation
* Flip profile direction
- Interactive preview:
* Real-time visualization
* Adjust before finalizing
* Cancel and retry options

Usage:
1. Choose selection method
2. Select edges or curves
3. Pick profile block
4. Preview and adjust
5. Confirm to create

Note: Preview objects are automatically cleaned up after use.

Access: Left Click

StairMaker

Tooltip: Create parametric linear stairs with interactive controls and real-time preview.

Features:
- Dynamic stair creation with live preview
- Customizable parameters:
* Riser height
* Tread width
* Stair width
* Landing configuration
- Automatic step count calculation based on height
- Intelligent error handling for invalid inputs
- Support for multiple stair configurations
- Interactive point selection for precise placement

Usage:
1. Select start point for stair base
2. Define stair direction and height
3. Adjust width using flip point
4. Preview and confirm stair creation

Note: All parameters are validated in real-time to ensure code compliance.

Access: Left Click

StairMakerSpiral

Tooltip: Interactively create spiral stairs in Rhino.

Key Features:
- Dynamic spiral stair creation with preview
- Customizable riser height and tread width
- Adjustable spiral radius and rotation
- Automatic step count calculation
- Support for clockwise and counter-clockwise rotation

Access: Right Click

ColorPicker

Tooltip: Opens Coolors.co color palette generator in default web browser for color scheme inspiration

Access: Left Click

DuplicateLayout

Tooltip: Duplicate layouts with customizable viewport offsets.

Key Features:
- Maintain layout settings and properties
- Adjust viewport positions with X-Y offsets
- Capture different model space views
- Preserve viewport scales and display settings
- Support for multiple layout selection

Access: Left Click

ExportSelectedLayout

Tooltip: Export selected layouts to PDF format.

Key Features:
- Multiple layout selection support
- Customizable output location
- Maintains print settings and quality
- Optional automatic PDF opening
- Batch processing capability

Access: Left Click

OpenSampleExcel

Tooltip: Access sample Excel template for area visualization.

Key Features:
- Pre-formatted Excel template
- Example data structure
- Color coding guidelines
- Area calculation formulas
- Category organization samples

Access: Right Click

SectionCrowd

Tooltip: Create section view crowd representations.

Key Features:
- Interactive crowd placement in TOP view
- Customizable people spacing and density
- Random variations for natural appearance
- Support for multiple crowd patterns
- Automatic group creation for easy management

Access: Left Click

VisualizeExcel

Tooltip: Convert Excel data into visual diagrams.

Key Features:
- Multiple shape options (circles, squares, bars)
- Customizable colors and sizes
- Automatic area calculations
- Support for grouped data visualization
- Dynamic layout adjustments.

Access: Left Click

ActivateEnneadTab

Tooltip: Restore EnneadTab functionality.

Key Features:
- System path verification
- Component activation
- Path configuration
- Startup script setup

Access: Left Click

AppStore

Tooltip: Access EnneadTab's centralized tool repository.

Key Features:
- Complete tool collection
- Category organization
- Installation management
- Update notifications
- Tool documentation access

Access: Left Click

CheckErrorLog

Tooltip: Opens the Google error log URL in the default browser

Access: Left Click

ExtractPreviewImages

Tooltip: Extract preview images from Rhino files.

Key Features:
- Batch image extraction
- Multiple file support
- Automatic naming convention
- Progress tracking

Access: Left Click

GetEngine

Tooltip: Ensure that you have a localized Python engine installed

Access: Left Click

GetLatest

Tooltip: Update EnneadTab to latest version.

Key Features:
- Automatic version detection
- Core module updates
- System path configuration
- Component synchronization
- Installation verification

Access: Left Click

HowToInstall

Tooltip: Access EnneadTab installation documentation.

Key Features:
- Step-by-step installation guide
- System requirements
- Troubleshooting tips
- Configuration instructions
- Team deployment guidance

Access: Left Click

MakeANewButton

Tooltip: Create new EnneadTab button components.

Key Features:
- Interactive button creation
- Template generation
- File structure setup
- Icon integration support
- Documentation templates

Access: Left Click

MonitorDriveConnection

Tooltip: Launches the MonitorDrive application to track and manage network drive connections.
This tool provides real-time monitoring of network drive status and connection health.

Access: Left Click

OpenAutosaveFolder

Tooltip: Open the Rhino autosave folder lcoations.

Access: Left Click

OpenEcosystemFolder

Tooltip: Access the EnneadTab Ecosystem directory.

Key Features:
- Direct folder access
- System file management
- Resource exploration
- Configuration access
- Template management

Access: Left Click

ReloadEngine

Tooltip: Reload all EnneadTab modules to ensure latest changes are applied.

This script will:
1. Import all EnneadTab modules
2. Reload each module to apply latest changes
3. Handle any import errors gracefully

Access: Left Click

RemoteFixCode

Tooltip: Launches VS Code Dev for emergency remote code editing and debugging

Access: Left Click

ResetAllConduit

Tooltip: Reset all display conduits to default state.

Key Features:
- Complete conduit cleanup
- Memory optimization
- Display pipeline reset
- System performance improvement
- Debug assistance

Access: Left Click

RestartRhino

Tooltip: Restart Rhino to apply core updates.

Key Features:
- Safe application restart
- Update implementation
- Session state preservation
- Automatic core reloading
- System verification

Access: Left Click

SecretKeyBinding

Tooltip: Setup some secrete shortcut based on Sen's preference.

Access: Left Click

SelfRepair

Tooltip: Automatically repair and update EnneadTab installation.

Key Features:
- Legacy RUI detection and repair
- Automatic version updates
- System path verification
- Component synchronization
- Installation validation

Access: Left Click

TellMeVersion

Tooltip: Display current EnneadTab Rhino version.

Key Features:
- Version number display
- Update status information
- Installation verification
- Component compatibility check
- Release notes access

Access: Left Click

Uninstall EnneadTab

Tooltip: Completely uninstall EnneadTab from the system

Access: Left Click

UnitTest

Tooltip: Execute unit tests for EnneadTab components.

Key Features:
- Comprehensive module testing
- Automated error detection
- System integrity verification
- Performance validation

Access: Left Click

YoutubePlaylist

Tooltip: Access EnneadTab's video tutorial library.

Opens the official EnneadTab YouTube playlist containing tutorials, demonstrations and workflow guides.

Access: Left Click

BindWorksession

Tooltip: Convert worksession to single file with organized layers.

Key Features:
- Automatic layer organization
- File hierarchy preservation
- Progress tracking
- Resource cleanup
- Email notification support

Access: Left Click

CreateWorksession

Tooltip: Create multi-file Rhino worksession.

Key Features:
- Multiple file selection support
- Custom session naming
- Automatic file linking
- Performance optimization
- Batch file processing

Access: Left Click

DocData

Tooltip: Demonstrates usage of RHINO_PROJ_DATA module for document data management.

This script showcases how to:
- Inspect existing document data
- Set preferred Grasshopper file path
- Store structured Grasshopper input parameters
- Handle various data types (bool, int, float)

Example Usage:
- Left-click to run the demonstration
- View results in Rhino command line

Access: Left Click

ExternalTrimmer

Tooltip: Update external linked references.

Key Features:
- External block updating
- Link synchronization
- Reference management
- File dependency tracking
- Automatic refresh handling

Access: Right Click

RebaseFile

Tooltip: Rebase file geometry and views to new origin point with X-axis orientation.

Key Features:
- Interactive base point and X-axis reference point selection
- Automatic object transformation with coordinate system reorientation
- View camera adjustment
- Named view preservation
- Comprehensive coordinate system update
- ETO form interface with clear instructions

Instructions:
- Every object, including those in locked and hidden layers, will be processed
- All views will be processed
- To avoid certain objects being rebased, put "REBASE_IGNORE" in the object's name
- To avoid certain cameras being rebased, put "REBASE_IGNORE" in the camera name

Access: Left Click

SaveSmallAndClose

Tooltip: Save optimized file and close document.

Key Features:
- Automatic resource cleanup
- Material purging
- Block definition optimization
- Layer cleanup
- Quick document closure

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: EnneadCity GUI Interface

Access: Right Click

PetDuck

Tooltip:
DuckiTect - AI Architecture Assistant

A desktop companion that combines architectural expertise with AI capabilities.

Features:
- AI-powered chat and analysis
- Architecture tools and code library
- Rhino/Grasshopper integration
- Professional documentation support

Usage: Left click to activate

Access: Left 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
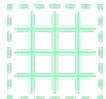- Nostalgic gaming atmosphere while modeling

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

SearchCommand / LearnEnneadTabForRhino / CommandList

Tooltip: Search and learn EnneadTab commands.

Key Features:
- Interactive command search
- Function documentation
- Command aliases
- Tool location finder
- Visual command preview

Access: Left Click

SlopeCalculator

Tooltip: This button does SlopeCalculator when left click

Access: Left Click

Tutorial

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

Anything

Tooltip: A sandbox utility for quick testing and prototyping in Rhino. Use this button to run experimental code snippets, debug features, or validate new ideas without creating a dedicated tool.

Access: Left Click

Dockpane

Tooltip: A dockable panel that attaches to the side of Rhino window

Access: Left Click

Text2Script

Tooltip: Utility script to convert text to script using AI.

Note: This is Rhino 8 only.

Features:
- Converts natural language to executable Python script
- Integrated with Rhino's rhinoscriptsyntax
- Maximum 5 refinement attempts for optimal results
- Always uses main() as the entry function
- Modern error handling and user feedback

Access: Left Click

Text2ScriptSetting

Tooltip: Opens the settings panel for the Text2Script tool, allowing users to configure AI model preferences, API keys, and script generation options for converting natural language to Python scripts in Rhino.

Access: Right Click

ViewPrettifier

Tooltip: Generate AI renderings from architectural images.

Features:

- Processes existing architectural images
- Detects edges in the image to preserve model structure
- Allows use of style reference images
- Modern dark-themed GUI for configuration
- Model and ControlNet selection
- Progress tracking with step indicators
- Generates AI renderings using Stable Diffusion with ControlNet
- Shows real-time progress during generation
- Automatically installs required dependencies
- Monitors for stalled processes and provides diagnostics

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: Search for layers across multiple files.

Key Features:
- Multi-file layer search
- Case-insensitive matching
- Progress tracking
- Search result summary
- File origin tracking

Access: Left Click

ForceLayerPackage

Tooltip: Detach selected geometry and blocks to a chosen SYSTEM_ layer.

Workflow:
1. Detect or create SYSTEM_XX root layers.
2. Ask user to choose the target SYSTEM_ layer through a list-box.
3. Migrate non-block geometry first, preserving any sub-layer structure.
4. Make each block definition in the selection unique so that edits do not affect instances outside the selection.
5. Update every object (including objects inside the new block definitions) so that their layers live under the chosen SYSTEM_ layer.

The implementation is written as a group of small helper functions for future reuse.

Access: Left Click

InitiateLayers

Tooltip: Create standardized layer structures.

Key Features:
- Predefined layer schemes
- Color-coded organization
- Program-based grouping
- Material-based grouping
- Customizable hierarchy

Access: Left Click

IsolateLayerBySelection

Tooltip: Show only objects on selected layers.

Key Features:
- Selection-based isolation
- Layer visibility control
- Quick view focusing
- Multiple layer support
- View organization

Access: Left Click

LayerNameFormat

Tooltip: Standardize layer naming conventions.

Key Features:
- Multiple format options
- Case formatting
- Pattern preservation
- Batch renaming
- Protected name handling

Access: Left Click

MergeLayer

Tooltip: Combine multiple layers into one.

Key Features:
- Layer consolidation
- Block-aware merging
- Property preservation
- Layer cleanup
- Batch processing

Access: Left Click

NestLayer

Tooltip: Organize layers in hierarchical structure.

Key Features:
- Layer nesting automation
- Block-aware processing
- Duplicate name handling
- Layer hierarchy preservation
- Batch layer organization

Access: Left Click

RandomLayerColor

Tooltip: Assign random colors to layers.

Key Features:
- Smart color assignment
- Context-aware coloring
- Desaturated color option
- Color scheme preservation
- Batch processing support

Access: Left Click

RandomLayerColorSetting

Tooltip: Change the setting of color style.

Access: Right Click

SelectObjectsOnSimilarLayer

Tooltip: Selection objects on the similar layers.

Access: Right Click

AssignEmptyMaterialToLayer

Tooltip: Same as EA_AssignEmptyMaterial

Access: Left Click

ImportSelectedMaterial

Tooltip: Import materials from external files.

Key Features:
- Selective material import
- Property preservation
- Material preview
- Name conflict handling
- Multi-select support

Access: Left Click

MaterialPrefix

Tooltip: Add file-specific prefixes to materials.

Key Features:
- Automatic prefix generation
- Session compatibility
- Name conflict resolution
- Batch processing
- Material tracking

Access: Left Click

MergeMaterials

Tooltip: Consolidate multiple materials into one.

Key Features:
- Material consolidation
- Block-aware processing
- Layer material handling
- Object material updating
- Automatic cleanup.

Access: Left Click

RandomTextureWalk

Tooltip: Randomize texture mapping positions.

Key Features:
- Texture offset randomization
- Mapping preservation
- Customizable range
- Batch processing
- Pattern variation

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: Creates void cut polysurfaces based on layer name configuration.

The script processes layers containing seam definitions to generate corresponding void cuts. Layer names should include width parameters in square brackets (e.g. 'seam[12]').

Access: Left Click

MatchCrvDir

Tooltip: Match multiple crvs direction.

Access: Left Click

Measure3D

Tooltip: Display 3D measurements between two points.

Shows total distance with a curve, and displays X, Y, Z differences as color-coded curves:
- X difference in red
- Y difference in green
- Z difference in blue

Measurements remain on screen until a new measurement is started.

Access: Left Click

MoveFixedDist

Tooltip: Move selected objects a fixed distance in 6 directions.

Features:
- Simple modeless interface with 6 directional buttons
- Persistent distance value between sessions
- Input validation for numeric values
- North/South/East/West/Up/Down movement
- Allows full interaction with Rhino while dialog is open
- Gamepad-style button layout
- Zoom to selected function
- Measure3D function for quick measurements
- Choice between View CPlane and World CPlane coordinate systems

Access: Left Click

OffsetFloorBorder

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

Access: Left Click

PushGlassIn

Tooltip: Creates recessed glass surfaces from selected surfaces.

Generates inset glass surfaces with surrounding frame geometry.
Useful for creating window/curtainwall details with depth.

Access: Left Click

ShapeMapper

Tooltip: Maps complex designs over target surfaces.

Advanced surface mapping utility that provides enhanced control compared to FlowAlongSurface.
Allows mapping of curves, surfaces and polysurfaces while maintaining design intent.

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: Renders Rhino views using Stable Diffusion AI.

Captures current viewport and processes it through selected AI models.
Provides extensive control over rendering style, mood, and architectural context.

Access: Left Click

AssignEmptyMaterial

Tooltip: Assigns unique materials to layers without assigned materials.

Key Features:
- Creates a unique material for each layer without materials
- Material names based on layer hierarchy (including parent layers)
- Makes D5 material editing workflow more efficient
- Use the layer color as the material diffuse color

Access: Left Click

D5AssetLocator

Tooltip: Your personal detective for hunting down elusive D5 assets!

This handy tool launches the D5AssetChanger application that helps you:
- Locate hidden D5 asset folders across your system
- Access and modify materials on D5 objects
- Customize properties of those beautiful D5 trees, furniture and people
- Save hours of searching through obscure file directories

Perfect for visualization specialists who need precise control over their D5 assets.

Access: Left Click

EnscapeAssetLocator

Tooltip: Your personal detective for hunting down elusive Enscape assets!

This handy tool launches the EnscapeAssetChanger application that helps you:
- Locate hidden Enscape asset folders across your system
- Access and modify materials on Enscape objects
- Customize properties of those beautiful Enscape trees, furniture and people
- Save hours of searching through obscure file directories

Perfect for visualization specialists who need precise control over their Enscape assets.

Access: Left Click

GetGoogleEarthModel

Tooltip: This button does GetGoogleEarthModel when left click

Access: Left Click

GetInspired

Tooltip: Opens Render Polisher website (https://render-polisher.vercel.app/) in the default browser

Access: Left Click

ImportSelectedCamera

Tooltip: Import seleced camera from another file.

Access: Left Click

InspectEnscapeSetting

Tooltip: Inspect and compare Enscape setting files for differences

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: Your gateway to a treasure trove of high-quality materials! Opens AmbientCG, a fantastic resource offering hundreds of free PBR materials perfect for architectural visualization. Quickly find textures, HDRIs, and 3D models to elevate your renderings without spending a penny.

Access: Left Click

RenameEnscapeFiles

Tooltip: Rename the output of Enscape files to remove the long bit.

Access: Left Click

RenderPolisher

Tooltip: Launch the Render Polisher application for enhancing and refining your renders!

This tool opens the RenderPolisher.exe application that helps you:
- Polish and enhance render outputs
- Apply post-processing effects
- Refine render quality and appearance
- Streamline your rendering workflow

Perfect for visualization specialists looking to take their renders to the next level.

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.

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

ExportMaterialByLayer

Tooltip: Export material definitions for each layer using legal file names as dictionary keys.

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: Enables real-time selection synchronization between Rhino and Revit. Allows users to select objects in Rhino and have the selection reflected in Revit, streamlining cross-platform workflows and coordination.

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: Exports drafting content to Revit.

Features:
- Processes curves and filled regions
- Maintains layer organization
- Supports multiple geometry types
- Preserves object properties

Usage:
1. Create content in OUT layers
2. Run command to export
3. Import in Revit using companion tool

Access: Right Click

RevitDrafterImport

Tooltip: Imports drafting content from Revit.

Features:
- Sets up layer structure for line styles
- Supports filled region types
- Maintains layer organization
- Preserves object properties

Usage:
1. Export content from Revit
2. Run command to import
3. Content organized in layer tree

Access: Left Click

Rhino2Revit

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

Access: Left Click

Shape2Revit

Tooltip: Convert EACH and EVERY selected geometry to INDIVIDUAL Revit families via temporary blocks.
Not to be confused with the block2family button, which exports better defined blocks to Revit families and is much more memory efficient.
Only use this button sparingly so you do not introduce too many families to Revit.

Features:
- Converts surfaces, polysurfaces and meshes to blocks
- Creates temporary blocks with unique names
- Exports blocks to Revit families
- Cleans up temporary blocks after export
- Maintains original geometry properties

Access: Left Click

SurfaceToAdaptiveComponent

Tooltip: Use the corners of the input surfs as the marker for the adaptive pts in Revit.

Access: Left Click

RandomDeselect

Tooltip: Randomly deselects objects based on percentage.

Features:
- Deselects random subset of selected objects
- Percentage-based deselection (1-99%)
- Remembers last used percentage
- Maintains object relationships

Usage:
1. Select objects
2. Enter deselection percentage
3. Random subset will be deselected

Access: Left Click

RandomDeselectByDist

Tooltip: Randomly deselects blocks based on their distance from a curve.

The probability of keeping a block is proportional to its distance from the curve.
Blocks closer to the curve have higher chance of being kept.
Distance clamping is available to control the influence range.

Usage:
1. Pre-select blocks or select when prompted
2. Select a base curve as attractor
3. Adjust distance clamps in the dialog
4. Click "Select" to apply random deselection
5. Keep clicking "Select" to get different random results
6. Adjust clamp values and click "Select" again to refine results
7. Click "Close" when satisfied with the selection

Features:
- Interactive Eto form with dedicated pick buttons
- Real-time distance range calculation
- Persistent settings (remembers last clamp values)
- Dynamic visualization (circles/pipes) that updates with each selection
- Iterative workflow - keep trying until you get the desired result

Access: Left Click

RandomSelectionToGroup

Tooltip: Randomly distributes selected objects into groups.

Features:
- Creates specified number of groups
- Randomly assigns objects to groups
- Useful for applying varied materials/shading
- Maintains object relationships

Usage:
1. Select objects to group
2. Specify number of groups
3. Objects will be randomly distributed

Access: Left Click

BakeGFADataToExcel

Tooltip: Export GFA (Gross Floor Area) data to Excel and manage area targets.

Features:
- Export area calculations to formatted Excel spreadsheet
- Generate checking surfaces for visual verification
- Set and manage target areas for different GFA categories
- Compare actual vs target areas with variance analysis

Usage:
- Click to export current GFA data to Excel
- Right-click to access additional options:
- Generate checking surfaces
- Set target areas for GFA categories
- Edit existing target values

Access: Right Click

BatchExportRhinoView

Tooltip: Exports multiple Rhino views in batch.

Allows selection of multiple views for automated export.
Supports customizable resolution and format settings.

Access: Left Click

BatchRenameCamera

Tooltip: Enables bulk camera renaming operations.

Provides interface for renaming multiple cameras without activation.
Maintains camera properties while updating names efficiently.

Access: Left Click

ChangeObjectDisplaySource

Tooltip: Modifies object display source settings.

Controls whether objects inherit color and material properties from their layer.
Provides batch modification capabilities for multiple objects.

Access: Left Click

SectionBoxCleanup

Tooltip: Reset the view to unbounded.

Access: Left Click

SectionboxByBoundingBox

Tooltip: Creates section boxes around selected elements.

Similar to Revit's SectionBox, crops views to selected element boundaries.
Supports all clipping modes in Rhino, with limited Enscape compatibility.

Access: Left Click

SectionboxByPolysrf

Tooltip: Use closed polysrf as input box cutter.

Access: Right Click

ToggleGFA

Tooltip: Toggles Gross Floor Area (GFA) visualization and calculation.

Features:
- Processes layers marked with [GFA] to calculate and display area information
- Real-time updates as geometry changes
- Supports area factor multipliers using \{factor\} syntax in layer names
- Excel data export capabilities
- Automatic unit conversion (mm/m -> SQM, inch/ft -> SQFT)
- Dynamic merging of coplanar surfaces at same elevation
- Support for single surfaces and polysurfaces
- Live comparison of how much is off from target.

Usage:
- Add [GFA] to layer names to include in calculation
- Optional \{factor\} at end of layer name for area multipliers (e.g. \{0.5\})
- Right-click to export to Excel or generate checking surfaces or set target area for each keyword.

Access: Left Click

ToggleLayerPointer

Tooltip: Displays quick layer information for visible objects.

Creates a filtered layer list showing only layers with visible objects.
Useful for examining and understanding model layer structure.

Access: Left Click

ViewBlockDiagram

Tooltip: Generate view block diagrams by casting rays from a viewer point to identify unobstructed view areas.

This tool creates 3D surfaces representing the visible areas from a specified viewer point,
taking into account obstacles that block the view rays. Perfect for:
- Site analysis and view studies
- Building massing and urban planning
- Landscape design and sightline analysis
- Solar access and shadow studies

The process involves:
1. Configuring ray casting parameters (resolution and ray length)
2. Selecting obstacle objects that block the view
3. Picking a viewer point location
4. Automatic generation of view block surfaces

The tool automatically groups consecutive unobstructed rays and creates
bounded surfaces using arcs and radius lines for accurate representation.

Access: Left Click

ViewToggle

Tooltip: Quick view navigation tool for Rhino.

Features:
- Toggles between Top and Perspective views
- Left click to switch between views
- Keyboard shortcut: {KEY}
- Optimizes modeling workflow with rapid view changes

Usage:
Click button to toggle between views.

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

Tailor Scripts Information

This documentation excludes EnneadTab Tailor scripts from the main content.

10 tailor-related scripts were skipped for **Rhino**.

Tailor scripts are project-specific customizations and are not included in the general documentation.