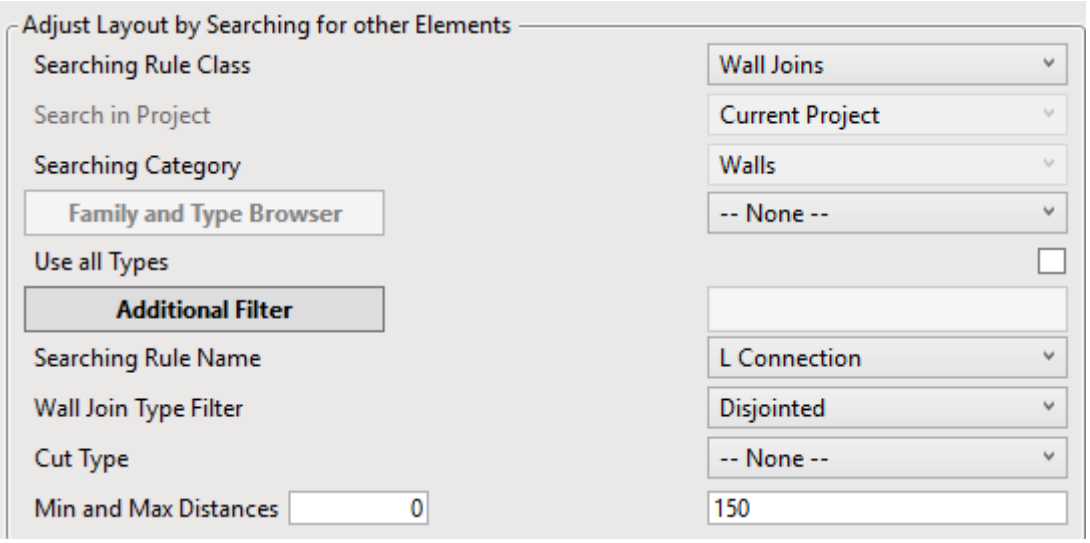
Detail Priority - Adjust Layout by Searching for other Elements

Modified on: Mon, 22 Jun, 2020 at 10:56 AM

Details can be inserted not only by using Layout and Array axis rules, but also a smarter way: insert Elements if certain conditions are met. For example, at beam intersections, proximity to other elements, etc.



NOTE: Adjust Layout by Searching for other Elements is available for all compatible categories except Curtain Panels and Line-based Generic Model. Also, it can be used only when inserting Point-based families.

Searching Rule Class

Top & Bottom Virtual Intersection - virtual intersection means that elements do not actually intersect but they would if extended. So, you have to use Min and Max distances to search for possible virtual intersection with selected Category elements and Types.

Left & Right Virtual Intersection - same as above, but searching direction is different.

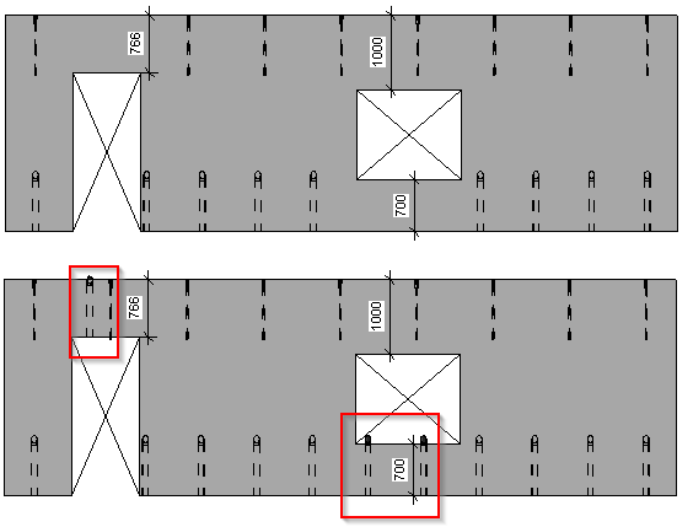
T & B Connections - search in the top and bottom directions for other Point-based Families. Searching limit is defined by Min and Max Distances.

L & R Connections - search in the left and right directions for other Point-based Families. Searching limit is defined by Min and Max Distances.

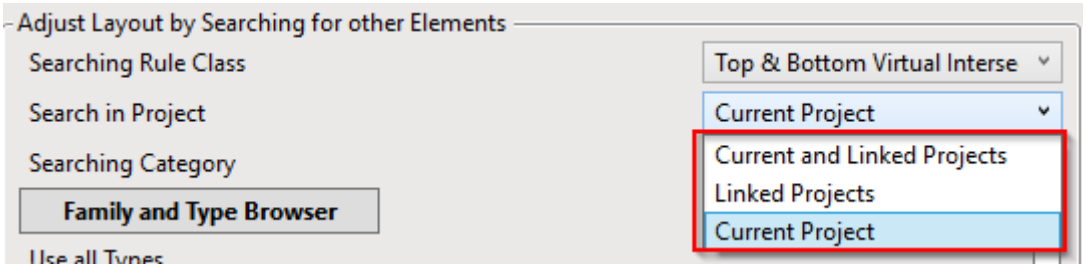
Start & End Connections - search in the start and end directions for other Point-based Families. Searching limit is defined by Min and Max Distances.

Wall Joints - search for different intersection of Walls. Available if Category of Configuration is Wall.
Part Joints - search for different intersection of Parts. Available if Category of Configuration is Wall.
Column & Structural Joints - search different types of connections between columns and beams. Available if Category of Configuration is Column.
Floor Perimeter - search for Structural Framing elements parallel to side faces of the Floor around its perimeter.

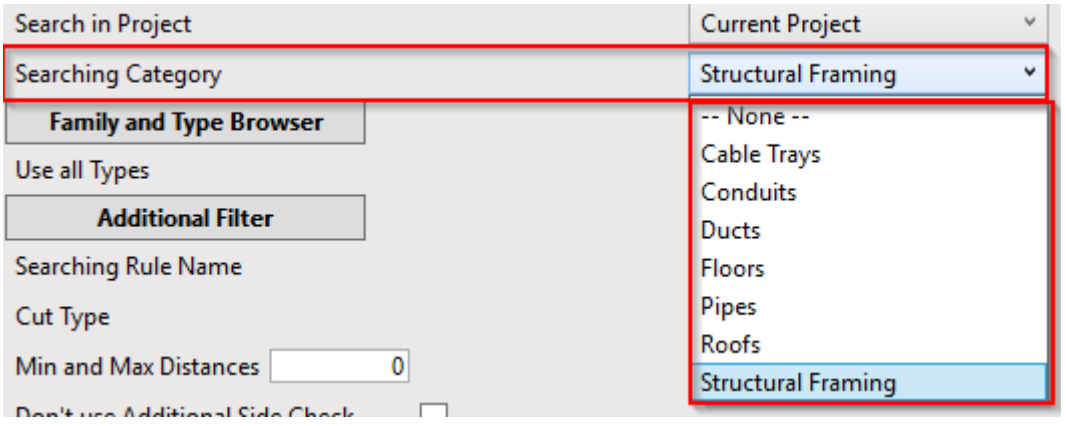
Top & Bottom element Faces - search Host elements faces. Allows you to check if there is enough space for the detail and maybe it should not be inserted if there is a cut. Limits of solid and cuts may be defined.



Search in Project - some 'Searching Rule Class' options have the option to search in Current or Linked Project. Select one of the options in the drop-down.



Searching Category - some 'Searching Rule Class' options have the option to search for different Category elements.

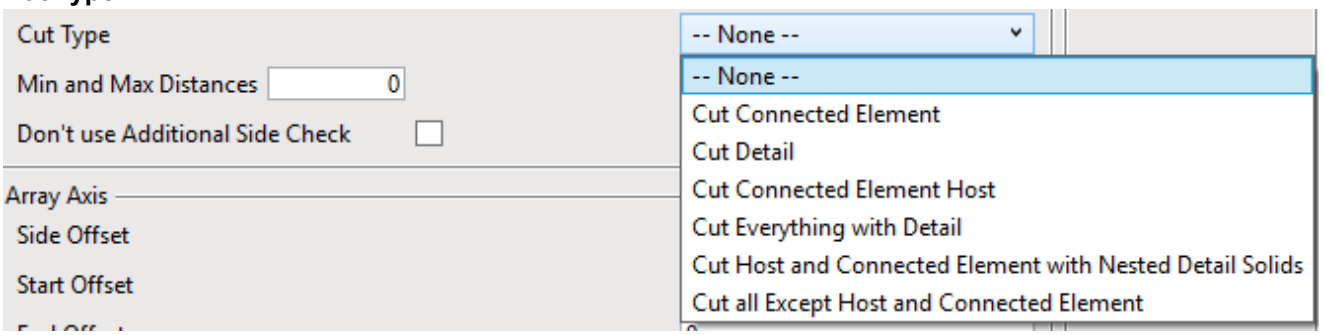


If a Category is selected, you can search for a particular Family and its Types:

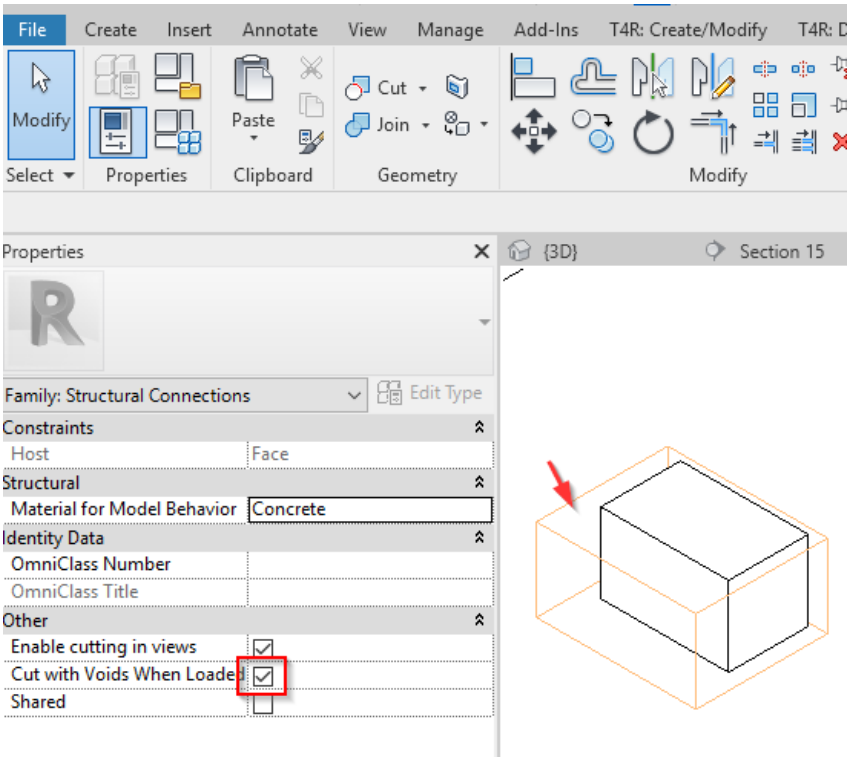
Select particular **Family and Type from Browser** or from drop-down menu.
Use all Types - tick ON if you want to apply this rule to all Types of selected Family.
Additional Filter - filter selected Types by selected filtering rule.

Searching Rule Name - specify searching direction or type of element joints. Available options depend on what you select in Searching Rule Class.

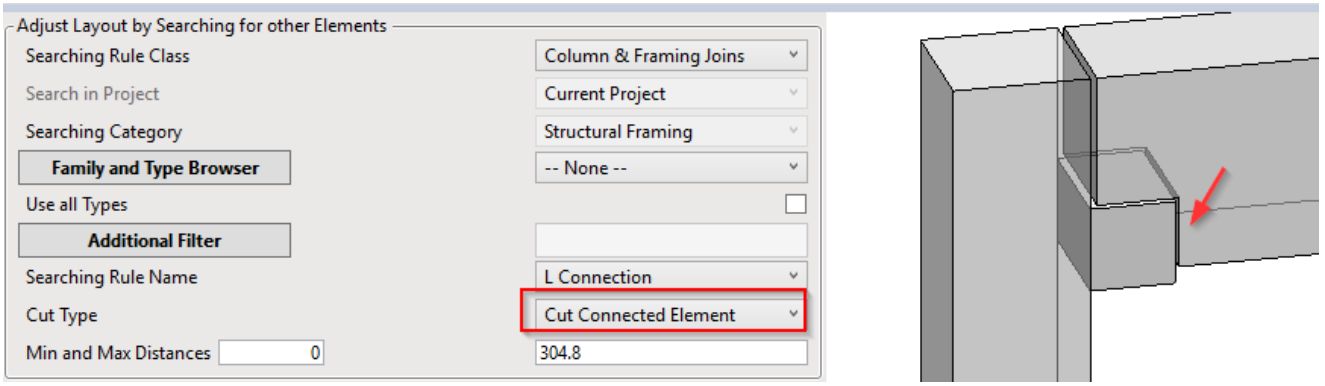
Cut Type



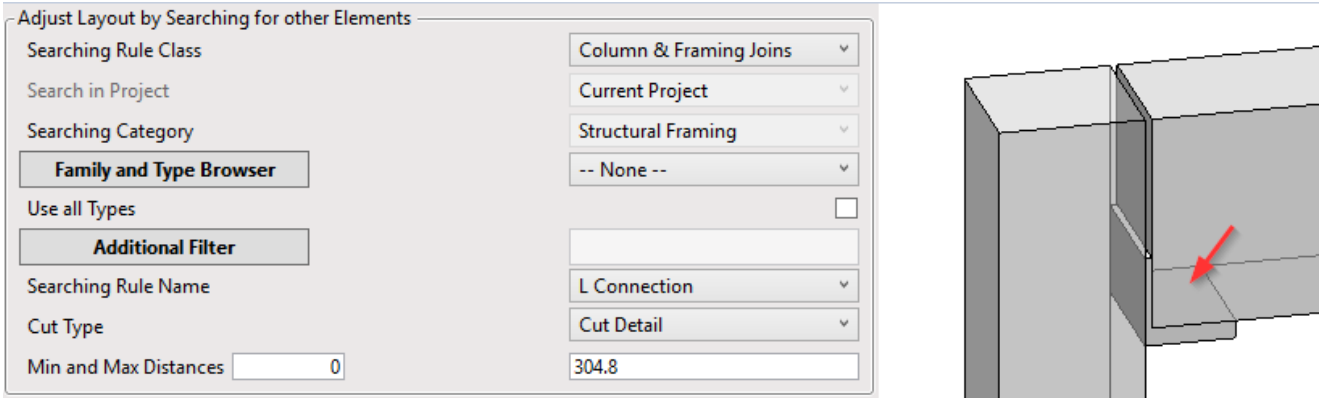
To use this function, you have to have a Void inside the Family and **Cut with Voids When Loaded** should be checked



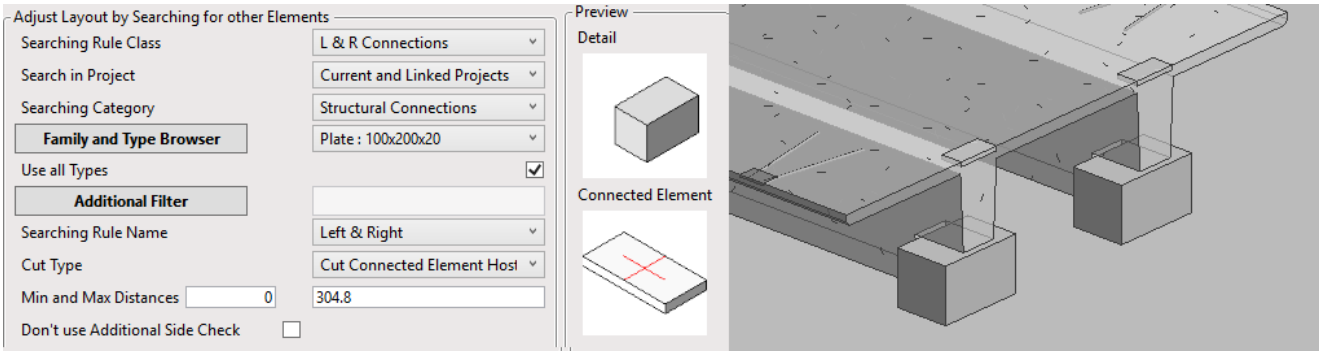
Cut Connected Element - will cut element that you were searching for



Cut Detail - will cut your inserted Family with connected Family



Cut Connected Element Host - use, for example, when you want to insert your family based on the location of another nearby family and cut its host at the same time. In the picture below, a corbel is placed on the Wall at the location of the plate, which is hosted on a Double Tee slab. So, DT is cut.



Cut Everything with Detail - will cut all intersecting elements

Cut Host and Connected Element with Nested Detail Solids - will cut Host and Connected element with solid details

Cut all Except Host and Connected Element - will cut all intersecting elements except Host and Connected Element