

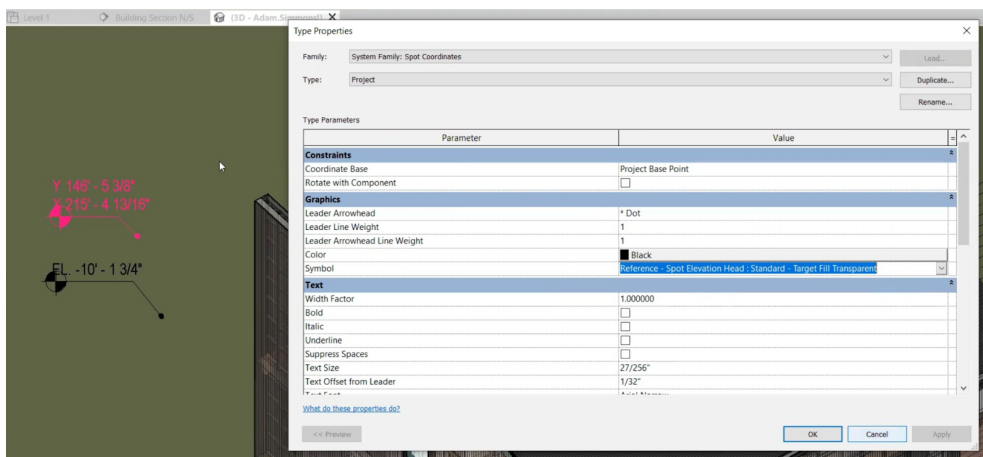
Best Practices for Adding Unique File Elements to UNIFI

Last Modified on 12/02/2021 1:20 pm EST

Although most file formats export seamlessly to UNIFI, there are a few formats that take some extra steps. Here are some workarounds to help you add that content to UNIFI:

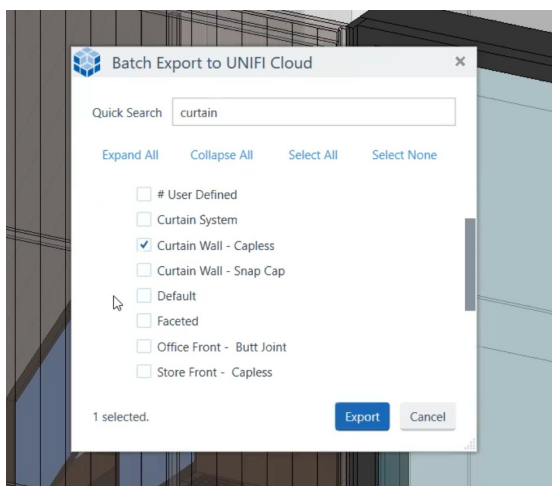
Spot Coordinates

Since spot coordinates are more of a function in Revit, they are not directly saveable like most items we can export from Revit. You can, however, save the actual symbol for the spot coordinate.



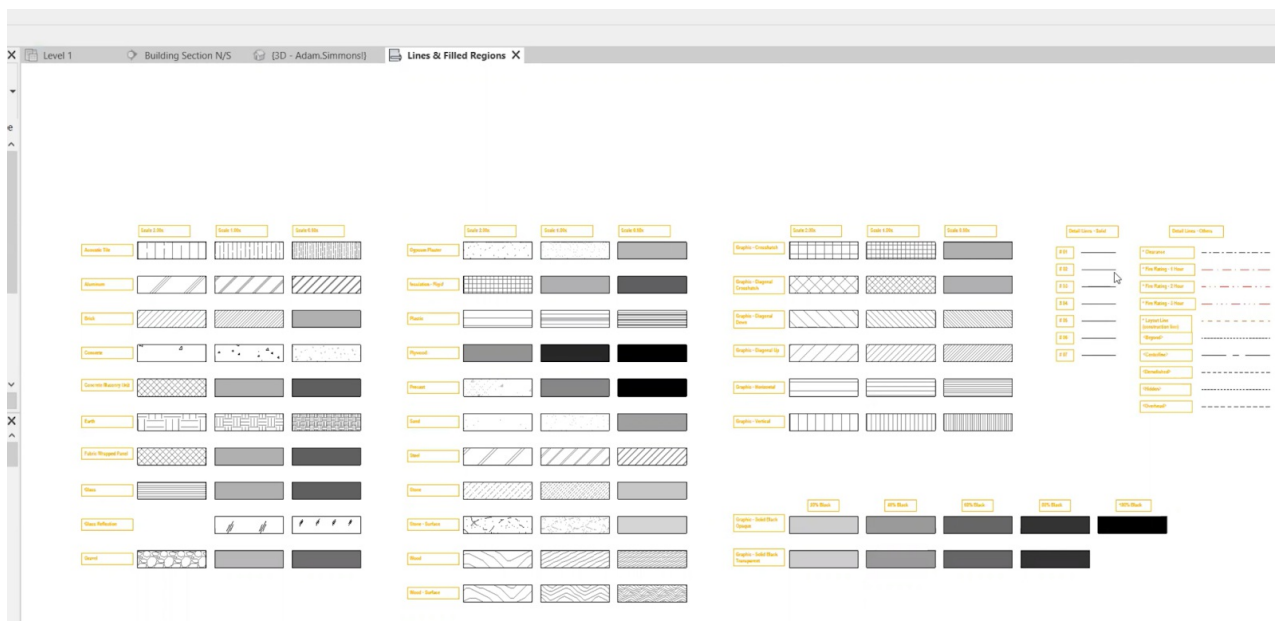
Curtains/Mullions

To add curtains/mullions, [export](#) the curtain wall or curtain system.



Filled Regions, Line Weights & Line Patterns

To add filled regions, line weights, and line patterns to UNIFI, lay all of them out on a drafting view and export that drafting view.



3D Views, Plan Views, Sections, & Elevations

To save these, you could create a template (.rte) file or a project file that you save. Keep in mind that it wouldn't be specific to the model elements; it is just going to show where views are oriented, what they are looking at, where they are cut, etc.

Legends

To upload legends to UNIFI, you can use the [Harvest Project](#) tool. To do this, copy over the legend and store that legend in a project file that you could upload into UNIFI.

If there is a file type that you are trying to add that we haven't covered, please do not hesitate to let us know below or [contact our support team](#).