

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.

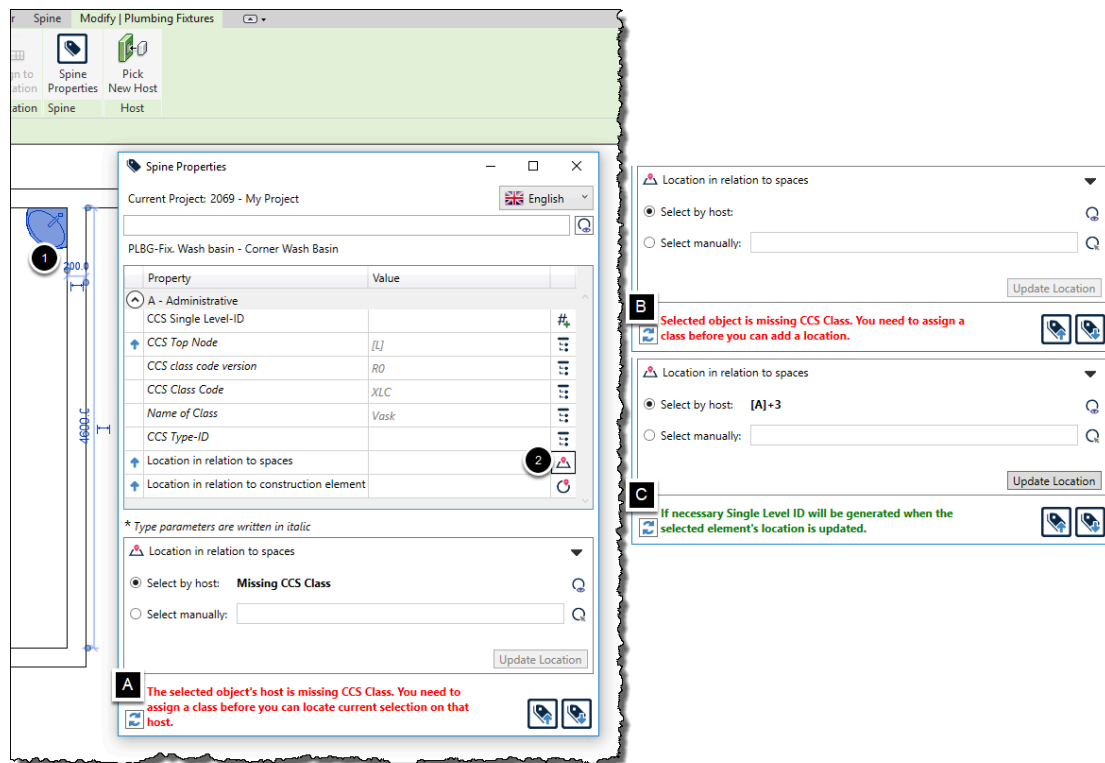
A room gets a code for the adjacent walls.

- 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.

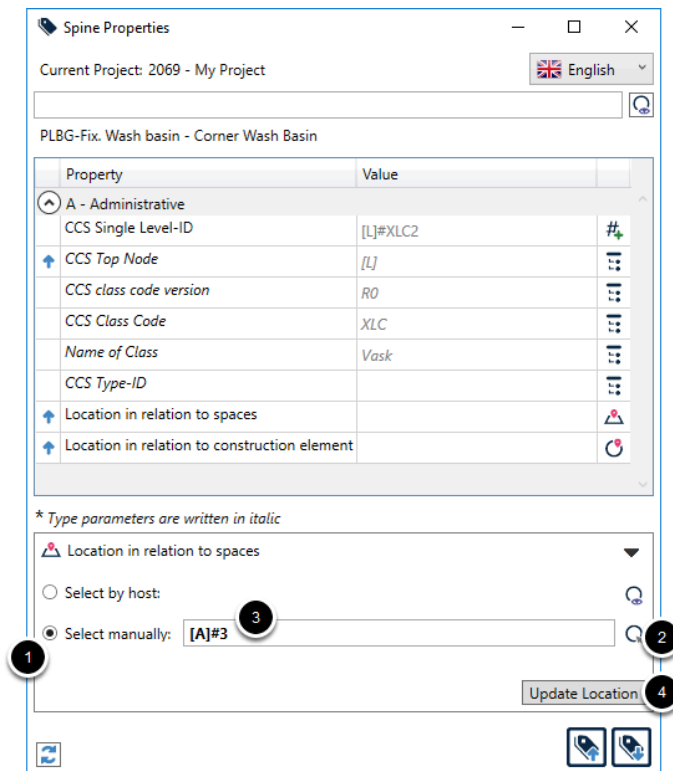
A: *The selected object's host is missing CCS Class. You need to assign a class before you can locate current selection on that host.*

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 Calculation Point](#). See article about [editing Room Calculation Point](#).

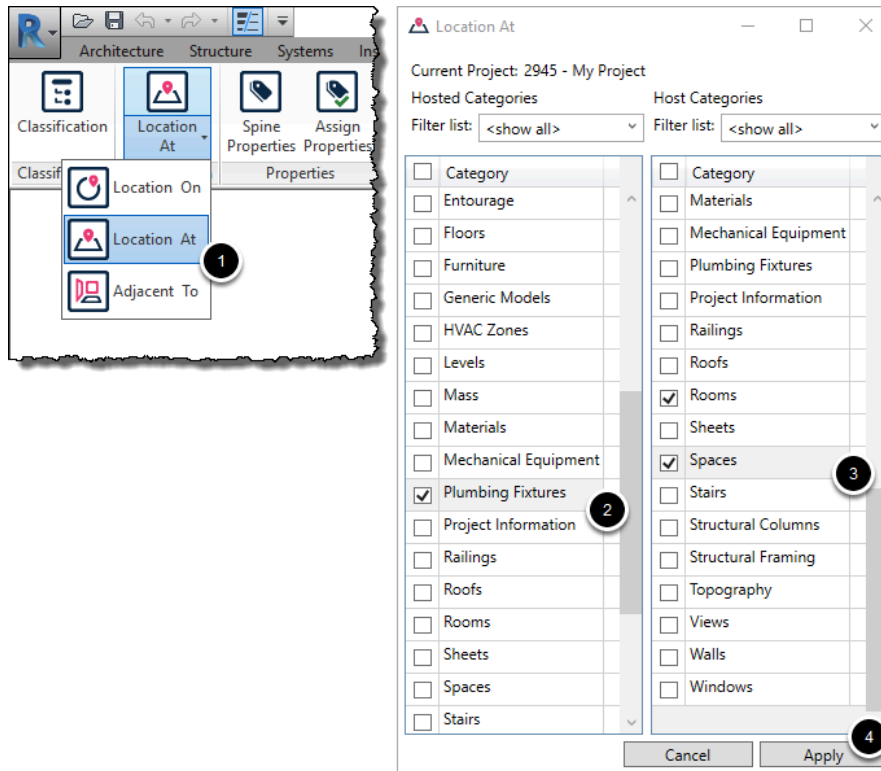
B: *Selected object is missing CCS Class. You need to assign a class before you can add a location.*

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



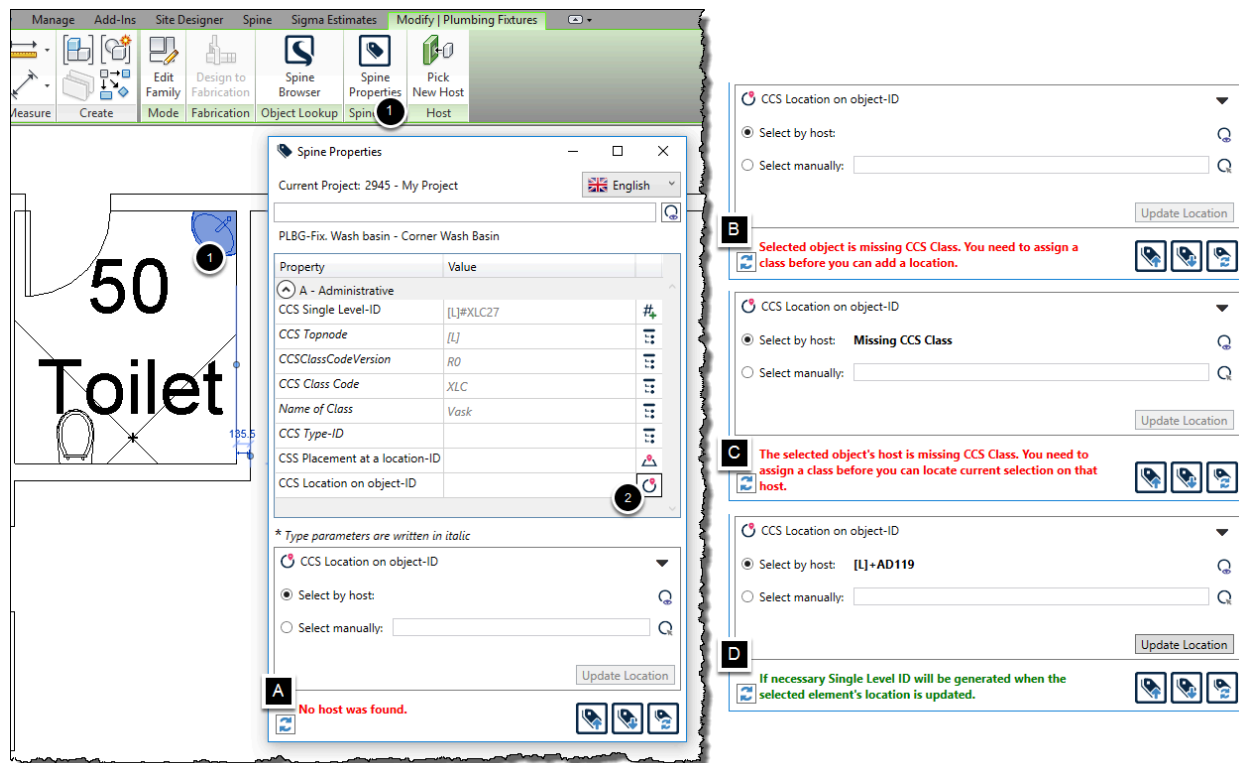
1. Open 'Location At'
2. Select [categories](#) to be hosted
3. Select categories to be host
4. Click Apply and the location At ID's will be created

💡 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.

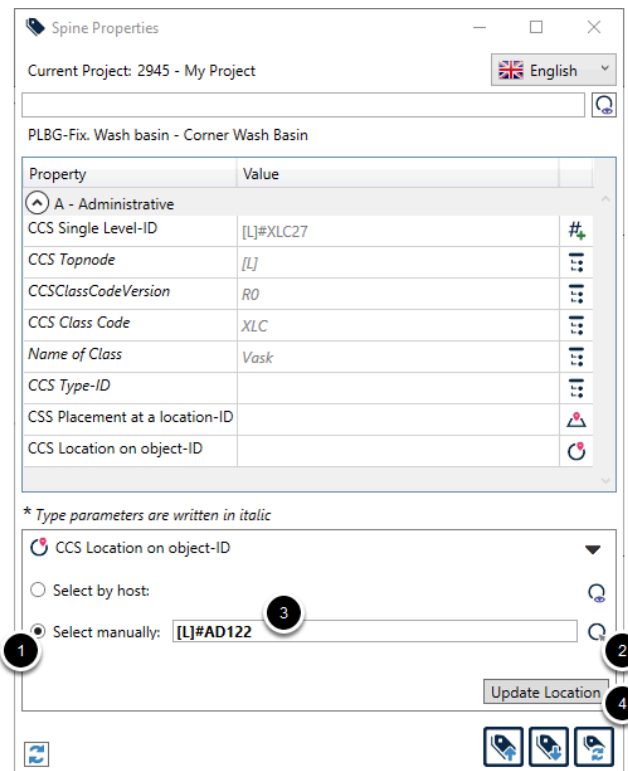
A: *No host was found.*

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.*

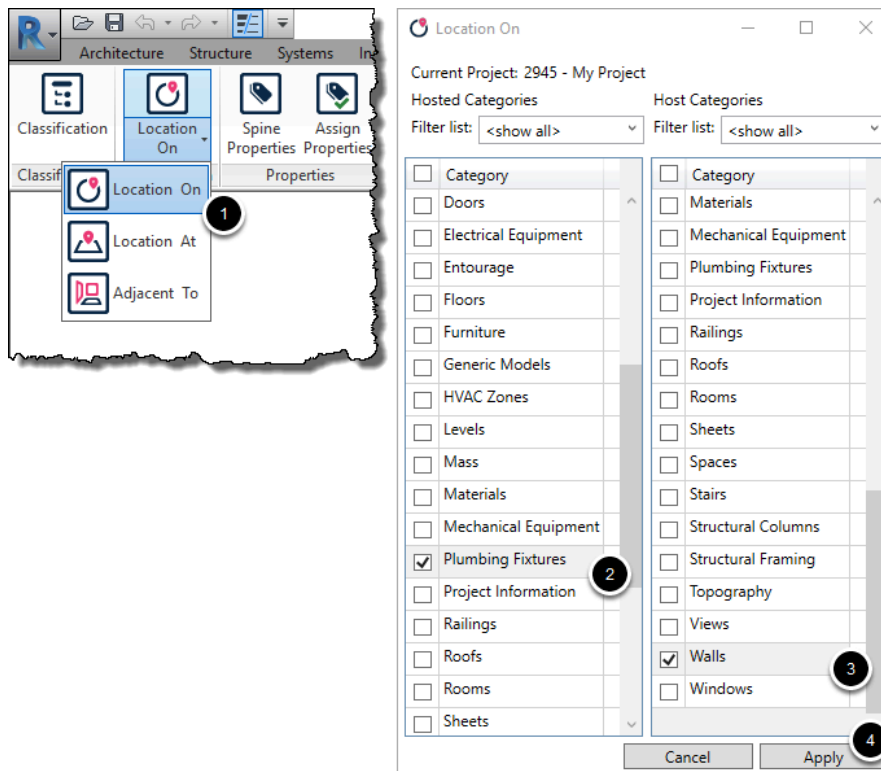
C: *If necessary Single Level ID will be generated when selected element's location is updated.* This means if either the selected or host object is missing a [Single Level ID](#), the ID will be created when updating the location.



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 location 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

File

Architecture

Structure

Spine Properties

Classification

Adjacent To

Spine Properties

Classification

Location On

Location At

Adjacent To

00 - Ground

Objects in search result

Filter by Name

Toggle View

Instances

[A]#44 Toilet

[A]#45 Kitchen

[A]#46 Kitchen

[A]#47 Kitchen

[A]#48 Kitchen

[A]#49 Office

[A]#50 Kitchen

[A]#51 Kitchen

[A]#52 Kitchen

[A]#53 Kitchen

[A]#54 Kitchen

[A]#55 Kitchen

[A]#56 Kitchen

Property values

Relations (7)

Implementations

Filter by Name

Id-code

Code description

Name

Instance of (1)

[A]#AEA1.1 Kitchen subtype 1 1 Kitchen

Adjacent to (6)

[L]#AD327 Wall assembly no. 327 Kitchen

[L]#AD434 Wall assembly no. 434 Kitchen

[L]#AD433 Wall assembly no. 433 Kitchen

[L]#AD118 Wall assembly no. 118 Kitchen

[L]#AD117 Wall assembly no. 117 Kitchen

[L]#AD331 Wall assembly no. 331 Kitchen

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.