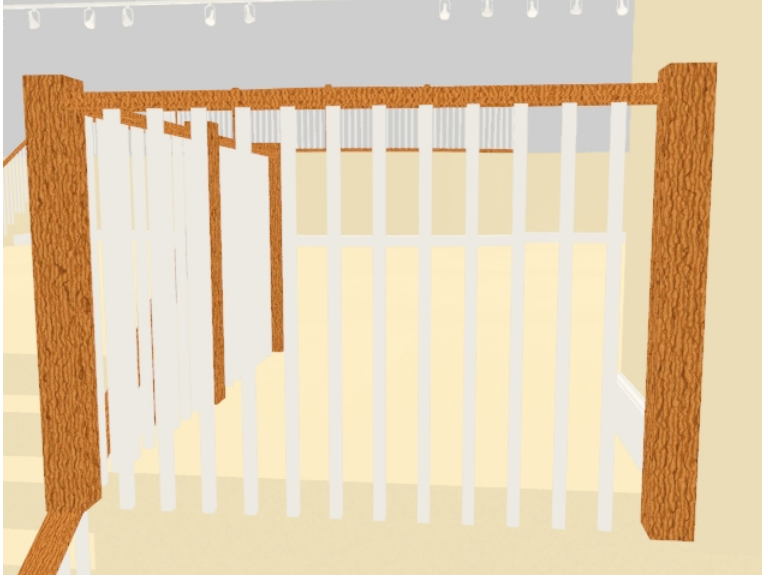


ADT Block and XREF Limitation

ADT uses styles for walls, windows, door, railings and more. When rendering a file that contains these objects, both Accurender 3 and 4 can successfully produce a nice image.



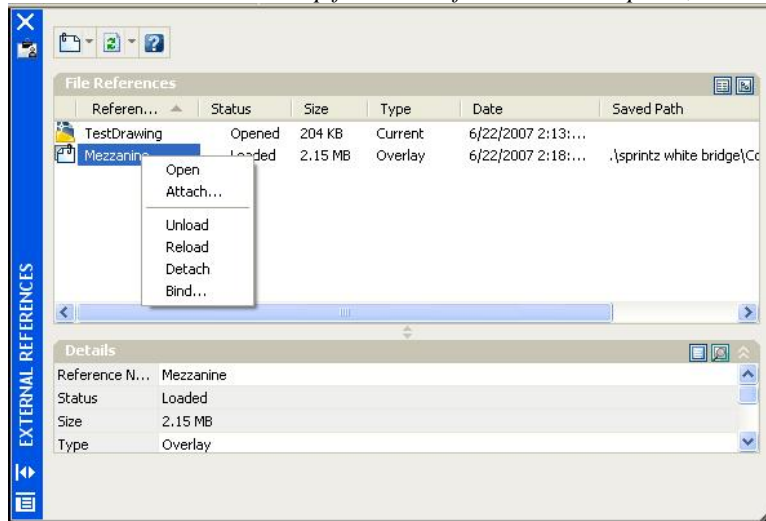
Now, xref or insert that same file into a new or existing file, and render. The image will render with a “patchwork” look on compound objects that use ADT styles. Again, these objects are the walls, windows, door, and railings in the ADT model.



Although we do not understand this problem completely, we do know that the issue is related to ADT styles and how AutoCAD how combines block data, both internal and external, with the data in the current file's ADT style tables. If the objects are kept in grouped condition, the “style dependant” objects display the “patchwork” material effect. (See above image.)

If the xrefs and inserts are exploded to be come part of or integrated into the geometry of the current file, then the problem will be resolved. You will first need to “bind” the xref before Explode can be used on the block. Inserted blocks only need to be exploded.

Please see the AutoCAD Help for more information on Explode, XREF, and Insert commands.



The AutoCAD XREF Dialog: Binding an XREF from the right click menu.

The compound objects will now render correctly, without the “patchwork” material look.

