

Render appearance upgrade: creating a path for user customizable upgrades

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Applies to:
Revit® Architecture 2009
Revit® MEP 2009
Revit® Structure 2009

Issue

You want to know how to migrate AccuRender materials from a previous release of Revit to the new Revit 2009 materials.

Solution

To partially migrate materials from an earlier version of Revit to Revit 2009, you can modify the text file that controls the Revit 2009 material that is applied to an AccuRender material when the file is upgraded. This allows you to map AccuRender materials to a 2009 equivalent.

Locate the *materialmapping.txt* file on your machine. By default, this file is stored in the *C:\Program Files\Revit Architecture 2009\Program* directory.

This file is read by Revit when you upgrade to an earlier RVT file to make a (partial) match from old rendering appearances to new. The first column of information is every AccuRender appearance that occurs in the Revit 2009 shipped content. On the other side of the tab is the internally understood new rendering appearance.

For example:

```
_accurender\Masonry\Stone\Rubble, River Rock      Masonry-049
```

"Masonry-049" corresponds to the "Stone Rubble River Rock" rendering appearance.

This allows you to add additional lines to the file to represent custom materials that you may have made and used in previous versions of Revit. For example, if you created a custom material called "stone-2" in a earlier version and stored it in the user directory, you can add the following line to the *materialmapping.txt* file to map that material to a Revit 2009 material:

```
user\stone-2      Masonry-049
```

Note: There needs to be a tab between "user\stone-2" and "Masonry-049."

Now, when a file from a earlier version of Revit that contains a mapped AccuRender appearance in the *materialmapping.txt* file is opened in Revit 2009, that material will be automatically updated to the specified material.

The attached *Paths.zip* file contains 15 *.txt* files that show the name of the new Mental Ray material and the corresponding internally understood name for use in the *materialmapping.txt* file.

 [Paths.zip](#) (zip - 9Kb)

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