

Indigo Figs Symbol Label Suit 25 v.1.00

User's Manual

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Getting Started

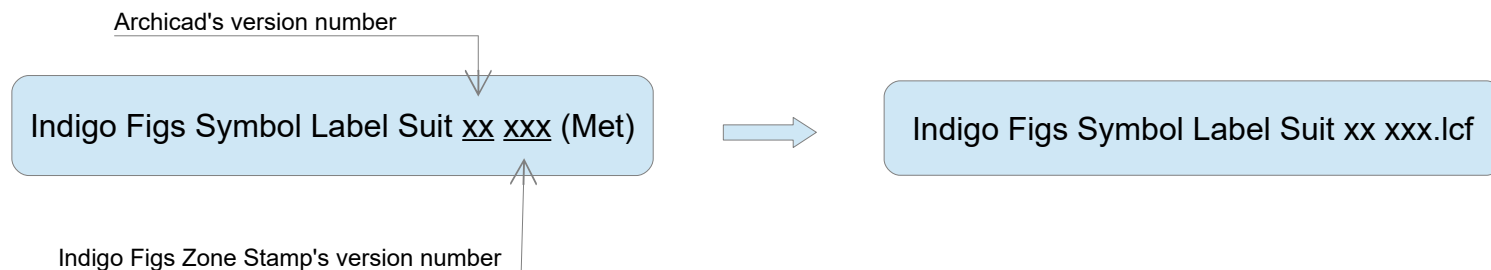
(Even though the illustrations in this user's manual are created using Windows version of ArchiCad, it should be fine for Mac OS user to follow along.)

Indigo Figs Symbol Label Suit is delivered in ZIP format (.zip).

After unzipping, there are 2 main folders, one is for metric system (Met) and another is for imperial system (Imp). These two folders contain essentially the same object (label). The only difference is the default settings. Only one folder (Met or Imp) should be loaded into active library at a time.

If "Length Unit" (Options > Project Preferences > Working Units > Length Unit) is set to any of the metric system, then the folder with "(Met)" should be loaded.

Each folder contain one Library Container (.lcf). Do not change/rename the container or any of the files/folders inside the container.



Unzipping the file before loading/linking to ArchiCad library is required. It is also recommended to store the original zip file somewhere safe, as a back up.

Library's Location

The library container (.lcf)

The library container (.lcf) can be treated like other library parts. It can be placed in Archicad's Library Folder or other location by using "Add Linked Library".

Overview

Indigo Figs Symbol Label Suit comprises of 3 parts, Symbol Label, Symbol Legend and Model View Options object.

The *Symbol Label* is a label that extracts content from an associated object (Wall, Slab, etc.) and, if enabled, creates log files (simple .txt files) that can be read by *Symbol Legend* to automatically create table of legend.

After loading all files to the library, you can access *Symbol Label* via the Label Tool, *Symbol Legend* via the Object Tool and Model View Options object via "Document > Model View > Model View Options" menu.

Tool Tips

Indigo Figs' user interface requires tool tips. If it is not activated, please go to Help > Show Tool Tips.

Working with Symbol Label

Applying Symbol Label to Element (Wall, Slab, ...)

The procedure is exactly the same when applying other Archicad's label.

Make sure to use "Tab" to circling around the available sub-element, such as Curtain Wall Panel, Curtain Wall Frame, Column Segment, Beam Segment, ...

Scale Method (Proportional, Static)

Proportional (Model)

With this method selected, the unit size of symbol and text is the same as in "Options > Project Preferences > Working Units > Length Unit". The symbol is scaled up/down proportionally to other elements (Wall, Slab, ...) depending on the drawing's scale.

Static (Paper)

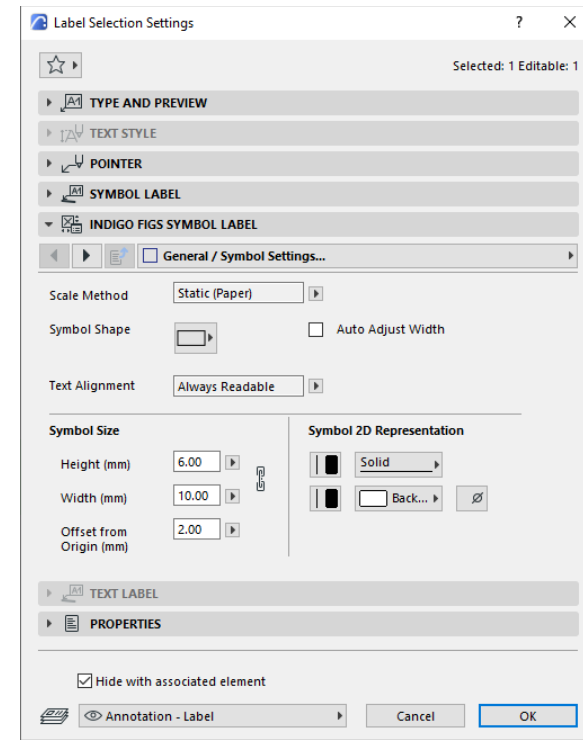
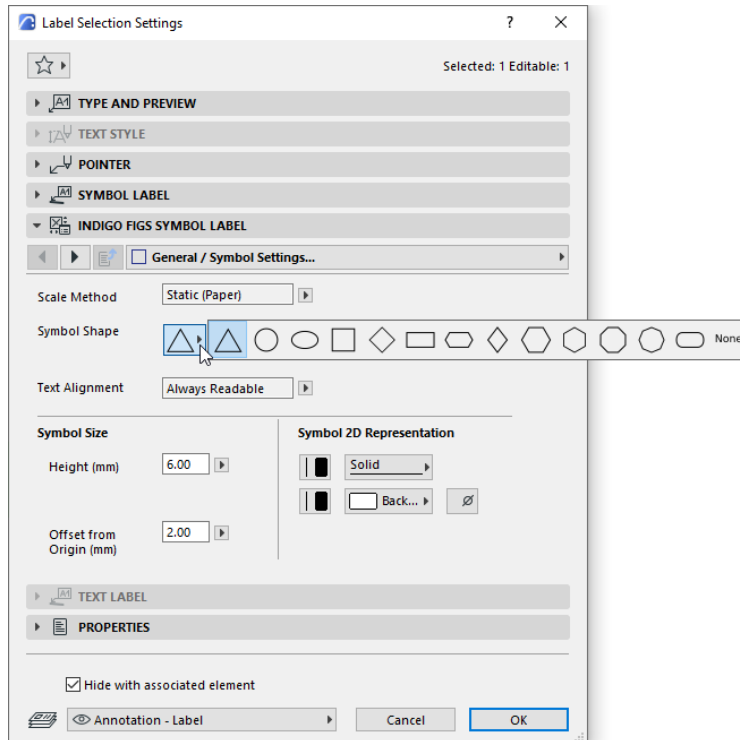
With this method selected, the unit size of symbol and text is either millimeter (mm) or point (pt), depending on the type of unit system user is working on (Metric or Imperial). The symbol and text will not be scaled up/down with the drawing's scale and appear as the settings when plotted/printed.

When changing to a larger drawing's scale, for example, 1:100 to 1:50, other elements are scaled up but the symbol label stays at the same size, hence it looks like the symbol label is scaled down. Vice and versa.

Symbol Shape

Select shape of symbol label

"Auto Adjust Width" feature is available for some shapes, for examples, Rectangular, Pointed Rectangular, Capsule, ...



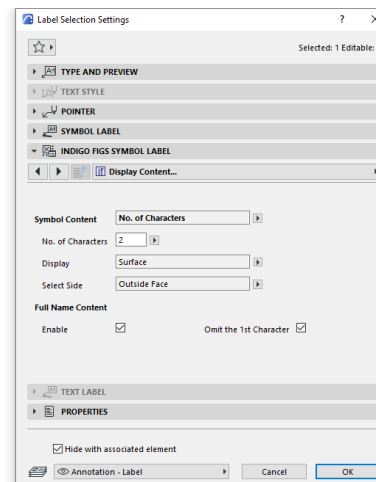
Truncate Method

(Not available when the content is set to display ID, Surface ID, Building Material ID and Property (Parameter Name and Value, Value))

No. of Characters

The symbol label displays number of characters from the beginning of the content. The rest of the content is displayed as "Full Name".

A surface named "F1 Paint - Sand Beige" with No. Of Characters set to 2 is shown as ;



Note :

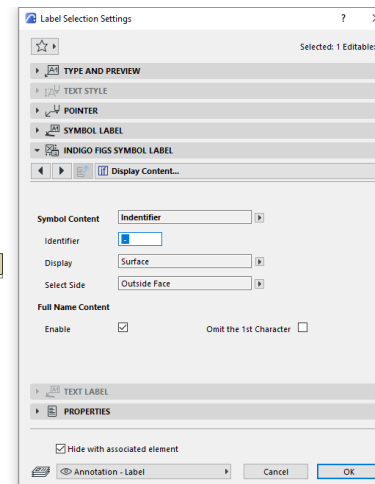
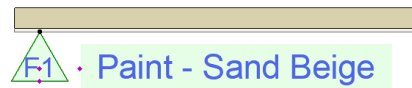
To hide the Full Name, disable the option under "Full name Content".

"Omit the 1st Character" in this case, is omitting the "<space>" between "F1" and "Paint".

Identifier

The symbol label displays character(s) before the first identifier found in the content. The rest of the content is displayed as "Full Name".

A surface named "F1- Paint - Sand Beige" with " - " (<space> + "-" + <space>) set as identifier is shown as ;



Note :

To hide the Full Name, disable the option under "Full name Content".

The "Omit the 1st Character" is not needed in this case since the <space> is already included in the identifier.

Property Content

In Property Content Settings tab/page, user can choose how the symbol label displays content.

Parameter Name and Value

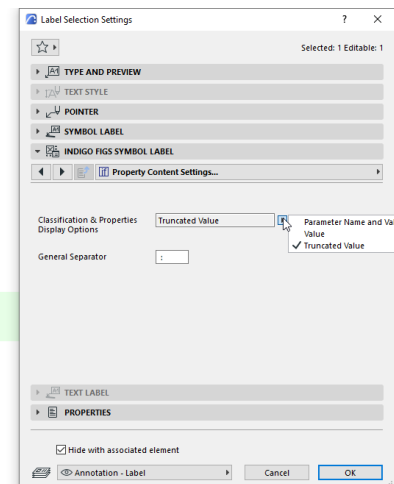
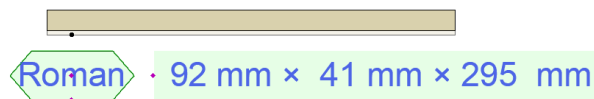
In this mode, both Parameter Name and Value are displayed as the symbol text. If "Full Name Content" is enabled, the Custom Text is displayed as the Full Name text. Truncate Method is not available in this mode.

Value

In this mode, only the value is displayed as the symbol text. If "Full Name Content" is enabled, both Parameter Name and Value are displayed as the Full Name text. Truncate Method is not available in this mode.

Truncated Value

In this mode, Truncate Method is used in the same manner as other types of content. See No. of Characters, Identifier.



Writing log file for Indigo Figs Symbol Legend and Zone Stamp

File Path

Specify the log file's path to be read by *Symbol Legend* and *Zone Stamp*. Enter only full path with file name and “.txt” extension.

Restriction : Log file's path can not be within loaded library.

Symbol Labels with different shapes and settings can be saved in the same file for Symbol Legend.

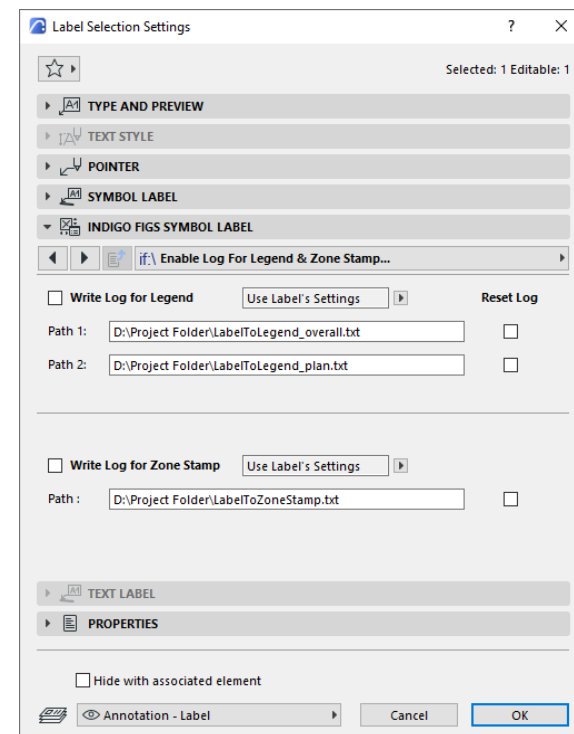
The File Path 1 is designed to be used as an overall log file, a log file that contains data from all labels in the project file. The File Path 2 is designed to store data for specific View Map, if you want to create table of legend that contains only the labels on the specific view.

Example for File Path 1 :

D:\ProjectFolder\LabelToLegend_overall.txt

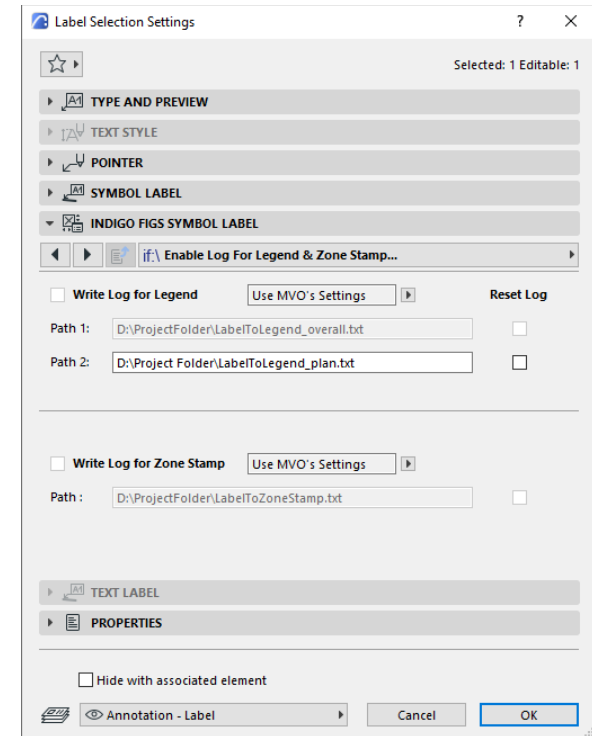
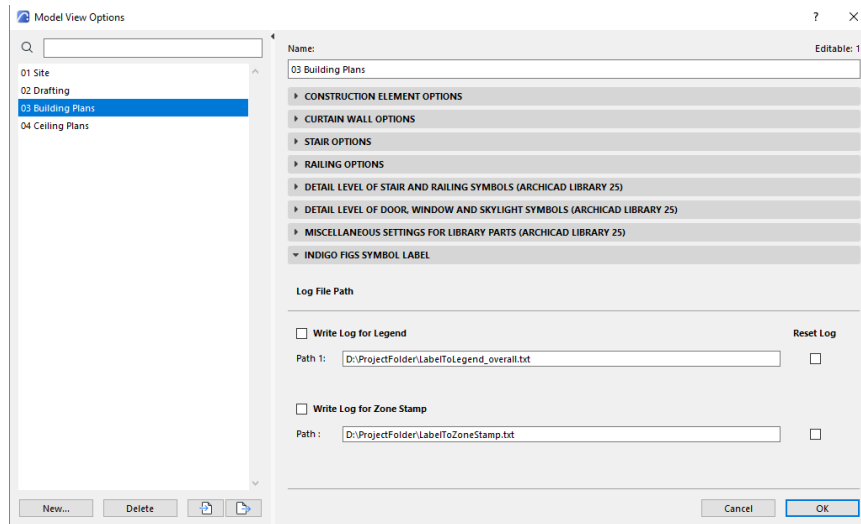
Example for File Path 2 :

D:\ProjectFolder\LabelToLegend_plan.txt



User can also use “Model View Options” (Document > Model View > Model View Options) to specify the file paths to all symbol labels all at once.

Note : Only “Path 1” is available when using “Model View Options”.



To enable the symbol label to get the file paths from MVO, change the settings for all symbol labels to “Use MVO's Settings”.

Using Label's Settings

For each Reset and Rewrite process, Users need to Rewrite Log File and Refresh the Reading Elements for every view (plans (all stories), elevations, sections, ...) but need to Reset Log File only once.

Step 1 : Reset Log File

Select all placed instances of "Indigo Figs Symbol Label", then open the "Label Selection Settings" dialog (Ctrl + T).

Go to "Enable Log for Legend & Zone Stamp" tab. Click the "Reset Log" checkbox. The will turn on and swiftly off. The log file is now empty. (You don't have to click "OK" yet.)

Step 2 : Rewrite Log File

While in the the "Enable Log for Legend & Zone Stamp" tab, enable the "Write Log" and make sure that all file paths are correct. Click "OK" to exit the "Label Selection Settings".

With all placed instances still selected, use "Rebuild & Regenerate" command (Ctrl + Alt + Shift + R)/(Command + Option + Shift + R). You may need to issue this command a couple of times.

With all placed instances still selected, open "Label Selection Settings" dialog and then disable the "Write Log" checkbox to prevent further unnecessary writing process. Click "OK".

Step 3 : Refresh the Reading elements

Select all placed instances of Indigo Figs Symbol Legend, open the "Object Selection Settings" and just click "OK".

Select all zones, open the "Zone Selection Settings" and just click "OK".

Note : Repeat step 2 and 3 for all views (plans (all stories), elevations, sections).

Tip : Use "Find & Select" command (Ctrl + F) to quickly select multiple instances at the same time.

Using MVO's Settings

For each Reset and Rewrite process, Users need to Refresh the Reading Elements for every view (plans (all stories), elevations, sections, ...) but need to Reset Log File only once.

Step 1 : Reset Log File

Go to Document > Model View > Model View Options... > Select the relevant Model View Options Combination, then open the "Indigo Figs Symbol Label" tab.

Click the "Reset Log" checkbox. The will turn on and swiftly off. The log file is now empty.

Step 2 : Rewrite Log File

While in the "Indigo Figs Symbol Label" tab, enable "Write Log" for each option and make sure that all file path's are correct. Click "OK" to close the setting dialog.

Step 3 : Refresh the Reading elements

Without selecting anything, use "Rebuild & Regenerate" command (Ctrl + Alt + Shift + R)/(Command + Option + Shift + R). You may need to issue this command a couple of times.

Note : Repeat Step 3 for all views (plans (all stories), elevations, sections).

Step 4 : Disable "Write Log"

Disable the "Write Log" checkbox in Model View Options to prevent further unnecessary writing process. Click "OK" to close the setting dialog.

Available Content

The followings are available content for elements, excluding properties.

- "Building Material"
- "Building Material ID"
- "Building Material (Manual Select)"
- "Building Material ID (Manual Select)"
- "Surface"
- "Surface ID"
- "Surface (Manual Select)"
- "Surface ID (Manual Select)"
- "Profile"
- "Composites"
- "ID"
- "Custom"
- "Object Name"
- "Material Parameter"
- "Fill Name"
- "Frame Type"
- "Panel Type"
- "Junction Type"

- "Accessory Type"
- "Default Surface"
- "Default Surface ID"
- "Building Material (Tread)"
- "Building Material ID (Tread)"
- "Surface (Tread)"
- "Surface ID (Tread)"
- "Building Material (Non-Slip Band)"
- "Building Material ID (Non-Slip Band)"
- "Surface (Non-Slip Band)"
- "Surface ID (Non-Slip Band)"
- "Building Material (Edge Protection)"
- "Building Material ID (Edge Protection)"
- "Surface (Edge Protection)"
- "Surface ID (Edge Protection)"
- "Building Material (Accessory)"
- "Building Material ID (Accessory)"
- "Extrusion Surface (Accessory)"
- "Extrusion Surface ID (Accessory)"
- "Building Material (Riser)"

- "Building Material ID (Riser)"
- "Surface (Riser)"
- "Surface ID (Riser)"
- "Extrusion Surface (Riser)"
- "Extrusion Surface ID (Riser)"
- "End Surface (Riser)"
- "End Surface ID (Riser)"
- "Surface (Reveal)"
- "Surface ID (Reveal)"
- "Building Material (Beam)"
- "Building Material ID (Beam)"
- "Surface (Beam)"
- "Surface ID (Beam)"
- "Building Material (Additional Beam)"
- "Building Material ID (Additional Beam)"
- "Surface (Additional Beam)"
- "Surface ID (Additional Beam)"
- "Building Material (Tread Plate)"
- "Building Material ID (Tread Plate)"
- "Surface (Tread Plate)"

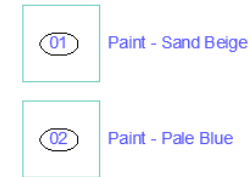
- "Surface ID (Tread Plate)"
- "Building Material (Secondary Support)"
- "Building Material ID (Secondary Support)"
- "Surface (Secondary Support)"
- "Surface ID (Secondary Support)"
- "Building Material (End Plate)"
- "Building Material ID (End Plate)"
- "Surface (End Plate)"
- "Surface ID (End Plate)"
- "Building Material (Cantilevered Structure)"
- "Building Material ID (Cantilevered Structure)"
- "Surface (Cantilevered Structure)"
- "Surface ID (Cantilevered Structure)"
- "Building Material (Wall Fixing)"
- "Building Material ID (Wall Fixing)"
- "Surface (Wall Fixing)"
- "Surface ID (Wall Fixing)"
- "Building Material (Inset)"
- "Building Material ID (Inset)"
- "Surface (Inset)"

- "Surface ID (Inset)"
- "Zone Category"
- "Zone Category Code"
- "Zone Name"
- "Zone No."


Working with Symbol Legend



Symbol Legend requires data from a file (.txt) created by Symbol Label. See Writing log file for Indigo Figs Symbol Legend and Zone Stamp.

Symbol Legend can only displays one symbol shape at a time. Symbol Legend can also be placed directly on Layout.



Wall Surfaces		
No.	Symbol	Definition
1		Stucco - White Fine
2		Stucco - White Rough
3		Paint - Alizarin Carmine
4		Paint - Light Gray
5		Stone - Marble Pink
6		Tiles - Light Brown 15x15
7		Tiles - Mosaic Blue

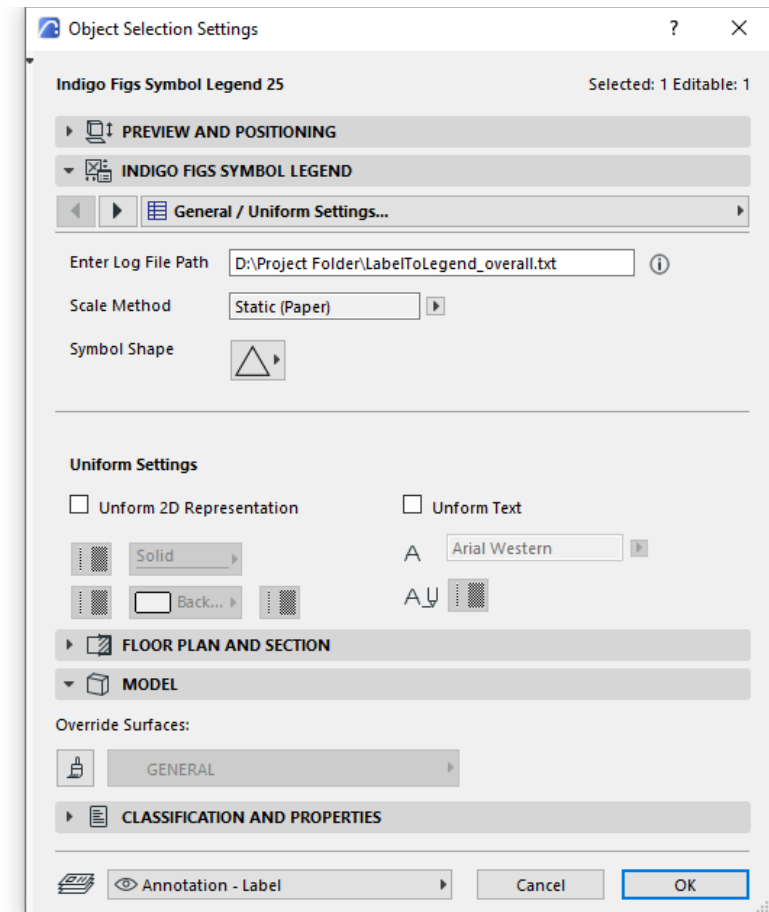
Floor Surfaces		
No.	Symbol	Definition
1		Wood - Pine Grained Horizontal
2		Parquet - 01
3		Pavement - Asphalt Light

Ceiling Surfaces		
No.	Symbol	Definition
1		Paint - Sand Beige
2		Paint - Pale Blue

File Path and Symbol Shape






To start working with Symbol Legend, enter the relevant file path then select the symbol shape.

Floor Surfaces		
No.	Symbol	Definition
1		Stucco - White Fine
2		Stucco - White Rough
3		Paint - Alizarin Carmine
4		Paint - Light Gray
5		Stone - Marble Pink
6		Tiles - Light Brown 15x15
7		Tiles - Mosaic Blue



Splitting Table

Use the hotspot on the middle-bottom of the Symbol Legend, by moving up or down to see the effect.

Floor Surfaces		
No.	Symbol	Definition
1		Stucco - White Fine
2		Stucco - White Rough
3		Paint - Alizarin Carmine
4		Paint - Light Gray
5		Stone - Marble Pink

Floor Surfaces (cont.)		
No.	Symbol	Definition
6		Tiles - Light Brown 15x15
7		Tiles - Mosaic Blue

Symbol Size and Settings

Symbol Size and Settings for Symbol Legend can be set to differ from Symbol Label. Go to "Symbol / Extension Line Settings" tab/page for the settings.

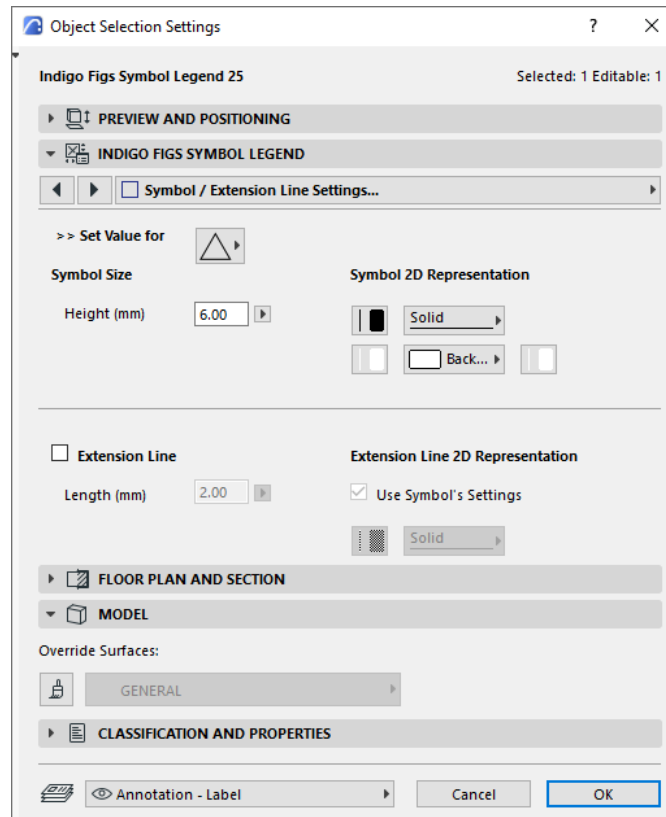
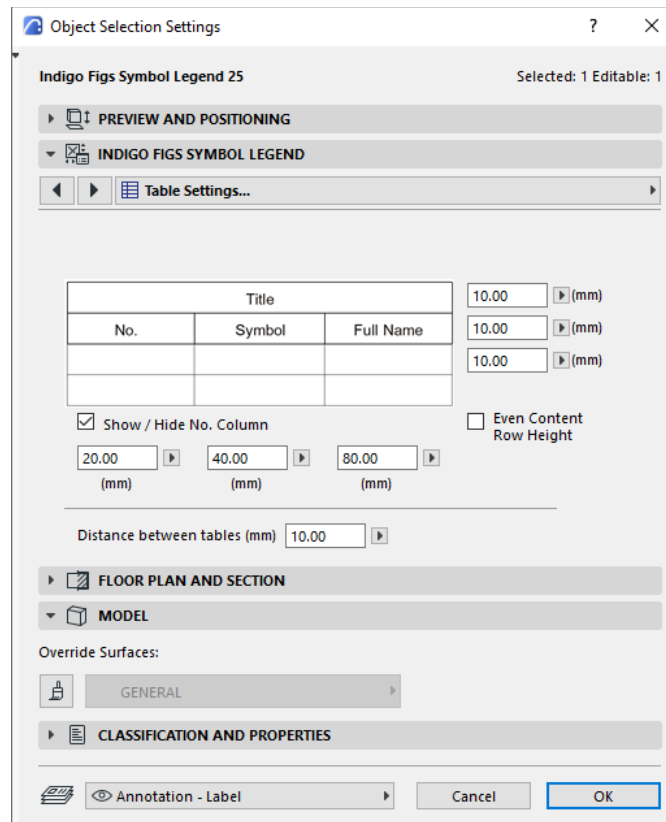


Table Settings

To set the dimensions of columns/rows, go to "Table Settings" tab/page. Some settings can also be set using the hotspots.



"Distance between tables" is used when the table is split. See Splitting Table.