

## Installation guide: Zumtobel luminaire library -ZL-2D- for AutoCAD-Programms

**AutoCAD LT** or a **AutoCAD full version** must be installed on your computer, so that you can use the Zumtobel luminaire library ZL-2D in the form of tool pallets.

If you should have another CAD program, the individual light blocks can be inserted over the clear Explorer structure by drag/drop or an appropriate import function.

In the following the first steps for the installation of the Zumtobel luminaire library ZL-2D are descriptive after the download of the Zumtobel Internet Site <http://www.zumtobel.com/de-de/service.html#2D-CAD> :


1. After you stored the ZIP file **ZL-2D.zip** on the computer (download ZIP), the files must be extracted. Go forwards as follows (7-Zip):

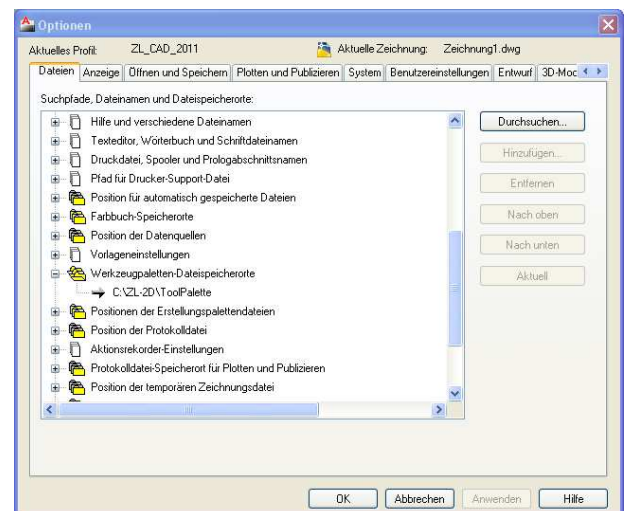
- Open the Winzip file **ZL-2D.ZIP**, e.g. with doubleclick
- Select the function **Extract all files**
- Follow the assistant also **Next >**
- With **Files will be extracted to this directory**; indicate the directory C:\ZL - 2D on your disk. If this directoy is missing, becomes it automatically by WinZip (7-Zip) provides.



**Importantly!** All AutoCAD users only use this absolute directory path **C:\ZL-2D**, because this path are used of the tool pallets for inserting the light blocks.

2. Register the tool pallet file search path **C:\ZL-2D\ToolPalette** in AutoCAD as follows:

- Start AutoCAD
- Call the command **OPTIONS**. Enter this instruction in the command line, or you call it over the menu browser  and the button options.
- After call of the instruction, a dialogue box becomes (see right) opened. Select now in register **Files** 'Tool pallet file search path' the search path for the tool pallets. Click on the button **search** and select the path **C:\ZL-2D\ToolPalette**. Terminate the dialogue with **OK**.  
If the tool pallets not yet indicated become, change in the multifunction panel on the register **View** and click to opinion here up the icon **Tool Pallets**.  
On the right side of the AutoCAD window, now all groups of lights should be shown, with the correct categories, like Downlight, Track and Spots, etc.



In the next step (Point 3) is described, how the light categories are loaded.

3. After you indicated the tool pallet file search path, **Exit** now **AutoCAD**.

In order to place surely that with the next AutoCAD start all tool pallet **groups** with the appropriate **light categories** in AutoCAD are indicated,

copy the file **Profile.aws**

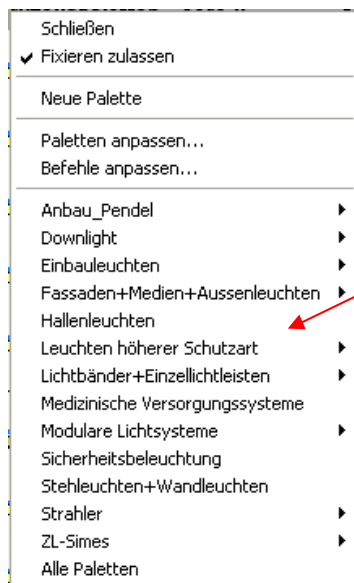
from **C:\ZL-2D** to **C:\Documents and Settings\<Username>\ApplicationData\Autodesk\AutoCAD...\R18...deu\support\Profiles\<Unnamed profil>**

If you should another profile, than those one from AutoCAD, then Profile.aws must copied into the appropriate directory. The existing Profile.aws should be renamed before.

**Start now AutoCAD.**

On the right side of the AutoCAD window now the **tool pallets with the luminaire library** to be indicated, e.g. with AERO II.

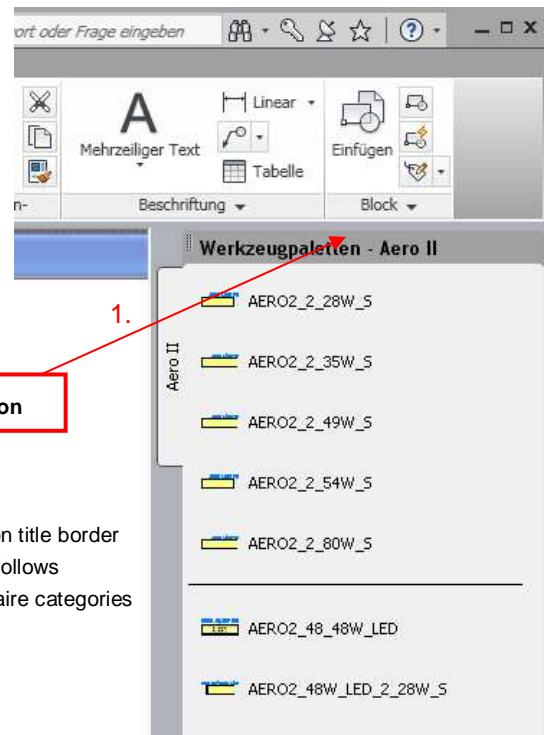
Lead now the Mouse pointer on the title border that Tool pallets and press the right Mouse button. The following pull-down menu with that Zumtobel light categories Surface-mounted/pendant luminaires, Downlights, Recessed luminaires, etc. should now appear.



right mouse button

2.

1. Pointer of mouse position on title border then right mouse button, it follows
2. pull-down menu with luminaire categories



If the luminaire categories should not be represented in the structure shown above, ask as follows proceed:

1. AutoCAD Exit
2. The file **Profile.aws** again into the above mentioned file copy
3. AutoCAD Start

## Useful hints/information concerning ZL-2D

All 2D luminaire blocks have been created in the metre (m) unit. The individual blocks are multiplied however when inserting from the tool pallets by the factor 1000, since from a function in millimeters one proceeds.

Should be worked in the unit meter, then the two AutoCAD variables INSUNITSDEFSOURCE = 4 (mm) and INSUNITSDEFTARGET = 6 (m) must be set. In each case enter in addition in the command line the variable names and with the input key (Enter) confirm. Afterwards the value 4 and/or 6 enter. With a function in centimeters the variable is to be set INSUNITSDEFTARGET = 5 (cm). These settings can store in your template and then to be reused at any time.

In many cases, the representation of the luminaire icons should correspond to the layout of the drawing in terms of layers and colours. It may also be necessary to highlight the luminaire icons in colour for better identification. In order to meet these requirements, the 2D luminaire blocks have been structured as follows:

Elements	Layer	Colour	Value	Setting
Lines	ZS_2D	OF BLOCK		visible
Attribute: ZS_NAME	ZS_NAME	OF LAYER(150)	SAP short name	visible
Attribute: ZS_NR	ZS_NR	OF LAYER(150)	Order no.	empty

### Effects:

The geometric elements (lines) appear in the *currently set colour* when inserted into the drawing, i.e. the required colour should be selected before the luminaire blocks are inserted. Should this not be the case, the luminaire colour can be changed at any time later, too. Thus, it is possible to use different colours for displaying geometrically similar luminaires.



Every luminaire block has two attributes; one of them, ZS\_NAME, contains a subset of the SAP short name, the other, ZS\_NR is currently not used and, hence, empty. Should the text for the luminaire name be too long and, hence, spoil the drawing, it can be switched off using the Layer ZS\_NAME. As a further option, the attribute text can be modified using the *Edit attributes* function. Since many luminaire icons may be used more than once and therefore cover several wattages, e.g. 28/54W or 35/49/80W, the text can be modified accordingly using the Edit attributes function. Furthermore, the text colour (150) may be changed using the ZS\_NAME layer colour.

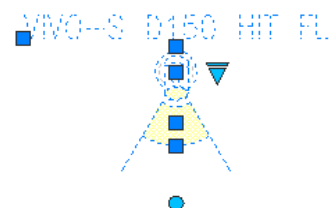
### Recommendations:

Before the luminaire icons are inserted, a ZS\_2D layer should be defined and set with the required colour, e.g. 150=blauton. The colour tone 150 is not too obtrusive, although usually clearly to be distinguished from other colours in the drawing.

### Dynamic blocks:

With some luminaires, e.g. IYON S+M, IYON-S L+M, PANOS INF Q, CROSSIGN+PURESIGN, concerns it so-called dynamic blocks. These blocks have special characteristics to be e.g. turned as the possibility spotlight heads with spots or to change from a table the luminaire radiation angle (spots, flood, wideflood, wallwasher).

In addition the block must be marked, clicks one then into the blue point  if the spotlight head can be turned dynamically, one clicks into the list symbol  a table opens, from which a radiation angle can be selected. Here the light cone and the designation of the attribute text change.



In case of queries or problems, please contact Zumtobel at the address given below.