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**GRAPHISOFT BIMx**  
**for ArchiCAD 17**  
**User Guide**

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**GRAPHISOFT BIMx  
for ArchiCAD 17  
User Guide**

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# GRAPHISOFT BIMx

The GRAPHISOFT BIMx package is included in ArchiCAD 17.

GRAPHISOFT BIMx lets you create an interactive walk-through model out of your ArchiCAD project. You or your clients can then explore this presentation in several ways:

- View and navigate the 3D model on your desktop or notebook computer (the same computer that is running ArchiCAD).
- Save the model in BIMx Model (.bimx) format. The BIMx Model file is compatible with BIMx applications for iPad and other mobile devices. It can also be viewed and navigated on a desktop or laptop computer using the free BIMx viewer application, downloadable from [bimx.graphisoft.com](http://bimx.graphisoft.com).
- You can share the BIMx model at [bimx.graphisoft.com](http://bimx.graphisoft.com). From the BIMx application, use **File > Share BIMx Model** and follow the instructions.

Clients will experience a professional, 3D project presentation and will benefit from a real-time exploration of the architectural design without having to install any architectural software.

## Technical Requirements

- Hardware/software requirements for GRAPHISOFT BIMx are the same as for ArchiCAD 17.
- BIMx for ArchiCAD 17 is available for both MacOS and Windows in 64-bit versions only. (The free downloadable BIMx Viewer package also includes a 32-bit version for Windows.)
- The BIMx file format for ArchiCAD 17 has changed since ArchiCAD 16. A BIMx project created for ArchiCAD 17 cannot be read by BIMx for ArchiCAD 16.
- When you explore the BIMx model, performance may vary depending on the size of your model and the memory capacity of your video graphics card. If you plan to work with large models, make sure you are using a high-capacity video card.

You can find a list of recommended video cards at: [http://archicadwiki.com/Video\\_Cards](http://archicadwiki.com/Video_Cards)

If your BIMx model is to be viewed on a mobile device, model size and device compatibility requirements apply.

*For more information on accessing the BIMx model using a mobile device, go to <http://www.archicadwiki.com/BIMx/Workflow>.*

## BIMx License Options

### **BIMx with FULL ArchiCAD AND Software Service Agreement (SSA)**

- Unlimited use of full BIMx functionality
- Larger data storage limit for BIMx projects uploaded to the site
- Option to password-protect uploaded BIMx projects
- Option for private transfer of BIMx projects to clients using the site (hidden from public access)

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## **BIMx with FULL ArchiCAD but NO Software Service Agreement**

- Unlimited use of full BIMx functionality
- Limited storage space on the site for your uploaded projects
- All uploaded projects are public (no option to password-protect or unlist them)

## **EDU Users**

If you have an EDU license for ArchiCAD, you can use the full functionality of BIMx without a BIMx license. However, your access to the BIMx site is limited in the following ways:

- Limited storage space on the site for your uploaded projects
- All uploaded projects are public (no option to password-protect or unlist them)

The following sections describe how to use GRAPHISOFT BIMx for ArchiCAD 17.

## **[BIMx Workflow](#)**

## **[BIMx: Notes on Model Size, Textures and Shadows](#)**

## **[BIMx Menu Commands](#)**

## **[BIMx Navigation Tools and Shortcuts](#)**

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# BIMx Workflow

The standard workflow between ArchiCAD and GRAPHISOFT BIMx is the following:

1. Create the BIM model in ArchiCAD, using appropriate surface textures and materials on the building elements.

*For tips on optimizing these, see [BIMx: Notes on Model Size, Textures and Shadows](#).*

2. Save the ArchiCAD model in BIMx Model (.bimx) format.
3. Open the BIMx model on your computer. Explore it using the render mode of your choice. Fly-through or walk-through paths can also be defined and saved with the model.
4. If you want to make it available to others, the BIMx Model file is compatible with BIMx applications for iPad and other mobile devices. It can also be viewed and navigated on a desktop or laptop computer using the free BIMx viewer application, downloadable from [bimx.graphisoft.com](http://bimx.graphisoft.com).
5. You can also share the BIMx model at [bimx.graphisoft.com](http://bimx.graphisoft.com). From BIMx, use **File > Share BIMx Model** and follow the instructions.

Each of these topics is detailed below.

## Save ArchiCAD Model in BIMx Model Format

Once the building model is created in ArchiCAD and the proper surface textures are applied, the model is ready to save for GRAPHISOFT BIMx:

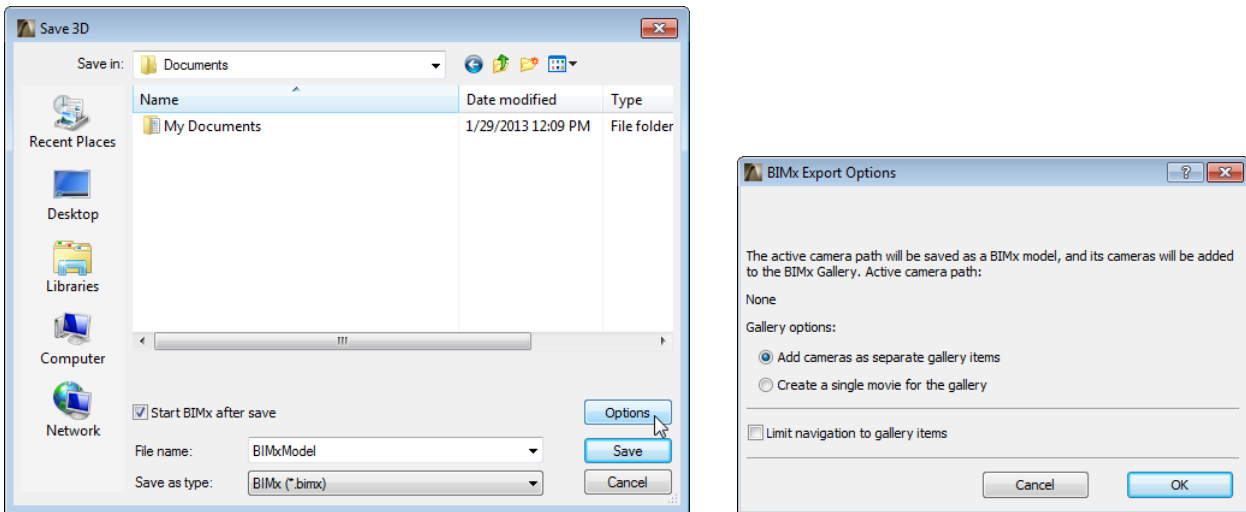
1. Open the project in ArchiCAD and check the consistency of the model and the surface textures before starting the save process.

*For tips on optimizing these, see [BIMx: Notes on Model Size, Textures and Shadows](#).*

**Note:** You cannot modify the 3D model and the surface materials in BIMx.

2. Open the 3D window (perspective or axonometric view).
3. Go to **File > Save as** command, and choose the BIMx file format.
4. Give a name to the file.

## 5. Click Options to bring up **BIMx Export Options**:



- **Add cameras as separate gallery items:** Each camera will launch a separate movie
  - **Create a single movie for the gallery:** All gallery items will be played as a single movie
  - **Limit navigation to gallery items:** Navigation of the resulting BIMx project will be limited to just the views and clips you save to the Gallery (instead of the full project)
6. If you have checked **Start BIMx after save** in the Save dialog box, the GRAPHISOFT BIMx application starts automatically and the exported model is loaded into the program's memory.

## Opening a BIMx Project for Navigation and Editing

1. Start your BIMx application if it did not start automatically. You need a full BIMx license to edit a project. However, you can also navigate the BIMx file without further editing.
2. Open the **File** menu and click on the **Open** command.
3. Select the preferred BIMx project file to open it.
4. Press the **ESCAPE** key on your keyboard to access the BIMx menus.
5. Now you can start to edit the BIMx project if needed. For example:
  - initialize Global Illumination
  - change layer visibility
  - add cameras, save a fly-through path

To switch full-screen mode on and off on Windows, use F11.

*See [BIMx Menu Commands](#) for more information.*



## Sharing the BIMx Model

You can share your BIMx model with other members of the BIMx community or with partners, using GRAPHISOFT's online model sharing service. All you need is to sign in once, using your GRAPHISOFT account. If you don't have an account yet, the Sign In dialog box directs you to the registration website.

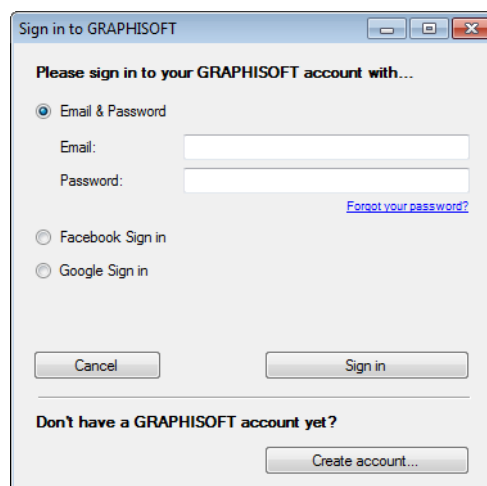
Follow these steps to share your BIMx model:

1. In the BIMx window, press the **ESCAPE** key on your keyboard to access the BIMx menus.



2. Click **File**.
3. From the commands at the right, click **Share BIMx Model**.
4. If you have not shared a BIMx model before, you are prompted to sign in.

**Note:** You don't need to sign in again the next time you share a BIMx model; the authentication occurs automatically. If you don't want your program to remember your sign in data, click **Sign Out** in the Share BIMx Model dialog box.

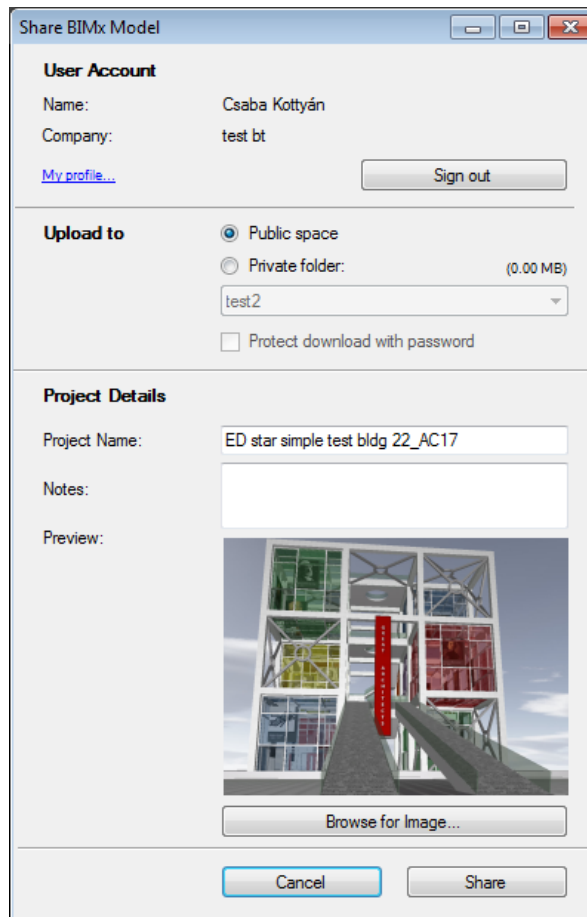


- The first time you sign in (if you have a commercial license), you will be prompted to create a company account, and you will be the owner of the company account. Additional individuals signing in from your company will be prompted to join the company account (subject to approval by you as the owner).
- If your company already has a GRAPHISOFT account associated to your license, the Join Account dialog appears: you must join that account before you can share your BIMx model.

5. After sign in, the **Share BIMx Model** dialog box opens. Here, provide the model's name and description, as well as upload options (these options vary depending on your ArchiCAD license type).

*See BIMx License Options.*

**Note:** You can later modify the uploaded model's description and access parameters, by logging in to your GRAPHISOFT account using a web browser.



6. If you wish, click **Browse for Image** and choose a file to use as the preview picture.
7. Click **Share**.
8. Once the upload is complete, a weblink appears that links you to the model's web location. You can provide this link to others, who can then download and view your model.

# BIMx: Notes on Model Size, Textures and Shadows

These tips are intended for optimizing the ArchiCAD model before saving it in BIMx format.

If your BIMx model is going to be viewed on hand-held devices such as the iPhone, further optimization of the model may be desirable to improve performance.

*For more information, consult the BIMx page from GRAPHISOFT's website at <http://archicadwiki.com/BIMx/Optimization>.*

## Limit “Extra” Model Content

If you run into memory limits while creating the BIMx model (for example, during Global Illumination initialization), try eliminating or reducing the following model components. This will help optimize model size and improve BIMx performance:

- furniture (e.g. chairs)
- GDL objects (e.g. door handles)
- other objects originating from Add-Ons (e.g. trees, cars, people)
- other non-essential elements

Typically, such “extra” elements devour a great deal of memory. A single chair can require more memory than all the walls in the project.

## Texture Formats

BIMx supports the following surface texture formats: jpg, bmp, tif, tga, png, gif.

If a texture would fail to load for any reason, the object that uses it will be drawn with the material color instead.

## Alpha Channel Texture Effects

BIMx supports alpha channel texture effects with 32-bit tif, tga and bmp images. For the alpha channel effects to be detected inside BIMx, you must enable transparency in the ArchiCAD material/texture properties.

However, transparent objects are not necessarily visualized using the correct display order - to do so would put a big dent in your performance.

## Shadows

Shadows in BIMx are rendered using the OpenGL ARB\_shadow extension. It works by rendering the scene, from the sun's point of view, into a texture map. This texture map is then projected onto the scene and OpenGL will determine whether a pixel is in shadow or not. Larger texture maps will produce higher quality shadows. The maximum size is determined by your graphics card (the graphics memory available and the maximum texture size allowed). Some graphics cards may

have 256 MB on-board memory, but only allow a maximum texture size of 4096 x 4096. A shadow texture is typically 24-bit.

- 8192x8192 shadow texture will consume 200 MB of video memory.
- 4096x4096 shadow texture will consume 50 MB of video memory.
- 2048x2048 shadow texture will consume 12.5 MB of video memory.

BIMx will automatically try to generate the largest possible shadow texture, starting with 8192x8192. Next, if this fails, it will try half that size, and so on.

The shadow's altitude, azimuth (heading) and brightness are controlled via the BIMx Settings menu.

*See [SETTINGS Menu](#).*

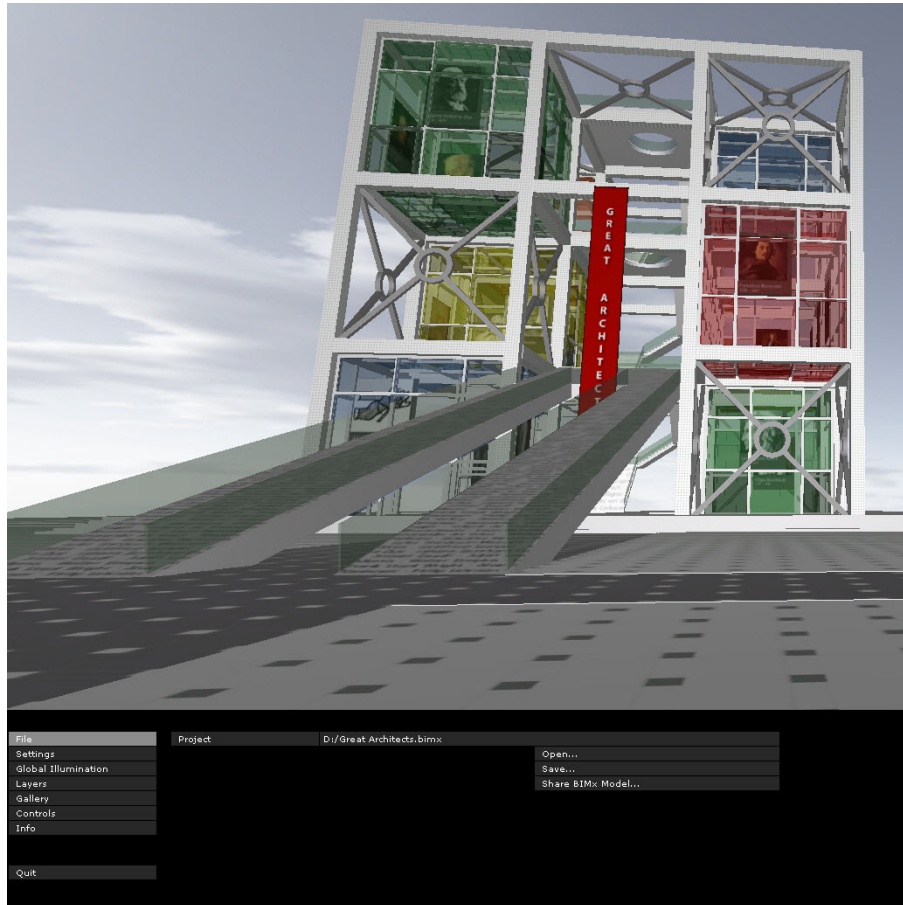
To turn off the sun shadows, set sun shadow brightness to a value near zero.

## Sun Shadow Artifacts

Depending on the amount of available video card memory and the (physical) size of your model, the sun shadows may display artifacts. This is due to the fact that BIMx cannot fit the whole model into the shadow map with good quality. Smaller models and more video graphics memory will improve the result. Global Illumination produces better shadows, which however are static.

# BIMx Menu Commands

This section explains the commands of the BIMx menu.



- After you have saved the ArchiCAD model to BIMx, you will view and navigate the BIMx model in the navigation window.
- To access the BIMx menu, press the ESC key.
- To return to the navigation window, press ESC again.

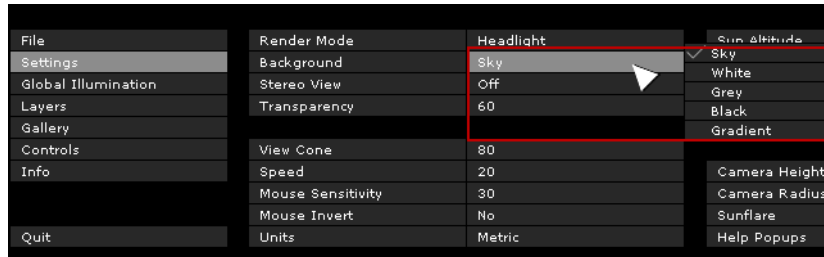
## If You Are Using a Viewer

The BIMx model can also be viewed and navigated on a desktop or laptop computer using the free BIMx viewer application, downloadable from [bimx.graphisoft.com](http://bimx.graphisoft.com). In this case (if no ArchiCAD license is available), the following BIMx functions are NOT available:

- All functions that involve actively modifying the model or saving the file in any form (e.g. sharing it, recording a new camera path or adding a view to the gallery).
- Global Illumination initialization. (However, if the BIMx model has already been initialized, you can use the Global Illumination render mode.)

## Choosing among Menu Options

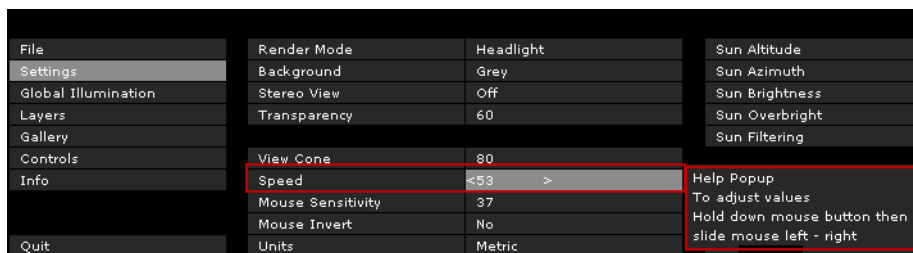
1. Click and hold on the option you want to change.
2. The available choices will then pop up.



3. Move your cursor over the options.
4. When the cursor is on the desired option, let go of the cursor to enable that option.

## Editing Numerical Settings

If the setting you are editing is a numerical value (such as navigation speed), you can change the value only by dragging the mouse left (to decrease the value) or right (to increase it.) You cannot enter the values directly.



## FILE Menu

The file menu includes the standard I/O functions of the program.

- The **Open** command opens a BIMx project for editing.
- The **Save** command saves the project in .bimx format. This format can be viewed in all types of BIMx viewers, including iPad, iPhone and iPod Touch, in addition to the Desktop Application.
- **Share BIMx Model** uploads the project to the BIMx site at [bimx.graphisoft.com](http://bimx.graphisoft.com).

# SETTINGS Menu

The Settings dialog stores all the parameters that are related to the BIMx model display and navigation control.

File	Render Mode	Headlight	Sun Altitude	Disabled
Settings	Background	Sky	Sun Azimuth	Disabled
Global Illumination	Stereo View	Off	Sun Brightness	Disabled
Layers	Transparency	60	Sun Overbright	Disabled
Gallery			Sun Filtering	Disabled
Controls	View Cone	80		
Info	Speed	20	Camera Height	1.60 m
	Mouse Sensitivity	30	Camera Radius	0.25 m
	Mouse Invert	No	Sunflare	On
Quit	Units	Metric	Help Popups	On

## Render Mode

Choose a Render Mode to display the BIMx model.

- **Headlight:** View the scene as with a lamp on your head
- **Global Illumination:** Available if you have calculated Global Illumination. (See tips below.)
- **Black and White:** Available if you have calculated Global Illumination. (See tips below.)
- **Pixel lighting with SSAO:** Advanced rendering method to give greater depth to the scene
- **Unlit:** Shows materials without lighting
- **Gouraud:** Shows materials with simple lighting
- **Metal:** Same as Headlight, but no materials
- **Hidden Line:** No shading. Displays the edges of scene geometry.

Some of these methods may not be available, depending on the graphics card you are using.

### Tips for Choosing a Render Mode

- The **Global Illumination** method gives you the most realistic view of the model. To access it, you must first initialize the Global Illumination engine. (Go to the Global Illumination menu and click Initialize.) This method may take some time, depending on the size of your model. For extra large models, it may be desirable to use **Pixel Lighting with SSAO** until your model is fully completed.

**Note:** The Black and White (Global Illumination) render option is also available after you have calculated Global Illumination.

- If you have rendered the model on your desktop using **Global Illumination**, the resulting BIMx model, when viewed on a mobile device, can also be shown with Global Illumination.
- Note that **Global Illumination** consumes additional memory, so the chance of failure also increases with the size of the model. To avoid this, you should split an extra large model into two or more parts and calculate global illumination for each part individually.
- **Pixel Lighting with SSAO** is an advanced technique, without the calculation time required by Global Illumination on large models. While not as sophisticated as Global Illumination, the effect is similar, without needing the precalculation process. This method is not yet available on mobile devices due to hardware limitations.

- **Pixel Lighting with SSAO** is only available if your graphics card supports the OpenGL 2.0 standard. Typically, older-model laptops cannot benefit from this feature.
- **Headlight** mode is a simpler rendering method than either Global Illumination or Pixel Lighting, but it is available on all devices (with the possible exception of extremely old computers).
- On very old-model computers (provided they meet the minimum system requirements), the **Gouraud** and **Unlit** render modes are guaranteed to be available.

## Background

BIMx offers the following background options:

- SKY (default BIMx Sky image)
- WHITE
- GREY
- BLACK
- GRADIENT

In case you'd like to use custom skybox images, you have to replace the six .bmp files included in the **BIMx/Textures/Skybox** folder.

## Stereo View

BIMx can display the model in stereo view modes. The following methods are available:

- Left/Right
- RED/ CYAN

**Note:** You need special stereo view glasses to enjoy this BIMx feature.

- Quad Buffer: available only with NVIDIA drivers.
- OFF

**Note:** Stereo View options are not available if you are in Parallel view. (Click F8 to toggle Parallel view.)

## Transparency

Value range: 20-80

The transparency of all translucent surfaces in the model is controlled by this parameter. Higher values result in less transparent surfaces.

## View Cone

Value range: 10-120



## Speed

Value range: 10-1000

This parameter defines the default speed of navigation. Higher numbers result in faster movement.

**Note** that you can temporary increase the navigation speed by holding down the ‘SHIFT’ button.

## Mouse Sensitivity

Value range: 10-50

## Mouse Invert

This option inverts the mouse navigation directions.

## Units

The measured distances can be displayed in Metric or Imperial units

## Additional Settings commands

The following parameters are available if you have turned on Sun Shadows (click F3). The parameter value limits are shown in brackets.

**Sun Altitude** (10-80)

**Sun Azimuth** (0-360)

**Sun Brightness** (-100 - +100)

**Sun Overbright** (-100 - +100)

**Sun Filtering:** Turn on to improve quality of sun shadows.

**Camera Height** (600-2000)

**Camera Radius** (150-400)

### Sunflare

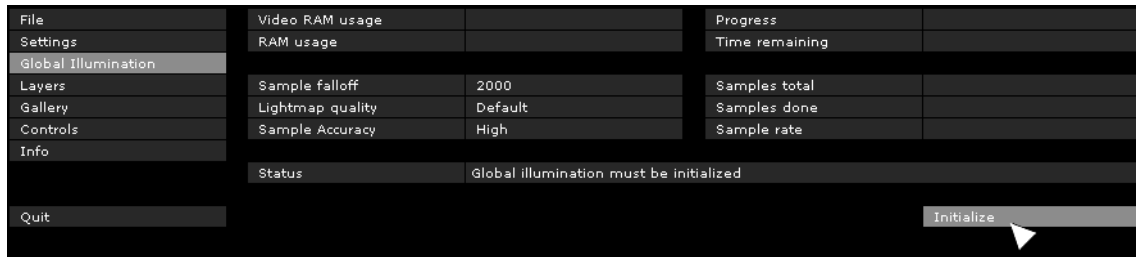
This option displays the sun flare if the camera looks towards the sun.

### Help Popups

If this option is activated, a help popup window will appear over some of the Settings menu’s commands.

It also controls if the introduction help-popup is displayed at the center of the screen when opening a BIMx model.

## GLOBAL ILLUMINATION Menu

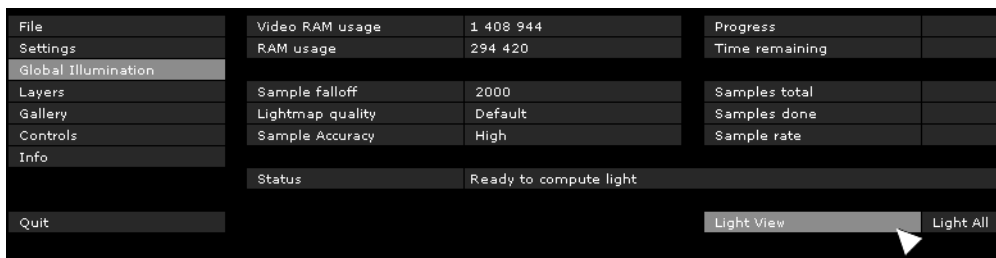


In order to be able to view the model in Global Illumination mode, you have to render the model first.

1. Choose **INITIALIZE** to prepare the model for Global Illumination view.

**Note:** This function not available on the BIMx Viewer application.

2. Choose either Light View or Light All.



This option affects the length of the Global Illumination calculation process.

- **LIGHT VIEW:** Lights surfaces visible from the current camera viewpoint only.
- **LIGHT ALL:** Lights all surfaces.

**Note:** Initialization can be a lengthy process depending on the size of the model (number of triangles), the computer hardware (RAM, Video RAM, processor, Video Card type) and the Global Illumination options you choose. Initialization may fail if the model is too big, since any single point on the model needs to be handled separately in the computer memory. The more graphics memory you have, the larger model you can initialize.

Cancel the process by pressing ESC. You can resume the process later. Completely lit surfaces are saved into project files and .exe files. When resuming the process, the starting point may roll back a few percent from where you cancelled.

## Sample Falloff and Sample Accuracy

These options affect the length of the rendering process and the quality of the resulting images.

If your Sample Falloff is lower than 1000-2000, try setting Sample Accuracy to **LOW**. This will make shadow gradients less smooth and more pixelized, but will result in faster rendering.

**Note:** Changing sample falloff will invalidate any previously computed light.

## Lightmap quality

This parameter has three values:

- Ultra
- Default
- Low

**Ultra** will provide more realistic lights and shadows in the final rendered model, however the rendering process can be significantly slower in case of large models.

## LAYERS Menu



The BIMx project preserves the layers of the original ArchiCAD model. Use the BIMx Layers menu to control the visibility of the model layers, by checking the desired layer name boxes.

**Note:** Global illumination renders the current state of the model. Switching layer visibility hides and shows elements, so you'll have to recalculate the global illumination to show the correct lighted model.

## GALLERY Menu

The Gallery menu includes the commands with which you can add pre-recorded walk-through clips and camera positions to your project.

*See also [If You Are Using a Viewer](#).*

## Adding Camera Angles (positions) to your Project

To add camera angles press **F4**

**Note:** This function not available on the BIMx Viewer application.

## Recording Walk-through Clips

- To enter clip record mode: Press **SHIFT+R**.
- To start/stop recording: Click left mouse button.
- To exit clip record mode: Press **SHIFT+R**.

You must be in pause mode when exiting clip mode or you will lose that clip.

Both perspective mode and orthographic mode (F8) can be recorded.

## Editing the Gallery

To change the order of the clips in the Gallery, press **MOVE LEFT / MOVE RIGHT**.

## Using the Gallery

Click on any or all of the following three commands to set playback preferences.

- **PLAY ON START** will playback the sequence of clips as the self-executing file is started.
- **PLAY ON IDLE** will make playback start or continue “screensaver-style” - that is, after a certain amount of idle time.
- Clips will playback in sequence if **SEQUENCER** is enabled (click “Sequencer” to enable it), otherwise only the current clip will be played.
- **LIMIT NAVIGATION TO GALLERY VIEWS**: navigation of the resulting BIMx project will be limited to just the views and clips you save to the Gallery.

## Gallery Shortcuts

- Click the image to jump into that position or to play that clip.
- Press **P** to playback the current clip.
- Press **Shift+P** to playback the sequence of clips from the top.

## CONTROLS Menu

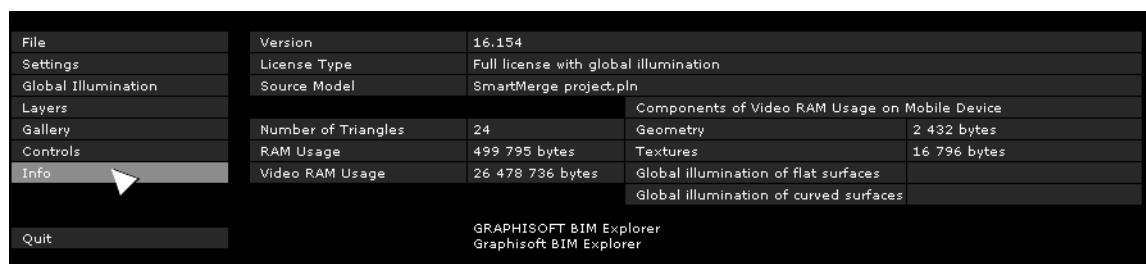
File	Menu	Escape	Fly Mode	F
Settings				
Global Illumination	Movement	W S A D	Info Tool	I
Layers	Move Fast	Shift	Measure Tool	M
Gallery	Move Slow	Control	Outlines	O
Controls				
Info	Crouch	Alt	Sun Shadows	F3
	Jump	Spacebar	Screenshot	F5
	Lift	Y	Parallel View	F8
Quit	Lower	H	Map Mode	Backspace

The CONTROLS menu displays the list of the basic navigation commands and their shortcuts for the international keyboard. Most of these functions are self-explanatory and commonly used in first-person shooter computer games (FPS).

Functions	Keyboard Shortcut
Menu	ESCAPE
Movement	W, S, A, D and the Arrow keys
Move Fast	SHIFT
Move Slow	CMD or CTRL
Crouch	ALT
Jump	SPACE BAR
Lift	PAGE UP
Lower	PAGE DOWN
Fly Mode	F
Info Tool	I
Measure Tool	M
Outlines	O
Sun Shadows	F3
Screenshot	F5
Parallel View	F8
Map Mode	BACKSPACE

*For additional navigation shortcuts, see [BIMx Navigation Tools and Shortcuts](#).*

## INFO Menu



The Info Menu shows basic information about the active project and your BIMx license:

- **Version:** The version and build number of your BIMx application.
- **License Type:** Type of your BIMx license (full, educational). It also displays whether you are using the global illumination version of BIMx.
- **Source Model:** The name of the ArchiCAD file saved to BIMx.
- **Number of Triangles:** The models in BIMx are made of 3D triangles. The speed of the 3D navigation and the memory usage by the BIMx application are strongly affected by the

number of triangles in the 3D model. Please note that this value is approximately two or three times that of the polygon count displayed in PolyCount add-on in ArchiCAD, due to the different geometry calculation algorithms used.

- **RAM Usage:** Displays the size of the RAM, in bytes, used by the project
- **Video RAM Usage:** Displays the size of the Video RAM, in bytes, used by the project

## Components of Video RAM Usage on Mobile Devices

This data refers to the Video RAM memory required to view the model on the supported iOS mobile devices.

- **Geometry:** Based on the triangle count.
- **Textures:** The BIMx application for mobile devices automatically optimizes your textures to a certain degree, but if your BIMx model is too large to be run on your mobile device, you can try to reduce their size and complexity.

If you save your BIMx model using Global Illumination, additional video RAM memory is required to handle the following two texture components:

- Global Illumination of Flat Surfaces: the illumination texture applied to flat surfaces; and
- Global Illumination of Curved Surfaces: the illumination texture applied to curved surfaces

You will notice that curved surfaces are less memory-intensive than the flat surfaces.

# BIMx Navigation Tools and Shortcuts

## Fly Mode vs. Walk Mode

The **F** key toggles between Fly Mode and Walk Mode. The Walk Mode provides you with a more realistic viewing experience including the following features:

- **Opening recognition** to distinguish the solid building structures such as walls, columns and roofs from doors and windows during navigation.
- **Gravity** to keep the camera height stable over slabs, ramps or stairs.
- Holding down **SHIFT** and **CONTROL** at the same time will activate the light speed navigation, which is ten times faster than running.
- Holding down the right mouse button while flying will make you stay on a fixed altitude. This is useful when recording a fly-over above a building, for example.
- Holding down the right mouse button while walking will lock the view horizontally for a perfectly straight perspective.

## Info Tool

Pressing **I** during navigation activates the **Info Tool**. In this mode, the cursor's shape changes to a cross and the bounding box of the currently selected model element is highlighted. One click with the mouse opens the Info palette, which shows basic information about the selected model element. The following information is displayed in the **Info Tool**:

- **Type** – Element Type (e.g. Wall, Slab)
- **ID**
- **Layer** – Layer of the element in the ArchiCAD model
- **Element parameters, as applicable** – e.g. height, width, thickness, volume, structure (if composite), slant, area, pitch. These values are taken from the ArchiCAD model element parameters.
- **Library Part Name** (as applicable)
- **Tags** (inasmuch as the element has values filled out for these tags) - e.g. Position, Structural Function

**Note:** These Info Tool data are only available if you are exploring a BIMx model saved from ArchiCAD 16 or 17. (BIMx models saved from earlier ArchiCAD versions show only a limited set of these data.)

## Map Mode

This useful feature helps you to find your current position in the building during navigation. Press **BACKSPACE** during navigation to project the corresponding section of the floor plan over the current 3D view. Your current position and viewing direction is marked with an arrow. Use the mouse wheel to zoom the map.

## Measure Tool

Press **M** to enable the measure tool. The three-dimensional distance from the camera to the world point at the center is computed and displayed as **View Distance**. To measure the distance between two three-dimensional points, click the left mouse button and pick two points. The resulting distance is computed and displayed as Measured Distance.

## Screenshot

Press **F5** to print the current view to a 24-bit .bmp file. The image will have the same resolution as your current viewport (your desktop resolution). The .bmp file will be saved with a unique name into the BIMx\Screenshots\ folder, located in your User Documents folder. When screenshots are created from a stand-alone BIMx viewer application, the images will be saved into the same directory as the application.

## Parallel View

Press **F8** to enable the parallel view. Use the mouse to rotate the model and the mouse wheel to zoom in/out. Hold down the right mouse button and move the mouse to pan over the model.

**Note:** Stereo View options (Settings menu) are not supported in Parallel view.

## Quit

Hold down **Z**, then press **ESC** to quit.