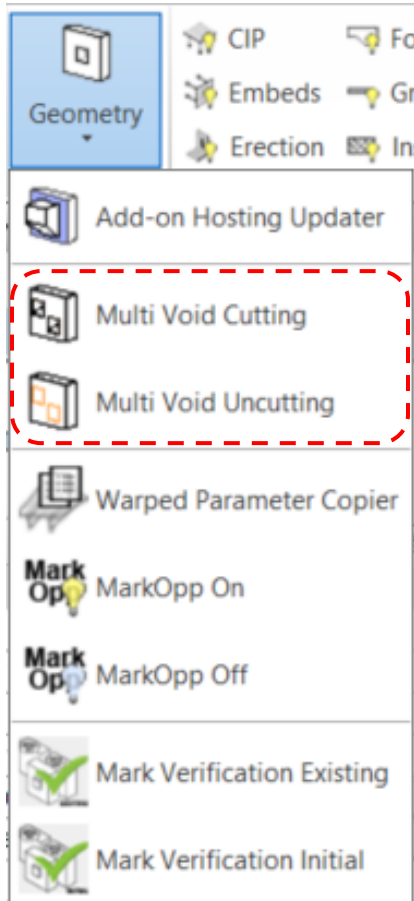


Geometry Tools: Multi Void Cutting/Uncutting



Options Bar selection options

Multiple

Programmed Result of Tool:

This tool iterates over all the pre-selected void family instances (or those selected during the operation of the tool) and then performs Cut/Uncut Geometry operations on all selected geometry elements that allow cutting or uncutting geometry operations which intersect any and all of the voids. For those elements which do not intersect one another, no Cut/Uncut Geometry operation will be performed.

Steps to Perform tool Operation:

The tool will automatically find and perform Cut/Uncut Geometry operations on all selected Structural Framing instances selected that also intersect any and all instances of the selected voids.

1a) User pre-selects void family instances to perform the multi-void cutting/uncutting operation and then clicks the Multi-Void Cutting or Multi-Void Uncutting icon.

2a) User then selects the geometry elements to perform the Cut or Uncut Geometry operation(s) upon.

1b) User clicks the Multi-Void Cutting icon or the Multi-Void Uncutting icon then selects void family instances to perform the multi-void cutting/uncutting operation. Note that the selection during command workflow allows the user to select multiple void instances and then click "Finish" to move onto the next step.

2b) User then selects the geometry elements to perform the Cut or Uncut Geometry operation(s).

Note: Nested void family instances are also cut with this tool, however these elements are not selectable using a window, and therefore these elements must be selected individually (although multiple selections can be made in conjunction with the window selection option)

Known Limitations:

- This tool does not perform the Cut/Uncut Geometry operation on "warped" family instances by design to prevent geometry issues with curving geometric faces.
- Requires Generic Model or Specialty Equipment family w/ MANUFACTURE_COMPONENT parameter set to a value that includes "VOID" to act as a cutting object