## Partial Model

* ID
* Number
* Revision
* Version
* Name
* Description
* Domain – MEP, ARC, STR, ELE, PLU, HVA, ALL
* Zone
* Level
* LOD – 100, 200, 300, 400, 500
* Phase
* Status – In Progress, Shared, Published
* Creator
* Created\_On
* File

## Coordination Model

* ID
* Number
* Version
* Revision
* Name
* Description
* Coordination\_Type
* Domain (derived from partial models)
* Zone (derived from partial models)
* Level (derived from partial models)
* LOD (derived from partial models)
* Phase
* Status – In Progress, Shared, Published
* Creator
* Created\_On

## Relation

* Type
* From\_ID
* From\_Number
* From\_Version
* From\_Revision
* To\_ID
* To\_Number
* To\_Version
* To\_Revision
* Creator
* Created\_On

## Viewpoint

* ID
* Number
* Version
* Revision
* Name
* Thumbnail
* Camera
* Selected
* Hidden
* Clipping
* Creator
* Created\_On

## Ticket

* ID
* Number
* Version
* Revision
* Name
* Description
* Ticket\_Type – Issue, Comment, Clash, Request, Solution
* Pin\_Point
* Element\_ID
* Element\_Properties
* Domain – MEP, ARC, STR, ELE, PLU, HVA, ALL (can be checked against partial BIM resources)
* Zone (can be checked against partial BIM resources)
* Level (can be checked against partial BIM resources)
* Phase (can be checked against partial BIM resources)
* Status – In Progress, Open, Closed, ReOpened
* Assigned\_To
* Date\_Due
* Creator
* Created\_On
* File
* Comment
* Comment\_History

## Drawing

* ID
* Number
* Revision
* Version
* Name
* Description
* Domain – MEP, ARC, STR, ELE, PLU, HVA, ALL
* Zone
* Level
* LOD – 100, 200, 300, 400, 500
* Phase
* Status – In Progress, Shared, Published
* Creator
* Created\_On
* File

## Document

* ID
* Number
* Version
* Revision
* Name
* Description
* Document\_Type
* Phase
* Status – In Progress, Shared, Published
* Creator
* Created\_On
* File

## Information Query

* ID
* Version
* Revision
* Name
* Description
* Query\_Type
* Domain
* Zone
* Level
* LOD – 100, 200, 300, 400, 500
* Phase
* Status – In Progress, Open, Closed, ReOpened
* Creator
* Created\_On
* File