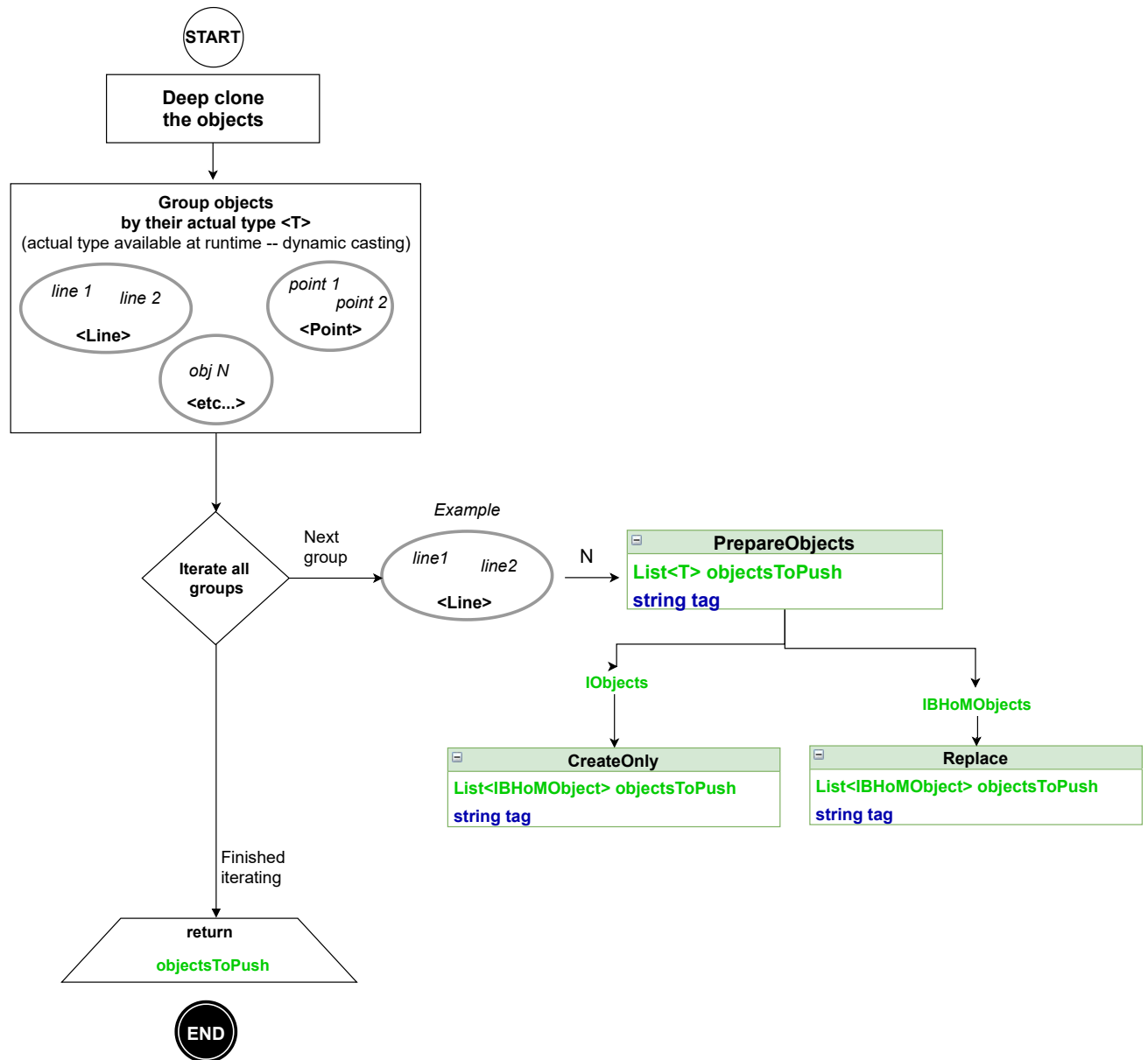


PUSH

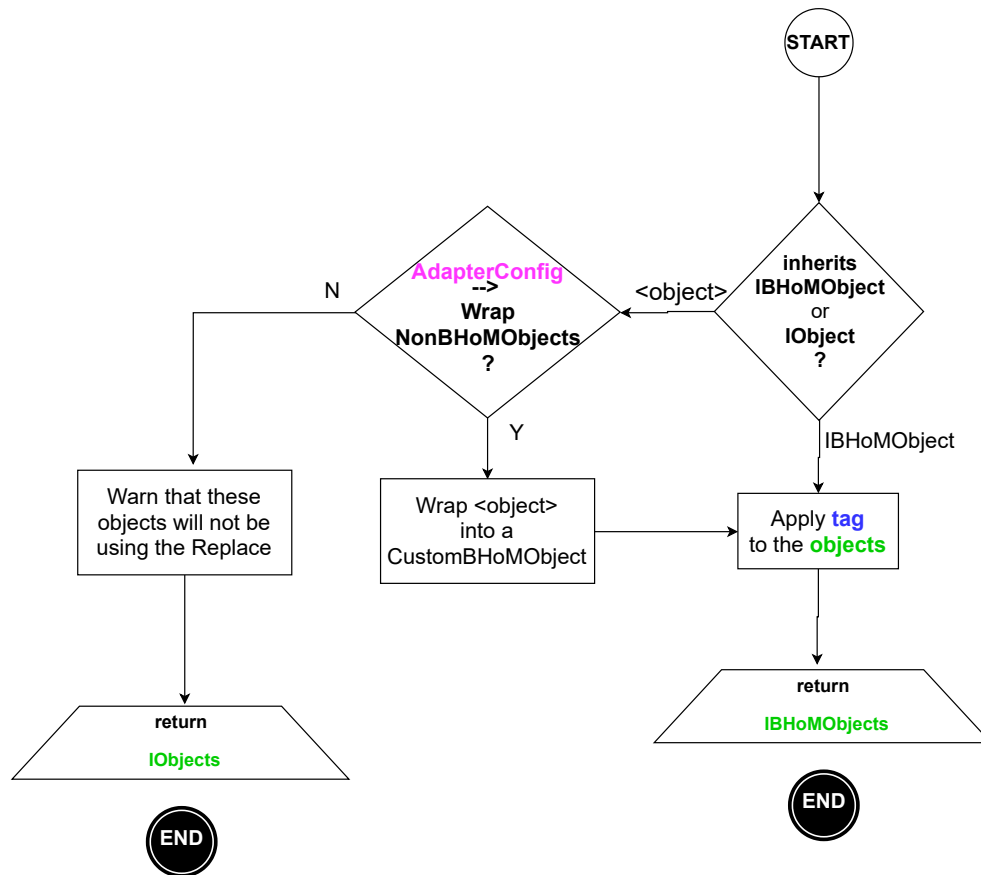
```
Push(objects, tag, config)
List<IObjects> objects
string tag
Dictionary<string,object> config
```

Can be overridden by adapter implementations.



PrepareObjects

PrepareObjects
List<T> objectsToPush
string tag



Replace

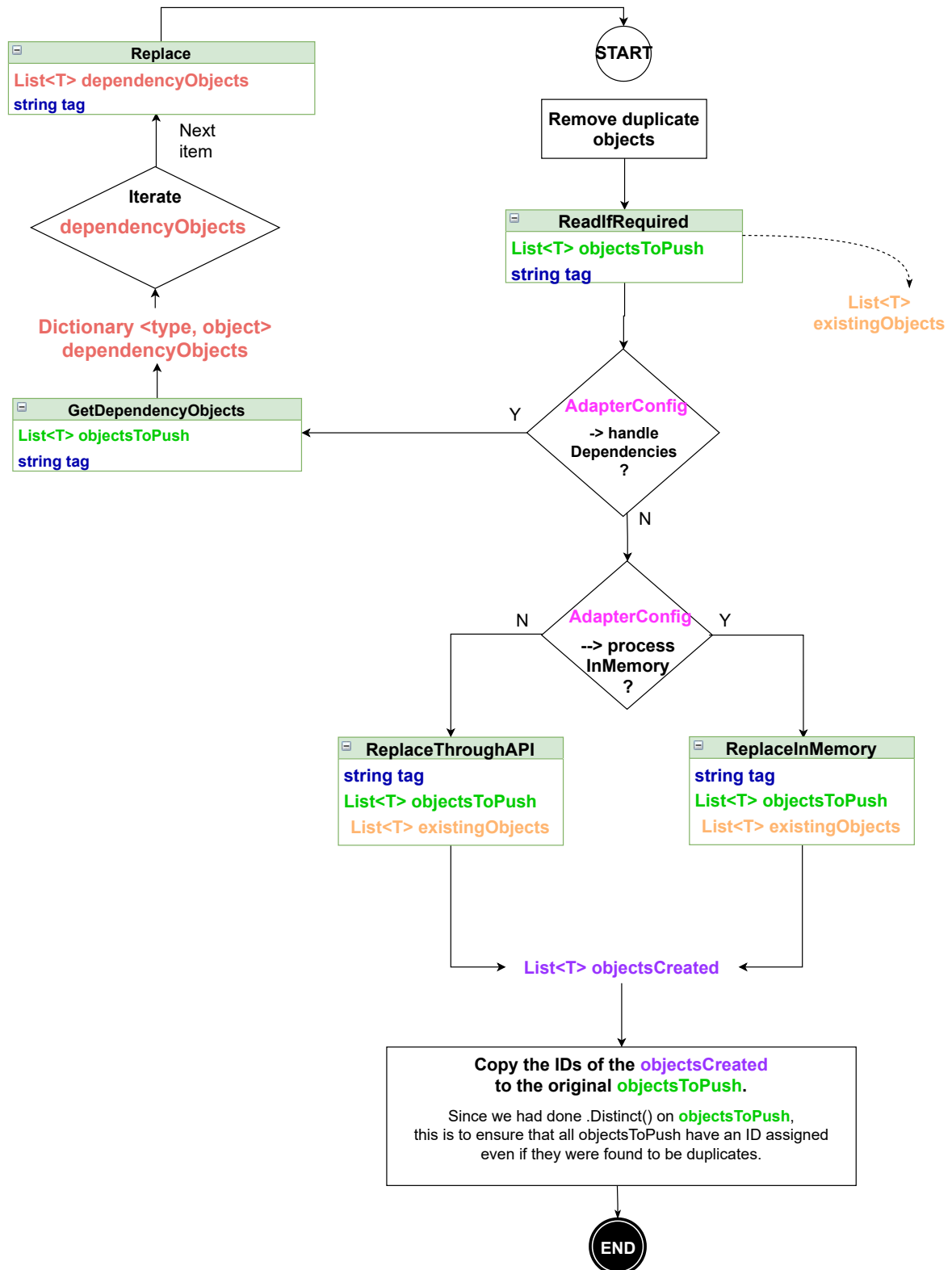
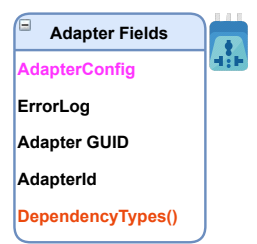


NOTE 1



=
to be defined
in specific Adapters

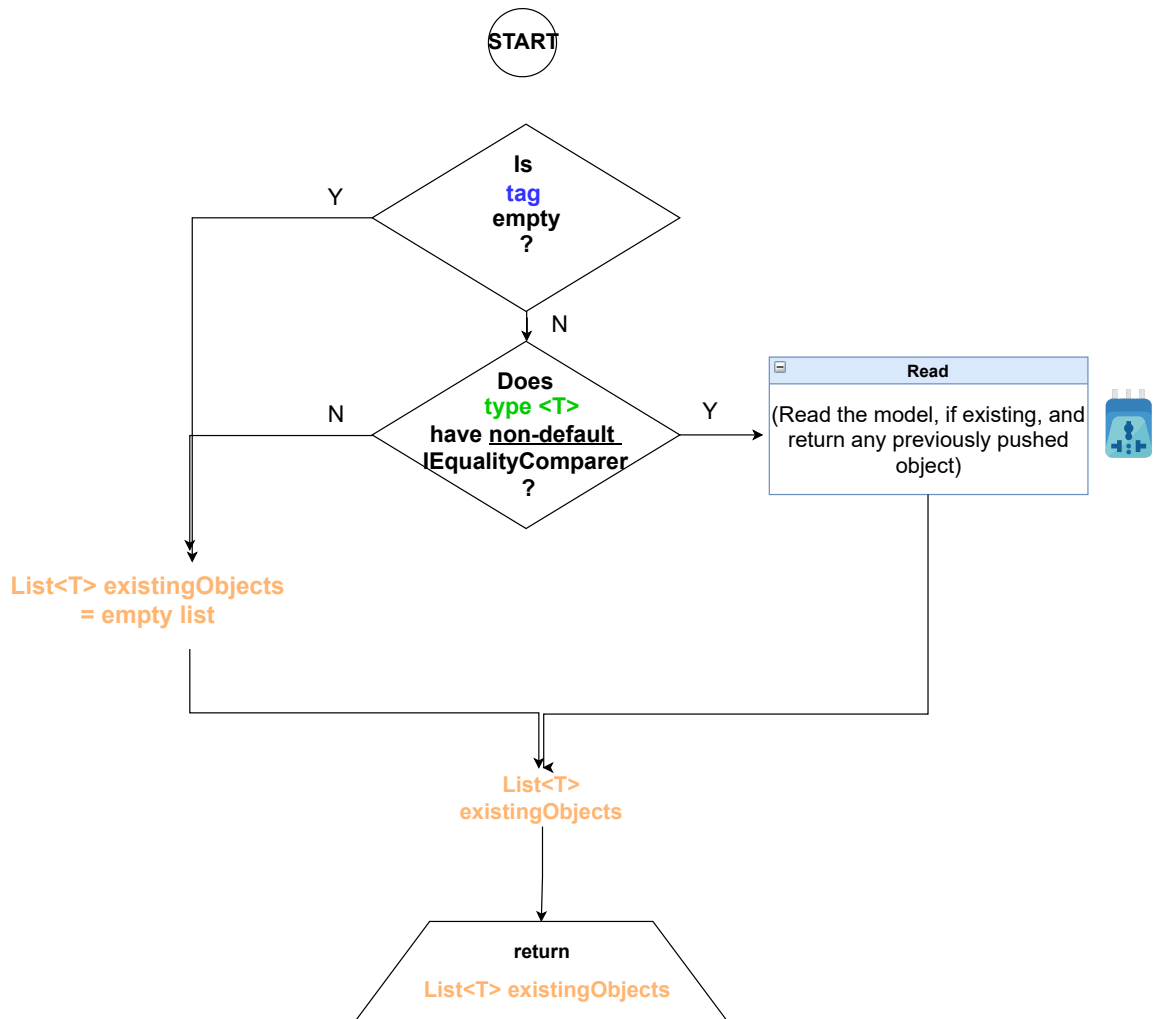
NOTE 2



ReadIfRequired

ReadIfRequired
List<T> objectsToPush
string tag

Calls Read if tags and comparers are meaningful to the rest of the CRUD.



ReplaceDependencies -> GetDependencyObjects

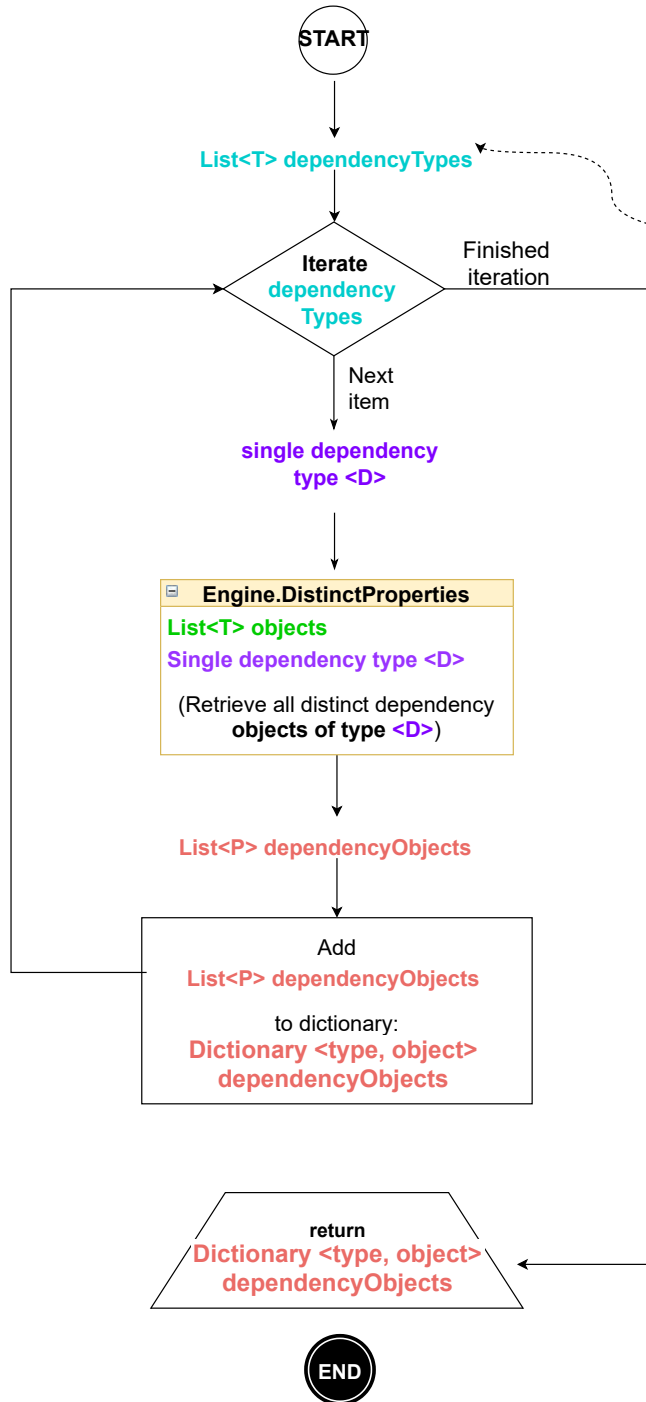
```
ReplaceDependencies
List<T> objectsToPush
string tag
Dictionary<string,object> config
```

NOTE

```
Adapter Fields
AdapterConfig
ErrorLog
Adapter GUID
AdapterId
DependencyTypes()
```



to be defined
in specific Adapters



CHAT Arnaud&AI 27/06/2019

Dependency Types should be conceptually moved into the Convert part of the Adapter. Could be just moving the field there.

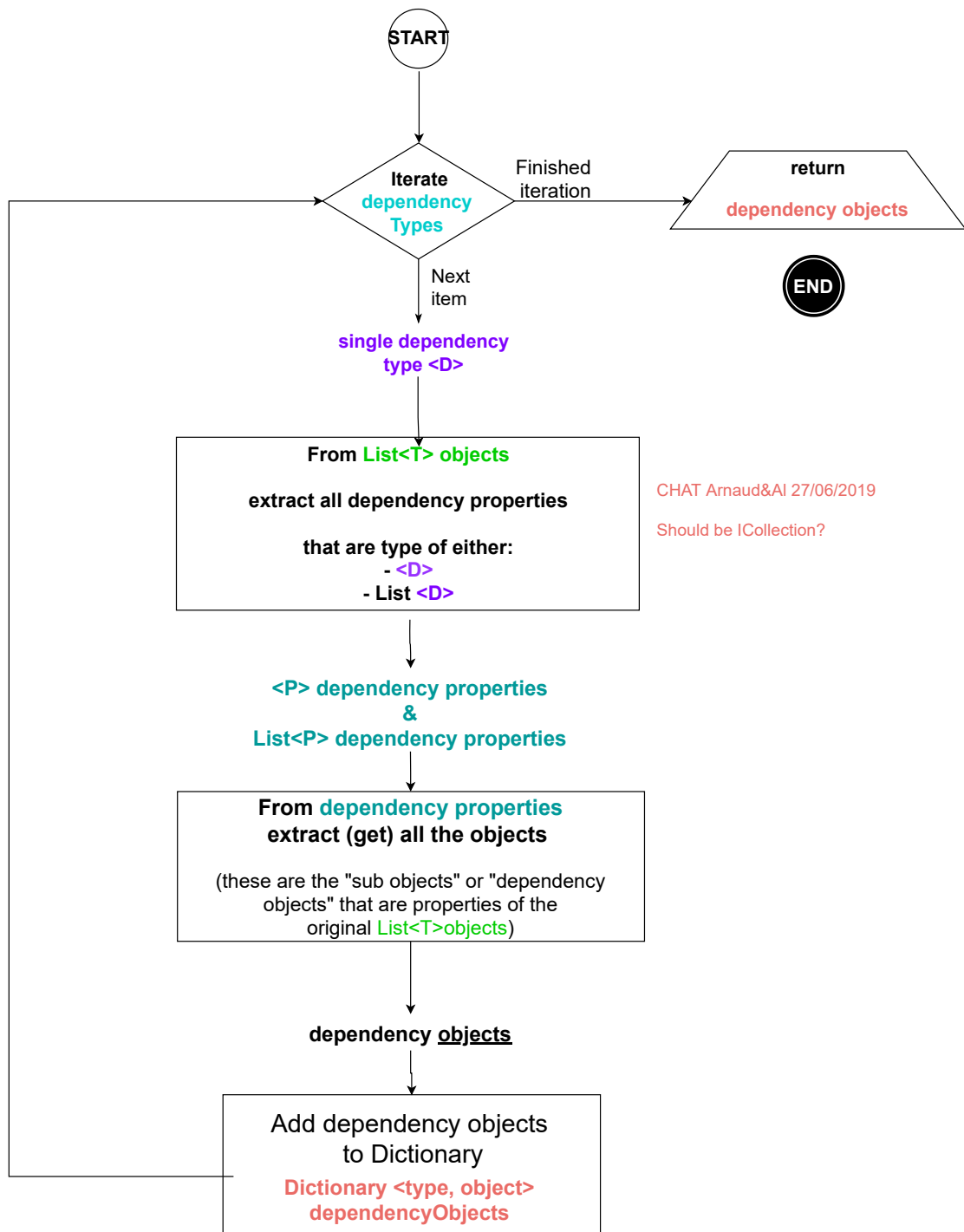
In the long term we should have it "embedded" in the single Convert methods (e.g. as a parameter to be fed to the Convert method if a certain type has dependencies.

Engine.DistinctProperties --> Engine.GetDependencyObjects

Engine.GetDependencyObjects

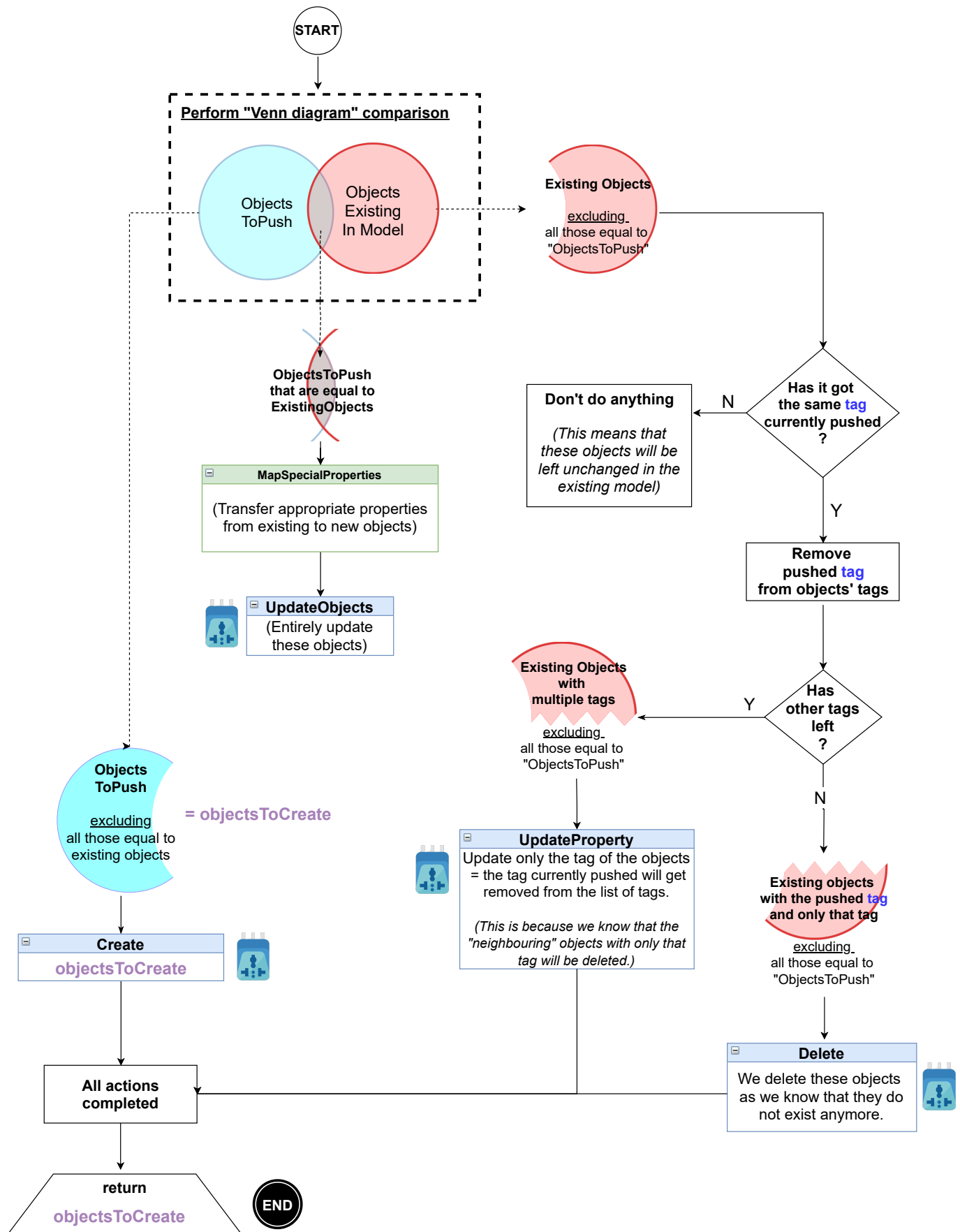
List<T> objects

List<type> dependencyTypes

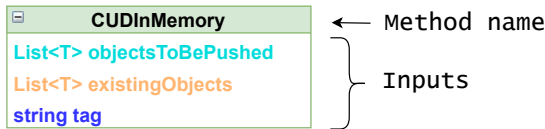


ReplaceThroughAPI

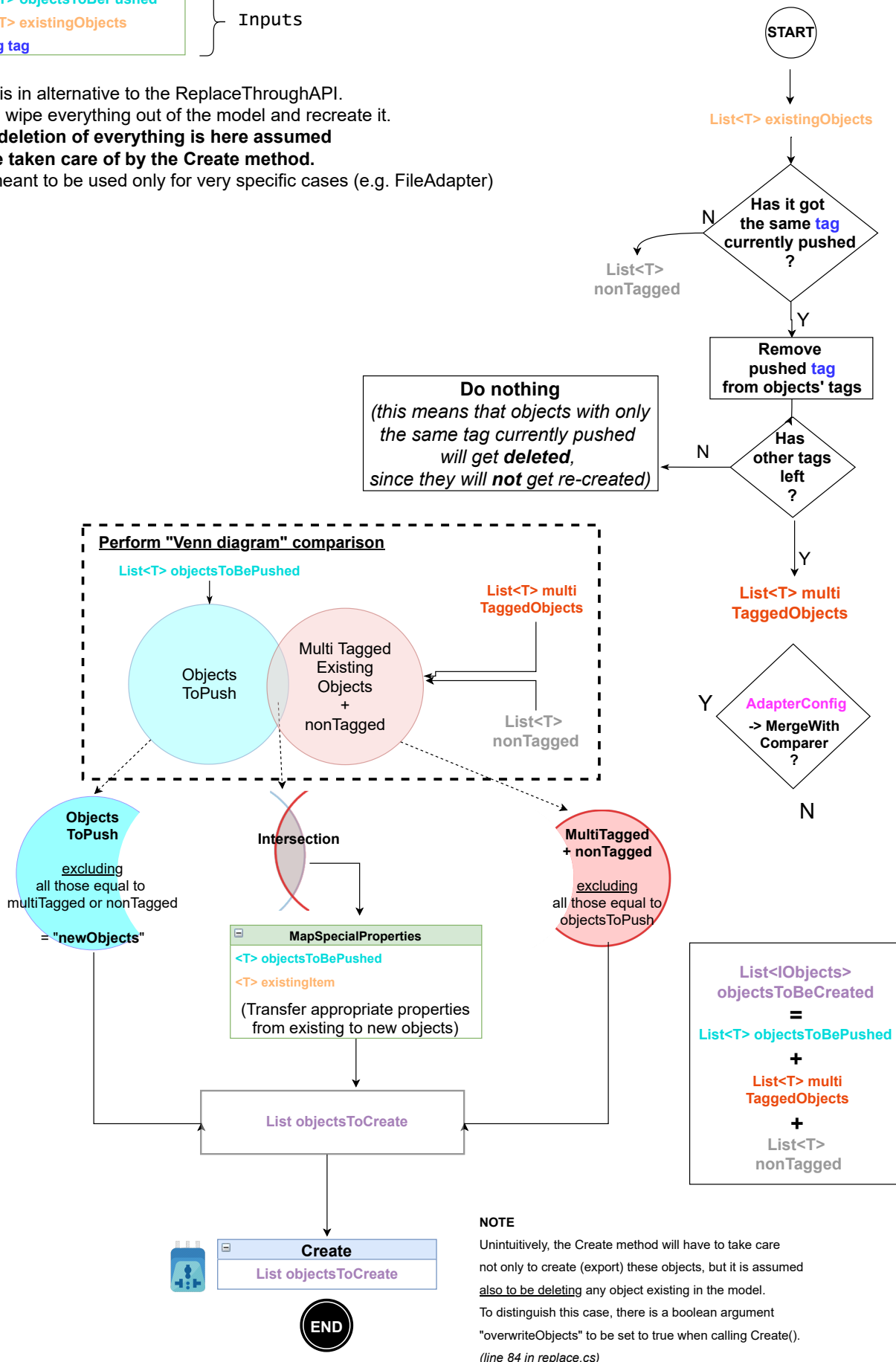
ReplaceThroughAPI
List<T> objectsToBePushed
string tag



ReplaceInMemory (current)



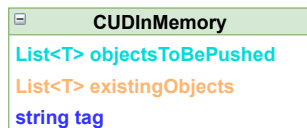
This is in alternative to the ReplaceThroughAPI.
 It will wipe everything out of the model and recreate it.
The deletion of everything is here assumed to be taken care of by the Create method.
 It's meant to be used only for very specific cases (e.g. FileAdapter)



NOTE

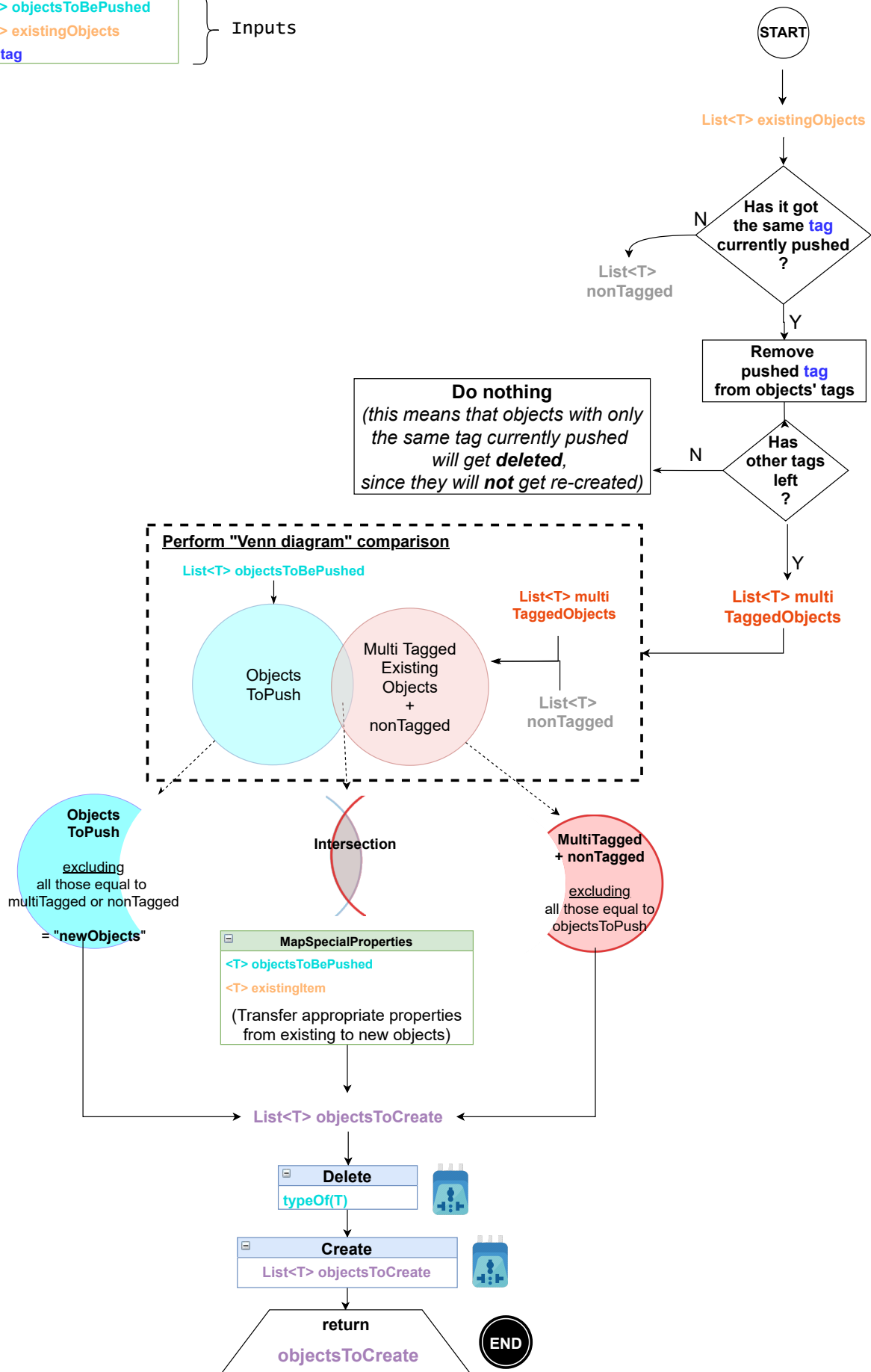
Unintuitively, the Create method will have to take care not only to create (export) these objects, but it is assumed also to be deleting any object existing in the model. To distinguish this case, there is a boolean argument "overwriteObjects" to be set to true when calling Create().
 (line 84 in replace.cs)

ReplaceInMemory (proposed)

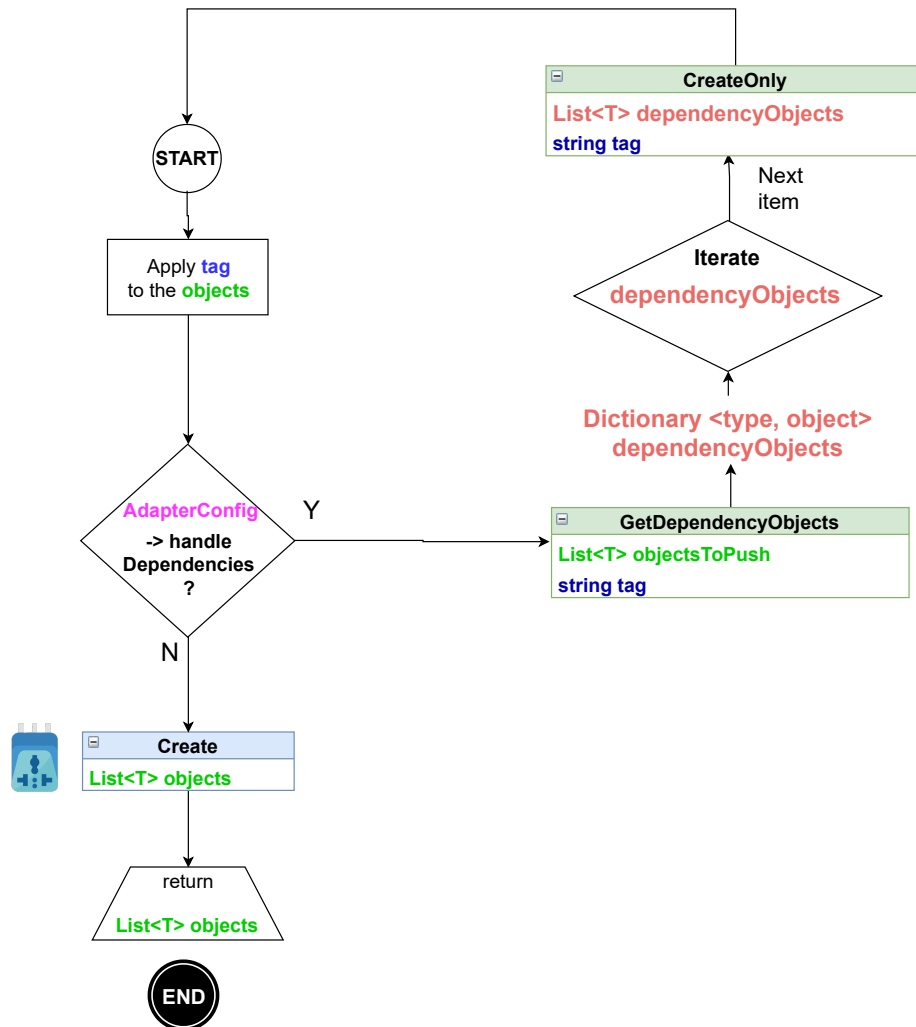
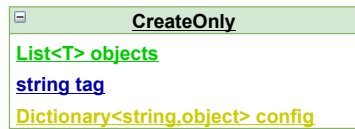


Method name

Inputs



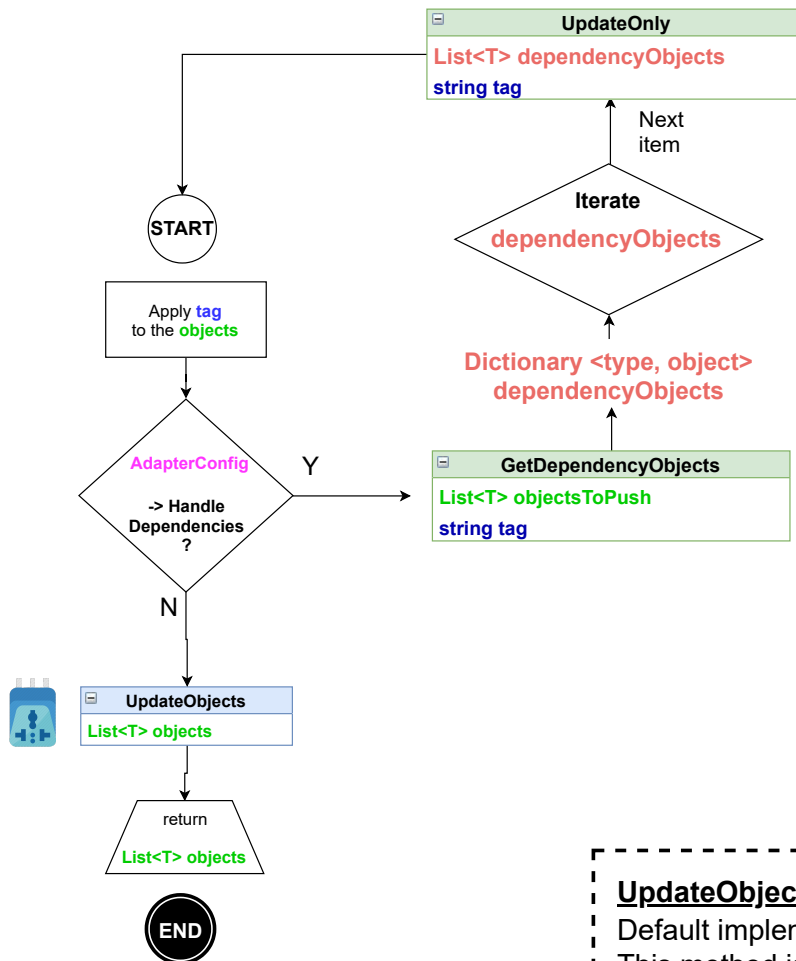
CreateOnly



UpdateOnly.

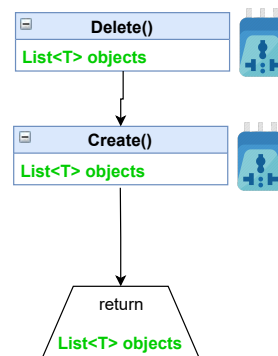


Adapter wrapper of the concrete `UpdateObjects` method.
Assumes that these objects are BHoMObjects (they must have CustomData and IDs stored) and if their ID has been set up

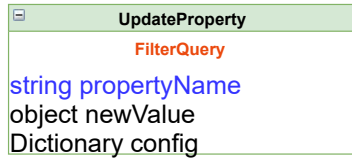


UpdateObjects (Default implementation)

Default implementation works as a "re-create". This method is meant to be **implemented (overridden) by adapters**.



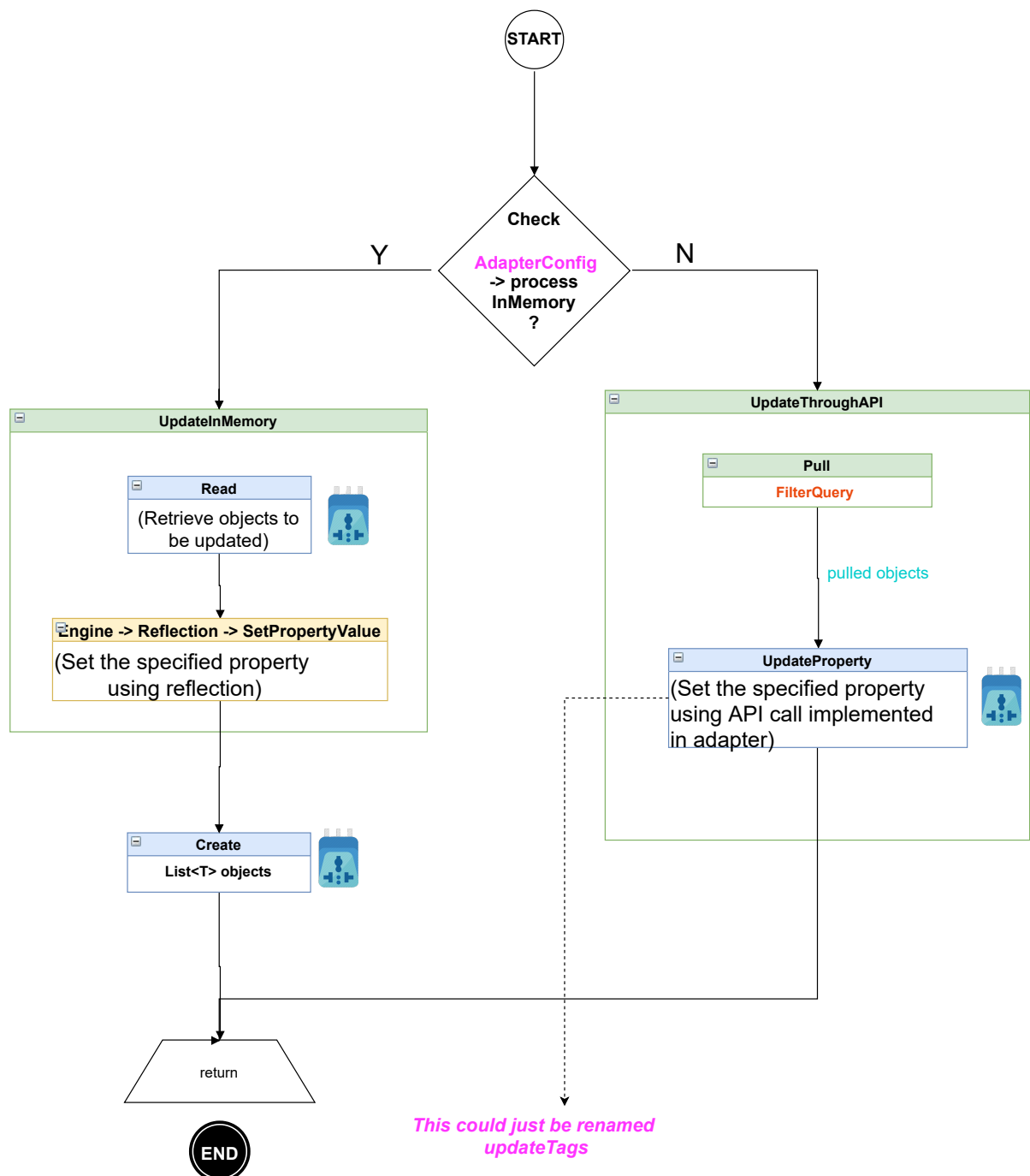
UPDATEPROPERTY (Public Adapter Method)



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.

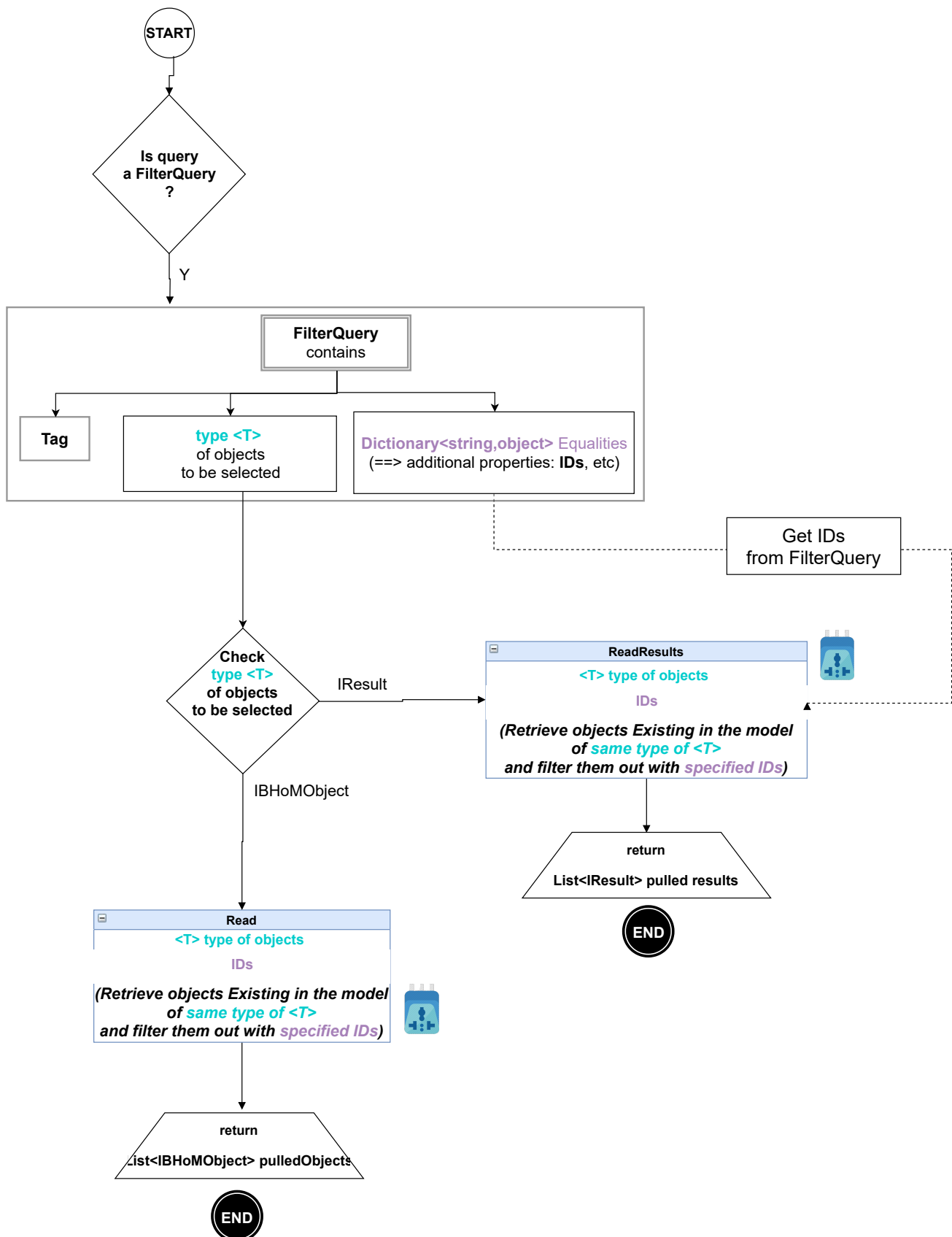
Not to be confused with the `UpdateProperty()` Protected Abstract CRUD Method.



PULL

```
Pull
<IQuery> query
Dictionary<string,object> config
```

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



PULLTO

```
PullTo
BHoMAdapter adapterToPushTo
<IQuery> query
Dictionary<string,object> config
```

"Move" component in the UI.

Transfers the content of an exported model from one adapter to another, without passing through the UI, saving RAM and performance.

