

Console

Console - English

Console is a plugin for Revit that facilitates the development of plugins and routines developed in C #. The Console allows you to capture the '*Console.WriteLine*' and '*Debug.WriteLine*' of the C # routines in the 'Console' property bar inside Revit, allowing you to Debug the routine without having to open and close Revit.

Revit version

Console works in 2018, 2019, 2020, 2021 and 2022 versions of Revit, future versions of Revit should be added automatically.

Contact

Company Name: **ricaun**

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Installation

The installer that ran when you downloaded this app/plugin from Autodesk App Store will start installing the app/plugin. OR, simply double-click the downloaded installer to install the app/plugin. You may need to restart the Autodesk product to activate the app/plugin. To uninstall this plug-in, exit the Autodesk product if you are currently running it, simply rerun the installer, and select the "Uninstall" button. OR, click Control Panel > Programs > Programs and Features (Windows 7/8.1/10) and uninstall as you would any other application from your system.

Automatic Update

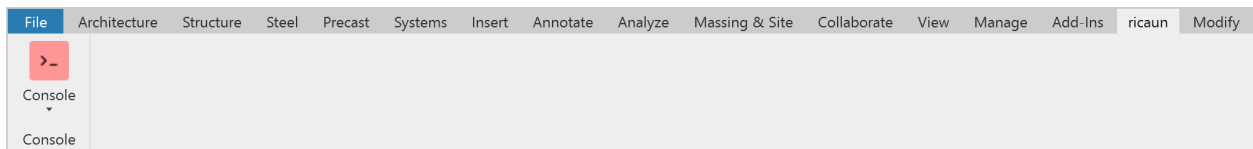
The plugin is constantly evolving and updates automatically without the need to install it again on the computer, a message should appear if the plugin updates and it will be necessary to close and open Revit for the updated version to be used.

Console - Revit

Welcome to the **Console** help manual. Here you will find the basics to start using the **Console** plugin.

After installation, the **Console** plugin can be found inside the **ricaun** tab, in the **Console** panel, as shown in Figure 1.

Figure 1 - Menu **Console**



Console


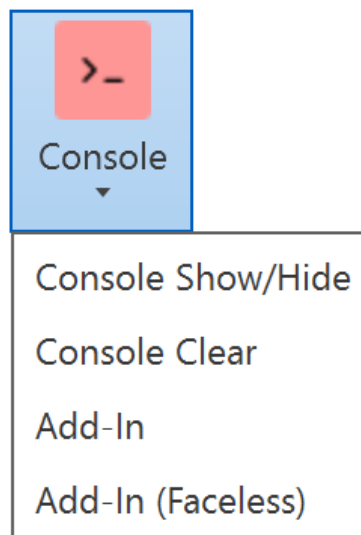
The  **Console** command opens a menu with four commands, *Console Show/Hide*, *Console Clear*, *Add-In* and *Add-In (Faceless)* as shown in Figure 2.

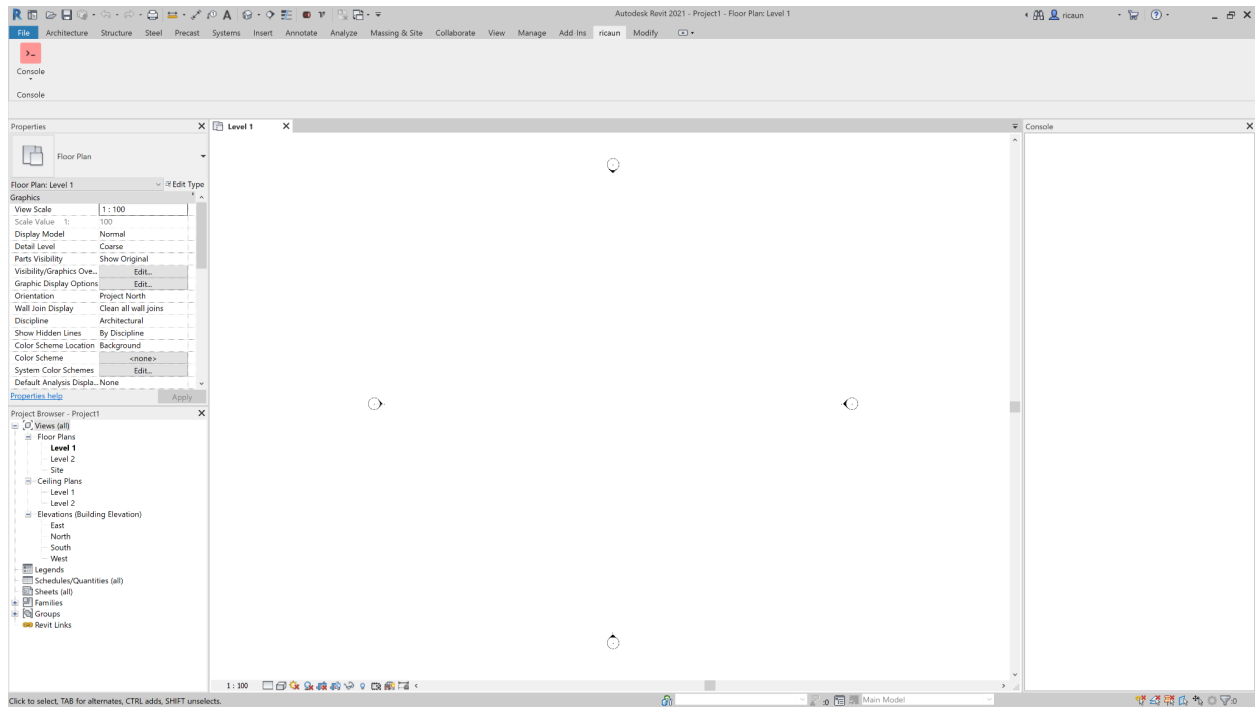
Figure 2 - **Console** Commands



Console Show/Hide

The Command *Console Show/Hide* enables or disables the dockable **Console Pane**, by default the pane right position, as shown in Figure 3.

Figura 3 - Console Pane



Console Clear

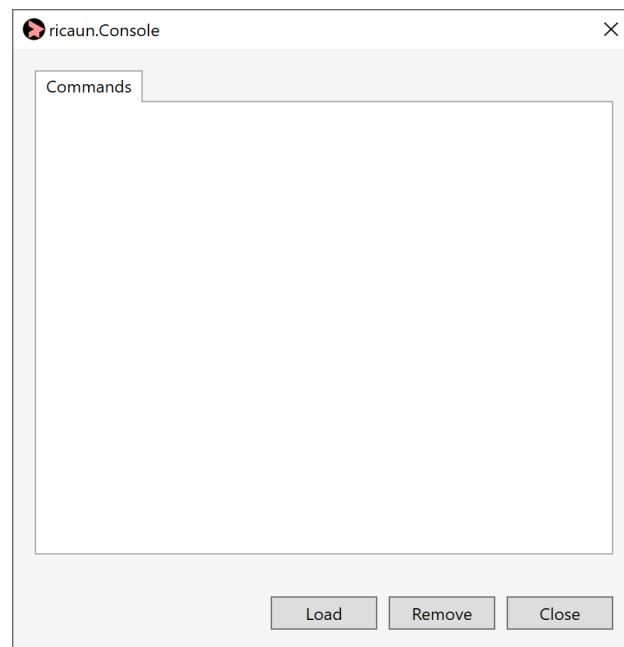
The Command *Console Clear*, clear all the content on the **Console Pane**.

Add-In

The Command *Add-In*, opens the menu as shown in Figure 4. This menu makes it possible to load *.dll* files and execute Commands on the run, all the *Console.WriteLine* and *Debug.WriteLine* shows on the **Console Pane**.

Double click on the Command to execute.

Figura 4 - **Add-In**



Add-In (Faceless)

The Command *Add-In (Faceless)*, executes the last command used on the Command *Add-In*.

Console- Português

Console é um plugin para Revit que facilita o desenvolvimento de plugins e rotinas desenvolvidas em C#. O Console permite capturar os '*Console.WriteLine*' e '*Debug.WriteLine*' das rotinas em C# em mostrar na barra de propriedades 'Console' dentro do Revit, permitindo Debugar a rotina sem precisar abrir e fechar o Revit.

Versão do Revit

Console funciona nas versões 2018, 2019, 2020, 2021 e 2022 do Revit, versões futuras do Revit devem ser adicionadas automaticamente.

Contato

Nome da empresa: **ricaun**

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Instalação

Basta executar este instalador a para instalar o plugin **Console**. Pode ter de reiniciar o produto Autodesk para ativar o plugin . Para desinstalar este plugin, saia do Revit se estiver a executá-lo, basta voltar a executar o instalador transferindo-o novamente da loja de aplicações Autodesk e selecionar o botão "Desinstalar" ou pode desinstalá-lo a partir do "Painel de controle\Programas\Programas e funcionalidades" (Windows 7/8.1/10), tal como desinstalar qualquer outra aplicação do seu sistema.

Atualização Automática

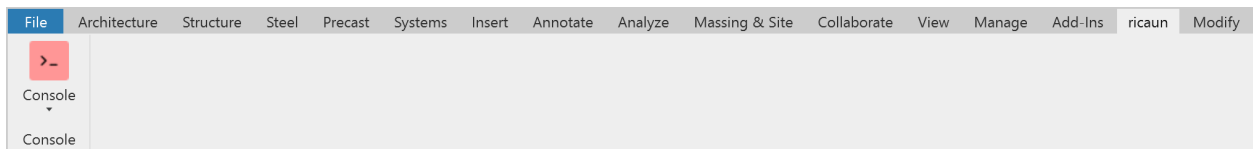
O plugin está em constante evolução e atualiza automaticamente sem a necessidade de instalar novamente no computador, uma mensagem deve aparecer caso o plugin atualize e será necessário fechar e abrir o Revit para que a versão atualizada seja utilizada.

Console - Revit

Bem-vindo ao manual de ajuda do **Console**. Aqui você encontrará os conceitos básicos para começar a utilizar o plugin **Console**.

Após a instalação, o plugin **Console** pode ser encontrado dentro da guia **ricaun**, no painel **Console**, como mostra a Figura 1.

Figure 1 - Menu **Console**



Console


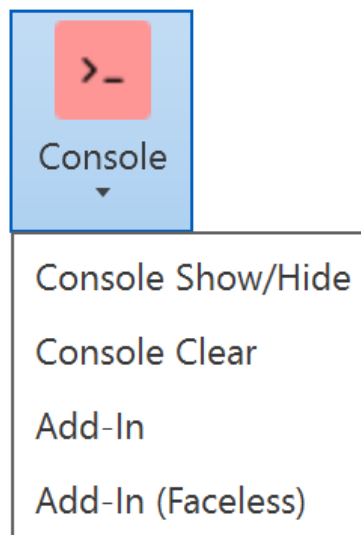
O comando  **Console** abre um menu com quatro comandos, *Console Show/Hide*, *Console Clear*, *Add-In* e *Add-In (Faceless)*, como mostra a Figura 2.

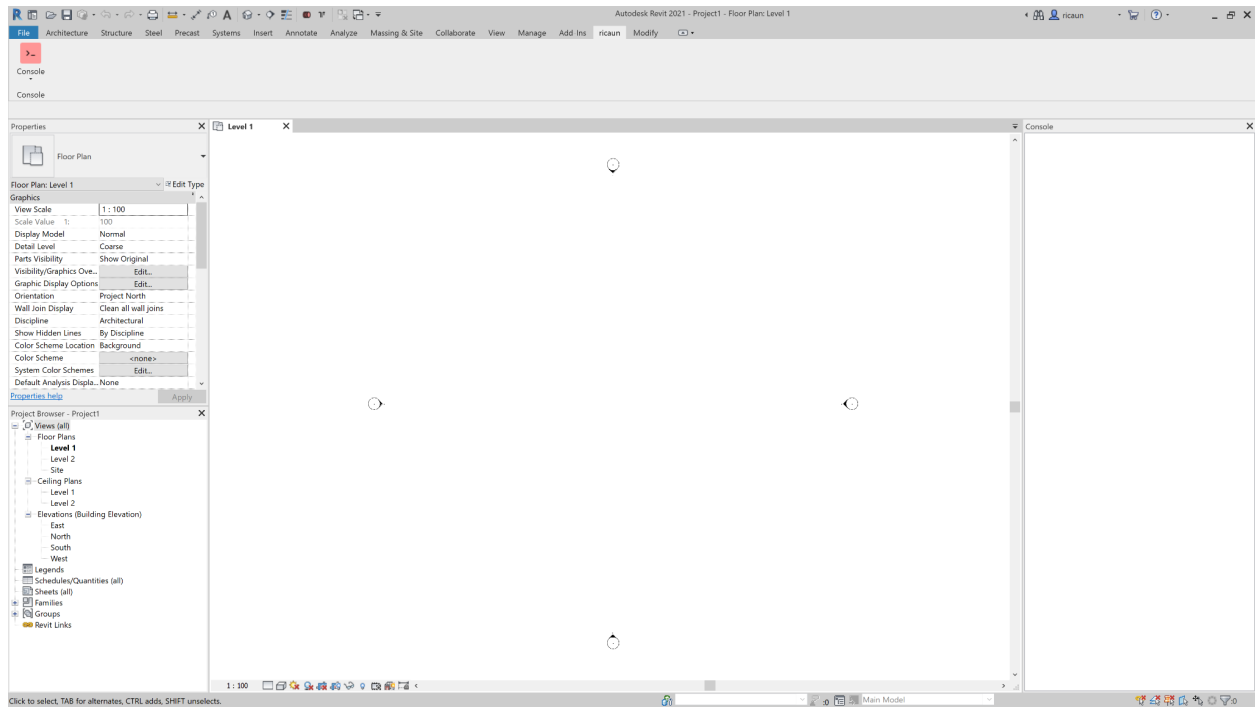
Figure 2 - **Console** Comandos



Console Show/Hide

O comando *Console Show/Hide* habilitar ou desabilitar a barra de **Console**, por padrão a barra de **Console** fica no lado direito, como mostra a Figura 3.

Figura 3 - Barra de **Console**



Console Clear

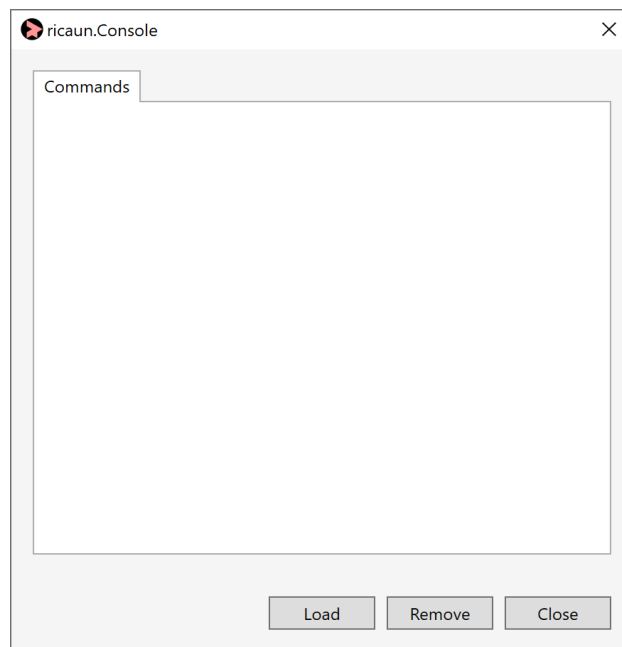
O comando *Console Clear*, limpa todo o conteúdo da barra de **Console**.

Add-In

O comando *Add-In*, abre o menu como mostra a Figura 4. Este menu permite carregar arquivos *.dll* e executar comandos diretamente, todo *Console.WriteLine* e *Debug.WriteLine* são mostrados na barra de **Console**.

Dois clicks no Command para executar.

Figura 4 - Add-In



Add-In (Faceless)

O Comando *Add-In (Faceless)*, executa o ultimo comando utilizado pelo *Add-In*.