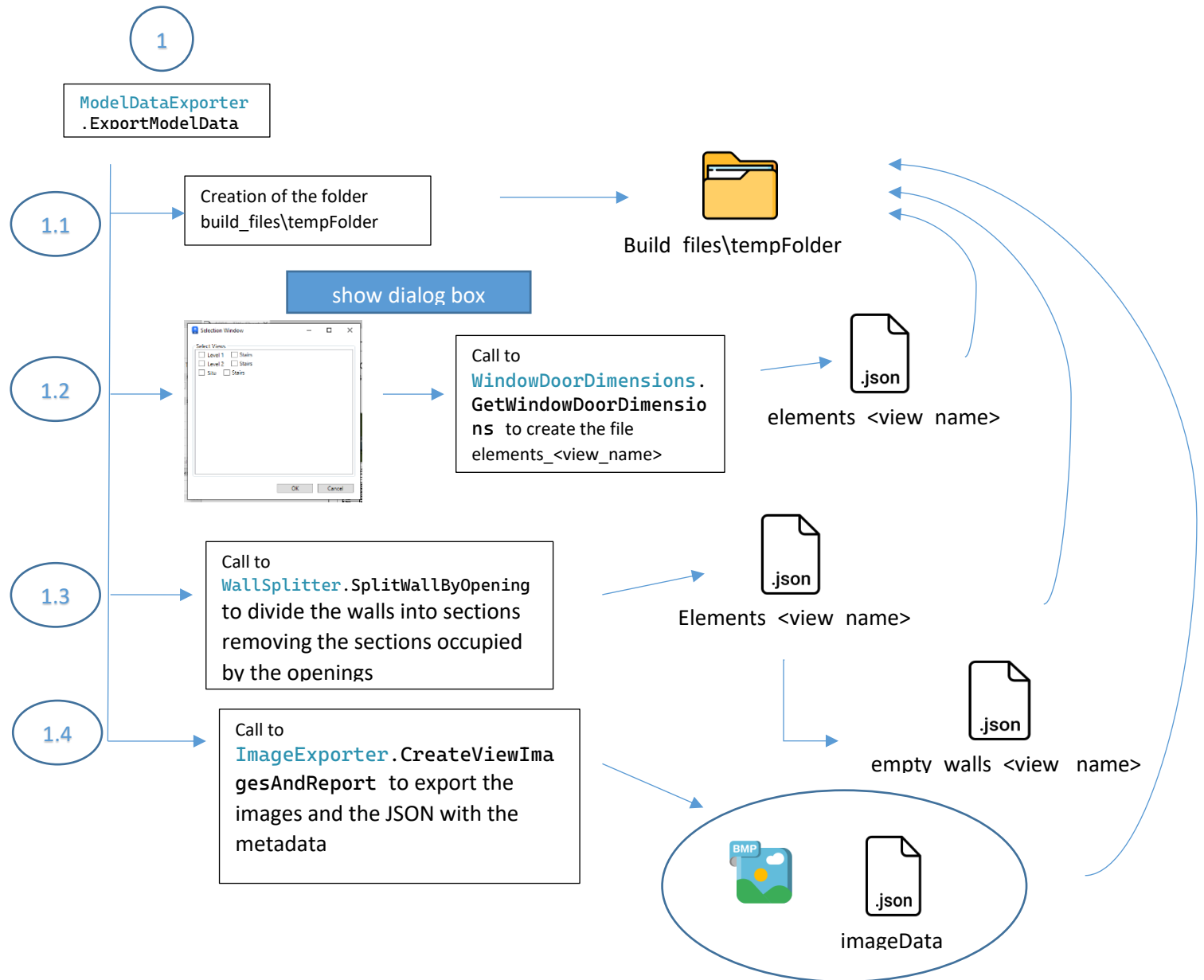


The folder `build_files` is located in the same directory as the DLL file (`Create.dll`). This folder contains the subfolders `build_tools` and `EmptyTemplate`. The `EmptyTemplate` folder contains the minimal files required to make up an Ekahau (.esx) file. These JSON files are empty, meaning they do not contain any project information, only the structure of an ESX file.

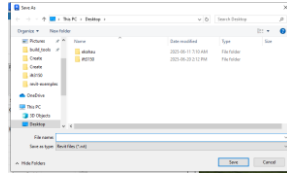


2

FileTemplateCreator.
CreateFileTemplate

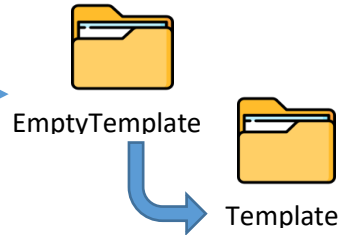
show dialog box where user can
define path and name of file

2.1



2.2

Creates a copy of
EmptyTemplate named
Template and adds it to
Build_files\tempFolder

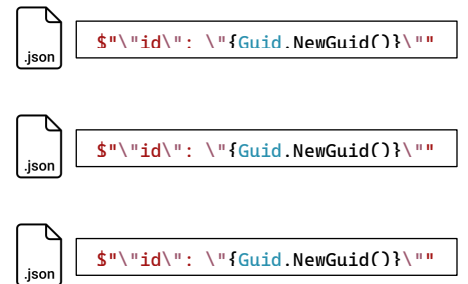


3

IDGenerator. Genera
teIDInJsonFiles

Searches all the files in the
folder
build_files\tempFolder
\Template and creates a
GUID for each empty id field

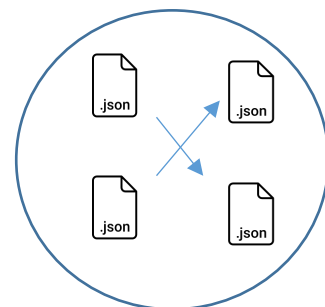
Build_files\tempFolder\
Template



4

IDReferenceFiller.
**CompleteJsonRefere
nces**

Build_files\tempFolder\
Template

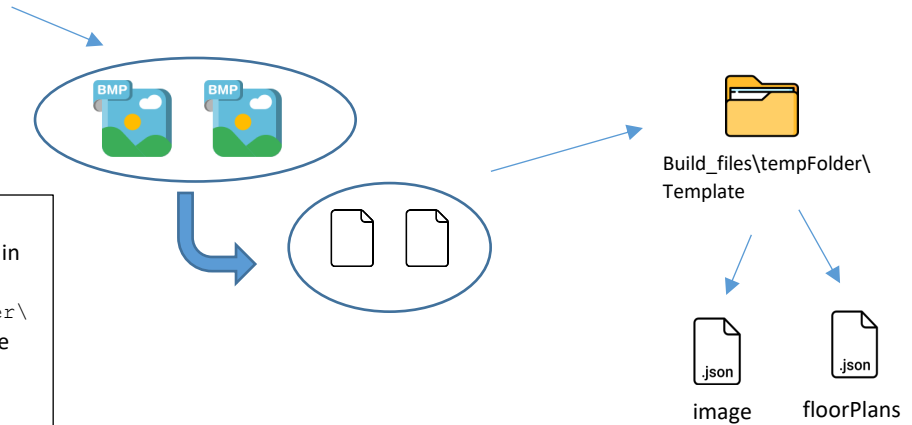


Complete all the metadata in the
JSON files, such as the file name
(.esx), creation date, etc., and
create the references between the
JSON files.

5

ImageJsonFileCreator.
FormatImagesAndCreate
JsonFile

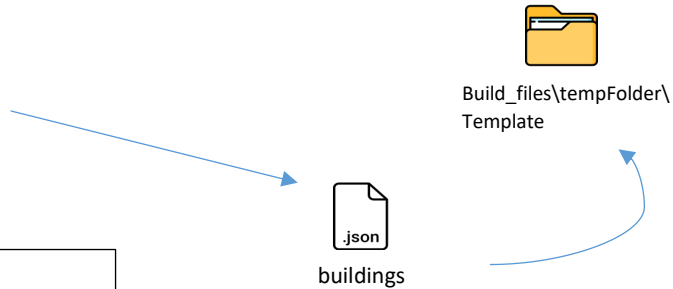
Copy the images, reformat
them, and place the copies in
the folder
build_files\tempFolder\
Template. Then update the
JSON files with the
information



7

EkahauBuildingCreator.
CreateEkahauBuildingFi
le

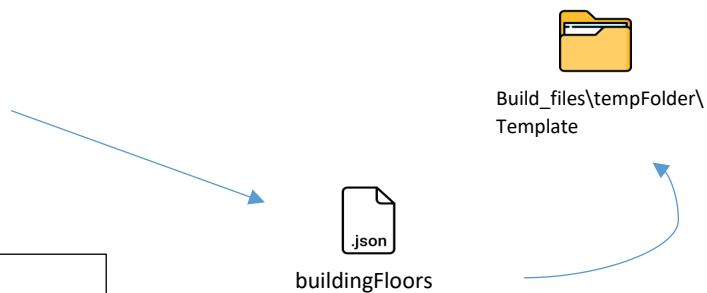
Create the file
buildings.json and place
it in the folder
build_files\tempFolder
\Template



6

BuildingFloorCreator.
CreateBuildingFloorsJ
sonFiles

Create the file
buildingFloors.json
with the necessary
information and place it in
the folder
build_files\tempFolder
\Template



8

`WallsInserter.InsertWall
AndOpeningsInEkahauFile`

8.1

Create three lists:

```
var wallPointsList = new List<string>();  
var wallSegmentsList = new List<string>();  
var areasList = new List<string>();
```

8.2

`OpeningsListCreator.
FillOpeningsList`



Elements_<view_name>

`wallPointsList.Add
wallSegmentsList.Add`

Take the file
elements_<view_name>
and update the
corresponding lists

8.3

`StairsZoneListCreator.
FillStairsZoneList`



imageData

`areasList.Add`

Take the file imageData and
update the list areasList

8.4

`WallListCreator.
FillWallList`



Empty_walls_<view_name>

`wallPointsList.Add
wallSegmentsList.Add`

8.5

wallPointsList
wallSegmentsList
areasList

Create the three JSON files
with the information from the
corresponding lists and place
them in the folder
build_files\tempFolder
\Template

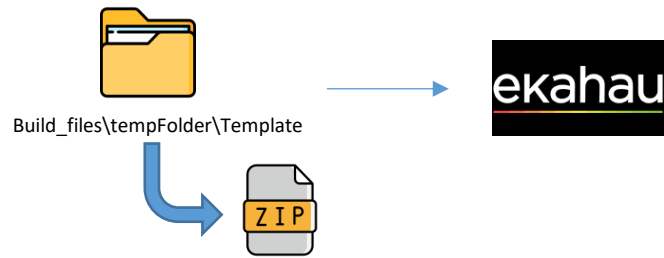
wallPoints
wallSegments
exclusionArea



Build_files\tempFolder\
Template

9

EkahauFileCreator.
CreateEsxFile



Compress the folder
`Build_files\tempFolder\Template`, change its extension to `.esx`, and
save the file to the path specified by
the user