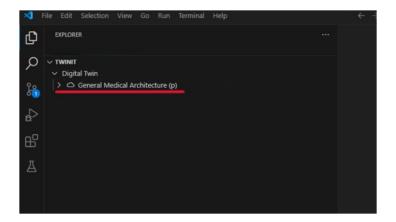
# Objective

The Asset Twin Setup provides all the scripts and configurations you need to create and update an Asset Twin on Twinit. Here you find everything you need to create and update an example Asset Twin using a sample model and asset data. You will also find the documentation you need to be able to repurpose and reuse the example to create your Asset Twins.

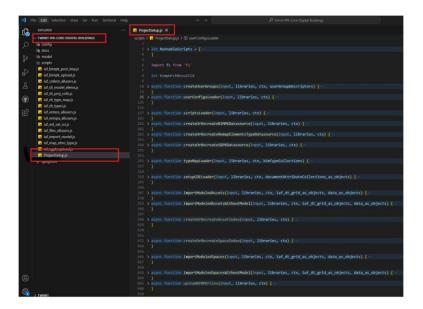
# Setting up an Asset Twin Project

### 1. Project and Script Creation

- 1. Create a new Twinit Project for your application using VS Code.
- 2. Create a "projectsetup" script under the project name > scripts.



3. Copy the script from <a href="Twinit-IPA-Core-Digital-Buildings/Asset Twin">Twinit-IPA-Core-Digital-Buildings/Asset Twin</a>
<a href="Setup/scripts/ProjectSetup.js">Setup/scripts/ProjectSetup.js</a> and paste it in your newly created "project setup" and save.



### 2. Config Sheet Preparation

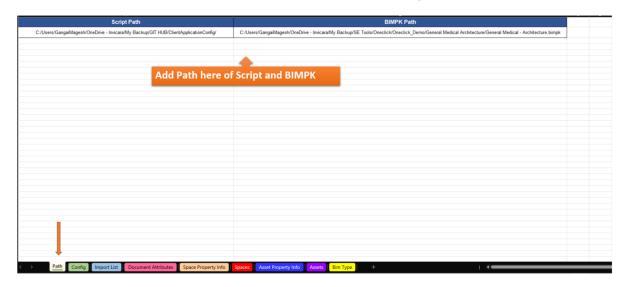
Before the project execution begins, its mandatory to prepare the configuration sheet as per project model and script location details. This includes:

- Information about what user groups to create
- The location of the model to import
- What information to use to classify the model
- And more...

Below we will explain each of the sheets you need to configure.

\*\*Note: Information Sheet will give you the details setting up config sheet and other mandatory details for Hidden Properties, Group Detail, Relation between Asset & Space and Table view for Asset, Space and Documents

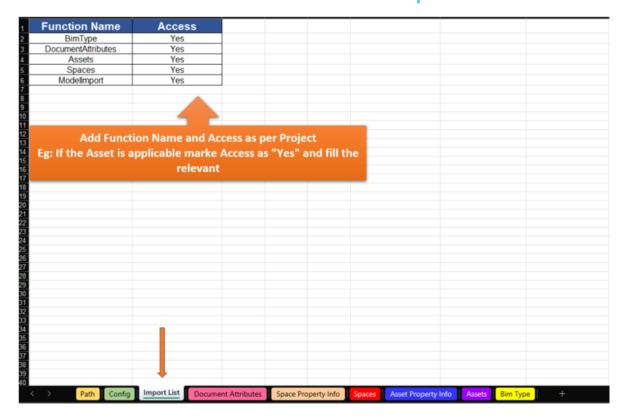
- 1. Path Sheet It's a "Mandatory" sheet configured with two paths.
  - "Script Path" represents the location of the repository cloned path on your local machine. The script will fetch scripts files using function "getScriptData".
    - Example: C:/Project/GIT HUB/Twinit-IPA-Core-Digital-Buildings/
  - "BIMPK Path" represents the location of Model file of your local machine, this cover along with model name.
    - Example: C:/Project/GIT HUB/Twinit-IPA-Core-Digital-Buildings/model/General Medical - Architecture.bimpk



- 2. **Config sheet** It's a "Mandatory" sheet used to define the usergroups you wish to create for the project, and specifies the pages (or handlers) visible in the frontend per the user group. To hide a page enter 'No' in the cell for the handler.
  - Example: Below the "Project Admin" usergroup will have access to all pages, whereas the "Project user" usergroup will not have access to the Model Elements, BIMPK Upload, SGPK Upload, Project Types, and Project Collection pages.



- 3. Import List It's a "Mandatory" sheet used for the desired Asset Twin setup.
  - By default, all can be marked as "Yes" with all consecutive customize sheet are updated with data.
  - o For any customization workflow, refer to the Use case and condition table.



- 4. **Customizable Sheets** These sheets can be customized but should for the example should be left as is.
  - BIMType: Specifies how to classify the elements in the model based on their Revit Category and Revit Types. As the model is imported the elements will be given the dtCategory and dtType properties that align with their assign Revit Category and Revit Type in the sheet.





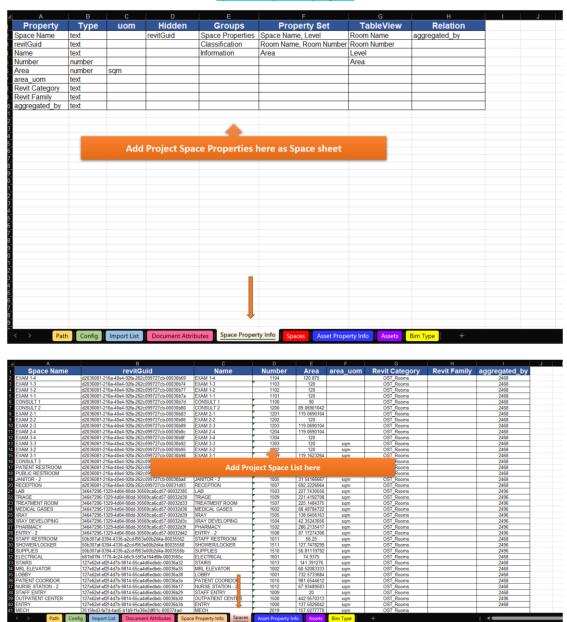
- Asset: specifies which elements in the model should be transformed to
   Assets and which properties and values should be carried from the model
   element to the Asset.
- Asset Property Info refers to the property details from asset sheet defining the property type, grouping and visibility.

# Property Type upon Hidden Groups Property Type Total Annet Eggerent D Homeson And Project Asset Properties here as Asset sheet Add Project Asset Properties here as Asset sheet D Homeson Annet Eggerent D Homeson Annet Eg

### Asset and Asset Property Info

- Space specifies which elements in the model should be transformed to Spaces and which properties and values should be carried from the model element to the Space.
- Space Property Info refers to the property details from space sheet defining the property type, grouping and visibility.

### Space and Space Property Info



 Document Attributes refers to the file attributes use to classify the files based on the attribute list.

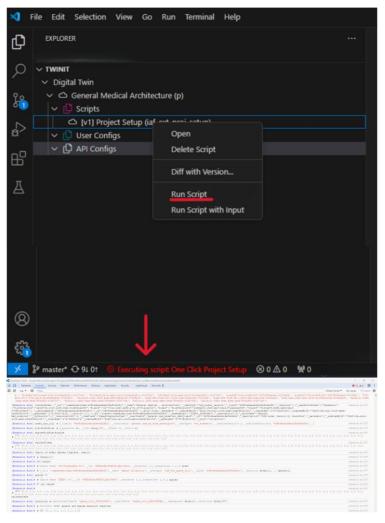
### 5. Use Cases & Conditions for Config Sheet preparations

Sheet Name	Function Name	Access	Conditions
Import List	ModelImport	No	BIMType sheet should be "No" and under Path sheet "BIMPK Path" should be "Empty"
Import List	ModelImport	Yes	BIMType sheet should be "Yes" and under Path sheet "BIMPK Path" should be "Filled"
Asset and Asset Property Info	Asset	No	Asset and Asset Property Info sheet should be "Empty"
Asset and Asset Property Info	Asset	Yes	Asset and Asset Property Info sheet should be "Filled
Space and Space Property Info	Space	No	Space and Space Property Info sheet should be "Empty"
Space and Space Property Info	Space	Yes	Space and Space Property Info sheet should be "Filled

Document Attributes	DocumentAttributes	No	Document Attributes sheet should be "Empty"
Document Attributes	DocumentAttributes	Yes	Document Attributes sheet should be "Filled

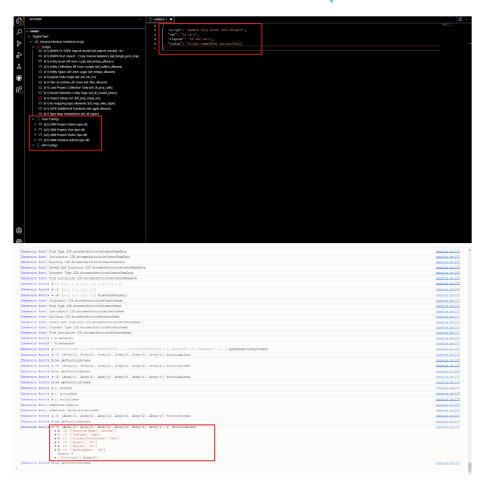
### 3. Run the Script to Create an Asset Twin

- 1. To run the script right click your setup script and select "Run Script". It will display a prompt drop-down on top of VSCode, let select "Easy Asset Twin Project Setup" option.
- 2. Now the second prompt will be displayed to select "Config\_sheet" from folder location. Select the config sheet from the repository cloned path.
- 3. Once Project is completed successfully, it will load all your Scripts and Userconfig under the project name.



### 4. Run the Script to Update an Asset Twin

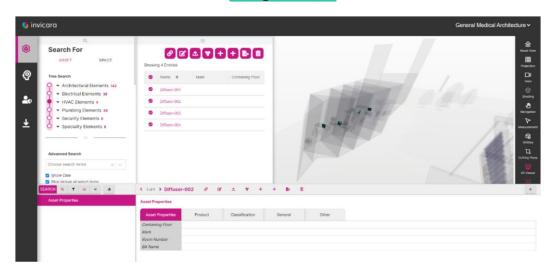
- 1. To update project run the update script right click your setup script and select "Run Script". It will display a prompt drop-down on top of VSCode, let select "Update Easy Asset Twin Project" option.
- 2. Now the second prompt will be displayed to select updated "Config\_sheet" from folder location. Select the config sheet from the repository cloned path.
- 3. Once Project is completed successfully updated, it will update and version all your Userconfig under the project name.



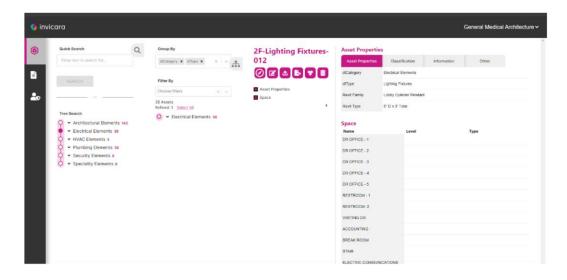
# 5. Project Frontend View

On successful completion of "Project Setup" view project in front end with multiple user role and all features. [Refer below screenshots for actual "Easy Asset Twin" project frontend display]

### **Navigator View**



### **Asset View**



## Space View

