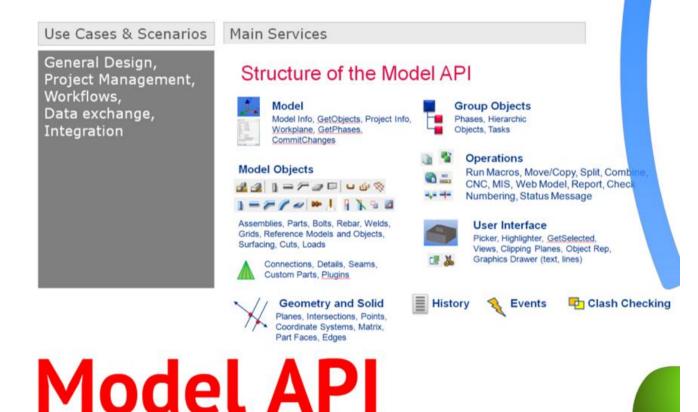




Model API

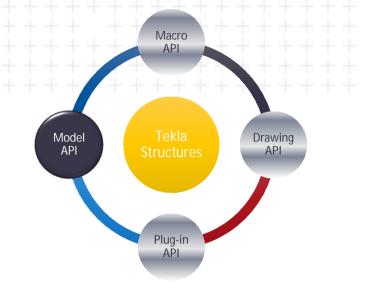




Tekla Open API - Model

§ Model API

- Connect to a running Tekla Structures model
- Create, modify, and delete model objects
 - § Read and write object attributes
 - § Read and write user defined attributes
 - § Get report properties for objects
- Interact with the user
 - § Get currently selected objects
 - § Prompt user to pick objects and locations
 - § Select and highlight objects for the user
- Access catalogs (material, bolt, profile, etc.)
- Create and manipulate model views





Structure of the Model API



Model Objects



Assemblies, Parts, Bolts, Rebar, Welds, Grids, Reference Models and Objects, Surfacing, Cuts, Loads



Connections, Details, Seams, Custom Parts, Plugins

Geometry

Planes, Intersections, Points, Coordinate Systems, Matrix



Parations



Run Macros, Move/Copy, Split, Combine, CNC, MIS, Web Model, Report, Check Numbering, Status Message

UI (User Interface)



Picker, Highlighter, GetSelected, Views, Clipping Planes, Object Rep, Graphics Drawer (text, lines)



Part Faces, Edges



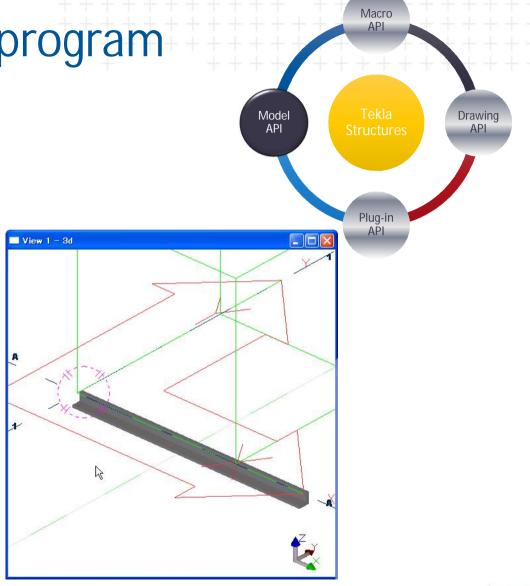






Model API – Sample program

```
using System;
using Tekla.Structures.Model;
using Tekla.Structures.Geometry3d;
namespace ConsoleApplication1
 class Program
  static void Main(string[] args)
   Model myModel = new Model();
   Beam myBeam = new Beam();
   myBeam.StartPoint = new Point(0.0, 0.0, 0.0);
   myBeam.EndPoint = new Point(1000.0, 0.0, 0.0);
   myBeam.Profile.ProfileString = "L45*45*9";
   myBeam.Insert();
   myModel.CommitChanges();
```

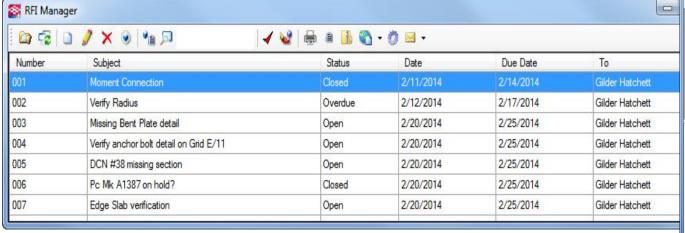


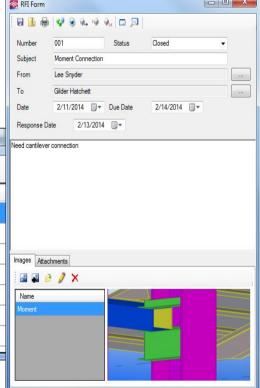




RFI Manager

- § Manage RFI's and link them with the model.
 - Link to IFC reference model objects as well as native objects
 - Colorize model based of RFI status
 - Automatically check for overdue status
 - Publish to HTML or FTP site or zip up and email



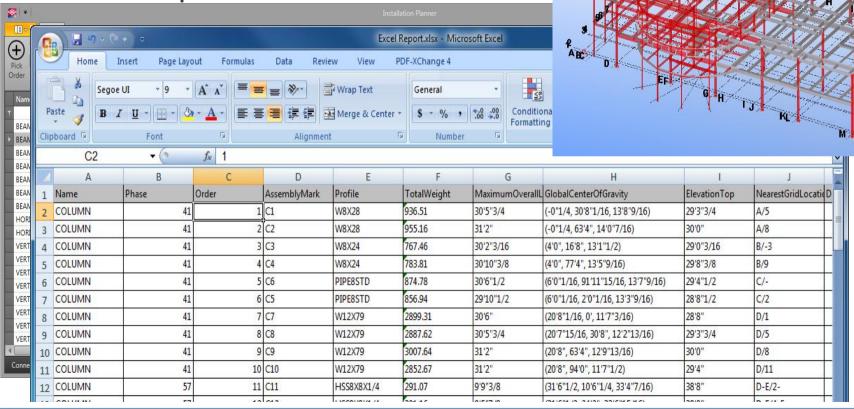




Construction Sequencer

S Define erection order

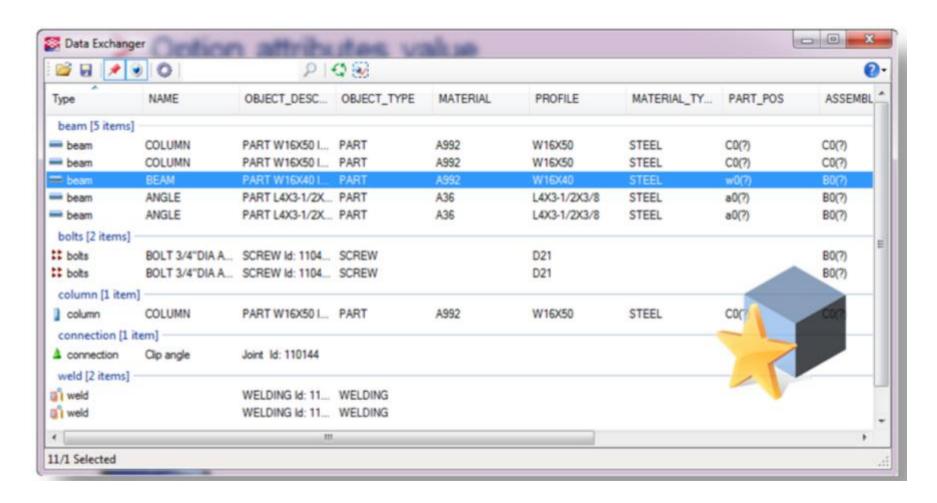
§ Create reports and animations







Data Exchanger







- § Deep object comparison
- § Compare and highlight



