

# Objekte zuordnen

## Topics on this page:

- [Adding objects to a structure](#)
- [Moving object assignments](#)
- [Copying object assignments](#)
- [Removing object assignments](#)

## Adding objects to a structure

### To add objects to a structure

#### This is only possible if ...

Multimodel manager is open (see ["Opening the multimodel manager"](#))  
You created a structure by means of the multimodel manager (see ["Creating, editing, or deleting a structure"](#))  
You have the required rights (see ["Rights in Bimplus"](#))

1. Go to the **Multimodel manager** palette and select the required structure in the **Select structure** list box.
2. Expand the structure as far as the node to which you want to add objects.



#### Important!

You can assign objects only to empty nodes or nodes that already contain other object assignments. If a node has subordinate nodes, you cannot assign objects to this node.

3. Open the  **Context menu** for this node and click  **Add objects**.  
Or:  
Click the node, go to the **Details** palette, select the  **Structure details** and click **ADD OBJECTS** in the 3D preview.
4. Select the objects that you want to add to the current node.  
Go to the **Multimodel manager** palette, select the  **Select objects from 3D model** option and click the objects in full view.  
Or:  
Go to the **Multimodel manager** palette, select the  **Filter objects** option and select the objects by defining appropriate filter criteria.
5. Click **ADD** in the **Multimodel manager** palette.

[Back to top](#)

## Moving object assignments

### To move an object assignment within a structure

#### This is only possible if ...

Multimodel manager is open (see ["Opening the multimodel manager"](#))  
You have the required rights (see ["Rights in Bimplus"](#))

1. Go to the **Multimodel manager** palette and expand the structure as far as the node from which you want to move an object assignment.
2. Point to the object assignment and drag it to its new position within the structure.

**Important!**

You can move object assignments only into empty nodes or nodes that already contain other object assignments. If a node has subordinate nodes, you cannot move object assignments to this node.

[Back to top](#)

## Copying object assignments

### To copy an object assignment

**This is only possible if ...**

Multimodel manager is open (see [“Opening the multimodel manager”](#))  
You have the required rights (see [“Rights in Bimplus”](#))

1. Go to the **Multimodel manager** palette and expand the structure as far as the node from which you want to copy an object assignment.

2. Open the  **Context menu** for the object assignment, point to **Edit** and click  **Copy**.

3. Go to the node into which you want to paste the object assignment. Open the  **Context menu** for this node, point to **Edit** and click  **Paste**.

**Important!**

You can paste object assignments only into empty nodes or nodes that already contain other object assignments. If a node has subordinate nodes, you cannot paste objects into this node.

[Back to top](#)

## Removing object assignments

### To remove an object assignment from a node

**This is only possible if ...**

Multimodel manager is open (see [“Opening the multimodel manager”](#))  
You have the required rights (see [“Rights in Bimplus”](#))

1. Go to the **Multimodel manager** palette and expand the structure as far as the node from which you want to remove an object assignment.

2. Open the  **Context menu** for the object assignment and click  **Delete**.

This removes the object assignment from the node.



**Note:** The object itself will *not* be deleted!

[Back to top](#)

