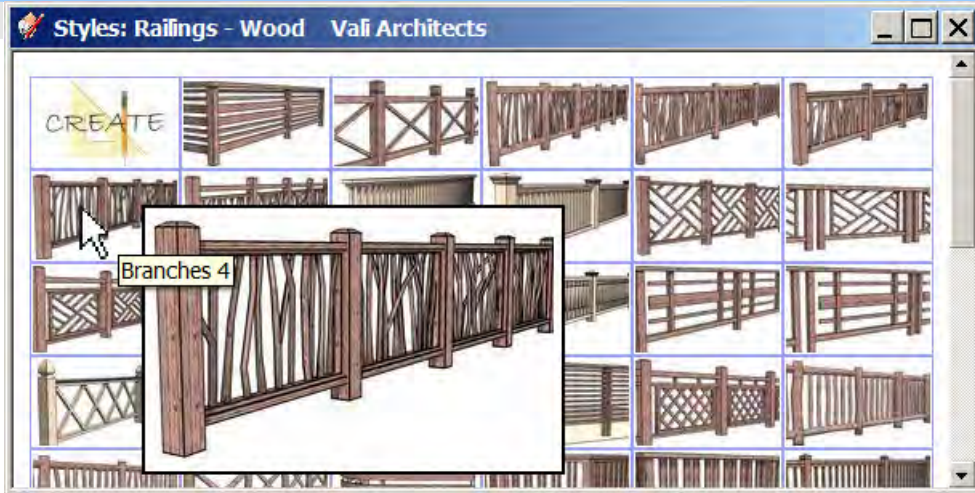
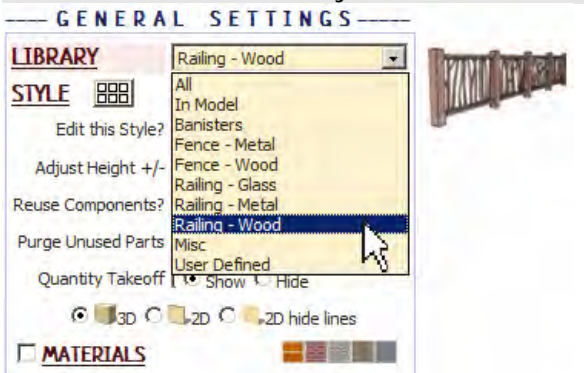


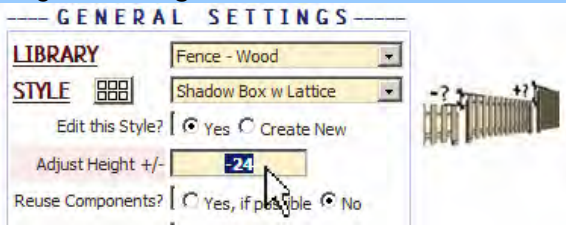
Instant Fence & Railing *General Settings*

Style Libraries See *InstantFenceRailing-Styles.pdf* for more information on styles.

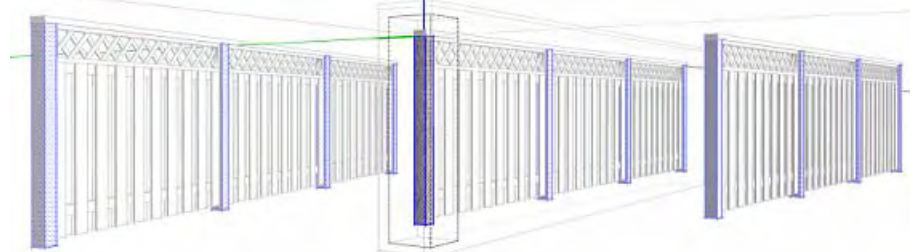
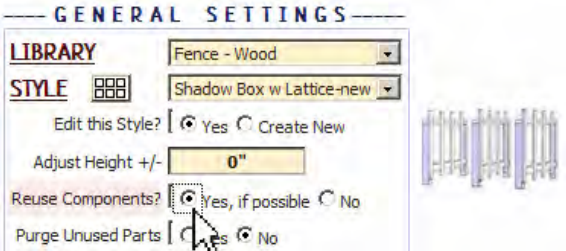
Show Icon menu for style libraries



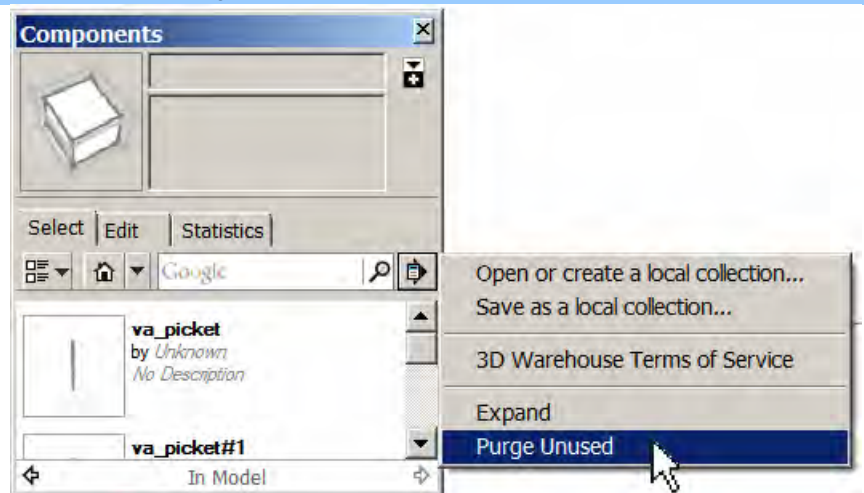
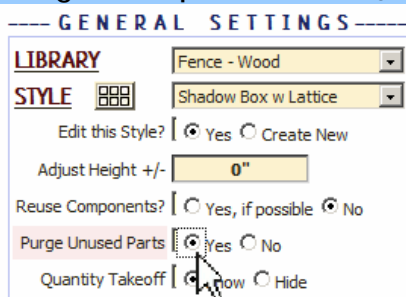
Adjust Height: Changes heights of all fence and railing parts with single entry. Use negative value for height decrease



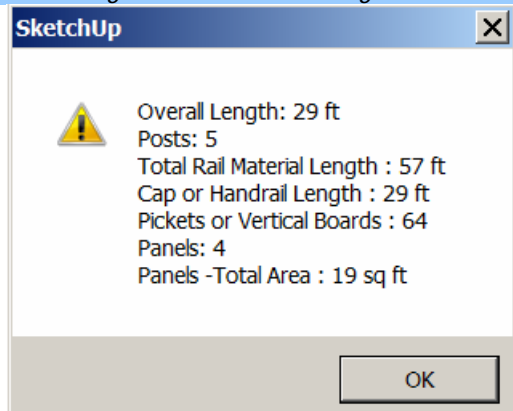
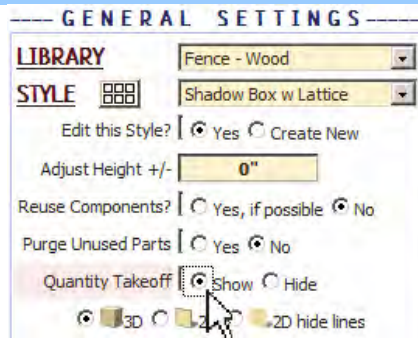
Reuse Components: Attempts to reuse component definitions across separate runs of the script if no parameters - size, materials, etc., have changed. Automatically resets to "no" after each script run.



Purge Components: Purges unused Instant Fence and Railing components.

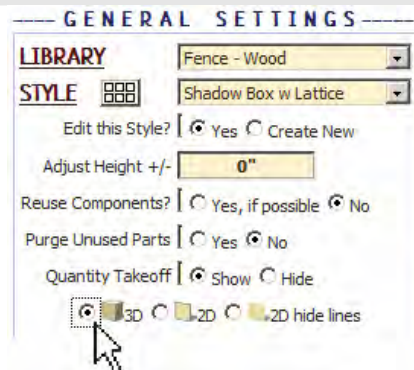


Quantity Takeoff: Show or Hide quantity take off display. (Does not affect quantity take off log which always makes record and is available under "Plugins / Vali Architects / Instant Fence Railing / View Take-Off Log")

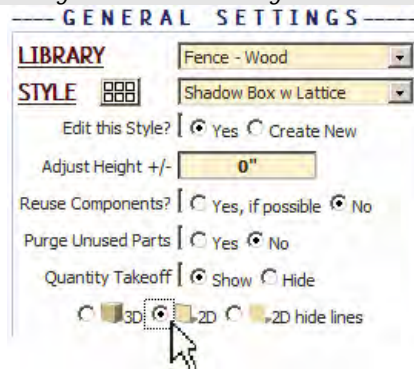


Geometry Creation Modes: 3D, 2D, and 2D Hide Lines

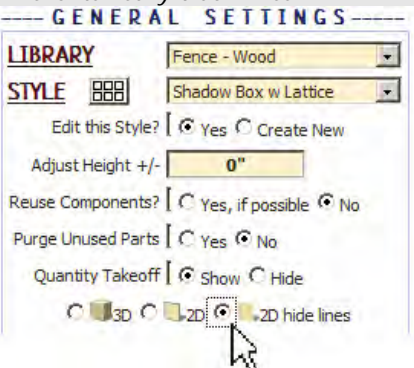
3D



2D Single surface and Face-Me elements for background and entourage



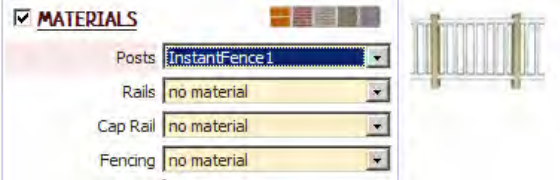
2D Hide Lines For background and entourage. Prevents heavy black lines.



Materials

Before running the Instant Fence Railing, paint the materials that you wish to use on something in the model.

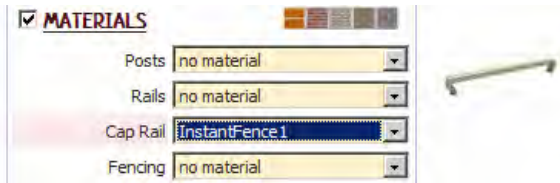
Posts



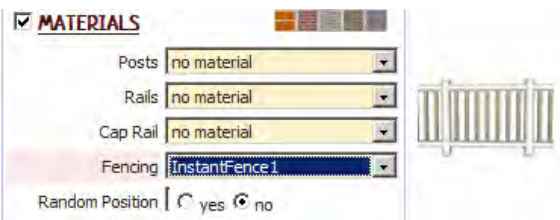
Rails



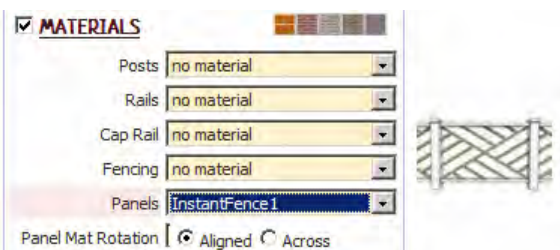
Cap Rail



Fencing



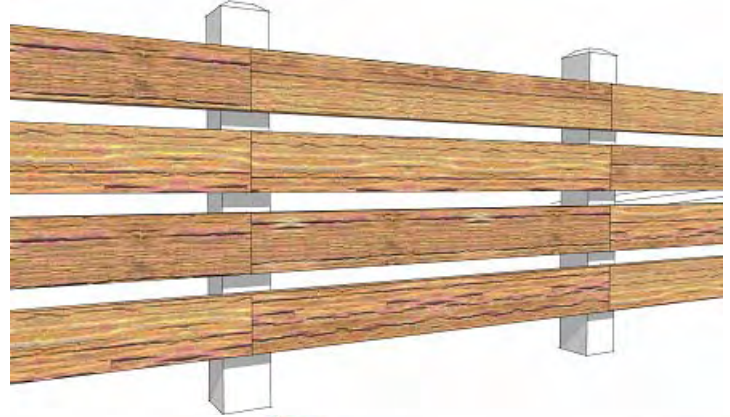
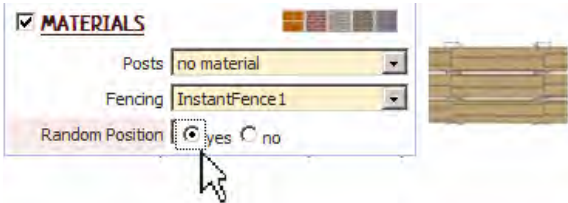
Panels



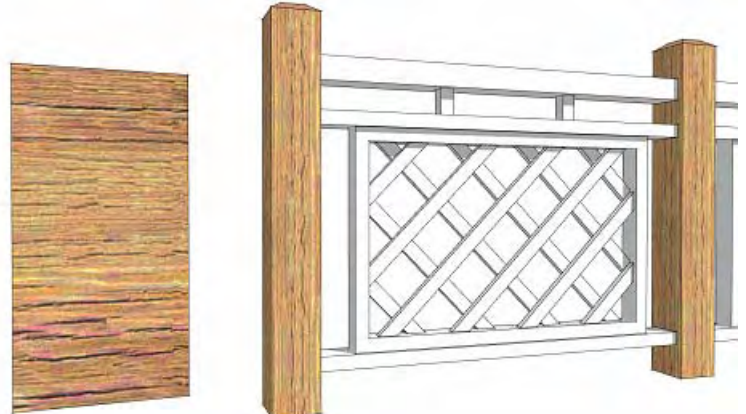
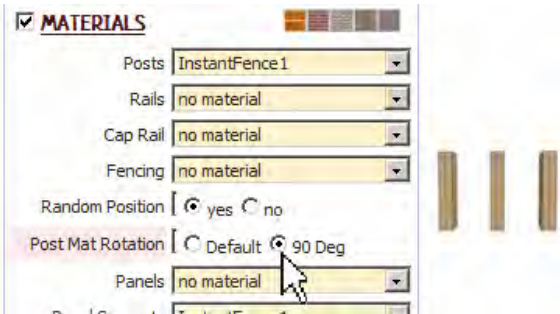
Panel Supports



Random Position



Post Material Rotation



Panel Material Rotation

