

Viewer functionality

A viewer is a subset of the main scene and made for everyday users. Viewer scenes can be shared using the “share link” function.

Modifying data in the main scene is pushed to the viewer scene. Ensuring everyone is looking at the latest published data.

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Movement and basic controls

PC

Changing direction

Hold down the left mouse button and drag the mouse.

Moving the camera

The easiest way to move is to scroll, and you fly to the cursor point

Some users prefer WASD+QE to fly

Selection

To select an object left click

Phones and tablets

Changing direction

Hold one finger on the screen and drag the finger

Moving the camera

Pinch in or out to move in the direction you wish to fly. The camera will fly towards where you are pinching on the screen

Selection

Tap an object to select it.



Movement modifiers

The buttons are in the top left corner.



Speed control



The speed button has three modes “normal,” “fast,” and “slow.” Each mode alters the movement/ camera speed

Step back



Step back button steps the user back to the previous camera view.

Home



The home button takes the user back to the initial camera view.



Selection modifiers

Clear

Clear (1)

Clears/unselects the current selected object(s)

Hide /unhide

Hide (1)

Hides/disables the current selected objects(s).

When "Hide" is clicked, the button turns to "unhide." Enabling you to unhide/enable the hidden objects.

Single/multi-select

Single

When the button displays as "single." Single selection mode is enabled, enabling you to select one object.

When "multi" is enabled, the user can select multiple items

All objects/ selection only

All objects

The "All object" button indicates if all objects should be shown or only selected items.



Share link

The "share link" creates a URL that can be shared or stored.

The URL contains all the information about the current view state. Like selected objects, Camera position, clipping plane, etc. Think of this as taking a screenshot, but the receiver can move around from your exact position and view state.

Scene and object hierarchy

The object hierarchy contains the original hierarchy from the input data.

Users can either dig down or select an object and see where the item lays in the hierarchy.

Fly and select all

Clicking the plane will fly the user over to the current select object.

Select all select everything in the current "subfolder" or "search."

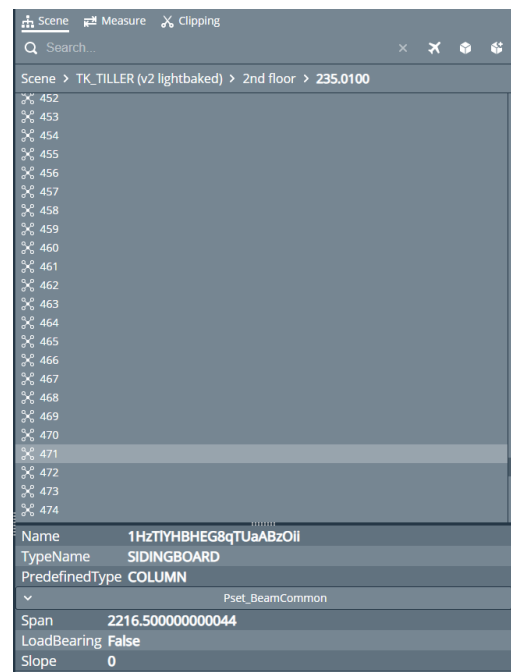
Metadata

The metadata attributes are displayed in the bottom right.

"Select all objects with MY ATTRIBUTE."

Right-clicking an attribute triggers an advanced query search that selects all data with the same attribute and value.

LoadBearing	False
Slope	0
Select all objects with 'Pset_BeamCommon/LoadBearing' = 'False'	



Search

Search – non-strict and case insensitive

You can search for any string, and it will return all objects that have part of this string as either name or in its metadata.
For example: if you search for “column,” it will return all items with the column attribute

Advanced search

Exact search with “=”

By entering = before the search string. Will return exact matches.
For example: “=column” will only return objects with an exact match.



Exact attribute search with “=”

By entering “property name = property value”. Will return exactly matched for items that contain this property with the exact value.

For example, “Span= 3556.650000000002” will return all object’s with this exact value



Selection showcase

Hide

Select, and click hide



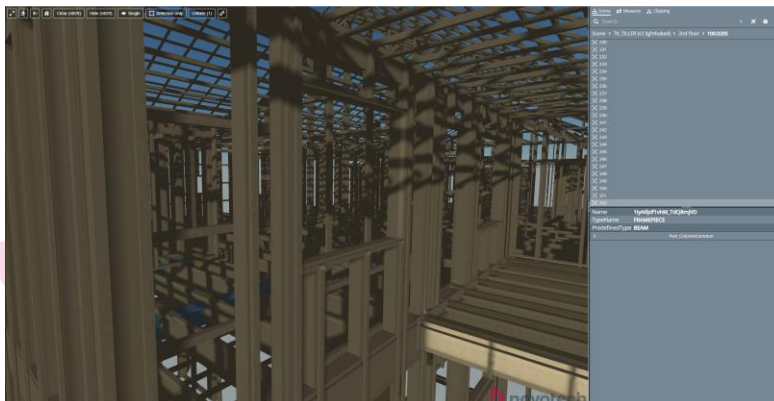
Select and find all objects with the same attribute

Select the item, and right-click the attribute



Isolate the layer

Click "All objects."

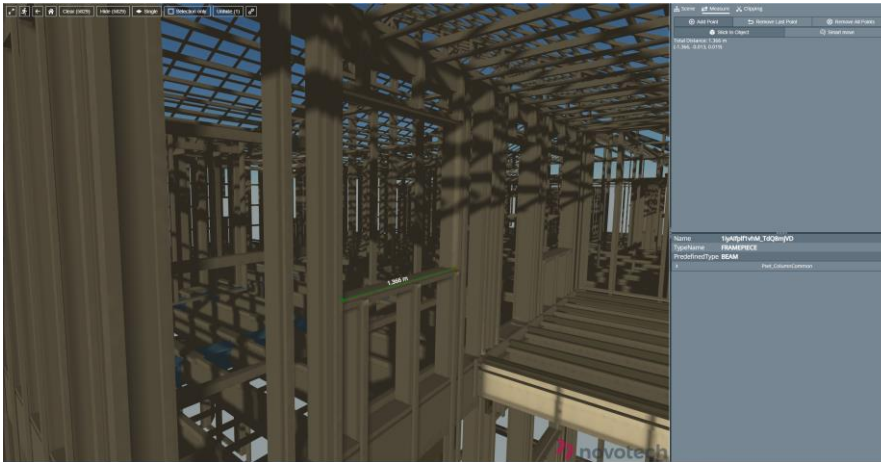


Measure

On the top right, click the measure tab

Add point

Click add point and click where you wish to measure from. Then click where you want to measure too. The points can then be "tweaked" to the desired points



Measurement modifiers

Remove the last point

Remove all points

Stick to object

It constrains the measurement to the object. Ensuring the correct item is measured.

Smart move

In many ways, the same as "Stick to object," but if you aggressively drag the point, it will snap to a new object.

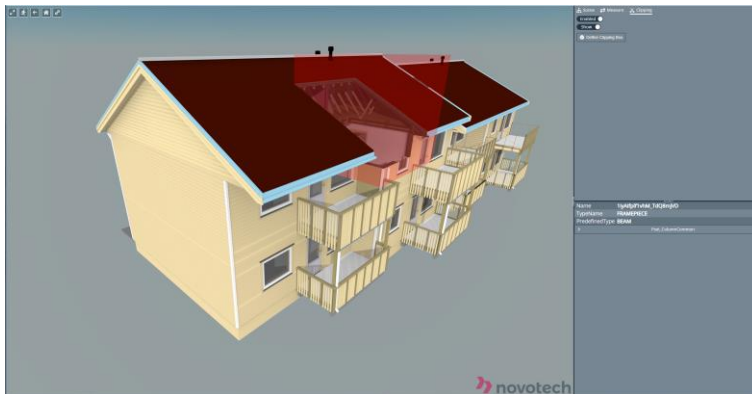


Clipping

Define clipping box

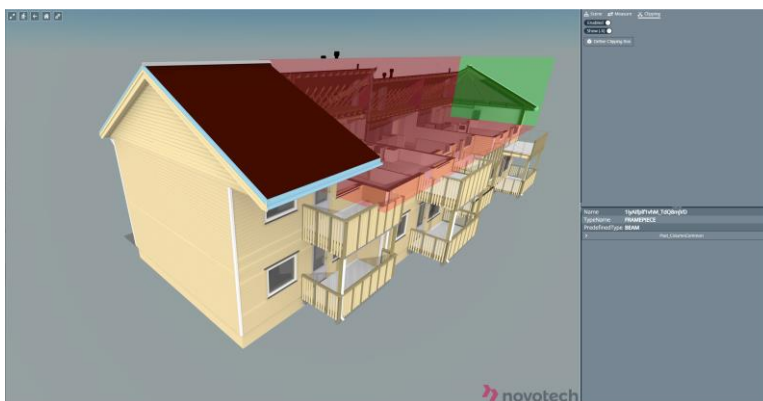


Click this button and where you want to place the clipping box



Modifying the clipping box

Click on one of the sides in the box, and drag it



Once you are happy click "show()" this will disable the modification option



Disable

Click disable to turn off the clipping box