Smartools Scene Organizer

Control reference · ENTRY defines WHAT · ORGANIZE defines WHERE · OPERATION defines HOW

Type — *ENTRY*

Picks which BIM property drives the filter (Category, Family or Type). Repopulates the 'Select by' list.

Select by — *ENTRY*

Concrete value to match. Includes #All, #Filtered and #Undefined options. Enables the Execute button.

Refresh Data — *ENTRY*

Re-reads scene objects and rebuilds dropdowns. Use after manual edits, new imports or layer renames.

Layer — *ORGANIZE*

Parent layer group. Sets a base wirecolor that hue-shifts per child layer for easy visual sorting.

Move to — *ORGANIZE*

Destination child layer. Created on the fly if it doesn't exist. Objects are added via addnode.

Type — *OPERATION*

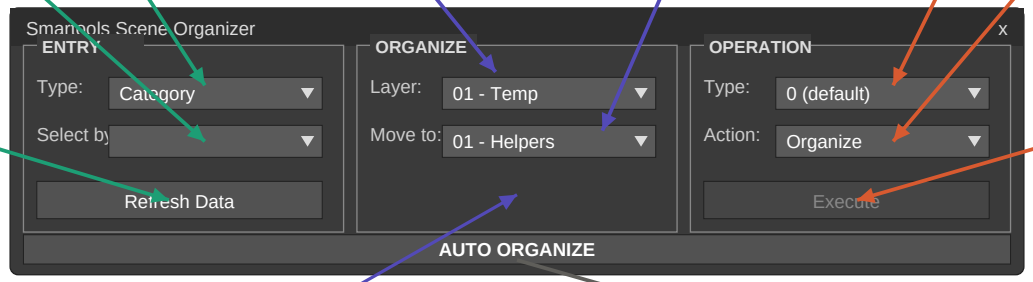
Pre-filter by object kind: 0 (default), Visible, Selection, Geometry, Objects, Helpers. Narrows the working set.

Action — *OPERATION*

Organize / Set BIM / Select / Isolate / Delete. Defines what Execute actually does to the filtered objects.

Execute — *OPERATION*

Runs the Action (undoable). Greyed out until 'Select by' has a value. Refreshes the dropdowns after running.



ORGANIZE controls only active when Action = "Organize"

AUTO ORGANIZE — *one-click full pipeline*

Ignores 'Select by' and runs an automatic BIM-to-layers pass on every object matching the Operation filter.
Uses the Entry 'Type' (Category / Family / Type) as the grouping criterion and applies a BIM remap.
Equivalent to manually executing Organize for every unique BIM value in the scene.

LEGEND — **ENTRY** — source set · **ORGANIZE** — layer destination · **OPERATION** — action + targets · **AUTO** — batch one-click pass