

Gliederungsstruktur anlegen, bearbeiten oder löschen

A structure usually consists of several hierarchical levels. The upper levels are nodes; the lowest level contains the objects that are assigned to a node.

Nodes can contain *either* more nodes *or* object assignments. If you have already assigned objects to a node, you cannot create another node under this node.

You can also delete a node directly from a structure. All subordinate nodes and objects assignments will be deleted automatically. This has no effect on the objects themselves.



Note: You can choose from different node types for the nodes. By means of the property manager, you can assign a custom property set to each node type. You can find the object types in the **Structure** object class in the **Object** column of the property manager. For details see ["Planning projects with standardized component properties"](#).

Topics on this page:



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Creating a new structure

To create a custom structure for a building model

This is only possible if ...

Multimodel manager is open (see ["Opening the multimodel manager"](#))
You have the required rights (see ["Rights in Bimplus"](#))

1. Go to the **Multimodel manager** palette, click  **Options** to the right of the **Select structure** list box and select  **New structure**.
You can see the **Create structure** dialog box.
2. Specify the **Name** and **Type** for the new structure. Then click **CREATE**.
This creates the structure with the topmost node.
3. Add more nodes to the structure and assign objects as described in the following section.

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Adding nodes

To add a node to a structure



This is only possible if ...

Multimodel manager is open (see ["Opening the multimodel manager"](#))
You have the required rights (see ["Rights in Bimplus"](#))

1. Go to the **Multimodel manager** palette and expand the structure as far as the node under which you want to create another node.



Note: If the topmost node is the only one (for example, in a new structure), use this node for the next step.

2. Open the  **Context menu** for this node and click  **Create node**.

You can see the **Create node** dialog box.



Important!

If you have already assigned objects to a node, you cannot create another node under this node.

3. Specify the **Name** and **Type** for the new node. Then click **CREATE**.

This creates the node.

4. Complete the structure by repeating steps 1 to 3.

Right-click the node under which you want to create another node.

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Adding further information to nodes

To add a comment, attachment, or hyperlink to a node

This is only possible if ...

Multimodel manager is open (see ["Opening the multimodel manager"](#))
You have the required rights (see ["Rights in Bimplus"](#))

1. Click the node in the **Multimodel manager** palette.

The **Details** palette opens on the right side.

2. If you want to add a comment, go to the **Details** palette, click  **Comments**, enter the comment in the box and click **ADD COMMENT**.

Or:

If you want to add an attachment, go to the **Details** palette, click  **Attachments** and then click **ADD ATTACHMENT**. Select the file in the **Open** dialog box and click **Open**.

Or:

If you want to add a hyperlink, go to the **Details** palette, click  **Hyperlinks**, enter the name and URL of the link, and click **ADD HYPERLINK**.

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Renaming nodes

To rename a node

This is only possible if ...

Multimodel manager is open (see ["Opening the multimodel manager"](#))
You have the required rights (see ["Rights in Bimplus"](#))

1. Go to the **Multimodel manager** palette, open the  **Context menu** for the required node and click  **Rename**.

You can see the **Rename node** dialog box.

2. Enter the new name and click **RENAME**.
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Moving nodes

To move a node

This is only possible if ...

Multimodel manager is open (see "[Opening the multimodel manager](#)")
You have the required rights (see "[Rights in Bimplus](#)")

1. Go to the **Multimodel manager** palette and point to the node that you want to move. All objects assigned to this node will be moved too.
2. Drag this node to its new position within the structure.

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Deleting nodes

To delete a node

This is only possible if ...

Multimodel manager is open (see "[Opening the multimodel manager](#)")
You have the required rights (see "[Rights in Bimplus](#)")

- Go to the **Multimodel manager** palette, open the  **Context menu** for the required node and click  **Delete**.

This deletes the node including all subordinate nodes and object assignments.



Note: The objects themselves will *not* be deleted!



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Renaming a structure

To rename a structure

This is only possible if ...

Multimodel manager is open (see "[Opening the multimodel manager](#)")
You have the required rights (see "[Rights in Bimplus](#)")

1. Go to the **Multimodel manager** palette and select the required structure in the **Select structure** list box.
2. Click  **Options** to the right of the **Select structure** list box and select  **Rename structure**.
You can see the **Rename structure** dialog box.
3. Enter the new name and click **RENAME**.



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Deleting a structure

To delete a structure

This is only possible if ...

Multimodel manager is open (see "[Opening the multimodel manager](#)")
You have the required rights (see "[Rights in Bimplus](#)")

1. Go to the **Multimodel manager** palette and select the required structure in the **Select structure** list box.
2. Click  **Options** to the right of the **Select structure** list box and select  **Delete structure**.
3. Click **DELETE** to confirm the prompt.

This deletes the structure including all subordinate nodes and object assignments.



Note: The objects themselves will *not* be deleted!

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