

# Dynamo Sprint 06

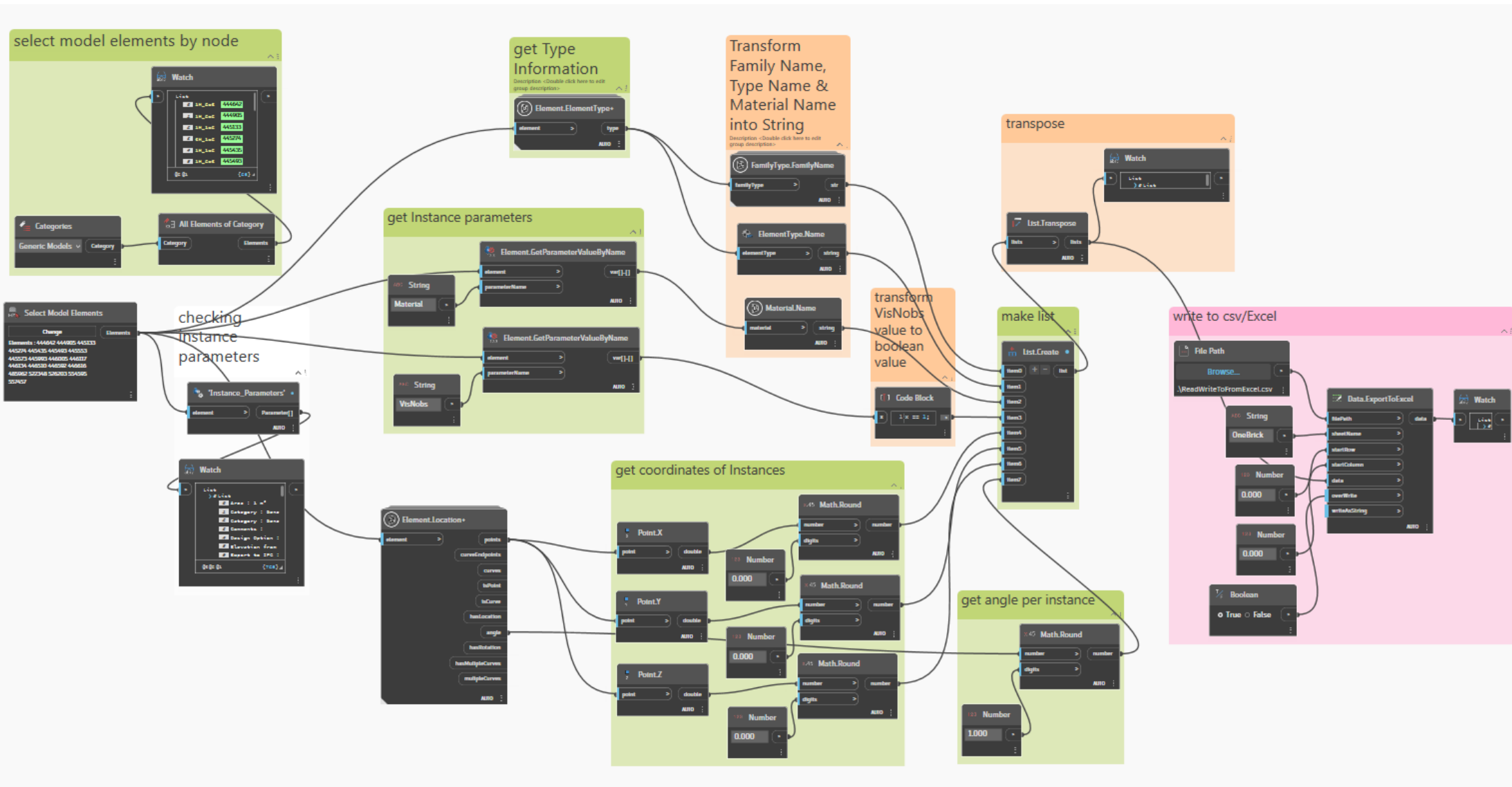
DIM: Excel

23.10.2024



# Write to Excel

# Write Overview



# Select Elements

select model elements by node

The 'Watch' window displays a list of elements with their IDs highlighted in green:

Element	ID
1H_2x3	444642
1H_2x2	444905
1H_1x2	445133
3H_1x2	445274
1H_1x2	445435
1H_2x3	445493

The 'Categories' window shows 'Generic Models' selected under the 'Category' dropdown. The 'All Elements of Category' window shows the 'Category' dropdown set to 'Generic Models' and the 'Elements' list.

Select Model Elements

The 'Elements' list contains the following IDs:

Elements : 444642 444905 445133  
445274 445435 445493 445553  
445573 445993 446005 446117  
446134 446510 446592 446616  
485962 522348 526203 554595  
557457

checking instance parameters

'Instance\_Parameters'

The 'Parameter[]' list contains:

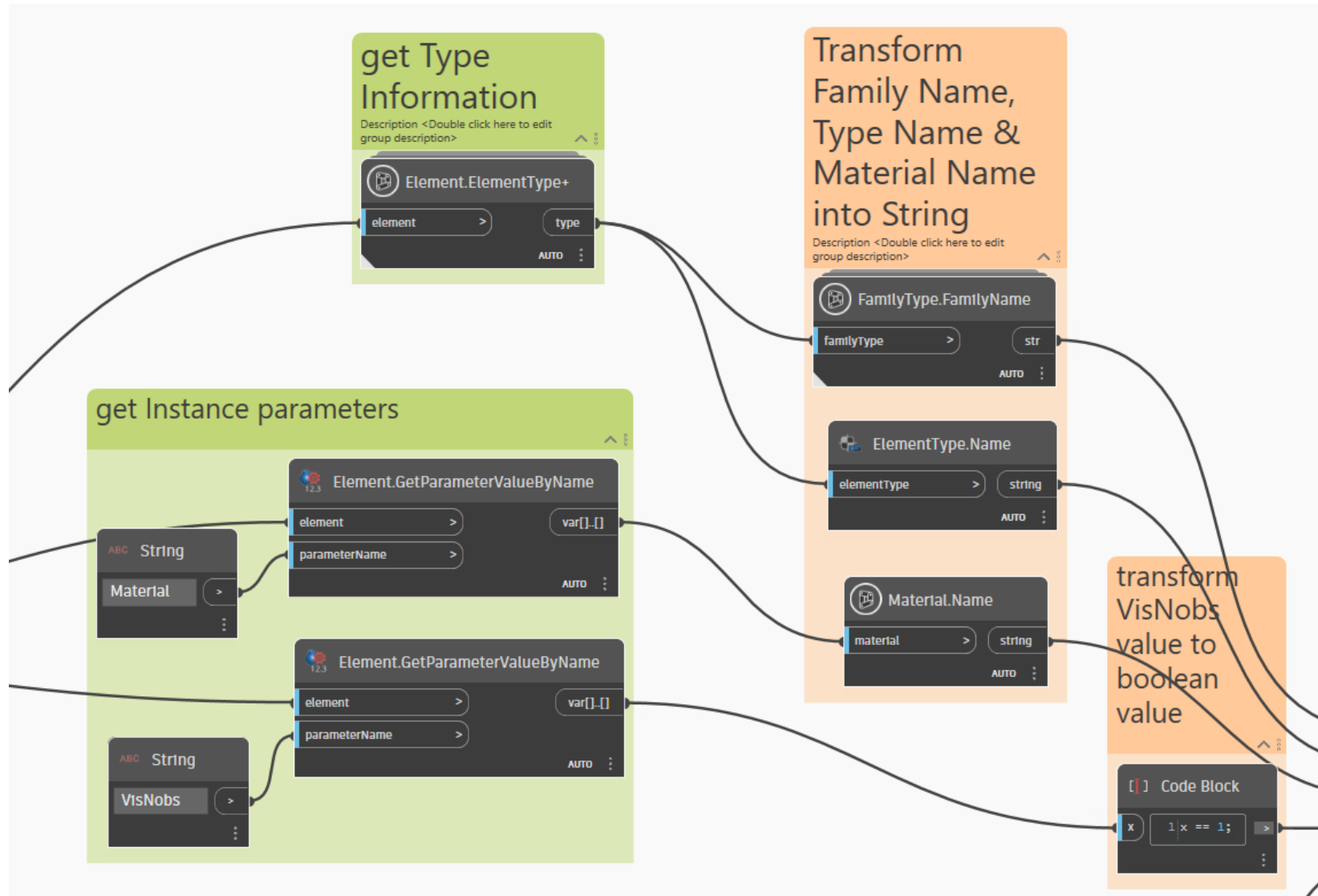
- Area : 1 m<sup>2</sup>
- Category : Gene
- Category : Gene
- Comments :
- Design Option :
- Elevation from :
- Export to IFC :

Watch

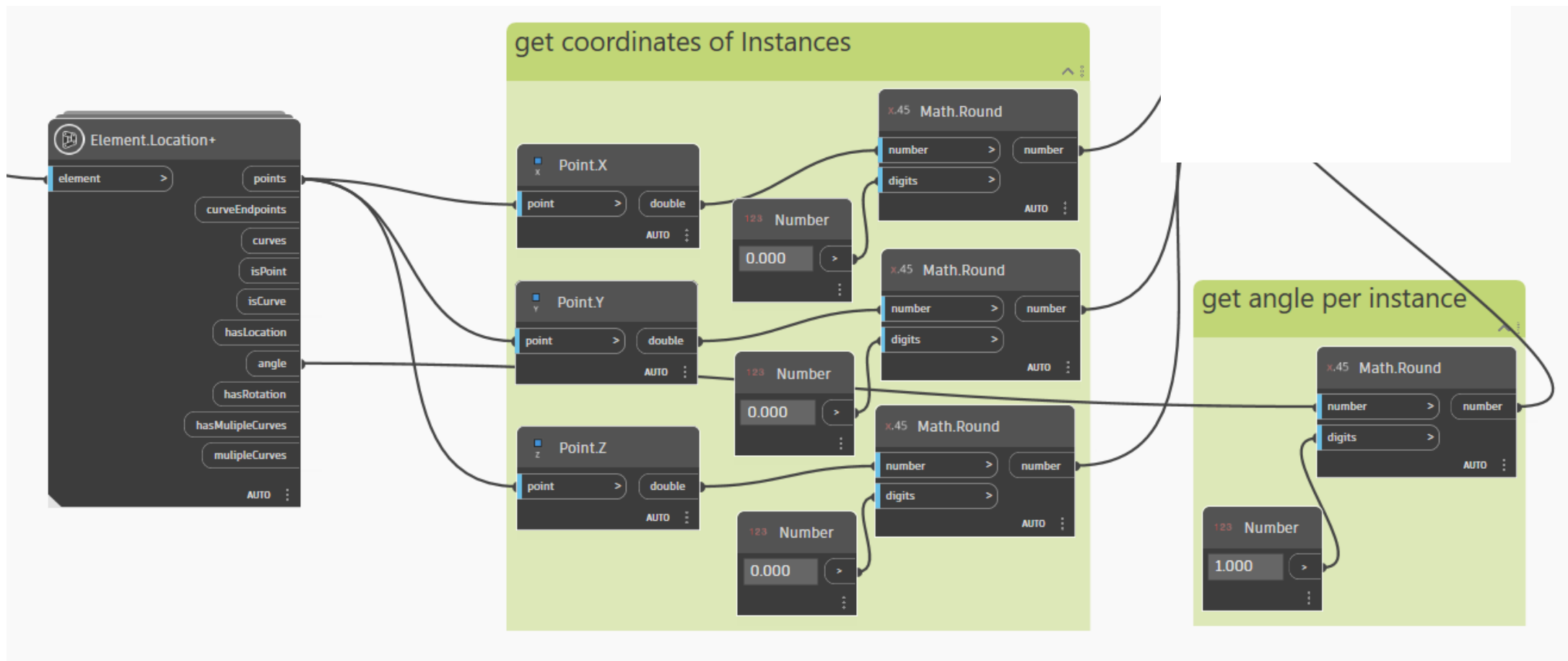
The 'List' window shows a detailed view of an element's properties:

- Area : 1 m<sup>2</sup>
- Category : Gene
- Category : Gene
- Comments :
- Design Option :
- Elevation from :
- Export to IFC :

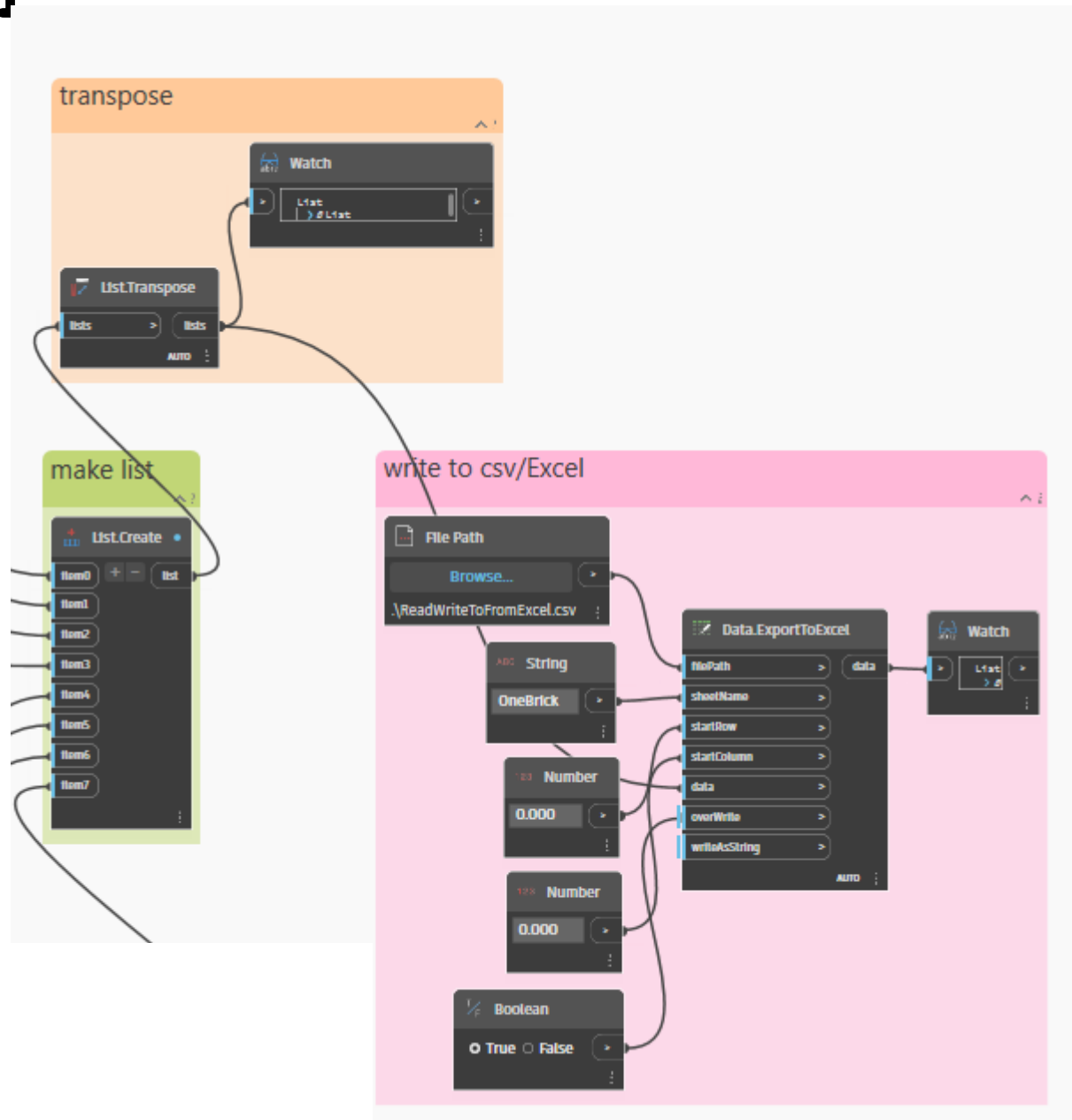
# Get Instance parameters & Type information



# Get element location & angle



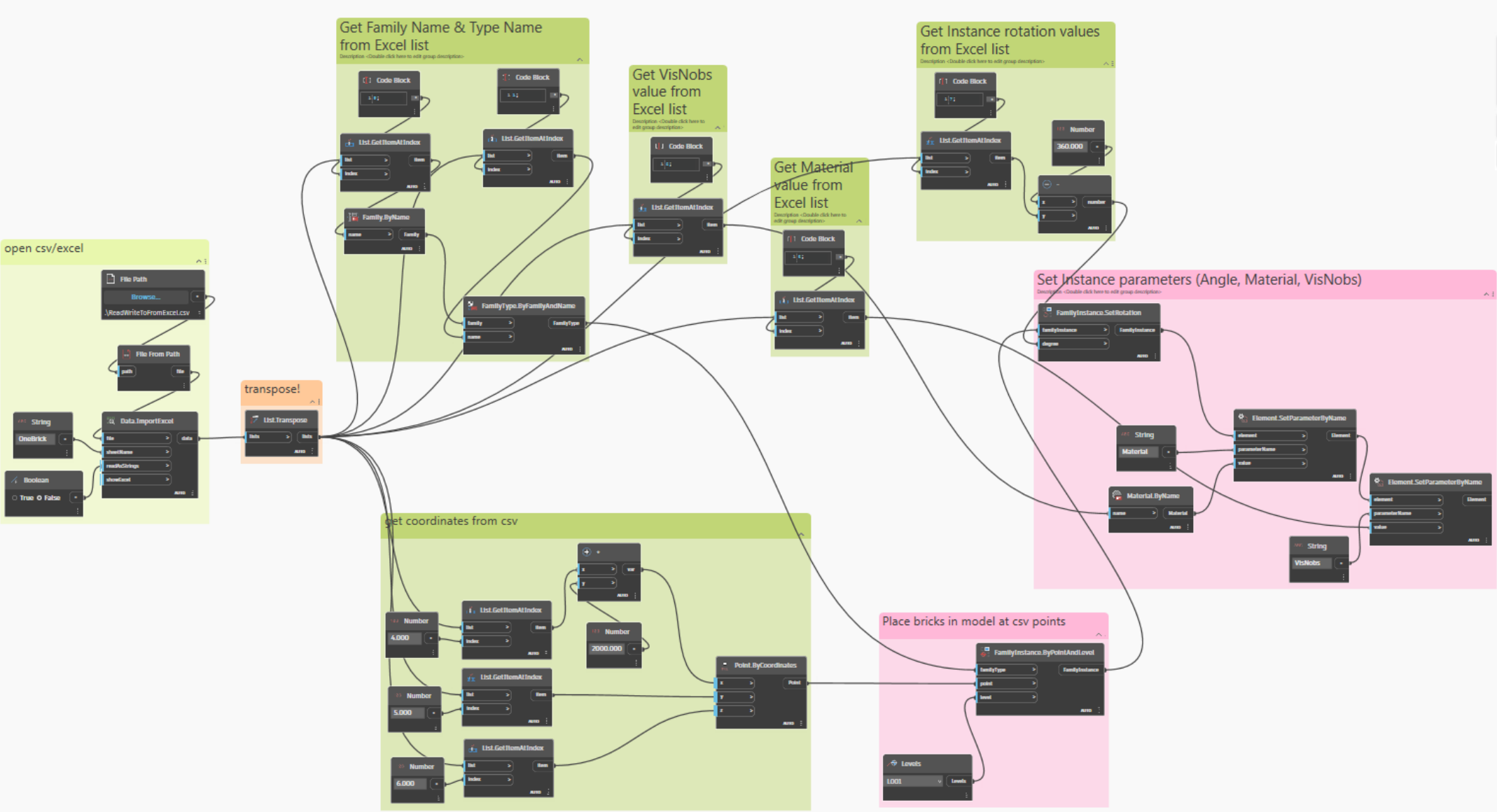
create list, **transpose** & **write** to Excel



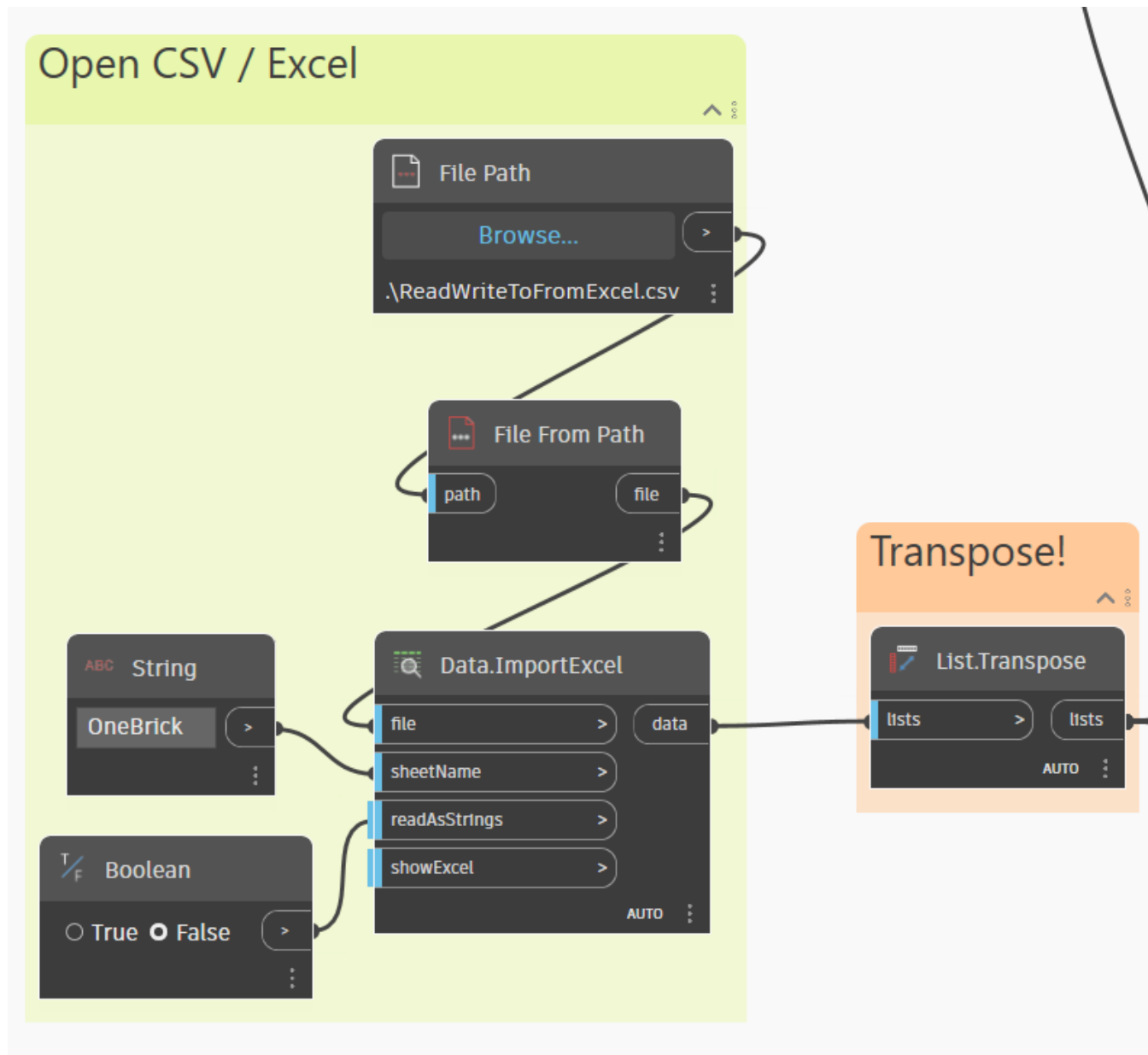
# Read from Excel



# Overview

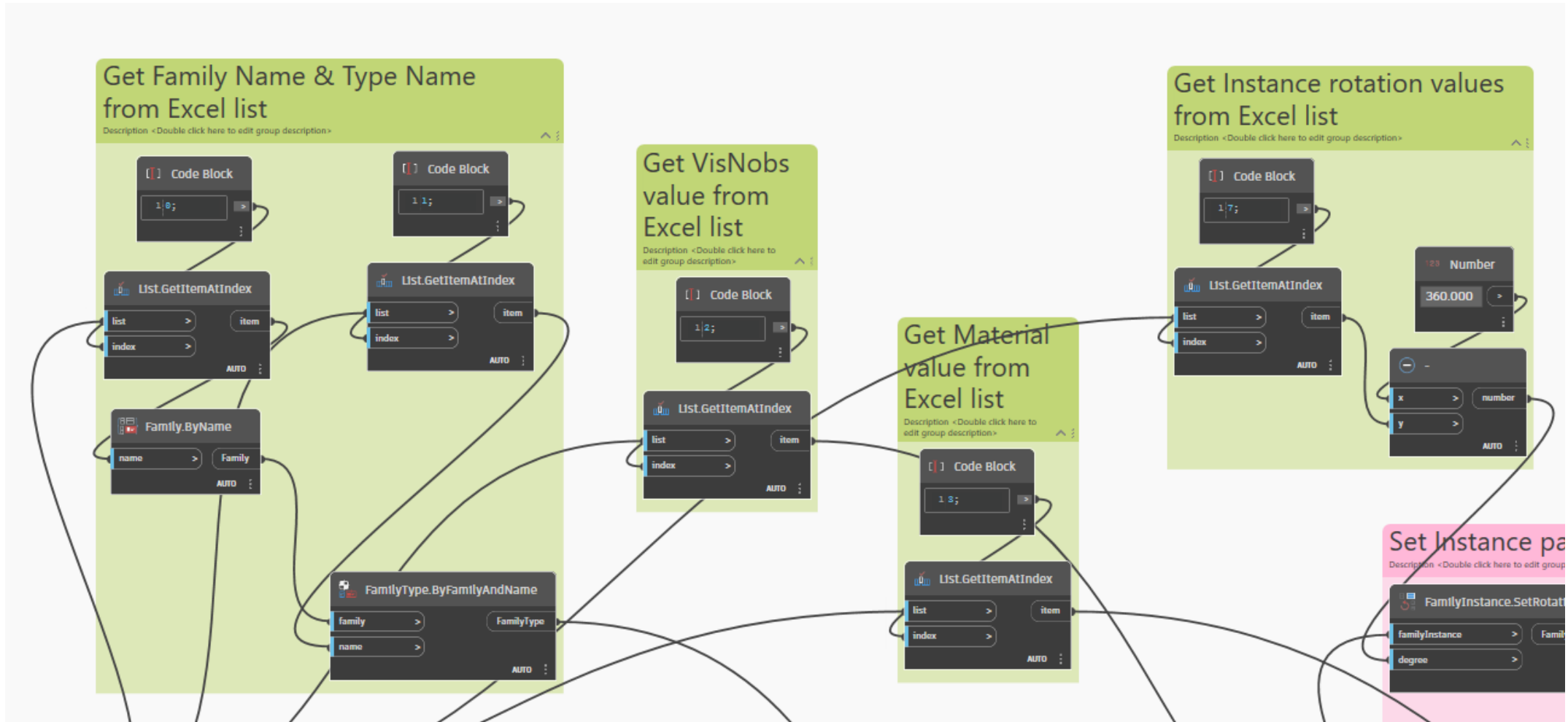


# Open & Read from Excel...

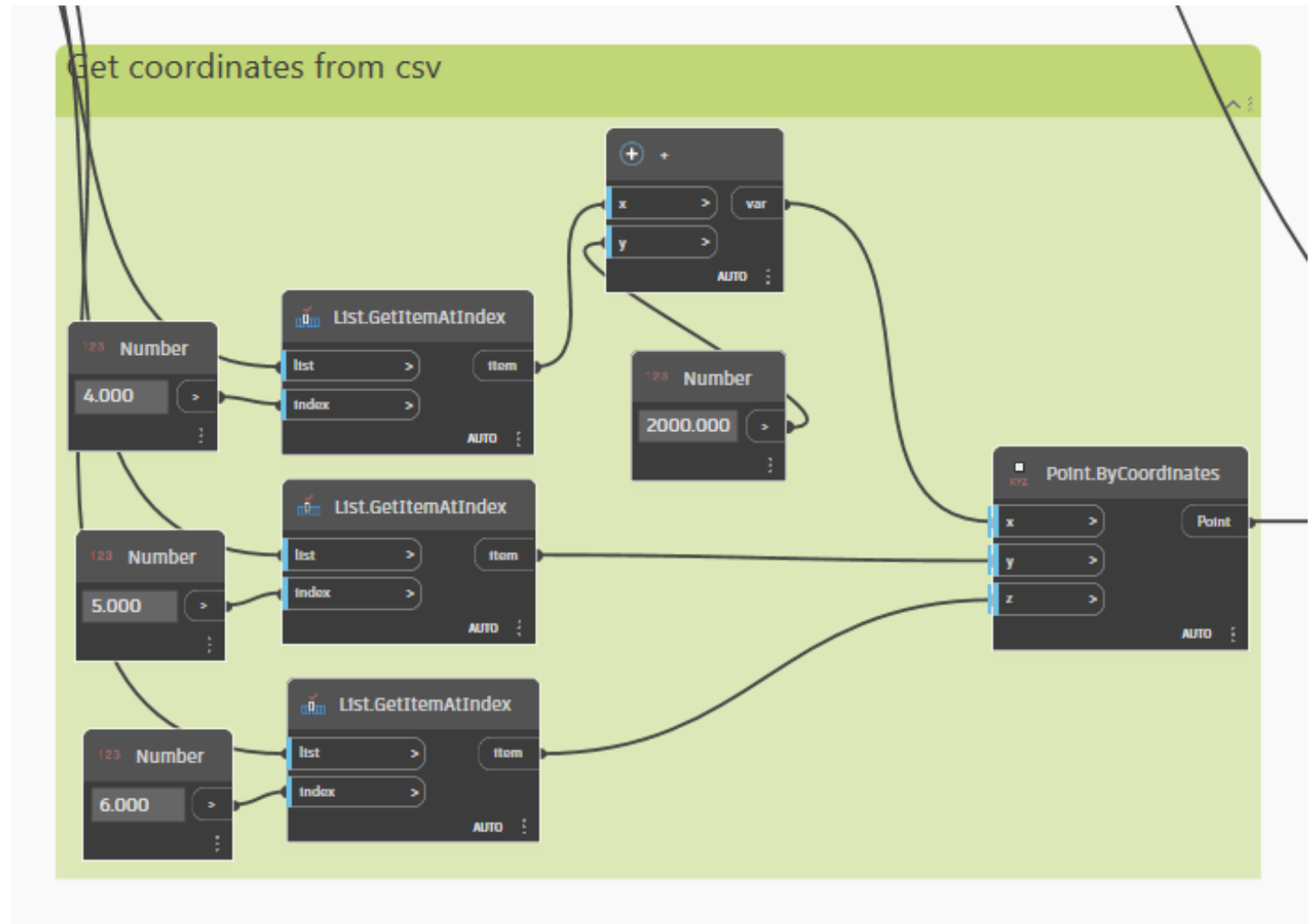


# Read

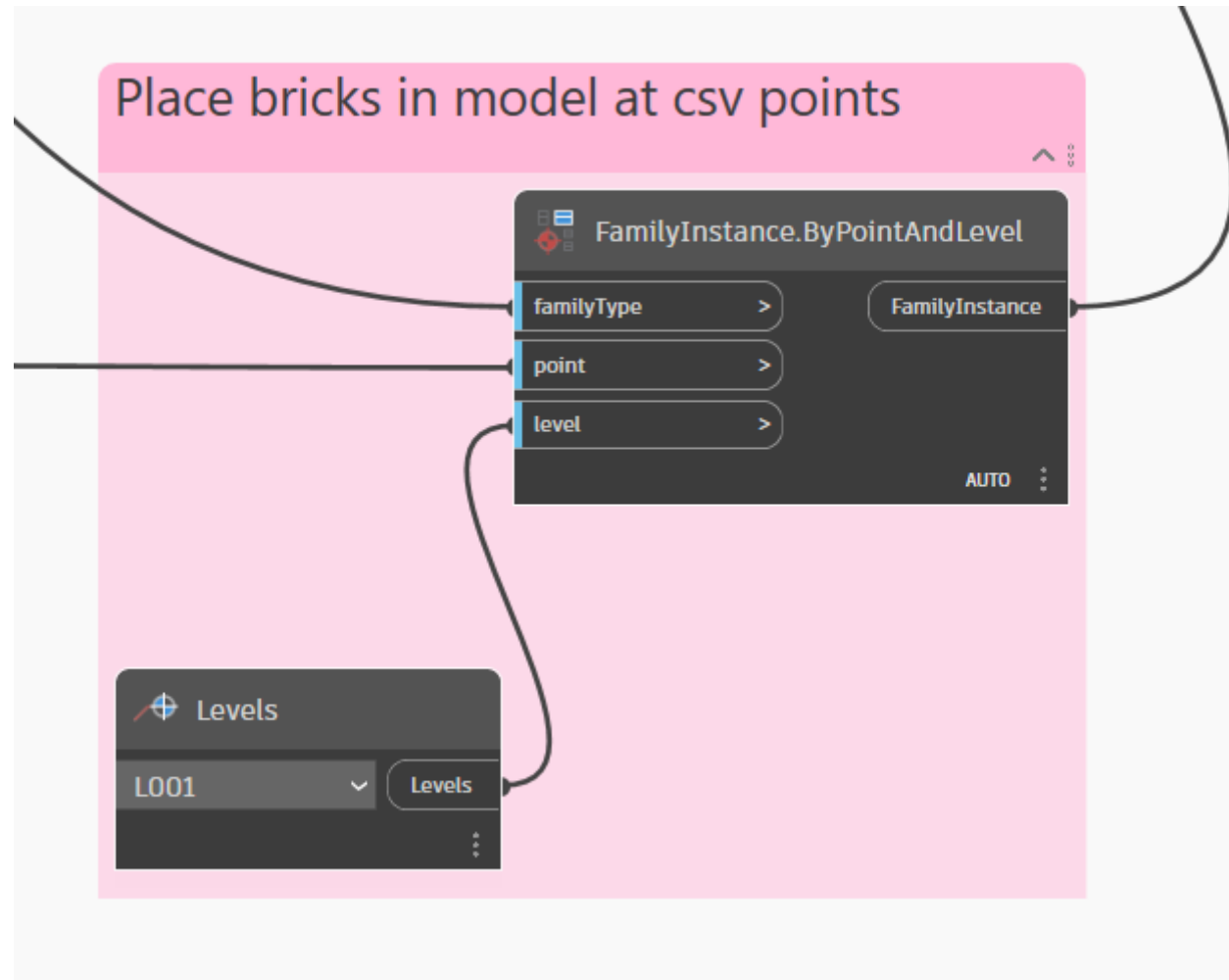
Family Name, Type Name, VisNobs Setting, Material Name, Angles from the Excel list



# Read the Coordinates from the Excel list

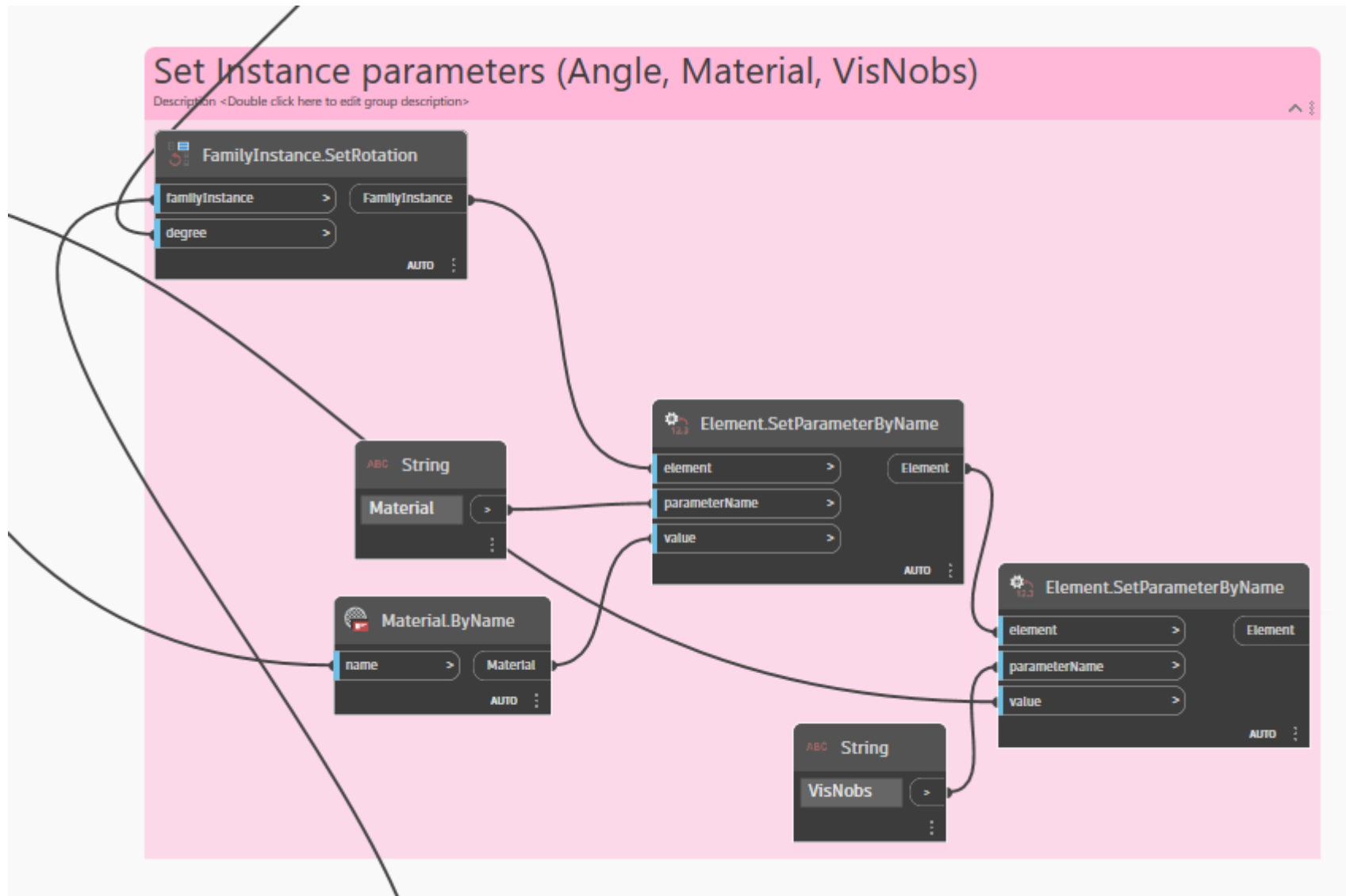


# Place...

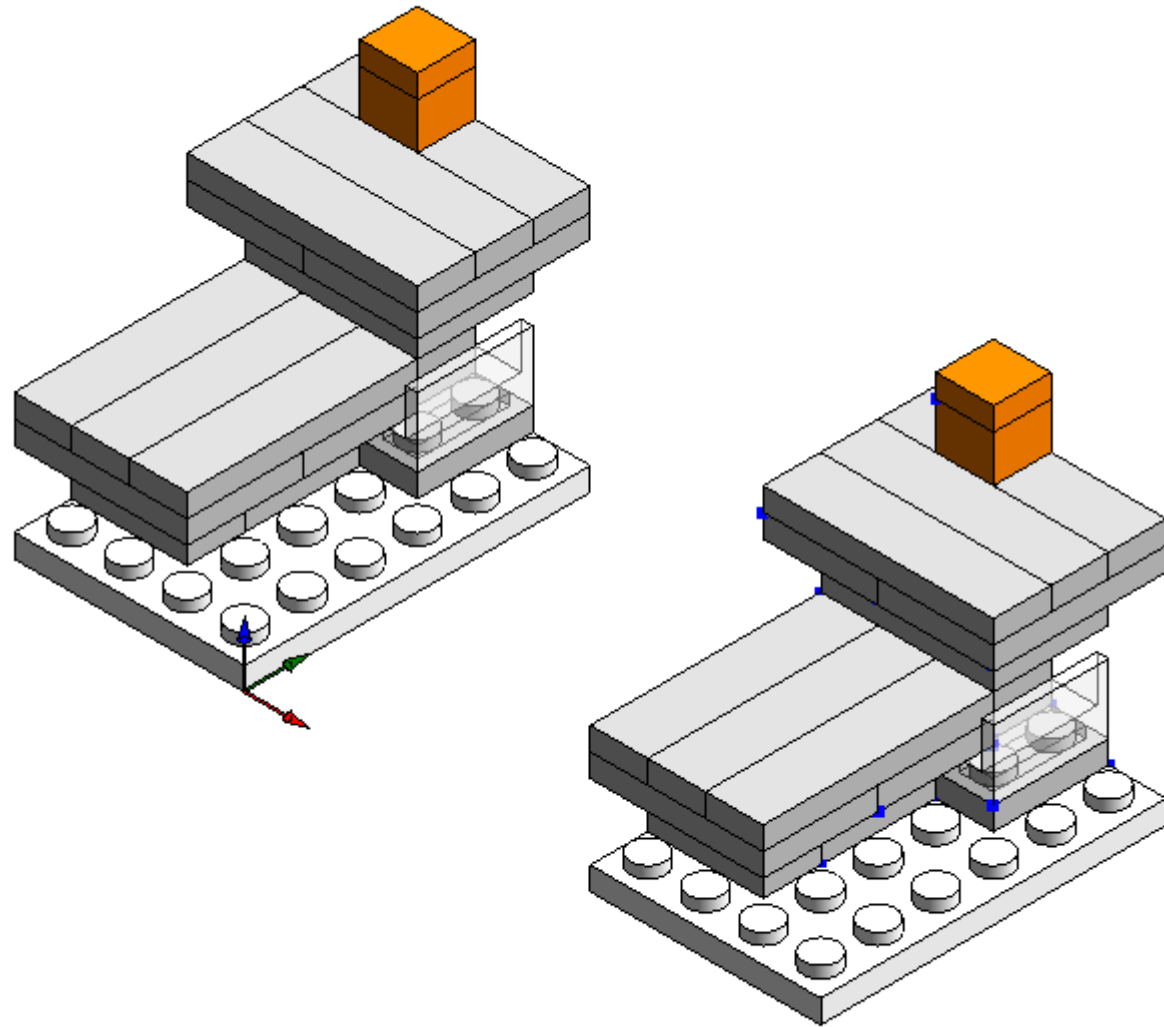


# Adjust

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



# Result

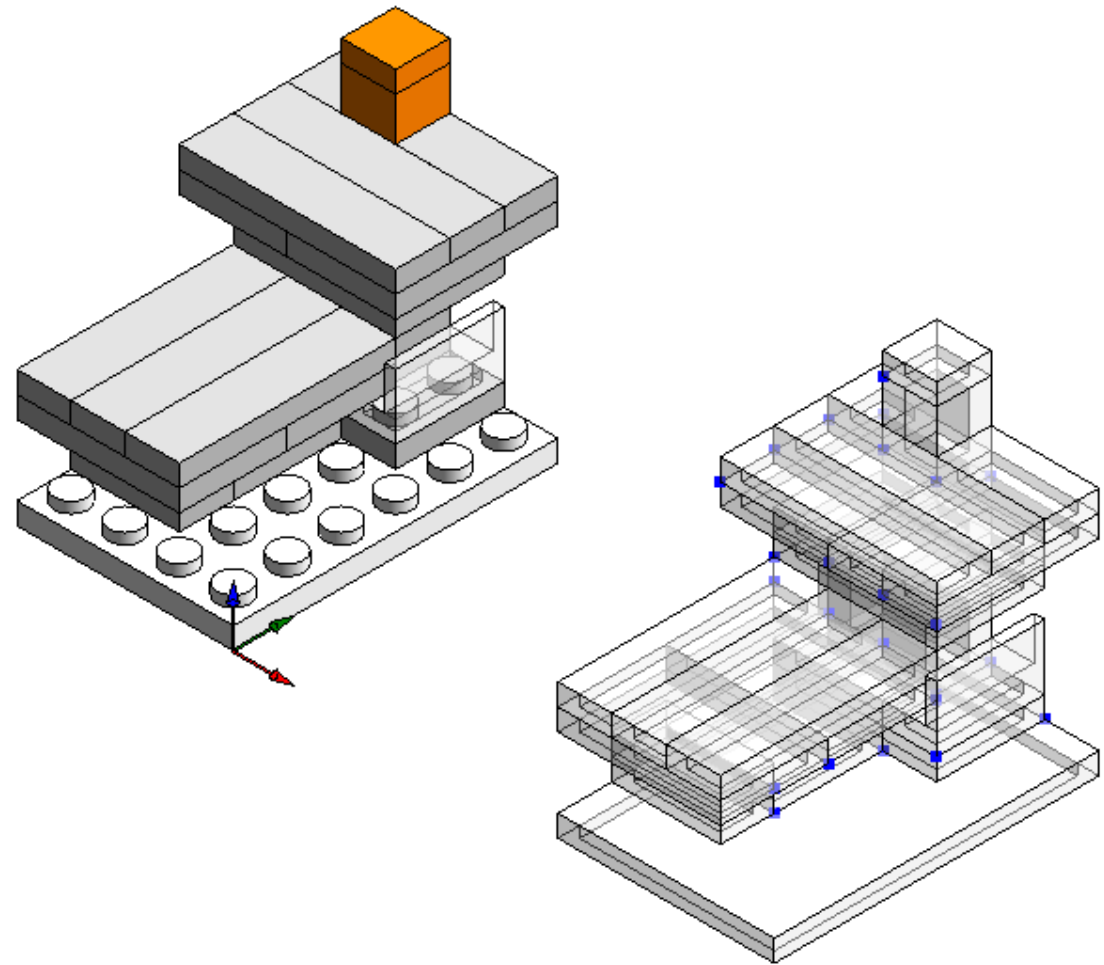


# Change Data in Excel

	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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