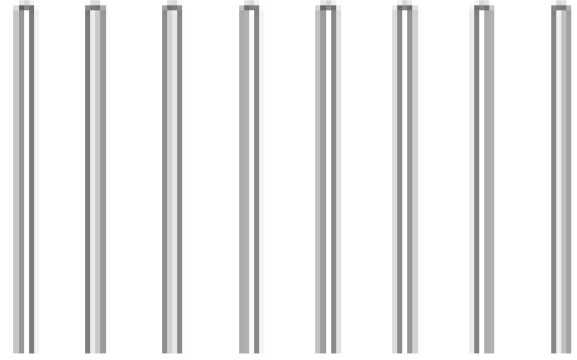
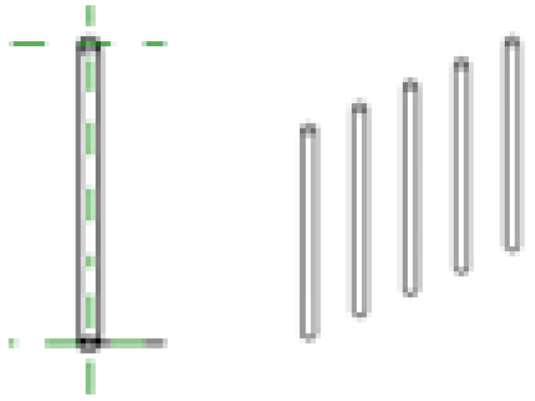


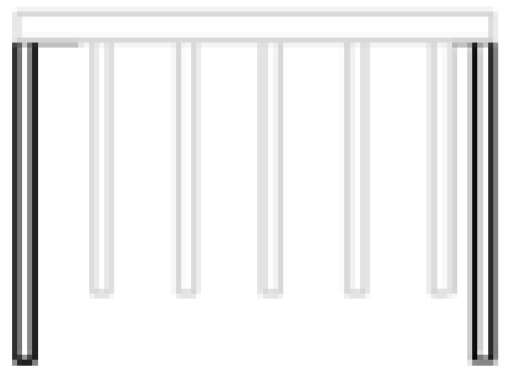
BALUSTERS VS POSTS



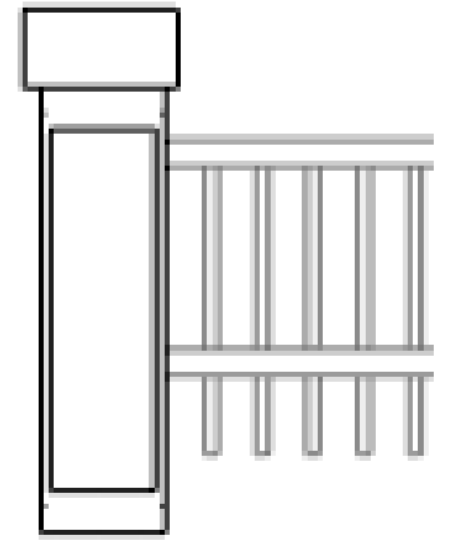
BALUSTERS



**BALUSTER
FAMILY**



POSTS



**POST
FAMILY**



UNDERSTANDING BALUSTERS MENU

Edit Baluster Placement ✕

Family: Railing Type: RP_3_EX17

Main pattern

	Name	Baluster Family	Base	Base offset	Top	Top offset	Dist. from previous	Offset
1	Pattern start	N/A	N/A	N/A	N/A	N/A	N/A	N/A
2	BAL 1	RP_RAI_Baluster-Square : 25mm	Host	150.0	Top Rail Element	0.0	100.0	0.0
3	Pattern end	N/A	N/A	N/A	N/A	N/A	0.0	N/A

Break Pattern at: Angles Greater Than Angle: 25.00° Pattern Length: 100.0

Justify: Spread Pattern To Fit Excess Length Fill: None Spacing: 100.0

Use Baluster Per Tread On Stairs Balusters Per Tread: 2 Baluster Family: RP_RAI_Baluster-Squar

Posts

	Name	Baluster Family	Base	Base offset	Top	Top offset	Space
1	Start Post	Baluster-Post-Classical : Baluster-Post-Classical	Host	0.0	Top Rail Element	100.0	-110.0
2	Corner Post	RP-Classical-Baluster4 : RP-Classical-Baluster4	Host	0.0	Top Rail Element	100.0	0.0
3	End Post	RP-Classical-Baluster4 : RP-Classical-Baluster4	Host	0.0	Top Rail Element	100.0	20.0

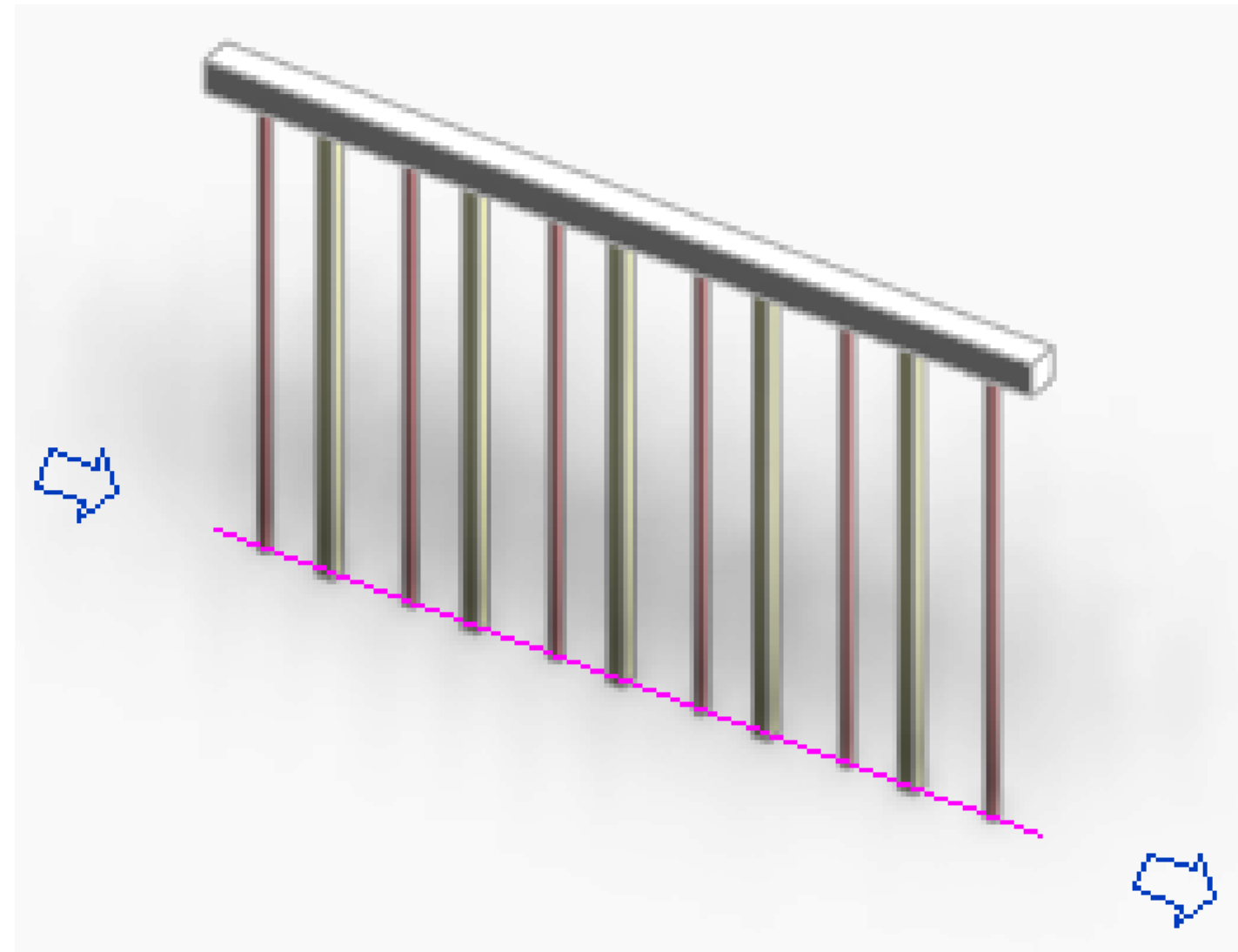
Corner Posts At: Each Segment End Angle: 0.00°

<< Preview OK Cancel Apply Help



REVIT PURE LIVE #001
NICOLAS CATELLIER

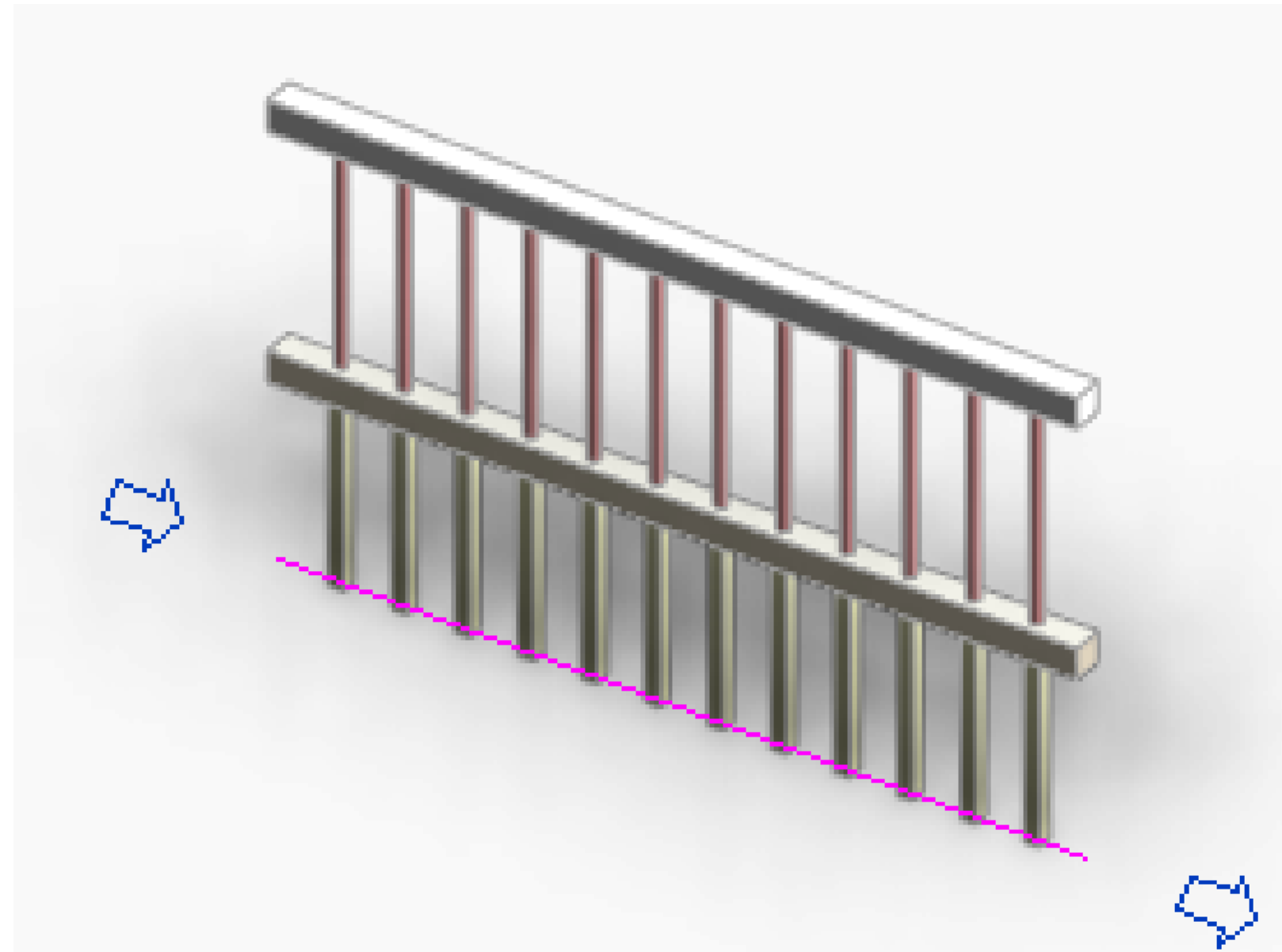
UNDERSTANDING BALUSTERS MENU



	Name	Baluster Family	Base	Base offset	Top	Top offset	Dist. from previous
1	Pattern	N/A	N/A	N/A	N/A	N/A	N/A
2	BAL 1	RP_RAI_	Host	0.0	Top	0.0	100.0
3	BAL 2	RP_RAI_	Host	0.0	Top	0.0	125.0
4	Pattern	N/A	N/A	N/A	N/A	N/A	0.0



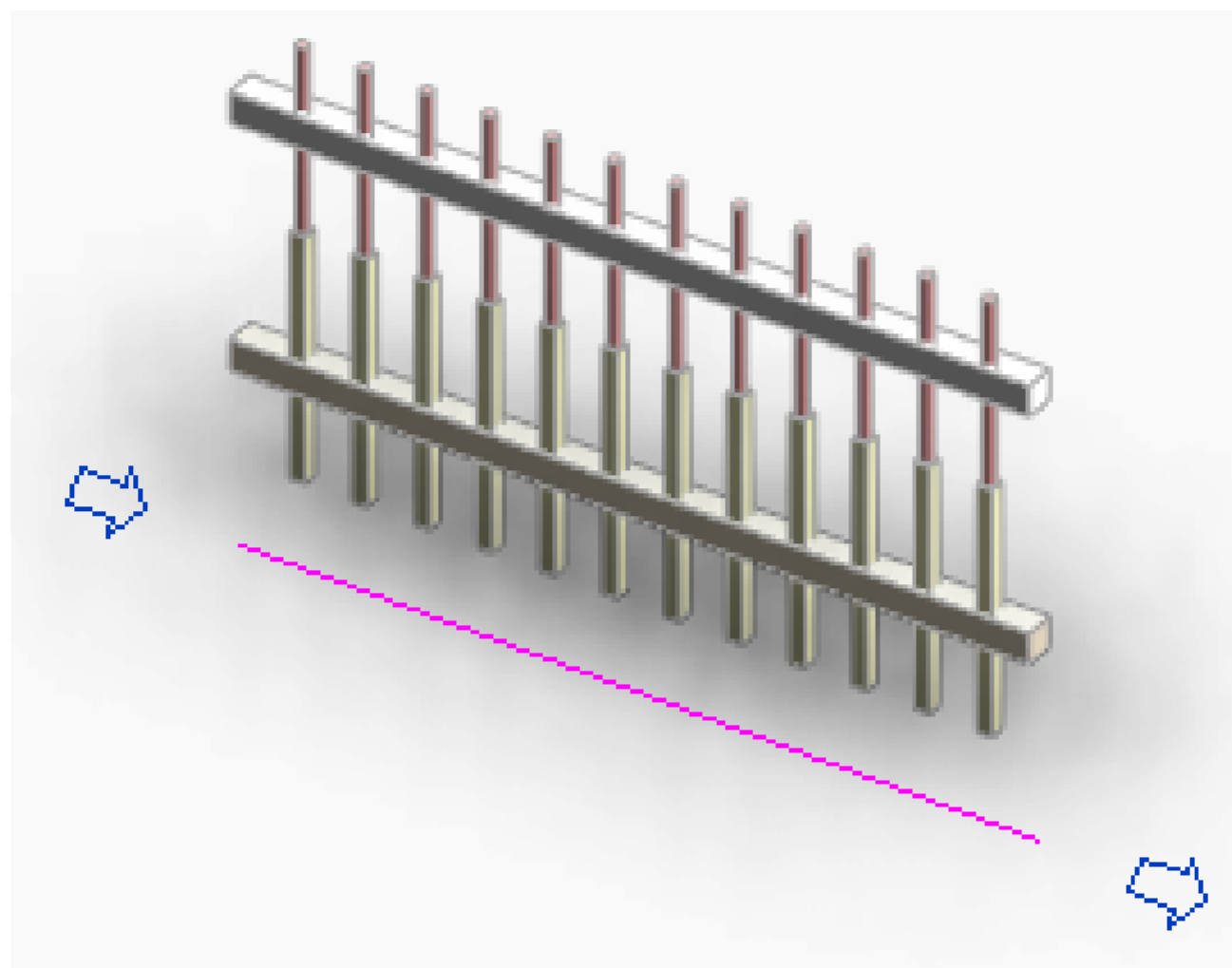
VERTICALLY ALIGNED BALUSTERS



	Name	Baluster Family	Base	Base offset	Top	Top offset	Dist. from previous
1	Patter	N/A	N/A	N/A	N/A	N/A	N/A
2	BAL 1	RP_RAI_	Host	0.0	INTRAIL	0.0	100.0
3	BAL 2	RP_RAI_	INTR	0.0	Top Rail	0.0	0.0
4	Patter	N/A	N/A	N/A	N/A	N/A	0.0



BASE AND TOP OFFSETS



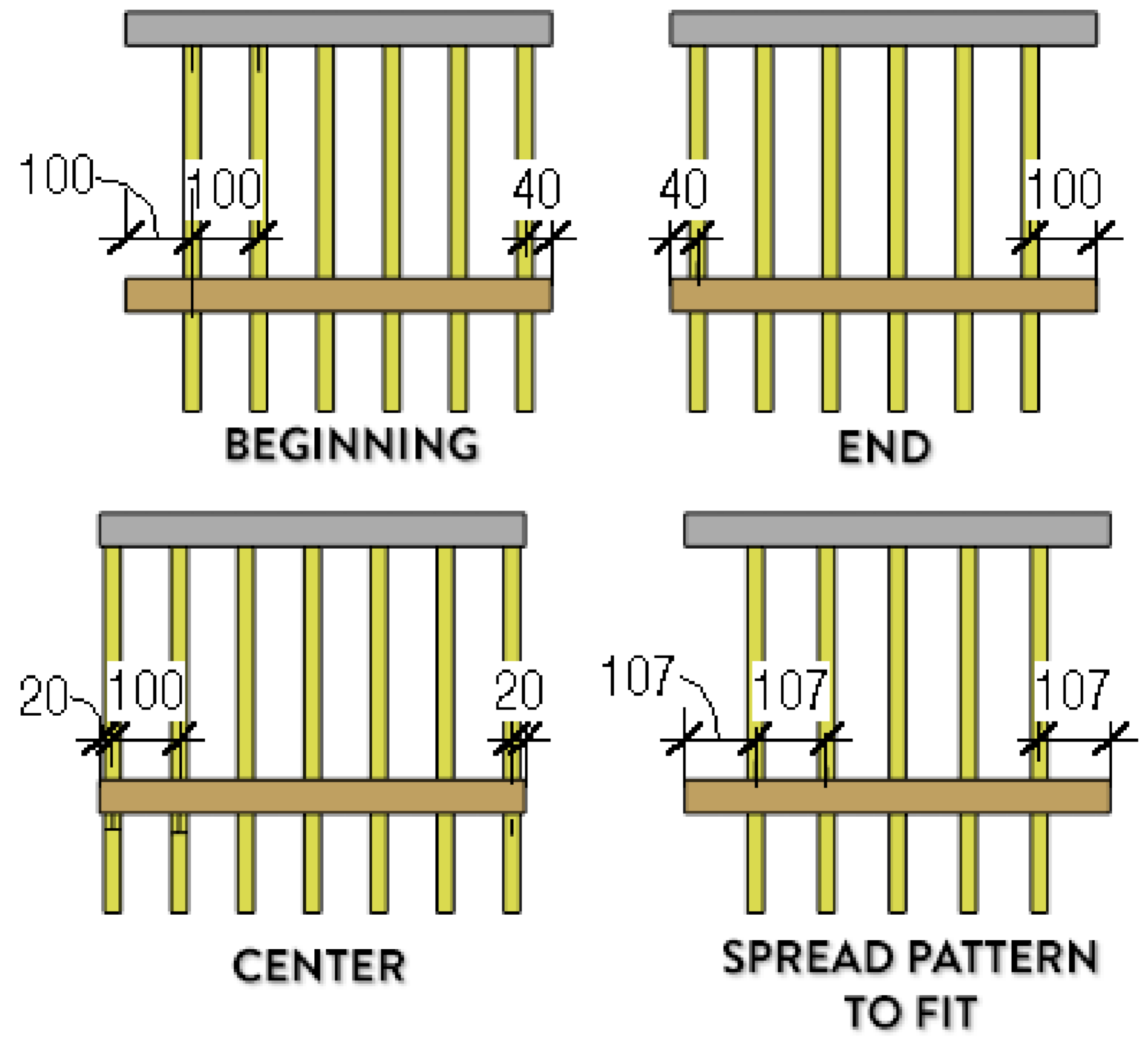
	Name	Baluster Family	Base	Base offset	Top	Top offset	Dist. from previous
1	Patter	N/A	N/A	N/A	N/A	N/A	N/A
2	BAL 1	RP_RAI_	Host	150.0	INTR	200.0	100.0
3	BAL 2	RP_RAI_	INTR	200.0	Top R	100.0	0.0
4	Patter	N/A	N/A	N/A	N/A	N/A	0.0



REVIT PURE LIVE #001
NICOLAS CATELLIER

JUSTIFICATION

Justify: Beginning



USE BALUSTERS PER TREAD

Main pattern

	Name	Baluster Family	Base	Base offset	Top	Top offset	Dist. f previ
1	Pattern star	N/A	N/A	N/A	N/A	N/A	N/A
2	Regular bal	RP_RAI_Baluster-Roun	Host	0.0	Top Rail Ele	0.0	100.0
3	Pattern en	N/A	N/A	N/A	N/A	N/A	0.0

Break Pattern at: Angle:

Justify: Excess Length Fill :

Use Baluster Per Tread On Stairs Balusters Per Tread: Baluster

WHEN THIS IS CHECKED, "MAIN PATTERN" IS IGNORED



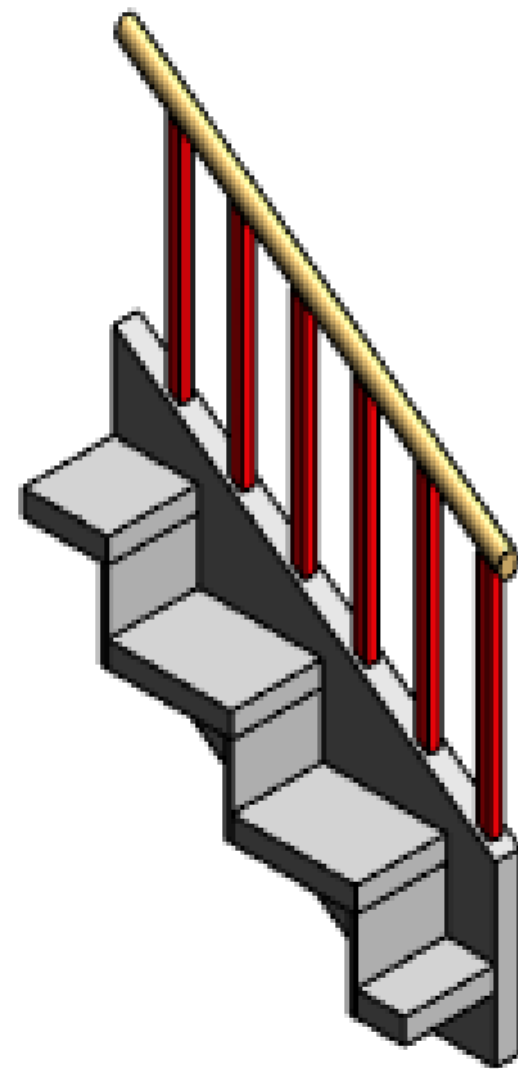
REVIT PURE LIVE #001
NICOLAS CATELLIER

USE BALUSTERS PER TREAD

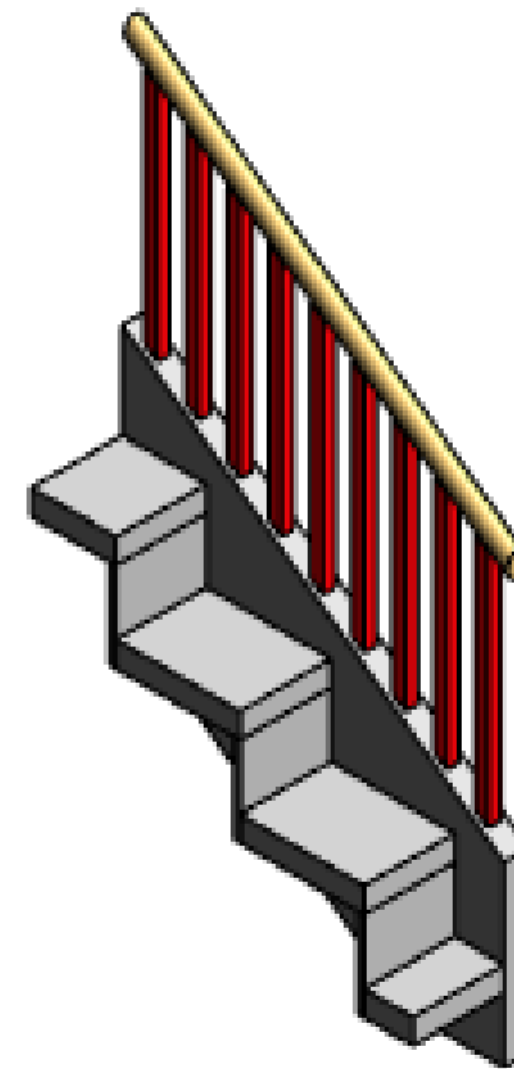
Use Baluster Per Tread On Stairs

Balusters Per Tread:

Baluster Family: ▾



Balusters Per Tread:

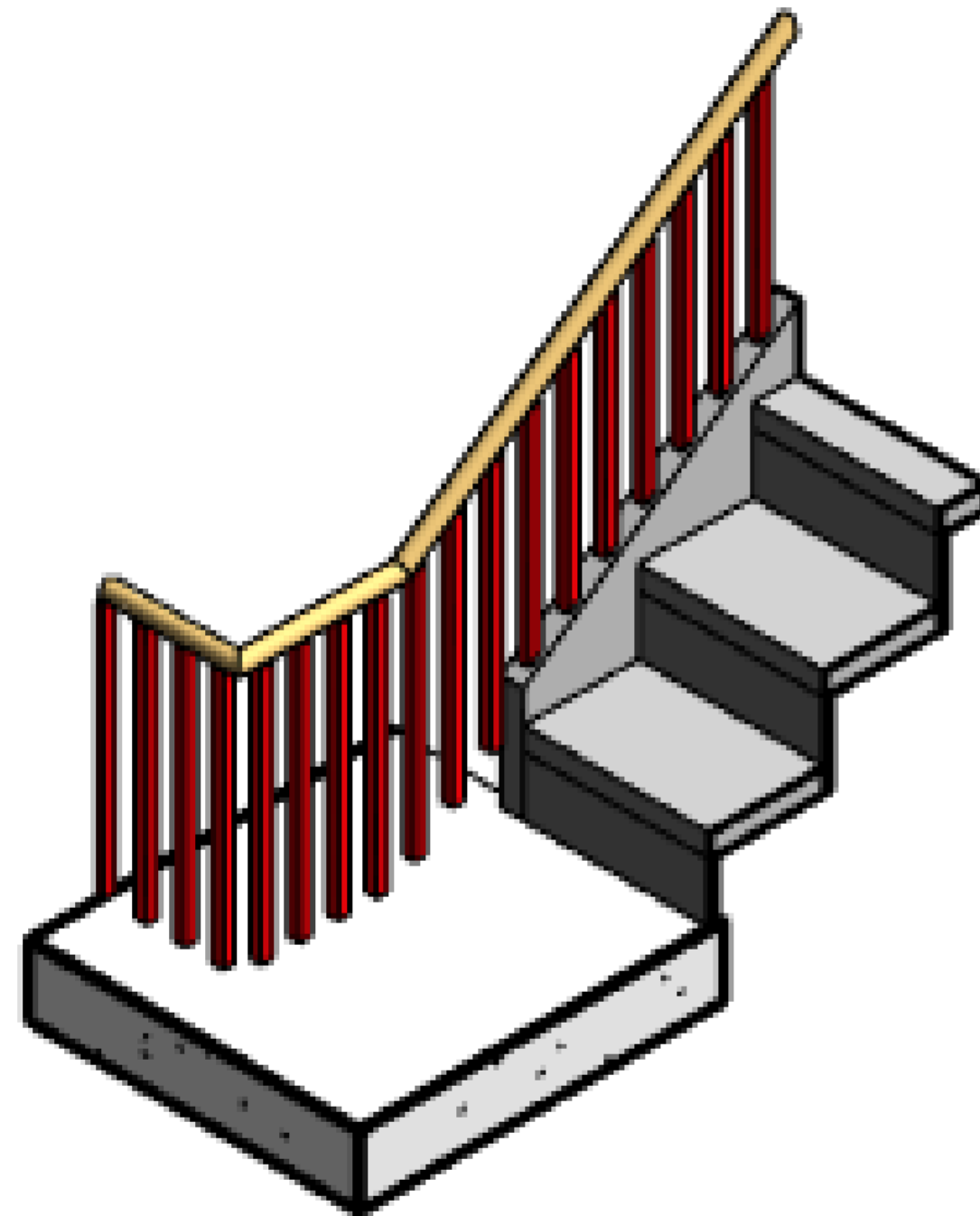


Balusters Per Tread:

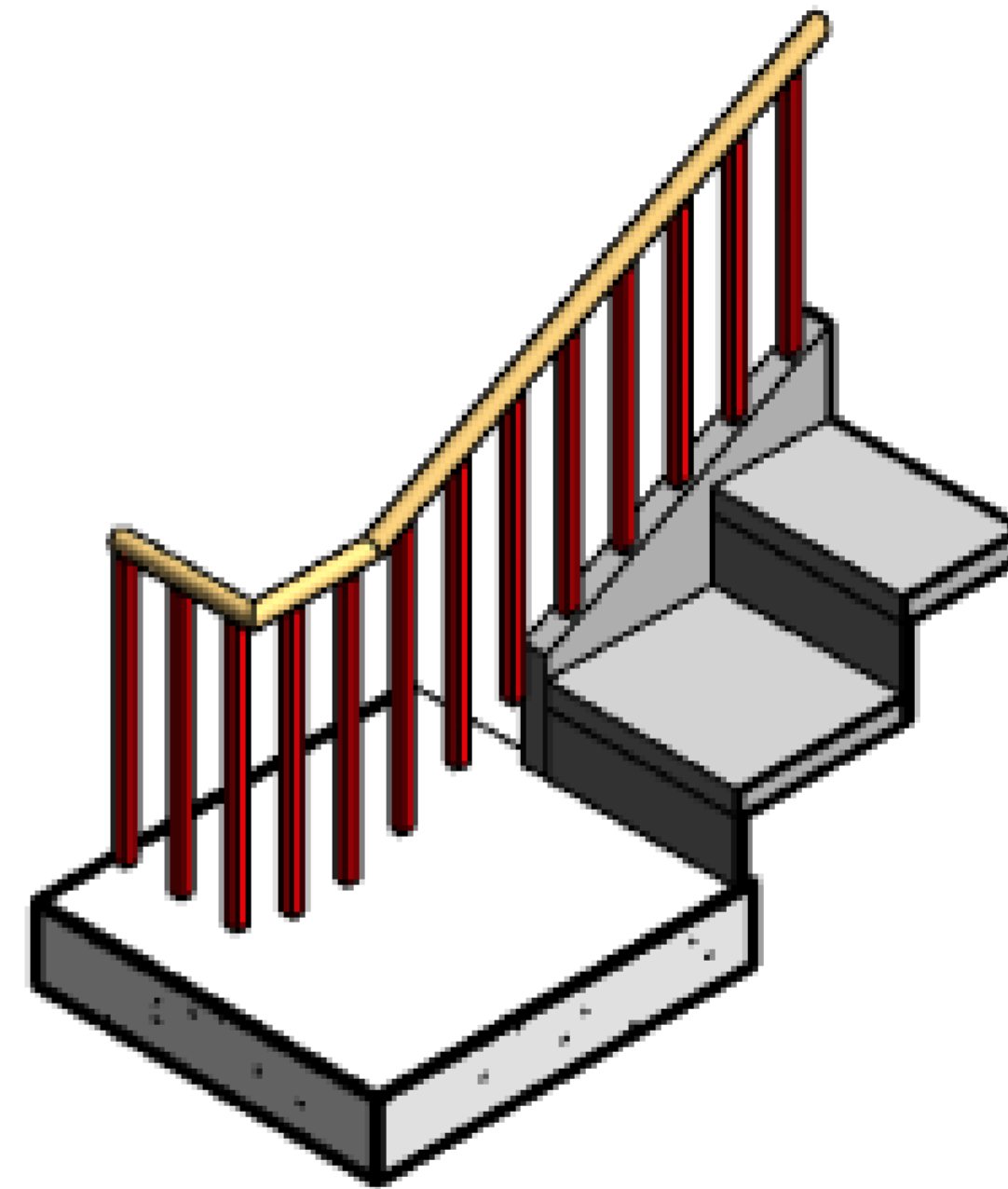


REVIT PURE LIVE #001
NICOLAS CATELLIER

USE BALUSTERS PER TREAD - BEYOND STAIRS



Actual Tread Depth 250.0

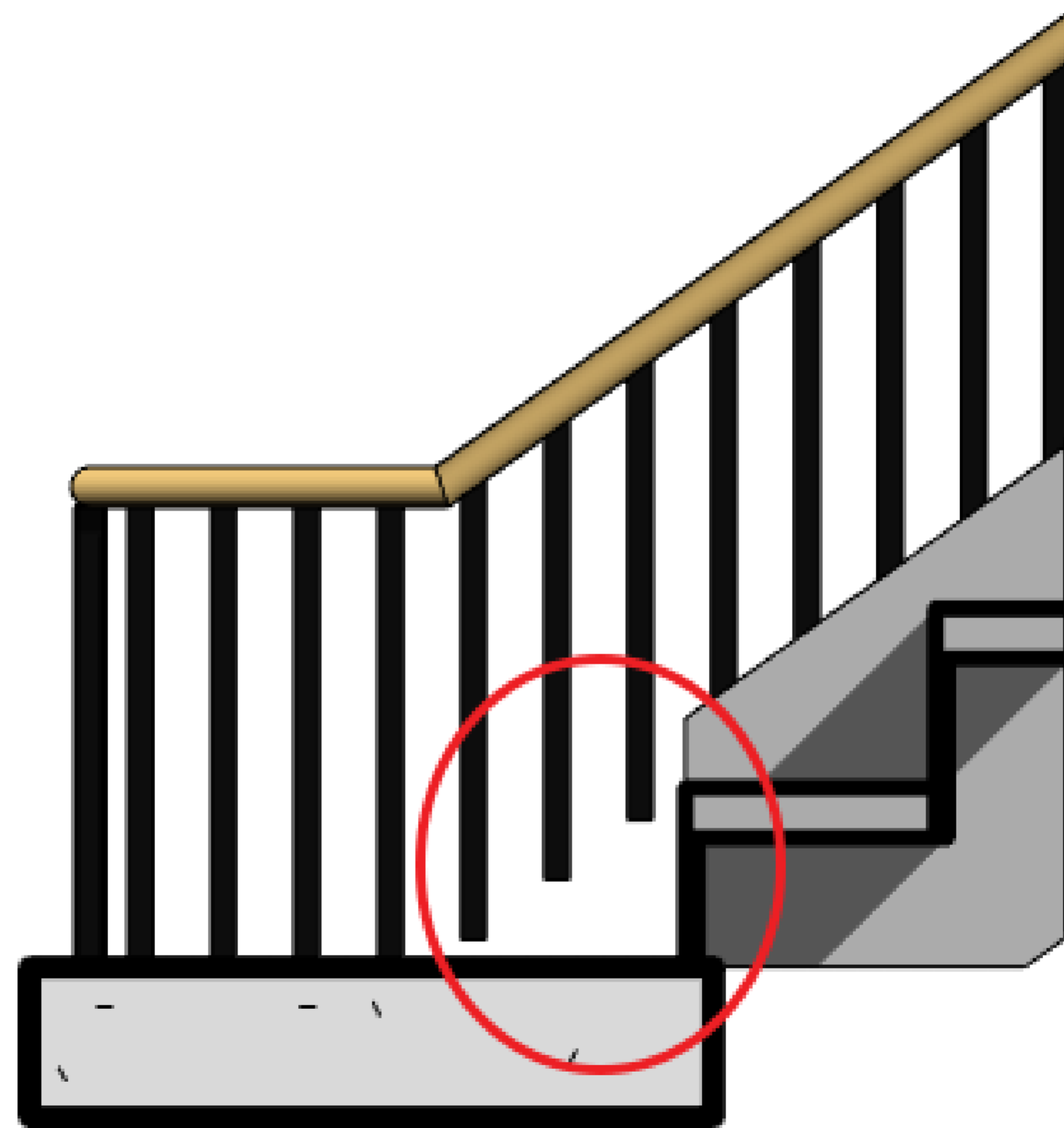


Actual Tread Depth 350.0



REVIT PURE LIVE #001
NICOLAS CATELLIER

BALUSTERS GLITCH



REVIT PURE LIVE #001
NICOLAS CATELLIER

BALUSTERS OFFSET

	Name	Baluster Family	Dist. from previous	Offset
1	Pattern star	N/A	N/A	N/A
2	Regular bal	RP_RAI_Baluster-Roun	100.0	50.0
3	Pattern en	N/A	0.0	N/A

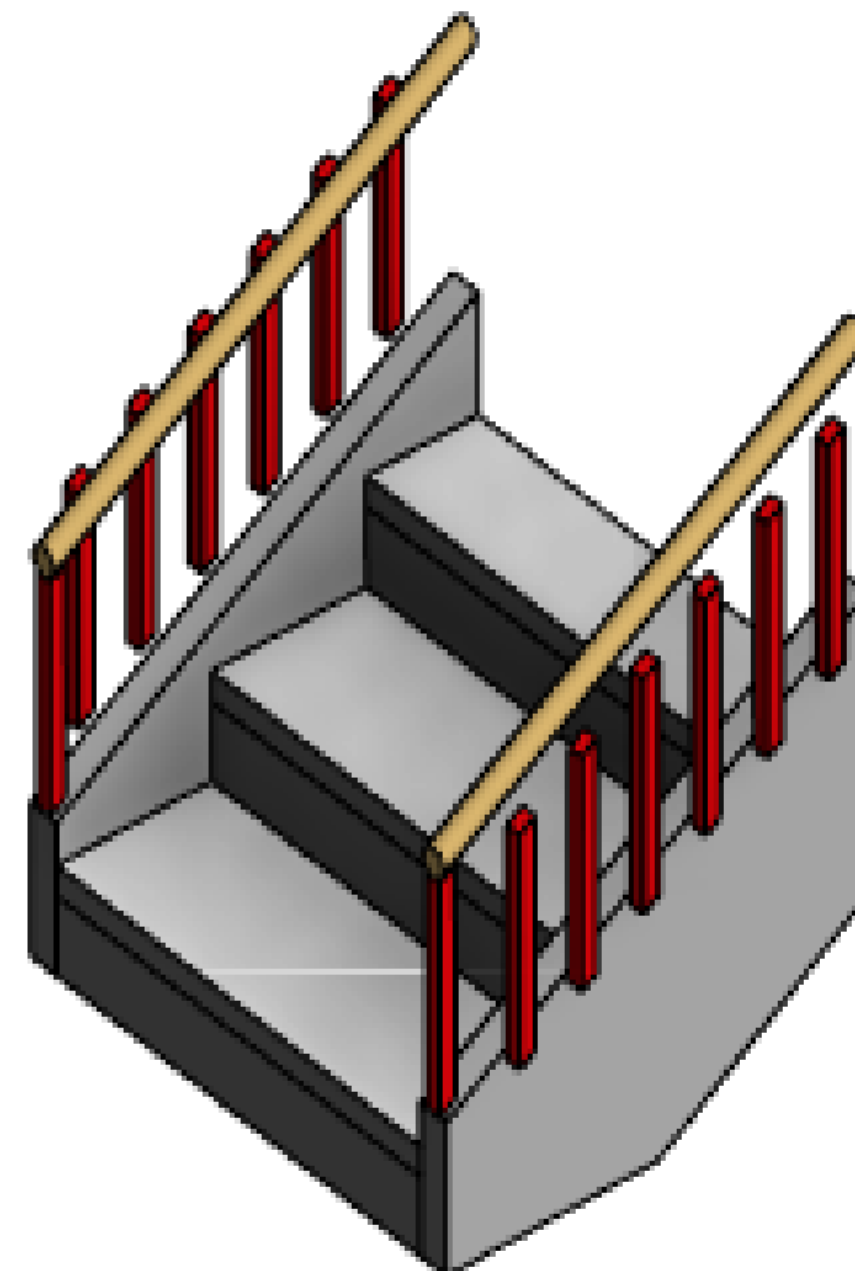
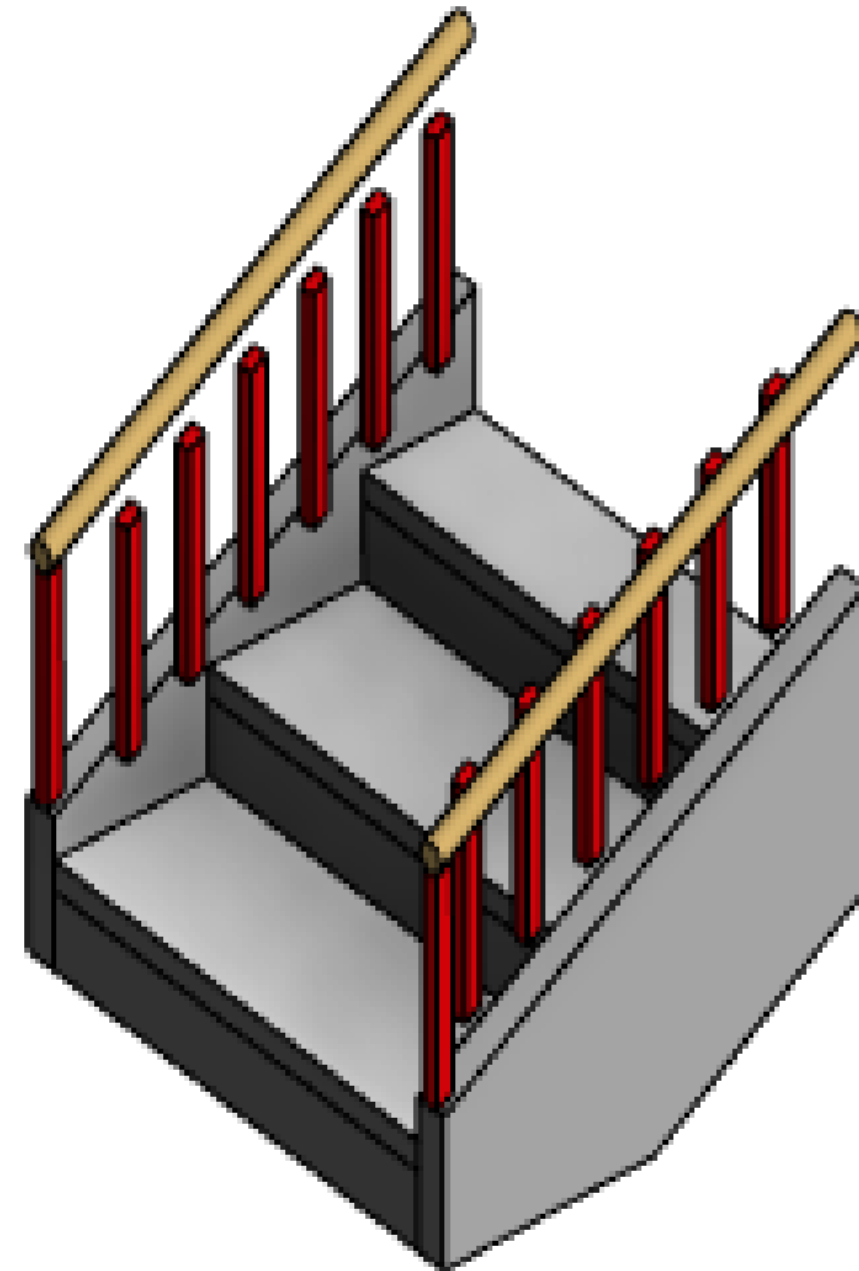


REVIT PURE LIVE #001
NICOLAS CATELLIER

BALUSTERS OFFSET (STAIRS)

	Name	Offset
2	Regular bal	-50.0

	Name	Offset
2	Regular bal	50.0

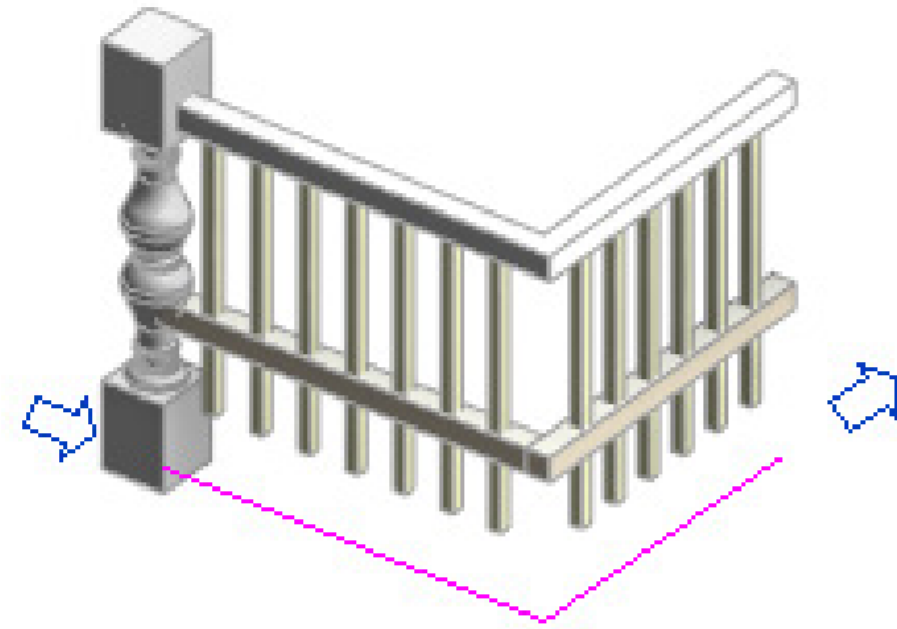


Use Baluster Per Tread On Stairs

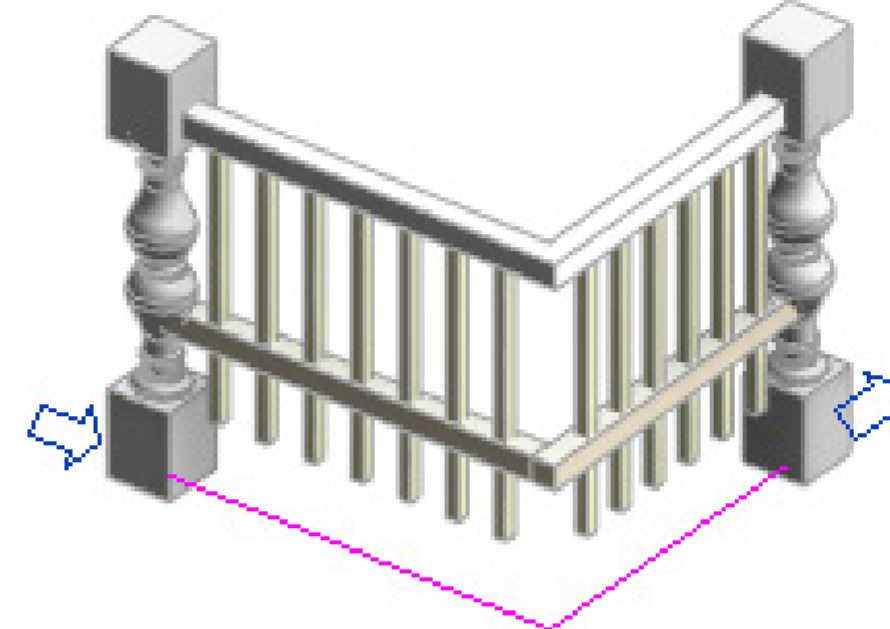


REVIT PURE LIVE #001
NICOLAS CATELLIER

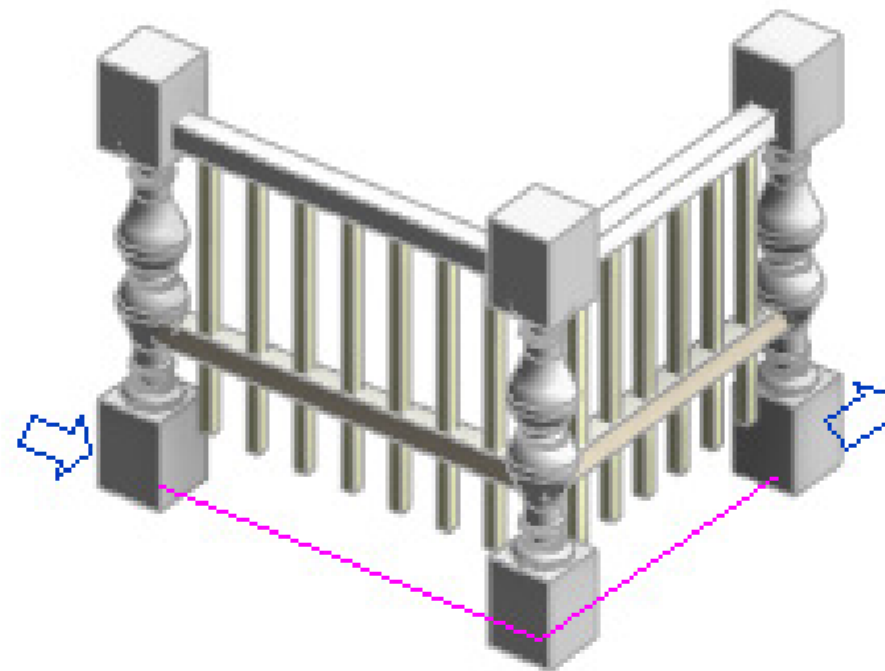
USING POSTS



START POST ONLY



START + END POSTS



START + END +
CORNER POSTS



REVIT PURE LIVE #001
NICOLAS CATELLIER

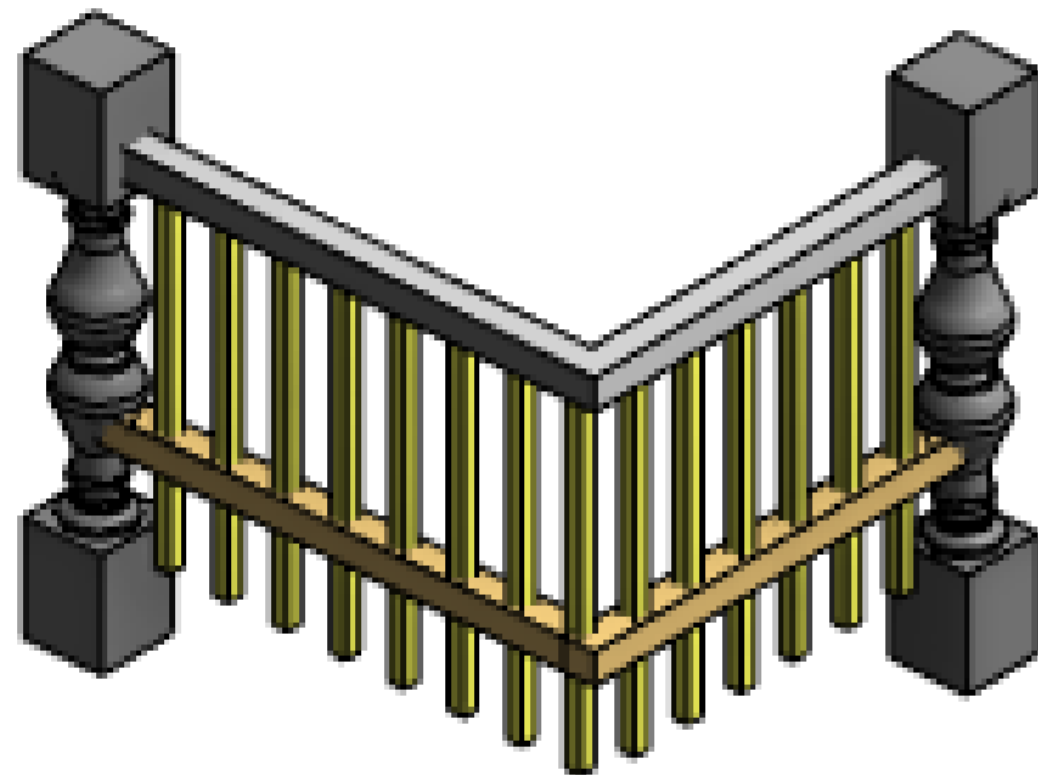
SPACE VALUE ON POSTS

	Name	Baluster Family	Space	Offset
1	Start Post	RP_RAI_Baluster-Round : 25mm	-12.5	0.0
2	Corner Post	RP_RAI_Baluster-Round : 25mm	0.0	0.0
3	End Post	RP_RAI_Baluster-Round : 25mm	12.5	0.0



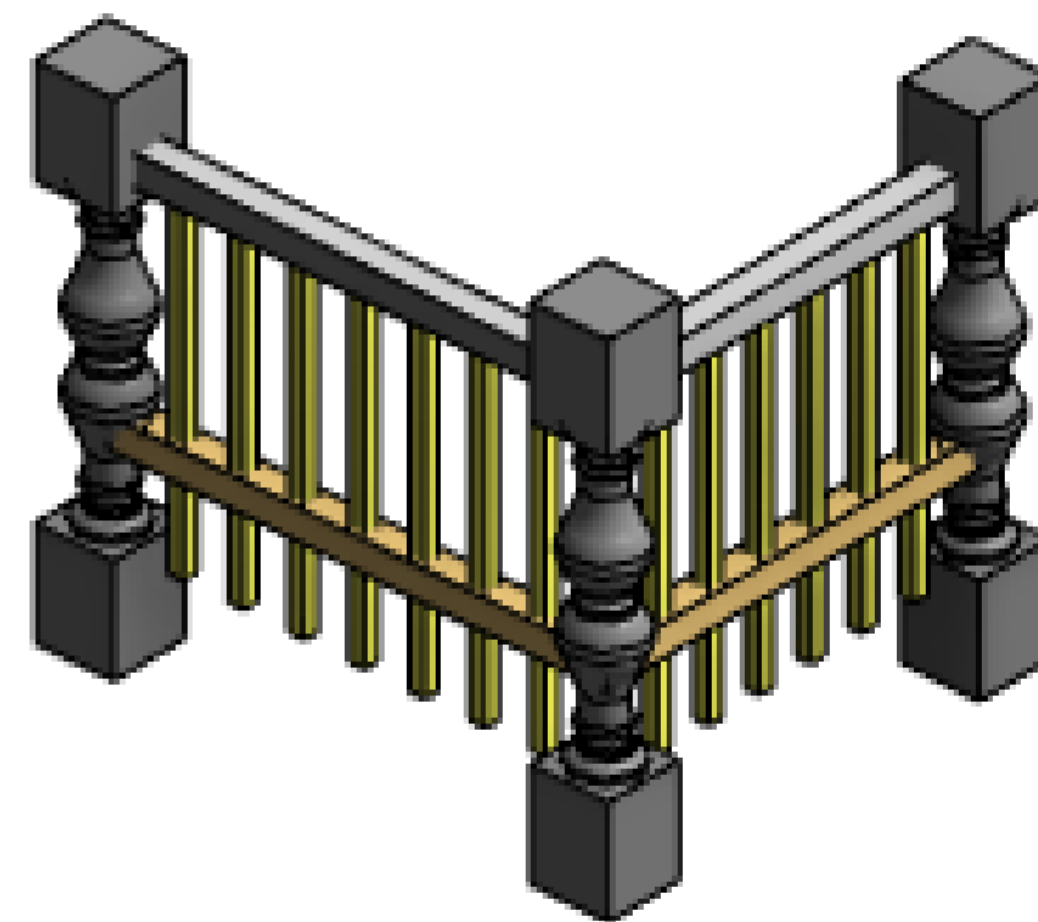
USING CORNER POSTS

Break Pattern at: Never
Each Segment End
Angles Greater Than
Never



Break Pattern at: Never

Corner Posts At: Never

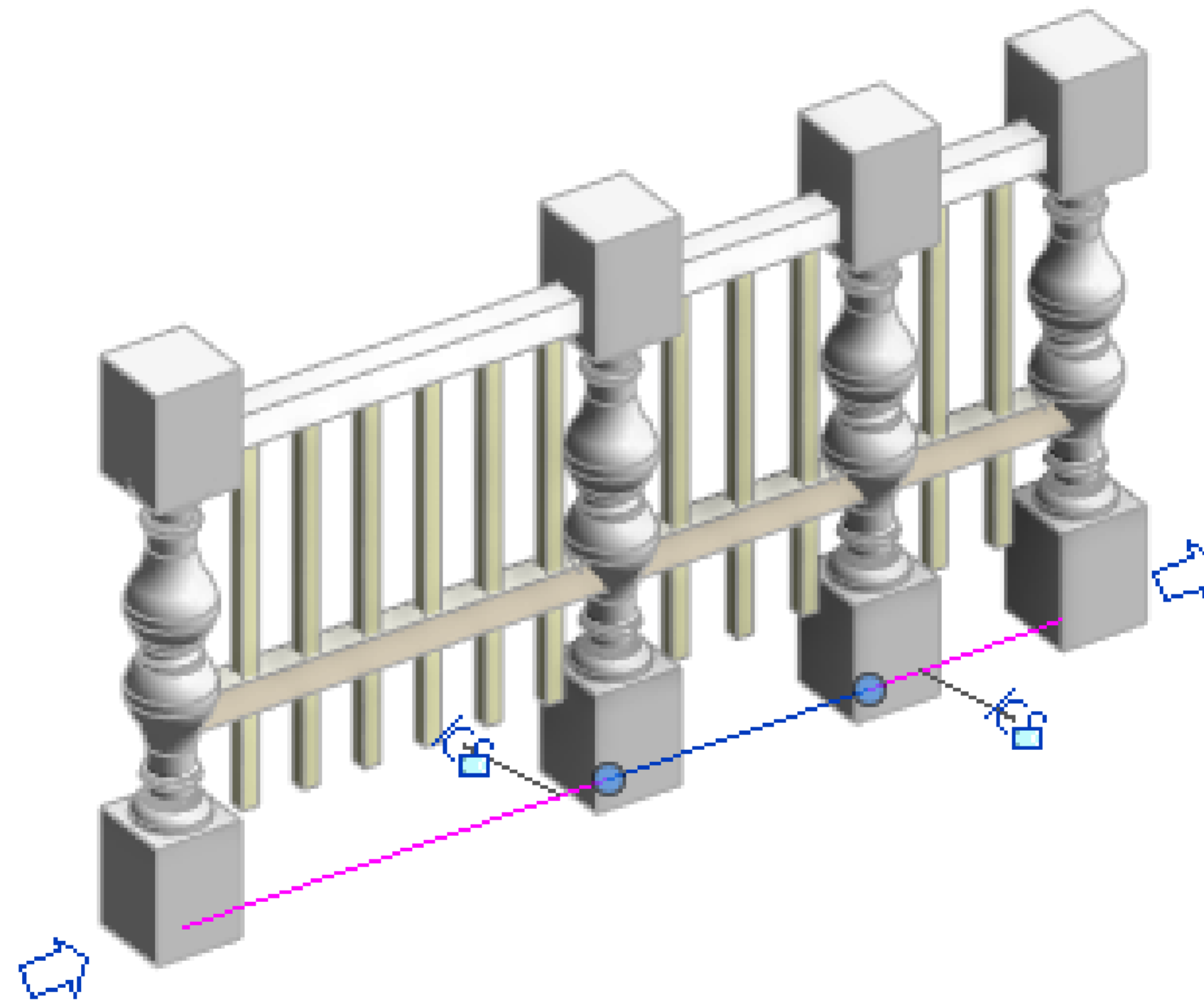


Break Pattern at: Each Segment End

Corner Posts At: Each Segment End



SPLIT SEGMENT = CORNER POST



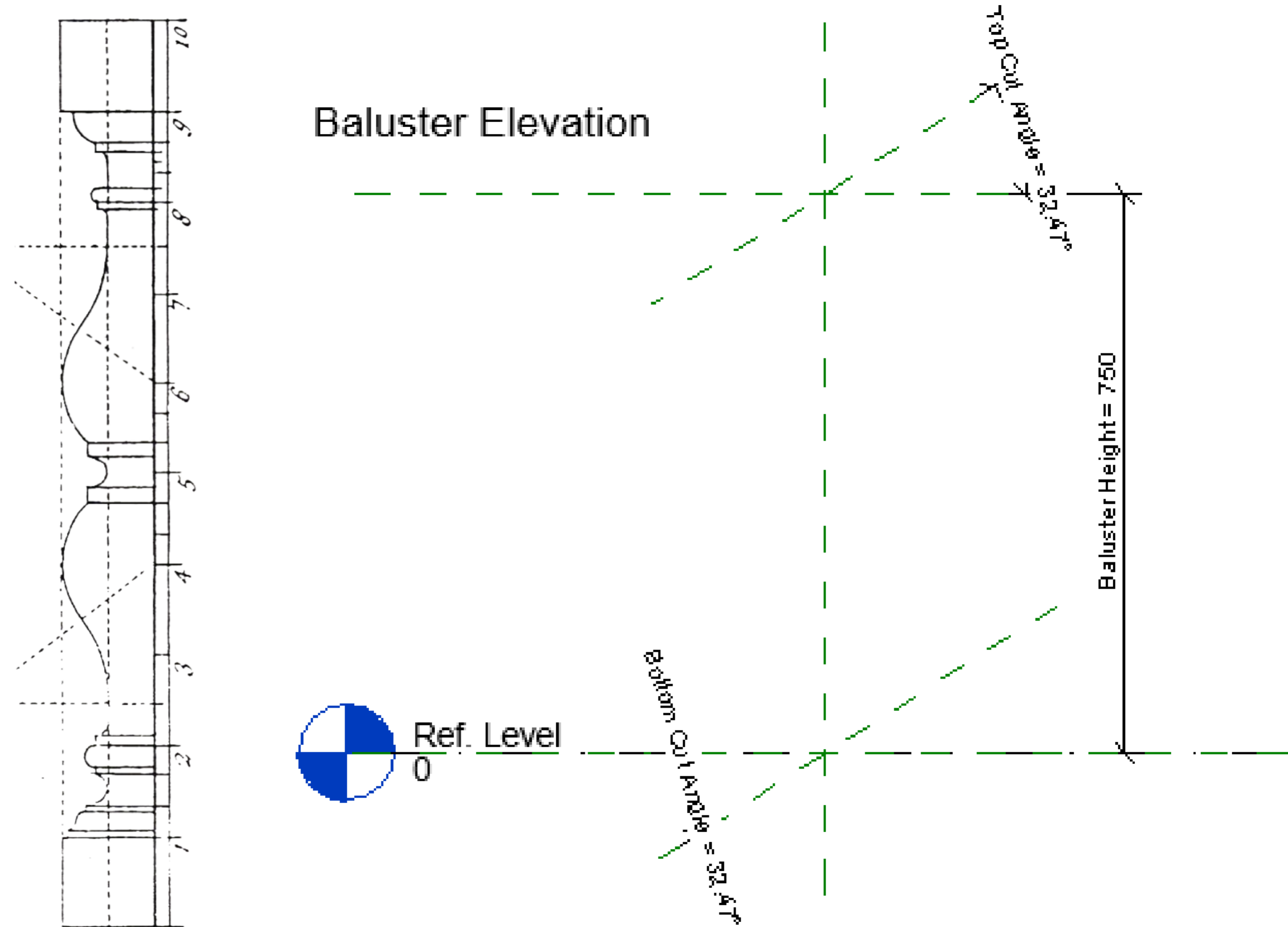
Break Pattern at: Each Segment End

Corner Posts At: Each Segment End



REVIT PURE LIVE #001
NICOLAS CATELLIER

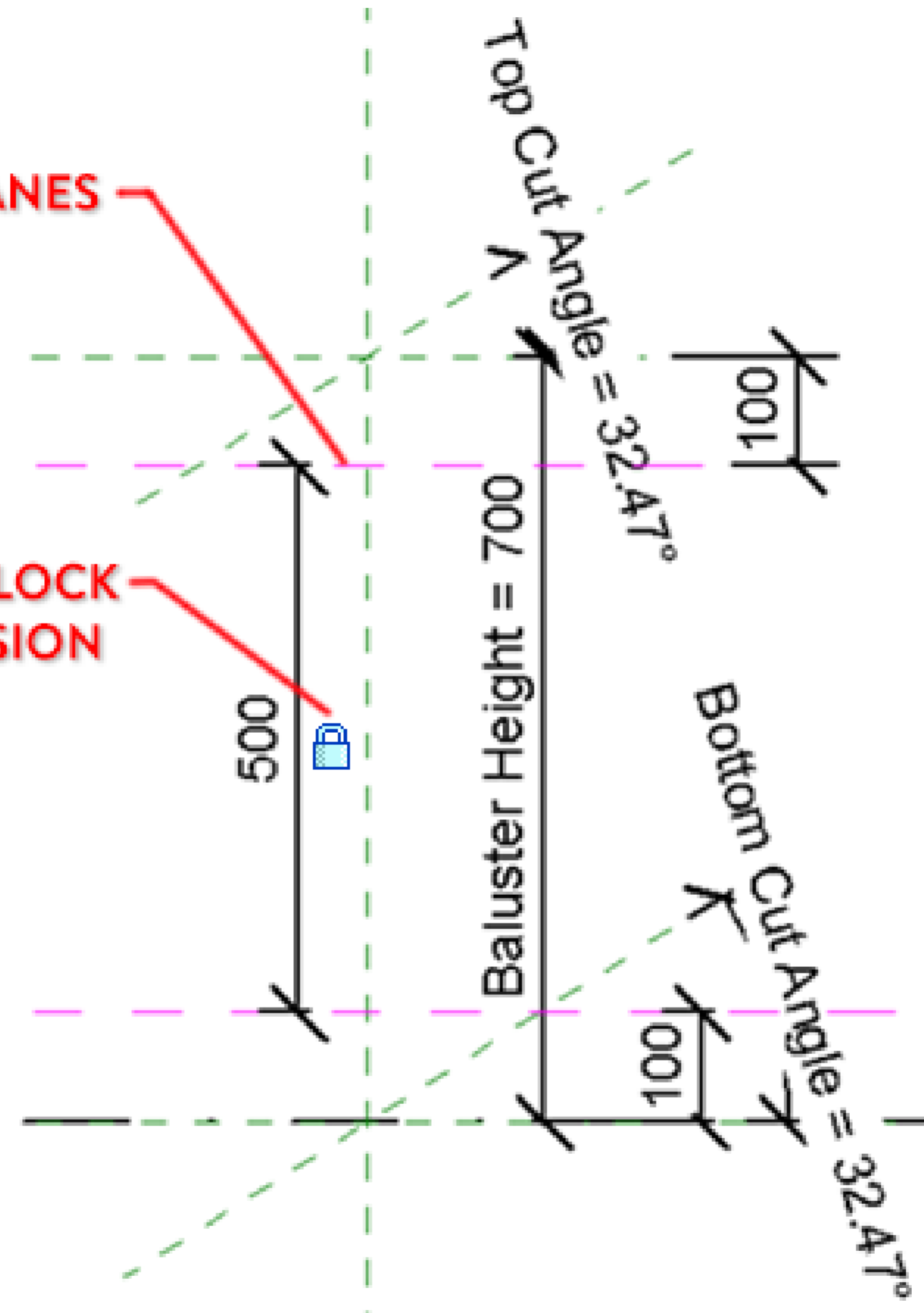
CREATING A CLASSICAL BALUSTER FAMILY



CREATE REFERENCE PLANES

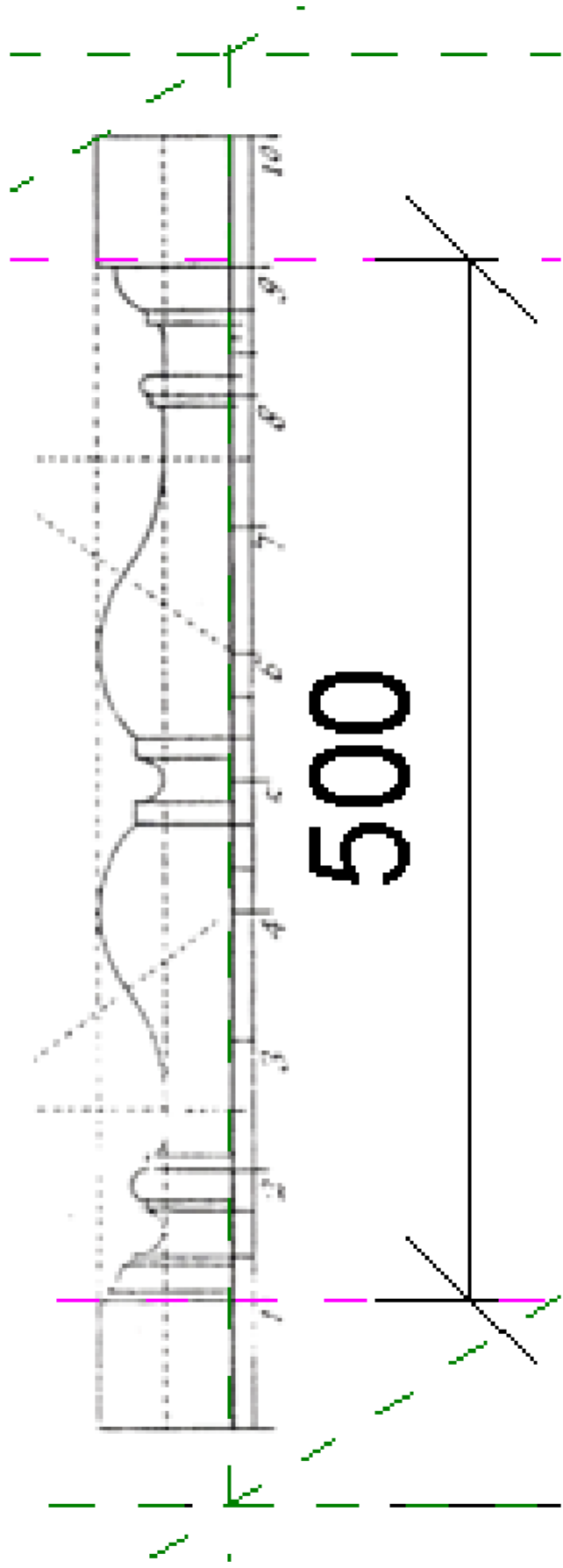
1- CREATE NEW
REFERENCE PLANES
(IN PINK)

2- CREATE AND LOCK
MIDDLE DIMENSION



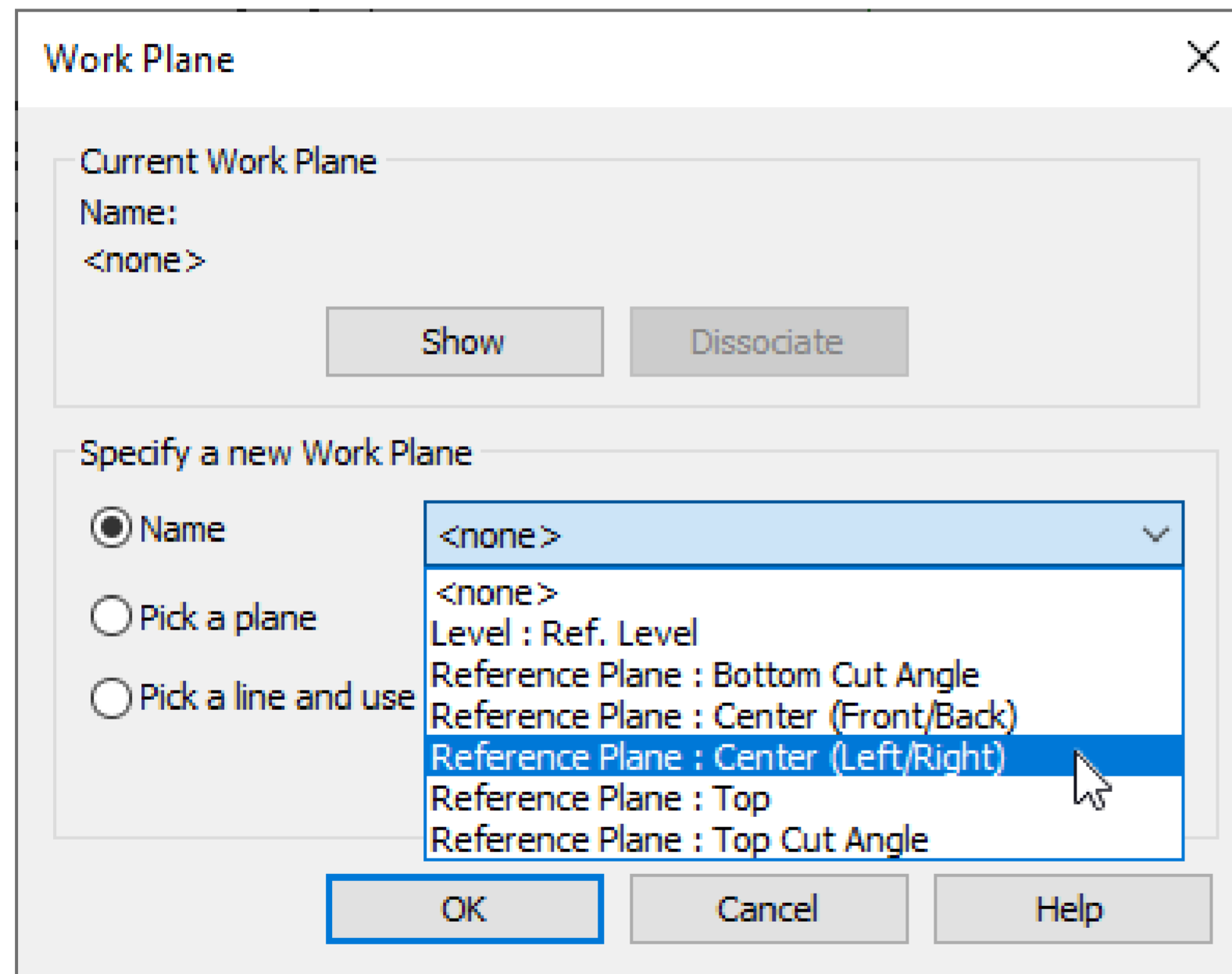
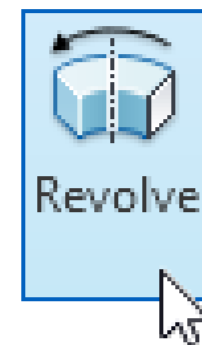
REVIT PURE LIVE #001
NICOLAS CATELLIER

PLACE AND SCALE IMAGE

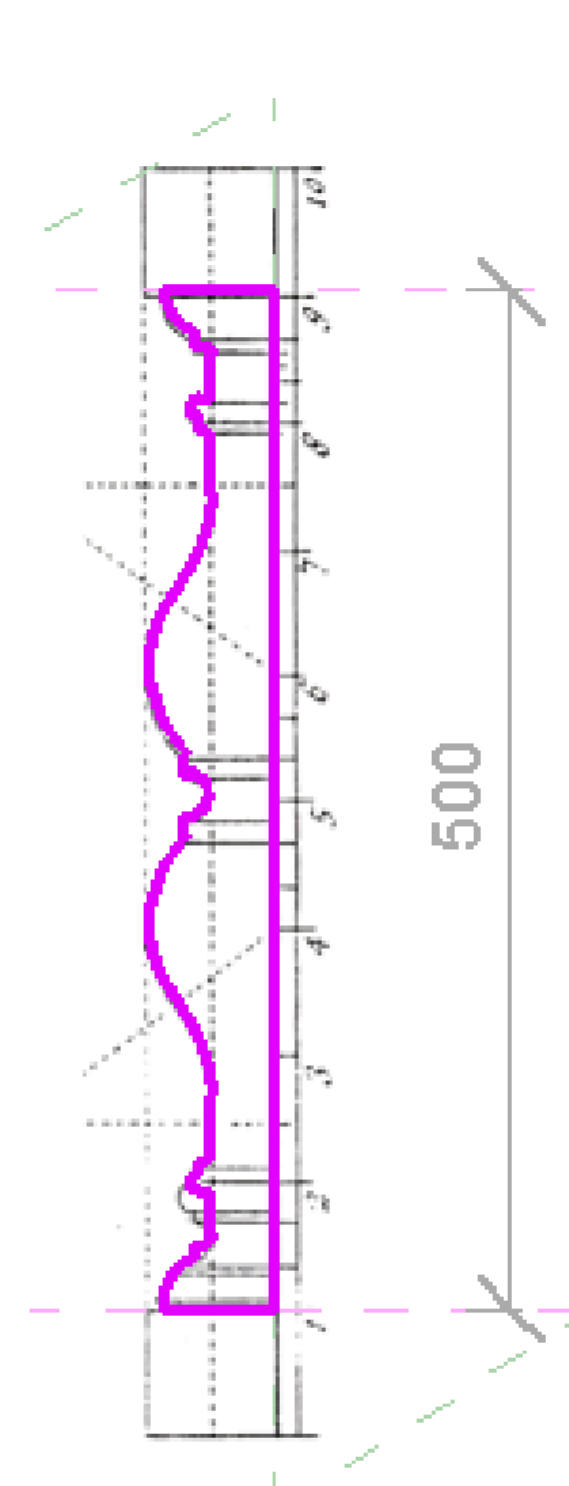



REVIT PURE LIVE #001
NICOLAS CATELLIER

USE REVOLVE TOOL

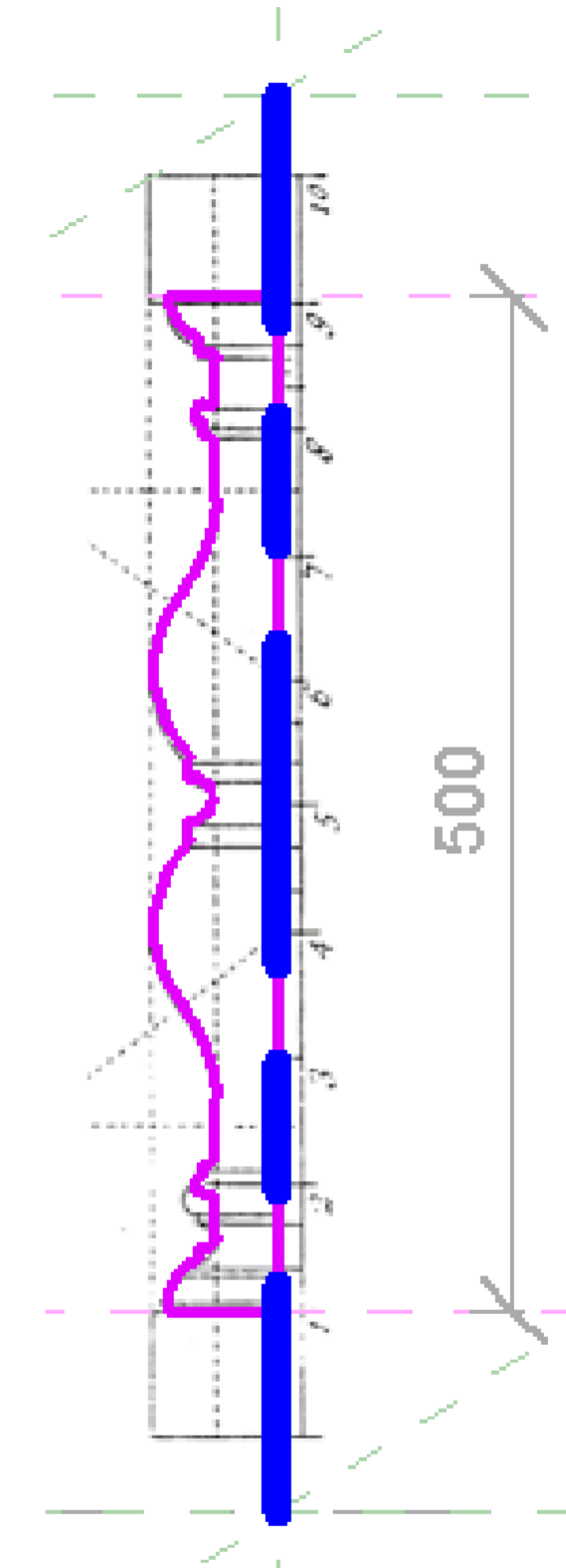


**USE REVOLVE TOOL, USE REFERENCE PLANE:
CENTER (LEFT/RIGHT) AS A WORK PLANE**



 Boundary Line

1- DRAW BOUNDARIES



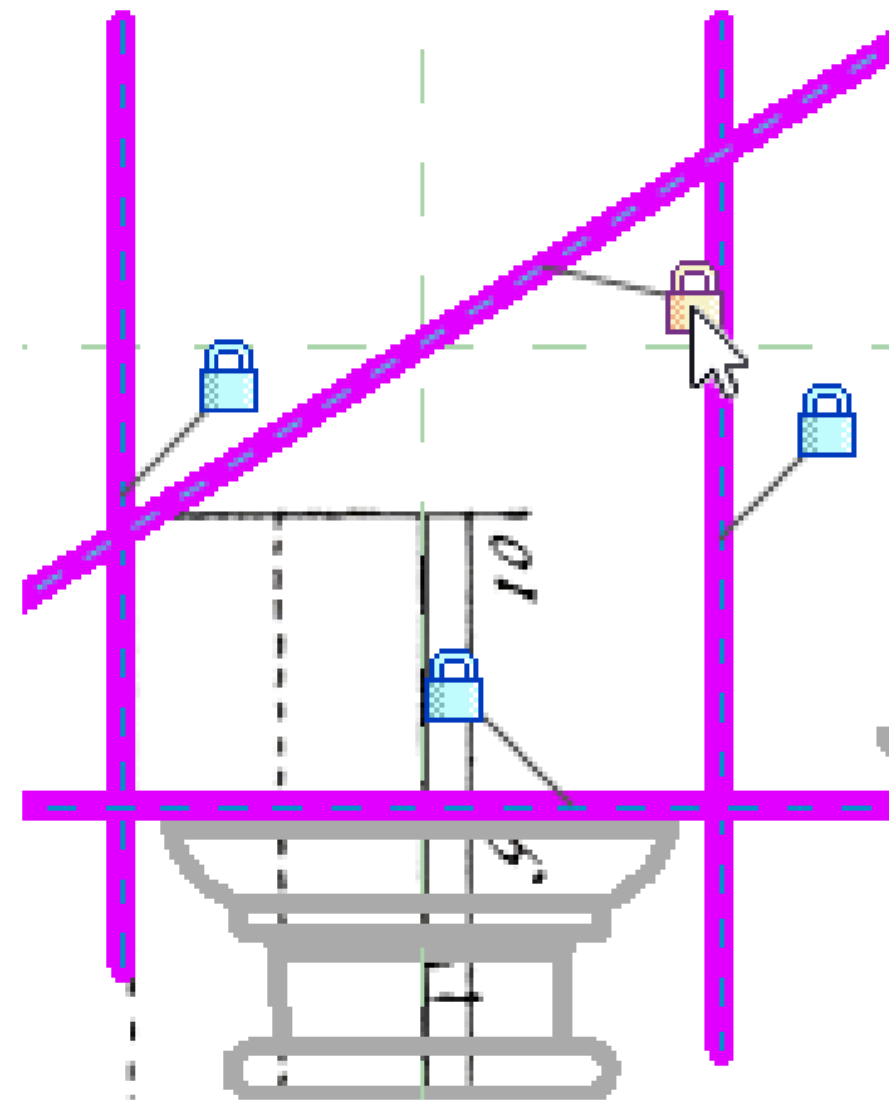
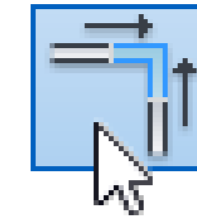
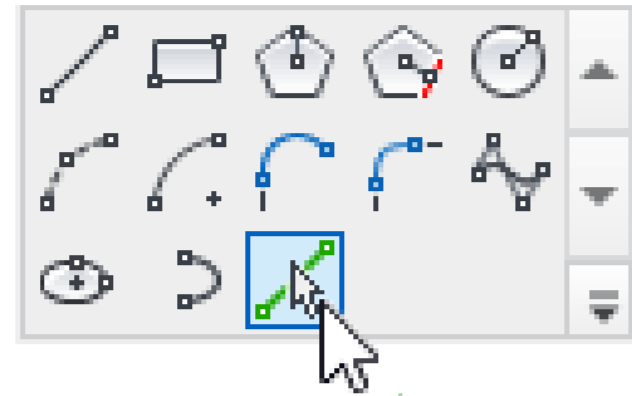
 Axis Line

2- DRAW AXIS

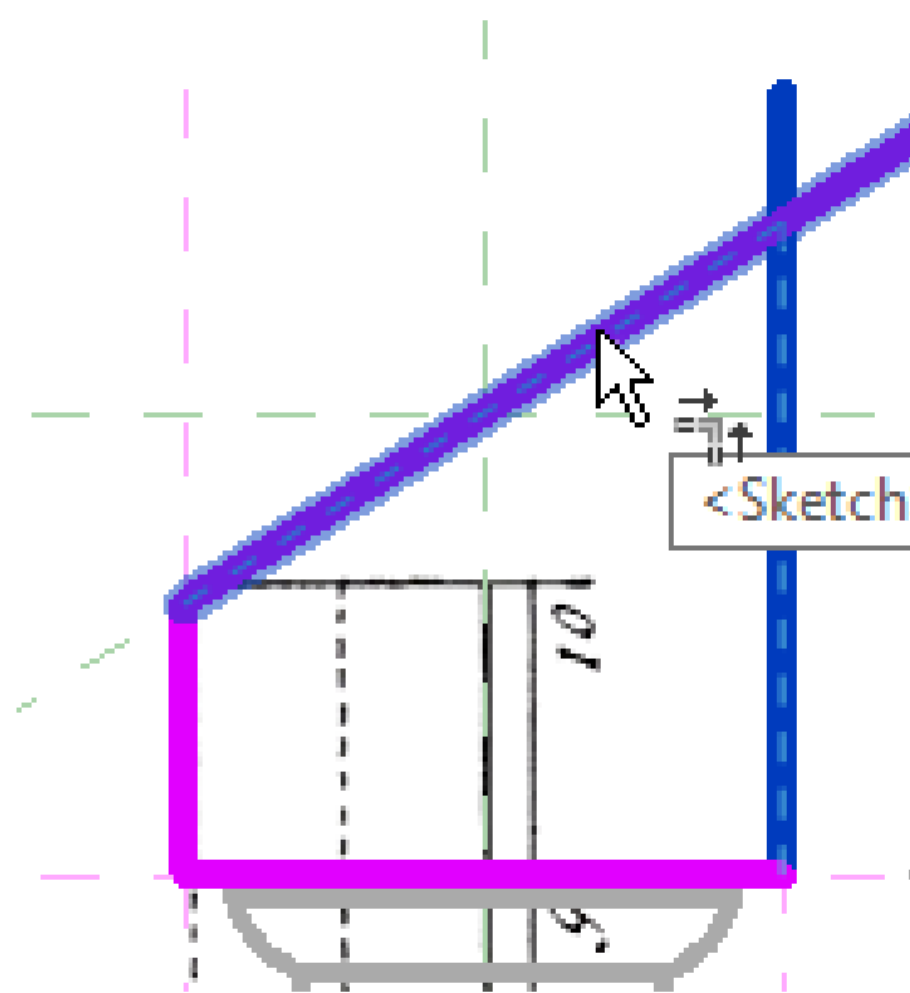


REVIT PURE LIVE #001
NICOLAS CATELLIER

CREATE EXTRUSION



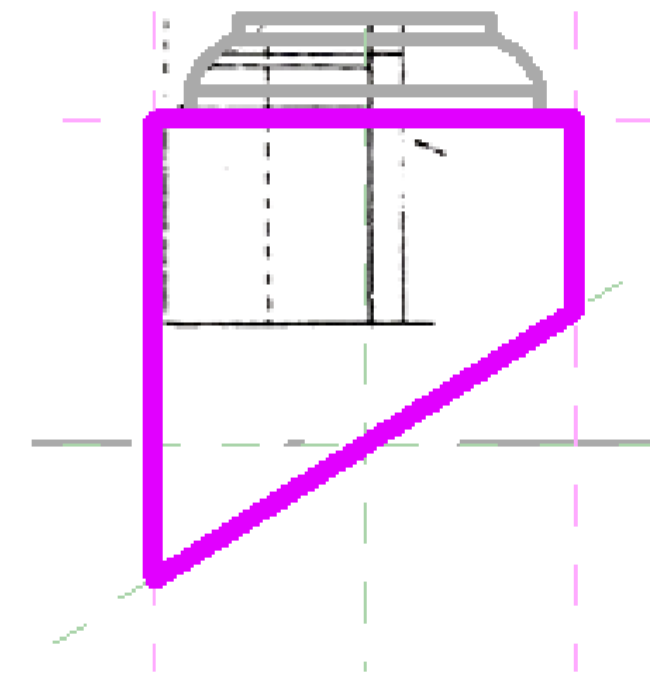
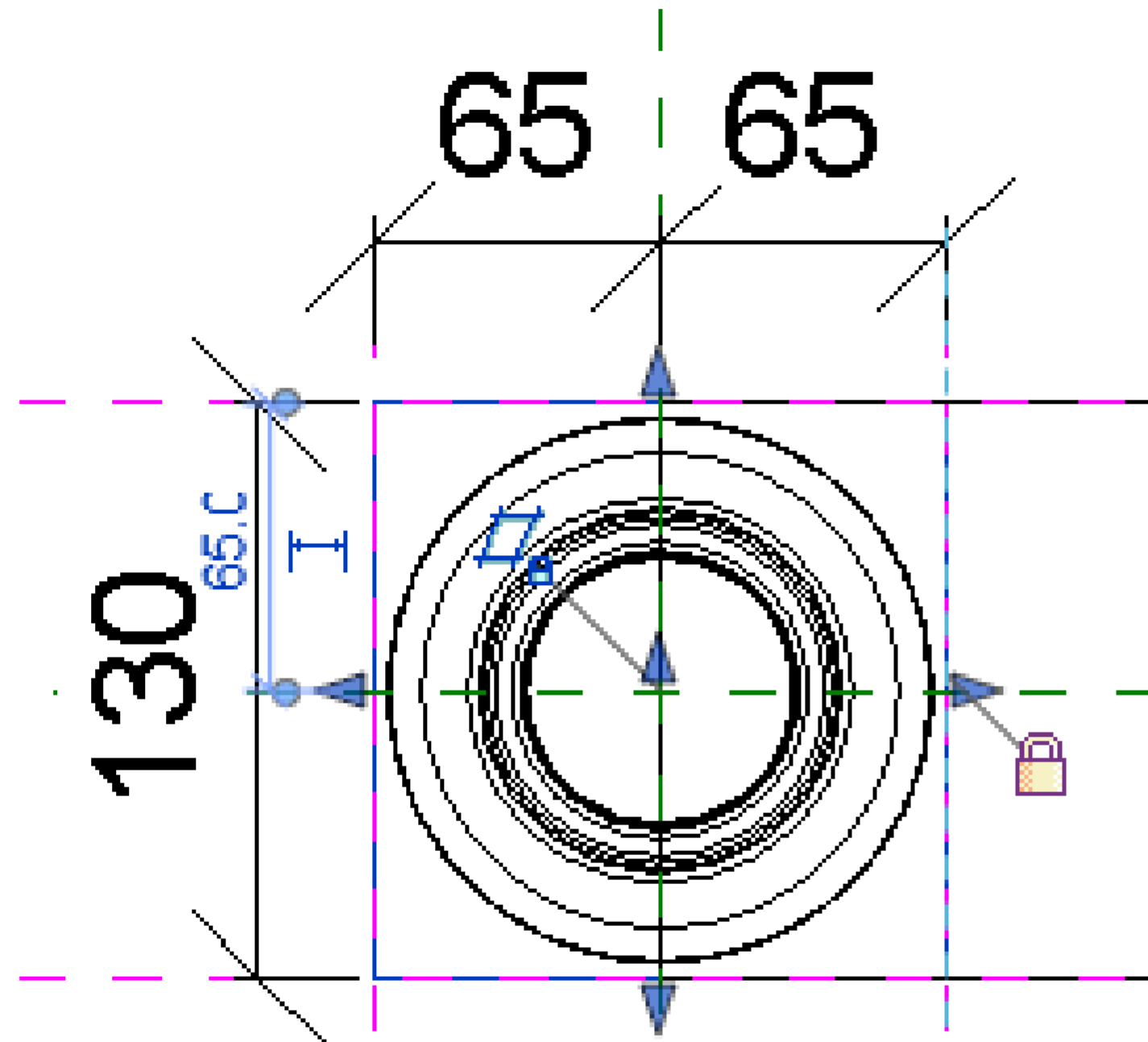
DRAW RECTANGLE PROFILE
SHAPE BY "PICKING"
REFERENCE PLANES



TRIM BOUNDARY LINES



LOCK EXTRUSION IN PLAN

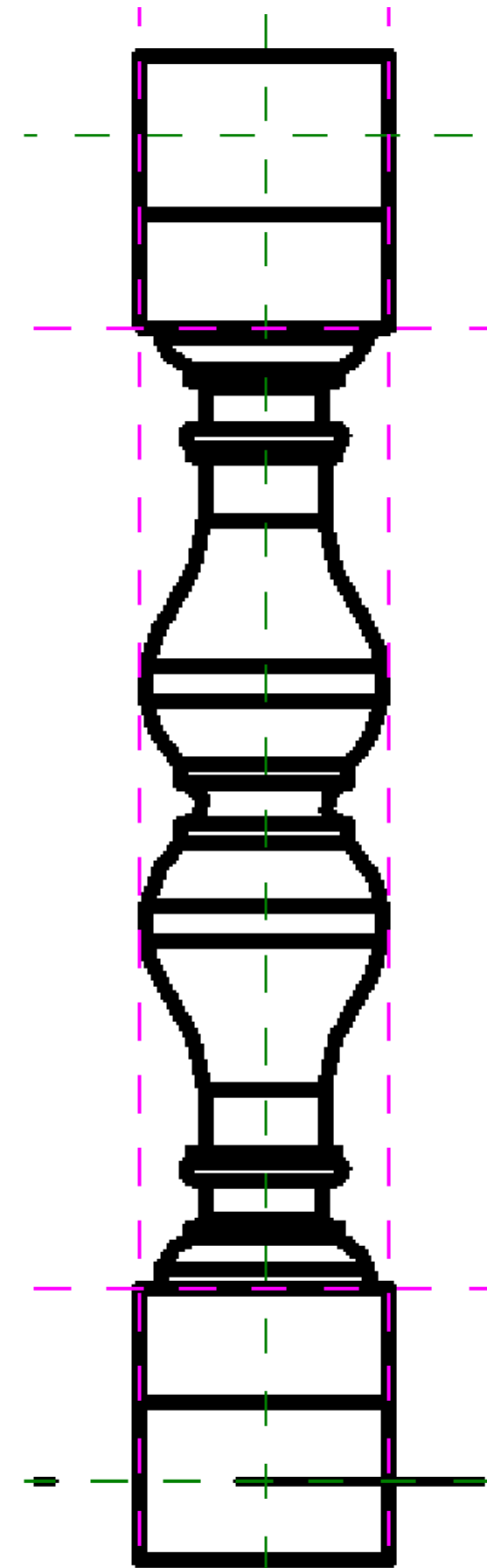
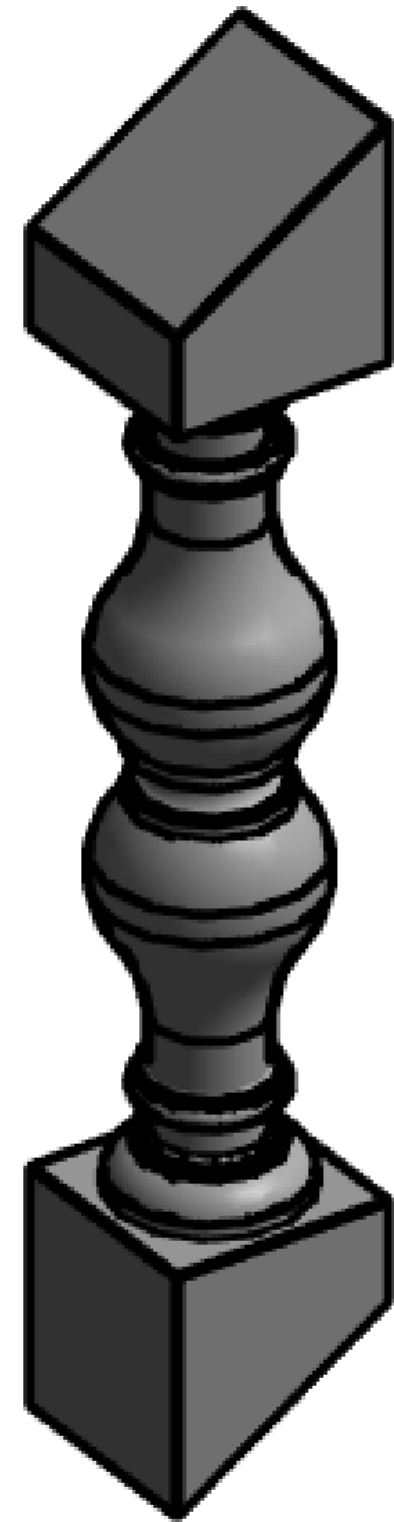


CREATE REFERENCE PLANES TO HAVE
SQUARE SHAPE, LOCK EXTRUSION



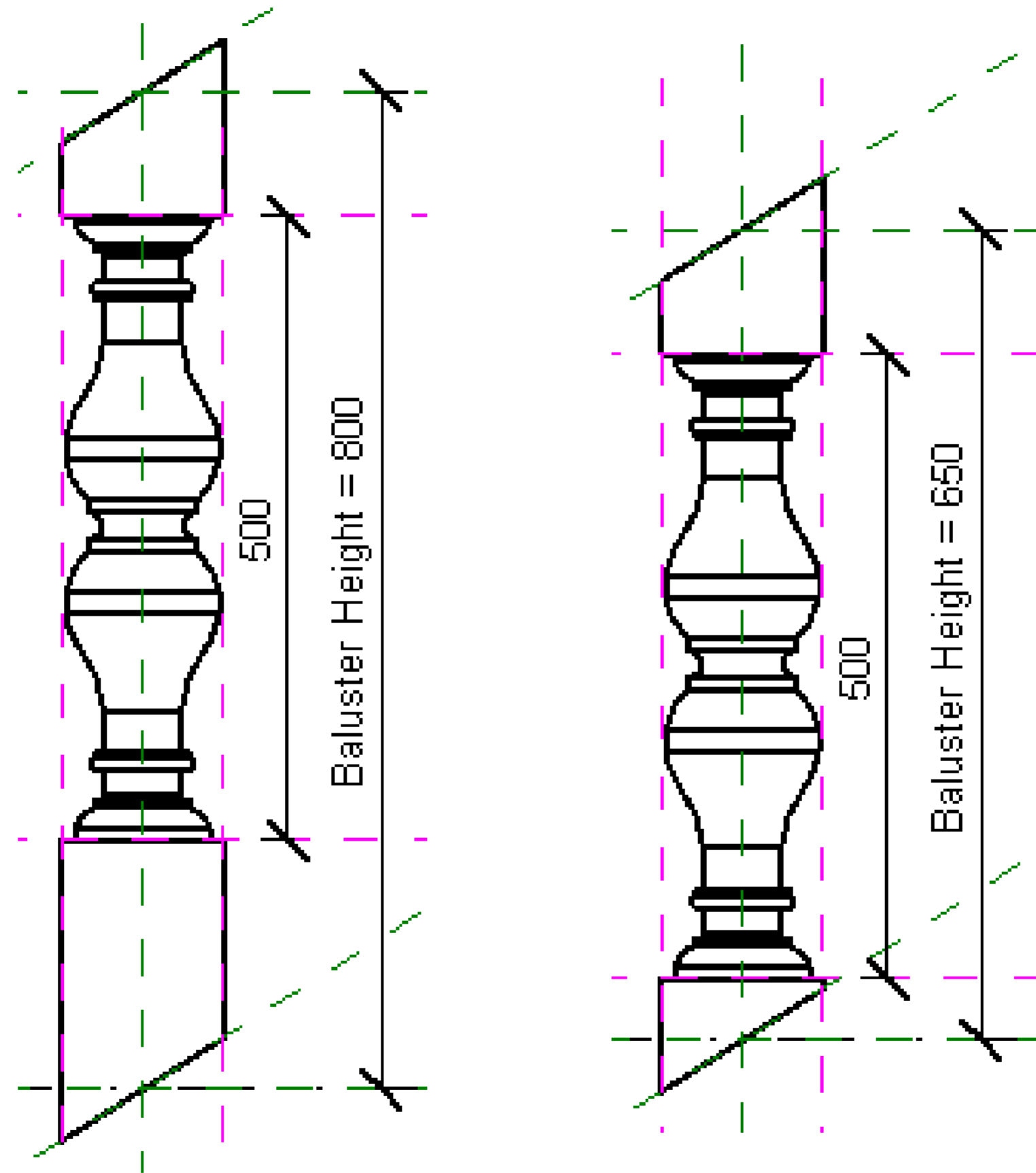
REVIT PURE LIVE #001
NICOLAS CATELLIER

GEOMETRY IS COMPLETE



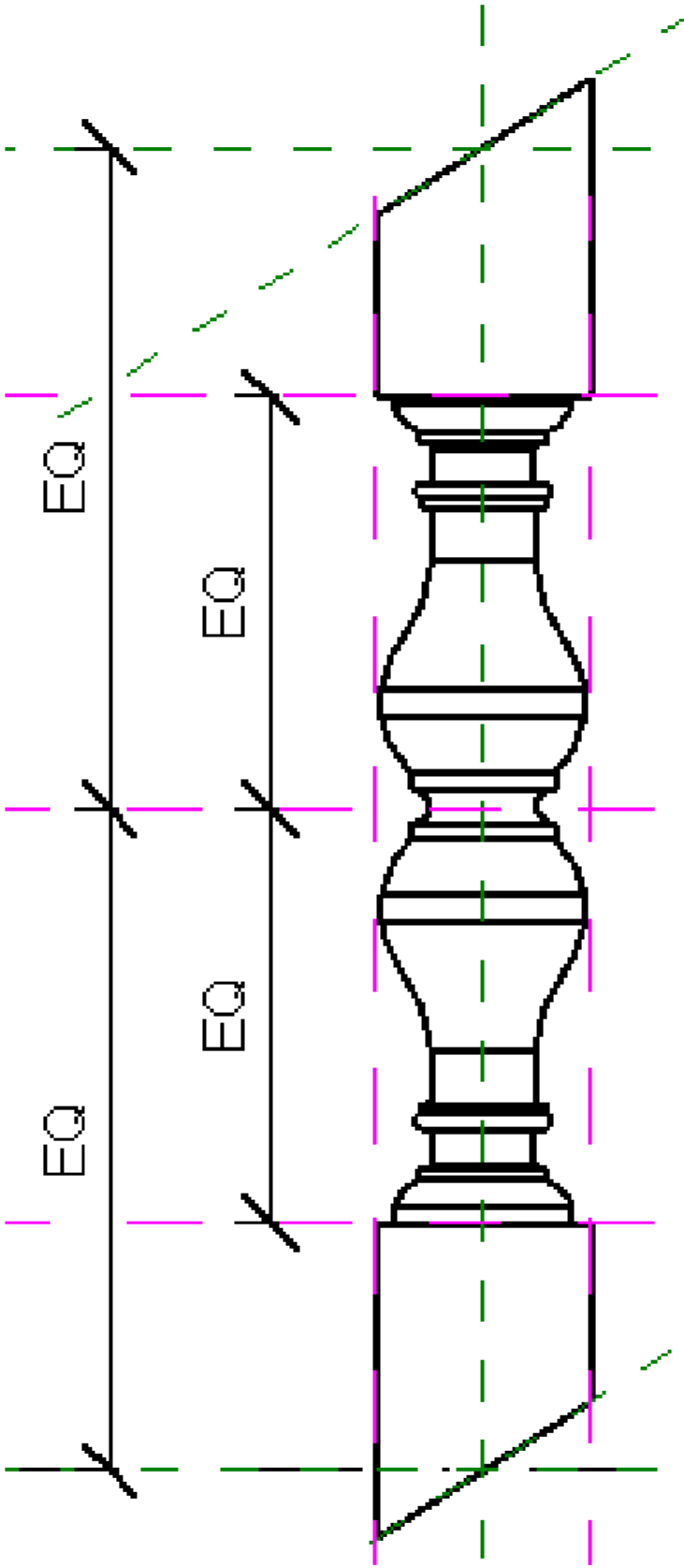
REVIT PURE LIVE #001
NICOLAS CATELLIER

TRY DIMENSIONS TO TEST FAMILY



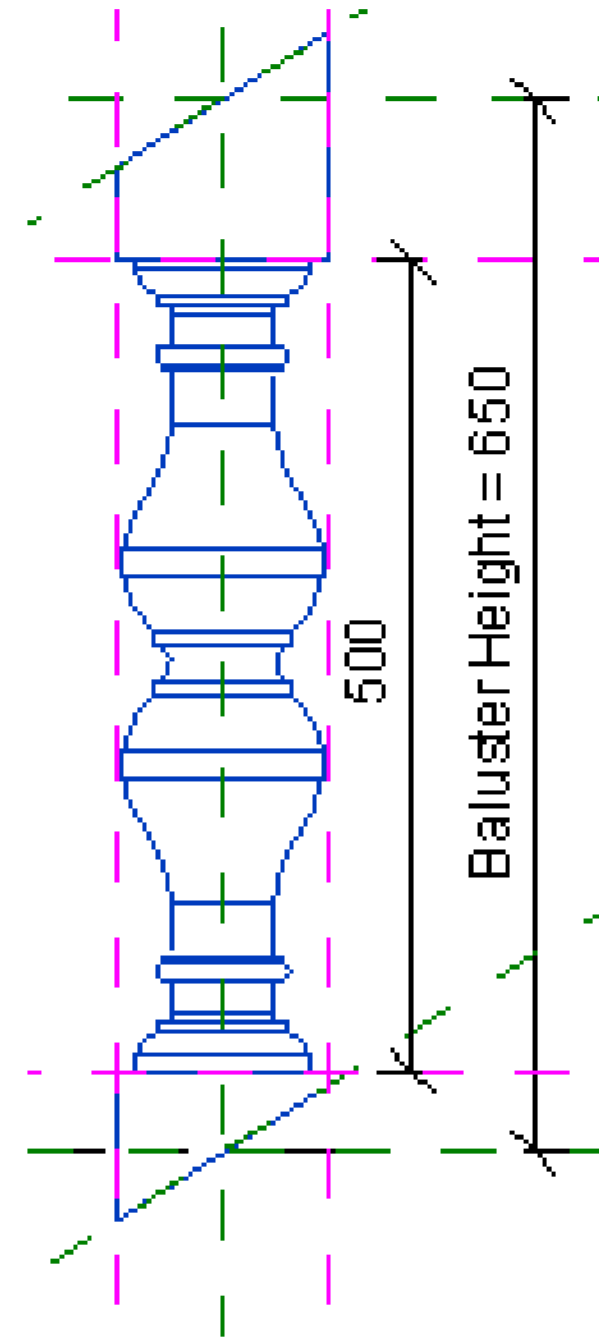
REVIT PURE LIVE #001
NICOLAS CATELLIER

ADD CENTRAL REF PLANE + EQ DIMENSIONS



REVIT PURE LIVE #001
NICOLAS CATELLIER

ADD MATERIAL PARAMETER



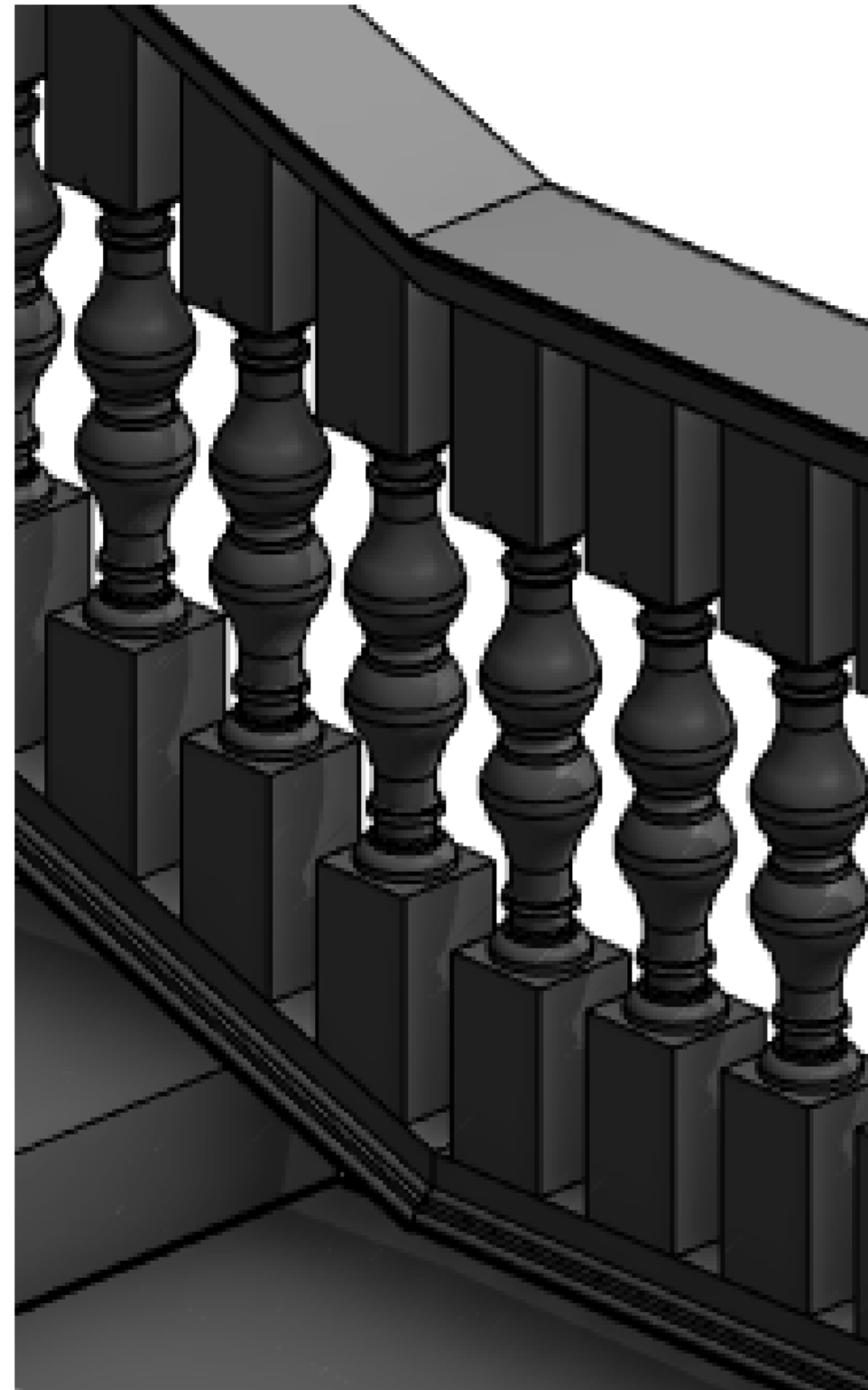
Material <By Category>

Name:
Baluster Material

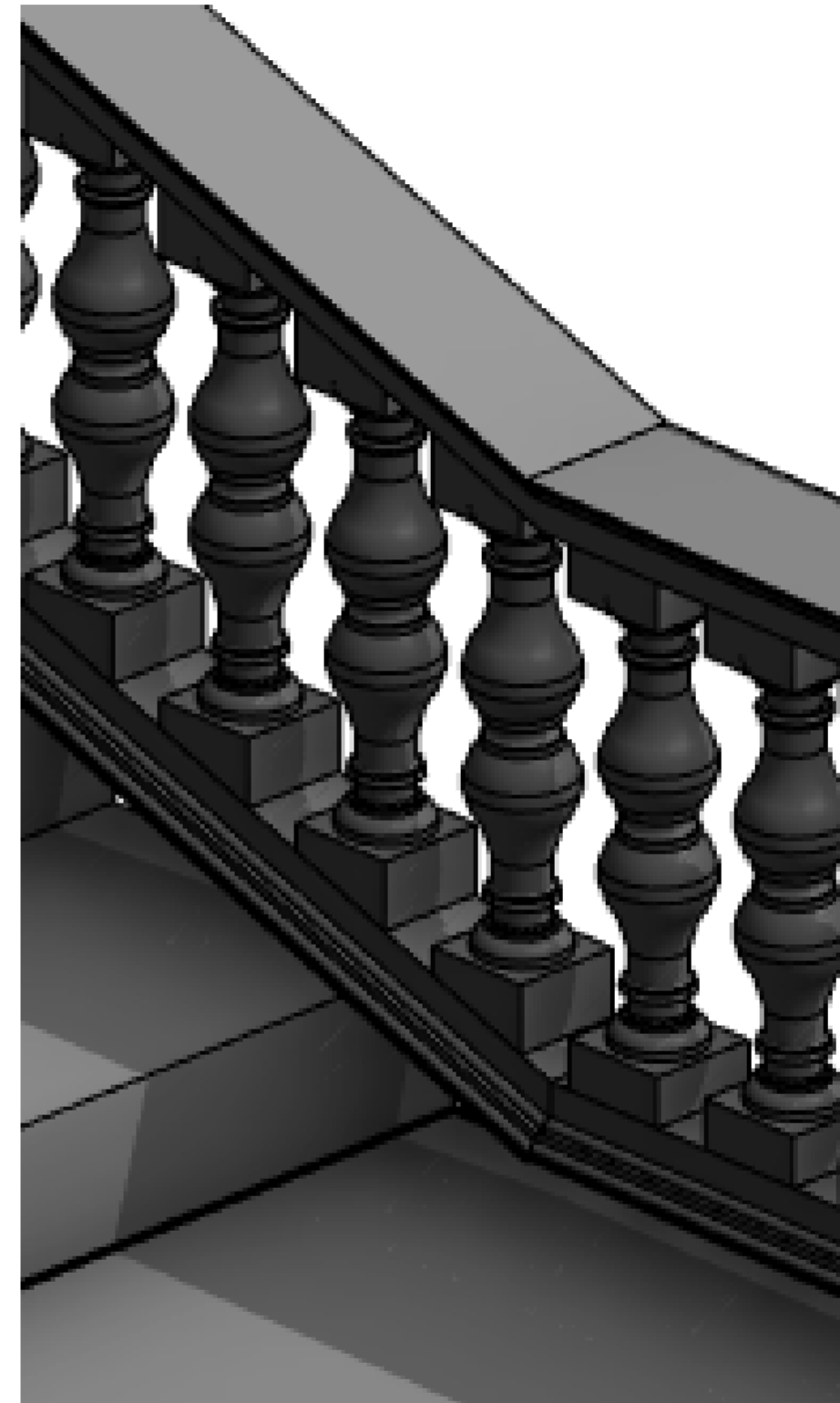


REVIT PURE LIVE #001
NICOLAS CATELLIER

TEST DIFFERENT RAIL HEIGHT



RAILING HEIGHT: 1200mm



RAILING HEIGHT: 850mm



REVIT PURE LIVE #001
NICOLAS CATELLIER