EXDS Customisation Installation Process

The following notes have been prepared to help with the installation of the EXDS Customisation files for use within 12d Model Software.

The EXDS package of files include.
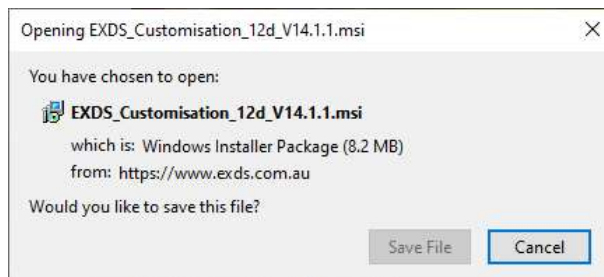
- EXDS Plugins and
- EXDS User / User Library files

Contents

Installing the EXDS Customisation files

To install the files please follow the steps provided below.

1. Starting from the EXDS Website (https://www.exds.com.au/customise-12d/exds-customisation/). Select the "Download" button and save the *.msi (Microsoft installer file) to your downloads area.

2. Open your Downloads area on your PC and double click the *.msi file to start the installation process.
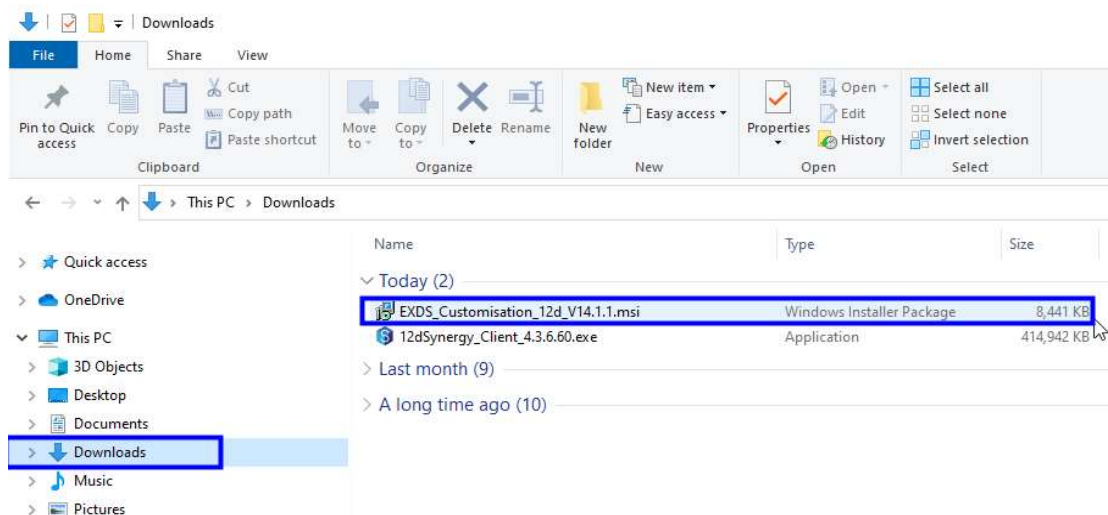
3. When starting the installation process the following menu is provided. By selecting next you can then see the location where the files are to be installed (C:\12d\EXDS_Cust\). This directory is not optional, but when the files are installed, they can all be moved onto a server or other location for all 12d Model Users if required.
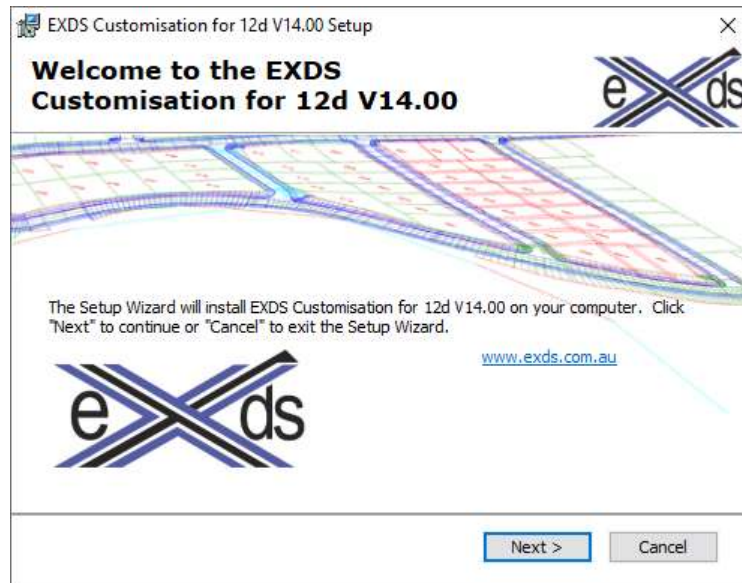
4. When the files are installed you can finish the wizard by selecting "Finish"
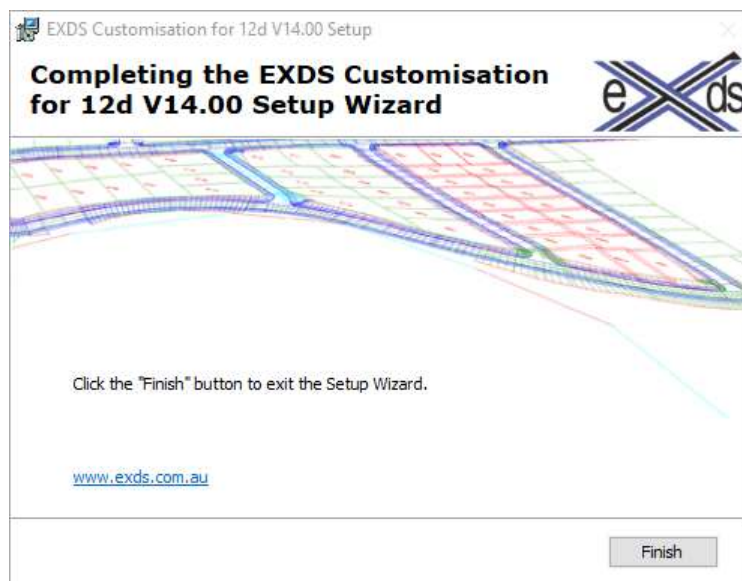
Accessing the files from within 12d Model

Now the customisation files have been installed on your PC, there are just a couple of steps to set up access to these files.

Decisions also need to be made regarding access to both the "Plugins" and "User menu", or do you only wish to access the Plugins at this time?
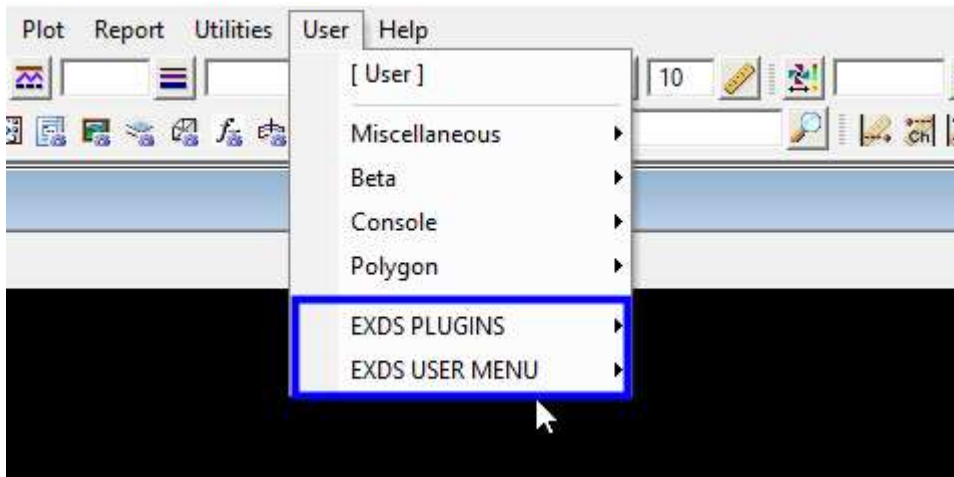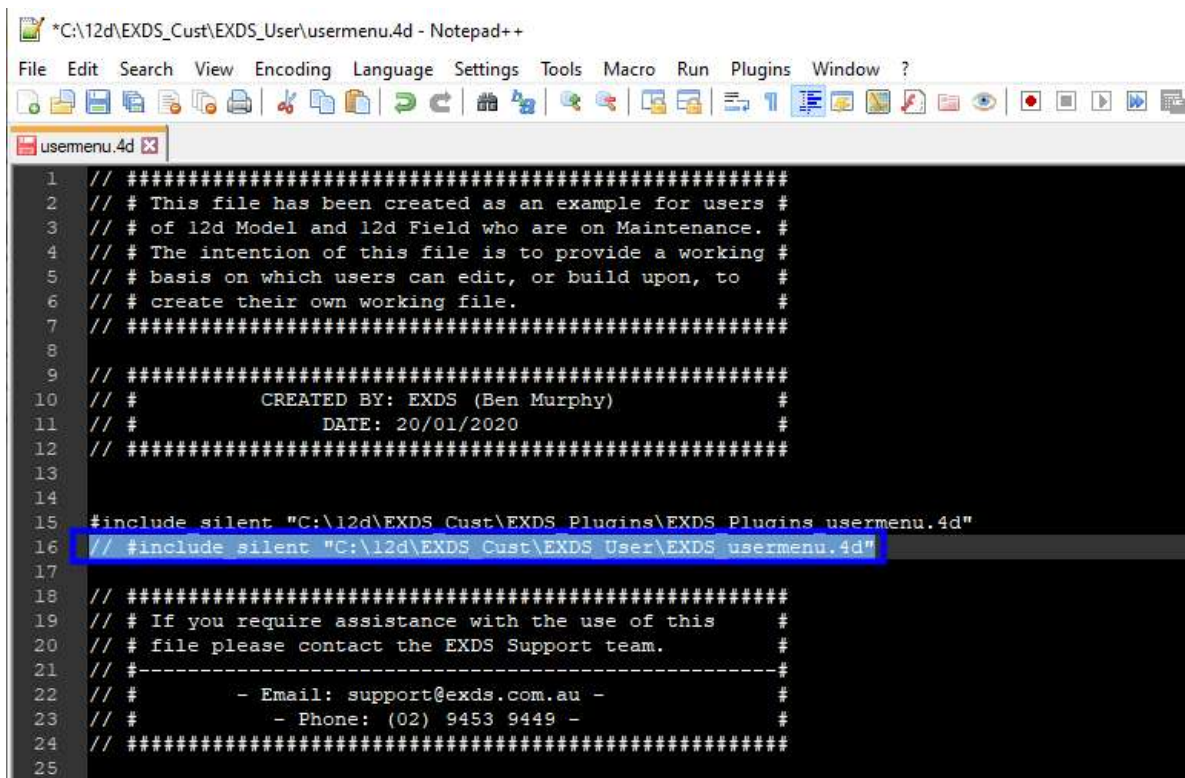

To get access to these options from within 12d Model, you will need to follow the steps provided below.

Option 1 – Access to the Plugins and Usermenu's (not using any EXDS company files for your projects)

1. Open File Explorer and copy the "**usermenu.4d**" file from the "C:\12d\EXDS_Cust\EXDS_User" directory into your "C:\12d\14.00 (or current version) \User" directory.
2. Restart or open a 12d Project and the menu's can then be accessed via the Main menu as shown in the above image.

Option 2 – Access to the Plugins but remove the Usermenu's provided.

3. Follow steps 1 & 2 as out lined above, then open the new copied file using notepad or another text editor.
4. Within the text file, simple add "**//**" before the EXDS_usermenu.4d line of text to have it removed from the list of included files as shown below.
5. Save the edited file and restart/open a 12d project. Only the Plugins will be listed via the Main menu.

```
*C:\12d\EXDS_Cust\EXDS_User\usermenu.4d - Notepad++
File  Edit  Search  View  Encoding  Language  Settings  Tools  Macro  Run  Plugins  Window  ?

usermenu.4d

 1   // ###############################################
 2   // # This file has been created as an example for users #
 3   // # of 12d Model and 12d Field who are on Maintenance. #
 4   // # The intention of this file is to provide a working #
 5   // # basis on which users can edit, or build upon, to   #
 6   // # create their own working file.                     #
 7   // ###############################################
 8
 9   // ###############################################
10   // #         CREATED BY: EXDS (Ben Murphy)       #
11   // #              DATE: 20/01/2020               #
12   // ###############################################
13
14
15   #include silent "C:\12d\EXDS_Cust\EXDS_Plugins\EXDS_Plugins_usermenu.4d"
16   // #include silent "C:\12d\EXDS_Cust\EXDS_User\EXDS_usermenu.4d"
17
18   // ###############################################
19   // # If you require assistance with the use of this     #
20   // # file please contact the EXDS Support team.         #
21   // #---------------------------------------------#
22   // #        - Email: support@exds.com.au -       #
23   // #         - Phone: (02) 9453 9449 -           #
24   // ###############################################
25
```

Option 3 – Access to the Plugins / Usermenu's and Use the provided EXDS example files for project work.

Note: These files are only examples, so may require additional edits to meet your needs.

To set the EXDS Customisation files to be used for projects, we are required to modify/create a "**Env_configs.4d**" file and instruct 12d Model Software when creating or opening a project to use the customised files in their directories.

For help on setting up the Env_configs.4d file, please have a read of the notes provided here.
http://12dwiki.com.au/configure-12d-model-overview/

For additional support please email support@exds.com.au or call the technical support line (02) 9453 9449.
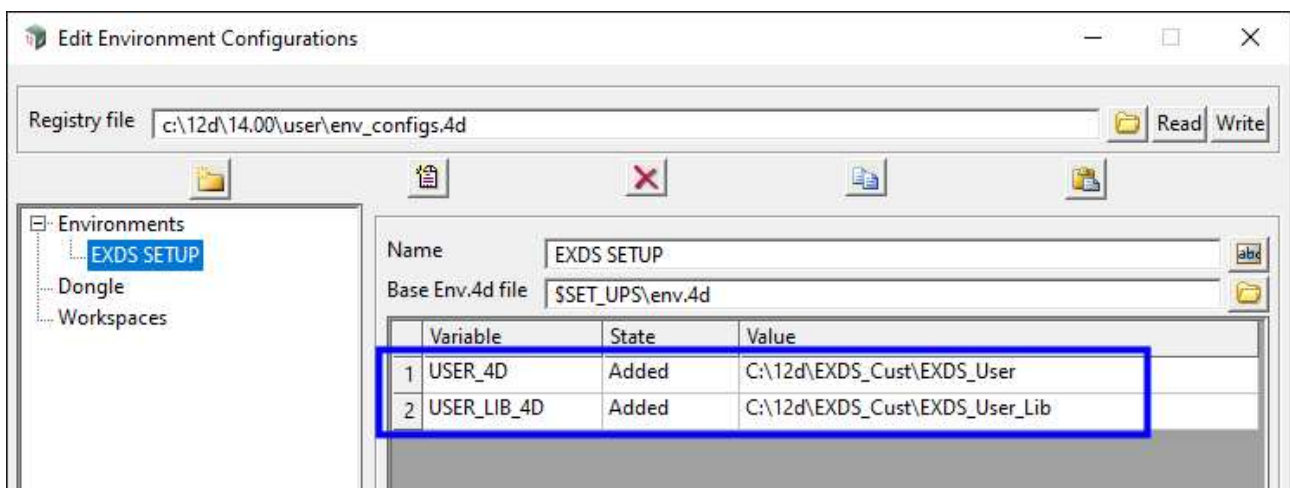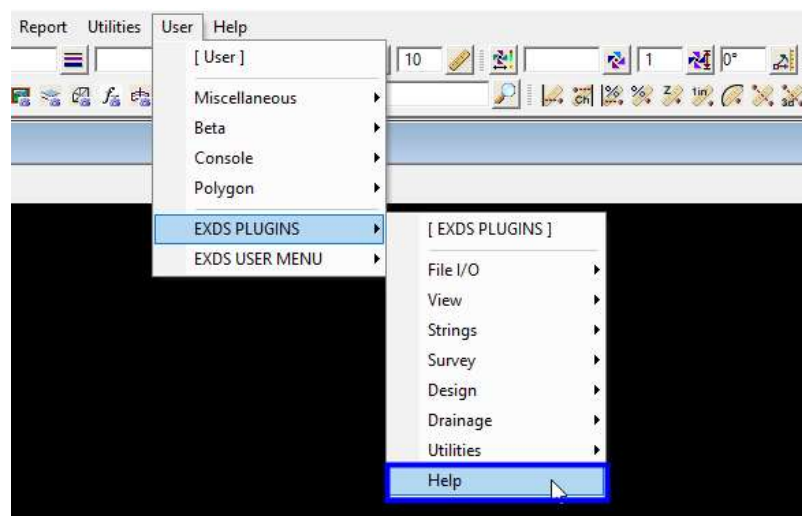
How to use the Customisation files

As the EXDS package of files include two parts, help is provided differently for each option.

- EXDS Plugins and
- EXDS User / User Library files

The **EXDS Plugins** have help provided for each of the 12d Macros and can be found under the User menu as shown below.

The provided **EXDS User / User Library files** are examples and can be used to start customising 12d Model to your company needs. Given the number of files and their relationship to each other notes, videos have been prepared and can be access via the 12d Wiki website.

The two directories have been broken up into.

1. Configure "12d User" directory files (http://12dwiki.com.au/configure-12d-user-directory-files/)
2. Configure "12d User Lib" directory files (http://12dwiki.com.au/configure-12d-user_lib-directory-files/)

Removing the EXDS Customisation files

Open your PC Windows Settings panel and search for "Add or Remove programs". This will list all the apps & features on your PC. You can search this list for the customisation installer and use this to uninstall the files provided.

Note: If you have moved/copied the files to a different directory this process will not remove or edit those additional steps.