

# Detail Priority - Layout & Array Axis

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**Layout Axis**

**Host Filter**

Side Offset

Start Offset  End Offset

Relative to Length  Relative to Length

Rotate(°)

Min Length  Max Length

Layout Direction

Layout Rule

Fixed Number

Fixed Spacing

**Array Axis**

Side Offset

Start Offset

End Offset

Layout Direction

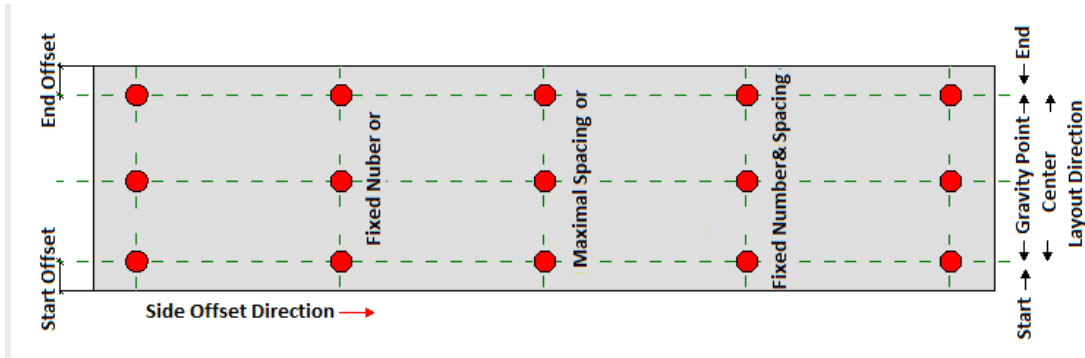
Layout Rule

End Fixed Number

Fixed Spacing

Symbolic Rule Preview

Here you can define rules for placing your Families on Host elements. Define how elements should be distributed in one direction and the other direction on a selected Face. Below is a schematic of a selected Face where you can see values of parameters. If you move your mouse from Layout axis to Array Axis, the image will change and you can see the meaning of Array Axis parameters.



## Layout Axis

**Host Filter** - here you can create a filter for which Host elements should be inserted by this Detail Priority tab.

**Side Offset** - offset to the side from insert position.

**Start Offset, End offset** - distance from Start/End of the Face. Available if **Layout Direction** is set to Start/End/Start End. Value is entered by project Distance Units.

**Relative to Length** - that's also Start or End offset, but in relative value to Length of the face. For example, 0.1, 0.3, etc. Available for Point-based Details if Start or End Offset = 0.

**Rotate** - detail will be rotated by defined value of degrees.

**Min/Max Length** - valid range limits of face length for detail still to be inserted.

**Layout Direction** - different **Layout Rules** are possible based on selected Layout Direction:

**Center** - number of elements with defined distance between them will be distributed symmetrically about center of the face.

**Start or End** - elements will be placed from the end or start of the face.

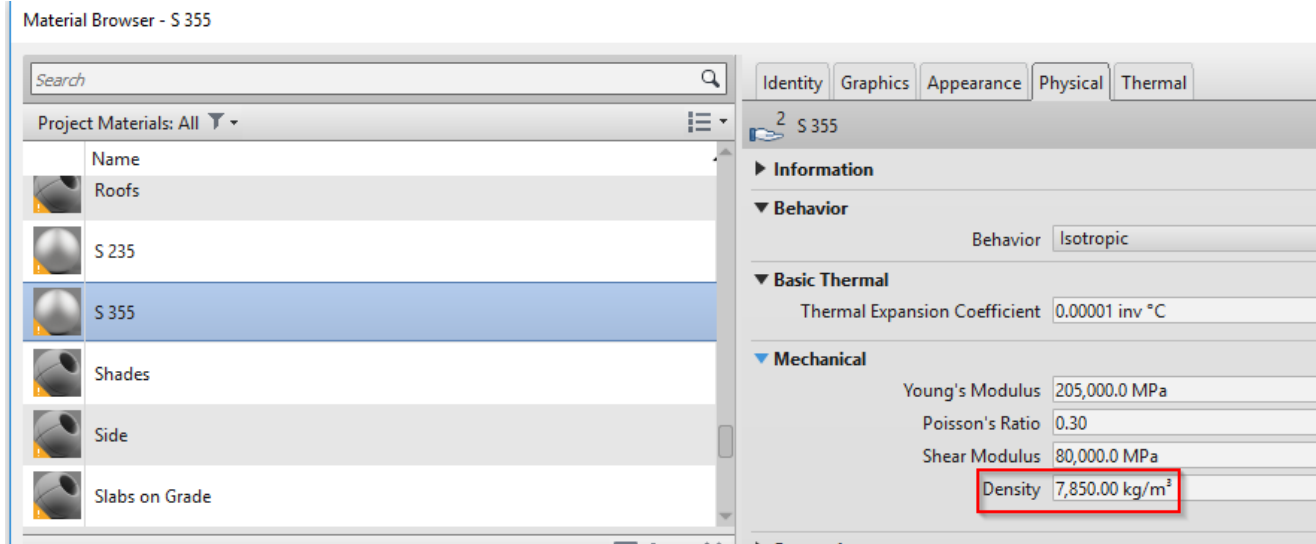
**Fixed Number & Fixed Spacing** - number of elements with defined spacing will be placed from the end or start of the face, starting with End or Start Offset value

**Fixed Spacing** - elements will be distributed from the end or start of the face through the full length to the start or end direction with as many of them as it is possible to fit.

**Start End** - will distribute elements from both ends of the face.

**Maximal Spacing** - will distribute elements starting at Start/End offset points and then keeping the distance between them as close as possible to the defined Maximal Spacing.

**By Gravity Point** - will insert elements based on Gravity Point of Host element. Available for Point-based details. Host element must have material assigned to all its solids. Material must have Density Parameter:



Two options to Insert By Gravity Point:

**Fixed Number & Fixed Spacing** - will place selected number of elements with defined distance symmetrically about Gravity Point of HOST element.

**Fixed Number & Relative to Length** - will place selected number of elements with distance relative to Face-length symmetrically about Gravity Point of HOST element. For example, 2 elements with distance equal to 0.5 means distance between these two elements is equal to half of the face length.

## Array Axis

**Side Offset** - offset to the side from insert position.

**Start Offset, End offset** - distance from Bottom/Top of the Face. Available if **Layout Direction** is set to Start/End/Start End. Value is entered by project Distance Units.

**Layout Direction** - different **Layout Rules** are possible based on selected Layout Direction. See Layout Axis.

