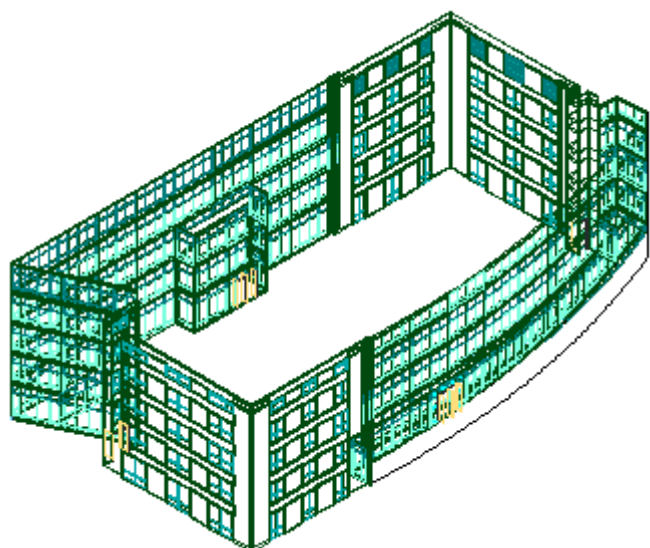


## Constructs

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Constructs are the main building blocks (or base files) of the building model. A construct describes one unique portion of a building, such as a building core, an apartment, or an entire floor. You assign a construct to a level and a division within the project.

*3D view of spanning curtain wall construct*



### Constructs and Levels and Divisions

Constructs are assigned to a level and a division. For example, you could assign an architectural construct named Interior Partitions—First Floor/South Wing to the first level and the south wing division of the building. You could also assign the structural construct Framing—First Floor/South Wing to the first level and south wing division, but it has a different purpose. Constructs can span more than one level, a requirement for objects such as curtain walls.

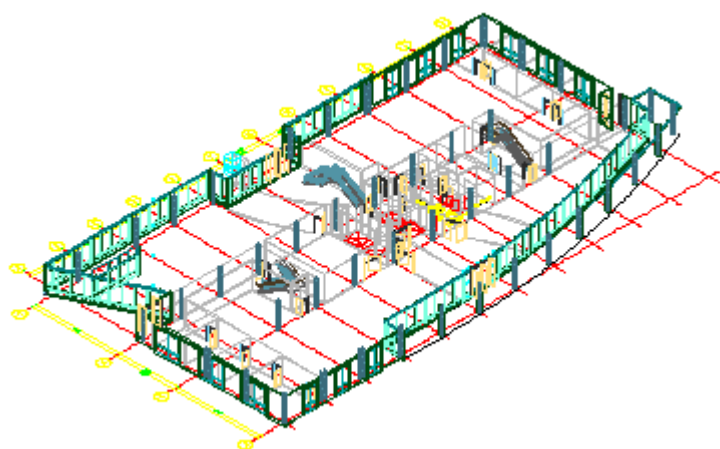
### Constructs and Views

You use constructs to create views of a project. You could create a view named First Floor, which displays the following constructs:

- Interior Partitions—First Floor/South Wing
- Framing—First Floor/South Wing
- Ceiling—First Floor/South Wing
- Spanning Front Curtain Wall

This view would contain all objects in the South wing of the first floor. You select the constructs to include in the view when you identify view properties. You can add or remove constructs from views.

*3D view of building first floor*



### Construct Files

A construct is a drawing (DWG) file. As opposed to non-project related drawing files, an additional XML file with the same name is created. The accompanying XML file contains information to connect the construct to the project.

**Note** The XML file is created and updated automatically. You do not need to edit it, but be careful not to accidentally delete it in Windows Explorer.

### Construct Templates

When you create a project, you set a default template for new constructs.

For more information on project templates, see [Project Support Files](#).

### Copying Constructs to Levels

In multi-story buildings, levels may have identical floor plans. You can create the constructs for one level and copy them to the other levels in one quick step. For detailed information, see [Copying Constructs to Levels](#).

### Converting Legacy Drawings to Constructs

You can convert an existing drawing file into a construct within a project. You specify the subcategory into which to move or copy the source drawing.

When you convert a legacy drawing file into a construct:

- The drawing file is either moved, copied, or connected through a link to the project category you specify.
- You assign a level and a division to the construct.
- If necessary, you give the construct a different name, and add a description to it.

For detailed information, see [Converting a Drawing to a Construct](#).

#### Topics in this section

- [When To Start with Constructs](#)
- [The Role of Constructs in the Building Project](#)
- [The Content of Constructs](#)
- [Creating a New Construct](#)
- [Copying Constructs to Levels](#)
- [Converting a Drawing to a Construct](#)
- [Opening and Closing a Construct](#)
- [Dragging Objects into a Construct](#)
- [Referencing Elements into Constructs](#)
- [Displaying External References of a Construct](#)
- [Changing the Properties of a Construct](#)
- [Electronically Transmitting a Construct](#)
- [Deleting a Construct](#)
- [Converting a Construct to an Element](#)
- [Changing Constructs: Interactions with the Project](#)