

'THE PRESENTER' 3D SECTION BOX & CAMERA PRESETS

USER GUIDE VERSION 1.0

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1.0 WHO IS THIS APP FOR?

All Revit Power users who work in 3D views. This app is for daily users of Revit of any discipline who need to quickly save, recall, and share specific 3D view states (Section Box and Camera Position).

2.0 WHAT ARE THE BENEFITS OF USING IT?

- **Presentation Ready** - Professional Stress-Free Navigation No more fumbling! Store key views for client presentations, walkthroughs & design reviews. One click returns to the perfect View (section box and camera angle). Giving you fast reliable navigation.
- **Model Review** - Save critical review angles for iterative design reviews.
- **BIM Coordination** - Quickly navigate to clash detection areas or coordination points across disciplines.
- **Team Coordination** – View banks let teams share common 3D section box and camera angles.
- **Training & Documentation** - Store standard views for training materials or construction documentation.
- **Efficiency** – Get rid of all those niche 3D views! No need to store 3D views of every piece of the model
- **Context Switching** - Rapidly switch between detail areas without losing your place. Perfect for large models.
- **Precision** - Return to exact section box extents and camera angles every time. No more "close enough" view positioning.
- **View Mode Preservation** - IMPROVED: Switch between perspective and orthographic views confidently, knowing your presets will restore the correct view mode, even when View Templates are actively controlling the view

3.0 WHAT DOES IT DO?

- **Stores Section Box & Camera Angle in Banks of Preset Buttons** – Which can be restored instantly, massive speed gains!
- **Stores Perspective/Orthographic View Mode** - Presets remember whether you were in perspective or orthographic view and automatically toggle the view mode on playback. Supports changing view modes with active View Templates!
- **Store up to 18 presets per 3D view** – Two ‘View’ banks A & B, common presets available to all users on the project with the App
- **Store up to 18 Global presets per user** – Global Presets can be used on any 3D view in the project, each user two global banks.
- **Section Box + Camera** – Presets Stores section box extents/position AND camera position/orientation/FOV in both Ortho & Perspective views
- **Restore Mode** – Choose to restore section box only, camera angle only or section box and camera angle
- **Home Button** – Wow! Home Button - Instantly return to your view's original 'look' from when the view was opened, including zoom level and view mode.
- **Section Box Controls** - Quick toggle section box activation on/off, and show/hide.
- **Bank Copy/Paste** - Copy entire banks (9 presets) between view and global storage
- **Smart Activation** – Presets need to be activated for each new project. Two-tier activation system allows project-level setup and per-user control
- **Safe Data Management** - Deactivate presets to enable all app data deletion

4.0 INSTALLATION

The installer will run upon downloading this add-in from the Autodesk App Store, initiating the installation process for the add-in. Alternatively, you can double-click on the downloaded file to install the add-in. Following installation, you will need to restart Revit to activate the add-in.

5.0 UNINSTALLATION

To uninstall the plug-in, exit Revit, rerun the installer, and opt for the "uninstall" button. Alternatively, navigate to Control Panel > Programs > Programs and Features (Windows 10/11) and uninstall the application as you would any other from your system.

6.0 30-DAY TRIAL AND VIEWER MODE

The App offers a free 30-day trial period where all recording and playback features are fully unlocked. Once the 30-day trial expires, the app gracefully degrades into a "Viewer Mode". In Viewer Mode, your data remains perfectly safe and accessible for presentation purposes, protecting your hard work, but creating or modifying presets is disabled until a license is purchased.

Your Office need only purchase one full licence for the BIM manager/coordinator, they can create and organise 'office' wide presets for anyone with the viewer to use and 'playback'

Viewer Mode Permissions

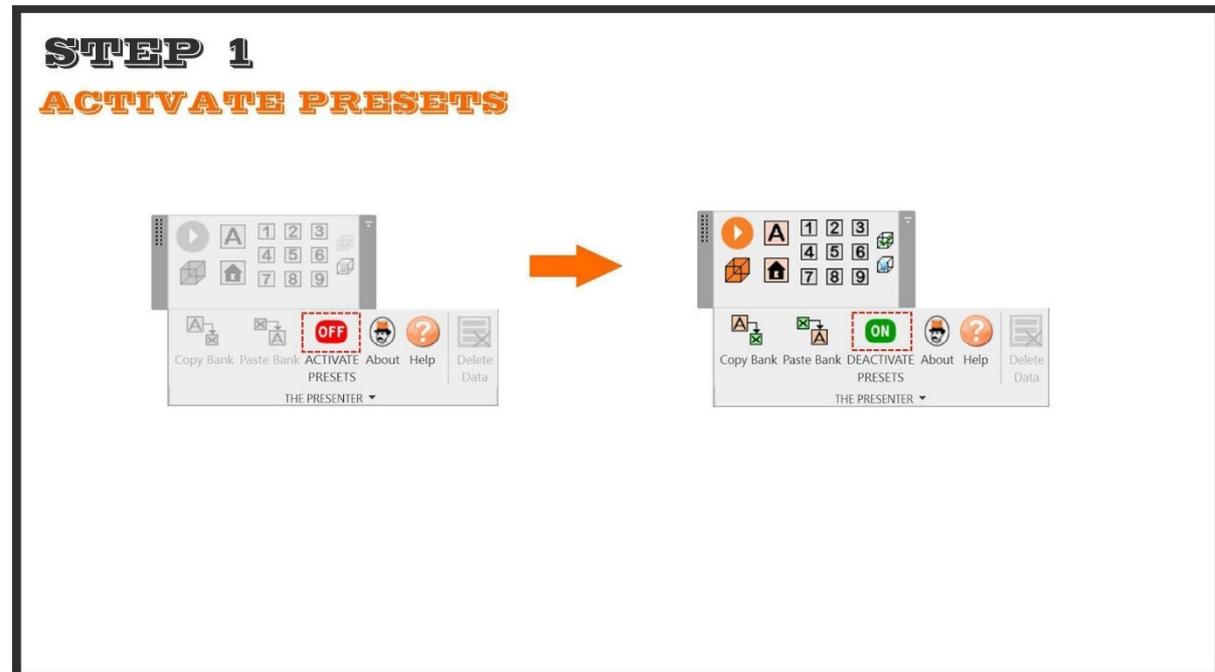
- **PLAY View Banks:** You can still seamlessly playback any saved presets located in View Banks A and B.
- **Section Box Controls:** Section Box On/Off, and Show/Hide remain fully functional.

Viewer Mode Restrictions:

- **No Recording:** You cannot save or overwrite presets. Attempting to use REC mode will disable the preset buttons.
 - **No Global Banks:** Global Banks A and B are disabled and inaccessible.
 - **No Bank Copying:** Copying and pasting banks is disabled.
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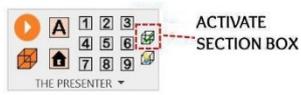
7.0 HOW TO USE THE APP:

7.1 WORKFLOW: ACTIVATE APP, RECORD AND PLAYBACK A VIEW PRESET



STEP 2

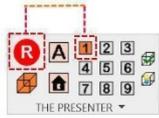
SET UP THE 3D VIEW



1. Open any 3D View.
2. Activate the Section Box (if not already active).
3. Adjust the Section Box extents and rotation to frame your desired view.
4. Adjust the Camera Position (orbit, zoom, pan) to your desired angle.
5. Choose Perspective or Orthographic view mode as desired.

STEP 3

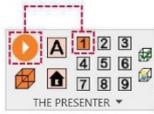
RECORD THE PRESET



1. Ensure the **REC/PLAY** button is showing **REC** (Record Mode).
2. Pick **VIEW A/B bank** with the toggle button.
3. Click one of the **Preset Buttons (1-9)** to store the preset.
4. The buttons icon will change from grey to orange, indicating the preset is saved.

STEP 4

PLAYBACK THE PRESET



1. Click the **REC/PLAY** button to switch to **PLAY** mode.
2. Use the Camera/Section Box toggle button to select what to restore. Choices are section box and camera, section box only, camera only.
3. Move the camera or adjust the section box to a different position.
4. Click the **Preset Button (1-9)** you saved in Step 3.
5. The view will instantly snap back to the saved Section Box and Camera position, including the correct Perspective/Orthographic view mode.

7.2 WORKFLOW: ACTIVATE APP, RECORD AND PLAYBACK A GLOBAL PRESET

Global presets work identically to View presets but are 'user specific' they are your personal set of presets, they can be used from ANY 3D view in the project. This is ideal for "favourite" views that you want to access regardless of which 3D view you're currently working in.

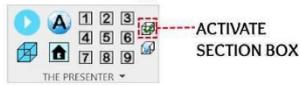
STEP 1

ACTIVATE PRESETS



STEP 2

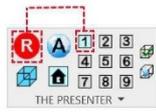
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4. Adjust the Camera Position (orbit, zoom, pan) to your desired angle.
5. Choose Perspective or Orthographic view mode as desired.

STEP 3

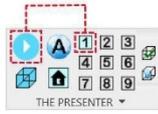
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3. Click one of the **Preset Buttons (1-9)** to store the preset.
4. The buttons icon will change from grey to orange, indicating the preset is saved.

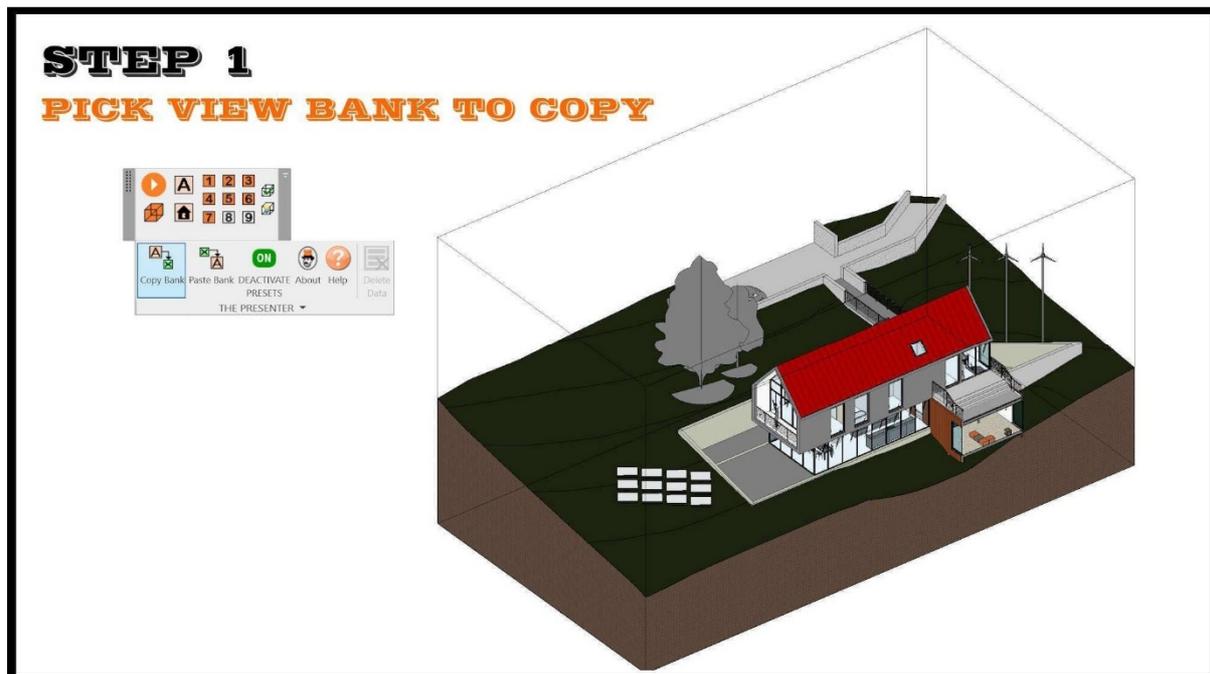
STEP 4

PLAYBACK THE PRESET

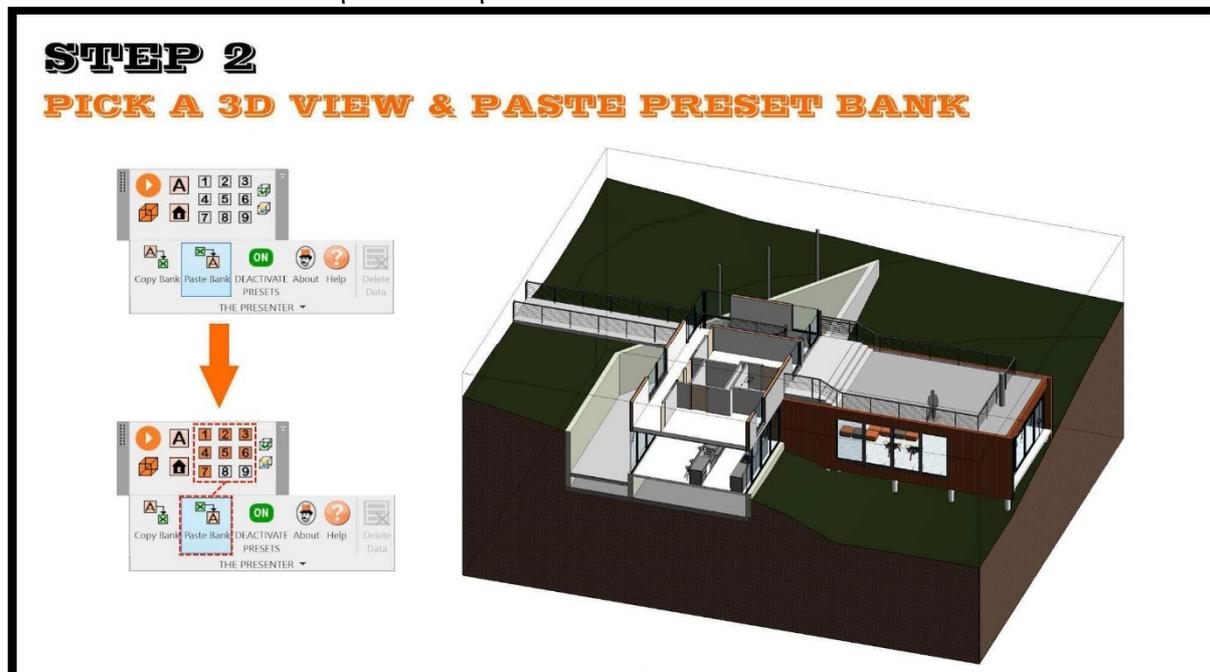


1. Click the **REC/PLAY** button to switch to **PLAY** mode.
2. Use the Camera/Section Box toggle button to select what to restore. Choices are section box only, section box and camera position, camera only.
3. Move the camera or adjust the section box to a different position.
4. Click the **Preset Button (1-9)** you saved in Step 3.
5. The view will instantly snap back to the saved Section Box and Camera position.

7.3 WORKFLOW: COPY AND PASTE A VIEW BANK



1. Open any 3D View.
2. Select the source bank (View A or View B) using the Bank Select toggle.
3. Click "Copy Bank" from the dropdown menu to copy all 9 presets.
4. Select the destination bank (View A or View B).
5. Click "Paste Bank" to paste all 9 presets into the new bank.



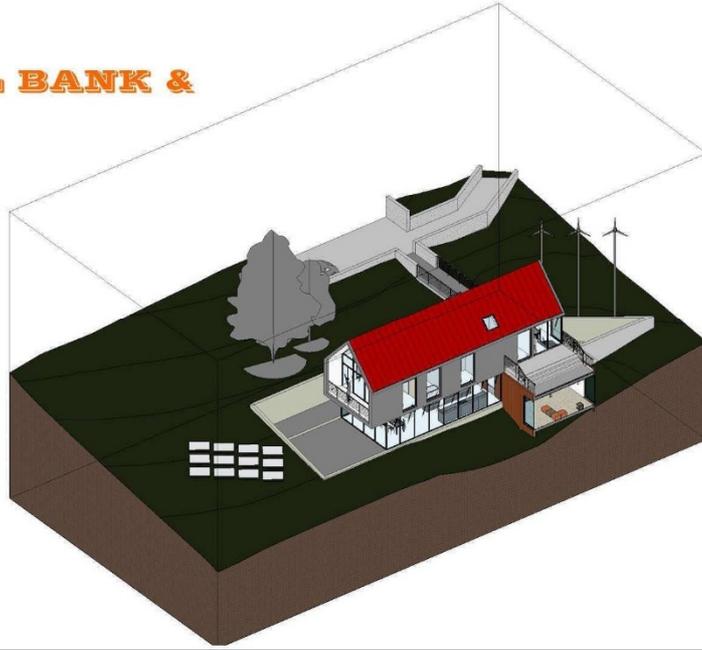
7.4 WORKFLOW: COPY AND PASTE A GLOBAL BANK



1. Open any 3D View.
2. Select the source bank (Global A or Global B) using the Bank Select toggle.
3. Click "Copy Bank" from the dropdown menu to copy all 9 presets.
4. Select the destination bank (Global A or Global B).
5. Click "Paste Bank" to paste all 9 presets into the new bank.

STEP 2

TOGGLE GLOBAL BANK & PASTE



7.5 WORKFLOW: VIEW MODE SWITCHING (ORTHO/PERSPECTIVE) WITH TEMPLATES

The App provides robust handling of Perspective and Orthographic view modes even when standard View Templates are applied.

1. If you are in an Orthographic view with a View Template applied and you playback a Perspective preset: The plugin uses a special "Temporary View Properties" mode to gracefully bypass View Template restrictions without altering or removing your template.
2. The view mode successfully switches to Perspective, applying the correct camera angle and Section Box dimensions.
3. Once the target view is established, the Temporary View Properties mode automatically turns off, leaving your original View Template completely intact.

This functionality applies seamlessly for both Orthographic-to-Perspective and Perspective-to-Orthographic switching.

8.0 DATA STORAGE & MEMORY USAGE

8.1 HOW PRESET DATA IS STORED

'The Presenter' plugin stores your 3D view configurations directly within your Revit project file using Revit Extensible Storage—a native Autodesk technology that allows data to be embedded seamlessly in the model. This means your presets travel with the project file automatically; no external files or databases are required.

When you save a preset, the plugin captures the exact position and dimensions of your section box (the 3D cropping boundary) along with your camera position and orientation, the zoom level, whether the view is in Perspective or Orthographic. Each preset stores this information as a set of 3D coordinates (X, Y, and Z values). The data is organized into **banks** to help you manage different preset collections:

- **Bank A & B (View Banks):** Stored directly on each 3D view, these presets are specific to that view only. This is ideal for presets you only need in particular views.
- **Global Banks:** Stored in a central location within the project, these presets are accessible from any 3D view. This is perfect for your "favourite" views that you use throughout the project.

Each user on the project gets their own personal storage space, identified by their Windows username and computer name. This means presets don't conflict between team members—everyone can save their own favourites without overwriting each other's work.

8.2 MEMORY IMPACT EXAMPLE

Scenario: 10 users working on a project with 100 total 3D views. Each view has both Bank A and Bank B fully populated (9 presets each), and each user has both their global Bank A and Bank B fully populated.

Calculation:

- One preset \approx 240 bytes
- 9 presets per bank \times 2 banks = 18 presets per view = \sim 4.3 KB per view
- 100 views \times 4.3 KB = \sim 430 KB for all view banks
- Each user's global banks = 18 presets = \sim 4.3 KB
- 10 users \times 4.3 KB = \sim 43 KB for all global user banks

Total Project File Size Increase: Approximately 0.5 MB

To put this in perspective, this is roughly equivalent to adding a **single standard door family** to your project. A typical 3D view itself—containing all the geometry, visibility settings, and view parameters—consumes significantly more space than all of your preset data combined. The preset overhead is so minimal that you could save thousands of presets

without noticing any meaningful impact on your file size. Additionally, Revit automatically compresses this data when saving, further reducing the actual disk space required.

8.3 ACTIVATING AND DELETING PRESET DATA

The Raking Brace 3D Presets plugin uses an **opt-in activation system**, giving you complete control over whether preset data is stored in your project. When you first open a Revit project with this plugin installed, all preset buttons appear disabled and greyed out—no data is created or stored until you explicitly choose to activate it. This means if you don't want to use presets in a particular project, simply don't activate them, and your project file will remain completely untouched.

8.3.1 ACTIVATING PRESETS

To start using presets, click the "**Activate Presets**" button on the Raking Brace ribbon panel. This creates the necessary data structures in your project and enables all preset buttons. You only need to activate once per project—the plugin remembers your activation state even after closing and reopening the file. ****Each user must activate presets independently, which allows different team members to choose whether they want to use the plugin in their own work.****

8.3.2 DEACTIVATING WITHOUT LOSING DATA

If you want to temporarily disable the preset functionality without deleting your saved presets, simply click the same button (now labelled "Deactivate Presets"). This disables all preset buttons but keeps your saved preset data intact in the project file. You can reactivate at any time to regain access to all your previously saved presets.

8.3.3 DELETING PRESET DATA

When presets are deactivated, the "**Delete Data**" button becomes enabled, giving you two deletion options:

1. **Delete My Data Only (Current User):** Removes only your personal preset storage while preserving all other team members' presets. This is ideal when you're leaving a project or want to start fresh without affecting your colleagues' work.
2. **Delete All Project Data (Everyone):** Permanently removes all preset data from the project for every user. This is useful when archiving completed projects or when the team no longer needs the preset functionality.

Both deletion options require you to deactivate presets first, preventing accidental data loss while you're actively working. The deletion process is permanent—this cannot be undone—so the plugin includes confirmation dialogs to ensure you intend to remove the data.

8.3.4 PROJECT FILE BEHAVIOR

Each Revit project maintains its own activation state independently. When you open a project that already has preset data stored in it, the plugin automatically activates for everyone working on that project—you don't need to manually activate it again. This means if one team member creates presets in a central model, all other team members will have access to the plugin functionality when they open that same file. However, different projects maintain separate activation states, so you might have presets activated in your current model but not in a linked model, allowing you to use presets where they're helpful while keeping other projects lightweight and untouched.

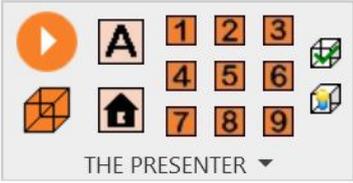
8.4 WORKFLOW: DELETE USER DATA

1. Click "Deactivate Presets" to disable the preset buttons.
2. Click the "Delete Data" dropdown menu.
3. Select "Delete My Data Only".
4. Confirm the deletion when prompted.
5. Your personal preset data will be removed from the project.

8.5 WORKFLOW: DELETE ALL APP DATA

1. Click "Deactivate Presets" to disable the preset buttons.
2. Click the "Delete Data" dropdown menu.
3. Select "Delete All Project Data".
4. Confirm the deletion when prompted.
5. ALL preset data from ALL users will be permanently removed.

9.0 RIBBON TAB CONTROLS (TABLE)

REF.	RAKING BRACE RIBBON	COMMAND	COMMAND DESCRIPTION
9.1		RIBBON TAB	See Below
9.1.2		PLAY/REC TOGGLE	Toggles between Record Mode (Save Preset) and Play Mode (Restore Preset).
9.1.3		BANK SELECT TOGGLE	Cycles through the four available preset banks: View-Specific (A/B) and Global (A/B).
9.1.4		CAMERA/SECTION BOX TOGGLE	Cycles through the three restore states: Section Box + Camera, Section Box Only, and Camera Only.
9.1.5		HOME PRESET BUTTON	Restores the view to the state it was in when the view was last activated.
9.1.6		SECTION BOX ON/OFF TOGGLE	Toggles the active state of the 3D View's Section Box.
9.1.7		UNHIDE/HIDE SECTION BOX TOGGLE	Toggles the visibility of the Section Box element.
9.1.8		PRESET 1-9 BUTTONS	In REC Mode: Saves the current view state to the selected slot. In PLAY Mode: Restores the saved view state from the selected slot.

9.1.9		RIBBON TAB DROP DOWN MENU	
9.2.0		COPY BANK	Copies all 9 presets from the currently active bank (View A, View B, Global A, or Global B) to a temporary clipboard(X)
9.2.1		PASTE BANK	Pastes the 9 presets from the temporary clipboard(X) into the currently active bank.
9.2.2		APP ON/OFF	Opens the options window (see below)
9.2.3		ABOUT BUTTON	Licence, Information , App Version Information, Web Site Link
9.2.4		HELP BUTTON	Opens The Help Documentation On The Raking Brace Website
9.2.5		DELETE DATA	See section 8.3.3.