



Instructions to use BIM Ecoforest Families:

Some families such as **DHW Tanks, Buffer Tanks, Heat Pumps** (ground source and air source) **Aerotherms**, and part of **Indoor Units** are families with a **Type Catalog**. It means that all the types are saved in a .txt file with the same name as the family. To use them correctly in a project you must:

- Place the .rfa files and .txt files in the same folder

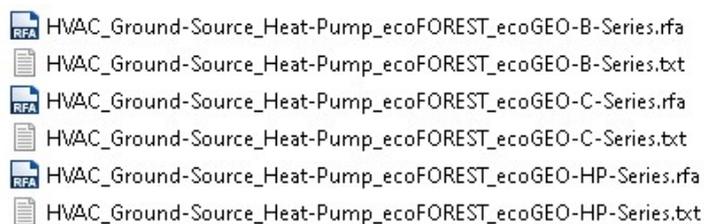


Image 1 – Types of files(.rfa and .txt)

- Not change the names. The .rfa files should have the same name as the .txt files.
- Insert the Families from:
Insert (Tab)> Load from Library (Group) > Load Family (Tool)

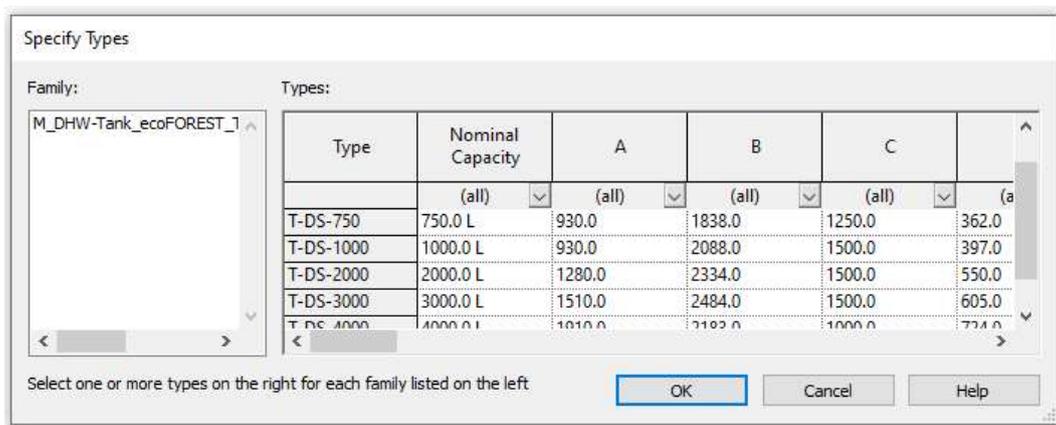


Image 2 - Family Types Dialog box

By doing this you can choose the type or types of the family that you want in your project. Select them in a dialog box like this.

Important Note 1

If you don't load the family following this procedure and insert it directly from the Family Editor or drag it into the Project you will only have one type. The name of this type is a reference to the model that you are using (Tank, Heat Pump or Indoor Unit) followed by the word CATALOG "**T-XX-CATALOG**", which means that you have to follow the procedure previously mentioned.

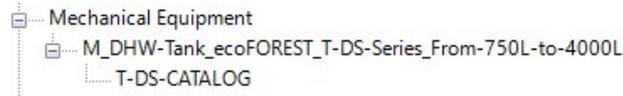


Image 3 - Project Browser

Important Note 2 – Unlikely situation

If you have followed the procedure to load the families previously mentioned and instead of watching the dialog box with the types you watch a Revit Error warning, follow these steps:

1. Open the Revit file named "**BIM-Catalog_ecoFOREST.rvt**".
2. Once It is open, **select the family you want and edit it** from:
 - Modify | Mechanical Equipment (Contextual Tab) > Mode (Group) > Edit Family (Tool)

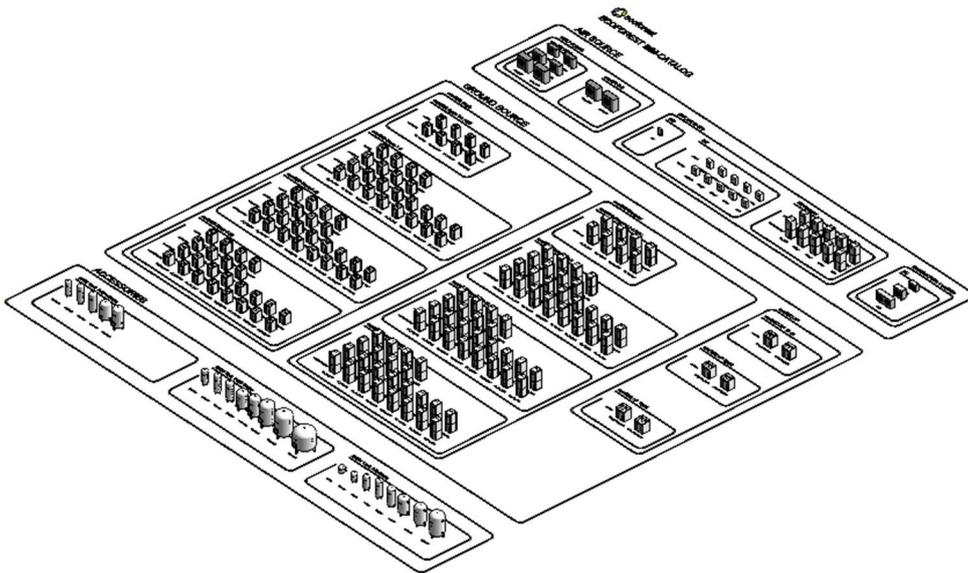


Image 4 - BIM Catalog ecoforest file

3. In the Family Editor, **export again the Family Types** from:
 - R(Application Menu) > Export > Family Types



Image 5 – Application Menu > Export Family Types

4. **Save the Family Types** in the same location **replacing the existing file** (.txt).
5. Insert the Family in your project again following the procedure