

Indigo Figs Story Marker 26 v.1.00

# **User's Manual**

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## Getting Started

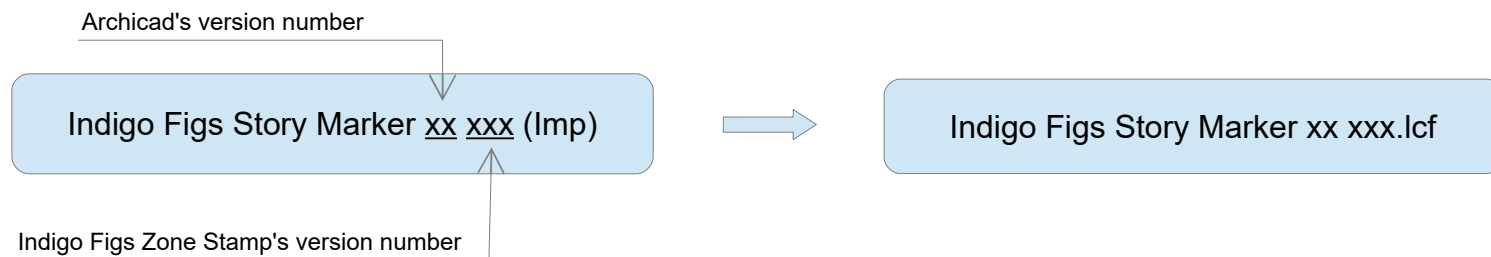
*(Even though the illustrations in this user's manual are created using Windows version of Archicad, it should be fine for Mac OS user to follow along.)*

Indigo Figs Story Marker 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 (story marker). 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 imperial system, then the folder with "(Imp)" 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".

## *Tool Tips*

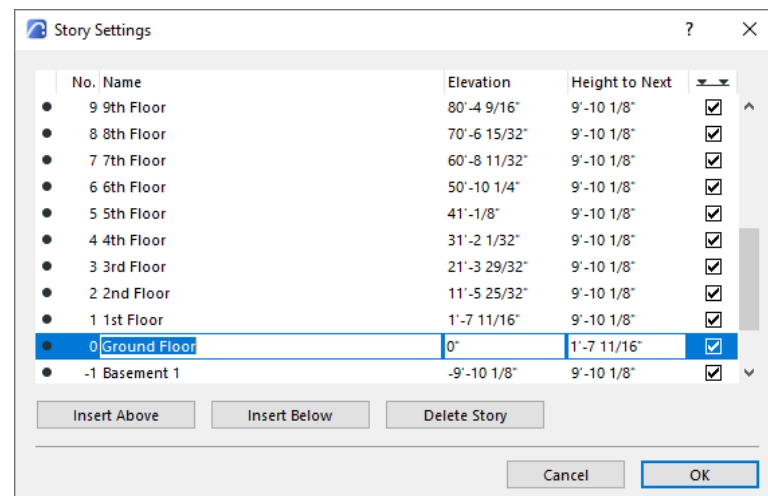
Indigo Figs' user interface requires tool tips. If it is not activated, please go to Help > Show Tool Tips.

## Working with Story Marker

### Environment Settings

Indigo Figs Story Marker uses its own parameters within the setting tab/page. Although, some of the settings from Archicad can overwrite the display settings of the story marker.

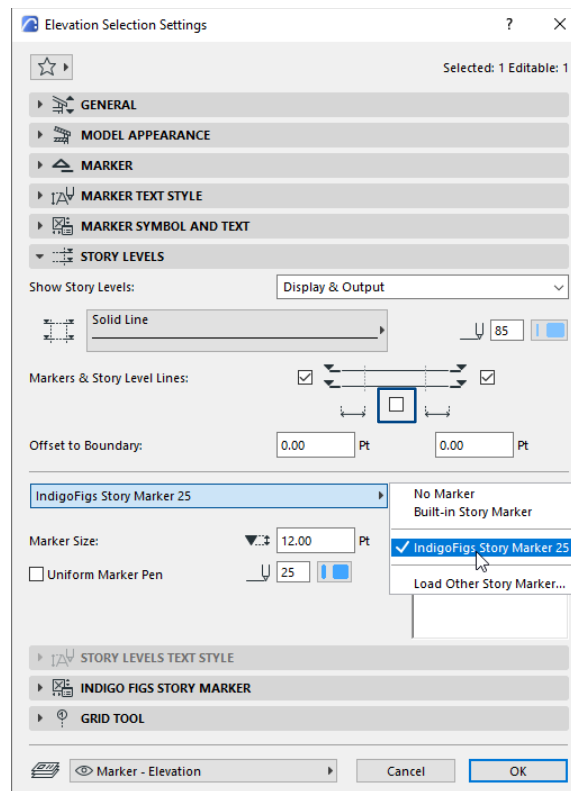
Turn on all story markers in “Story Settings” dialog (Design > Story Settings).



Open Elevation/Section Selection Settings. There are multiple ways to open the setting dialog ;

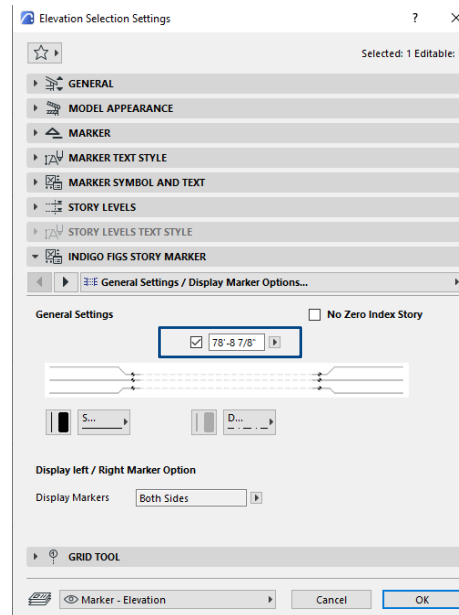
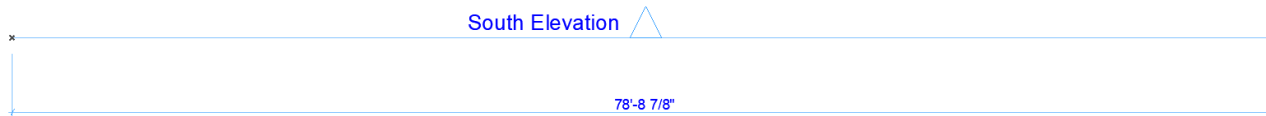
- On floor plan, select a placed section/elevation marker > Ctrl+T or Command +T.
- On floor plan, right-click a placed section/elevation marker > Elevation/Section Selection Settings.
- On section/elevation, right-click on empty space > Elevation/Section Settings.

Under the “STORY LEVELS” tab, turn off the “Story Level Line(s)” then change the maker to “Indigo Figs Story Marker”.



## Viewport Length

Since the viewport length (Length of Elevation / Section on Floor Plan) is not available for GDL. Manual input is needed. The quickest way is to use the Measure command (M), click the first end to start measuring. While hovering the cursor on the second end, click “D” to highlight the “Distance” field. Then copy the value and paste it into the Viewport Length input within “Indigo Figs Story Marker” tab.



## No Zero Index Story

For Archicad USA, JPN version (or any version without zero index story), this option **needs** to be activated.

**Note** : When switching back and fort between Archicad version with zero index story and without (for example, from INT to USA/JPN), all the custom values for story ID 400 (which is the limit for this story marker) will be lost.

## Display Left / Right Marker Option

There are 6 options available ;

Left Only – Show markers on the left side only.

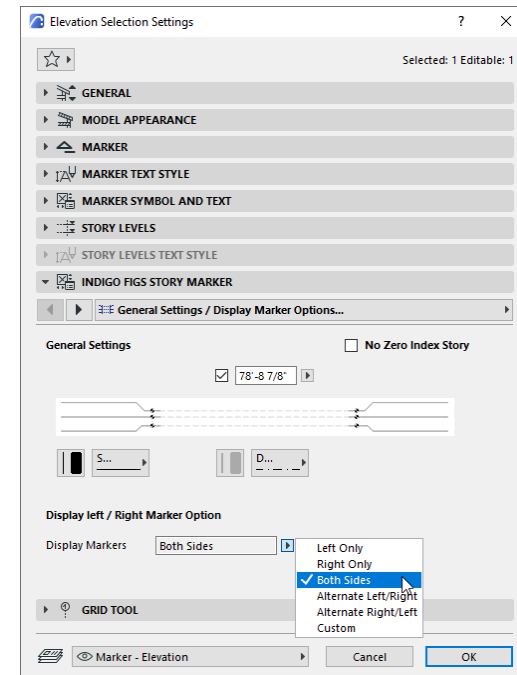
Right Only – Show markers on the right side only.

Both Sides – Show markers on both sides.

Alternate Left / Right – Show the lowest story on the left side, then alternately show the next story on the right side.

Alternate Right / Left – Show the lowest story on the right side, then alternately show the next story on the left side.

Custom – Customize display to show / hide markers for each story. When selected, additional button will appear to direct user to the “Additional Levels Settings & Custom Display Stories / Levels” page.





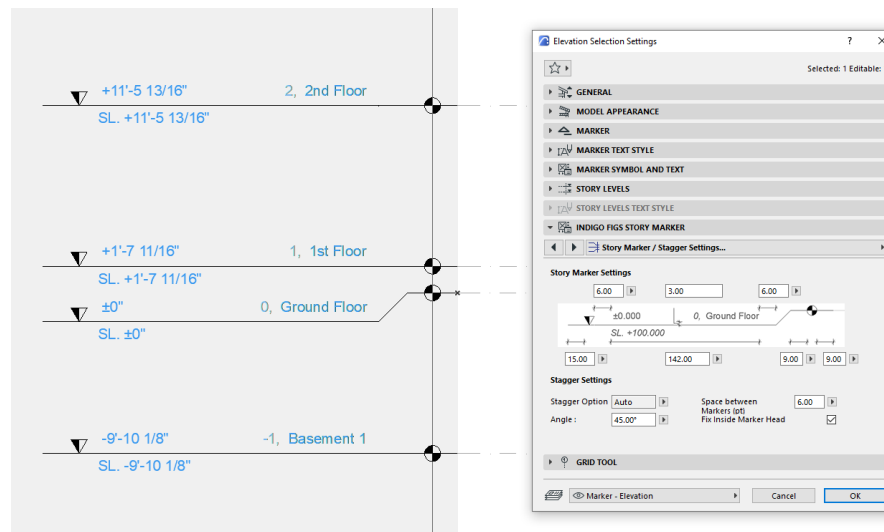
## Story Marker/Stagger Settings

Use this tab/page to set the appearance of the story marker.

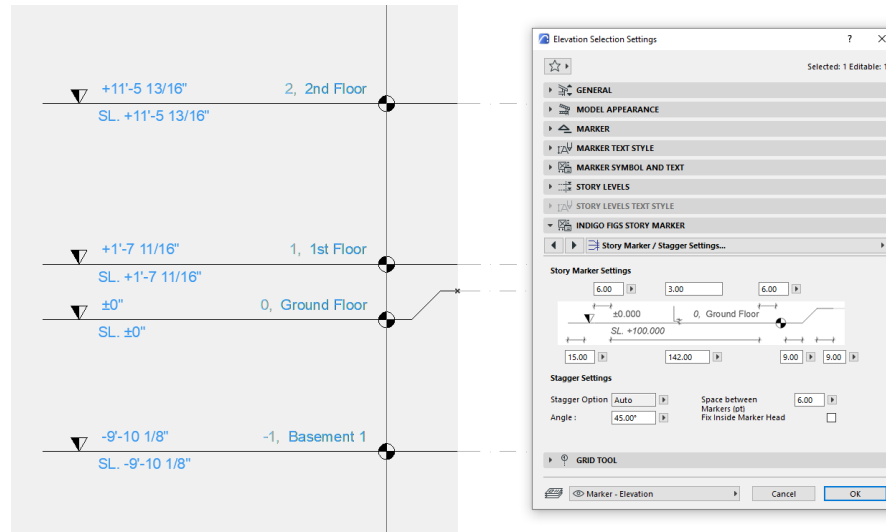
There are 5 stagger options ;

- Off – None of the contents' height will be calculate. If you don't need to use the stagger option, turning it "Off" will greatly reduce the calculation time.
- Down, Up, Auto – All of the contents' height will be calculate, hence each of these options require more time to calculate.
- Custom – None of the contents' height will be calculate. Users have option to enter the stagger height value for each required story. If the project contain just a few stories that require the stagger option, the "Custom" option is recommend since it require less time to calculate.

When "Stagger Option" is set to Down, Up or Auto, the staggering happens only when there is not enough space between the stories. To force the story marker to stag, set "Stagger Option" to "Custom" then adjust the "Stagger Height" in the "Additional Levels Settings ..." tab/page for the required story accordingly.



If the stories are too close together for the Inside Marker to display properly, disable the “Fix Inside Marker head” to allow the Inside Marker to change its position.



## Text Settings

There are 4 types of content available, Story Name Text, Story ID Text, Story Elevation Text1 and Story Elevation Text2. Each type of content can be set separately. If “Enable Uniform Text” is selected, all but the settings for Uniform Text will be locked. All of the content will use the same Font, Font Size, etc. as the Uniform Text.

The diagram illustrates the relationship between story levels and their associated text settings. On the left, a vertical section shows four story levels: 2, 2nd Floor; 1, 1st Floor; 0, Ground Floor; and -1, Basement 1. Each level is represented by a horizontal line with a downward-pointing triangle on the left and a circular marker on the right. The elevation values are: +11'-5 13/16" for the 2nd floor, +1'-7 11/16" for the 1st floor, ±0" for the ground floor, and -9'-10 1/8" for the basement. The corresponding story level IDs (SL) are: SL. +11'-5 13/16", SL. +1'-7 11/16", SL. ±0", and SL. -9'-10 1/8".

Four callout boxes point to specific text elements:
 

- Story ID Text** points to the story level ID (e.g., "2, 2nd Floor").
- Story Name Text** points to the story level name (e.g., "2, 2nd Floor").
- Story Elevation Text 1** points to the elevation value (e.g., "+11'-5 13/16").
- Story Elevation Text 2** points to the story level ID (e.g., "2, 2nd Floor").

On the right, the **Elevation Selection Settings** dialog box is shown. It features a tree view on the left with categories: GENERAL, MODEL APPEARANCE, MARKER, MARKER TEXT STYLE, MARKER SYMBOL AND TEXT, STORY LEVELS, STORY LEVELS TEXT STYLE, and INDIGO FIGS STORY MARKER. The **Text Settings...** option is selected. The main area shows settings for the selected text type, with a dropdown menu set to **Story Name Text**. The **Enable Uniform Text** checkbox is checked. The settings for the selected text type are:
 

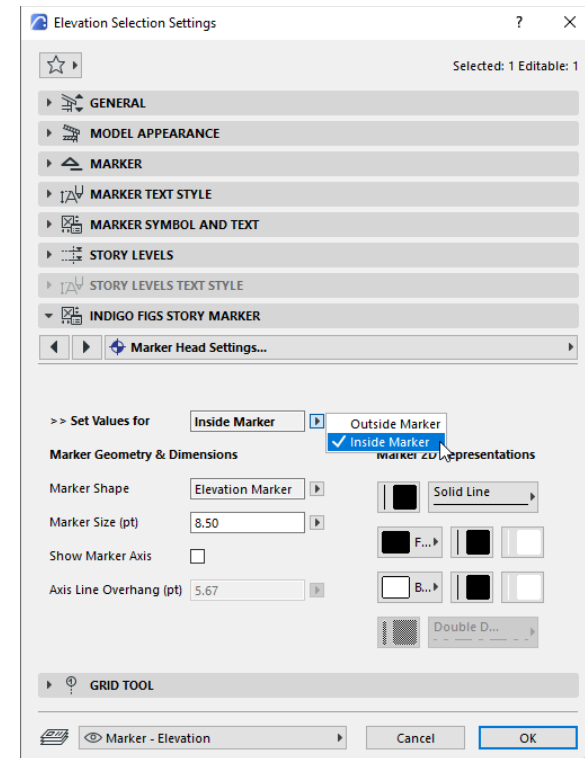
- Font: Arial Western
- Font Size (pt): 6.00
- Width Factor (%): 100
- Spacing Factor (%): 100

 The **Set Values for** dropdown is set to **Uniform Text**. The dialog also includes a **GRID TOOL** section and **Cancel** and **OK** buttons.

## Marker Head Settings

There are 2 locations of Marker Heads, inside and outside, and mainly 3 types of Marker Shapes, each with “Solid” option.

The “Show Marker Axis” and “Axis Line Overhang” are available for “Elevation Marker” and “Elevation Marker (Solid)” only.

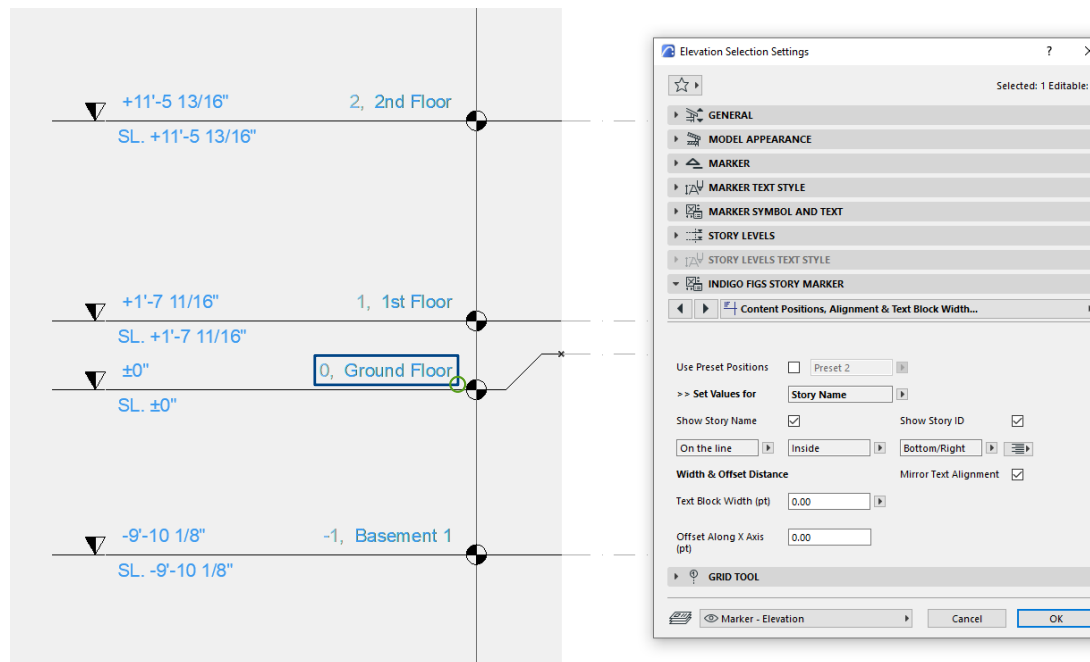


## Content Positions, Alignments & Text Block Width

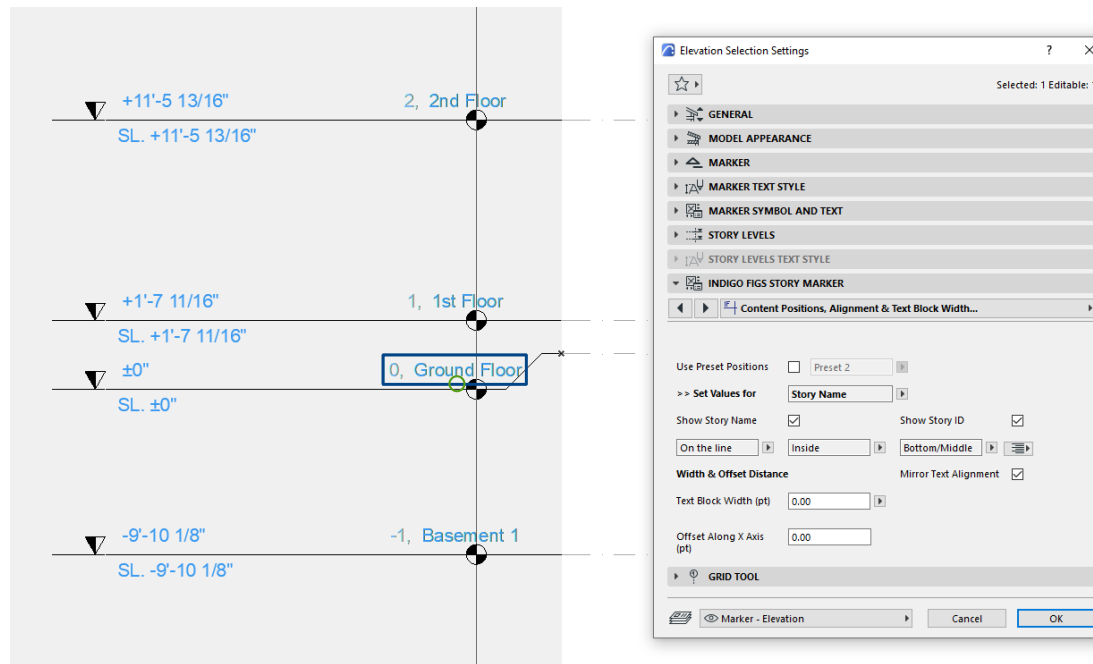
Indigo Figs Story Marker comes with 6 presets. Disable “Use Preset Positions” to customize the available settings. Most of the parameters are created with “Marker on the left side”. “Marker on the right side” is a mirrored of these parameters.

There are 3 main categories, Story name (with Story ID), Story Elevation 1 and Story Elevation 2.

By default, the preset is set to “Preset 2”. Let’s disable “Use Preset Positions” first.



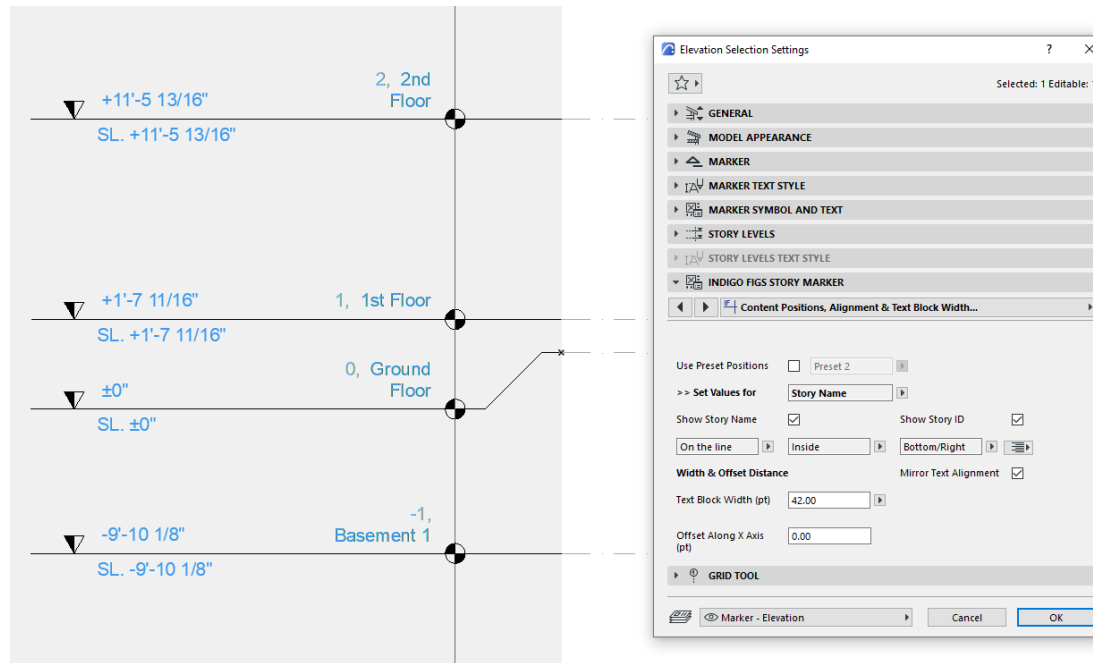
Notice that the text block’s anchor point is currently set to “Bottom/Right”. After changing the anchor point to “Bottom/Middle”, the story marker will display as following ;



The text block's anchor point is now set to "Bottom/Middle". The origin point of "Story Name" (green circle) stays at the same point. The origin point can be set using the "Story Marker/Stagger Settings" tab/page.

“Text Block Width” (available for “Story Name” only) can be set to control the width.

- If the Text Block Width value is greater than the actual width, the actual width will be used and the input value will be disregarded.
- If the Text Block Width is set to zero “0”, the width will be calculate automatically.

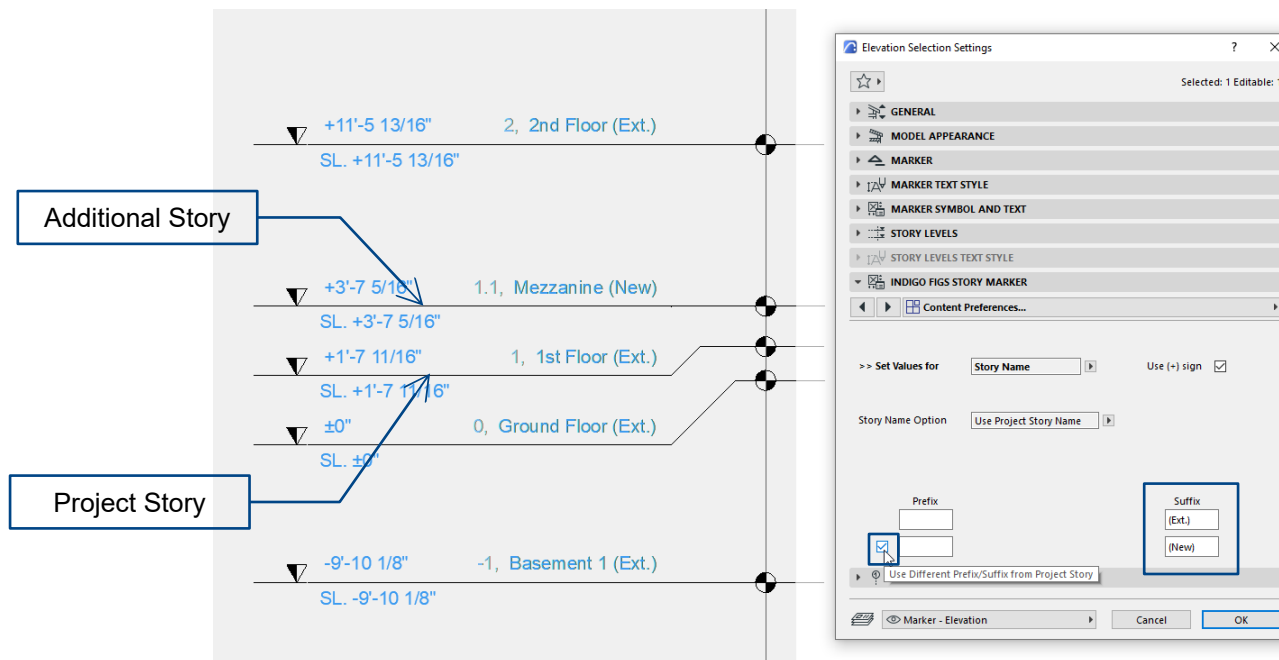


**Note :** GDL is not the best choice when it comes to separating text into multiple rows. Unexpected cut of word might happens. Use with caution.

## Content Preferences

### Prefix and Suffix

Prefix and Suffix are available for Story Name, Story Elevation 1 and Story Elevation 2. By enabling “Use Different Prefix/Suffix from Project Story”, Project Story and Additional Story can have different prefix/suffix.

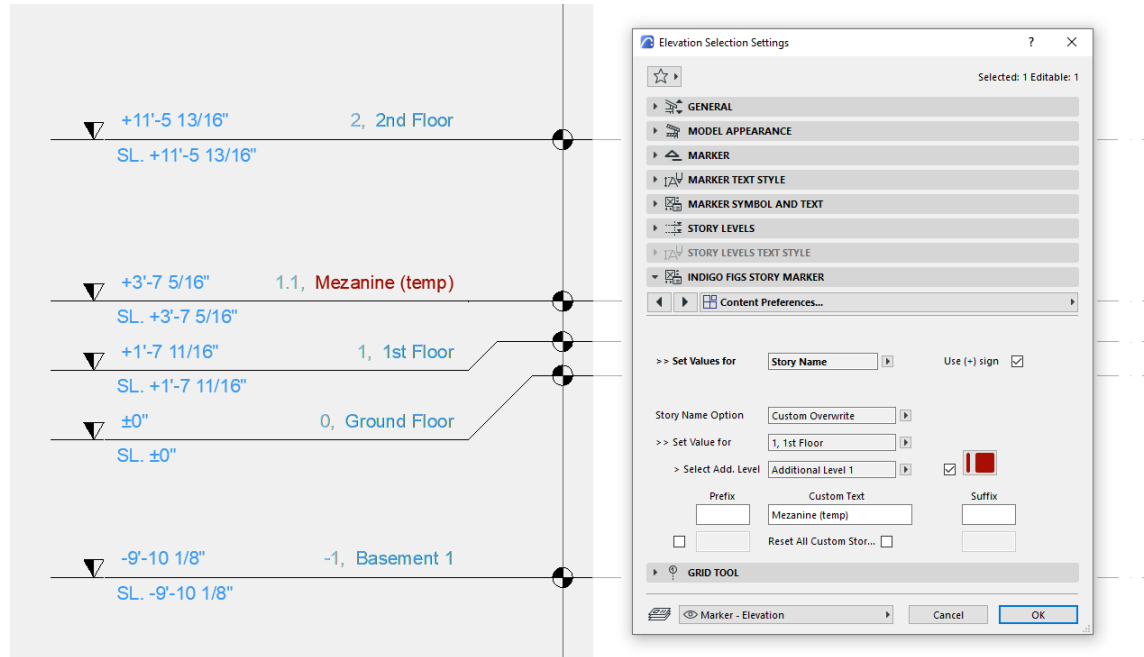


See Additional Levels Settings & Custom Display Stories/Levels.



## Overwrite Content

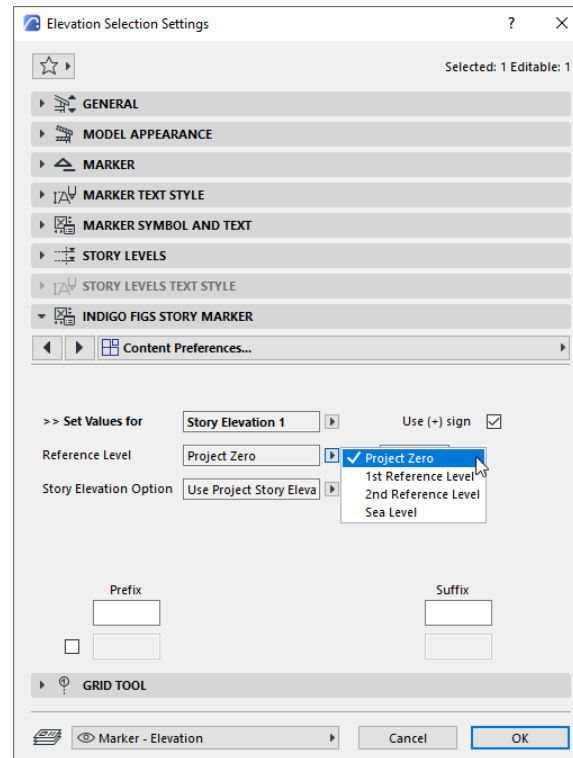
“Overwrite All” will overwrite all stories' content. “Custom Overwrite” allows user to select which story's content to be overwritten. Please select the story accordingly.



When the overwritten content is not needed, switch the option back to use project's information (name/elevation). The value in the “Custom Text” input field is applied only when “Overwrite All” or “Custom Overwrite” is selected.

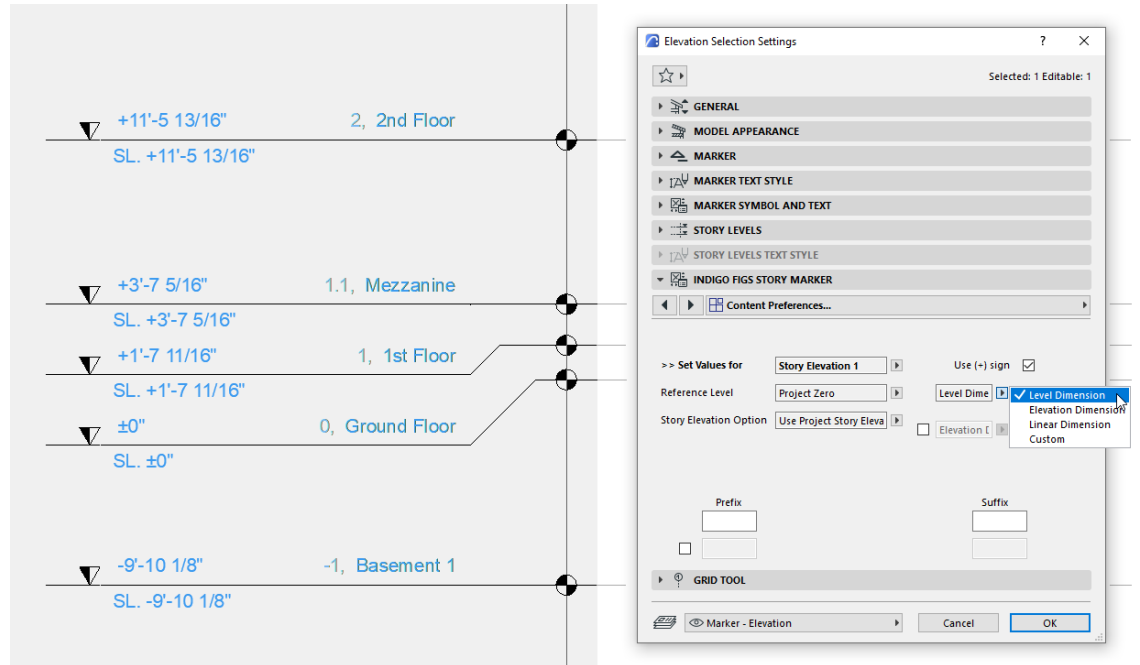
## Reference Level

Available for “Story Elevation 1” and “Story Elevation 2”. The Story Marker uses values set from Options > Project Preferences > Reference Levels to display the values.



## Unit Formats

User can select one of the formats set in the project file, Level Dimension, Elevation Dimension, Linear Dimension (Options > Project Preferences > Dimensions), or Custom, which will use the values set within the Story Marker itself.



To use custom unit, select "Custom" then go to the "Custom Unit" tab/page.

## Secondary Format

Enable “Show Secondary Elevation” to display secondary unit/format. Use the settings on “Custom Unit” tab/page if the “Custom” unit is selected.

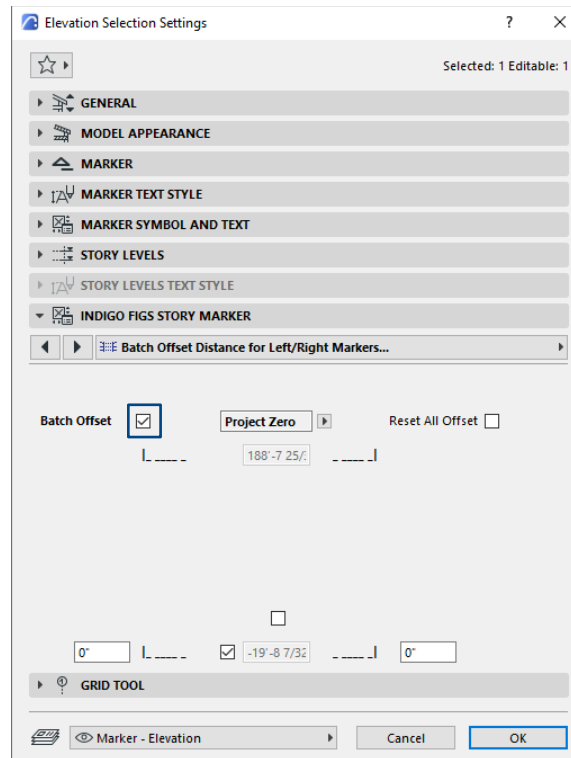
The image displays a software interface for managing story levels. On the left, a vertical list of levels is shown with their elevations and names:

- 2, 2nd Floor: +11'-5 13/16" ( +3.50 )  
SL. +11'-5 13/16"
- 1.1, Mezzanine: +3'-7 5/16" ( +1.10 )  
SL. +3'-7 5/16"
- 1, 1st Floor: +1'-7 11/16" ( +0.50 )  
SL. +1'-7 11/16"
- 0, Ground Floor: ±0" ( ±0.00 )  
SL. ±0"
- 1, Basement 1: -9'-10 1/8" ( -3.00 )  
SL. -9'-10 1/8"

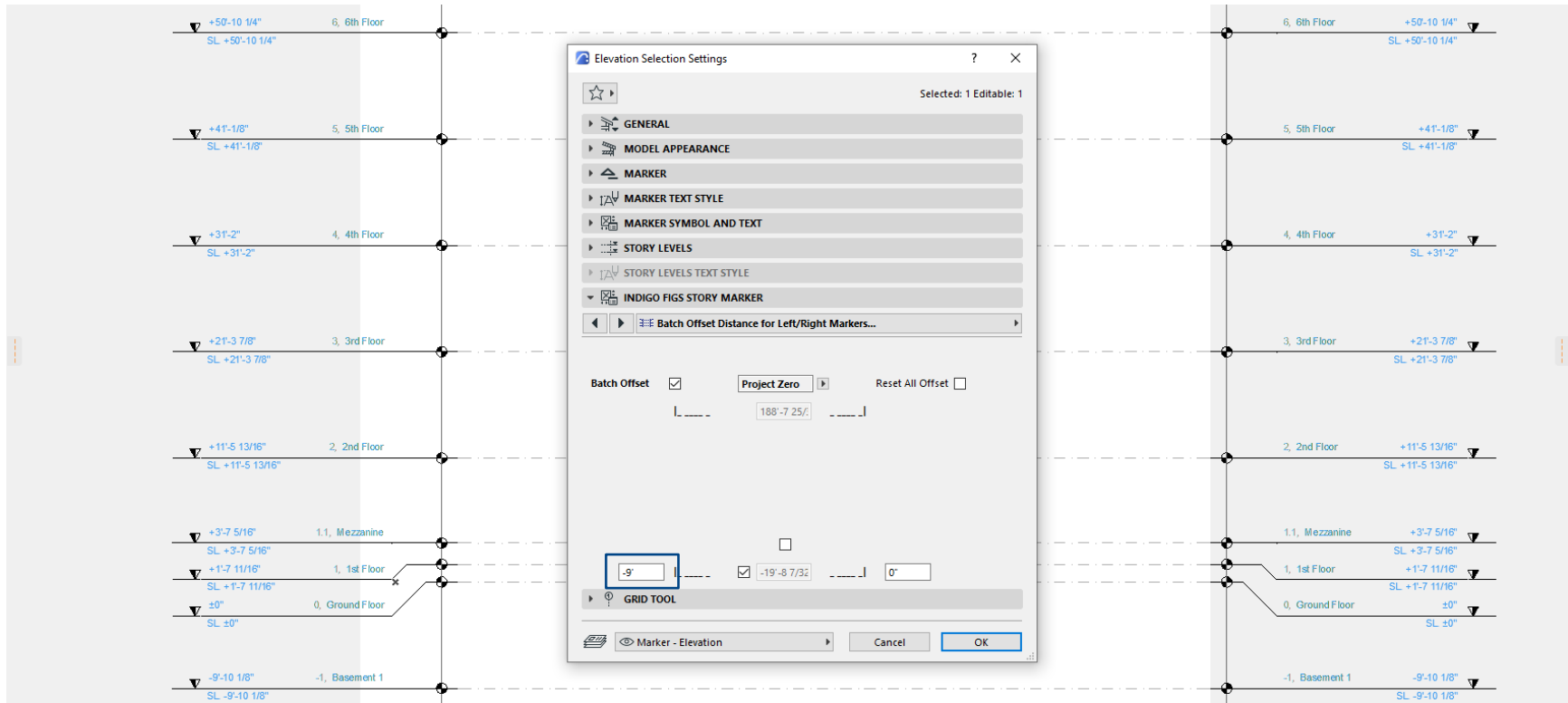
On the right, the 'Elevation Selection Settings' dialog box is open. The 'INDIGO FIGS STORY MARKER' section is expanded, showing 'Content Preferences...'. The 'Set Values for' dropdown is set to 'Story Elevation 1'. The 'Reference Level' is 'Project Zero'. The 'Story Elevation Option' is 'Use Project Story Eleva'. The 'Custom' checkbox is checked, and the 'Custom' unit is selected in the dropdown. The 'Use (+) sign' checkbox is also checked. The 'Prefix' and 'Suffix' fields are empty. The 'GRID TOOL' section is also visible. The 'OK' button is highlighted.

## Batch Offset Distance for Left/Right Markers

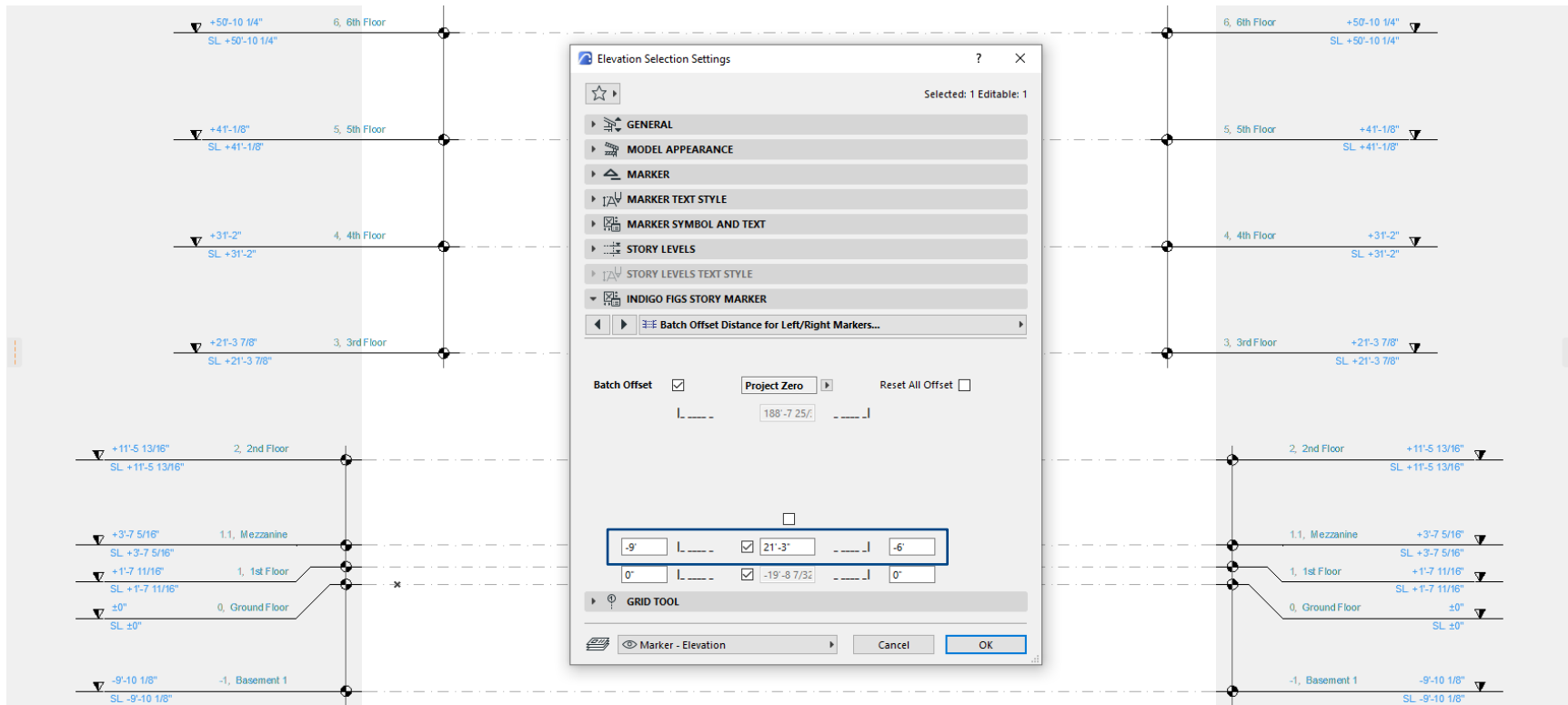
This feature allows user to control the offset distance (x-axis) for multiple stories, according to their heights/elevations, at once. If enabled, the input field for custom offset distance on “Additional Levels Settings ...” is locked.



This feature works from the lowest level to the top. To adjust the offset distance of all stories, additional point(height/elevation) is not needed.



To set the offset distance based on height/elevation, check the box above the lowest level and enter the required value(s).



Use positive value to make the offset further away from the section/elevation's range.

“Reset All Offset” will reset all offset distance to zero.

The value for “Start Elevation for Offset Distance” cannot be lower than the previous batch’s value and cannot be higher than the highest elevation of active story / level. If there are more than one batch have the same elevation height value, but with different offset distance, the highest batch will become the only active one.

## Additional Levels Settings & Custom Display Stories/Levels

Additional Levels are extra levels created by the story marker. The settings can be differ from section to section, elevation to elevation.

To add new additional level, enable the “Use Additional Levels”.

By selecting a home story (Project Story) and an additional level, the Level Name and Offset from Home Story will be set accordingly. There are 5 additional levels per home story.

The diagram shows a vertical section of a building with four levels. From top to bottom:
 

- Level 2, 2nd Floor: Elevation  $+11'-5 \frac{13}{16}"$ , Story Level (SL)  $+11'-5 \frac{13}{16}"$ .
- Level 1.1, Mezzanine: Elevation  $+3'-7 \frac{5}{16}"$ , SL  $+3'-7 \frac{5}{16}"$ . This level is highlighted with a blue box.
- Level 1, 1st Floor: Elevation  $+1'-7 \frac{11}{16}"$ , SL  $+1'-7 \frac{11}{16}"$ .
- Level 0, Ground Floor: Elevation  $\pm 0"$ , SL  $\pm 0"$ .

 The 'Elevation Selection Settings' dialog box is open, showing the 'Additional Levels Settings & Custom Display Stories/Levels...' tab. Key settings include:
 

- 'Use Additional Levels' checkbox is checked.
- 'Home Story' is set to '1, 1st Floor'.
- 'Add. Level' is checked and set to 'Additional Story Level 1'.
- 'Offset from Home St...' is set to '1'-11 5/8"'. Stagger Height is 0'.
- 'Level Name' is set to 'Mezzanine'. Stagger Height is 0'.



## Custom Offset Distance

To use this feature, disable the “Batch Offset” first. See Batch Offset Distance for Left/Right Markers.

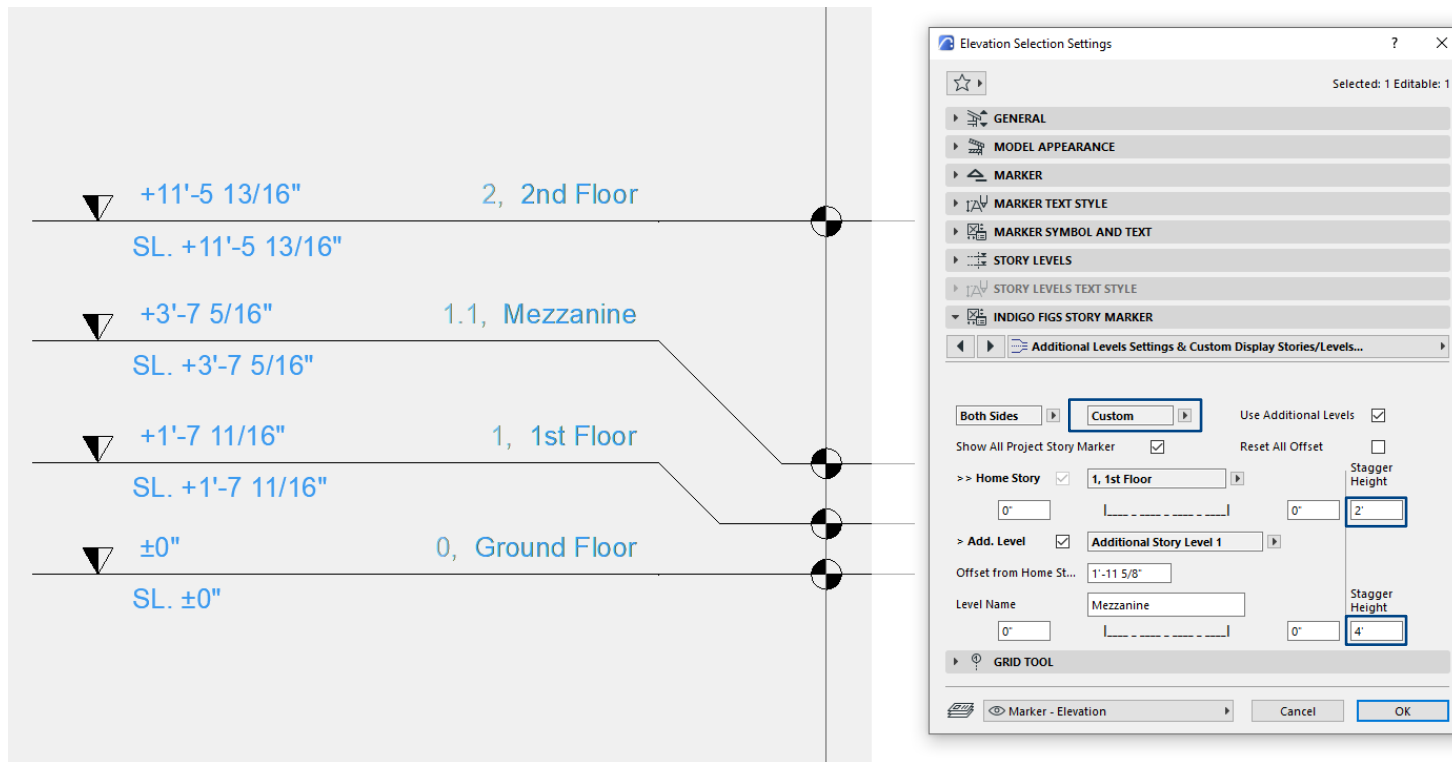
The image displays a software interface for setting level markers. On the left, a vertical section shows four levels with their respective elevations and story names:

- 2, 2nd Floor: Elevation  $+11'-5 \frac{13}{16}"$ , Story Level (SL)  $+11'-5 \frac{13}{16}"$
- 1.1, Mezzanine: Elevation  $+3'-7 \frac{5}{16}"$ , Story Level (SL)  $+3'-7 \frac{5}{16}"$
- 1, 1st Floor: Elevation  $+1'-7 \frac{11}{16}"$ , Story Level (SL)  $+1'-7 \frac{11}{16}"$
- 0, Ground Floor: Elevation  $\pm 0"$ , Story Level (SL)  $\pm 0"$

On the right, the 'Elevation Selection Settings' dialog box is open. The 'INDIGO FIGS STORY MARKER' section is expanded, showing the 'Additional Levels Settings & Custom Display Stories/Levels...' option. The 'Both Sides' dropdown is set to 'Both Sides', and the 'Auto' dropdown is set to 'Auto'. The 'Use Additional Levels' checkbox is checked. The 'Show All Project Story Marker' checkbox is checked, and the 'Reset All Offset' checkbox is unchecked. The 'Home Story' is set to '1, 1st Floor'. The 'Add. Level' is set to 'Additional Story Level 1'. The 'Offset from Home St...' is set to '1'-11 5/8"'. The 'Level Name' is set to 'Mezzanine'. The 'Stagger Height' is set to '0"'. The 'GRID TOOL' section is expanded, and the 'Marker - Elevation' dropdown is set to 'Marker - Elevation'. The 'OK' button is highlighted.

## Custom Stagger Height

To use this feature, set the “Stagger Option” to “Custom”.



The input field accept both positive and negative values (+/- ; + = Up, - = Down).