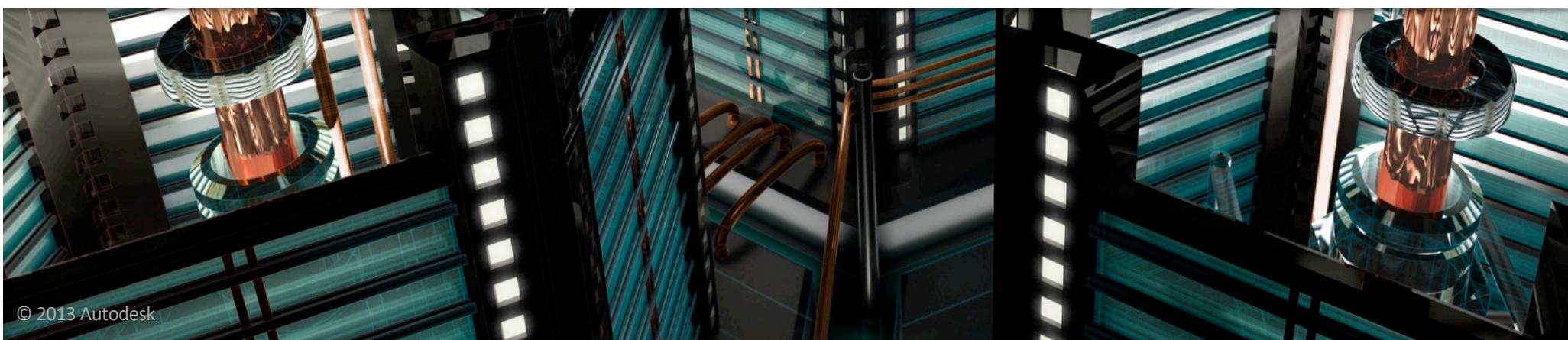


Autodesk Exchange for Autodesk® Revit®

Preparing Apps for the Store: Guidelines



Publishing Workflow Overview

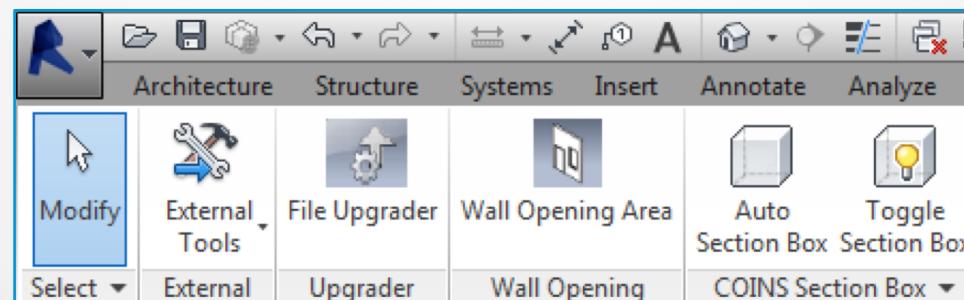


Guidelines

- Ribbon buttons
- Contextual (F1) help
- Install locations
- “Bundle” structure

Ribbon Buttons

- Need to have Ribbon Button (not under external tools)
- Add-ins tab (by default)
- Custom tabs (optional)
- Autodesk Icon Guidelines.pdf under Revit SDK
- Autodesk WikiHelp > Revit > Developers > Appendices > API User Interface Guidelines > Ribbon Guidelines
http://wikihelp.autodesk.com/Revit/enu/2014/Help/3665-Developers/0170-Appendic170/0206-API_User206/0215-Ribbon_G215



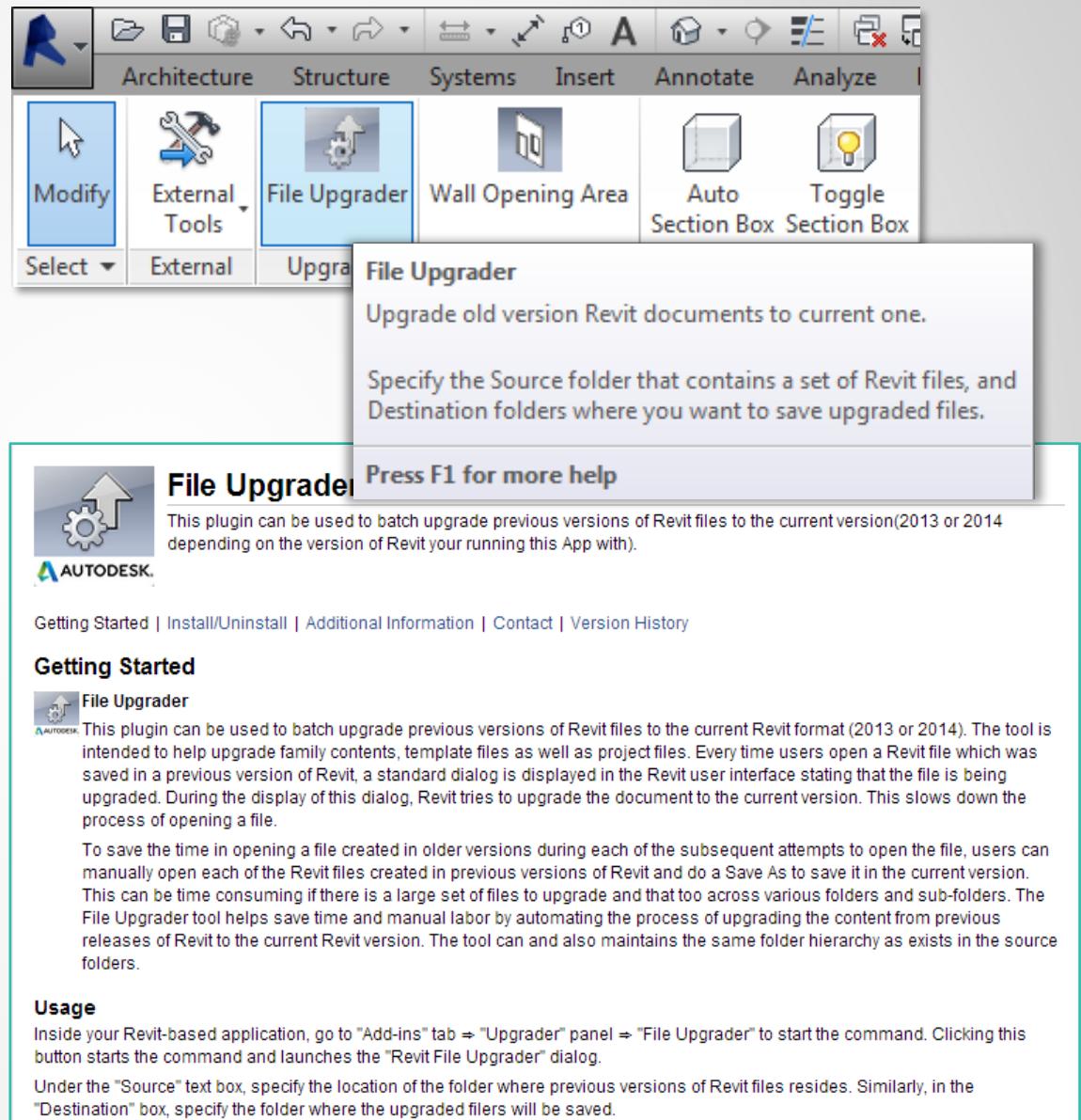
Contextual (F1) Help

- RibbonItem.

SetContextualHelp()

- Link to:

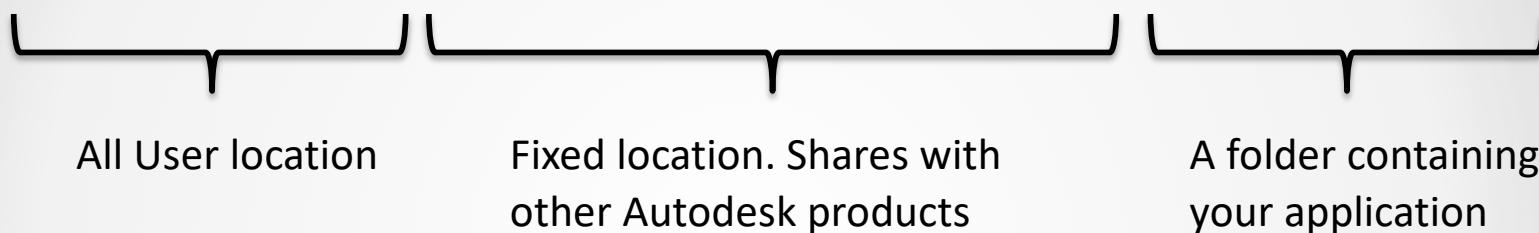
- External URL
- Local help file
- Autodesk help file



Install Locations

■ All User (Default)

- `%ProgramData%\Autodesk\ApplicationPlugins\<myApp>.bundle`



■ Per User

- `%AppData%\Autodesk\ApplicationPlugins\<myApp>.bundle`



Bundle Folder Structure

(1) Typical Single App



<myApp>.bundle

PackageContents.xml



Contents

<myApp>.dll

<myApp>.addin

Resources

myIconImage.png

myHelp.html

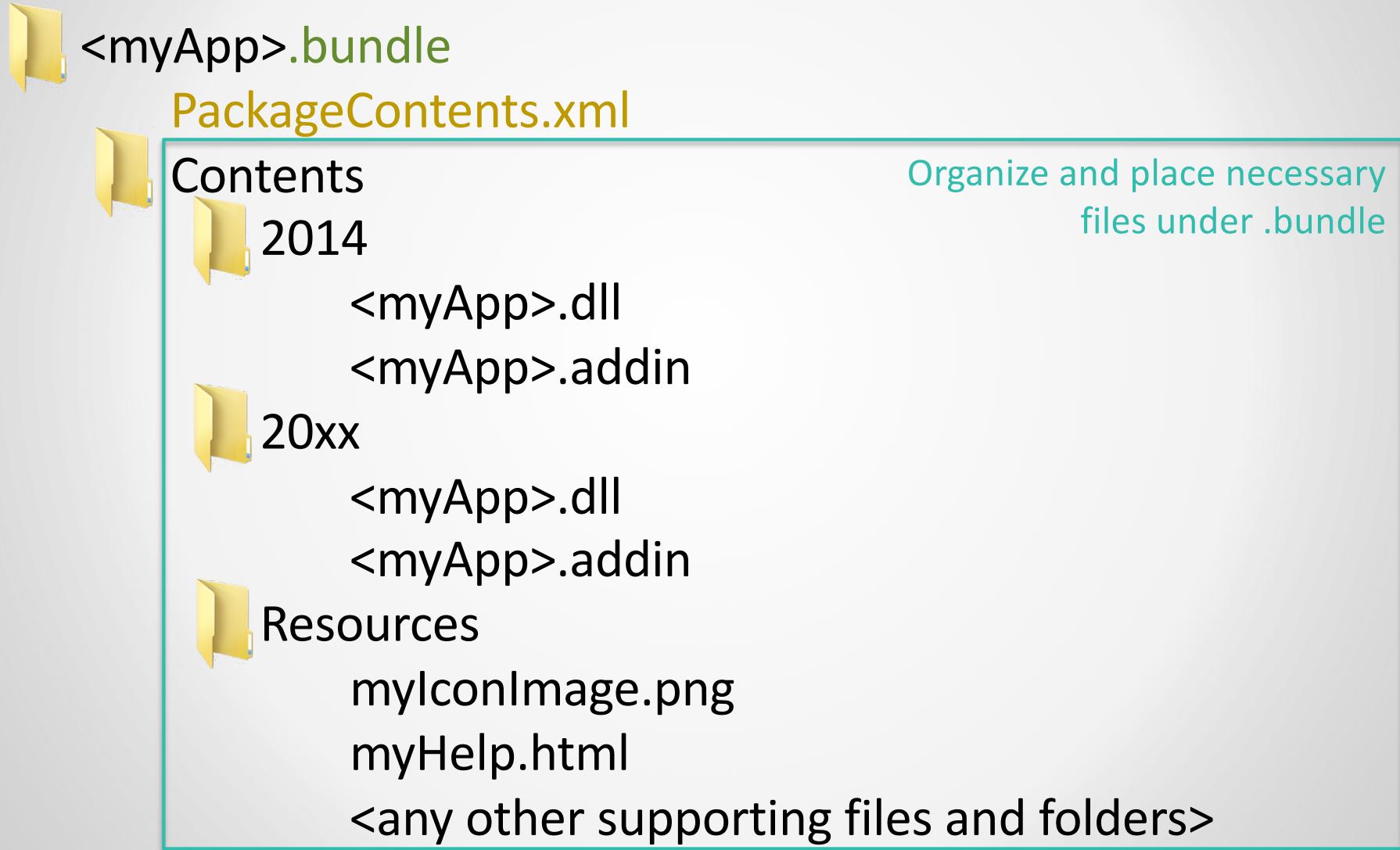
<any other supporting files/folders>

Contain Installer and run-time info.*¹
To be completed upon submission

Organize and place necessary
files under .bundle

*1) Revit supports the store location or PackageContents.xml since the release 2014

Bundle Folder Structure (2) App Supporting Multiple Versions



PackageContents.xml

- Generated by the Autodesk installer tool after the initial submission of an app (populated from submission information.
No need for publisher to provide as such)
- Contains installer information
- Revit 2014 (and above) will read this file and pick up the location of .addin manifest
- **Important:** keep it in your bundle once it is generated after the initial submission

PackageContents.xml Populated by Installer Tool

```
<?xml version="1.0" encoding="utf-8"?>
<ApplicationPackage SchemaVersion="1.0"
    AutodeskProduct="Revit"
    ProductType="Application"
    Name="File Upgrader"
    AppVersion="2.0.0"
    Description="ADN Plugin of the Month: File Upgrader"
    Author="Saikat Bhattacharya"
    Icon="./Contents/2014/Resources/FileUpgrader_Thumbnail.png"
    OnlineDocumentation="http://labs.autodesk.com/utilities/ADN_Plugins"
    HelpFile="./Contents/2014/Resources/ADNFileUpgraderHelp.htm"
    ProductCode="{F23B85C8-D5DE-45B9-977E-D860120D27B1}"
    UpgradeCode="{5D9F89AD-3CC0-4769-B90D-60BFB4EE90DB}"
    FriendlyVersion="2.0.0"
    SupportedLocales="Enu"
    AppNameSpace="appstore.exchange.autodesk.com">

    <CompanyDetails Name="Autodesk"
        Url="http://labs.autodesk.com/utilities/ADN_Plugins"
        Email="adn.apps@autodesk.com"
        Phone=" " />

    <RuntimeRequirements OS="Win32|Win64"
        Platform="Revit|Revit Architecture|Revit Structure|Revit MEP"
        SeriesMin="R2014"
        SeriesMax="R2014" />

    <Components Description="2014 parts">
        <RuntimeRequirements OS="Win32|Win64"
            Platform="Revit|Revit Architecture|Revit Structure|Revit MEP"
            SeriesMin="R2014"
            SeriesMax="R2014" />
        <ComponentEntry AppName="FileUpgrader"
            Version="2.0.0"
            ModuleName="../Contents/2014/ADNPlugin-FileUpgrader.addin"
            AppDescription="FileUpgrader" />
    </Components>
</ApplicationPackage>
```

Installer information



Summary of components (optional)

Revit run-time info

Location of addin manifest



Revit App Auto Load Flow

1. Revit goes through the common install folder and parse for Revit apps for the appropriate environments (**RuntimeRequirements**)
2. Revit picks up the location of addin manifest (**ModuleName**)
3. Read .addin manifest and load the app.

```
<?xml version="1.0" encoding="utf-8"?>
<ApplicationPackage>
    <Components Description="2014 parts">
        <RuntimeRequirements OS="Win32|Win64"
            Platform="Revit|Revit Architecture|Revit Structure|Revit MEP"
            SeriesMin="R2014"
            SeriesMax="R2014" />
        <ComponentEntry AppName="FileUpgrader"
            Version="2.0.0"
            ModuleName=".//Contents/2014/ADNPlugin-FileUpgrader.addin"
            AppDescription="FileUpgrader" />
    </Components>
</ApplicationPackage>
```

Minimum PackageContents.xml
to load to Revit.
Use for testing purposes

Addin Manifest

- Use the relative path to your dll

```
<?xml version="1.0" encoding="utf-8" standalone="no"?>
<RevitAddIns>
  <AddIn Type="Application">
    <Name>File Upgrader</Name>
    <Assembly>.\ADNPlugin-FileUpgrader.dll</Assembly> Relative path to your dll
    <ClientId>BEA80927-9044-4c31-AAE1-48AB3527AAAA</ClientId>
    <FullClassName>ADNPlugin.Revit.FileUpgrader.Ribbon</FullClassName>
    <VendorId>ADNP</VendorId>
    <VendorDescription>Autodesk, www.autodesk.com</VendorDescription>
  </AddIn>
</RevitAddIns>
```

- By default, Revit will load addins without restarting Revit. If you want to change this behavior, add the flag: *1

```
<AllowLoadIntoExistingSession>false</AllowLoadIntoExistingSession>
```

*1) Revit supports in-session loading since the release 2014. Earlier releases require restarting Revit.

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Next: App Submission Processes



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