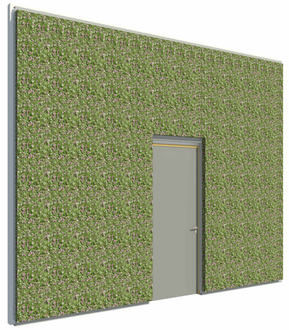
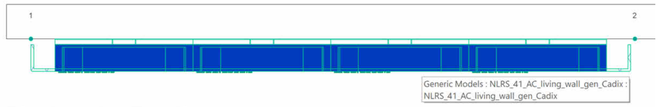
MobiPanel®

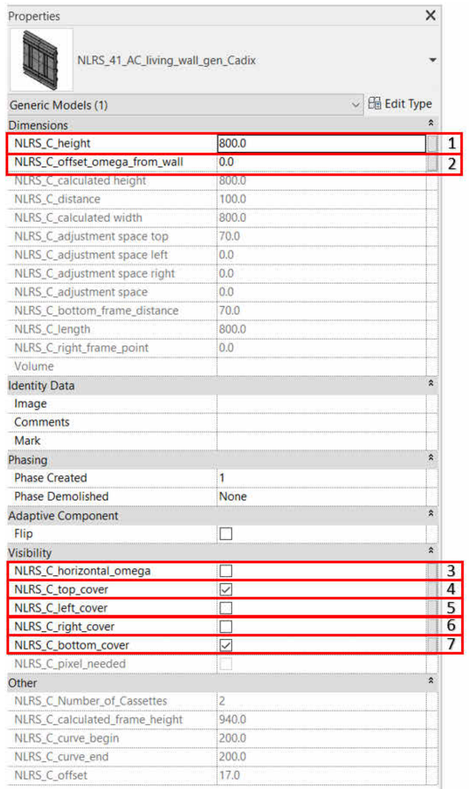
Projectnr: **21-001**

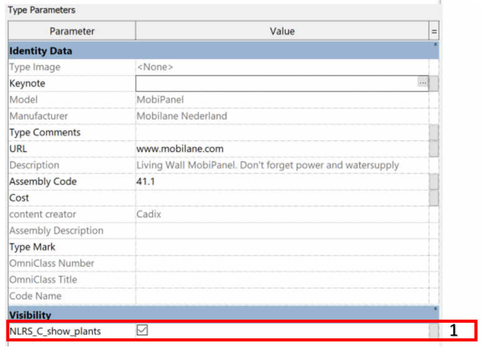
Projectnaam: **Living walls**

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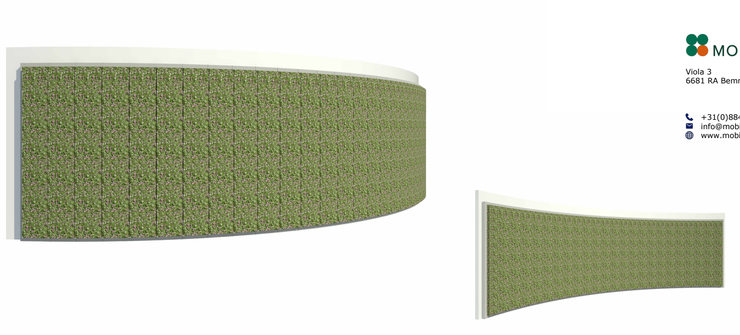
Placing the Family:
1. Set adaptive point one with a mouse click
2. Set adaptive point two with a mouse click

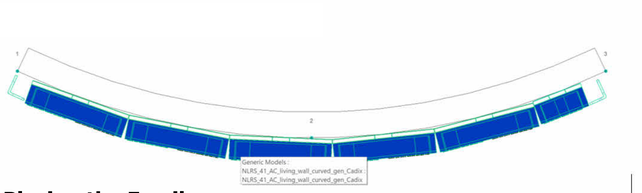
** after placement you can modify insert point by pressing tab*
to select an adaptive point

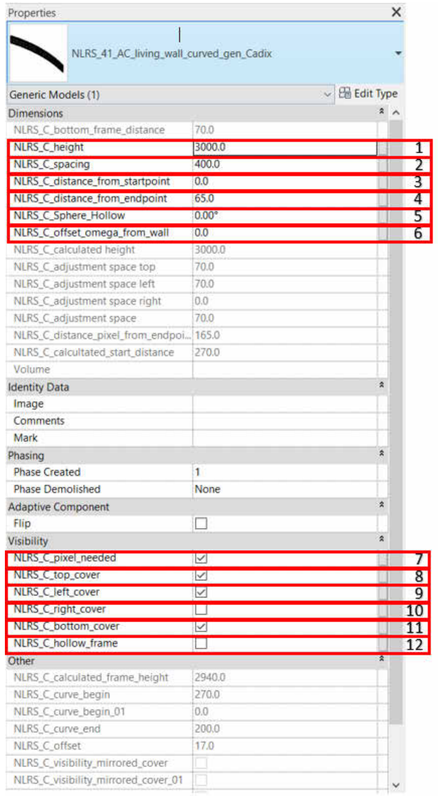
Instance Parameters:
1. Height of the Living wall. Max is 6000mm. See explanation at 4.
2. Use this when you want a bigger distance from the substructure.
3. True if you want horizontal omega profiles instead of vertical.
4. When the wall is higher than 6000mm set the top cover to false.
5. Set to true if you want the (optional) left cover.
6. Set to true if you want the optional right cover.
7. if you want a wall higher than 6000mm you have to put a second wall on top of the first wall. In this case you have to set this value to true (see * Wall > 6000mm example).

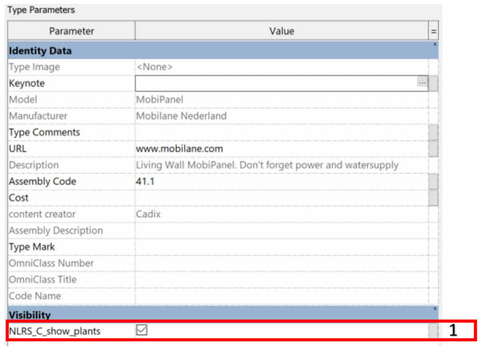
Type Parameters:
1. Set to true if you want to show plants

Performance:
1. Set detail level to Coarse or Medium to increase speed performance when navigation goes slowly and use Fine for the end result.
2. When placing the family keep the initial height to 800mm and after placement set the height to your needs









Placing the Family:
1. Set adaptive point one with a mouse click
2. Set adaptive point two with a mouse click
2. Set adaptive point three with a mouse click

** if you are standing in front of a wall. point one is always left!*
*** after placement you can modify insert point by pressing tab*
to select an adaptive point

Instance Parameters:
1. Height of the Living wall. Max is 6000mm. See explanation at 8.
2. Use this parameter to play arround with the spacing between the cassettes.
3. Distance where the first plant cassette starts at the curve.
4. Distance from the end point. Use this when a pixel cassette or right frame is needed and you want to move them closer to the other cassettes.
5. When you have a sphere wall this value is 0 or 90 degrees and a hollow wall 180 or 270 degrees.
6. Use this when you want a bigger distance from the substructure.
7. The curved family can't automatically calculate if a pixel cassette is needed like the straight wall family. So for curved walls you have to do this manually and play arround with the distance at 4.
8. When the wall is higher than 6000mm set the top cover to false.
9. Set to true if you want the (optional) left cover.
10. Set to true if you want the optional right cover.
11. if you want a wall higher than 6000mm you have to put a second wall on top of the first (6000mm) wall. In this case you have to set this value to true for the second wall (see * Wall > 6000mm example).
12. When you create a hollow wall set this value to true otherwise the direction of the left or right cover will be wrong.

Type Parameters:
1. Set to true if you want to show plants

Performance:
1. Set detail level to Coarse or Medium to increase speed performance when navigation goes slowly and use Fine for the end result.
2. When placing the family keep the initial height to 800mm and after placment set the height to your needs

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Opdrachtgever: Vragen? Mail naar info@cadix.nl
Datum: 18.10.2021
Status: V1.0

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