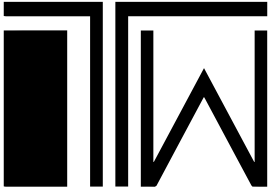




ENCORE

Revit Wall System
User Guide





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Downloading the Revit files

The Encore Revit wall system consists of several files that are compressed within a zipped folder. After this folder has been downloaded from the Tagwall website, the contents of the folder must be extracted to a location on the user's PC.

The compressed folder contains the following five files:

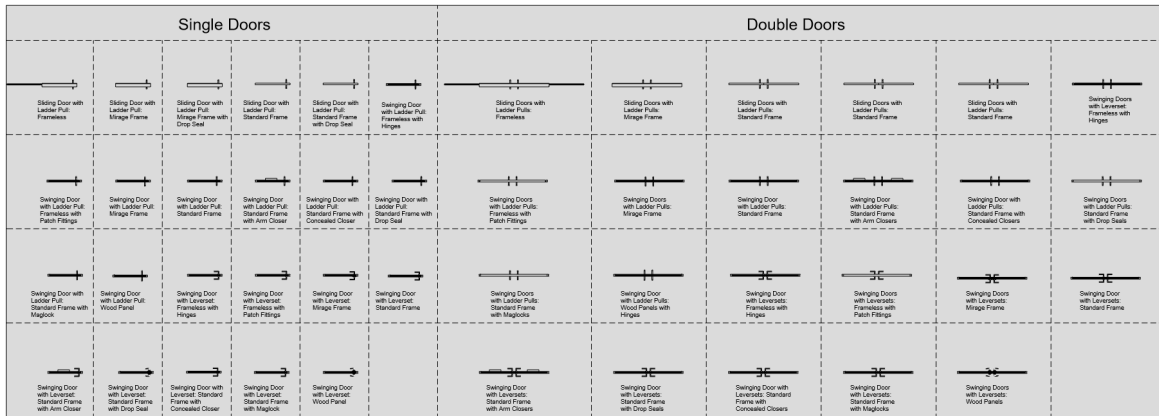
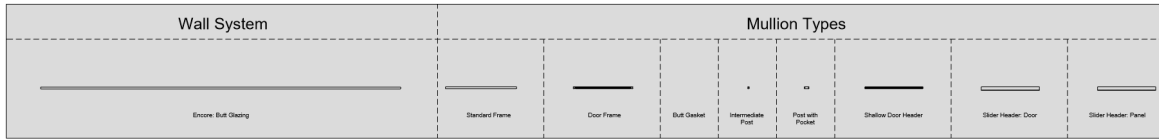
Name	Type
 Encore - Double Doors.rfa	Autodesk Revit Family
 Encore - Double Doors.txt	Text Document
 Encore - Single Doors.rfa	Autodesk Revit Family
 Encore - Single Doors.txt	Text Document
 Tagwall Encore - Wall System Master File.rvt	Autodesk Revit Project

The .rvt file is the container file for the Revit wall and mullion types. It also contains the typical Encore door configurations. The two .rfa files are the Revit family files for the standard Encore doors. The two .txt files define Revit family catalogs and are used to import specific door types when loading the door families into a project.

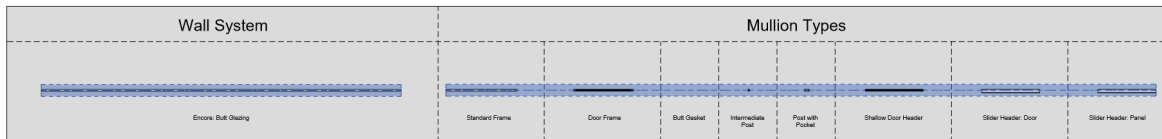
Using The Revit Files

The Encore Revit wall system is compatible with Autodesk Revit 2019 and newer. To use the Encore wall system within a Revit project, follow these steps:

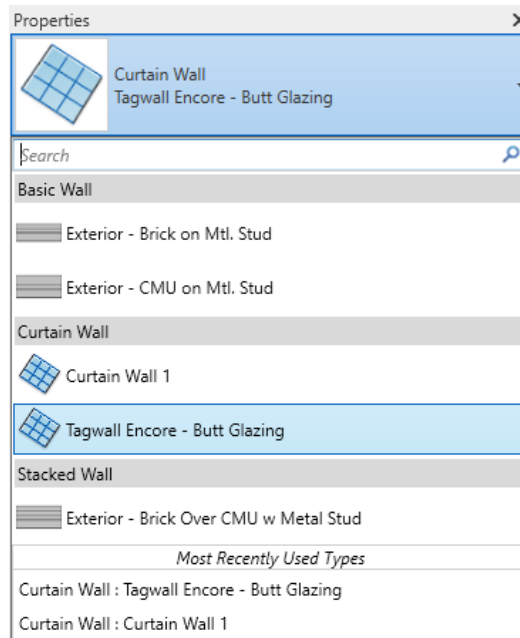
1. After launching Revit, open "Tagwall Encore - Wall System Master File.rvt"
The project file opens to the following view:



2. Select the “Wall System” curtain wall as well as the “Mullion Types” curtain wall and copy these curtain walls to the Windows clipboard using “ctrl+c.” Your selection should look like the image below.

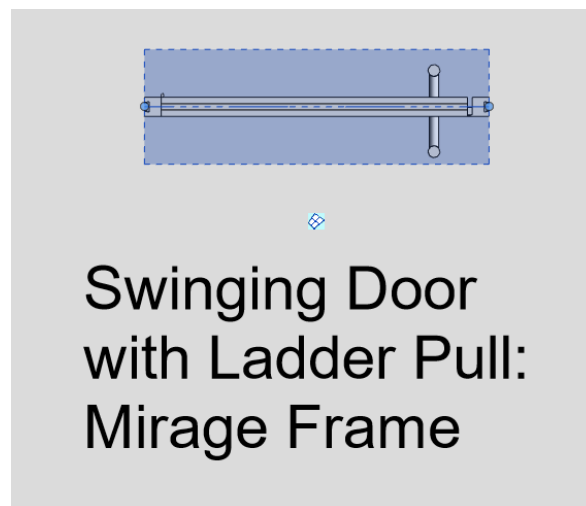


3. Open your project file. In a floor plan view, paste the curtain walls into the project using “ctrl+v.” Click once within the viewport to confirm the placement of the pasted elements.
4. The Encore wall system and all of its corresponding mullion types are now loaded into the project and the copied content can be deleted from the view. To create an Encore wall, activate the “Wall” command and select “Tagwall Encore - Butt Glazing” from the “Curtain Wall” section.



Door Families

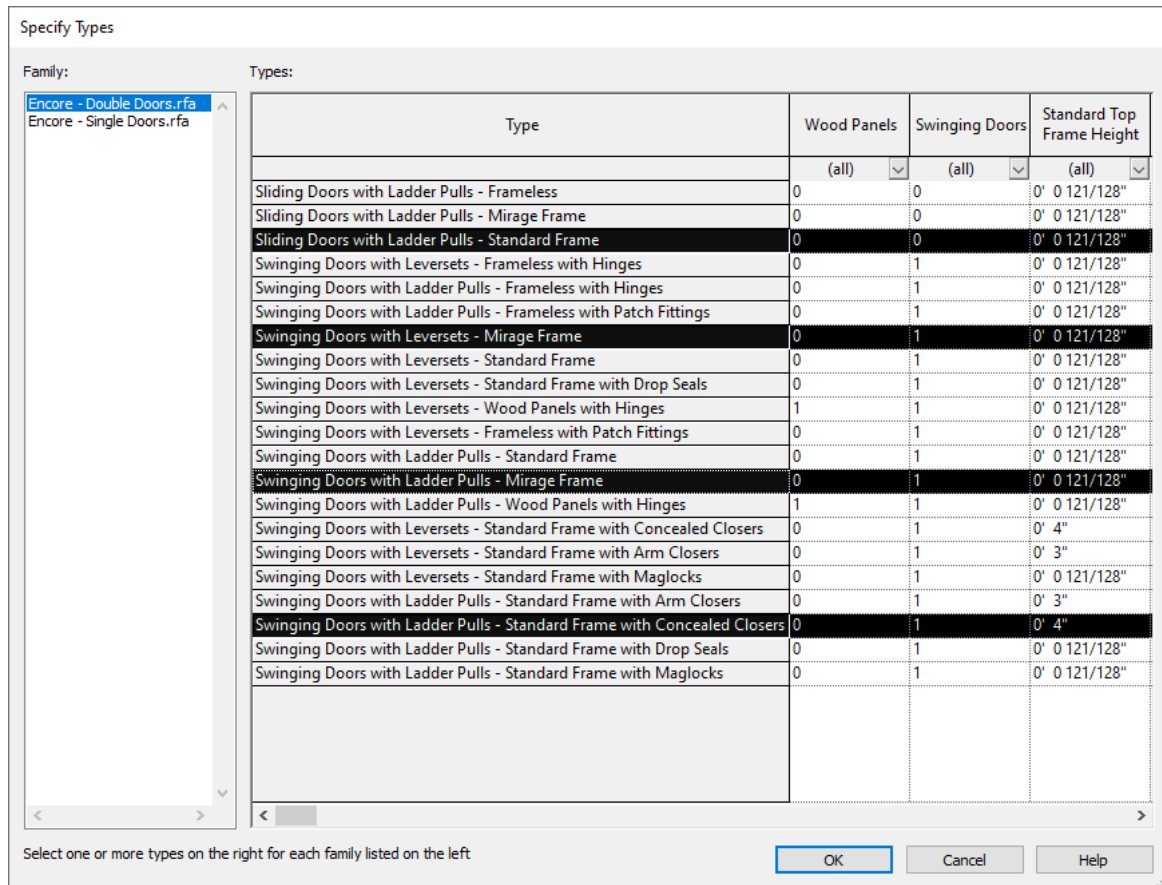
The Encore wall system comes with two door families included, one for single doors and one for double doors. These families can be loaded into the project in two ways. The first way is by selecting a door within the “Tagwall Encore - Wall System Master File.rvt” project file, copying it to the Windows clipboard, and then pasting it into the destination project file. When using this method, be sure to select the curtain wall system and not the door panel during the copy process. Your selection should look like the image below:





The second way of loading the families into the project is by using the “Load Family” button within the project file. After clicking this button, navigate to the folder where the family files were saved when they were downloaded. Select one or both of the door families and click “Open” to load them into the project.

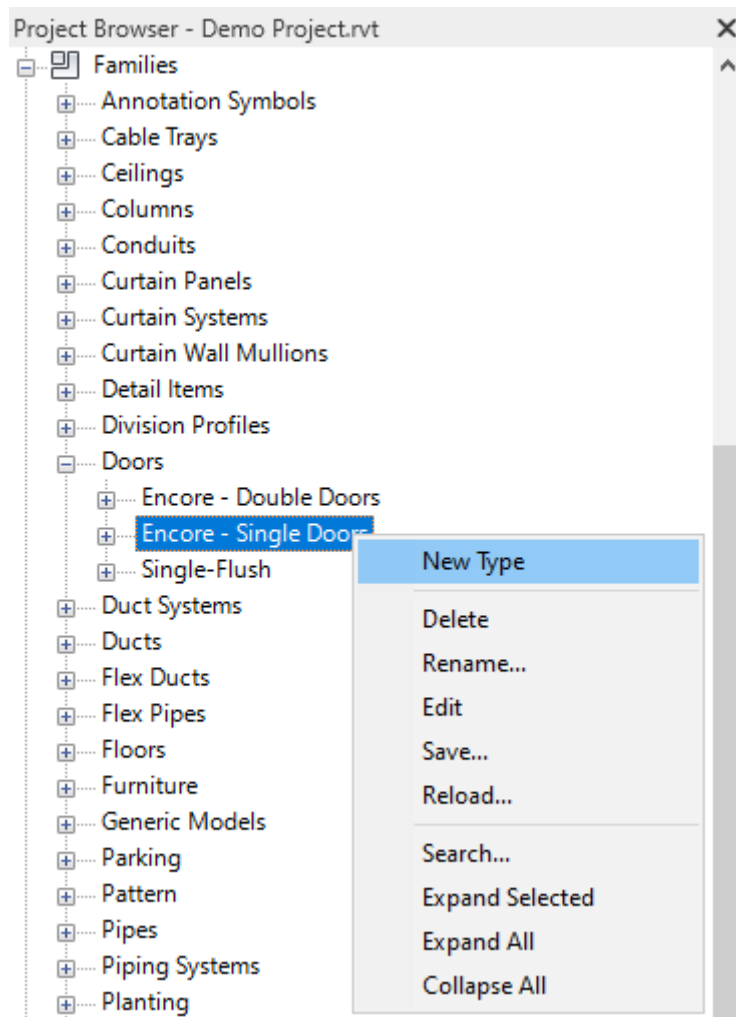
If the families and their corresponding .txt files are in the same folder, a family type catalog window will appear. Within this window, select the family file from the “Family” pane. Then, within the “Types” pane, hold the ctrl key and select every door type that you would like to load into the project. Repeat this process for the second door family if loading both into the project at the same time. Finally, click “OK” to load these door types into the project.





Custom Door Types

To create a custom door type, locate the door family you would like to customize within the project browser, right-click it, and select “New Type.”

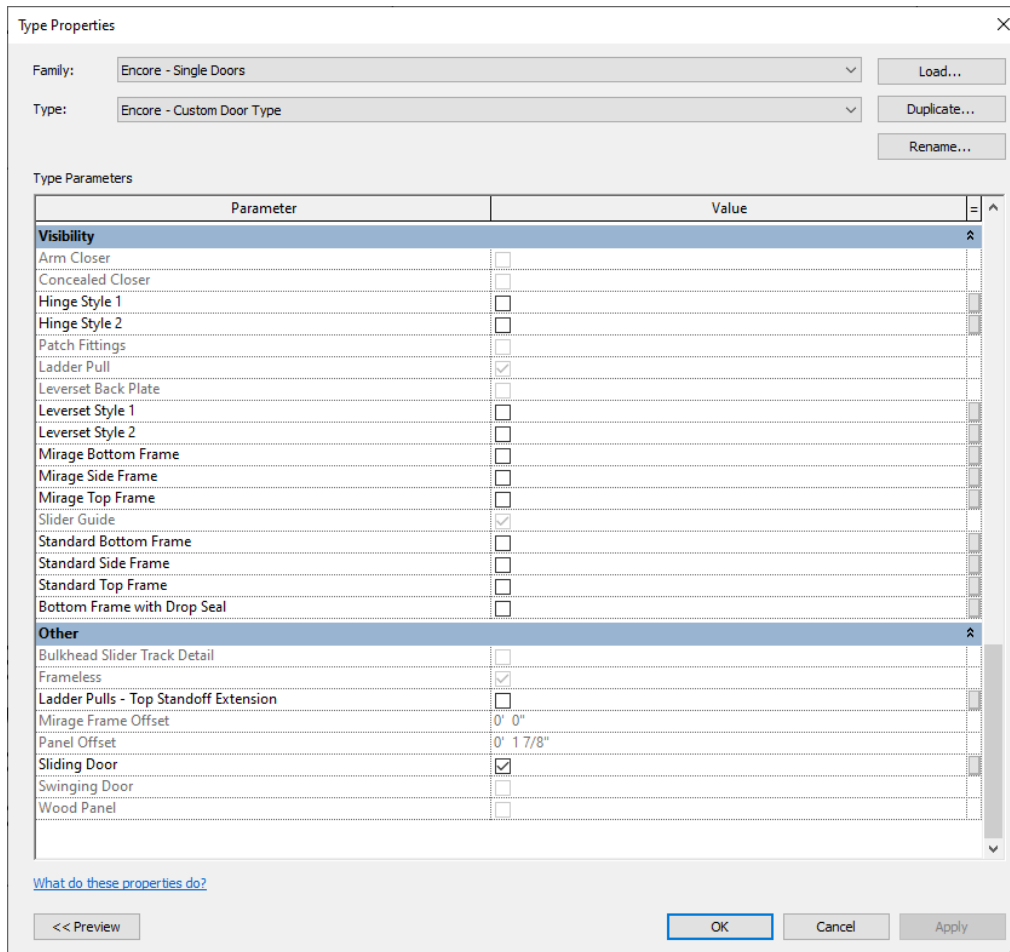


Give the new door type a name and then double click it to edit its settings.

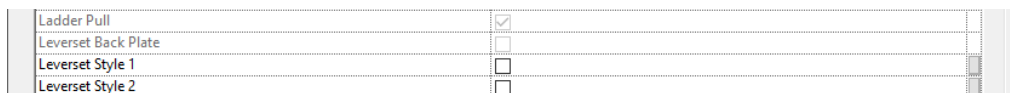
The type properties panel contains several parameters that can be modified. Most of these parameters can be ignored as they are tied to formulas which drive constraints within the family. The following steps explain the process of customizing the most important family type parameters when creating a new door type.



1. Scroll down to the “Visibility” and “Other” parameter sections.

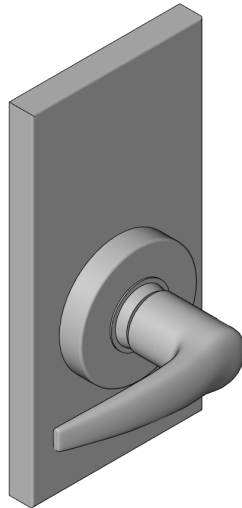


2. Under the “Other” parameters section, indicate if the door type should be a sliding door using the check box next to the “Sliding Door” parameter. Leaving the box unchecked will make the door a swinging door.
3. Under the “Visibility” parameters section, indicate the door’s opening hardware using the parameters shown below.

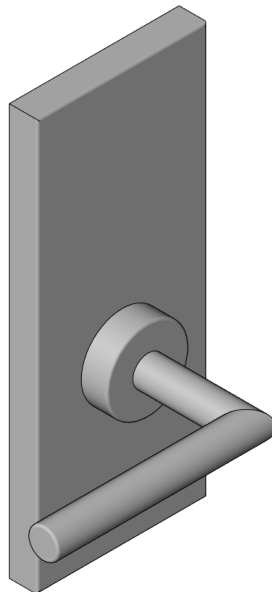




Checking the box next to “Leverset Style 1” will cause Revit to use the leverset shown below.



Checking the box next to “Leverset Style 2” will cause Revit to use the leverset shown below.

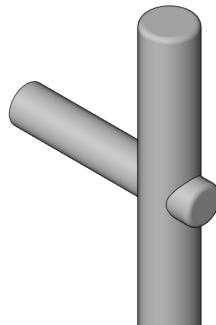




Leaving both leverset style boxes unchecked will cause Revit to use the ladder pull hardware shown below.



When using the ladder pull hardware, you can optionally modify the top standoff so it extends through the vertical handle bar. To enable this detail, check the box next to the “Ladder Pulls - Top Standoff Extension” parameter. The depth of the top standoff extension can be controlled using the “Ladder Pulls - Top Standoff Extension Depth” parameter. This detail is shown below.





4. Choose the frame style using the parameters shown below.

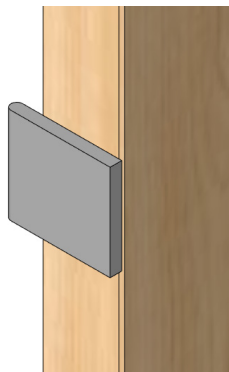
Mirage Bottom Frame	<input type="checkbox"/>
Mirage Side Frame	<input type="checkbox"/>
Mirage Top Frame	<input type="checkbox"/>
Standard Bottom Frame	<input type="checkbox"/>
Standard Side Frame	<input type="checkbox"/>
Standard Top Frame	<input type="checkbox"/>
Bottom Frame with Drop Seal	<input type="checkbox"/>

To select the mirage frame style, check the boxes next to each mirage frame parameter. To select the standard frame style, check the boxes next to each standard frame parameter. If using a drop seal on the bottom of the door, uncheck the bottom frame (mirage or standard) and check the box next to “Bottom Frame with Drop Seal.” To make the door frameless, leave all of the boxes unchecked.

5. If the door is a swinging door, indicate the hinge hardware using the parameters shown below.

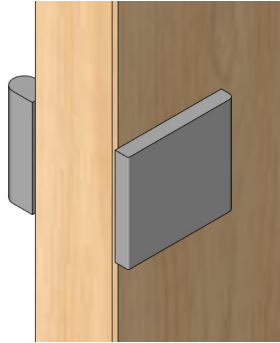
Hinge Style 1	<input type="checkbox"/>
Hinge Style 2	<input type="checkbox"/>
Patch Fittings	<input type="checkbox"/>

Checking the box next to “Hinge Style 1” will tell Revit to use hinges that mount to the edge of the door(s) (shown below).

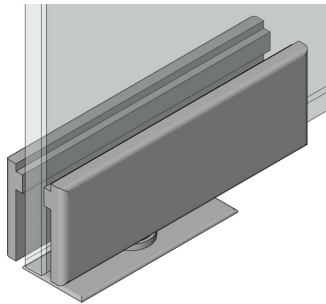




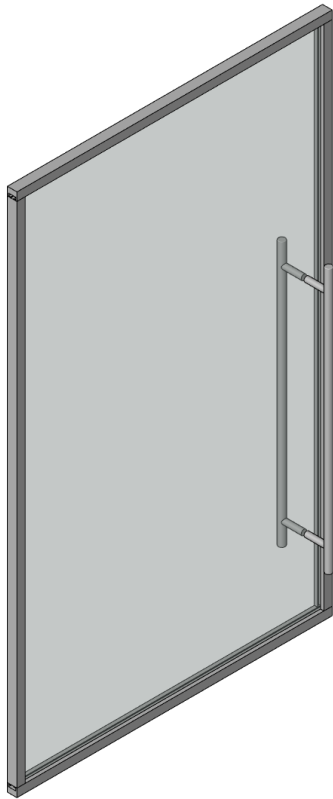
Checking the box next to “Hinge Style 2” will tell Revit to use hinges that mount to the faces of the door(s) (shown below).



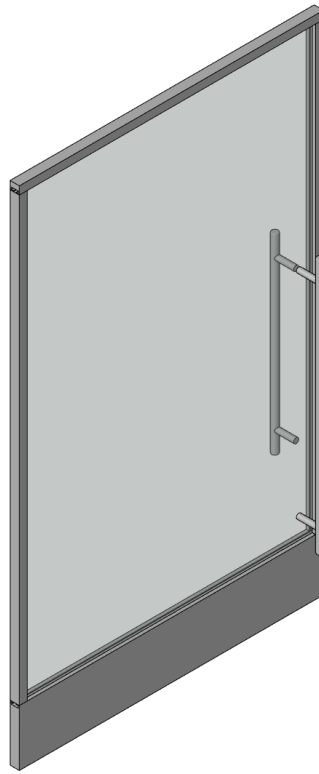
If both hinge style boxes are left unchecked and the door is set to frameless, Revit will use the patch fitting hardware instead of hinges (shown below).



6. If the door uses the ladder pull hardware and needs to comply to ADA standards, check the box next to the “ADA” compliant parameter. This parameter will make the interior pull 12” shorter than the exterior pull. It will also add a 10” tall kick plate to the bottom of the door if the standard frame style is being used. These changes are shown below.



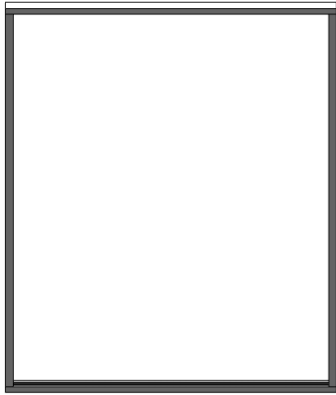
ADA Compliant turned off



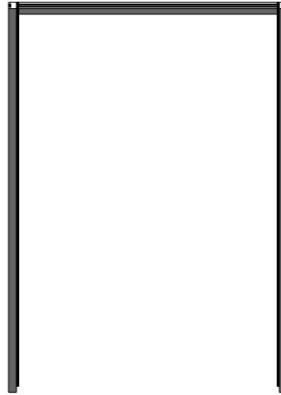
ADA Compliant turned on

Mullions

The Encore wall system master file includes the mullion types shown below.



Standard Frame



Door Frame



Butt Gasket



Intermediate Post



Post with Pocket



Shallow Door Header



Slider Header: Door



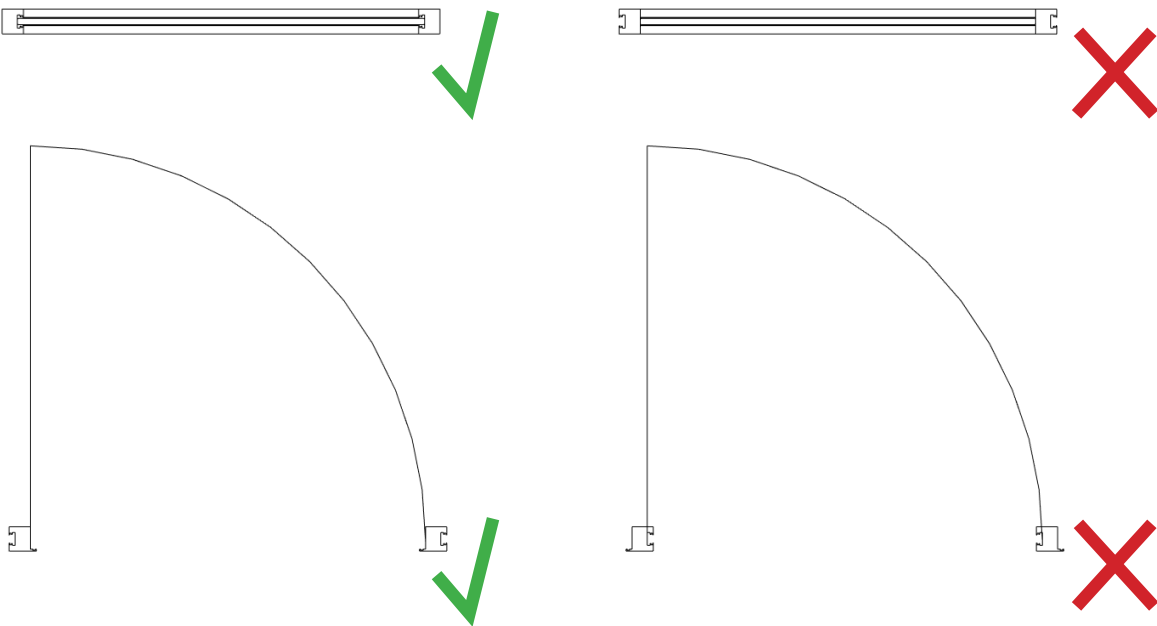
Slider Header: Panel



The “frame” type mullions are used to frame either a normal glass panel or a door opening. These frames are created using the following mullion types:

- Encore - Bottom Track
- Encore - Top Track
- Encore - Side Track - Left
- Encore - Side Track - Right
- Encore - Door Jamb - Left
- Encore - Door Jamb - Right
- Encore - Door Jamb - Top

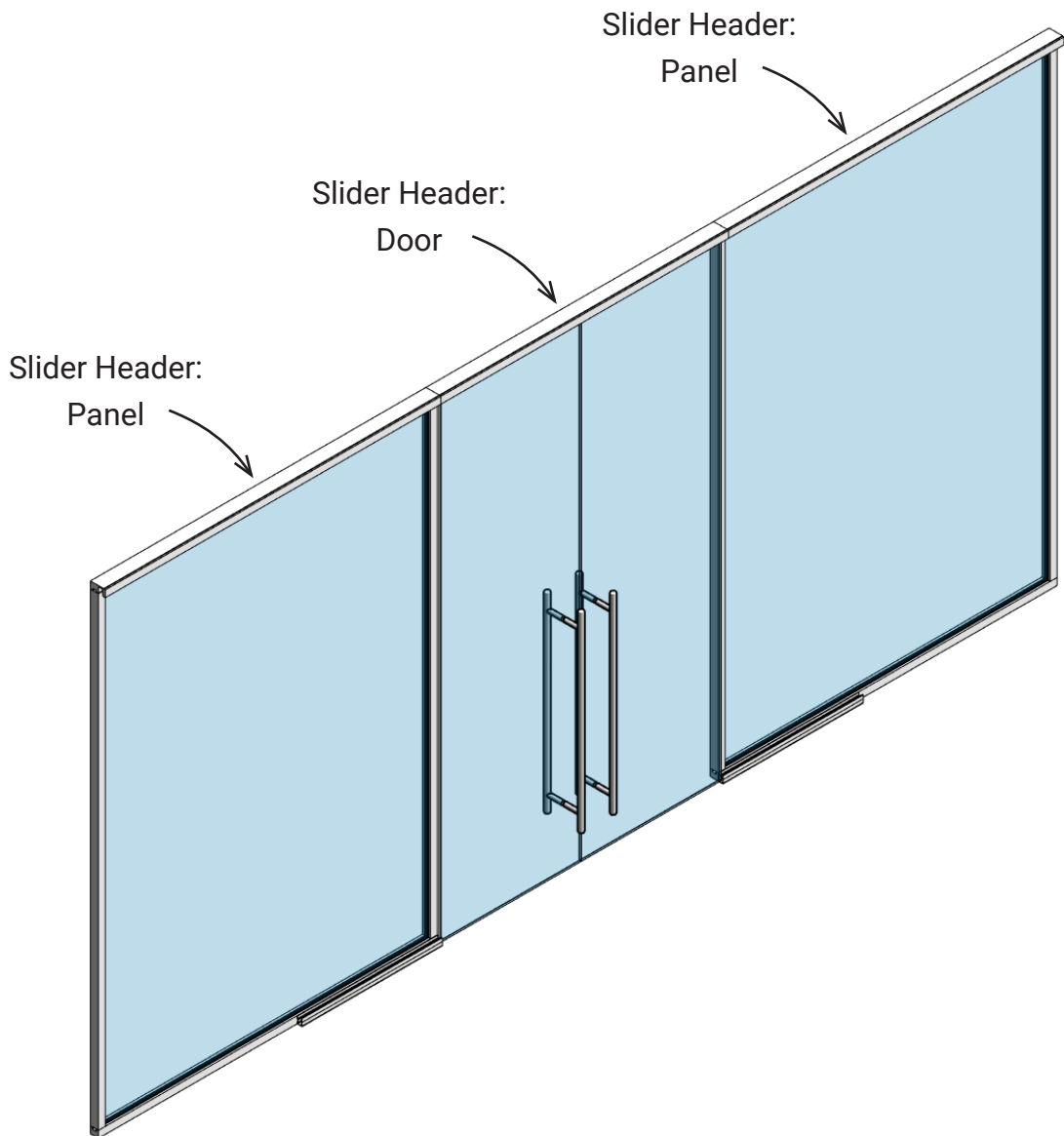
When adding mullions for the sides of each frame, it is important to create the mullions and then view them closely in a floor plan view to ensure they are in the correct orientation. Although there are specific mullion types that correspond to the left and right sides of the frame, the orientation of the wall system influences the mullion type that should be used. Because of this, it may be necessary to use the “left” mullion on the right side of the opening and the “right” mullion on the left side of the opening in some cases. Refer to the images below to verify that the side mullions are oriented correctly. If they are not oriented correctly, swap the left and right mullions with one another.





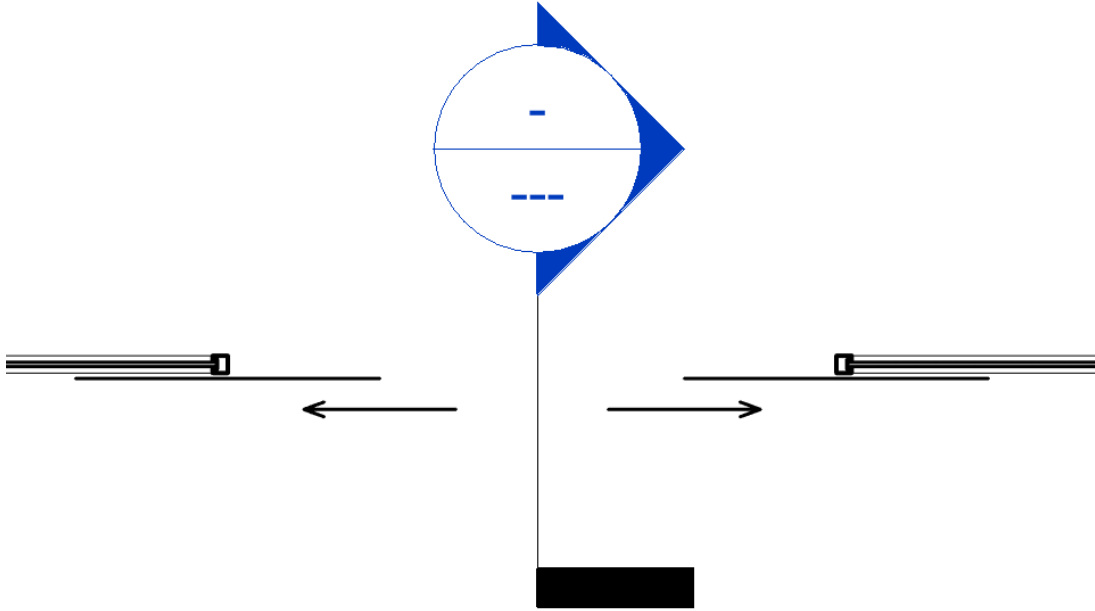
Sliding Door Headers

When adding frameless sliding doors to the wall system, the slider header mullions should be used as the top frame mullions within the system. The “Slider Header: Panel” mullion type should be used over the door, and the “Slider Header: Panel” mullion type should be used over the adjacent solid glass panels.

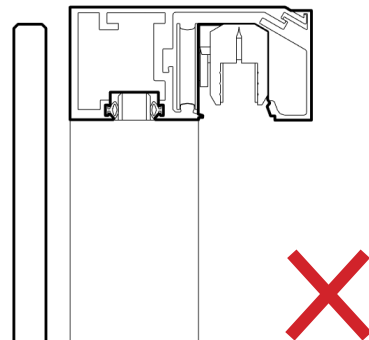
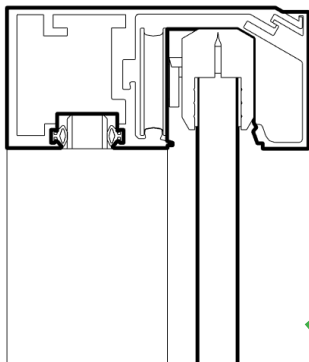




After adding the sliding door header mullions, it is important to confirm that the door is positioned correctly within the header. This can be done easily by creating a section view that runs through the center of the door.

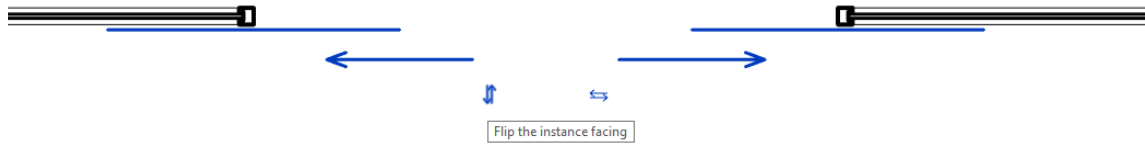


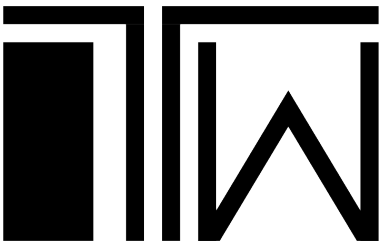
After opening the section view, change the viewport's detail level to fine. Zoom in to view the top of the door. If the door is positioned correctly, the top of the door will align with the 2D detail of the roller hardware. If the door is positioned incorrectly, it will be floating off in space and will not be touching the header at all.





If the door is positioned incorrectly, you can fix it using the flip controls within the floor plan view. Simply select the door in plan, and then click the blue flip control icons to adjust the door's orientation.





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