Dynamo Sprint 06

DIM: Excel

23.10.2024

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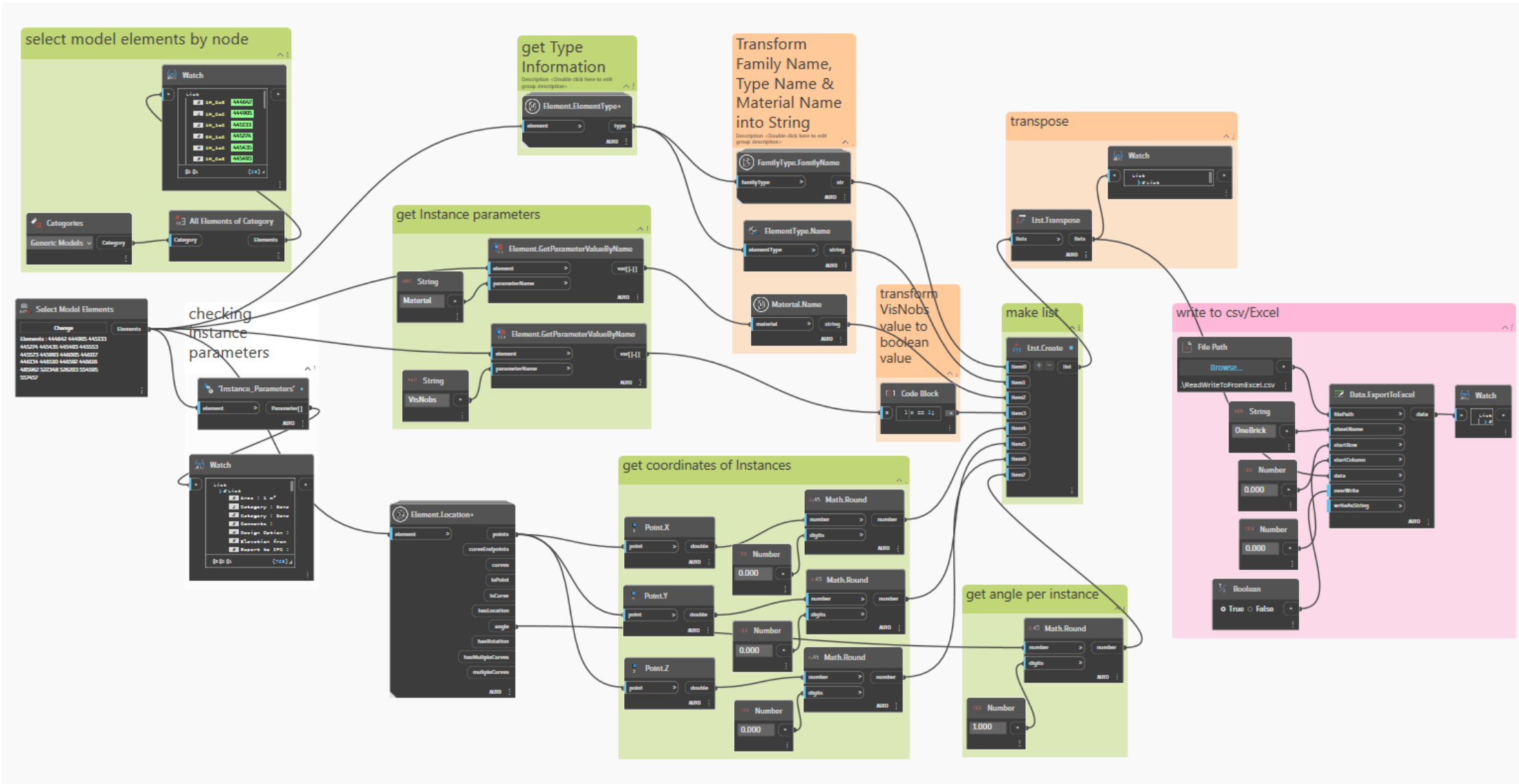
Write to Excel

Write Overview



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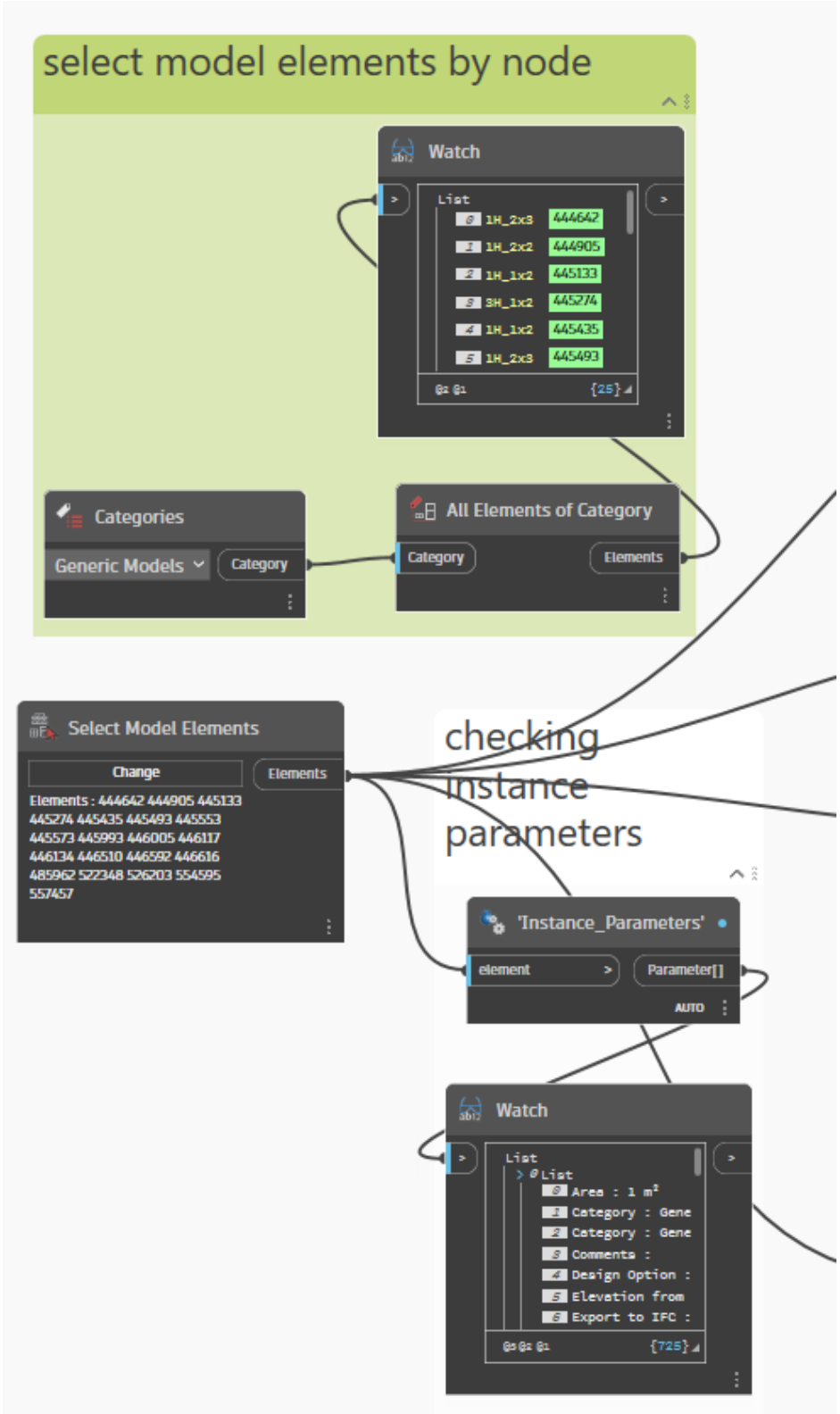
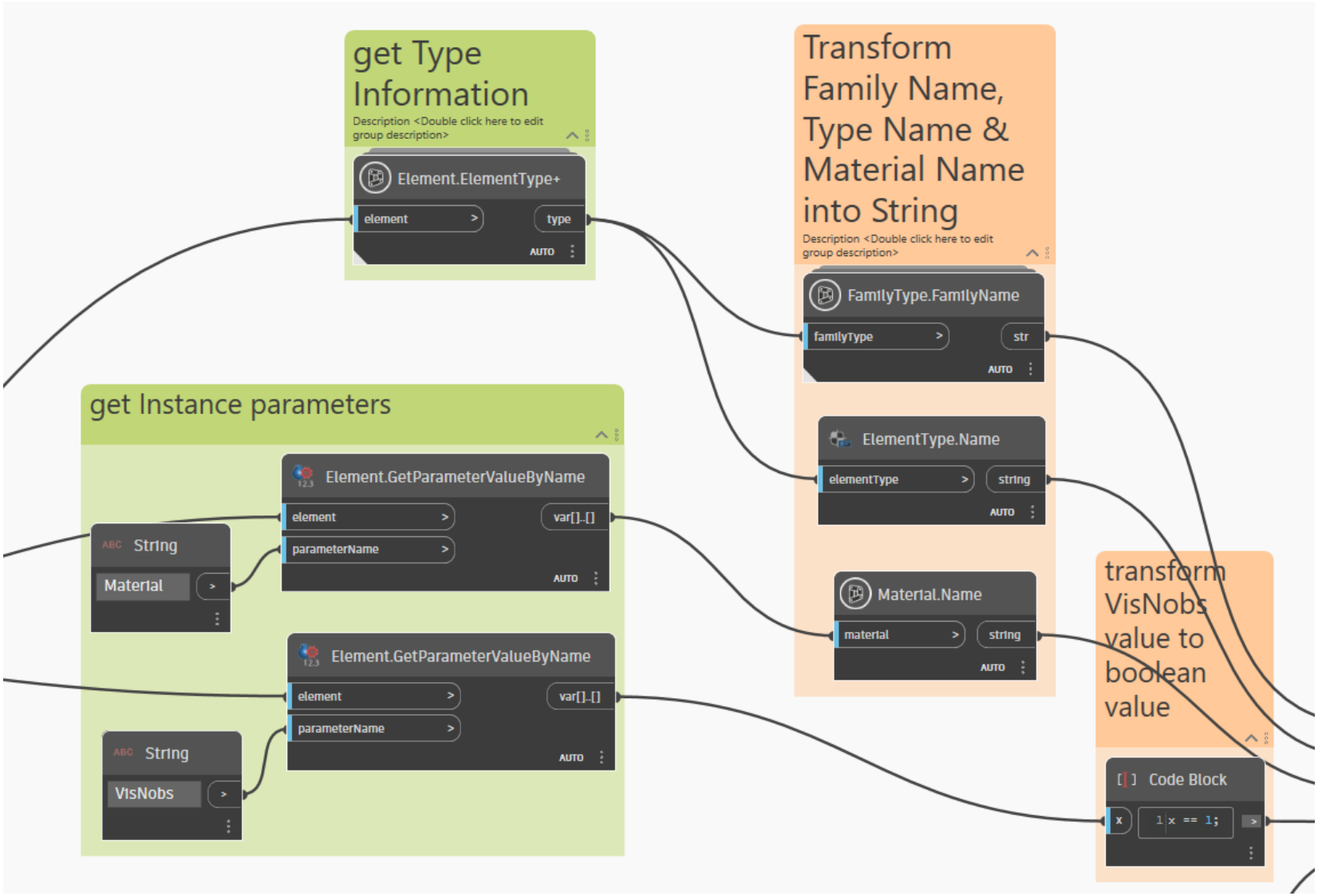
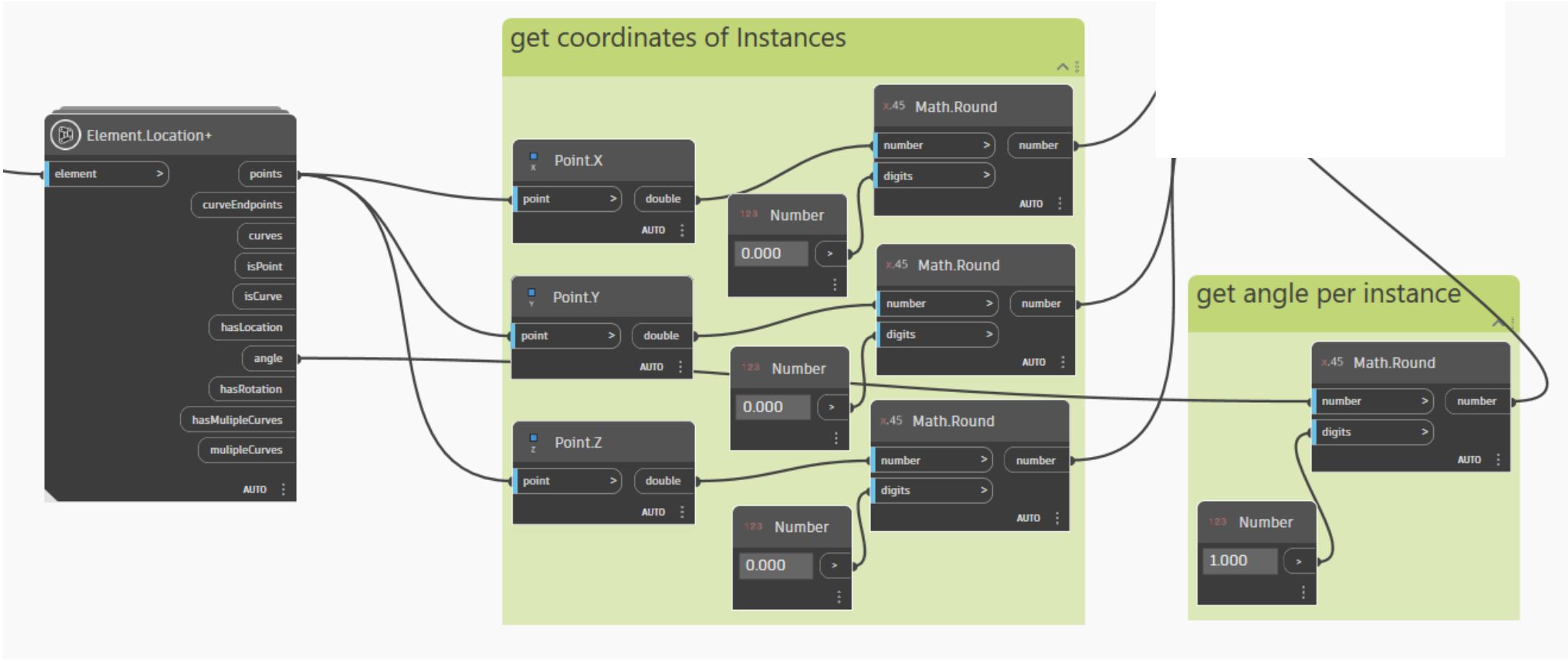
Select Elements



Get Instance parameters & Type information



Get element location & angle



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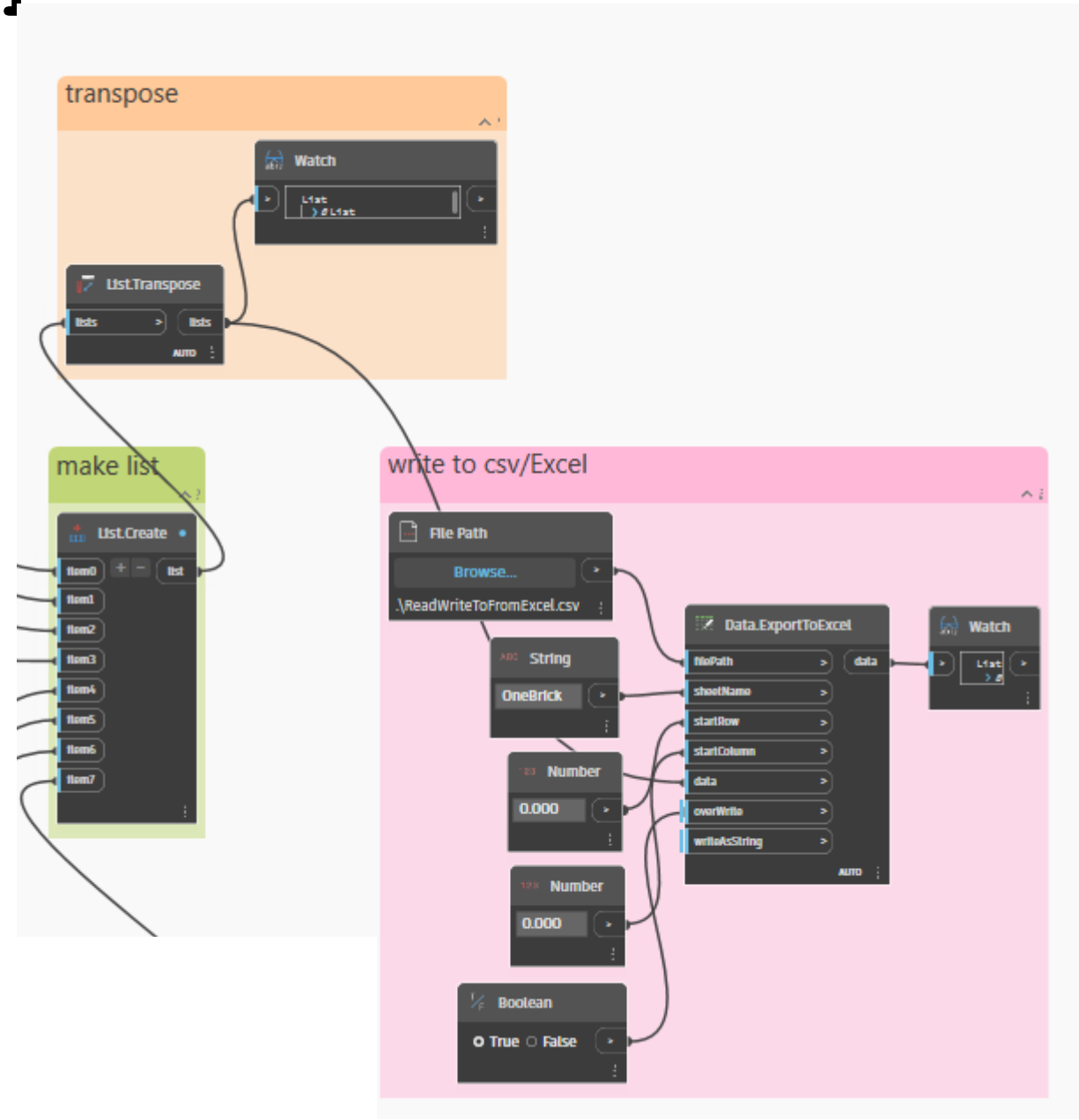
create list, transpose & write to Excel



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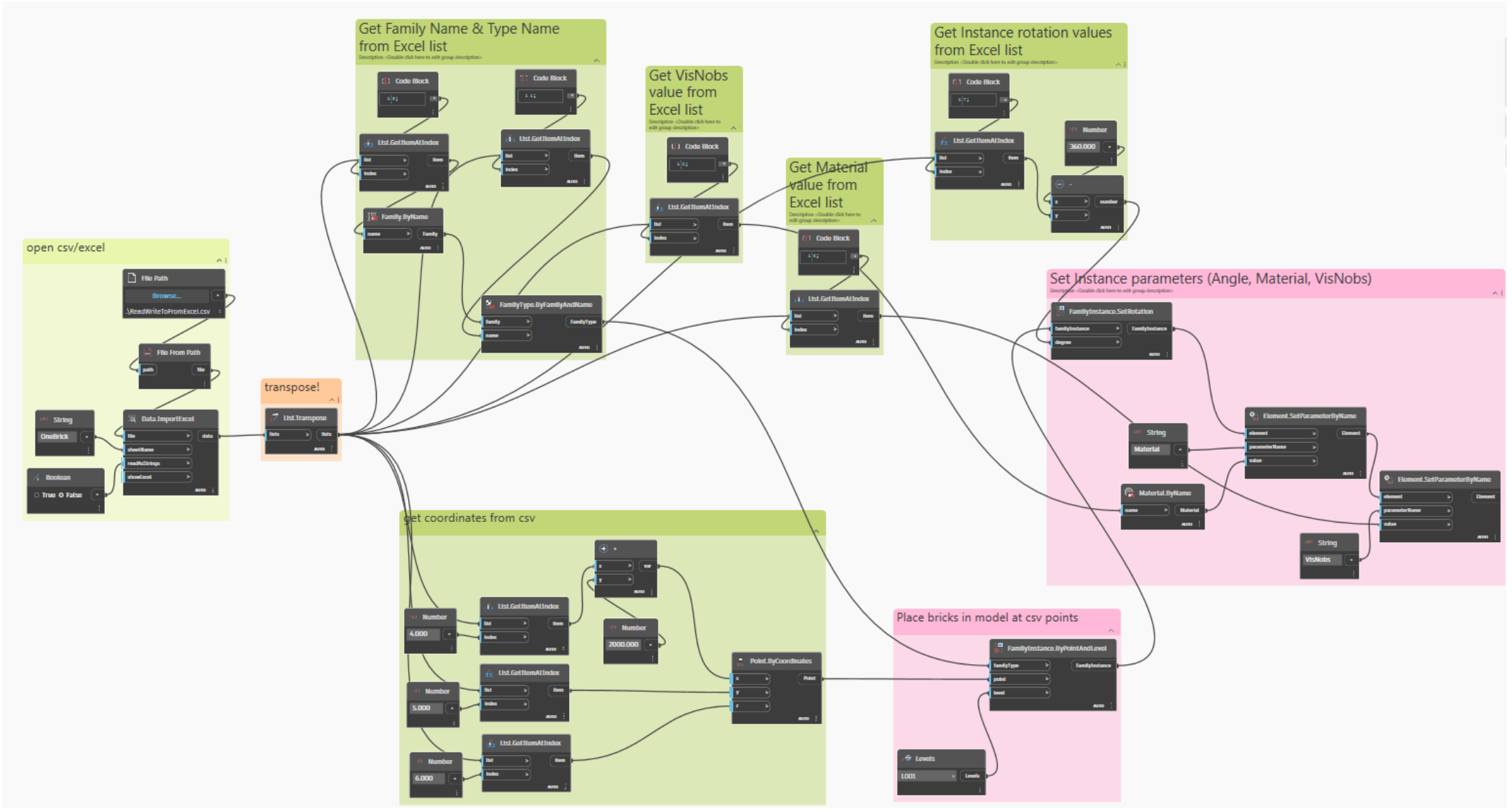
Read from Excel

Overview



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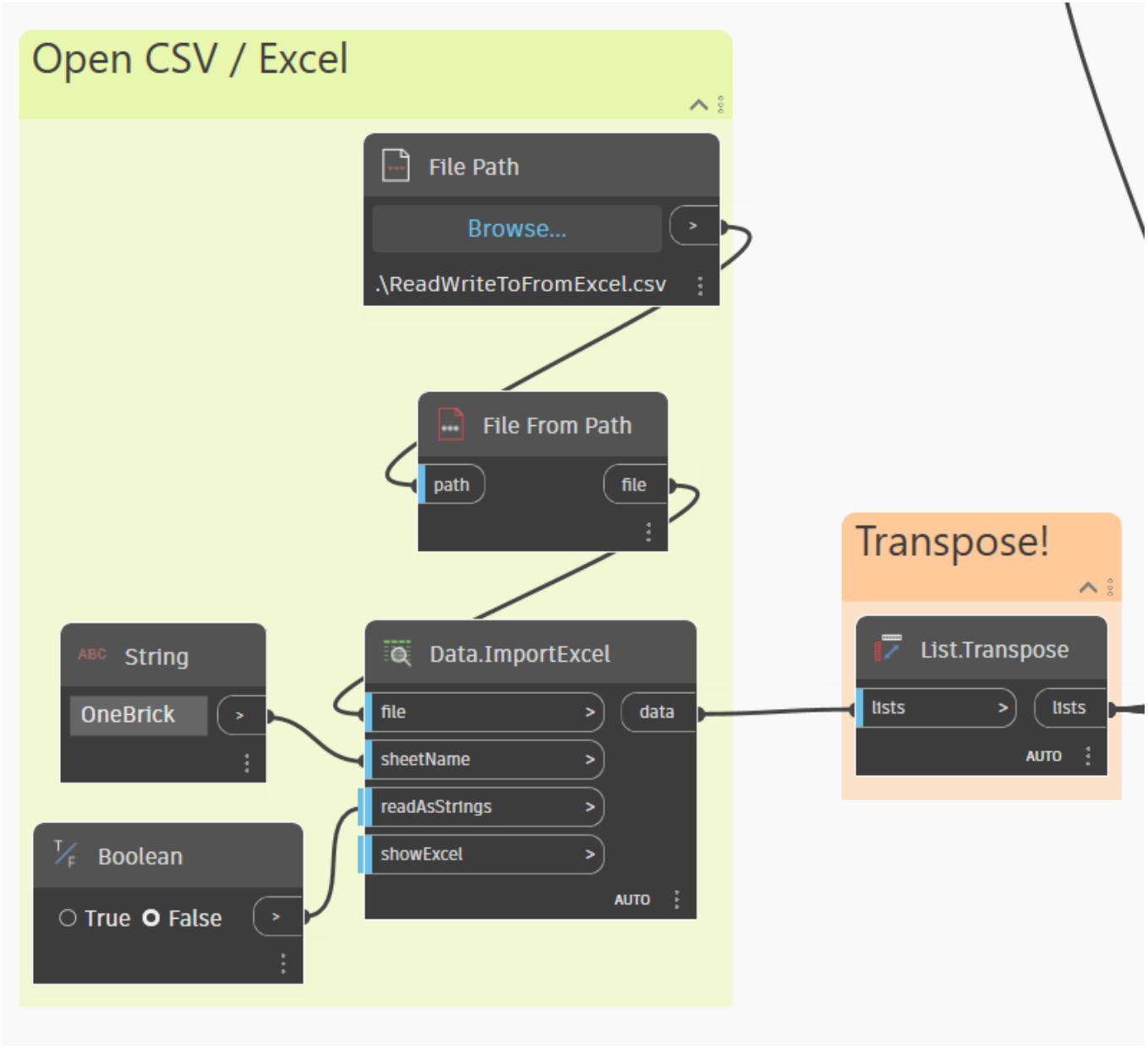
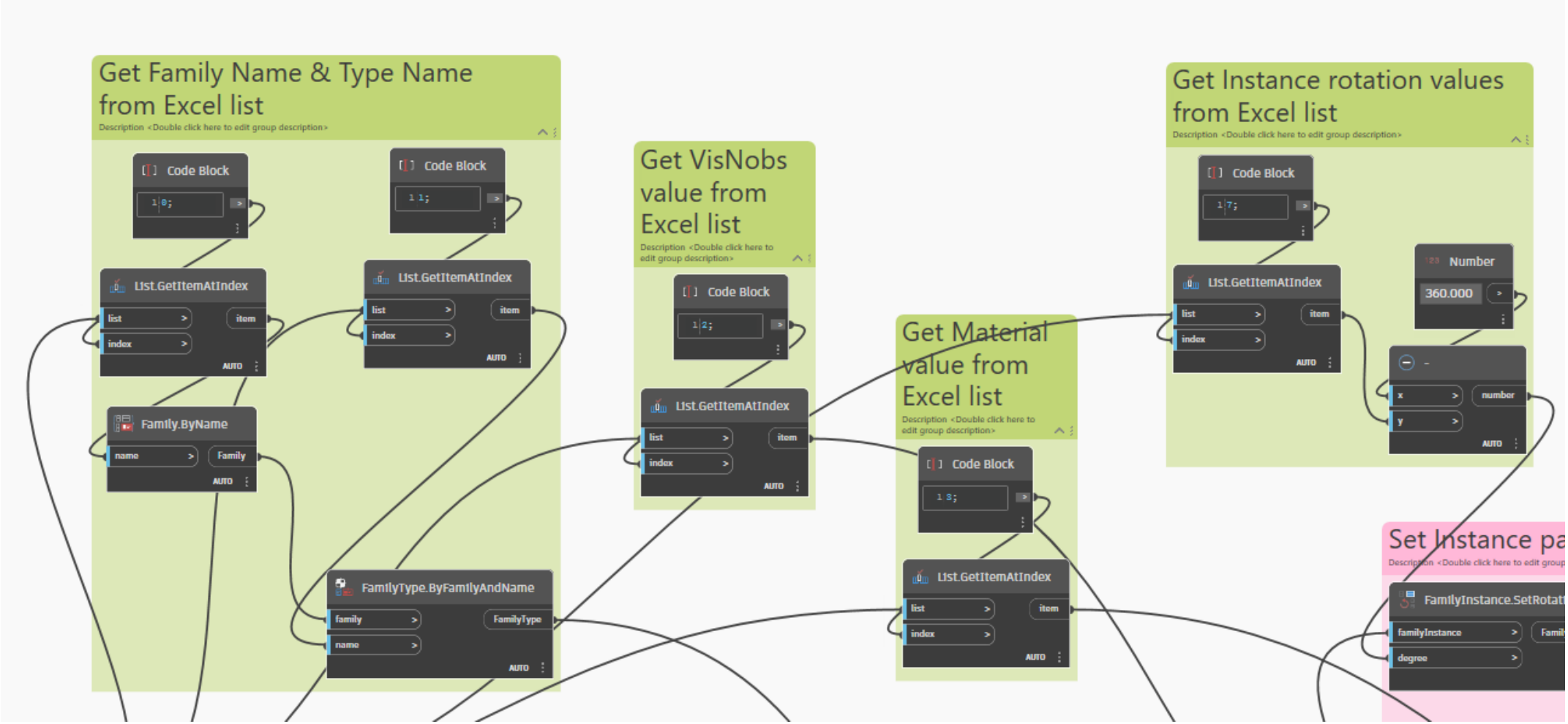
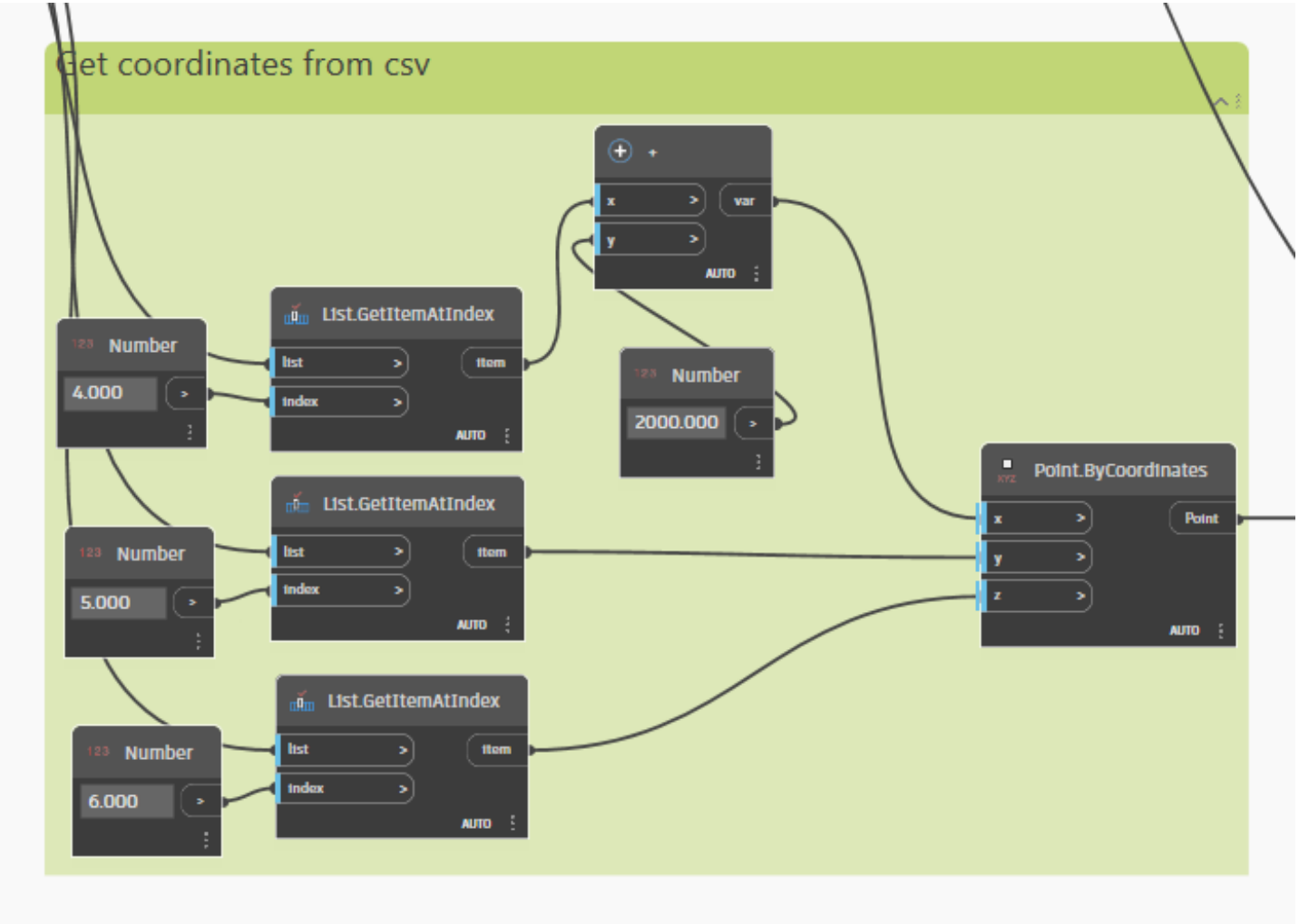
Open & Read from Excel…



Read Family Name, Type Name, VisNobs Setting, Material Name, Angles from the Excel list



Read the Coordinates from the Execel list



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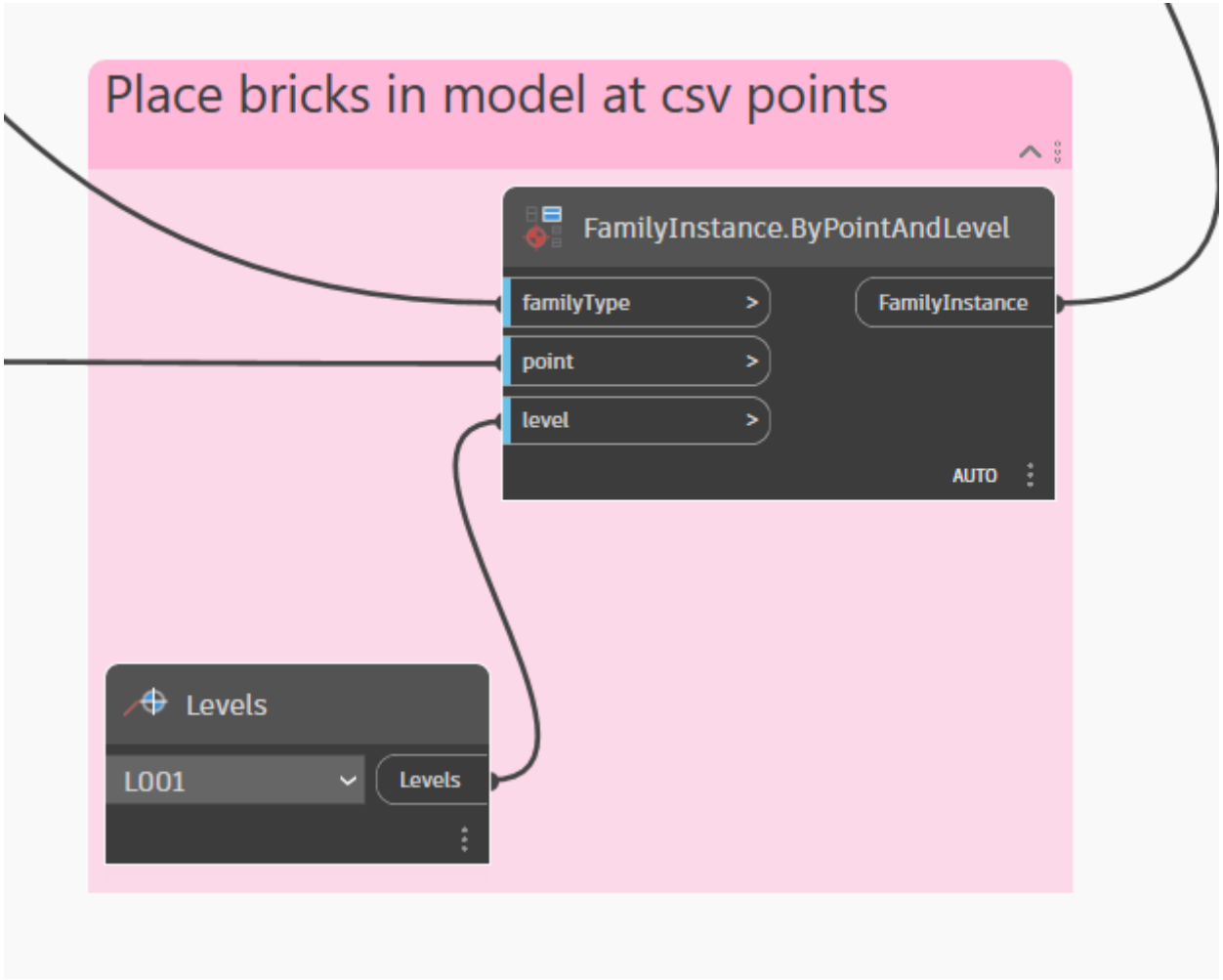
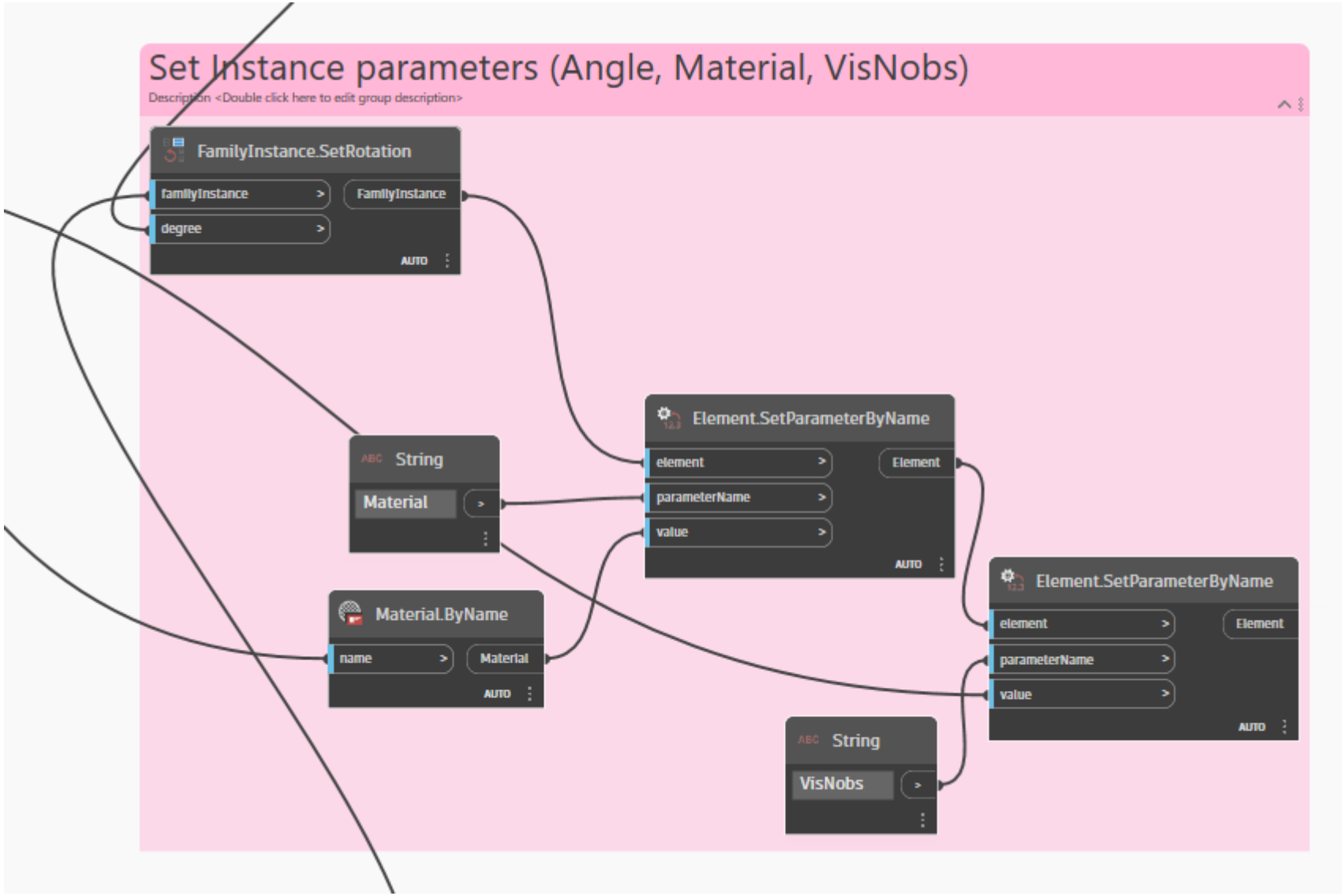
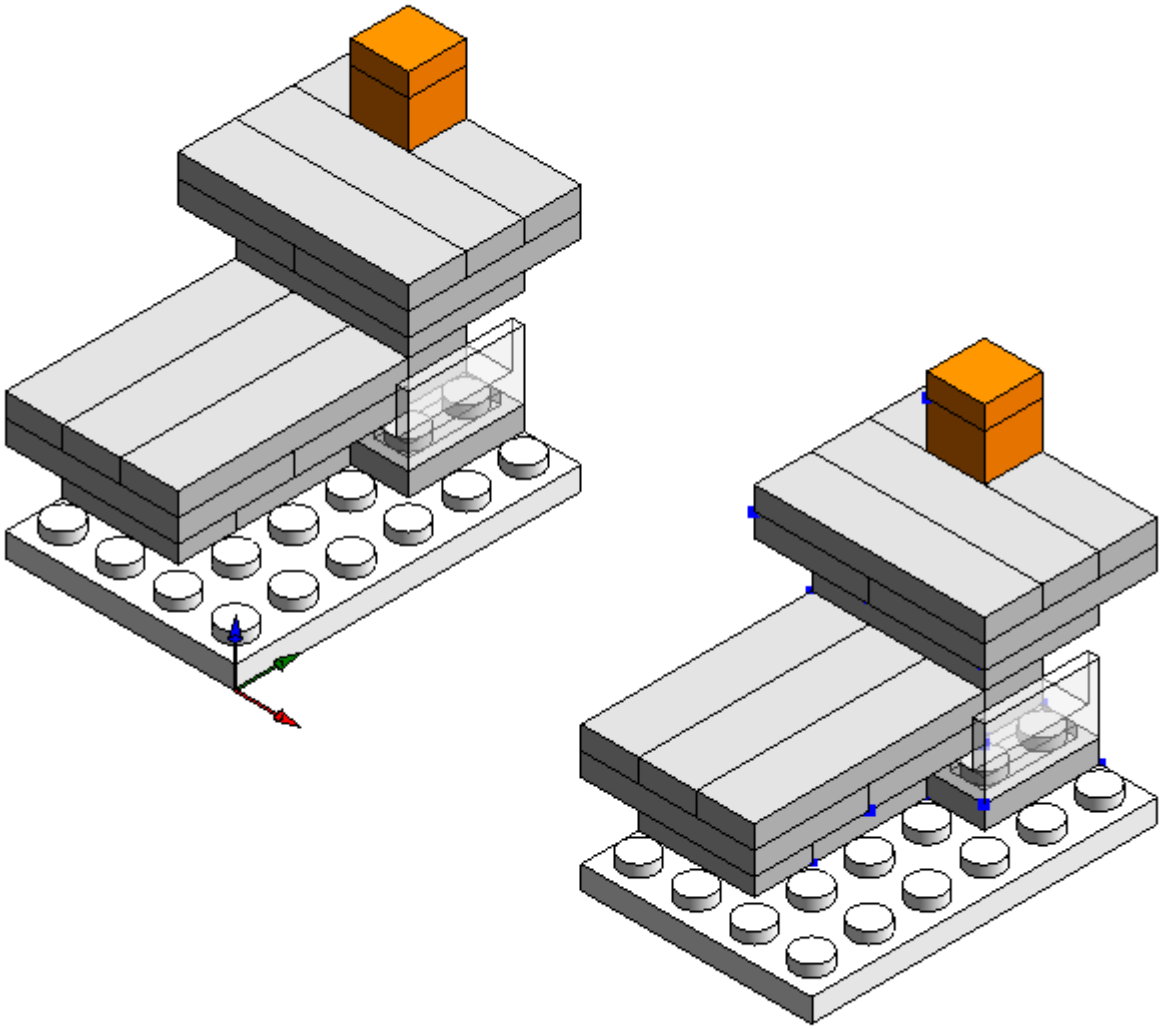
Place…


Place bricks in model at csv points
FamilyInstance.ByPointAndLevel
familyType
point
level
FamilyInstance
AUTO
Levels
L001
Levels

Adjust the placed elements in terms of Rotation, Material and Nob Visibility (VisNobs)



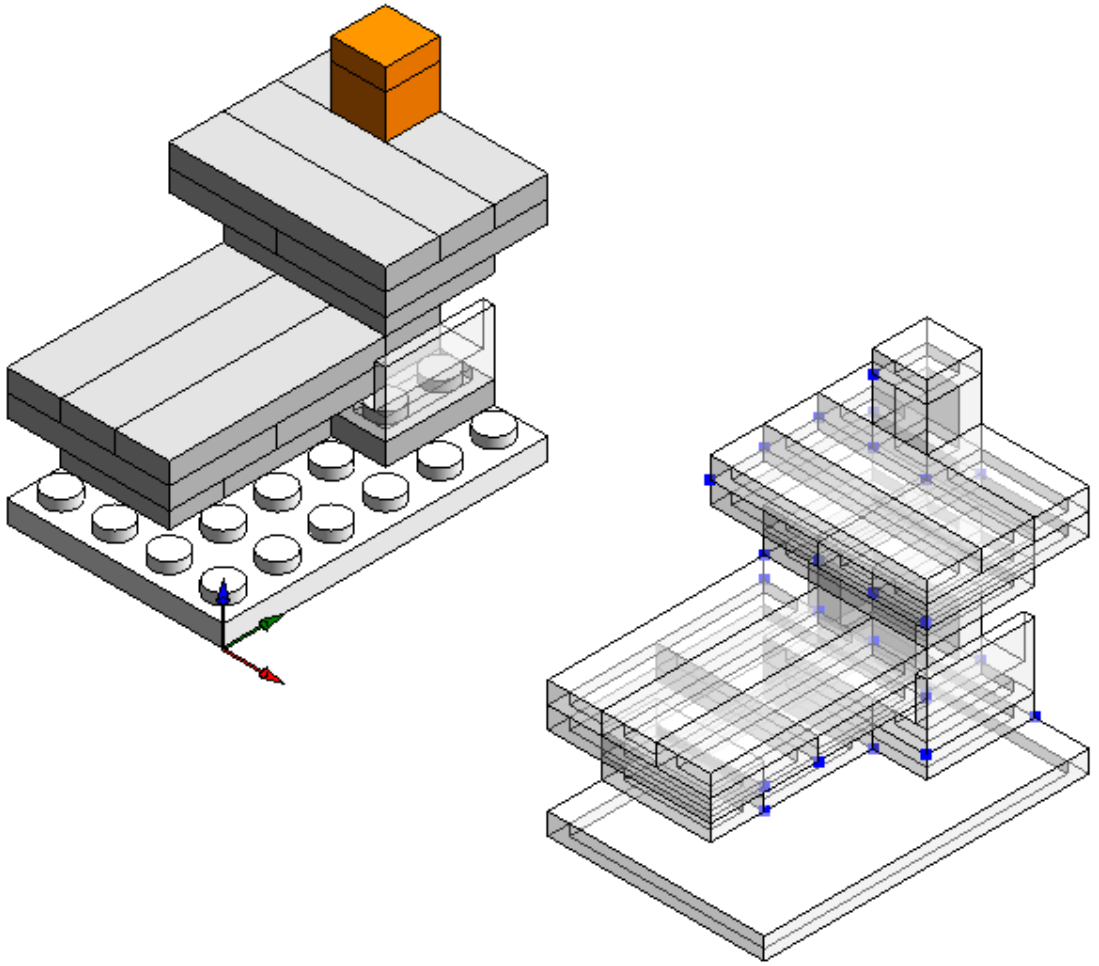
Result



Change Data in Excel

	A	B	C	D	E	F	G	H
1	oneBrickPl	1H_2x3	oB_clear	FALSE	-200	1200	80	180
2	oneBrickPl	1H_2x2	oB_clear	FALSE	-400	800	80	180
3	oneBrickPl	1H_1x2	oB_clear	FALSE	-400	400	80	180
4	oneBrickPl	3H_1x2	oB_clear	FALSE	-400	1200	160	180
5	oneBrickPl	1H_1x2	oB_clear	FALSE	-400	400	160	180
6	oneBrickPl	1H_2x3	oB_clear	FALSE	-300	500	240	180
7	oneBrickPl	1H_2x3	oB_clear	FALSE	-300	900	240	180
8	oneBrickPl	1H_1x4	oB_clear	FALSE	-900	900	320	270
9	oneBrickPl	1H_2x3	oB_clear	FALSE	-600	1400	560	270
10	oneBrickPl	1H_2x3	oB_clear	FALSE	-1000	1400	560	270
11	oneBrickPl	1H_1x2	oB_clear	FALSE	-600	1200	640	360
12	oneBrickPl	1H_1x1	oB_clear	FALSE	-1000	1200	640	360
13	oneBrickPl	1H_2x3	oB_clear	FALSE	-900	900	400	360
14	oneBrickPl	1H_1x2	oB_clear	FALSE	-300	900	480	90
15	oneBrickPl	1H_1x2	oB_clear	FALSE	-700	900	480	90
16	oneBrickPl	3H_1x1	oB_clear	FALSE	-800	1200	640	360
17	oneBrickPl	1H_1x2	oB_clear	FALSE	-500	900	480	90
18	oneBrickAr	3H_1x2	oB_clear	FALSE	-200	800	160	90
19	oneBrickPl	1H_1x1	oB_clear	FALSE	-800	1200	880	360
20	oneBrickPl	1H_1x4	oB_clear	FALSE	-700	900	320	270
21	oneBrickPl	1H_1x4	oB_clear	FALSE	-500	900	320	270
22	oneBrickPl	1H_1x4	oB_clear	FALSE	-1000	1000	640	360
23	oneBrickPl	1H_1x4	oB_clear	FALSE	-1000	800	640	360
24	oneBrickAr	3H_1x2	oB_clear	FALSE	-400	1000	160	180
25	oneBrickPl	1H_4x6	oB_clear	FALSE	-800	1200	0	270
26								

Run the script again



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