## LOADING THE COMPONENT INTO YOUR PROJECT

The Guttermaster Hopper Head ranges are modelled as face-based 'Speciality Equipment'. For ease of insertion into your project they have been added into a separate project. You can add these objects into your project using the following methods:
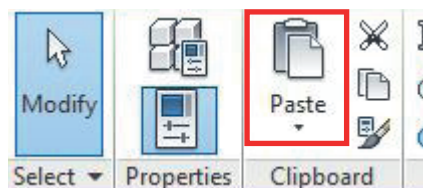
Method A:

1.   Open the Revit file containing your project and navigate to an appropriate 3D view.

2.   Now open the Hopper Head Range Project that you have downloaded. The default view that will be open is a 3D view. Select the instances of the gutter systems you wish to copy.

3.   Copy these components to your clipboard (**Ctrl+C**: shortcut) or click the copy button on the Revit ribbon as shown:
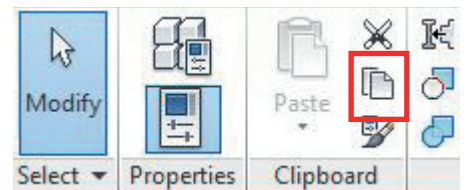
4.   Now go to your project (appropriate view) and you can paste these into your project (**Ctrl+V**: shortcut). There is a Paste button under the modify tab on the Revit ribbon, as shown below:

Method B:

1.   Open the Revit file containing your project and navigate to an appropriate 3D view.

2.   Now open the required component (.rfa). Use the Revit ribbon at the top of the screen to navigate to the 'Family Editor' and click the 'Load into Project' button.
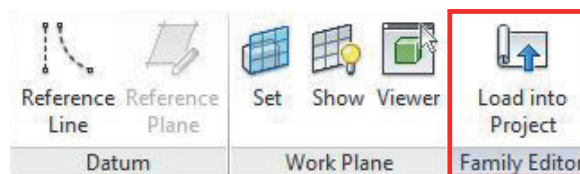
3.   The component can now be placed into your project and can also be selected from the 'Components' (**CM**: shortcut) drop down on the main Revit ribbon.

Note: This component is for design intent only and the data contained within should be treated as such. Please contact Guttermaster for more details and product literature.

USING THE COMPONENT

The gutter system has a number of options to assist the user when specifying and placing the BIM object, these include visible geometry, material finishes and overall dimensions;

1.   With the component loaded and positioned in your project, select the gutter system. Once selected the 'Properties' dialogue box will appear.

2.   Choose the preferred Gutter Size from the 'Type Selector' dropdown menu.

Rectangular Hopper Head

DIRH/63	DIRH/75	DIRH/100	RERH/4x3	RERH/3x3	RERH/4x4
257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm

Rectangular Hopper Head with Top Feature

DIHH/63	DIHH/75	DIRH/100	REHH/4x3	REHH/3x3	REHH/4x4
257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm	257(w)x179(d)mm

3.   Scroll down the 'Properties' dialogue box until you reach the heading 'Constraints' as illustrated. Here you have a number of selectable features.

'HasBaseOffset': This feature will enter a predertmined figure to calculate the base offset. Once selected the 'BaseOffset' parameter in the 'Dimenions' category will control the overall offset distance from the downpipe.

'HasDownPipe': This feature will include a downpipe length. Once selected the 'DownPipeLength' parameter in the 'Dimenions' category will control the overall length of the downpipe.

'HasShoe': This feature will include a shoe at the base of the downpipe length.

'DownPipeMtrl', 'HopperMtrl': Amend the models material properties using these parameters.

Click 'Apply' to activate the changes.