# Web Client Messages

This is a list of messages supported by the Bim Portal and Explorer

# To Web Application

### **PinSelected**

Select a pin

Message PinSelected

Parameters

• id <\_string\_><mandatory> Id of the selected pin

### **ObjectSelected**

Select an object or all objects for a given topology node

Message ObjectSelected

### Parameters

- Id <\_*string\_*><**optional**> Id of the selected object or topology node
- multiSelect <\_boolean\_><optional> Activates same behaviour as pessing the ctrl key
- blockProperties <\_boolean\_><optional> Disable the object properties menu

# **ObjectsSelected**

Select several objects or all objects for given topology nodes

#### Message ObjectsSelected

#### Parameters

- ids <\_array of strings\_><optional> lds of the selected objects or topology nodes
- multiSelect <\_boolean\_><optional> If true objects will be appended to the list of selected objects, if false currently selected objects will be replaced with objects from this message
- blockProperties <\_boolean\_><optional> Disable the object properties menu

# ObjectsIsolated

Isolate several objects or all objects for given topology nodes

Message ObjectsIsolated

Parameters

• ids <\_array of strings\_><optional> lds of the objects or topology nodes

# CenterObject

Move camera to look at an object

Message CenterObject

#### Parameters

- id <\_string\_><mandatory> Id of the object
- flyTo <\_boolean\_><optional> Use fly to animation for transition

# ZoomToFit

Zoom camera to fit all objects onto the screen

#### Message ZoomToFit

#### Parameters

• ids <\_array of strings\_><optional> lds of the objects or topology nodes

# CheckAlive

This causes the Bim Explorer to send a CheckAlive message back if the instance is still alive

Message CheckAlive

#### Parameters

None

### **ResetView**

Reset the view state

Message ResetView

#### Parameters

None

# **FilterSelected**

Select a filter in the object navigator

### Message FilterSelected

### Parameters

- id <\_string\_><mandatory> Id of the filter
- layerId <\_*string\_*><**mandatory**> Layer id for the filter (Building,Room,etc.)
- showAll <\_boolean\_><optional> Show all nodes in filter tree
- expandAll <\_boolean\_><optional> Expand all nodes in filter tree
- hideUnreferencedTopology <\_boolean\_><optional> Set all topology nodes invisible which doesn't have a filtered object
- isolate <\_boolean\_><optional> Show filtered objects isolated
- visibleNodes <\_array of strings\_><optional> Set given structure nodes visible

# StructureSelected

Select a structure in the structure manager Message StructureSelected

### Parameters

- id <\_string\_><mandatory> Id of the filter
- showAll <\_boolean\_><optional> Show all nodes in filter tree
- expandAll <\_boolean\_><optional> Expand all nodes in filter tree
- hideUnreferencedTopology <\_boolean\_><optional> Set all topology nodes invisible which doesn't have a filtered object
- isolate <\_boolean\_><optional> Show filtered objects isolated
- visibleNodes <\_array of strings\_><optional> Set given structure nodes visible

# From Web Application

# **PinSelected**

A pin has been selected

Message PinSelected

### Parameters

• id <\_string\_><mandatory> Id of the selected pin

# **ObjectSelected**

An object or multiple objects have been selected

### Message ObjectSelected

### Parameters

- ids <\_array of strings\_><optional> Ids of the selected objects or topology nodes
- multiSelect <\_boolean\_><optional> Activates same behaviour as pessing the ctrl key

# CheckAlive

This message is returned as response of a received CheckAlive message

Message CheckAlive

### Parameters

• client <\_string\_><mandatory> client code

### TeamChanged

Team has been changed

Message TeamChanged

### Parameters

• id <\_string\_><mandatory> Id of the team

### **IssueSelected**

Task has been selected Message IssueSelected

### Parameters

• id <\_*string\_*><**mandatory**> Id of the selected task

# DataLoaded

This message is sent after loading has been completed

Message DataLoaded

### Parameters

None

## ClickedHyperlink

A hyperling has been clicked

Message ClickedHyperlink

### Parameters

• url <\_string\_><mandatory> Url of the hyperlink