



nora[®] rubber floorings
LIBRARY PART FOR ARCHICAD 17+

nora[®]
by **Interface**[®]

nora-rubber-floorings

Library element for ArchiCAD 17+



This highly parametric library element is used to create floorings made by nora systems, including the accessories and real material thickness, in different variants.

Functions and properties

- Floor plan geometries: rectangular, polygonal and circular floorings
- Material thicknesses similar to the original coverings
- Texture origin and alignment freely rotatable
- Base/Accessories at each edge can be set in and out individually
- Product-specific hatching for schematic representation of the installation direction and covering sizes
- ArchiCAD hatching usable further individually
- 2D floor plan view alternatively adjustable with image textures
- Solid commands applicable
- Editable breakthroughs with polygonal or round basic shapes can be freely positioned

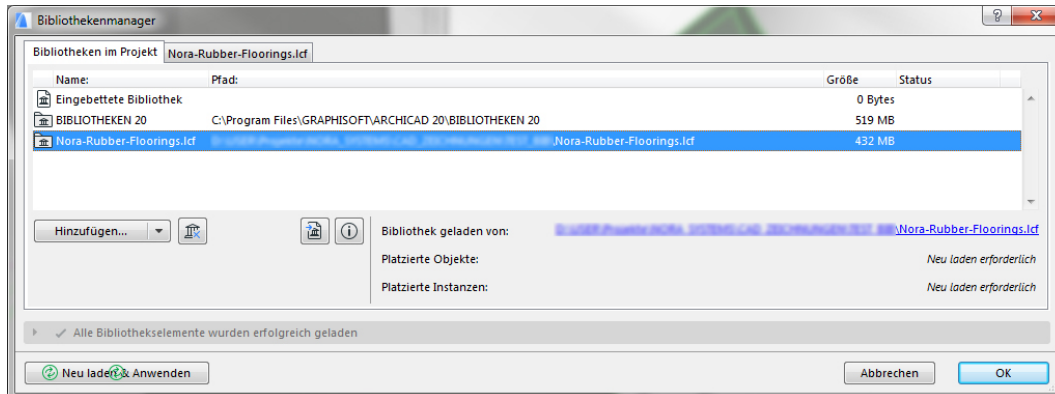
Files included

Unzip the zip folder. Save the ArchiCAD library file "Nora-Rubber-Floorings.lcf" locally on your computer, a server or on a BIM server.

After unzipping you can find further helpful files and documents whose use will be explained later: Handbook as PDF, attribute files for ArchiCAD 17-23 and list scheme for list evaluation. These are each adapted to the language versions DE/EN/FR/ES of this ArchiCAD object.

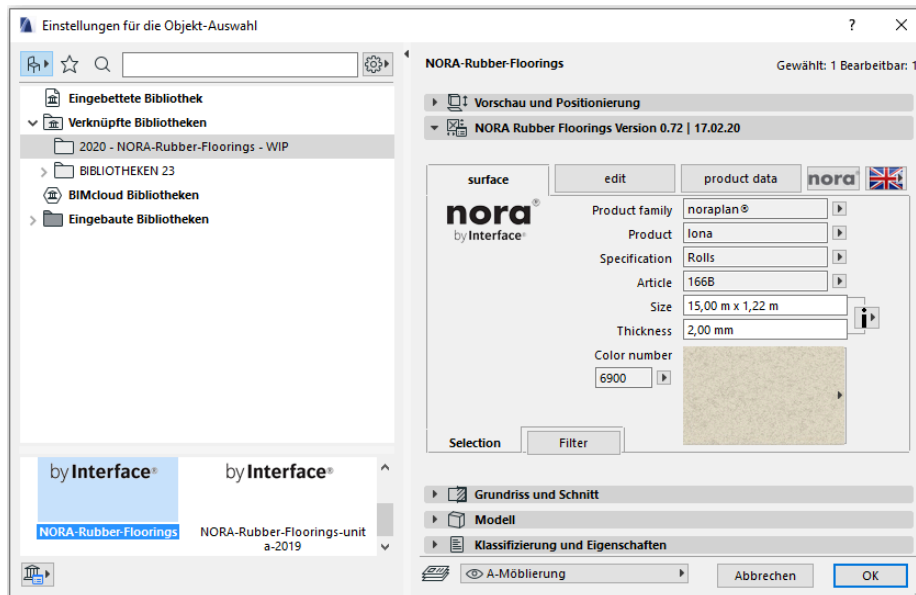
Adding the library

Add the "Nora-Rubber-Floorings.lcf" file to your current project. This LCF file contains a library element with all necessary BIM parameters and image textures in order to be able to plan the entire rubber floor range of nora systems from Weinheim in 2D and 3D in detail and to make later list evaluations.



The user interface

All parameters are entered via the user interface. In the LCF file, select the object "NORA-Rubber-Floorings" from the dialogue box of the library elements.



- IMPORTANT NOTE -

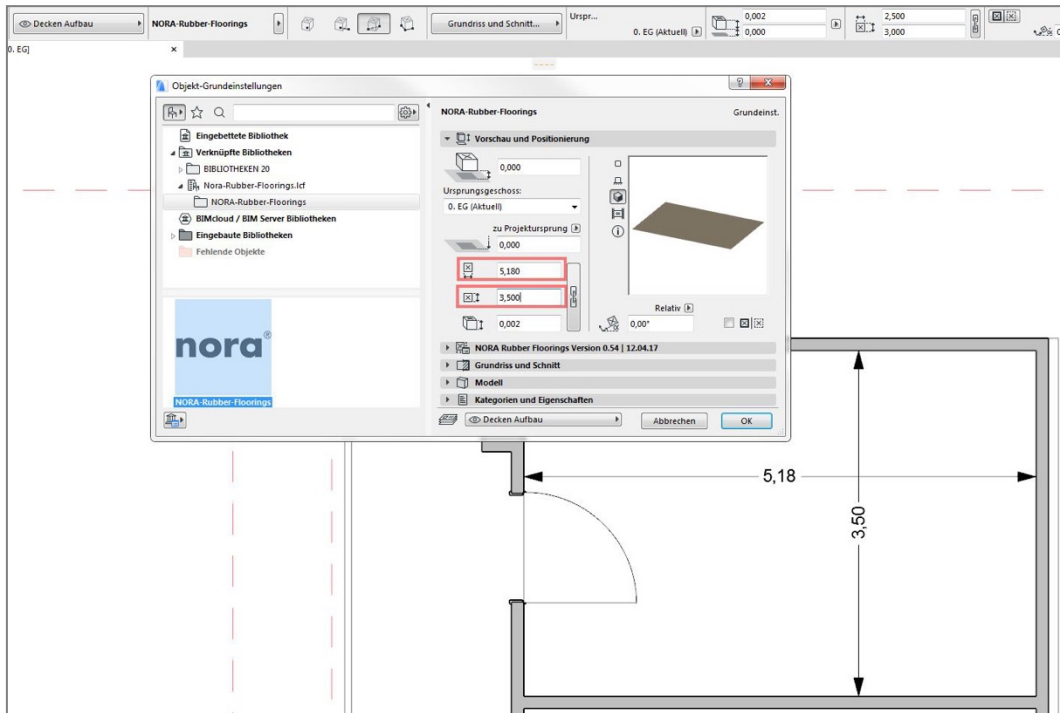
Always begin by selecting the language version of the object suitable for you.

The product family, product and decoration or colours are entered in logical order.

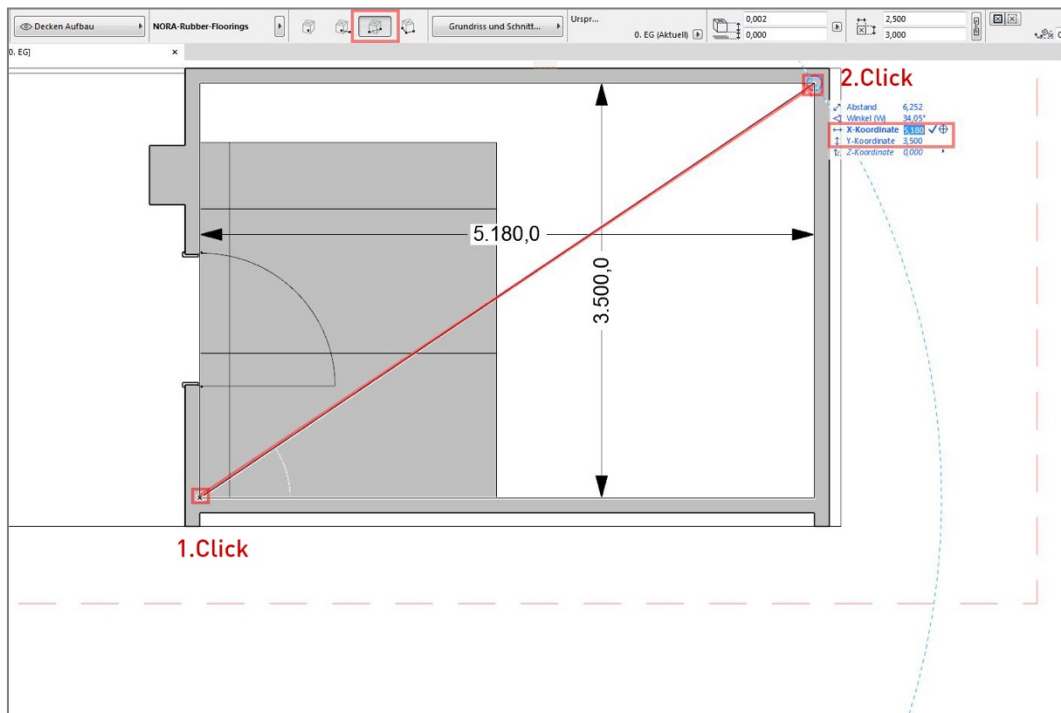
ArchiCAD surface materials, BIM parameters and thicknesses are automatically included in the object, and can be read out on the user interface pages; these can be incorporated later in the list evaluation.

Positioning and dimensions

In the basic setting, the object has a rectangular shape and the addition point is the lower left corner of the floor area. If you know the room dimensions, these can be entered in advance via dimensions A + B.



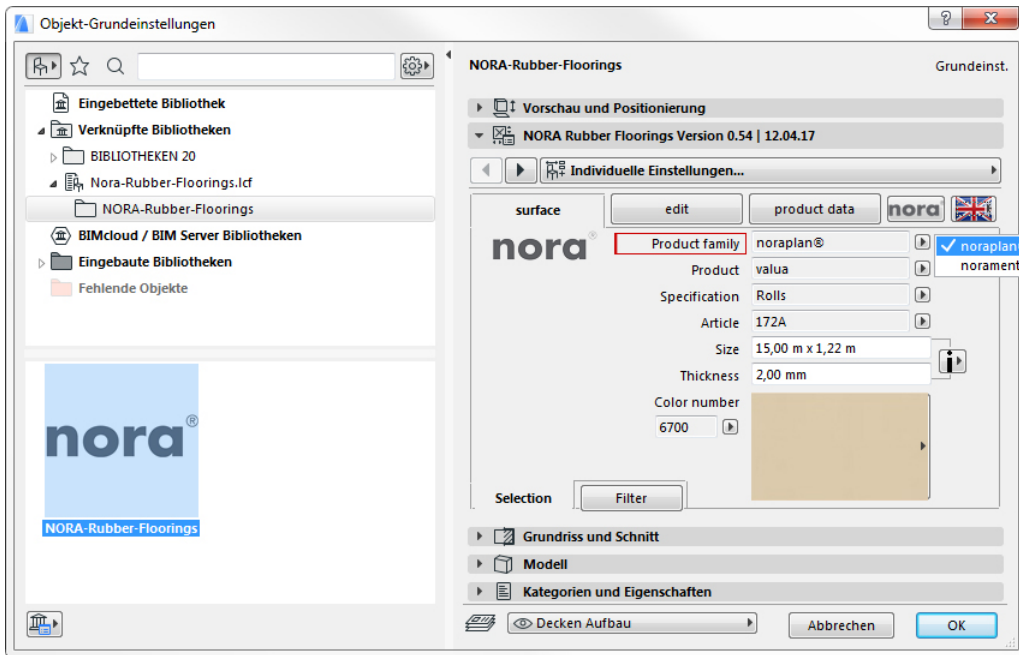
Alternatively, you can also start the object in a corner of the room with the geometry method "Diagonal" and scale it to the room dimensions via the diagonals.



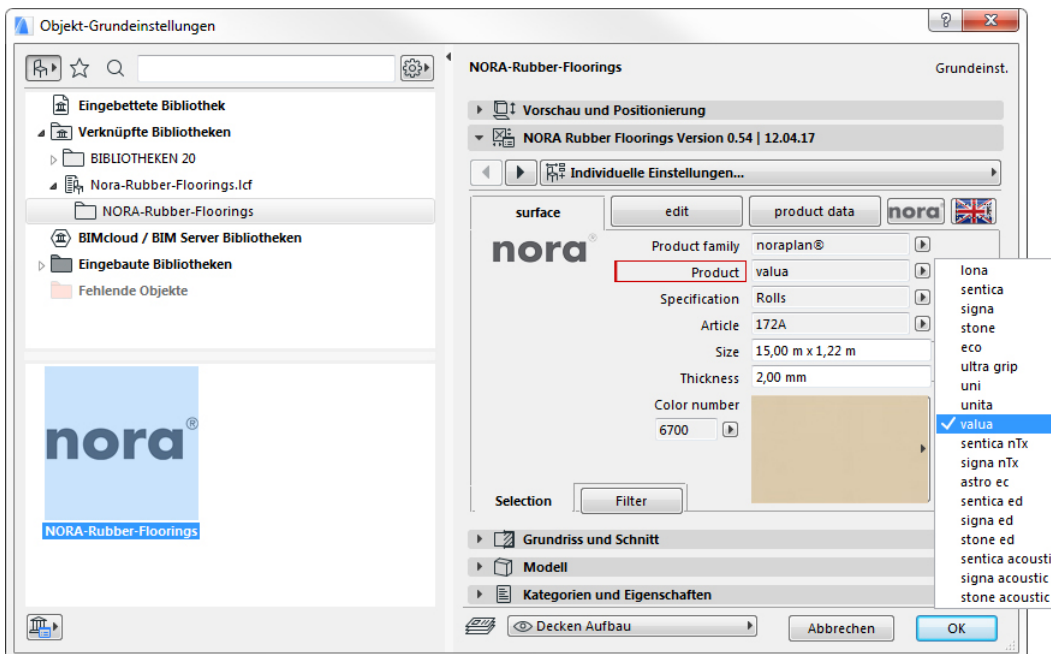
You can place the object in the floor plan in 2D or also in the 3D window with these strategies.

Page 1: Surface

You can find a specified selection of floor coverings from top to bottom here. This follows the product logic of the manufacturer's covering designation. First of all, select the product family.

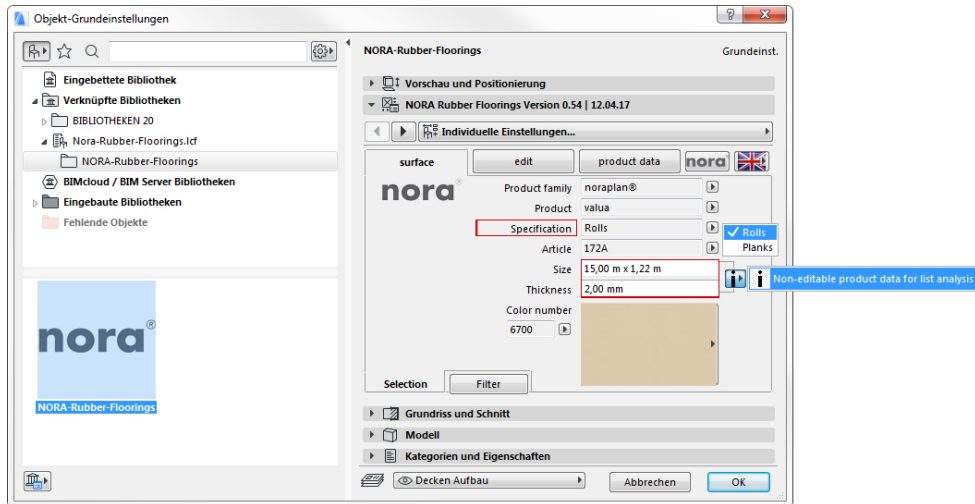


The relevant products of the product family are available for selection below this.



Specification

If the product is available in different formats, a selection can be made here, depending on whether this product is available as sheet or tile ware or as planks.

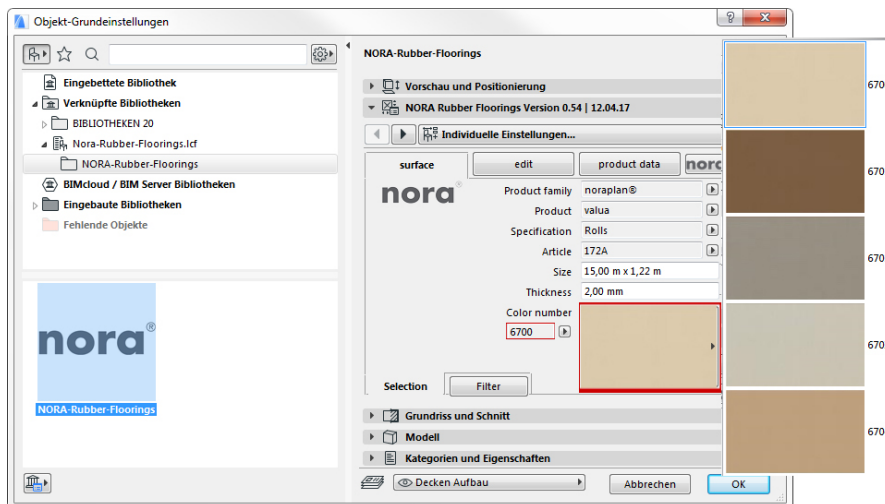


The article number displayed will change correspondingly. The two fields below show the data resulting from the selection made above. Here in the example are the sheet length and width as well as the real covering thickness.

These fields contain the product/BIM parameters and therefore cannot be edited!

Colour/Decorative selection

You can find a colour selection either A.) via the fly-out with the miniature previews or B.) if the colour number is available from the collection, via the colour number selection.



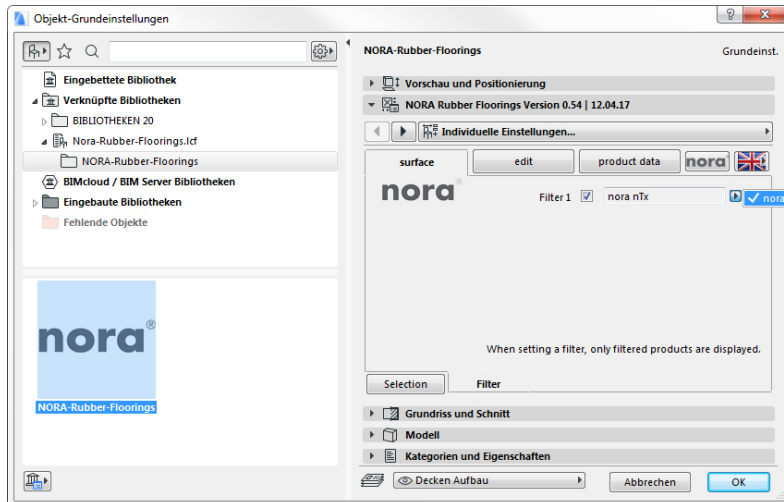
(These two fields also refer to one another.)

Filter

The "Surface" tab has a subordinate tab "Filter" allowing you to filter according to coverings with the furnishing nora® nTx with version status 02|2020.

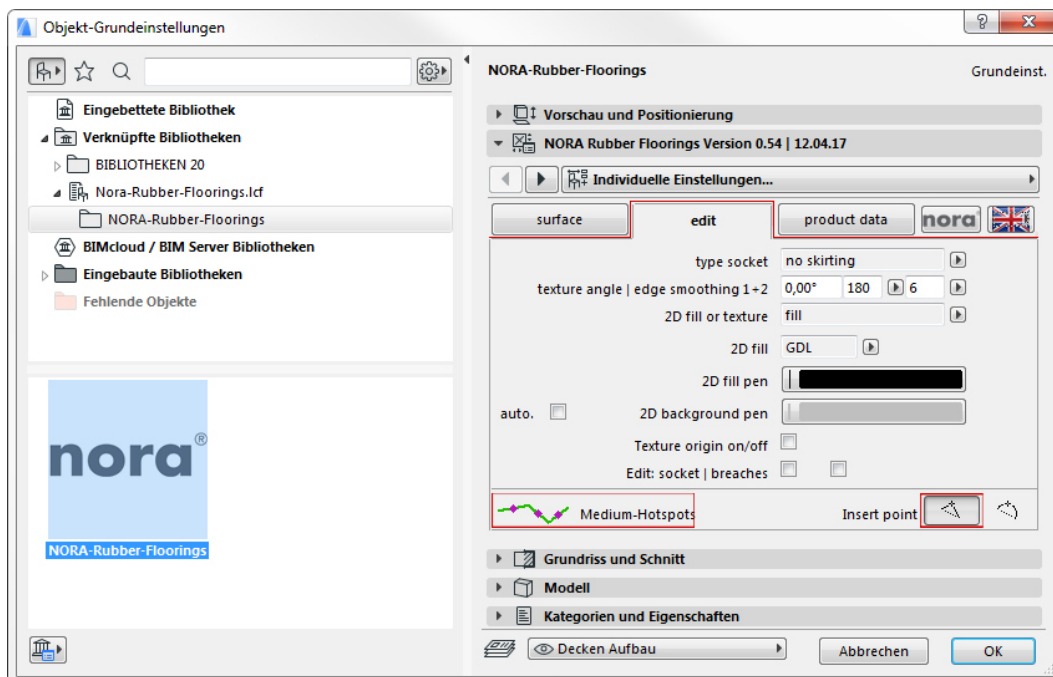
A limited product and colour palette of the rubber floor coverings is provided with a special self-adhesive back-furnishing (nora® nTx).

If the filter is set, only this limited product range will be available for the planning. Further filters will follow with future updates to the object.



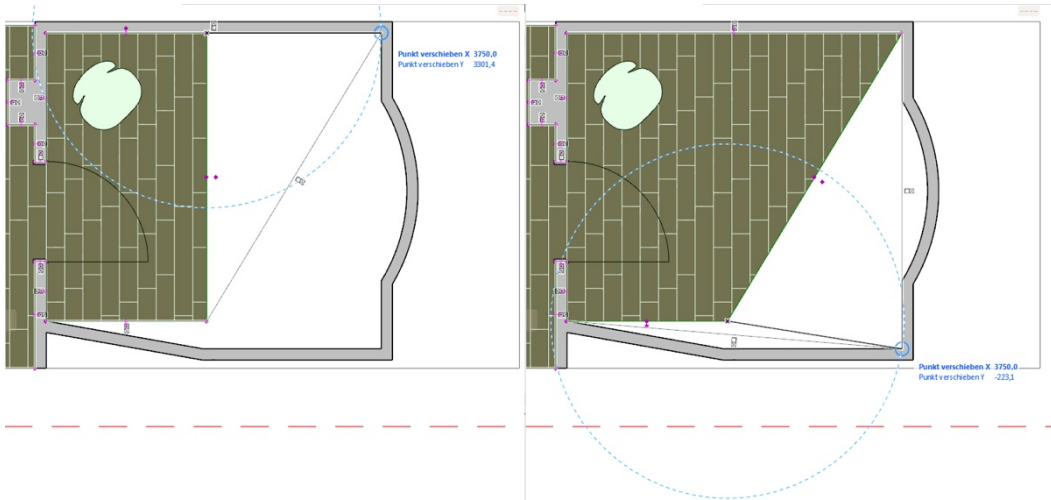
Page 2: Editing

Further settings for the floor are made here, or the view is set in 3D and 2D. The extended editing of the object such as adding polygon points, rounding an outer edge, aligning and rotating the covering are also controlled here.



Adjusting the object shape

The end points of the object are freely movable hotspots. They can be freely positioned in 2D as well as 3D in order to adapt the basic shape of the object to the room or the area to be covered.



Adding centre hotspots/point

A centre hotspot is located in the middle of each object edge.

Option "Add point". If you click on and move the hotspot, another polygon point will be created, which can be freely positioned.



Bending centre hotspots/edge

Option "Bend edge". If you click on and move the hotspot, from the straight edge there will be created a circular segment whose radius can be entered via numerical values, or that allows easy positioning of the polygon point.

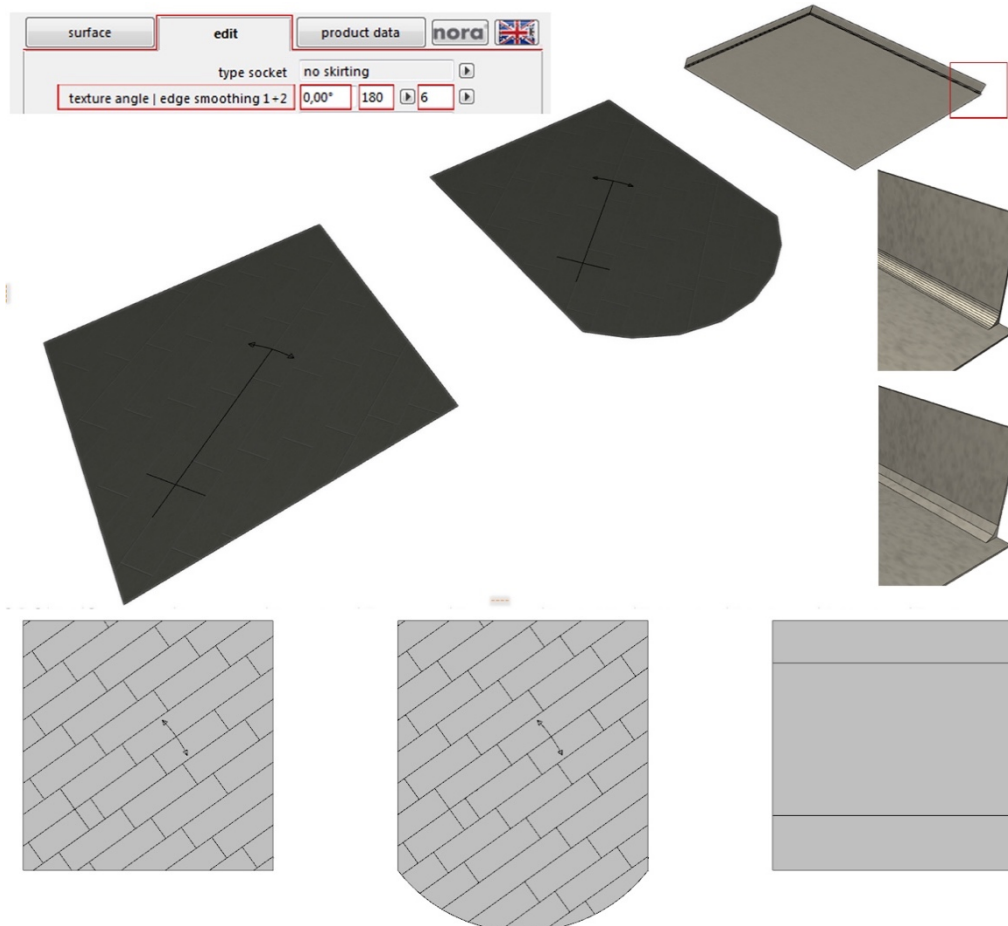
Texture angle | Edge smoothing



The texture angle controls the rotation/position of the texture via a numerical value.

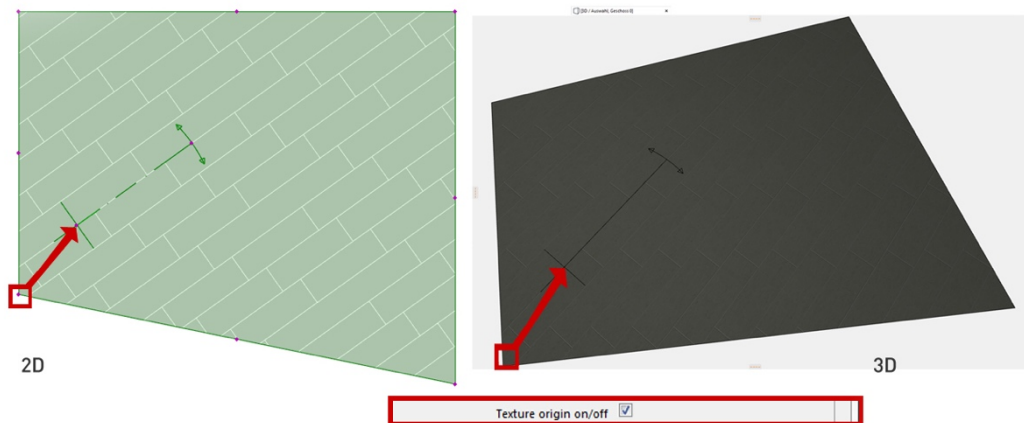
Edge smoothing 1 controls the smoothing/resolution of a curved covering edge in 3D

Edge smoothing 2 controls the smoothing/resolution of the base profiles in 3D



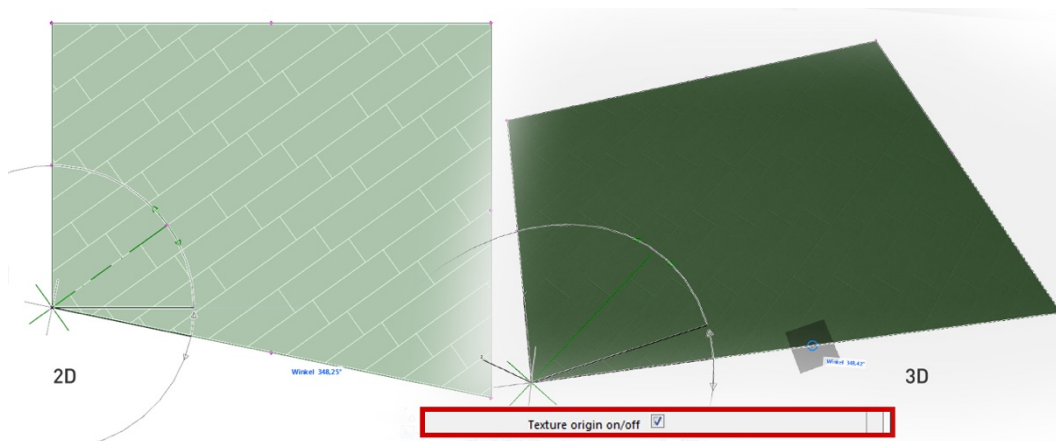
Editing/Texture origin

The texture origin marks in the X and Y direction the start of the image texture and associated hatching similar to the possible start of an installation. If the checkmark is set, this origin will be visible graphically in 2D and 3D. This can now be moved graphically via the hotspot visible at the origin or by entering numerical values.



Moving the texture origin in the X or Y direction

The texture can now be rotated graphically around the origin via the hotspot visible at the “lever” of the origin or by entering an angle.



Rotating the texture around the origin (texture angle)

Hatching

2D hatching | *GDL* are preset hatching patterns and hatching widths, which enable product-specific schematic views of the installation direction and covering sizes in 2D.

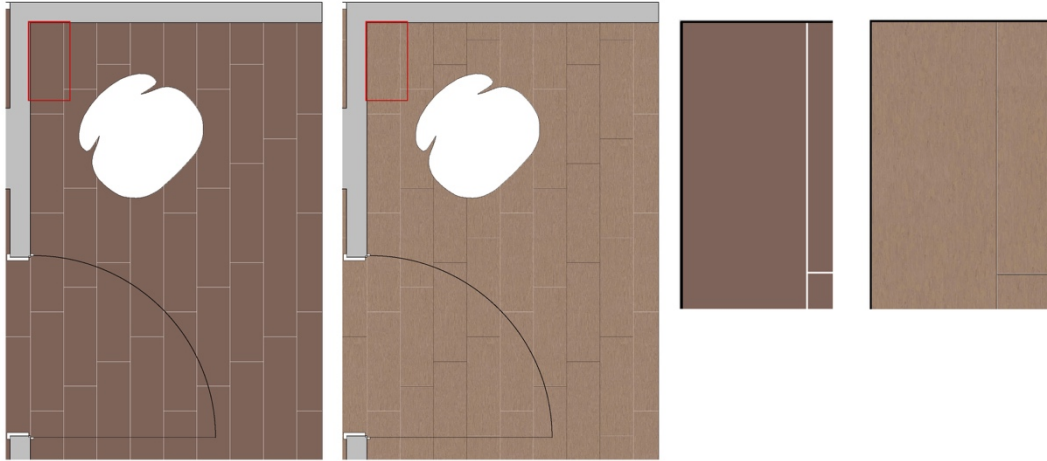
Tile dimensions, sheet widths and lengths or typical board installations are saved here.

The *Automatic* option creates a hatching background colour based on the average RGB value of the texture image.

Standard ArchiCAD hatchings can also be set individually.

Texture allows you to visualise image textures true to scale instead of a hatching here, for particular plan layouts in the 2D floor plan view.

The *Hatching* option allows you to make settings for the individual hatching and line visualisation as in ArchiCAD. *GDL* hatching is set as standard. Corresponding hatching patterns are visualised true to scale with this corresponding to the nora® product specifications for tiles, boards or sheets. These hatching patterns are linked to the image texture and its alignment in the object.



Vector hatching

Texture

Base types

The base type is used globally for the object to set whether it receives no circumferential base, a simple base or a hygiene base, a so-called "wall elevation".

These bases can still be set in and out individually at each individual edge in order to visualise a door opening correctly, for example.



Without base

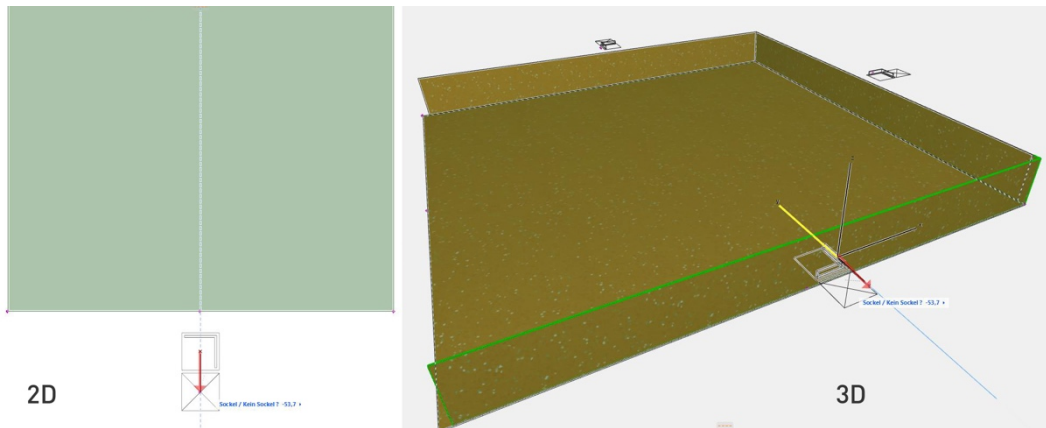
Standard base

Hygiene base

Editing bases

A hot spot for individually activating and deactivating the base at the relevant edge is located outside at each edge of the object.

Miniature symbols for the type of base and the deactivation symbol become visible if you click on the hotspots in 2D or 3D. To activate or deactivate the base at the relevant edge, simply drag the hotspot to the relevant symbol.

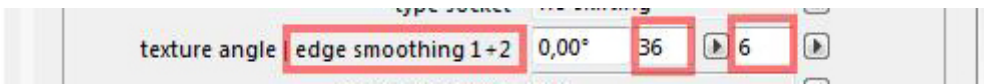


In this way, passages at doors or transitions to other components can be visualised with correctly activated or deactivated bases.

NOTE

If you have a large project, or many bases of the type “hygiene base”, and have set a high resolution for these, this may very noticeably prolong the computing time in the 3D window and increase the file size when publishing in BIMx format.

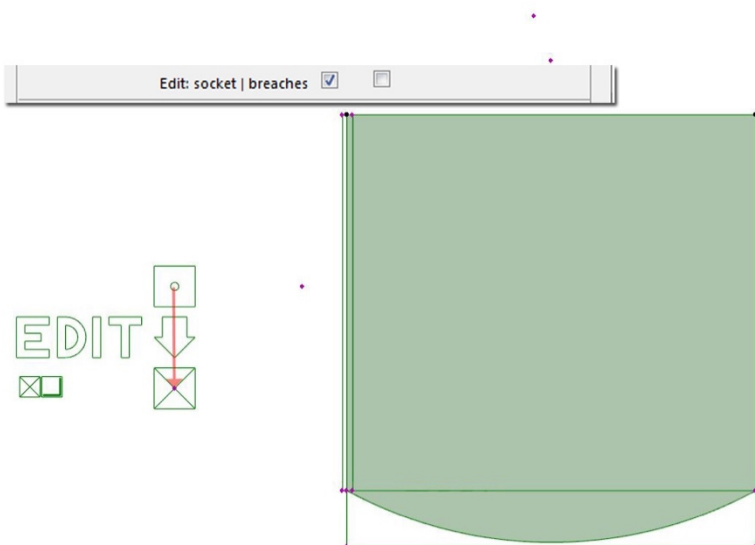
To avoid slower speeds in the 3D window, hide the shadow in Open-GL in the 3D window, if necessary.



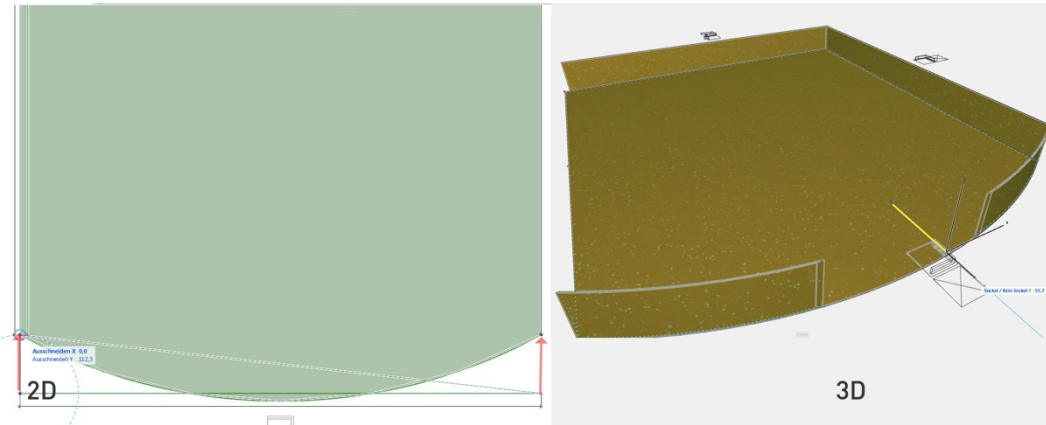
Recommendation for the edge-smoothing values

To correctly visualise the deactivated bases for curved area edges, or in particular transitions between straight edges, you must manually edit the area that is responsible for deactivating the bases.

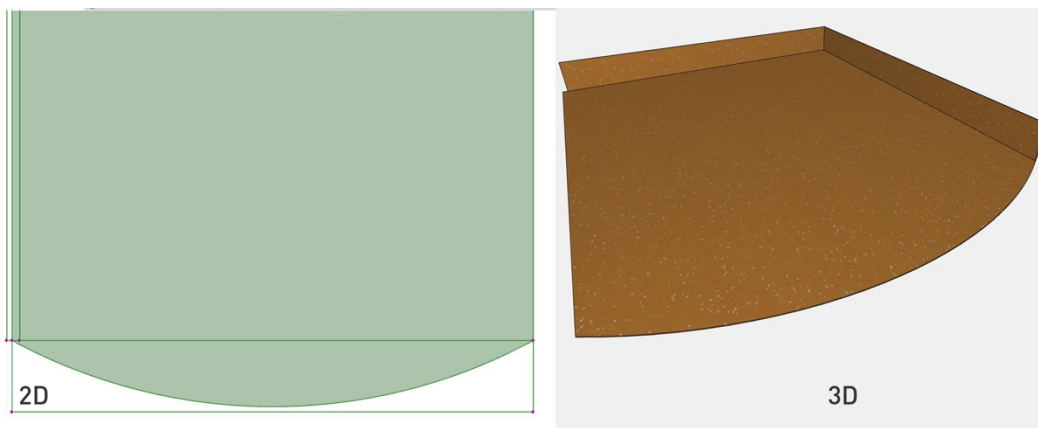
For this, set the checkmark at "Edit | Base" in the user interface of the object temporarily for the duration of the editing. You can also simply activate this editing option via a hotspot on the lower left side of the object by dragging it to the Edit button.



The cutting bodies that cut out the bases are now visible at each edge in the floor plan. At the four polygon points, these can be adapted in their shape to render the base correctly invisible in 3D.



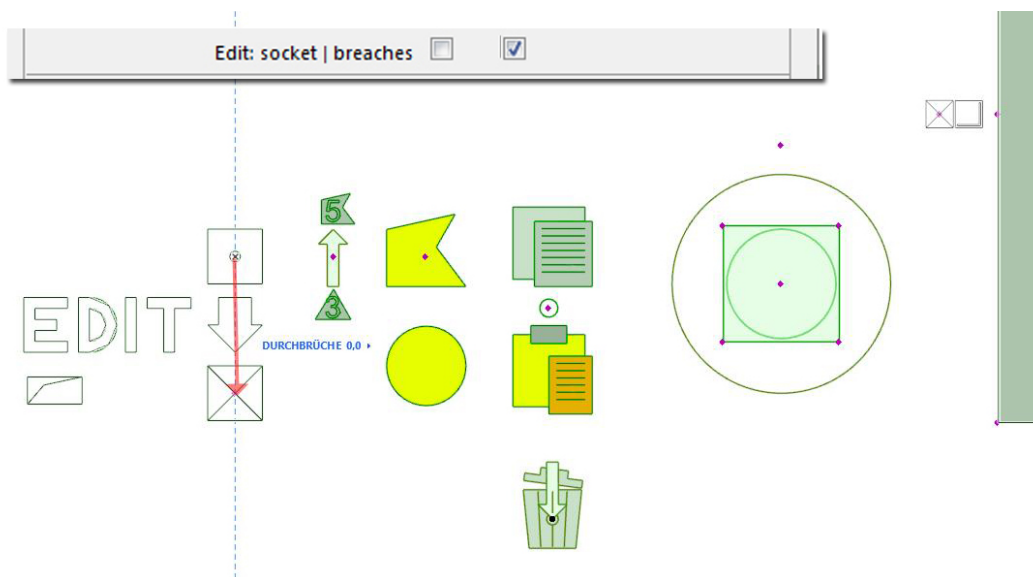
Result:



Editing/Breakthroughs

Recesses can be created in 3D in the object using the standard ArchiCAD strategy, the solid element commands. For a correct view in 2D and 3D, the *Breakthroughs* option is integrated in the object: polygonal breakthrough with 3-16 polygon points or circular breakthrough, diameter freely selectable.

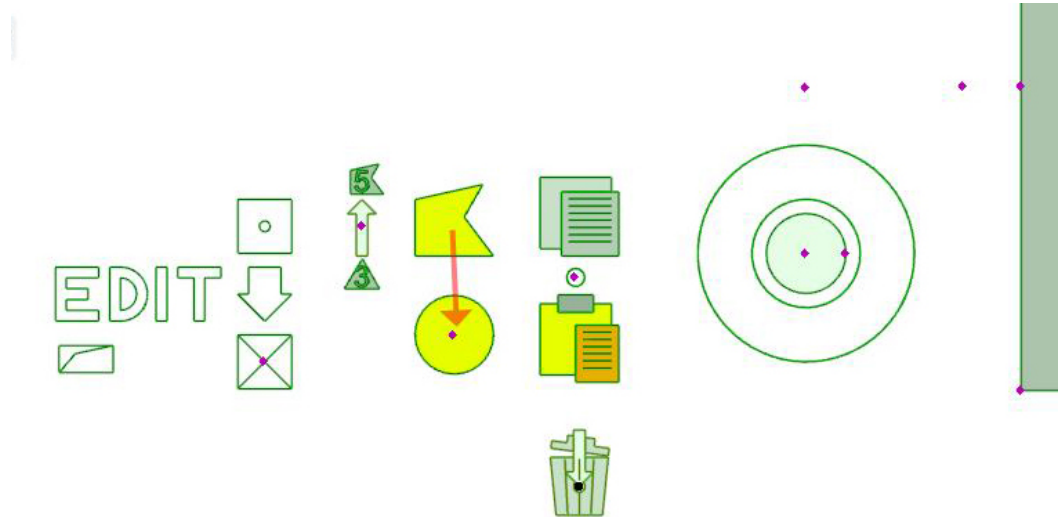
Step 1.



Activating the selection options by setting the checkmark in the user interface or the hotspot at the object in 2D.

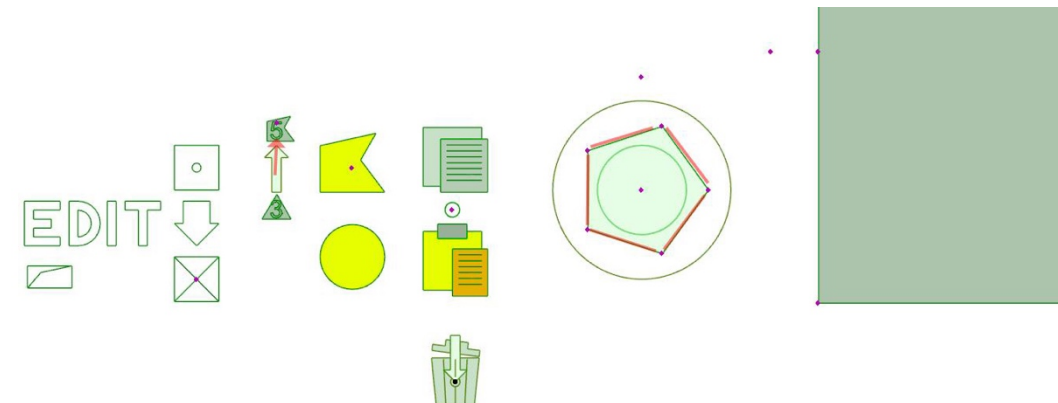
Step 2.

Selecting the basic shape (e.g. circle) via hotspot



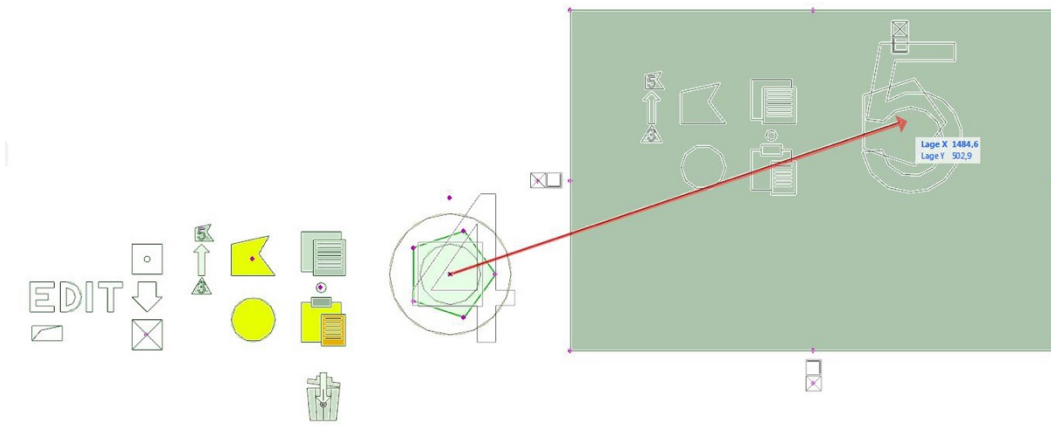
Step 3.

Selecting the number of polygonal points (basic shape polygonal) via hotspot between 3-16



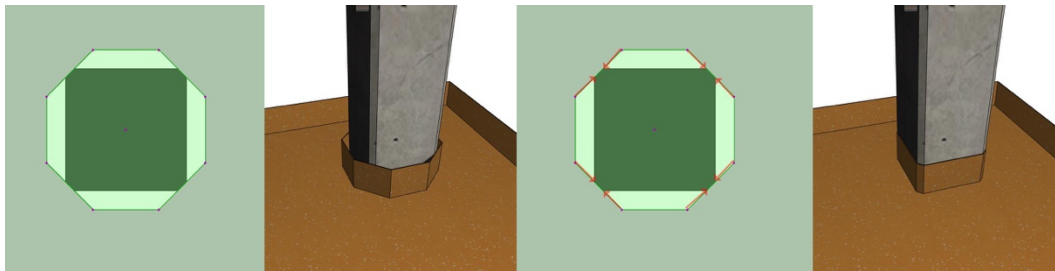
Step 4.

Positioning the breakthrough in the object via hotspot



Step 5.

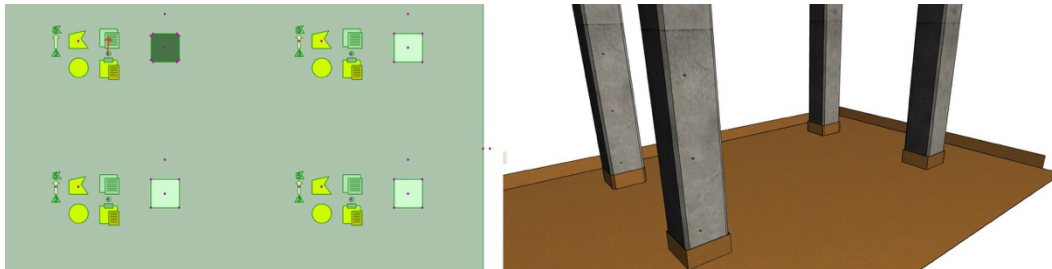
Adapting the outline form of the breakthrough to a component (e.g. eight polygon points to support). The points can be moved freely in the X or Y direction.



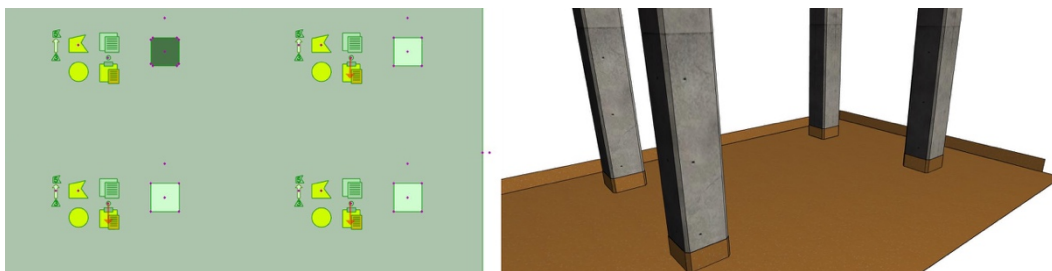
Transferring properties of a breakthrough (copy & paste)

Transferring the outline form of a breakthrough to the basic settings of the tool.

Each breakthrough displays the symbols for editing the shape, as well as the symbols *Copy & Paste*. If you move the hotspot to the *Copy* symbol, the breakthrough properties *Basic shape*, *number of polygons* and *Individual shape* will be saved in the object.

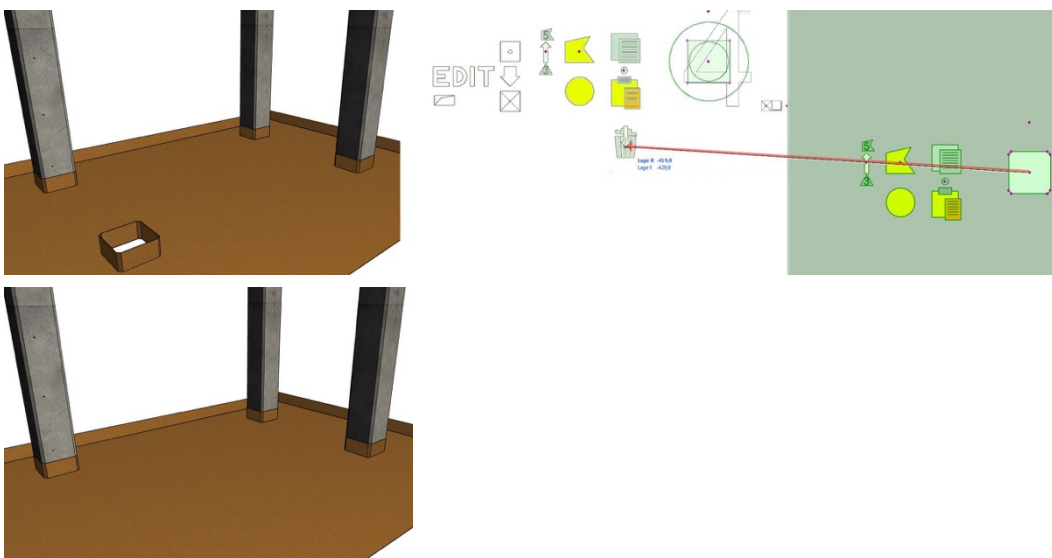


In the second step, these properties can be transferred to any placed breakthrough of the same object. For this, the hotspot is dragged to the *Paste* symbol at the breakthrough to be changed.



Deleting breakthroughs

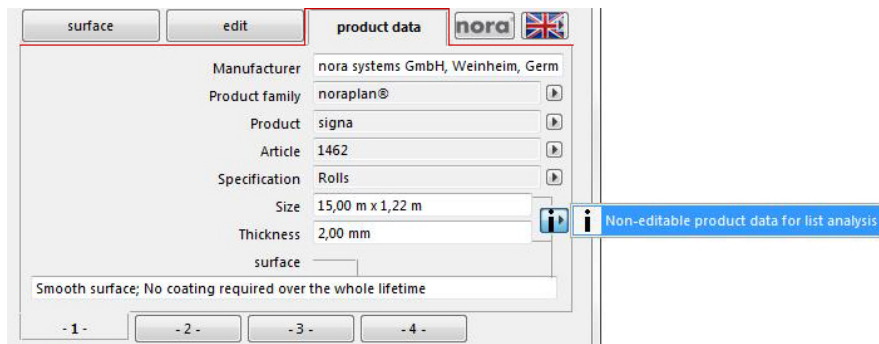
A superfluous breakthrough is simply deleted by dragging it to the trashcan symbol at the editing origin of the object.



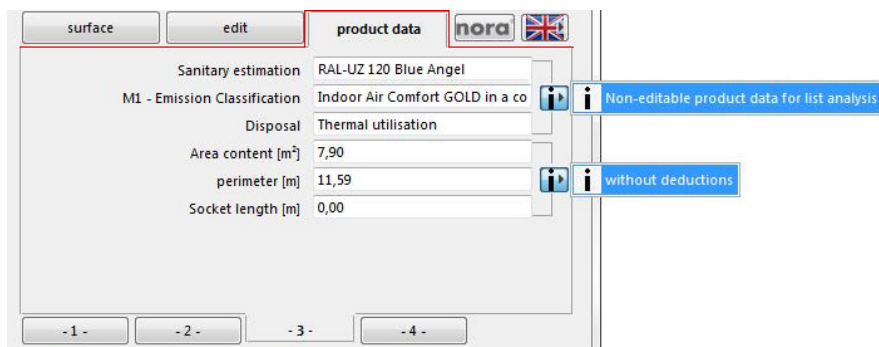
After successfully editing texture origin, bases and breakthroughs, please remove the checkmark from the EDIT fields again.

Page 3: Product data

The subordinate tabs -1- to -3- contain all relevant BIM and product data for the covering specified under the *Surface* tab. The data in the white fields cannot be edited and can be used for the list evaluation.

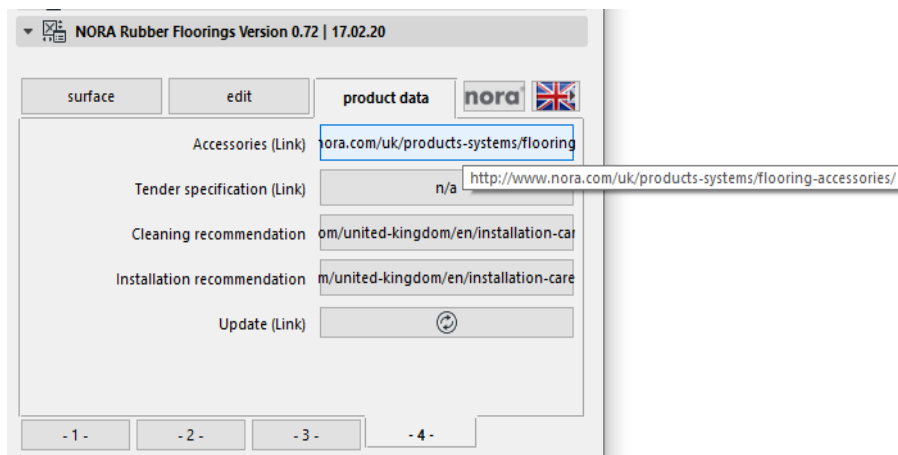


The values for area and base length are still without deductions by individual breakthroughs and edited bases at the present time.



In subordinate tab -4- you can find a link to the country-specific manufacturer website with further information about accessories, as well as an Update button.

You need an Internet connection for this! The object checks whether it is still up-to-date. If an updated version is available, you can download the current data from this website.

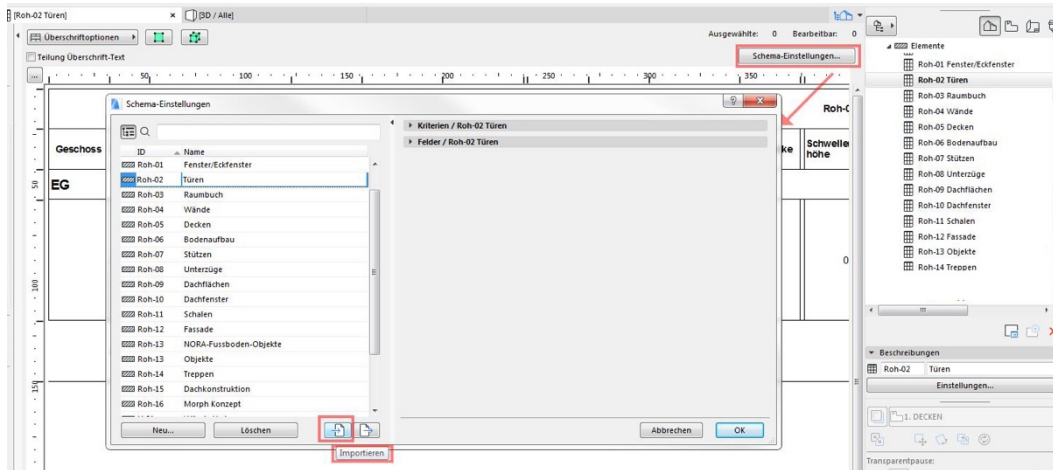


NOTE

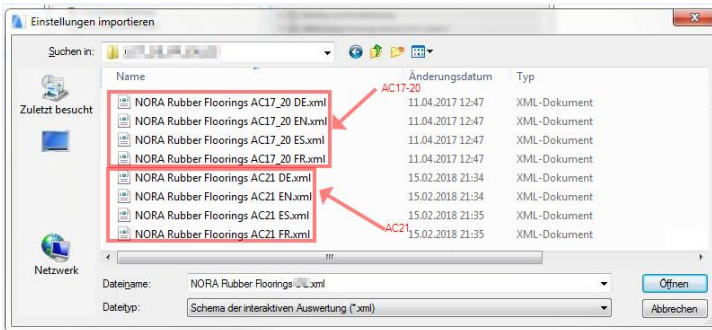
Please remember to save your ArchiCAD project and the previous LCF file separately before updating the *Nora-Rubber-Floorings.lcf*

List evaluations

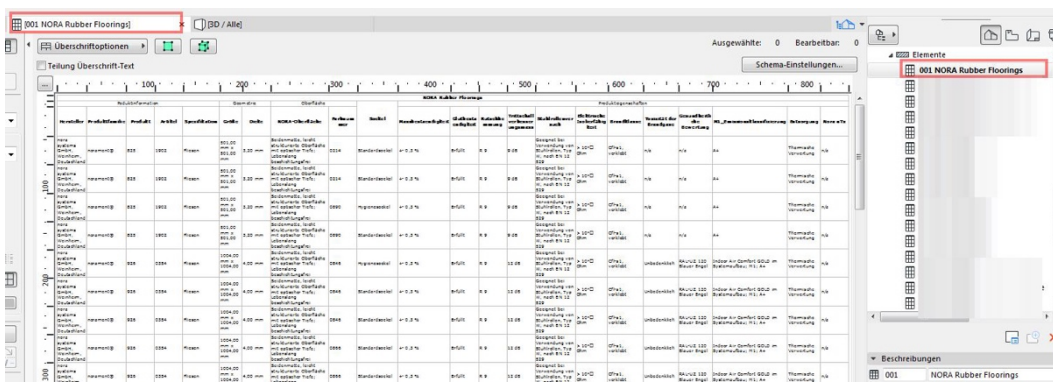
The zip folder contains schemes translated appropriately to the country / ArchiCAD version for the list evaluation of the placed *NORA-Rubber-Floorings-Objects* with visualisation of all BIM parameters. In ArchiCAD, use the schematic settings of the interactive settings.



Import the "*NORA Rubber Floorings DE/EN/FR/ES.xml*" matching your language / ArchiCAD version into your project.



This can now be used to help not only the list evaluation of all BIM parameters from the object but also as an export set for publishing a BIMx hyper-model.



You can find more detailed information regarding the handling of lists and BIMx Publisher in the ArchiCAD Help or the ArchiCAD Handbook.

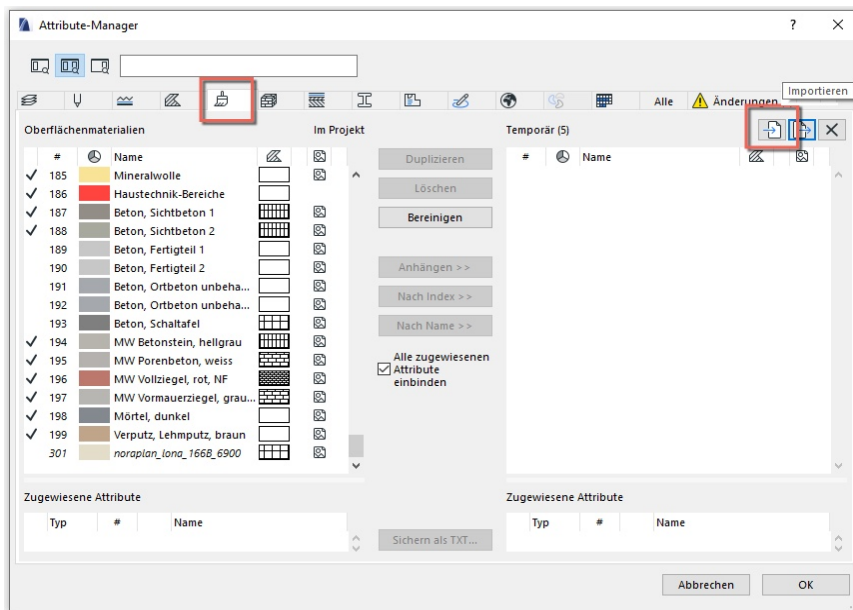
Assigning nora surface textures to ArchiCAD components

To keep your ArchiCAD project as neat and streamlined as when you created it, these numerous ArchiCAD surfaces are created only in the BIM object of the *Nora-Rubber-Floorings.lcf* .

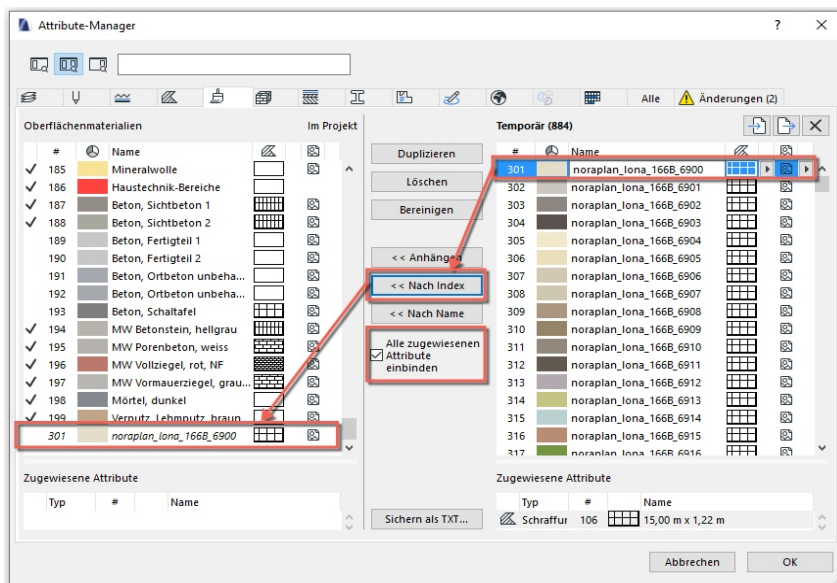
The LCF file contains all necessary texture files for approx. 800 different product specifications. If the surface texture of a definite covering of nora systems is now to be assigned to a component (for instance a text intarsia), use the Attribute Manager.

In line with the ArchiCAD release (AC17 - AC23), the zip folder contains attribute files for importing in ArchiCAD. Unzip this.

Start the Attribute Manager in ArchiCAD in the tab for the surfaces.

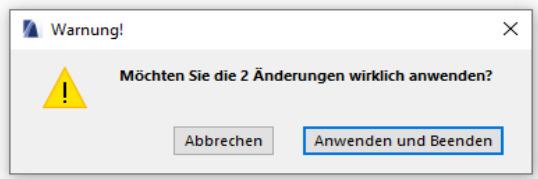


Always navigate to the file appropriate to your ArchiCAD version via "Open" in the Attribute Manager. Here in the example for ArchiCAD 23 the *nora_systems_2020_DE_EN_FR_ES_AC23.aat*"

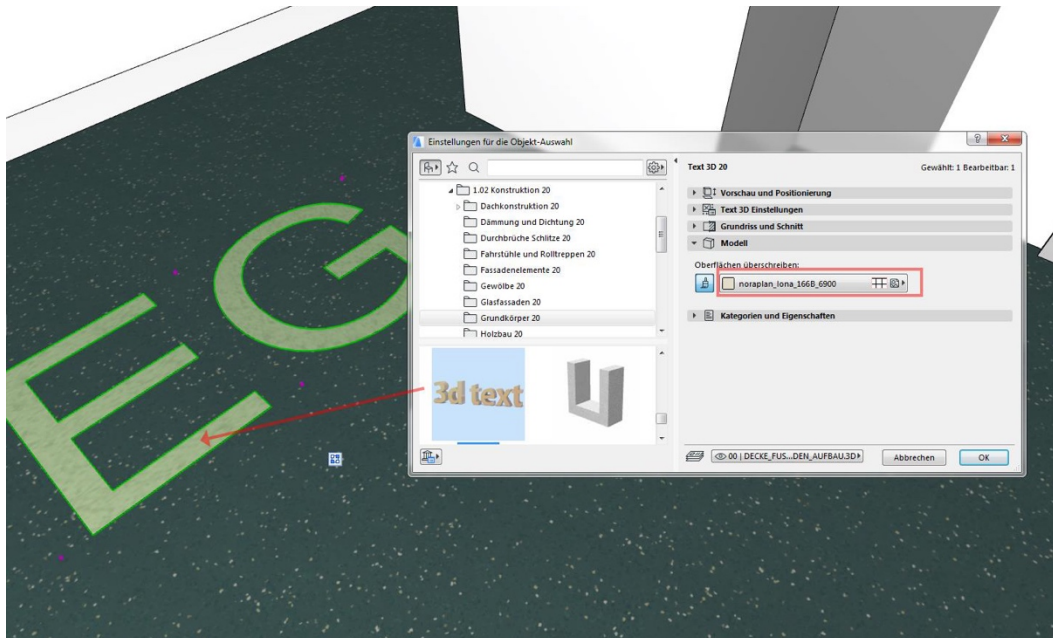


Scroll to the desired product (The name of the ArchiCAD surface material is composed in the same way as the product logic of nora®). Select this on the right and import the parameters, including the hatching, if you require this. The index number starts at an interval to the ArchiCAD index numbers.

Confirm the following dialogue window. The surface material is also available for other components in ArchiCAD.



Now select the component or object that is to receive the nora® surface and assign this.



If necessary, repeat the procedure until you have imported all surfaces that you wish to assign to other components. The materials can be renamed subsequently and without difficulty in the surface catalogue to suit your needs.

Note

This manual was been authored to the best of our knowledge and the object described in it has undergone extensive testing. Please remember to save your ArchiCAD project and the previous LCF file separately before updating the *Nora-Rubber-Floorings.lcf*. Use of the *Nora-Rubber-Floorings.lcf* for planning purposes is no substitute for coordination in respect to feasibility, availability, and material, pattern and colour availability with the manufacturer or specialist planners or fitters.

The company nora systems from Weinheim shall not accept any claims for data loss or planning errors through use of the CAD program ArchiCAD and/or the LCF file.

Based on the Open-GL settings in ArchiCAD 17-23, the object in the 3D window does not cast any shadow in Open-GL mode at present, nor does it receive any shadow cast by other elements. Rendering in the internal engine and the rendering engines of all versions with shadows for renderings are not affected by this.

The names ArchiCAD, nora® or nora systems serve only for explanation in the text; the author and utilisation rights of the trademark owners remain unaffected by this.