



# Connector with full GUI Implementation Guide

Version 5.0

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## The BIMcollab SDK

BIMcollab is a cloud based issue management service for the AEC industry. The BIMcollab ecosystem consists of the cloud service itself and a wide variety of connected applications such as BIMcollab ZOOM and the BIMcollab BCF Managers.

These connected applications make use of the *BIMcollab SDK* in order to transfer data between themselves and the BIMcollab service.

The BIMcollab SDK has currently three parts:

- Connector with GUI included
- Connection Library (no GUI)
- BCF-API (beta)

This manual explains the possibilities and the usage of the BIMcollab Connector with full GUI.

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## Introduction

The BIMcollab Connector is an ASP.net user control which provides the full functionality of the BIMcollab BCF Manager for integration with 3rd party applications.

In order to allow the user control to communicate with the 3rd party application (e.g. setting or retrieving the scene setup and taking snapshots) a glue layer is provided, the `AppInterface`, which needs to be implemented by the 3rd party application developer.

Any application will require an app-token to be allowed to connect to BIMcollab spaces. This app-token will be provided by KUBUS.

The user control will also perform a periodic activation check. Any end user wishing to use any BIMcollab application, including 3rd party applications using the user control, must activate the software using their personal activation key provided by BIMcollab.

## Requirements

The following requirements must be met in order to make use of the BIMcollab Connector:

- The 3rd party application must be capable of integrating a UserControl built for .NET Framework 4.5
- The 3rd party application must provide methods to retrieve and set camera settings, clipping planes as well as the visible and/or selected components
- The 3rd party application must be able to run with the 'Prefer 32-bit' flag in the 'Build - General settings' switched off.
- The Microsoft Visual C++ 2010 Redistributable Package must be added as a prerequisite for your application.

## Package Contents

The BIMcollab Connector package contains the following files:

The *Source* folder contains the project and source files which can be used to implement the `AppInterface`:

- *App\_Interface.cs*  
A template for the implementation of the `AppInterface`.
- *ViewPoint.cs*  
Contains the definitions of the viewpoint data structures used to communicate between the `AppInterface` and the `UserControl`
- *AssemblyInfo.cs*  
Basic assembly information for the library (e.g. version, copyright)
- *AppInterface.csproj*  
A Visual Studio project for building the `AppInterface`

The *Redistributable* folder contains the files which need to be distributed with the 3rd party application:

- *BCFManagerControlLib.dll*  
The class library that defines the user control
- *BCF\_Manager\_AddOn.dll*  
A support dll for handling activations

- *BIMcollab\_csx.dll*  
A support dll for handling the communication with BIMcollab servers
- *BCF LicenseManager.exe*  
A support executable required for handling the activations

The *Resources* folder contains official icons and images which can be used within the 3rd party application.

The *ToolBox* folder contains the user control with a 32bit CSX DLL to provide compatibility with the Visual Studio form designer.

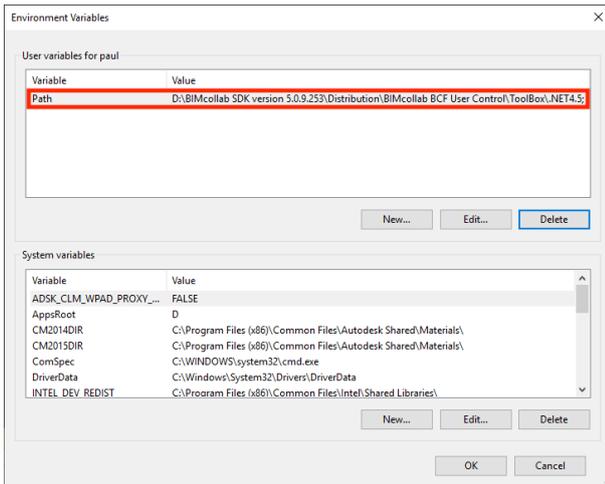
### Change Log

Version	Release date	Changes
5.0.8.361	30.08.2018	Initial release
5.0.9.185	30.11.2018	Pre R3 release - Components in viewpoint feature now configurable - added Toolkit folder to avoid Visual Studio issues with 64bit components - updated setup instructions
5.0.9.253	24.01.2019	R3 release - updated setup instructions

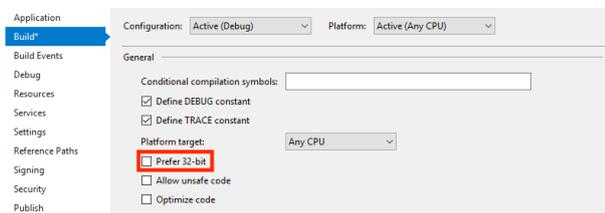
## Getting Started

In order to quickly get started with adding the user control to your application, please follow the following steps in order:

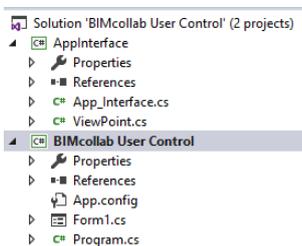
1. Before starting Visual Studio, edit your environment variables and add the path to the appropriate toolbox folder to the PATH variable.



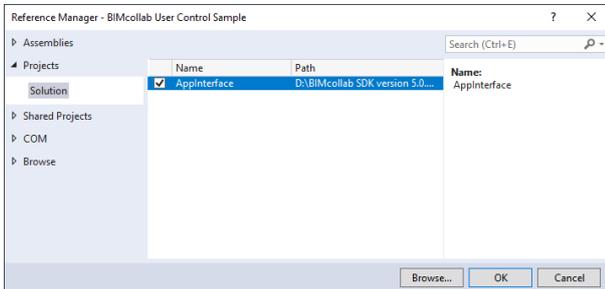
2. In your project's properties, ensure that the 'Prefer 32-bit' checkbox under Build>General is not checked.



3. Add the ApplInterface project to your solution.



4. Add a reference to Projects > Solution > Appinterface to your project

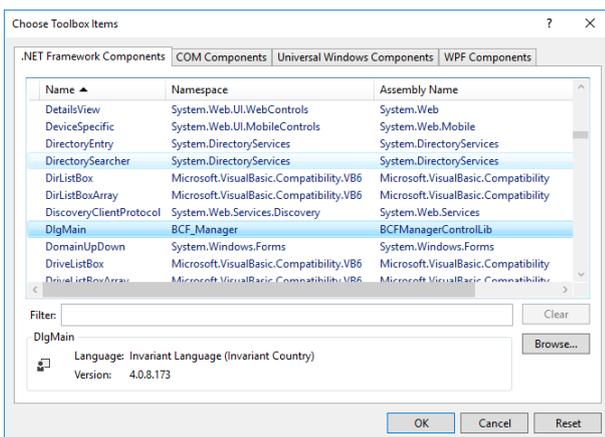


5. Build the solution

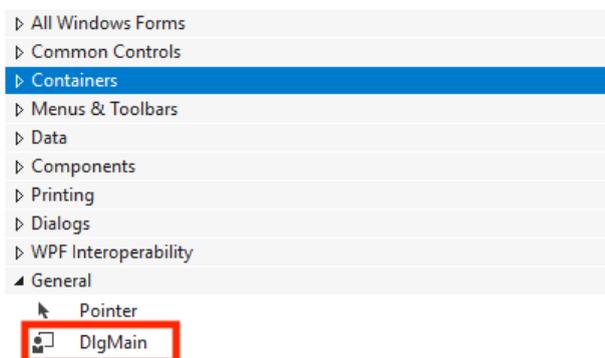
6. Open the Form you wish to add the Custom Control to in the form designer.\*

7. Add the user control to your toolbox:

1. In the toolbox select "choose items"
2. In the "choose toolbox items" dialog browse to the "BCFManagerControlLib.dll" found in the ToolBox folder.\*\*



8. Add the control to a form by dragging it from the Toolbox (General > DlgMain)



9. Implement the AppInterface (see section AppInterface)
10. Implement a call to the control's "Initialize" method
11. Implement a call to the control's "SaveOnExit" method
12. Copy all redistributable from the appropriate Redistributables folder to the project's output folder.
13. Build and run your application.

\* You may need to restart Visual Studio before the visual editor will find the appinterface dll.

\*\*The ToolBox folder contains a 32 bit version of the CSX dll which is required to work correctly with the 32bit Visual Studio designer. These files should ONLY be used for this purpose. Only the files in the *Redistributables* folder should be redistributed.

## Development

When making use of the user control there are four required development steps that must be taken:

1. Set your vendor specific values
2. Call the control's "Initialize" method.
3. Call the control's "SaveOnExit" method.
4. Add the necessary functionality to the AppInterface
5. Add installation path to the registry

## Vendor specific values

Every vendor will receive from KUBUS a document containing a number of vendor/application specific values which must be set in the App\_Interface.cs file:

```
public static string developersToken
```

The app-token will uniquely identify the application when interacting with the BIMcollab eco-system

```
public static string developersRegValPrefix
```

This string will allow settings to be stored in the registry uniquely for this application.

Furthermore every vendor will be required to create a registry entry which will store the full installation path of the custom control binaries so that these can be found and updated by update installers created by KUBUS. The registry key is defined in the in the same document as mentioned above.

## Initialize()

Calling this method will initialize the control and make it ready for use.

Prior to calling this method, all controls within the user control will be disabled.

## SaveOnExit()

When the 3rd party application closes, it is best practice to provide the end user the opportunity to save any changes made within the user control.

This can be done by calling the SaveOnExit method

If it is possible to abort the closing sequence then SaveOnExit can be called with showCancelButton = true. This will add a "Cancel" button to the message dialog.

### AppInterface

In order to fully integrate user control with the 3rd party application, it is necessary to implement functionality for most of the AppInterface's methods.

The AppInterface also has defined a number of properties that can be used to hide / show specific elements on the user control.

### Properties

**public const bool  
hasModel**

Set this property to 'true' when the 3rd party application supports interaction with (IFC) models such as getting and setting camera position, manipulating component visibility and creating snapshots.

**public const bool  
hasButtonBoundingBox**

Set this property to true when the 3rd party application supports bounding boxes (a.k.a. clipping planes or section planes). With the button the user can instruct the 3rd party application to set a bounding box around the part of the model visible at that moment.

See also the method SetBoundingBox.

**public const bool  
hasButtonQuickZoom**

Set this property to true when the 3rd party application when you wish to support the ability to change the current view by only changing only the camera position and avoiding any manipulation of component visibility.

**public const bool  
hasButtonToggleColor**

Set this property to true when the 3rd party application supports component coloring. With this button the user can choose to override component colors with colors specified in a viewpoint.

**public const bool**

### **hasButtonImportIssues**

Set this property when the 3rd party application supports the creation of multiple issues (e.g clash detection, saved viewpoints, test results) which can be imported directly into the issue list.

See also the method `ImportIssues`.

When enabled, you can define the text used for the import button by defining the property **importIssuesToolTip**

**public const bool**

### **hasButtonMinMax**

Set this property to allow the user control to provide a button with will toggle the user control between its normal and a minimal layout.

**public static bool**

### **hasComponentsInViewpointOptionVisible**

Set this property to allow the “Visible” option to be added to the Component in Viewpoint feature in the Add Issue dialog.

This feature can be disabled when your application does not add components to viewpoints or if your application only adds with selected components.

**public static bool**

### **hasComponentsInViewpointOptionSelected**

Set this property to allow the “Selected” option to be added to the Component in Viewpoint feature in the Add Issue dialog.

This feature can be disabled when your application does not Set this property to allow the “Visible” option to be added to the Component in Viewpoint feature in the Add Issue dialog.

This feature can be disabled when your application does not add components to viewpoints or if your application does not work with selected components.

**public static bool**

### **hasSaveSelectionAsSelectedComponentsOption**

Set this property to enable the “Save selection as...” feature in the Add Issue dialog.

This feature can be disabled when your application does not add components to viewpoints or if your application does not work with selected components.

## Methods

### **public static void**

#### **Set...Delegate()**

public static void

These 'Delegate' methods can be used by the user control to specify the delegates for various helper functions.

Do not modify these methods.

The helper function can be used by the 3rd party developer:

#### **void AddZoomMessage(string message)**

In the case where the 3rd party application is not able to recreate the view during a zoom to (see ZoomTo3D method) an error message can be defined using this helper function.

The error message can be composed of one or more messages; each added with a call to AddZoomMessage.

#### **void ShowZoomMessage( )**

In the case where the 3rd party application is not able to recreate the view during a zoom to (see ZoomTo3D method) the error message icon can be made visible on the user control using this helper function.

Clicking on the message icon will result in the message being shown defined using the AddZoomMessage helper function.

#### **string AddIssues(List<Issue> issues)**

This helper function will allow the 3rd party application to define a list of issues to be pushed to the user control.

See template code for more information.

```
string GetDictionariesDelegate(ref Dictionary<uint, Entry> statuses,  
                               ref Dictionary<uint, Entry> types,  
                               ref Dictionary<uint, Entry> priorities,  
                               ref Dictionary<uint, Entry> labels,  
                               ref Dictionary<uint, Entry> assignedTos,  
                               ref Dictionary<uint, Entry> areas,  
                               ref Dictionary<uint, Entry> milestones)
```

This helper function will allow the 3rd party application to retrieve the values currently used by the BIMcollab space it is connected to.

These values should be used when creating a list of issues to be pushed to the user control.

See template code for more information.

**public static string**

**GetLanguageFilePath()**

This method shall return the full path to the folder containing the languages sub-folder including the final backslash.

Returning an empty string will result in the custom control looking for the language files in the current working directory.

**public static string**

**GetApplicationName()**

This method shall return a string contains the name of the application using the custom control.

The name will be used for various error/message dialogs.

**public static string**

**GetToken()**

This method shall return the application specific token needed to connect to a BIMcollab space in the form of a string.

This token will have been provided to you by KUBUS.

**public static string**

**GetRegistryValuePrefix()**

This method shall return a prefix which will be used by the user control to store application specific settings in the registry.

The prefix used must be unique and will be provided to you by KUBUS.

**public static bool**

**CreateSnapshot(String snapshotPath)**

This method shall create a snapshot of the current view in the 3rd party application and store it in the folder specified by snapshotPath.

The snapshot must be stored in .png format and be named "snapshot.png"

Return 'true' when the method succeeds.

### **public static bool**

#### **OkToSetView(ref String message, ref Boolean is2D, Boolean resetView = false)**

This method shall return whether or not it is allowed to receive viewpoint information from 3rd party application's current view.

The parameter *message* is deprecated and is no longer used by the user control.

Parameter *is2D* is used to indicate to the user control whether the current view is a 2D view (true) or a 3D view (false)

Parameter *resetView* is used to indicate if the user is updating an existing viewpoint (true) or a new viewpoint is being created (false);

### **public static void**

#### **SetView2D(ViewPoint viewpoint, Settings settings)**

This method will allow the 3rd party application to provide 2D viewpoint information to the user control based on the current view.

The parameter *viewpoint* will contain the viewpoint information.

The parameter *settings* provides information about the currently selected settings in the user control. See 'Settings' for more detailed information.

See 'Viewpoint Usage' for details about working with viewpoints.

### **public static bool**

#### **SetView3D(ViewPoint viewpoint, Settings settings)**

This method will allow the 3rd party application to provide 3D viewpoint information to the user control based on the current view.

The parameter *settings* provides information about the currently selected settings in the user control. See 'Settings' for more detailed information.

Return 'true' when the method succeeds.

See 'Viewpoint Usage' for details about working with viewpoints.

### **public static void**

#### **ZoomTo2D(ViewPoint viewpoint, Settings settings)**

This method will allow the 3rd party application to recreate a 2D view based on the provided viewpoint information.

The parameter *settings* provides information about the currently selected settings in the user control. See 'Settings' for more detailed information.

Returns 'true' when the method succeeds.

See 'Viewpoint Usage' for details about working with viewpoints.

### **public static void**

#### **ZoomTo3D(ViewPoint viewpoint, Settings settings, bool fullZoom, bool controlKeyPressed = false)**

This method will allow the 3rd party application to recreate a 2D view based on the provided viewpoint information.

The parameter *settings* provides information about the currently selected settings in the user control. See 'Settings' for more detailed information.

The parameter *fullZoom*, relates to the current status of the QuickZoom button in the user control.

- When true the 3D view should be recreated taking all viewpoint attributes into account.
- When false the 3D view should be recreated by changing the camera position only.

The parameter *controlKeyPressed* is set to true when the control key was pressed when the action to trigger the ZoomTo3D was performed. The 3rd party application can implement an alternative zoom action based on this parameter (e.g. change the projection mode).

See 'Viewpoint Usage' for details about working with viewpoints.

Returns 'true' when the method succeeds.

See 'Viewpoint Usage' for details about working with viewpoints.

### **public static bool**

#### **CreateComponentCache(ViewPoint viewpoint)**

This method shall implement adding the viewpoints components to the component data cache. This cache can be used to prevent superfluous retrieval of component data from the 3rd party application. How and which data to cache is up to the developer of the ApplInterface.

Can be left empty when caching is not needed.

### **public static Boolean**

#### **SelectComponent(String ifcGuid)**

This method will allow the 3rd party application to select the component identified by the provided IFC GUID.

This will be called when a component is selected in the 'viewpoint info' dialog.

### **public static String**

#### **GetComponentIfcType(String ifcGuid)**

This method will allow the 3rd party application to provide the user control with the IFC type of the component identified by the provided IFC GUID.

This will be called when the 'check components' button is clicked in the 'viewpoint info' dialog.

### **public static void**

#### **SetBoundingBox()**

This method will allow the 3rd party application to create a bounding box around the visible components in the current 3D view.

This will be called when the 'create sectionbox' button is clicked in the user control.

### **public static void**

#### **ImportIssues()**

This method will allow the 3rd party application to create a list of issues to be imported from for instance a clash check.

This will be called when the 'Import Issues' button is clicked in the user control.

See template code for more information.

### Settings

The settings object received will indicate which options are selected in the user control when creating or recreating a view.

#### *bool showComponentColor*

This value indicates if the 'use override colors' buttons is enabled. When true then the 3rd party application should use any color information in the provided viewpoint when recreating the view.

#### *uint maxNumberOfComponents*

This value indicates the maximum number of components allowed in a viewpoint. If more than the maximum is added then the component list will be ignored while creating the issue.

#### *bool linkVisibleObjects*

This value indicates if 'visible' is selected in the 'components in viewpoint' pulldown in the 'add issue' dialog.

When true then all visible components in the current view in the 3rd party application should be added to the viewpoint.

#### *bool linkSelectedObjects*

This value indicates if 'selected' is selected in the 'components in viewpoint' pulldown in the 'add issue' dialog.

When true then only the selected components in the current view in the 3rd party application should be added to the viewpoint.

#### *bool linkNoObjects*

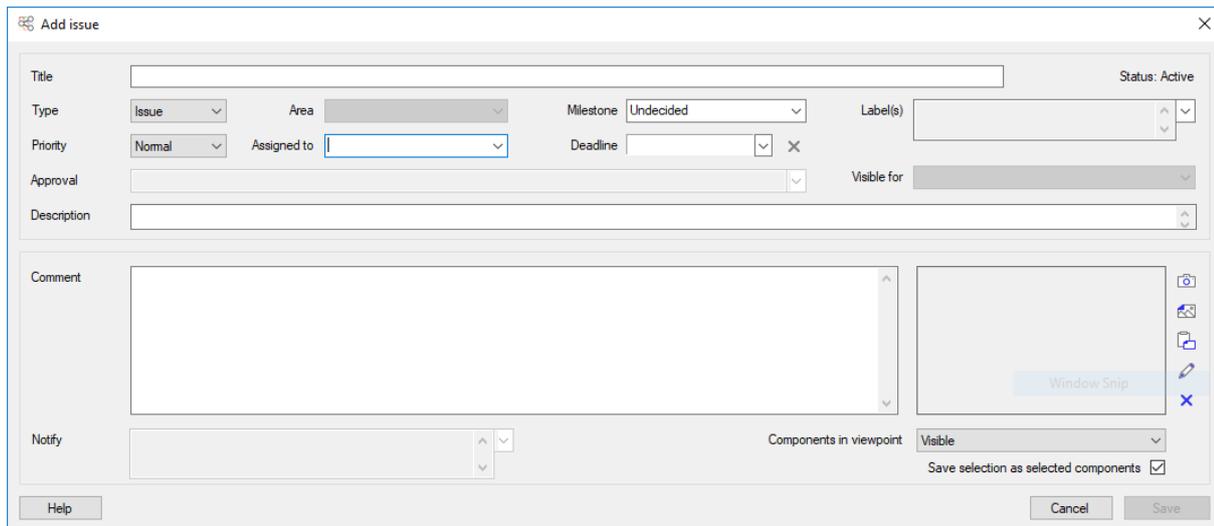
This value indicates if 'none' is selected in the 'components in viewpoint' pulldown in the 'add issue' dialog.

When true then no components should be added to the viewpoint.

*bool saveSelected*

This value indicates the 'Save selection as selected components' checkbox is checked in the 'add issue' dialog.

When true then any components being added to the viewpoint which are selected in the 3rd party application's current view should also be marked as selected in the viewpoint.



## Viewpoint usage

The ViewPoint class is an empty container for cameras, settings, components and clipping planes.

### Setup ViewPoint

To create a ViewPoint a camera must be created

For a 3D viewpoints the CameraPerspective and the CameraOrthogonal can be used.

For 2D viewpoints the CameraDrawing is available.

Create one of those cameras and store it in their respective viewpoint class members.

3D cameras use 3 parameters to define them: location, direction and upvector. All dimensions are in meters

- 'location' is a Point3D defining the camera position
- 'direction' is a Vector3D defining the direction the camera looks into.
- 'upVector' is a Vector3D that defines the rotation of the camera around its looking direction.
- 'fieldOfView' (perspective) relates to the camera's view angle
- 'viewToWorldScale' (orthogonal) defines the relation between the actual area in view and the camera's image.

A 2D camera has 4 doubles that define the 2d area the camera sees.

- viewLeftTop\_X
- viewLeftTop\_Y
- viewRightBottom\_X
- viewRightBottom\_Y
- viewName is use to give the view a name
- viewPortClient is used to identify the application used to create the CameraDrawing.

Once the camera is defined, other elements such as components and clipping planes can be added to their respective collections.

## Components

Components are defined by an ifc guid and some viewing properties:

- color (color overlay)
- selected (show the component in selected state)
- visibility (component should be shown (true) or hidden (false)).

Depending on the visibility of the components in the set, it shall be used to hide the components or hide the rest of the model(s).

All components with a color or that are selected shall not be taken into account for the visibility calculation, they are visible by default.

If all the other components are visibility == false the components shall be hidden from the model.

When there is at least one component with visibility == true, all models must be hidden and all components with visibility == true shall be shown.

After the setup of the view, the components with colors or selection must be show in a matching state.

### Creating a component set

The Settings class in the ViewPoint contains a number of parameters that must be taken into account when using a component collection:

Settings.showComponentColor is set to false when the user has chosen to ZoomTo without using the color option.

Settings.maxNumberOfComponents is set to the max number of components allowed in the component set.

Settings.linkVisibleObjects is set to true when the component collection must be created from only the visible components.

Settings.linkSelectedObjects is set to true when the component collection must be created from the selected components.

Settings.saveSelected is set to true when the selected state must be saved with the selected components.

### ClippingPlanes

Clipping planes are specified by a location (Point3D) and a direction (Vector3D). The location pins the clipping plane to a location in the model, the direction defines the normal of the clipping plane. The side of the clipping plane the direction points into the area of the model that should be clipped away.

### Modeless Dialogs and Multi Threading

When using the customer control in a modeless dialog it is important to note that the apartment state of the thread running that dialog is set to 'single-threaded apartment'. Not doing so will result in the control not being able to make use of standard windows resources such as Open, Save and Select dialogs.

The following code snippet demonstrates the correct way to initialize the thread:

```
private void button1_Click(object sender, EventArgs e)
{
    Thread modelessThread = new Thread(StartBCFManager);
    modelessThread.IsBackground = true;
    modelessThread.SetApartmentState(ApartmentState.STA);
    modelessThread.Start(this);
}

private static void StartBCFManager(object here)
{
    Form2 form2 = new Form2();
    form2.ShowDialog();
}
```