

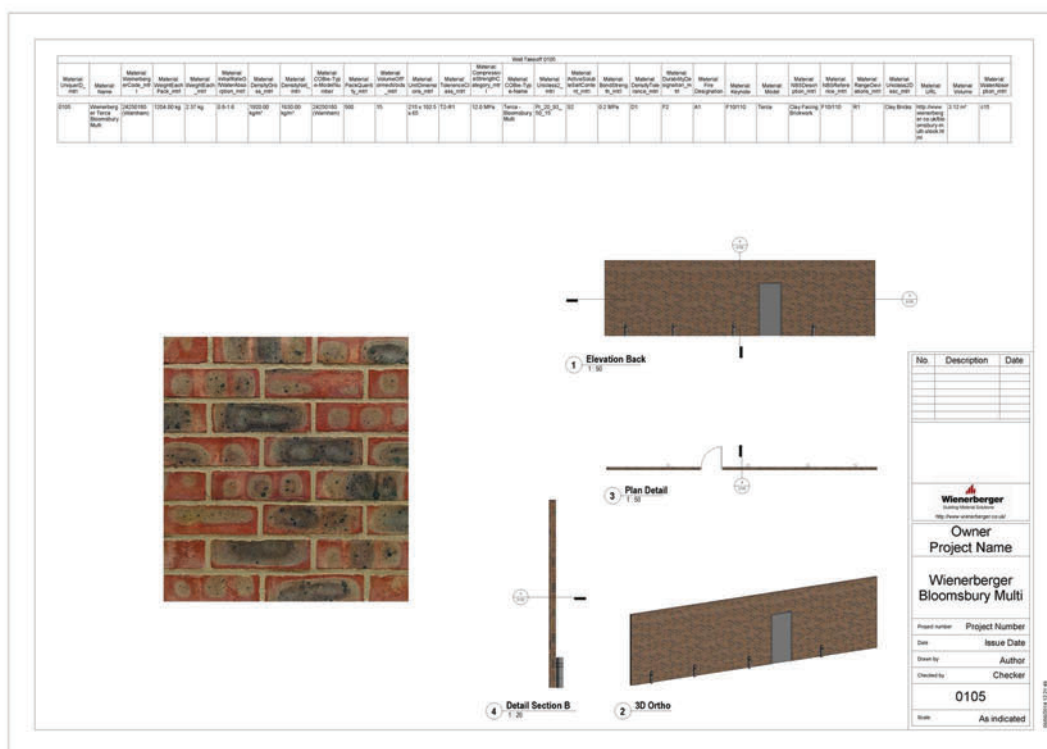
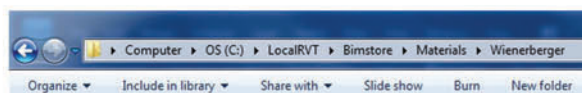
Loading the Texture Library

These components contain manufacturer specific render materials. Revit will try and find these materials on your computer in the following directory:

C:\LocalRVT\Bimstore\Materials\Wienerberger

The first time you use these components you will need to copy the images contained in the 'Materials' folder included in the download, in to the 'Wienerberger' file above (you may need to create the folder structure if you have not used bimstore components with custom materials before).

The Wienerberger texture will now load the custom render finishes from this location.



Other Notes

You can add these family components to your company template file, they will then be available without loading when starting a new project.

Revisions

Version 2.0 - Material Textures Updated