

**BOLLINGER+GROHMANN**

# BlinkC

Switch category visibilities in a blink

v1.0

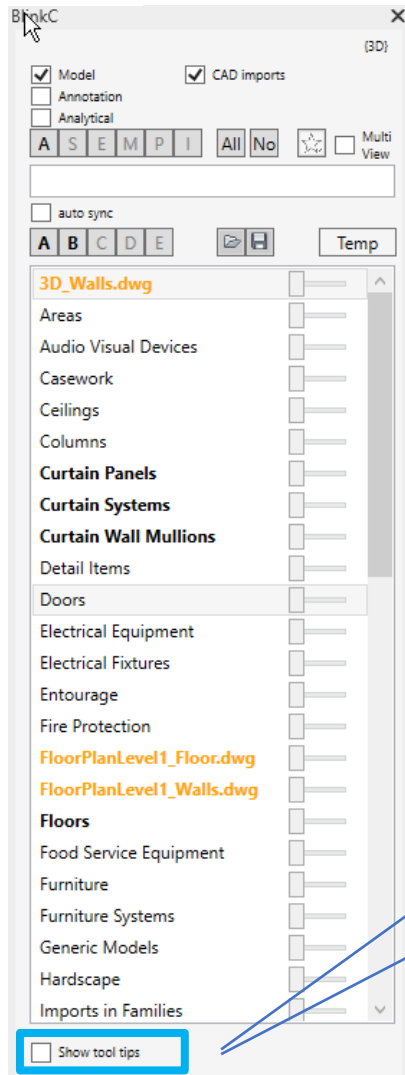
Feb 2023

Turn on/off layers by selecting/deselecting them in the list without breaking your workflow.

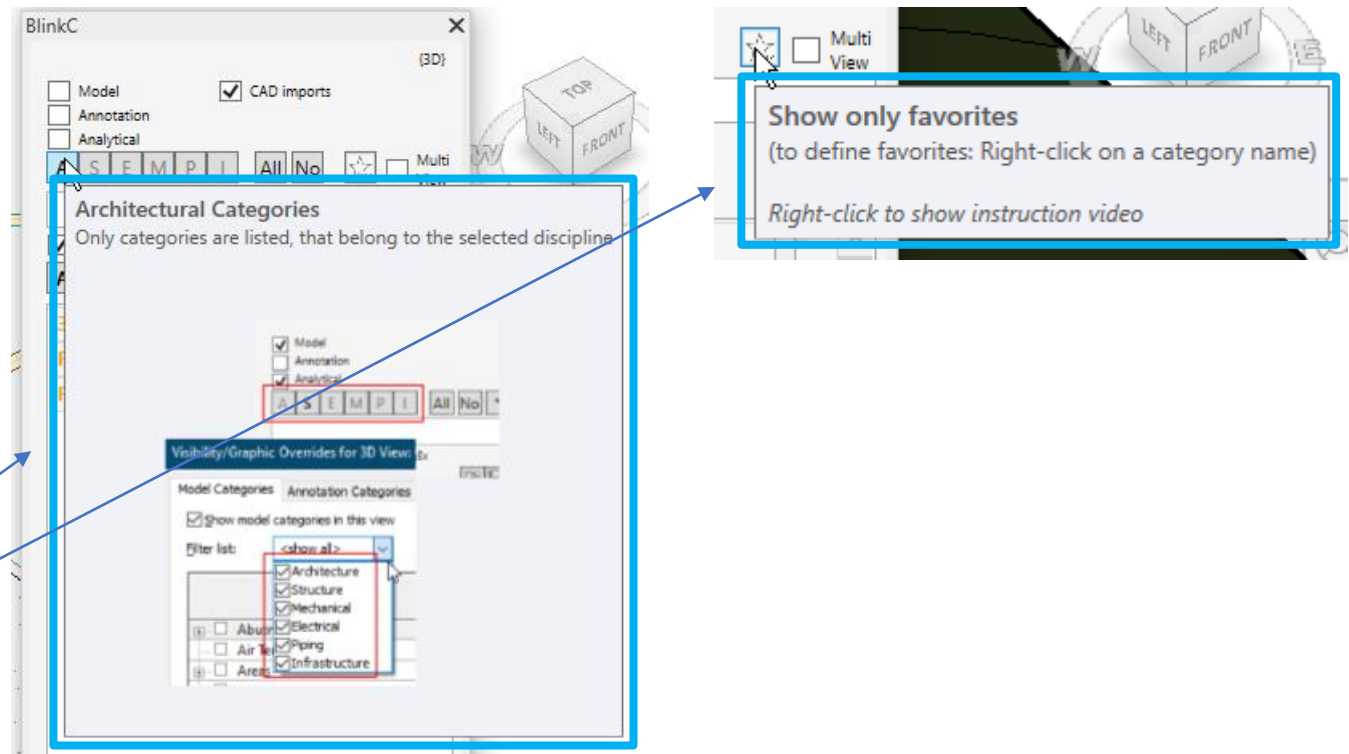
Set transparency with a slide of your mouse.

Small differences to the current plugin layout may occur  
(see post scriptum at the end of this documentation)

# Help



Activate the checkbox at the bottom to show tooltip informations when the mouse hovers over a button or an other content



# V/G -> BlinkC

Visibility/Graphic Overrides for 3D View: {3D}

Model Categories | Annotation Categories | Analytical Model Categories | Imported Categories | Filters | Revit Links

Show model categories in this view If a category is unchecked, it will not be visible.

Category name search:

Filter list: Architecture

	Projection/Surface			Cut		Haltone	Detail Level
	Lines	Patterns	Transparency	Lines	Patterns		
<input checked="" type="checkbox"/> Architecture							
<input type="checkbox"/> Structure							
<input type="checkbox"/> Mechanical							
<input checked="" type="checkbox"/> Floors						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Food						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Furniture						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Furniture Systems						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Generic Models						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Hardscape						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Lighting Fixtures						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Lines						<input type="checkbox"/>	By View
<input type="checkbox"/> Mass						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Mechanical Equipment						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Medical Equipment						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Parking						<input type="checkbox"/>	By View
<input type="checkbox"/> Parts						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Planting						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Plumbing Fixtures						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Railings						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Ramps						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Raster Images						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Roads						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Roofs			59%			<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Shaft Openings						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Signage						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Site						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Specialty Equipment						<input type="checkbox"/>	By View

Categories that are not overridden are drawn according to Object Style settings.

Override Host Layers  Cut Line Styles

BlinkC (3D)

Model  CAD imports

Annotation  Analytical

A S E M P I All No  Multi View

auto hide  auto show

A B C D E

- Fire Protection
- Floors**
- Food Service Equipment
- Furniture
- Furniture Systems
- Generic Models**
- Hardscape
- Imports in Families
- Lighting Fixtures
- Lines
- Mass
- Mechanical Equipment
- Medical Equipment
- Parking
- Parts
- Planting
- Plumbing Fixtures
- Point Clouds
- Railings
- Ramps
- Raster Images
- Roads
- Roofs
- Rooms
- Shaft Openings
- Signage

Show Help images

# V/G -> BlinkC

Visibility/Graphic Overrides for 3D View: {3D}

Model Categories | Annotation Categories | Analytical Model Categories | Imported Categories | Filters | Revit Links

Show model categories in this view. If a category is unchecked, it will not be visible.

Category name search:

	Projection/Surface			Cut		Half-tone	Detail Level
	Lines	Patterns	Transparency	Lines	Patterns		
<input checked="" type="checkbox"/> Architecture							By View
<input checked="" type="checkbox"/> Floors							By View
<input checked="" type="checkbox"/> Food							By View
<input checked="" type="checkbox"/> Furniture							By View
<input checked="" type="checkbox"/> Furniture Systems							By View
<input checked="" type="checkbox"/> Generic Models							By View
<input checked="" type="checkbox"/> Hardscape							By View
<input checked="" type="checkbox"/> Lighting Fixtures							By View
<input checked="" type="checkbox"/> Lines							By View
<input type="checkbox"/> Mass			59%				By View
<input checked="" type="checkbox"/> Mechanical Equipment							By View
<input checked="" type="checkbox"/> Medical Equipment							By View
<input checked="" type="checkbox"/> Parking							By View
<input type="checkbox"/> Parts							By View
<input checked="" type="checkbox"/> Planting							By View
<input checked="" type="checkbox"/> Plumbing Fixtures							By View
<input checked="" type="checkbox"/> Railings							By View
<input checked="" type="checkbox"/> Ramps							By View
<input checked="" type="checkbox"/> Raster Images							By View
<input checked="" type="checkbox"/> Roads							By View
<input checked="" type="checkbox"/> Roofs							By View
<input checked="" type="checkbox"/> Shaft Openings							By View
<input checked="" type="checkbox"/> Signage							By View
<input checked="" type="checkbox"/> Site							By View
<input checked="" type="checkbox"/> Specialty Equipment							By View

Buttons: All, None, Invert, Expand All, Object Styles...

Override Host Layers:  Cut Line Styles

Legend: **Temp** - Enable Temporary View Properties

BlinkC (3D)

Model  CAD imports

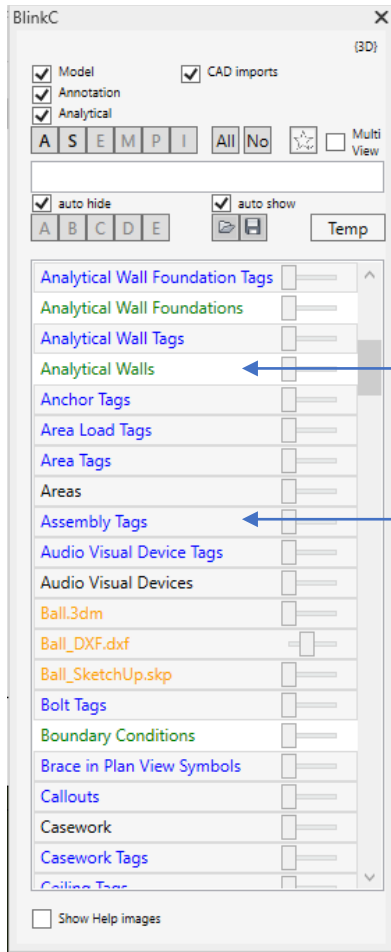
Category list: A | E | M | P | I | All | No

Controls: Show/Hide, Transparency, Temporary View Props

Legend: A Type, B Scope, C Category list, D Show/Hide, E Transparency, F Temporary View Props

- A Type
- B Scope
- C Category list
- D Show/Hide
- E Transparency
- F Temporary View Props

# Visibility



Selected categories are set to visible

Unselected: hidden

Selected: visible

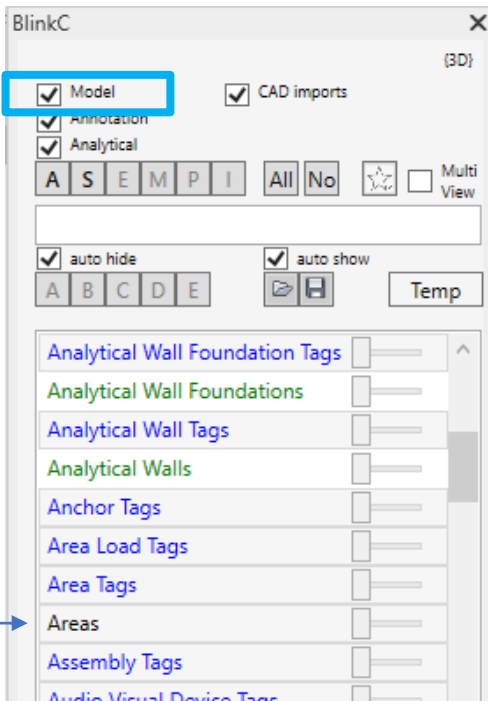
Use the standard selection options:

Strg-LeftMouse-Click: Select/Deselect single category

Shift-LeftMouse-Click/-Drag: Select multiple

Strg-A: Select all

# Type

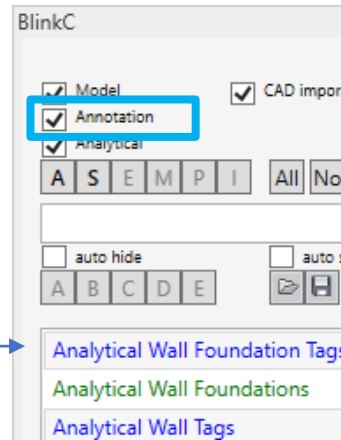


Black: Model

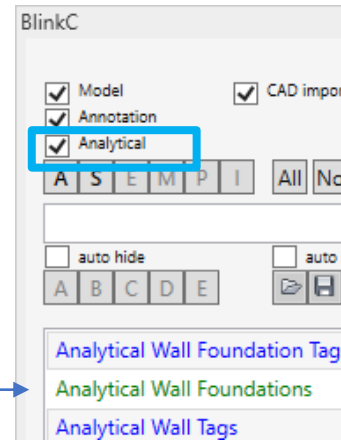
Filter the list by their category type.

The **color** of the category name reflects the **type** of the category:

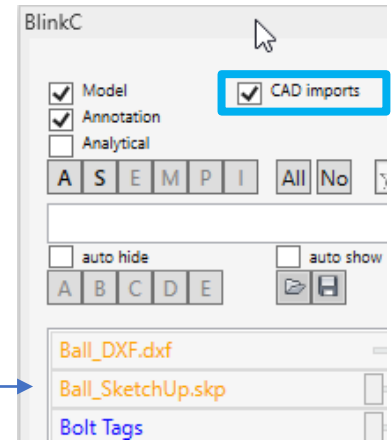
- Black: Model
- Blue: Annotation
- Green: Analytical
- Orange: CAD Links



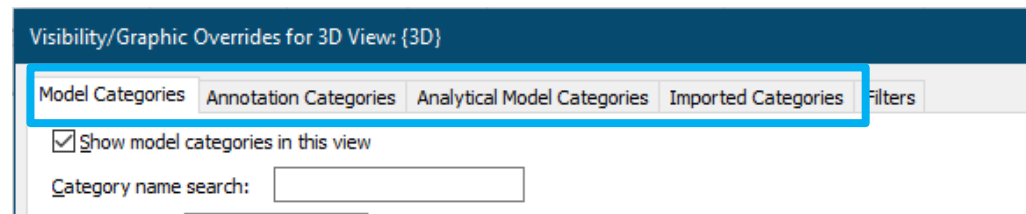
Blue: Annotation



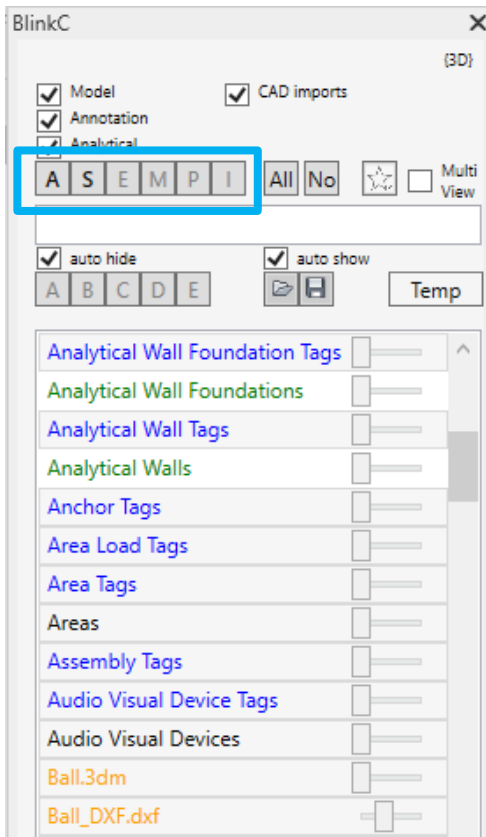
Green: Analytical



Orange: CAD Link

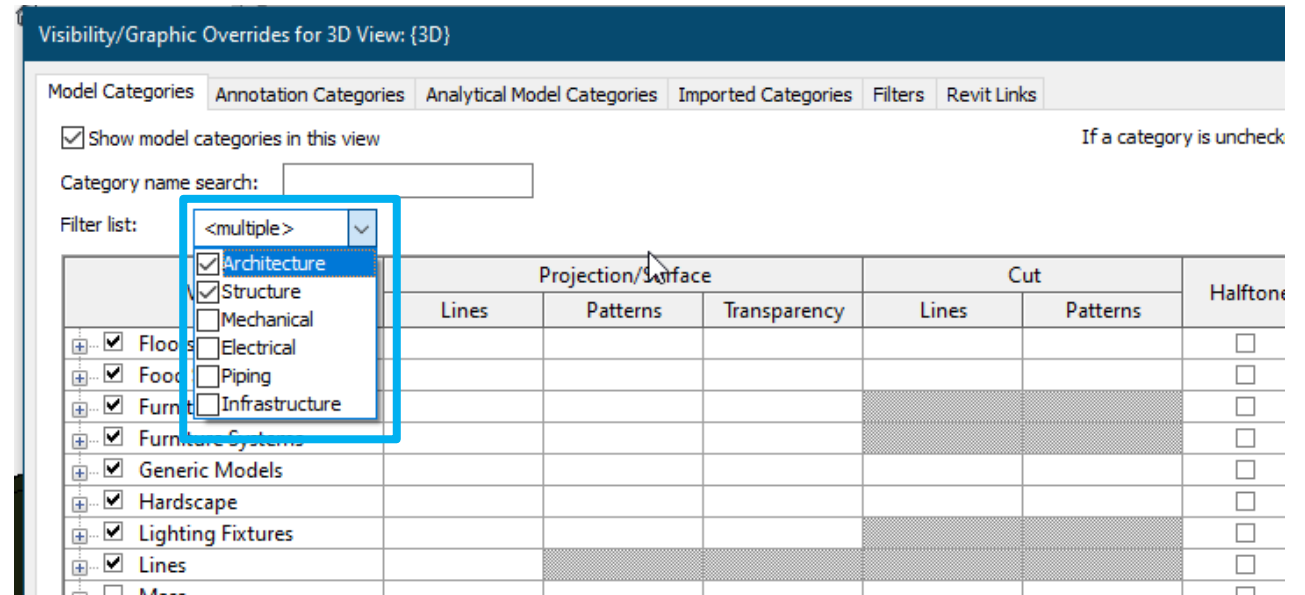


## Working scope



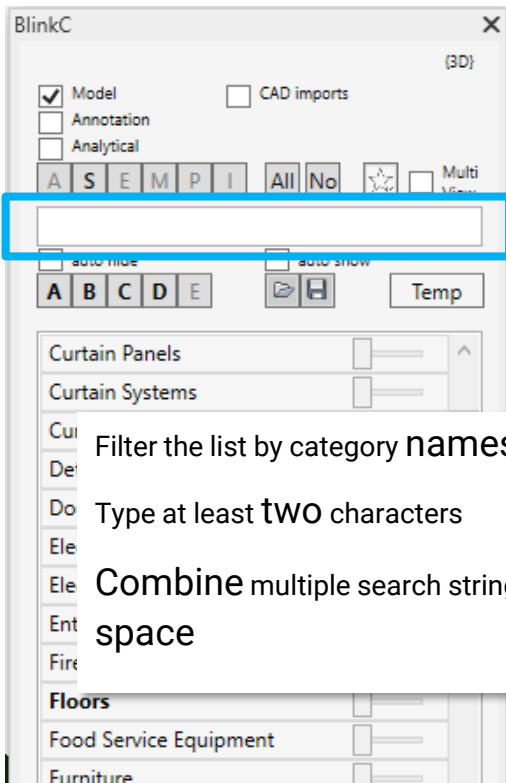
Filter the categories by their **scope**:

- A Architectural
- S Structural
- E Electrical
- M Mechanical
- P Piping
- I Infrastructure





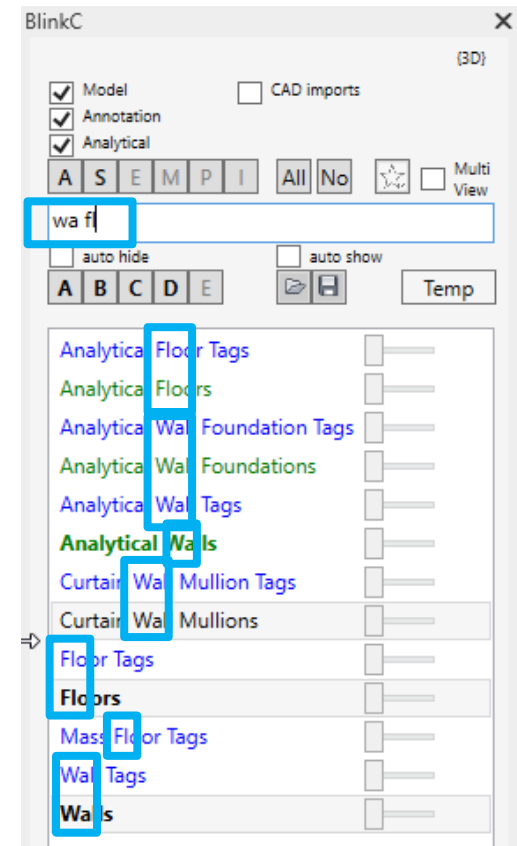
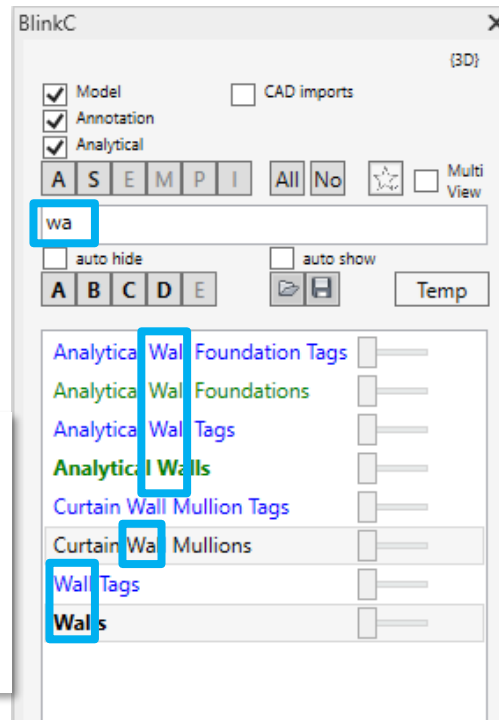
# Names



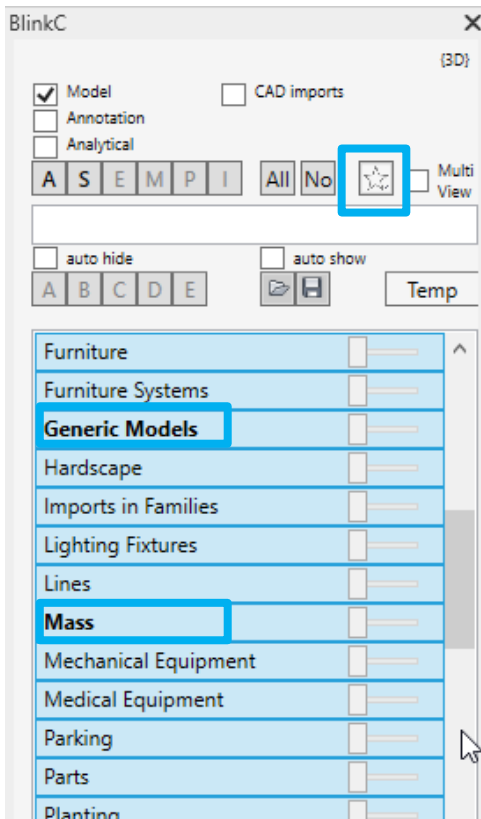
Filter the list by category names

Type at least **two** characters

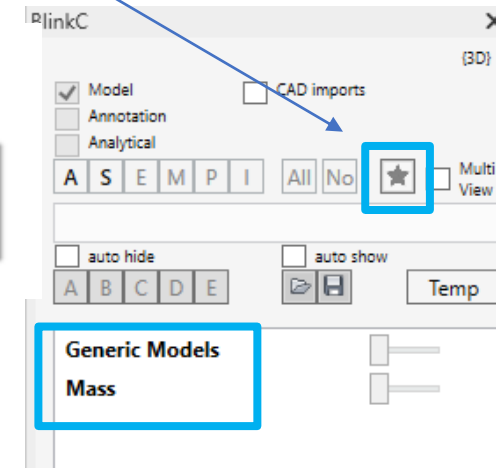
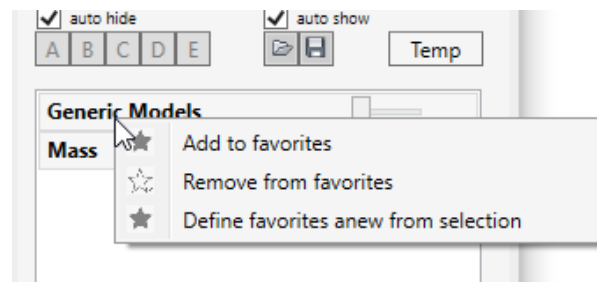
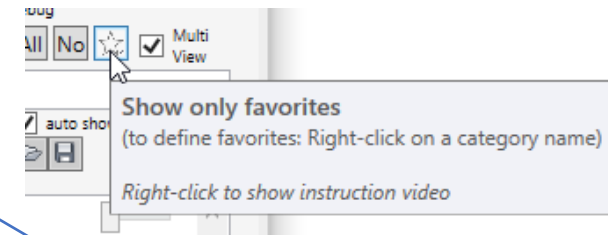
Combine multiple search strings separated by space



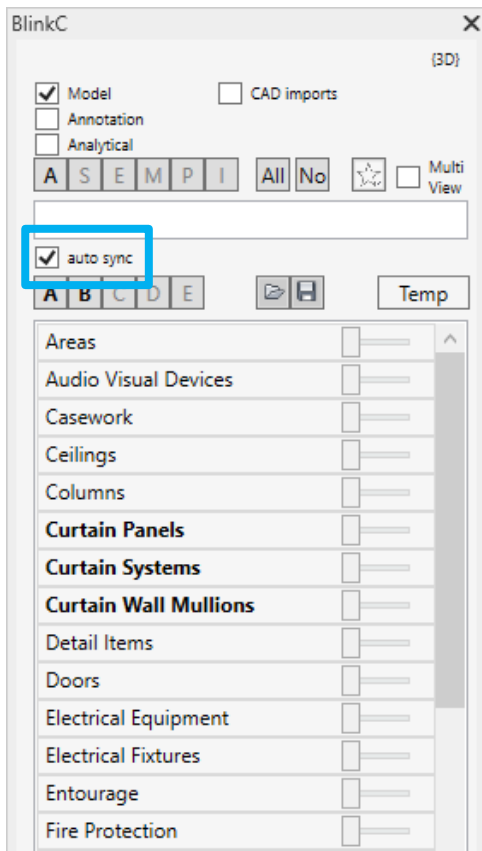
## Favorites



Define your **favorites** to get them quickly  
Favorites are shown in **bold**.  
Filter the list by the defined favorites.  
When favorites is active (black star), all  
other filters are **ignored**.



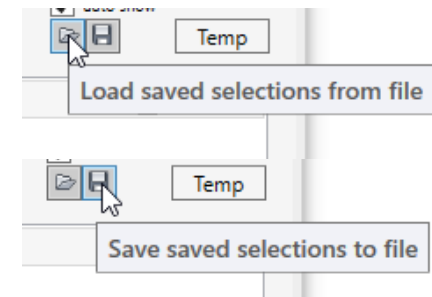
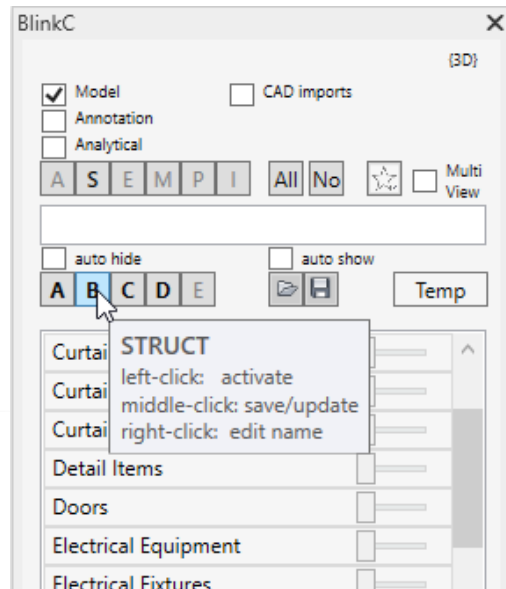
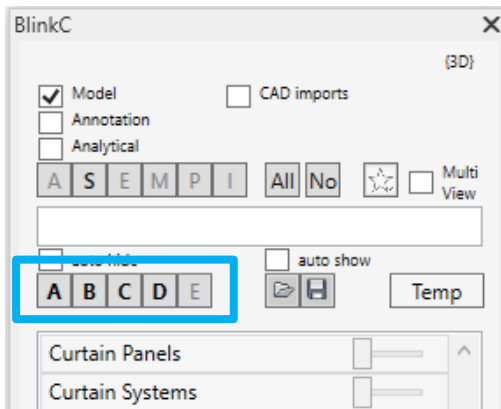
## Auto sync



Select this checkbox, to **synchronize the visibilities of the categories with the content of the listed categories**, every time the list of categories changes.

When checked, all listed categories will be visible and all non listed will be hidden. If you select Favorites, only the favorites are visible. If you deselect favorites, all categories of the expanded list are visible again (in this case all Model categories, which belong to the Architectural scope).

## Visibility states



Save the filtering, visibility and transparency to a saved state, that you can call by a click.

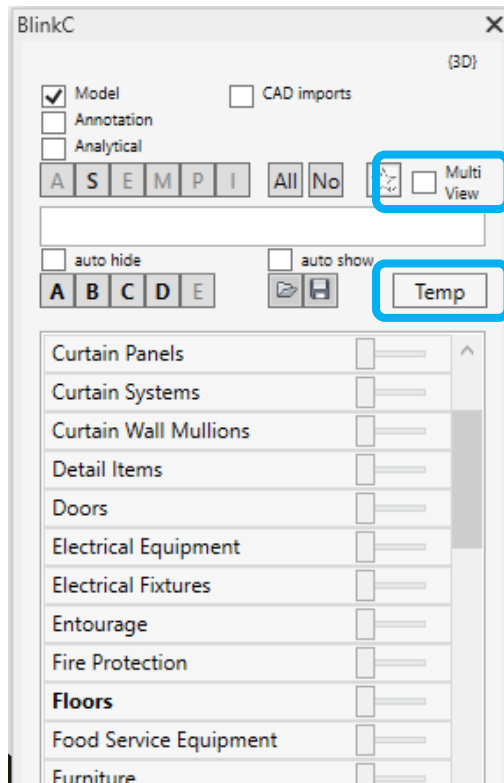
Store with the middle mouse button.

Right-click to define a name.

Left-click to call the state

Store the states to a file and reuse them anywhere

## Multi view



**Multi View** applies visibility changes to **all open views**.

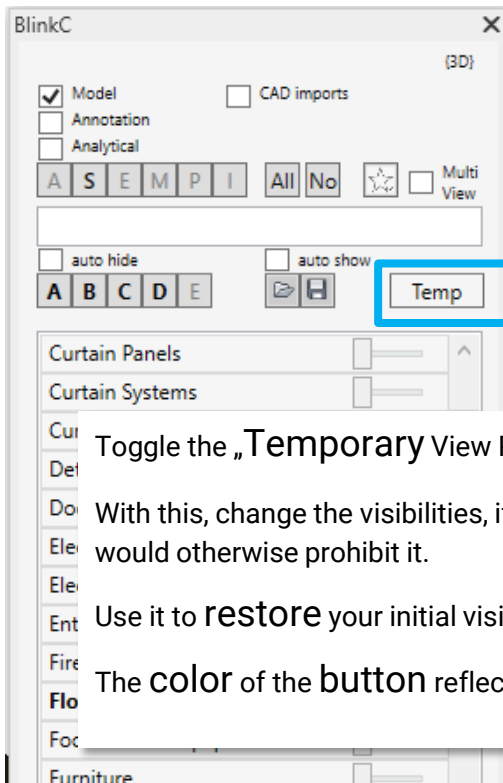
Normally used in combination with „Temp“ mode:

Activate „Multi View“, then „Temp“ (for all views).

Now change the visibilities (for all views).

Deactivate „Temp“ (for all views) to switch all views back to their original visibility state.

## Temp mode

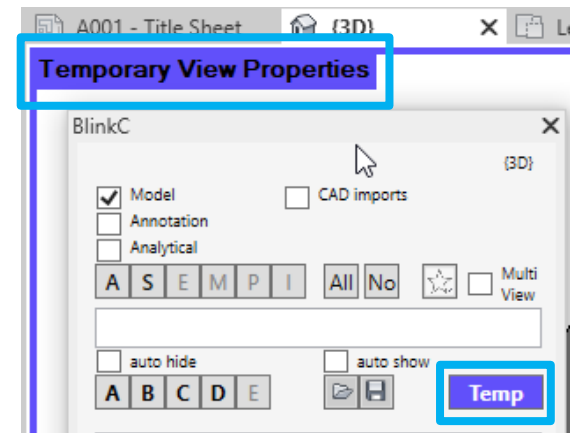
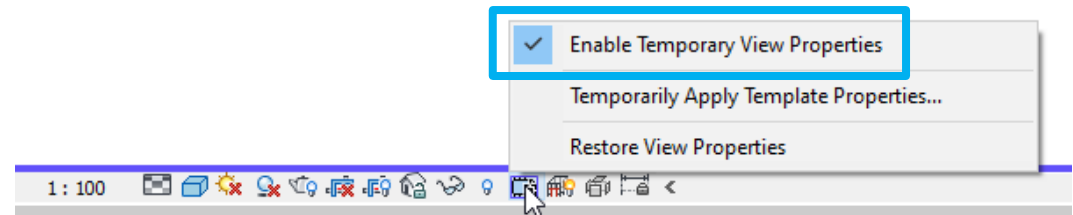
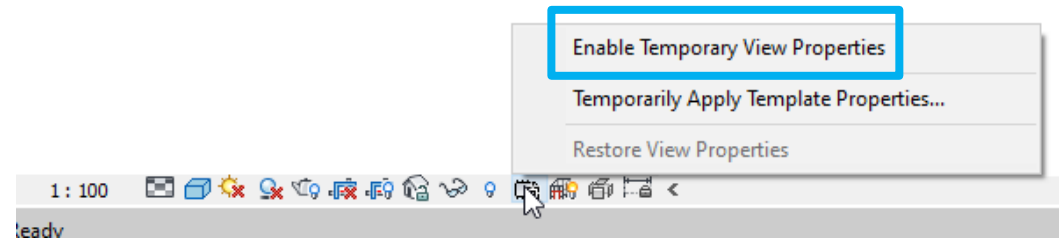


Toggle the „Temporary View Properties“ of the view

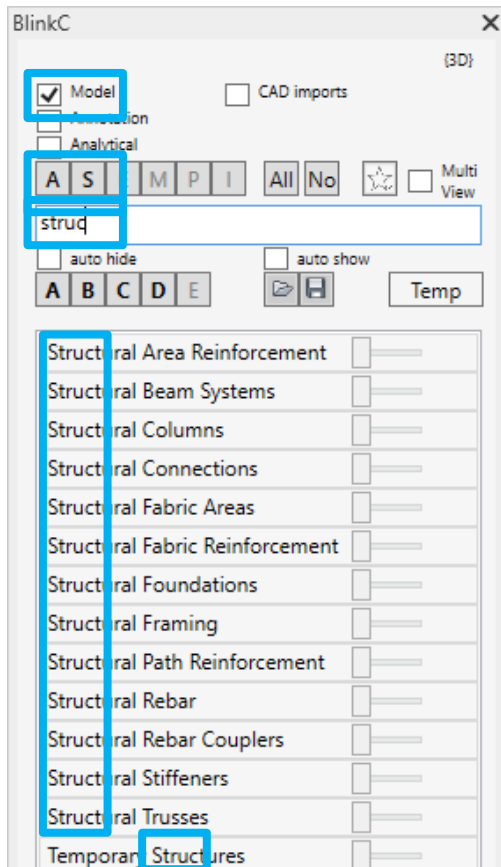
With this, change the visibilities, if a View Template would otherwise prohibit it.

Use it to **restore** your initial visibilities easily.

The **color** of the **button** reflects the state of the view.



## Filters



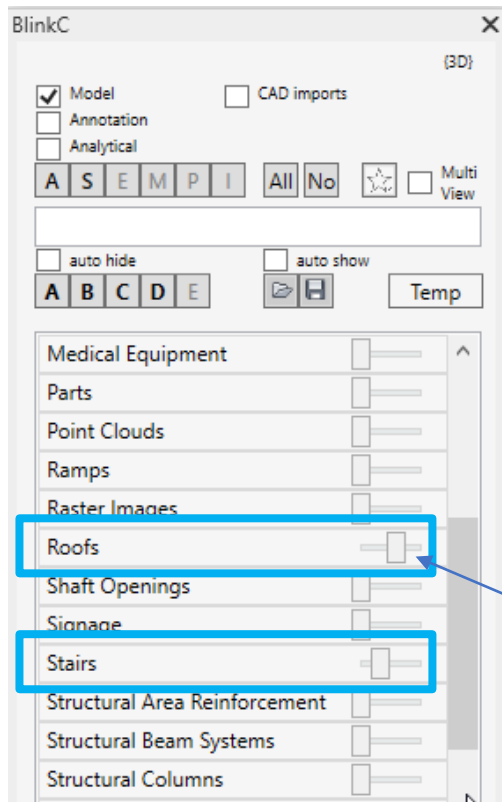
All filters apply in combination:

Filtered by Type: only Model categories

Filtered by subject: only Structural + Architectural categories

Filtered by name: contains „struc“

# Transparency



Define the transparency with the slider  
(drag or click)

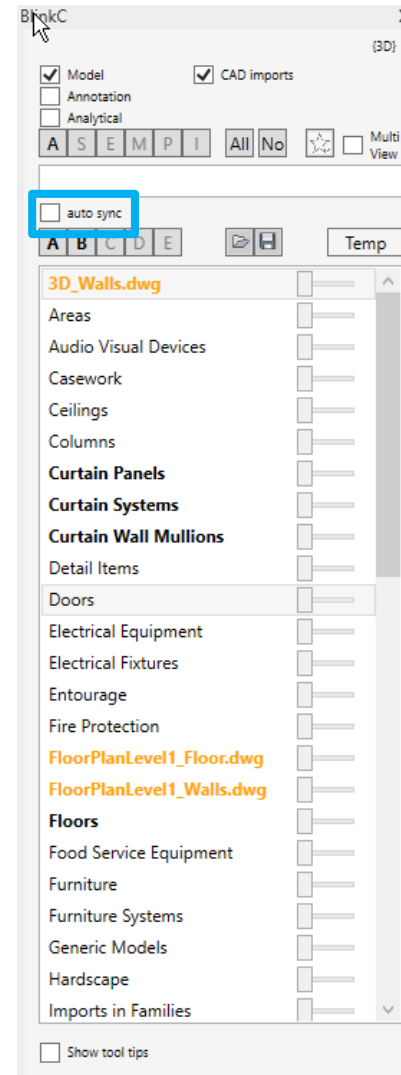
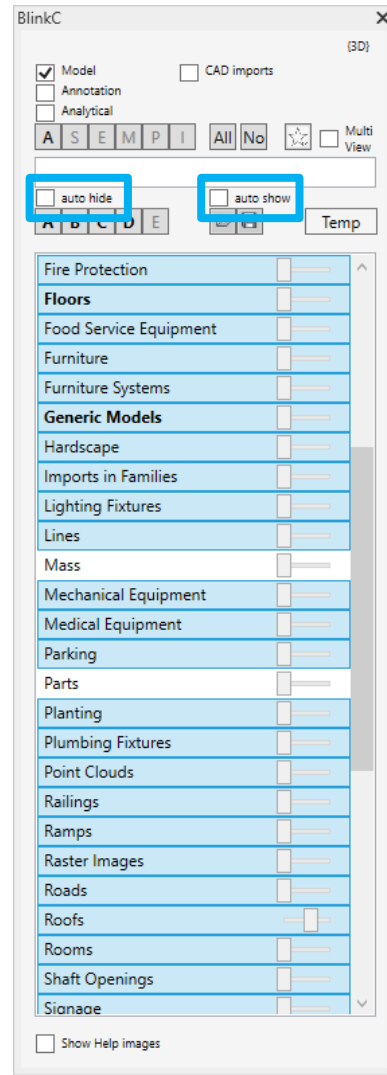
Transparency slider

The screenshot shows the 'Visibility/Graphic Overrides for 3D View: (3D)' dialog box. It has tabs for 'Model Categories', 'Annotation Categories', 'Analytical Model Categories', and 'Imported Categories'. The 'Model Categories' tab is selected. There is a checkbox for 'Show model categories in this view' and a search box for 'Category name search:'. Below that is a 'Filter list:' dropdown set to '<show all>'. The main part of the dialog is a table with columns for 'Visibility', 'Projection/Surface' (sub-columns: 'Lines', 'Patterns', 'Transparency'), and a list of model categories. The 'Roofs' and 'Stairs' categories are highlighted with blue boxes, and their transparency values are shown as 59% and 35% respectively.

Visibility	Projection/Surface		
	Lines	Patterns	Transparency
<input checked="" type="checkbox"/> Roofs			59%
<input type="checkbox"/> Security Devices			
<input checked="" type="checkbox"/> Shaft Openings			
<input checked="" type="checkbox"/> Signage			
<input checked="" type="checkbox"/> Site			
<input checked="" type="checkbox"/> Specialty Equipment			
<input type="checkbox"/> Sprinklers			
<input checked="" type="checkbox"/> Stairs			35%
<input checked="" type="checkbox"/> Structural Area Reinforc...			
<input checked="" type="checkbox"/> Structural Beam Systems			



## post scriptum



The two checkboxes „auto hide“ and „auto show“ are combined to one checkbox: „auto sync“

# **BOLLINGER+GROHMANN**

[www.bollinger-grohmann.de](http://www.bollinger-grohmann.de)

[app-dev@bollinger-grohmann.de](mailto:app-dev@bollinger-grohmann.de)