

# Liune Door

USER'S GUIDE FOR LIUNE REVIT LIBRARY

LIUNE sliding doors .rfa libraries are ready to use with Autodesk Revit 2012 version or later. The library has been tested also with the newer versions - Revit 2016.

All the details have not been modeled in the object, but it is focused on the characteristics of the product choices and illustration of the plans. The object library is intended to be used with a product brochures and more detailed technical drawings, which can be downloaded from the manufacturer's website.

The user should be aware that the library is provided as it is, and the manufacturer holds no responsibility for the possible errors in programming, functional glitches or any damages, direct or indirect. The user uses the object library at his own risk.

This document is a brief reference about object parameters to use. Development of ideas, desires and to develop corrective action the object are welcome.

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### LIUNE STANDARD DOOR MODELS

HOPE	<b>D1</b>	massive door	TIME	<b>D9</b>	glass door
STRENGTH	<b>D2</b>	laminate door	ECH0	D10	mirror door
ILLUSION	<b>D3</b>	smooth white door	GLOW	D11	sauna door
CLASSIC	<b>D4</b>	white milled mirror door	WAVE	D13	veneer door
DEW	<b>D5</b>	moisture resistant door	MY DOOR	D14	print glass
<b>ESSENCE</b>	<b>D6</b>	oak veneer door	PLATE	D15	classic sliding door
LIGHT	<b>D7</b>	light opening door	DESIGN	D16	design door
STAR	<b>D8</b>	panel door			

# Have a pleasant design moments with Liune objects!



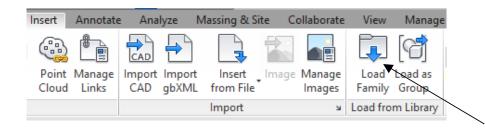




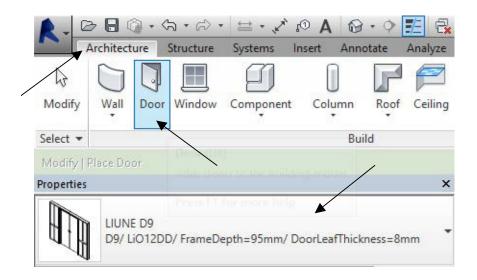


**IMPORT LIUNE** .RFA LIBRARY **INTO REVIT PROJECT** 

Inside Revit to import .rfa LIUNE door library use Load Family button:



When Doors are imported to the project it can be found under Door Button in Architecture tab:



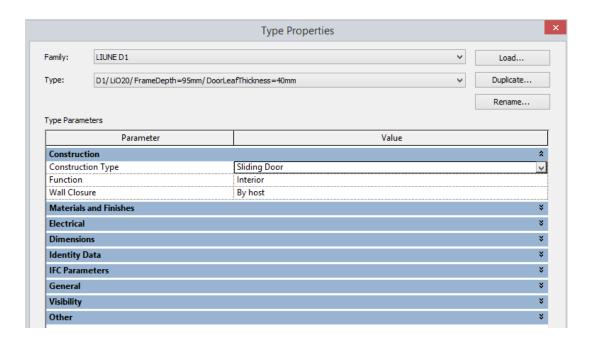
**PARAMETERS AND USER INTERFACE** - FAMILY TYPES

Revit library of sliding door are very simple to use. In Family Types you can see embedded parameters.



The most common required parameters, variables, are selected in the user interface. The user interface is divided into nine parts, which move between the

top row of buttons. Some values are visible in the user interface as well as the parameter list, so that you can take the necessary data for door schedules.





### **SELECTING DOOR TYPE AND MODEL**

Door type and size is selected from drop down menu.



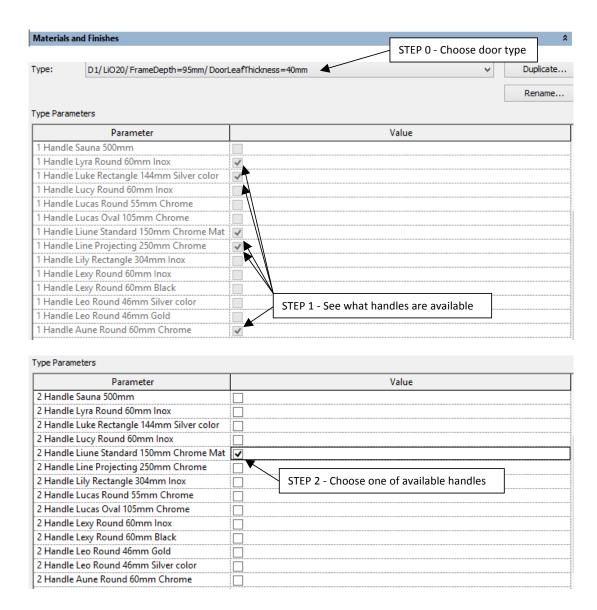
Liune Revit Library are an intelligent sliding door objects. By selecting the desired opening size, the depth of the frame and the door leaf thickness and the model, the Liune element is placed on the wall with right dimensions.

Some of the choices of the parameters are also affected by other parameters choices. For example, the thickness of the door leaf and door type will depend on the depth of the selected frame. The parameter formed with other parameters values are shown in gray in the list, and are therefore not possible to change.



### **MATERIALS AND FINISHES**

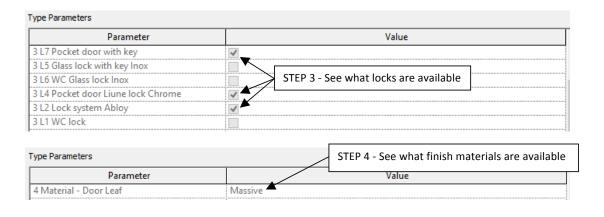
In "Material and Finishes" tab you can see what handles and locks are avaiable depending of door type Name selection. You can see what door leaf finishes are available and choose proper material.





## MATERIALS AND FINISHES

STEP 2 and STEP 3 are removed for D15 door type because there are no locks avaiable.



Type Parameters			
Parameter	Value		
5 Material - Door Leaf Second	Massive -	STEP 5 - Input material name from STEP 4	
5 Material - Door Leaf First	Massive		

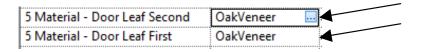
**MATERIAL TEXTURES LOADING** 

There are ready to upload textures for Door Types: D6 (OakVeneer), D11 (SaunaWood), D13 (Birch, Pine, Nut) and D14 (PrintGlass, PrintGlassMirrored). Download textures folder from LIUNE website and paste it into location **C:\textures.** Revit will automatically upload these textures.



### If you would like to keep texture in another place you need to locate textures as shown.

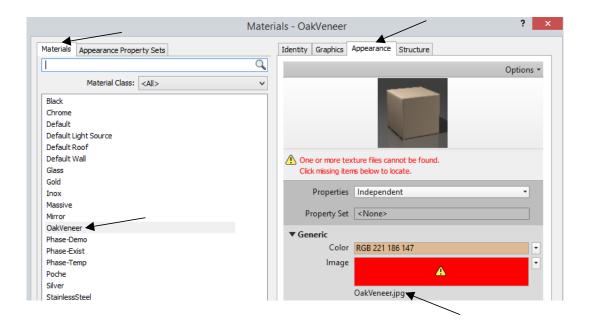
To Upload material texture click on blue button with three dots here (it appears on mouse click):



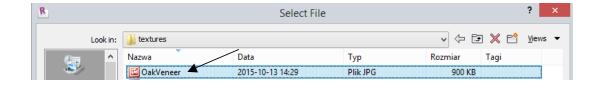


**MATERIAL TEXTURES LOADING** 

Find Apperance Tab and click on missing item to locate:

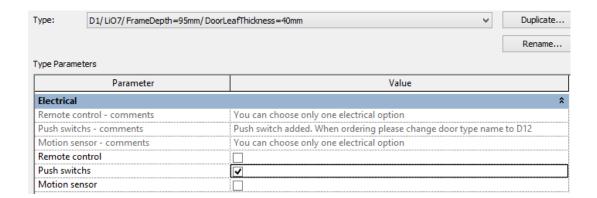


Select missing texture and click twice OK button.



### **ELECTRICAL**

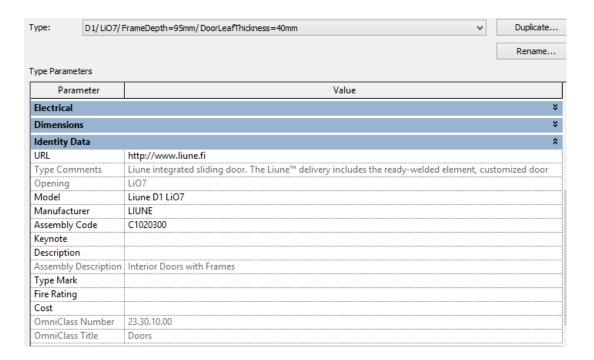
Using Tickmarks check/uncheck one of available electrical option. See additional comments above.





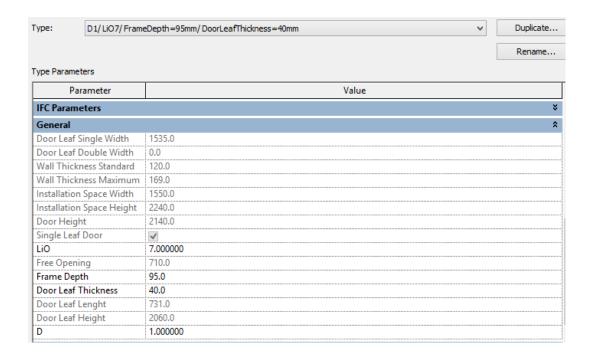
### **IDENTITY DATA**

In Identity Data tab you can find URL adress to LIUNE website where you can find actual detailed technical data, and additional infomation about product.



### **GENERAL**

In General tab you can see the most important parameters:



Please do no change parameters assigned to door type: "D", "LiO", "Frame Depth", "Door Leaf Thickness".

If you would like to change door type and size, please change it using drop down menu shown above.





**GENERAL** 

If you cannot find your door type please download it from LIUNE website and than choose door type from drop down menu. In General tab you can find **helpful parameters** for design process like:

- Overal Single or Double Door Leaf Width
- Wall Thickness Standard and Wall Thickness Maximum
- Installation Space Width and Height

General	
Door Leaf Single Width	0.000
Door Leaf Double Width	2938.000
Wall Thickness Standard	120.000
Wall Thickness Maximum	169.000
Installation Space Width	2958.000
Installation Space Height	2170.000

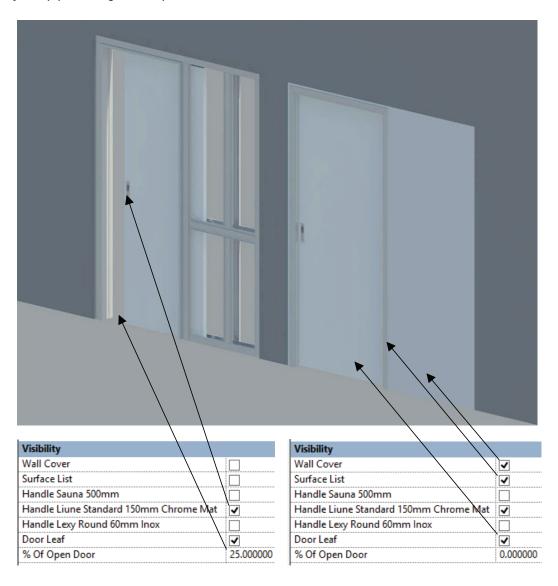
### In D15 door type user is able to:

- change Door Leaf Height according to range Door Leaf Height Minimum and Maximum
- modificate Covering Lenght by enter the value numerically in User Covering Lenght field.

General	
User Covering Lenght	0.0
LiO	7.000000
Standard Covering Lenght	2100.0
Free Opening	700.0
Door Leaf Thickness	8.0
Door Leaf Lenght	780.0
Door Leaf Height Minimum	2100.0
Door Leaf Height Maximum	2300.0
Door Leaf Height	2100.0

### **VISIBILITY**

In Visibility tab you can turn on/off Wall Cover, Surface List, One of three available handles models, Door Leaf. You can additionaly setup percentage % of open door.



### **FREE PASSAGEWAY**

If the door is assigned to a projected handle or lock, a free passageway tapers because the door does not open completely.



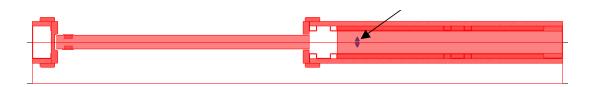
### **COMMON FEATURES**

Following described adjustments are made for Liune Revit objects. Other doors may not have similar functions. In Properties window (when door are selected) in General tab you can see folloowing parameters:

- Sill to Story Allows you to offset up your door,
- Reweal to Wall Face allows user to place the Liune

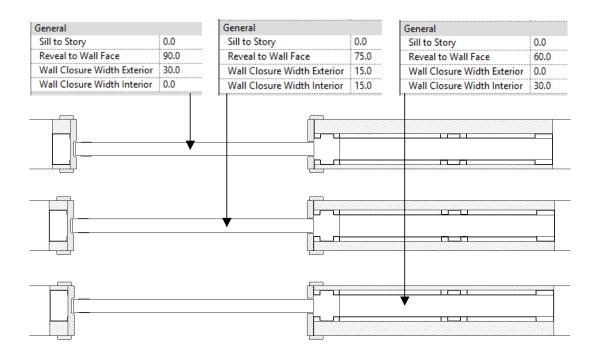
door in the normal manner to the correct horizontal position on the wall.

Alternatively, you can drag and move to new position your doors, but first doors need to be selected.



- Wall Closure Width Exterior/Interior allows user to change Wall Cover thickness.

### Examples:



**OTHER** 

In Other tab there are parameters not to modificate by end user.

## **Project performance**

Remove not used Revit family types on your project file. This will allow you to work fast on your project.



Have a pleasant design moments with Liune objects!

