A-M-T 1.8.8

FINISHES BY ROOM

COMMAND GUIDE

Creates finish elements from room boundaries using selected finish types and height settings.

A-M-T TOOL SERIES

Configure.
Run.
Review.

01 Understand the options

02 Follow the workflow

03 Check the result

Understand the settings

Rooms and levels

Choose the rooms/levels to process.

Cove finish

Optionally create cove elements using outer/inner types, heights and distance.

Floor finish

Enable floor creation, select a floor type and set its height/offset.

Wall type

Choose the wall type used by the cove/finish workflow.

Ceiling finish

Enable ceiling creation, select a ceiling type and set its height.

Plan

Review the room selection and selected finish operations before creation.

How to use Finishes by Room

1. Choose the target rooms or levels.
2. Enable the floor, ceiling and/or cove operations required.
3. Select the relevant types and enter height/distance values in millimetres.
4. Create the finishes and review the result room by room.

EXPECTED RESULT

A-M-T creates the selected floor, ceiling and wall-based finish elements from room boundary geometry.

Before you finish

QUICK CHECKLIST

- ◯ Correct model and active view
- ◯ Required types/templates are loaded
- ◯ Review settings before running
- ◯ Inspect the output in Revit
- ◯ Save a backup before bulk changes

COMMAND FLOW

01 SELECT

02 CONFIGURE

03 RUN

04 VERIFY

NOTES & LIMITATIONS

Rooms need valid boundaries and an associated level. Rooms without usable boundaries are reported as issues.