```
def import_parameter_list(self, build_ele_list):
     import all parameters from the pallete
     build_ele: the building element.
"""
     #----- assign the geometry parameter
     Select_Basics.import_geometry_values(self, build_ele_list)
     build ele = build_ele_list[0]
     #----- assign the geometrie parameter
     self.length
                              = build_ele.Length.value
                              = build_ele.Width.value
     self.width
                              = build ele.Thickness.value
     self.thickness
     \sharp----- assign the style parameter
     Cannot figure out why you have in
                                                   .value
                                                   eter__.value
        some examples array with indexes
     _{\mathtt{sel}}^{\mathtt{f--}} build_ele_list[0,2] - which elements
                                                    + self.offset_refpkt_x
     sel from the pallets you read where?
                                                    + self.offset refpkt y
     Somewhere you have just build-ele as
                                                    + self.offset_refpkt_z
     #--|normal variable?
                                                    manufacture <--> cursor
     sel:
     self.ref_pnt_y
                               = self.width / 2
                        = 0
     self.ref_pnt_z
                  ----- calculate the geometrie parameter
                              = self.local_refpkt_z
     self.height_from
     self.height_to
                              = self.height_from - self.thickness
     #----- assign the style parameter
     Select_Basics.import_design_values(self, build_ele_list)
     #----- assign the material parameter
build ele = build ele list[2]
     self.concrete_cover
                               - build_ele.ConcreteCover.value
     self.bending_roller
                              = build_ele.BendingRoller.value
     self.concrete grade
                              = build ele.ConcreteGrade.value
```