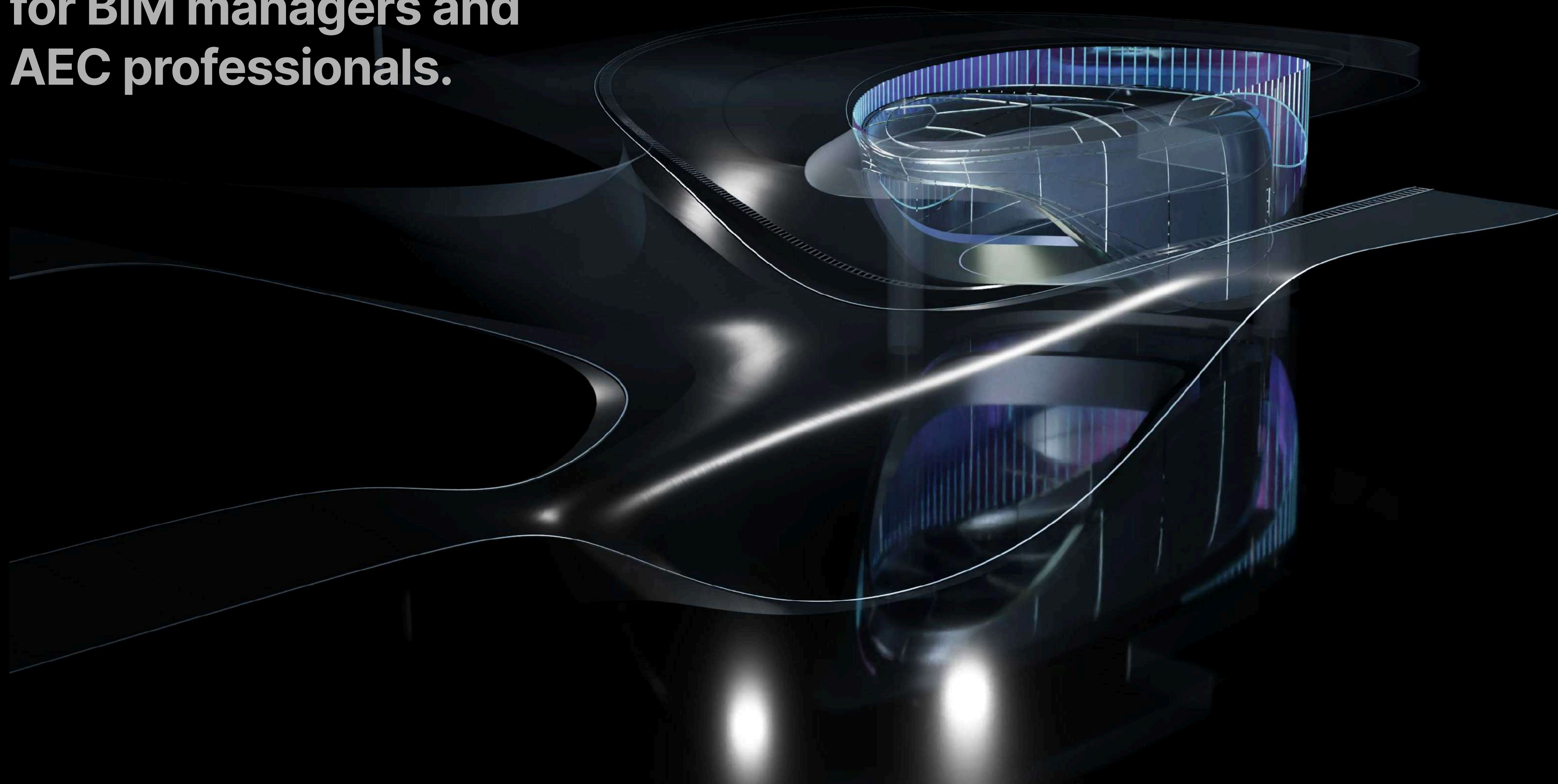


# FUZES/ARCH

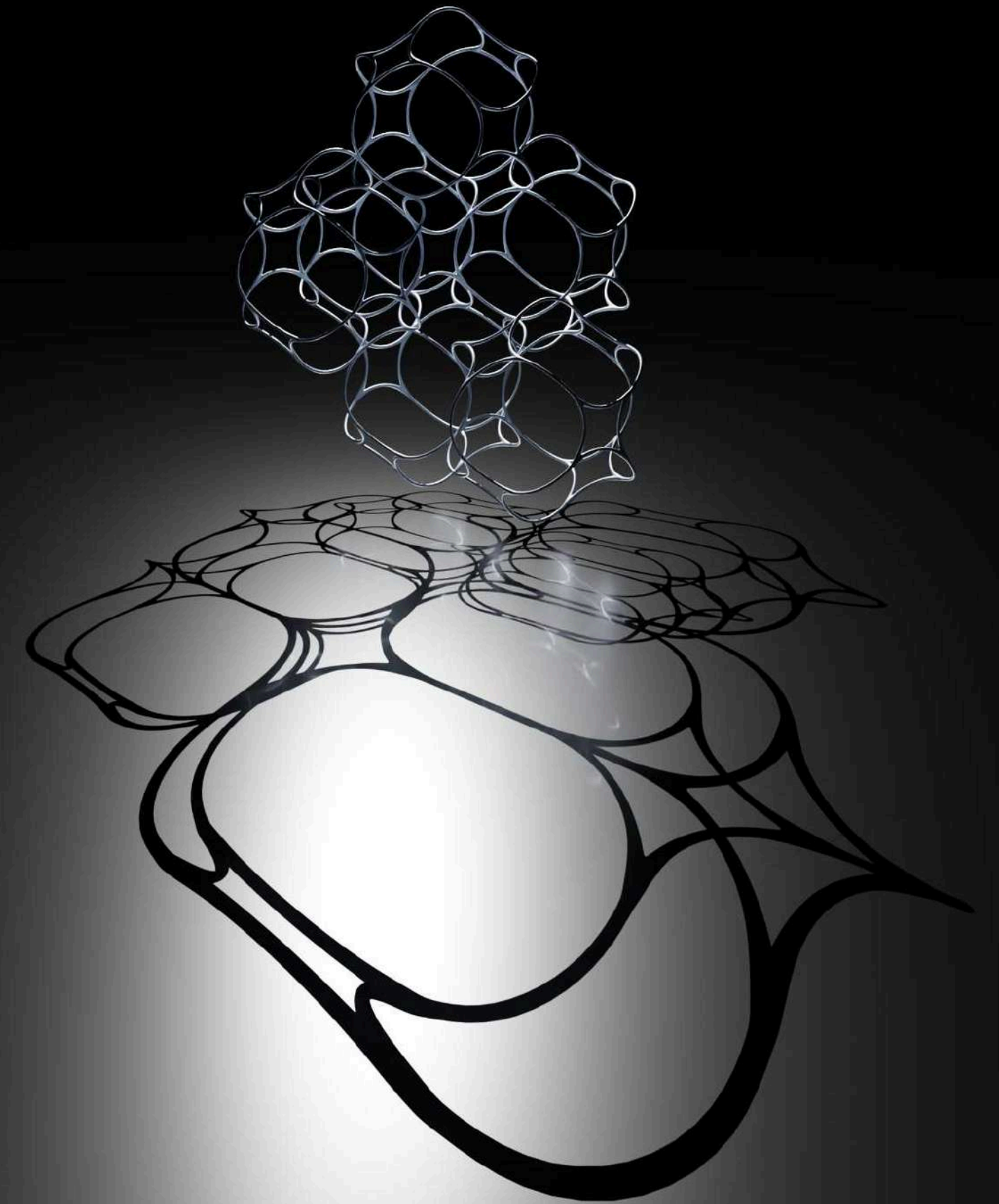
**Detailed technical stack  
for BIM managers and  
AEC professionals.**






# .NET C# development

Object oriented software modules  
for Rhino and Revit environments



FUZES.STUDIO.CODE

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About

fuzesStudio

Update README.md

c1433bc · now

15 Commits

Components	MID Offset and collision bugfixes	2 days ago
Main	MID Offset and collision bugfixes	2 days ago
Projects/CTP	MID Offset and collision bugfixes	2 days ago
Properties	Add project files.	2 weeks ago
.gitattributes	Add .gitattributes, .gitignore, and LICENSE.txt.	2 weeks ago
.gitignore	Add .gitattributes, .gitignore, and LICENSE.txt.	2 weeks ago
FUZES.STUDIO.CODE.csproj	LARGE Foldering	last week
FUZES.STUDIO.CODE.sln	SMALL AsGraft addition, Helps namespace change	last week
FUZES.STUDIO.CODEInfo.cs	SMALL AsGraft addition, Helps namespace change	last week
LICENSE.txt	Add .gitattributes, .gitignore, and LICENSE.txt.	2 weeks ago
README.md	Update README.md	now

Readme

MIT license

Activity

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Releases

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Languages

C# 100.0%

Suggested workflows

README

MIT license



# Rhino plugins.

Grasshopper components designed for absolute clarity, robustness, and repeatable use.

Easily activated nodes based on the Rhino Kernel that extend in-house scripts with validated logic and predictable behavior.

```
2 references
public class FitnessSettingsValidator : FlatMixCoreBaseValidator<FitnessSettings>

private static readonly FitnessSettingsValidator instance =
    new FitnessSettingsValidator();
1 reference
public static FitnessSettingsValidator Instance { get; } = instance;

1 reference
private FitnessSettingsValidator()
{
    RuleFor(x => x.BestPopulationCount)
        .Must(value => 0 <= value)
        .WithMessage(nameof(FitnessSettings.BestPopulationCount) +
            " must have a non-negative value.");

    RuleFor(x => new List<double>() {
        x.AreaWeight,
        x.OrderWeight,
        x.CountWeight,
    })
        .Must(value => value.All(x => 0 <= x && x <= 10))
        .WithMessage(
            nameof(FitnessSettings.AreaWeight) + ", " +
            nameof(FitnessSettings.OrderWeight) +
            nameof(FitnessSettings.CountWeight) +
```

# Revit commands.

Custom BIM logic and tools for reliable model operations, validation, and controlled data handling.

Family-based workflows, transactions, automated checks, error messaging and queries - based on the Revit API.

```
2 references
public FitnessSettings(
    double areaWeight,
    double orderWeight,
    double countWeight,
    int bestPopulationCount)
{
    AreaWeight = areaWeight;
    OrderWeight = orderWeight;
    CountWeight = countWeight;
    BestPopulationCount = bestPopulationCount;

    Validate();
}

2 references
public void Validate() => FitnessSettingsValidator.Instance.Validate(this);

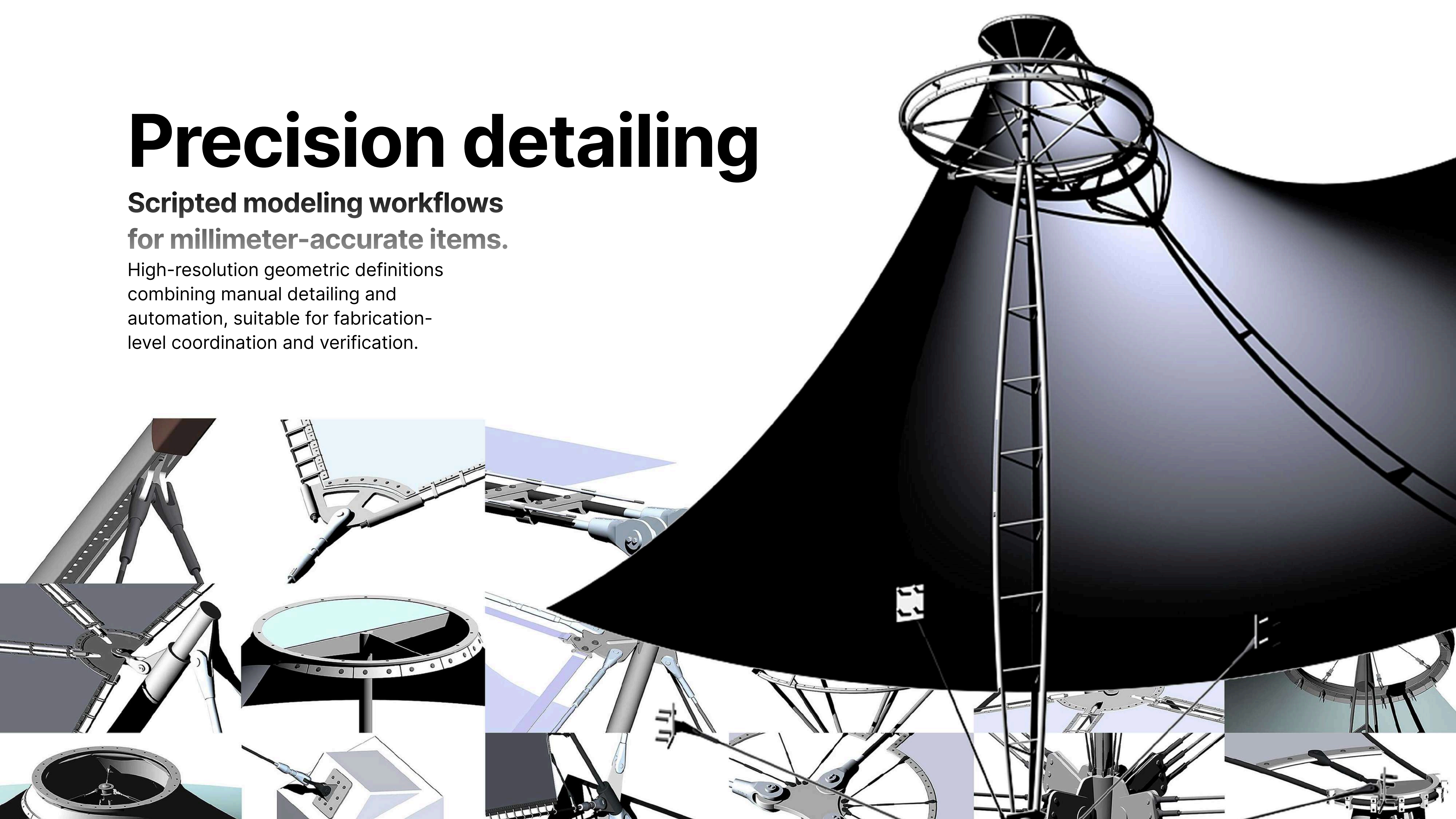
2 references
public static FitnessSettings Default()
{
    return new FitnessSettings(
        DefWeight,
        DefWeight,
        DefWeight,
        DefBestPopulationCount);
}
```



# Precision detailing

**Scripted modeling workflows  
for millimeter-accurate items.**

High-resolution geometric definitions  
combining manual detailing and  
automation, suitable for fabrication-  
level coordination and verification.

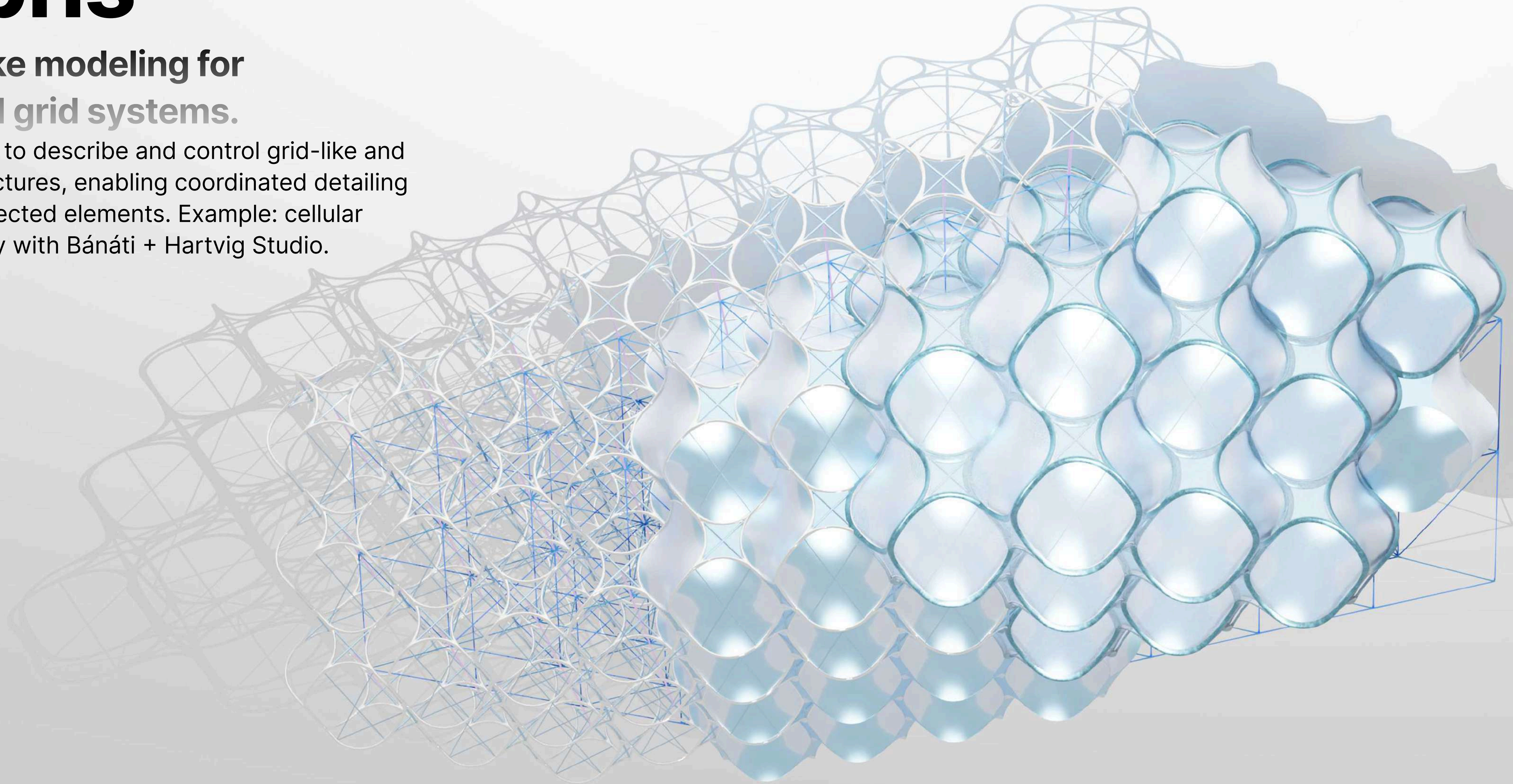




# Graphs

## Network-like modeling for interrelated grid systems.

Graph logic used to describe and control grid-like and background structures, enabling coordinated detailing across interconnected elements. Example: cellular competition entry with Bánáti + Hartvig Studio.



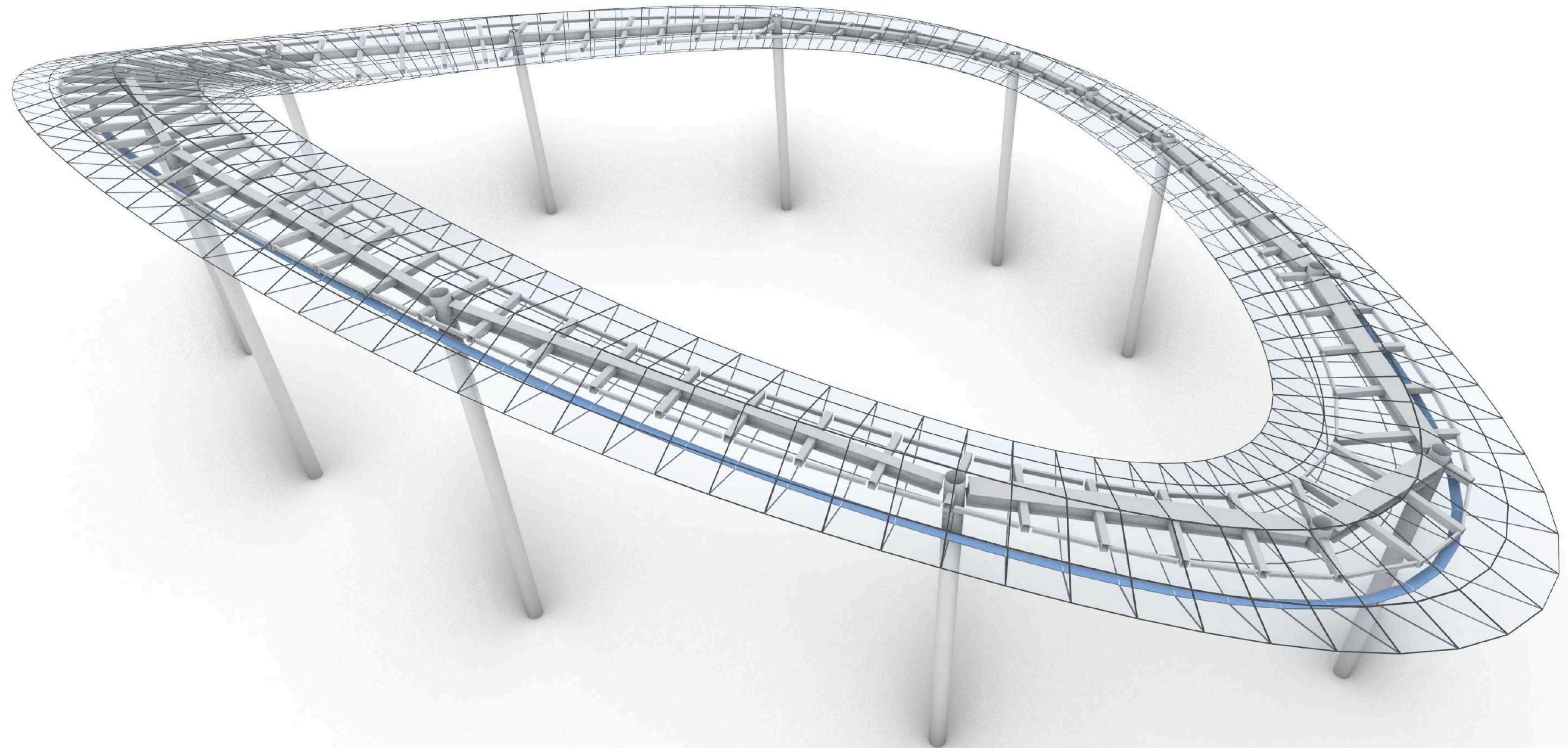


# Optimization

**Extending existing parametric workflows**  
with targeted optimum searches.

Genetic search and  
evaluation loops applied to  
real project constraints to  
minimize, maximize, or  
balance defined  
*performance values*.

Example: panel unification  
logic for floating canopy.

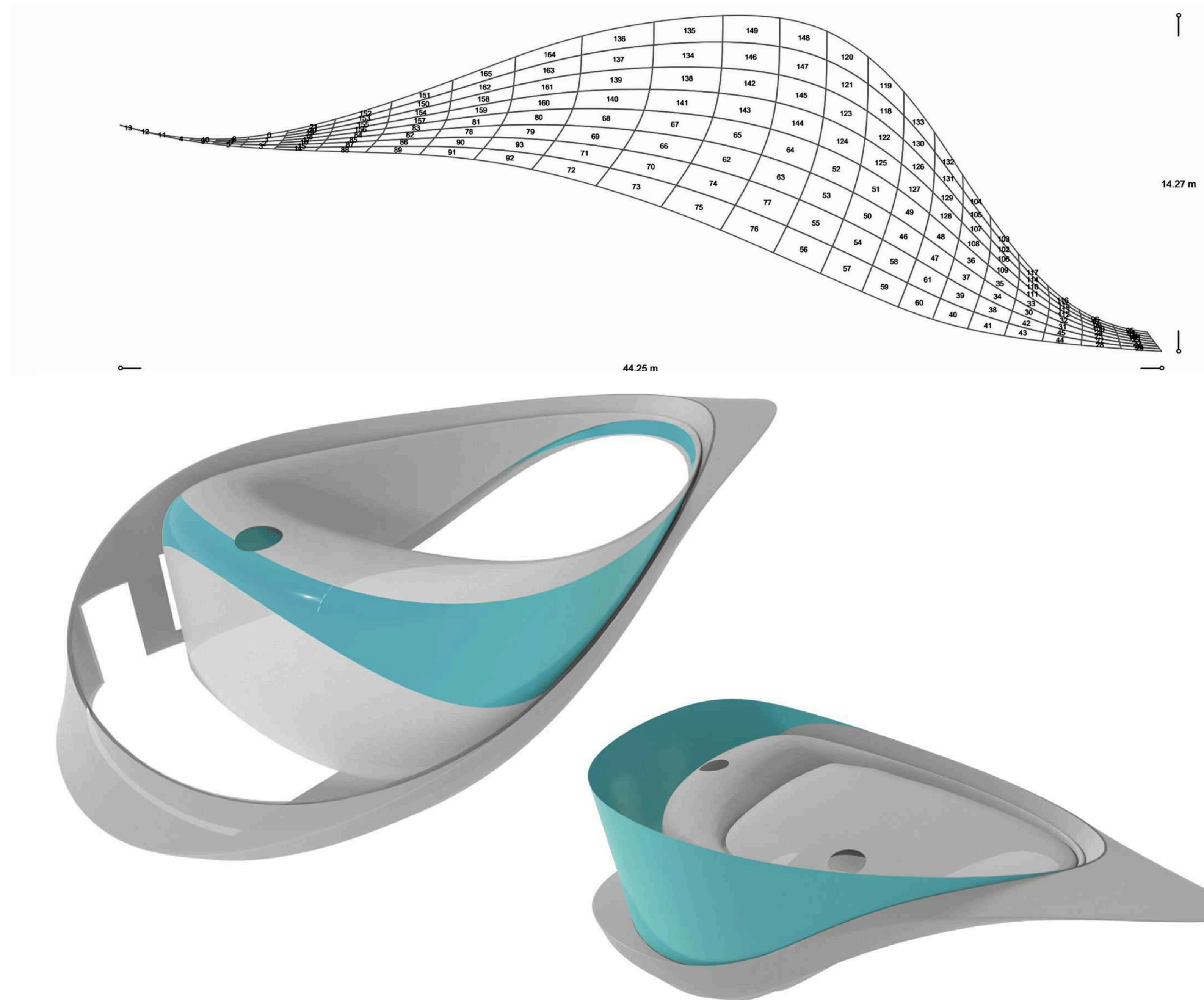
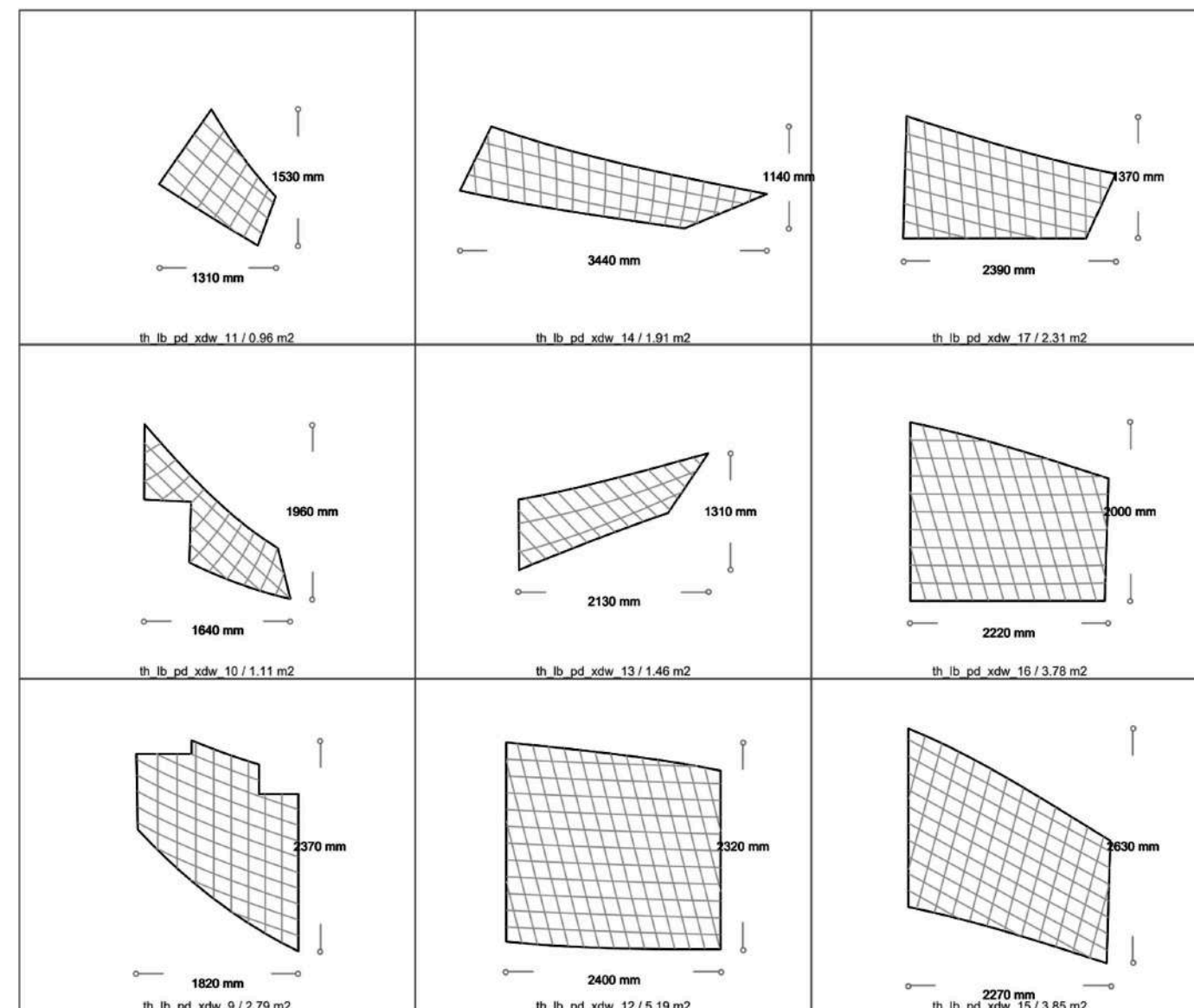




# AutoDocs

## Dynamic viewport export and sheet organization.

BIM-based tools helping teams produce drawings faster at scale, with structured item and group indexing, dynamic schedule and view creation and real-time file outputs.





# Rhino ↔ Archicad interoperability

Structured data exchange  
between environments.

Grasshopper-side development and  
cleanup of the *tAPlr* plugin, introducing  
clearer logic, improved commands, and  
more predictable data flow.

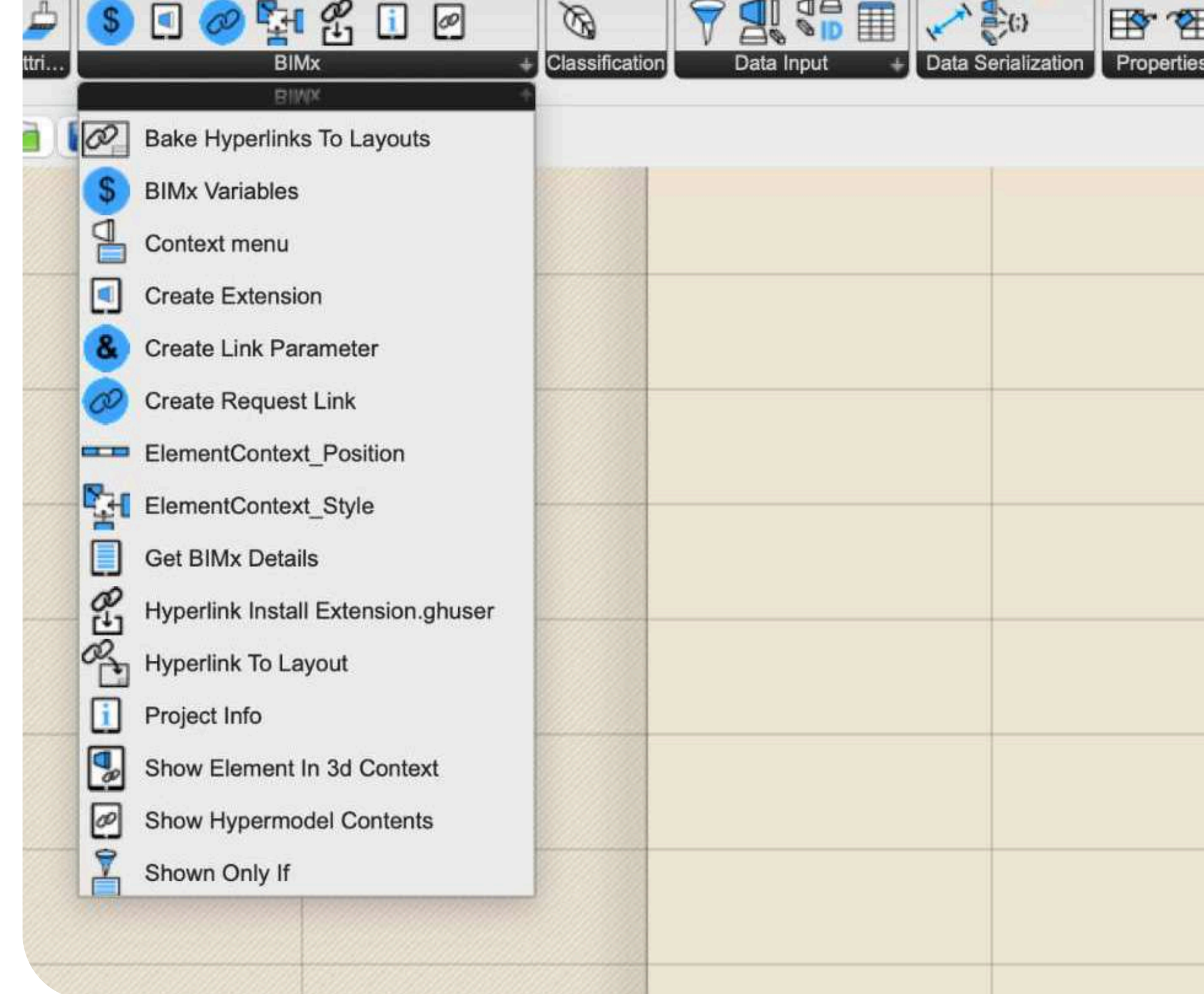
```
2 references
protected override void AddOutputs()
{
    OutTexts("Ids");
    OutTexts("Names");
    OutTexts("Values");
}

2 references
protected override void Solve(
    IGH_DataAccess da)
{
    if (!TryGetConvertedCadValues(
        CommandName,
        null,
        ToAddOn,
        JHelp.Deserialize<ProjectInfoFields>(
            out ProjectInfoFields response))
    {
        return;
    }

    da.SetDataList(
        0,
        response.Fields.Select(x => x.ProjectInfoId));




    da.SetDataList(
        1,
        response.Fields.Select(x => x.ProjectInfoName));

    da.SetDataList(
        2,
        response.Fields.Select(x => x.ProjectInfoValue));
}
```



 tapir

 Offers additional Grasshopper nodes  
 Work in progress

 Provided by the Tapir Add-On  
 Offers several new commands  
 Ready to use today

