Madix Revit Model Guide

File names are a combination of a 2-letter symbol that stands for the model type and a number that stands for the model's project location placement or the model's form. An example of how this works is shown below.

EXAMPLE

ML1 = ML, as mentioned before, is a symbol for one of the models. In this case, it stands for Maxi Line. The number 1 tells you that this is the starter piece of the Maxi Line shelves and should be placed in the model first.

Model Names

AD = Aisle Display
AT = Apparel Service Table
BD = 5-Tiered Bike Display
BN = Bin
BR = Battery Rack Kit
CB = Golf Club Bunker
CC = Cart Corral
CD = Contemporary Display Table
CH = Circular Hanging Rack
CL = Cantilever Storage System
CR = 3-Level Circular Rack Double Post
CS = Cooler Shelving
DC = Display Cube
DP = Display Platform
DR = 6-Level Wire DVD Rack
DT = Display Table
FC = 4-Way Costumer
FD = Freestanding Display
FH = Wire Freestanding Frame Holder
FK = Promotional Display Flat Kit
FR = Fitting Room
FT = Folding Promotional Table
GB = Golf Bag Plinth
GC = Game Cartridge Display
GF = Rolling Wire Grid Flat
GP = Gift Pedestal
GR = Golf Shaft Rolling Rack

HD = "H" Display
HM = Hyper Maxi
HS = Hat Spinner Display
LC = Laminated Cube
LD = Freestanding Bottle Display
LF = Wire Promotional Lobby Fixture
MD = How-To Magazine Display
MF = Multiple Media Fixture
ML = Maxi Line
MP = Metal Platform
MS = Maxi Integrated Pallet System
PD = Mobile Produce Display
PP = Sliding Peg Panels
PR = Pallet Rack
PS = Parson's Table
PT = Promotional Table
QF = Queuing Fixture
RB = Wire Rolling Basket
RC = Spacer System
RD = 3-Sided Rotating Display
RG = Rolling Garment Rack Adjustable Height
RL = Rolling 2-Liter Freestanding Bottle Display
RM = Rolling Double-Sided Gondola Merchandiser
RO = Rolling Around Oil Rack
RR = Revolving Round Rack
RS = Round Shelf
RT = 4-Tier Round Table

RX = Pharmacy
SB = Shoe Bench with End Mirrors
SC = Spinner Rack on Casters
SD = Slatwall Display
SF = Seasonal Grid Fixture on Casters
SG = Slant Gondola
SK = Spiral Rack
SP = Specialty Display Table
SR = Pegboard Spinner Rack
SS = Storage Shelving
ST = Stacking Table
TB = Tapered Bin
TC = Triangular End Cap
TD = Trial Size Basket Displayer
TG = T-Leg Mobile Gondola
TK = T-Rack on Casters

TL = Tube Line
TM = Tubular 4-Way Merchandiser
TR = Tube Line Rolling Display
WC = Work Counter
WD = Wine Display
WN = Wire Wine Display
WS = Wide Span
WT = Wooden Table
WW = Wood Wine Display
YG = Y-Gondola

Location Indicators/ Form

1 = Starter
2 = Add-On
3 = End
4 = Wraparound End
5 = Angled Shelf Starter
6 = Angled Shelf Add-On
7 = Angled Shelf End
8 = Concave Shelf Starter
9 = Concave Shelf Add-On
10 = Concave Shelf End
11 = Convex Shelf Starter
12 = Convex Shelf Add-On
13 = Convex Shelf End
14 = Half Radius Concave Shelf
     Big to Small Transition
15 = Half Radius Concave Shelf Small to Big Transition
16 = Half Radius Convex Shelf Big to Small Transition
17 = Half Radius Convex Shelf Small to Big Transition
18 = Transition Big to Small
19 = Transition Small to Big
20 = Tubular 3-Way Display

21 = Largest Size
22 = Medium Size
23 = Smallest Size
24 = Rolling Frame Starter
25 = Rolling Frame Add-On
26 = Half Round
27 = with 1 Drawer
28 = with 1 Drawer and 1 Door
29 = with 1 Drawer and 1 Shelf
30 = with 1 Door
31 = with 2 Shelves
32 = with 4 Drawers
33 = with 5 Drawers
34 = Plain Countertop
35 = Open Space
36 = with Sink
37 = Waste Unit
38 = Gravity Feed Starter
39 = Gravity Feed Add-On
40 = Junction Piece
41 = Corner Shelf
42 = Steel Storage Starter
43 = Steel Storage Add-On
44 = Straight Arm

45 = Slant Arm
46 = Roll Goods Display
47 = Roll-Around Unit
48 = Suspended Maxi
49 = 6 Degree Radius
50 = 10 Degree Radius

FINDING THE EXACT MODEL YOU WANT

Understanding the model types is key in locating the model. In the digital library, all of the models will be listed under 2 different folders based on type. These folders are Display and Storage. Once you select the folder, find the desired model in that group and double click it. Once you click it, it will open, displaying a default model.

UNDERSTANDING A "DEFAULT" MODEL SYSTEM

A default model system allows you to customize the model to the exact specifications you desire. As mentioned before, once you select your model from the library, it will be displayed as a default model. This model is the most basic type of the shelving unit for that particular file. For example, the height, shelf depth, number of shelves, style, and color will all be defaulted. Set parameters will allow you to change these settings.

UNDERSTANDING PARAMETERS

A parameter is a setting that allows you to change the behavior of an element, type, or view. For example, a parameter might be set up on a dimension. Let's say this dimension is for the shelf depth. You can change the number listed under the parameter. When this is done, it will change the shelf depth on the selected portion of the model. Another example of a parameter is a yes/no parameter. This type allows you to decide if you want an entire element in the model to be represented graphically in the project. Perhaps you don't want the shelf that is located on the top of the unit. Simply select the parameter for the unit and uncheck the box (indicating you do not want that element). ALL parameters must be satisfied before placing the model into the project. Any changes to the model after it is already placed in the project will have to be done in the family editor (which can be selected on the tab shown after clicking a model). If there is a specific parameter that you want to change but it isn't listed with the rest of the parameters, it either means that there is only one type of parameter for that case (i.e. only one size, therefor not needing any parameter to alter the element) or the designer didn't think it was necessary to have a parameter for the element.

TROUBLESHOOTING PARAMETER ERRORS

With so many parameters to settle multiple cases for a single model, problems are likely to arise for certain models. Almost always, this problem will be under a dimensional parameter. The easiest way to solve this is to manually move the dimension to the correct length rather than typing it in. For whatever reason, this usually fixes the error. Sometimes, certain models are likely to error more often than others. "Manually

Move" might be shown next to a parameter explaining that this might have to be done to settle the desired parameter. An example of this is shown below.

EXAMPLE

In this example, we are making the shelf depth 1.5'. First, click the reference plane that is connected to the or once you click it.

"Front" Shelf Depth = 2' - 0"
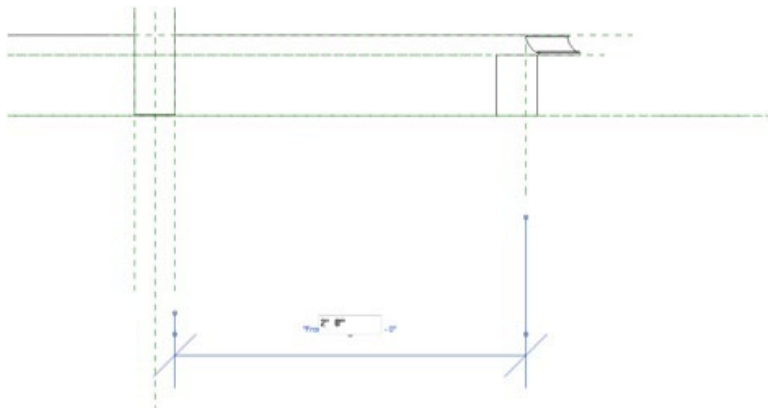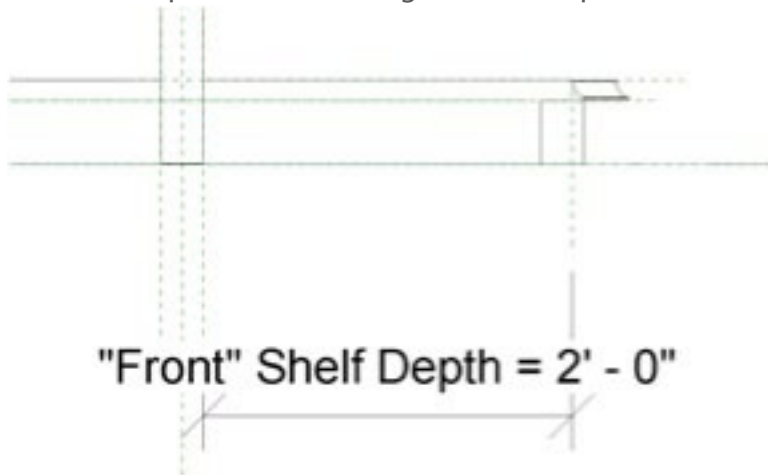
can manually type in the desired length.

ne enter button.

"Front" Shelf Depth = 1' - 6"
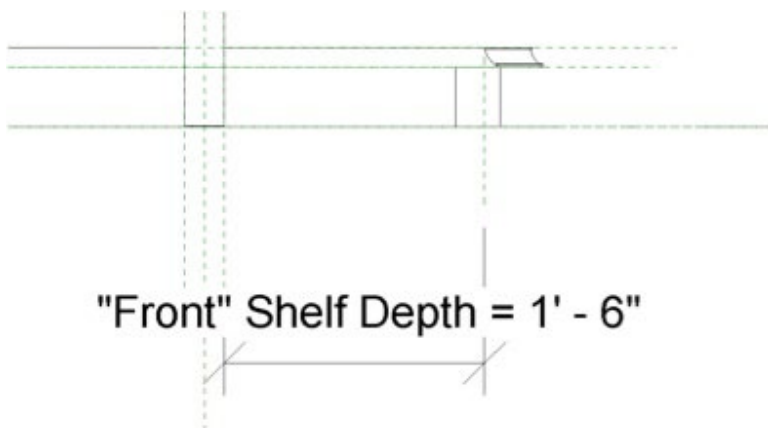
CUSTOMIZING YOUR MODEL BEFORE PLACING

Dimensional parameters will need to be changed unless you happen to be using the default model in your project. As far as aesthetics goes, having the models start out with a standard appearance has its pros and cons. The main advantage of this is that if one doesn't mind what the model looks like, they can rapidly place models which will simply represent the exact size they chose. Having specific colors and textures added can make the model look more accurate (perhaps for a better visual representation for the customer), but can take some time. Simply changing the color of the material is the easiest way to change the model color. Painting each surface can take much longer but will allow it to be more detailed. All details are really up to the designer.

PLACING YOUR MODEL AND UNDERSTANDING TYPES

Once you have successfully changed all of the parameters to your liking, click "Load into Project." You will then be shown a list of all the projects that are available to which you can add your model. Meaning, your project must be opened up before adding a model into it. Once you select the project to add it to, it might ask you if you want to replace any existing models. Let's say you have an ML1 in the model already that you painted red. In a different part of your project, you want another ML1 added but you want this one to be blue. You have already placed the red model and now you try inserting your blue model. If you would select replace existing models, the red model you had already placed in your model will turn blue. If you want separate models, you need to create a new type within your family. Go to your parameters tab and click it open. Go to the right hand side and select "new" under Family Types. It will ask you to select a name. For this case, let's call it "Blue Shelf." Now change the model to the desired parameters. Once this is done, load this into your project. You can now select the ML1 to be the red shelf or the blue shelf.

SNAPPING MODELS INTO PLACE

When using add-on models, you can make a long line of shelves in a row to make one big shelf. To do this, place your starter model at the beginning of the line. Then add your add-on models. Usually, the models will click into place next to each other when you drag the add-on near the starter model. If this doesn't happen, it might not exactly go together. To prevent this, simply draw a reference plane right on the edge of the starter model. Now, drag the add-on over to the starter and snap it to the reference plane. Moving, rotating, and mirroring are the only alterations that can be made to the models in the project itself. All other alterations in appearance, materials, and form must be done in the family editor.