

# **SketchUp Import for ADT User Documentation**

Version 1.0.0.17

## **Introduction**

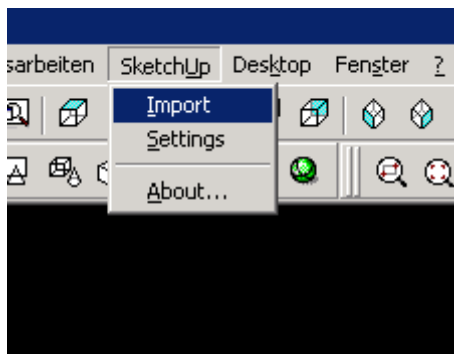
This document describes how to use SketchUp Import for ADT to import SketchUp files into the Autodesk® Architectural Desktop (ADT) and how to configure the import.

## **Installation**

To install the SketchUp 5 Import for ADT, double click on the .msi file that corresponds to the version of ADT you are running. For example, SketchUpADT2006.msi is the appropriate file for an English version of ADT 2006.

The installation wizard will guide you through the installation process.

## **The menu**



Currently the SketchUp Import for ADT has the following menu items:

- **Import** – import a SketchUp file into an ADT drawing
- **Settings** – call the settings dialog for the import settings
- **About...** – shows the about box of the SketchUp Import for ADT

## **Import**

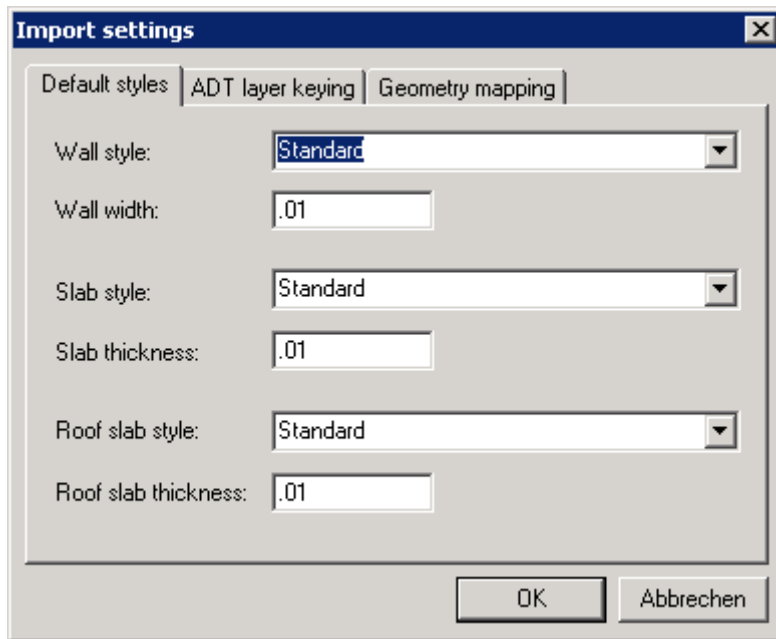
By selecting import, a dialog box will appear, prompting you to choose the SketchUp file you wish to import into the current ADT drawing. After you select the desired SketchUp file the import process will start. Depending on the SketchUp file and the current view in ADT you might not see any geometry after the import. Change the current view or zoom to the extents to get the desired view on the imported objects.

## **Settings**

By selecting **Settings** the settings dialog will be shown. There are three tab divider pages within this dialog allowing you to define the settings being used for the import of the SketchUp drawings.

## **Default styles**

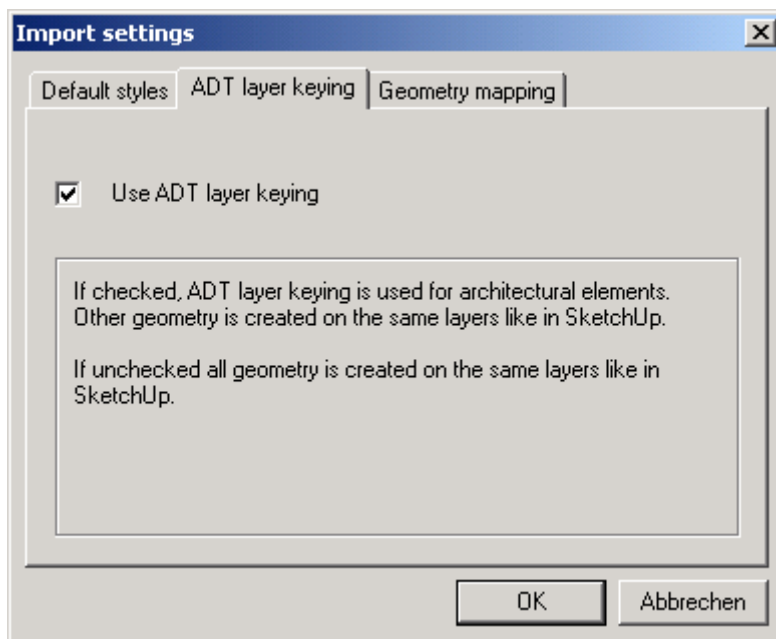
In the Default styles tab divider page you can set the styles and the thickness for the walls, slabs, and roof slabs generated on import.



### ADT layer keying

In the ADT layer keying tab divider page you can choose if the model will be imported using ADT layer keying or your SketchUp layers. For more information about ADT layer keying refer to the ADT documentation.

If you uncheck the Use ADT layer keying box, the imported geometry will be created on the layers used in your SketchUp file.



Hidden SketchUp geometry will be placed on the layer "SketchUpHidden" in ADT. The SketchUpHidden layer is hidden by default.

*Hint: switching ADT layer keying ON may result in objects being displayed in ADT while they were hidden in SketchUp. This is because an object on a hidden layer in SketchUp may be moved to an ADT layer that is visible by default.*

## Geometry mapping

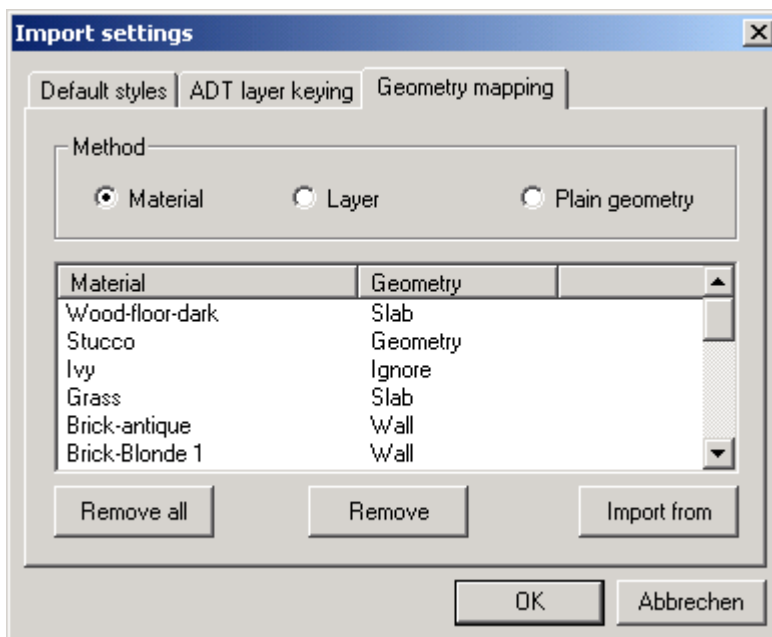
On the Geometry mapping tab divider page you select how the import decides which architectural element is to be created. There are three different approaches to determine which type of ADT element should be created for each SketchUp surface. The three approaches are **Material**, **Layer**, and **Plain geometry**. By selecting **Material** the import determines geometry (wall, slab, etc.) based on the face's assigned material. By selecting **Layer** the layer information is used, while by selecting **Plain geometry** the geometric information is used for this decision.

A component which cuts an opening will be imported as an ADT door or ADT window, if attached to an object which will be imported as an ADT wall. If the component touches the baseline of the wall then it is considered to be a door. If it doesn't touch the baseline it will be considered as a window.

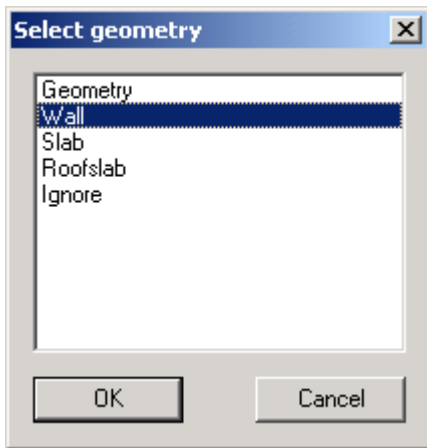
Groups and components will always be imported as plain polygons in an AutoCAD block and will not generate any architectural elements like walls, slabs, etc....

### Material

By choosing **Material** the material assigned to an element is used to determine which object in ADT will be created. When selecting the **Import From** button you choose a SketchUp drawing from which the material list will be imported. By selecting the **Remove** or the **Remove all** button you can either remove the selected entry from the list or remove the entire list.



After importing the material list from a SketchUp drawing you can specify how objects with specific materials will be imported. Double-clicking the Geometry column of the material you want to modify will bring up the Select geometry dialog where you can choose the geometry you want to assign.

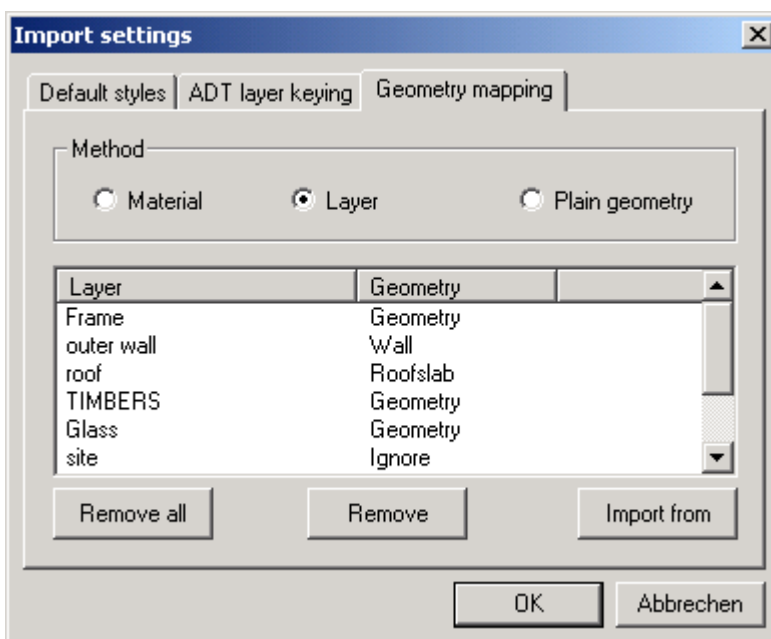


Possible options you could select are **Geometry**, **Wall**, **Slab**, **Roofslab**, and **Ignore**. **Geometry** specifies to use the geometry of an object in order to decide the type of element which will be created in ADT (please see the Plain Geometry section below for further information about how the decisions by geometry are done). The options **Wall**, **Slab**, and **Roofslab** specify that the elements with this particular material will be imported as the specified architectural object. The elements with the particular material will not be imported to ADT at all, if **Ignore** is selected.

In the example pictured above, all faces with the with the material “Brick-antique” will be imported as walls, and all faces with material material “Ivy” will not be imported at all.

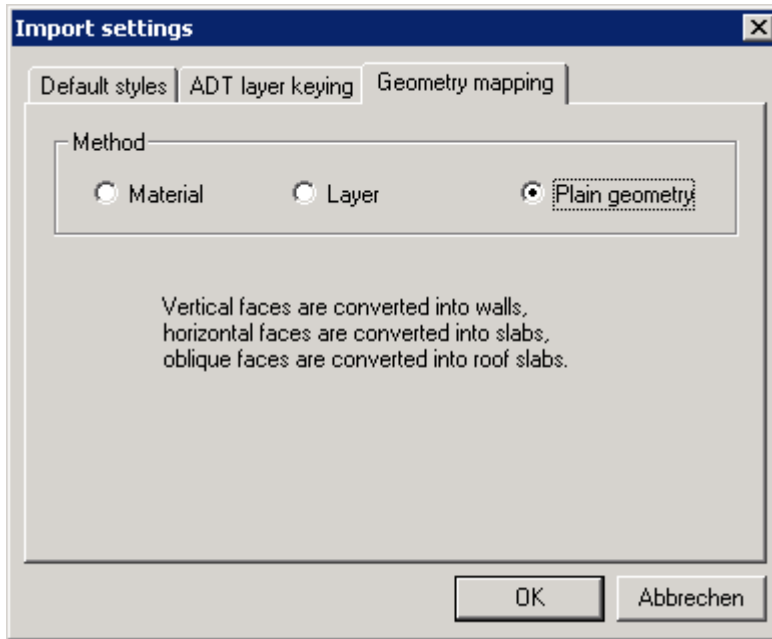
### Layer

By choosing **Layer** the layer an element resides on is used to determine which object in ADT will be created. The usage of this tab divider page is analogue to the **Material** tab divider page.



### Plain Geometry

By choosing **Plain Geometry** the geometric orientation of an element is used to determine which object in ADT will be created.



Vertical faces will be imported as walls. Horizontal faces will be imported as slabs. Geometry which is neither vertical nor horizontal will be imported as roof slabs.

### About...

By selecting **About...** the dialog box with information about the loaded plug-in version is displayed.

