

# SALVATORI

DAL 1946

## **Available files**

Salvatori has compiled a complete library of Autodesk® Revit® files in .Rfa format for categories Plumbing Fixtures and Furniture, together with the relevant catalogues of available combinations in .Txt format.

You will also find project files in .Rvt format with complete definitions of all materials available and files with shared parameters which are used to define the parameters of each individual object.

Families and projects were created using version 2016 of Autodesk® Revit®.

## **Disclaimer**

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## **Installation**

You simply need to extract and copy the files, families and projects into your own folder, whether on your desktop or a shared drive or platform. It is recommended that files are NOT saved in Revit® Metric Libraries as this may make it difficult to retrieve files once updated versions of Revit® are installed.

## **Texture path**

You will also need to associate the folder containing images of the textures to the Revit® search path so that you can see the images used in the material appearance definitions.

That folder is called Material\_All\_Image&Pattern.

## **Naming system**

The family files and associated catalogues have been named using the prefix **SLV\_** everywhere, and then the name of the series/collection followed by that of the object.

## **Material usage in projects**

Revit® materials are defined within every file project. For ease of use you will find a project (.Rvt) containing all materials and you can then copy those which you require. You will also find the following:

- single projects containing only one material per file with all its different finishes
- single projects containing only one texture per file with all the different stones it comes in.

To add the entire catalogue of Salvatori materials to a specific project, open the file **SLV\_Material-Stone All\_0.rvt** at the same time as the project. If you only wish to use some of the materials open the file **SLV\_Material-Stone All\_0.rvt** and select only those families containing the materials you want and copy them.

## **System families**

Once you have copied materials into their relevant project you can also use them in the texture layers for walls, cladding, furniture and accessories. Refer to the Autodesk® Revit® guide to see how to create and manage layers.

## **Loadable families**

Families are created and defined as having only one type of material which is usually Bianco Carrara. For families of different materials, we have provided a catalogue of types which also covers every available dimension for each material.

## **Object data**

In the Type Properties of each family you will see parameters specific to each object such as the product code, line/collection to which it belongs, the model, the link to where it can be found on the Salvatori website, designer and other qualitative and quantitative data. The parameters which are defined as shared can be labelled in that project or viewed in the schedule.

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## **Ishiburo family**

The Ishiburo texture has a particular composition and for this reason we have created a special family. Ishiburo is therefore not a material which contains bump effects, but instead is a specific family which simulates Ishiburo's precise geometry so that it can be placed as desired in the project. The family is line based so you just need to provide the starting and end points as though it were a wall.

## **Miscellaneous adjustable parameters**

Some families have elements of their components which can be adjusted in a particular way, for example the Archimede mirrors can be opened up or closed by choosing the Opening parameters and selecting the desired angle.

## **Connectors**

Depending on the category and type of object, you will find connectors linking the bathroom family and the lighting family to Autodesk® Revit® systems to ensure consistency with plumbing (bathroom) and electrical (lighting) aspects. Once you select the object you will see grips indicating the type of connector and its specifications. Please refer to the Revit® guide covering how to use objects with connectors.