

bS-USA Solutions Providers Group (SPG)

BIM for Bridges and Structures Unit Test Support Forum #01

14 February 2024



### Agenda

Updates on Unit Test Suite and Design-to-Construction data exchange requirements and methodology

Updates on specific instructions

GitHub and Teams updates

Questions for Vendors

Questions from Vendors

**AOB** 



#### **General Notes**

Meeting is being recorded. Recordings and notes will be made available on the <u>project Teams site</u>

Any documentation resulting from discussions will be included on GitHub repository Readme.md and/or repository wiki

Speak up. Silence is NOT golden in this case. Active participation helps us all. If you see something, say something. We are flexible to form the optimal process and get the best results. When in doubt, ask. There are no dumb questions.



### Meeting Schedule

#### Back to bi-weekly. Same day of week, same time.

#### **Tentative 2024 Dates & \*Tentative SPG 2024 Dates:**

14 FEB	05 JUN*	25 SEP*
28 FEB	19 JUN	09 OCT
13 MAR*	03 JUL	23 OCT*
27 MAR	17 JUL*	06 NOV
10 APR*	31 JUL	<b>20 NOV</b>
24 APR	14 AUG*	04 DEC
08 MAY*	28 AUG	18 DEC*
22 MAY	11 SEP	



# Unit Test Suite Updates



#### Unit Test Suite – Continued Work/Challenges

Coordination with the bSI

- Mapping of Data Dictionary items to IFC4.3.2.0
  - Wrapping up version 1.0 soon to be posted to bSDD
- Documentation and links still based Official version of IFC4.3.2.0
  https://standards.buildingsmart.org/IFC/RELEASE/IFC4\_3/index.html
- Permissible Use letter Will be made available on the GitHub repo



# Test Instructions Updates



#### TI Updates

- 1. PDFs for bridges 01-03 finished. Alignment data added to L4 folders. Working on **README.md** files for all, listing requirements per bSI template
- 2. No further UTS additions unless explicitly called for in GitHub Discussions by vendors.



# GitHub / Teams Updates



## UTS on GitHub / Teams Updates

Any further feedback?



# Questions for Vendors

Your input is valuable...



## Questions from Vendors?

See something, say something...





Thank you for your time