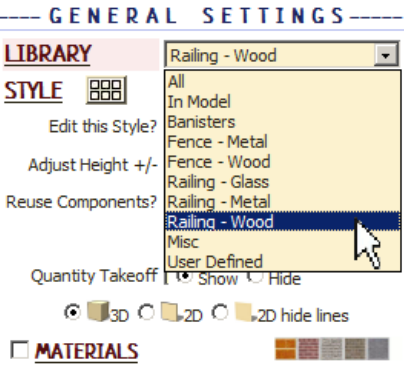


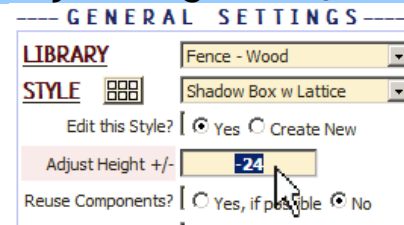
# Instant Fence & Railing General Settings

**Style Libraries** See *InstantFenceRailing-Styles.pdf* for more information on styles.

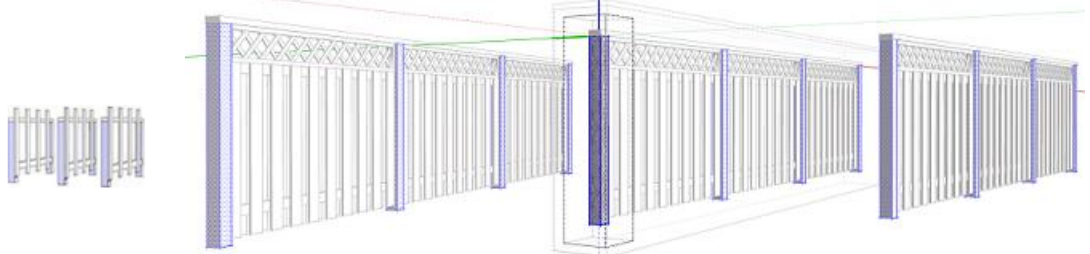
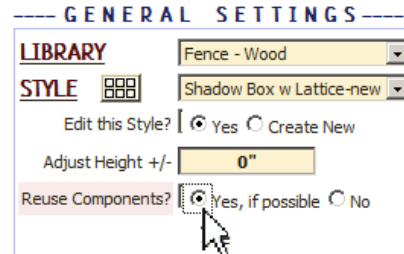
Show Icon menu for style libraries



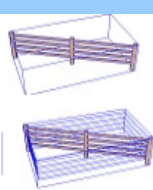
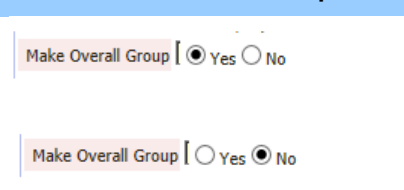
**Adjust Height:** Changes heights of all fence and railing parts with single entry. Use negative value for height decrease



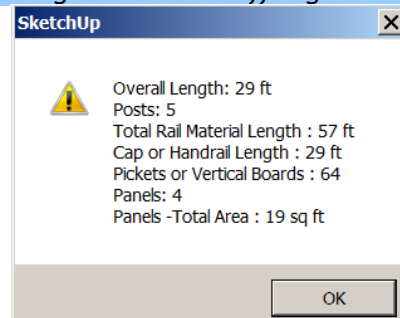
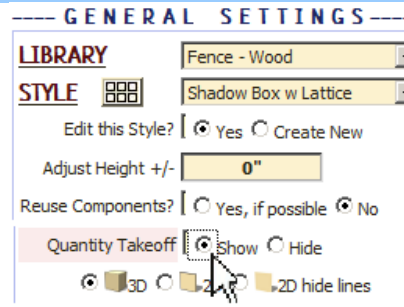
**Reuse Components:** Attempts to reuse component definitions across separate runs of the script if no parameters - size, materials, etc., have changed. Automatically resets to "no" after each script run.



**Make Overall Group:** Encloses the output within an overall group.



**Quantity Takeoff:** Show or Hide quantity take off display. (Does not affect quantity take off log which always makes record and is available under "Plugins / Vali Architects / Instant Fence Railing / View Take-Off Log")



# Geometry Creation Modes: 3D, 2D, and 2D Hide Lines

## 3D

**GENERAL SETTINGS**

**LIBRARY** Fence - Wood

**STYLE** Shadow Box w Lattice


Edit this Style?  Yes  Create New

Adjust Height +/- 0"

Reuse Components?  Yes, if possible  No

Quantity Takeoff  Show  Hide

3D  2D  2D hide lines



## 2D Single surface and Face-Me elements for background and entourage

**GENERAL SETTINGS**

**LIBRARY** Fence - Wood

**STYLE** Shadow Box w Lattice


Edit this Style?  Yes  Create New

Adjust Height +/- 0"

Reuse Components?  Yes, if possible  No

Quantity Takeoff  Show  Hide

3D  2D  2D hide lines



## 2D Hide Lines For background and entourage. Prevents heavy black lines.

**GENERAL SETTINGS**

**LIBRARY** Fence - Wood

**STYLE** Shadow Box w Lattice


Edit this Style?  Yes  Create New

Adjust Height +/- 0"

Reuse Components?  Yes, if possible  No

Quantity Takeoff  Show  Hide

3D  2D  2D hide lines



## Materials Before running the Instant Fence Railing, paint the materials that you wish to use on something in the model.

### Posts


**MATERIALS**

Posts InstantFence1

Rails no material

Cap Rail no material

Fencing no material



### Rails

**MATERIALS**

Posts: no material

Rails: InstantFence1

Cap Rail: no material

Fencing: no material



## Cap Rail

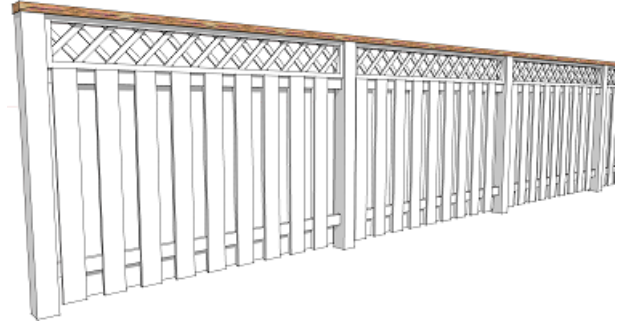
**MATERIALS**

Posts: no material

Rails: no material

Cap Rail: InstantFence1

Fencing: no material



## Fencing

**MATERIALS**

Posts: no material

Rails: no material

Cap Rail: no material

Fencing: InstantFence1

Random Position:  yes  no



## Panels

**MATERIALS**

Posts: no material

Rails: no material

Cap Rail: no material

Fencing: no material

Panels: InstantFence1

Panel Mat Rotation:  Aligned  Across



## Panel Supports

**MATERIALS**

Posts: no material

Rails: no material

Cap Rail: no material

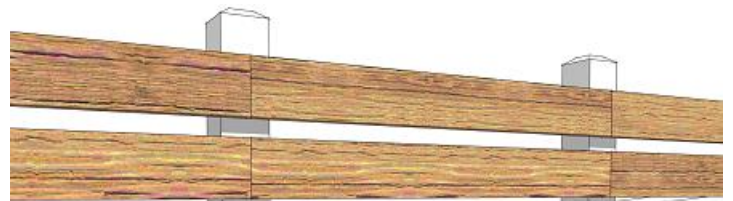
Fencing: no material

Panels: no material

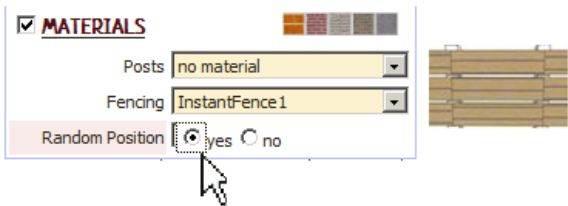
Panel Supports: InstantFence1



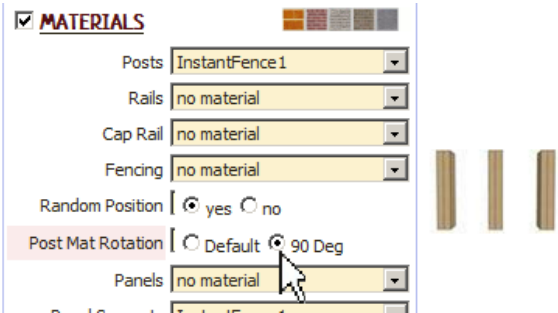
## Random Position



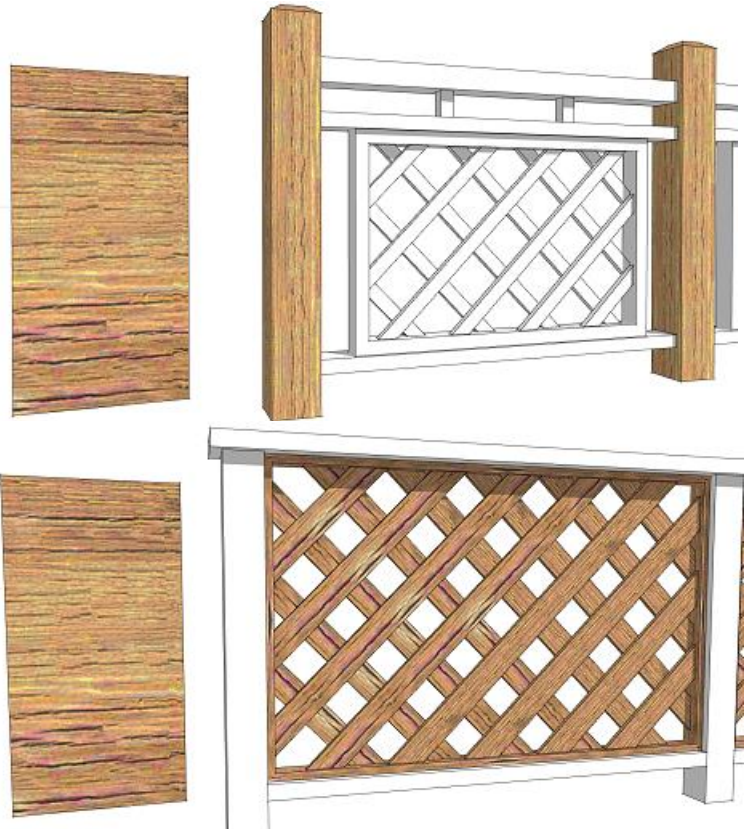
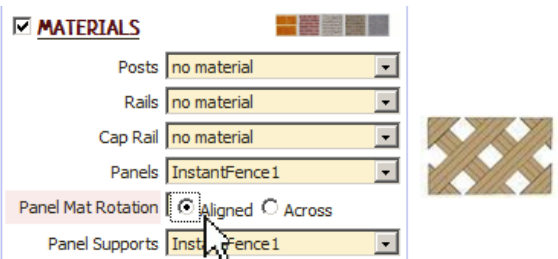




### Post Material Rotation



### Panel Material Rotation



**Slowness** *The user profiles options for posts, pickets and hand rails can cause the menu to load slowly in a large model with many components because the plugin queries the model for components. If the menu is loading slowly, try disabling user profiles option as shown below*

