

Indigo Figs Story Marker 26 v.1.00

User's Manual

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Getting Started

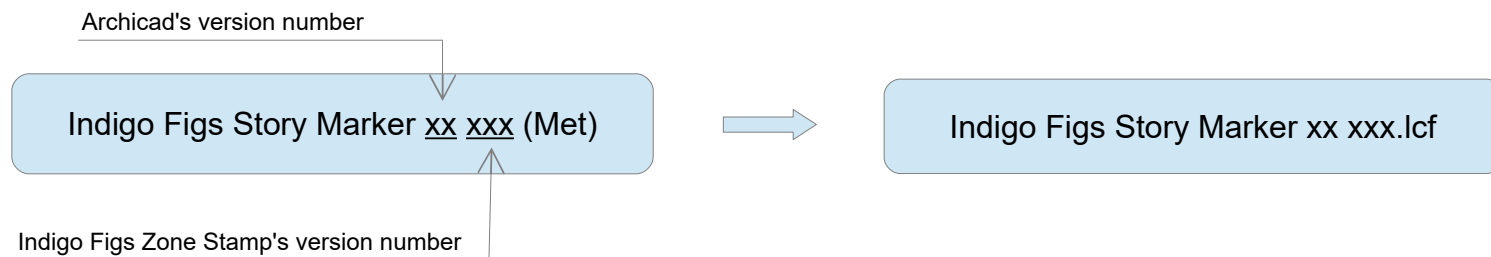
(Even though the illustrations in this user's manual are created using Windows version of Archicad, it should be fine for Mac OS user to follow along.)

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 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".

Tool Tips

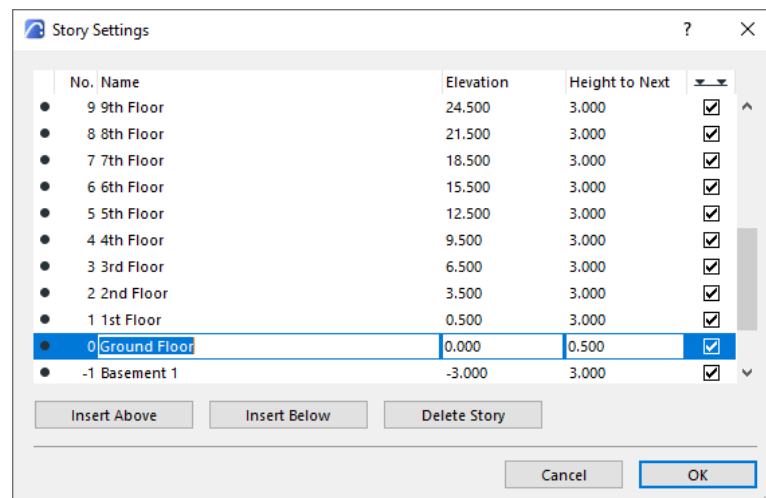
Indigo Figs' user interface requires tool tips. If it is not activated, please go to Help > Show Tool Tips.

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.

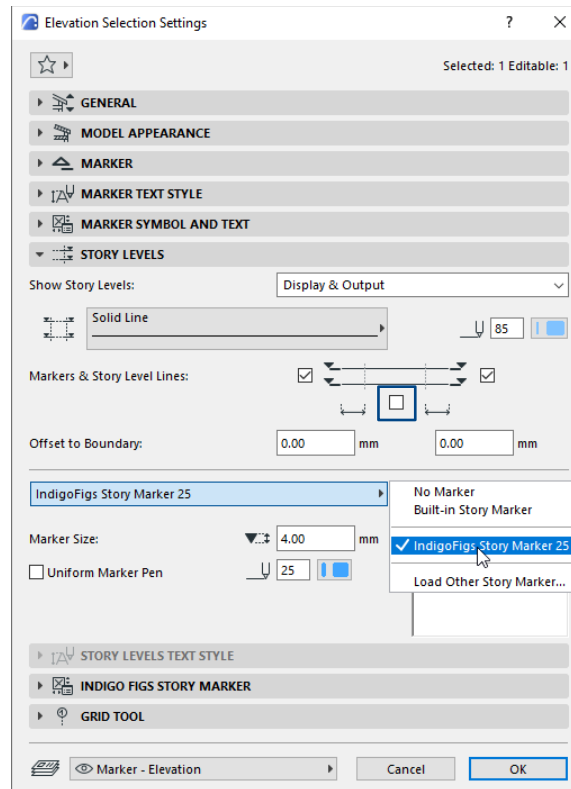
Turn on all story markers in “Story Settings” dialog (Design > Story Settings).



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

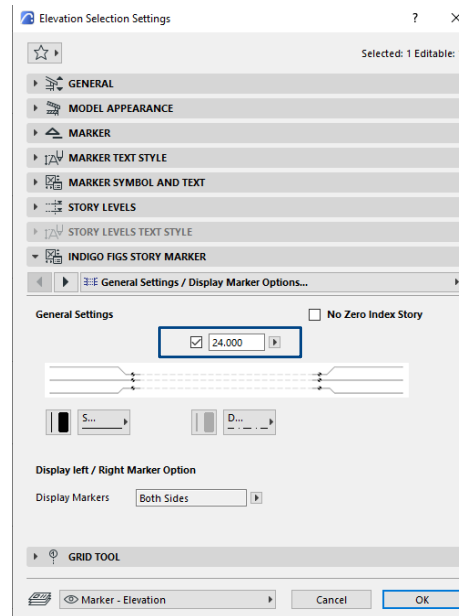
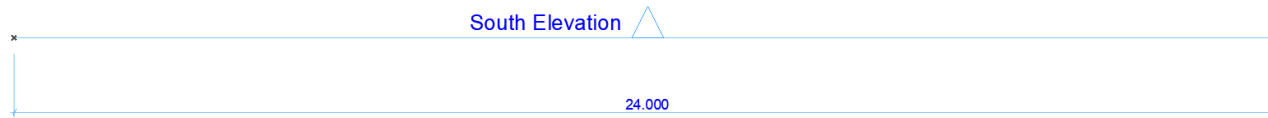
- On floor plan, select a placed section/elevation marker > Ctrl+T or Command +T.
- On floor plan, right-click a placed section/elevation marker > Elevation/Section Selection Settings.
- On section/elevation, right-click on empty space > Elevation/Section Settings.

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.

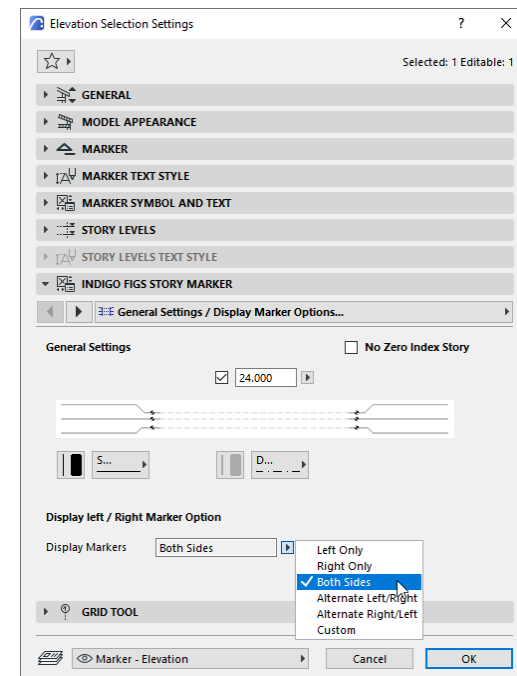
Right Only – Show markers on the right side only.

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.



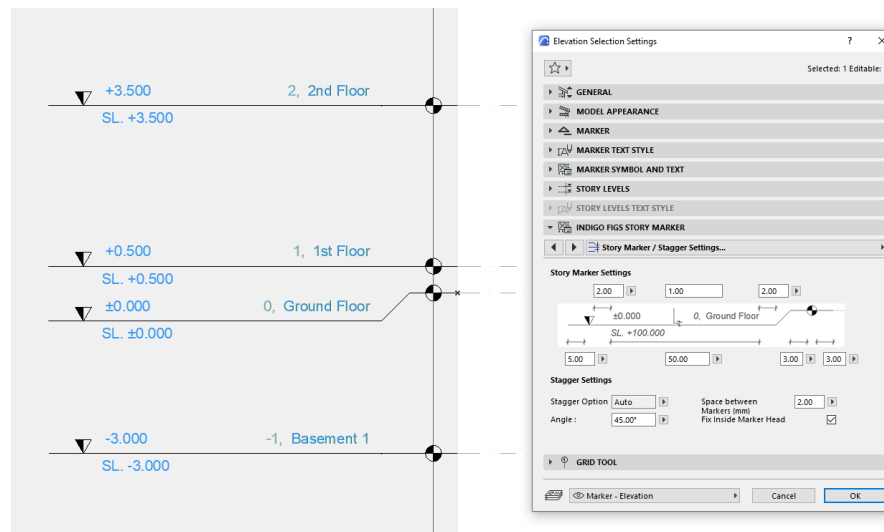
Story Marker/Stagger Settings

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

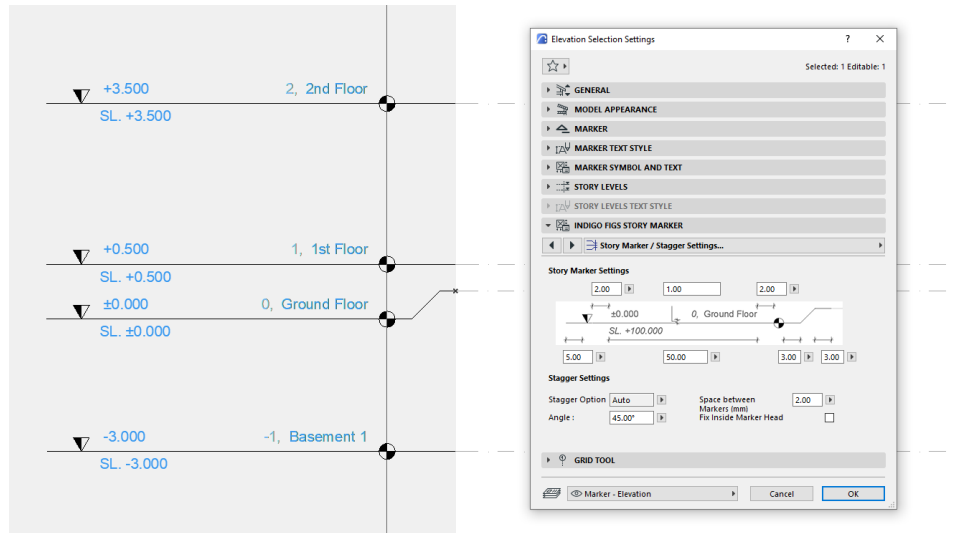
There are 5 stagger options ;

- 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 text settings. On the left, a vertical section shows four story levels: +3.500 (2, 2nd Floor), +0.500 (1, 1st Floor), ±0.000 (0, Ground Floor), and -3.000 (-1, Basement 1). Each level has a corresponding 'SL.' label. On the right, the 'Elevation Selection Settings' dialog box is shown. The 'Set Values for' dropdown is set to 'Story Name Text'. The 'Enable Uniform Text' checkbox is checked. The 'Font' is set to 'Arial Western', 'Font Size (mm)' is 2.00, 'Width Factor (%)' is 100, and 'Spacing Factor (%)' is 100. The 'GRID TOOL' section is also visible.

Labels pointing to the diagram:

- Story ID Text
- Story Name Text
- Story Elevation Text 1
- Story Elevation Text 2

Labels in the diagram:

- +3.500
- SL. +3.500
- 2, 2nd Floor
- +0.500
- SL. +0.500
- 1, 1st Floor
- ±0.000
- SL. ±0.000
- 0, Ground Floor
- 3.000
- SL. -3.000
- 1, Basement 1

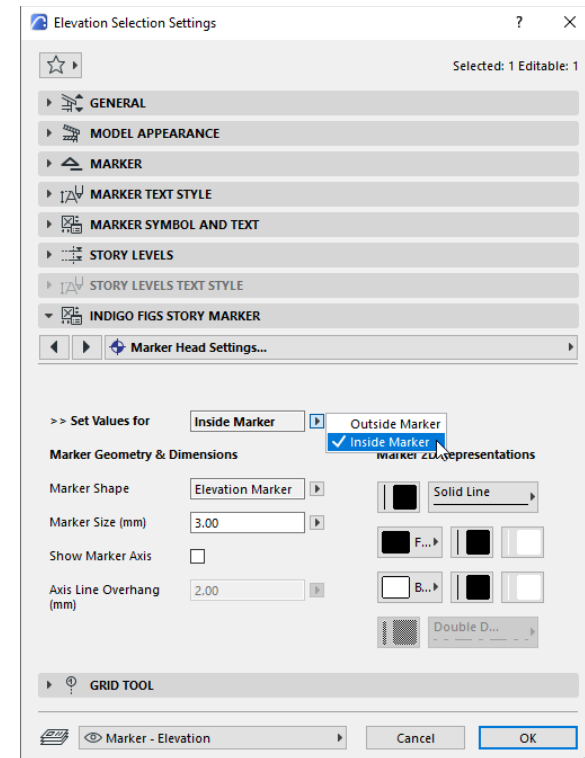
Labels in the dialog box:

- Elevation Selection Settings
- Selected: 1 Editable: 1
- GENERAL
- MODEL APPEARANCE
- MARKER
- MARKER TEXT STYLE
- MARKER SYMBOL AND TEXT
- STORY LEVELS
- STORY LEVELS TEXT STYLE
- INDIGO FIGS STORY MARKER
- Text Settings...
- Set Values for: Story Name Text
- Enable Uniform Text:
- Font: Arial Western
- Font Size (mm): 2.00
- Width Factor (%): 100
- Spacing Factor (%): 100
- GRID TOOL
- Marker - Elevation
- Cancel
- OK

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.

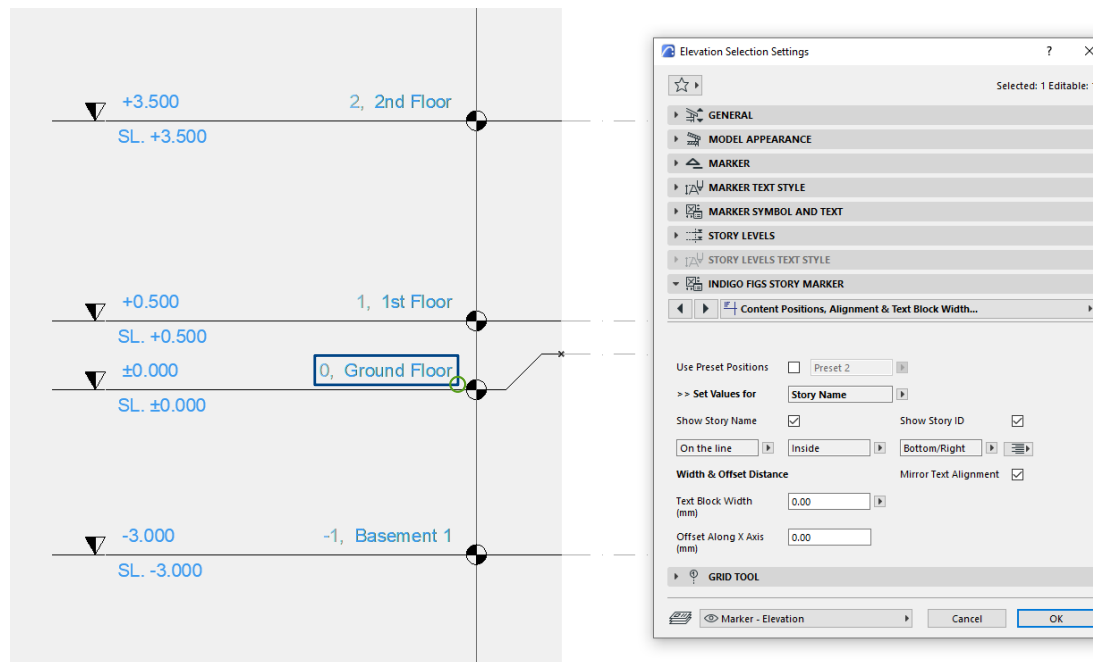


Content Positions, Alignments & Text Block Width

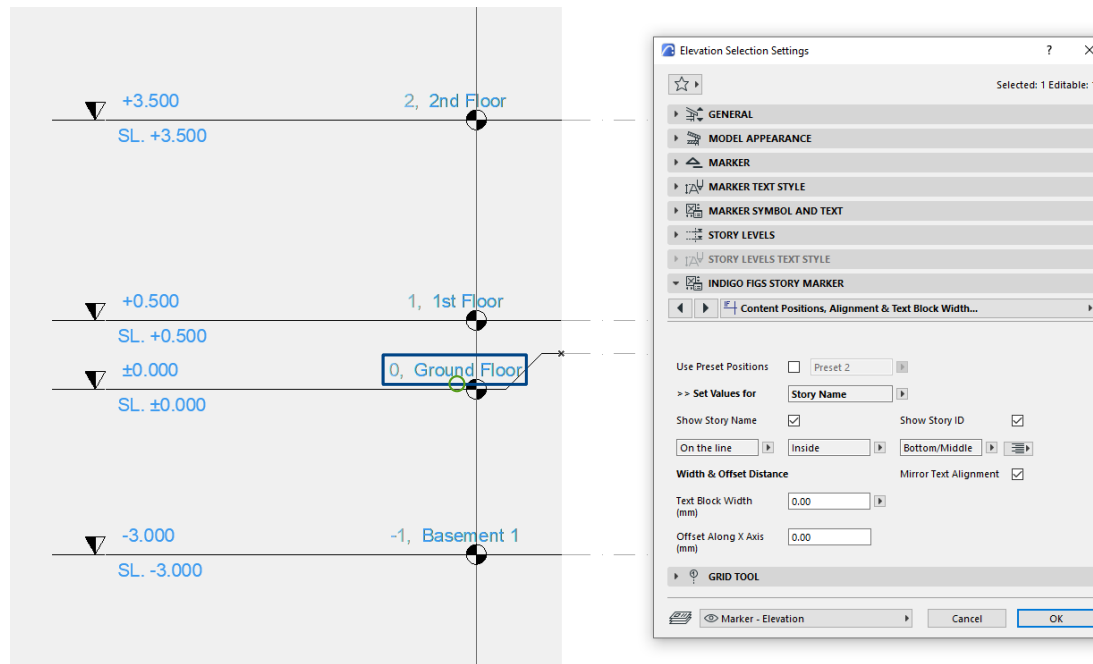
Indigo Figs Story Marker comes with 6 presets. Disable “Use Preset Positions” to customize the available settings. Most of the parameters are created with “Marker on the left side”. “Marker on the right side” is a mirrored of these parameters.

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.



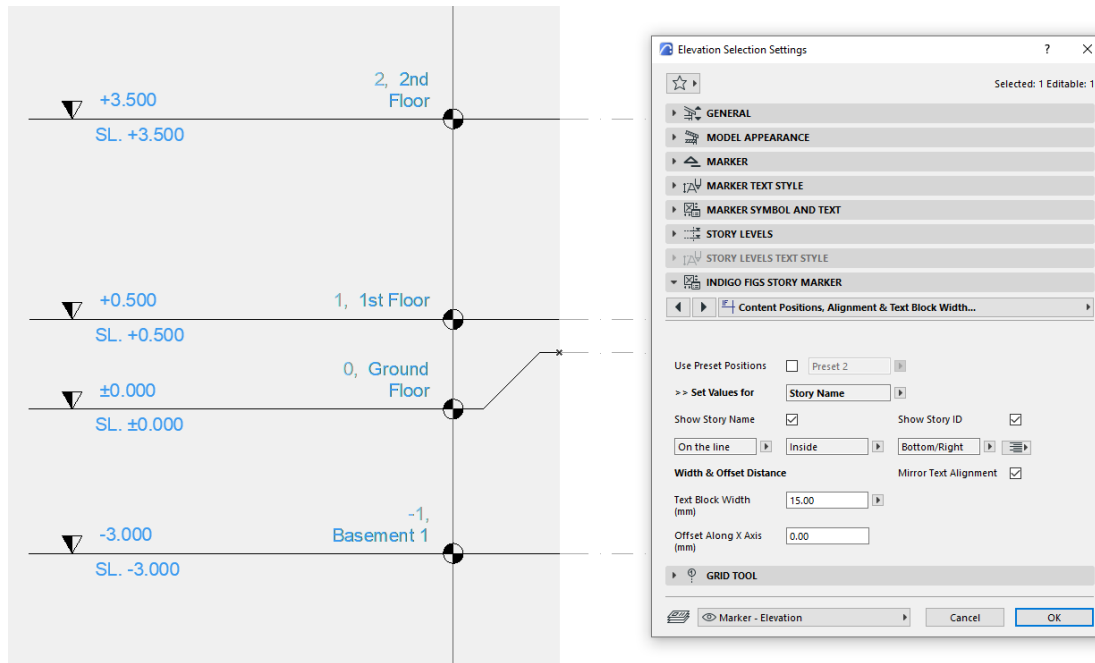
Notice that the text block's anchor point is currently set to “Bottom/Right”. After changing the anchor point to “Bottom/Middle”, the story marker will display as following ;



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.

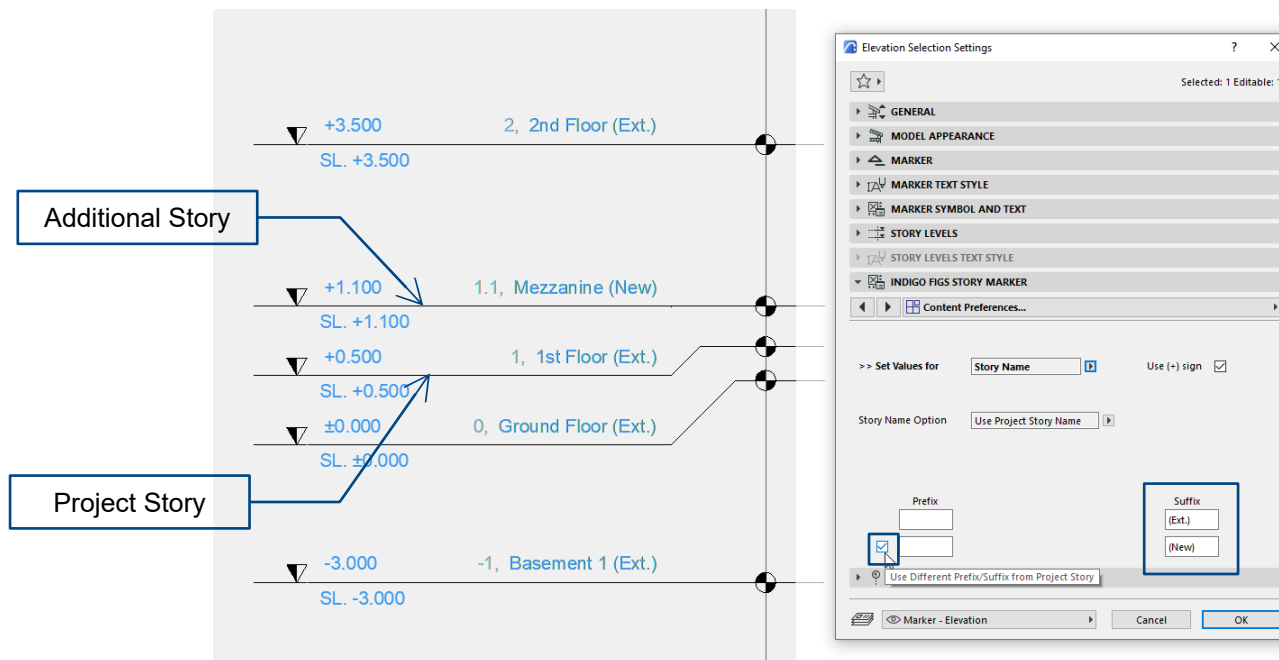


Note : GDL is not the best choice when it comes to separating text into multiple rows. Unexpected cut of word might happens. Use with caution.

Content Preferences

Prefix and Suffix

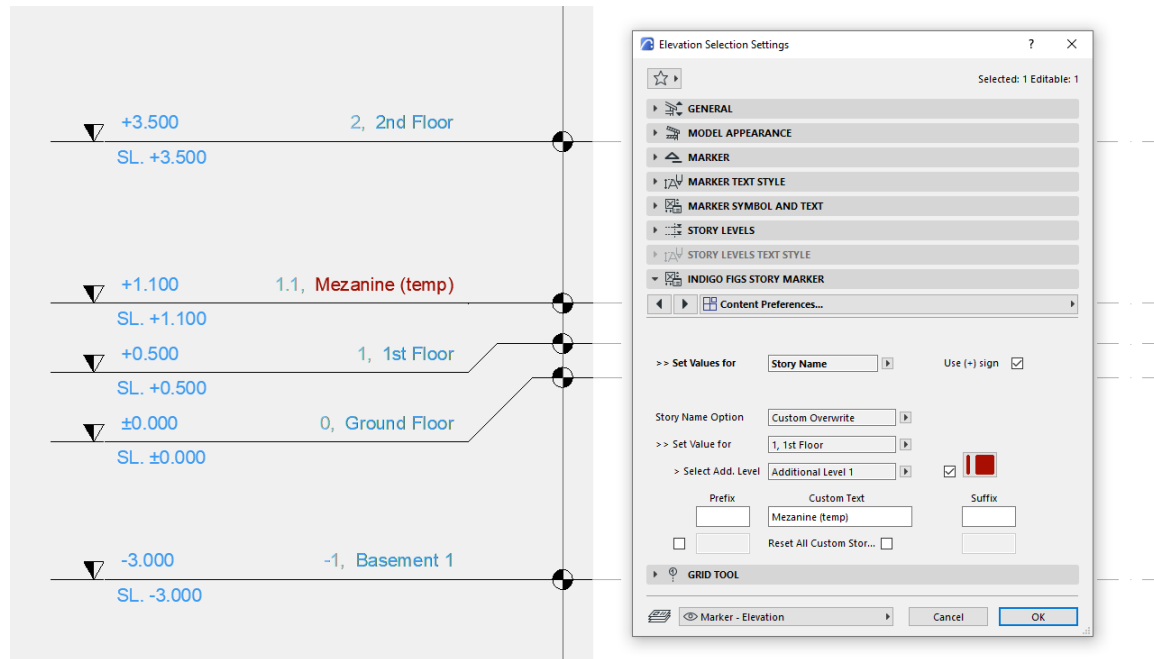
Prefix and Suffix are available for Story Name, Story Elevation 1 and Story Elevation 2. By enabling “Use Different Prefix/Suffix from Project Story”, Project Story and Additional Story can have different prefix/suffix.



See Additional Levels Settings & Custom Display Stories/Levels.

Overwrite Content

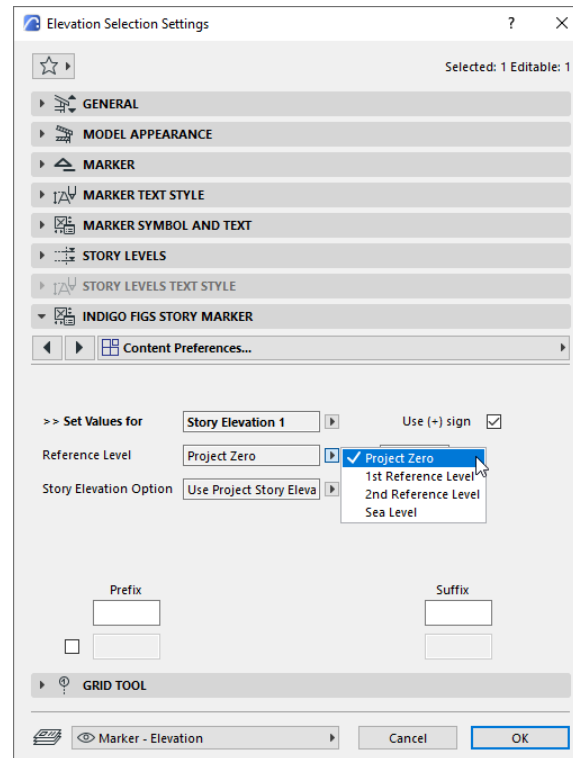
“Overwrite All” will overwrite all stories' content. “Custom Overwrite” allows user to select which story's content to be overwritten. Please select the story accordingly.



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.

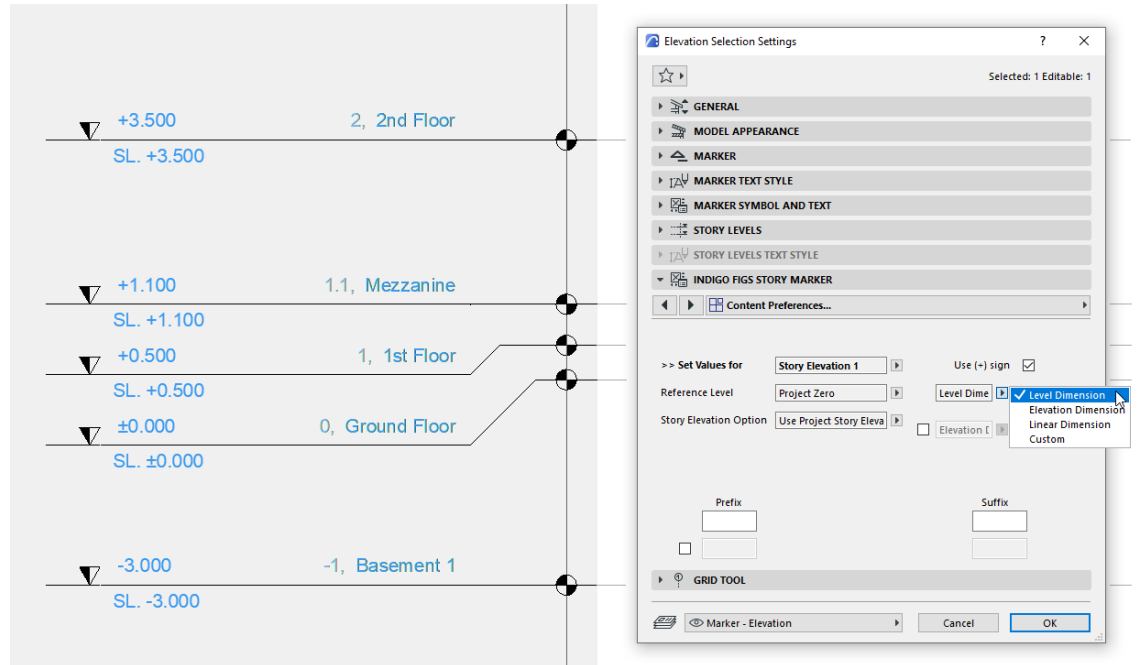
Reference Level

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 vertical section of a building with five floor levels. Each level is marked with a downward-pointing triangle and includes its elevation in feet and inches, a secondary elevation in decimal feet, and the floor name. The levels are: 2, 2nd Floor (+3.500 / +11'-5³/₄" / SL. +3.500); 1.1, Mezzanine (+1.100 / +3'-7¹/₄" / SL. +1.100); 1, 1st Floor (+0.500 / +1'-7³/₄" / SL. +0.500); 0, Ground Floor (±0.000 / ±0" / SL. ±0.000); and -1, Basement 1 (-3.000 / -9'-10" / SL. -3.000). To the right, the 'Elevation Selection Settings' dialog box is open, showing the 'INDIGO FIGS STORY MARKER' section. The 'Story Elevation Option' is set to 'Use Project Story Eleva...', and the 'Custom' checkbox is checked. The 'Use (+) sign' checkbox is also checked. The 'Reference Level' is set to 'Project Zero' and 'Level Dime' is visible. The 'Prefix' and 'Suffix' fields are empty. The 'GRID TOOL' section is also visible at the bottom of the dialog.

Level	Elevation (ft-in)	Secondary Elevation (ft)	Floor Name
2	+3.500 (+11'-5 ³ / ₄ ")	SL. +3.500	2, 2nd Floor
1.1	+1.100 (+3'-7 ¹ / ₄ ")	SL. +1.100	1.1, Mezzanine
1	+0.500 (+1'-7 ³ / ₄ ")	SL. +0.500	1, 1st Floor
0	±0.000 (±0")	SL. ±0.000	0, Ground Floor
-1	-3.000 (-9'-10")	SL. -3.000	-1, Basement 1

Elevation Selection Settings

Selected: 1 Editable: 1

- GENERAL
- MODEL APPEARANCE
- MARKER
- MARKER TEXT STYLE
- MARKER SYMBOL AND TEXT
- STORY LEVELS
- STORY LEVELS TEXT STYLE
- INDIGO FIGS STORY MARKER
 - Content Preferences...

>> Set Values for: Story Elevation 1 | Use (+) sign

Reference Level: Project Zero | Level Dime

Story Elevation Option: Use Project Story Eleva... | Custom

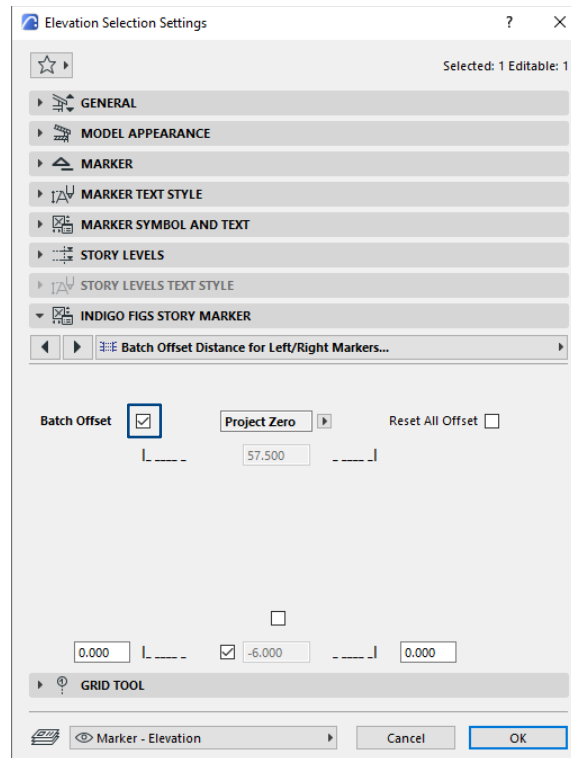
Prefix: [] | Suffix: []

GRID TOOL

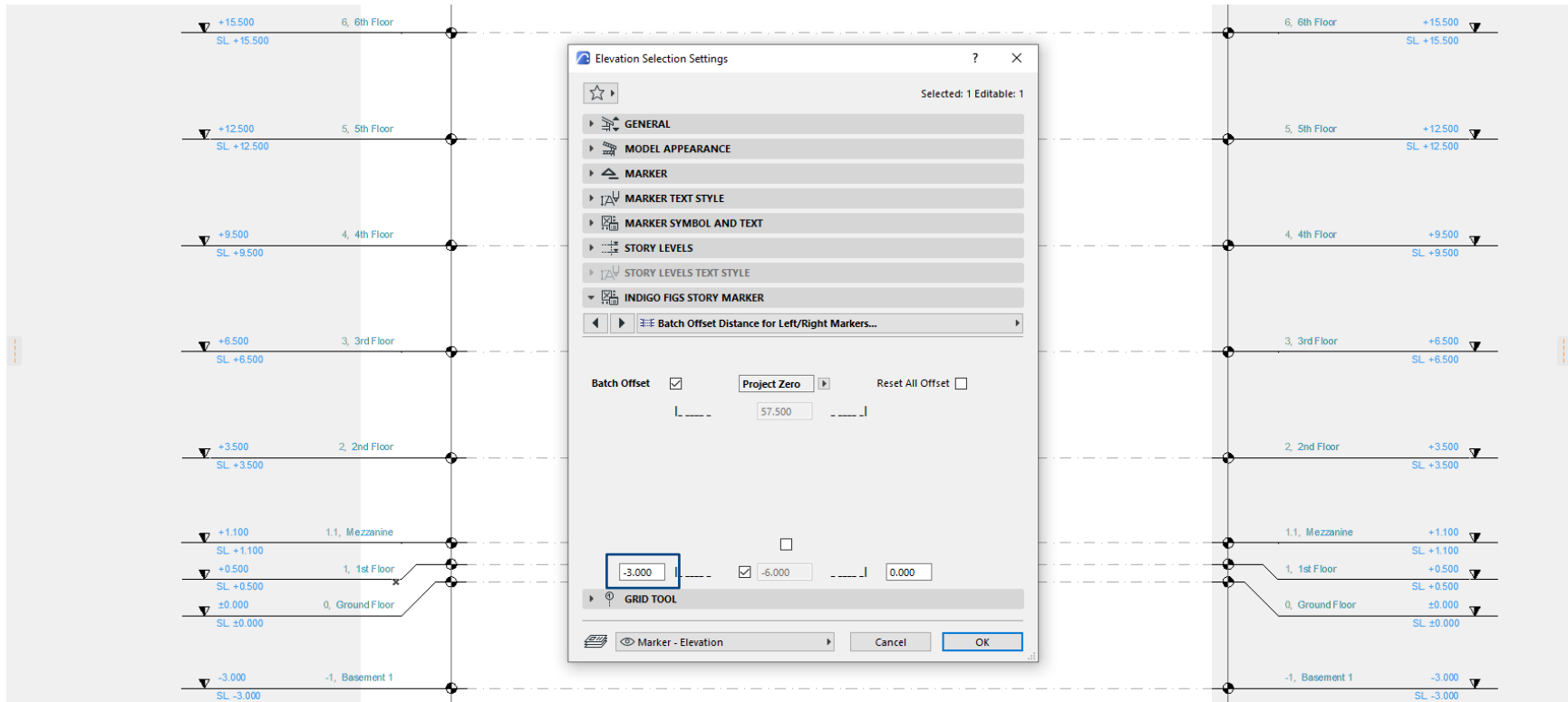
Marker - Elevation | Cancel | OK

Batch Offset Distance for Left/Right Markers

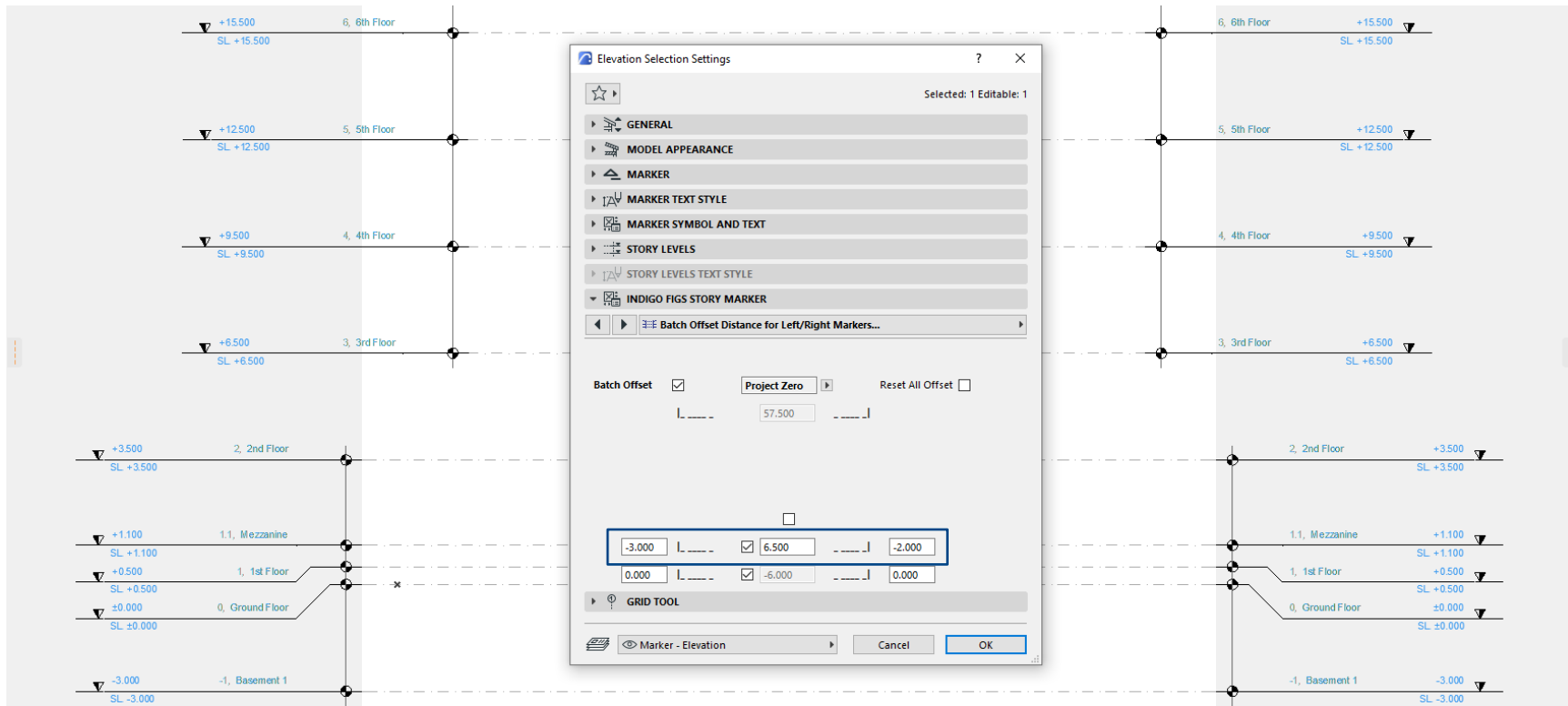
This feature allows user to control the offset distance (x-axis) for multiple stories, according to their heights/elevations, at once. If enabled, the input field for custom offset distance on “Additional Levels Settings ...” is locked.



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.

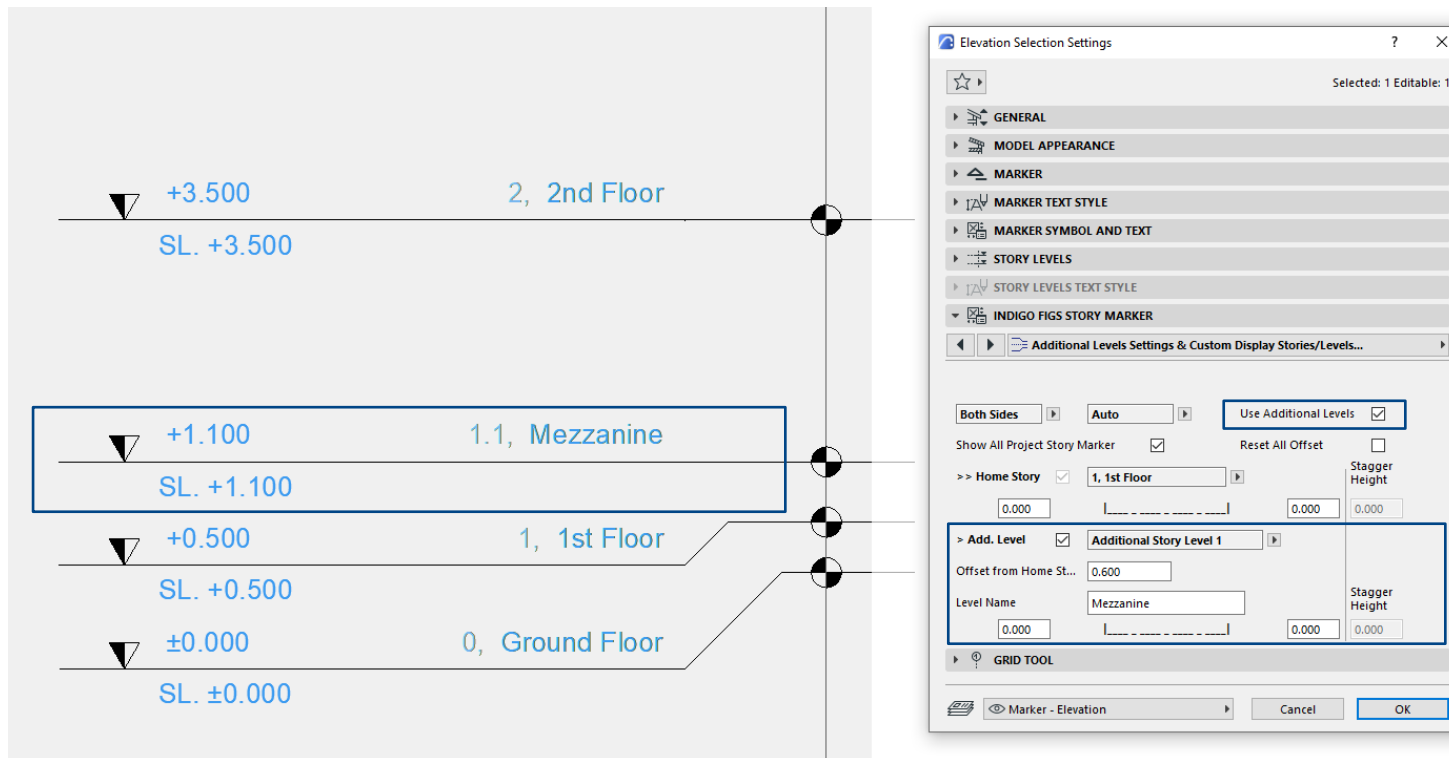
The value for “Start Elevation for Offset Distance” cannot be lower than the previous batch’s value and cannot be higher than the highest elevation of active story / level. If there are more than one batch have the same elevation height value, but with different offset distance, the highest batch will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

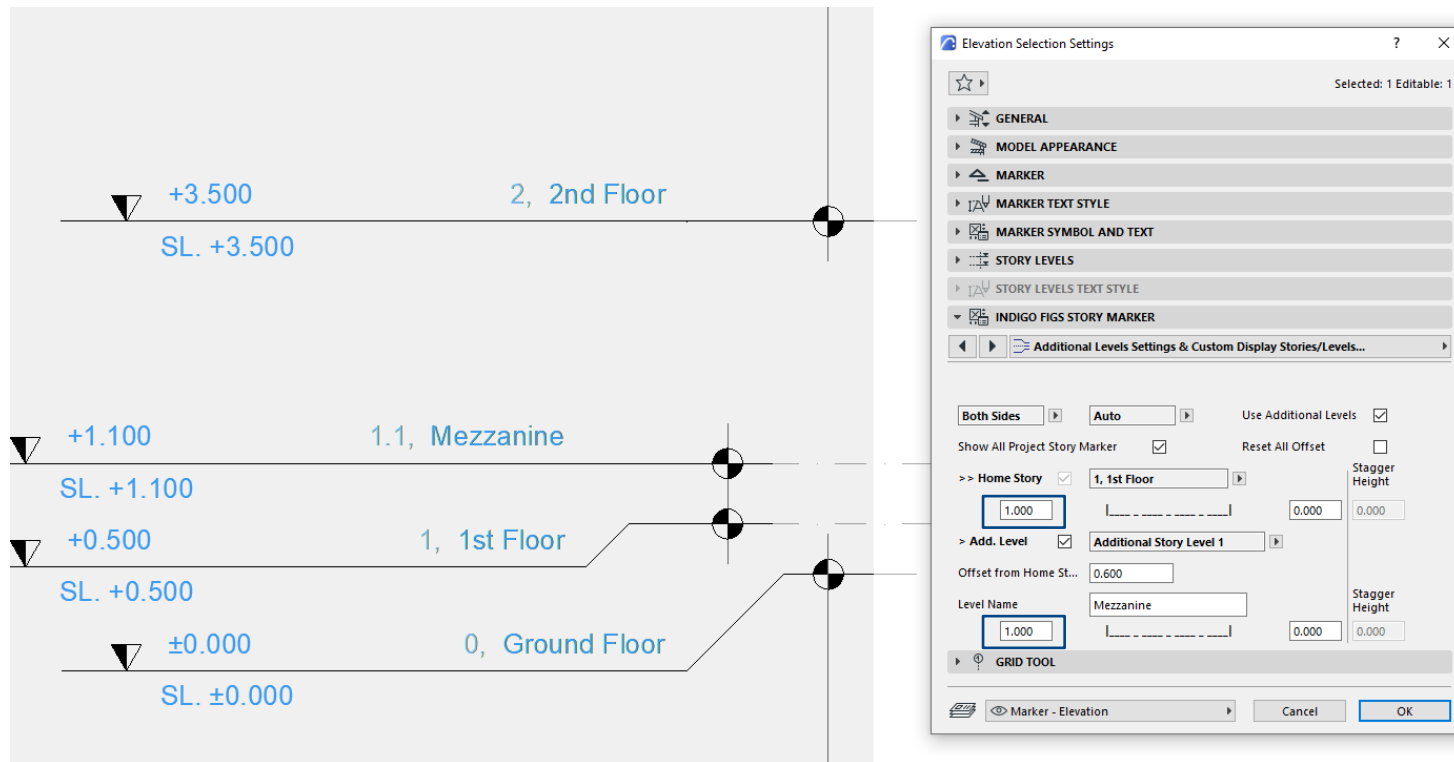
To add new additional level, enable the “Use Additional Levels”.

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.



Custom Offset Distance

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



Custom Stagger Height

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

The diagram illustrates a building elevation with four levels. The levels are labeled as follows:

- 2, 2nd Floor: Elevation +3.500, Story Level (SL) +3.500
- 1.1, Mezzanine: Elevation +1.100, Story Level (SL) +1.100
- 1, 1st Floor: Elevation +0.500, Story Level (SL) +0.500
- 0, Ground Floor: Elevation ±0.000, Story Level (SL) ±0.000

The Mezzanine level is staggered relative to the 1st Floor. The 'Elevation Selection Settings' dialog box is shown with the 'Stagger Option' set to 'Custom'. The 'Stagger Height' field for the Mezzanine level is set to 1.500.

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