



**DS Stålprofil**

Kvalitet. Styrke. Siden 1969.

# Using DS stålprofil families

The DS stålprofil Objects for Revit Architecture consists of a series of building components created as 'Revit System Families' for roof systems ('roofs') and wall panel systems ('walls').

The objects are gathered in project files (.rvt) where multiple 'system families', sorted by type, are contained. The families are named by system name and type.

This gives the user the opportunity of gaining a quick overview over available building components and systems. From here it is easy to import and use them in the current project.

## Transferring The Families

Because 'System families' differs from standard Revit families, it is not possible to import the DS stålprofil-families, into your current project, as normal families. Because of this, it is necessary to apply one of two methods:

- 'Transfer project standards' are found under the menu 'Manage'. This transfers selected are all standards and families from one project to another.
- 'Copy/Paste' - This functions similarly to every other program.

We recommend using 'Copy/paste' because this method has proven to be the most stable solution.

## Guide: Using 'Copy/paste'

1. Open the project file containing the type of system the user wishes to apply and locate the desired type. E.g. use the Site view to find the correct type.
2. Highlight the family and use 'Copy' (ctrl + c), copying the family to the Clipboard.
3. Open the project containing your current project.
4. Use 'Paste' (ctrl + v) and place the family in the project.

Now the family is copied into the current project.

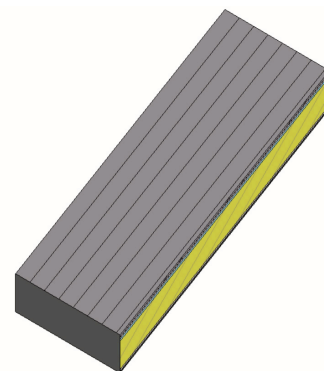
If the copied instance was not the correct one, it can easily be deleted and swapped. The family type will still be part of the project and can be found in the family-overview to the left.

## 'Copy/Paste' Vs. 'Transfer projects standards'?

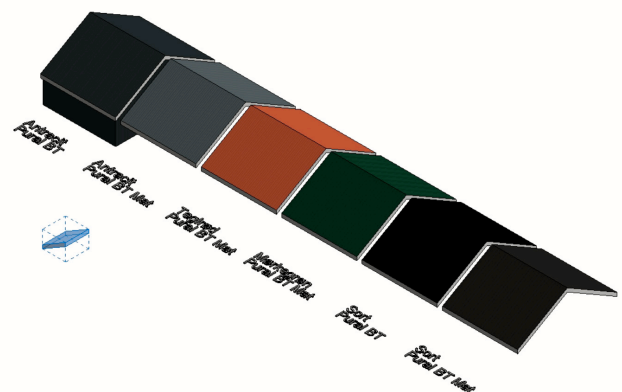
It is normal to use 'Transfer project standards' when wishing to transfer 'System families' from one project to another.

There is a significant risk in this method because it is easy to transfer and overwrite settings in your current project, by mistake.

Because of this it is recommended to use the 'Copy/paste' Method because the risk of mistakes are significantly smaller.



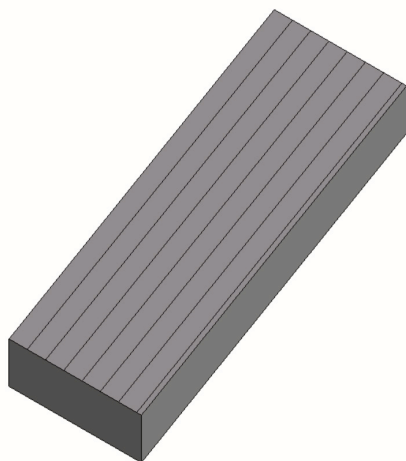
*Open the rvt file containing the 'system family' of choice, Choose the roof or wall object and copy it.*



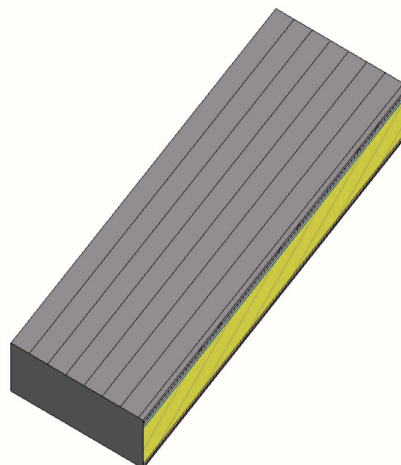
*Open the project, where the family is to be inserted. Use 'paste' to insert the family. The inserted family can now be 'deleted'; the project 'remembers' the newly inserted system family.*

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Visualisation of a section detail in  
'coarse' detail level



Visualisation of a section detail in 'me-  
dium'/'fine' detail level

## Detailing and Geometry

The geometri of the objects are based on Revits standards for 'system families'. This means that they all have three levels of detail, but in practice there are only two since the levels 'medium' and 'fine' are similar.

The illustrations above show examples of the geometry in the three levels of detail.

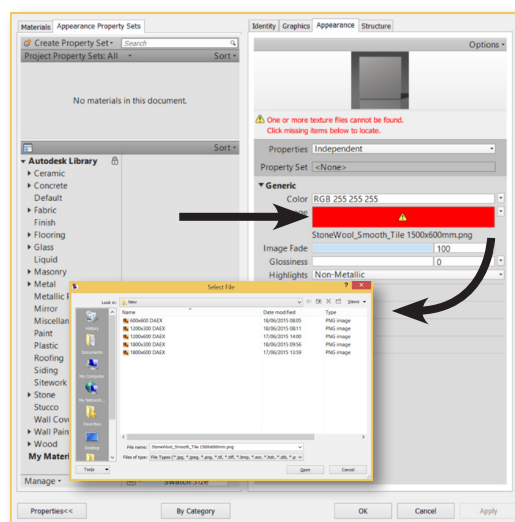
## Materials

A material library is created along the DS stålprofil-files. The library consists of the a file (and "ADSKLIB" file), and a series of images (PNG-files).

The library file can be loaded into any Revit project, but often the images has be be relink for all to work properly.

If a material shows a '!' and the material doesn't show properly, re-link the material file by clicking the texture file name and navigating to the texture (image) file.

After doing this once, the rest of the materials should work in all the families - If they are included in the same folder.



## Export and use in different software

because the objects are based on Revits 'System families', they cannot initially be used in other programs than than Revit - Architecture-, Strucure- og MEP- versionerne.

When exporting the project files from Revit to other formats, the objects will behave similarly to other system families.

For reference material and guidance in the possibilities and challenges concerning export, refer to the general guidelines concerning the specific software.