AI Visualizer Installation process

Windows:

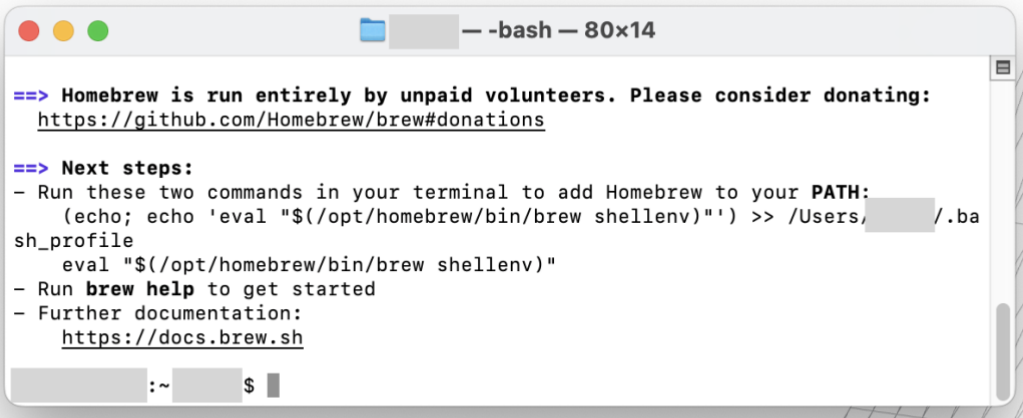
1. **Download the ZIP archive** - https://graphisoft.com/dl/AI_Visualizer/AI_Visualizer_Add-on-27-INT-install_package-WIN.zip .
2. **From the ZIP archive, copy the following files to the following locations**:
    - **Copy the sd.webui folder into the C:\ root folder** (the result should be C:\sd.webui).
    - **Copy the Add-ons folder into your Archicad folder** (where Archicad.exe is located).

Mac:

1. **Download the dmg archive** - https://graphisoft.com/dl/AI_Visualizer/AI_Visualizer_Add-on-27-INT-install_package-MAC.dmg .
2. **Open Terminal:** Press Command + Space and type Terminal, then hit Enter.
3. **Download and install Homebrew. Please use the following terminal command**:

    /bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"

    Installation may take a while and appear idle during the process; please be patient and wait until you are prompted to type your password. Once you provide your password and hit Enter, installation will continue. When the installation is done, you will see the terminal waiting for input again. See the following example:

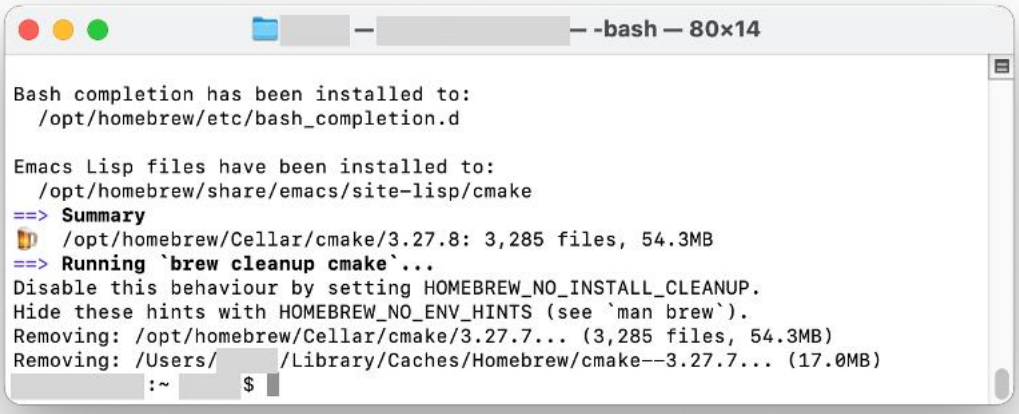


Note: *Homebrew is a general package manager, so it might already be installed on the user's computer. The latest terminal commands and packages are available on the brew.sh webpage.*

4. **Install base packages with Homebrew from the system directory. Please use the following terminal command**:

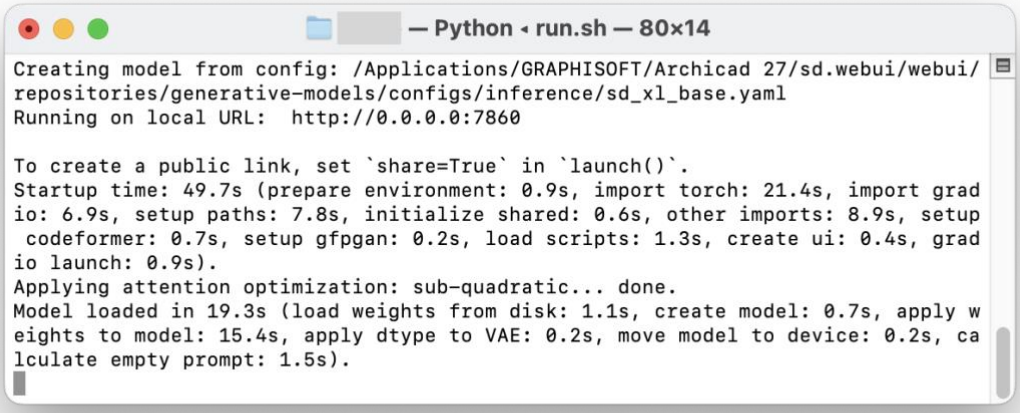
   /opt/homebrew/bin/brew install cmake protobuf rust python@3.10 git wget

   This will download packages and dependencies that to allow the AI Engine to work on your Mac. The process may take a while; please wait until you see the terminal waiting for input again. See the following example:



5. **Copy the files from the .dmg archive (20Gb)** to the following locations:
   - **Copy the sd.webui folder into the Archicad folder.**
   - **In the .dmg archive, locate the appropriate folder** depending on your Mac's architecture – AppleSiliconMac for Silicon chips, IntelMac for Intel chips. From that folder, copy the Add-ons folder into the Archicad folder.
6. **Start run.sh by dragging it to the Terminal window and hit Enter**. run.sh is located in your Archicad folder/sd.webui folder.

The first startup of the AI engine might take a couple of minutes. Packages and dependencies will be downloaded once the AI engine starts in the Terminal window. If you see an IP address like 127.0.0.1:7860 or 0.0.0.0:7860 in the Terminal, the AI server is fully loaded and running. See the following example:

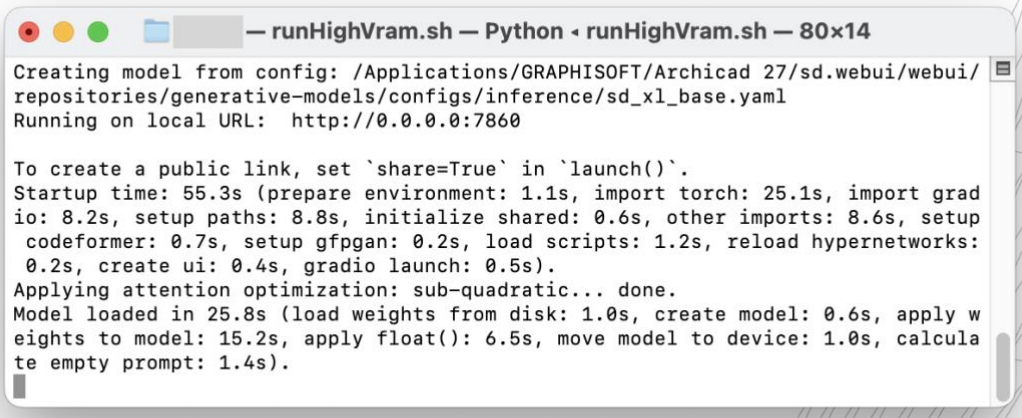


7. **When finished, please close the Terminal window.**

Starting the Add-on and generating images (Windows and MAC):

1. **Start Archicad.**
2. **Start AI Visualizer from Window > Palettes > AI Visualizer**.
3. **Click Start AI Engine in the AI Visualizer window**.

The first startup of the AI engine could take a couple of minutes. A command prompt will open where the AI engine is starting up. If you see an IP address like 127.0.0.1:7860 or 0.0.0.0:7860 in the command prompt, the AI server is fully loaded and running.
See the following example:



Note: *You can also start the AI Engine manually with runHighVram.bat or run.bat (Archicad folder/sd.webui) on Windows, and with runHighVram.sh or run.sh (Archicad folder/sd.webui) on Mac.*

4. **Click on Generate** to create an image, based on your 3D view, prompt and settings. Image generation will start, and you will see the result when the process is finished.