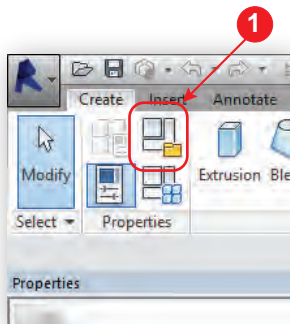# Vode Revit User Guide

Adding Light to Vode Revit Files

Before you begin:
1: Download the Revit file for the desired fixture type and mounting from the Vode Website **Resources** tab.
2: Download the IES .pdf and .ies Light files for the fixture optics and output desired from the Vode Website **Resources** tab.
3: Open the Revit Family file. NOTE: Vode Revit files are compatable with Revit 2016 or newer.
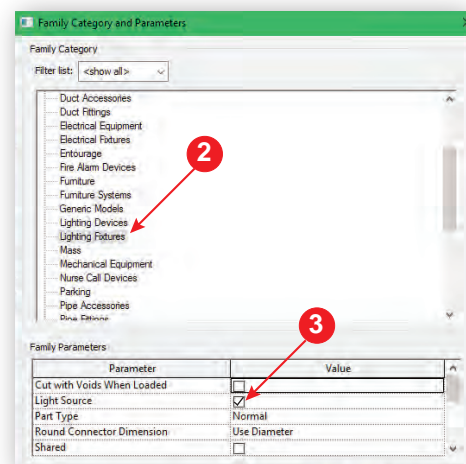
Step 1: Turn on Light Source

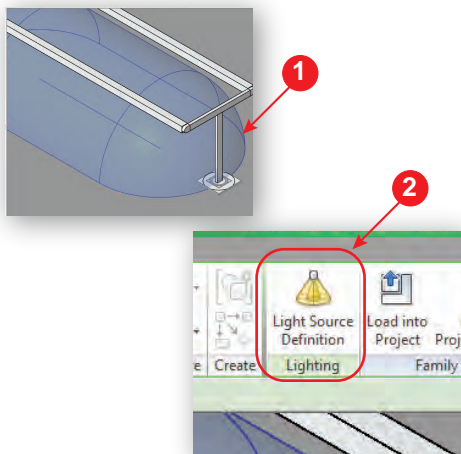Click the **Family Category and Parameters** icon.

Locate the **Lighting Fixture** menu.

Check the **Light Source** box to turn on a generic light in the model. Click OK.
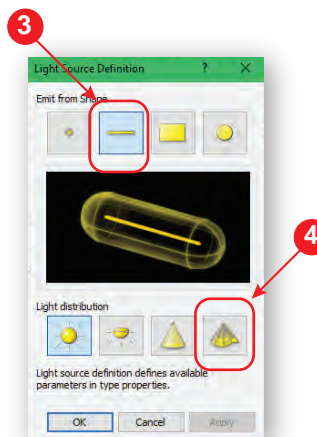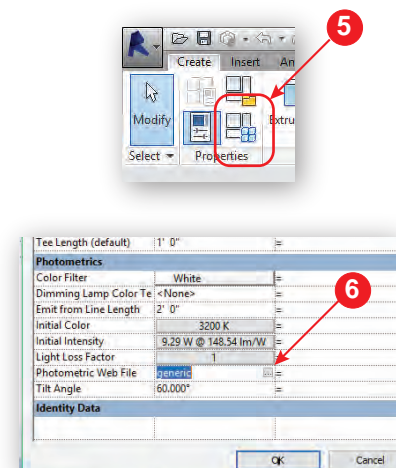

Step 2: Add IES File

Select the light source *(it will turn from yellow to blue)* that was added to the file This will allow you to select the **Light Source Definition** menu.

Change the light source shape to **Linear** and light distribution to **Photometric Web**.

Click the **Family Types** icon and add the desired IES file in the **Photometric Web File** line.

Step 3: Setting Up Light Photometrics

In **Family Types** menu, enter lighting photometrics data from thedownloaded IES .pdf. Set the **Initial Color** and **Initial Intensity**.

Initial Intensity:
Enter the **Efficacy** and **Watts per Foot** from the IES pdf. **NOTE:** Be sure to multiply the Watts by the length of the rail.

Initial Color:
Select the desired color tempurature: 2700K, 3000K, 3500K or 4000K

Using Vode Revit Files

Vode Revit files are parametric with mounting, rail and arm length options built-in. After inserting the **Vode Revit Family** file into the building model, select the light fixture. This will open the **Properties** menu.

Graphics:
Some models have mounting options under the graphics menu. NOTE: Table anchor is only for Table Mounted 107 systems.

Dimensions:
All length options are located under the dimension menu. Consult the **Vode Spec Guide** for standard lengths. **NOTE:** Vode supplies custom lengths upon request.

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