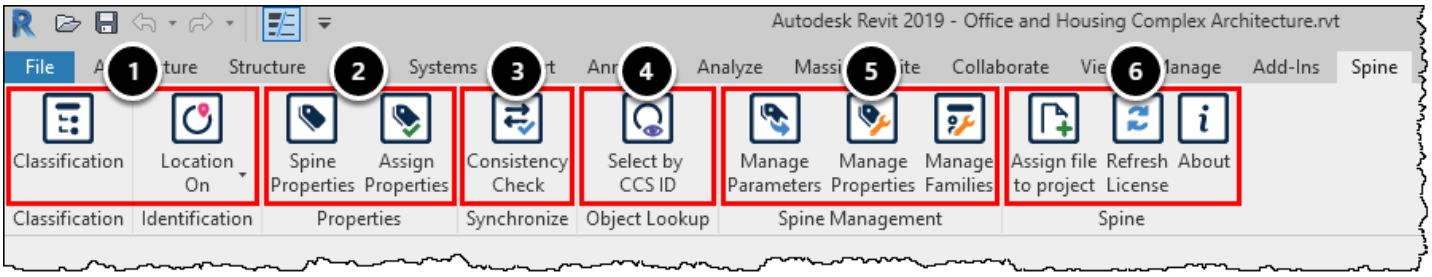
SPINE PLUGIN FOR REVIT

Projectspine A/S

Table of Contents

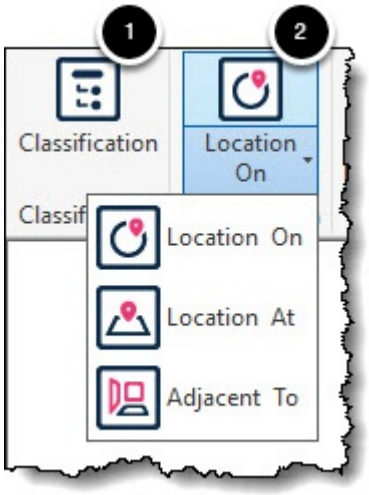
spine Plugin

spine plugin for Revit



1. Add classification and identification
2. Manage properties
3. Check data between Revit files and spine projects
4. Lookup objects by CCS ID in the Revit file
5. Manage parameters, properties and Revit families
6. Assign a Revit file to a spine project and refresh license

1. Classification and identification

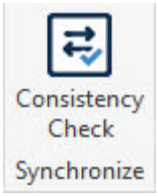


1. Classification
   Add classes, assign types and assign Single Level ID.
   Add additional classification standards.
2. Locate building elements in relation to each other + Location ID.
   Location On locate building elements On each other.
   Location At locate building elements At each other.
   Adjacent To locate walls in relation to rooms.

2. Properties

1. spine properties display information about selected objects. Fill in information and synchronize properties with a spine project .
2. Assign properties add properties set to 'required in Revit' in the spine project .

3. Consistency Check



Consistency Check
Select Revit Categories and check for missing or inconsistent data.

4. Object Lookup

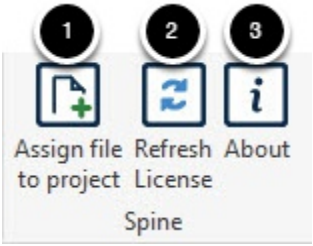
Type in a CCS ID which will be located in the model.

5. Spine Management

1. Manage Parameters, manage, map and control parameters.

2. Manage Properties display a list of properties. Tick on/off to add and remove properties.
3. Manage Families diaplay a list of Revit Family types . Assign existing CCS Types and create new.

6. Spine

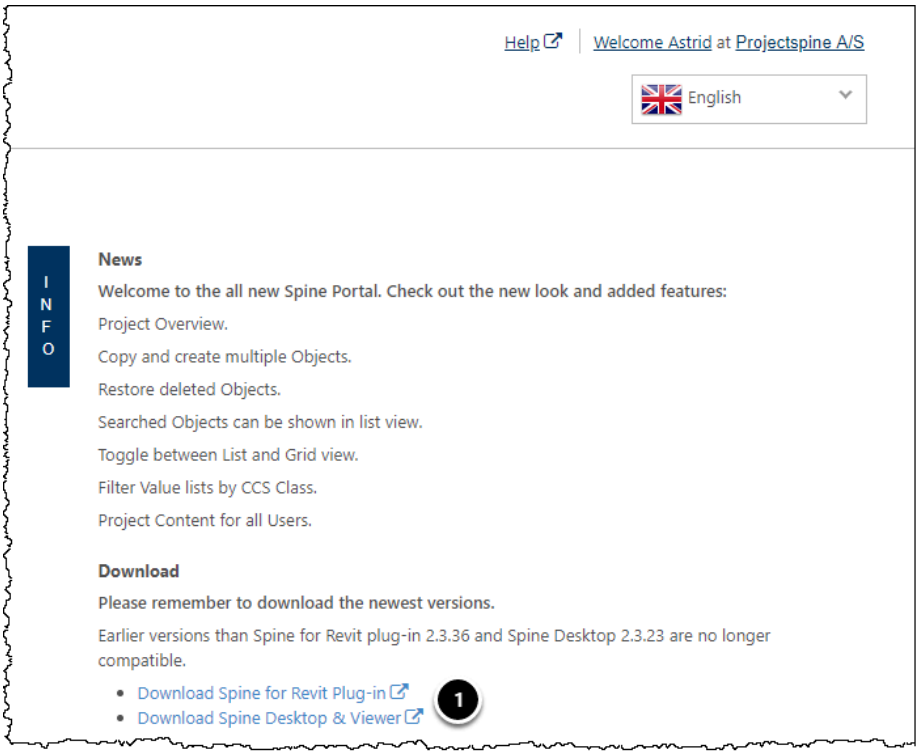


1. Assign file to project. Connect a Revit file to a spine project .
2. Refresh License.
3. About, display information about the plugin version and links to this help sites

Download and install spine plugin for Revit and spine Desktop & Viewer

Download and install the spine plugin for Revit and spine Desktop & Viewer.
NOTE: You have to be logged into the spine Desktop & Viewer, for the Revit plugin to work.

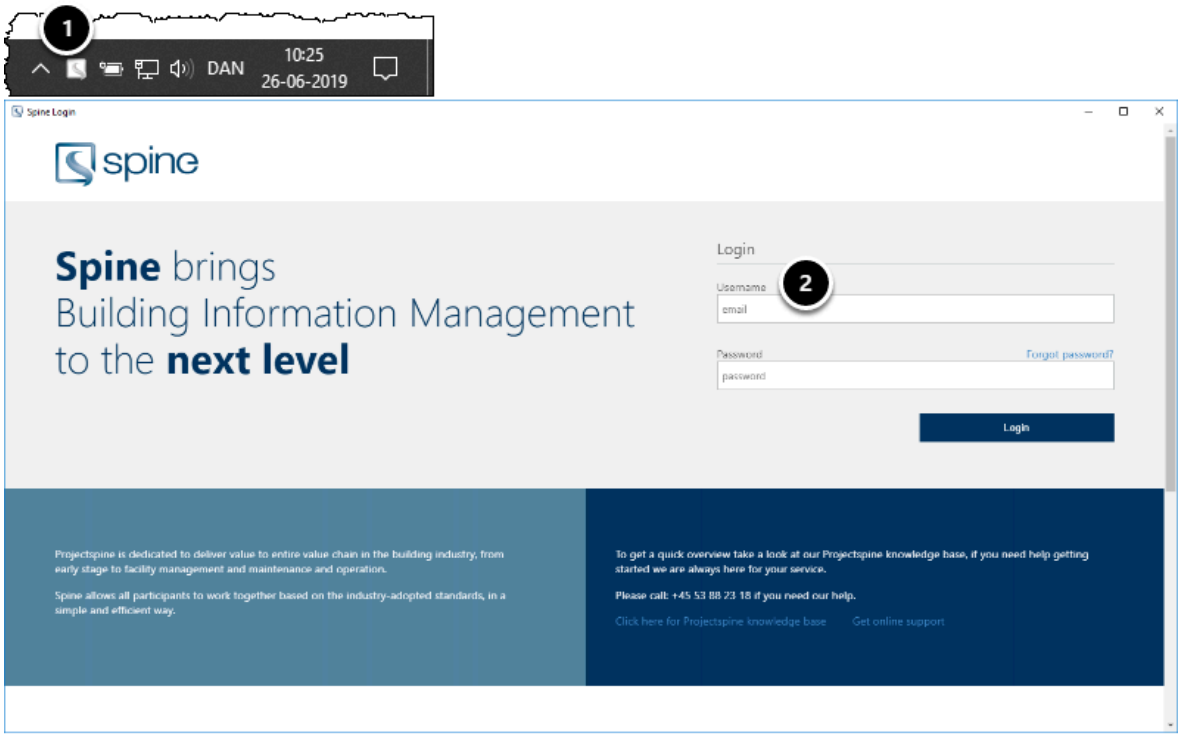
1. Log into the spine Portal



Go to http://portal.projectspine.com/ and login

1. Download newest version of spine plugin for Revit and spine Desktop & Viewer

2. Use spine Desktop & Viewer and spine plugin for Revit



After installing the spine Desktop & Viewer will automatically start and run in the background.

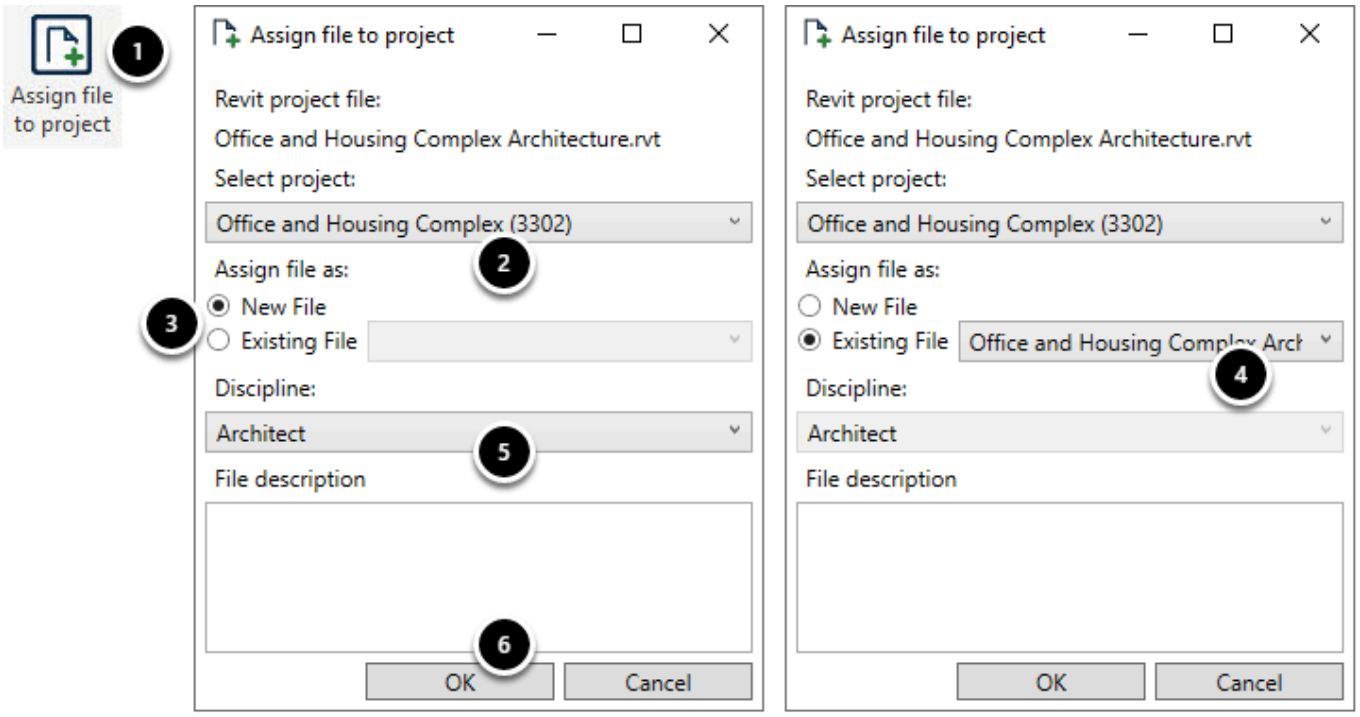
1. Open the spine Desktop & Viewer from the system tray
2. Log into the spine Desktop & Viewer

If you experience trouble starting spine Desktop & Viewer or spine plugin for Revit, check your firewall and VPN connections. Otherwise contact our support.

Getting started

Assign a Revit file to a project

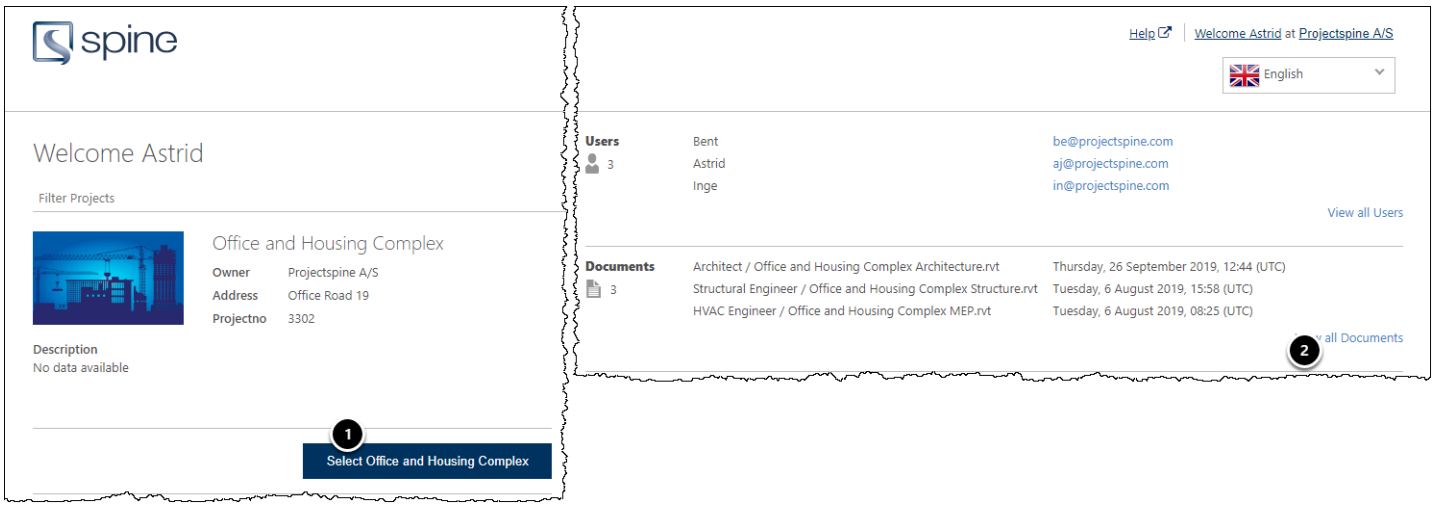
1. File settings



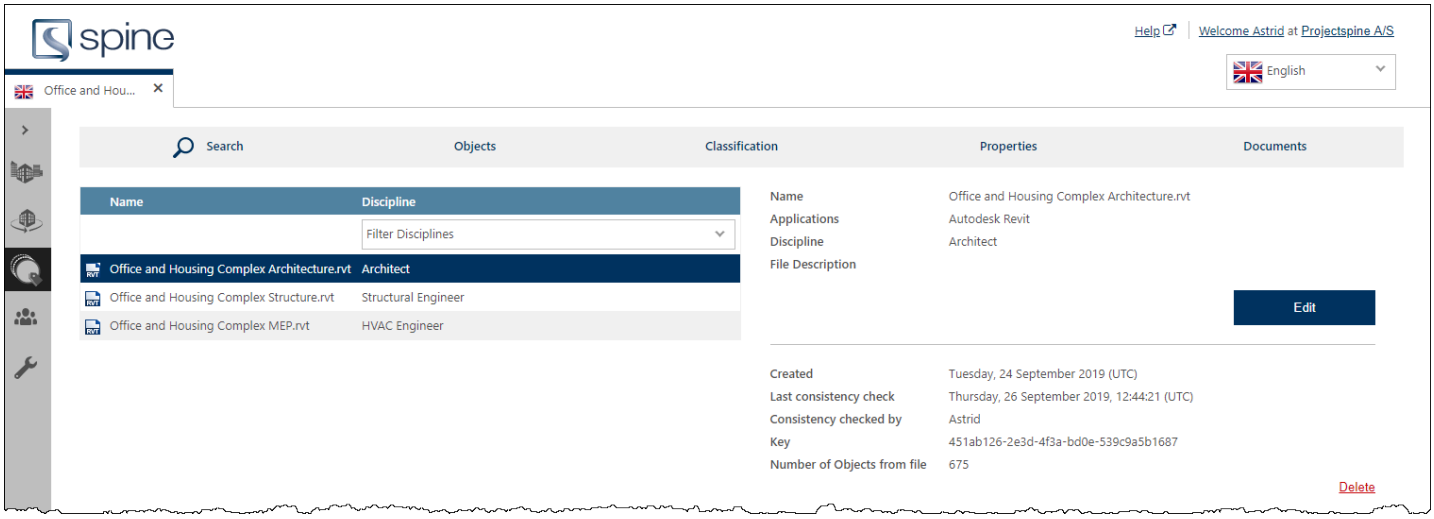
1. Open 'Assign file to project'
2. Select spine project
3. Select whether the file is new or existing
4. If it is a new version of en existing file, select the existing file
5. Select a discipline
6. Click OK

Note: If the Revit file is already assigned a project, a message will display which spine project it's assigned too, and ask for continuation. If you press Yes and assign the file to another project, the file will henceforth correspond with the new project.

2. View assigned files in spine Portal



1. Select spine project
2. Go to Documents



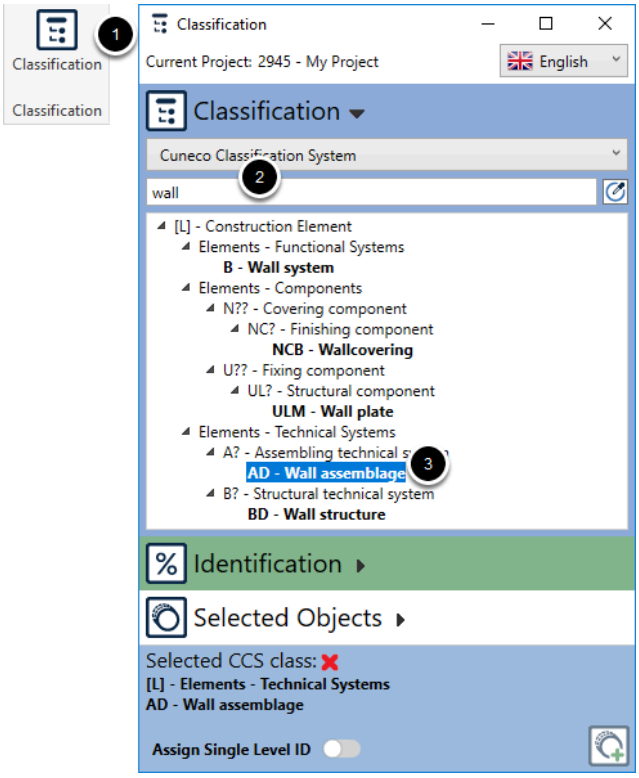
Classification and Identification

Add Classification

Add classes to objects in Revit.

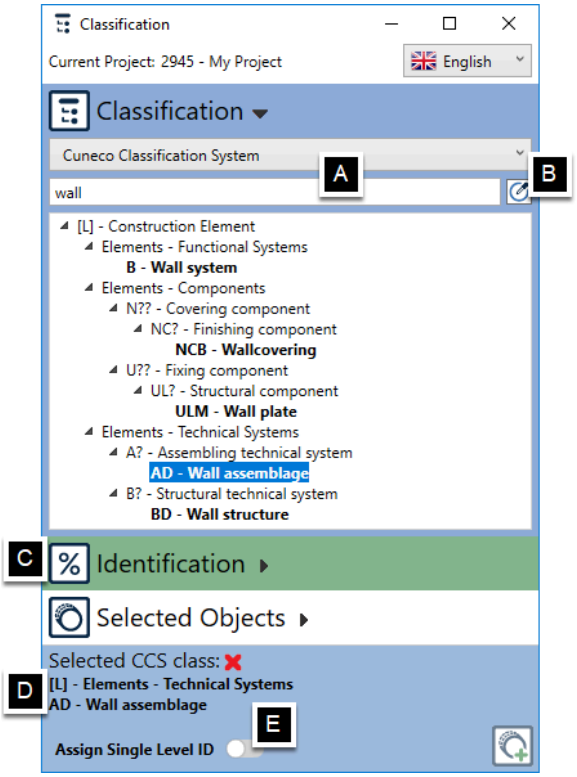
- You can add pre-classification to a Revit template or a Loadable Family .
- You can add additional classification. See Classification systems supported by Spine .
- Add Classification (Video English)

1. Select class



1. Open 'Classification'
2. Type in a synonym for the class
3. Select a class

Tips and additional settings



A: Use a topnode as filter, e.g. 'L door' will only show results in [L] Construction Element

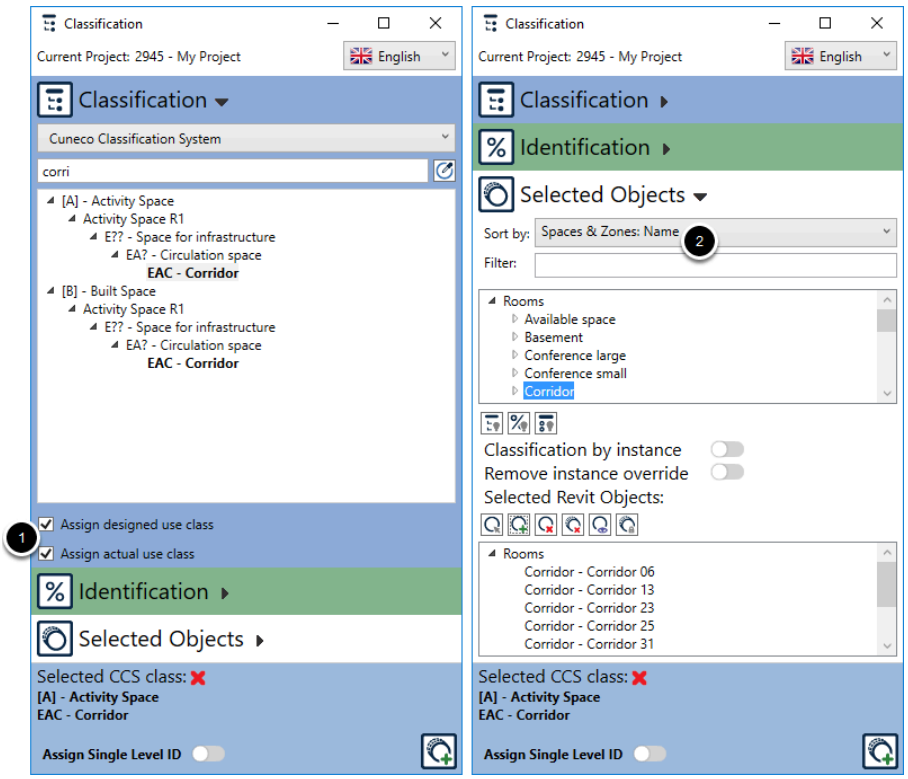
B: Instead of searching for a class, you can 'Read Class from Revit object'

C: Assign a CCS type with the class

D: The chosen class can be seen at the bottom

E: Assign Single Level ID with the class

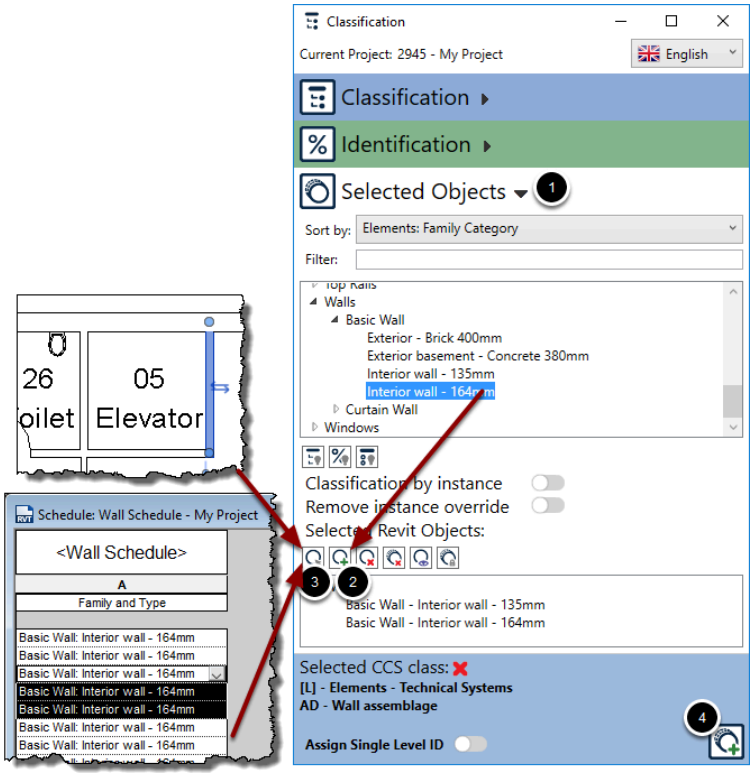
Add Classification to rooms



There are two class properties for rooms, a Designed Use Class and an Actual Use Class .

1. Choose which to be assigned
2. In selected objects, change the Sort by to rooms and spaces

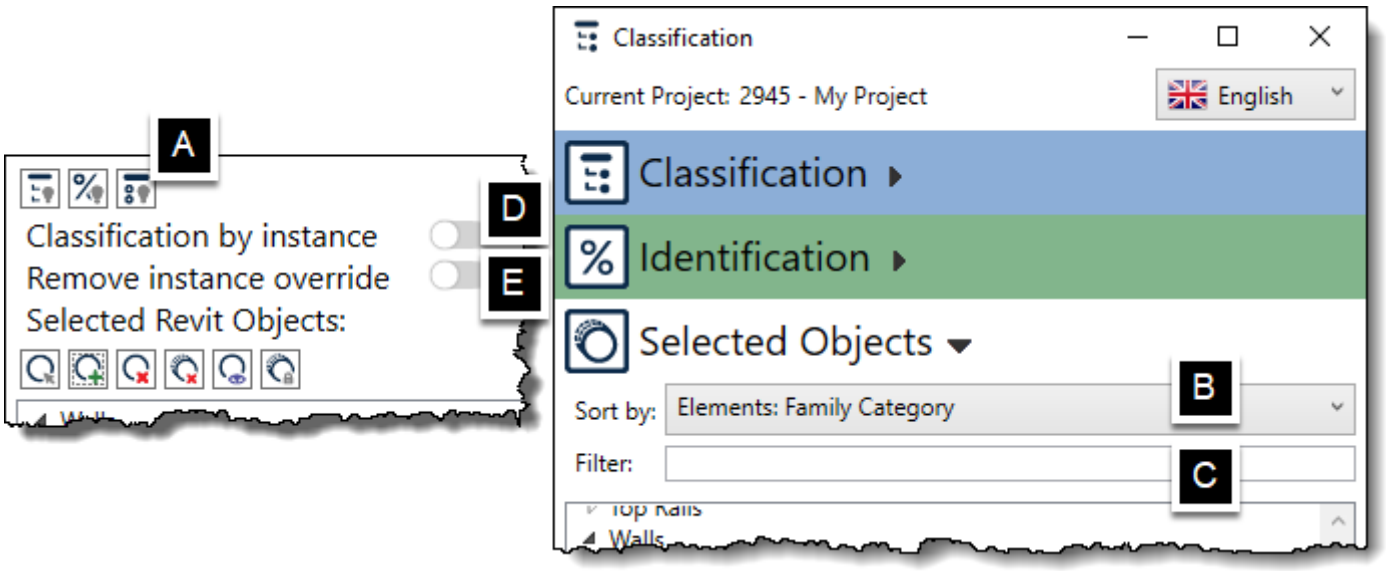
2. Select objects and add classification



Selecting objects to be added a class, can be done in two ways, step 2 and 3.

1. Open 'Selected Obejcts'
2. Select Revit families or types from the list
3. Or select objects from a view, select from the model and from schedules
4. Click 'Listed Objects' for assigning classification

Tips and additional settings



By default all used families and types are shown in the list, and as they get classified they will disappear.

A: To see not used and classified families and types, use the three filters:

- The first filter shows classified families and types in blue
- The next shows families and types with type-ID in green
- and the last shows all families and types including those not in use

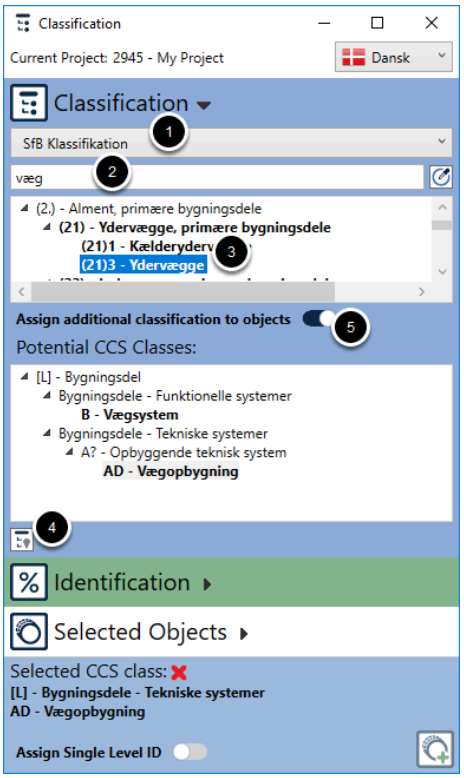
B: Choose a way to sort the list

C: Filter the list

D: Add classification by instance, toggle on Classification by instance

E: If you want to move classes from the instance parameter to the type parameter, toggle on Remove instance override

3. Add additional classification



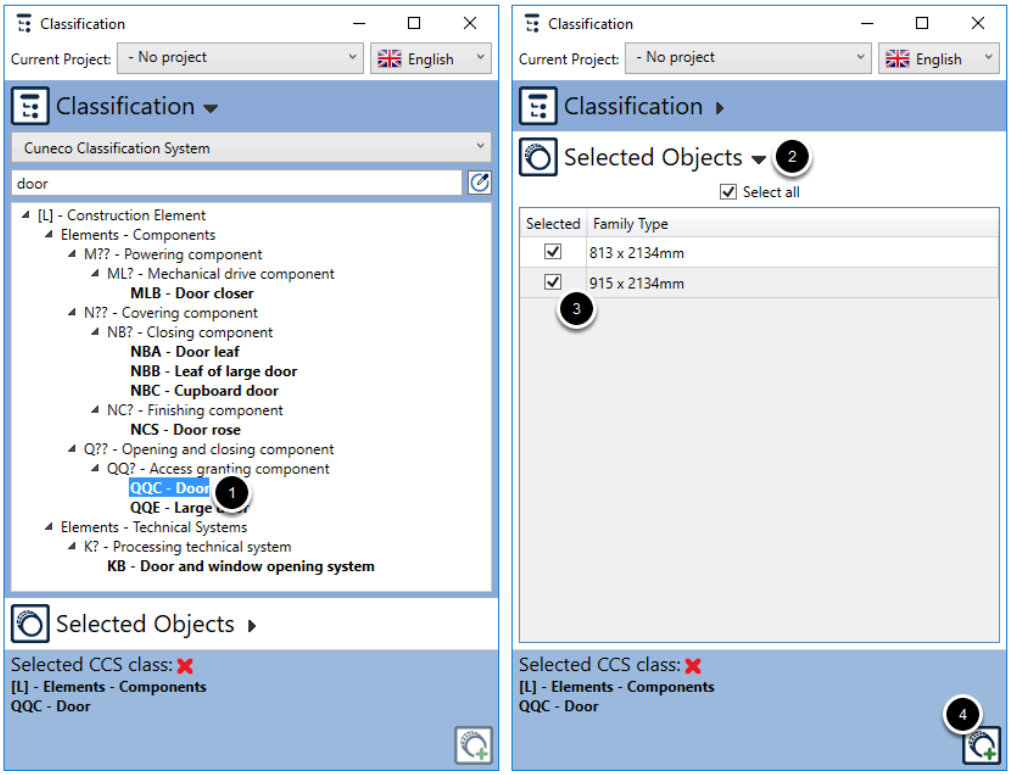
1. Select a classification system
2. Type in a synonym
3. Select a class and check if the suggested CCS class is correct
4. If not, press Show all CCS classes and select another
5. Toggle on Assign additional classification to objects

See additional standards supported by Spine.

4. Pre-classification

Pre-classifying content can be done in two ways, one for Loadable Families and one for both Loadable and System Families.
Loadable Families can be assigned a class in the family editor, and both Loadable and System Families can be assigned a class in a Revit project and template.

4.1. Pre-classifying Loadable families



Open a family in the family editor and open the classification window

1. Select a class
2. Open the Selected Objects tab
3. Select types to be assigned the class
4. Click Listed objects to assign class

Save and load the family into a project.

4.2. Pre-classifying a Revit project or template

When pre-classifying a project, use the same steps as in 1. Add Classification
In the classification window, turn on the Show all types filter, to display all families and types.
Assign a class and save the project or template.

5. Add Classification (Video English)

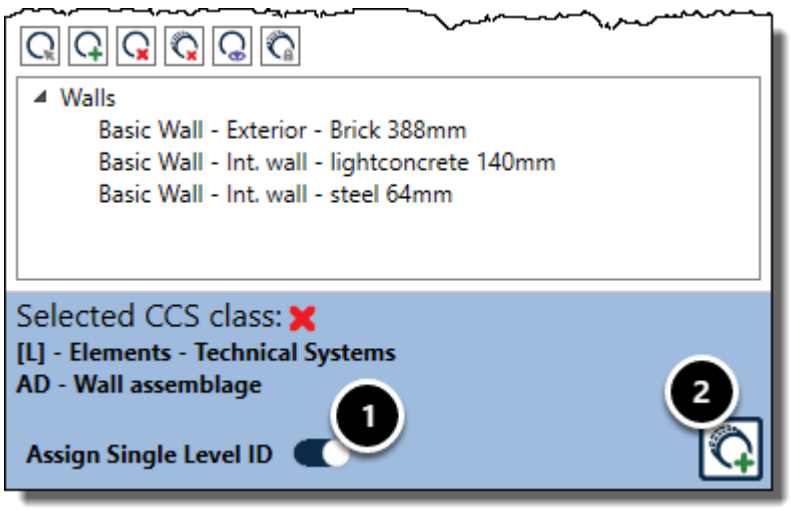
Assign Single Level ID

The Single Level ID identifies instances. Additionally, there are five other identification ID's.

The Single Level ID can be assigned in three ways:

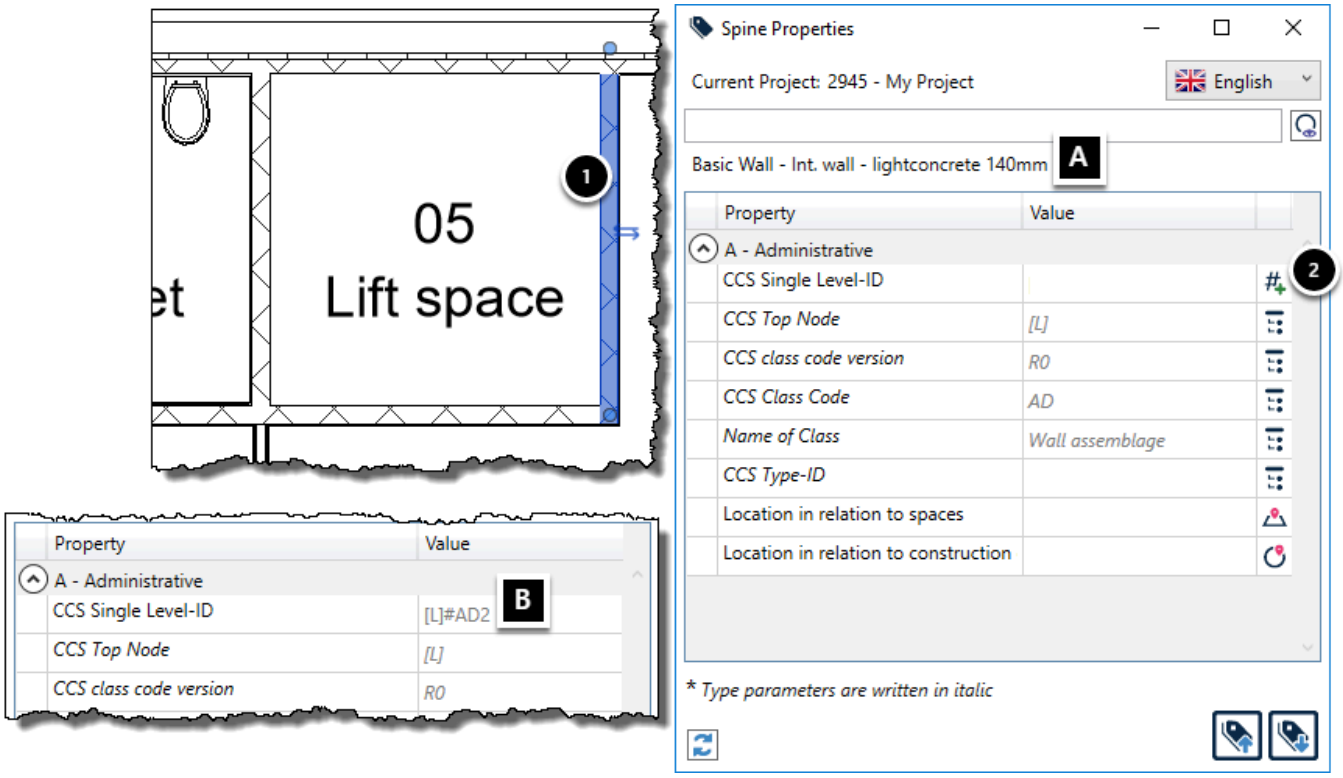
- In Classification, together with classes
- In spine Properties
- In the Consistency Check

1. Assign Single Level ID in Classification



1. Toggle on Assign Single Level ID
2. Before pressing 'Assign Classification'

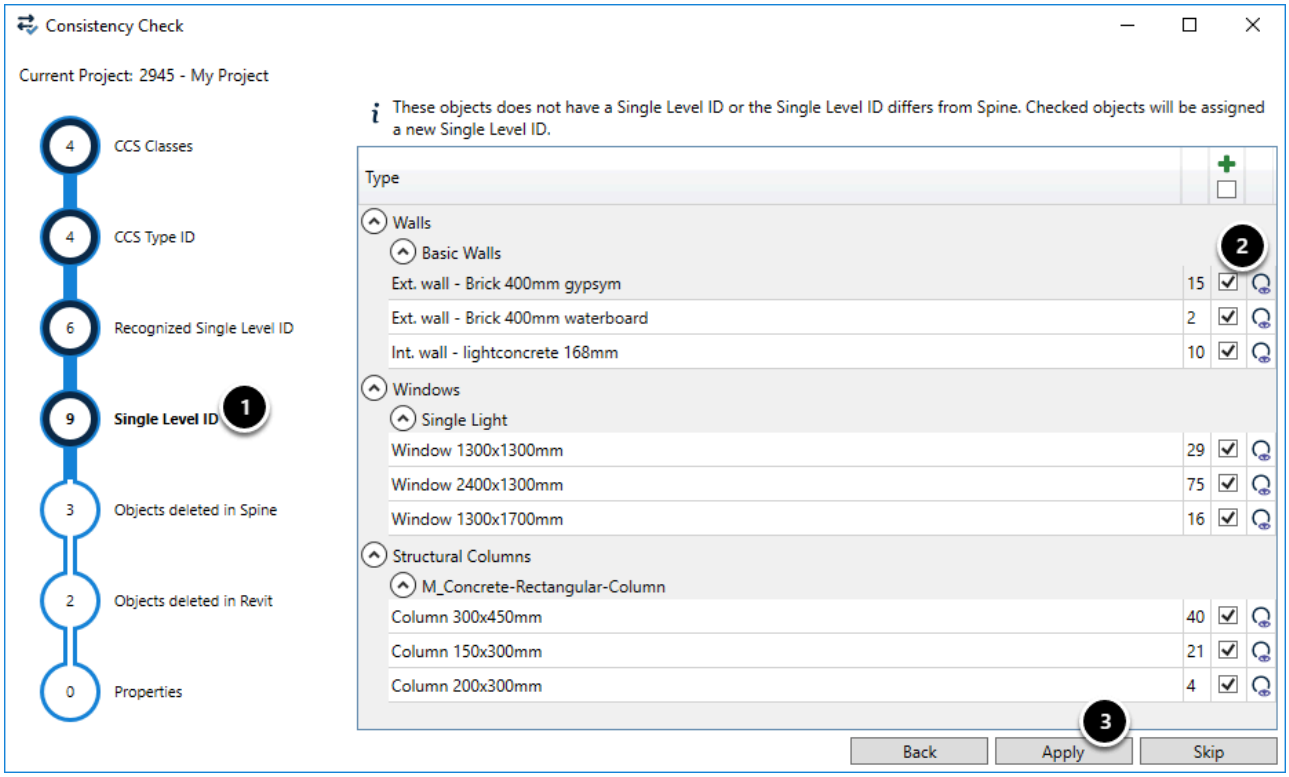
2. Assign Single Level ID in Spine Properties



1. Select object(s) in the model
2. Click 'Assign Single Level ID'

A: Selected object(s)
B: Assigned single level ID

3. Assign Single Level ID with the Consistency Check



1. Open the Consistency Check and go to the fourth tab
2. Tick objects to be assigned a Single Level ID
3. Click 'Apply'

Create and assign Types %

CCS types can be created and assigned in several ways.
This article shows how to do it in Classification in Revit.

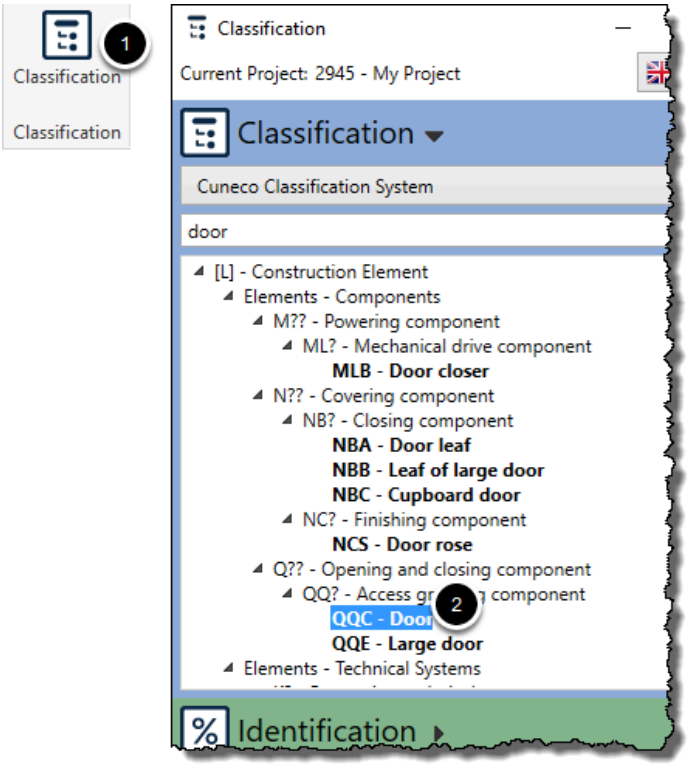
Create types:

- In Classification, shown in this article
- In spine Portal
- Based on Revit families in Manage Families

Assign types:

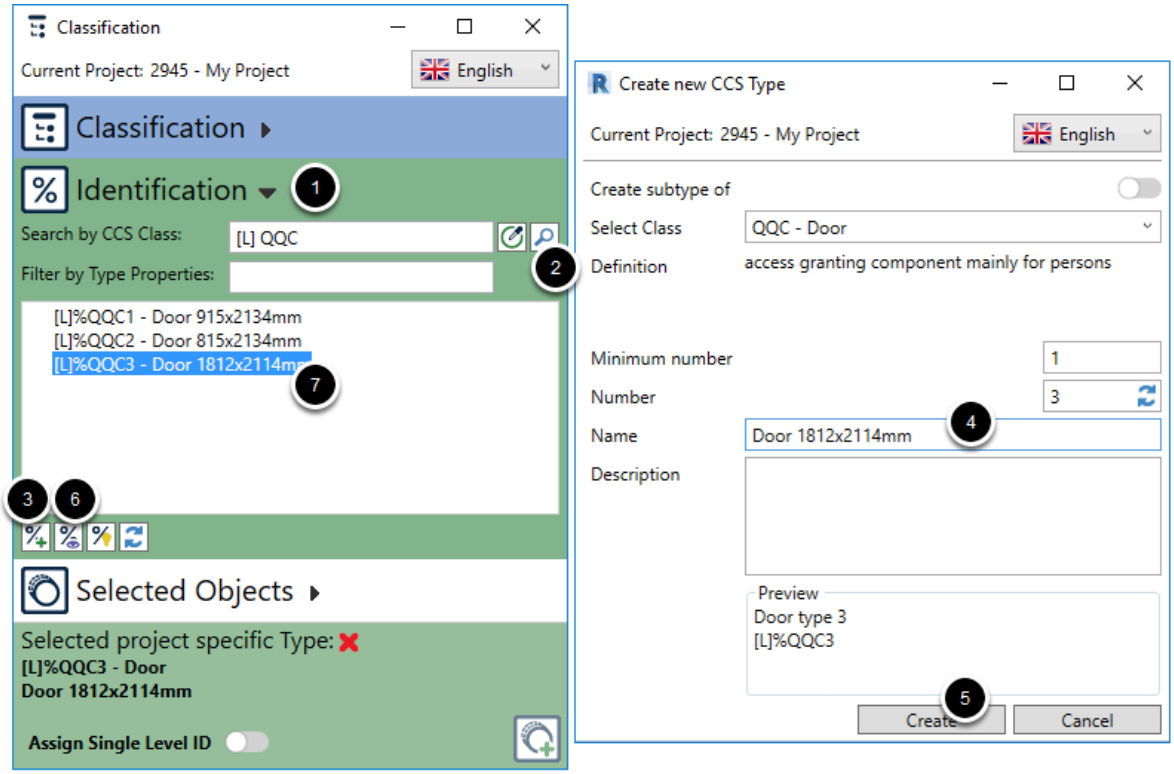
- In Classification, shown in this article
- In the Consistency Check
- In Manage Families

1. Select a class



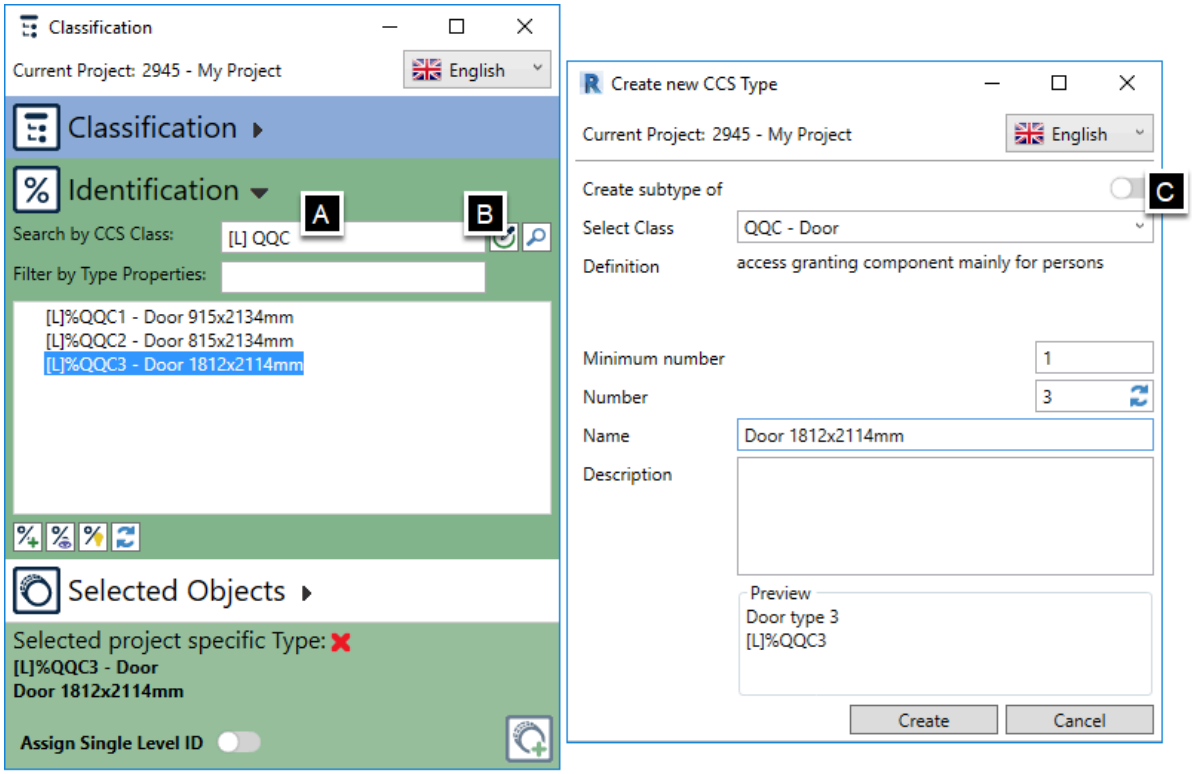
1. Open 'Classification'
2. Select a class

2. Select an existing type or create a new



1. Open 'Identification'
2. ***Select an existing type:*** Click 'Search for project specific types' and jump to step 7
3. ***Create new type:*** Click 'Create project specific type'
4. Type in a name
5. Click create
   If you have not searched for existing types, click **(2)** and the new type you created will appear in the list
6. ***Editing an existing type:*** click 'Edit CCS Type' and the type will be opened in the spine Desktop & Viewer
7. Select the type, the type will be shown at the bottom

Tips and additional settings

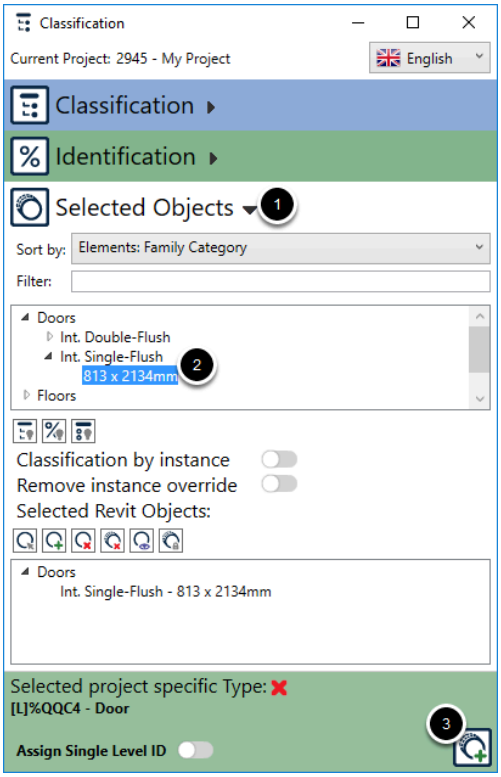


A: Types are based on classes, therefore at least a Topnode must be written before searching for types

B: Type ID's can be read from an object, by clicking 'Read Type-Id from Revit object'

C: Types can also be created as SubTypes

3. Assign type to Revit families and types



1. Open 'Selected Objects'
2. Select Revit families or types to be assigned the type
3. Click 'Listed Objects' to assign type

4. Video (in english) Identification with spine

Locating building elements by the Location ID +

The + Location ID is part of the CCS identification ID's and help locating building elements in relation to each other.

Location At - places a building element at another building element.
For example, furnitures located At rooms.

Location On - places a building element on another building element.
For example, windows and doors located On walls.

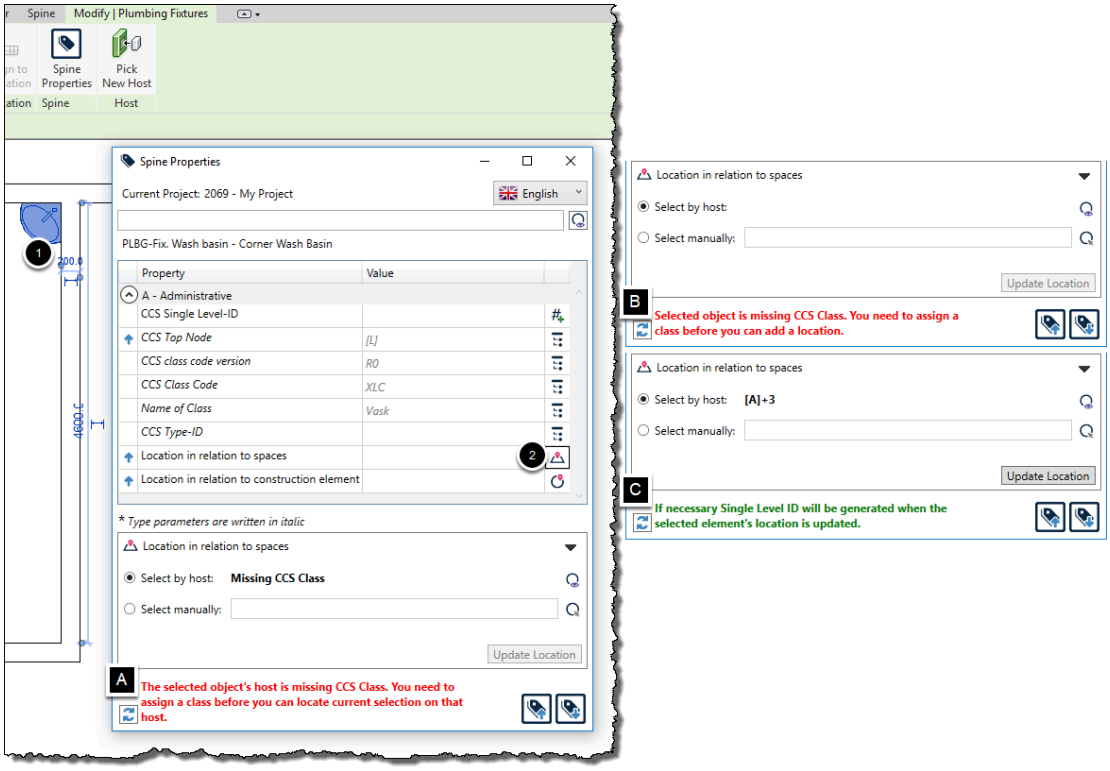
Adjacent To - places adjoining walls in relation to a space or a room.
A room gets a code for the adjacent walls.

- The Location ID is based on CCS Class and Single Level ID on both the host and the hosted object.
- If the Class is missing, the location cannot be performed.
- If the Single Level ID is missing, it will be created in the location process.

1. Location At

Location At ID's can be created individually in spine Properties or automatically in Location At.

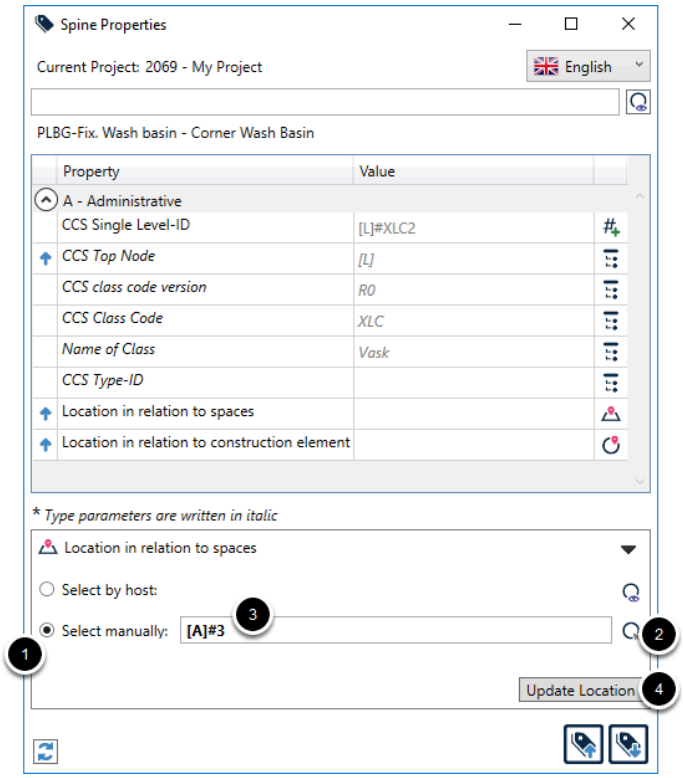
1.1. Create Location At ID in spine Properties



1. Select the object to be located At and open spine Properties
2. Click Location At and the Location At settings will display at the bottom

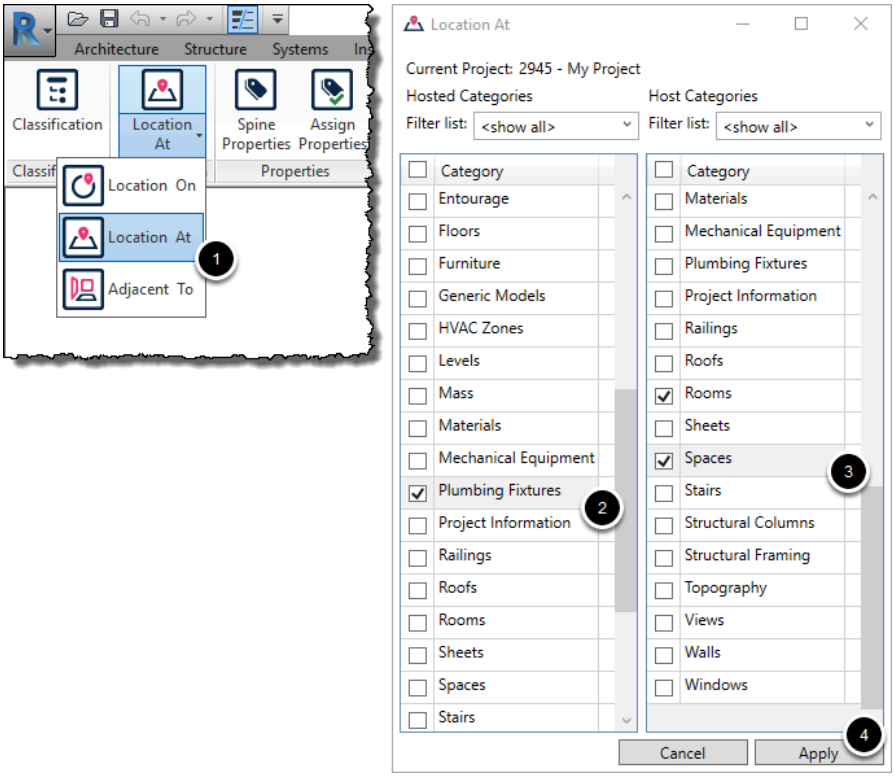
Depending on the selected and the host object, different messages will show.

A: *The selected object's host is missing CCS Class. You need to assign a class before you can locate current selection on that host.*
This message has two senses:
- The room/space doesn't have a class
- The selected object can't read the host. This might have something to do with the selected objects Room Calulation Point . Se article about editing Room Calculation Point.
B: *Selected object is missing CCS Class. You need to assign a class before you can add a location.*
C: *If necessary Single Level ID will be generated when selected element's location is updated.* This means if either the selected or host object is missing a Single Level ID , the ID will be created when updating the location.



1. If the host can't be found, click 'Select manually:'
2. Click 'Select object in model'
3. Select the host object in the model, the host class and Single Level ID will be shown in the text space
4. When selected a host or if the host is found, click 'Update Location', and the location ID will be assigned the objects

1.2. Automatically create Location At IDs



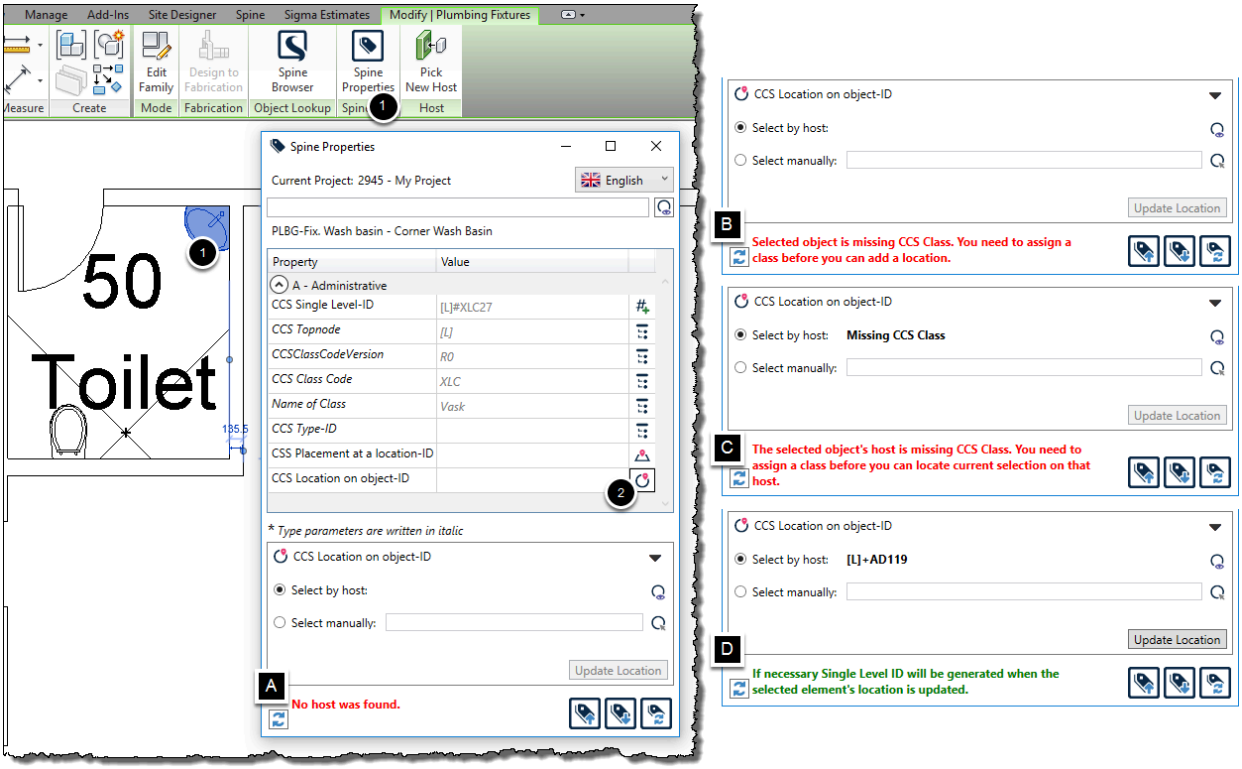
1. Open 'Location At'
2. Select categories to be hosted
3. Select categories to be host
4. Click Apply and the location At ID's will be created

> If location At ID's aren't created, it might have something to do with the hosted object's Room Calculation Point or that the objects missing classes.

2. Location On

Location On ID's can likewise the Location At ID be created individually in spine Properties or automatically in Location On.

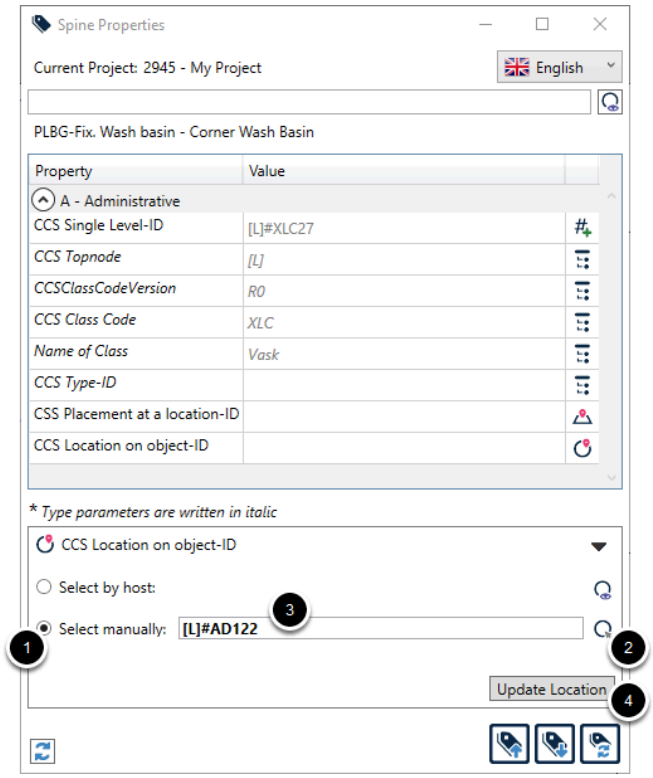
2.1. Create Location On ID individually in Spine Properties



1. Select the object to be located On and open spine Properties
2. Click Location On and the Location On settings will display at the bottom

Depending on the selected and the host object, different messages will show.

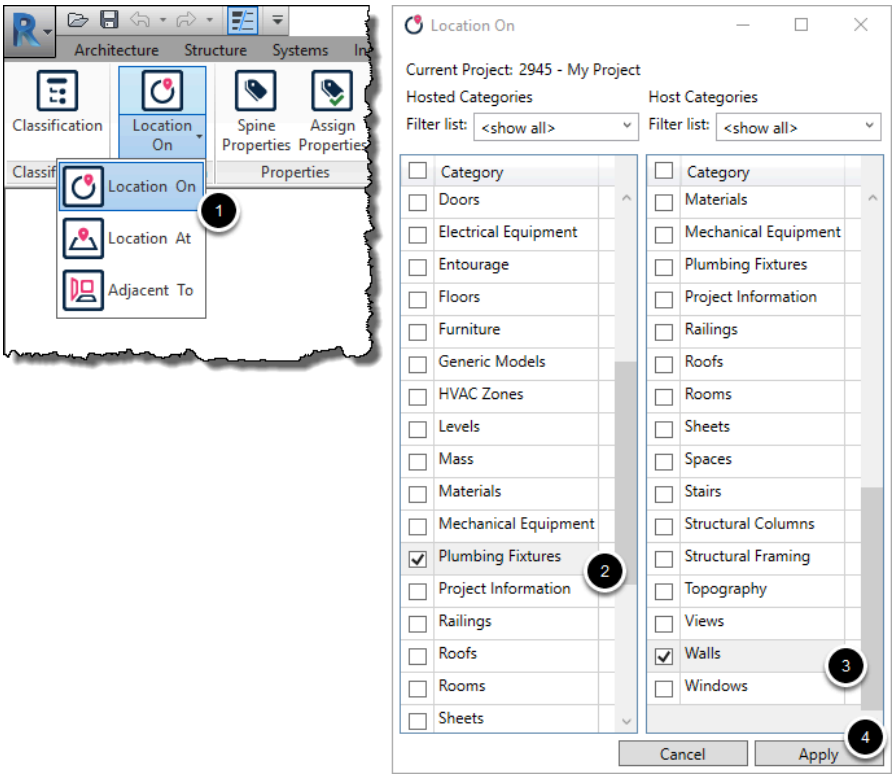
A: *No host was found.*
The selected object couldn't find the host. This might be because the family doesn't have a host and you'll have to select it manually.
You can check the host by opening the family and look into its properties.
B: *Selected object is missing CCS Class. You need to assign a class before you can add a location.*
C: *If necessary Single Level ID will be generated when selected element's location is updated.* This means if either the selected or host object is missing a Single Level ID , the ID will be created when updating the location.



1. If the host is not found, click 'Select manually:'
2. Click 'Select object in model'
3. Select the host object in the model, the host class and Single Level ID will be shown in the text space
4. When selected a host or if the host is found, click 'Update Location' and the locaion ID will be assigned the object

2.2. Automatically create Location On IDs

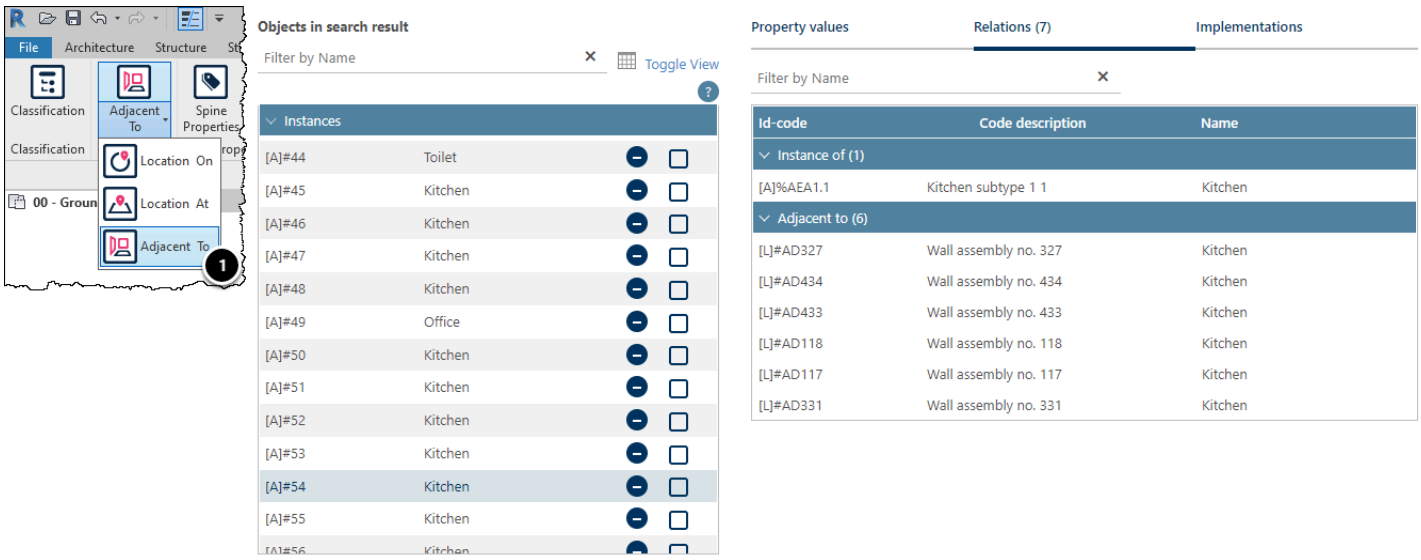
1. Start by opening the Location On window
2. Select categories to be hosted
3. Select categories to be host
4. Click Apply and the location On IDs will be created



1. Open 'Location On'
2. Select categories to be hosted
3. Select categories to be host
4. Click Apply and the location On ID's will be created

If location On ID's aren't created, it might have something to do with the object's host properties or that the objects missing classes.

3. Adjacent To



The Adjacent To ID creates a relation between rooms and their adjacent walls.

1. Click the Adjacent To

The relations can be seen in the spine Portal.

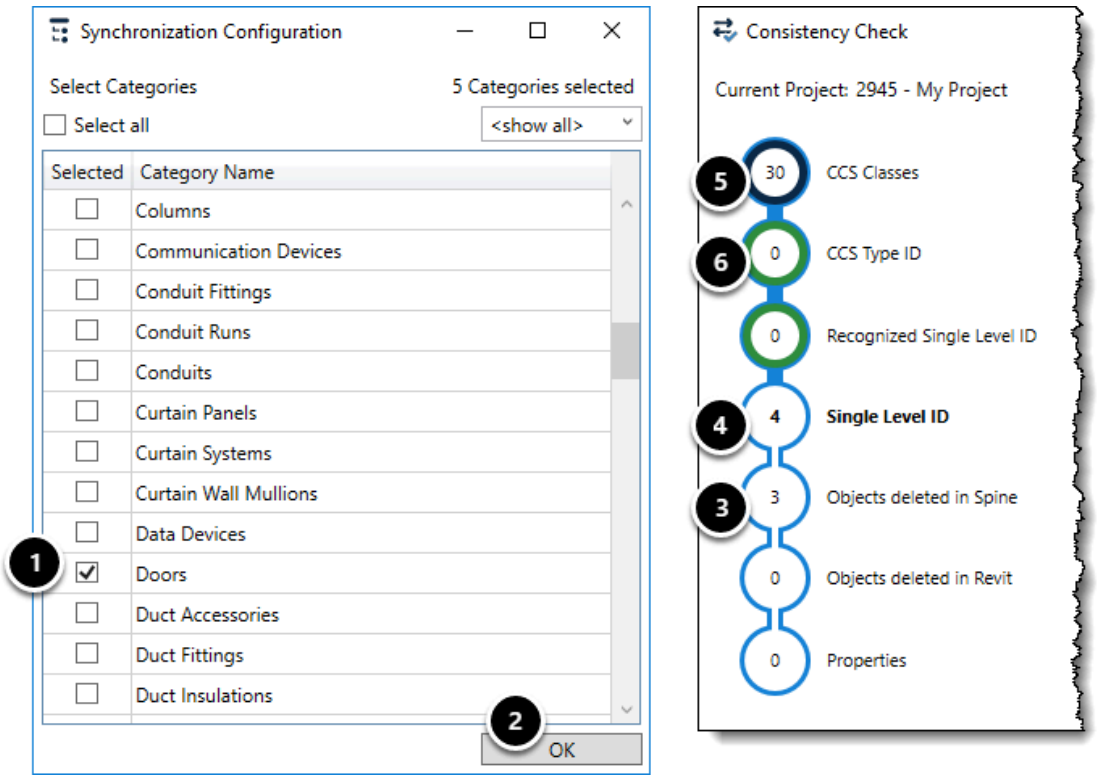
Consistency Check

Consistency Check

Check the consistency between Revit files and spine Projects . Check for missing or inconsistency data.

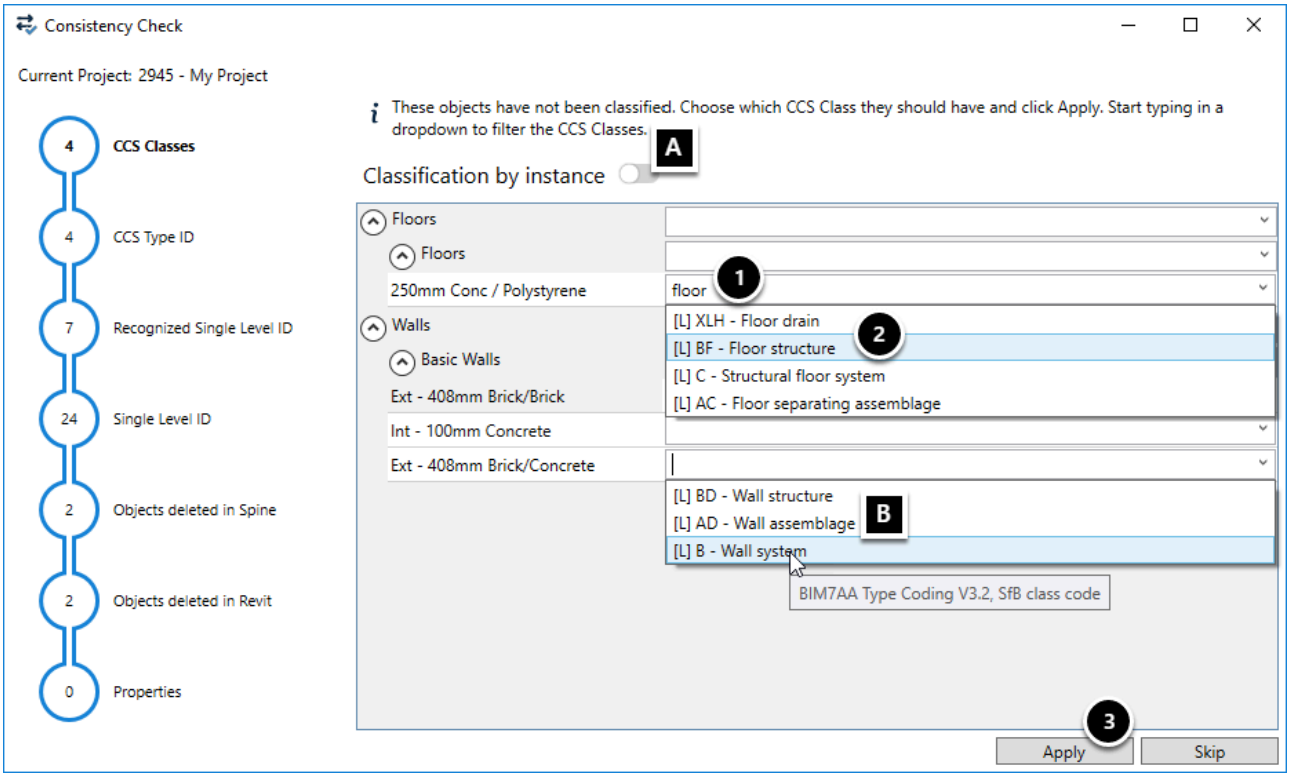
Consistency Check Tutorial (Video English)

1. Synchronization Configuration and process line



1. Select Revit categories to be checked
2. Click OK
3. Number of issues
4. Bold text indicate the current step
5. The blue color indicate that there is still issues to be considered
6. The green color indicate that all issues has been handled

2. CCS Classes

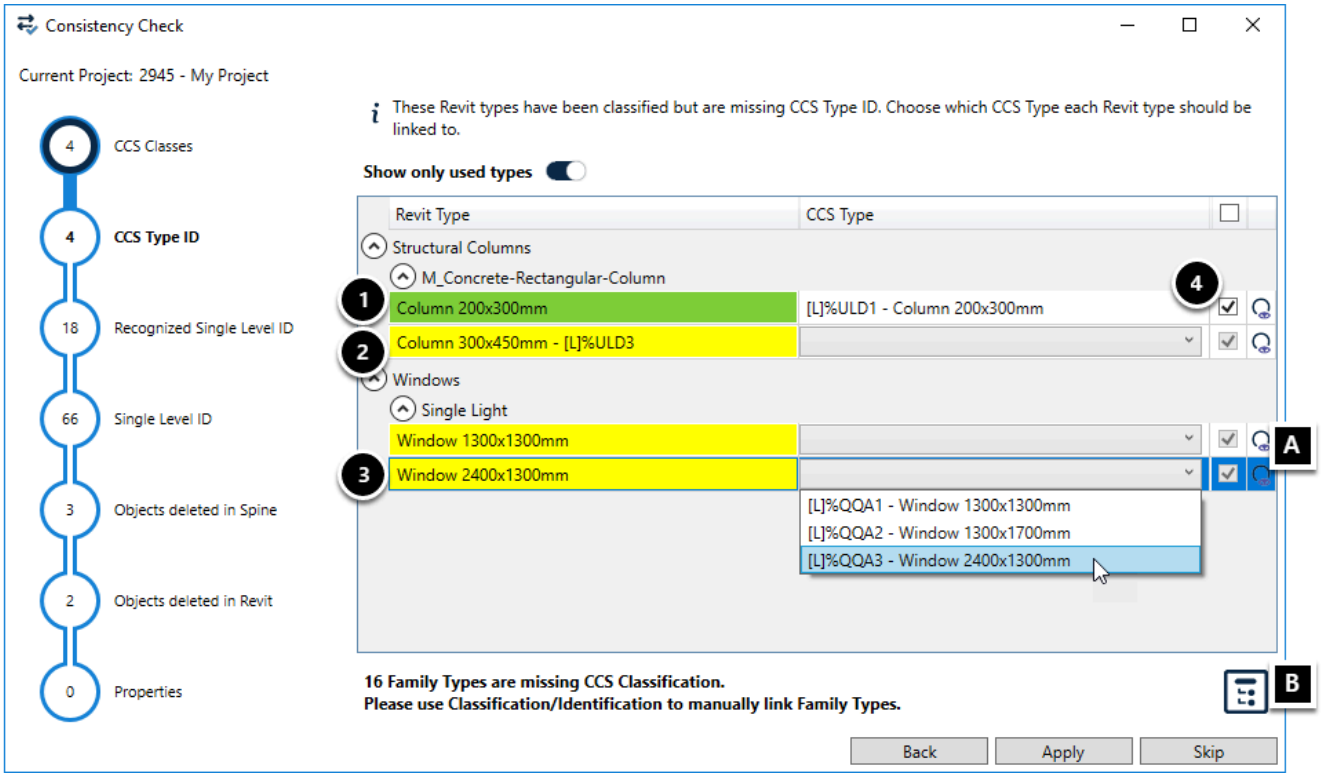


Objects without a [CCS Class]

1. Type in a synonym for the class
2. Select a class
3. Click Apply

A: Toggle 'Classification by instance' to add classes as instance [parameters]
B: If an object have a class from [another standard], the dropdown display suggested CCS classes

3. CCS Type ID

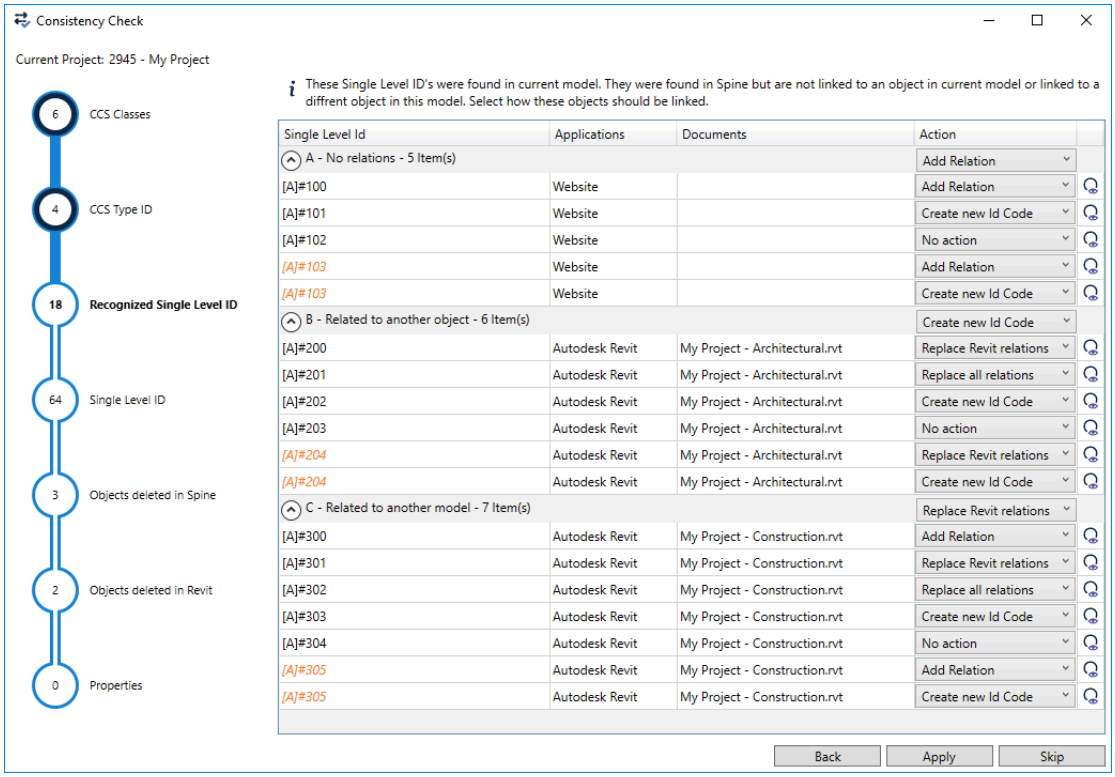


Objects with a CCS Class , but without a CCS Type

1. The Revit Type is linked to a CCS Type in another file, and that type is suggested
2. The Revit Type has been linked to the CCS Type [L]%ULD3, which no longer exist in the spine Project . Select a new CCS Type
3. The drop-down display CCS Types within the CCS Class
4. Tick types to be linked

A: See Revit Type in the model
B: Go to classification

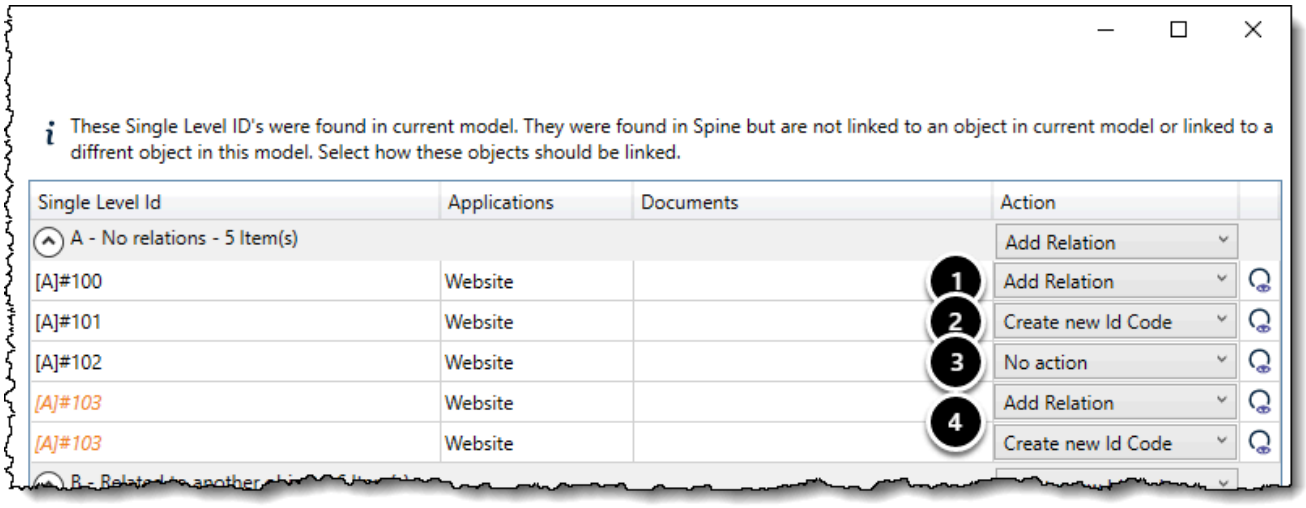
4. Recognized Single Level ID



Single Level ID's in the current model with a mismatch in relations.
If an ID appears multiple times in a document , it is displayed in *cursive and orange* and the relation can only be added to one of the objects.

A - No relations

ID Code was found in the spine project, but has no relations to any documents .
Actions:
Add Relation: Adds a new relation between Revit object and spine object. Relations to other models or applications remains.
Create new Id Code: Creates a new Id Code with next available number. Current Id Code will be replaced with the newly created.
No action: Revit object will not be related to a spine object.



A	B	C	D	E	F
Name	Number	CCS Topnode	CCS Class Code	CCS Class Name	CCS Single Level ID
Corridor	06	[A]	EAC	Corridor	[A]#100
Corridor	13	[A]	EAC	Corridor	[A]#101
Corridor	23	[A]	EAC	Corridor	[A]#102
Corridor	24	[A]	EAC	Corridor	[A]#103
Corridor	30	[A]	EAC	Corridor	[A]#103

Result:

1. **Add Relation:** *'Corridor 06'* is related to spine object *[A]#100*
2. **Create new Id Code:** *'Corridor 13'* is related to a new spine object *[A]#3*, and spine object *[A]#101* is not related to the current model
3. **No action:** Nothing happens to *'Corridor 23'*
4. *'Corridor 24'* and *'Corridor 30'* has the same CCS Single Level ID value *[A]#103*. Select one to be related to spine object *[A]#103* and one to get a new ID Code
   Create new Id Code: *'Corridor 24'* is related to new spine object *[A]#4*
   Add Relation: *'Corridor 30'* is related to spine object *[A]#103*

A	B	C	D	E	F
Name	Number	CCS Topnode	CCS Class Code	CCS Class Name	CCS Single Level ID
Corridor	06	[A]	EAC	Corridor	[A]#100
Corridor	13	[A]	EAC	Corridor	[A]#3
Corridor	23	[A]	EAC	Corridor	[A]#102
Corridor	24	[A]	EAC	Corridor	[A]#4
Corridor	30	[A]	EAC	Corridor	[A]#103

B - Related to another object

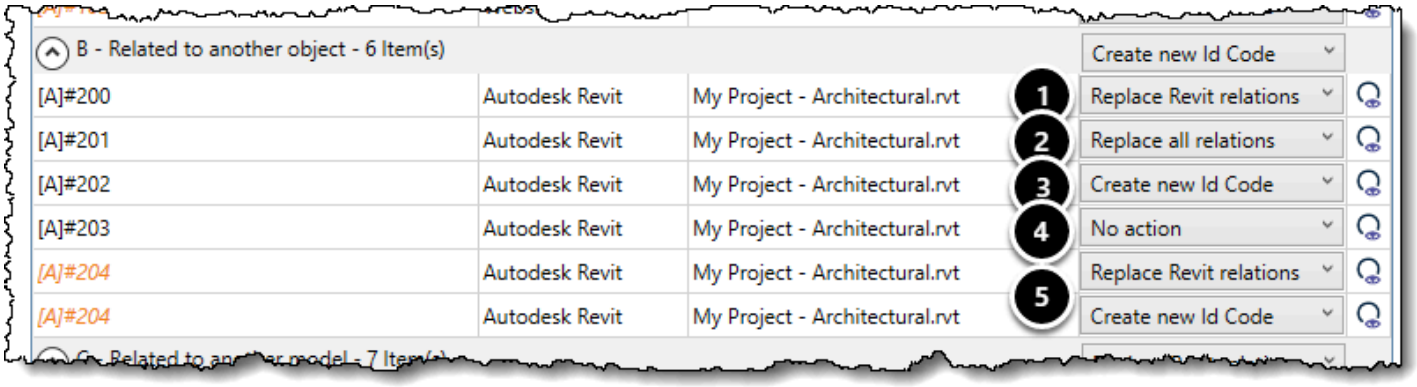
ID Code already has a relation in current model , but it differs from the object defined in the spine project .

Actions:

Replace Revit relations: Replaces all Revit relations. This deletes all other Revit model relations. Relations to other applications are not affected by this action.

Replace all relations: Replace all previous relations. This deletes all other relations regardless

application.
Create new Id Code: Creates a new Id Code with the next available number. Current Id Code will be replaced with the newly created.
No action: Revit object will not be related to a spine object.



A	B	C	D	E	F
Name	Number	CCS Topnode	CCS Class Code	CCS Class Name	CCS Single Level ID
Office	21	[A]	ADA	Office	[A]#200
Office	22	[A]	ADA	Office	[A]#201
Office	38	[A]	ADA	Office	[A]#202
Office	40	[A]	ADA	Office	[A]#203
Office	41	[A]	ADA	Office	[A]#204
Office	42	[A]	ADA	Office	[A]#204
Office	50	[A]	ADA	Office	

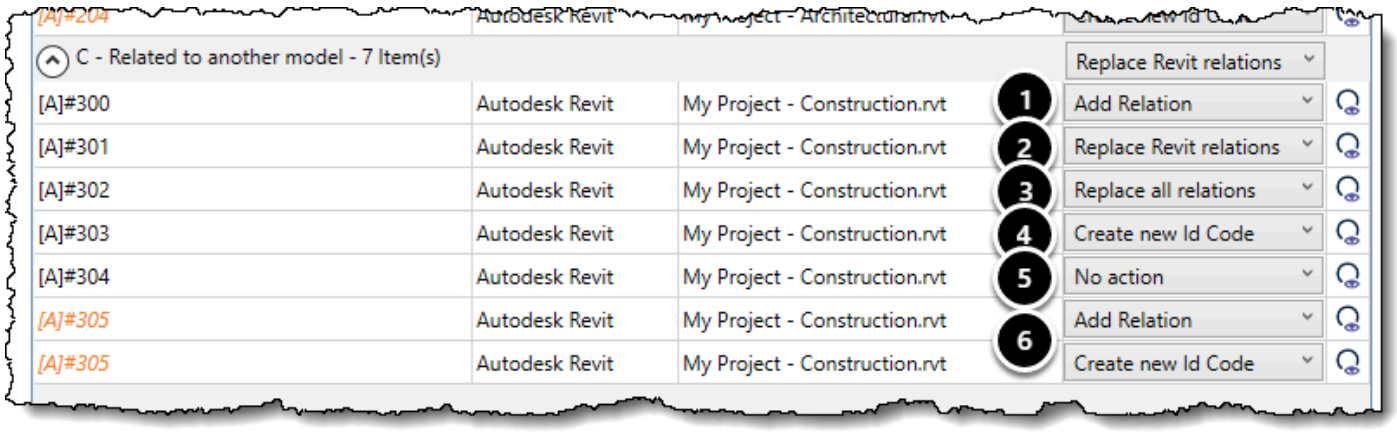
Result:

1. **Replace Revit relations:** 'Office 21' is related to spine object *[A]#200*. All other Revit model relations to *[A]#200* is deleted
2. **Replace all relations:** *'Office 22'* is related to spine object *[A]#201*. All other relations to *[A]#201* is deleted
3. **Create new Id Code:** *'Office 38'* is related to new spine object [A]#5 and spine object *[A]#202* will not be related to the current model
4. **No action:** *'Office 40'* still has the Single Level ID value *[A]#203*, but spine object *[A]#203* is not related to the Revit object
5. *'Office 41'* and *'Office 42'* has the same CCS Single Level ID value *[A]#204*. Select one to be related to spine object *[A]#204* and one to get a new ID Code
   Replace Revit relations: *'Office 41'* is related to *[A]#204*
   Create new Id Code: *'Office 42'* is related to new spine object *[A]#6*

A	B	C	D	E	F
Name	Number	CCS Topnode	CCS Class Code	CCS Class Name	CCS Single Level ID
Office	21	[A]	ADA	Kontor	[A]#200
Office	22	[A]	ADA	Kontor	[A]#201
Office	38	[A]	ADA	Kontor	[A]#5
Office	40	[A]	ADA	Kontor	[A]#203
Office	41	[A]	ADA	Kontor	[A]#204
Office	42	[A]	ADA	Kontor	[A]#6

C - Related to another model

ID Code is related to an object in another model.
Actions:
Add Relation: Adds a new relation between Revit object and spine object. Relations to other models or applications remains.
Replace Revit relations: Replaces all Revit relations. This deletes all other Revit model relations. Relations to other applications are not affected by this action.
Replace all relations: Replace all previous relations. This deletes all other relations regardless application.
Create new Id Code: Creates a new Id Code with next available number. Current Id Code will be replaced with the newly created.
No action: Revit object will not be related to a spine object.



A	B	C	D	E	F
Name	Number	CCS Topnode	CCS Class Code	CCS Class Name	CCS Single Level ID
Toilet	07	[A]	ABB	Toilet	[A]#300
Toilet	08	[A]	ABB	Toilet	[A]#301
Toilet	15	[A]	ABB	Toilet	[A]#302
Toilet	16	[A]	ABB	Toilet	[A]#303
Toilet	25	[A]	ABB	Toilet	[A]#304
Toilet	26	[A]	ABB	Toilet	[A]#305
Toilet	32	[A]	ABB	Toilet	[A]#305

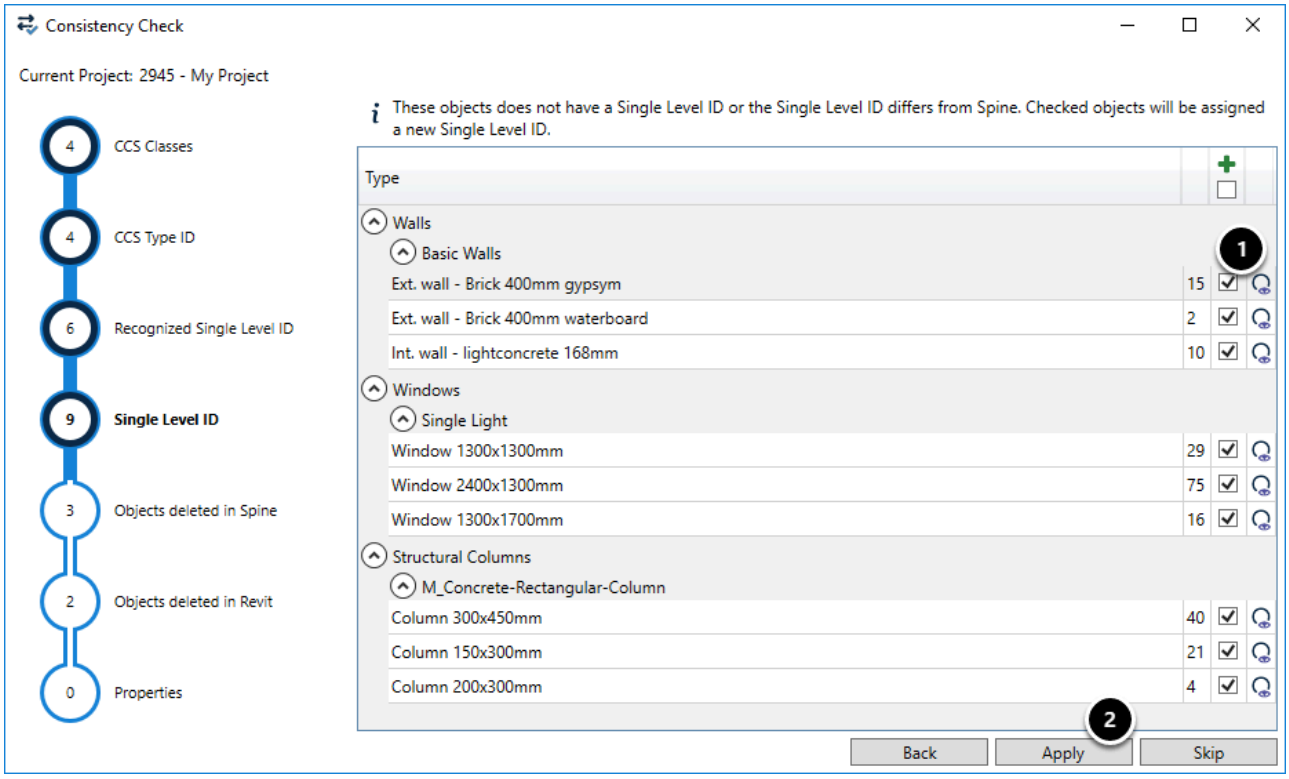
Result:

1. **Add Relation:** *'Toilet 07'* is related to spine object *[A]#300*. spine object *[A]#300* is still related to a Revit object in another model
2. **Replace Revit Relations:** *'Toilet 08'* is related to spine object *[A]#301*. spine object *[A]#301* is no longer related to a Revit objects in another model
3. **Replace all Relations:** *'Toilet 15'* is related to a spine object *[A]#302*. spine object *[A]#302* is no longer related to objects in other models
4. **Create new Id Code:** *'Toilet 16'* is related to a new spine object *[A]#7*.
5. **No Action:** Nothing happens
6. *'Toilet 26'* and *'Toilet 32'* has the same CCS Single Level ID value *[A]#305*. Select ont to be related to spine object *[A]#305* and one the get a new ID Code

Add Relation: *'Toilet 26'* is related to *[A]#305*
Create new Id Code: *'Toilet 32'* is related to new spine object *[A]#8*

A	B	C	D	E	F
Name	Number	CCS Topnode	CCS Class Code	CCS Class Name	CCS Single Level ID
Toilet	07	[A]	ABB	Toilet	[A]#300
Toilet	08	[A]	ABB	Toilet	[A]#301
Toilet	15	[A]	ABB	Toilet	[A]#302
Toilet	16	[A]	ABB	Toilet	[A]#7
Toilet	25	[A]	ABB	Toilet	[A]#304
Toilet	26	[A]	ABB	Toilet	[A]#305
Toilet	32	[A]	ABB	Toilet	[A]#8

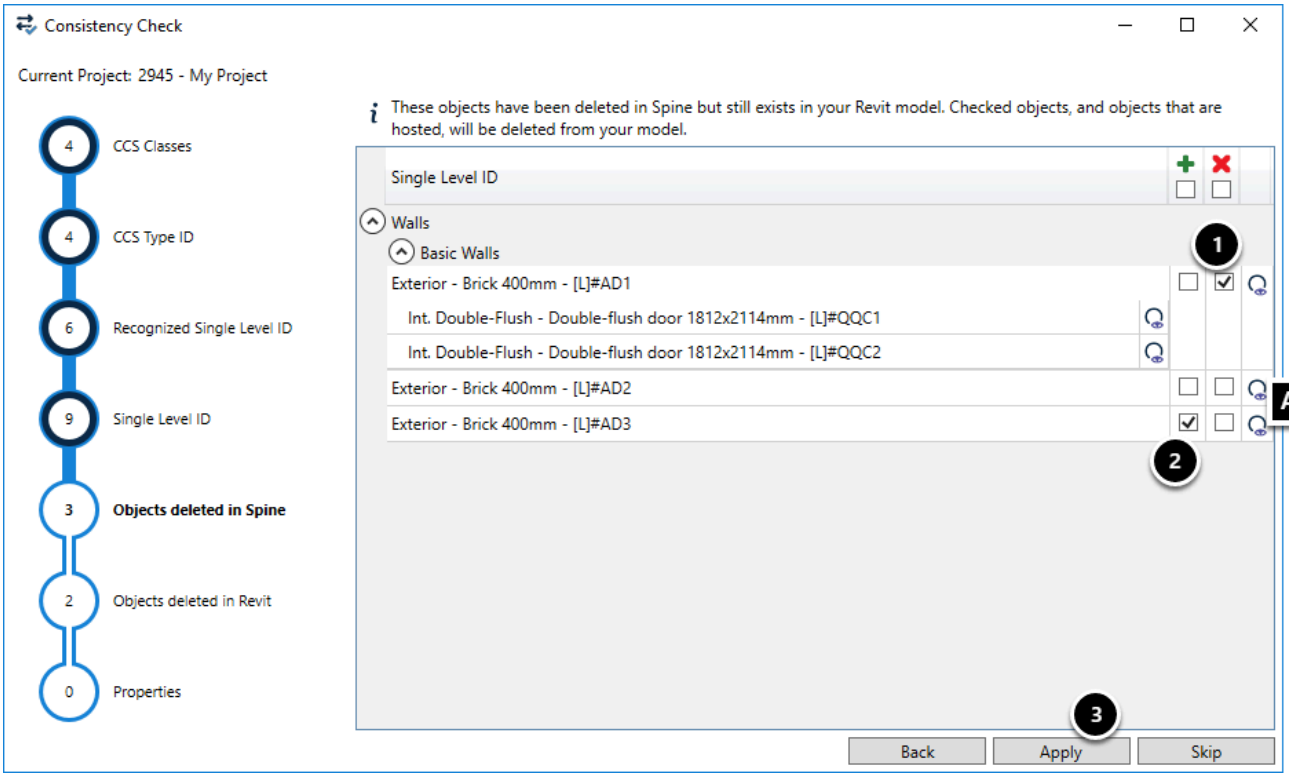
5. Single Level ID



Objects with a CCS Class , but without a Single Level ID

1. Tick objects to be assigned a Single Level ID
2. Click apply

6. Objects deleted in spine

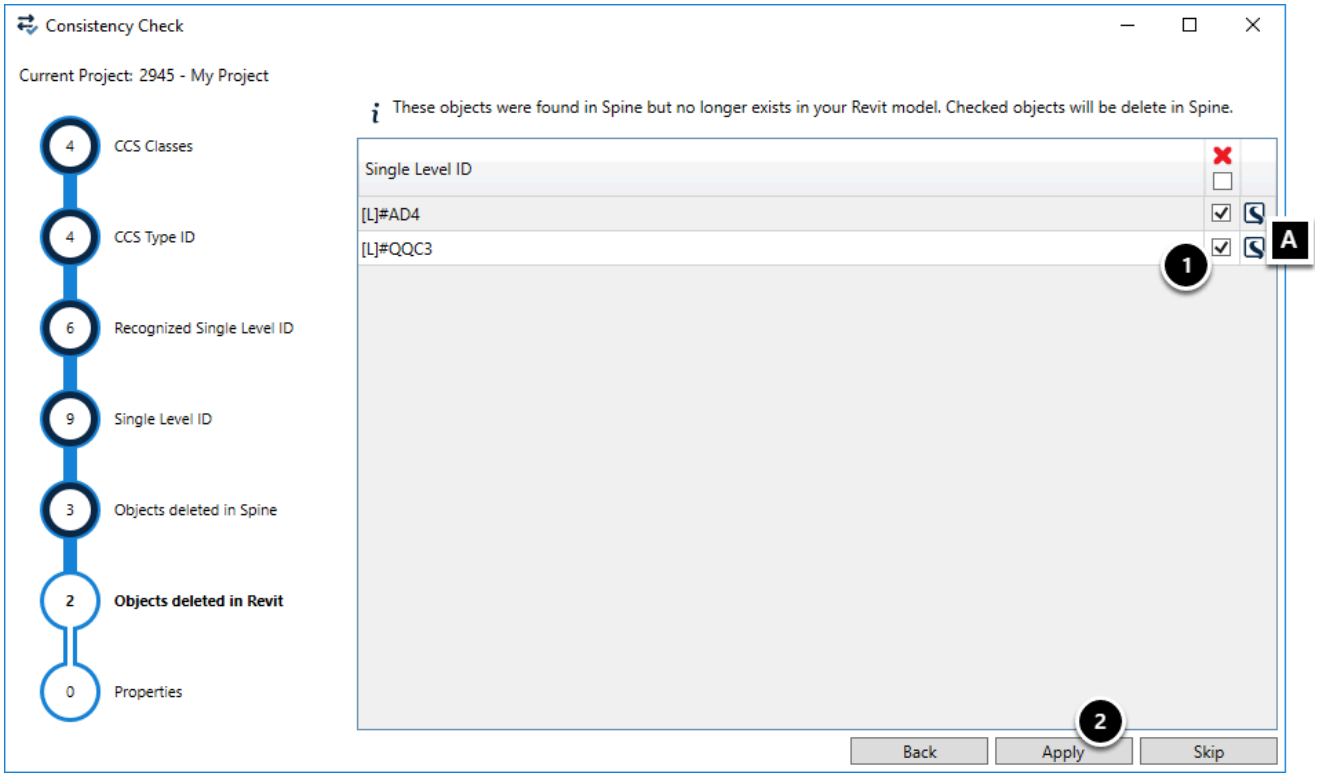


Objects deleted in the spine Projects , that still exist in the current Revit file .
Reassign a Single Level ID or delete the object in the Revit file.

1. Tick objects to be deleted in the Revit file
2. Tick objects to be reassigned a Single Level ID
3. Click apply

A: Display objects in the model

7. Objects deleted in Revit

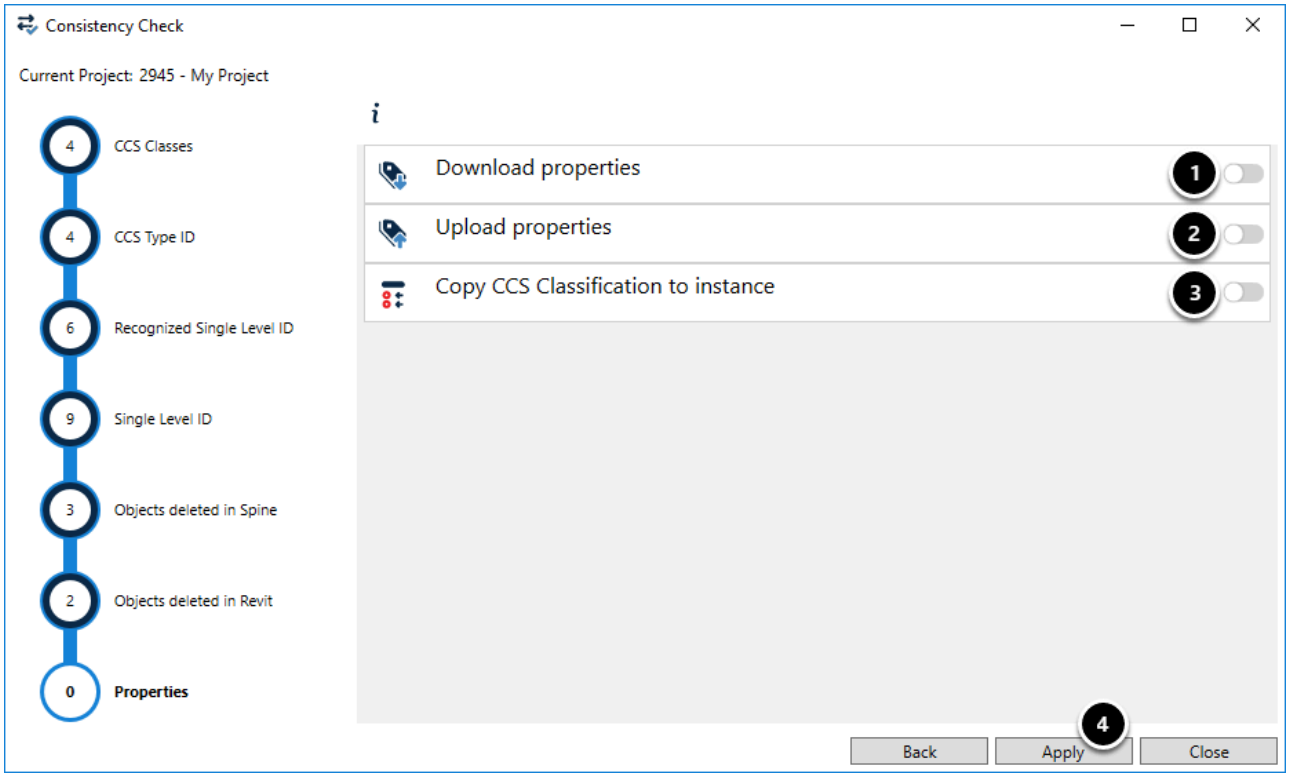


Objects found in the spine Project , which no longer exist in the current Revit file .

1. Tick objects to be deleted in the spine Project
2. Click apply

A: Display objects in the spine Desktop & Viewer

8. Properties



1. Download property values from the spine Project to the Revit file
2. Upload propertie values from the Revit file to the spine project
3. Copy CCS classification to instances
4. Click apply

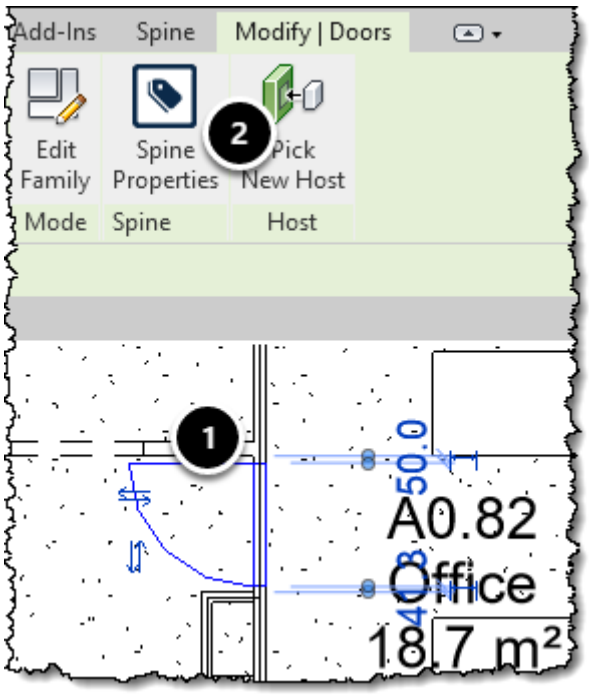
9. Consistency Check Tutorial (Video English)

Properties

spine Properties

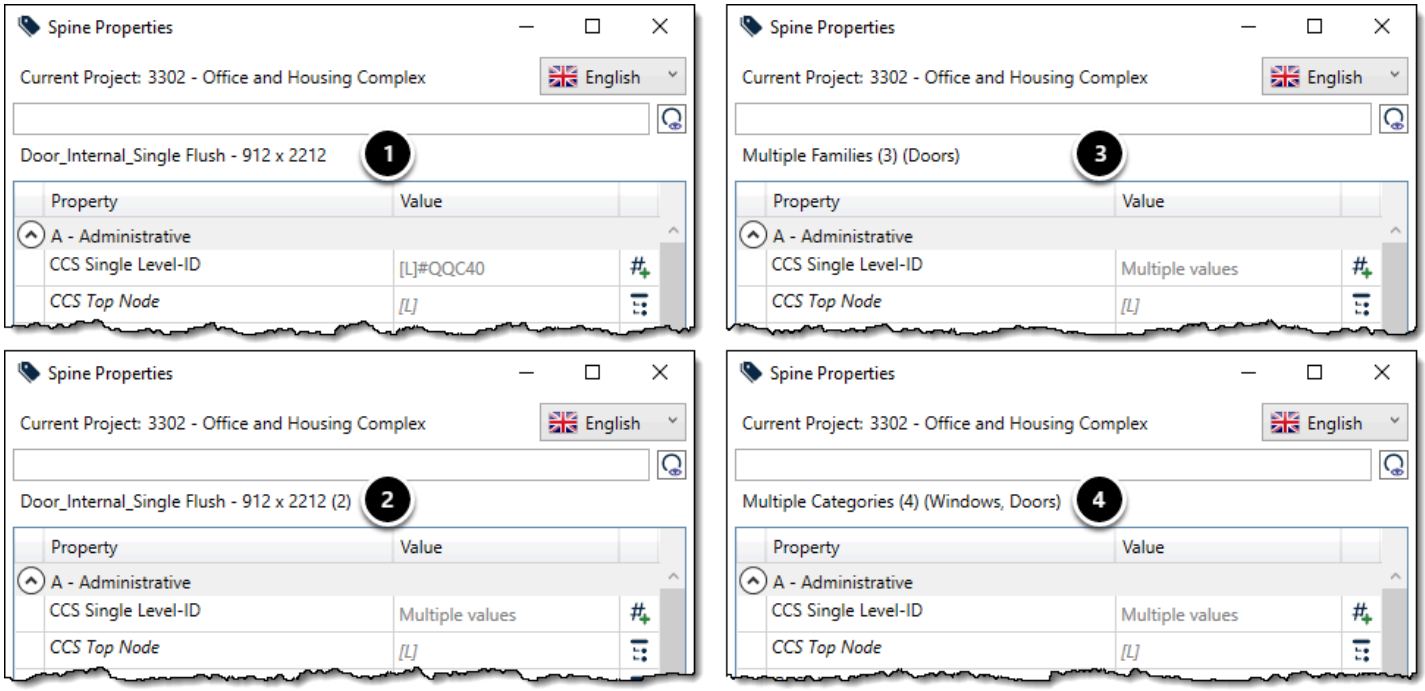
Get an overview of object properties and edit their values.

1. Select object(s)



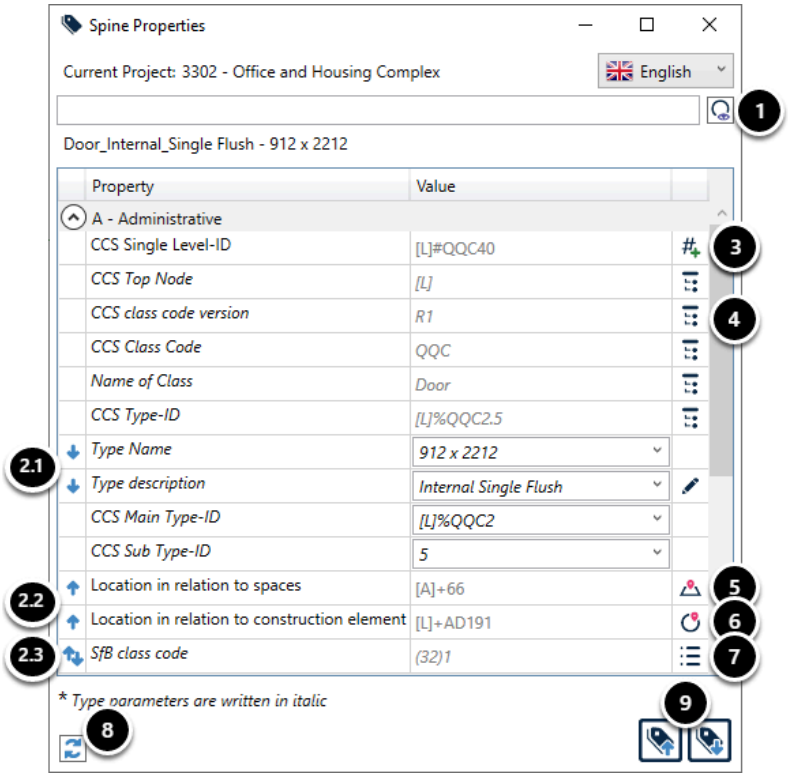
1. Select an object
2. Click Spine Properties

1.1. Selected objects



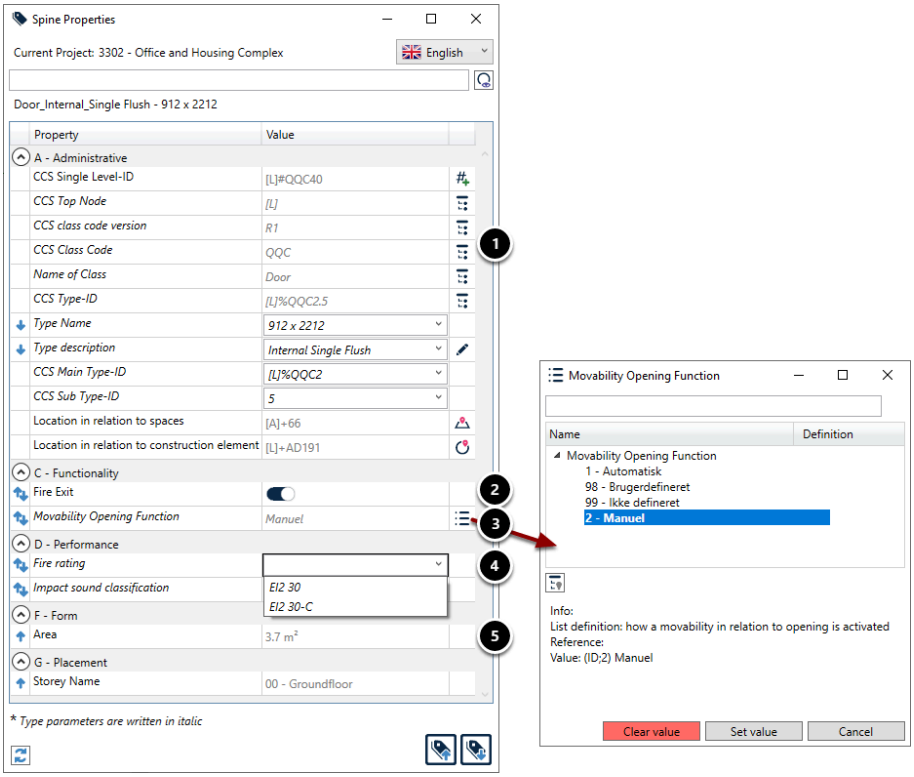
1. A single object is selected
2. Multiple objects of the same Revit type are selected
3. Multiple objects of different Revit types but within the same category are selected
4. Multiple objects within different categories are selected

2. Symbols



1. Select an object by it's CCS ID
2. Synchronization settings display whether the value can be:
   2.1. downloaded
   2.2. uploaded
   2.3. or both
3. Assign Single Level ID
4. Open classification
5. Assign Location At ID , opens Create location at ID
6. Assign Location On ID , opens Create location On ID
7. Open property value list
8. Reload properties , if property changes are made in Manage Properties or a new type ID with properties is assigned the object
9. Upload and download propety values between Revit object and the spine project

3. Edit values



1. Classification properties , edit values with Classification
2. Yes/No property, toggle to change
3. List property, select values from a property value list
4. Text property, edit by typing in a value or select a previously used value
5. Built-In property, values are retrieved from the Revit model

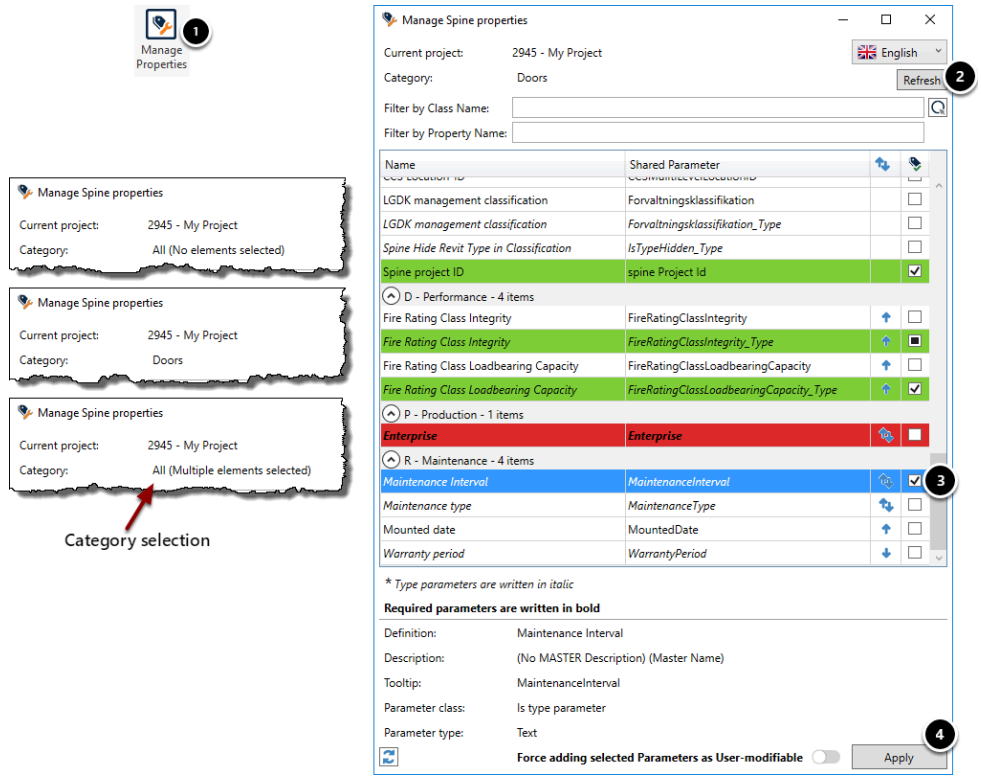
Manage Properties

In Manage Properties users can add and remove properties to Revit objects.

- ***Revit file is not assigned a spine project :*** All default properties are available
- ***Revit file is assigned a spine project:*** Only properties set to be used in the project are available, see Project Properties in the spine project

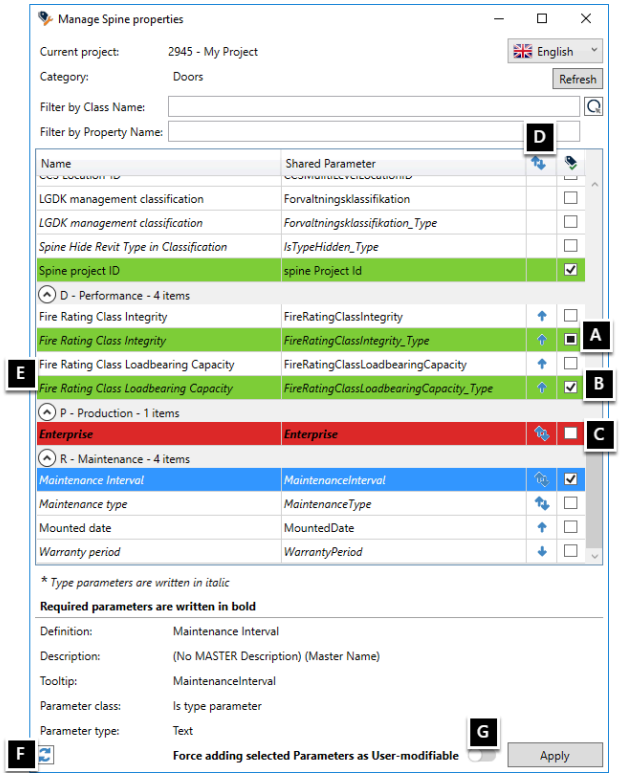
Properties are added to Revit categories . As default, the categories reflects the selected objects in the model.

1. Select categories and add/remove properties



1. Open Manage Properties
2. Update category selection, select categories in the view and refresh selection
3. Tick or untick properties to be added or removed
4. Click apply

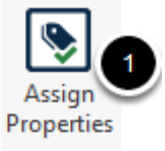
Additional settings



A: A square indicate that the property is applied to other categories in the model
B: A tick indicate that the property is applied to the current category
C: Red indicate that the property is required in this model, you can add all required properties with Assign Properties
D: The arrows indicate whether the property value must be uploaded from Revit to the spine project, downloaded from the project to Revit, or if it can be synchronized both ways
Note: If values are set to be both up- and downloaded, keep in mind that values can overwrite each other
E: spine properties can be mapped to both type and instance parameters , types are written in italic
F: If property changes are made in the spine project, reload changes
G: Parameters can be applied as User-modifiable, toggle to switch

Assign Properties

Assign all required properties to a Revit model instantly.
All properties set to 'Required in Revit' in the spine project synchronization settings will be assigned the Revit file.
Manage properties in the spine project.



1. Click Assign Properties

Families

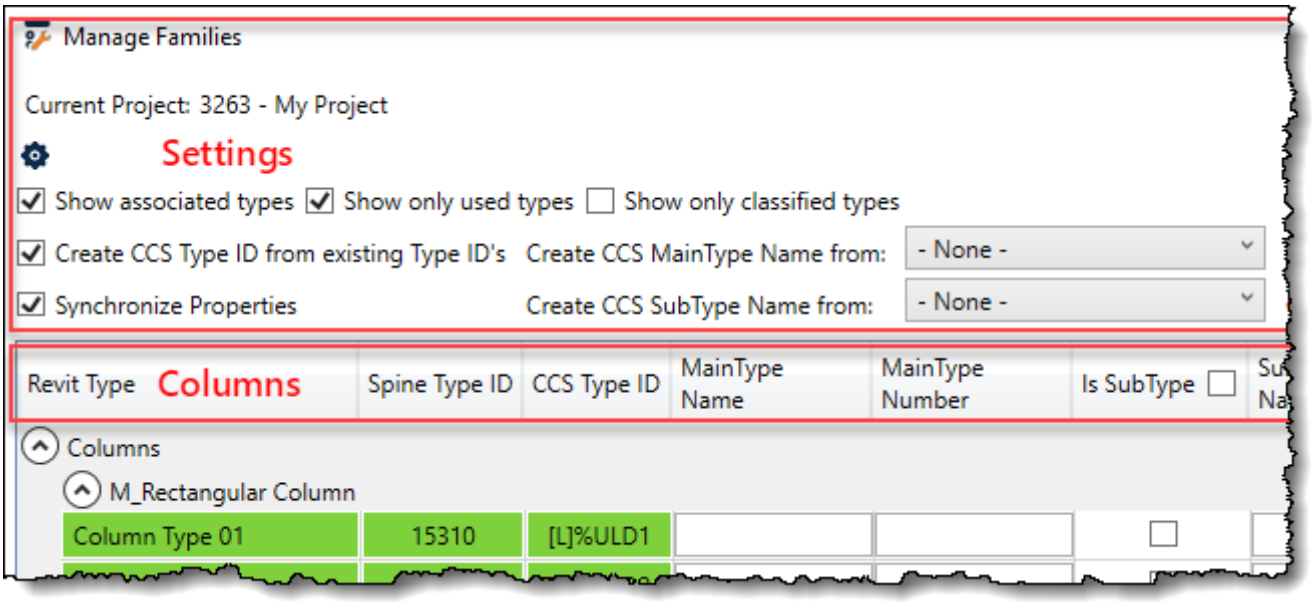
Manage Families

In Manage families you can:

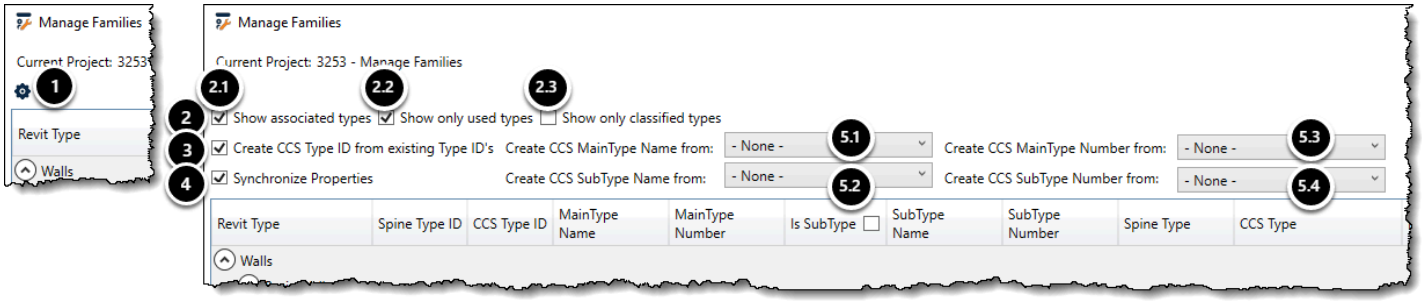
- Create CCS Types for Revit Family Types
- Associate existing CCS Types with Revit Family Types
- And update mismatching Revit Family Types and spine Types

- Manage Families Tutorial (Video English)
- Relation between Revit, Spine and CCS Types (Video English)

1. Settings and Columns



1.1. Settings

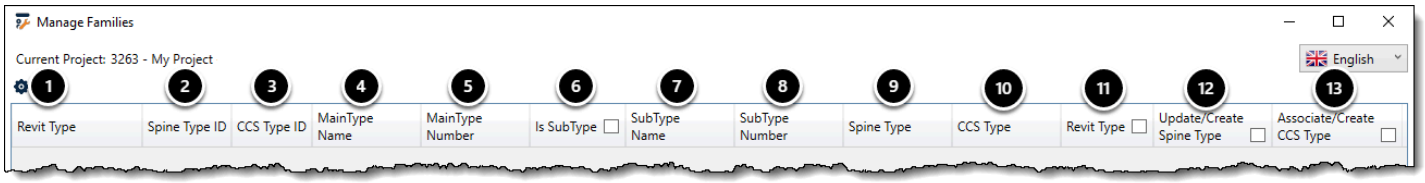


1. **Show or hide settings**
2. Filter what is displayed

2.1. **Show associated types:** Show Family Types that are up to date and linked to a CCS Type
2.2. **Show only used types:** Show only Family Types that are used in the model
2.3. **Show only classified types:** Show only Family Types that are classified or has a predefined CCS Type ID

3. **Create CCS Type ID from existing Type ID's:** If checked, CCS Types are created based on existing CCS Type ID parameter on Family Type
4. **Synchronize Properties:** If checked, Type properties are uploaded to the CCS Type in spine. If associated to an existing CCS Type, Type properties are downloaded from the CCS Type in spine
5. Create CCS Type name and number from Revit Properties. Property values will be filled in in column 4. MainType Name, 5. MainType Number, 7. SubType Name og 8. SubType Number
   5.1. **Create CCS MainType Name from:** Select property CCS MainType Name must be based on
   5.2. **Create CCS SubType Name from:** Select property CCS SubType Name must be based on
   5.3. **Create CCS MainType Number from:** Select property CCS MainType Number must be based on
   5.4. **Create CCS SubType Number from:** Select property CCS SubType Number must be based on

1.2. Columns



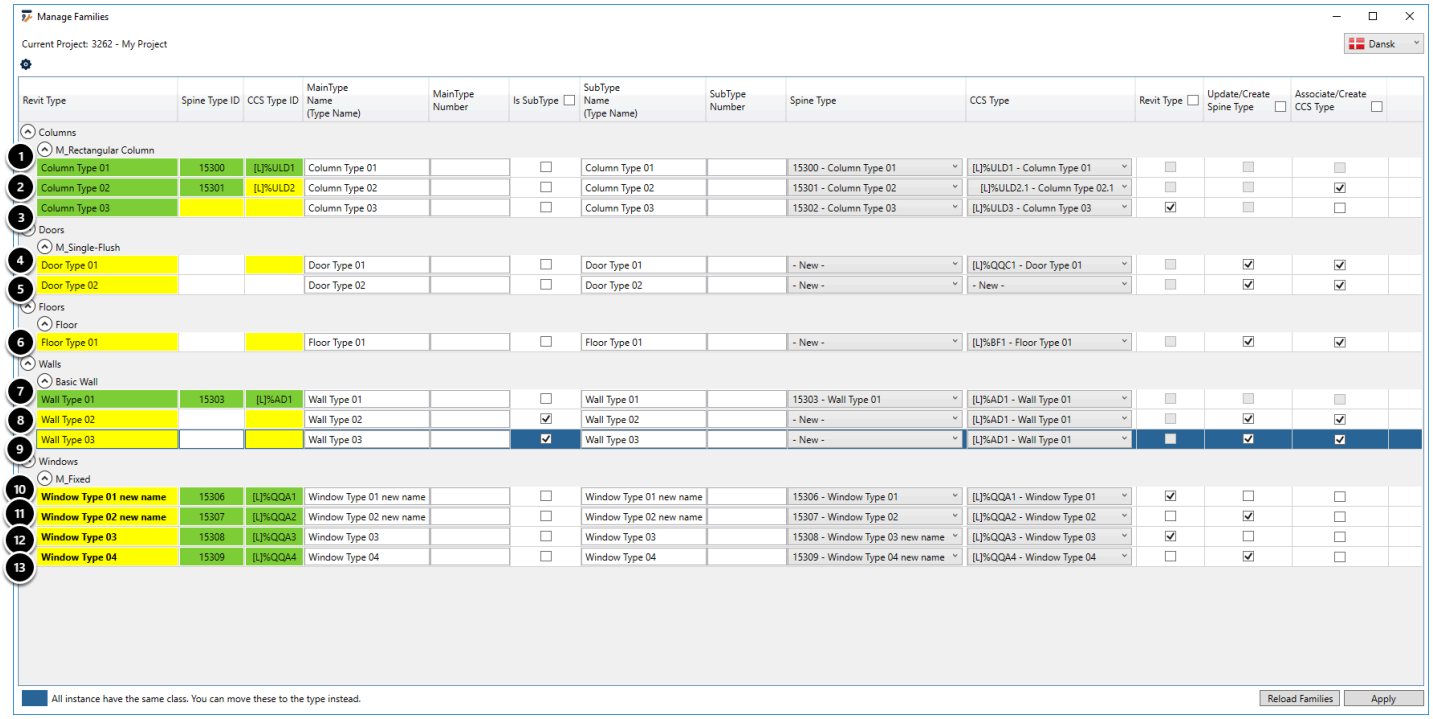
1. **Revit Type** - Revit Family Type
   Revit Family Type Name in the Revit file. Manage which Types to display, using the 2. filters in settings.
2. **spine Type ID** - spine Type
   The spine Type ID is the unique ID Revit Types are assigned in spine, so that the Revit Type can be tracked across multiple Revit files in a spine project. The ID is stored on the Revit Type in a hidden Parameter SpineTypeID.
3. **CCS Type ID** - CCS Type ID
   The CCS Type ID is the unique Code which unambiguously seperates a group of objects from other groups of objects according to the standard. The ID is stored on the Revit Type in the Parameter CCSTypeID_Type *or* CCSTypeID.
4. **MainType Name**
   The name read from the parameter selected in "Create CCS MainType Name from". This field is editable and will be used when creating new CCS Types. Changing the name will not affect the parameter on the Revit Type in the file.
5. **MainType Number**
   The number read from the parameter selected in "Create CCS MainType Number from". This field

is editable and will be used when creating new CCS Types. If left blank, a number will be assigned automatically. Changing the number will not affect the parameter on the Revit Type in the file.

6. **Is SubType** - SubType
   If checked, the type will be created as a SubType.
7. **SubType Name**
   The name read from the parameter selected in "Create CCS SubType Name from". This field is editable and will be used when creating new CCS Types. Changing the name will not affect the parameter on the Revit Type in the file.
8. **SubType Number**
   The number read from the parameter selected in "Create CCS SubType Numbers from". This field is editable and will be used when creating new CCS Types. If left blank, a number will be assigned automatically. Changing the number will not affect the parameter on the Revit Type in the file.
9. **spine Type** - spine Type
   If a matching spine Type is found based on the "Family Name", "Revit Type Name" or "Spine Type ID" the match is shown.
   If a partial matching Spine Type is found, the matching parameter is highlighted in green, either "Revit Type Name" or "Spine Type ID"
   If no matching spine Type is found. A new spine Type will be created.
   The dropdown list shows all spine Types under the same Family Name if Family Name is matching.
10. **CCS Type** - CCS Type ID
    If a matching CCS Type is found based on "CCS Type ID" or if a matching Spine Type is associated to a CCS Type, the match is shown. If the Revit Type is Classified or "CCS Type ID" contains Topnode and Class, -New- is suggested as default and the dropdown list shows all CCS Types in Spine that match the class of the Revit Type. If the Revit Type is missing information of its Class, -Missing CCS Class- is shown by default, but the dropdown list will show all CCS Types in Spine. If an existing CCS Type is selected, the Class will be added to the Revit Type.
11. **Revit Type**
    If checked, the Revit Type will be associated with the selected Spine Type and updated with "Type Name" and "Spine Type ID" according to the associated Spine Type.
12. **Update/Create spine Type**
    If checked, the Revit Type will be associated with the selected Spine Type and the Spine Type will be updated with "Type Name" according to the associated Revit Type.
    If Spine Type is -New-, a new Spine Type will be created.
13. **Associate/Create CCS Type**
    If checked, the Spine Type will be associated with the selected CCS Type.
    If CCS Type is -New-, a new CCS Type will be created based on the Revit Type.

2. Examples

The first column display the Revit Family Type and the next two display its properties.
The colors indicate a match or mismatch between the Revit Type properties spine Type ID and CCS Type ID and the selection in spine Type and CCS Type.

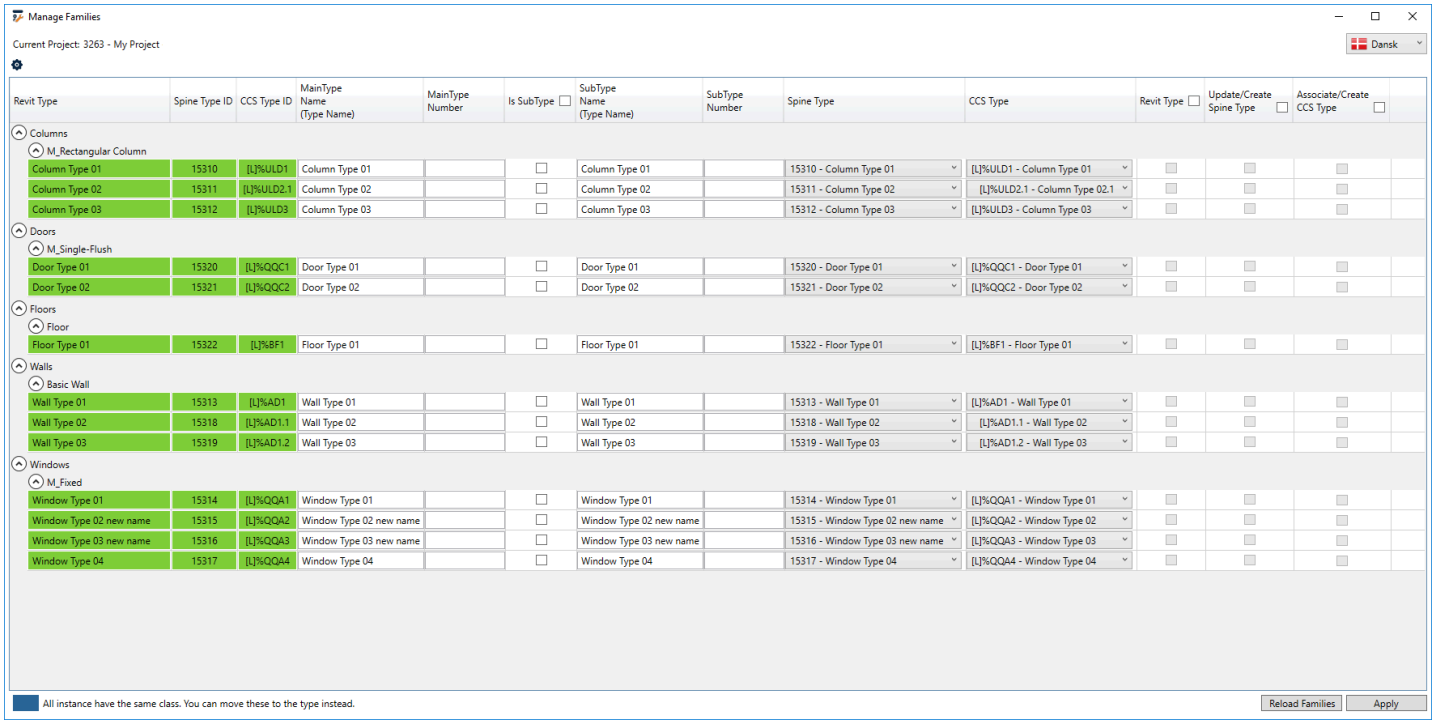


1. **Column Type 01**
   Has a spine Type ID and a CCS Type ID. The green color indicates that the Revit Type is associated with the CCS Type. Action/Result: No action
2. **Column Type 02**
   Has a spine Type ID and a CCS Type ID. The CCS Type ID is yellow and indicates that a non-matching CCS Type is selected. Action/Result: Associate the selected CCS Type with the spine Type.
3. **Column Type 03**
   Has no spine Type ID or CCS Type ID. The Revit Type name matches a spine Type name, and the spine Type and the associated CCS Type is suggested. Action/Result: Associate the spine Type with the Revit Type
4. **Door Type 01**
   Has a Class, but no spine Type ID or CCS Type ID. The CCS Type ID is yellow and indicates that a non-matching CCS Type is selected. Action/Result: Create spine Type and associate it with the Revit Type. Associate CCS Type with the Spine Type.
5. **Door Type 02**
   Has a Class, but no spine Type ID or CCS Type ID. '- New -' is selected in spine Type and CCS Type. Action/Result: Create spine Type and associate it with the Revit Type. Create CCS Type and associate it with the spine Type.
6. **Floor Type 01**
   Has no Class, spine Type ID or CCS Type ID. An existing CCS Type is selected and the yellow color indicates a mismatch between CCS Type ID and CCS Type. Action/Result: Create spine Type and associate it with the Revit Type. Associate the CCS Type with the spine Type.
7. **Wall Type 01**
   Has a spine Type ID and a CCS Type ID. The green color indicates that the Revit Type is associated with the CCS Type. Action/Result: No action
8. **Wall Type 02**
   Has no spine Type ID or CCS Type ID. The CCS Type ID is yellow and indicate that a non-

matching CCS Type is selected. Action/Result: Select SubType, create a spine Type and associate it with the Revit Type. Create CCS SubType and associate it with the spine Type.

9. **Wall Type 03**
   Has no spine Type ID or CCS Type ID. The CCS Type ID is yellow and indicate that a non-matching CCS Type is selected. The row is highlighted in blue, because the class is added as an instance parameter, and the color indicate that all instances within the Revit Type has the same CCS Class. If some instances of a Revit Type have different classes, the Revit Type will be displayed like it is missing the class. Action/Result: Select SubType, create a spine Type and associate it with the Revit Type. Create CCS SubType and associate it with the spine Type.
10. **Window Type 01 new name**
    Has a spine and a CCS Type ID. The Revit Type name has been changed in the current model, and the yellow color indicate a mismatch between the Revit Type and the spine Type name. Action/Result: Update Revit Type name according to the spine Type name.
11. **Window Type 02 new name**
    Has a spine and a CCS Type ID. The Revit Type name has been changed in the current model, and the yellow color indicate a mismatch between the Revit Type and the spine Type name. Action/Result: Update spine Type name according to Revit Type name.
12. **Window Type 03**
    Has a spine and a CCS Type ID. The spine Type name has been changed in another model, and the yellow color indicate a mismatch between the Revit Type name and the spine Type name. Action/Result: Update Revit Type name according to the spine Type name.
13. **Window Type 04**
    Has a spine and a CCS Type ID. The spine Type name has been changed in another model, and the yellow color indicate a mismatch between the Revit Type name and the spine Type name. Action/Result: Update spine Type name according to Revit Type name.

Results



3. Manage Families Tutorial (Video English)

4. Relation between Revit, Spine and CCS Types (Video English)

BuildingSmart IFC

Adding CCS to IFC export

1. Download IFC exporter

Start by downloading the alternative IFC plugin from the Autodesk App Store, by using the links below:
If you use Revit 2019, you do not have to download an exporter.

- Revit 2016
- Revit 2017
- Revit 2018
- Revit 2019

The Autodesk IFC plugin is needed for this functionality, please ensure you are using the newest version.

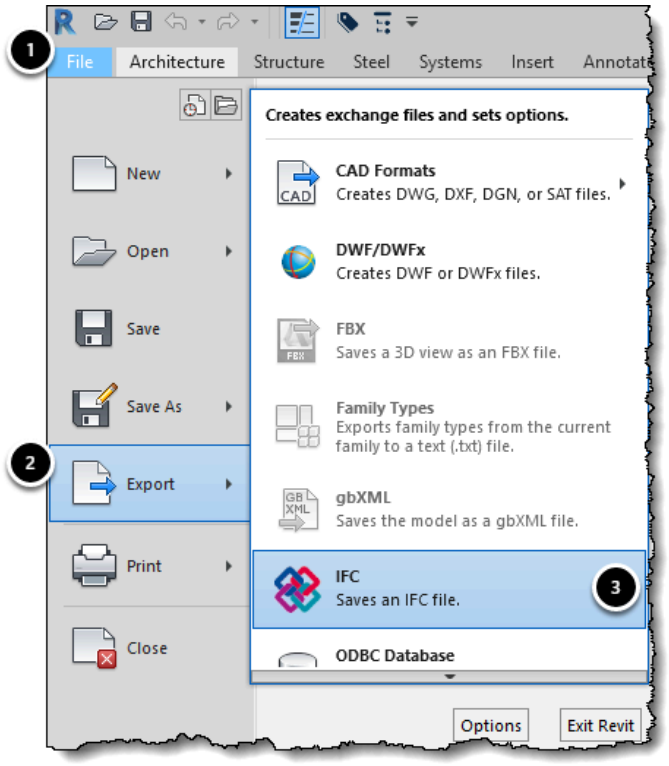
2. Download 'User defined property set' file

Right click on the link below, and select "save link as"
http://download.projectspine.com/revit/CCS_in_Revit_to_IFC.txt

3. Add custom Property Set file in Revit

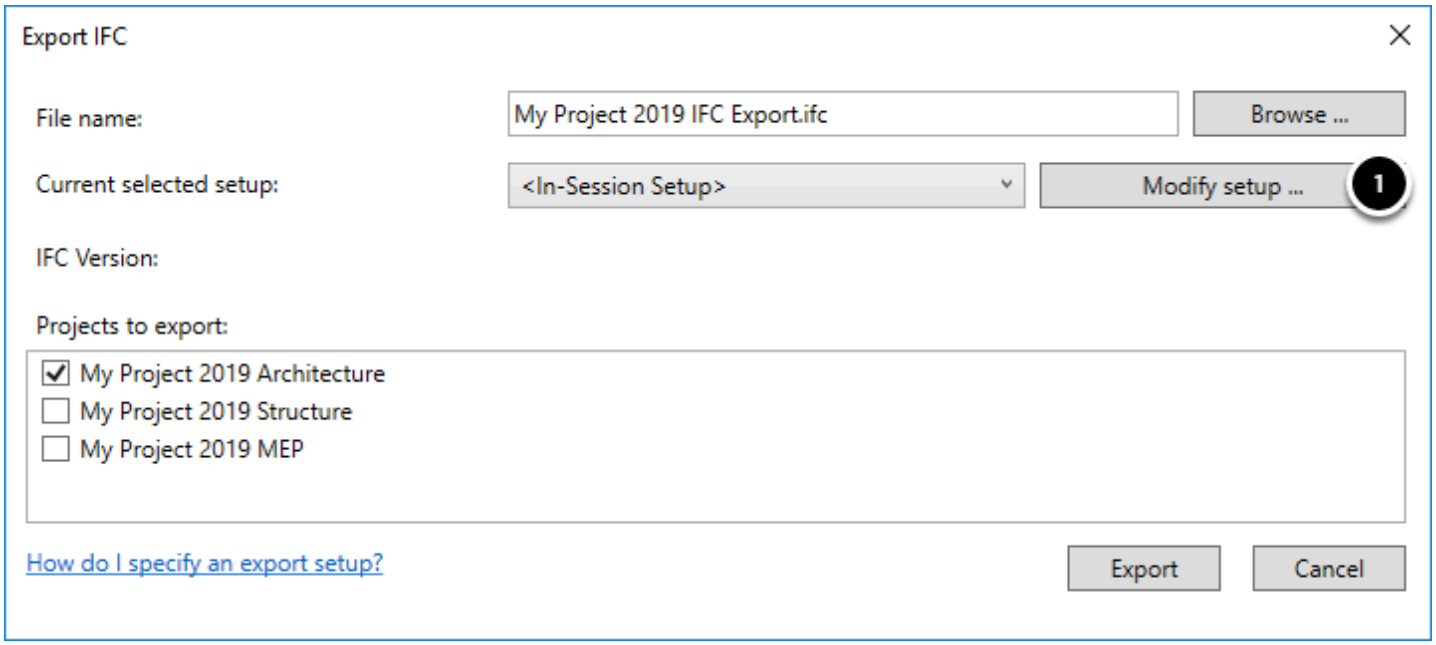
Configure the export.

1. Go to File
2. Click Export
3. Click IFC



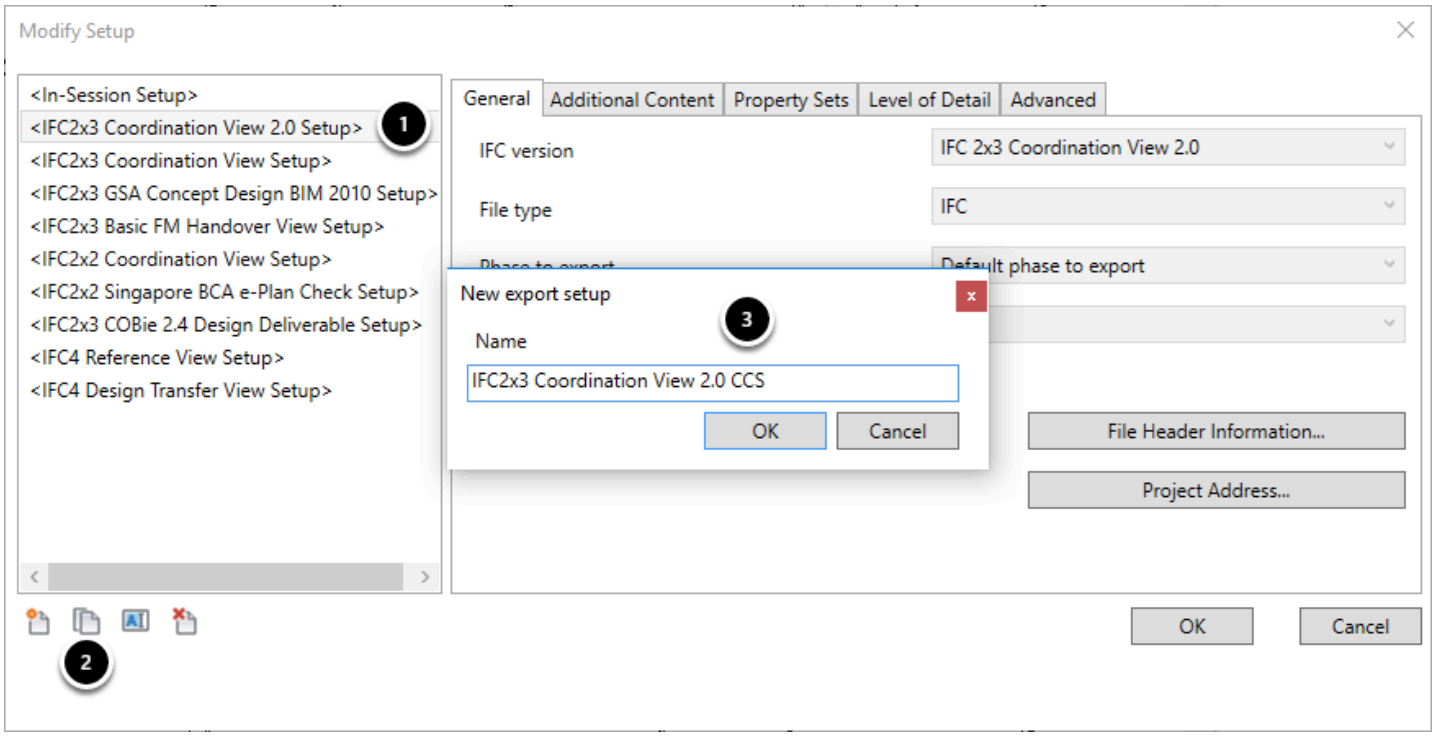
4. Modify the setup

1. Click Modify setup



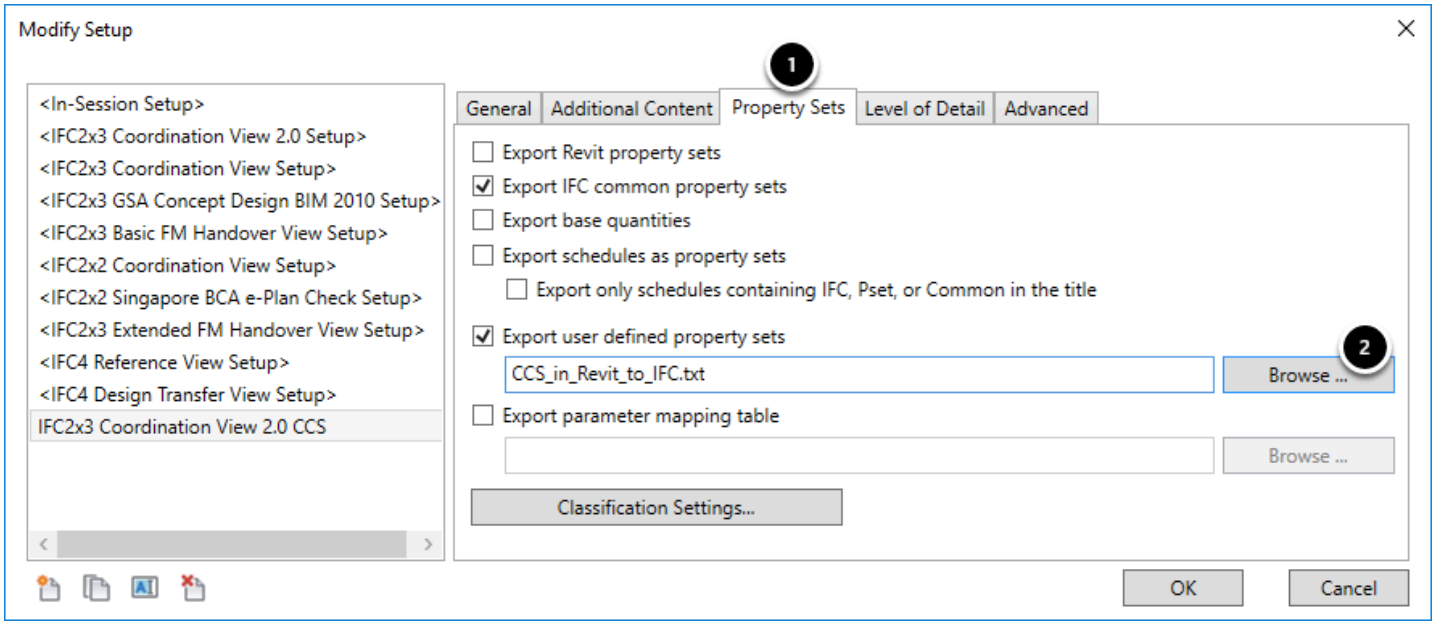
4.1. Copy an existing Export setup

1. Select "IFC 2x3 Coordination View 2.0 Setup" or another appropriate setup
2. Dublicate the setup
3. Rename your setup and save it



4.2. Add 'User defined property set' file

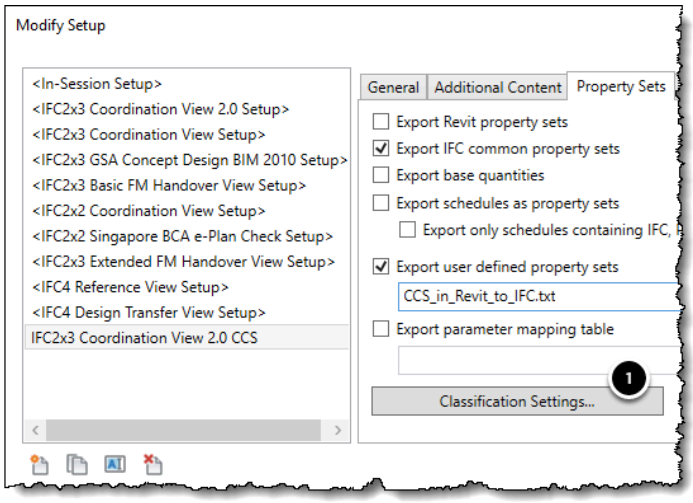
1. Go to 'Property Sets'.
2. Click browse and locate the file you downloaded in step 2. (If not ticked, tick 'Export user defined property sets').

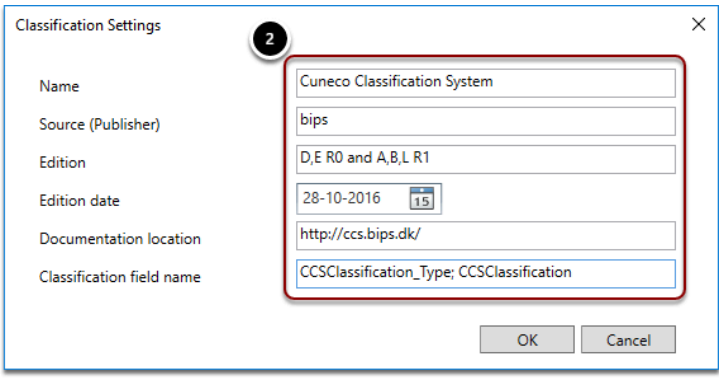


4.3. Add Classification information

1. Go to 'Classification Settings'
2. Fill in the informations from the table

Be sure to use correct Editions (CCS Table Versions)
The Editions for the different CCS Tables are listet by Topnode followed by the Edition.

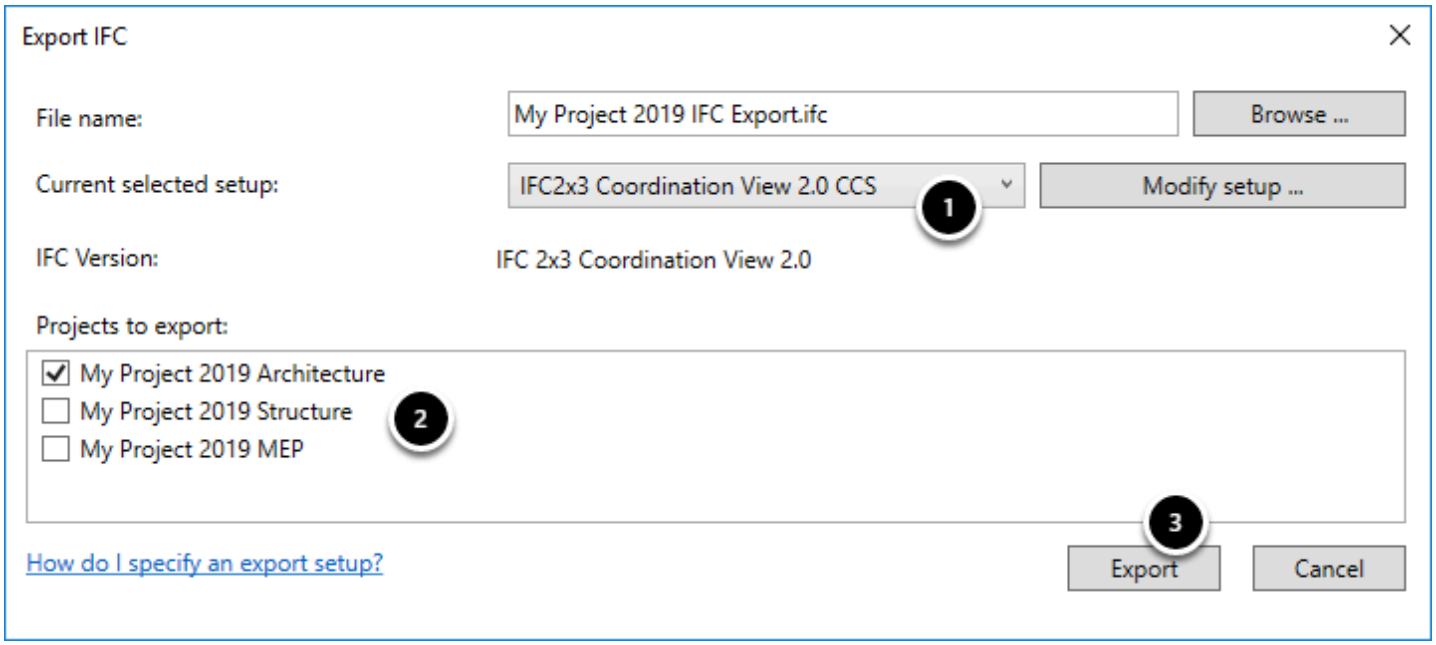




Classification Settings	
Name	Cuneco Classification System
Source (Publisher)	bips
Edition	D,E R0 and A,B,L R1
Edition Date	28-10-2016
Documentation location	http://ccs.bips.dk/
Classification field name	CCSClassification_Type; CCSClassification

5. Export the model to IFC

1. Make sure the "IFC 2x3 Coordination View 2.0 CCS" setup is selected
2. Select the model(s) for Export
3. Click 'Export'



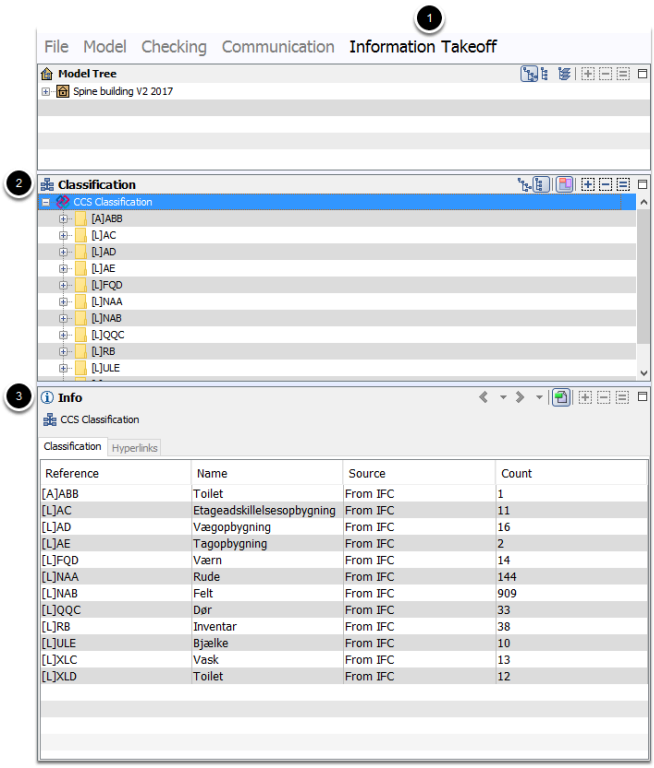
6. View the result in an IFC viewer

To view the information in the IFC file, open the file in a IFC Viewer.

> In this example, the free version of Solibri Model Viewer v9.6 is used.

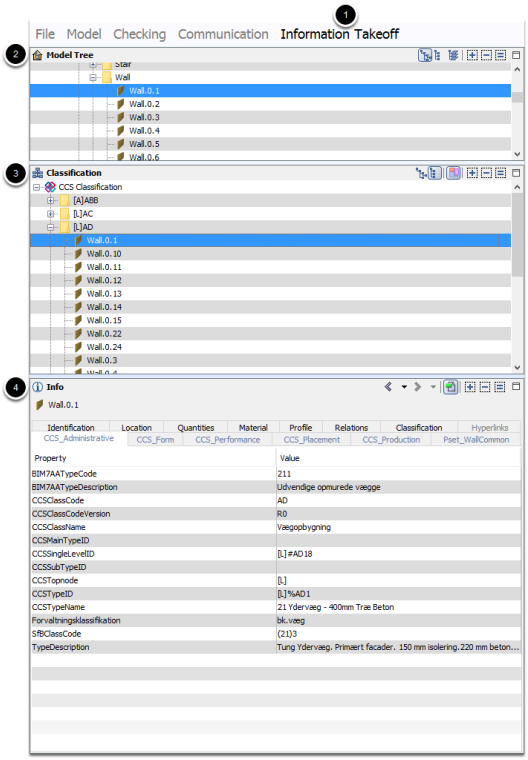
6.1. Classification

1. Select 'Information Takeoff'
2. Select and expand "CCS Classification" in the 'Classification View'
3. The 'Info View' shows a table of all the objects with CCS Classification in the model.



6.2. Properties

1. Select 'Information Takeoff'
2. Select an Object in the 'Model Tree View', the '3D View' or
3. Select an Object in the 'Classification View'
4. The 'Info View' shows a table of all the Properties grouped by the user defined property sets. The "CCS_Administrative" property set contains all the CCS related information regarding Classification and Identification.


1
File Model Checking Communication Information Takeoff
2
Model Tree
Wall
Wall.0.1
Wall.0.2
Wall.0.3
Wall.0.4
Wall.0.5
Wall.0.6
3
Classification
CCS Classification
[A]ABB
[L]AC
[L]AD
Wall.0.1
Wall.0.10
Wall.0.11
Wall.0.12
Wall.0.13
Wall.0.14
Wall.0.15
Wall.0.22
Wall.0.24
Wall.0.3
4
Info
Wall.0.1
Identification
Location
Quantities
Material
Profile
Relations
Classification
Hyperlinks
CCS_Administrative
CCS_Form
CCS_Performance
CCS_Placement
CCS_Production
Pset_WallCommon
Property
Value
BIM7AATypeCode
211
BIM7AATypeDescription
Udvendige opmurede vægge
CCSClassCode
AD
CCSClassCodeVersion
R0
CCSClassName
Vægopbygning
CCSMainTypeID
CCSSingleLevelID
[L]#AD18
CCSSubTypeID
CCSTopnode
[L]
CCSTypeID
[L]%AD1
CCSTypeName
21 Ydervæg - 400mm Trae Beton
Forvaltningsklassifikation
bk.væg
SfBClassCode
(21)3
TypeDescription
Tung Ydervæg. Primært facader. 150 mm isolering, 220 mm beton...