Honeywell

Immersive Field Simulator
R110.1

Asset Catalog Management Guide

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December 2021

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CHAPTER

1 ABOUT THIS GUIDE

Purpose

This guide provides information on different users who perform tasks in Asset Catalog and their roles, the workflow followed for each asset type, and the export functionality.

Revision history

Revision	Date	Description
A	December 2021	Initial release of the guide.

CHAPTER

2 INTRODUCTION

Asset Catalog is a feature in IC Management Console which is accessed based on the license to manage the assets.

The following user personas perform tasks in Asset Catalog.

- Administrator
- DomainExpert
- LeadArtist
- Artist

The users create projects, assign users to the project, review, approve, and publish the assets.

Published Assets can be exported completely or partially at a project level to a specific customer system or site. The exported files are then imported into specific customer system.

CHAPTER

3 USER ROLES

Asset Catalog works on different user personas and is enabled based on the user role assigned to different users.

The following table provides information on the roles of different users.

Users	Roles
ICAdministrator	Create project, assign user to project, download, delete, import and export assets from the project, edit project details, and change the status of project.
ICDomainExpert	Register, edit, approve, publish and download the assets, upload map view layout file.
ICLeadArtist	Download, review, upload, and delete (self created) the assets.
ICArtist	Download, upload, and delete (self created) the assets.

CHAPTER

4 TYPES OF ASSETS

The following types of assets are created in Asset Catalog.

- Assets (reusable)
- Environment
- Map View
- VR Room

> **NOTE:** It is recommended to scan the files with an anti-virus software before uploading to Asset Catalog.

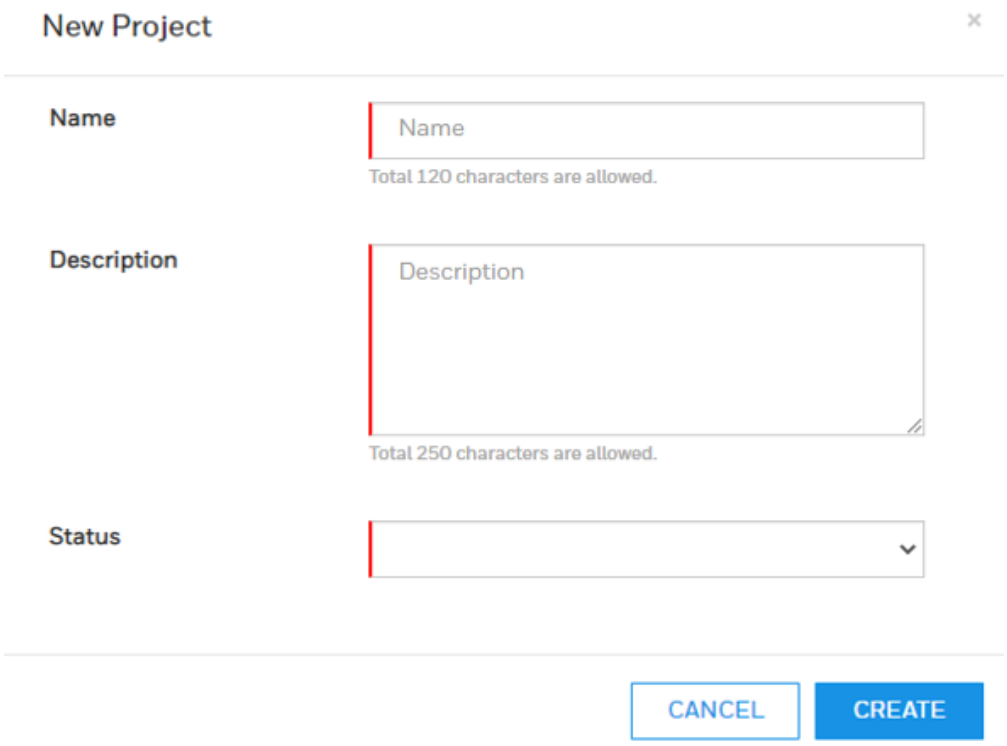
This section provides information on the workflow followed for each asset type.

Assets (reusable)

Assets are used in three dimensional plant environment which includes three dimensional models of pumps, manual valves, push buttons, Personal Protective Equipment (PPEs), and so on.

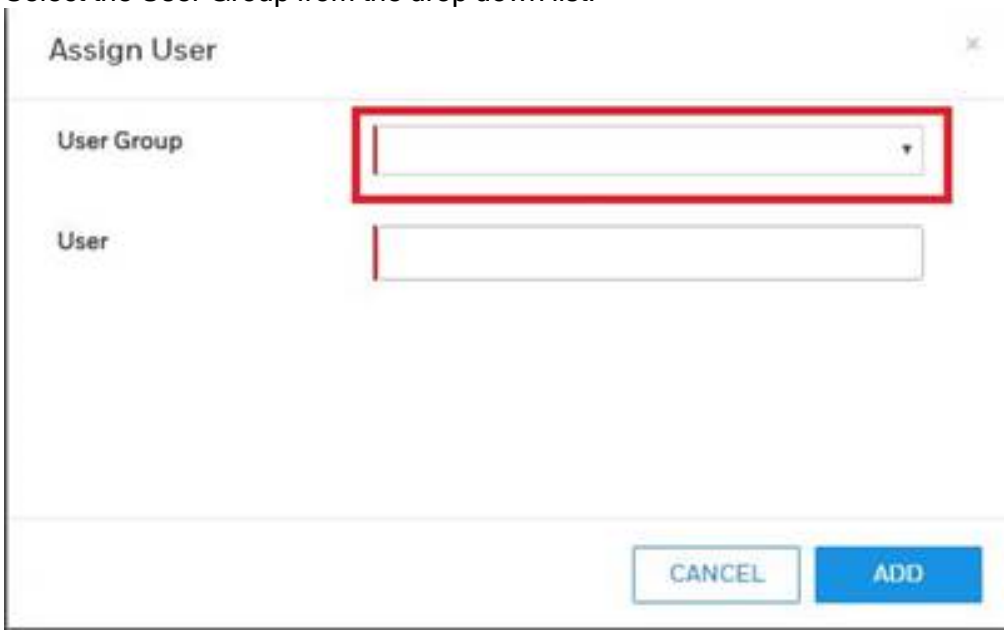
> **NOTE:** It is recommended to scan the files with an anti-virus software before uploading to Asset Catalog.

1. Log in as Administrator to IC Management Console and navigate to Asset Catalog.
   a. Create a new project.

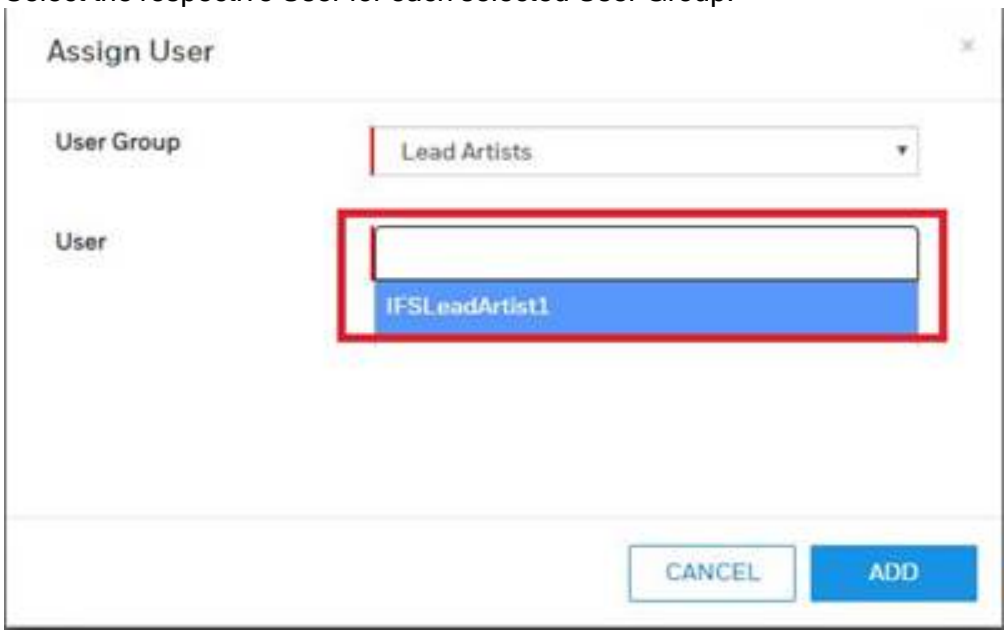


   b. Assign users to the project.
      i. Click on the newly created project.
      ii. Click on **Assign User**.

iii. Select the User Group from the drop down list.

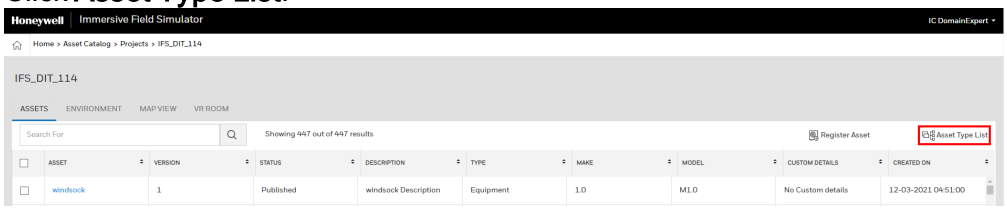


iv. Select the respective User for each selected User Group.

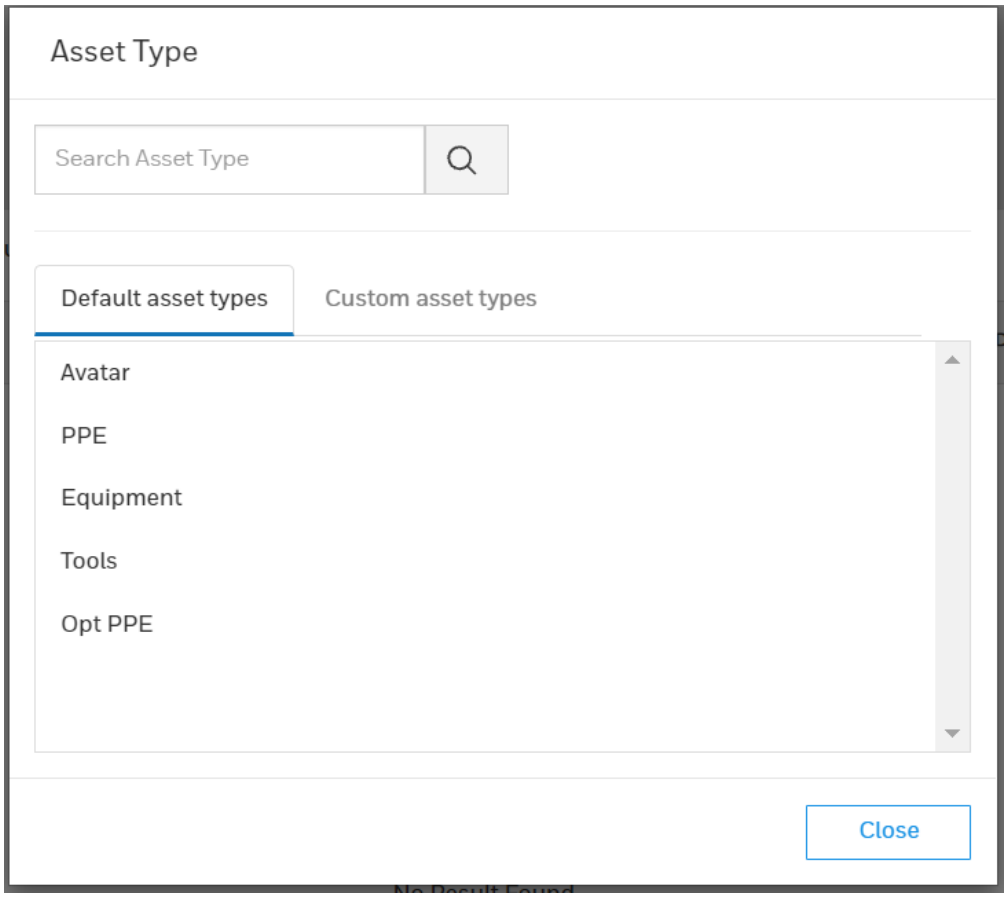


NOTE: After adding each user, refresh the page to see the updated details.

2. Log in as Domain Expert to the IC Management Console and navigate to **Asset Catalog** > **Projects** > **Assets (Reusable)** and add the required asset type by performing the following procedure and then register the added asset types.
   a. Click **Asset Type List**.

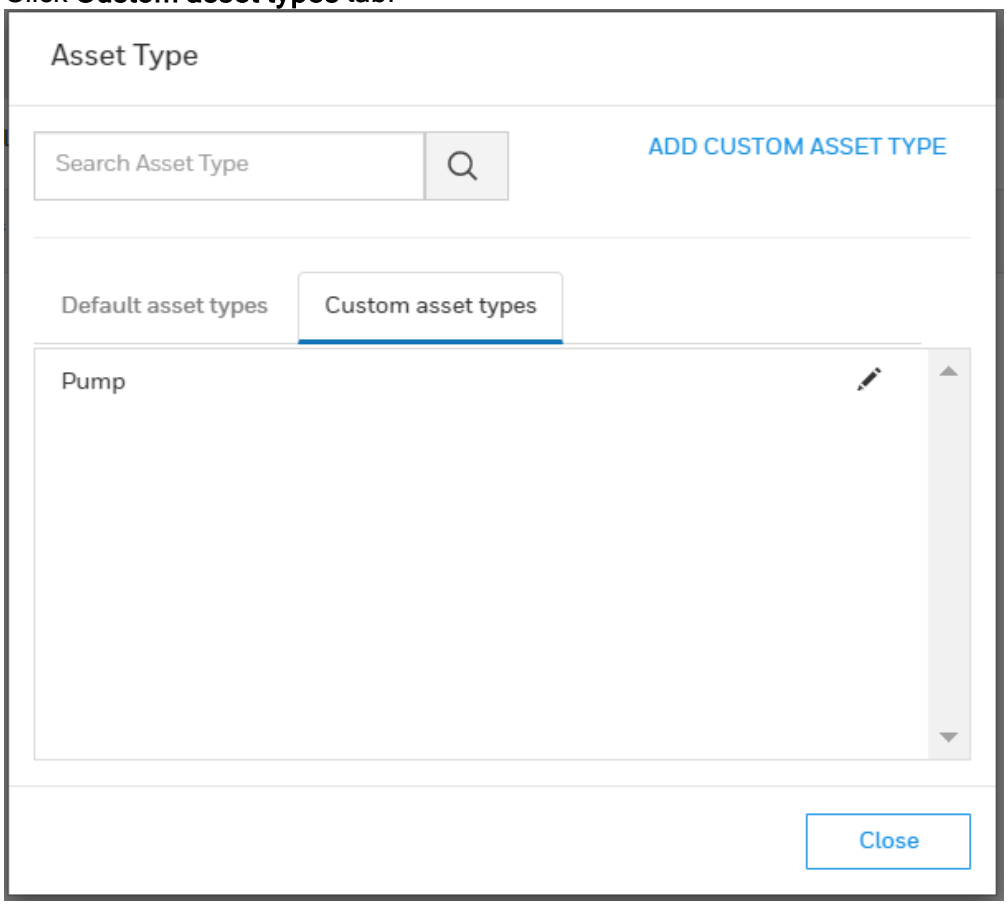


   b. The page shows the **Default asset types** and **Custom asset types** tabs.

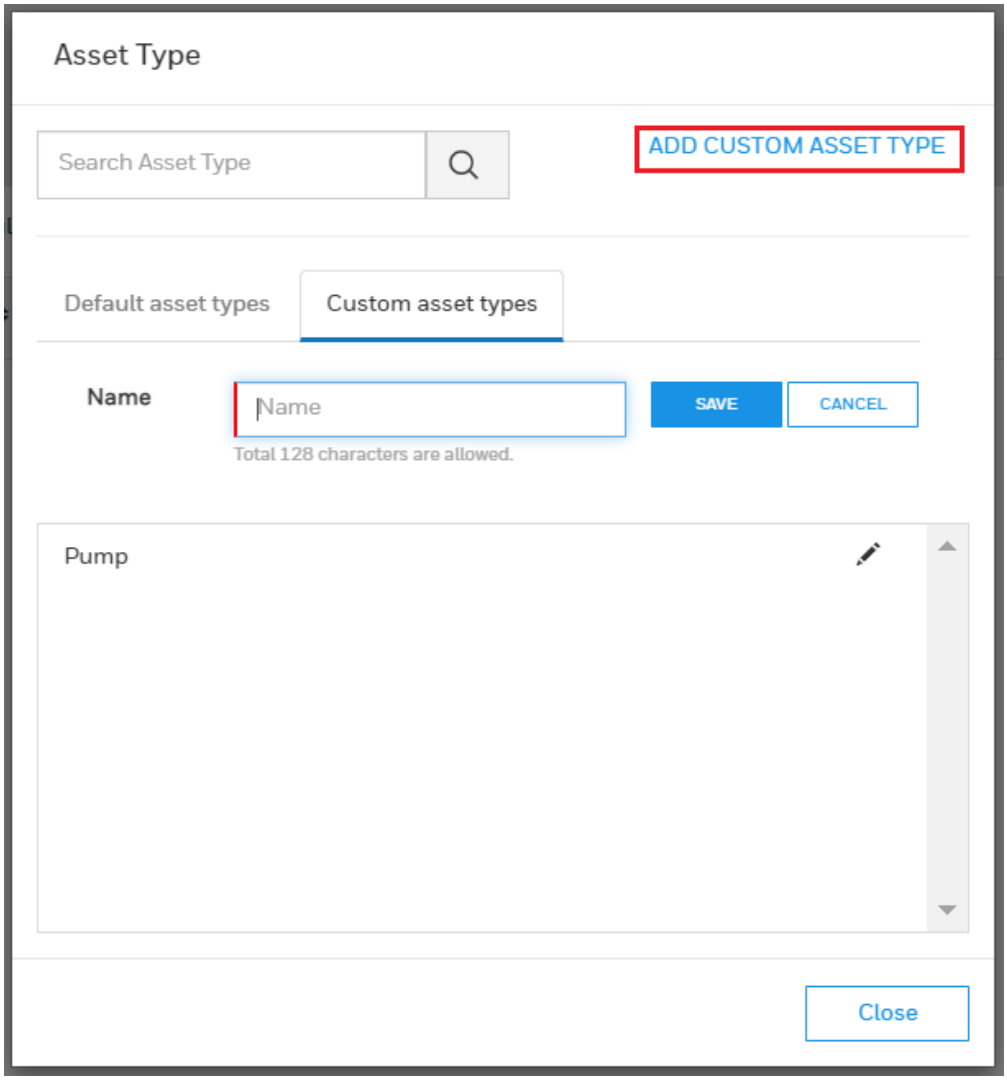


   c. The **Search Asset Type** is enabled to search the existing Asset types.
   d. Select the required Asset type from the **Default asset types** tab.

e. Click **Custom asset types** tab.



f. Click **ADD CUSTOM ASSET TYPE**.



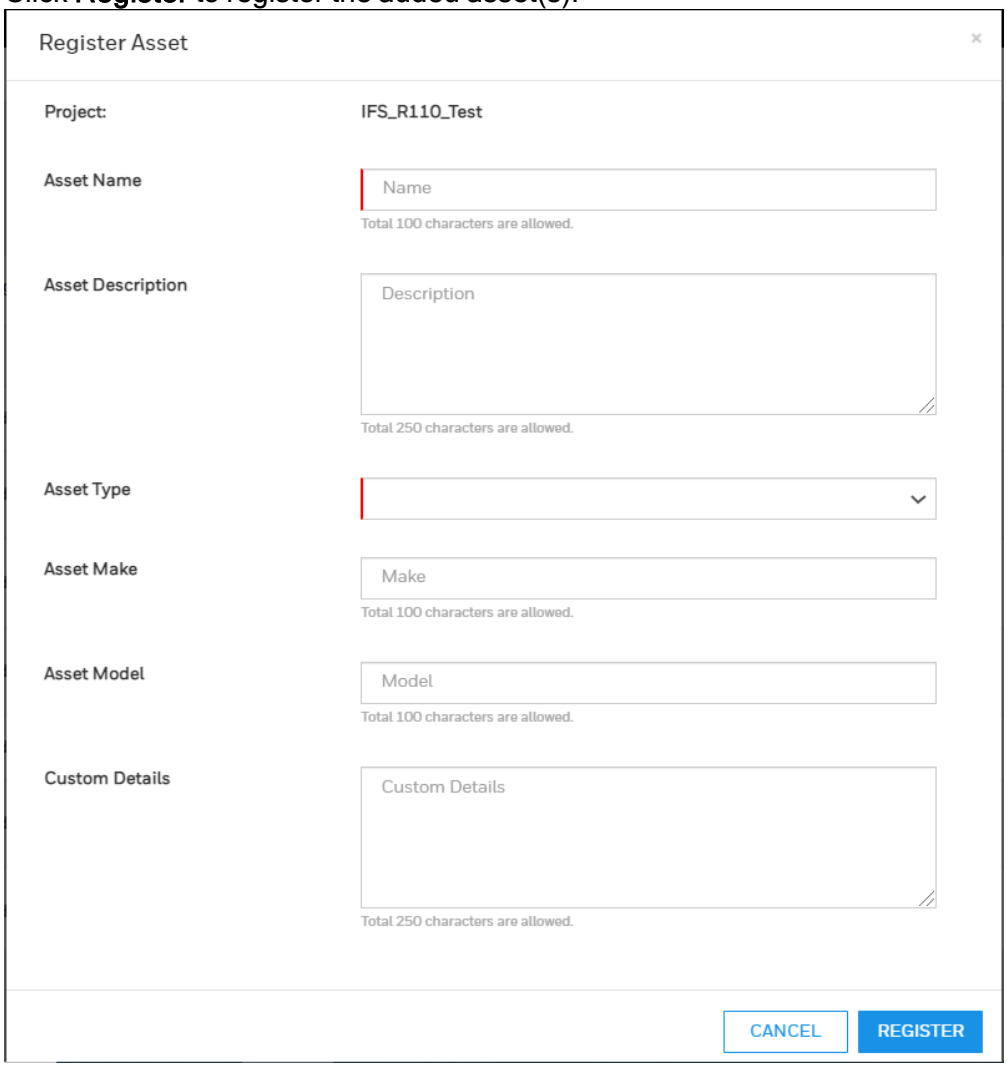
g. Enter the **Name**.

h. Click **Save**.

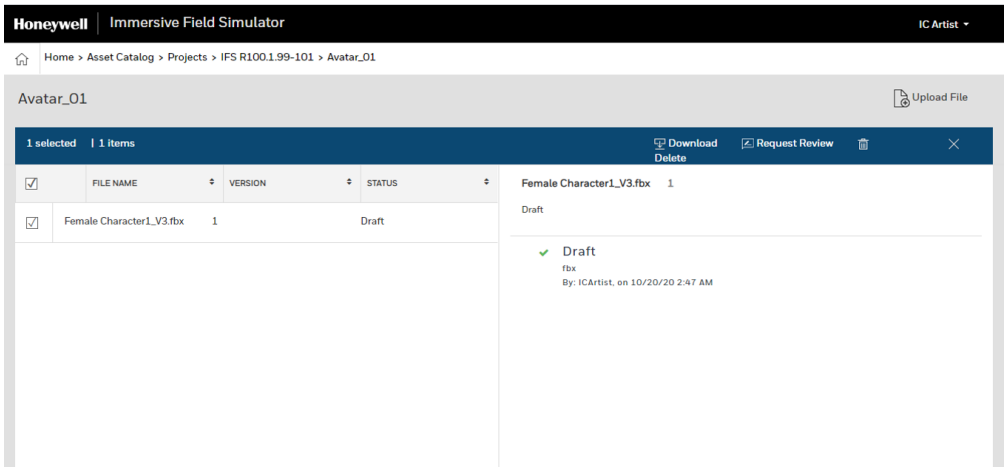
> **NOTE:** After creating, you can edit the Custom asset type.

i. Click **Close**.

j. Click **Register** to register the added asset(s).



3. Log in as Artist/Lead Artist to Asset Catalog, check the registered assets and upload the following files.
   a. **Fbx files**
      i. Artist/Lead Artist uploads fbx files and requests for review.

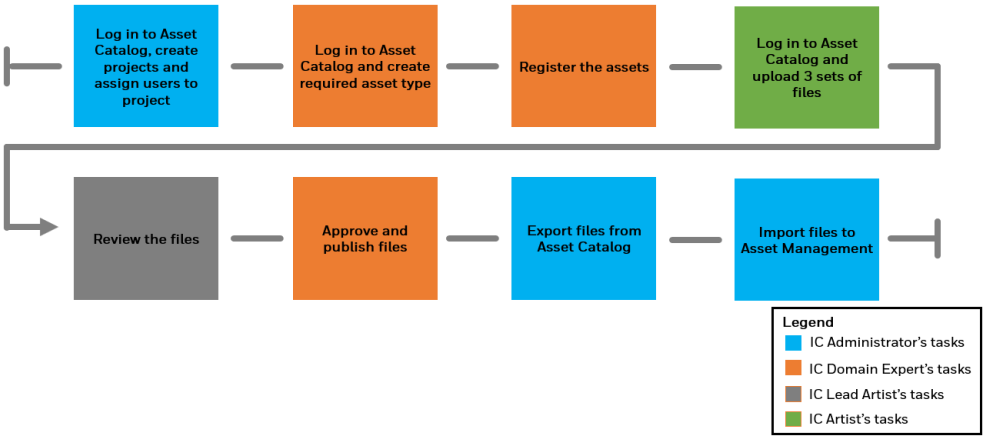


      ii. Lead Artist reviews and accept or reject the file. If the file is accepted, it is sent for approval.
      iii. Domain Expert checks for error and approves or rejects the file.

> **NOTE:** The fbx files must be approved before uploading the Unity Package files.

   b. **Unity Package**
      i. Artist/Lead Artist uploads the Unity Package files and requests for review.
      ii. Lead Artist downloads the file for review, reviews it and then accept or reject the file.
      iii. Domain Expert downloads the file.
   c. **Asset files**
      i. Artist/Lead Artist uploads Asset files and requests for review.
      ii. Lead Artist reviews and accept or reject the file. If the file is accepted, it is sent for approval.
      iii. Domain Expert checks for error and approves or rejects the file.
4. Lead Artist reviews the assets.
5. Domain Expert approves and publishes the assets.

The following image shows the workflow followed in Assets.



Environment

Environment is an asset type that includes static assets of column, storage tank, structures, exchangers, vessels and piping.

1. Domain Expert logs in to IC Management Console and navigates to Asset Catalog.
2. Domain Expert selects particular project and registers the Unit in specific environment section.
3. Artist/Lead Artist logs in to IC Management Console, navigates to Asset Catalog, checks registered units and uploads the following files.
   a. **Fbx files**
      i. Artist/Lead Artist uploads fbx files and requests for review.
      ii. Lead Artist reviews and accept or reject the file. If the file is accepted, it is sent for approval.
      iii. Domain Expert checks for error and approves or rejects the file.

      > **NOTE:** Multiple fbx files are available for environment assets. All the available files should be uploaded.

   b. **Unity Package**
      i. Artist/Lead Artist uploads Unity Package files and requests for review.
      ii. Lead Artist reviews and accept or reject the file. If the file is accepted, it is sent for approval.

iii. Domain Expert checks for error and approves or rejects the file.

> **NOTE:** Unity Package has a single file to upload.

c. **Asset files**

i. Artist/Lead Artist uploads Asset files and requests for review.

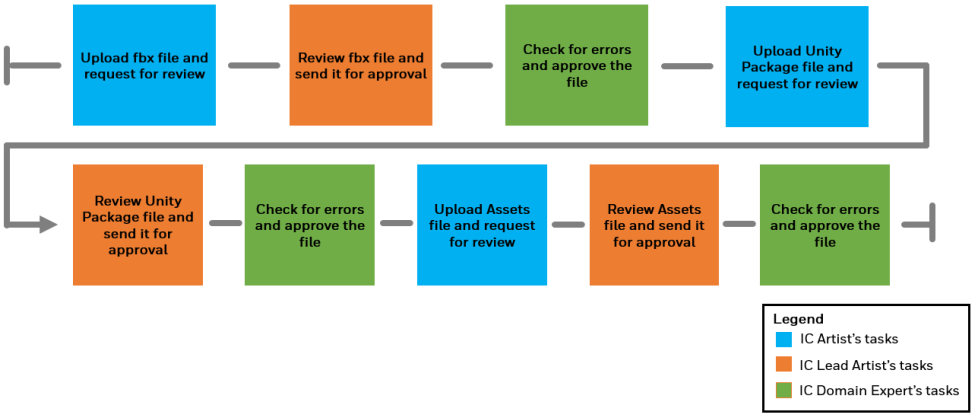
ii. Lead Artist reviews and accept or reject the file. If the file is accepted, it is sent for approval.

iii. Domain Expert checks for error and approves or rejects the file.

> **NOTE:** Multiple asset files are available for environment assets. All the available files along with the layout.json file should be uploaded. The Asset Name in the layout.json file and the list of assetbundles must match. During the assetbundles upload process, include the layout.json file and then browse and upload multiple assetbundles, if multiple assetbundles are available.

4. Lead Artist reviews the assets.
5. Domain Expert approves the assets.

The following image shows the workflow followed in uploading the files.



Map View

Map View asset type include assets for map view of plant with all unit details which enables to select the required unit and start Plant Walkthrough or Plant Operations.

1. Domain Expert logs in to IC Management Console and navigates to Asset Catalog.
2. Domain Expert selects particular project, navigate to Map View and uploads Layout file.
3. Artist/Lead Artist logs in to IC Management Console, navigates to Asset Catalog and uploads Map View asset file against Layout file.

> **NOTE:** It is recommended to upload only the asset files.

> **NOTE:** The Asset Name in the layout.json file and the list of assetbundles must match. The Asset Name is case sensitive. During the assetbundles upload process, exclude the layout.json file and then browse and upload multiple assetbundles, if multiple assetbundles are available.

4. Artist/Lead Artist then sends the asset file for review.
5. Lead Artist reviews and accept or reject the file. If the file is accepted, it is sent for approval.
6. Domain Expert reviews, approves and publishes the assets.

> **NOTE:** Map View assets do not require fbx and Unity Package files.

VR room

VR Room asset type include customer specific assets in VR room such as customer name and logo.

1. Artist/Lead Artist is able to upload the assets directly to Asset Catalog.
2. Artist/Lead Artist then sends asset file for review.
3. Lead Artist reviews and accept or reject the file. If the file is accepted, it is sent for approval.
4. Domain Expert reviews, approves and publishes the assets.

> **NOTE:** A single asset file is uploaded in VR Room asset type.

CHAPTER

5 EXPORT FUNCTIONALITY

A user with Administrator privileges can export published files from Asset Catalog to Asset Management in IC Management Console.

This section provides information on exporting files from Asset Catalog and importing files to Asset Management.

Export from Asset Catalog

1. IC Administrator logs in to IC Management Console, navigates to Asset Catalog and exports published assets at a project level.
2. Export process generates a zip file which contains all the published assets. The zip file is exported from Asset Catalog.
3. While exporting the zip file, a window appears to enter the password as the zip file is password protected.

> **NOTE:** If you want to download an asset file of size greater than 1 GB, then the exported zip files are broken into multiple files. Multiple files get downloaded, the extension of the files would be zip, z01, z02, ... and so on. While importing the assets, make sure to browse and select all the exported contents.

Import to Asset Management

1. IC Administrator logs in to IC Management Console, navigates to Asset Management and imports published assets from Asset Catalog into a specific customer system.
2. While importing the zip file, a window appears to enter the password as the zip file is password protected. Customers are now able to use imported assets and connect to the IFS Client application.

> **NOTE:** If you have exported multiple assets, then browse and import all the files at once.

> **NOTE:** Assets are overwritten, if you are importing the same version of assets which is already present in the asset store. Assets are not be overwritten, when importing incremental version of assets. So, both the version of assets are available in the asset store. However, when you download the assets from the server, the latest version of the assets are downloaded.

Delete an asset

1. IC Administrator logs in to IC Management Console, and navigates to Asset Management.
2. Click **Delete**. The **Delete Confirmation** message appears.
3. Click **OK**. The **Asset deleted successfully** pop-up appears at the top-right corner.

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  or

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