



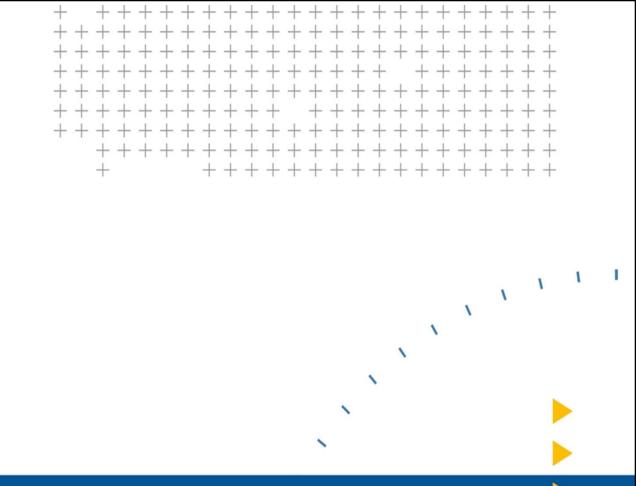


Agenda

- § What is the API
- § Key areas of the API
- § Examples of tools utilizing the key areas
- § How can you utilize the API
- § Strategy to start
- § What are hardware and software needs







What is the Tekla API?

What is the Tekla Open API?

- § API = Application Programming Interface.
- § Customization of Tekla Structures without having to change the core.
- § Utilizing industry standard Microsoft .NET technology.
- § Creates a competitive advantage at lower cost.







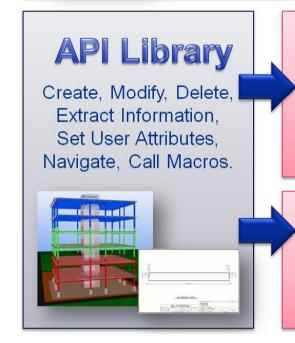


What is the Tekla Open API?



Macros (*.cs)

Recorded scripts calling commands in the Tekla Structures interface for Model and Drawings. (C#, API Library can be used here)







External Applications

(*.exe)

Tools that connect and interact with Tekla Structures









(*.dll)

Parametric, run inside Tekla Structures, fast.



Where is the Tekla Open API?

§ Included inside your Tekla Structures installation



API Library

C:\Program Files\Tekla Structures\
%ver%\nt\bin\plugins

- Tekla.Structures.dll
- Tekla.Structures.Model.dll
- Tekla.Structures.Drawing.dll
- Tekla.Structures.Dialog
- Tekla.Structures.Catalogs
- Tekla.Structures.Datatype
- Tekla.Structures.Analysis
- Tekla.Structures.Plugins



Who is using the Tekla Open API?

> Tekla Developers

- · More features are made by Open API
- Extensions
- · Pugins



> Partners

> Trimble Integration Solutions



> Engineering & Construction Services



> Building Product Partners

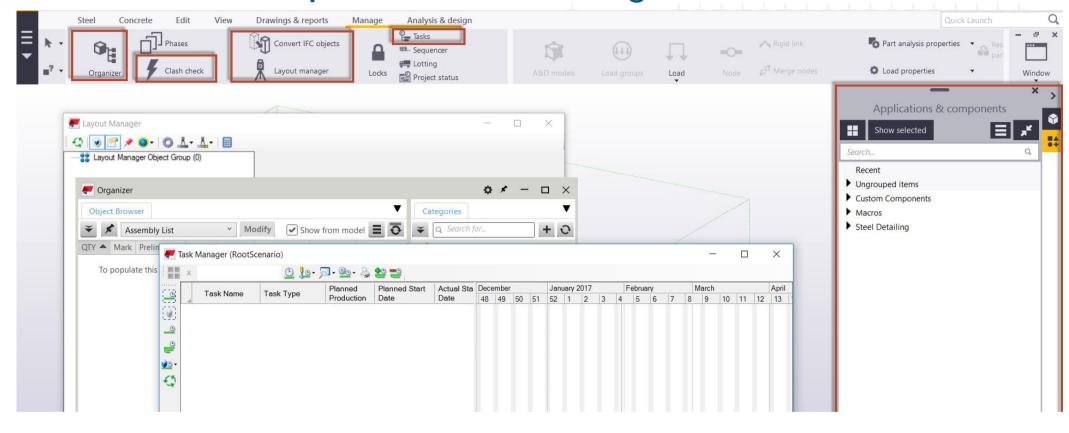


> Production & Automation Partners





Tekla Headquarters API Usage





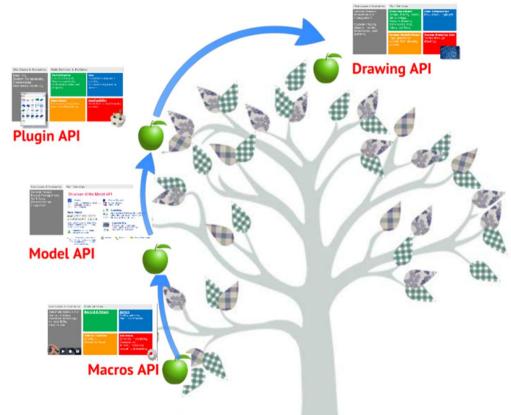
Tekla USA API Usage

- § Auto Task Suite
- § Detail Manager
- § Construction Sequencer
- § Bar Checker
- § Layout Point Applicator
- § Concrete Tools
- § Reference Model Importer
- § Curved Stanchions
- § Hyperlink Manager
- § Workflow Manager
- § Find Number
- § Label Tool
- § Handrail Dimensioning
- § Beam Marks

- § Cover Dimension
- § Component Variables
- § Drawing Break Line
- § Drawing Match Line
- § Solid2Plates
- § Compare Objects
- § Copy Uda
- § Uda List
- § Anchor Rod tools
- § Base Plate Applicator
- § Combine Part Marks
- § Combine Rebar Marks
- § Crane Console
- § Data Exchanger
- § Plan Level Marks



What is in Tekla Open API?



Start from the low hanging fruit!





§ Macro API

Record and play commands and dialog actions

§ Model API

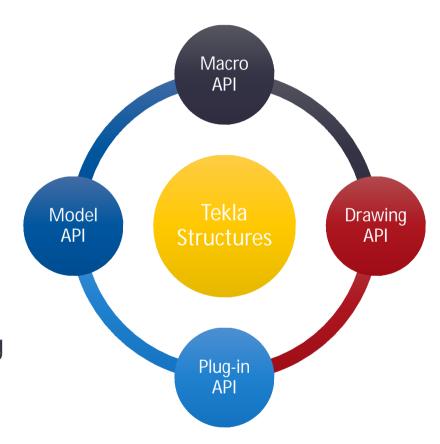
Create and modify model objects and info

§ Drawing API

Create and modify drawings and drawing objects

§ Plug-in API

Create intelligent objects in the model





Use Cases & Scenarios

Automate tedious and manual process, Common technology in most BIMs, Easy to use



Main Services

Record & Reuse

Add to Toolbar Shortcut, Global vs. local

Actors

Dialog actions, Menu commands

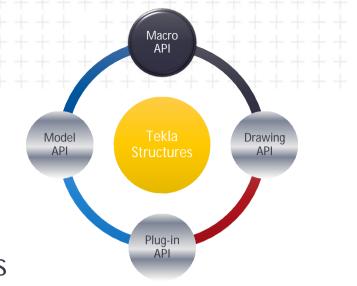
<u>Advance</u>

Editable in scripting, Composition, In conjunction w/ modeling & drawing

Macros API



Tekla Open API - Macros



Macro API

- Record menu commands and dialog actions
- Playback recorded macros
- Edit and enhance recorded macros (C#)
 - § Combine with model and drawing API
- Add macros to user menus, toolbars, shortcuts (modeling & drawing editor macros are separate)



This is what the Model Macro Looks Like

- § Record a macro from the Advanced Features option in the Applications & components catalog.
- § Select the macro, right-click, select Edit in the context menu.



This is what the Drawing Macro Looks Like

- § Record a macro from the Advanced Features option in the Applications & components catalog.
- § Select the macro, right-click, select Edit in the context menu.

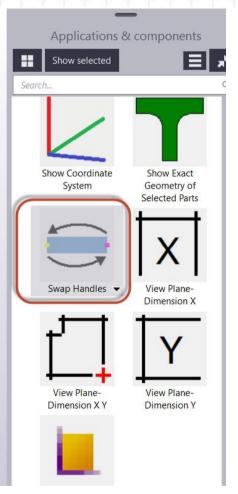
```
// Generated by Tekla.Technology.Akit.ScriptBuilder

namespace Tekla.Technology.Akit.UserScript
{
    public class Script
    {
        public static void Run(Tekla.Technology.Akit.IScript akit)
        {
             akit.Callback("acmd_display_selected_drawing_object_dialog", "", "main_frame");
            akit.TableSelect("pmark_dial", "gr_mark_elements", 15);
            akit.Activate("pmark_dial", "gr_mark_elements");
            akit.ValueChange("gr_mark_text", "gr_text", "(CTR'D)");
            akit.PushButton("gr_mark_prompt_ok", "gr_mark_text");
            akit.PushButton("pmark_modify", "pmark_dial");
            akit.PushButton("pmark_cancel", "pmark_dial");
        }
}
```



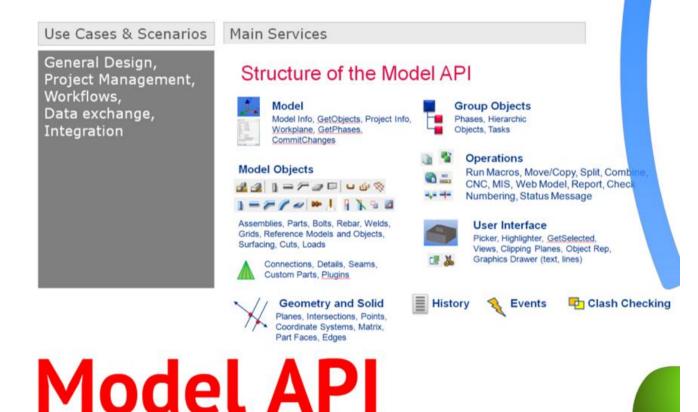
Macros Example "Swap Handles"

```
C:\ProgramData\Tekla Structures\2016i\environments\usimp\macros\modeling\Swap Handles.cs - Notepad++
                                                                                                              File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
 7 🖶 🖫 😘 🥱 🨘 🕍 🐚 🖿 🗩 🖒 😘 😘 🖎 🤘 🤏 🖂 🚍 🚍 🗂 腪 🐷 🔊 🔎 📹 🐵 💽 🗩 🗈 🕞
Swap Handles.cs
 16
 17
       using System;
 18
       using System.Collections;
       using System. Diagnostics;
 20
       using Tekla.Structures.Model:
 21
 22
       namespace Tekla. Technology. Akit. UserScript
 23
 24
           /// <summary>
 25
           /// Internal class for running logic
 26
           /// </summary>
 27
           public class Script
 28
 29
               /// <summarv>
               /// Internal method run automatically by Tekla Structures if using as raw c# file
 31
 32
               /// <param name="akit">Passed argument automatically by core when using as macro</param>
               public static void Run (Tekla. Technology. Akit. IScript akit)
 34
                    try
 36
                        new SwapHandles():
 38
                    catch (Exception ex)
 40
 41
                        Trace.WriteLine(ex.Message + ex.StackTrace);
 42
 43
                                                                                                  UTF-8
                                                                                                                  INS
C# source file
                       length: 4,331 lines: 129
                                                 Ln:1 Col:1 Sel:0|0
                                                                                    Windows (CR LF)
```





Model API

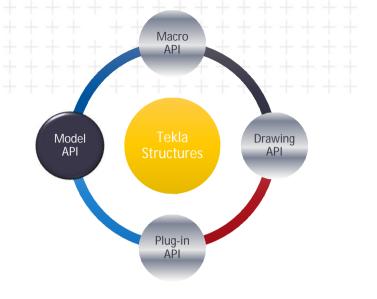




Tekla Open API - Model

§ 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)





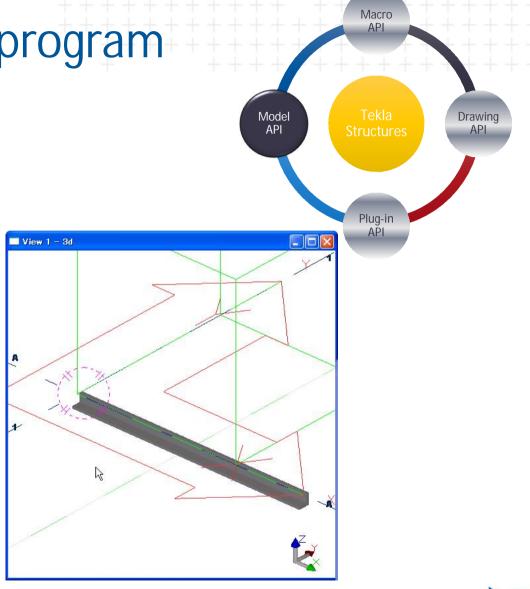






Model API – Sample program

```
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();
```

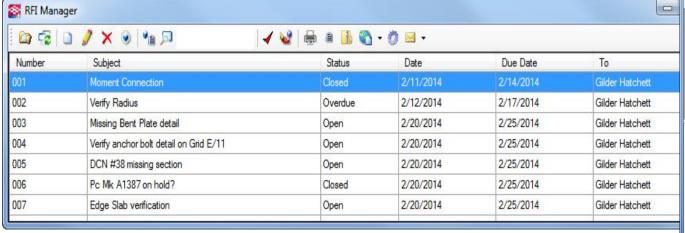


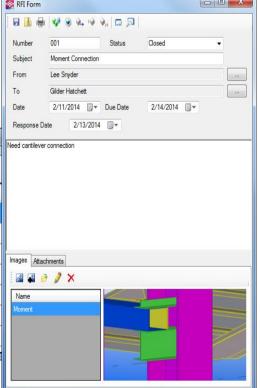




RFI Manager

- § 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



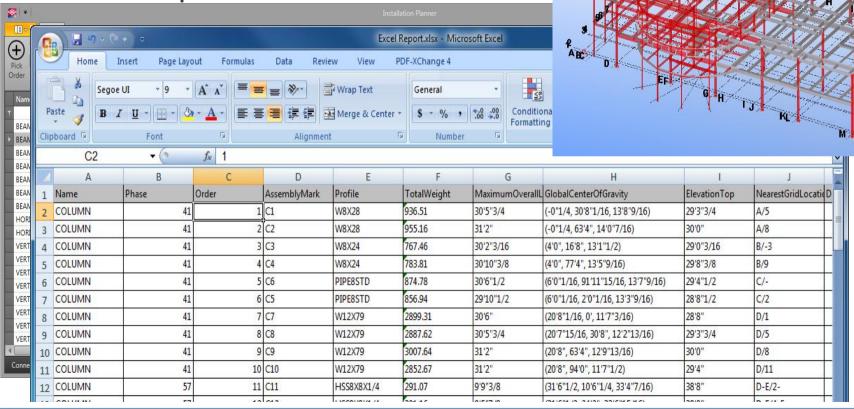




Construction Sequencer

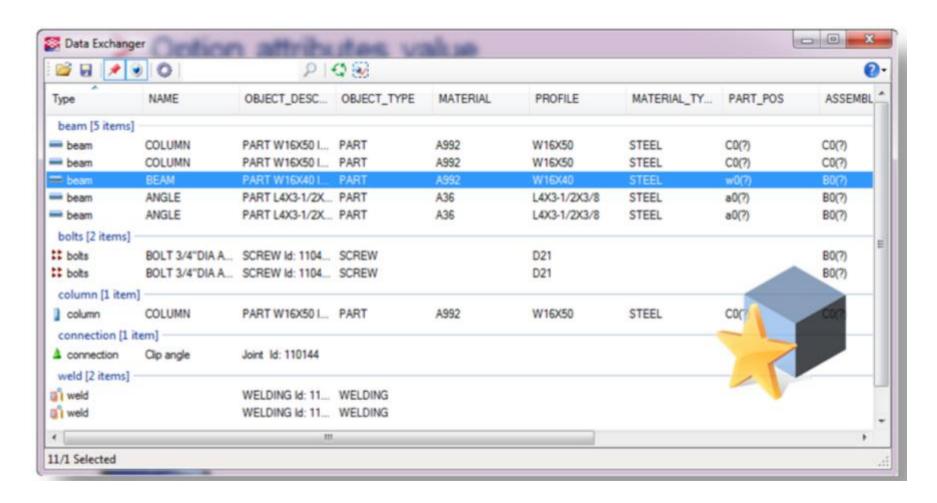
S Define erection order

§ Create reports and animations





Data Exchanger

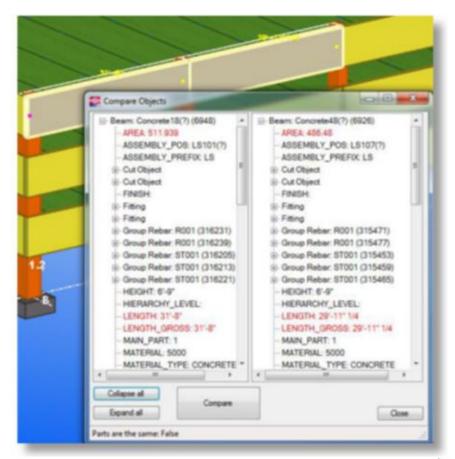






- § Deep object comparison
- § Compare and highlight

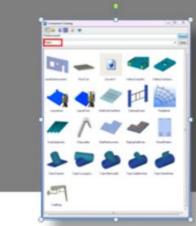






Use Cases & Scenarios

Detailing, System Components, Connections, Parametric modeling



Main Services & Features

Performance

Core level speed, Nesting capability, Protected intellectual property

User Input

Parametric properties, Save/Load templates

Use

Found in Component Catalog, Automatically load on launch

Applicability

Serve both modeling and drawing





Tekla Open API – Plug-in

§ Plug-in API

- Can create intelligent objects.
 - § Connections and details.
 - § Stairs, floor bays, handrails, and more.
- Automatically loaded at startup.
 - § Found in the component catalog.
- Plugins can be associated to input.
 - § Automatically adapt to changes in input objects.
- Provides Tekla Structures UI.
 - § Same INP as custom components.
 - § Units, translations, access to catalog.
- Plug-ins for drawings.





Tekla Open API - Drawing

§ Drawing API

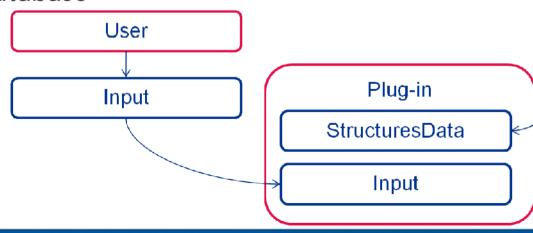
- Access the drawing list.
- Create, modify and delete.
 - § GA drawings and views in any drawing.
 - § Dimensions, text and other basic objects.
- Interact with the user.
 - § Get currently selected drawing objects.
 - § Prompt user to pick objects and locations.
 - § Select and highlight objects for the user.
- Access model objects from the drawing.
 - § Select the parts found in a drawing in the model.

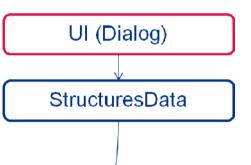




How a Plug-in is Structured

- § New Plug-in/connection started
 - Constructor method runs
 - Input prompted from user
 - § Applied values taken from dialog
 - § Plug-in Run() when input complete
 - Both the StructuresData and the Input are stored to the model database

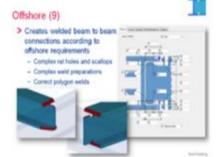




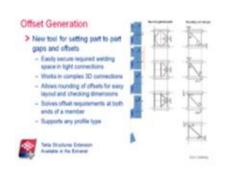


Plug-in API examples

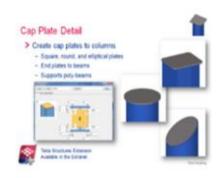
Offset Generation

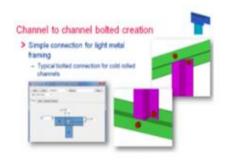




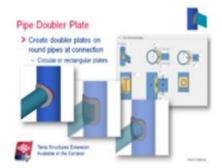






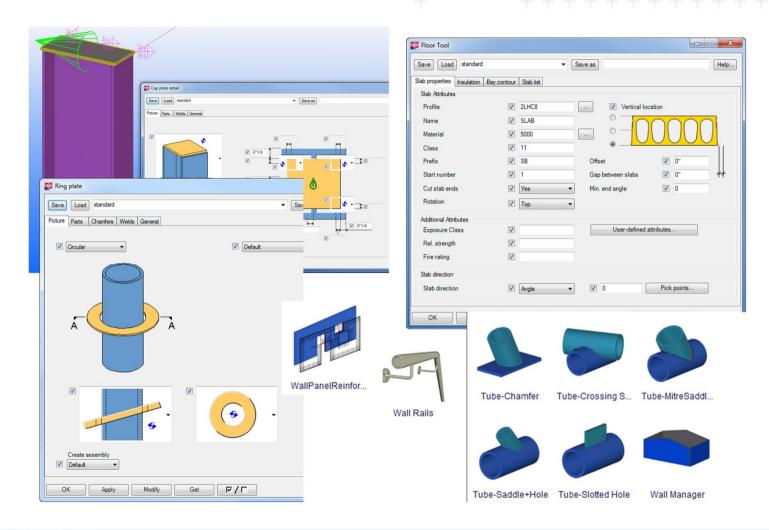








Plug-in API examples





Use Cases & Scenarios

Tailored Drawing Production and management

Custom drawing objects, marks, dimensions, and symbols,

Main Services

Drawing object

Create, modify, delete, GA drawings, Views in drawing, Dimensions, text, labels, symbols,

Access Model Object

Highlight model objects from drawing objects

User Interaction

Pick, select, highlight

Access Drawing List

Iterate through drawings



Drawing API



Common Use Cases

§ Drawing API

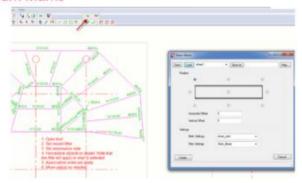
- Access the drawing list.
- Create, modify and delete.
 - § GA drawings and views in any drawing.
 - § Dimensions, text and other basic objects.
- Interact with the user.
 - § Get currently selected drawing objects.
 - § Prompt user to pick objects and locations.
 - § Select and highlight objects for the user.
- Access model objects from the drawing.
 - § Select the parts found in a drawing in the model.



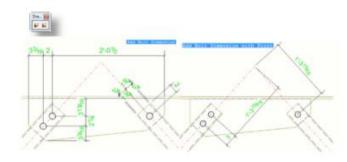


Drawing API examples

Beam Marks

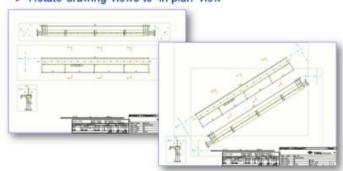


Bolt Dimension Tool



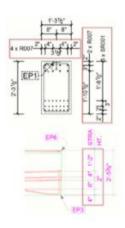
Brace Drawing

> Rotate drawing views to 'in plan' view



Rebar Dimension Tool

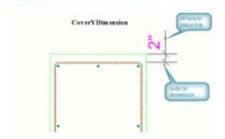
- > Group Dimensions
- > Automatic dimensioning
- > Efficient with less user stes





Drawing API examples

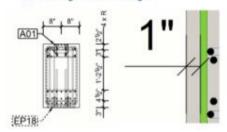
Cover Dimensions



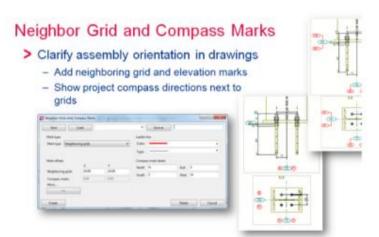
Part Presentation Marks

Drawing Dimensioning Tools

- > Rebar Dimensioning
- > Cover Dimension
- > Drawing Detail Manager



Clarify and enhance drawing presentation Create symbols to parts based on part properties or UDAs Add orientation symbols, grating symbols, etc.





Drawing Plug-in API examples

Drawing Match Line



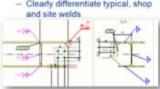
Pattern Line Plug-in and Editor

- > Pattern line:
 - Create special line types to show e.g. pipes, ground, ...
 - Line handles are associative.
- > Editor:
 - Modify existing or create new pattern line types which suit your needs.
 - Graphical user interface.
 - Preview while editing



Weld Mark Content

- > Control
 - Visibility of each weld property on the drawing, view, and mark level
- > Flexibility
 - Create object level settings for powerful presentation
 - Clearly differentiate typical, shop and site welds





Weld Mark Leader Lines

- > Position the weld mark leader line
 - Clarify complex welding cases
 - Improve drawing presentation
 - Place the weld mark at any location along the weld path



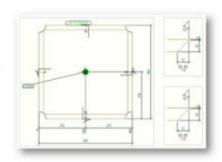




Drawing Plug-in API examples

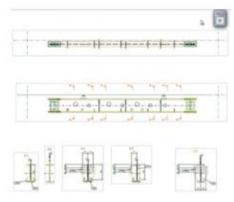
Edge Preparation Details

- Automatically create section views for plates with weld preparations.
- Views created with dimensioned details.
- Views created for workshop drawings.



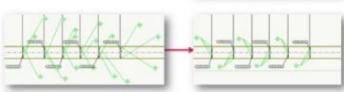
Dimensioning Tool

- New tool for adding dimensions to assembly drawings
- User defined rules for dimensioning



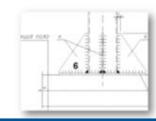
Weld Mark Merge

- Automatically merge identical weld marks
 - Intelligent grouping options
 - Simplify and clarify drawing presentation



Draw Weld Path

- Clear presentation of weld location in drawings
 - Draw patterned lines to indicate weld paths and weld types

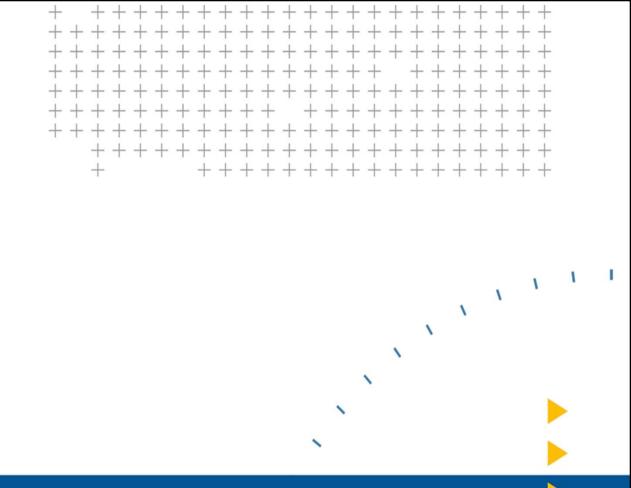


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TRANSFORMING THE WAY THE WORLD WORKS



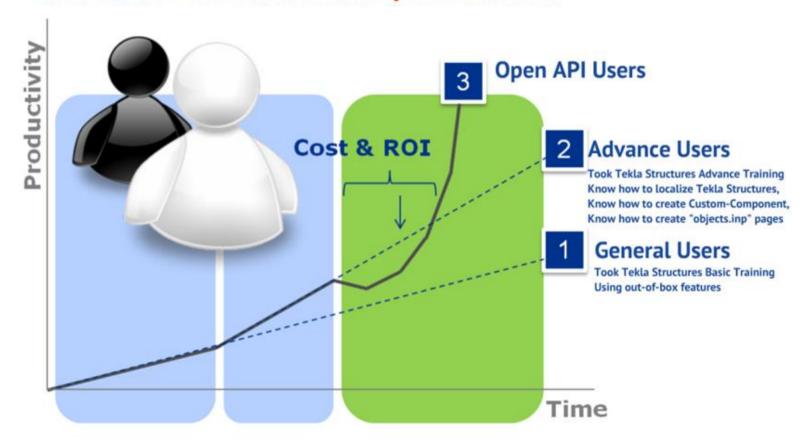




Plan to Utilize the API

Why Utilize the Tekla Open API

Increase Your Productivity in 3 levels





Strategy Overview

Formalize your Tekla Open API implementation strategy

> Ingredients

Process

- · Know your strength
- · Establish your goal

1

People

- · Find the right people
- Motivated, passion, and open mind!

Technology

3

Tekla Open API comes with Tekla Structures (



Tekla Open API is a collection of DLLs (Dynamic Link Library) that are included within your Tekla Structures!



Microsoft Visual Studio Express





Microsoft

Download (>)

System Requirements:

Supported operating systems

- Windows 7 SP1 (x86 and x64)
- Windows 8 (x86 and x64)
- Windows 8.1 (x86 and x64)
- Windows Server 2008 R2 SP1 (x64)
- Windows Server 2012 (x64)
- Windows Server 2012 R2 (x64)



Tekla Open API - Required Skills

- § Basic understanding of Tekla Structures
 - Model creation basics.
 - Part creation, alignment, and operations.
 - Understanding of Tekla Structures objects.



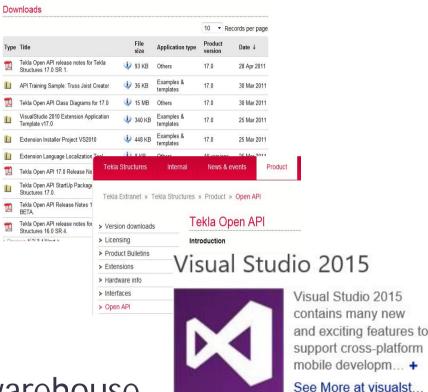
- C#, VB.NET, J# etc.
- English documentation.





Hardware and Software Needs

- § Tekla Structures
- § Windows 7, 8.1, 10
- § .NET Framework 4.5
- Visual Studio 2015 Professional
- § Pick a Language (Suggest C#)
- § Tutorial Material
 - Videos, YouTube
 - Books
- § Download Startup Package from warehouse
 - Search "Open API"



Product info: Microsoft



Hardware and Software Needs (Long Term)

- § For debugging and more efficient long term development Visual Studio Professional Edition is recommended
- § Packaging software: Windows Installer, Installshield, InstallAware, Advanced Installer, ...
 - Create MSI or exe installers
 - Easy to deploy (unattended and silent)
 - Version control
- § Source Code Management System
 - E.g. Git, Stash, Seapine SCM
 - Code history, branch management, automatic builds





- § Support from management
- § Realize short term investment and benefits versus the bigger, long term goals that can be reached
- § Get support structure for testing, training, and releasing
- Seview existing process, asking what can be improved as you go, often workflows can be improved rather than add more automation to existing process
- § Make sure to involve peers in documentation and review process
- § Document and agree on stages for development



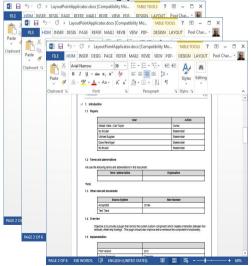


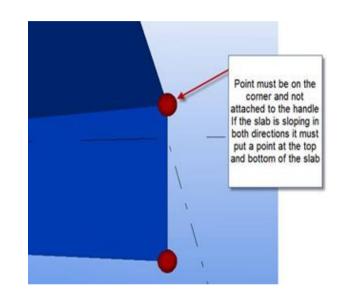
- Solution With peers and identify key bottle neck areas in current process where software automation can help in productivity.
 - In some cases this can be simple macros to automate a set of tasks...
 - Direct export to ERP solution or in-house database?
 - Drawing dimensioning tools?
 - Process management tools?
- Socument what you want to accomplish on paper, include peer review discussing risks and rewards.
- Solution on extranet.



Create Basic Documentation

- § Why do this?
 - Current problem / need / gap: More accurate and faster field layout on slab boundaries
 - How does it solve or partially address the pain?: Quicker way to place layout points for slab edges and openings
- § For whom do we do this?
 - Applicable customer: Segments Concrete Contractors, SPGC
 - User types or roles: Survey guys, Field Engineers





- Slab Plug-in applies layout points along grid boundaries
 - Set settings in plug-in UI
 - Pick Slab
 - Apply points along slab perimeter and openings
 - Options:
 - Top and bottom
 - Target spacing
 - Always a point at a corner



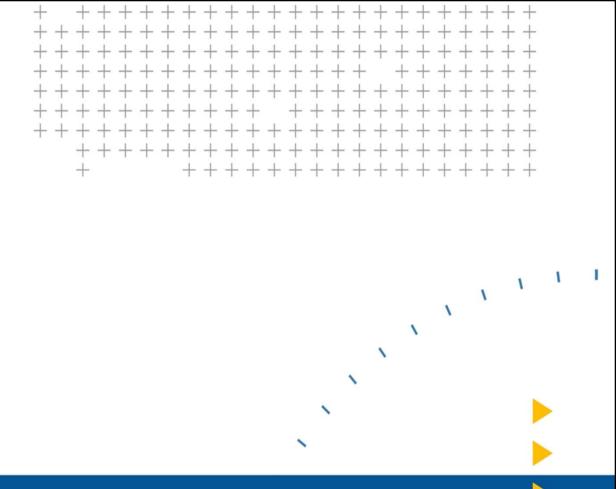


Setup

- § Incorporate good coding techniques
- § Use good MsBuild structure for version control
- § Adopt a source code management system
- § Reuse code in company toolkits
- § Involve users in development through communication and suggestion channels
- § Keep track of feature requests and bugs from users







Thank You