



Support Article:

Remapping a Material

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So, your object is not looking right in a realistic view?

Its material may have lost the link to the asset in the Textures library.

We strongly suggest you look at Revit Help, and read a little bit on Materials. There is a huge amount to understand. But read on for a quick fix.

First, a little background on materials:

- To properly render a scene in Revit you need to apply bitmap images to that material so that it looks realistic when rendered.
- All bitmap images are located in a central file on the C: drive. Revit stores them here:
[C:\Program Files \(x86\)\Common Files\Autodesk Shared\Materials\Textures](C:\Program Files (x86)\Common Files\Autodesk Shared\Materials\Textures)
- All bitmaps must be in this location as that is where Revit goes to find those images, by default. It is possible to direct Revit to elsewhere, but we suggest you do not attempt this, as you will end up confusing Revit and yourself.

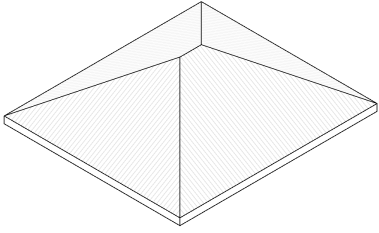
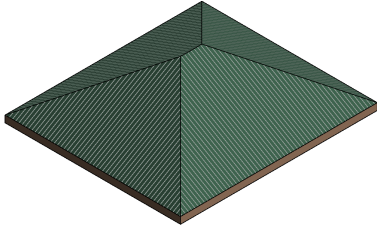
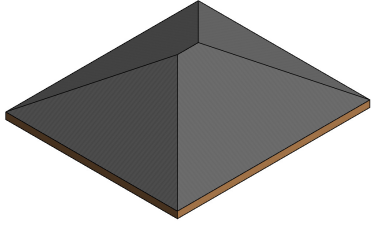
Now to what QARC4 Revit does:

- In QARC4Revit, when you Drag+Drop an item from the QARC Content Browser, any Material associated with that item is brought with it and placed on your C: drive into the Textures folder. As such, this 'tells' Revit where the texture asset is located.
- Rarely, this 'telling' does not complete. So, you may need to remap it. This process essentially reminds Revit where to find the asset.

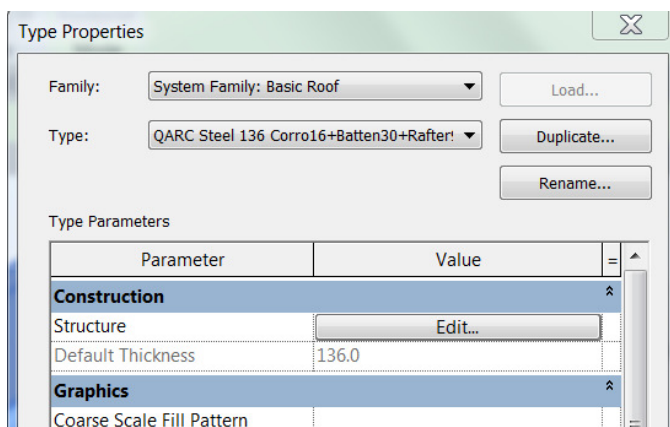
Now let's do some investigation, and then we'll fix it.

What has happened?

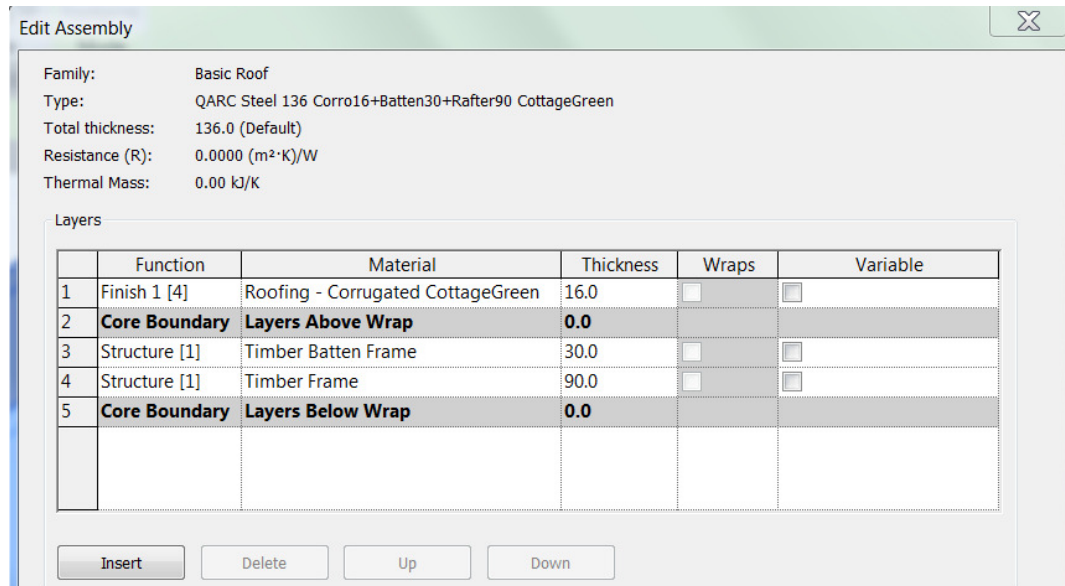
- We will use an example from a user. She found that a Cottage Green Roof in QARC4Revit was not looking right in Realistic mode.

		
Hidden Line Visual Style - OK Black & White with roofing lines showing	Shaded Visual Style - OK Coloured with roofing lines showing	Realistic Visual Style – Not OK Should be Cottage Green in colour but is grey – IE has defaulted to By Category. Note roof lines are showing, which means the Bump image asset is still in the material.

- This is an indication that the coloured bitmap asset is missing.
- Now let's check the Materials dialogue box. First, select the item, a roof in this case, and go into Properties, then against Structure, select Edit.



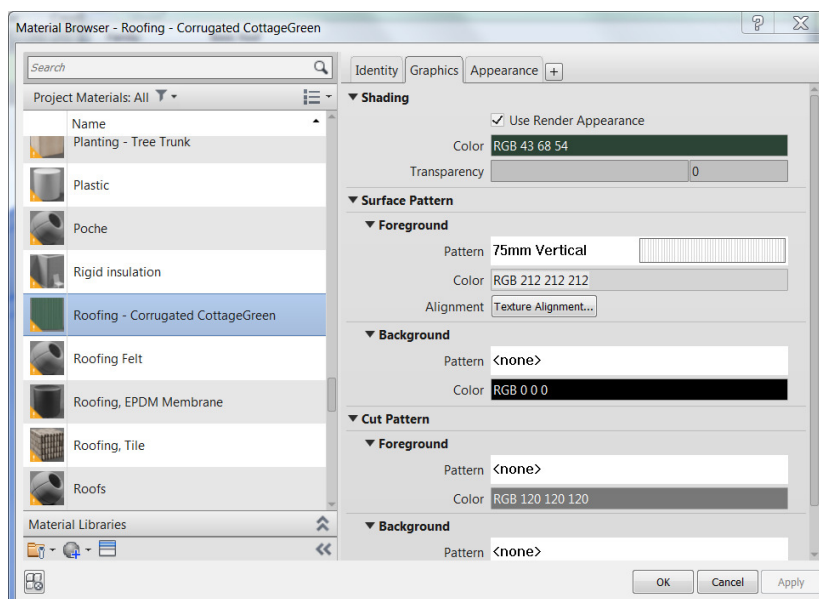
- You end up here.



- The first line is the one we are interested in here. The Material column that says “Roofing – Corrugated Cottage Green”. If you click in there up comes a little square. Click on that.

Material	Thickness
Roofing - Corrugated CottageGreen	16.0
Layers Above Wrap	0.0
Timber Batten Frame	30.0

- It takes a second and now you’ll be in the Material Browser.



This is the key to all things Material.

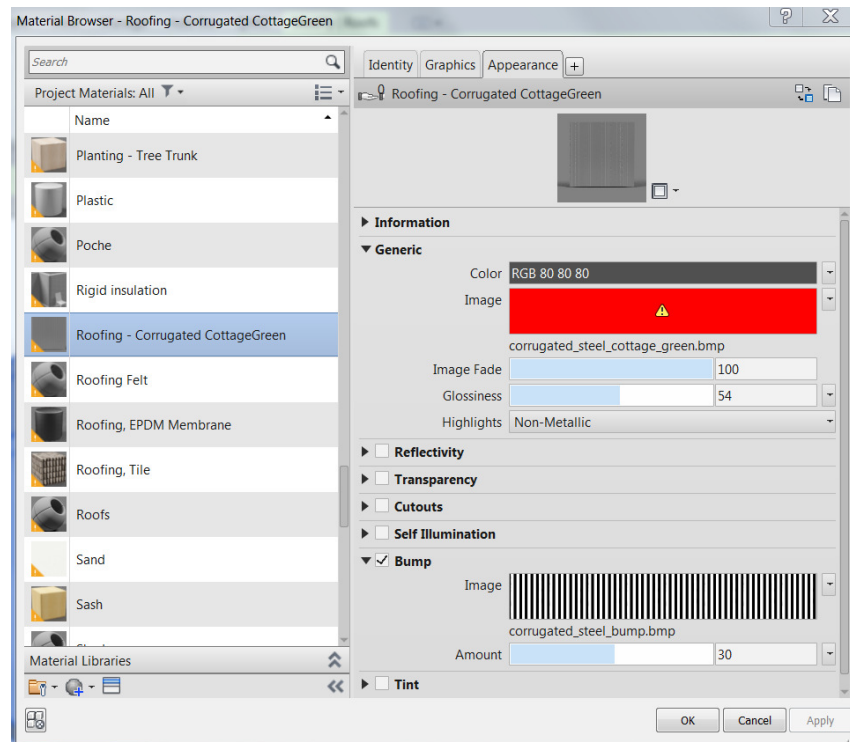
As you can see, it has defaulted to the Graphics Tab.

This indicates what the material will look like in both Hidden Line and Shaded.

So, it confirms all is ok.

Next – Appearance.

- Now time to look at the all-important Appearance tab.



Oh dear!

Big red rectangle.

Do not panic though.

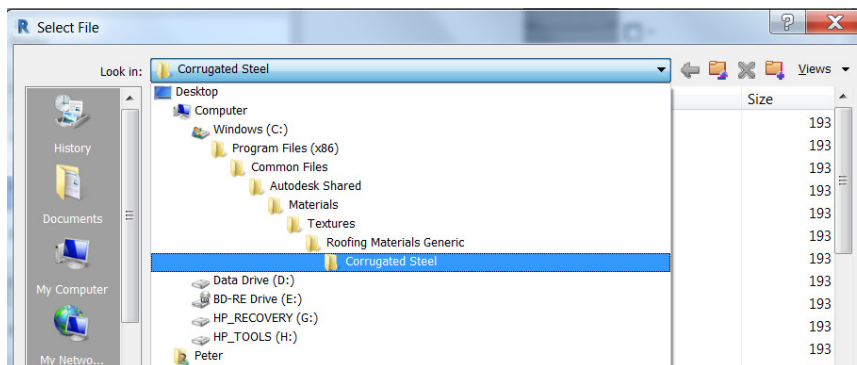
This means one of two things.

First, the asset is missing from the location that Revit expects it to be.

Second, it might need remapping.

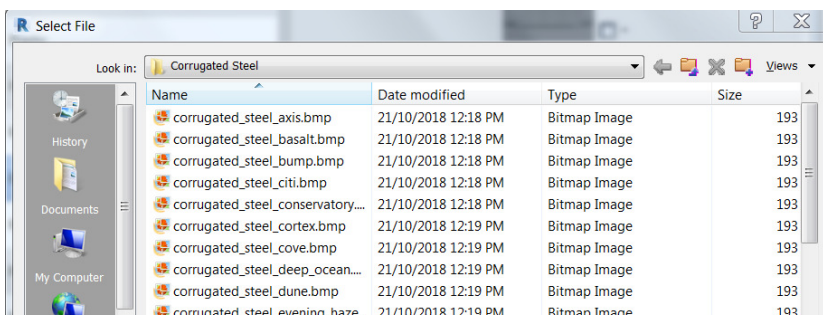
In this example, we know it is missing and we'll move on with that.

- Hover over the little bit of text below the red rectangle. The tool tip is useful. Then click on that text. It will take you to where Revit expected to see the asset – A bmp file.



As you see, it was looking in that Textures folder that we explained above.

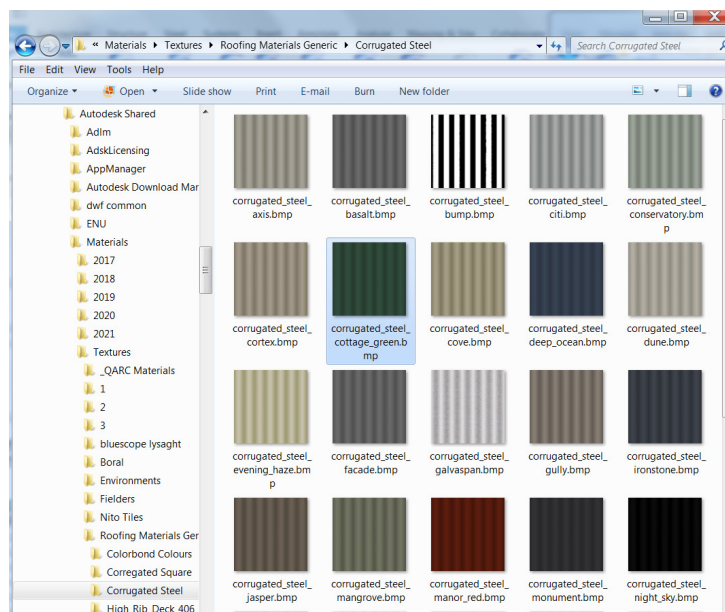
- Going in there we can see it is missing, in this case.



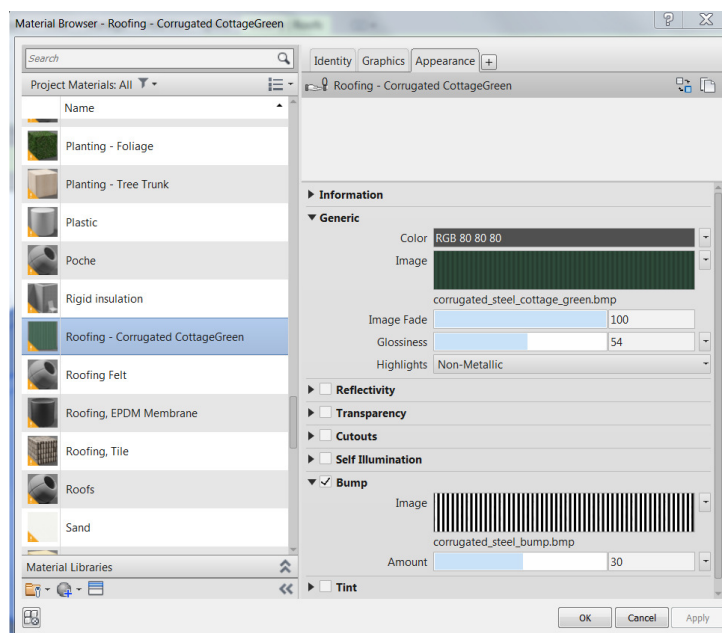
So, the quickest way to fix this is to place the correct asset back in that location.

But where do you get it?

- Sorry, but you'll need to contact us at QARC Systems, and we'll email it to you, and you simply place it in that location.
- 07 3356 9051
- support@qarcsystems.com.au
- There is the possibility that your computer does have the asset, and Revit just needs to be told where it is. Just selecting the correct bmp file, will bring it all back to life.
- Once you put the bmp file in the correct location:



The model should now be looking correct in Realistic Visual Style.



As you can see the preview box in the Appearance tab is looking good.

- And the roof in the model is certainly now ok.

