

# EnneadTab For Rhino

Shh... Secret Documentation  
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# Table of Contents

 Block.tab	~~~~~	Page 1
 Create.tab	~~~~~	Page 6
 Drafting.tab	~~~~~	Page 8
 EnneadTab.menu	~~~~~	Page 10
 File.tab	~~~~~	Page 15
 Fun.tab	~~~~~	Page 17
 Knowledge.tab	~~~~~	Page 18
 Lab.tab	~~~~~	Page 19
 Layer.tab	~~~~~	Page 21
 Material.tab	~~~~~	Page 24
 Modify.tab	~~~~~	Page 26
 Render.tab	~~~~~	Page 29
 Revit.tab	~~~~~	Page 32
 Selection.tab	~~~~~	Page 35
 View.tab	~~~~~	Page 36
 Web.tab	~~~~~	Page 39



## 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



## RandomBlocksOnSrf

**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 locations.

**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

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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 constrained 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 polysrf. 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



## ImportSelectedCamera

**Tooltip:** Import selected 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



## 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

**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.