

# Bauwerksmodell mit dem Multi Model Manager strukturieren

Each building model can be divided into partial models that can be scaled individually, regardless of the model's objects being classified into object classes and object types or belonging to individual specialist models. By means of the multimodel manager, you create a freely definable structure that is tailored to the requirements of the project. After having created this structure, you can assign objects to it.

All objects that are part of such a structure can be highlighted in color individually or as a group in the overall model. Therefore, you can efficiently locate these objects.

To document the meaning of a node or of the overall structure, you can enhance the information content of nodes - like that of objects - by adding comments and further information to the nodes (compare "[Adding further information to objects](#)").

## Topics in this chapter:

[Opening the multimodel manager](#)

[Creating, editing, or deleting a structure](#)

[Assigning objects](#)

[Showing objects or partial models](#)

[Changing the color for objects](#)

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