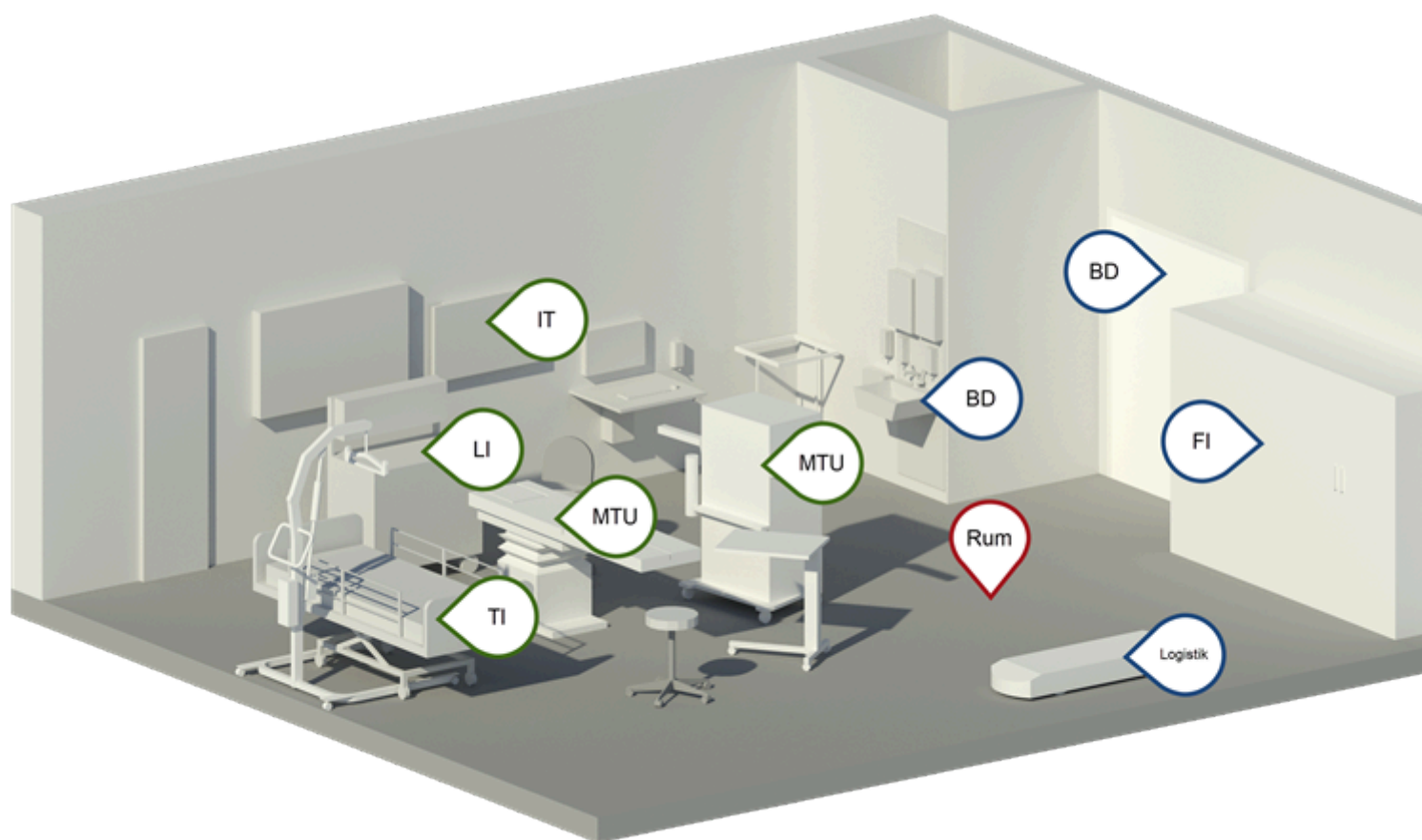


Klassifikation og Identifikation



Rum [Proces for ID kodning af Rum](#)

Bygningsdel [Proces for ID kodning af Bygningsdele](#)

Udstyr [Proces for ID kodning af Udstyr](#)

BD - Bygningsdele - skal klassificeres som bygningsdele, med CCS klasser der ligger i topnode [L] bygningsdele

FI - Fast inventar - skal klassificeres som bygningsdele, med CCS klasser der ligger i topnode [L] bygningsdele

Logistik - Logistik - skal klassificeres som bygningsdele, med CCS klasser der ligger i topnode [L] bygningsdele

Rum - Rum - skal klassificeres som rum, med CCS klasser der ligger i topnode [A] brugsrum

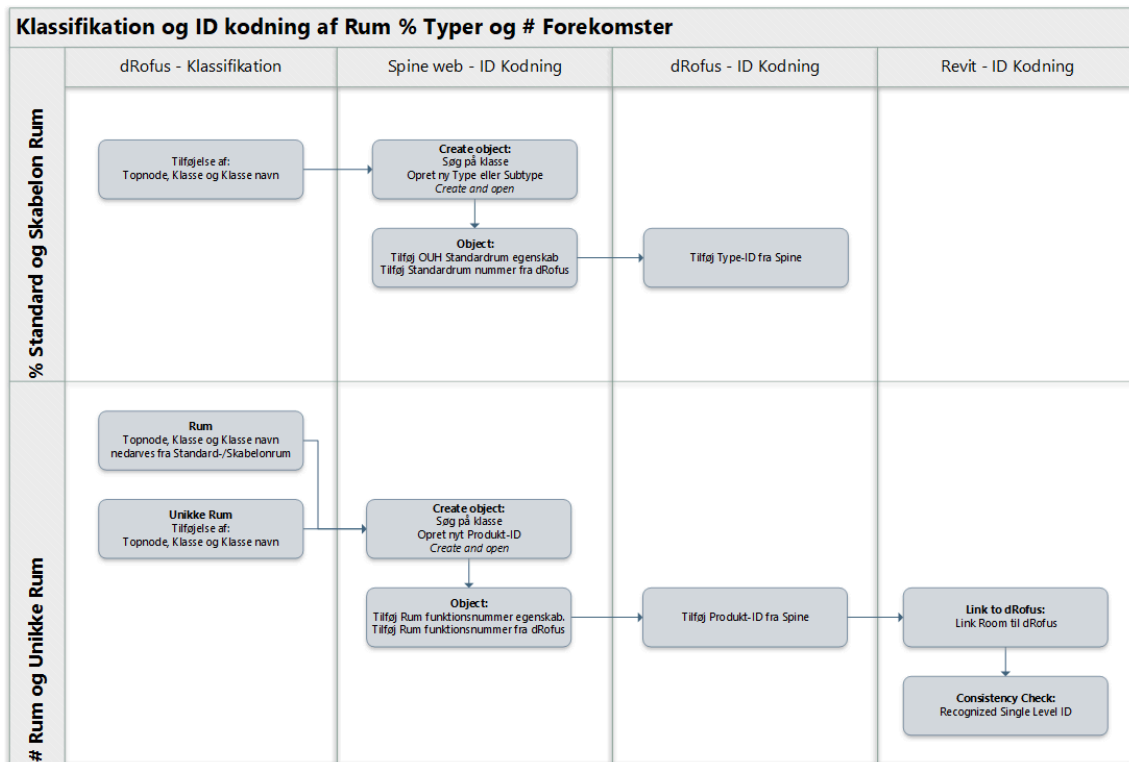
IT - IT - skal klassificeres som udstyr [L]RC eller som bygningsdele, med CCS klasser fra topnode [L] bygningsdele

LI - Løst Inventar - skal klassificeres som inventar, med CCS klassen [L]RB

TI - Teknisk Inventar - skal klassificeres som udstyr, med CCS klassen [L]RC

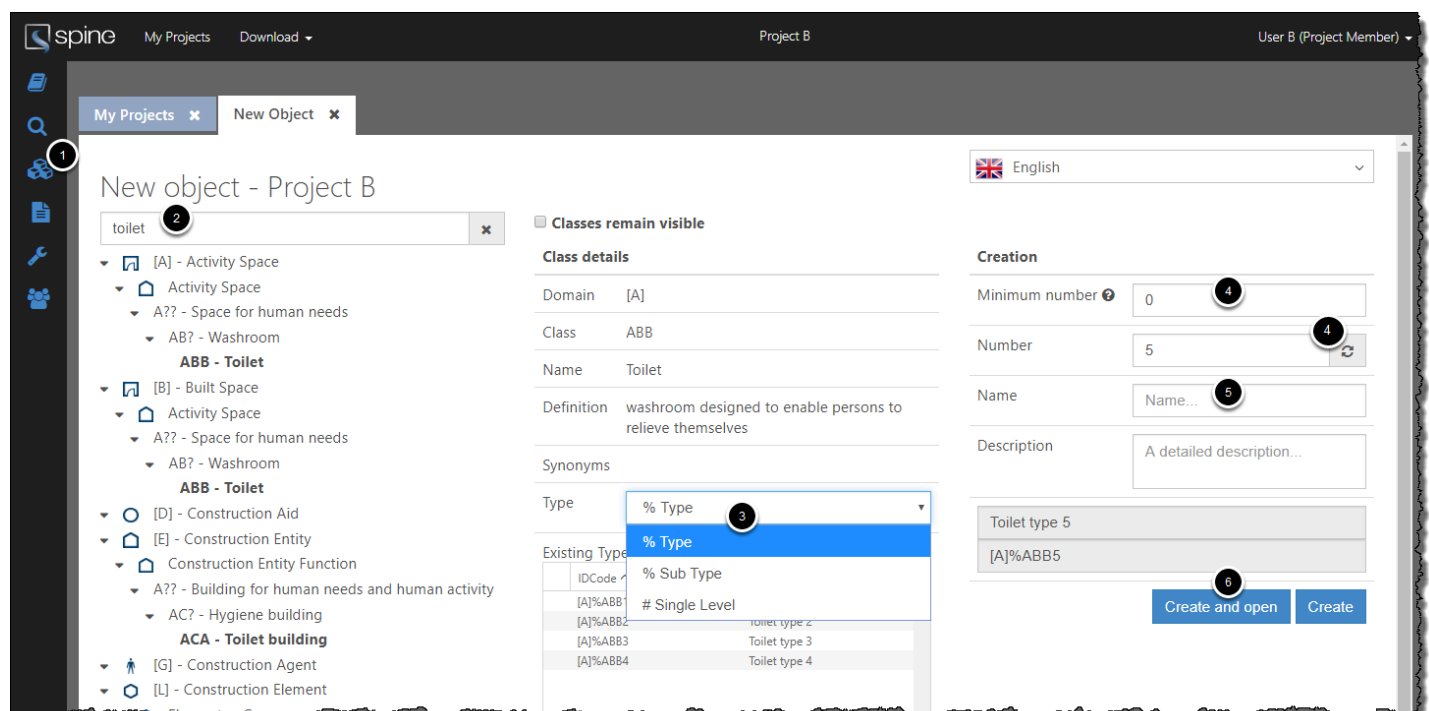
MTU - Medioteknisk - skal klassificeres som udstyr, med CCS klassen [L]RC

1. Proces for ID kodning af Rum



% Standard og Skabelon Rum

% Standard og Skabelon Rum » **Spine web - ID kodning » Create object**

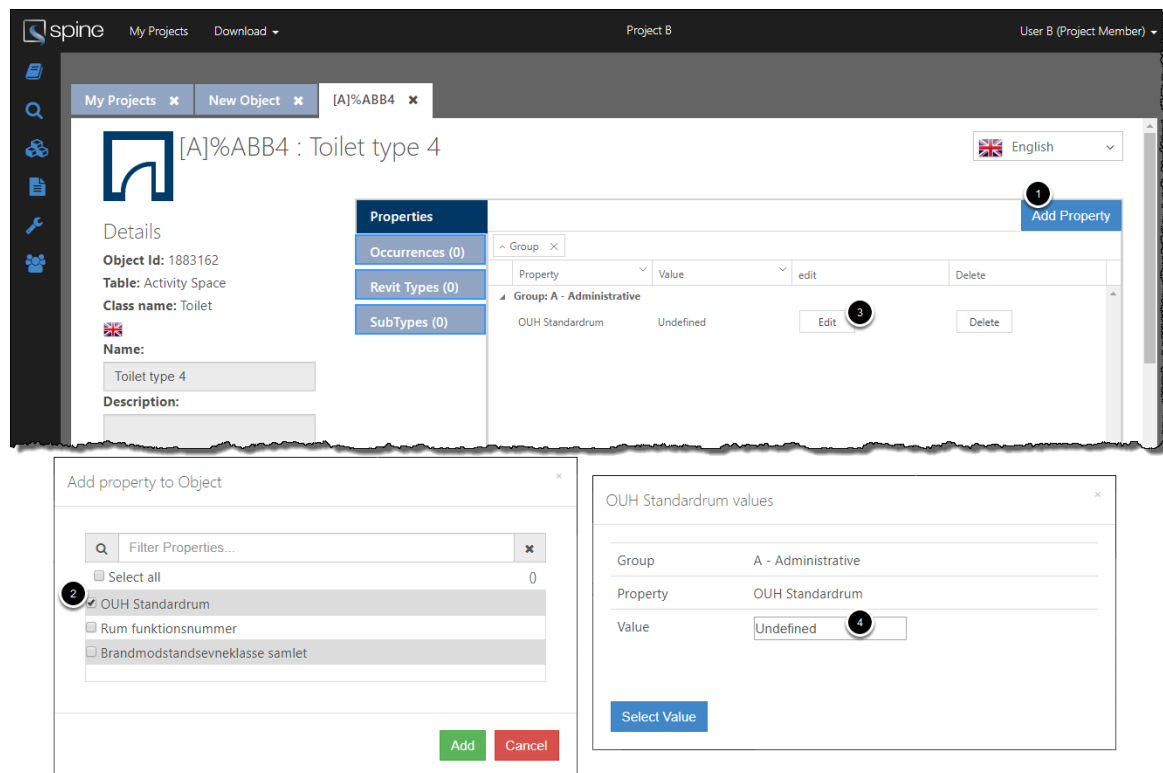


1. Go to Create Object

2. Search for a class
3. Select what kind of object to be created
When selecting Sub Type, click on an existing type the Sub Type must be created for
4. Select a minimum type number if desired, click update number
5. Type in a name
6. Click Create and open

See the full guide for creating objects in Spine Web with all extra settings [here](#)

% Standard og Skabelon Rum » *Spine web - ID kodning » Object*

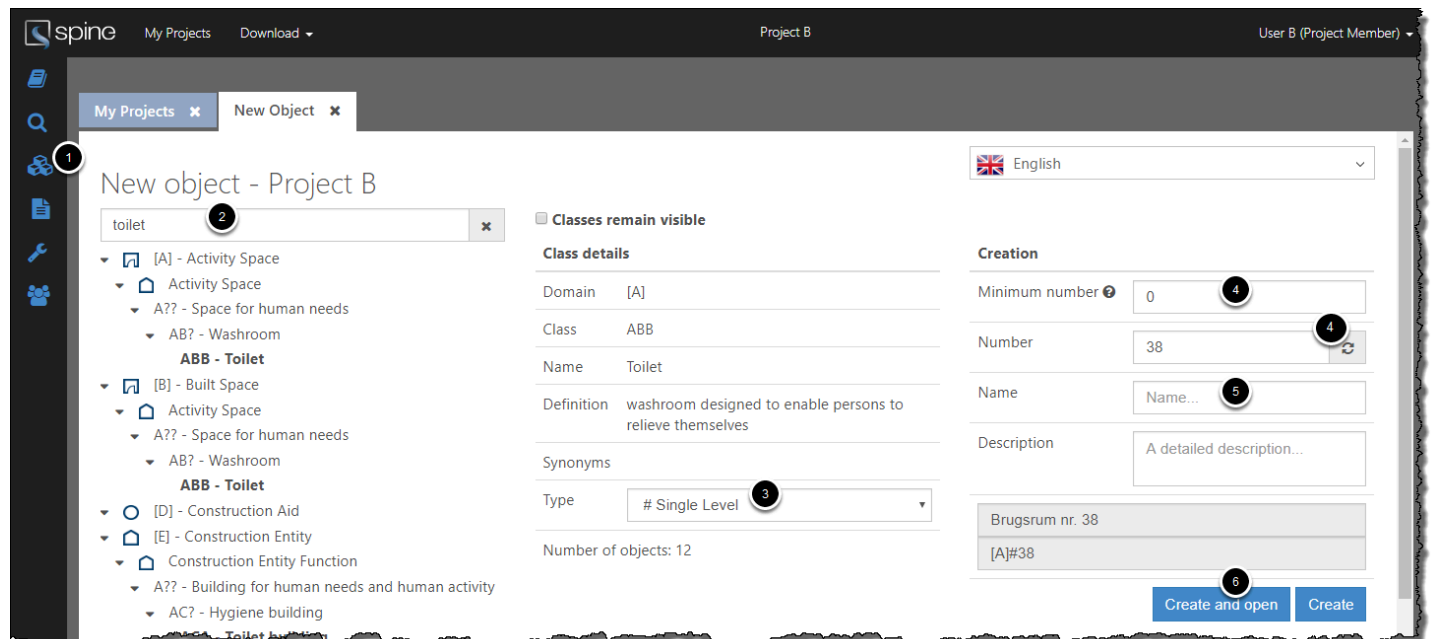


1. In the new object tab click Add Property
2. Select the property 'OUH Standardrum' and click Add
3. Click edit
4. Type in the Standardrum nummer from dRofus and click Select Value

See the full guide for editing objects in Spine Web with all extra settings [here](#)

Rum og Unikke Rum

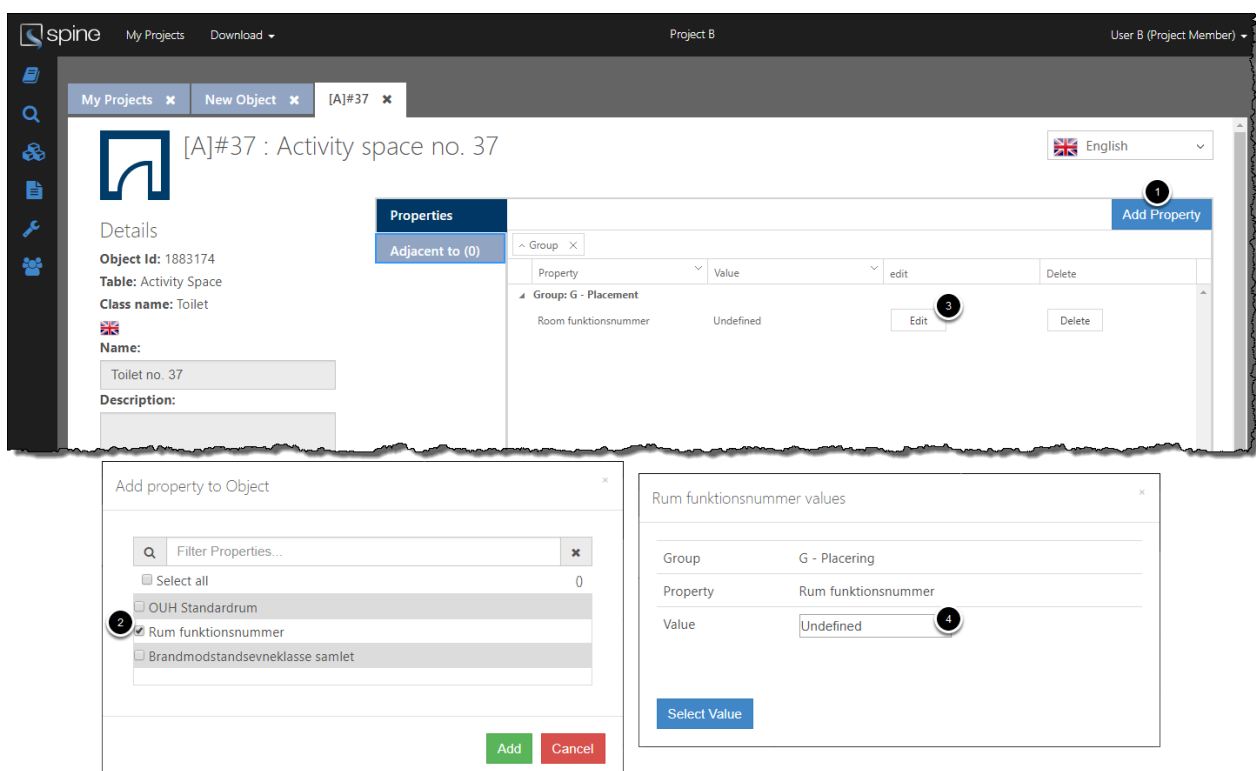
Rum og Unikke Rum » *Spine web - ID kodning » Create object*



1. Go to Create Object
2. Search for a class
3. Select # Single Level
4. Select a minimum type number if desired, click update number
5. Type in a name
6. Click Create and open

See the full guide for creating objects in Spine Web with all extra settings [here](#)

Rum og Unikke Rum » Spine web - ID kodning » Object



1. In the new object tab click Add Property
2. Select the property 'Rum funktionsnummer' and click Add
3. Click edit
4. Type in the Rum funktionsnummer from dRofus and click Select Value

See the full guide for editing objects in Spine Web with all extra settings [here](#)

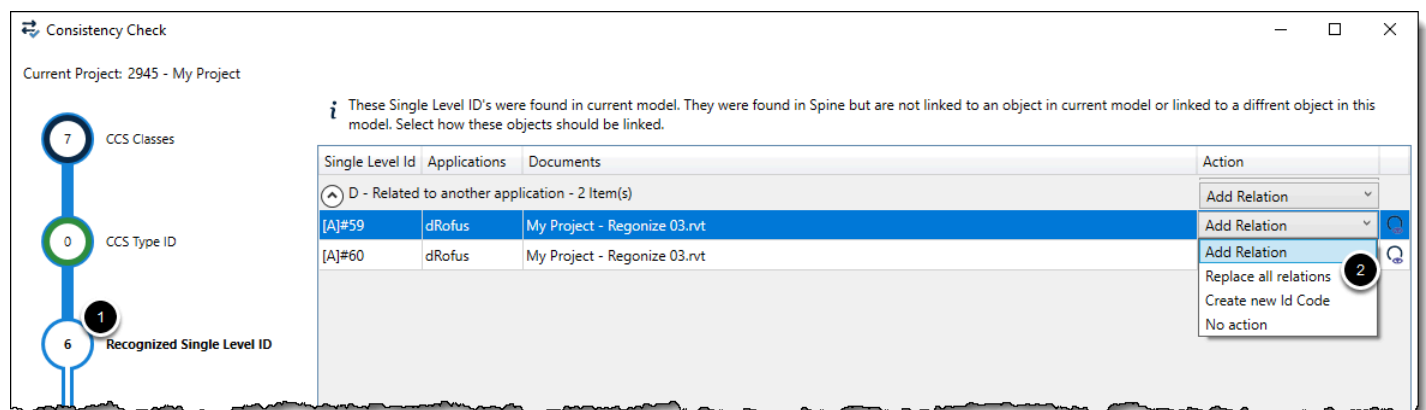
Rum og Unikke Rum » Revit - ID kodning » Link to dRofus

Refer to dRofus guide

Rum og Unikke Rum » Revit - ID kodning » Consistency Check

The Single Level ID's at rooms are added in dRofus and then imported to Revit. Therefore Spine has no connection between the ID's at the rooms in Revit and the ID's at rooms in the Spine Portal.

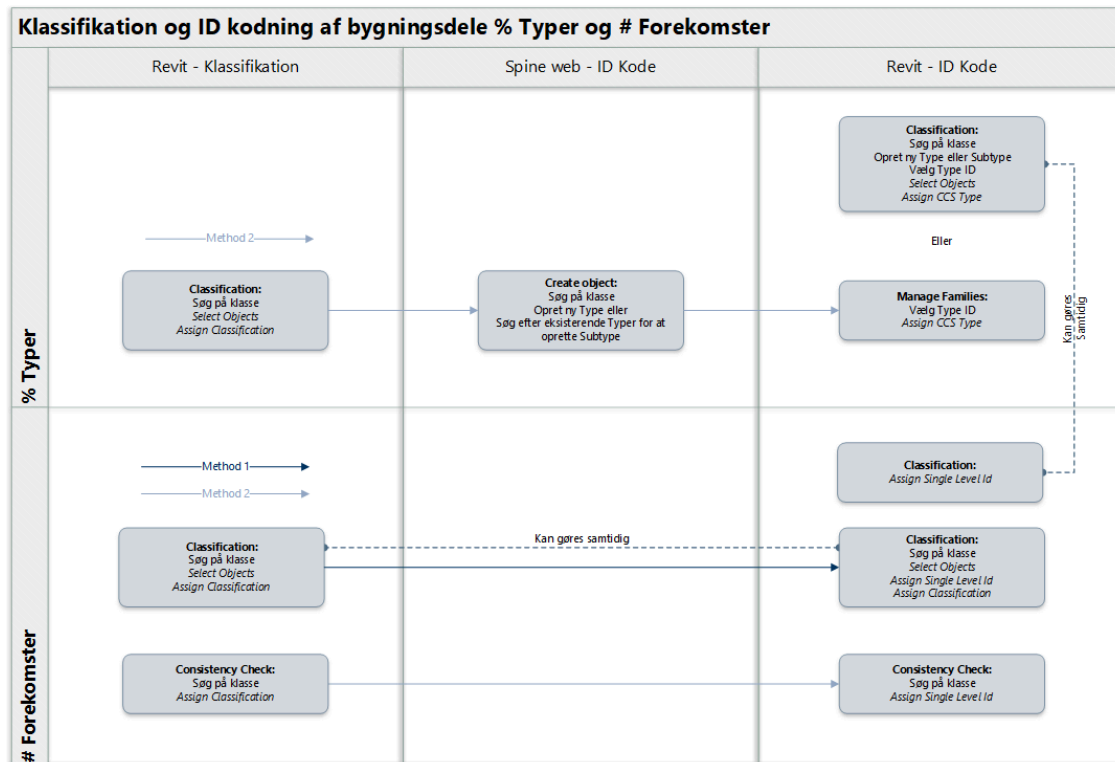
The link can be created with the Consistency Check.



Open the Consistency Check window from the Revit Ribbon.

1. Go to the third tab to see recognized Single Level ID's
2. Add Relation

2. Proces for ID kodning af Bygningsdele



% Typer:

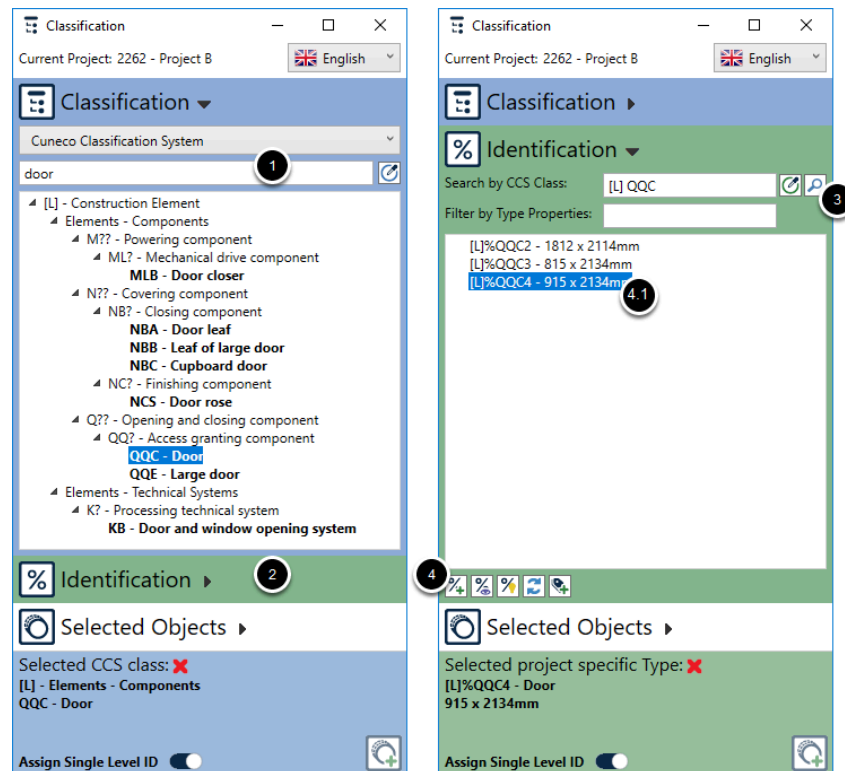
- Method 1: Create types in Revit and assign them immediately with the classes
- Method 2: Alternatively you can create types in Spine Web, and assign them after the classification

Forekomster:

- Method 1: Add classes and assign Single Level ID in the Classification window
- Method 2: Add classes and assign Single Level ID in the Consistency Check window

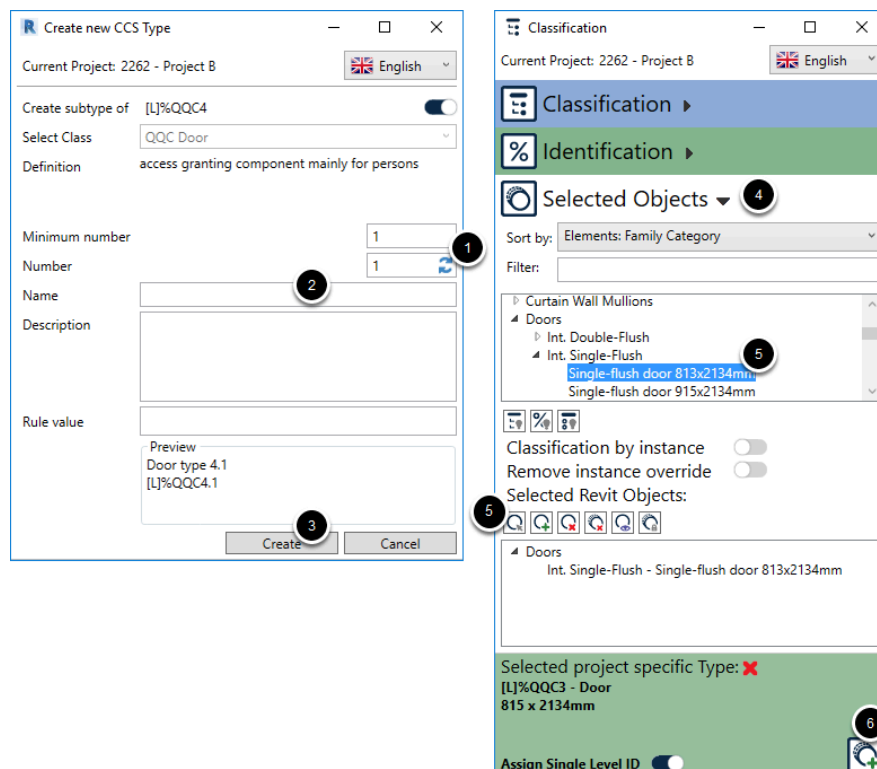
% Typer » Method 1

% Typer » Revit - ID kode » Classification



Open the Classification window from the Revit Ribbon.

1. Search for a class and select one
2. Go to Identification
3. Search for existing types
4. Click Create a new Type
 - 4.1 If creating a SubType, select a Main Type before clicking Create new Type

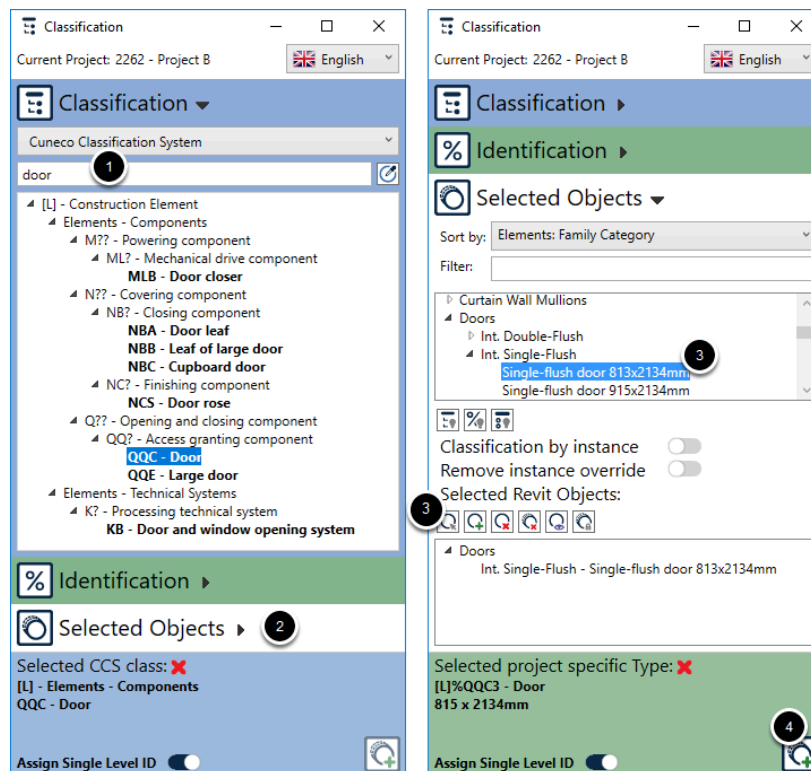


1. Select a minimum number if desired, and click update number
2. Type in a name
3. Click Create
4. Go to Selected Objects
5. Select Revit objects, and add them to the list of objects to be added the class and type
6. Click Add classification

See the full guide for adding class and assigning types in Revit with all extra settings [here](#)

% Typer » Method 2

% Typer » Revit - Klassifikation » Classification

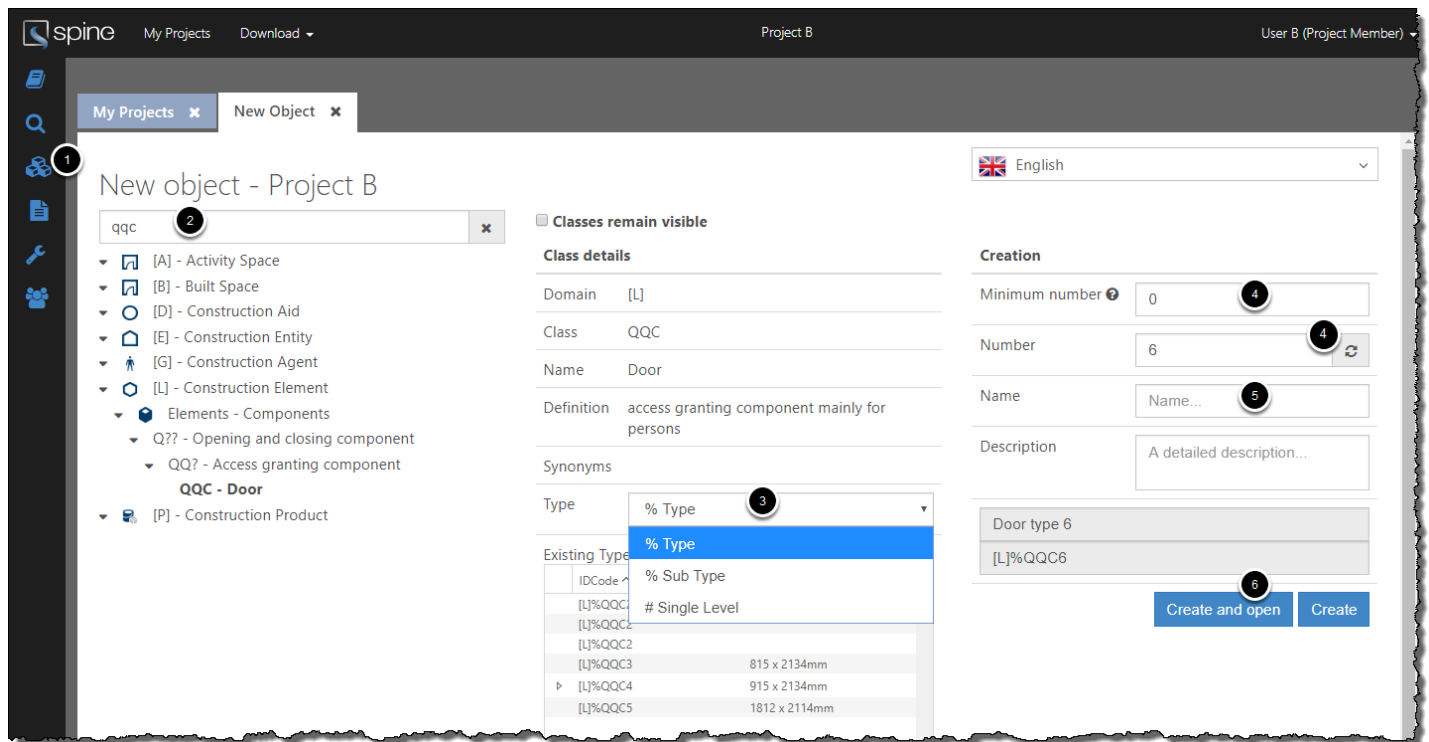


Open the Classification window from the Revit Ribbon.

1. Search for a class and select one
2. Go to Selected Objects
3. Select Revit objects, and add them to the list of objects to be added the class
4. Click Add classification

See the full guide for adding class and assigning types in Revit with all extra settings [here](#)

% Typer » Revit - Klassifikation » Create object



1. Go to Create Object

2. Search for a class

3. Choose between type and subtype

When selecting Sub Type, click on an existing type the Sub Type must be created for

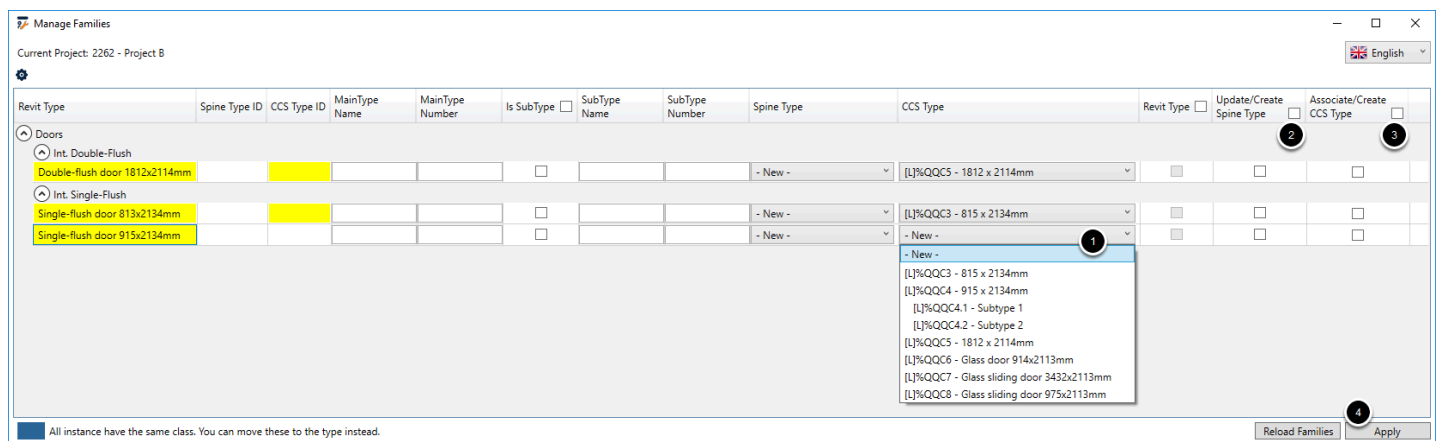
4. Select a minimum type number if desired, click update number

5. Type in a name

6. Click Create

See the full guide for creating objects in Spine Web with all extra settings [here](#)

% Typer » Revit - Klassifikation » Manage families



Open Manage families from the Revit Ribbon.

All objects with a class, but without a type ID are shown in the window.

1. Select Type ID's

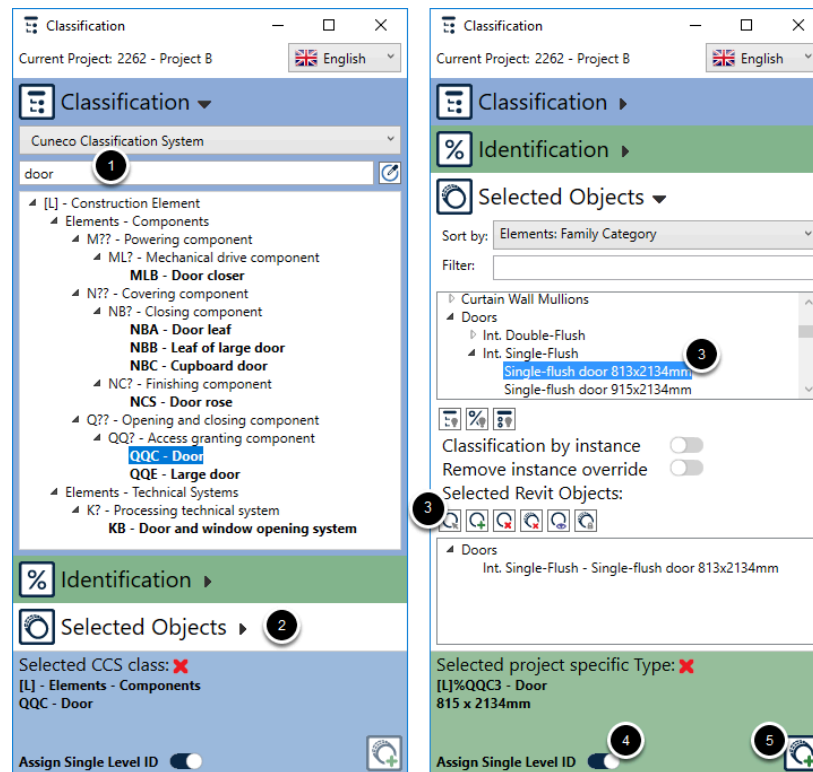
2. Tick on 'Update/Create Spine Type'

3. Tick on 'Associate/Create CCS Type'
4. Click Apply

See the full guide for Managing families in Revit with all extra settings [here](#)

Forekomster » Method 1

Forekomster » *Revit - Klassifikation* » *Classification*



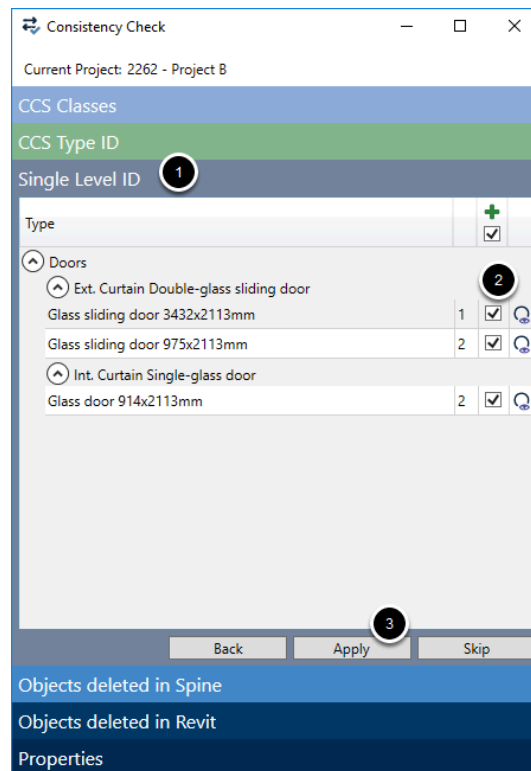
Open the Classification window from the Revit Ribbon.

1. Search for a class and select one
2. Go to Selected Objects
3. Select Revit objects, and add them to the list of objects to be added the class
4. Tick on 'Assign Single Level ID'
5. Click Add classification

See the full guide for adding classes in Revit with all extra settings [here](#)

Forekomster » Method 2

Forekomster » *Revit - Klassifikation* » *Consistency Check*



Open the Consistency Check window from the Revit Ribbon.

1. Go to the Single Level ID tab
2. Tick on the objects to be assigned a Single Level ID
3. Click Apply and close the window

See the full guide for Consistency Check in Revit with all extra settings [here](#)

3. Proces for ID kodning af Udstyr

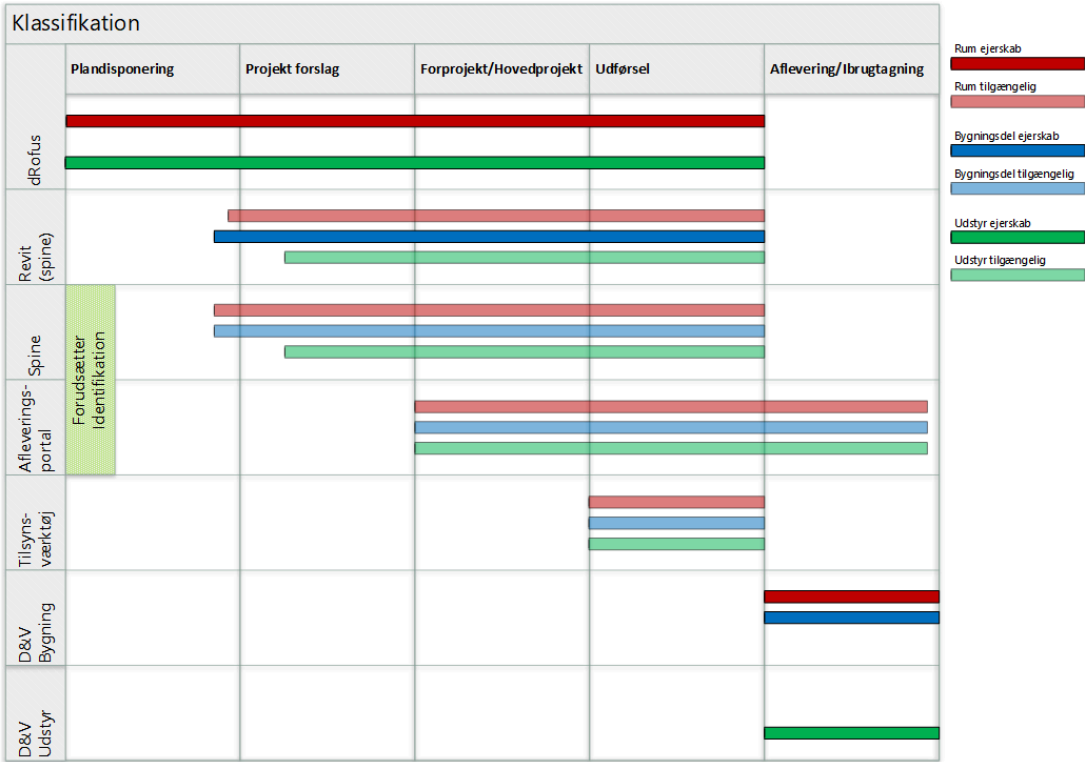
i Der er ikke truffet endelig beslutning omkring processen for ID kodning af Udstyr.

Dette omhandler :

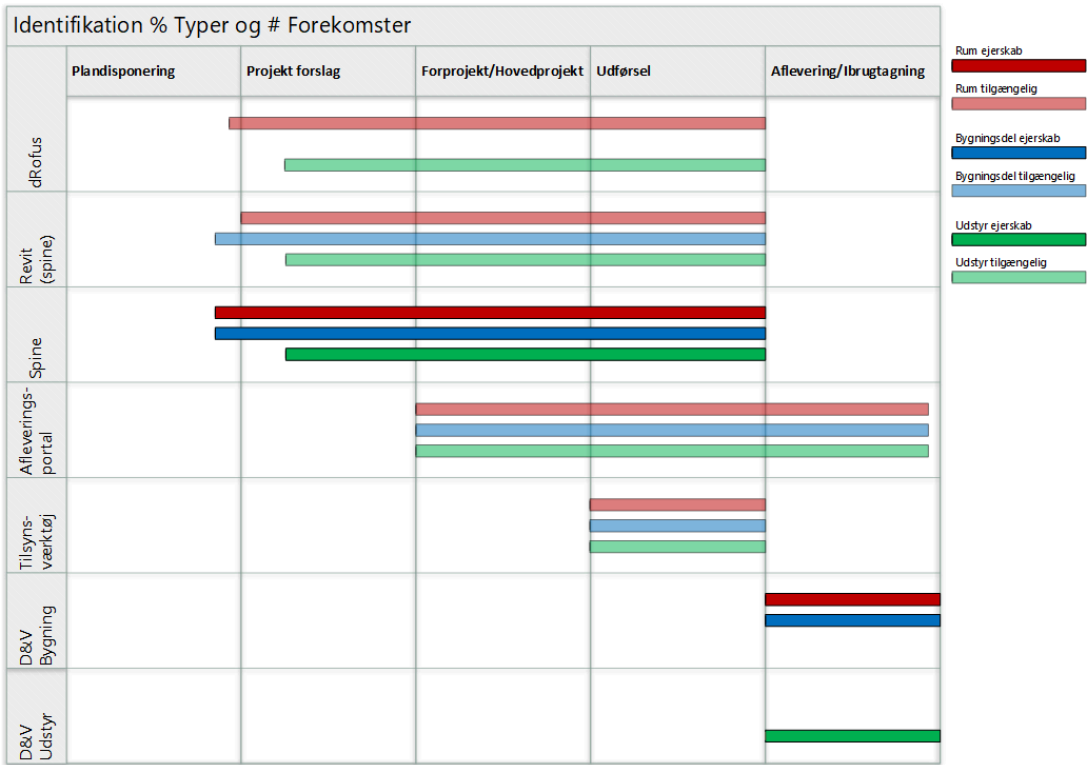
- TI - Teknisk inventar
- LI - Løst Inventar
- MTU - Medicoteknisk
- IT - IT

4. Ejerskab og tilgængelighed

Oversigt over ejerskab og tilgængelighed af CCS Klassifikation



Oversigt over ejerskab og tilgængelighed af CCS Identifikation



Struktur forskelle mellem rum i dRofus og CCS Rum

