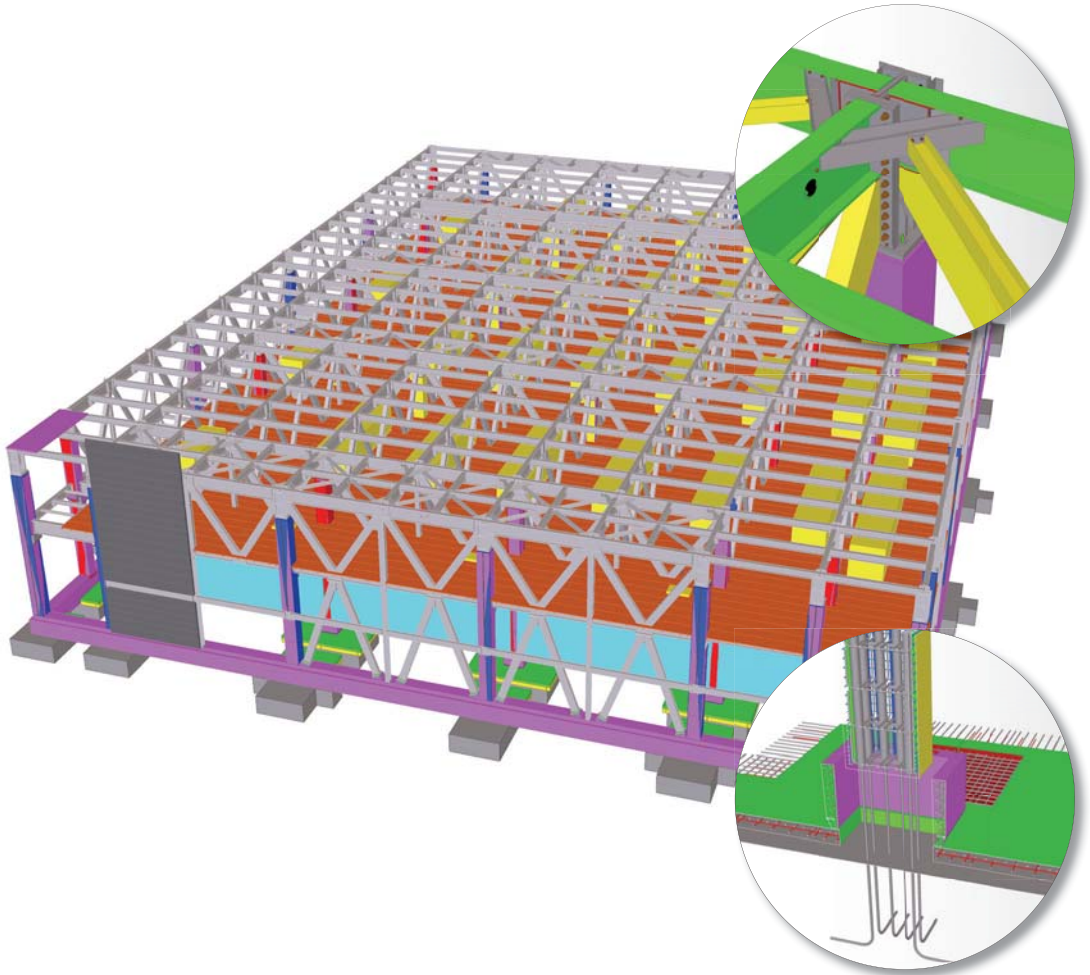


Tekla Structures Model Reviewer and Web models

 **TEKLA** Structures



2009

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Tekla Structures includes a command to create a Web model. You can open a web model by means of an internet browser or the Tekla Structures Model Reviewer. So you don't need the Tekla Structures program to view the model. This is very handy if you want to show your model to e.g. a builder or a customer, etc.

Conditions

You can open web models in two ways, using:

1. Any **internet browser** including Active X, such as **Internet Explorer version 6.0** or higher, or Maxthon), Internet Explorer will usually be installed on a PC. To check if **IE version 6.0** is installed on your PC, you do next:

Open the **Internet Explorer**

In the pull-down menu, go to **Help > About Internet Explorer**



If you have not installed **IE version 6.0** on your computer, please update your Internet Explorer version, go to www.microsoft.com.

2. **Tekla Structures Model Reviewer**, you can install the Model Reviewer by clicking on the link below:

<http://www.construsoft.com/home.php?lang=nl>

Click on the next image:



or click on the link below:

<http://www.tekla.com/international/solutions/building-construction/Pages/web-models-model-reviewer.aspx>

Click on the button **Free Download**, the Tekla Structures Model Reviewer will be installed on your PC, a shortcut will be created automatically in the Windows Start menu in Tekla Structures.



Prerequisites for the Tekla Structures Model Reviewer installation:

- **.NET Framework 3.0**

To download the **.NET Framework 3.0** installation, go to <http://www.microsoft.com>.

Windows Vista: **.NET Framework 3.0** is installed on the computer but it may have been disabled. To activate it, go to Windows Control panel > Programs and Features > Turn Windows features on or off.

- **.NET Framework 2.0**
- **Visual C++ Runtime Libraries (x86)**
- **Visual C++ SP1 (x86)**

What is the main difference between these two ways of viewing web models?

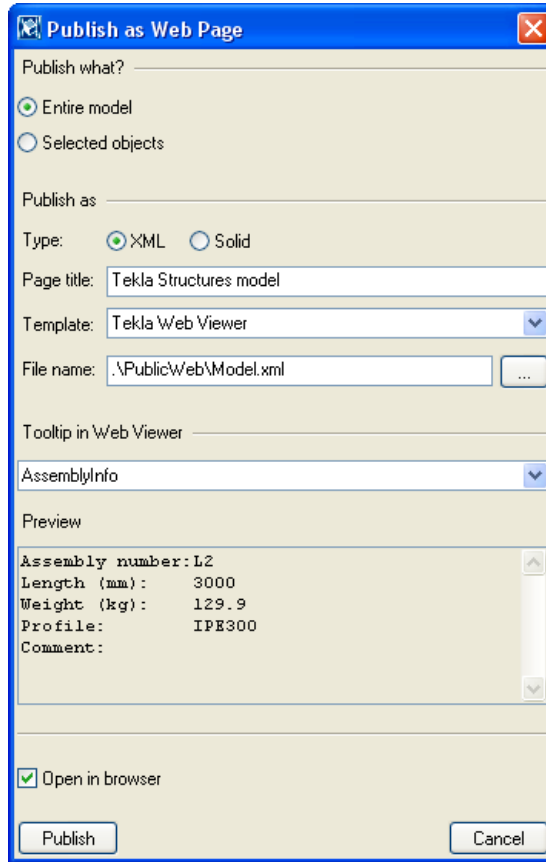
The Tekla Structures Model Reviewer includes an additional functionality, the so-called Reviewer part to add markups and descriptions, this part is not included in any internet browser.

Create a web model

To create a web model, you do next:



1. In the pull-menu, go to **File > Publish as Web page...** or click on the icon, the following dialog box appears:



2. You can now select what you want to publish, either the entire model or selected parts
3. Now select the type of web page:

XML	No bolts are published in the web model, tooltips will be displayed.
Solid	Parts and bolts are published in the web model.

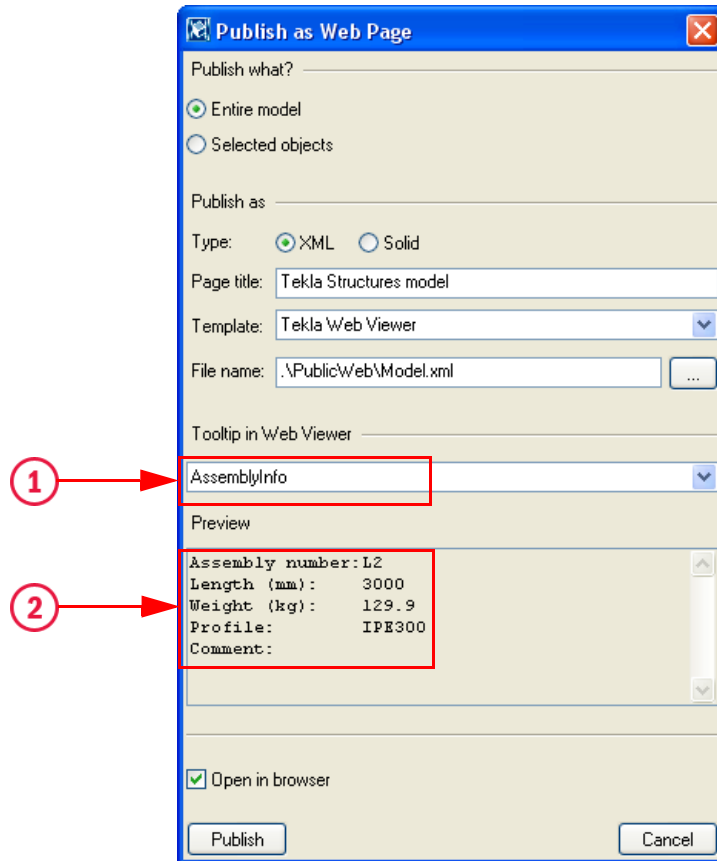
Do not change the lines **<Page title>**, **<Template>** and **<Filename>**.

4. You can select the kind of tooltip you wish to have in a published Web Viewer model in the dropdown list **Tooltip in Web Viewer**.

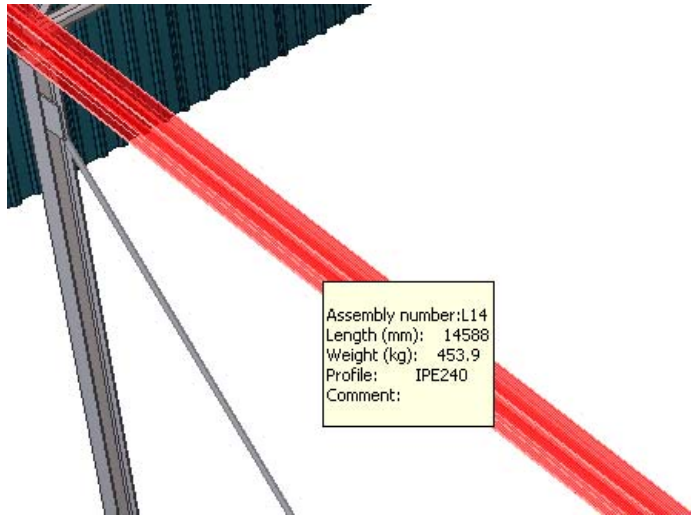
For this, several tooltip templates are used, you can add new templates to enable better communication between project participants.

Use the Template Editor to define the templates and save the templates in the folder `..:\environments\netherlands_enu\template\tooltips`. In the accompanying *.ini file you can establish the name as it will be shown in the dropdown list (1).

A preview field shows what a tooltip will look like (2):



The tooltip will be displayed in the web model:



5. Select a checkbox at **<Open in browser>** to open the web model directly after it is created (Note: the condition is **IE 6.0**)
6. Click **<Publish>**, the web model is now getting created

A Tekla Viewer appears in the Task manager on your monitor, next click the Tekla Web Viewer to publish the web model.

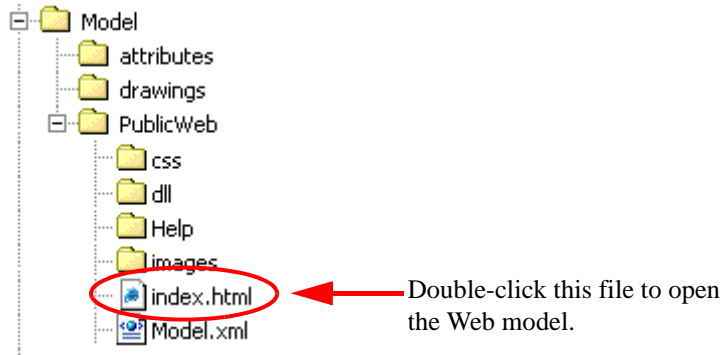


In case a web model won't open, import the created web model once as a reference model in your current model. If this is not possible, check your current model again.

Also the pathname of the web model is restricted to a limited number of characters!

Using an internet browser for a web model

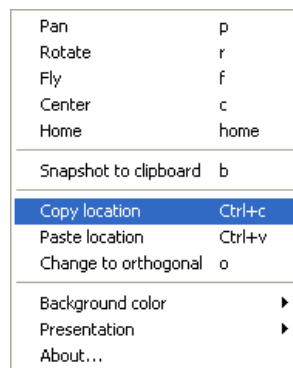
Once you have created a web model, this web model is stored by default in the current model folder. The folder **PublicWeb** is added. This folder contains the file **index.html**.



Handling named views

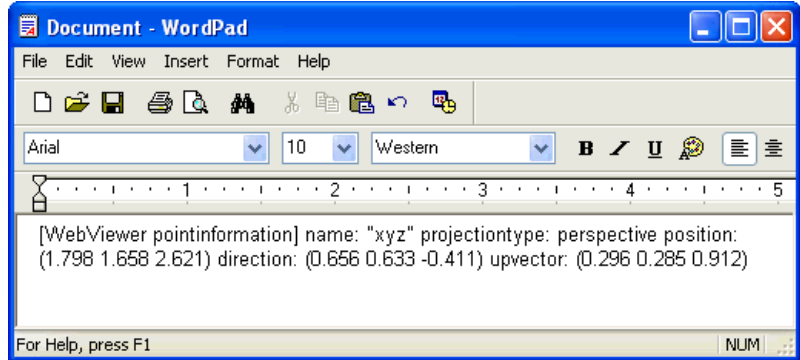
When you send a web model to a builder or customer, sometimes it is necessary that the customer has to take a look at some named views from a published model. This can be indicated in the e-mail, but the following method is easier:

1. Open the published model
2. Zoom in on the part of the model from which you want to create the view
3. Right-click and select Copy location or **<Ctrl> + C**



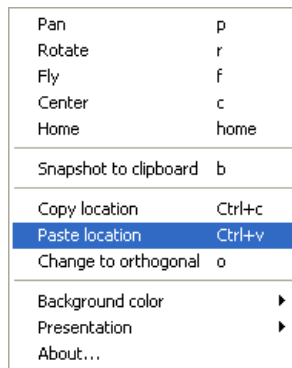
4. Create a new file in any text editor, for example Notepad

5. Paste or **<Ctrl> + V**:



The default name for the view is xyz

6. To change it, replace the text xyz with the view name that you want to use. e.g. “Detail A”. Note: the name starts with a letter!
7. Now copy the updated location information to the published model. For this, select all the text in the text editor
8. Click right mouse and select Copy or **<Ctrl> + C**
9. Go back to the WebViewer
10. Click right mouse on the model and select Paste or **<Ctrl> + V**



The view name appears on the Named views dropdown list:



Repeat these steps as many times as necessary. In the web viewer, you will see that the viewpoint automatically changes if you select another viewpoint!



Web Viewer does not save named views with the published model. But, you can save the text file that contains the location information, then cut and paste the text to the published model in Web Viewer the next time you want to use the view.

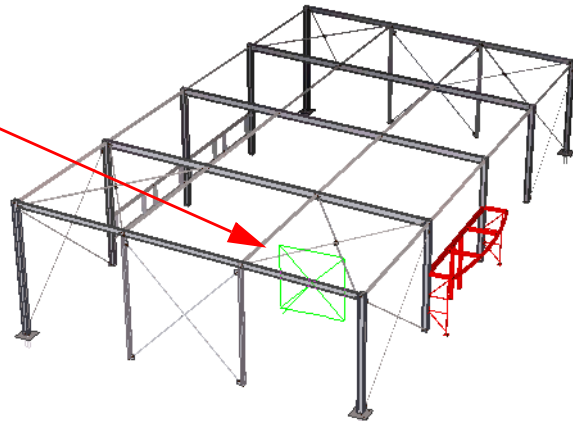
Hide objects

Use the mouse wheel to hide and unhide objects:

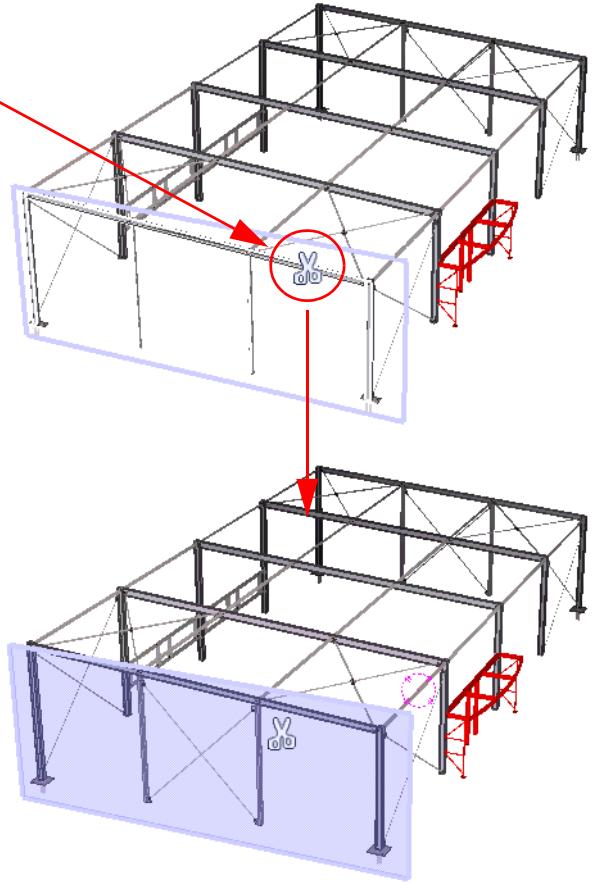
- To hide objects, move the cursor over the objects, hold down the <Ctrl> key and scroll forwards (or press the **Page Up** key).
- To unhide object, move the cursor over the hidden objects, hold down the <Ctrl> key and scroll backwards (or press the **Page Down** key).
- Press the **Esc** key to show all objects.

Set clip planes

To create a clip plane, click shortcut **p**, and select a part in the web viewer model:

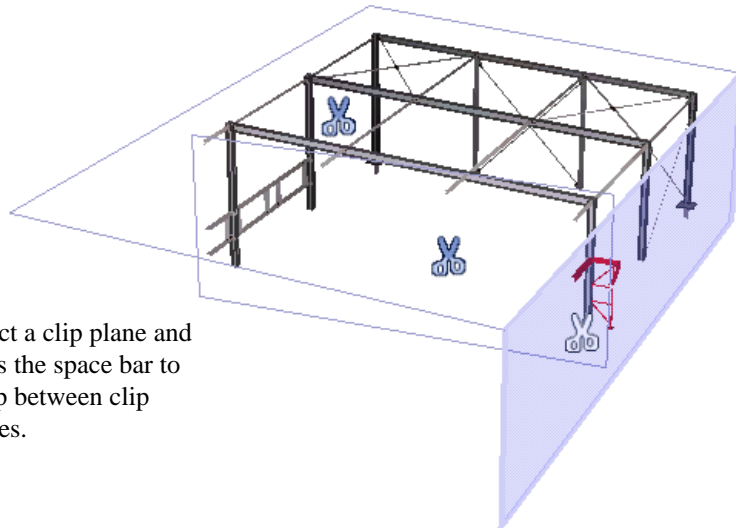
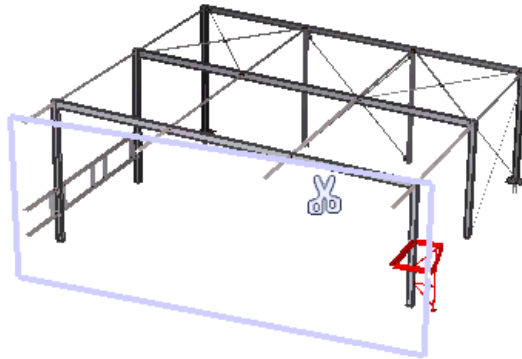


To select the clip plane, click the scissor symbol:



Move the clip plane by dragging the scissor symbol.

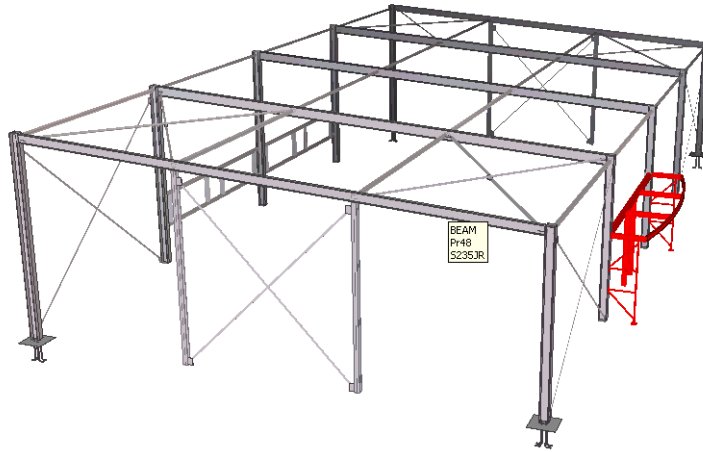
You can change the location of the symbol by holding down the **<Shift>** key and moving the symbol.



Select a clip plane and press the space bar to jump between clip planes.

Tool tips

To view the part name, position and material, move the cursor over the part:



The tooltips are only visible in case the model was published as **XML** file.

Full content rendering

To handle large models faster, disable full content rendering:

- Right-click and select **Disable full content rendering** from the popup menu.
- To enable full content rendering, select **Enable full content rendering** from the popup menu.

Pan

Shortcut for **Pan** command is **n**.

Rotate

Shortcut for **Rotate** command is **f**.

Fly

Shortcut for **Fly** command is **f**.

Center

Shortcut for **Center** command is **c**.

Home

Shortcut for **Home** command is **home**.

Snapshot to clipboard

To copy a snapshot to the Clipboard. Shortcut for the command **Snapshot to clipboard** is **b**.

Change to perspective / orthogonal

Shortcut for the command **Change to perspective** is **l**. Shortcut for the command **Change to orthogonal** is **o**. With this you can switch between the two commands.

Background color

To set the background color. You can select **Black**, **Blue** and **White**.

Presentation

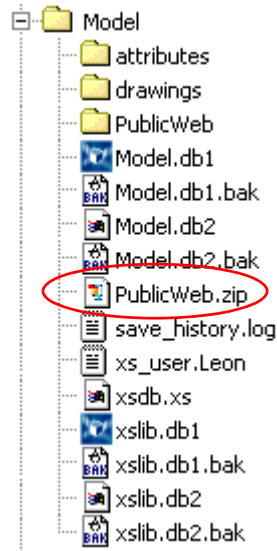
To set the representation of the profiles. You can select **Wire frame** (<Ctrl> + 1), **Shaded wireframe** (<Ctrl> + 2) en **Rendered** (<Ctrl> + 3).

Sending a web model

Sending a web model to e.g. a builder or an architect can be done very easily.

Step plan

1. Go to the model folder and zip the complete folder **Publicweb** by means of e.g. Winzip



2. You can now send this *.zip file by e-mail, for instance
3. The receiver must store the *.zip file, which is included as a subject in the e-mail, on e.g. the Desktop
4. Extract the *.zip file
5. Double-click on the file *index.html* to open the web model.



Never try to open a web model while it is in the *.zip file or in the e-mail, this won't work!

Notes

- In case you cannot open a web model, go to http://www.constru-soft.com/tekla/web_models.php and click one of the following pictures:



- Now open a Web viewer models. Close this web model and open a **local** stored web model.
- Always store Web models on your local drive on the PC, **not** on any location on the network (except internet servers, see also the last note), to make sure that you can always open a Web model
- When the Internet Explorer crashes while opening a web model, there are incorrect profile cross sections in the model. This means that there are profiles used in the model containing incorrect cross sections like self defined cross sections. To check if these cross sections are incorrect, create a new web model of selected parts without the parts which possibly contain these incorrect cross sections
- When you copy the folder Publicweb to a internet server, so that everybody can view your web models online, the first time you visit this site, a program will be installed on your computer to enable viewing such models. The folder 'dll' on the internet server must contain the file zkitlib.dll. When customers inform you about the fact that they cannot view web models, make sure that the file zkitlib.dll is uploaded correctly. (the size of this file on the server is not 0 kB)

Using the Tekla Structures Model Reviewer for a web model

Introduction

Tekla Structures Model Reviewer is a Tekla Web Viewer based application for contractors, fabricators, architects, engineers, and erectors.

With Tekla Structures Model Reviewer you can send models more easily, you can create comments and markups to the model, and you can easily create project presentations with predefined views to different areas of the project.

With Tekla Structures Model Reviewer, you can:

- Easily pan, rotate, zoom, and fly in the model as you do in an internet browser, see for more information chapter [Hide objects \(p. 8\)](#) up to and including [Presentation \(p. 12\)](#).
- Use markup tools to quickly highlight specific areas of the project, or fly through a set of locations so that your audience can quickly get an understanding of the whole project
- Create markups with descriptions
- Use clip planes to slice your project to provide a better view in the difficult areas in the model
- Send models easily to other parties
- Take screenshots from the model
- Change the colors of the model to see the structures better

Opening a web model

Opening a web model in the Tekla Structures Model Reviewer:

1. To start the application, go to **Windows Start > Tekla Structures > Tekla Structures Model Reviewer**.
2. Browse for the published model file (.wmr, .xml, or .zsol file) and open it.

XML, a web model exported to an XML file, see also [Create a web model \(p. 3\)](#)

ZSOL, a web model exported as a SOLID, see also [Create a web model \(p. 3\)](#)

WMR, web model which already has been opened in the Tekla Structures Model Reviewer and to which some markups have been added. These markups can only be added and viewed by using the Tekla Structures Model Reviewer.

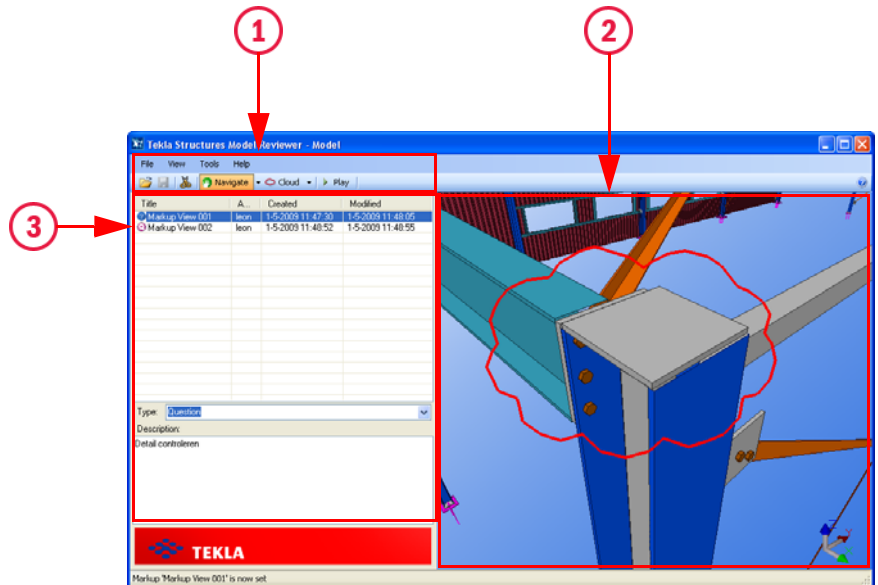


In case the pull-down menus are not displayed in the Tekla Structures Model Reviewer, press the **Alt**-button once.

When you save a web model and the markups in the Tekla Structures Model Reviewer, the file is saved in .wmr format.

User interface

The Tekla Structures Model Reviewer user interface is divided into three different areas:



- 1** **Menu bar and toolbar:** Use the menu bar and toolbar for navigating in the model, creating markups in the model and managing the model.
- 2** **Model workspace:** Use the commands on the **Navigate** menu for moving the model, or right-click in the model workspace to display the pop-up menu which contains the navigation commands as well as additional model workspace settings.
- 3** **Markup view list:** Use the markup view list for managing the markups, checking the type of the markups and adding descriptions for the markups.

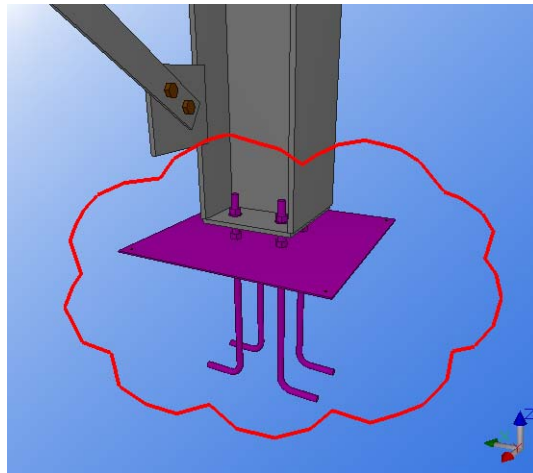
Creating markups

You can create markups, for example, for reviewing or commenting purposes. For meeting purposes you can easily create a presentation where you use the markups for marking and showing different locations in the model.

1. Zoom in the model to the area or part of the model you want to mark with a markup.
2. Select one of the drawing tools, for example, **Cloud**.

A new markup is created to the markup view list.

You can now add a cloud to the area you zoomed, or you can add it later.



3. Select the type of the markup from the **Type** dropdown list, for example, **For Review**.

The symbol in the markup view list changes according to the type of the markup.

4. Add any additional information to the **Description** field.

You can play all the **Location** type markups one by one as a seamless presentation by clicking the **Play** button.

If you want to add a redlining to a markup, select the markup and an appropriate redlining tool and add the redlining to the model.

If you want to delete parts of the redlining, use the **Eraser** tool.

Sharing the model

You have several options how to share the Tekla Web Viewer model. The .wmr files are small and therefore easy to share.

Sending the model via e-mail

You can send the model in .wmr format as an e-mail attachment

1. Go to **File > Attach to Email...**

An e-mail message that includes the attached model in .wmr format opens in the Tekla Structures Model Reviewer.

2. Fill in the needed information and send the e-mail.

The receiver needs to save the *.wmr file, included as an attachment in the e-mail, on the hard disk, for example on the desktop.



Never try to open a web model while it is in the *.zip file or in the e-mail, this won't work!

Sharing the model using a network drive

You can share the model using a network drive. People who have access to the same network drive can directly view and modify the same file and share comments, without sending the file anywhere.

Sharing the model on the Internet

If you want to share your models on the Internet, you can publish the models as web pages or as .wmr files. These models can be opened by clicking the address link or by using the **Open** command.

When you open a model from a web page, you are asked to save a local copy of the file for commenting. After commenting the model, the file can be sent back to the owner of the model.

If you want to create a link to your model, the address of the web page or network drive is composed the following way:

installation path + ?open= + model path.

Example

<http://www.tekla.com/ModelReviewer/ModelReviewer.application?open=http://www.yourcompany.com/yourmodel.wmr>

