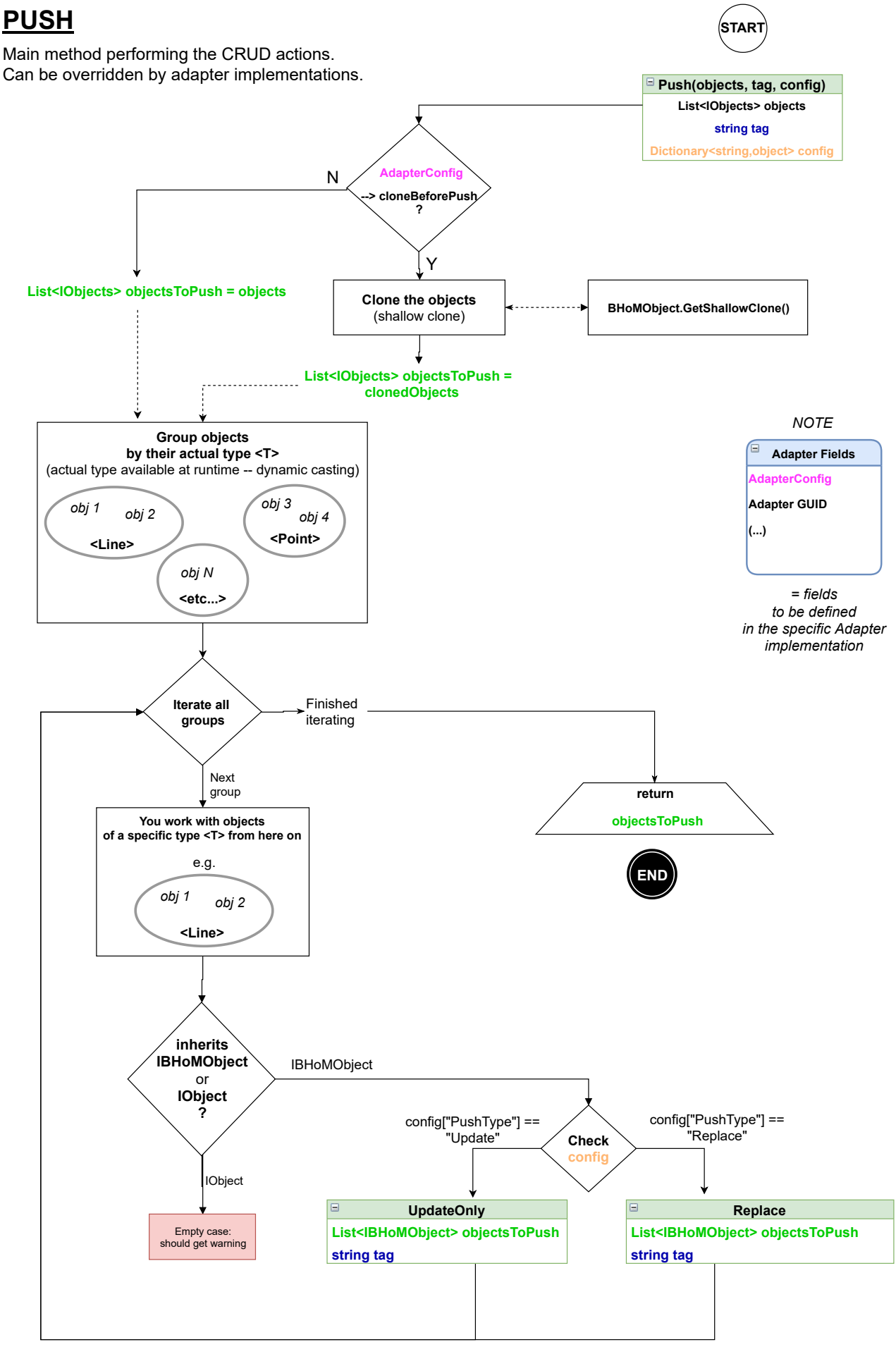
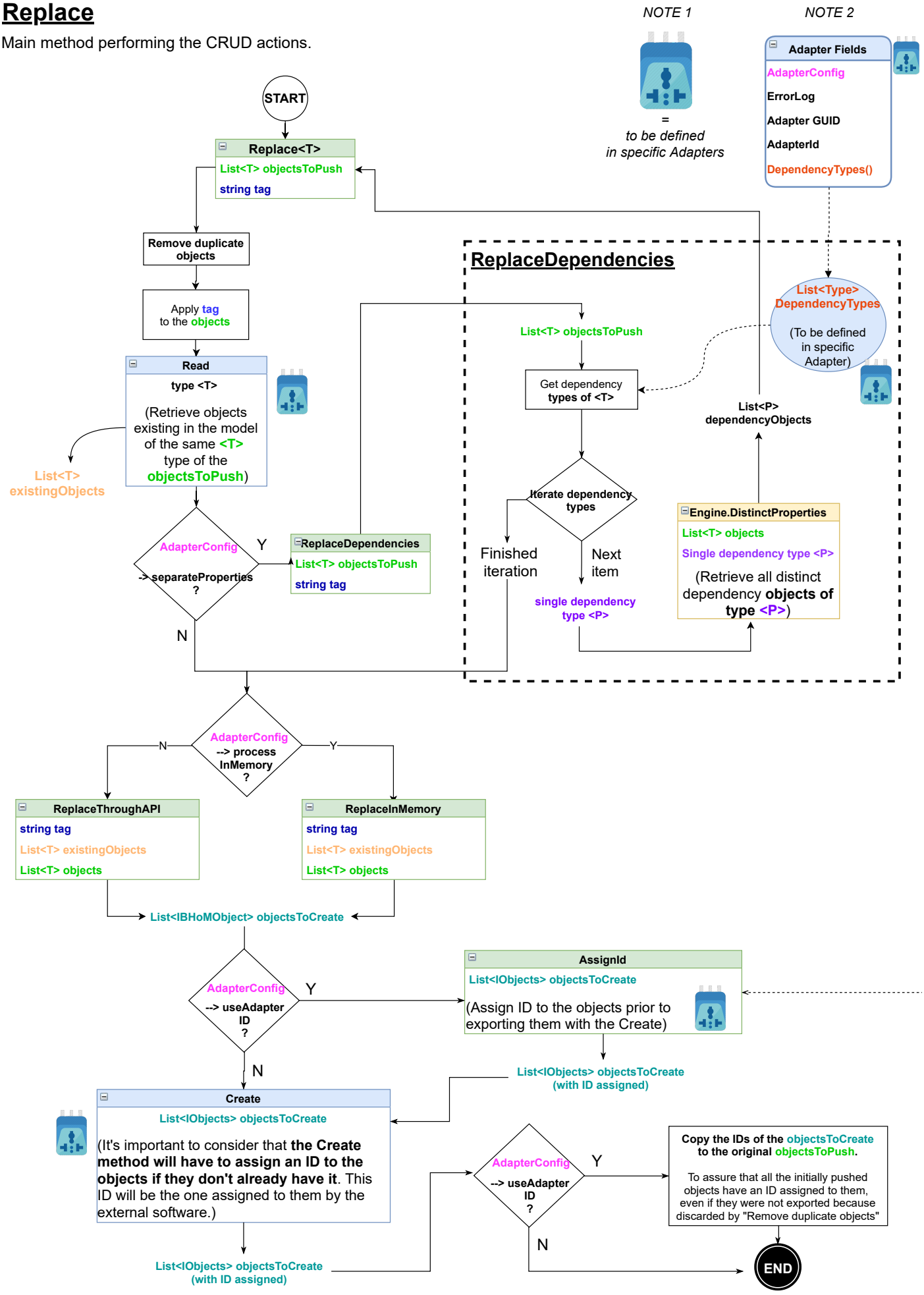
PUSH

Main method performing the CRUD actions.
Can be overridden by adapter implementations.



Replace

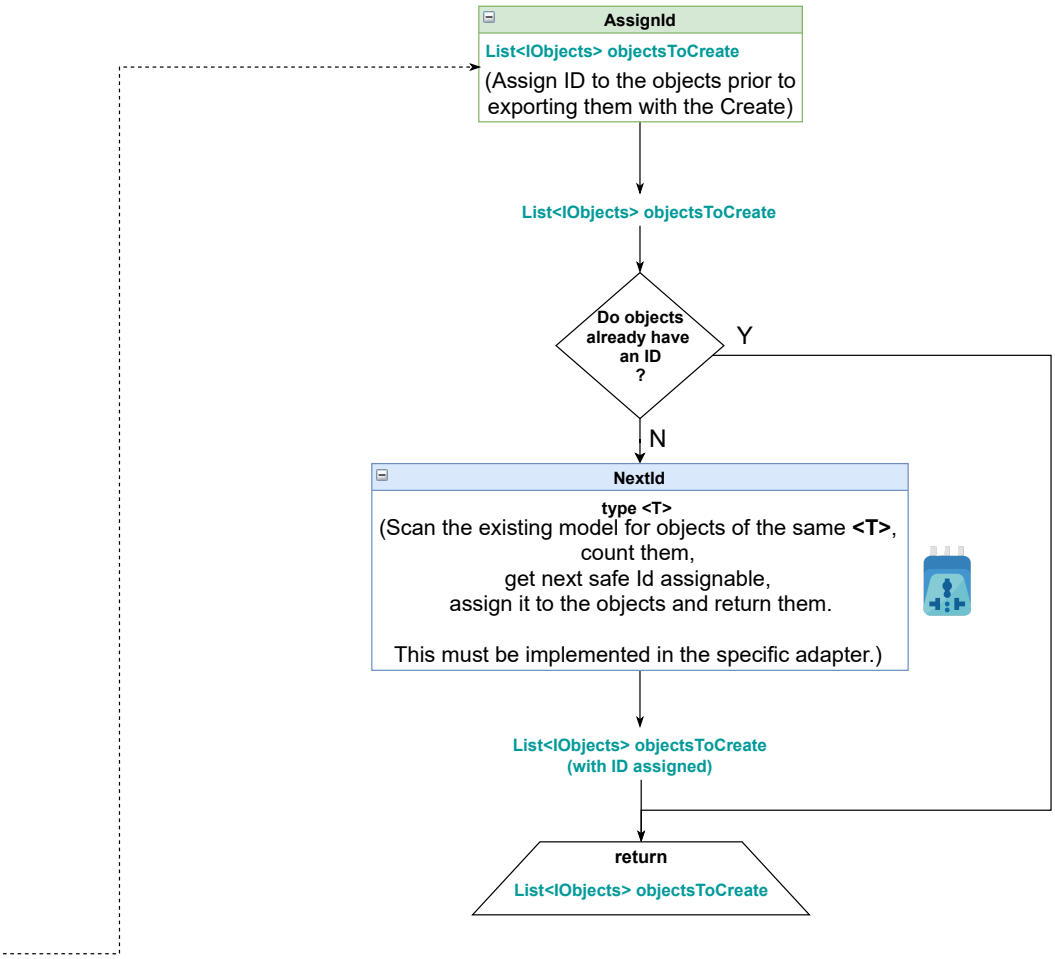
Main method performing the CRUD actions.



AssignId method

This method assigns a safe ID to the objects before attempting to export them.

Text



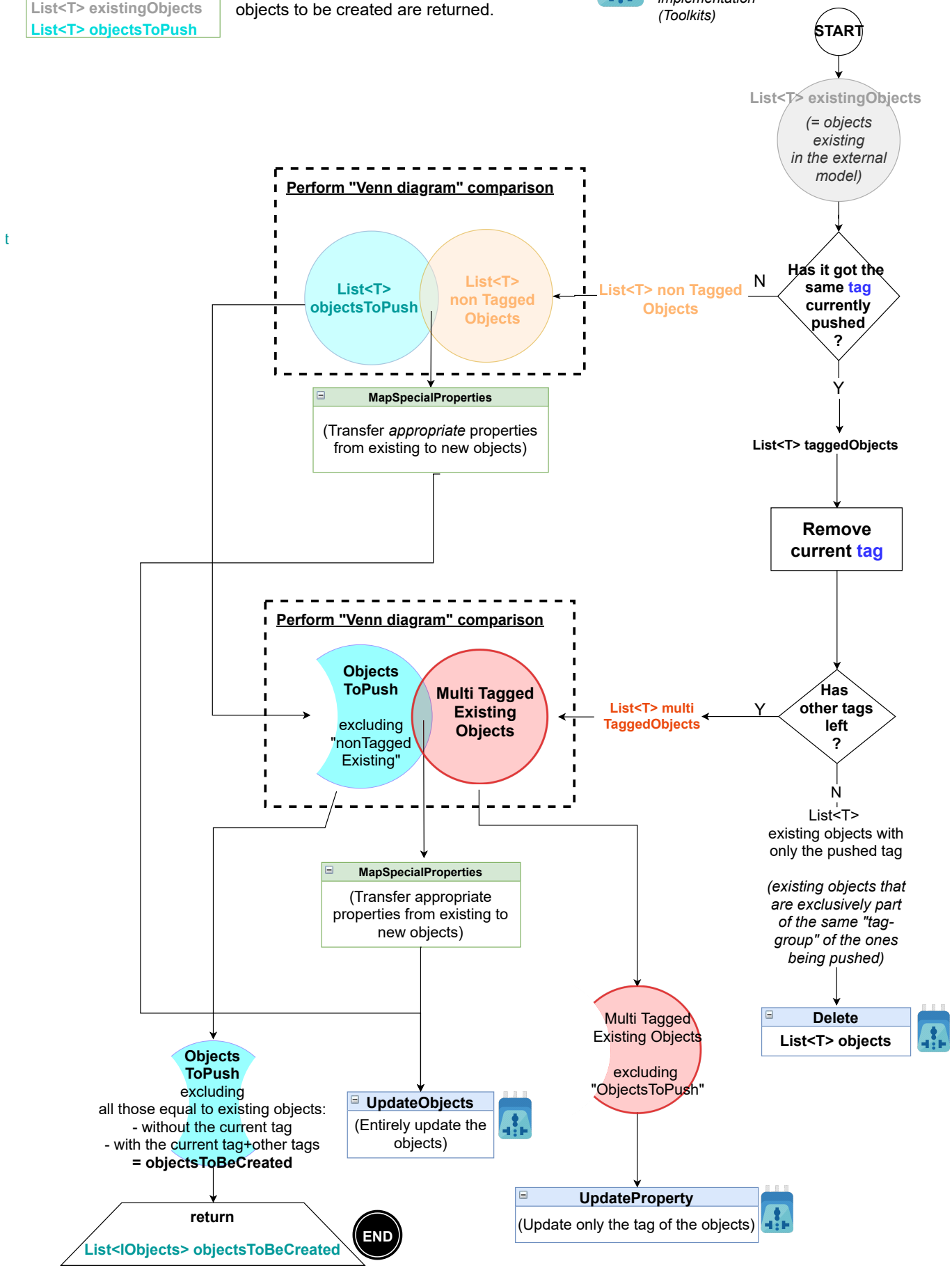
ReplaceThroughAPI (current)

ReplaceThroughAPI
string tag
List<T> existingObjects
List<T> objectsToPush

Performs various CRUD actions with the existing model **except** creating objects; objects to be created are returned.

NOTE

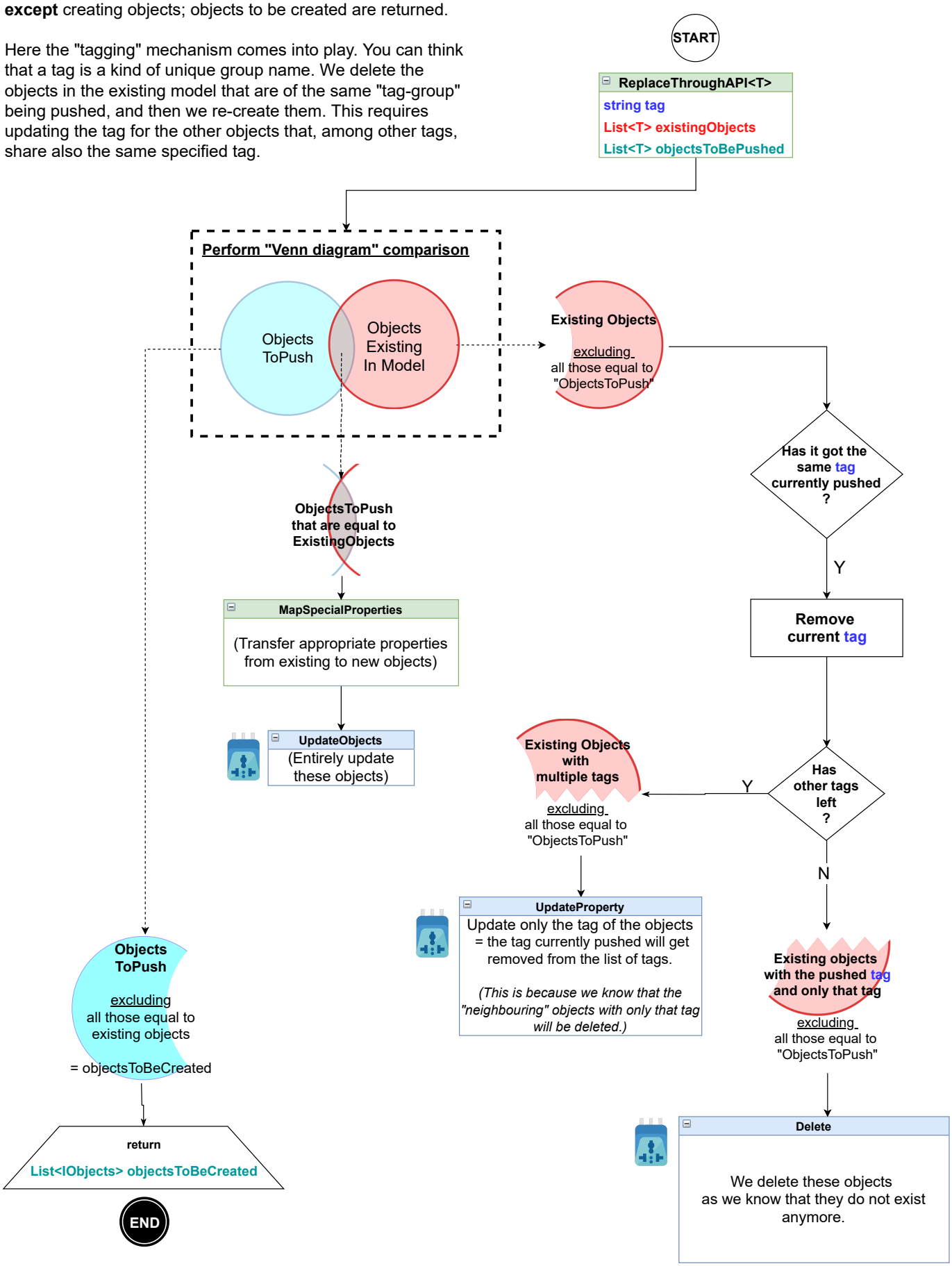
represents methods to be defined in specific Adapter implementation (Toolkits)



ReplaceThroughAPI (proposed)

Performs various CRUD actions with the existing model **except** creating objects; objects to be created are returned.

Here the "tagging" mechanism comes into play. You can think that a tag is a kind of unique group name. We delete the objects in the existing model that are of the same "tag-group" being pushed, and then we re-create them. This requires updating the tag for the other objects that, among other tags, share also the same specified tag.

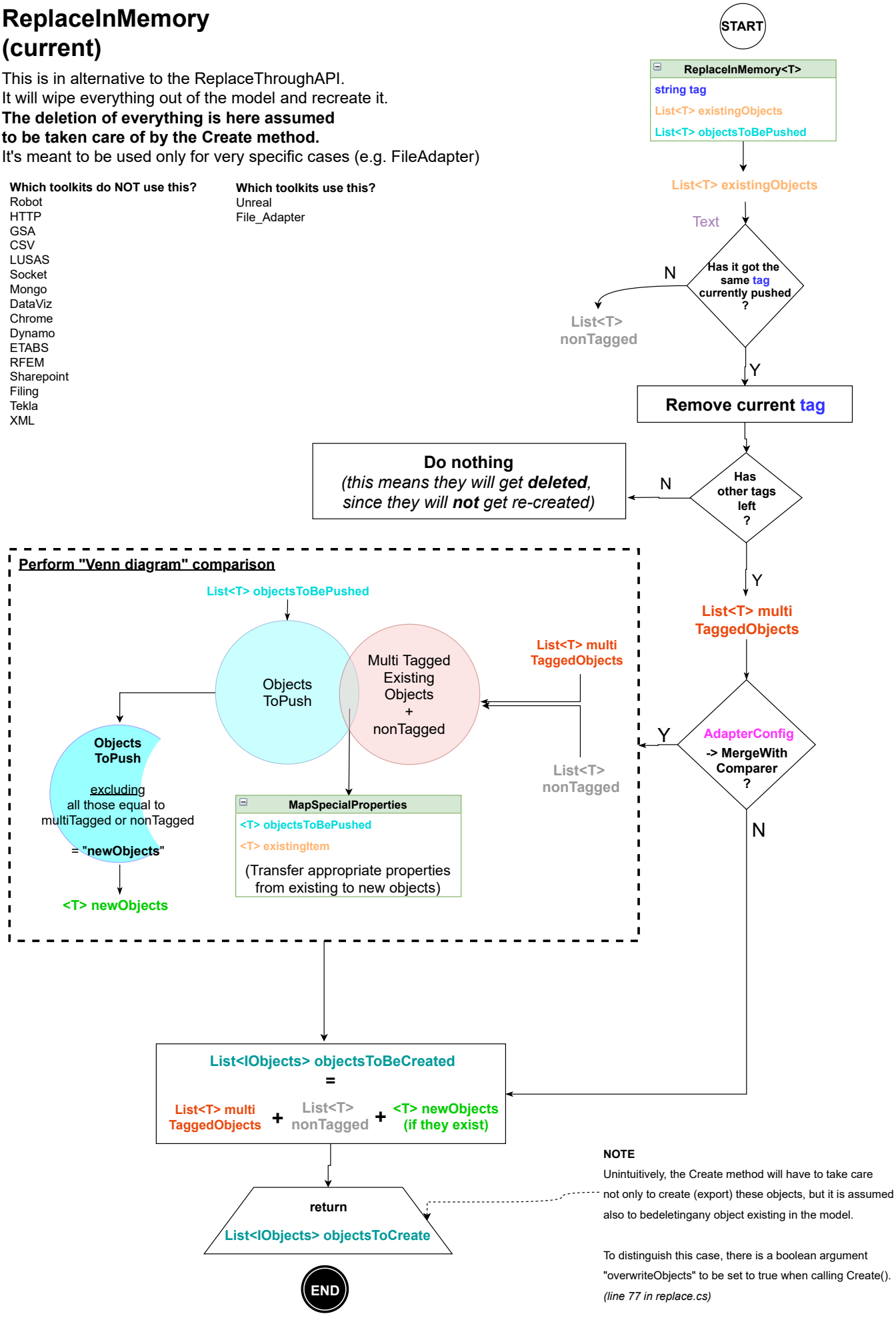


ReplaceInMemory (current)

This is in alternative to the ReplaceThroughAPI.
It will wipe everything out of the model and recreate it.
The deletion of everything is here assumed to be taken care of by the Create method.
It's meant to be used only for very specific cases (e.g. FileAdapter)

Which toolkits do NOT use this?
Robot
HTTP
GSA
CSV
LUSAS
Socket
Mongo
DataViz
Chrome
Dynamo
ETABS
RFEM
Sharepoint
Filing
Tekla
XML

Which toolkits use this?
Unreal
File_Adapter



NOTE

Unintuitively, the Create method will have to take care not only to create (export) these objects, but it is assumed also to bedeletingany object existing in the model.

To distinguish this case, there is a boolean argument "overwriteObjects" to be set to true when calling Create().
(line 77 in replace.cs)

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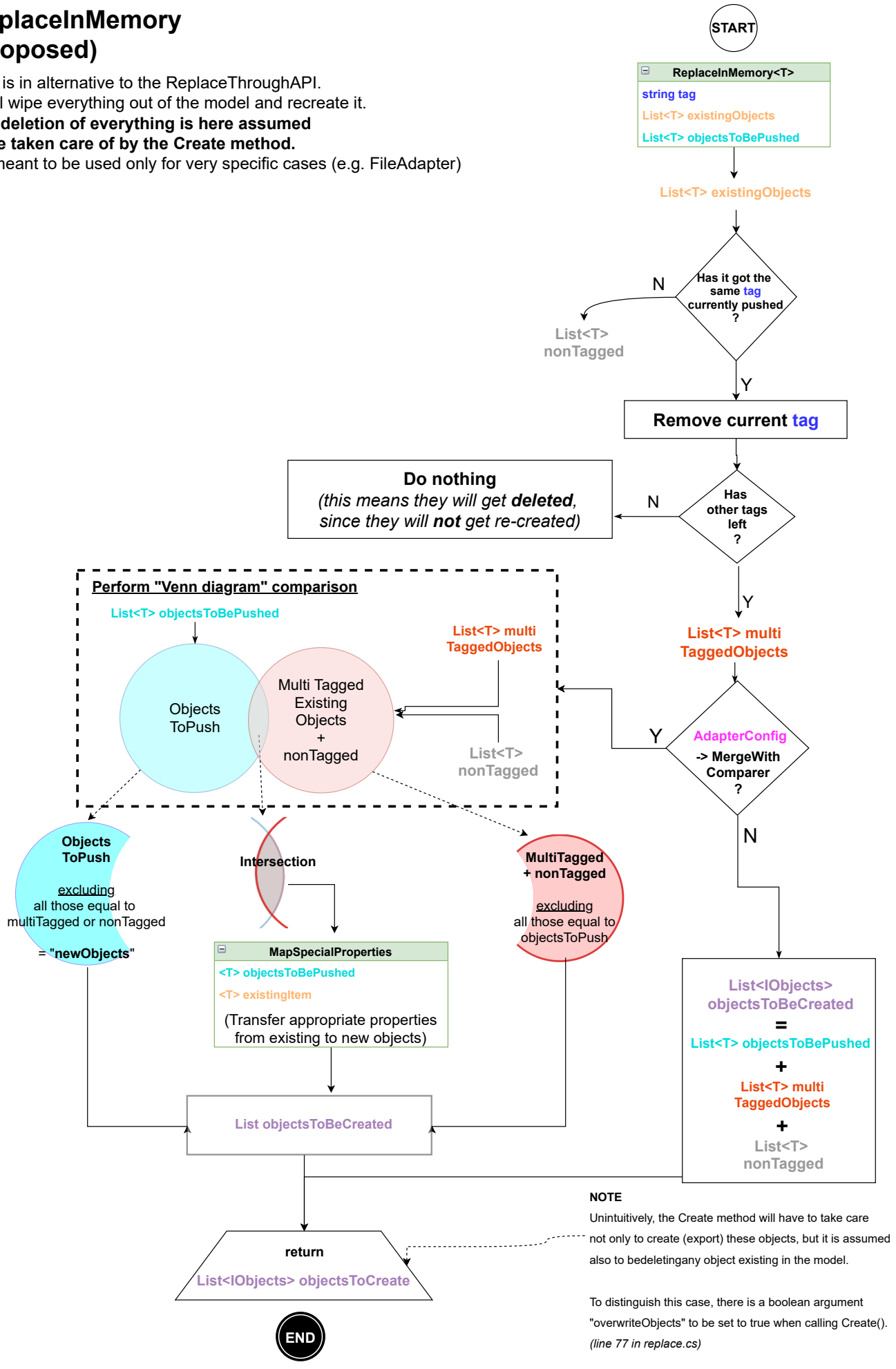

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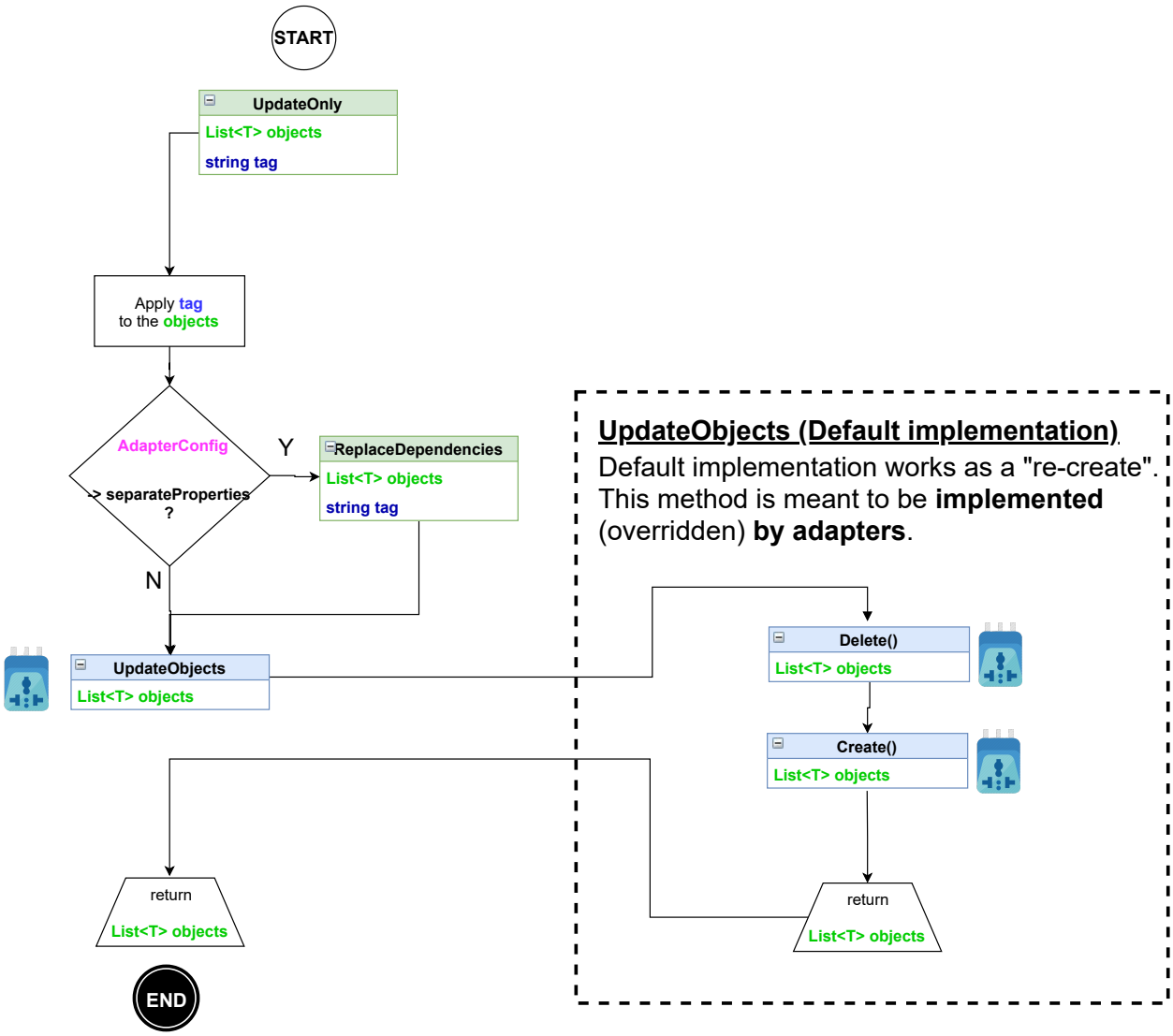
UpdateOnly

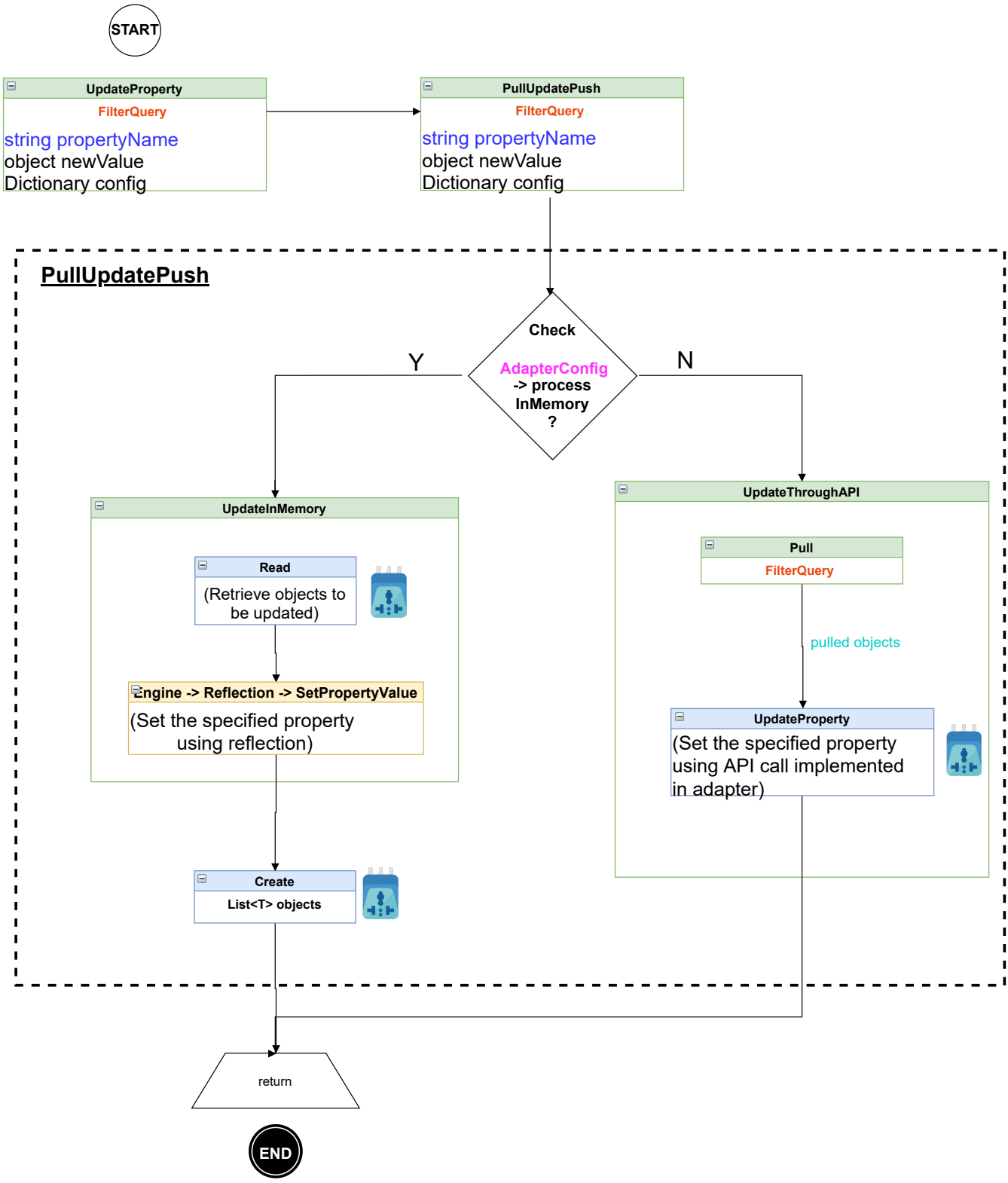
Adapter wrapper of the concrete UpdateObjects method



UPDATEPROPERTY
(Public Adapter Method)

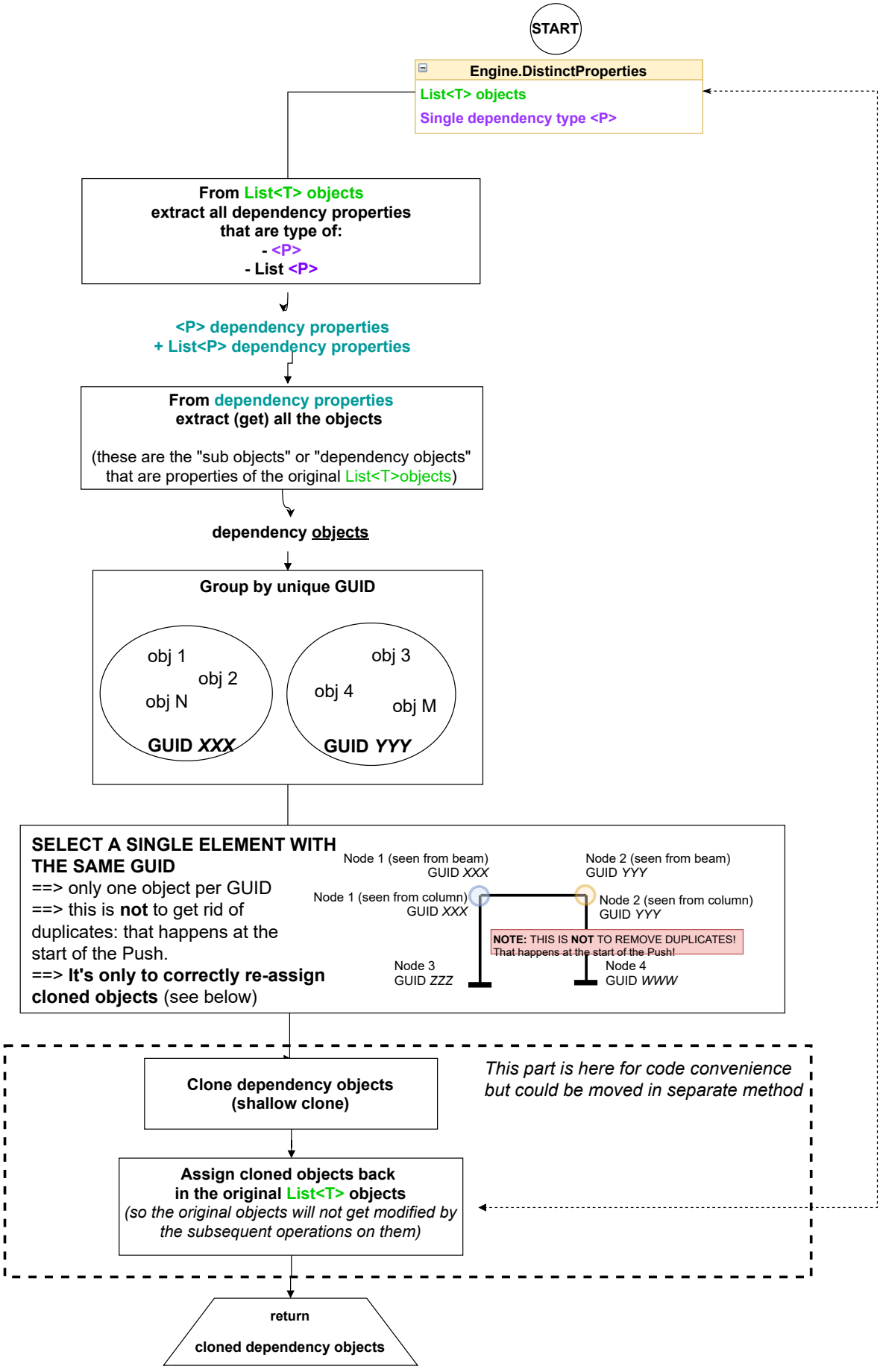
Default implementation of the method commonly used to update a single property of specified objects (e.g. only the tag).

This method can be overridden by adapters.
Not to be confused with the UpdateProperty() Protected Abstract CRUD Method.



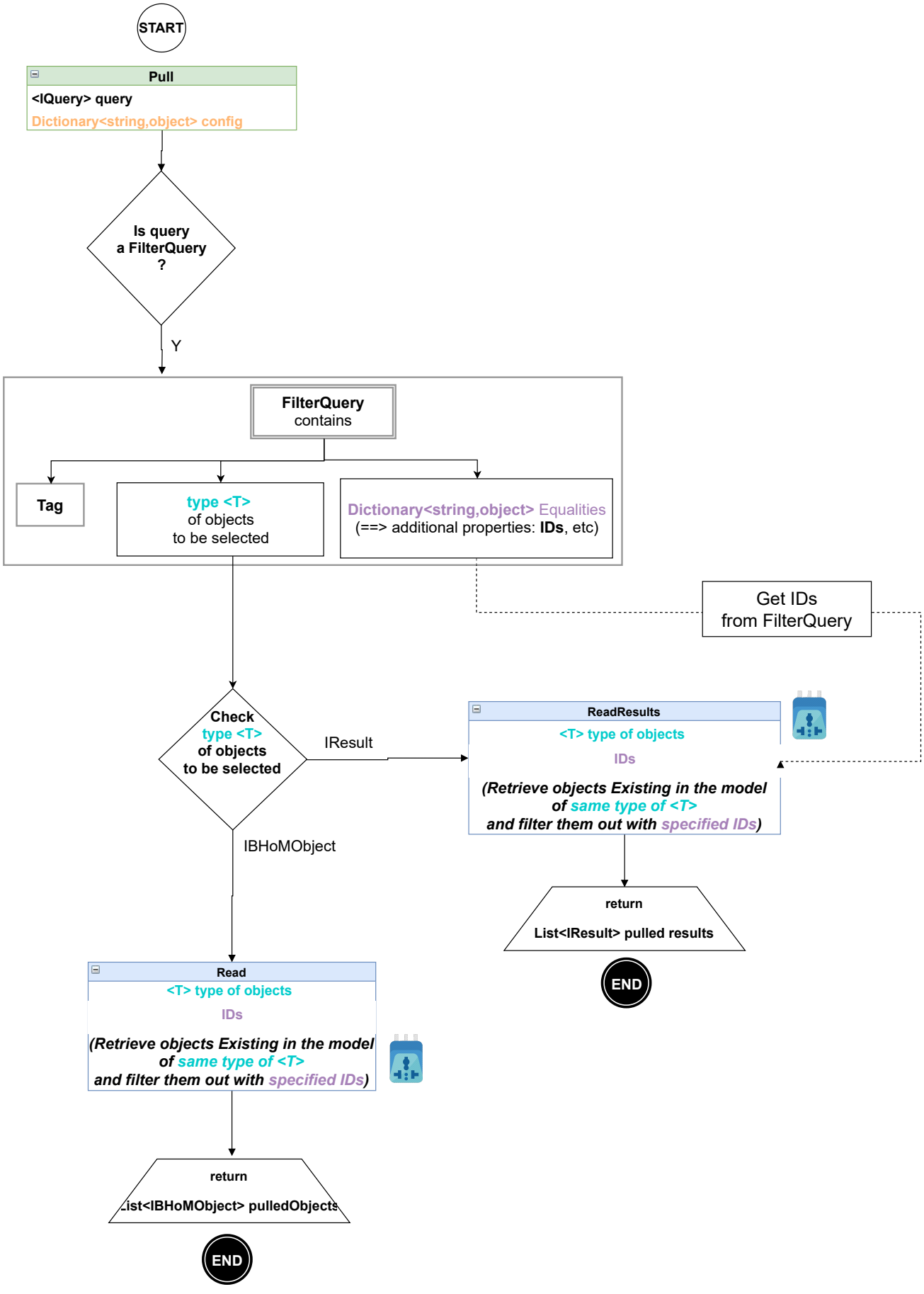
Engine.DistinctProperties

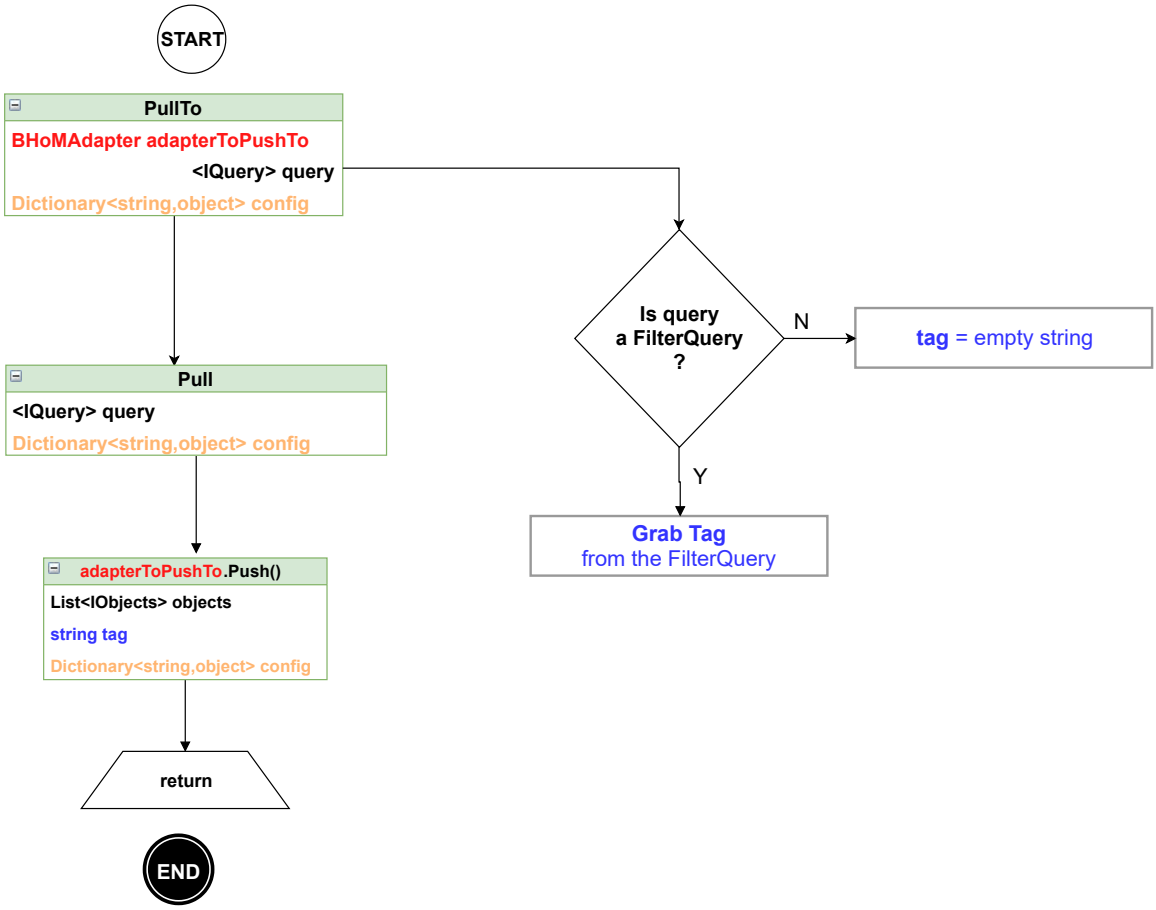
Retrieves all distinct dependency properties of a specified type <P>
of the input objects of type <T>



PULL

Main method performing the Read of an existing model.
Can be overridden in concrete adapter implementations.



PULLTO

"Move" component in the UI.
Transfers the content of an exported model from one adapter to another,
without passsing through the UI, saving RAM and performance.