

**3  JUUMP INFINITE**

# **3D Juump Infinite User Manual**

*[UM\_EN] version 4.1*

<b>Introduction .....</b>	<b>9</b>
1 -   Reading guidelines.....	10
2 -   Overview .....	10
3 -   Scope.....	10
4 -   Components.....	10
5 -   Installation .....	10
5.1 -  Installing the <i>Hub</i> and <i>Browser</i> add-on.....	10
5.1.1 - Requirements.....	11
5.1.2 - Installation procedure .....	11
5.1.3 - Default settings configuration .....	12
5.2 -  Installing the <i>Local DMU Manager</i> add-on.....	13
5.2.1 - Requirements.....	13
5.2.2 - Installation procedure .....	13
5.2.3 - Local Web application.....	14
5.2.4 - ElasticSearch configuration.....	14
<b>Hub .....</b>	<b>15</b>
1 -   Startup screen .....	15
1.1 -  Foreword.....	15
1.1.1 - Licence .....	15
1.1.2 - DMU source.....	16
1.1.3 - Modes .....	16
1.2 -  First startup.....	17
1.3 -  Local user access.....	18
1.4 -  Startup screen parameters.....	19
1.5 -  Directory registration.....	20
1.6 -  Login .....	21
2 -   PROJECT tab.....	21
3 -   MANAGE tab .....	22

3.1 - Local Licenses management .....	23
3.1.1 - Token request .....	23
3.1.2 - Token renewal and revocation .....	24
3.1.3 - Node-locked license installation .....	25
3.1.4 - LTA license installation .....	26
3.2 - Project and Build Management.....	26
3.2.1 - Download and manage local Builds .....	26
3.2.2 - Install EvoJuump file .....	28
4 - PROFILE tab .....	29
<b>Browser - Overview .....</b>	<b>31</b>
1 - Title Bar .....	32
1.1 - Connection Information .....	33
1.1.1 - Connection information details.....	33
1.1.2 - Project and Configuration .....	34
1.2 - Session & Help.....	36
2 - Tasks / Sessions Bar.....	36
2.1 - Session Menu.....	38
2.2 - Context menu .....	38
3 - Search zone .....	39
3.1 - Searching guidelines .....	39
3.1.1 - Simple search .....	39
3.1.2 - Advanced search.....	40
3.2 - Search Results .....	40
3.2.1 - Search result box .....	41
3.2.2 - Search Results exploitation.....	41
3.3 - Context menu .....	42
4 - Filter zone .....	42
4.1 - Quick filter access.....	43
4.1.1 - Filter layer selection.....	44

4.1.2 - Context menu.....	44
4.2 - Filter tool .....	45
4.2.1 - Metadata filter .....	46
4.2.2 - Additional options selection.....	49
5 - Contextual Information zone.....	49
6 - Id-Card zone .....	49
6.1 - Short Id-card .....	50
6.2 - Long Id-card .....	51
6.3 - Detailed Id-card .....	52
6.4 - Hierarchy multi branch viewer .....	53
6.5 - Specific metadata .....	54
7 - 3D Zone.....	55
7.1 - 3D zone overview .....	56
7.2 - Settings view options .....	56
7.3 - Manipulation.....	58
8 - Transversal tools.....	58
8.1 - X-Ray .....	58
8.2 - Center camera .....	58
8.3 - Navigation mode .....	59
8.3.1 - Definitions .....	59
8.3.2 - Mouse navigation.....	59
8.3.3 - Touchscreen navigation .....	63
8.4 - Annotation .....	64
8.5 - Measure .....	64
8.6 - Cut Plane .....	65
8.6.1 - Cut Plane Editor .....	65
8.6.2 - Cutting options in the 3D view.....	66
8.7 - Proximity .....	67
8.8 - Quick Export .....	68

<b>Consultation.....</b>	<b>70</b>
1 - Document zone .....	71
2 - Id-Card .....	71
3 - Search zone .....	72
4 - Filter bar.....	72
<b>Presentation Task.....</b>	<b>73</b>
1 - Slideshow mode.....	75
2 - Edition mode .....	75
2.1 - Quick Edition.....	76
2.1.1 - Quick access tool.....	76
2.1.2 - Edit tools .....	76
2.1.3 - Slides organization.....	77
2.2 - Full edition .....	78
2.2.1 - Thumbnail tools .....	78
2.2.2 - Thumbnail context menu .....	78
3 - Presentation tools.....	79
<b>Datapackage Task .....</b>	<b>98</b>
1 - Filter Edition.....	99
2 - Color Bucket .....	100
3 - Export Bucket .....	100
3.1 - Export bucket tool .....	100
3.1.1 - Filter tool.....	101
3.1.2 - Simplification.....	101
3.2 - Context menu.....	102
<b>Annotation Task .....</b>	<b>104</b>
1 - 3D Zone.....	105
1.1 - Annotation creation .....	105
1.2 - Move annotation title.....	107
1.3 - Context menu .....	107

2 -	Information zone .....	108
2.1 -	Annotation properties.....	108
2.2 -	Context menu .....	109
<b>Tasks Management .....</b>	<b>111</b>	
1 -	Task Manager presentation .....	111
1.1 -	Task access.....	111
1.2 -	Overview .....	112
2 -	Tile/list view .....	112
3 -	Session tab .....	113
3.1 -	Session tab overview.....	114
3.1.1 -	Unshared open task.....	114
3.1.2 -	Shared open task .....	115
3.1.3 -	Task bar indicators.....	115
3.2 -	Session tab functionalities.....	117
3.2.1 -	Open a new task .....	117
3.2.2 -	Share .....	117
3.2.3 -	Synchronize .....	118
3.2.4 -	Freeze.....	119
3.2.5 -	Edit task history.....	120
3.2.6 -	Edit task properties.....	121
3.2.7 -	Refresh.....	124
4 -	Cloud tab. .....	124
4.1 -	Cloud tab overview.....	125
4.1.1 -	Expanded task.....	126
4.1.2 -	Cloud sort .....	126
4.1.3 -	Cloud filter .....	127
4.2 -	Cloud tab fonctionnalities.....	128
4.2.1 -	Single download.....	128
4.2.2 -	Multiple download .....	129

5 - Admin tab .....	130
5.1 - Admin tab overview .....	130
5.2 - Administrator rights .....	131
5.2.1 - From the Admin tab .....	131
5.2.2 - From the task bar .....	132
<b>Settings and Help section .....</b>	<b>136</b>
1 - Settings .....	136
1.1 - Display .....	137
1.1.1 - Parameters .....	137
1.1.2 - Background .....	138
1.1.3 - Performances .....	139
1.2 - Export .....	139
1.2.1 - GEOMETRY .....	139
1.2.2 - IMAGE .....	141
1.2.3 - METADATA .....	143
1.2.4 - DATAPACKAGE .....	145
1.2.5 - PRESENTATION .....	147
1.2.6 - ANNOTATIONS .....	149
1.3 - Cache .....	149
2 - Help .....	150
2.1 - User Manual .....	150
2.2 - About .....	150
3 - Messages .....	151
3.1 - Normal messages .....	151
3.2 - Critical messages .....	151
<b>Annexes .....</b>	<b>152</b>
1 - Range of use .....	152
1.1 - Minimum requirements .....	152
1.2 - Supported output formats .....	153

1.2.1 - Geometry.....	153
1.2.2 - Image .....	154
1.2.3 - Metadata.....	154
1.2.4 - Presentation .....	154
2 - Keyboard shortcuts.....	154
3 - Export control classification.....	155
4 - Third-party software licenses.....	155

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# Introduction

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## 1 - Reading guidelines

*The words in blue and italic Letters* refer to a 3D Juump Infinite technical terminology.

The highlighted words in blue are hyperlinks to another chapter in the User manual e.g. [Overview 3D Zone](#).

In order to point out the changes from the previous versions you can refers to the [annexes chapter](#).

## 2 - Overview

The 3D Juump Infinite main application displays a selected DMU in 3D and lets the user navigate, search and filter both 3D and metadata. It enables the creation and sharing of particular works around the DMU, like grouping several parts into an exportable datapackage or preparing a presentation of a given subsystem. Possibility to annotate the 3D view through a set of categories is also given.

## 3 - Scope

This document thoroughly describes 3D Juump Infinite client application and is intended for end-users. It does not cover either the back-end administration of 3D Juump Infinite, or the integration of 3D Juump Infinite in your enterprise infrastructure and production process or the 3D Juump Infinite Web application. These aspects are covered elsewhere in dedicated documents.

## 4 - Components

The 3D Juump Infinite client application includes several software components:

- the *Hub*, gateway for the end-user to lay the foundations for a proper use of the software. From the Hub, the end-user can install extensions, check his license, choose an *execution mode*, launch a DMU *Browser*, etc.
- the *Browser*, main interface and extension of the Hub that gives access to the chosen DMU and lets the end-user visualize, filter, search the DMU and create interesting business objects around the DMU. The Browser extension is automatically installed with the Hub.
- the *Local DMU Manager*, an extension of the Hub, which provides the local DMU storage capability.

*Note : a Web viewer can be available to visualize the DMU, filter and search. For more information, contact your administrator.*

## 5 - Installation

### 5.1 - Installing the *Hub* and *Browser* add-on

Note: the *Browser* add-on is automatically installed with the *Hub*.

### 5.1.1 - Requirements

The client application can run on a broad range of CPUs, from a mobile to a high-end x86-64 central processing unit (CPU). The amounts of CPU power and required RAM depend on the complexity of your DMU and the availability of a dedicated graphic processing unit (GPU).

A dedicated graphic card (GPU) is not required but when it is available, it should be installed with an OpenGL 3.1 and above driver. Any NVIDIA GeForce 8 and above, AMD Radeon 4xxx and above or Intel HD4000 and above may fit. Without a dedicated GPU, the 3D Juump client application is able to run with the integrated GPU.

Eventually, you should also reserve enough hard disk space to store your digital mock-up data and workspaces. The disk space required for the installation of the  $\infty$ Client application and the Local DMU Manager is only a negligible fraction of the occupied size, respectively 200MB and 800MB.

Minimal requirements of the  $\infty$ Client:

- **Windows 11 64-bit version**
- Dual Core CPU x86-64
- 4GB RAM
- 4GB disk space for binaries and caches
- GPU with OpenGL 3.1 and GLSL 140 support with 3GB RAM
- 1280 x 800 pixel display

Recommended requirements of the  $\infty$ Client:

- Windows 11 64-bit version
- Quad Core CPU x86-64
- 6GB RAM
- 8GB disk space for binaries and caches (SSD)
- GPU with OpenGL 3.1 and GLSL 140 support with 4GB dedicated RAM
- 1920 x 1080 pixel display

A keyboard and a mouse are mandatory for fully using 3D Juump Infinite. Touchscreen support is limited to navigation.

When using the Local DMU Manager, it is recommended to add **+2 cores** to the CPU and add **+2GB** of RAM, for the minimal and recommended requirements above.

 In order to install the Local DMU Manager on the user host, you must have an **administrator** account. Note the *administrator* account is only required for the installation. Once the application is deployed, the user can have access to their data with their regular account.

### 5.1.2 - Installation procedure

To install the 3D Juump Infinite *Hub* and *Browser*:

- Double click on the `3DJuump Infinite X64-setup-admin-2.x.x.xxx.exe` installer (requires administrator privileges).
- Validate the licence agreement.
- If required, change the installation folder.
- Then, if needed, modify the program folder in the start menu and choose if you want to create a shortcut on the desktop.
- Click on the `Install` button to start the installation.

The installer will deploy the *Hub* application and its mandatory *Browser* add-on, plus any dependencies (including *Visual C++ Redistributable*).

Note: an alternative installer is also available for standard users lacking administrator privileges. This installer does not deploy any *Redistributable*, hence it is only usable on computers already equipped with the following:

- Visual C++ Redistributable 2015 x64
- Visual C++ Redistributable 2008 x64 SP1 ATL

### 5.1.3 - Default settings configuration

#### 5.1.3.1 - Location

The settings of the *Browser* application are stored in `settings.ini` files found in the following locations:

- `%PROGRAMDATA%\3DJuumpInfiniteX64\settings.ini` (*global* settings for all users)
- `%APPDATA%\3DJuumpInfiniteX64\settings.ini` (*current user's* settings)

#### 5.1.3.2 - Resolution order

For a given settings key, the value is read from the global settings location first and then, if the key is not present, it is loaded from the current user's settings. It means that the administrator is allowed to force a settings for all users. For example, the administrator can ship a predefined global `settings.ini` file with his installation program.

#### 5.1.3.3 - Useful settings keys

Several settings can (and probably *should*) be set by the administrator:

- `Security/verifySSLPeer`: Tells 3D Juump Infinite whether it should verify the SSL certificates of the `~Directory` and `~Proxy` it connects to. Turn it off when using internal self-signed certificates.
- `Security/enableHttpProxy`: Tells 3D Juump Infinite whether it should use the system-defined HTTP proxy for communicating with the 3D Juump Infinite cluster.
- `Security/SSLClientCertificate`, `Security/SSLClientKey` and `Security/SSLClientKeyPassword`: Tells 3D Juump Infinite the location of the client certificate that should be used for mTLS support. The format can be PEM or P12 (`Security/SSLClientKey` should be empty).
- `HUB/allowLocalAccount`: Tells the *Hub* whether it should display the local account. Turn it off if you don't ever want your users to work in standalone mode.

#### 5.1.3.4 - Pre-registering an $\infty$ Directory

An  $\infty$ Directory may be pre-registered per user by adding an entry in the `%APPDATA%/3DJuumpInfiniteX64/directories_4_1.json` file, or globally by adding an entry in the `%PROGRAMDATA%/3DJuumpInfiniteX64/directories_4_1.json` file. Global entries can't be removed from the Hub.

```
[  
  {  
    "directoryName": "MyDirectory",  
    "directoryUrl": "https://hostname/directory",  
    "licenseServer": "",  
    "serverLicenseFeature": ""  
  }  
]
```

## 5.2 - Installing the *Local DMU Manager* add-on

### 5.2.1 - Requirements

To run the *Local DMU Manager*, the local computer must meet some minimal requirements:

- Windows 11 64-bit version
- Quad Core CPU x86-64
- 6GB RAM
- at least 20GB disk space for binaries and local DMUs

Note: depending on the size and number of your local DMUs, the *Local DMU Manager* may require more disk space.

Note: the *Local DMU Manager* will take advantage of an SSD to store the local DMUs.

### 5.2.2 - Installation procedure

To install the 3D Juump Infinite *Local DMU Manager*:

- Double click on the `3DJuump Local DMU Manager X64-setup-2.x.x.xxx.exe` installer (requires administrator privileges). Please note that the versions of the Local DMU Manager and the Hub must be the same.
- Validate the licence agreement.
- If required, change the installation folder.
- Then, if needed, modify the program folder in the start menu and choose if you want to create a shortcut on the desktop.
- Click on the `Install` button to start the installation.

The installer will deploy the *Local DMU Manager* add-on plus any dependencies, including the following *Visual C++ Redistributable*:

- Visual C++ Redistributable 2015 x64
- Visual C++ Redistributable 2010 x86
- Visual C++ Redistributable 2008 x64 SP1 ATL

### 5.2.3 - Local Web application

It is possible to run a single page Web application in *Standalone mode*. Edit `%PROGRAMDATA%\3DJuumpLocalDMUManagerX64\Settings.ini` to add the following entry `LocalWebApps=path_to_web_app_folder` in the `[localserver]` section. The Web application folder should contain a subfolder per Web application. Each subfolder must be organized in the same fashion as a [Web application package](#) destined to an `~Directory`.

 [see Local Web Application limits](#)

### 5.2.4 - ElasticSearch configuration

Depending on computer available RAM and size of DMU it might be needed to adjust amount of memory dedicated to ElasticSearch instance. This is achieved by editing `%AppData%\3DJuumpLocalDMUManagerX64\databases_4.1/elasticsearch/config/jvm.options`. See [ElasticSearch documentation](#) for details.

# Hub

## 1 - Startup screen

### 1.1 - Foreword

In order to operate, the  $\infty$ Client requires two things:

- a valid *license*,
- an access to a usable *DMU source*.

Several scenarios are possible regarding each of these. The first steps in order to use 3D Juump Infinite is to select one of these scenarios.

#### 1.1.1 - Licence

##### 1.1.1.1 - Floating license token

The  $\infty$ Directory manages a pool of *floating license tokens*. When the  $\infty$ Client is connected to a remote  $\infty$ Directory, it automatically takes a license token for the duration of the session. As soon as the  $\infty$ Client is disconnected from the  $\infty$ Directory, the token is put back into the available tokens pool.

#### 1.1.1.2 - *Borrowed license token*

One can also *borrow* a license token from an  $\infty$ Directory for a limited duration, thus making it possible to retain a valid license even after the  $\infty$ Client is disconnected from the  $\infty$ Directory. Note that the *borrowed license token* is only available to the (Windows) user currently logged on the local computer; that is to say, it is not shared with other (Windows) users on the same computer.

The right to borrow a token is managed on a per user or per team basis at the  $\infty$ Directory level (see the Administration Manual).

#### 1.1.1.3 - *Node-locked license*

Another possibility to obtain a license to use the  $\infty$ Client is through the installation of a *node-locked license* file on the local computer. A *node-locked license* is tied to the local computer and can be shared among (Windows) users.

### 1.1.2 - DMU source

#### 1.1.2.1 - *Online DMU*

The  $\infty$ Directory manages a cluster of servers delivering DMU data. When the  $\infty$ Client connects to a remote  $\infty$ Directory, as soon as the user is properly authenticated and depending on his rights and choices, the  $\infty$ Directory connects the  $\infty$ Client to a valid *online DMU* source for the duration of the session.

#### 1.1.2.2 - *Local DMU*

An alternative is to use a *local DMU* source. It requires:

- that the *Local DMU Manager* add-on is installed and is running on the local computer,
- that a valid DMU has been installed locally.

#### [Borrowed DMU](#)

When connected to an  $\infty$ Directory, given that the user has the proper rights, it is possible to *borrow* a DMU from an online DMU source for a limited duration. In this case, the data is downloaded and installed locally on the *Local DMU Manager*.

#### [DMU files \(EvoJuump\)](#)

Another possibility is to retrieve a packed password-protected DMU file (*evojuump*) and to manually install it to the *Local DMU Manager*. Note that contrary to borrowed DMU, DMU installed through EvoJuump files do not expire.

### 1.1.3 - Modes

To simplify the process, we can distinguish two main modes:

- In *online* mode, the  $\infty$ Client is connected to an  $\infty$ Directory and browses an *online DMU*, i.e. data streaming from a remote 3D Juump Infinite cluster.
- In *standalone* mode, the  $\infty$ Client is not connected to an  $\infty$ Directory but uses a locally available license (either a borrowed license token or a node-locked license) and browses

a locally installed DMU (either a borrowed DMU or a DMU installed from an *EvoJuump* file).

#### 1.1.3.1 - *Online mode*

The *online* mode requires:

- that the user can physically contact a remote  $\infty$ Directory,
- that the user has valid credentials for this  $\infty$ Directory,
- that the credentials give access to at least one DMU,
- that a *floating license token* is available.

Once the user is properly authenticated and once a DMU has been selected, the *Hub* launches the *Browser*. A *floating license token* is locked until the *Browser* is closed. Should the local computer lose its *floating license token* while the *Browser* is running (due to a network error, for instance), the *Browser* will forcibly close two minutes after issuing a warning.

#### 1.1.3.2 - *Standalone mode*

The *standalone* mode requires:

- that the *Local DMU Manager* add-on is installed and running on the local computer,
- that a valid non-expired license is available, either:
  - a *borrowed token* previously obtained from an  $\infty$ Directory,
  - a *node-locked license* installed on the local computer,
- that the user has installed a *local DMU*, either:
  - a valid *borrowed DMU* previously obtained from an  $\infty$ Directory,
  - a DMU resulting from the successful importation of a valid password-protected *EvoJuump* file.

Once a *local DMU* has been selected, the *Hub* launches the *Browser*. Should the *node-locked license* or *borrowed token* or *borrowed DMU* expire while the *Browser* is running, the *Browser* will forcibly close two minutes after issuing a warning.

#### 1.1.3.3 - *LTA mode*

The Long Term Archiving (LTA) mode is similar to the **Standalone mode**. The *node-locked license* is replaced by an LTA license *.italic* that limits usage to particular builds. This mode does not allow export or task creation and is limited to data consultation.

### 1.2 - *First startup*

When launching 3D Juump Infinite for the first time, the following connection screen appears:



*Hub / Login screen*

All the icons and functionalities of the software are being defined here-after, screen by screen and command by command.

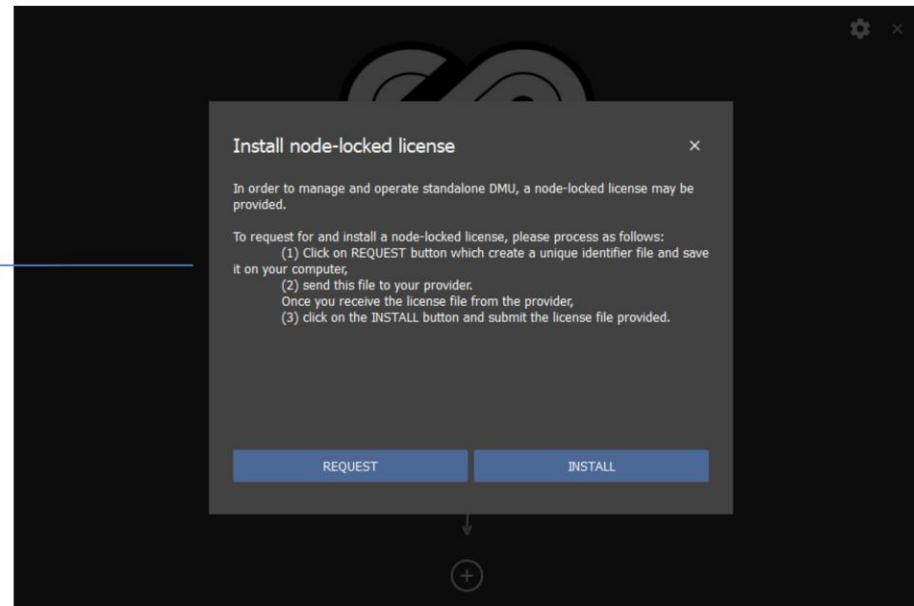
**Close:** Stops the application.

**Register a new Directory:** Registers a new Directory in order to access the software in [online mode](#). For online mode, the registration of an  $\infty$ Directory is mandatory (please refer to [Directory registration](#) for definition).

**Local user access:** Grants access to the software in [standalone mode](#) or in [LTA mode](#).

### 1.3 - Local user access

In order to work on a standalone computer (with no network connexion), you may follow the following procedure of request and install a *node-locked license*.

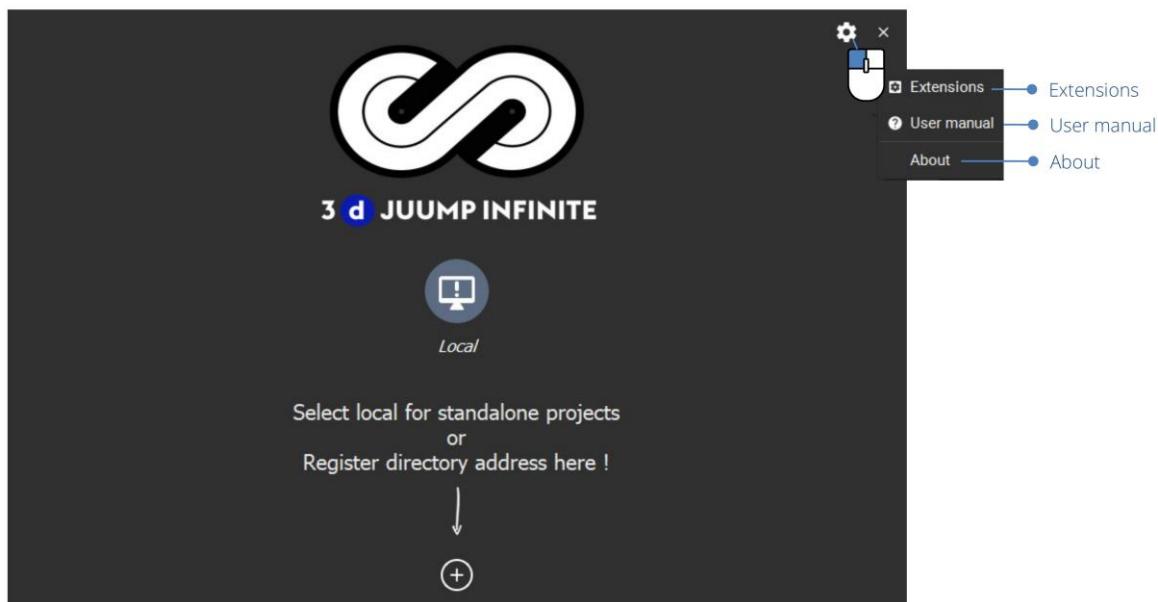


### Hub / Local user access

**Process to install a node-locked license or an LTA license:** Allows to install an encrypted license, the last installation step to use the software locally. See the following chapters for detailed information about the procedures to install a [node-locked license](#) or an [LTA license](#).

#### 1.4 - Startup screen parameters

The parameter icon of Startup screen provides additional information.



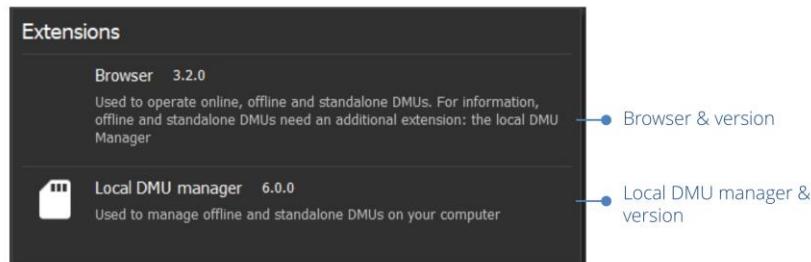
### Hub / Startup screen parameters

**User manual:** Grants access to this manual.

**About:** Version of the Software and copyright information.

**Extensions:** Extra feature granting specific access.

Extension icon gives information about *browser* and *Local DMU Manager*.

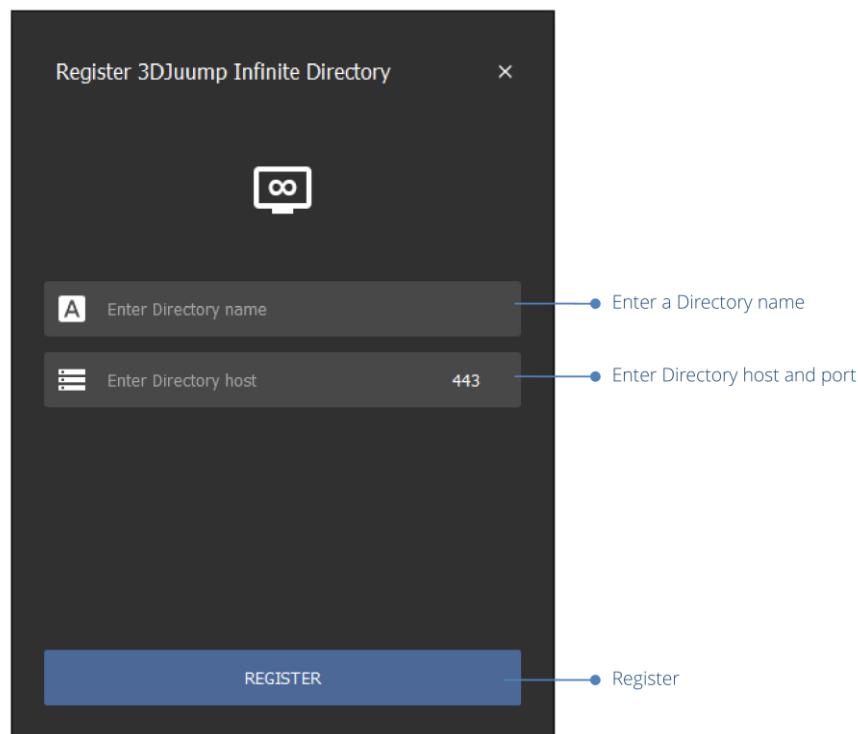


### Hub / Login screen / Extensions

**Browser & version:** Mandatory extension adding the main DMU browser application.

**Local DMU manager & version:** Extension which provides local DMU storage capability.

### 1.5 - Directory registration



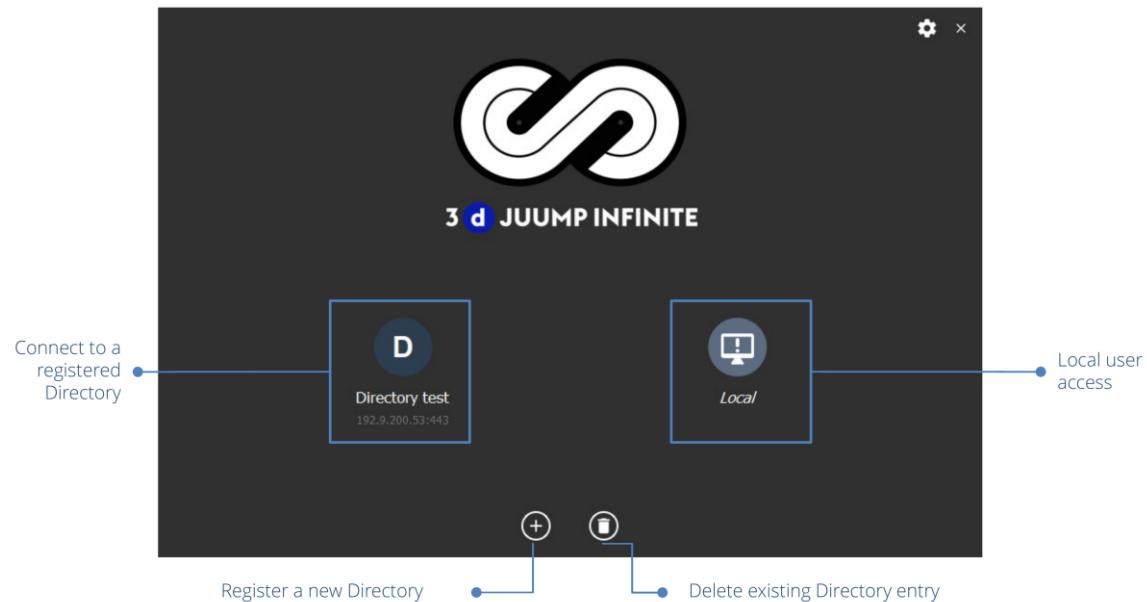
### Hub / Directory registration

**Enter a Directory name:** Sets a human readable name to easily identify the Directory to connect to.

**Enter Directory host and port:** Sets the host (hostname or IP address) and port to use to contact the Directory.

**Register:** Validates the connection to the remote Directory and saves the parameters for later use.

## 1.6 - Login



### Hub / Login

**Connect to a registered Directory:** Enables [online mode](#) by connecting to a registered Directory.

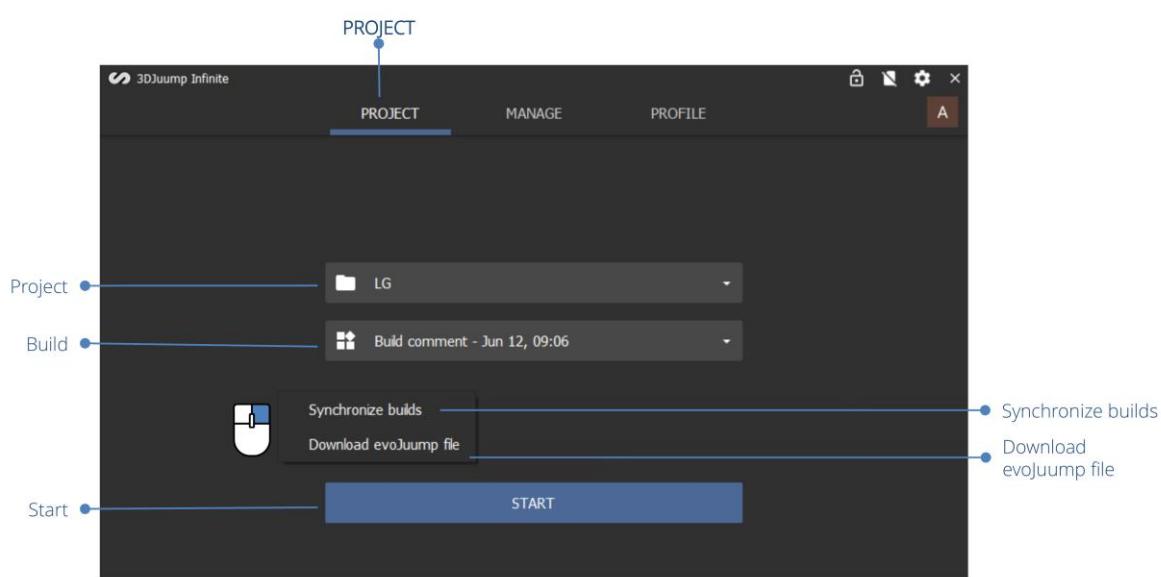
**Local user access:** Grants access to the software in [standalone mode](#) or in [LTA mode](#).

**Register a new Directory:** Registers a new Directory in order to access the software in [online mode](#). For online mode, the registration of an  $\infty$ Directory is mandatory (please refer to [Directory registration](#) for definition).

**Delete existing Directory entry:** Enables to delete designated Directory entry from the Directory register. When clicking on this icon, a cross sign appears on the top right of all the registered Directories. Click on the cross of the Directory to be deleted, a window pop-ups to confirm deletion of the Directory plus the eventual locally installed *borrowed DMU*. Click once again on the delete icon to exit from the menu.

## 2 - PROJECT tab

The [PROJECT Tab](#) grants access to projects and build selection to launch and visualize associated Digital Mock Up. This allow to prepare [Standalone access](#) or [LTA access](#) by installing appropriate license and local DMU.



*Hub / Project tab*

**Project:** Incremental set of data describing a DMU. It usually corresponds to a product (or product-line) level assembly, including all its Configurations. For instance, a vehicle manufacturer would probably opt for one project per car model.

**Build:** Project data compilation performed on a specific date.

**Start:** Launches the application.

Additional features are available by right-clicking on the background of the hub.

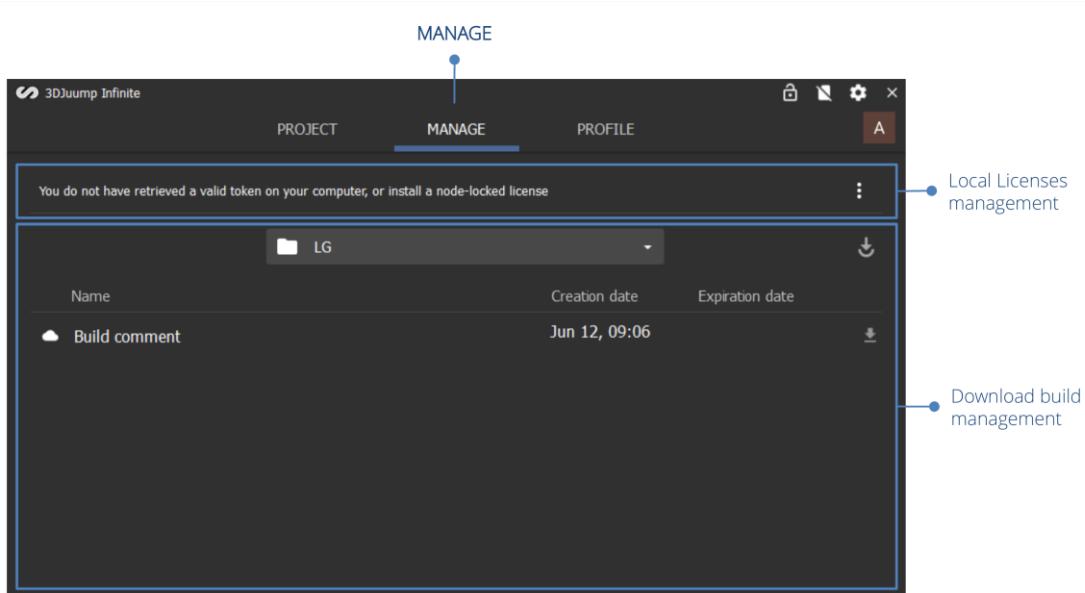
**Synchronize builds:** Synchronizes the available build list, should it have been modified since last launch.

**Download EvoJuump file:** When available on server, and depending on your user rights, you can download an existing EvoJuump directly from the Hub.

**EvoJuump:** DMU packed into a single password-protected file (\*.*evojuump*). An EvoJuump can be installed on a local computer to work in [standalone mode](#) or in [LTA mode](#).

### 3 - MANAGE tab

The [MANAGE tab](#) grants access to license and build management.



*Hub / Manage tab*

**Local Licenses management:** Area to manage the borrow of tokens and installation of node-locked license.

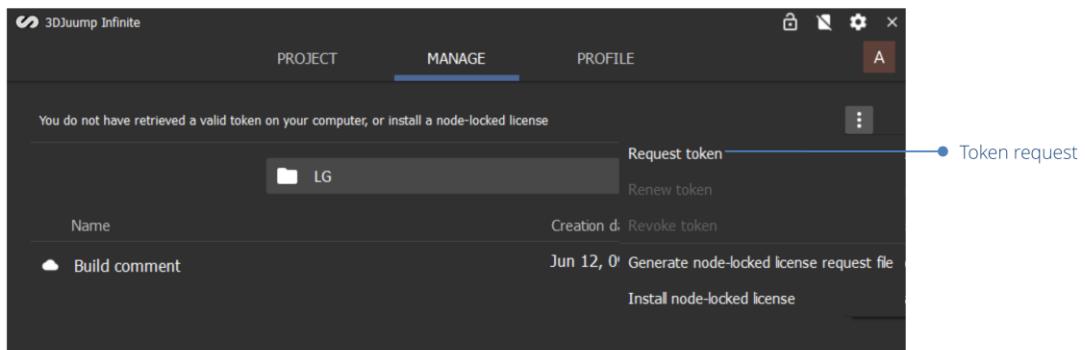
**Download build management:** Area to borrow a project/build or install a DMU packaged as an EvoJuump file, in order to be able to work offline in [standalone mode](#) or in [LTA mode](#).

### 3.1 - Local Licenses management

#### 3.1.1 - Token request

The upper part of the [MANAGE tab](#) grants access to standalone mode license management.

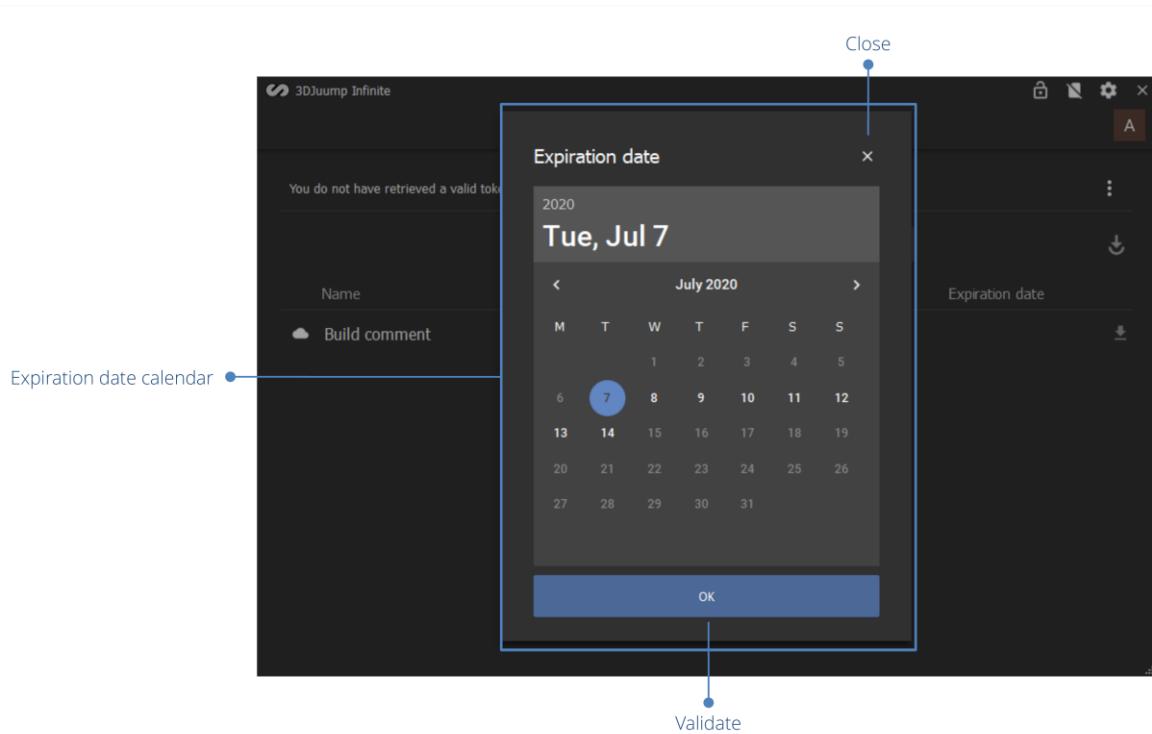
Two ways to work in standalone mode: [borrow a token](#) for a limited period, or install a [node-lock license](#) on a standalone computer (with no access to network for instance)



*Hub / Manage tab / Token request*

**Token request:** Tool enabling to request for a new borrowed token.

Tokens are leased for a period of time, expiration dates are mandatory.



### Hub / Manage tab / Token calendar

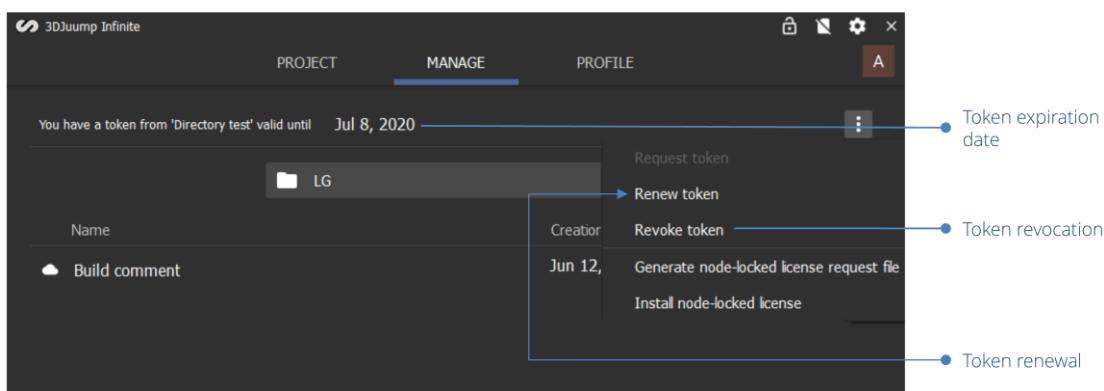
**Expiration date calendar:** Last day on which the borrowed token needs to be used.

**Validate:** Validates the date.

**Close:** Closes the window.

### 3.1.2 - Token renewal and revocation

Tokens can be renewed or revoked.

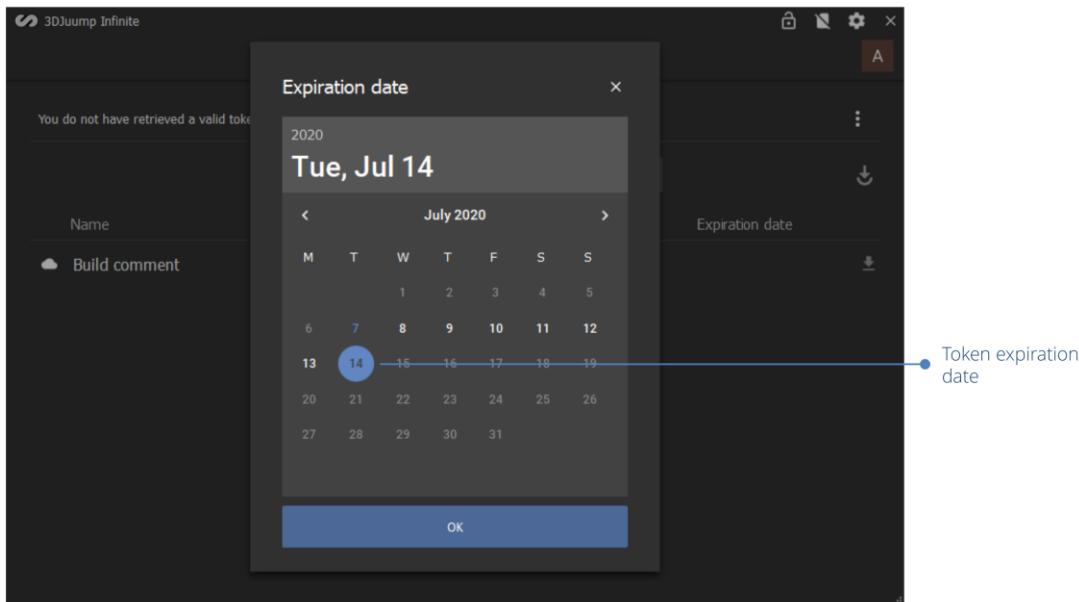


### Hub / Manage tab / Token management

**Token expiration date:** Displays the date when your current token is expiring.

**Token revocation:** Tool to revoke token.

**Token renewal:** Tool to renew token.

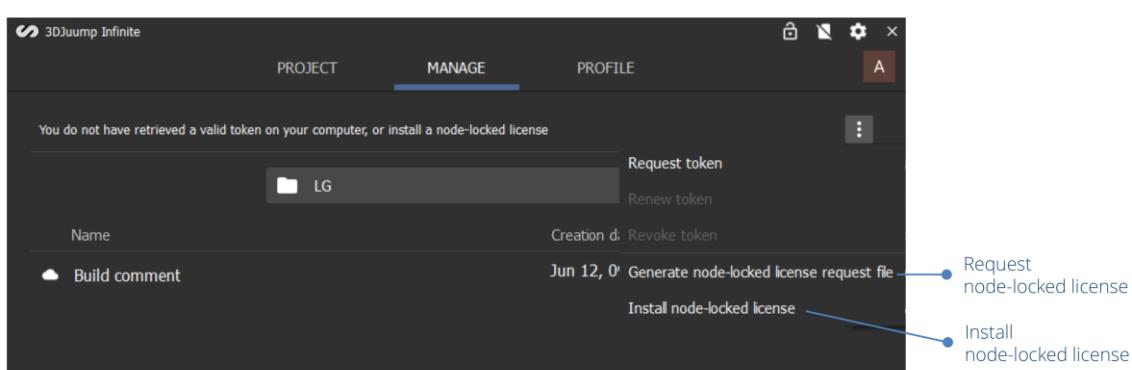


*Hub / Manage tab / Token management / Token renewal*

**Token expiration date:** Tokens are renewable for a period of time, in this case, expiration dates are mandatory.

### 3.1.3 - Node-locked license installation

In order to work on a standalone computer (with no network connexion), you may follow the following procedure of request and install a *node-Lock License*.

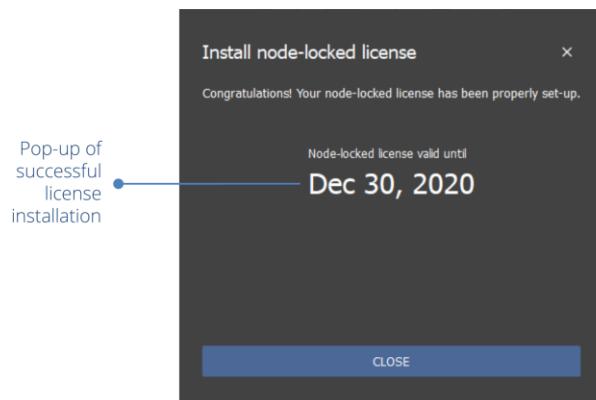


*Hub / Node-locked license installation procedure*

**Request node-locked license:** Generates a document to be sent to your provider in order to allow him to generate your Node-locked license. Concretely, when you click on Request button, a save window opens, proposing to save a .txt document on your computer. This document must be sent by email to your provider.

**Install node-locked license:** Enables to install a Node-locked license formerly required and received from your provider. Concretely, once your provider sent you the .lic document in

response to your Node-locked license request, click on the Install button and open (= install) the document provided.



### *Hub / Confirmation of License installation*

**Pop-up of successful license installation:** A pop-up message confirms your Node-locked license has been properly set-up. Validity date is indicated in the message.

Once the pop-up has been displayed and until expiration of your node-locked license, you can use the software locally in [standalone mode](#) or in [LTA mode](#).

#### 3.1.4 - LTA license installation

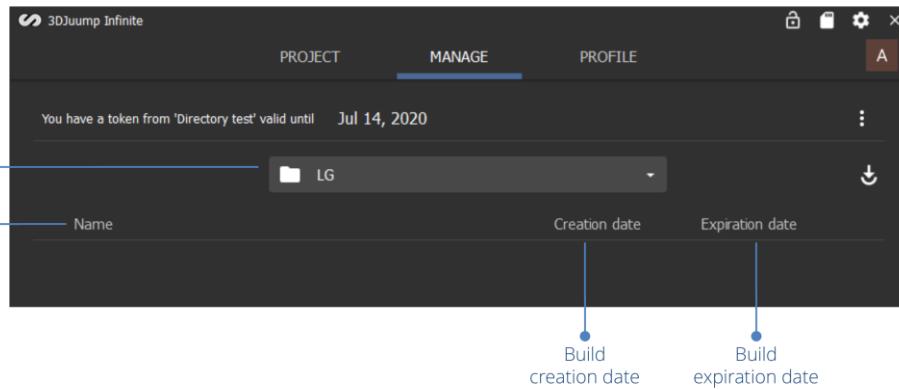
LTA license files (\*.Italic) have to be deployed in the `%APPDATA%/3DJuumpInfiniteX64/LTA` folder. When this is done, starting in local mode will load the licenses and the LTA mode will be enabled if at least one valid license was found. See the log files of the 3D Juump Infinite Hub `%APPDATA%/3DJuumpInfiniteX64/Log_hub.log` for troubleshooting.

### 3.2 - Project and Build Management

The bottom part of the [MANAGE tab](#) grants access to the Project and Build Management.

#### 3.2.1 - Download and manage local Builds

In order to work [offline](#), you need first to borrow a DMU (i.e. download a build) from an  $\infty$ Directory.



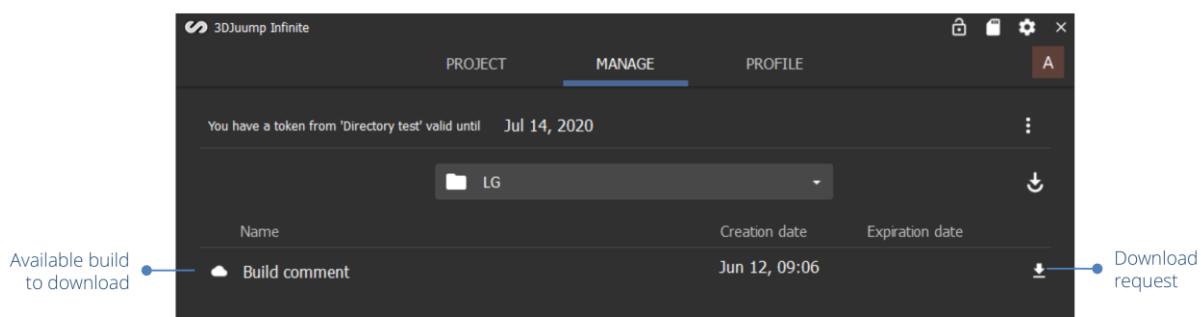
### *Hub / Manage tab / Project and Build Management*

**Project:** Incremental set of data describing a DMU. It usually corresponds to a product (or product-line) level assembly, including all its Configurations. For instance, a vehicle manufacturer would probably opt for one project per car model. At this particular location, refers to the drop-down box of the projects available.

**Build name:** Shows the name of the build.

**Build creation date:** Shows the date on which the build has been created.

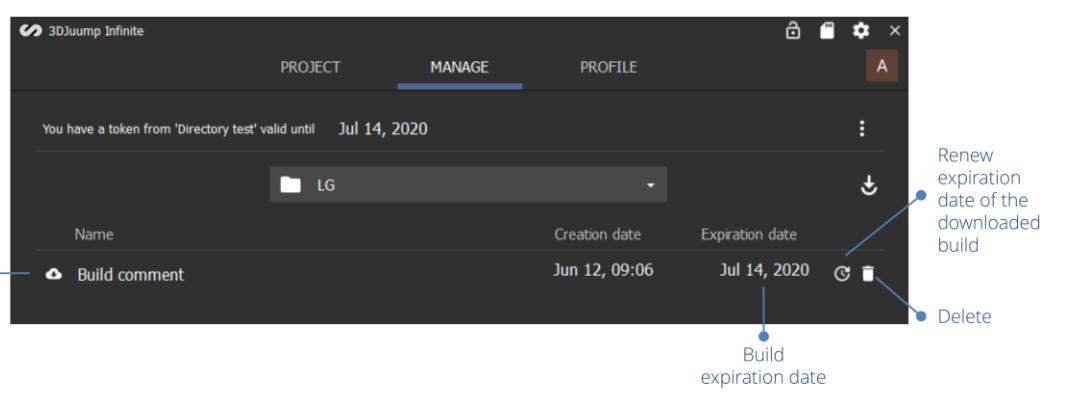
**Build expiration date:** Shows the date until which the borrowed build is available.



### *Hub / Manage tab / Download build*

**Available build to download:** Displays available builds name and creation date.

**Download request:** Tool enabling to dowload a build. This may require a long time to download on your local computer depending on the build size and network performances.



### *Hub / Manage tab / Downloaded build management*

**Build downloaded on this computer:** Specific icon to illustrate builds downloaded on this computer.

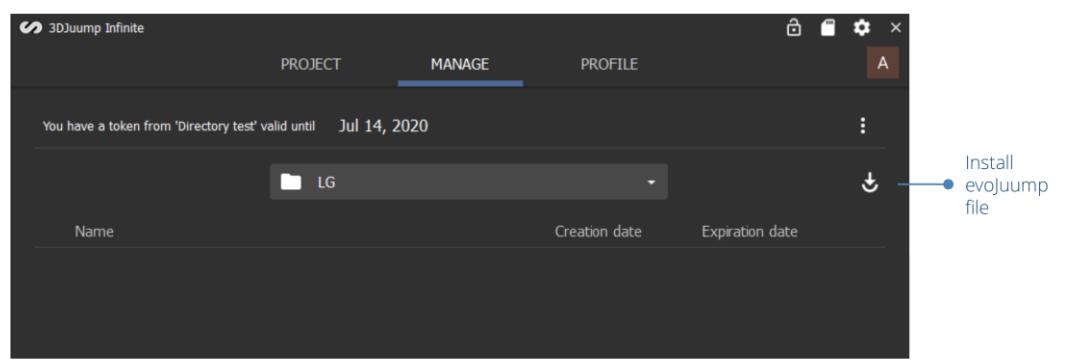
**Renew expiration date of the downloaded build:** Tool to renew expiration date of the downloaded build.

**Delete:** Tool to delete the downloaded build.

**Expiration date:** Last day on which the build needs to be used.

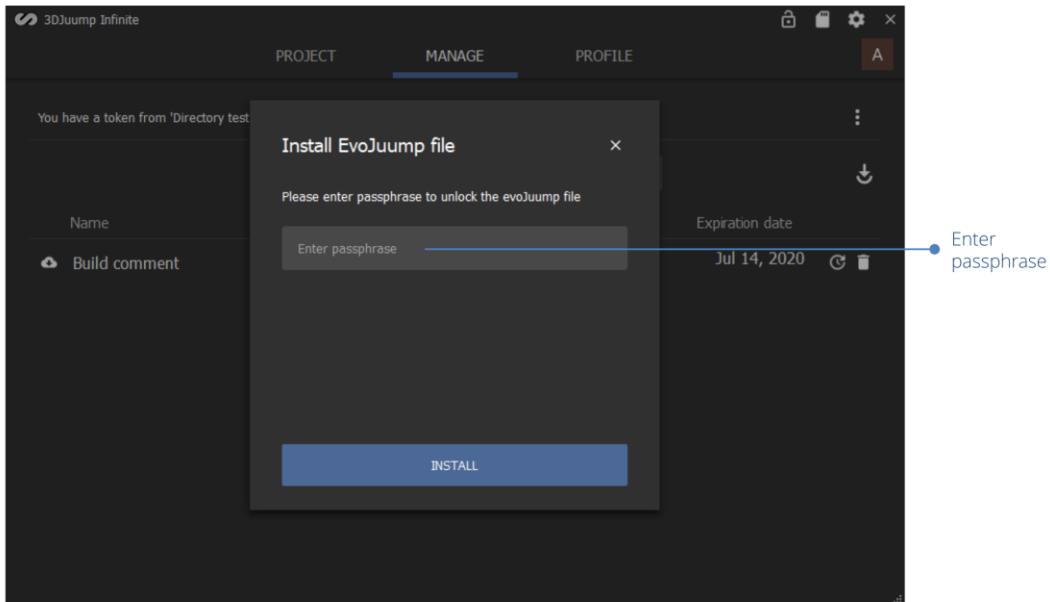
### 3.2.2 - Install EvoJuump file

Alternatively, you can also install a local DMU using an EvoJuump file.



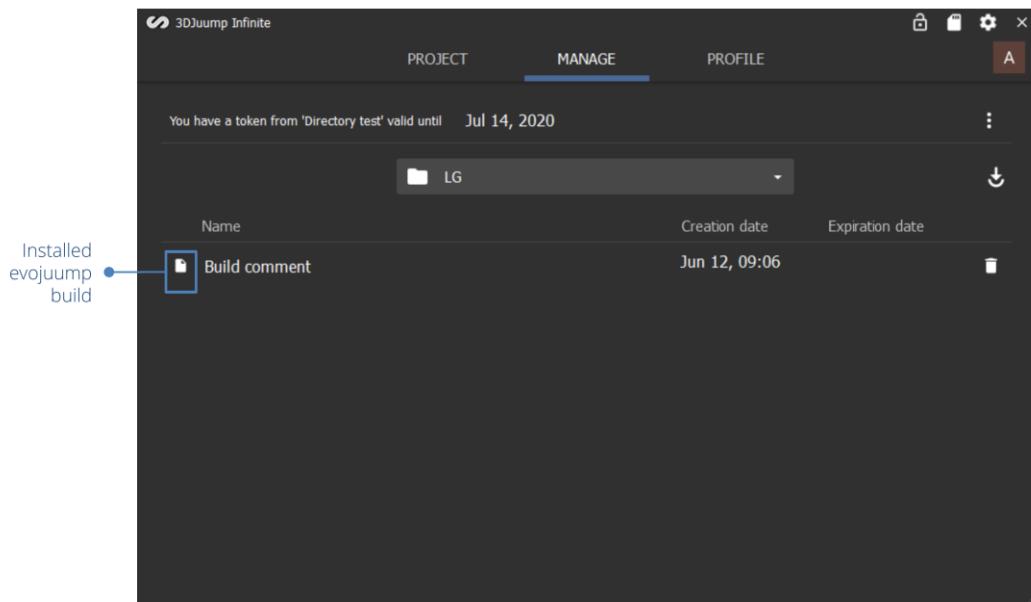
### *Hub / Manage tab / Install EvoJuump file*

**Install EvoJuump file:** Tool enabling to install an EvoJuump file.



*Hub / Manage tab / Install EvoJuump file*

**Enter passphrase:** A passphrase is a sequence of words or other text used to control access; here, it is required to enter the correct passphrase to unlock the EvoJuump file installation. Each EvoJuump file has its own passphrase set by the administrator at creation.



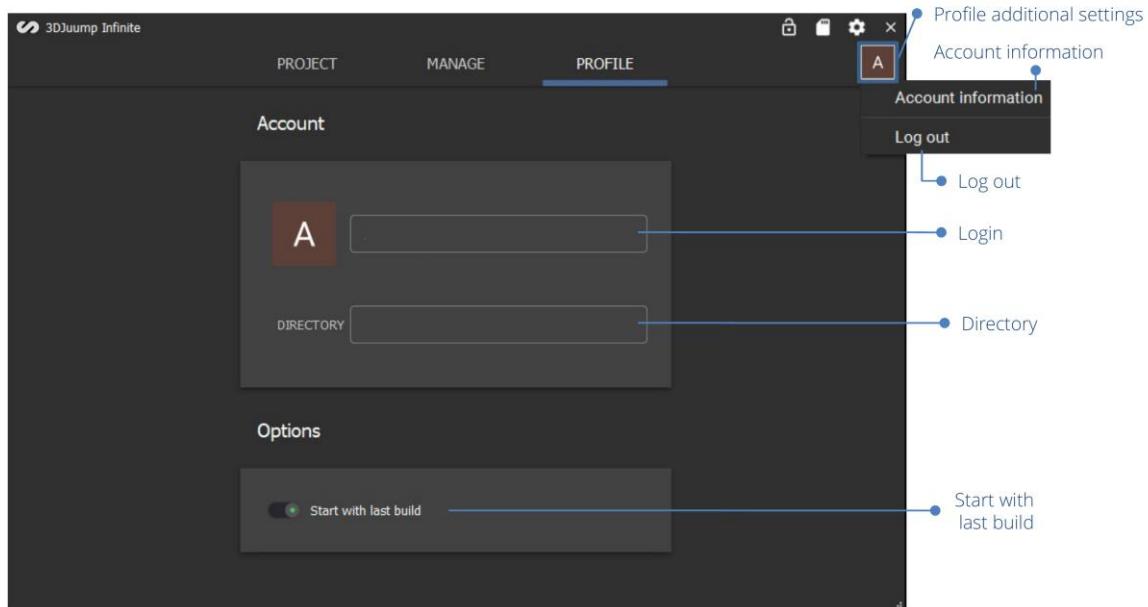
*Hub / Manage tab / Installed EvoJuump*

A specific icon allows to recognize EvoJuump builds that have been installed.

**Installed EvoJuump build:** Specific icon to illustrate installed EvoJuump files.

## 4 - PROFILE tab

The *PROFILE tab* grants access to *Profile additional settings* and the profile management.



### *Hub / Online account / Profile tab*

**Profile additional settings:** Tool granting access to more functionalities.

**Account information:** Link to the PROFILE management.

**Log out:** Tool enabling to disconnect from your account.

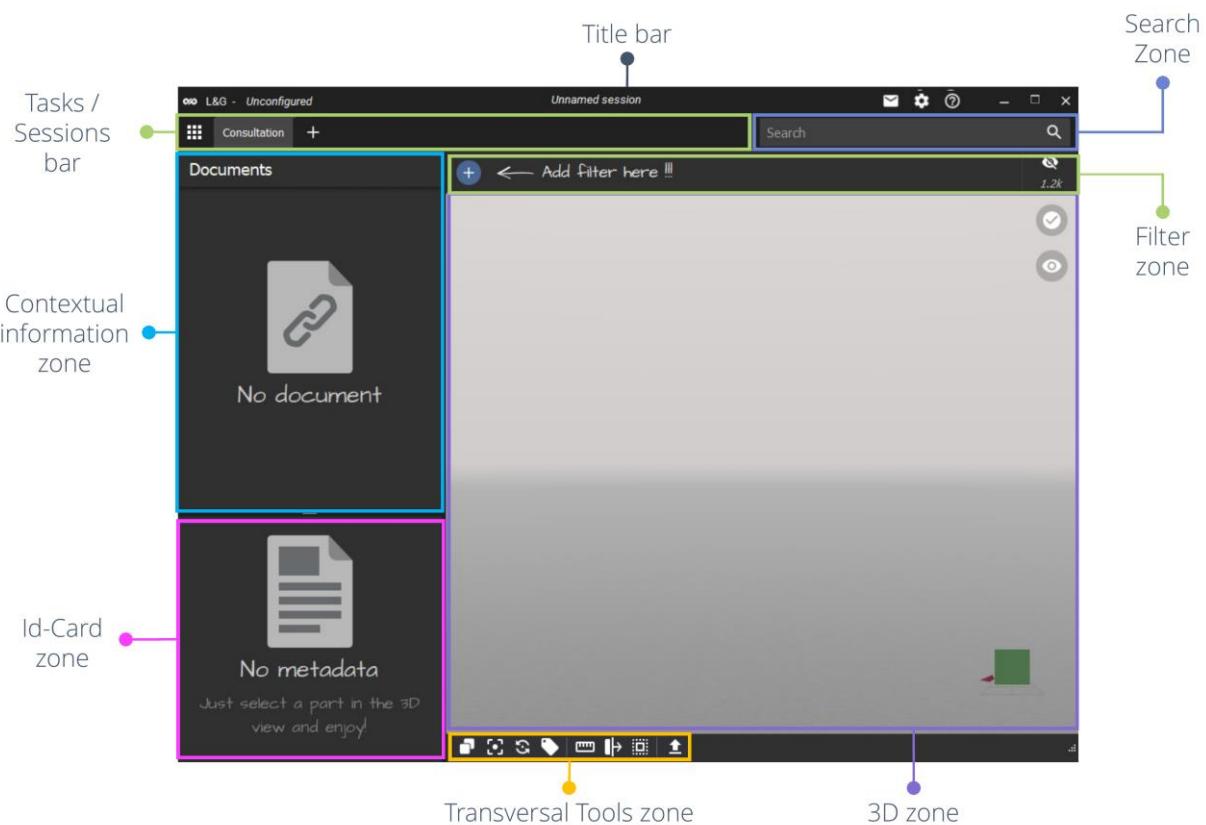
**Login:** User identifier.

**Directory:** Indicates with which Cluster you are connected.

**Start with last build:** Option enabling to launch the software with the build use at the latest access.

# Browser - Overview

3D Juump Infinite Browser HMI is composed of eight main zones. Each zone plays its own and well-defined role.



*Browser / HMI Display*

Each zone is detailed in the following chapters : [Title Bar](#), [Task Bar](#), [Search Zone](#), [Filter Zone](#), [Contextual Information Zone](#), [Id-Card Zone](#), [3D Zone](#), [Transversal Tools Zone](#)

## 1 - Title Bar



*Overview / Title bar details*

The [Title Bar](#) grants access to the main Connection Information, Connection Parameters & Help sections.

The Title bar can be splitted in 2 main sections : Connection information and Session & Help.

## 1.1 - Connection Information



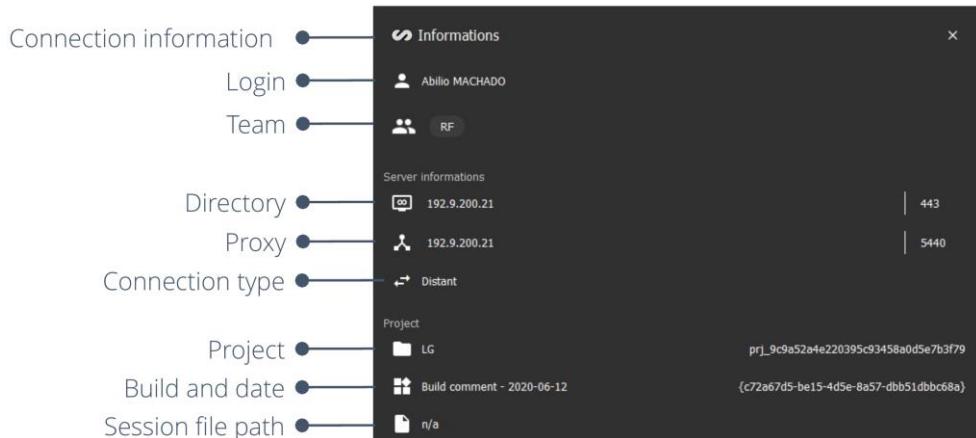
*Overview / Title bar / Connection information*

**Connection information:** List of settings with regards to your connection information. For advanced settings, please refer to [Connection information details](#).

**Project:** Incremental set of data describing a DMU. It usually corresponds to a product (or product-line) level assembly, including all its Configurations. For instance, a vehicle manufacturer would probably opt for one project per car model.

**Configuration:** DMU set-up. For advanced settings, please refer to [Project and Configuration](#).

### 1.1.1 - Connection information details



*Overview / Title bar / Connection information details*

**Login:** User identifier.

**Team:** Group of users linked by a particular interest defined by the person who creates the group. Several features depend on the user's teams:

- the ability to Visualize a build,
- the ability to Export geometries,
- the ability to Export screenshots,
- the ability to Download a EvoJuump,
- the ability to bypass read/write limitations on Tasks,
- the ability to go Offline.

**Directory:** Indicates with which Cluster you are connected.

**Cluster:** A network of computers broadcasting DMUs to 3D Juump Infinite client applications.

**Proxy:** Indicates the address of the proxy server used as intermediary for your requests.

**Connection type:** Indicates if you are connected locally or distantly.

**Project:** Incremental set of data describing a DMU. It usually corresponds to a product (or product-line) level assembly, including all its Configurations. For instance, a vehicle manufacturer would probably opt for one project per car model.

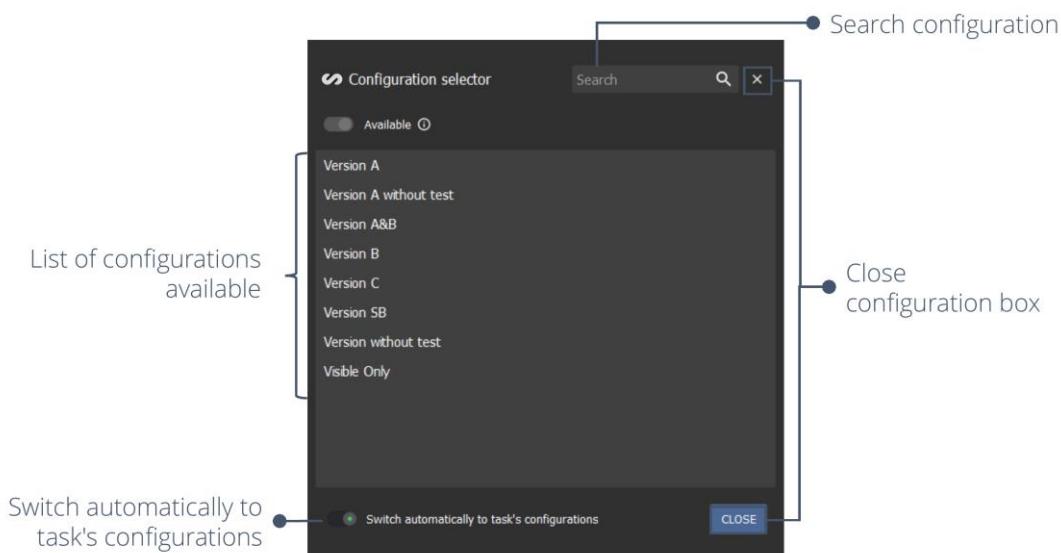
**Build and date:** Project data compilation performed on a specific date.

**Session file path:** Folder where the current session is stored on your computer.

### 1.1.2 - Project and Configuration

The configuration differs depending on whether you are in Consultation or Task mode

#### 1.1.2.1 - Configuration in Consultation



#### Overview / Project & configuration in Consultation

**Search configuration:** At this particular location, tool to look for a specific configuration.

**List of configurations available:** List of all configurations available for the selected Project.

**Switch automatically to task's configurations:** Allows the user to switch between tasks configurations; ie. shall a new presentation not allow to use a particular configuration, unticking this box enables to override the rights formerly settled.

**Close configuration box:** Closes the configuration box.

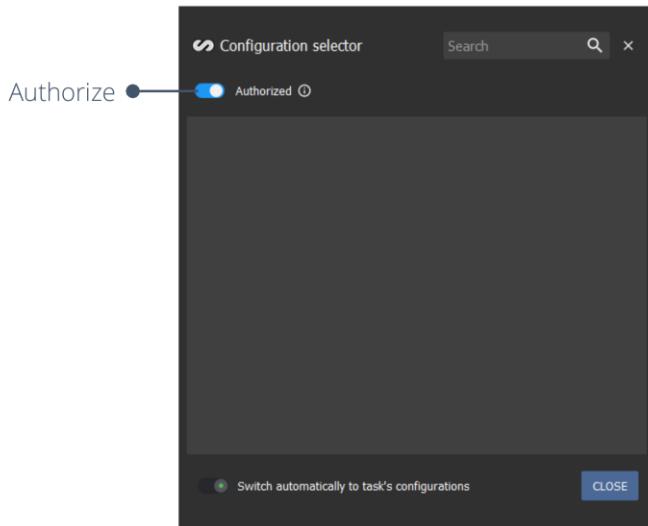
#### 1.1.2.2 - Configuration in Task modes

For Presentation mode, please refer to [Presentation task](#).

For Datapackage mode, please refer to [Datapackage task](#).

For Annotation mode, please refer to [Annotation task](#).

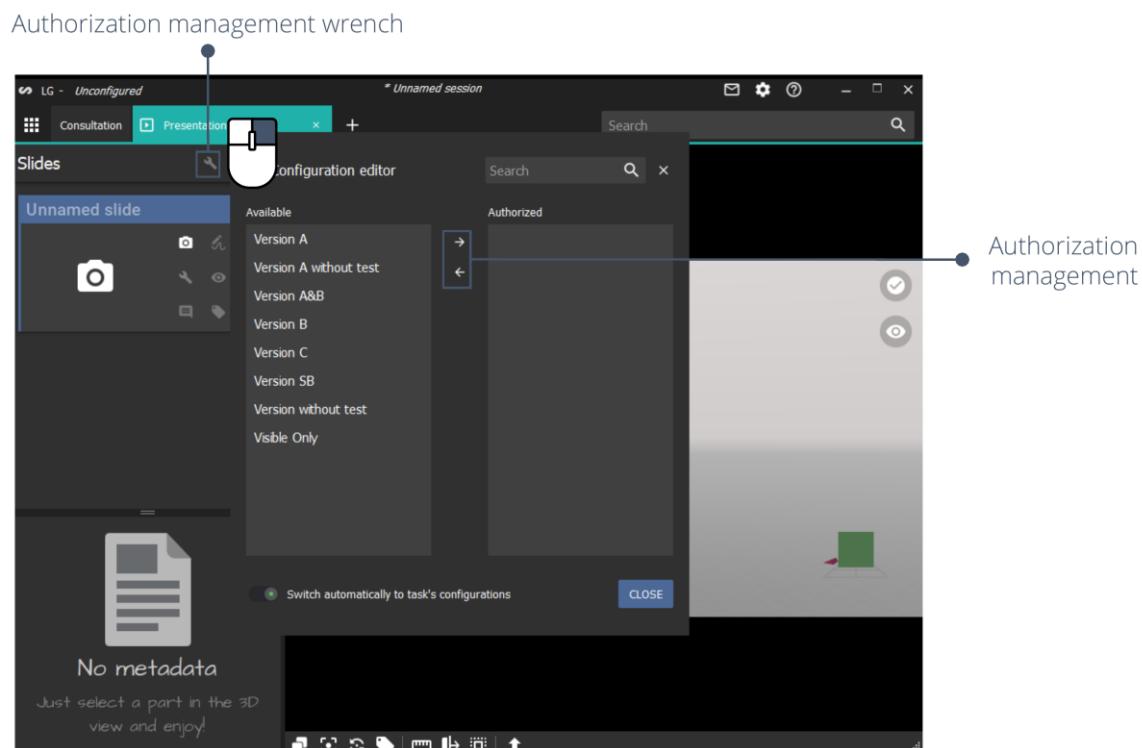
#### 1.1.2.3 - *Vizualization*



*Overview / Project & configuration in Task mode*

**Authorize:** Tool enabling to select a configuration in the list of the various configurations allowed.

#### 1.1.2.4 - *Edition*

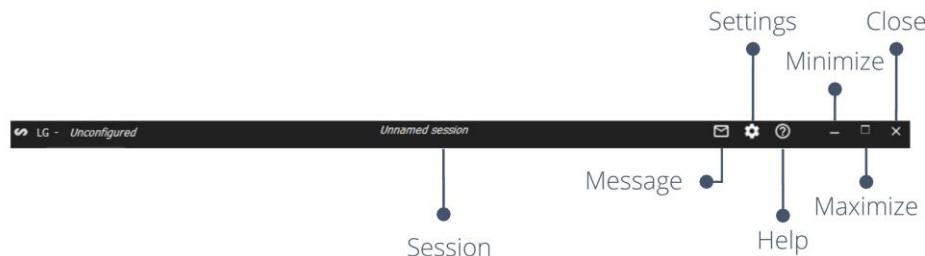


*Overview / Project & configuration in Task mode / Authorization management*

**Authorization management wrench:** Gives access to the window enabling to manage configuration authorizations.

**Authorization management:** Validates configurations authorized within the Presentation currently selected.

## 1.2 - Session & Help



### Overview / Title bar / Session & Help

**Session:** Set of tasks currently loaded in the application.

**Message:** Information sent from the administrator to all the users connected on a proxy or server. Please refer to [Messages](#).

**Settings:** Editable parameters of use. Please refer to [Settings](#).

**Help:** Control that displays the application help system.

**Minimize:** Sends the application to the taskbar, it remains opened, just not visible.

**Maximize:** Enlarges the window.

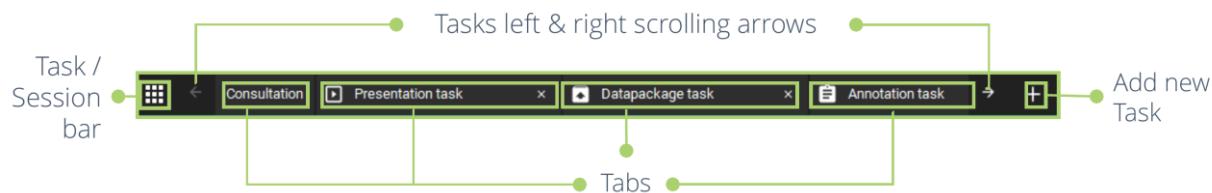
**Close:** Stops the application.

## 2 - Tasks / Sessions Bar

The [Tasks / Sessions bar](#) grants access to the main Task and Session features.

**Task:** Business-oriented element, aggregation of applicative objects (filters, groups, viewpoints, etc.) presented to the end-user in a way that eases the execution of a particular use-case, such as creating annotations, presentation slides, exporting specific views of the original DMU. Please refer to [Presentation Task](#), [Datapackage Task](#) and [Annotation Task](#).

**Session:** Set of tasks currently loaded in the application which can be saved locally on your computer. Tasks can be saved unitarily or by bunch on the Cloud, please refer to [Tasks bar additional features](#) and to the [Cloud](#) for further information.



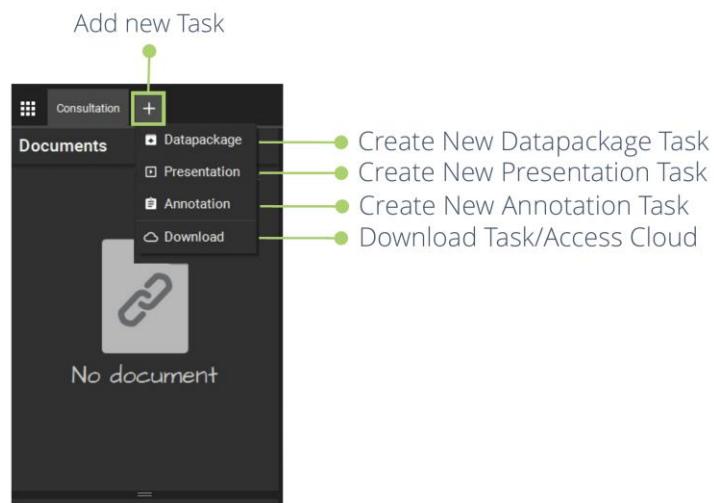
### Tasks / Sessions bar details

**Tasks / Sessions menu** : grants access to Tasks and Sessions tools.

**Tasks left & right scrolling arrows**: Enables to scroll the screen in the corresponding direction to visualize the non-fitting Tasks.

**Tabs** : Shows in which mode you are working on : [Consultation](#), [Presentation Task](#), [Datapackage Task](#) and/or [Annotation Task](#).

**Add new task** : Enables to create or download new Presentation and/or Datapackage task(s) and add it(them) to your current Session.



### Overview / Add new task in the task bar

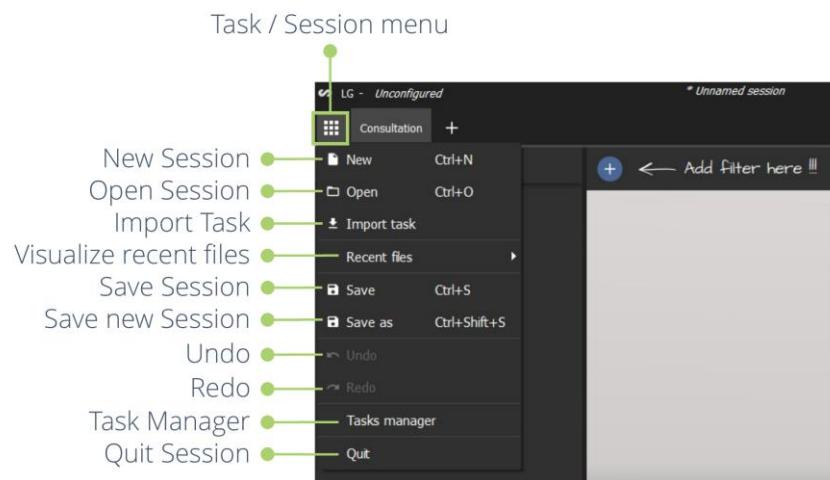
**Create new Datapackage Task**: Create a new [Datapackage Task](#).

**Create new Presentation Task**: Create a new [Presentation Task](#).

**Create new Annotation Task**: Create a new [Annotation Task](#).

**Download Task/Access Cloud**: Grants access to your Sessions' list and to the Cloud (= [Task Manager](#)).

## 2.1 - Session Menu



### Overview / Tasks bar / Sessions menu

**New session:** Opens a brand new session, no one of your Task will then appear in this new view.

**Open session:** Opens one of the sessions you formerly saved (from your computer or network).

**Import Task:** Imports one specific Task formerly saved (from your computer or network).

**Visualize recent files:** Visualizes the files accessed the most recently.

**Save session:** Saves your current session, already named (on your computer or network).

**Save new session:** Creates a new save of your current session (on your computer or network).

**Undo:** Cancels last operation performed.

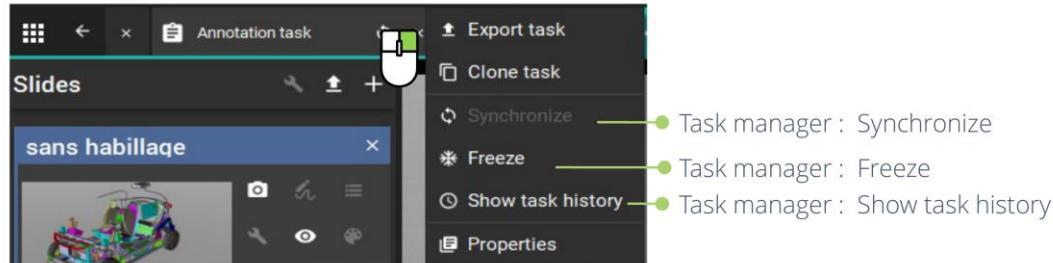
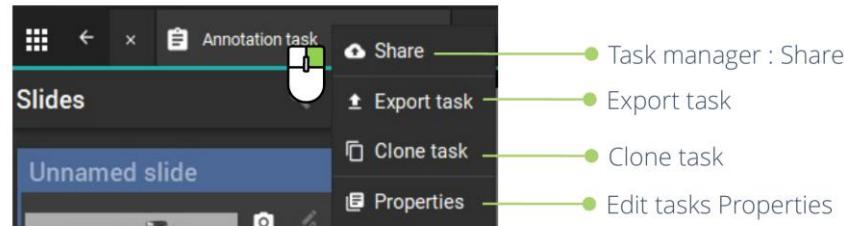
**Redo:** Reverses undo operation.

**Tasks Manager:** Grants access to your Sessions' list and to the Cloud. Please refer to [Task Management](#).

**Quit session:** Leaves the session/software. If a modification has been performed in between, you will be asked if you would like to save modification before leaving.

## 2.2 - Context menu

Additional functionalities are available by right-clicking on a designated task. They can differ further the task status.



### Overview / Tasks bar / Additional features

**Export task:** Saves the designated task on your computer.

**Clone task:** Duplicates the designated task to your current session.

**Edit tasks properties:** Enables to modify information relating the identity and linked to a designated task; please refer to [Consultation and Tasks / Tasks properties](#) chapter for more information.

**Task Manager:** Refers to functionnalities linked to the cloud : share, synchronize, freeze or show task history. Please refer to [Task Management](#) for more details.

## 3 - Search zone

The [Search Zone](#) enables to look for a particular word or phrase /group of words in the DMU (mainly by Metadata).

Search in this zone is limited to the first 49 results. Should the query return more than 49 results, the mention [49+ results](#) appears on the right of the query search box and "..." appears at the end of the search box. This information indicates the search should be refined to get more precised results.



### Overview / Search zone

#### 3.1 - Searching guidelines

##### 3.1.1 -Simple search

Way forward for a simple search:

- Type the value to search and press [Enter] in its name but also its metadata values

- eg. abc to get all parts containing abc (abc, abc123, xyzabcdef ...)
- The value is not case sensitive
  - eg. abc will also return parts named ABC

### 3.1.2 - Advanced search

Way forward for an advanced search:

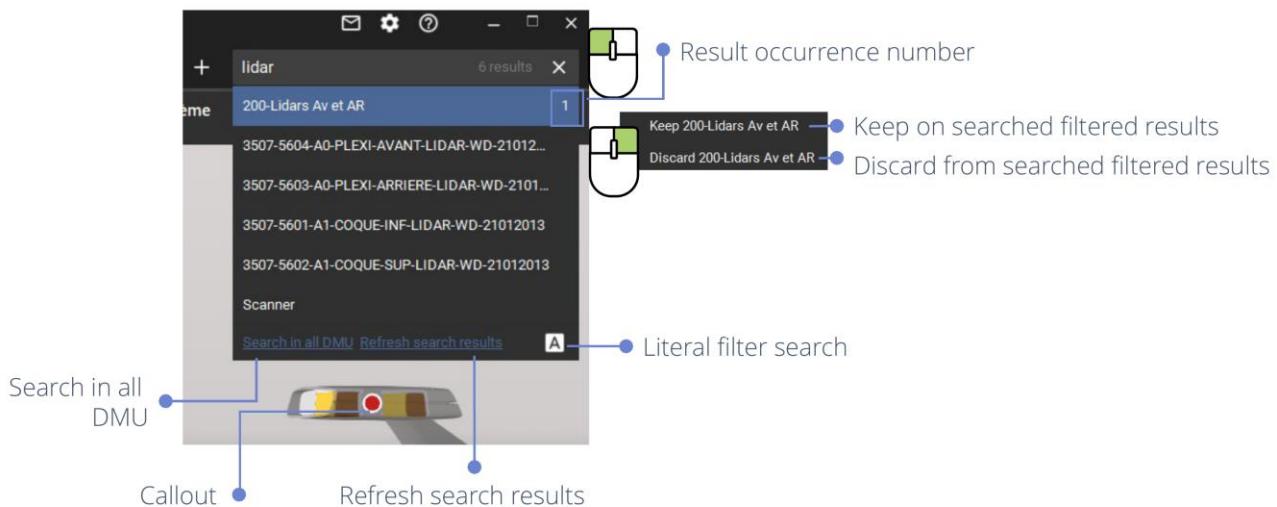
- Value containing spaces: use quotes
  - eg. `"front Left wheel"`
- Key: use colon (the key is case sensitive)
  - eg. `:ComponentResponsable=Joe`
- Key with wide value match: use simple equal
  - eg. `:name=abc` to match all parts containing 'abc'...
- Metadata with exact value match: use double equal
  - eg. `:Food==apple` to match 'apple' but not 'applepie'
- Operators for numerical values: use <, <=, >, >=, <>
  - eg. `:weight>42`
- Logical operators to combine the criteria: use 'and', 'or', 'not' and parenthesis
  - eg. `(:producer=granma or :price>12) or :name=="apple pie"`
  - eg. `:name=="Mad hatter" or :name=rabbit` to match parts named 'Mad hatter', 'Rabbit' or 'White mad hatter rabbit'
  - eg. `:name=Alice and :name=wonderLand and :name=in` to match any part containing all terms in name ('Alice in Wonderland' but not 'Alice')
  - eg. `Alice not wonderLand` match any part containing 'Alice' but not 'wonderland'
- 1 ? or more replace(s) 1 or more character(s)
  - eg.: `vis_??_ will` return all parts named vis\_3 characters\_ (for instance 'VIS\_CHC\_M6X60', '4xVIS\_CHC\_M4X12', etc.)
- \* replaces several characters
  - eg.: `vis_*_ will` return all parts named vis\_anything\_ (for instance 'VIS\_TOLE\_D3X6', 'VIS\_NFL22259\_M6X20', etc.)

## 3.2 - Search Results

Once a search has been launched, a box appears with a list of parts including the search value among theirs *metadata* limited to 49 results and different tools to help the searching.

The results are also directly displayed on the DMU.

### 3.2.1 - Search result box



#### Search zone / Search result box

**Search in all DMU:** Starts a search not limited to the current filtering.

**Callout:** Red color dot on the DMU, corresponding to the selected search result. The number of *result occurrences* will determine the number of callouts, limited to 16 in the 3D view.

**Refresh search results:** When a new filter has been created, this tool will relaunch the search to get updated results.

**Search literal filter:** Tool enabling to create a new literal filter further the exact search value.

When right-clicking on a result, you get additional features :

- **Keep on searched filtered results:** Keeps the selected element on the searched filtered results
- **Discard from searched filtered results:** Discards the selected element from the searched filtered results

When clicking left on a result, you can see a figure :

- **Result occurrence number:** number of result occurrences in the DMU

💡 Corresponding id-card information scrolls up/down the product structure accordingly.

### 3.2.2 - Search Results exploitation

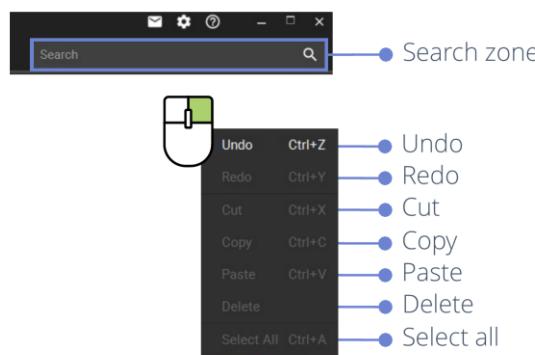
In order to exploit search results, you can select the result elements in the search result box or in the 3D view :

- In the search results list:
  - highlight the part in the 3D view and display its callout: left click or [ENTER]
  - select the previous/next part: [up] or [down] arrow

- select multiple parts : [CTRL] + [up] or [down] arrow
- (un)select all parts: [CTRL]+[A]
- close list: [escape]
- In the 3D view:
  - select the parts: left click
  - center the camera on the item: double left click
  - reorient the camera to the item: middle click

### 3.3 - Context menu

Additional functionalities are available by right-clicking in the Search Zone.



Search zone

**Undo:** Cancels last operation.

**Redo:** Repeats last operation canceled.

**Cut:** Cuts selected element(s).

**Copy:** Copies selected element(s).

**Paste:** Inserts the data formerly copied.

**Delete:** Deletes selection.

**Select all:** Selects all elements in the selection.

## 4 - Filter zone

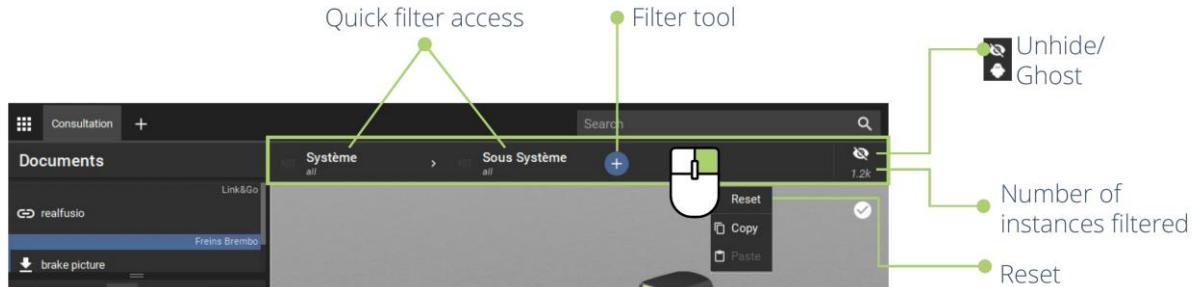
The *Filter zone* enables to create filters in order to focus on a sub part of the whole DMU by specifying parts to remove or to keep depending on specific criteria.

It grants access to filtering mechanism in which successive Filters are displayed from left to right.

**Filter:** A particular criterion that adds/removes matching instances to/from a *Layer*.

**Layer:** A set of visible instances resulting from the application of several *criteria*.

**Criterion:** A value, partial value or set of values that an instance must match. A criterion can apply either to an instance's part model (metadata) or to its instanced properties (bounding box).



### Overview / Filter zone

**Quick filter access:** Access layer based on the main useful filters created by the integrator to the current presentation. Please refer to [Quick filter access](#).

**Filter tool:** Creates a new filter, it will be added to your current view. Please refer to [Filter tool](#).

**Unhide:** Ghosts elements filtered.

**Ghost:** Hides elements filtered.

**Number of instances filtered:** Number of instances that match a filter (or a set of filters).

**Instance filtered:** Occurrence of *Parts* resulting from a filter.

**Instance:** Occurrence of a *Part*.

**Part:** Model or template, be it an assembly or a single element. This part is referenced by the digital mock-up but is not present (*instanced*) within it. It is not localized in the digital mock-up. Ex: a wheel.

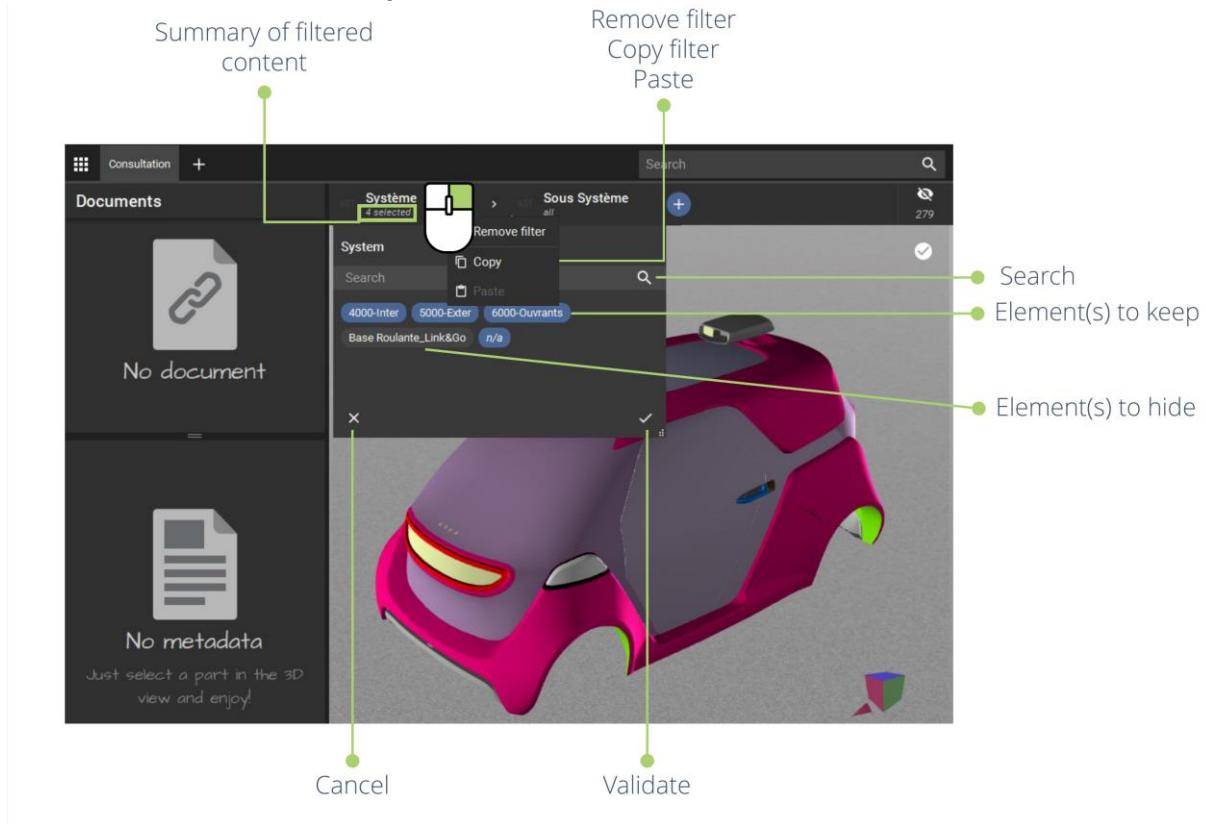
Creating a filter can be done through the quick filter access and the filter tool.

**Reset:** This action resets the layer or bucket. In the case of the consultation layer, it resets the base filters defined by the customization script.

#### 4.1 - Quick filter access

The [quick filter access](#) gives access to layers based on the main useful filters created by the integrator.

#### 4.1.1 - Filter layer selection



#### Consultation / Filter Bar / Quick filter access / Main Features

**Summary of filtered content:** For value-list-based criteria, denotes the number of acceptable values for this particular field.

**Remove filter:** Removes the designated filter, via a right click.

**Copy filter:** Copies the designated filter.

**Paste:** Pastes the data formerly copied.

**Search:** Tool enabling to look for a particular word or phrase /group of words in the DMU (metadata).

**Element(s) to keep:** Displays on a blue background elements to be shown on the 3D view.

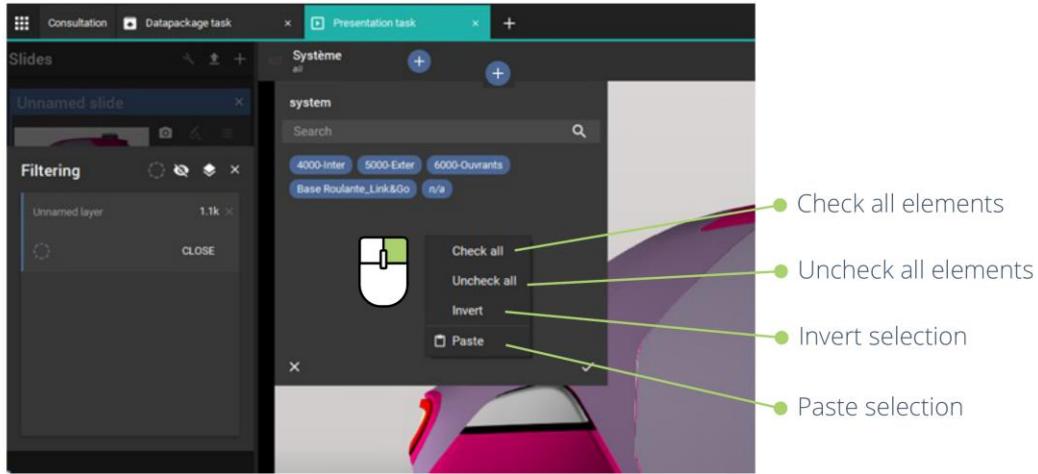
**Element(s) to hide:** Displays on a grey background elements to conceal on the 3D view.

**Validate:** Confirms selection.

**Cancel:** Invalidate selection and get back to preceeding view.

#### 4.1.2 - Context menu

Additional options are available by right-clicking in the quick filter access windows.



*Consultation / Filters Bar / Quick filter access / Additional Features*

**Check all elements:** Select all elements in the selection.

**Uncheck all elements:** Unselect all elements in the selection.

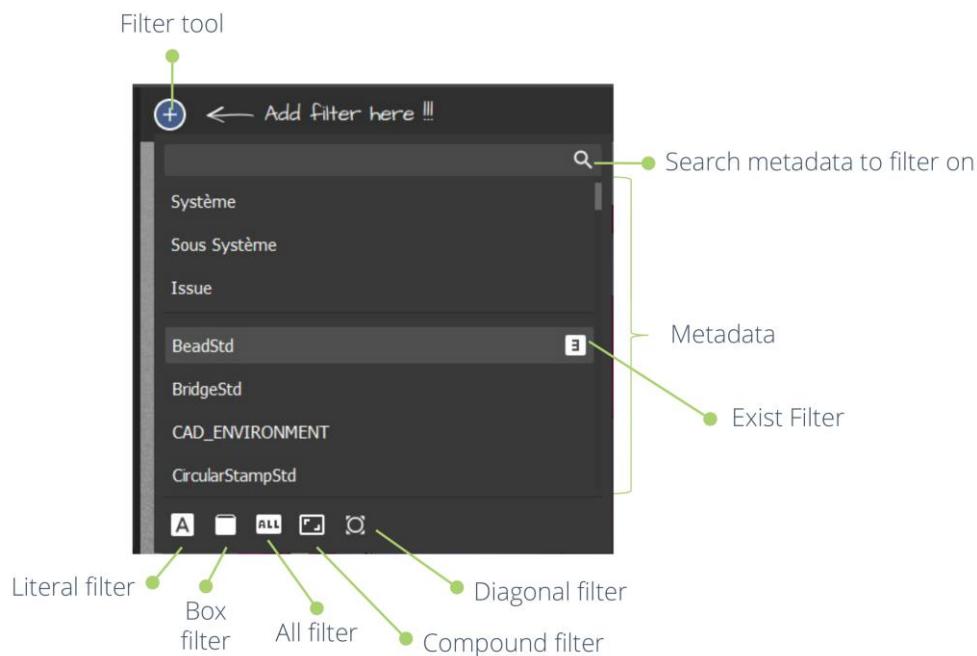
**Invert selection:** Select elements formerly unselected in the selection and unselect elements formerly selected in the selection.

**Paste selection:** In the filters, we can now do “paste” which uses the contents of the clipboard to fill the filter. If the clipboard contains several values separated by a line break, they are pasted as a list of enumerated values.

#### 4.2 - Filter tool

The *Filter tool* allows to filter the 3D view on any metadata or 3D box.

#### 4.2.1 - Metadata filter



##### *Consultation / Filter tool / Main Features*

**Filter tool:** Creates a new filter, it will be added to your current view.

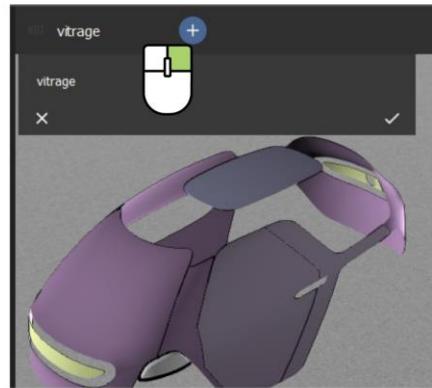
**Search metadata to filter on:** Tool enabling to look for a particular word or phrase/group of words in the DMU (metadata value).

**Exist filter:** Tool enabling to filter components on existing attributes.

**Metadata:** List of data participating to the definition of a part but not represented in 3D. Metadata are composed of a Key (the name of this particular field of metadata) and a Value (either a textual, numeric or datum value, or a complex value like a list or a map).

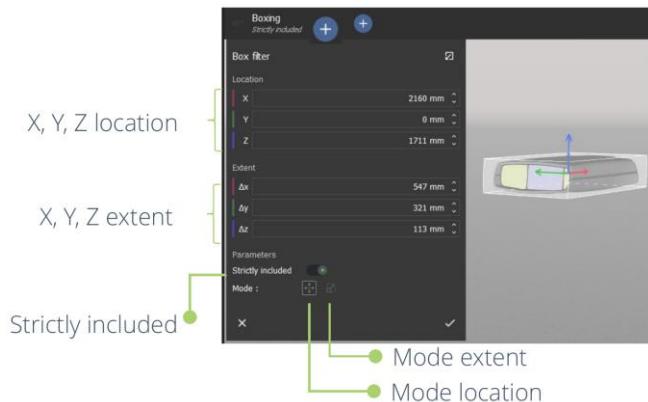
Different kinds of filters can be applied on Metadata:

- Enumerated attribute: lists existing values available.
- Non-Enumerated attribute: available when metadata values are too large to be listed, enables to search for any value; please refer to here-under [additional features](#) for exact / partial match filters.
- Numerical attribute: enables to filter metadata by figure and/or range of figures.
- Date attribute: enables to filter metadata by date and/or range of dates.
- Boolean attribute: enables to filter true/false metadata.



### Consultation / Literal Filter

**Literal filter:** Tool enabling to filter on a text Search, either among Metadata or on a precise one. This Filter functions similarly with [Search](#). Specify any metadata in this box, result will be filtered in the full DMU and displayed in the 3D view.



### Consultation / Filter tool / Box Filter

**Box filter:** Tool enabling to filter on a 3D box. Click on an element and a 3D box appears around this designated element. Otherwise, the location and dimension of the box can be modified manually by entering numerical values in the dedicated window or graphically using the graphic manipulator and manipulation options (position/size).

**X, Y, Z location:** Specifies where the box is located within the DMU (based on axis x, y and z).

**X, Y, Z extent:** Set the dimensions of the box (based on axis x, y and z).

**Strictly included:** Option enabling to specify that only fully included parts in the 3D Box will be taken into account. Unless stated otherwise, 3D box crossing parts are added to the selection.

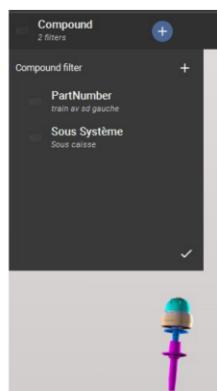
**Mode location:** Toggles 3D gizmo from extent mode to location and enables to modify location of the box.

**Mode extent:** Toggles 3D gizmo from location mode to extent and enables to modify size of the box. A [CTRL] + Clic on 3D parts enables to expand the box size to the added element.



### Consultation / Filter Tool / All Filter

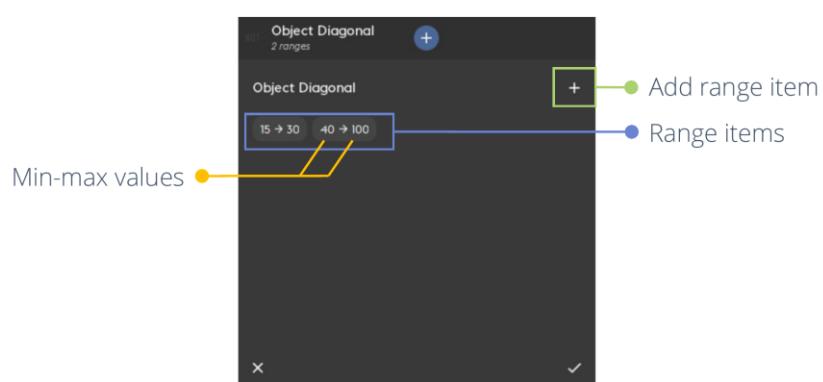
**All filter:** Tool enabling to filter the full DMU (appear or hide all the DMU).



### Consultation / Filter Tool / Compound Filter

**Compound filter:** Tool enabling to filter further several criteria at the same node in the product structure scheme.

**Diagonal filter:** Tool enabling to filter on diagonal of the overall volume of parts. In terms of HMI, it is similar to range filter on metadata.



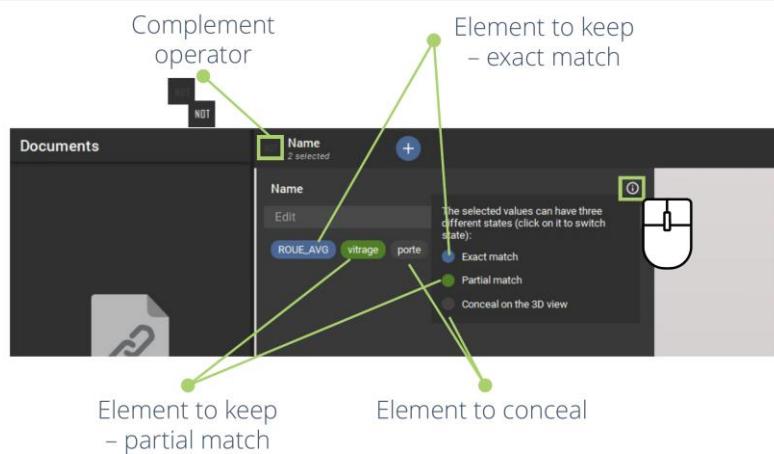
### Consultation / Filter Tool / Diagonal Filter

**Add range items:** Adds a new range item to the diagonal filter.

**Range items:** Holds the list of range items. Click on an item to edit its value. Right-click to get access to a context-menu allowing to delete the range item.

**Min-max values:** For each range item, display the minimum and maximum diagonal length criteria.

#### 4.2.2 - Additional options selection



#### Consultation / Filter Tool / Partial match notion

**Complement operator:** Unary operator allowing to invert a set of filtered instances (following the "Algebra of sets"). It is mainly represented by the possibility to keep/discard a filter by clicking on a *NOT* button.

When clicking on the filtered element, the background color changes :

**Element to keep - exact match:** Displays on a blue background elements to be shown on the 3D view for which the typed search matches exactly with the metadata settled.

**Element to keep - partial match:** Displays on a green background elements to be shown on the 3D view for which the typed search matches partially with the metadata settled.

**Element to conceal:** Displays without any background elements to ignore on the 3D view

## 5 - Contextual Information zone

The *contextual information zone* is a zone where advanced information display, if you are working on the *Consultation*, the *Presentation task*, the *Datapackage task* or the *Annotation task*.

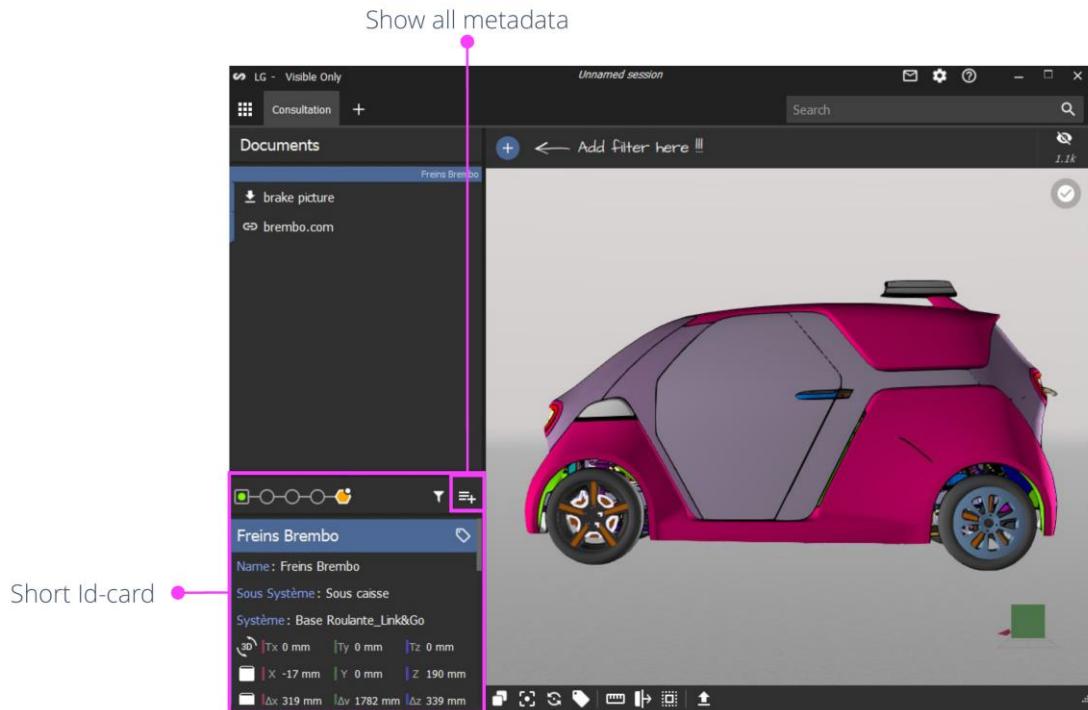
Refer to [Consultation/document zone](#) , [Presentation task](#), [Datapackage Task](#) and [Annotation Task](#)

## 6 - Id-Card zone

When selecting an element in the DMU, you can see a list of *metadata* on the left part of the screen. This corresponds to the *Id-card*.

Two Id-card views are available: a short and a long version.

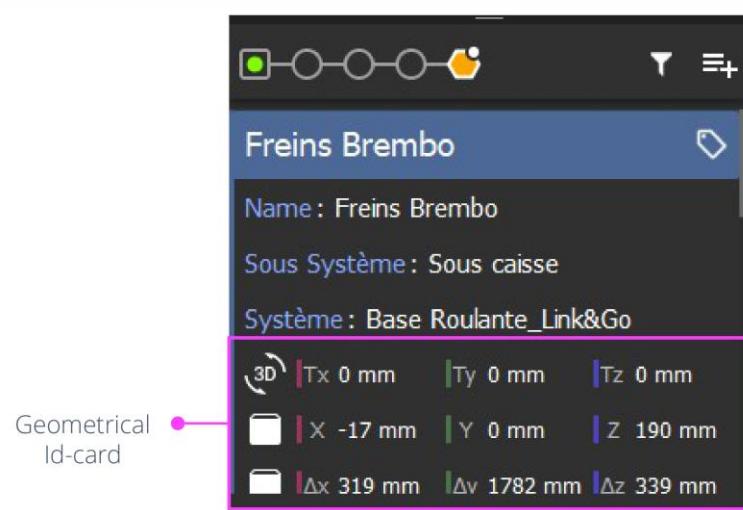
### 6.1 - Short Id-card



*Overview / Short Id-Card*

**Short Id-Card:** List of your favorite metadata only (can be empty if no favorite has been settled).

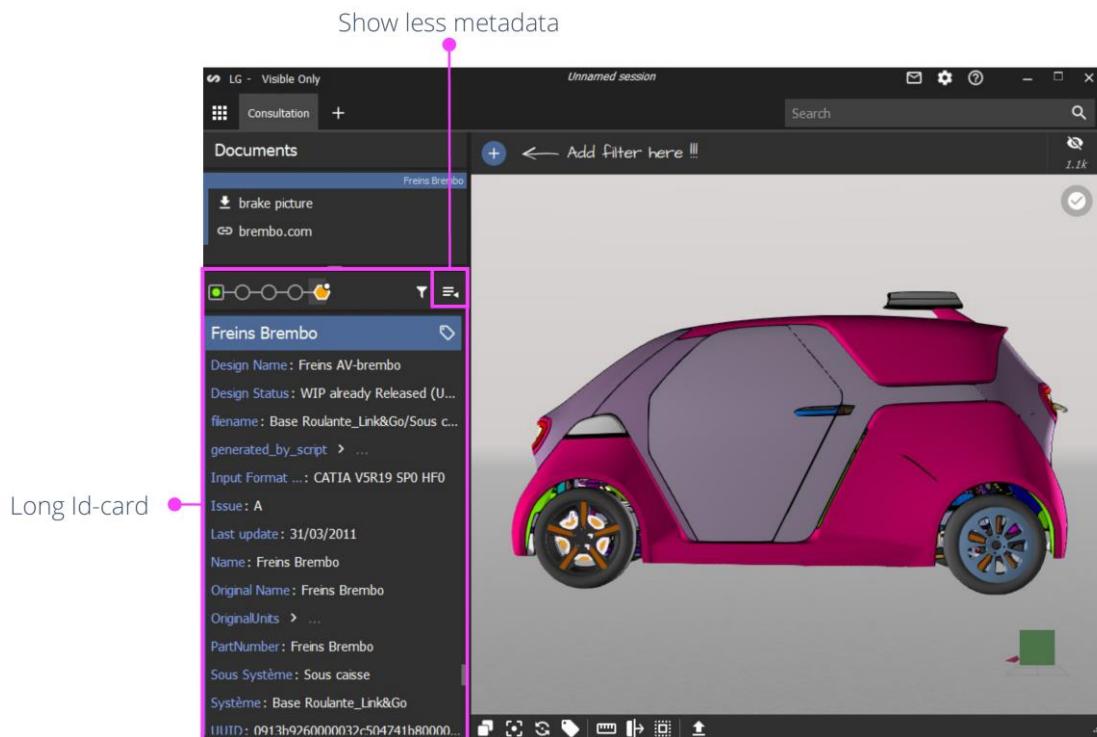
**Show all metadata:** Toggles Id-card display to show all the metadata from the root.



*Overview / Geometrical Id-card*

**Geometrical Id-card:** Display geometrical information of selected part: rotation, position and overall volume size.

## 6.2 - Long Id-card

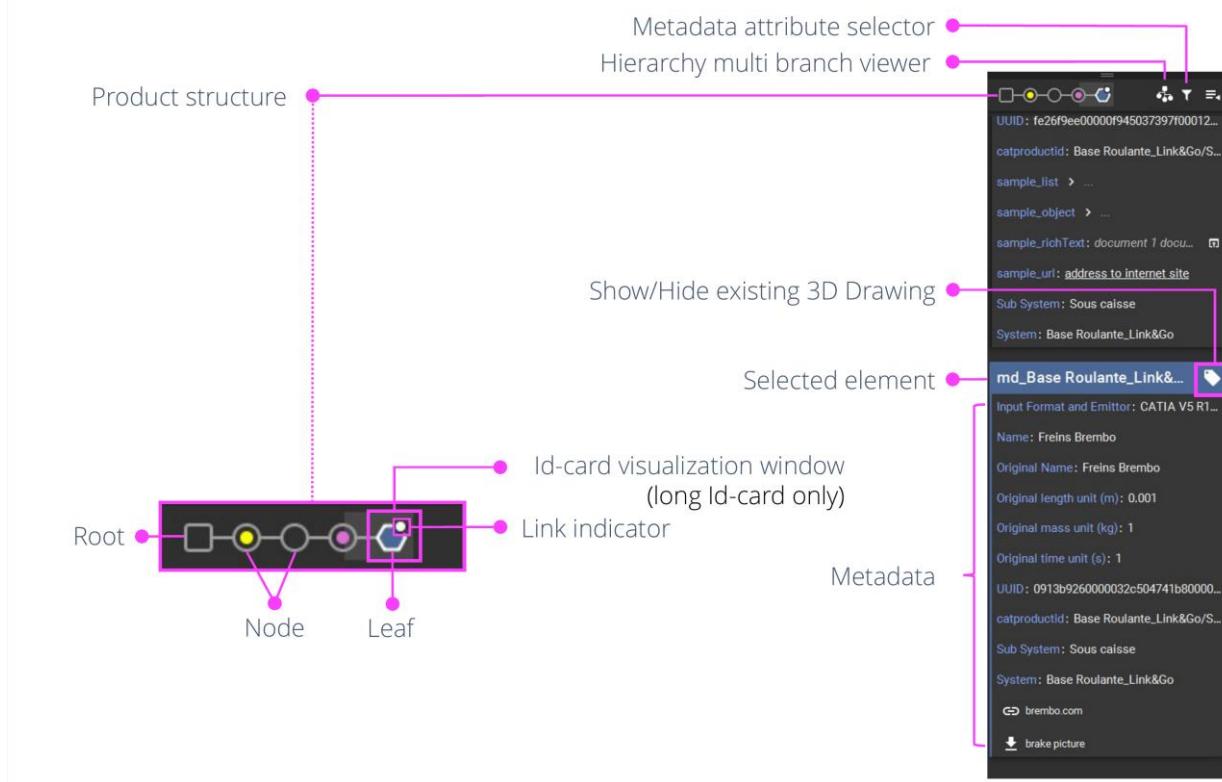


### Overview / Long Id-Card

**Long Id-Card:** List of all metadata available.

**Show less metadata:** Toggles Id-card display to show only favorite metadata of the designated leaf.

### 6.3 - Detailed Id-card



#### Overview / Id-Card details

**Metadata attribute selector:** Tool enabling to highlight metadata considered as important to be shortlisted in your browser. When clicking on this option, a pop-up window appears, metadata need to be ticked to be considered as favorite and appear in the short id-card or unchecked to disappear from the short id-card.

**Product Structure:** Full list of the elements of a hierarchy; using the image of a tree, a product structure is a tree.

**Root:** First element of a hierarchy; using the image of a tree, a root is a trunk.

**Node:** Basic element of a hierarchy; using the image of a tree, a node is a branch.

**Leaf:** Element at the very bottom of a hierarchy.

**Link indicator:** Sign indicating document(s) and/or annotation(s) are linked to the designated element.

**Id-card visualization window (long Id-Card only):** Enables to quickly visualize where the selected element is located in the Product Structure.

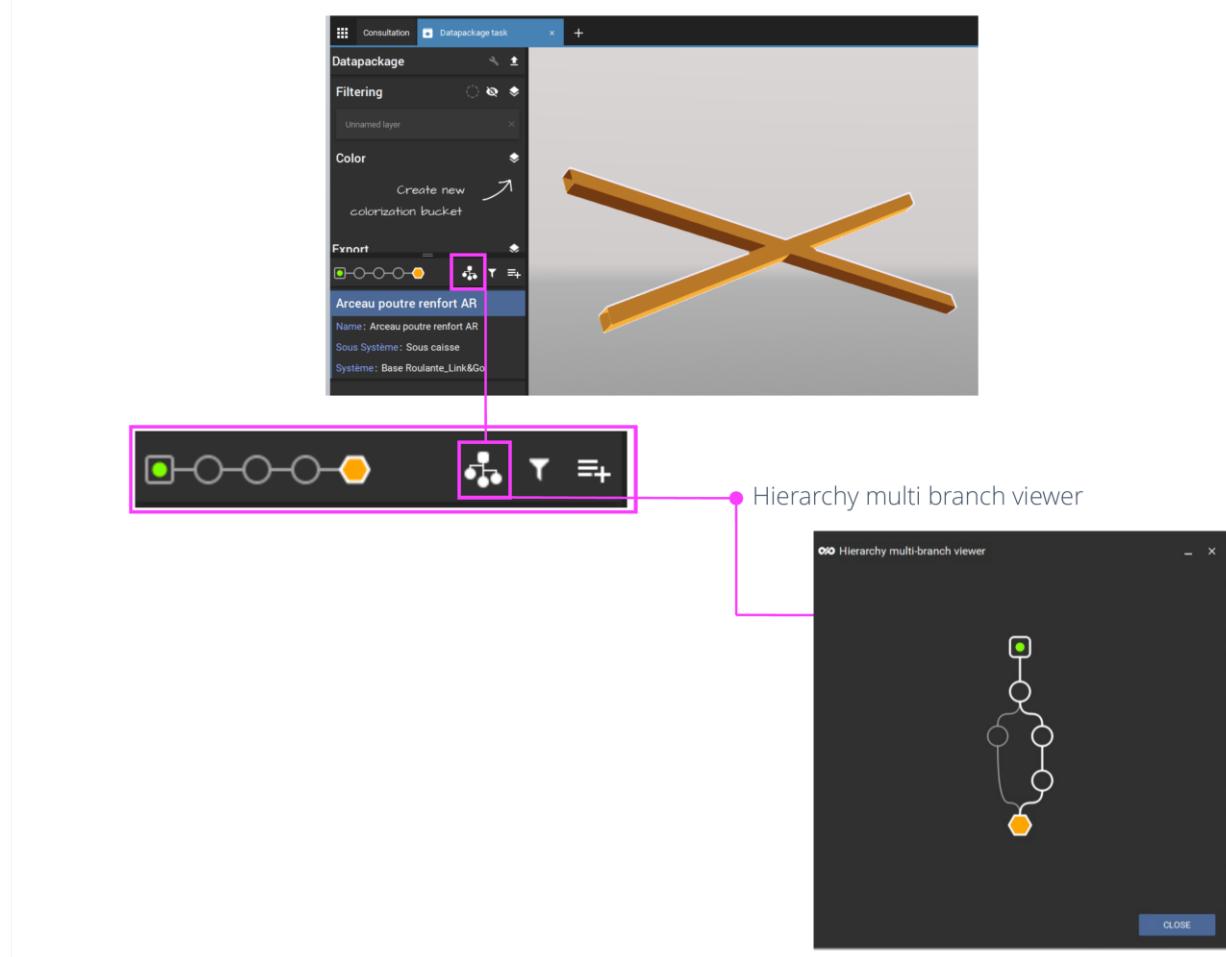
**Selected element:** Selected metadata; using the image of a tree, an element is a leaf.

**Show/Hide existing 3D drawing:** Icon indicating 3D drawings, provided by the integrator, are existing on the designated element. When clicking on it, the 3D drawings are displayed as an annotation. Another click cancels their display.

**Metadata:** Data participating to the definition of a part but not represented in 3D. Metadata are composed of a Key (the name of this particular field of metadata) and a Value (either a textual, numeric or datum value, or a complex value like a list or a map).

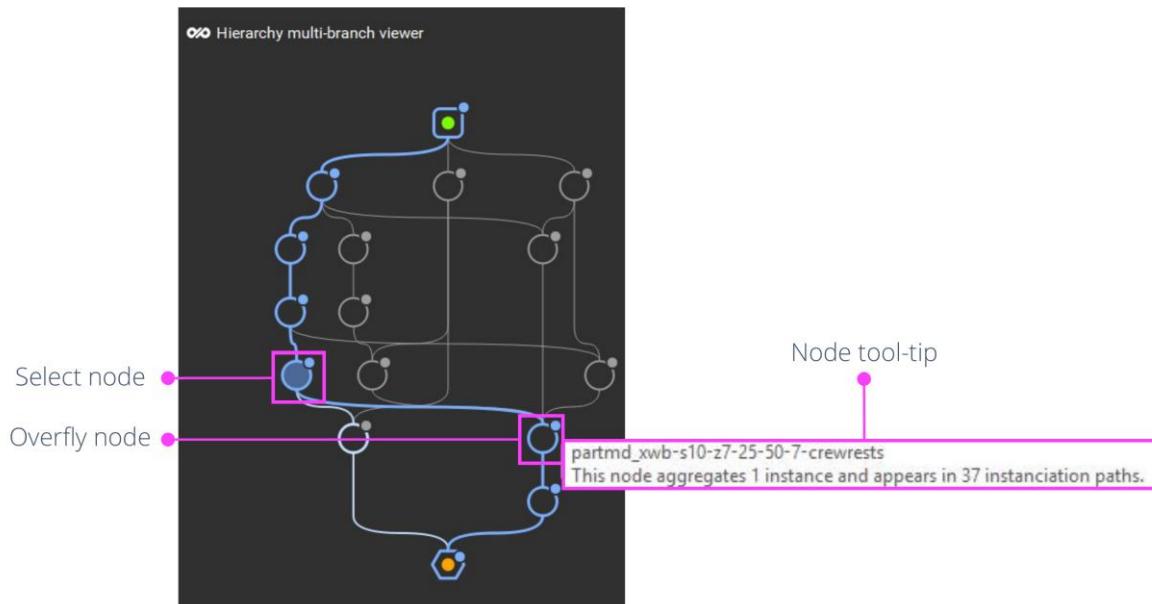
#### 6.4 - Hierarchy multi branch viewer

The Hierarchy multi branch viewer displays all paths between the root and the selected node.



#### *Overview / Hierarchy multi branch viewer*

**Hierarchy multi branch viewer:** Displays all paths between the root and the selected node with information on the number of instances and paths on the intermediate nodes.



### Overview / Hierarchy multi branch viewer

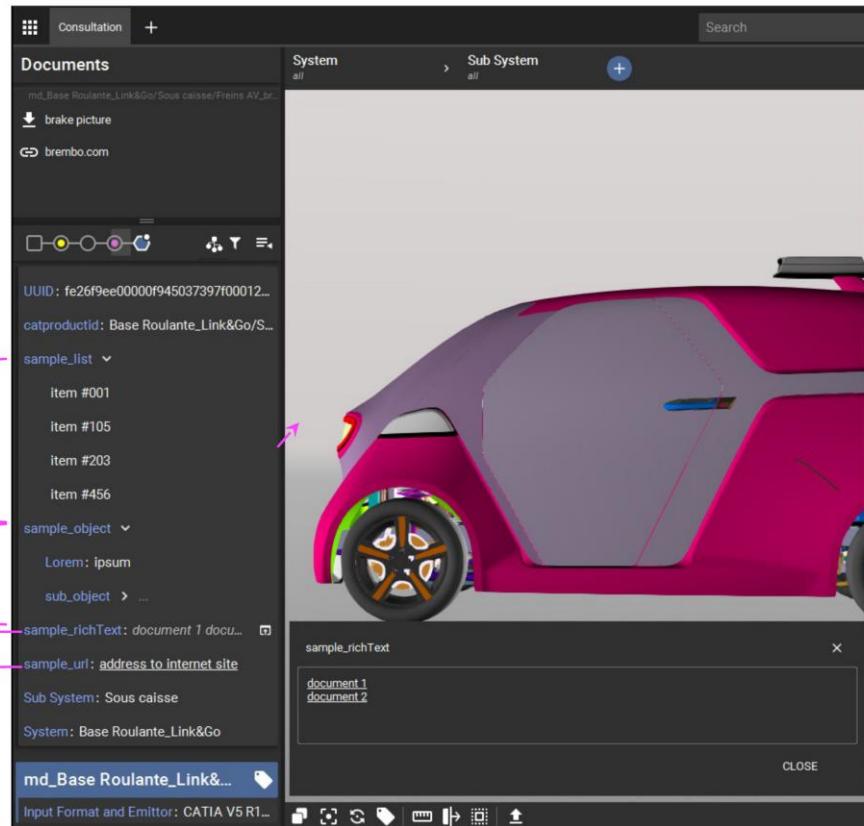
**Select node:** when a node is selected, the hierarchy multi branch viewer highlights in blue one of the branches to which this node is attached. All other possible branches passing through this node are displayed in white ; you can select any of them. When a node is selected, the id card is updated with the new branch and the selected objects in 3D.

**Overfly node:** pops-up the node title, the number of instance of this node and the number of branch in which this node is attached.

**Node tool-tip:** When hovering over a node you get the title of the node, its number of instances and paths.

### 6.5 - Specific metadata

Metadata with a specific format can be created by the integrator upon DMU generation.



### Overview / Specific metadata

**"List" Metadata:** Drops-down a list of values.

**"Object" Metadata:** Drops-down a list of metadata.

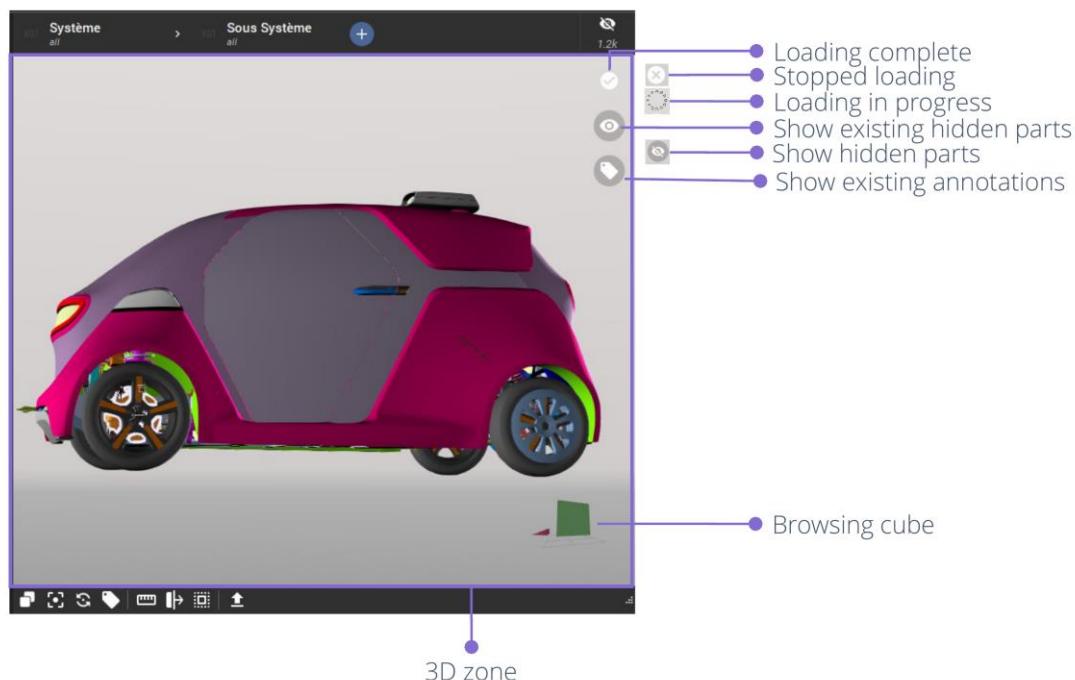
**"Rich text" Metadata:** Links a table as a metadata. Pops-up a table with a list of hyperlinks.

**"URL" Metadata:** Links an URL address as a metadata.

## 7 - 3D Zone

The **3D Zone** is a digital working zone where your mock-up is displayed in 3D.

## 7.1 - 3D zone overview



### Overview/ 3D Zone

**Loading:** Program currently being copied from storage to your memory. Display is not totally fulfilled.

**Loading complete:** Means all geometries are loaded.

**Stopped loading:** Means performance limit has been reached.

**Loading in progress:** Means geometries are currently still loading.

**Show existing hidden parts:** Indicates one or more part(s) is(are) hidden. A single click on this icon **shows the hidden parts**.

**Show hidden parts:** displays the hidden elements of the DMU. A single click on this icon enables to come back to the previous display.

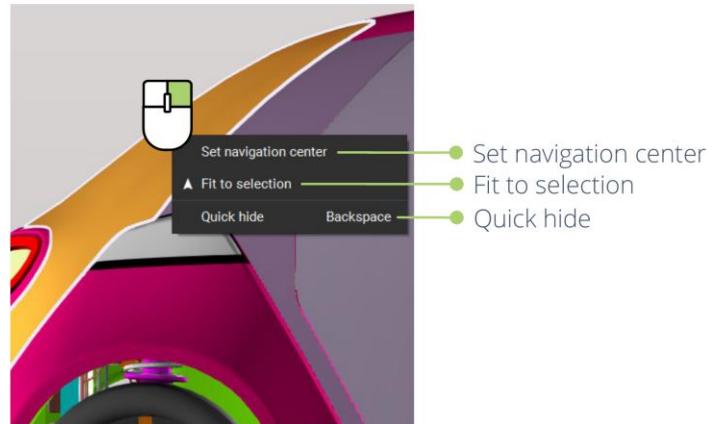
**Show existing annotations:** Means annotation(s) has(have) been displayed in the 3D view. A single click on this icon enables to quickly hide all.

💡 Elements can be hidden but no element can be deleted from the DMU.

**Browsing cube:** Tool to identify the current scene orientation from the ground plane. An arrow indicates the DMU preferential axis (usually the front); this element is decided and implemented by the integrator.

## 7.2 - Settings view options

Additional options are available by right-clicking on a designated part in the 3D view.



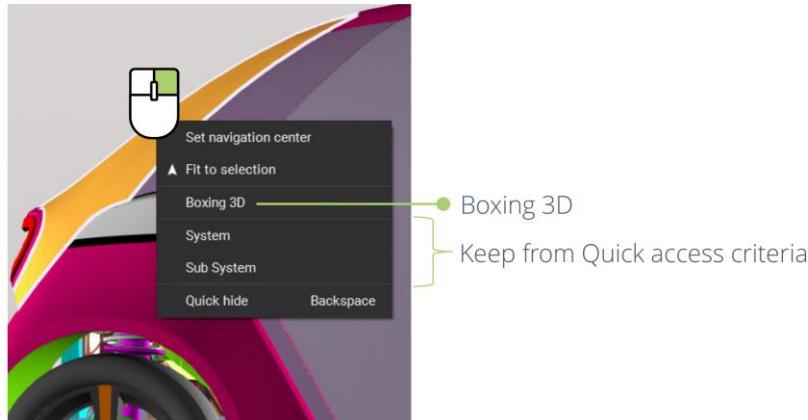
### Additional features in 3D Zone

**Set navigation center:** Recenters 3D view on the designated click point.

**Fit to selection:** Recenters 3D view on the designated element.

**Quick hide:** Hides the designated part(s). This operation is for information and cannot be saved; ie. no part can be definitively deleted from the DMU.

In filtering mode, new options are available.



### Additional features in 3D Zone / Filtering mode

**Boxing 3D:** Creates a compound of six cut planes forming a box around the designated element.

**Discard from Quick access criteria:** Discards the selected element from the designated *Quick access criteria*.

### 7.3 - Manipulation



#### Overview/ 3D Zone

Mouse left-click enable(s) to **select/unselect designated element(s)**.

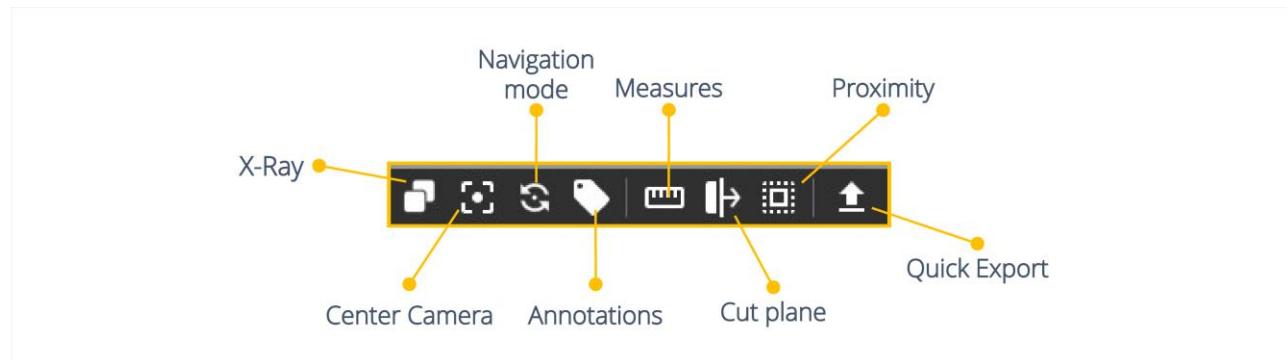
A click + hold of the left mouse button enables to draw a form around a zone of *visible* elements to be selected. Release left button to validate selection. It is a **rubber-band**.

- To reinitialize the operation, just draw a new form from any unselected point in the 3D view. Any element fitting in the form will be added to the selection.
- To add a new rubber-band, simply press [CTRL] on the keyboard and draw a new rubber-band. Any element fitting in the form will be added to the selection.

💡 Simply press [CTRL] + left-click on designated element(s) to unselect or add them to the rubber-band.

## 8 - Transversal tools

*Transversal tools* is a group of tools provided to interact within the DMU.



#### Overview / Transversal tools details

### 8.1 - X-Ray

**X-Ray:** Allows to see through closest parts to reveal hidden ones.

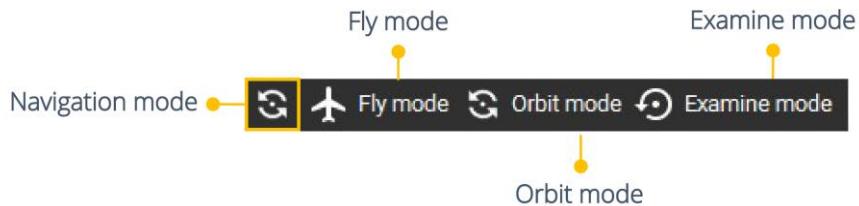
### 8.2 - Center camera

**Center camera:** Recenters the camera to visualize the full DMU from its first entry point.

## 8.3 - Navigation mode

### 8.3.1 - Definitions

**Navigation mode:** Allows to move the DMU. 3 modes are available.



### *Overview / Navigation mode*

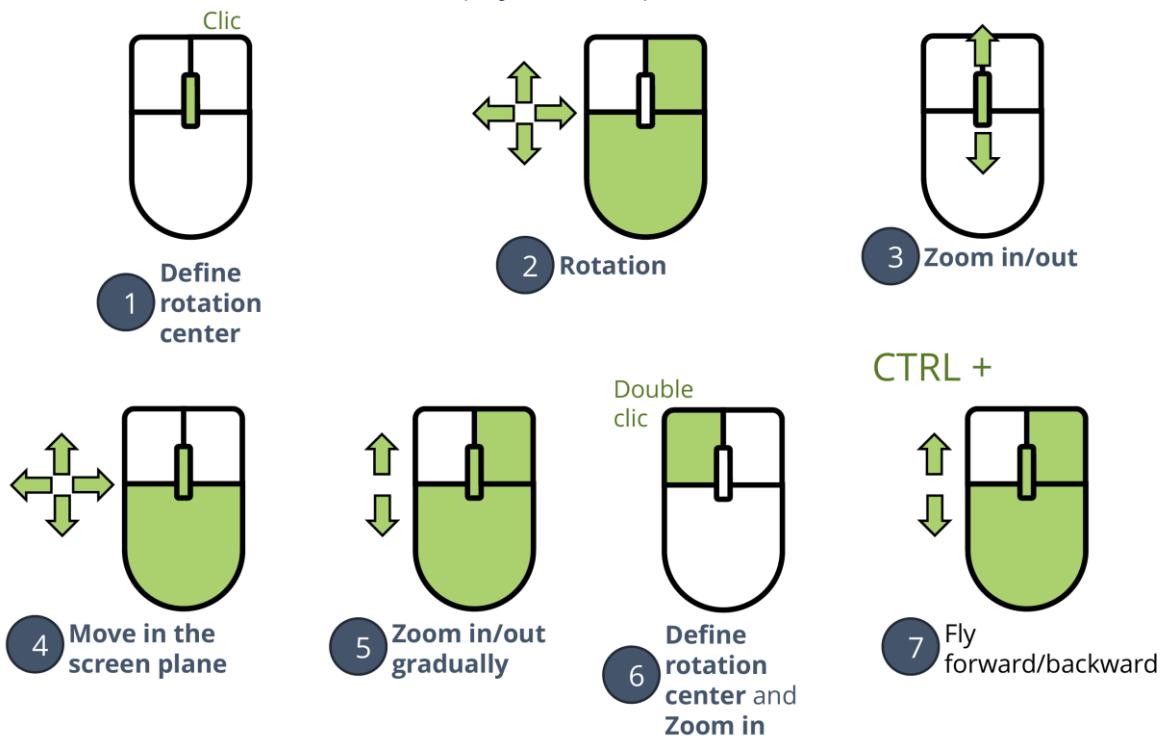
**Fly mode:** Free camera mode. The end-user can turn around, move forward/backward and control the speed.

**Orbit mode:** Centered camera mode. The end-user can move the camera around its center of interest, zoom in or out, and change the center of interest by using the mouse.

**Examine mode:** Very similar to the Orbit mode but follows a metaphor more akin to the one used in a popular 3D CAD Design tool. It may feel more natural than the orbit mode to CAD designers.

### 8.3.2 - Mouse navigation

DMU browsing implies special basic manipulations using the mouse.

8.3.2.1 - *Orbit Mode (default mode)**Overview / Orbit Mode browsing*

**Define rotation center:** Defines the rotation center of the DMU. Object is automatically centered in the plan.

**Rotation:** Rotates the object in the 3D view.

**Zoom in/out:** Increases/decreases the magnification of the designated object.

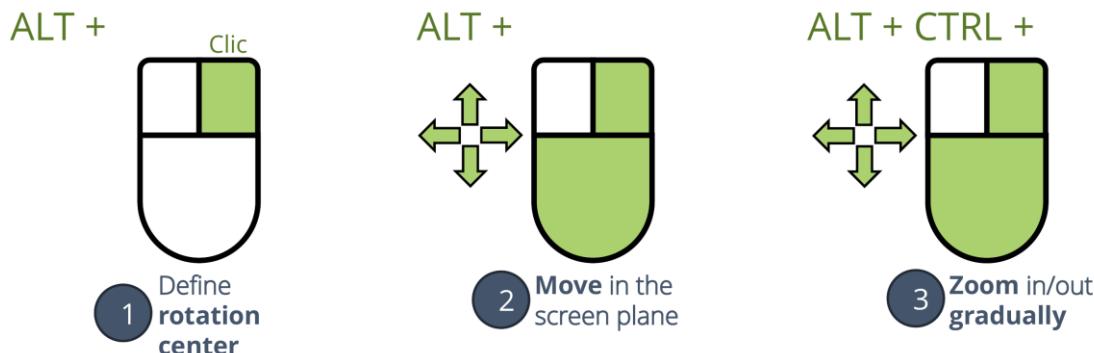
**Move in the screen place:** Moves the object in the image plan (pan).

**Zoom in/out gradually:** Increases/decreases gradually the magnification of the designated object.

**Define rotation center and Zoom in:** Defines the rotation center of the DMU and increases the magnification of the centered designated object.

**Fly forward/backward:** Hold the CTRL key during the "Zoom in/out gradually" action to fly smoothly forward or backward.

Should you have a mouse with no center wheel, keyboard shortcuts are available.



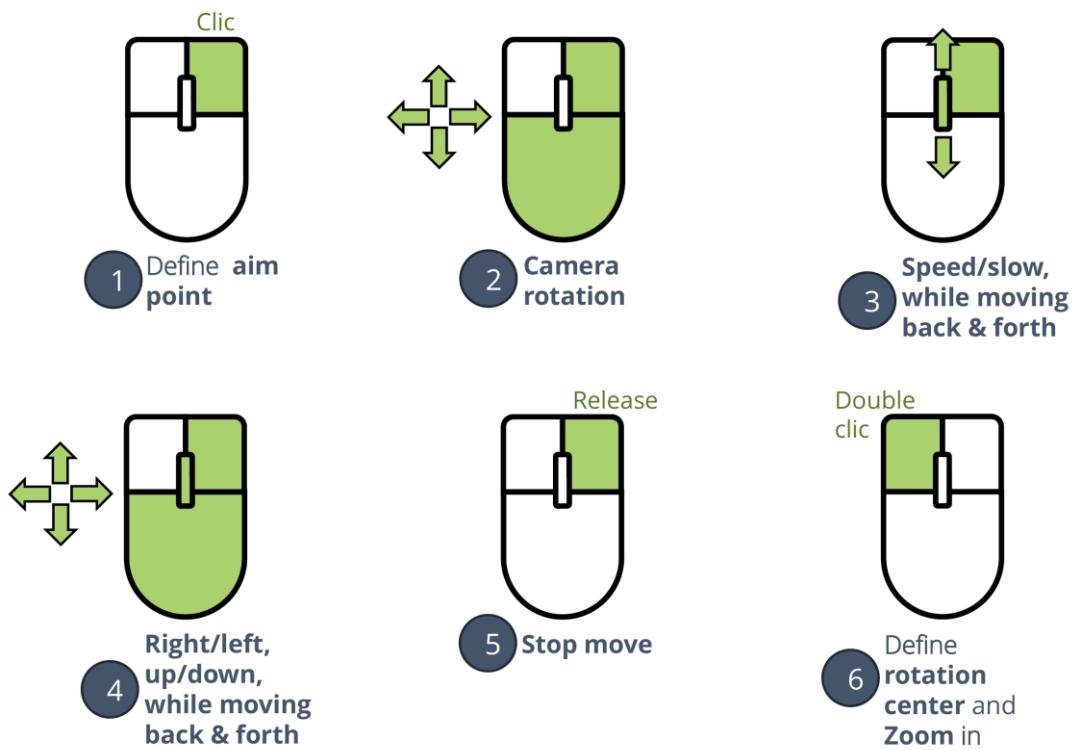
#### Overview / Orbit Mode Navigation with keyboard

**Define rotation center:** Defines the rotation center of the DMU. Object is automatically centered in the plan.

**Move in the screen plane:** Moves the object in the image plan (pan).

**Zoom in/out gradually:** Increases/decreases gradually the magnification of the designated object.

#### 8.3.2.2 - Fly Mode



#### Overview / Fly Mode Navigation

**Define aim point:** Defines move destination point.

**Camera rotation:** Moves the object in the image plan (pan).

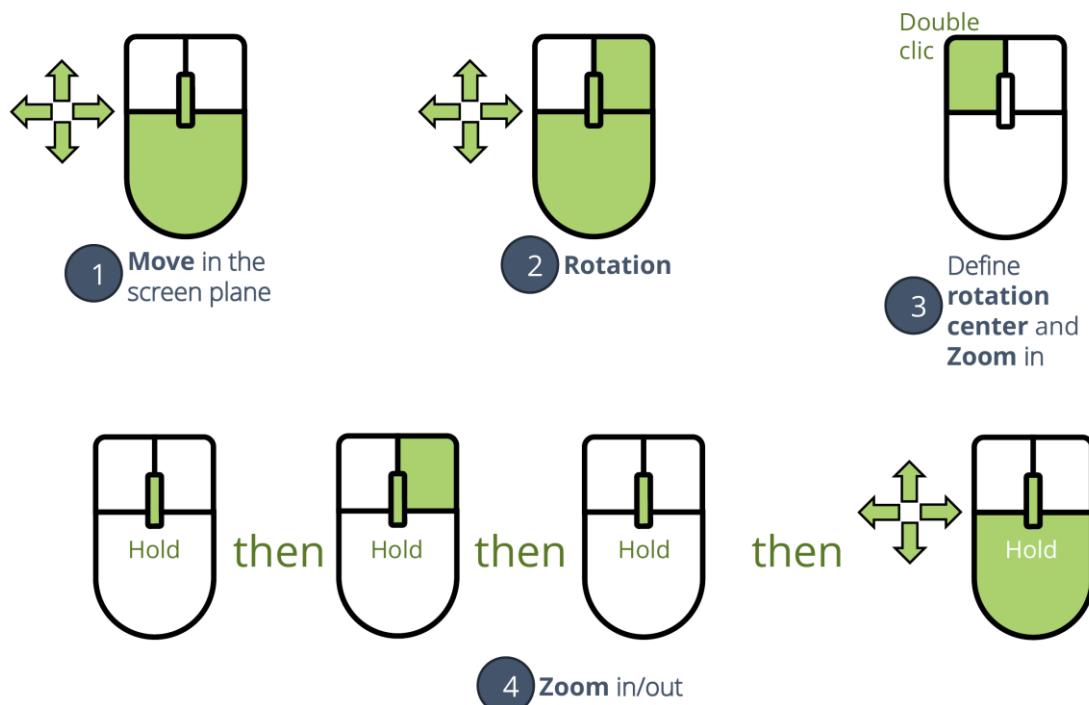
**Speed/slow, while moving back & forth:** Increases/decreases the magnification move to/from the designated object. Moving the mouse enables to navigate within the DMU in the meantime, please see hereafter.

**Right/left, up/down, while moving back & forth:** Enables to navigate within the DMU, from left to right/right to left, up to down/down to up, while increasing/decreasing the magnification move to/from the designated object.

**Stop move:** Stops any current move.

**Define rotation center and Zoom in:** Defines the rotation center of the DMU and increases the magnification of the centered designated object.

#### 8.3.2.3 - Examine Mode



#### Overview / Examine Mode Navigation

**Move in the screen plane:** Moves the object in the image plan (pan).

**Rotation:** Rotates the object in the 3D view.

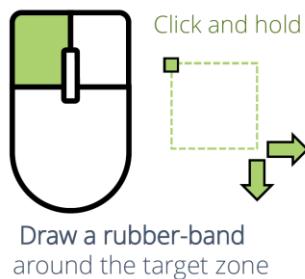
**Define rotation center and Zoom in:** Defines the rotation center of the DMU and increases the magnification of the centered designated object.

**Zoom in/out:** Increases/decreases the magnification of the designated object.

#### 8.3.2.4 - Helpers

In order to quickly center the view on a zone of the DMU, you can use a quick helper: the rubberband zoom.

ALT +



### Overview / Navigation Helpers

**Draw a rubber-band:** Keep the **ALT** key pressed while drawing a rubber-band using the left mouse button to define the zone of interest (left press then drag). Release the mouse button to automatically zoom to the desired zone.

#### 8.3.3 - Touchscreen navigation

Alternatively, touchscreen is also supported.

##### 8.3.3.1 - Orbit Mode - Touchscreen Navigation



##### Overview / Orbit Mode - Touchscreen Navigation

**Rotation:** Rotates the object in the 3D view.

**Zoom in/out:** Increases/decreases the magnification of the designated object.

**Move in the screen plane:** Moves the object in the image plan (pan).

##### 8.3.3.2 - Fly Mode - Touchscreen Navigation



##### Overview / Fly Mode - Touchscreen Navigation

**Rotation:** Rotates the object in the 3D view.

**Move forward:** Zoom in towards a designated object.

#### 8.4 - Annotation

**Annotation:** Gives 3D contextual information.



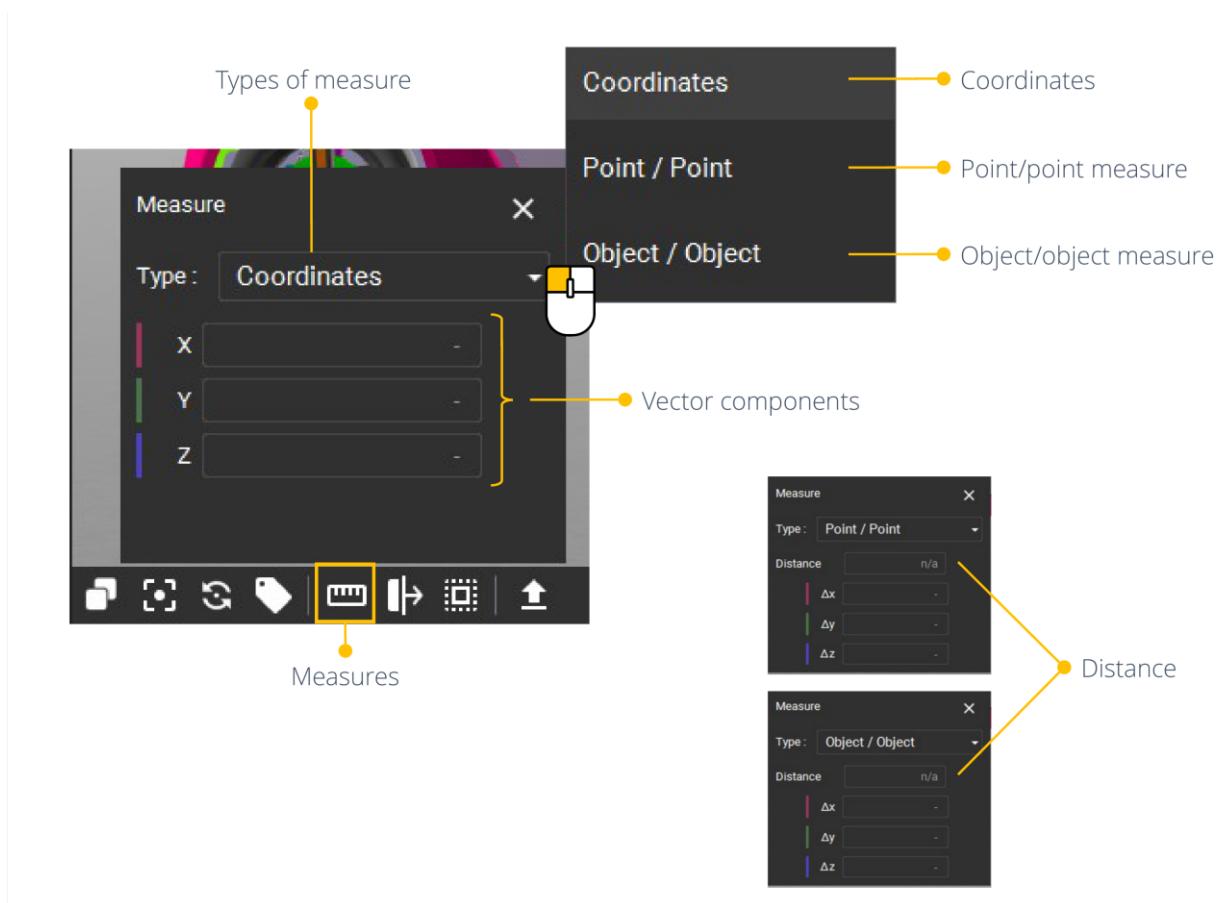
#### *Overview / Annotations options*

**Automatically show annotations on selection:** Tool enabling to automatically display annotations on selection.

**Filter annotation type:** Depending on database, tool enabling to filter annotation by type.

#### 8.5 - Measure

**Measure:** Allows to calculate measures between elements.



### Overview / Measures details

Three **Types of measure** are available: Coordinates, Point/point and Object/object.

**Coordinates:** Indicates the designated specific point coordinates (x, y and z) within the DMU.

**Point/point measure:** Calculates the distance between one point and another in the DMU.

**Object/object measure:** Calculates the minimum distance between one element and another in the DMU.

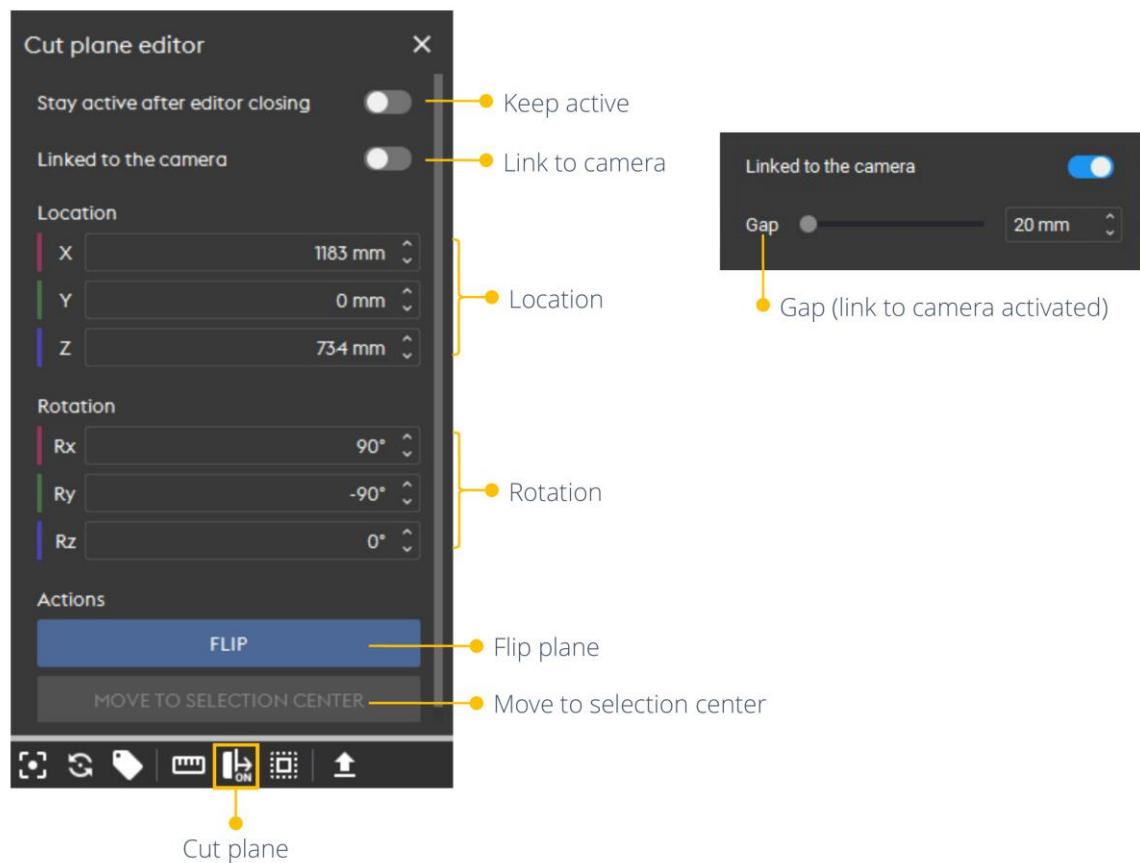
**Vector components:** Axis projected lengths.

**Distance:** Amount of space separating 2 points or 2 objects (depending on the type of measure selected).

## 8.6 - Cut Plane

### 8.6.1 -Cut Plane Editor

**Cut plane:** Slices the DMU.



### Overview / Cut Plane details

It is possible to create one single cut plane, to move and rotate it in the DMU as wished.

The cut plane is set automatically front to the current camera orientation.

**Keep active:** Tool enabling to retain Cut plane active while closing its edit window.

**Link to camera:** Forces the cut plane to be operated from the camera viewpoint.

**Gap (link to camera activated):** Depth of field between camera and cut plane. When zooming in/out, the cut plane moves according to the gap applied.

**Location:** Information enabling you to locate your cut plane in the DMU.

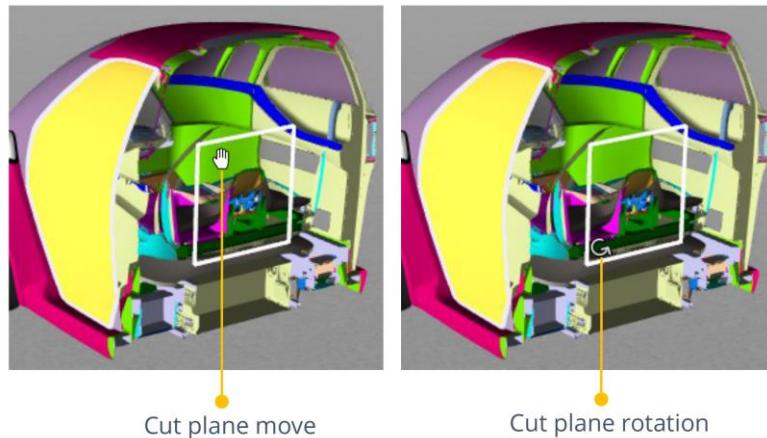
**Rotation:** Information enabling you to rotate your cut plane in the DMU.

**Flip plane:** Flips the cut plane, effectively switching the side that will be carved out.

**Move to selection center:** Tool enabling to move the Cut plane automatically to the center of a selected element.

### 8.6.2 -Cutting options in the 3D view

2 options are available when a cut plane has been activated in the 3D view.



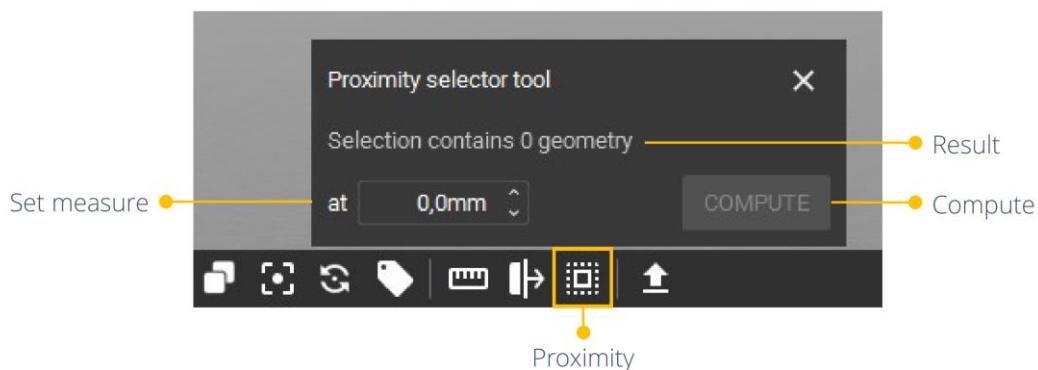
#### *Overview / Cut Plane / 3D view features*

**Cut plane move:** Enables to move the cut plane in the 3D view; tool materialized with a hand.

**Cut plane rotation:** Enables to rotate the cut plane in the 3D view; tool materialized with a circle finished with an arrow.

## 8.7 - Proximity

**Proximity:** Aggregates selected elements by distance information.



#### *Overview / Proximity tool details*

To aggregate selected elements by distance information:

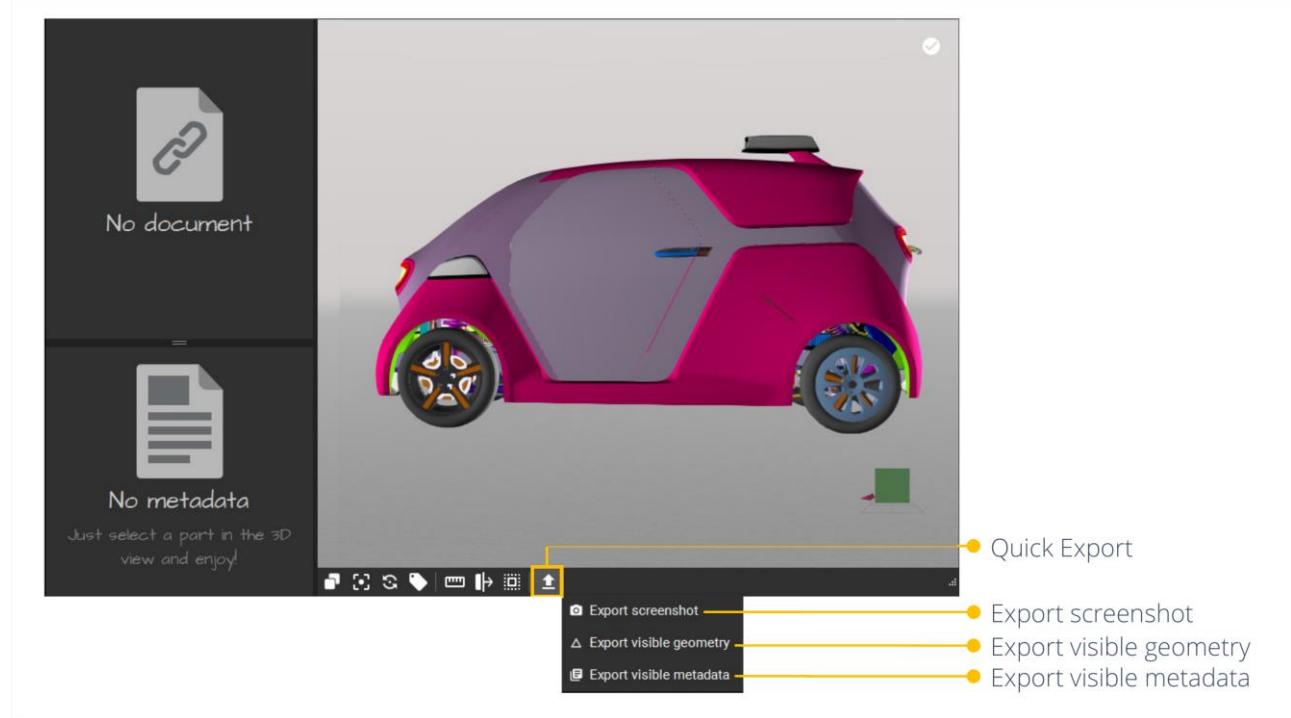
- Select an element
- **Set distance:** Tool enabling to set the area to be covered by the required aggregation.
- **Compute:** Launches proximity computation.
- **Result:** Displays the number of geometries appearing accordingly in the 3D view.

Proximity calculation can be extended from the latest calculation, by repeating the operation after the result has been obtained. Selection is then extended.

## 8.8 - Quick Export

**Quick Export:** Creates a file in a format that another application understands. This enables two programs to share the same data.

Further if a part in the DMU is selected or not, the export tool details are not the same.

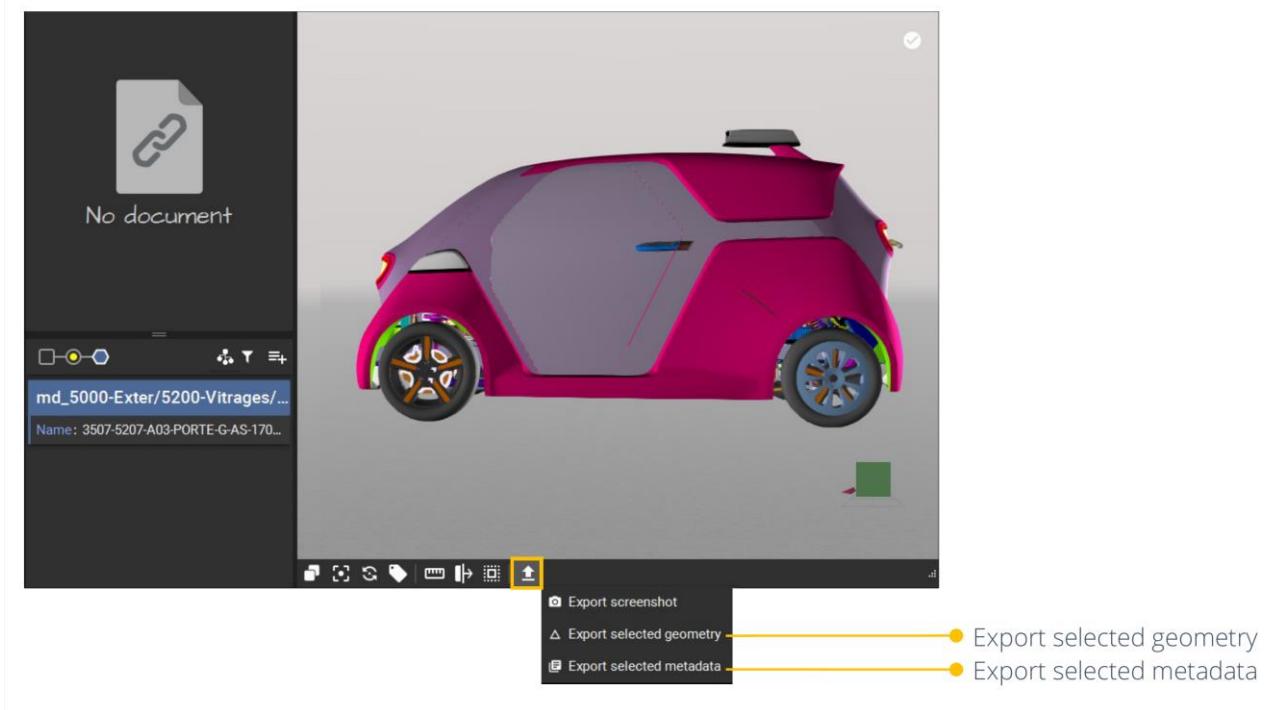


### Overview / Quick Export tool details / visible element

**Export screenshot:** Creates a screenshot in a format that another application understands.

**Export visible geometry:** Creates a file containing all visible geometries in a format that another application understands.

**Export visible metadata:** Creates a file containing the metadata of all visible geometries in a format that another application understands.



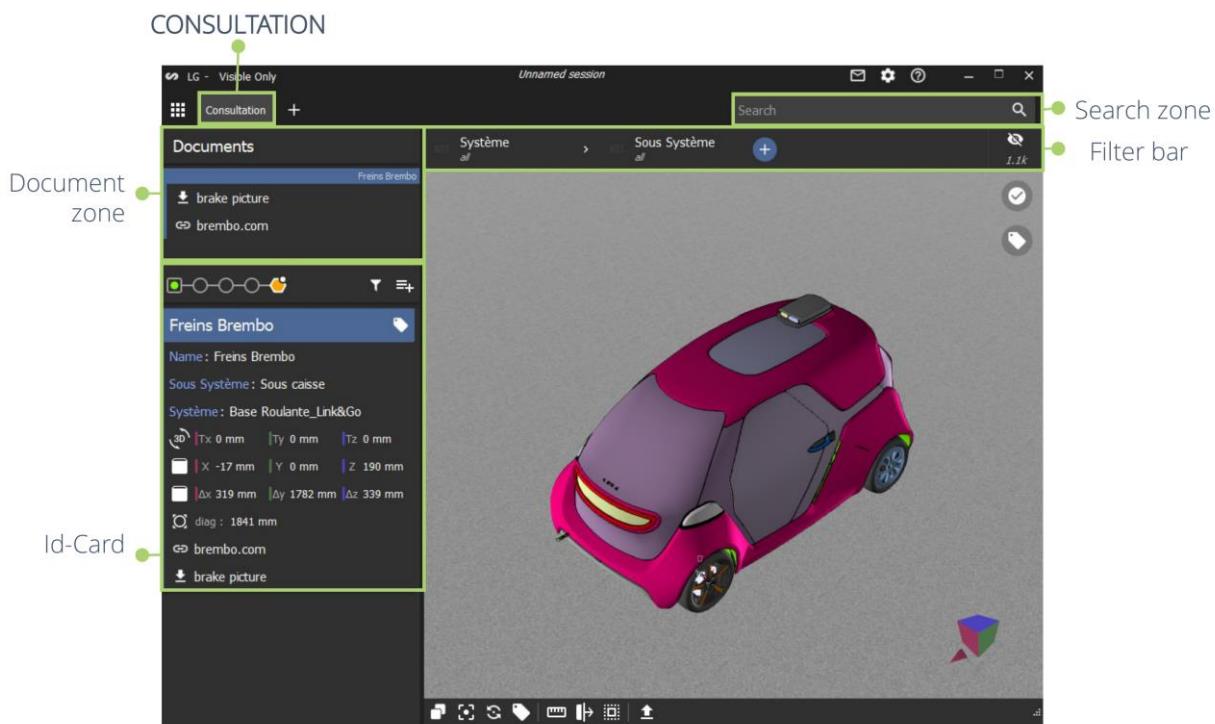
#### Overview / Export tool details / selected element

**Export selected geometry:** Creates a file containing the selected geometries in one of the supported export formats, please refer to [Settings](#).

**Export selected metadata:** Creates a file containing the metadata of the selected geometries in one of the supported export formats, please refer to [Settings](#).

# Consultation

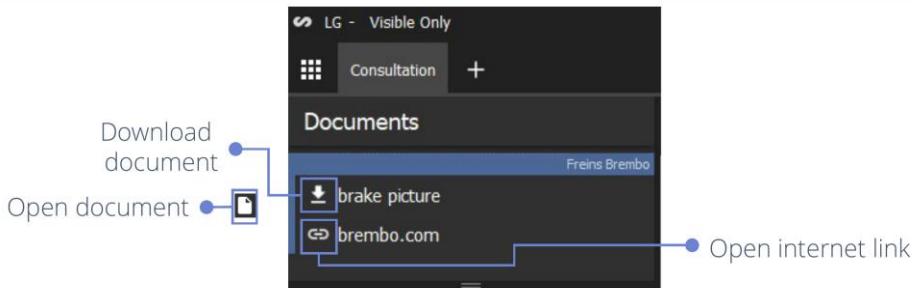
*Consultation* is an environment enabling to search, filter or analyse quickly a project. No interaction can be saved.



### Consultation

## 1 - Document zone

When selecting element(s) on the DMU, the *Documents* section displays the lists of documents available from the root and provided by the integrator upon DMU generation.



### Consultation / Documents

**Download documents:** Enable to download available documents. they can be of any kind. Non-exhaustively, for example .pdf, images, links.

**Open documents:** Enable to open the downloaded documents.

**Open Internet link:** Enable to open a provided Internet link.

## 2 - Id-Card

The Id-card is the list of metadata of selected elements in the DMU. Please refer to [Browser-Overview/Id-Card zone](#)

### 3 - Search zone

The *Search Zone* enables to look for a particular word or phrase /group of words in the DMU (mainly by Metadata). Please refer to [Browser-Overview/Search zone](#)

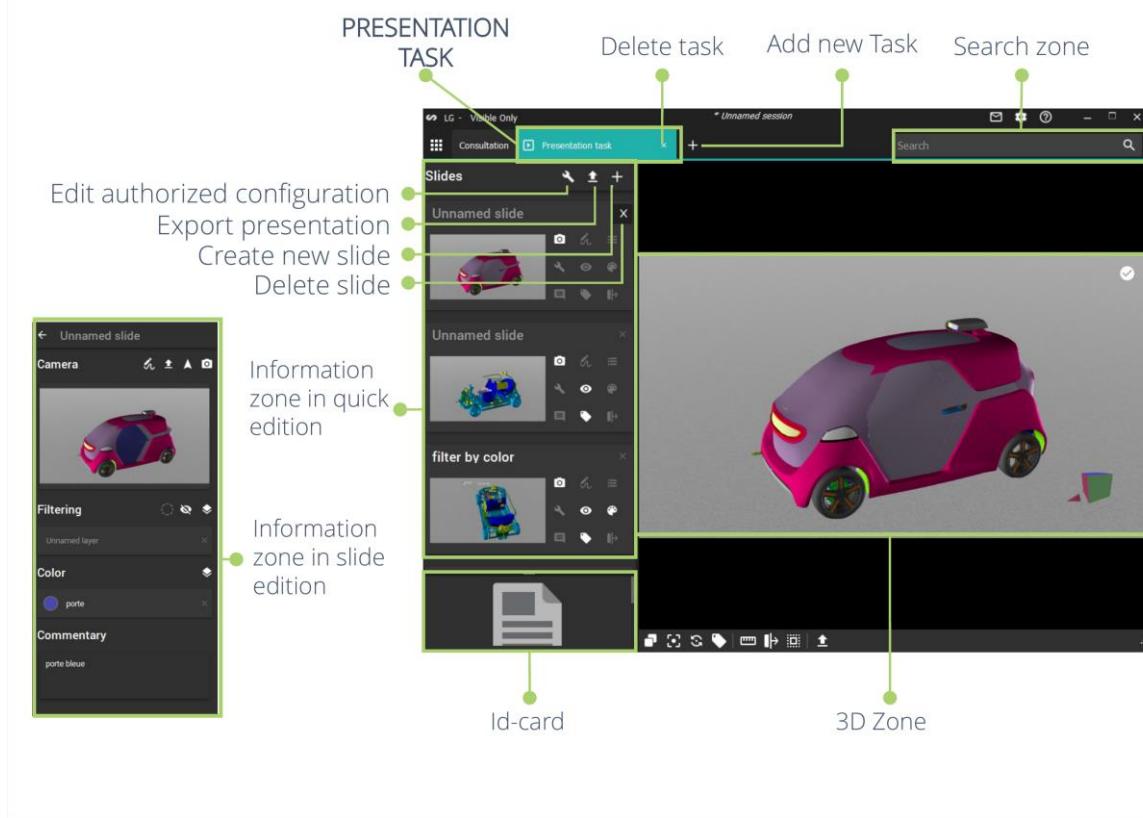
### 4 - Filter bar

The *Filter bar* allows to create filters and focus on a sub part of the whole DMU by specifying parts to remove or to keep depending on specific criteria. Please refer to [Browser-Overview/Filter zone](#).

# Presentation Task

The *Presentation Task* is specifically designed to visualize a slideshow of various states of the DMU. Each slide can be fully displayed by simple clic and exported in other formats. Therefore it enables to easily create/change clear presentations in an organized manner thanks to specific tools available in two different edition modes : the quick and the slide edition.

The Presentation Tasks can be recognized by the icon and associated color .



### Presentation Task

**Presentation:** Group of slides.

**Delete Task:** Delete selected Task in the current session.

**Add new Task:** Creates a new Task, added to your current Session.

**Search Zone :** tool to look for a particular word or phrase /group of words in the DMU (mainly by Metadata). Please refer to [Browser-Overview/Search zone](#)

**Edit authorized configuration:** Enables to modify the list of valid configurations by selecting one or several available configurations. Please refer to [Configuration in Task modes](#).

**Export presentation:** Makes it possible to export the current presentation in a format that another application understands.

**Create new slide:** Adds a new slide to your current presentation.

**Delete slide:** Delete the selected slide

**Information zone in quick edition :** zone where appear the various created slides, represented by a slide title, a thumbnail and quick access tools

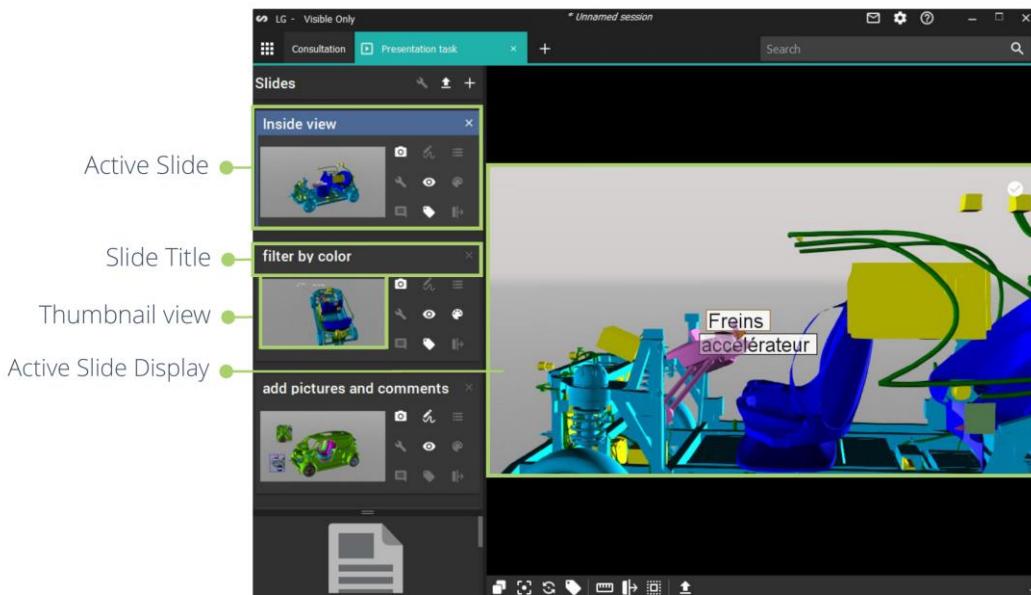
**Information zone in slide edition :** zone of a particular slide where various functions are proposed to enable to fine the presentation such as filters, colorization, adding a sketch, a legend, a commentary and/or an annotation... This is accessible when you double-click on the selected thumbnail.

**Id-card** : list of metadata of selected elements in the DMU. Please refer to [Browser-Overview/Id-Card zone](#)

**3D Zone** : digital working zone where the mock-up is displayed in 3D. Please refer to [Browser-Overview/3D zone](#)

## 1 - Slideshow mode

When an existing Presentation Task is opened, slides are displayed one above the other in the information zone and the DMU of the first slide in the 3D zone. You just need to click on the required slide thumbnail to have it displayed in the 3D zone and move its perspective.



*Presentation task / Quick access tool / Main features*

**Active slide** : slide displayed in the 3D zone. It is recognizable by its blue title.

**Title of slide** : each slide has its own title.

**Thumbnail view** : gives an overview of the slide content

**Display of the active slide** : displays the DMU of the selected slide. You can zoom, change the perspective, come back to the initial display... (Please refer to [Browser-overview/transversal tools / Manipulations](#)). To change the DMU, please refer to [Presentation tools](#).

## 2 - Edition mode

In order to prepare a fine presentation showing the DMU in different situations, from different perspectives, using different filtering, etc., we propose two modes : the Quick and the Full Edition.

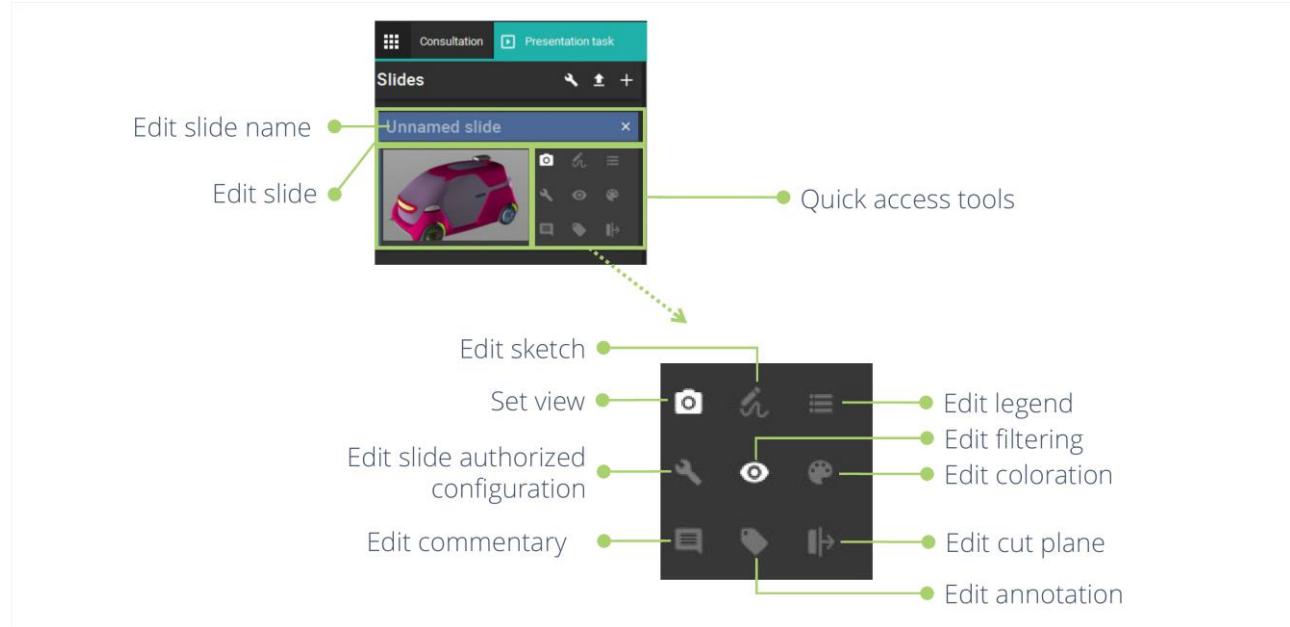
## 2.1 - Quick Edition

The *quick edition* provides a quick access of the main tools of the presentation task thanks to the Quick access tool.

### 2.1.1 -Quick access tool

The *Quick access tools* grants access to tools acting like a pop-up. It allows you to modify directly slides from the thumbnail view thanks to advanced functionalities.

### 2.1.2 -Edit tools



#### *Presentation task / Quick edition / Main tools*

**Edit slide name:** Creates/Modifies Slide's name. By default it is unnamed slide but you can change it by clicking on it.

**Edit Slide:** Modifies a page arranged in sequence containing text and images for presenting to an audience.

**Quick access tools:** Grants access to tools acting like a pop-up. It allows you to modify directly slides from the thumbnail view.

**Set view:** Records the current view and applies it at the thumbnail level.

**Edit sketch:** Adds forms, text or pictures in the 3D view. Please refer to [Sketch Edition](#).

**Edit legend:** Adds/Modifies legend. Please refer to [Legend edition](#).

**Edit slide authorized configuration:** Enables to modify the designated slide **individually** by selecting a configuration in the list of the various configurations allowed.

**Edit filtering:** Enables to quickly access to, add, modify filter. Please refer to [Filter Edition](#).

**Edit coloration:** Adds/Modifies color buckets (tool enabling to color filtered elements). Please refer to [Color Bucket](#).

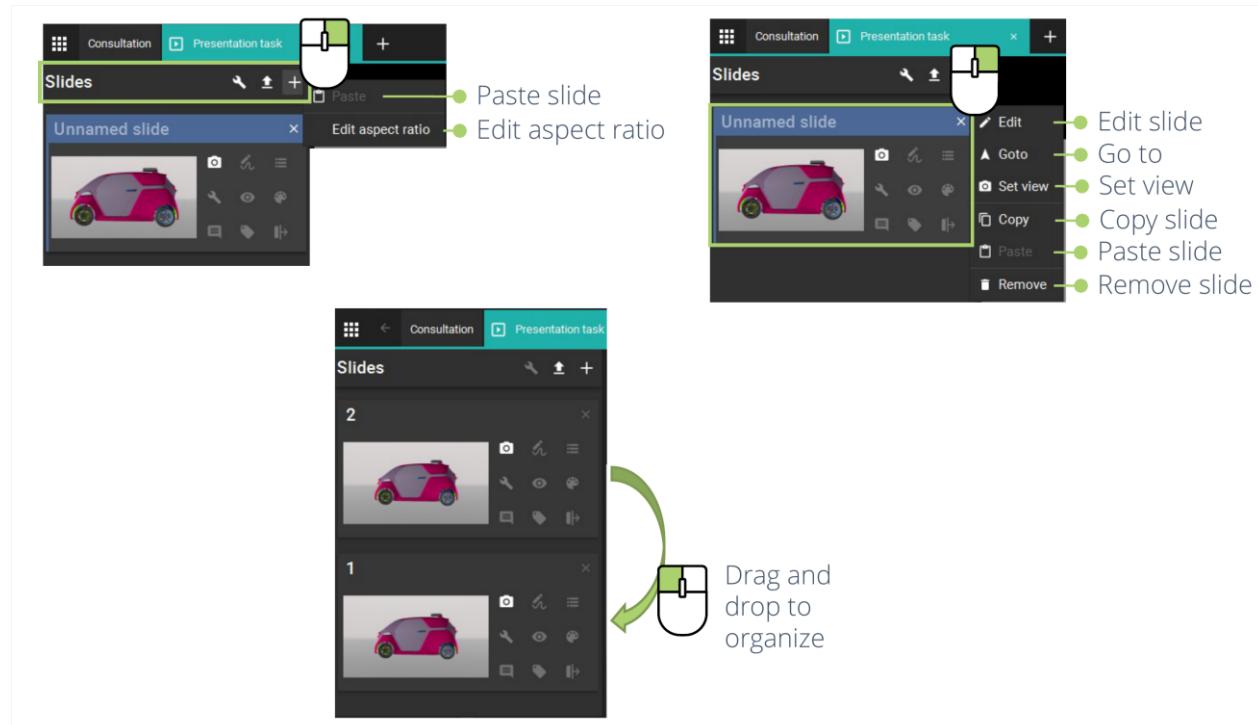
**Edit commentary:** Adds/Modifies commentaries, displayed below the 3D view. Please refer to [Commentary](#).

**Edit cut plane:** Creates/Modifies Cut Plane. Please refer to [Cut Plane](#).

**Edit annotation:** Adds/Modifies notes, annotations **in** the 3D view, enables to give 3D contextual information. Please refer to [Annotation Bucket](#).

### 2.1.3 -Slides organization

Additional features are available by right-clicking in the Slide area.



#### *Presentation Task / Quick edit / Additional features*

**Paste slide:** Inserts slide formerly copied.

**Edit aspect ratio:** Changes presentation ratio (4/3, 16/9, etc.) ; black lines appear on the 3D view to delimitate the size, also applied during export.

Additional features are available by right-clicking in the Thumbnail area.

**Edit slide:** Modifies a page arranged in sequence containing text and images for presenting to an audience.

**Go to:** Reverts the 3D view to thumbnail view.

**Set view:** Applies current view as thumbnail.

**Copy slide:** Copies selected slide.

**Paste slide:** Inserts slide formerly copied.

**Remove slide:** Deletes selected slide.

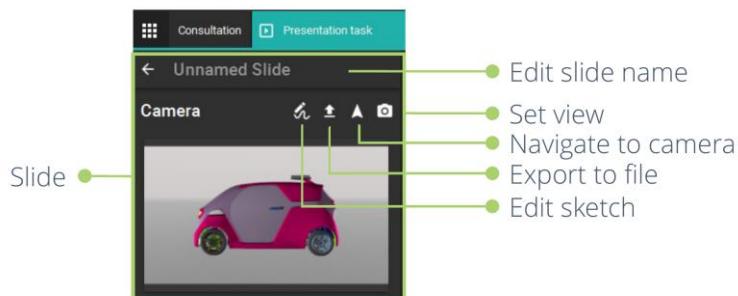
Slides can be easily reorganized within the presentation by drag & drop.

**Drag and drop to reorganize:** Keep pressing a click left on a slide with the mouse and move it up/down the other slides in the presentation.

## 2.2 - Full edition

The *full edition* is available when you double-click on a selected thumbnail. It enables to create a camera capture of the DMU with the same tools as the quick edition but on a different way thanks to the thumbnail tools.

### 2.2.1 -Thumbnail tools



*Slide edition / Main features*

**Slide:** Page arranged in sequence containing text and images for presenting to an audience.

**Edit slide name:** Creates/Modifies Slide's name.

**Set view:** Applies current view as thumbnail.

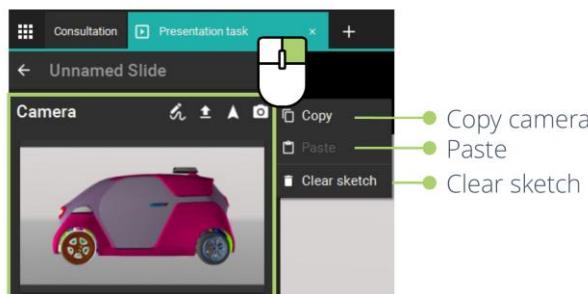
**Navigate to camera:** Modifies 3D view to reflect thumbnail.

**Export to file:** Saves the image.

**Edit sketch:** Draws form, adds color or text in the 3D view. Please refer to [Sketch Edition](#).

### 2.2.2 -Thumbnail context menu

Additional features are available by right-clicking in the Camera and/or Thumbnail area.



*Slide edition / Additional features*

**Copy camera:** Copies the camera information; ie. position, orientation and sketch.

**Paste:** Pastes elements formerly copied.

**Clear sketch:** Removes any element(s) added to the initial DMU.

### 3 - Presentation tools

The Presentation task enables to add sketches, legends, filters, colorization, commentaries, cut plane views and annotations on slides.

#### Sketch Edition

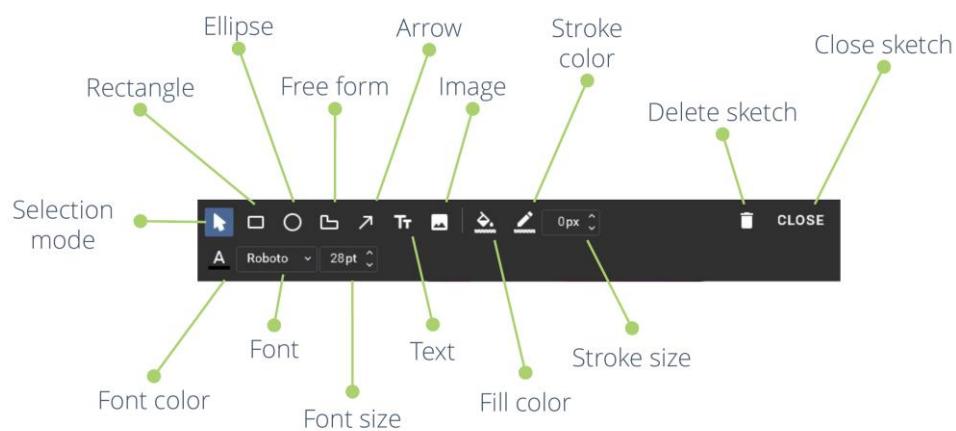
The *Sketch Edition* allows to add forms or draw your own, add texts, change the fonts and colors in the 3D view. The access differs further you are in quick or slide edition.



*Presentation / Sketch Edition in quick and slide edition*

#### Sketch tools

When clicking on the Sketch icon, you make a sketch bar appear above the DMU



*Presentation tool / Sketch Edition / Main features*

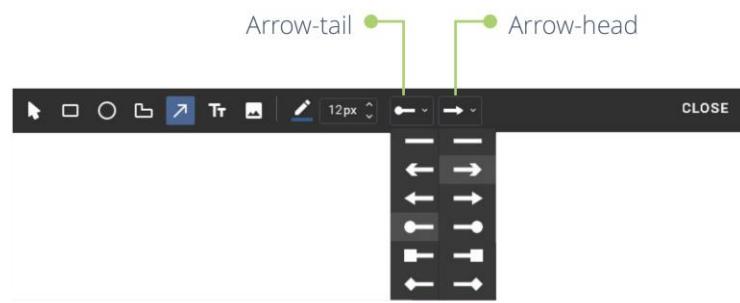
**Selection mode:** Means you can edit sketch in the 3D view.

**Rectangle:** Draws a rectangle.

**Ellipse:** Draws an ellipse.

**Free form:** Draws a form of your choice.

**Arrow:** Draws an arrow.



*Presentation tool / Sketch Edition / Arrow*

**Arrow-tail:** Modifies the form of the tail of the designated arrow.

**Arrow-head:** Modifies the form of the head of the designated arrow.

**Text:** Adds/Edits text.

**Image:** Adds an image.

**Fill color:** Fills drawing with color.

**Stroke color:** Edits border color.

**Stroke size:** Edits border size.

**Font color:** Edits text color.

**Font:** Edits text format.

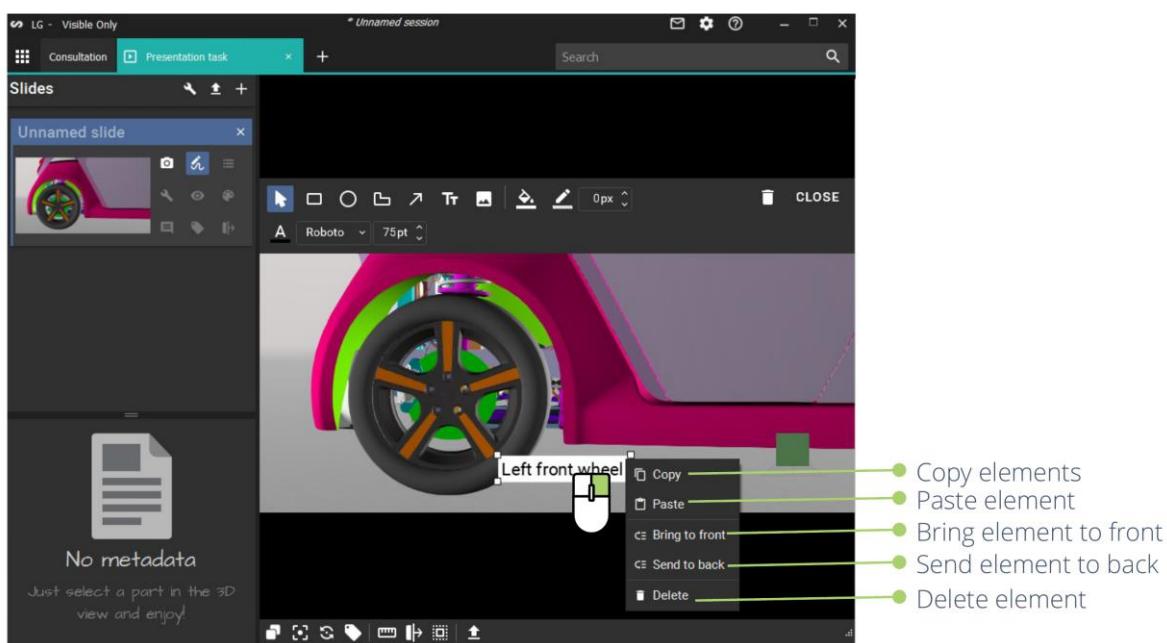
**Font size:** Edits text size.

**Delete sketch:** Deletes the designated sketch.

**Close sketch:** Closes the sketch editor.

**Context menu**

When a sketch has been added to the 3D view, additional options are available by right-clicking on it in the 3D view.



#### *Presentation Tools / Sketch edition / Additional features*

**Copy element:** Copies selected element(s).

**Paste element:** Inserts the data formerly copied.

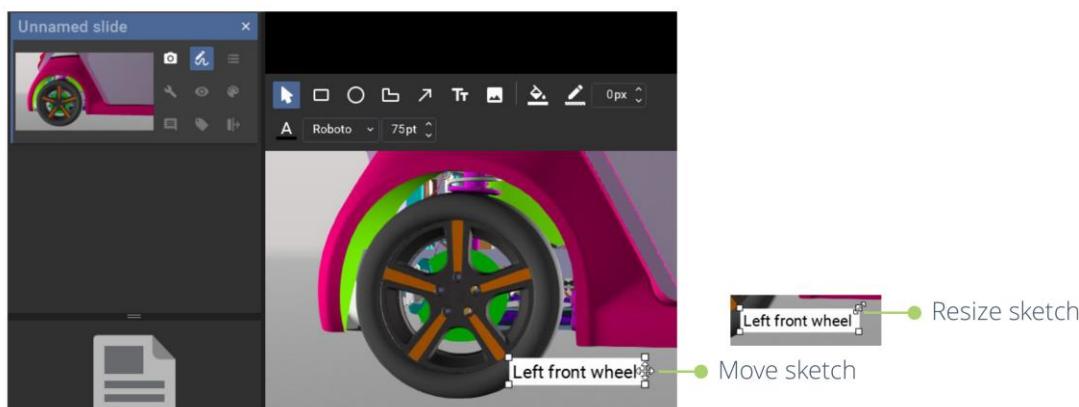
**Bring element to front:** Moves the selected element(s) one step closer to the front of the layers stack.

**Send element to back:** Moves the selected element(s) one step toward the back of the layers stack.

**Delete element:** Deletes selected element(s).

#### *Object transformation*

In the 3D view, the sketch being drawn or a selected sketch can be modified afterwards.



#### *Presentation tools / Sketch Edition / 3D zone*

**Move sketch:** Moves designated sketch in the 3D view.

**Resize sketch:** Enables to resize designated sketch.

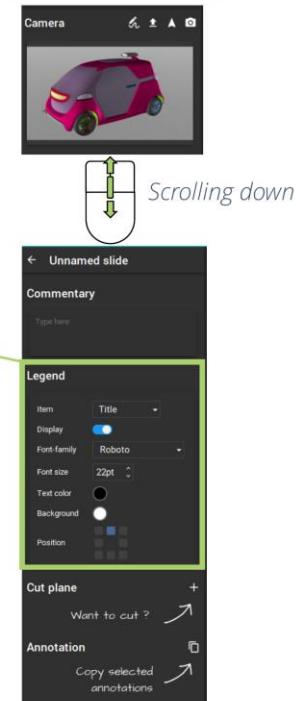
### Legend Edition

The *Legend Edition* allows to add a legend, to name and comment it in the 3D view. The access differs further you are in quick or slide edition but the features are the same.

#### In Quick Edition

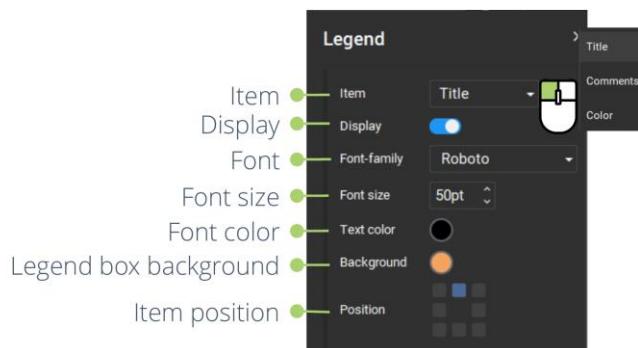


#### In Slide Edition



*Presentation / Legend Edition in quick and slide edition*

### Legend tools



*Presentation / Legend Edition / Main features*

**Item:** Enables to select information to be displayed in the DMU : title, comment or color (= legend box).

**Display:** Enables to display/hide the designated item.

**Font:** Edits text format of the legend box.

**Font size:** Edits text size of the legend box.

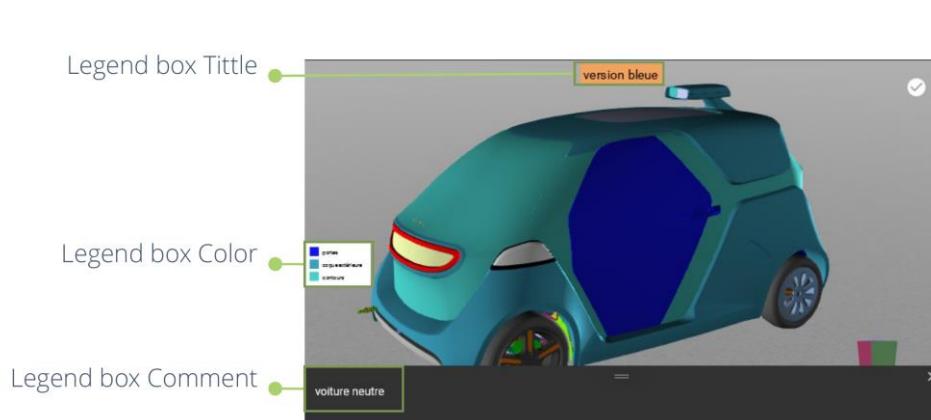
**Font color:** Edits text color of the legend box.

**Legend box background:** Defines the aspect of the legend box background.

**Item position:** Enables to edit legend and title position in the 3D view.

### Legend display

The Legend box corresponds to the display of the legend on the DMU. It is independant from the camera, meaning it will not appear on the thumbnail.



### *Presentation / Legend Edition / Legend box*

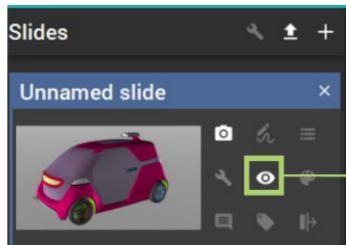
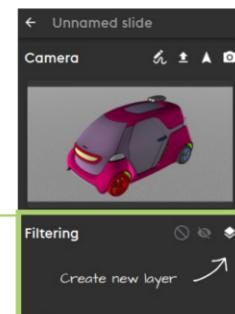
**Legend box Title** : legend display when the selected item is *title*. The title of the slide must have beforehand been created.

**Legend box Color** : legend display when the selected item is *color*. A color filter must have beforehand been created. please refer to [Presentation tool / color bucket](#)

**Legend box Comment** : legend display when the selected item is *Comment*. A commentary must have beforehand been created. please refer to [Presentation tool / commentary](#)

### Filter Edition

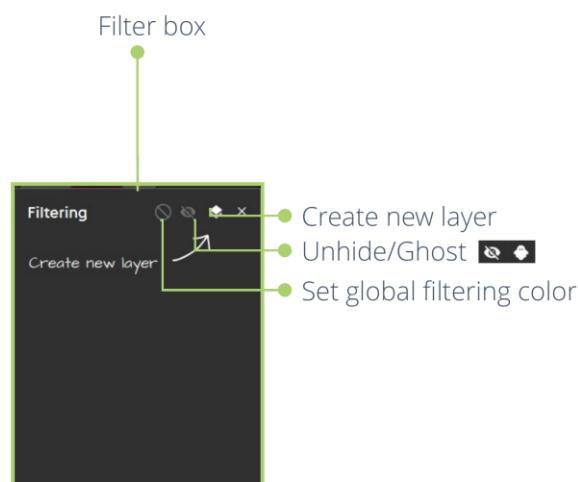
The *Filter Edition* allows to display/hide matching instances on/from the whole DMU depending on specified filters. A *Filter* is a particular criterion that adds/removes matching instances to/from a *Layer*. Filters can be overlaid; it allows to apply one or several filter(s) easily in order to display/hide elements on/from the DMU. The access differs further you are in quick or slide edition but the features are the same.

In Quick EditionIn Slide Edition

*Presentation Tools / Filter Edition in quick and slide edition*

### Filter tool

The filtering is done through the Filter box.



*Presentation tool / Filter box*

The *Filter box* gives access to a set of filtered parameters.

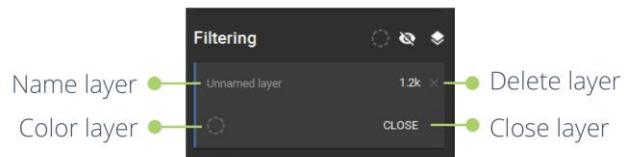
**Create new layer:** Creates a new layer that will be added to "Filtering".

**Unhide:** Ghosts elements filtered.

**Ghost:** Hides elements filtered.

**Set global filtering color:** Sets a color that will be automatically applied to future filters until a new color is formerly applied.

## Filter layer



### *Presentation tools / Filtering / Main features*

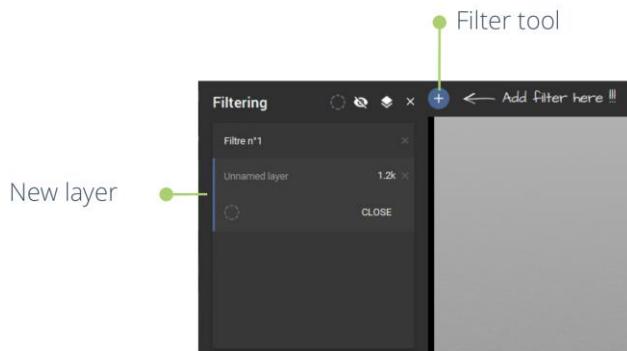
**Name layer:** Creates/modifies layer's name.

**Color layer:** Adds/Modifies color.

**Delete layer:** Deletes the layer.

**Close layer:** Closes the layer.

When a new layer is created, the filtering is done through the Filter tool as the Quick Access Criteria are not proposed anymore.



### *Presentation tools / Filtering / Create a new layer*

**New Layer :** New layer added below the previous ones.

**Filter tool :** Tool to create any kind of filter on any metadata or 3D box. Please refer [Browser-overview / Filter Tool](#)

Context menu

Additional options are available by right-clicking in the Filter tool area.



### *Presentation tools / Filter box / Additional features*

**Go to designated layer:** Reverts the 3D view to the designated layer.

**Export visible geometry:** Exports the geometry of the DMU as filtered.

**Export visible metadata:** Exports the metadata of the DMU as filtered.

**Ignore cut plane:** Enables to exclude designated parts, buckets and/or layers from cut plane.

**Ignored cut plane:** Indicates designated parts, buckets and/or layers are excluded from cut plane.

**Copy layer:** Copies the designated layer.

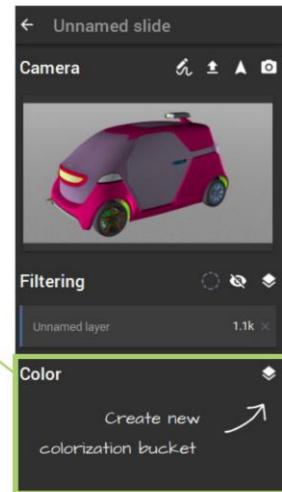
**Paste:** Pastes the data formerly copied.

**Remove layer:** Removes the designated layer.

formerly unselected in the selection and unselect elements formerly selected in the selection.

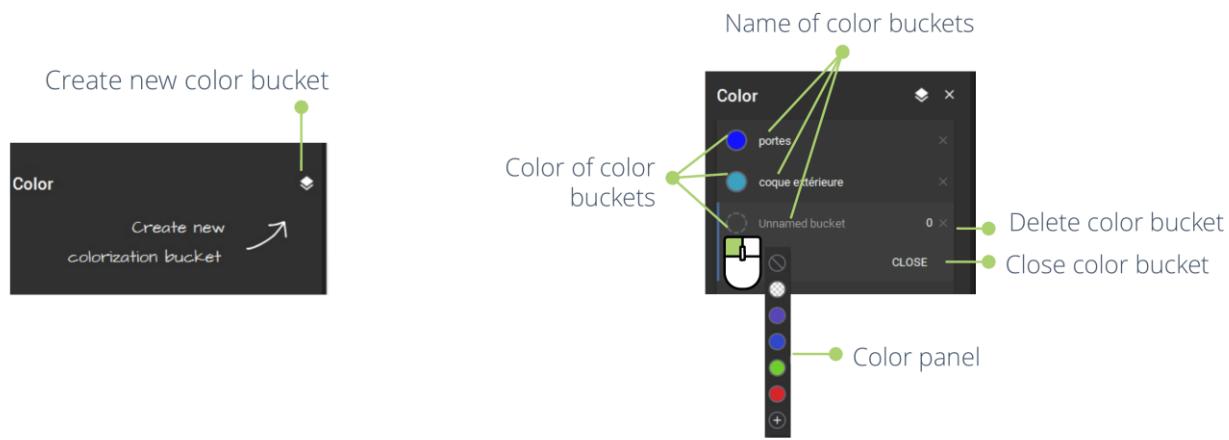
### *Color Bucket*

The *Color Bucket* enables to *color* filtered elements. The access differs further you are in quick or slide edition but the features are the same.

In Quick EditionIn Slide Edition

*Presentation tools / Color Bucket in quick and slide edition*

### Color bucket tool



*Presentation / Color bucket / Main features*

**Create new color bucket:** Creates a new color bucket. It will be added to the colox box, one below the other.

**Name of color bucket:** Creates/Modifies designated color bucket's name by clicking on it

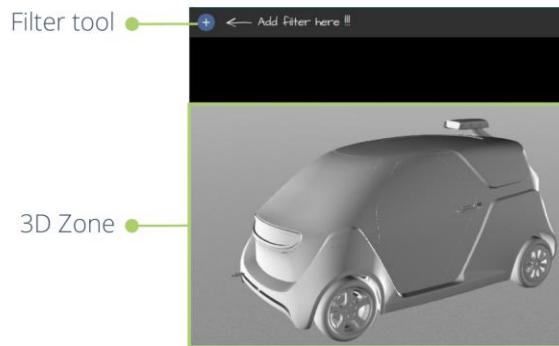
**Color of color bucket:** Applies a color to the designated layer. Color will be reflected to all the filters applied to the designated layer.

**Color panel :** Gives access to a variety of colors

**Delete color bucket:** Deletes designated color bucket.

**Close color bucket:** Closes designated color bucket.

When you create a new color bucket, you need to define what you want to colorize through a filter.



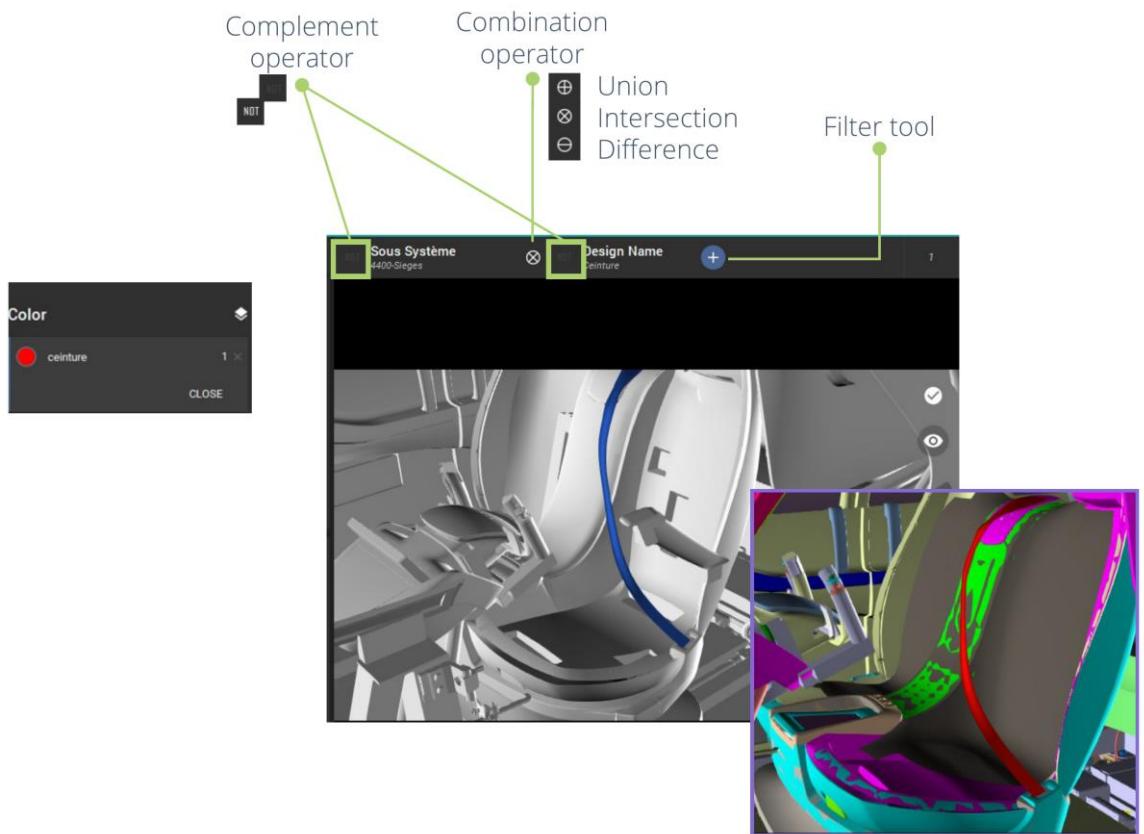
*Presentation / Color bucket / Create a color bucket*

**Filter tool** : Tool to create any kind of filter on any metadata or 3D box. Please refer [Browser-overview / Filter Tool](#)

**3D zone** : Digital working zone where the mock-up is displayed in 3D. When creating a color bucket it appears in grey in order to better visualize the color bucket filter. Please refer to [Browser-Overview/3D zone](#)

#### [Filter surimposition](#)

When you have a color filter and several filters in the filter tool, surimposition is displayed from left to right on top of the 3D view.



### *Presentation / Color bucket / Filter Surimposition*

**Combination operator:** Binary operator defining how two sets of filtered instances are combined (following the "Algebra of sets"). Three operators are available:

- *Union*: the result is the union of the two sets.
- *Intersection*: the result is the intersection of the two sets.
- *Difference*: the result is the difference of the two sets.

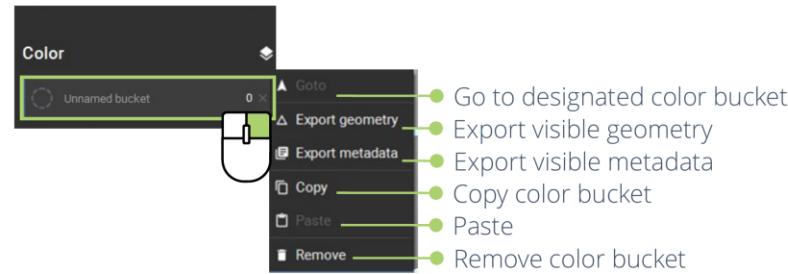
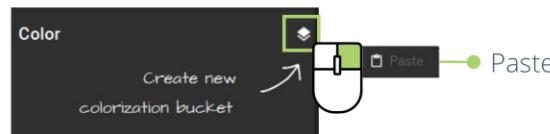
**Complement operator:** Unary operator allowing to invert a set of filtered instances (following the "Algebra of sets"). It is mainly represented by the possibility to keep/discard a filter by clicking on a *NOT* button.

**Filter tool:** Creates a new filter, it will be added to your current slide. Please refer to [Browser-overview / Filter Tool](#).

💡 Close the color bucket tool enables to visualize the result (color applied on the designated element(s)).

### *Context menu*

Additional options are available by right-clicking in the color bucket area.



### *Presentation Task / Color bucket / Additional features*

**Paste:** Inserts the data formerly copied.

**Go to designated color bucket:** Reverts the 3D view to the designated color bucket.

**Export visible geometry:** Exports the geometry of the DMU as filtered.

**Export visible metadata:** Exports the metadata of the DMU as filtered.

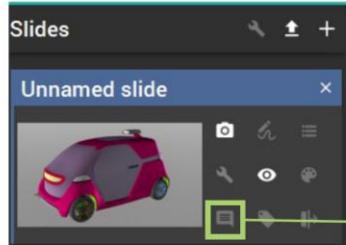
**Copy color bucket:** Copies the designated color bucket.

**Paste:** Pastes the data formerly copied.

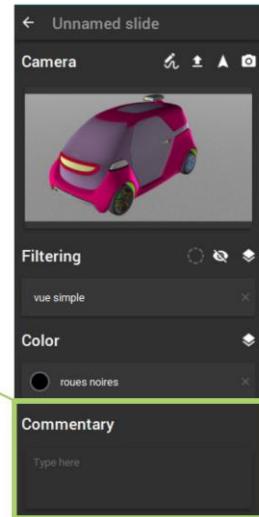
**Remove color bucket:** Removes the designated color bucket.

### *Commentary display*

The field *Commentary* allows to add notes, explanations *under* the 3D view. The access differs further you are in quick or slide edition but the features are the same.

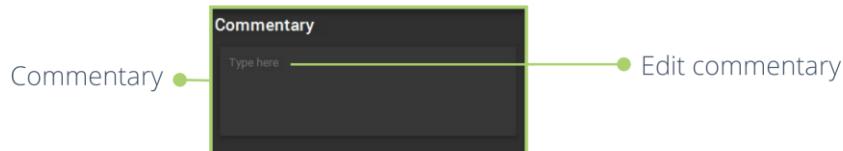
In Quick Edition

Commentary

In Slide Edition

Commentary

*Presentation tools / Commentary in quick and slide edition*

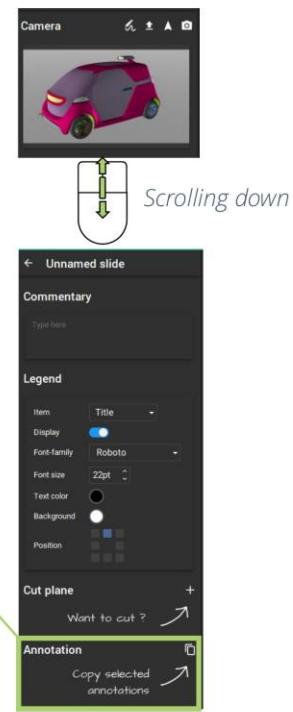


*Presentation Task / Commentary*

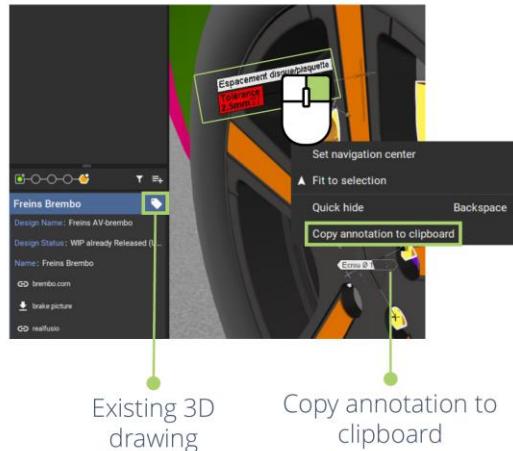
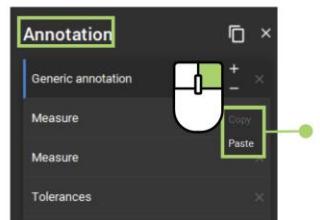
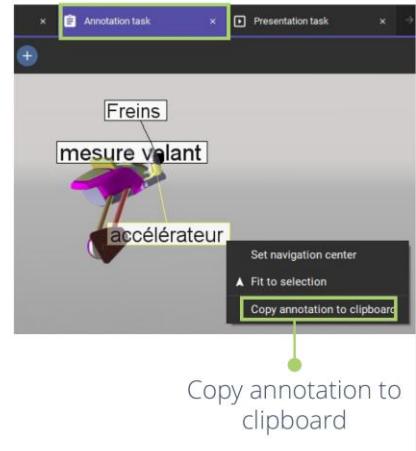
**Edit commentary:** Tool enabling to edit note/explanation in the 3D view.

#### Annotation display

The *Annotation* features allow to add existing annotations in the 3D view such as existing *3D drawings*, measures, and annotations previously created in the annotation task (please refer to [Annotation task](#)). The access differs further you are in quick or slide edition but the features are the same.

In Quick EditionIn Slide Edition*Presentation Task / Annotation in quick and slide edition**Copy / Paste annotation*

The annotations need to have been created beforehand. It can be a measure, a 3D drawing or an annotation from the annotation task. Therefore it is necessary to copy, then to paste them in *annotation*.

Copy MeasureCopy 3D DrawingCopy from Annotation task*Presentation Task / Quick edition / Copy and paste annotation*

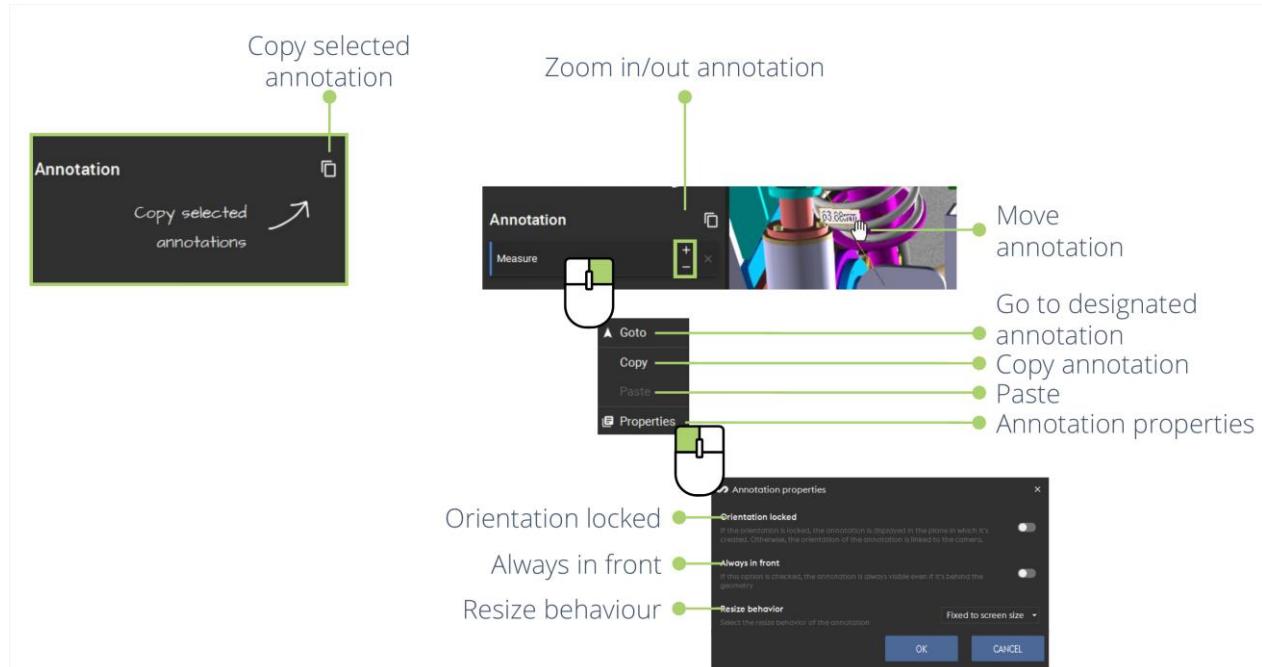
**Copy measure:** Copies the measure formerly performed in the clipboard. Please refer to [Browser-Overview/Transversal tools/Measure](#).

**Copy 3D Drawing to clipboard:** Copies an existing 3D Draw provided by the integrator.

**Copy annotation to clipboard :** Copies the annotations formerly created in the annotation task. Please refer to [Annotation Task](#).

**Paste in annotation:** Pastes the data formerly copied in the clipboard.

### Annotation bucket tool



#### *Presentation Task / Annotation / Main features*

**Copy selected annotation:** Reproduces the selected note within the DMU in order to paste it somewhere else.

**Zoom in annotation:** Makes the annotation appear larger and nearer.

**Zoom out annotation:** Makes the annotation appear smaller and further away.

**Move annotation:** Enables to move the annotation in the 3D view.

Additional features are available by right-clicking on the designated annotation.

**Go to designated annotation:** Reverts the 3D view to the annotation.

**Copy annotation:** Copies the designated annotation.

**Paste:** Pastes the data formerly copied.

**Annotation properties:** Pops-up a properties panel enabling to manage annotation display.

Additional features are available by a left click on *Annotation properties* of the designated annotation.

**Orientation locked:** When the option is checked (cursor on the right, with blue background), the orientation of the designated annotation is locked: the annotation will always face the same orientation and follow the rest of the DMU when moving the camera. When unchecked (cursor on the left, with grey background), the annotation will appear the same regardless of the orientation of the camera.

**Always in front:** Changes how the annotation displays in regard to the geometry. When the option is checked (cursor on the right, with blue background), the annotation always displays clearly even when it's behind the parts. When unchecked (cursor on the left, with grey

background), the annotation will appear as by transparency when it should be hidden behind parts.

**Resize behaviour:** Defines the method used to determine the display size of the annotation, depending on the zoom level applied on the DMU.

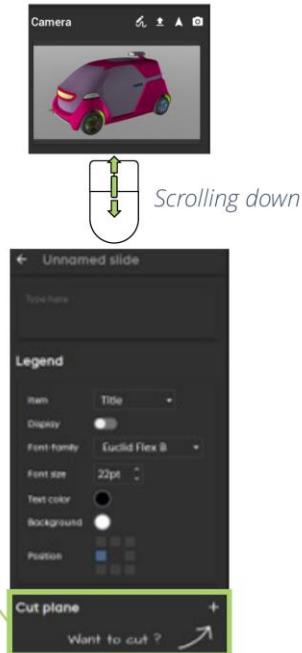
### Cut Plane Edition

The tool *Cut Plane* slices the DMU. The access differs further you are in quick or slide edition but the features are the same.

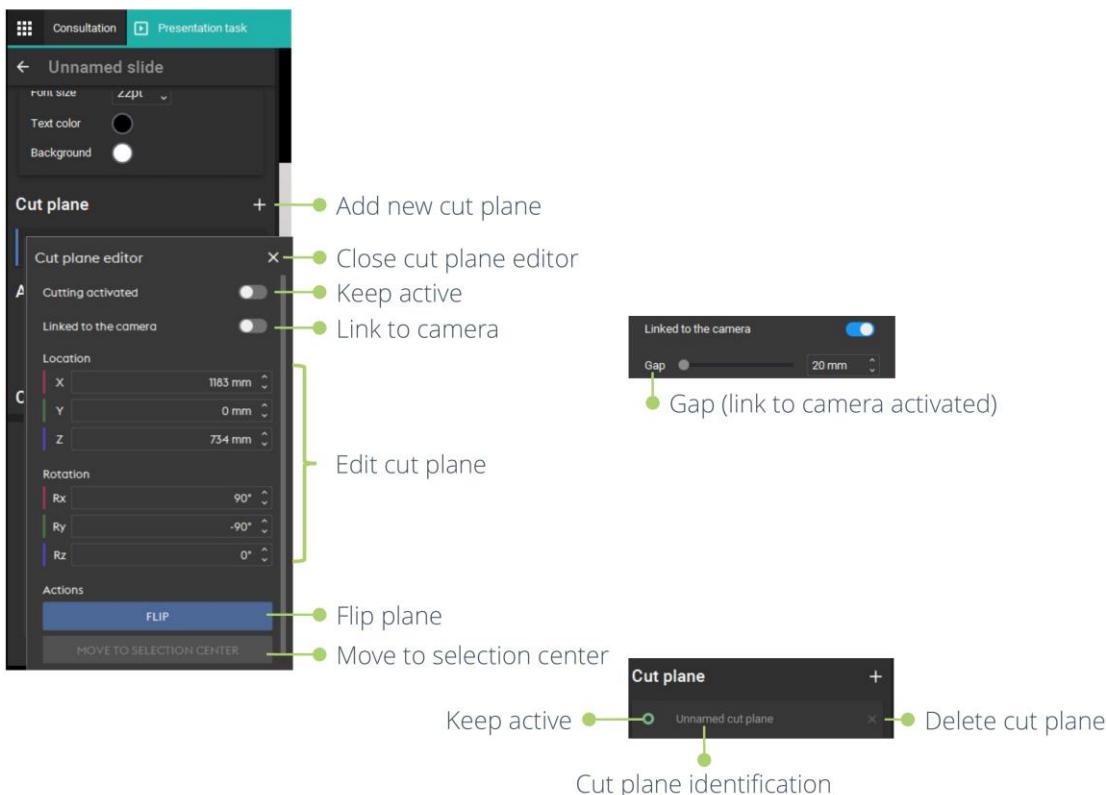
#### In Quick Edition



#### In Slide Edition



#### *Presentation tools / Cut Plane*



### *Presentation tools / Cut Plane edition*

**Add new cut plane:** Adds a new cut plane.

**Close cut plane quick editor:** Closes the cut plane quick editor.

**Close cut plane editor:** Closes the cut plane editor.

**Keep active:** Tool enabling to remain Cut plane active while closing its edit window.

**Link to camera:** Forces the cut plane to be operated from the camera viewpoint.

**Gap (link to camera activated):** Depth of field between camera and cut plane. When zooming in/out, the cut plane moves according to the gap applied.

**Edit cut plane:** Tools enabling to rotate or to modify the location of the designated cut plane.

**Flip plane:** Flips the cut plane, effectively switching the side that will be carved out.

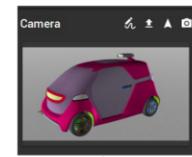
**Move to selection center:** Moves the cut plane to the center of the currently selected element.

**Cut plane identification:** Identifies the designated cut plane.

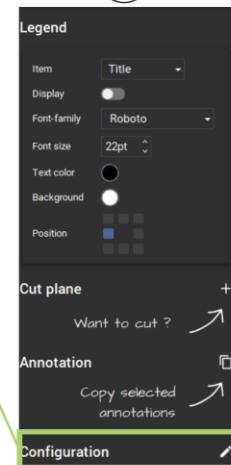
**Delete cut plane:** Deletes the designated cut plane.

### *Configuration*

The configuration tool enables to modify the list of valid configurations by selecting one or several available configurations. The access differs further you are in quick or slide edition but the features are the same.

In Quick EditionIn Slide Edition

Scrolling down

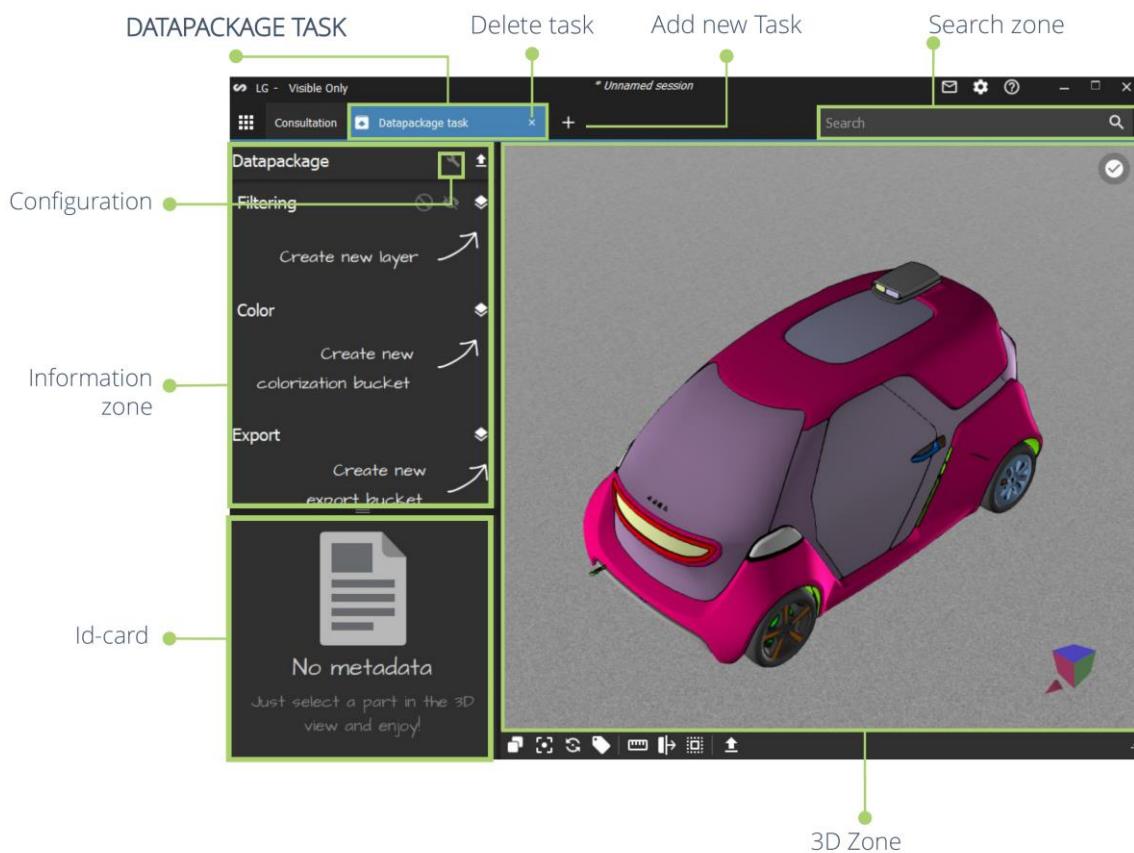
*Presentation tools / Configuration*

Please refer to [Configuration in Task modes](#).

# Datapackage Task

The *Datapackage Task* is specifically dedicated to export one or various DMU extracts for external authoring tools or uses. These extracts can be built with filters, colorizations and saved in different export files with the possibility to simplify each of them. Related metadata can also be exported.

Datapackage Tasks can be recognized via the icon and associated color .



### *Datapackage Task*

**Delete Task:** Delete selected Task in the current session.

**Add new Task:** Creates a new Task, added to your current Session.

**Search Zone :** tool to look for a particular word or phrase /group of words in the DMU (mainly by Metadata). Please refer to [Browser-Overview/Search zone](#)

**Configuration:** Enables to modify the list of valid configurations by selecting one or several available configurations. Please refer to [Configuration in Task modes](#).

**Information zone :** zone where various functions are proposed to enable to create filters, colorization and produce varius export files.

**Id-card :** list of metadata of selected elements in the DMU. Please refer to [Browser-Overview/Id-Card zone](#)

**3D Zone :** digital working zone where the mock-up is displayed in 3D. Please refer to [Browser-Overview/3D zone](#)

## 1 - Filter Edition

The *Filter Edition* allows to display/hide matching instances on/from the whole DMU depending on specified filters.

The Filter features are the same as in the Presentation task. Please refer to [Presentation tool / Filter Edition](#).

## 2 - Color Bucket

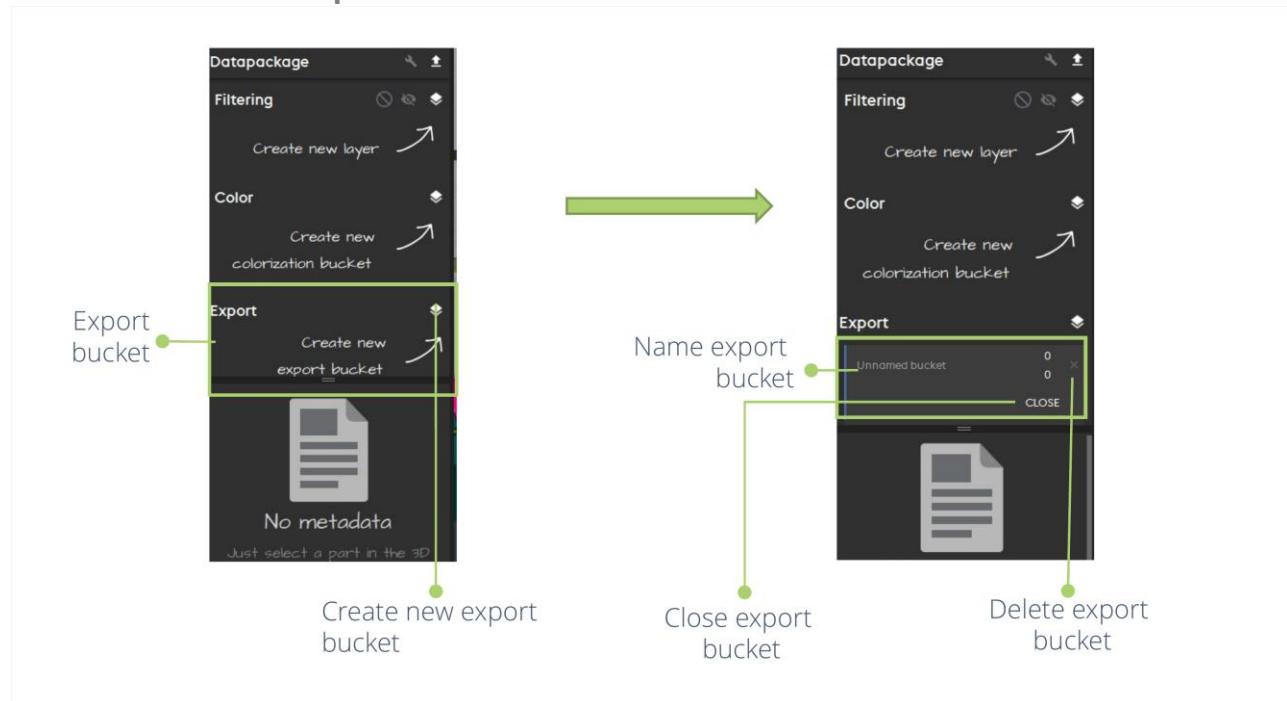
The *Color Bucket* enables to *color* filtered elements.

The features are the same as in the Presentation task. Please refer to [Presentation tool / Color bucket](#)

## 3 - Export Bucket

The *export bucket* enables to create different export files based on the filters and colorisations previously set up with the *Filter edition* and the *Color bucket*. Each export file can be filtered again at this level as only the metadatas of the DMU display are taken in account and can be simplified to reduce the export size.

### 3.1 - Export bucket tool



*Datapackage Task / Export bucket*

**Create new export bucket:** Creates a new file in a format that another application understands.

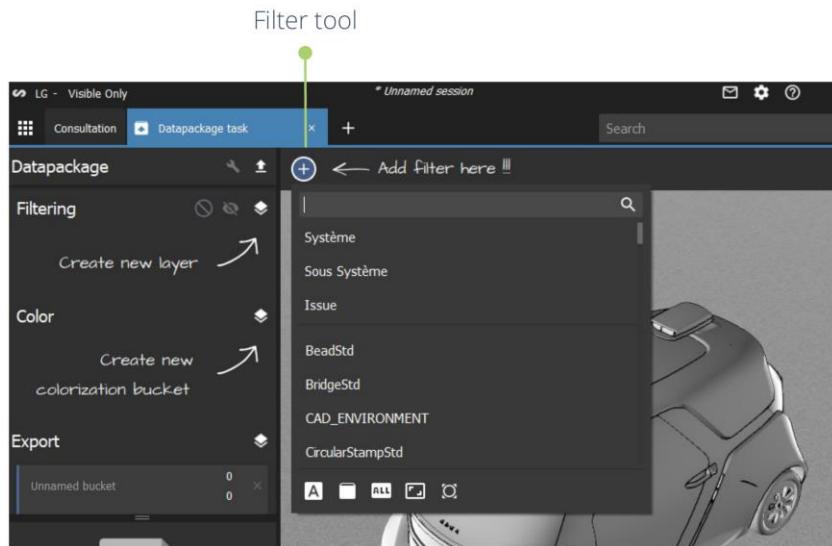
**Name export bucket:** Creates/Modifies Export Bucket's name.

**Close export bucket:** Closes selected export bucket.

**Delete export bucket:** Deletes selected export bucket.

### 3.1.1 - Filter tool

When double-clicking on the export bucket, the filter tool is available to create new filters. This means that these new filters will be applied only on the designated bucket.

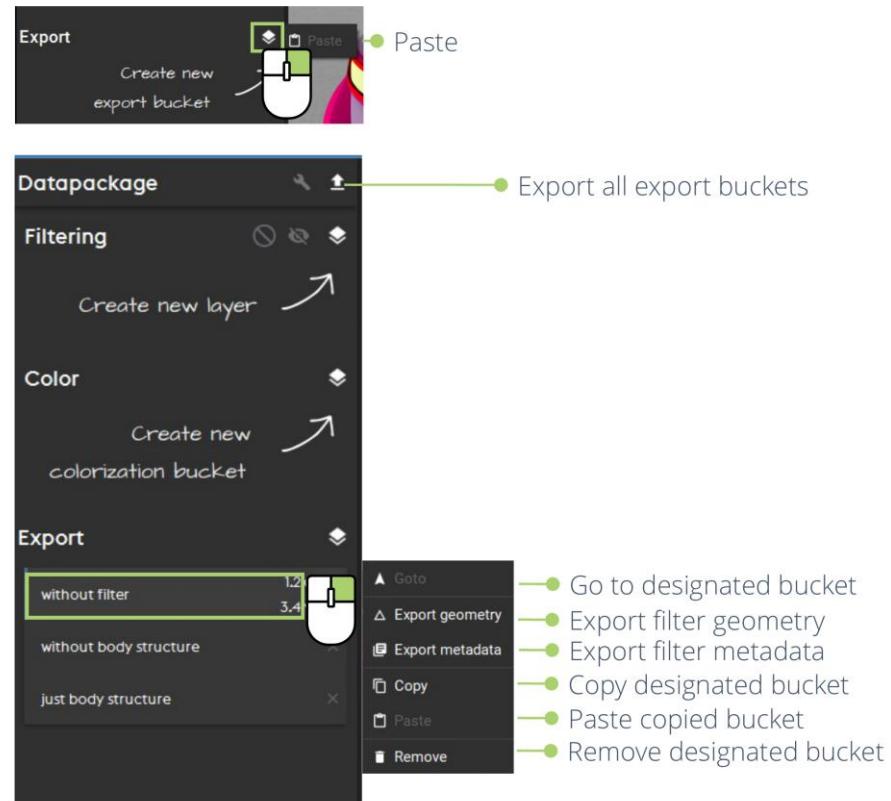


*Datapackage Task / Export bucket / Filter tool*

For the functionalities, please refer to [Browser-overview / Filter Tool](#).

### 3.1.2 - Simplification

When creating an export bucket, a simplification setting indicator is available



### Datapackage Task / Export bucket / Simplification setting

**Number of instances:** Number of instances selected to be exported

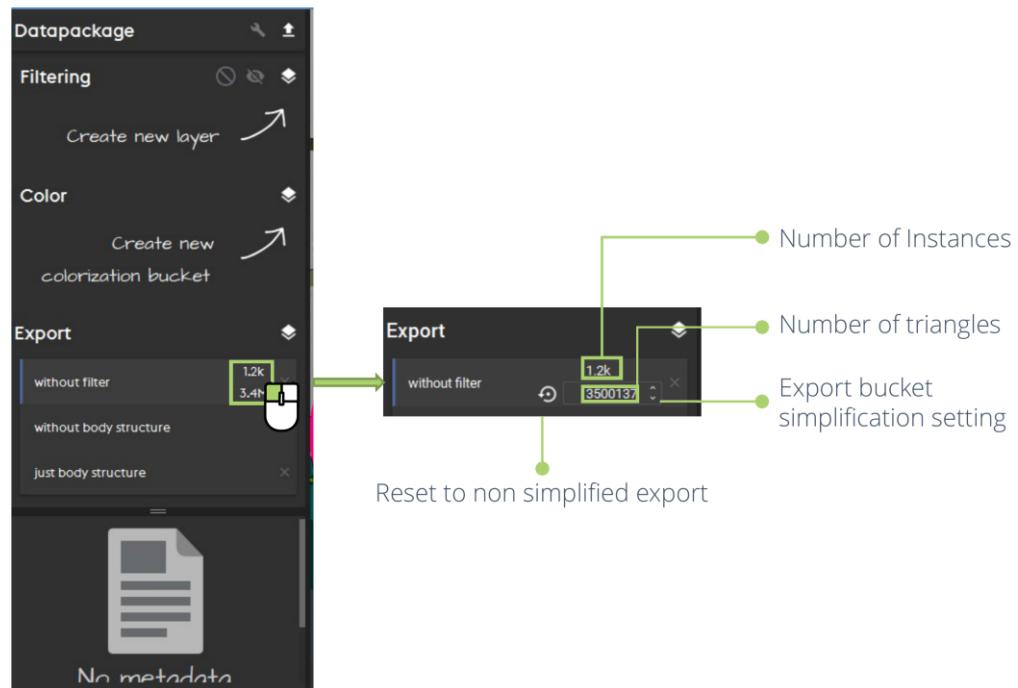
**Number of triangles:** Number of triangles to export.

**Export bucket simplification setting:** Enables to reduce the number of triangles by clicking on the spin box to simplify individually each export bucket.

**Reset to non simplified export:** Reverts the export bucket simplification setting to initial data.

### 3.2 - Context menu

Additional options are available by right-clicking in the Export area.



### *Datapackage Task / Export bucket / Additional features*

**Paste:** Inserts the data formerly copied.

**Export all export buckets:** Enables to export the full set of export buckets all at once.

**Go to designated buckets:** Reverts the 3D view to the designated buckets.

**Export filter geometry:** Exports the geometry of the selected buckets as filtered.

**Export filter metadata:** Exports the metadata of the selected buckets as filtered.

**💡** A multi-selection of buckets with + click enables to export the designated ones all at once.

**Copy:** Copies the selected buckets in the clipboard.

**Paste:** Pastes the data formerly copied in the export bucket.

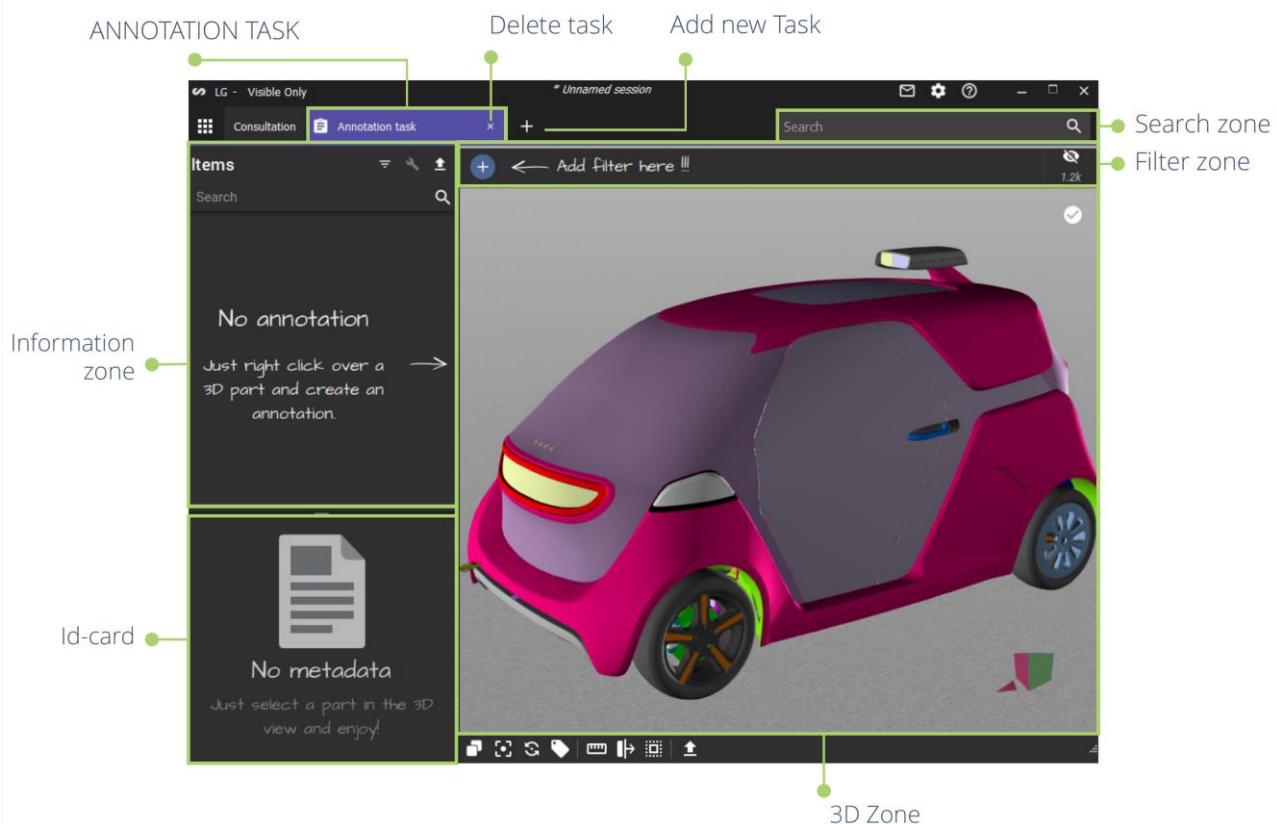
**Remove:** Removes the designated export bucket.

## Annotation Task

An annotation is a data form linked to a specific point in the 3D view.

The *Annotation Task* is dedicated to the creation and management of annotations directly displayed on the 3D view. These information are intended to contextually enhance the DMU further the business needs: Quality, maintenance, support,...They can be saved, exported, copied and pasted in the Annotation task but also in the Presentation task.

Annotation Tasks can be recognized via the icon and associated color .



### Annotation Task

**Delete Task:** Delete selected Task in the current session.

**Add new Task:** Creates a new Task, added to your current Session.

**Search Zone :** Tool to look for a particular word or phrase /group of words in the DMU (mainly by Metadata). Please refer to [Browser-Overview/Search zone](#)

**Filter zone:** Tool to create filters in order to focus on a sub part of the whole DMU by specifying parts to remove or to keep depending on specific criteria. Please refer to [Browser-Overview/Filter zone](#)

**Information zone :** List of existing annotations

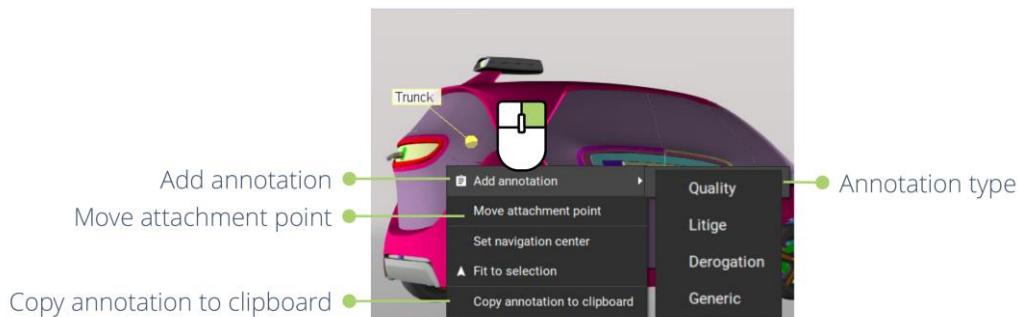
**Id-card :** List of metadata of selected elements in the DMU. Please refer to [Browser-Overview/Id-Card zone](#)

**3D Zone :** Digital working zone where the annotations are created. For more information on the features, please refer to [Browser-Overview/3D zone](#).

## 1 - 3D Zone

### 1.1 - Annotation creation

The creation of annotation is done in the 3D view by right-clicking on a location in the DMU.



### Annotation task / 3D view additional features

Just three options of the pop-up window are specific of the Annotation task. To have more information on the other features, please refer to [Presentation task / Quick Edition / Additional features in the 3D zone](#).

**Add annotation:** Adds an annotation *at the exact point where the right-click has been performed*.

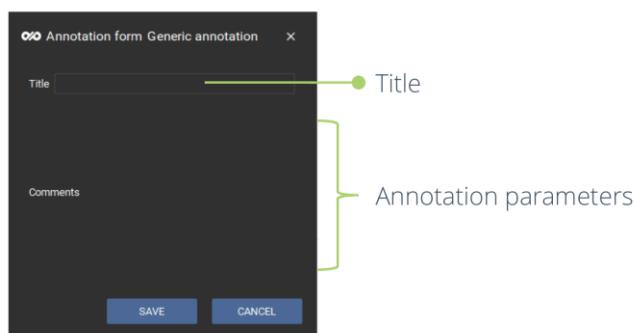
**Annotation type :** *Generic annotation* is set by default but it is fully customizable by the integrator. It takes the form of a pop-up window and are articulated around one or several of the following options:

- ◆ text (single line or multiline),
- ◆ combobox,
- ◆ checkbox,
- ◆ whole number,
- ◆ floating number,
- ◆ date,
- ◆ date and time,
- ◆ URL link.

**Move attachment point:** Moves designated annotation attachment point to the targetted location. To activate this option, the annotation has to be selected first, then click right on the new location.

**Copy annotation to clipboard:** Allows to copy a selected annotation to the clipboard.

When an annotation has been added, an annotation form pops up :



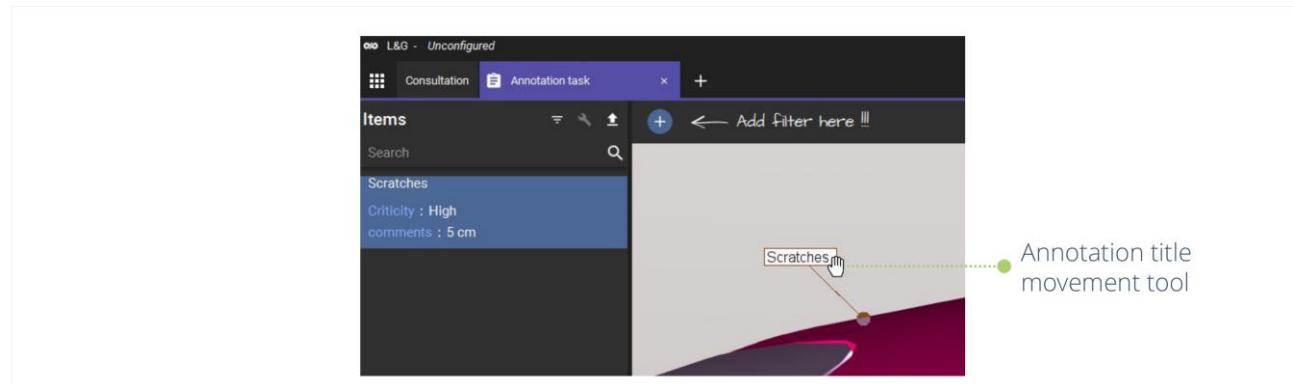
### Annotation task / Annotation form

**Title** : Provides a title to the annotation which will be displayed in the 3D view and in the *information zone*.

**Annotation parameters** : *Comments* is set by default but it is fully customizable by the integrator. It can be text, image, document, internet link,... They are displayed in the *information zone*.

## 1.2 - Move annotation title

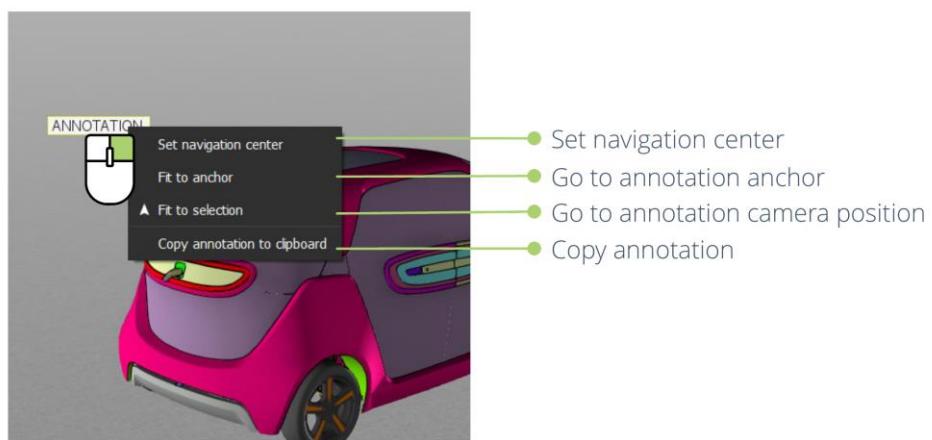
The *Annotation title movement tool* enables to move wherever needed the annotation title in the 3D view via a left + hold click on the designated title.



*Annotation task / Move annotation title in the 3D view*

## 1.3 - Context menu

Additional features are available by right-clicking on a designated part in the 3D view and mainly enable to add annotations.



*Annotation task / Information zone / Additional features*

**Set camera position:** Defines the rotation center of the DMU. Object is automatically centered in the plan.

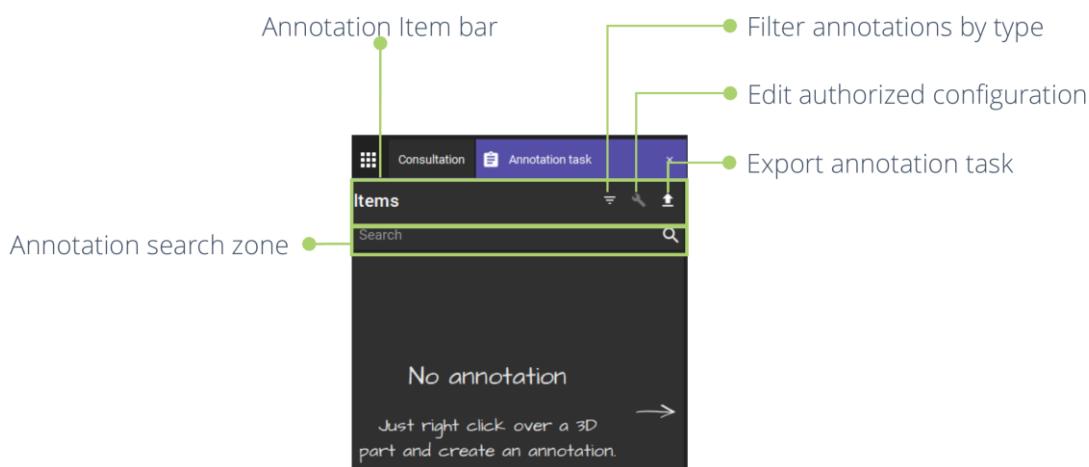
**Go to annotation anchor:** Focus the camera on the selection annotation anchor in 3D.

**Go to annotation camera position:** Allows to move on the camera defined by the user (automatically save when creating an annotation).

**Copy annotation:** Copies the designated annotations in the clipboard.

## 2 - Information zone

The *information zone* displays the list of existing annotations



*Annotation task / Information zone*

**Annotation item bar:** enables to operate actions on the entire annotations.

**Filter annotations by type:** Performs a filter on annotations according to type formerly linked.

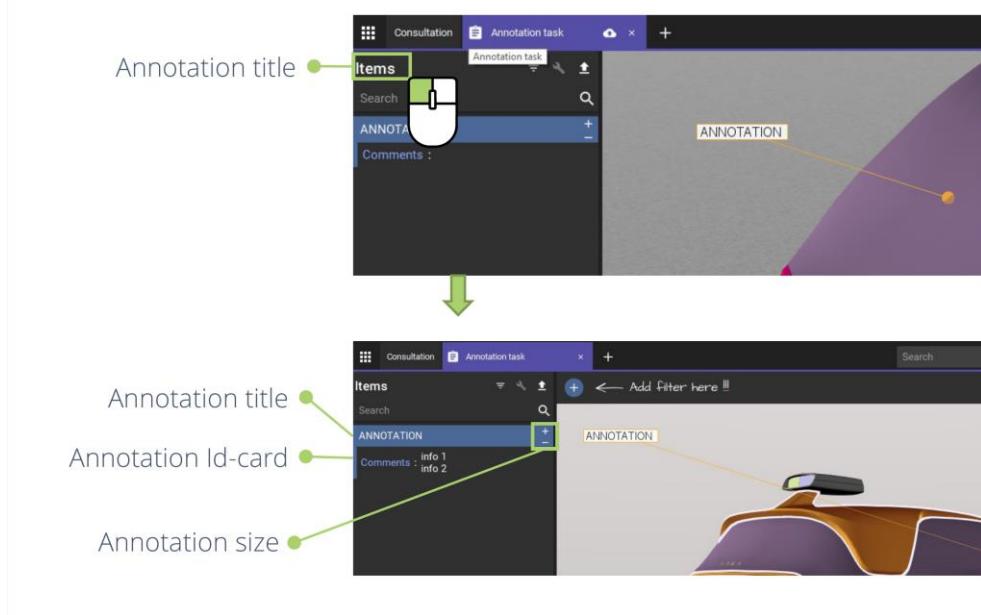
**Edit authorized configuration:** Enables to modify the list of valid configurations by selecting one or several in available configurations. Please refer to [Configuration in Task modes](#).

**Export annotation task:** Creates a file in a format that another application understands. This enables two programs to share the same data. Export can be performed to JSON format exclusively.

**Annotation search zone:** enables to look for annotations holding particular word or phrase /group of words inside their title or fields.

### 2.1 - Annotation properties

A left click on an annotation in the information zone displays/hides a summary of the parameters of the designated annotation.



### *Annotation task / Information zone / Mean features*

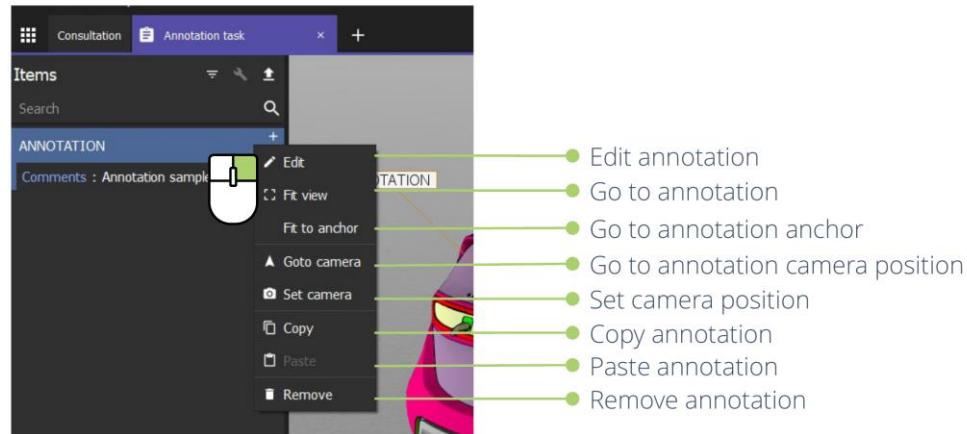
**Annotation title:** Displays the title of the designated annotation.

**Annotation parameters:** Displays the parameters previously set.

**Annotation size:** Manages the size of the designated annotation display (+ / -) in the 3D view.

## 2.2 - Context menu

Additional options are available by right-clicking on an annotation in the information zone.



### *Annotation task / Information zone / Additional features*

**Edit annotation:** Goes back to the annotation form to modify the designated annotation.

**Go to annotation:** Zooms in or out the 3D view to correctly visualize the designated annotation.

**Go to annotation camera position:** Allows to move on the camera defined by the user (automatically save when creating an annotation).

**Go to annotation anchor:** Focus the camera on the selection annotation anchor in 3D.

**Set camera position:** Allows to modify the recorded camera position and orientation for this annotation.

**Copy annotation:** Copies the designated annotations in the clipboard. Those annotations could be pasted as in other Annotation task or as text, annotation or slide into Presentation task.

**Paste annotation:** Pastes the annotations formerly copied in the clipboard.

**Remove annotation:** Remove the designated annotation.

# Tasks Management

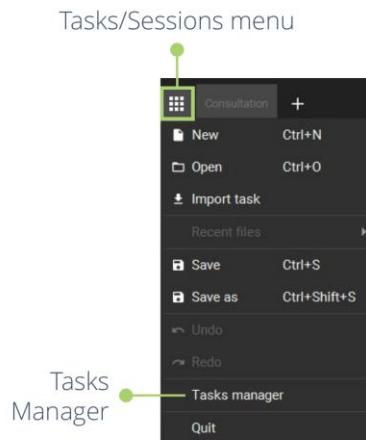
The *Tasks Manager* enables to manage the integrality of your tasks, whether they are saved in your session or shared in the Cloud. One of the main functionalities of the Tasks Manager is to enable to share tasks from your Session to the Cloud allowing all your team to get access and use them. Nevertheless, from this task, you can also create, open, delete tasks or edit theirs properties.

 The administrator manages access rights to tasks shared in the cloud depending on needs. Therefore, you might not be able to access to all of them.

## 1 - Task Manager presentation

### 1.1 - Task access

The Task Manager is accessible from the Tasks/Session menu.

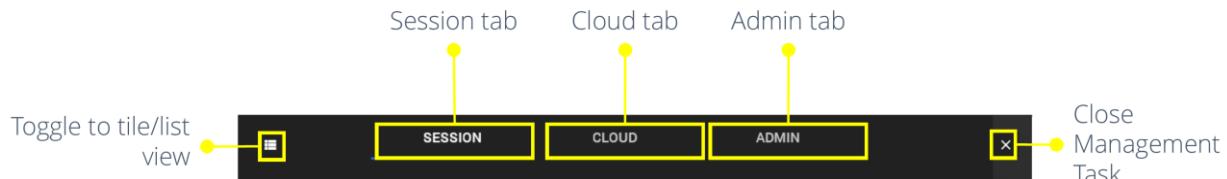


### Tasks Manager / Access

**Tasks/Sessions menu:** Grants access to all the Sessions management functions.

**Tasks Manager:** Grants access to the tasks opened in your session and/or shared in the cloud.

## 1.2 - Overview



### Tasks Manager

**Toggle to tile/list view:** Modifies tasks summary display from list to title view.

**Session tab:** concerns the tasks opened in the current session

**Cloud tab:** shows the list of tasks available in the cloud

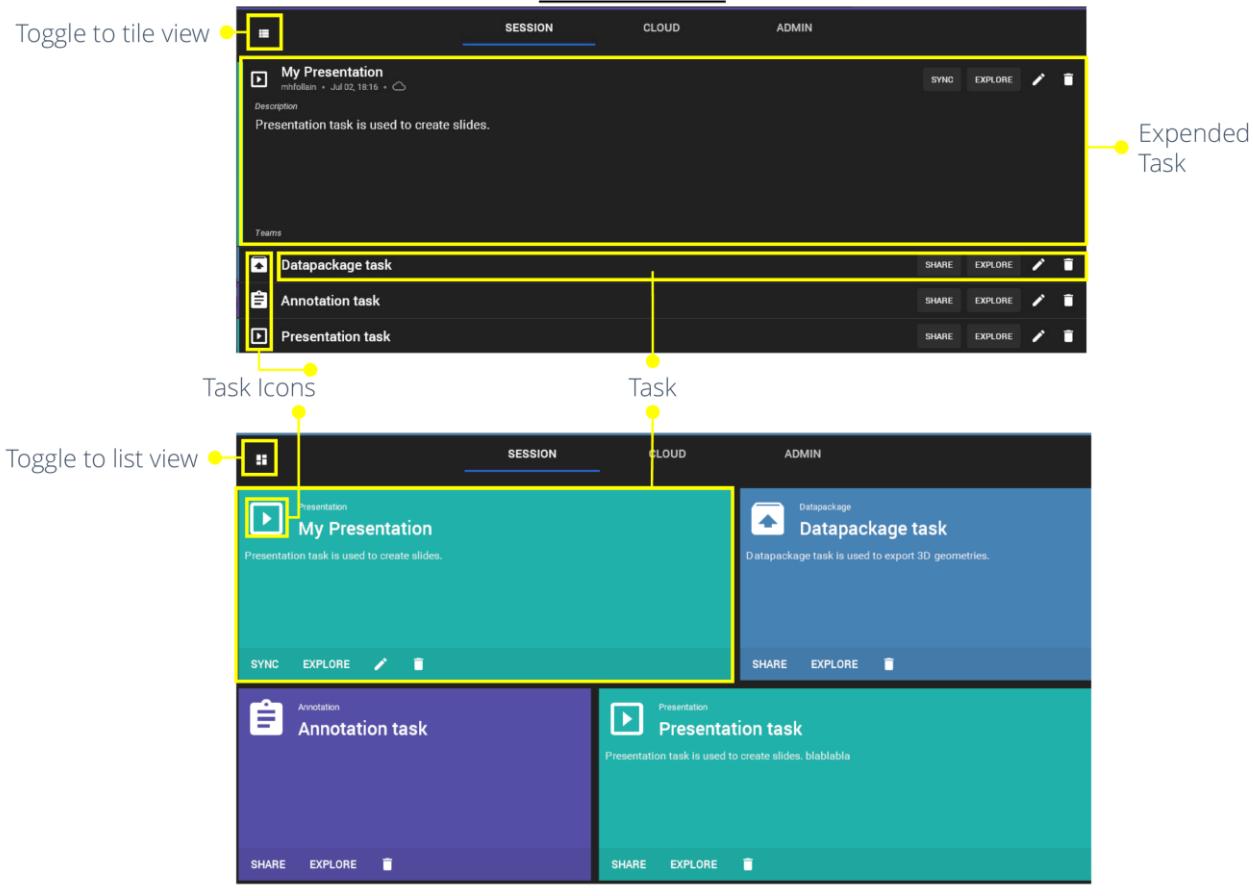
**Admin tab:** available only for Administrator; allows to force task management in the cloud.

**Close Management task:** close the Management task

## 2 - Tile/list view

Clicking on the icon *Toggle to tile/list view* changes the view of the tasks further you are in the Session, Cloud or Admin tab. In list view, the tasks are presented by row while in tile view, they are displayed in thumbnail. Nevertheless the proposed features are the same.

## List view



## Tile view

### Tasks Manager / Tile or list view

**Toggle to tile view:** icon visible when you are in list view. Clicking on it will toggle to tile view.

**Toggle to list view:** icon visible when you are in tile view. Clicking on it will toggle to list view.

**Task icon:** Specific icon illustrating the kind of Task

 in list view and  in tile view **Presentation Task:** Please refer to [Presentation Task](#).

 in list view and  in tile view **Datapackage task:** Please refer to [Datapackage Task](#).

 in list view and  in tile view **Annotation Task:** Please refer to [Annotation Task](#).

**Task:** Shows a task with its functionnalities.

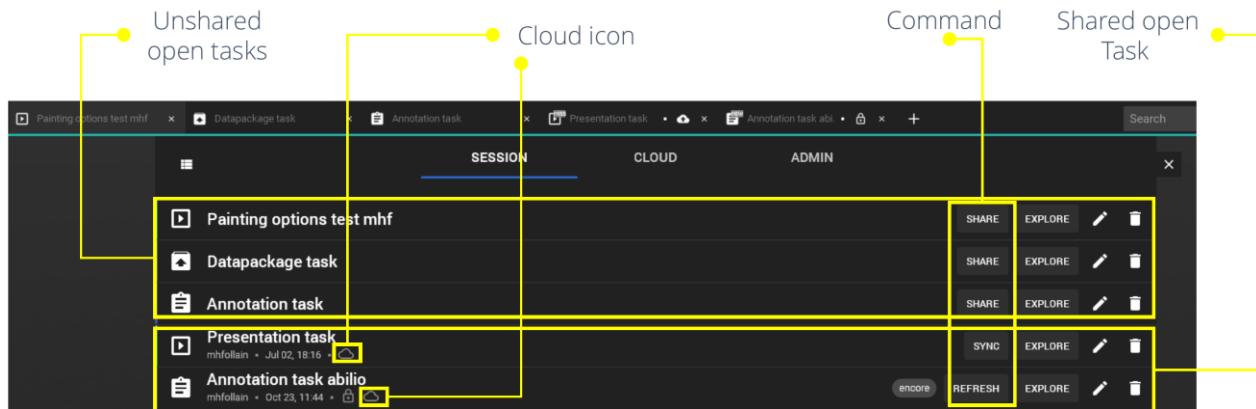
**Expanded task:** Shows the details of a task when selected in the list view.

## 3 - Session tab

The *Session tab* allows to open a new task. It also shows and manages the tasks opened in the current session.

### 3.1 - Session tab overview

When several tasks are opened, we can differentiate the tasks exclusively opened in this session from the tasks shared in the cloud thanks to the **cloud icon**.



*Tasks Manager / Session tab / Task Management*

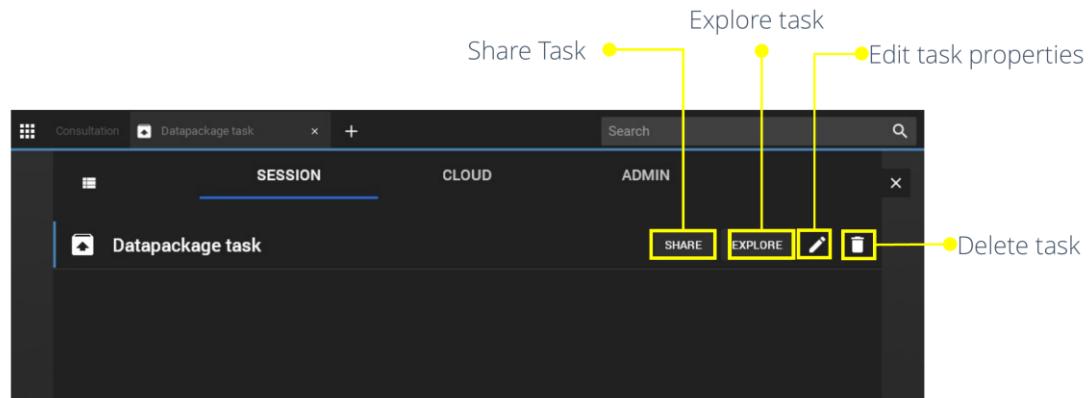
**Unshared open tasks:** shows tasks exclusively opened in the session.

**Cloud icon:** shows that the task is shared in the cloud.

**Command:** indicates which action is possible : share, synchronize, refresh...

**Shared open tasks:** shows tasks opened and shared in the cloud.

#### 3.1.1 - Unshared open task



*Tasks Manager / Session task management / Unshared open task*

**Share task:** Uploads the designated task to the Cloud, enabling authorised persons to access to this task. Please refer to [Administrator Rights](#) for further information.

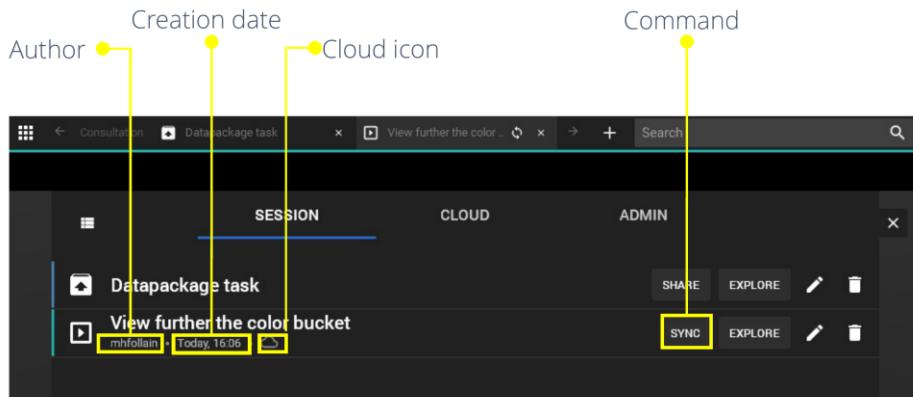
**Explore task:** Opens the designated task in the current session.

**Edit tasks properties:** Grants access to the tasks properties, information are modifiable; please refer to [Tasks properties](#).

**Delete task:** Deletes the designated task in the current session.

### 3.1.2 - Shared open task

The list view slightly differs when the tasks are shared in the cloud, with more information.



*Tasks Manager / Session tab / Shared task*

**Author:** states the user who created the task

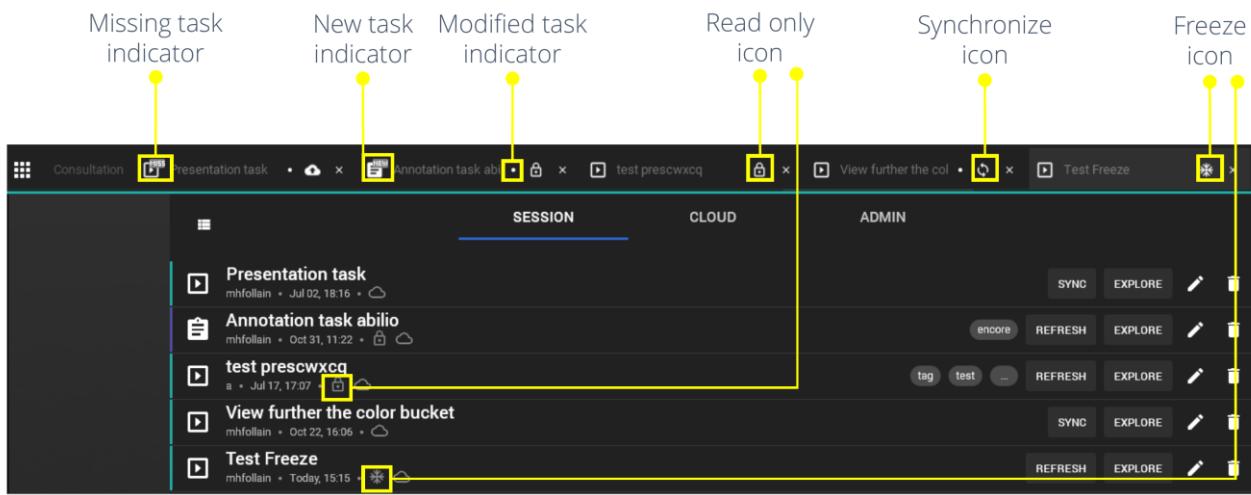
**Creation date:** states the date of the task creation

**Cloud icon:** shows that the task is shared in the Cloud

**Command:** indicates which action is possible : synchronize, refresh...

### 3.1.3 - Task bar indicators

When a task is opened in your session, some indicators are available to show the task status at both the task management window and the session bar.



*Tasks Manager / Session tasks management / Task bar indicators*

**Missing task indicator:** Indicates that a task formerly shared/synchronized on the Cloud, has been deleted/is not shared anymore.

**New task indicator:** Indicates that a new task has been shared on the Cloud.

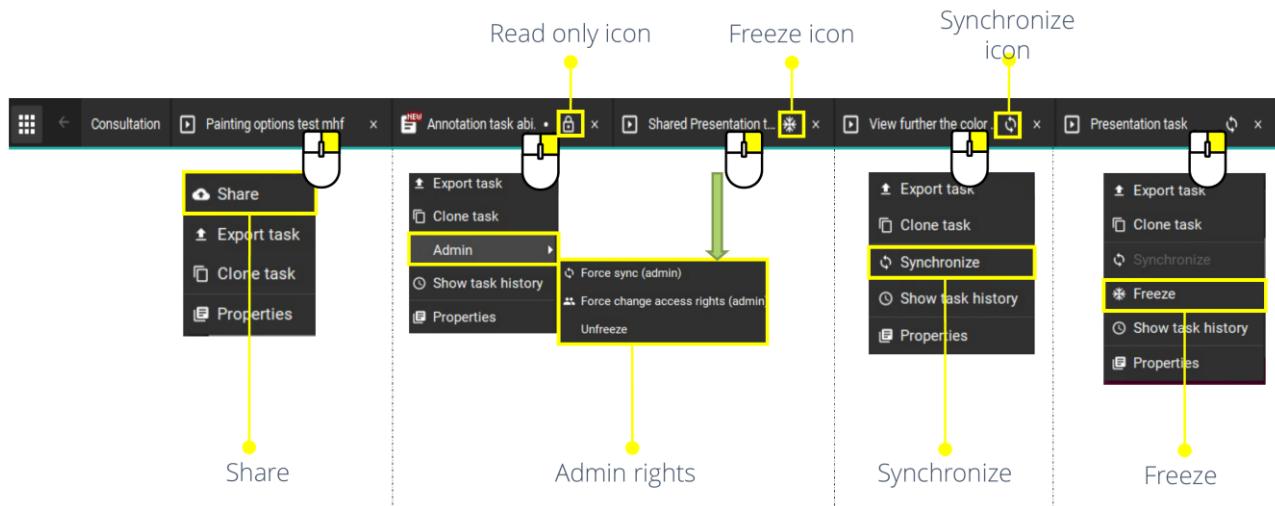
**Modified task indicator:** Indicates a task has been modified since last synchronization.

**Read only icon:** indicates the task can be read by the team but not modified or erased, except by the author and the administrator ([Admin tab / admin-functionnalities](#)).

**Synchronize icon:** indicates the task can be synchronized in the cloud.

**Freeze icon:** indicates the task cannot be modified anymore, except by the administrator ([Admin tab / admin-functionnalities](#)).

By right-clicking on the opened tasks, you have access to some task manager functions:



*Tasks Manager / Task bar indicators / Context menu*

**Share:** when the task is unshared, you can share it in the cloud.

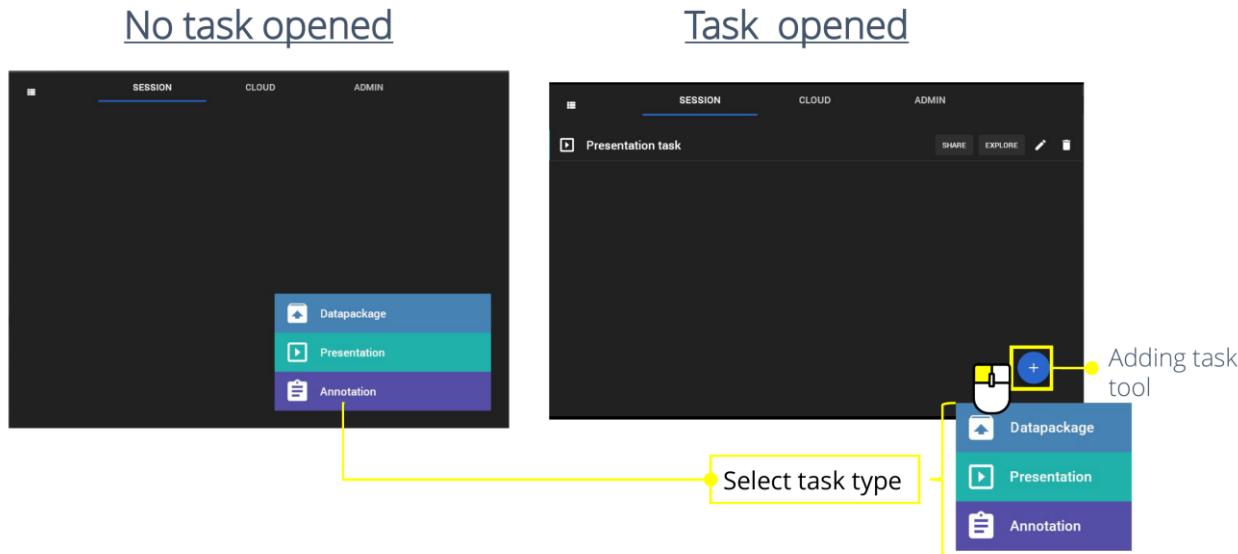
**Admin rights:** when the icons **read only** and **freeze** are visible, you can force some functions if you have the Administrator rights.

**Synchronize:** when the **synchronize icon** is displayed, you can synchronize the task in the cloud.

**Freeze:** when a task is shared, you can freeze it. The other users will not be able to modify it.

### 3.2 - Session tab functionalities

#### 3.2.1 - Open a new task



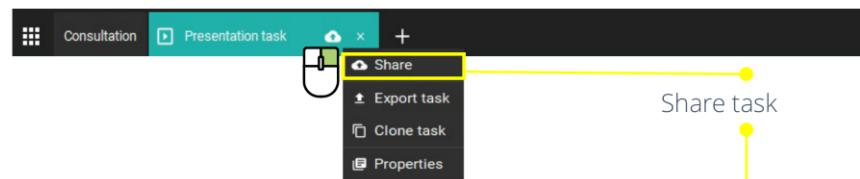
*Tasks Manager / Session tab / Task creation*

If no task has already been opened, the **select task type** is directly proposed. It enables to select the kind of task you wish to create.

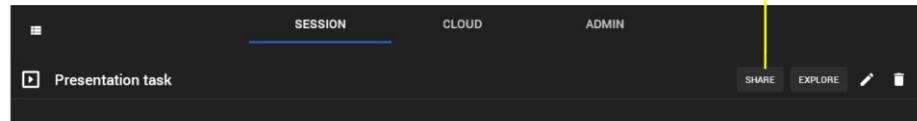
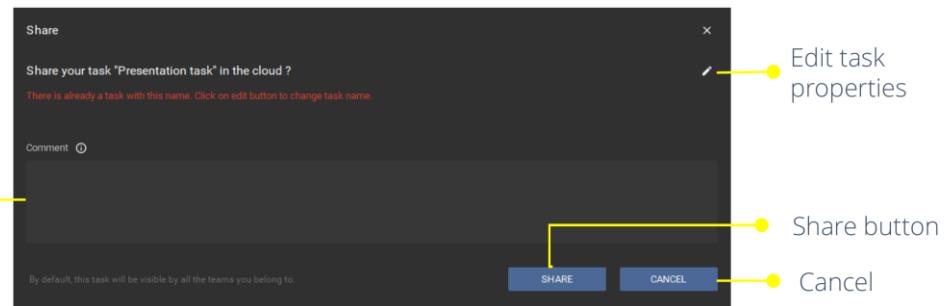
If task(s) is (are) already opened, it is necessary to click on the **adding task tool** to get the **select task type** access.

#### 3.2.2 - Share

It is possible to share a task via the task bar and the task manager. When clicking on share task, the share window pops-up.

Task bar

Share task

Task managerShare window

Tasks Manager / Session tab / Share

**Share task:** allows to pop up the share window.

**Comment:** Adds a specific comment to the designated task.

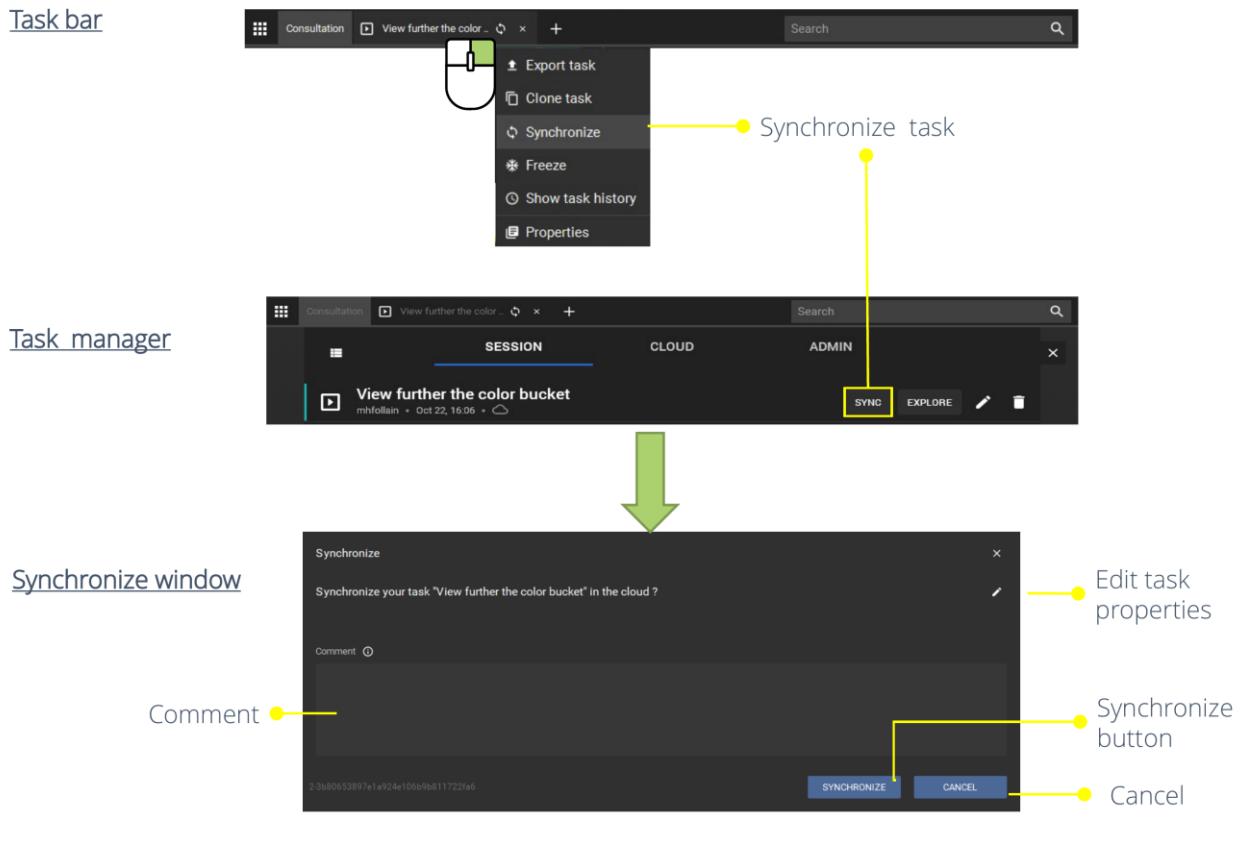
**Edit tasks properties:** Grants access to the tasks properties, information are modifiable; please refer to [Tasks properties](#) for common information.

**Share button:** Uploads the designated task to the Cloud.

**Cancel:** Cancels modifications operated since last save.

### 3.2.3 - Synchronize

Once a Task is shared, it can be *Synchronized* in the Cloud to be updated by all from the task bar and the task manager. When clicking on synchronize task, the synchronize window pops-up.



### Tasks Manager / Session tab / Synchronize

**Synchronize task:** allows to pop up the synchronize window.

**Comment:** Adds a specific comment to the designated task.

**Edit tasks properties:** Grants access to the tasks properties, information are modifiable; please refer to [Tasks properties](#) for common information.

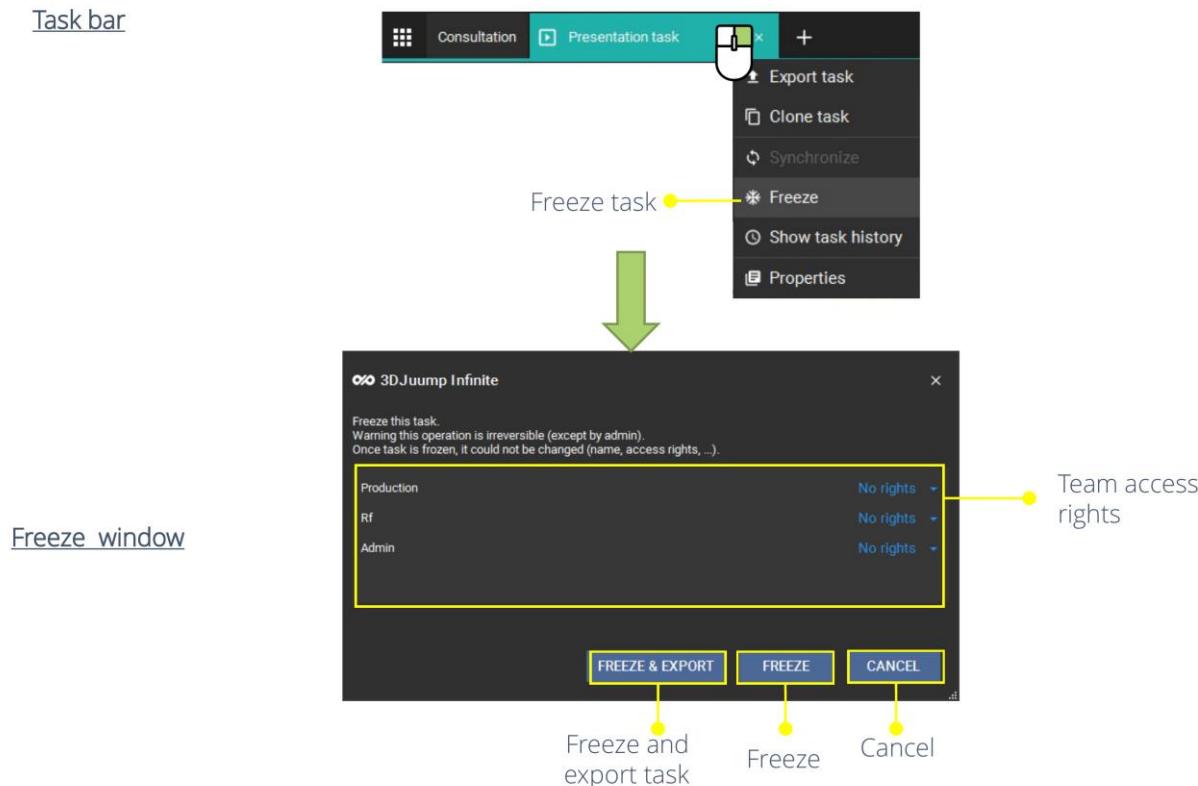
**Synchronize button:** Launches synchronization of the designated task.

**Cancel:** Cancels modifications operated since last save.

#### 3.2.4 -Freeze

[Freeze task](#) ensures a validated task cannot be modified anymore.

**⚠** This operation is definitive and irreversible! Once a Task is frozen, its content, name and rights cannot be modified by any user whatsoever.



#### Tasks Manager / Session tab / Freeze

**Freeze and export task:** Freezes and exports the designated task.

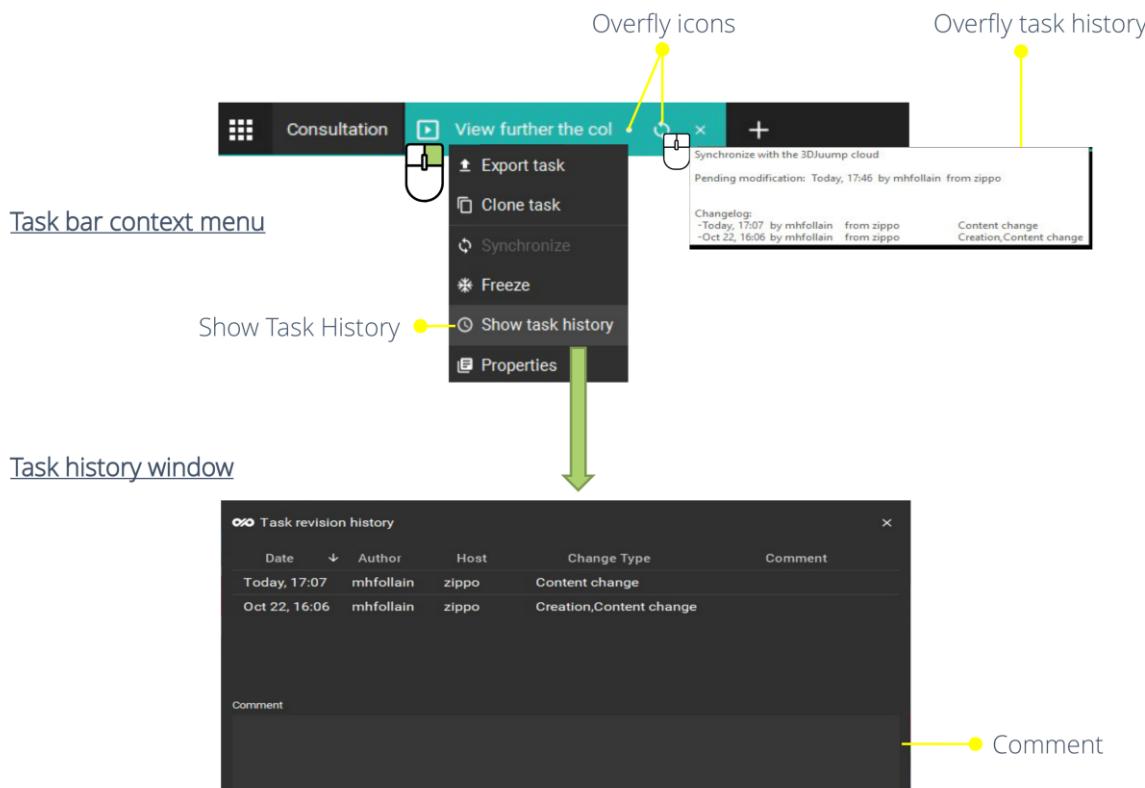
**Freeze:** Freezes the designated task.

**Cancel:** Cancels modifications operated since last save.

**Team access rights:** permissions granted to a defined group of users.

#### 3.2.5 -Edit task history

The *Task history* allows to see all the synchronizations performed on a shared task. It is accessible by overflying the task bar or by clicking on the task bar context menu.



### Tasks Manager / Session tab / Edit task history

**Overfly icons:** icons located to the right of the task title enabling to pop-up summary of the task history by overflying them.

**Overfly task history:** pops-up the list of all synchronizations done on a task allowed by the overfly icons.

**Show task history:** Displays the task history window.

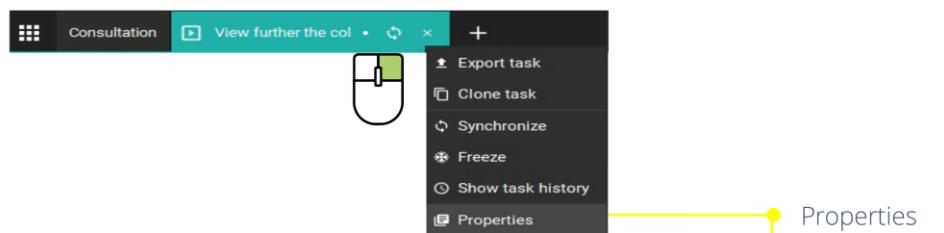
**Comment:** Adds a specific comment to the designated task.

#### 3.2.6 -Edit task properties

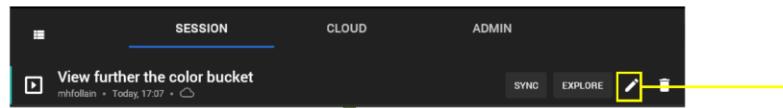
The *Task properties* is modifiable information relating the identity of a designed task. Its view differs further its access.

### 3.2.6.1 - Visualization mode

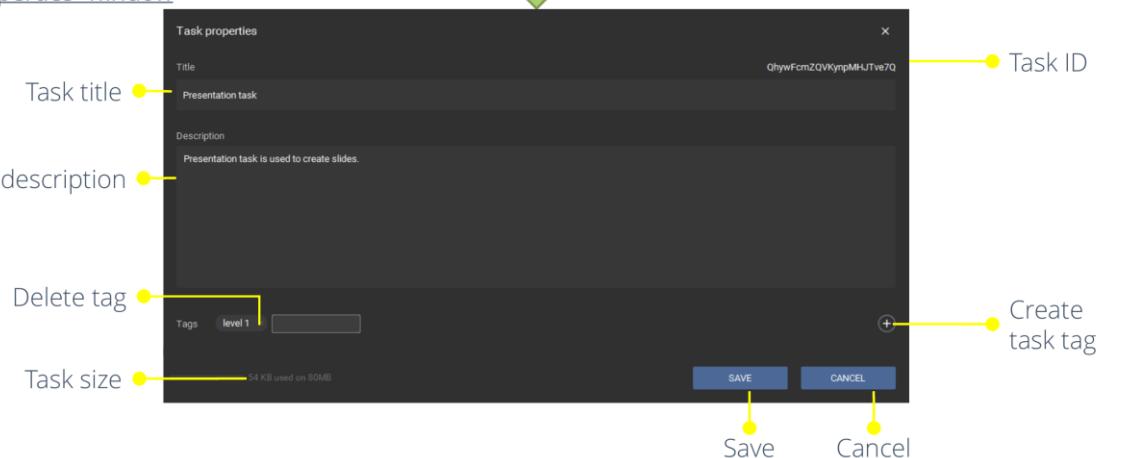
#### Task bar



#### Task manager



#### Task properties window



#### Tasks Manager / Session tab / Task properties / Visualization mode

**Properties:** Provides access to the task properties window.

**Task title:** Edits the designated task title.

**Task description:** Edits the definition of the designated task.

**Delete tag:** Deletes designated tag.

**Task size:** Indicates the size of the designated task.

**💡** Tasks oversizing 80MB cannot be uploaded on the Cloud but can be saved locally.

**Task ID:** Unique alphanumerical identifier assigned to a task to differentiate it from any other task.

**Create task tag:** Adds one or several keyword(s) assigned to a task.

**💡** Press **Validate** to validate tag. Tags cannot be modified: should you wish to modify one, simply delete and create a new one.

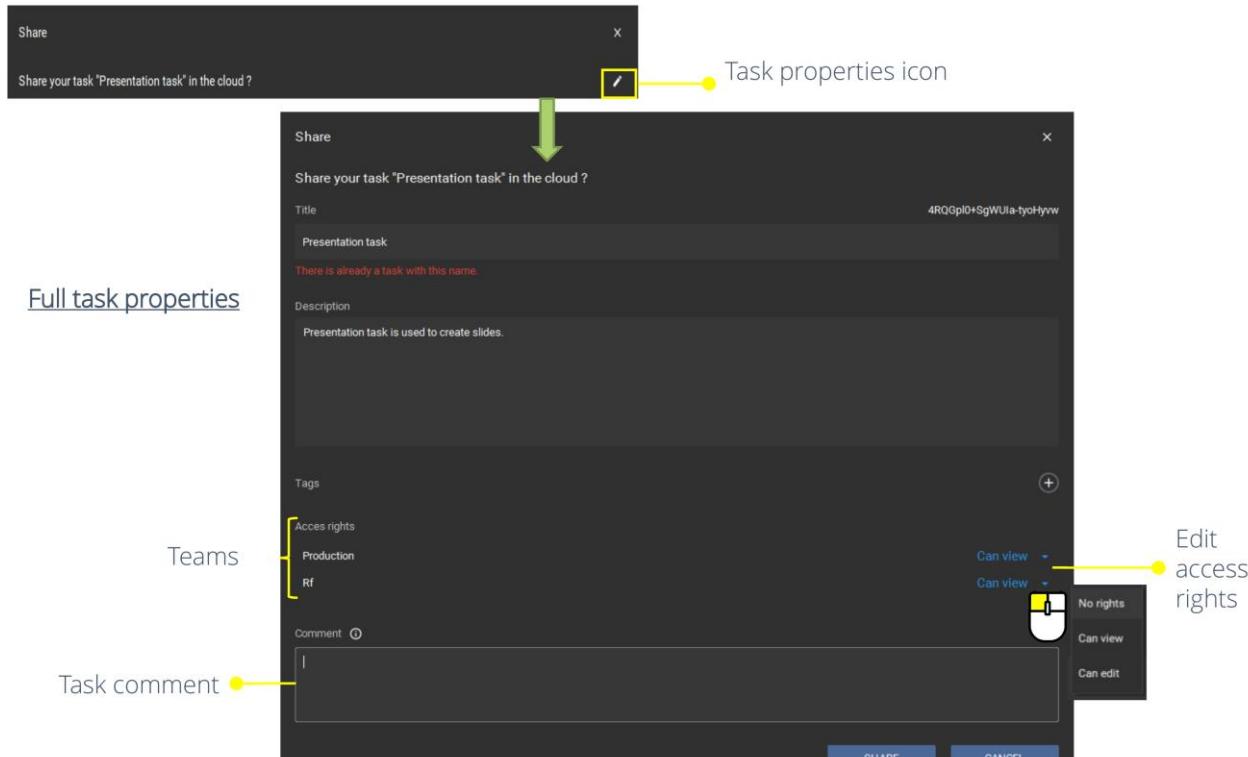
**Save:** Saves modifications operated since last save.

**Cancel:** Cancels modifications operated since last save.

### 3.2.6.2 - Sharing view mode

The sharing view mode is available in *share* and *Synchronize* windows. Compared with the visualization mode, the access right management to teams is available.

#### Share window



#### Synchronize window



#### *Tasks Manager / Session tab / Task properties / Sharing view mode*

**Task properties icon:** Available when sharing or synchronizing a task via the task bar context menu, it allows access to the *full task properties window*.

**Teams:** Group of users defined by the administrator, linked to the open project.

**Comment:** Adds a specific comment to the designated task.

**Edit access rights:** Modifies permissions granted on a designated task, for each *Team*.

Options available are:

- No rights: you only can visualize
- Can view: you only can modify
- Can edit: modifiable by all

**Revision ID:** Unique alphanumerical identifier assigned to a shared task (applicable to tasks shared, on the Cloud, only, please refer to *Cloud* chapter for definition and/or detailed

information about its functionalities) that has been modified. It allows to differentiate it from any other task. A new revision ID is generated upon each synchronization.

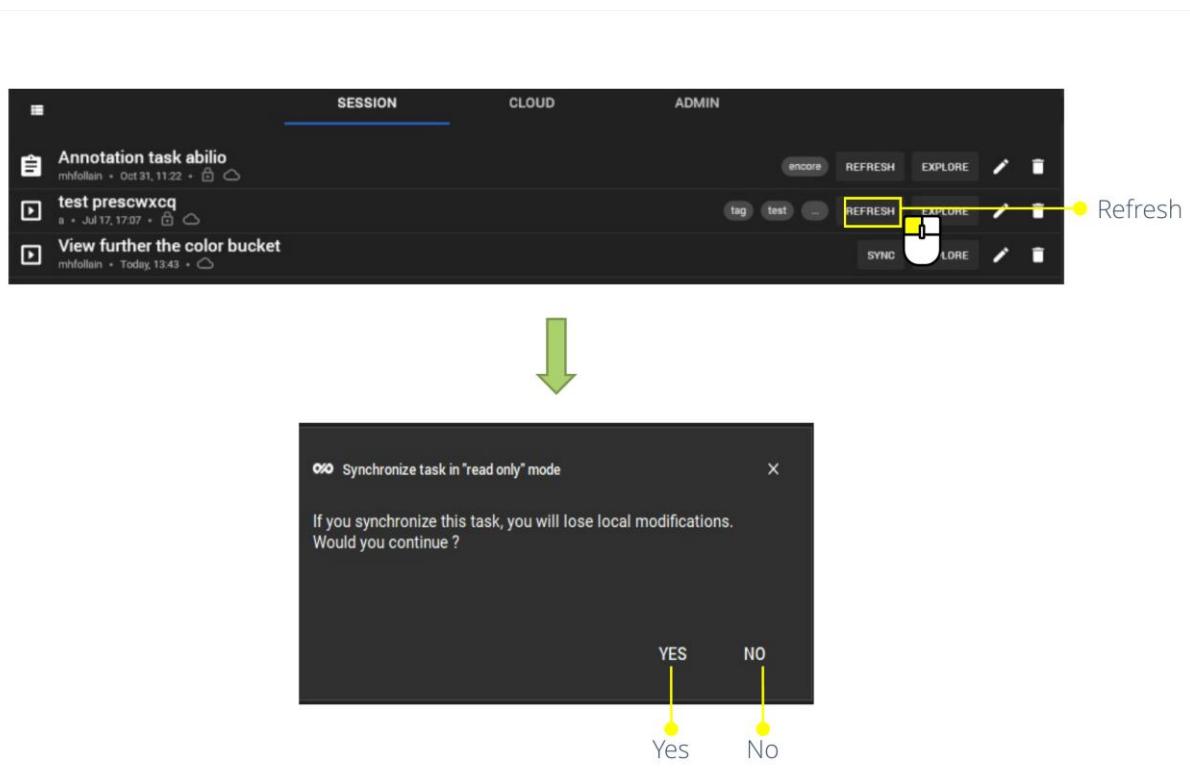
**Share or synchronize task:** Shares or synchronize the designated task, with the properties as currently settled.

**Cancel:** Cancels modifications operated since last save.

Once share is validated, a Revision ID per task is generated. This information is then accessible from the [Tasks properties](#).

### 3.2.7 - Refresh

*Refresh* task enable to get the latest version when the task has been modified in the cloud but not in the open session.



#### Tasks Manager / Session tab / Refresh

**Refresh:** Indicates the open shared task has been modified in the cloud and proposes to update it in the open session.

**Yes:** Accepts to synchronize the open task with the shared version and to lose local modifications.

**No:** Refuses any changes.

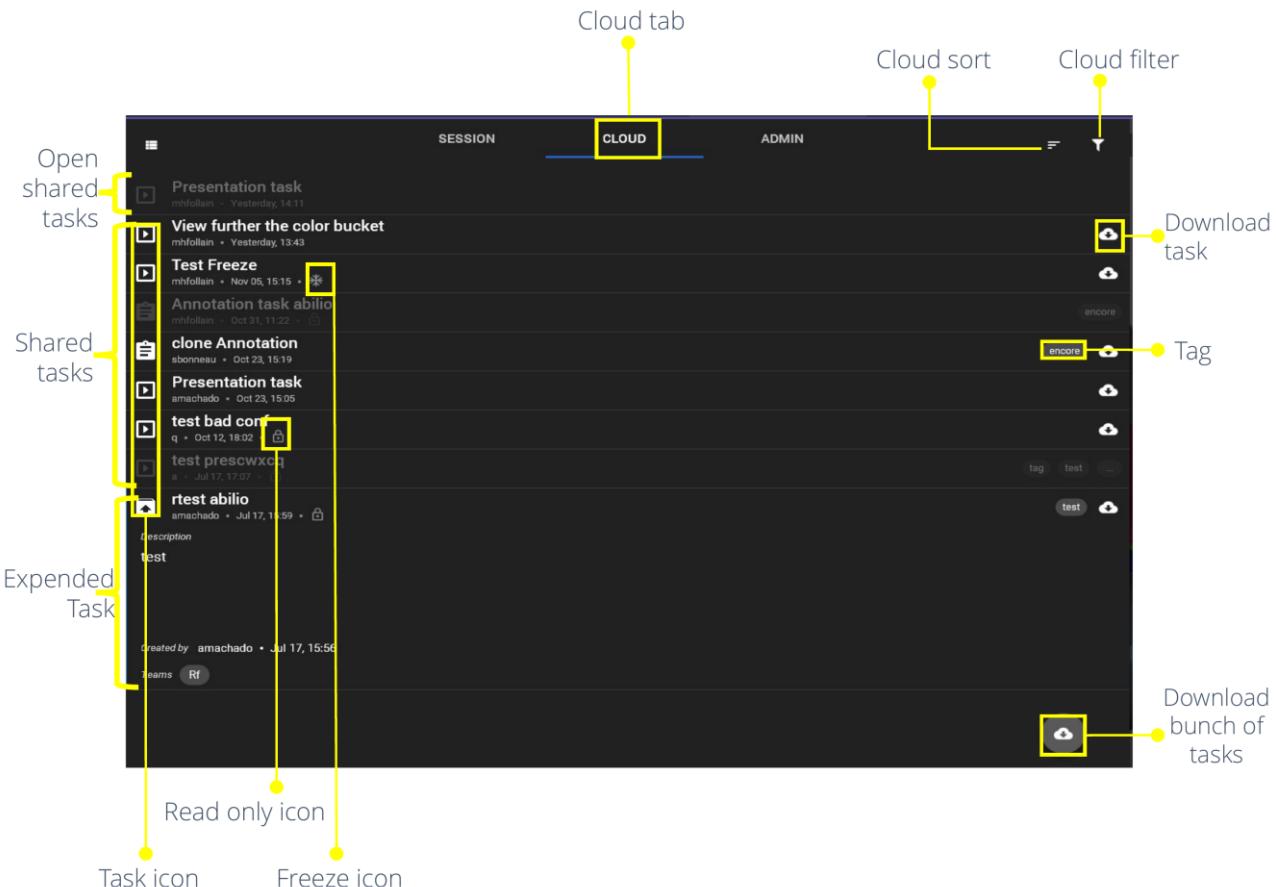
## 4 - Cloud tab.

The Cloud is a network of remote servers hosted on your network to store, manage, and process data, rather than a local server or a personal computer.

The *Cloud tab* allows to see all the tasks shared in the cloud by the team you belong to with theirs properties and to download them in the open session.

#### 4.1 - Cloud tab overview

The *Cloud tab* overview shows the list of tasks available in the cloud which can be download or are already opened in the current session. The author and the last saving date are mentionned under the task title.



#### Task Manager / Cloud tab / Overview

**Open shared task:** indicates the shared tasks open in the current session. It is differentiated from the others by its font color.

**Shared task:** shows the list of tasks available in the cloud. It is differentiated from the open shared task by its highlight font.

**Expanded task:** Shows the details of a task when selected in the list view. (refer to [Cloud tab overview / Expanded task](#))

**Task icon:** Specific icon depending on the kind of Task. Refer to [title/list view / task icon](#) for further information.

**Read only icon:** indicates the task can be read by the team but not modified or erased, except by the author and the administrator ([Admin tab / admin-functionnalities](#)).

**Freeze icon:** Indicates the task cannot be modified anymore, except by the administrator ([Admin tab / admin-functionnalities](#)).

**Cloud sort:** Organizes data according to various criteria. Please refer to [Cloud tab overview / Cloud sort](#).

**Cloud filter:** Allows to appear/hide elements on a specific data. Please refer to [Cloud tab overview / Cloud filter](#).

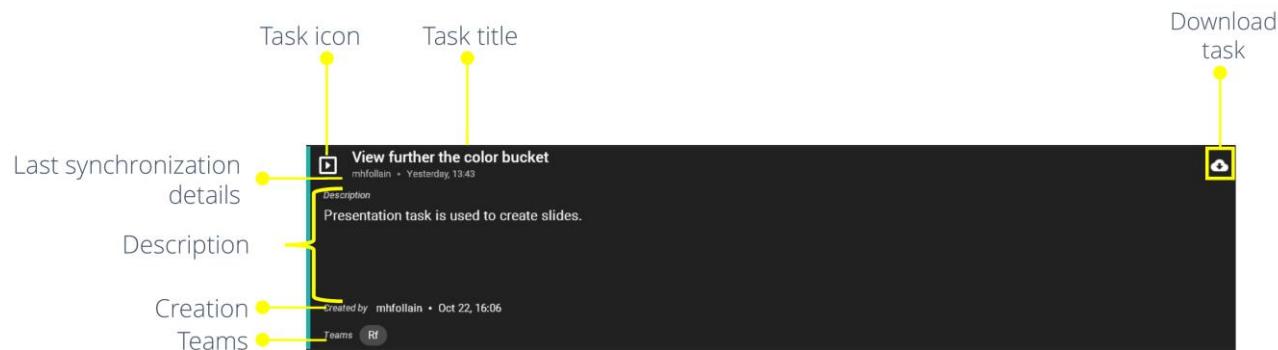
**Download task:** Tool allowing to bring back a Task from the Cloud to the current Session. Please refer to [Tasks management](#).

**Tag:** Keyword assigned to a task. It can, for example, be used to associate task to specific subjects or themes.

**Download bunch of tasks:** Tool enabling to transfer several tasks simultaneously from the Cloud to the current Session.

#### 4.1.1 -Expanded task

When clicking on a task in the task list, more details appear under the task title.



#### Cloud tab / Overview / Expanded task

**Task icon:** Specific icon depending on the kind of Task.

**Task title:** title of the selected task

**Download task:** Tool allowing to download the task from the Cloud into the current session.

**Last synchronization details:** login of the person who did the last synchronization and its date.

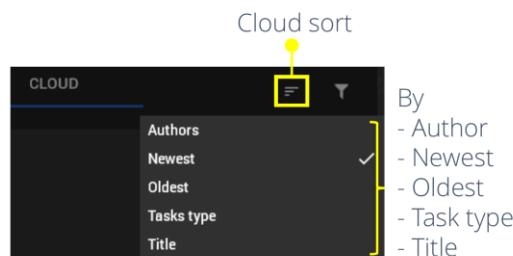
**Description:** Definition of the designated task.

**Creation:** Login of the creator and date on which the task has been created.

**Teams:** Group of users defined by the administrator, linked to the open project.

#### 4.1.2 -Cloud sort

The [Cloud sort](#) organizes data according to various criteria.



*Cloud tab / Overview / Cloud sort*

A Cloud sort can be done by:

**Author:** User who created the task.

**Newest:** Arranges a chronological list from the most recent task to the oldest one.

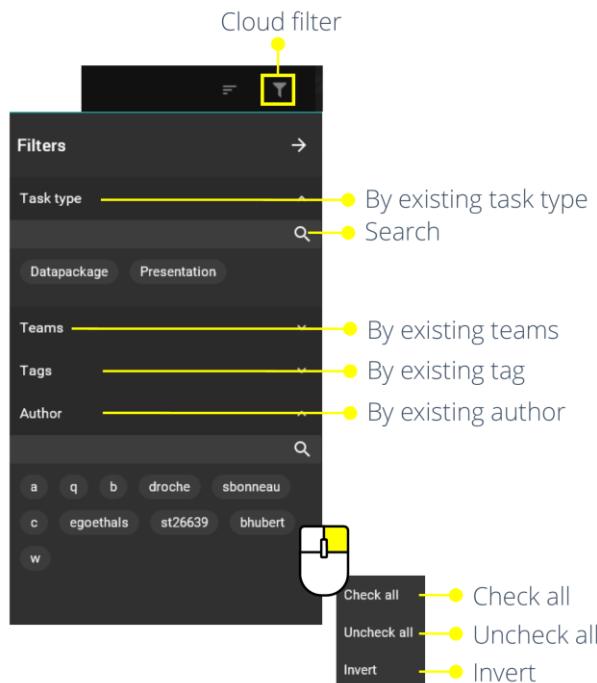
**Oldest:** Arranges a chronological list from the Task created first to the most recent one.

**Task type:** Kind of Task.

**Title:** Arranges in title's alphabetical order.

#### 4.1.3 -Cloud filter

At this particular area, the *Cloud filter* tool allows to appear/hide elements on a specific data.



*Cloud tab / Overview / Cloud filter*

A Cloud filter can be done:

**By existing task type:** Tool allowing to list Tasks specifically by kind of Task. Search by Identification ID can also be performed.

**Search:** Tool enabling to look for a particular word or phrase /group of words.

**By existing teams:** Tool allowing to list Tasks specifically by Team.

**By existing tag:** Tool allowing to list Tasks specifically by tagged keywords.

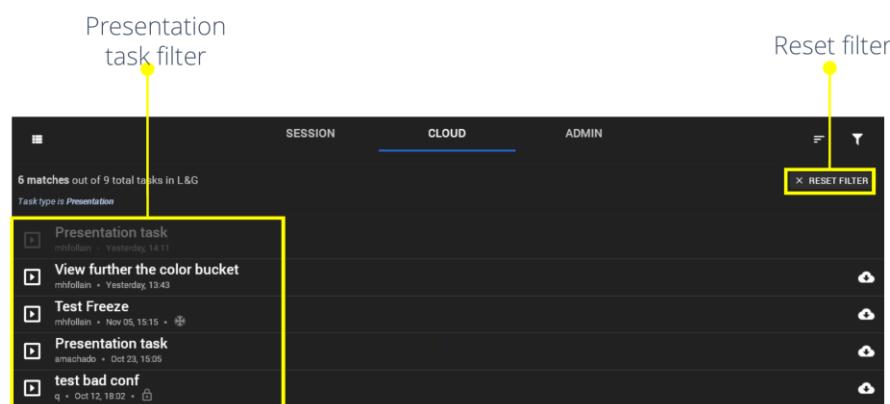
**By existing author:** Tool allowing to list Tasks specifically by Author.

**Check all:** Selects all elements in the selection.

**Uncheck all:** Unselects all elements in the selection.

**Invert:** Selects elements formerly unselected in the selection and unselect elements formerly selected in the selection.

Once the Filter is set, a new list is created



*Cloud tab / Overview / Cloud filter result*

**Presentation task filter:** Shows the task list resulting from the filter done at the task type level.

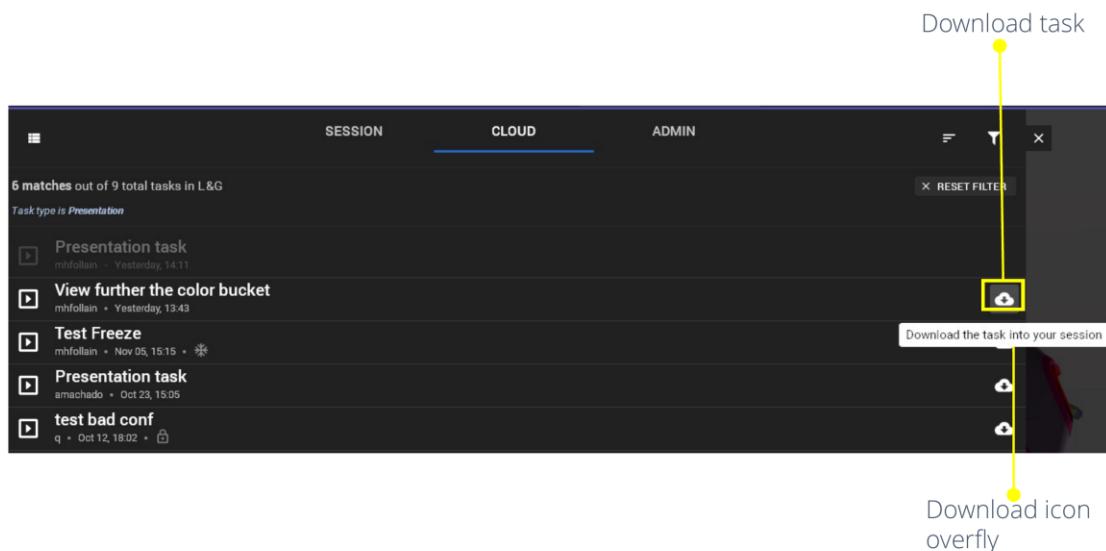
**Reset filter:** cancels the filtering

## 4.2 - Cloud tab fonctionnalities

The main function of the cloud tab is to download the tasks available in the cloud into the current session. They can be downloaded individually or per group.

### 4.2.1 -Single download

It is possible to download a single task.



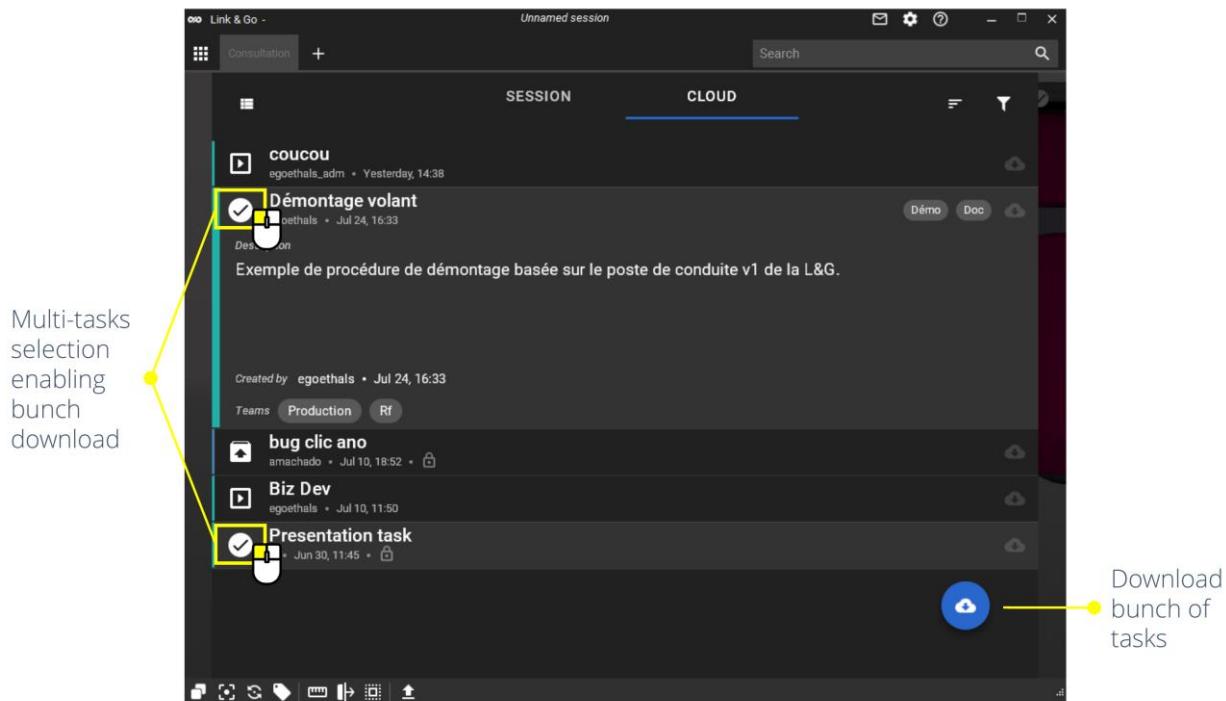
*Task Manager / Cloud tab / Single download*

**Download task:** Enables to download the designated task only.

**Download icon overfly:** Indicates the function of the download task when overflying the icon.

#### 4.2.2 -Multiple download

Bunches of shared tasks can also be downloaded at once.



*Task Manager / Cloud tab / Multiple download*

**Multi-tasks selection enabling bunch download:** Enables to select several tasks in order to download them altogether at the same time at once; to do so, left-click on the designated task(s) icon(s), the icon toggles to a checked mark.

**Download bunch of tasks:** Applies downloading of the bunch of tasks.

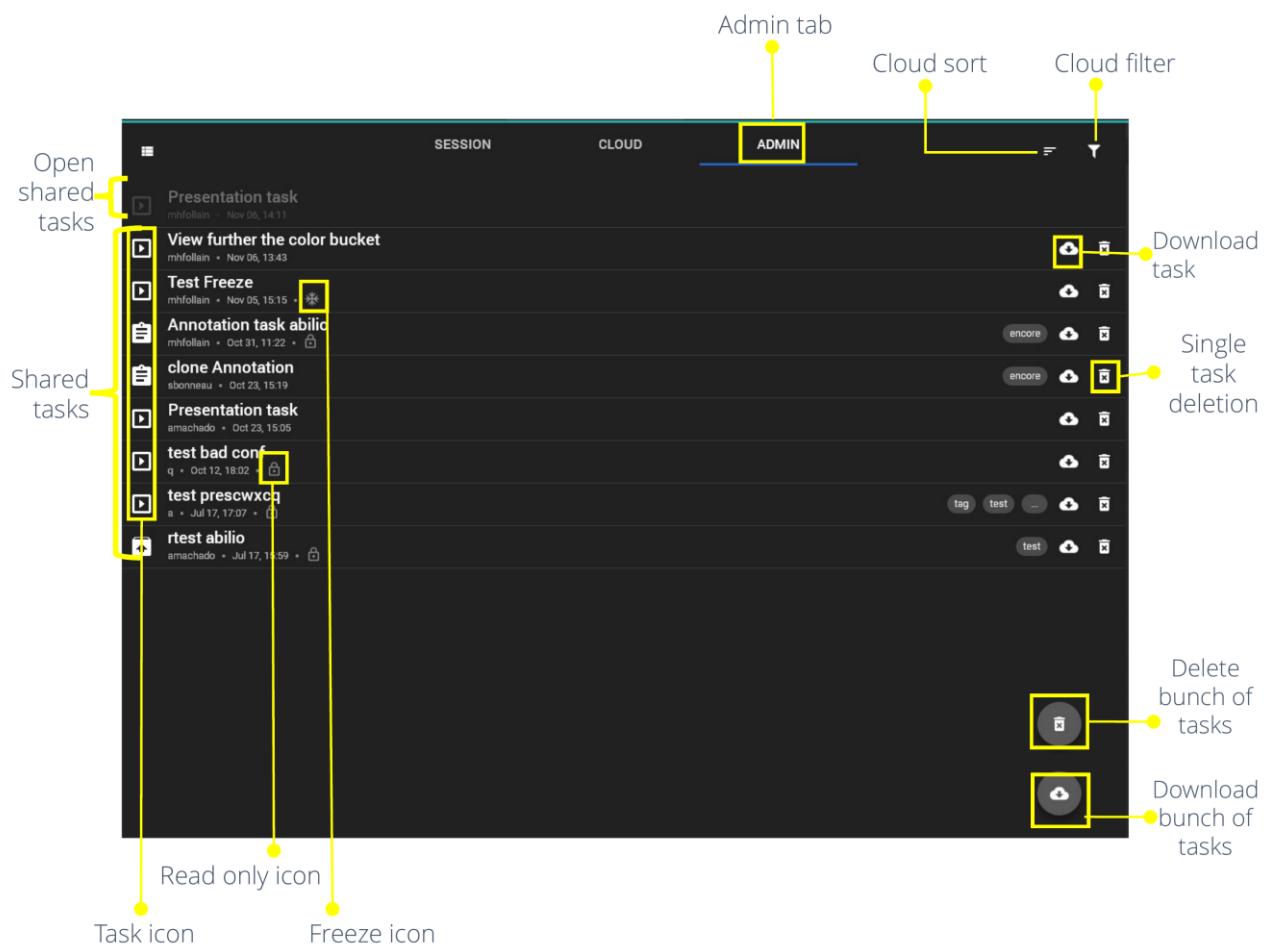
💡 To close and get back to Consultation or Task mode, click on the grey zone on the right or left of the Session/Cloud menu.

## 5 - Admin tab.

The *Administrator rights* is a level of permission enabling specific users to change some configuration settings *within the Cloud*, namely to delete tasks and force actions forbidden to normal users.

Prerequisite: belong to a Team allowing administrator rights.

### 5.1 - Admin tab overview



*Administrator tab / Overview*

**Open shared task:** indicates the shared tasks opened in the current session. It is differentiated from the others by its font color. No action is possible.

**Shared task:** shows the list of tasks available to your team in the cloud. It is differentiated from the open shared task by its highlight font.

**Task icon:** Specific icon depending on the kind of Task. Refer to [title/list view / task icon](#) for further information.

**Read only icon:** indicates the task can be read by the team but not modified or erased, except by the author and the administrator (refer to [Admin tab / administrator rights](#)).

**Freeze icon:** Indicates the task cannot be modified anymore, except by the administrator ([Admin tab / administrator rights](#)).

**Cloud sort:** Organizes data according to various criteria. Please refer to [Cloud tab overview / Cloud sort](#).

**Cloud filter:** Allows to appear/hide elements on a specific data. Please refer to [Cloud tab overview / Cloud filter](#).

**Download task:** Tool allowing to bring a Task from the Cloud to the current Session. Please refer to [Tasks management](#).

**Single task deletion:** Tool enabling to delete a selected task from the cloud forever.

**Delete bunch of tasks:** Tool enabling to delete several tasks at the same time from the cloud forever

**Download bunch of tasks:** Tool enabling to transfer several tasks simultaneously from the Cloud to the current Session.

## 5.2 - Administrator rights

The Administrator rights are available from the Admin tab in the task manager or from the task bar. The functions are not the same.

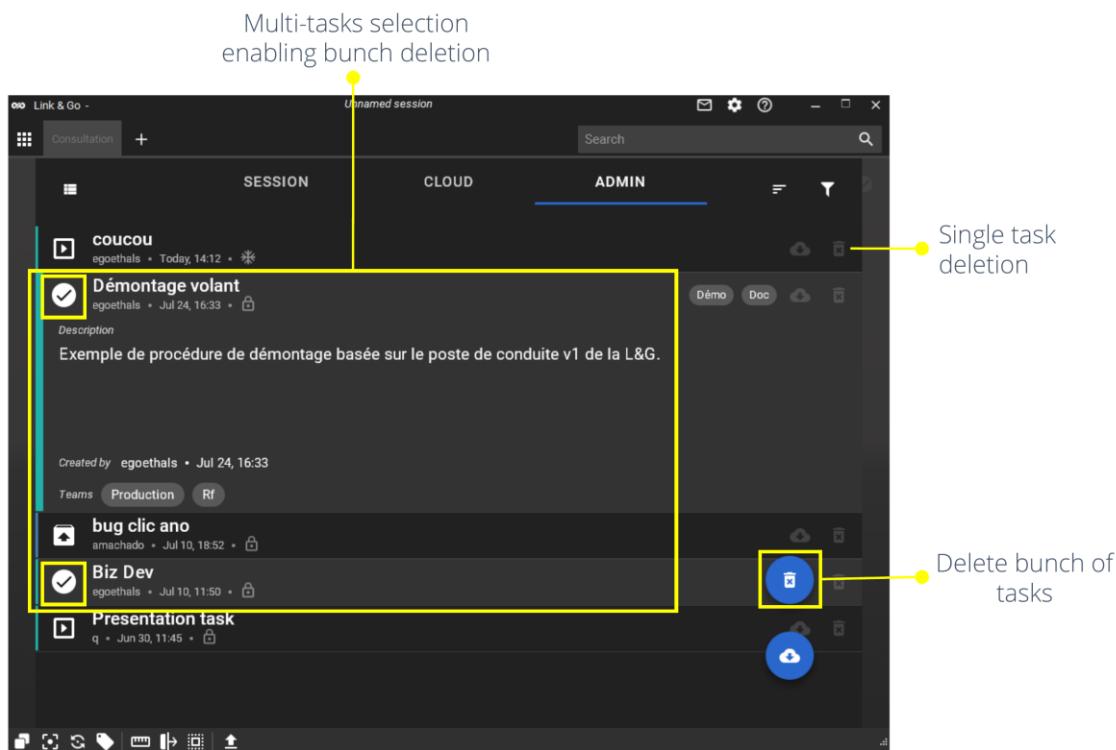
### 5.2.1 - From the Admin tab

#### 5.2.1.1 - *Download task*

The administrator can decide to download one or several tasks from the cloud to the open session. The features are the same as in the cloud tab. Please refer to [Tasks management/Cloud tab functionnalities](#)

#### 5.2.1.2 - *Delete tasks*

When a task is in *read only* or *frozen*, the administrator can delete it from the cloud of the team. He can also delete several at the same time. An additional right given to the administrator is to manage tasks within the cloud by the possibility to delete tasks, one by one or by bunch. This tool works similarly to tasks download.



#### *Administrator rights / Tasks deletion*

**Multi-tasks selection enabling bunch deletion:** Possibility to choose several tasks at the same time. You click on the task icon and the selected tasks are then enlightened with a white box.

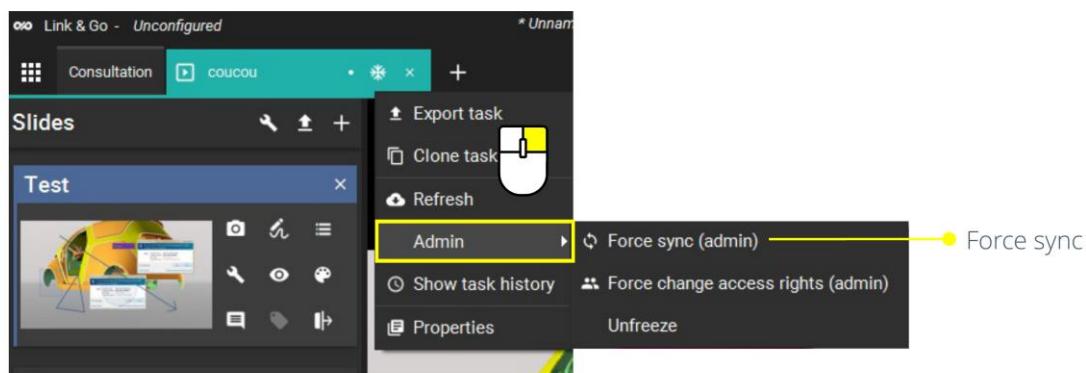
**Single task deletion:** Tool enabling to delete the selected task.

**Delete bunch of tasks:** Tool enabling to delete several tasks simultaneously.

#### 5.2.2 - From the task bar

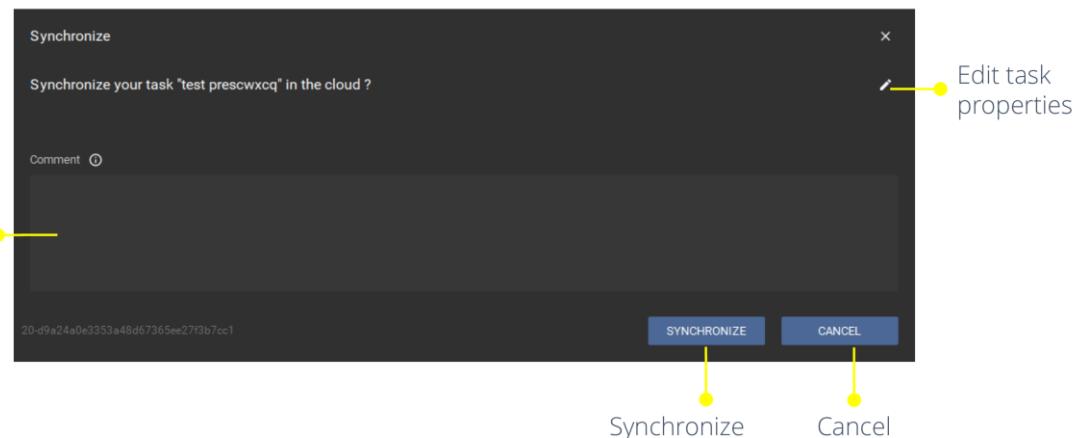
Administrator can overstep normal rights mainly on synchronized, read only and frozen tasks, by a right click on the designated task, in the Tasks bar.

### 5.2.2.1 - Force synchronization



#### Administrator rights / Force synchronization

**Force sync:** Launches manually synchronization. Enables to upload/apply modifications on a designated read only locked task.



#### Administrator rights / Synchronization window

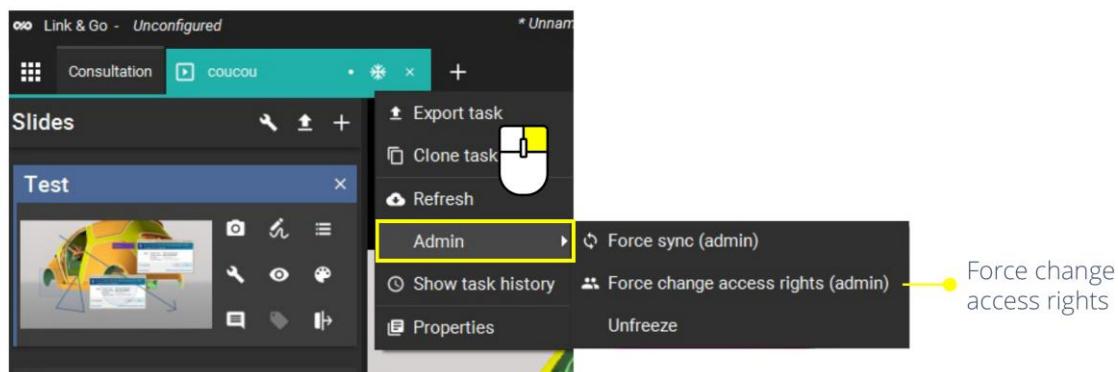
**Comment:** Adds a specific comment to the designated task.

**Edit tasks properties:** Grants access to the tasks properties, information are modifiable; please refer to [Tasks properties](#) for common information.

**Synchronize:** Launches synchronization of the designated task.

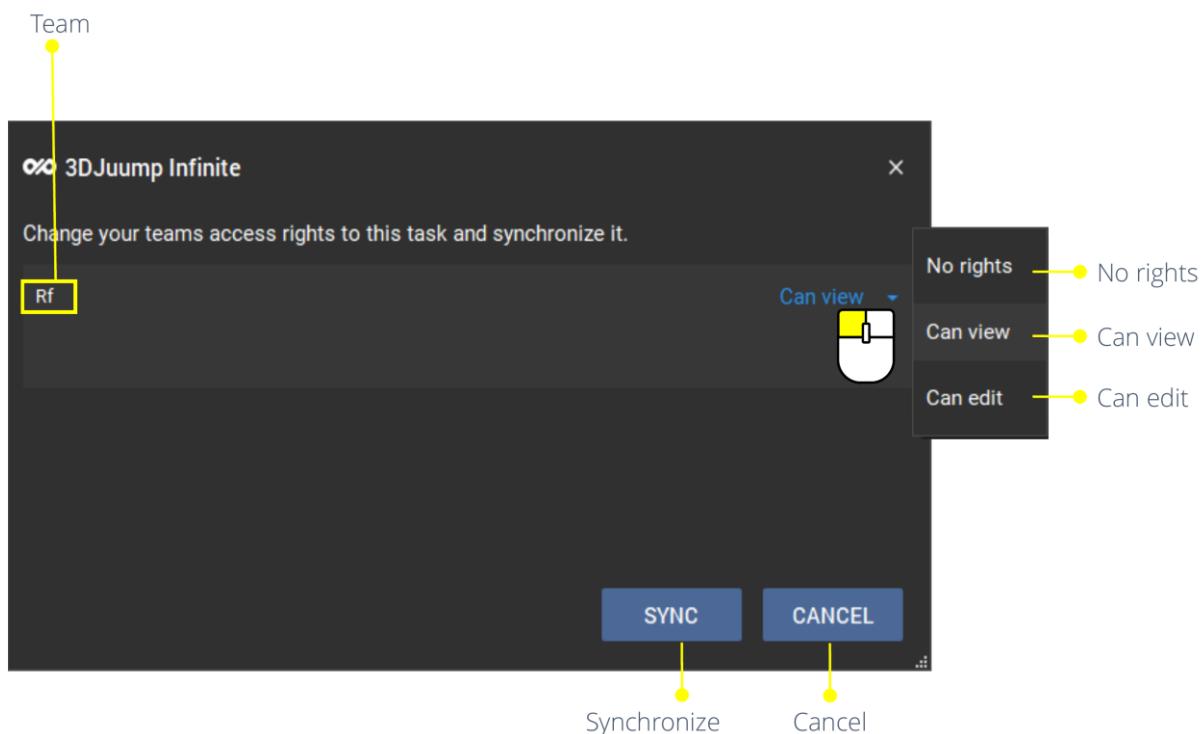
**Cancel:** Cancels the action.

### 5.2.2.2 - Force change access rights



#### Administrator rights / Force change access rights

**Force change access rights:** Enables to modify access rights by team on a designated read only locked task.



#### Administrator rights / Force change access rights window

**Team:** Group of users defined by the administrator, linked to the open project.

**No rights:** the team does not have access to the task

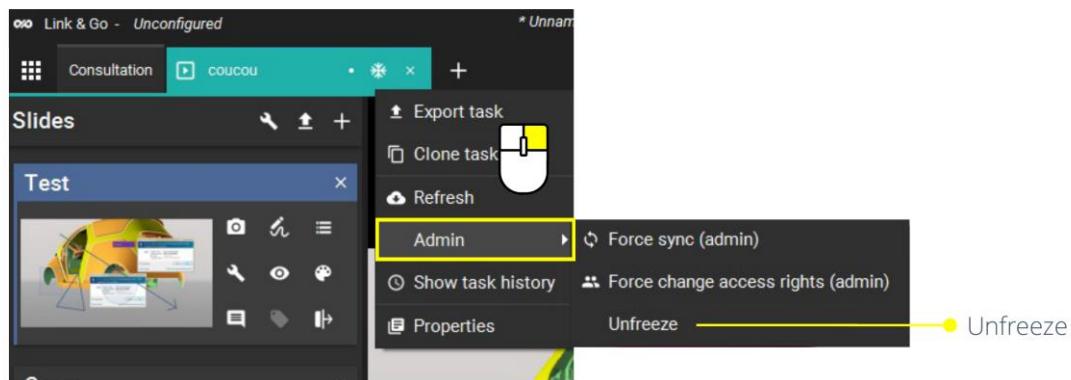
**Can view:** the team can only visualize

**Can edit:** modifiable by all the team

**Synchronize:** Launches synchronization of the designated task.

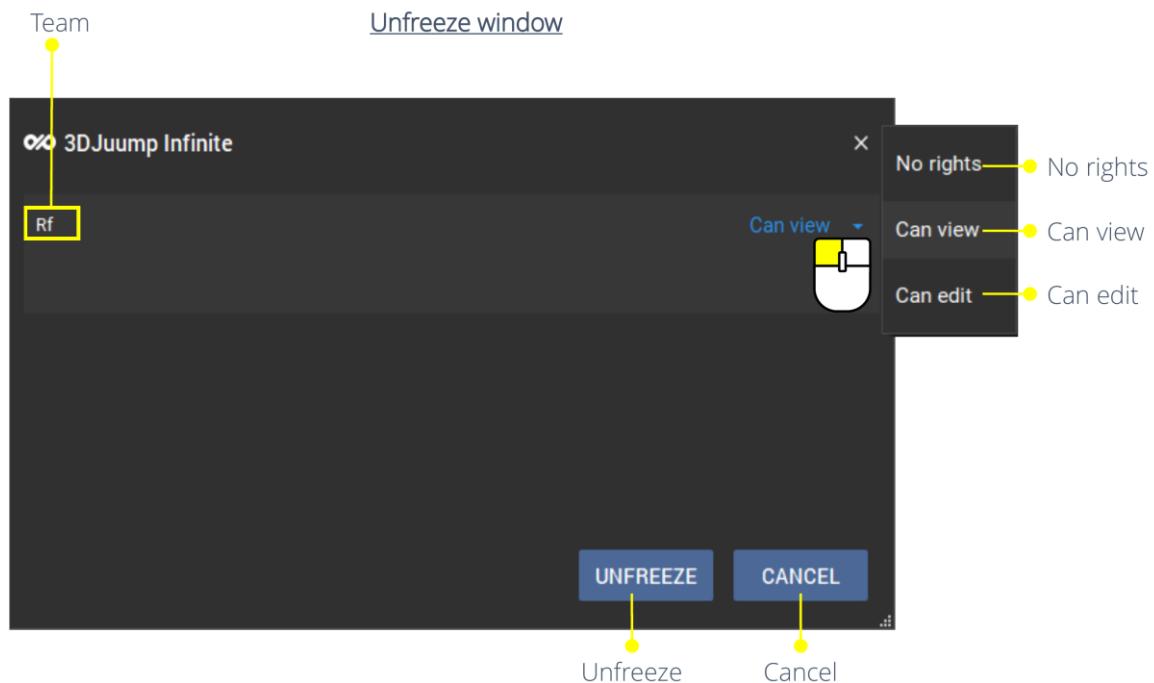
**Cancel:** Cancels the action.

### 5.2.2.3 - Unfreeze



#### Administrator rights / Unfreeze

**Unfreeze:** Grants access to the Unfreeze windows.



#### Administrator rights / Unfreeze windows

**Team:** Group of users defined by the administrator, linked to the open project.

**No rights:** the team does not have access to the task

**Can view:** the team can only visualize

**Can edit:** modifiable by all the team

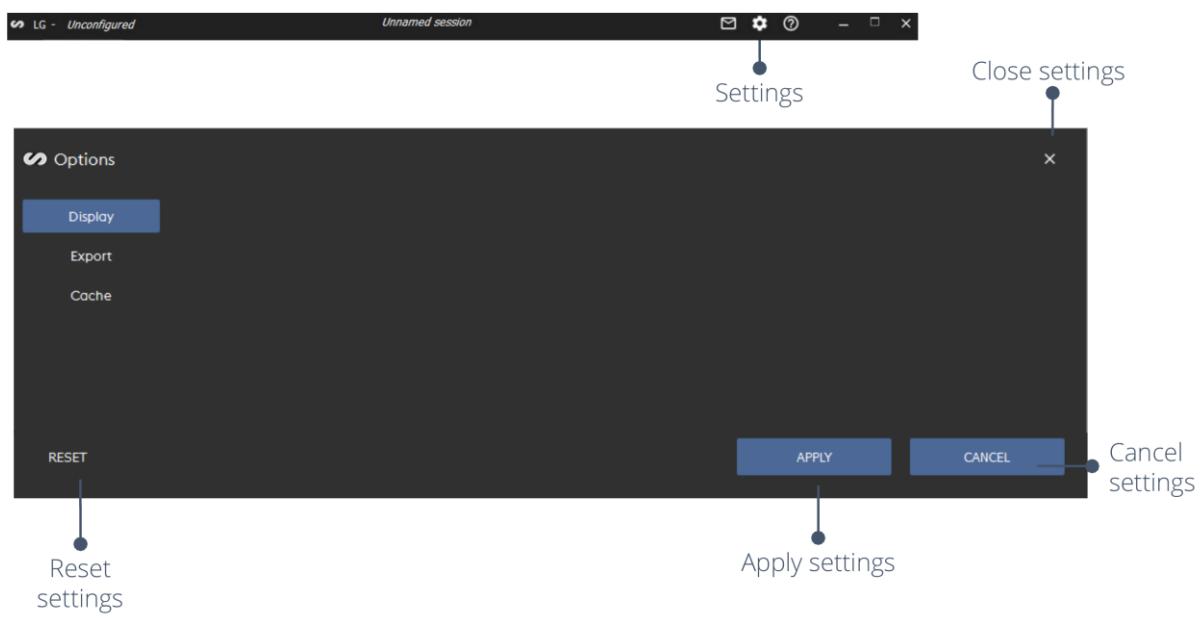
**Unfreeze:** Allows a task formerly frozen to be modified again.

**Cancel:** Cancels the action.

# Settings and Help section

## 1 - Settings

The *Settings* is the control panel that enables the user to configure 3D Juump Infinite appearance and actions.



### Settings

**Close settings:** Closes settings panel.

**Reset settings:** Brings to initial state.

**Apply settings:** Performs tasks as formerly asked.

**Cancel settings:** Cancels tasks formerly asked.

## 1.1 - Display

The *Display Settings* are parameters related to 3D display.

### 1.1.1 - Parameters

The *Parameters* is a set of user-defined values that customises and/or tunes how the application performs.



### Settings / HARDWARE Settings / Parameters

**Antialiasing:** Special effect that smooths the edges so that they look less blocky on screen.

**SSAO:** Special effect that adds soft shadows to help perceive the details on a surface (like carved scriptures).

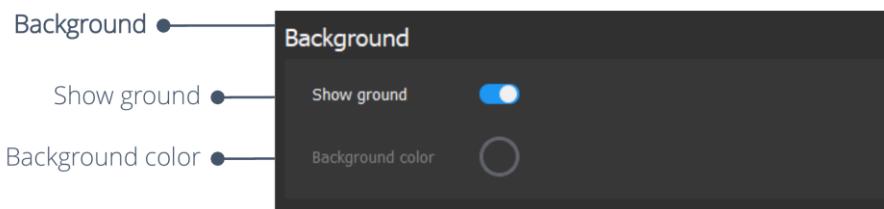
**Edge Detect:** Special effect that underlines elements edges, in order to clearly separate/identify elements.

**Wireframe:** Special effect that displays the wire frame of all 3D geometries instead of their surface.

**Hardware Instancing:** Instancing performances are optimized by the graphics board.

### 1.1.2 -Background

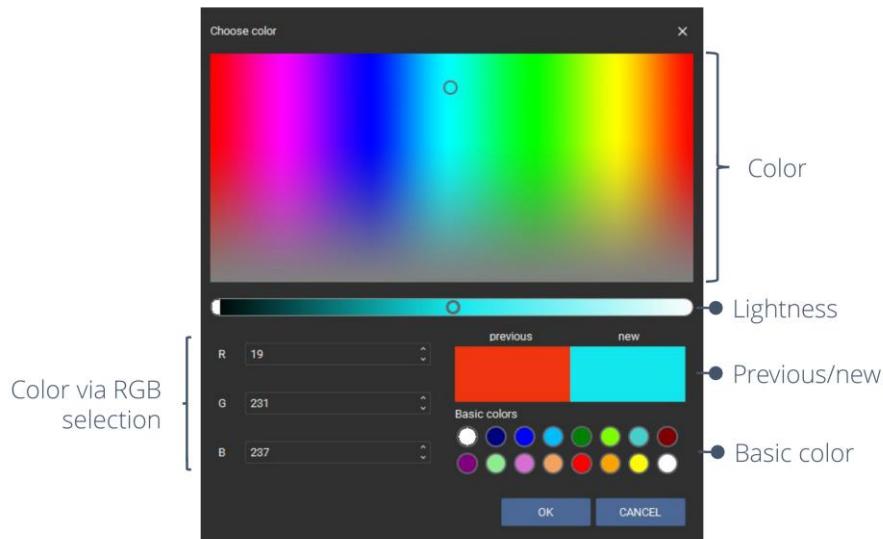
The *Background* parameters allow to define the aspect of the area behind the 3D object.



#### *Settings / HARDWARE Settings / Background*

**Showground:** Special effect that materializes a cosmetic ground under the DMU to help figure out the vertical axis.

**Background color:** Edit background color. It has no effect when the **Showground** settings is activated.



#### *Settings / HARDWARE Settings / Background Color*

**Color:** Choose background color.

**Lightness:** Choose lightness of the background.

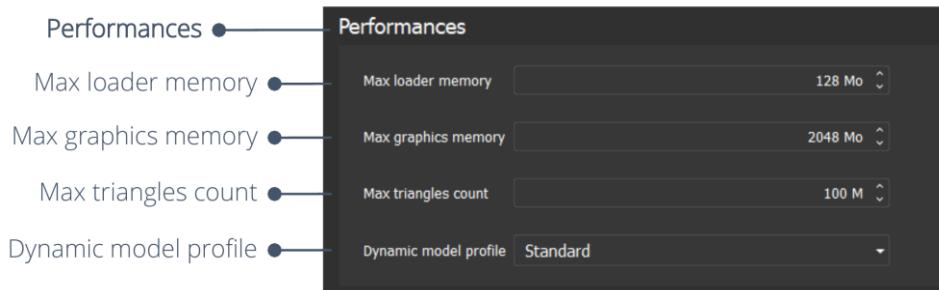
**Previous/next:** Compare previous background color to the new one you wish to apply.

**Basic color:** Quickly choose a basic color.

**Color via RGB selection:** Choose a color using RGB color code.

### 1.1.3 -Performances

The *Performances* are parameters managing capabilities according to your device capacity.



#### Settings / HARDWARE Settings / Performances

**Max loader memory:** Settings that caps the *RAM*<sup>1</sup> usage of the geometry loader. It is not usually necessary to commit a large amount of memory to the loader as it is only a passing stage between the hard-drive and the GPU. Several hundreds megabytes should suffice.

**Max graphics memory:** Settings that caps the *VRAM*<sup>2</sup> usage of the geometry loader. Loaded geometries reside in *VRAM* so this settings needs to be high enough lest it limit the overall number of high-detailed geometries visible at the same time.

**Max triangles count:** Settings that caps the number of triangles rendered from each frame. Modern *GPU*<sup>3</sup> are able to display tens of millions of triangles per frame without altering the user experience, though some low-end integrated *GPU* may struggle to process more than 20M triangles.

**Dynamic model profile:** Settings that define the quality of "Dynamic low definition" (Disable, Standard or High).

## 1.2 - Export

The *Export Settings* are parameters related to the way 3D Juump Infinite exports data.

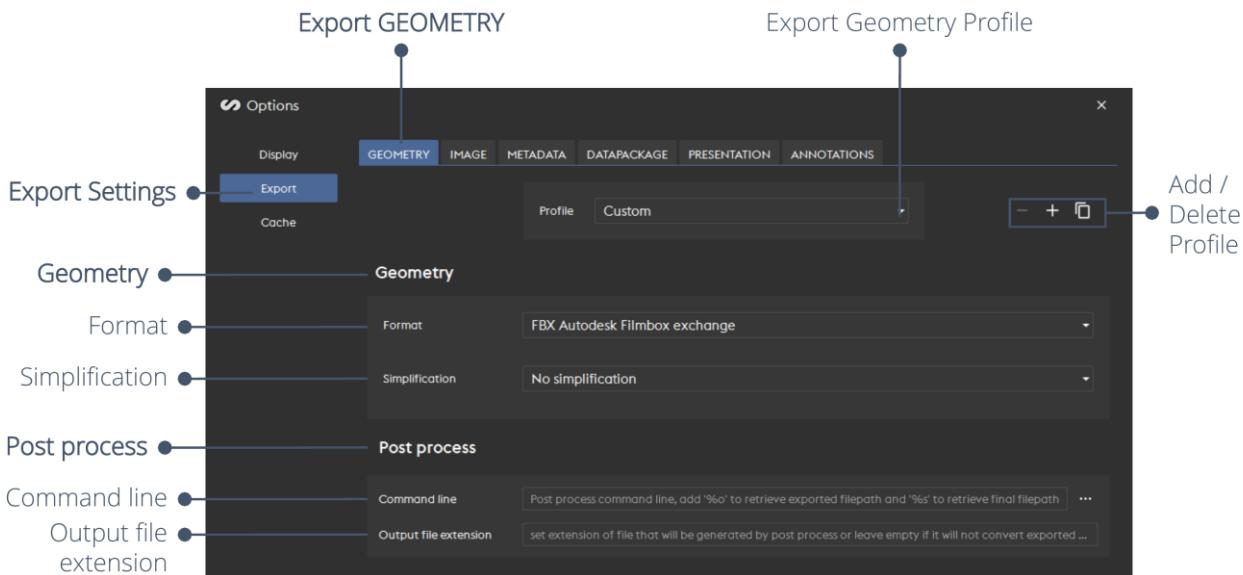
### 1.2.1 -GEOMETRY

The *GEOMETRY* tab regroups parameters related to the way 3D Juump Infinite specifically exports geometric data, i.e. data composed of 3D surfaces.

<sup>1</sup> *Random Access Memory*, the central memory of a computer.

<sup>2</sup> *Video RAM*, the memory of the GPU.

<sup>3</sup> *Graphic Processing Unit*, the additional video card inside a computer, in charge with graphics.



### Settings / Export GEOMETRY

**Export Geometry Profile:** Group of parameters fully describing the specificities of a geometric export. Multiple profiles can exist but the user will have to chose one each time he wants to export geometries. Each profile has a name and can come either from the *Project* or from the local user. The parameters composing a profile are:

- Format
- Simplification
- Post-Process

Depending on customization decided by your company upon DMU generation, *pre-defined* profiles are available. Otherwise in any case new profiles can be created.

**Add/Delete Profile:** Tool enabling to create a new profile / delete an existing profile.

#### 1.2.1.1 - Geometry

Section of export parameters describing the geometry export process.

**Export Geometry Format:** Supported output formats for geometry export are:

- FBX
- GLTF2
- JT
- OBJ
- STEP+JT
- STEP+WRL
- VRML
- WRL+WRL
- WRZ+WRZ

Exported geometries are tessellated. Annotations are not exported.

**Export Geometry Simplification:** Exported geometries can be automatically simplified in order to decrease or limit the number of polygons. Three options are possible:

- *No simplification* produces full size geometries.
- *Triangles ratio* lets the user specify a simplification ratio in percent.
- *Triangles max* lets the user specify a target number of triangles for the output geometries.

**Unique instance identifier:** If enabled, unique name will be generated for product structure nodes, allowing to map them to a metadata export

#### 1.2.1.2 - Post Process

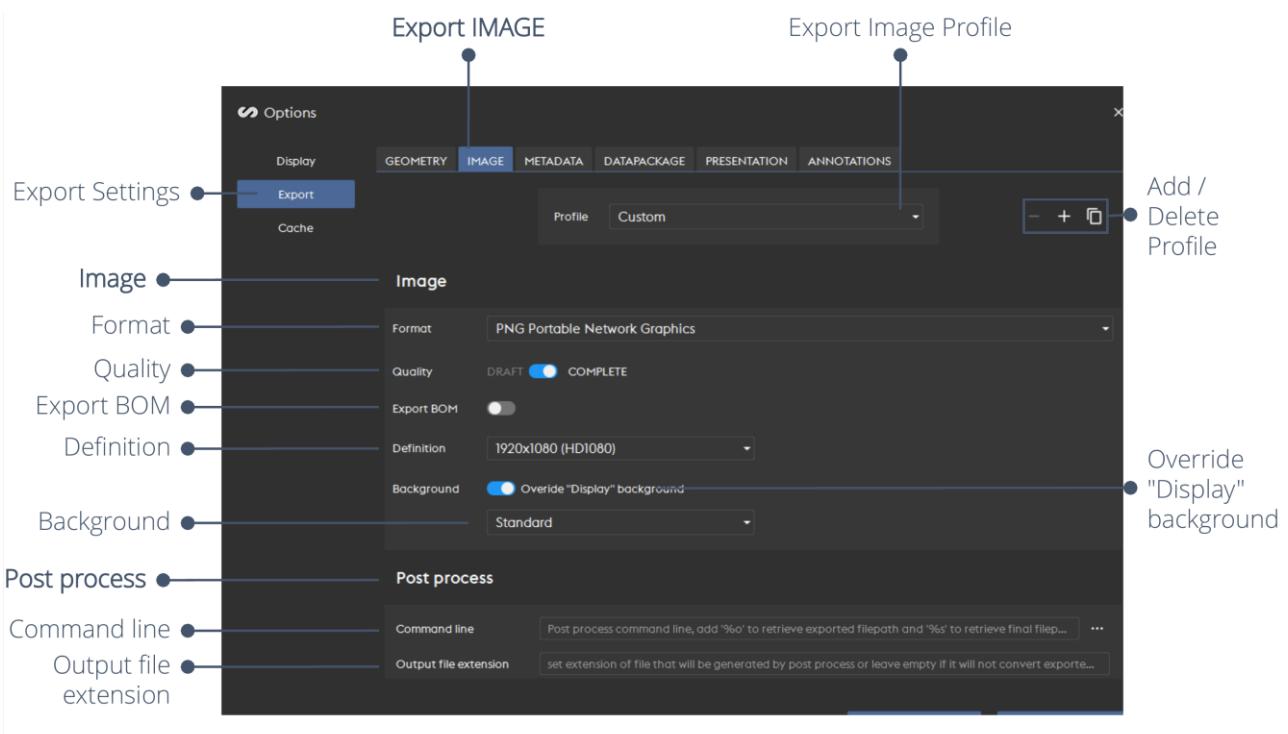
The Export Post Process allows to run a custom program or script that will be able to transform exported data to a format not supported natively by 3D Juump Infinite.

**Command line:** A post-process command line can be defined. 3D Juump Infinite will call it at the end of the export process, replacing any "%s" by the file or folder (depending on the chosen format) path selected by the user and any "%o" by the ouput file or folder (depending on the chosen output file extension) exported by 3D Juump Infinite. It is advised to use absolute file paths. Command line example : `"C:/absolute path to/python.exe" "C:/absolute path to/myScript.py" --input %o --ouput %s`

**Output file extension:** Indicates the extension of the file the post process will generate (if applicable). Leave empty if no transformation is required by the post process. If specified user will be prompted with a file dialog that will matches ouput file format of the post process.

#### 1.2.2 - IMAGE

The **IMAGE** tab regroups parameters related to the way 3D Juump Infinite specifically exports image data, i.e. data composed of colored pixels.



### Settings / Export Image

**Export Image Profile:** Group of parameters fully describing the specificities of an image export. Multiple profiles can exist but the user will have to chose one each time he wants to export images. Each profile has a name and can come either from the Project or from the local user. The parameters composing a profile are:

- Format
- Quality (Hardware only)
- Definition
- Background
- Post-Process

Depending on customization decided by your company upon DMU generation, *pre-defined* profiles are available. Otherwise in any case new profiles can be created.

**Add/Delete Profile:** Tool enabling to create a new profile / delete an existing profile.

#### 1.2.2.1 - Image

Section of export parameters describing the image export process.

**Format:** Supported output formats for image export are:

- PNG
- JPEG
- TIFF

**Export Image - Draft Mode (Hardware only):** An image quick export mode performed from a camera viewpoint. The image generated will automatically be the same size as the current

resolution. This mode depends on the machine capacities and resources during the loading; no guarantee is then given that all the available parts will be displayed in the exported image. To ensure a complete image, Complete Quality mode (Hardware only) should be preferred.

**Export Image - Complete Mode** (Hardware only): An image full export mode. The resolution of the image generated is customizable. Guarantee is then given that all the available parts will be displayed in the point of view. Hence a complete export might require some loading time.

**Export Image - Export BOM**: Enables to export enrich image with metadata.

**Export Image Definition**: The size of the output image in pixels (width x height). In *Draft Mode*, the definition is set to the current definition of the *3D Zone*. In *Complete Mode* (Hardware only), define height or width or respectively the width or height will be calculated by ratio of the presentation.

**Export Image - Override “Display” background**: When the option is activated, edits the background color for the export only

**Export Image Background**: Depending on the chosen *Format*, the background of the image can be chosen from:

- *Standard*, i.e. special effect that materializes a cosmetic ground under the DMU to help figure out the vertical axis,
- *Uniform*, i.e. the user can chose a color for the background of the image,
- *Transparent*, i.e. the background will be transparent, which is useful for image compositing (only available for formats supporting transparency).

#### 1.2.2.2 - Post Process

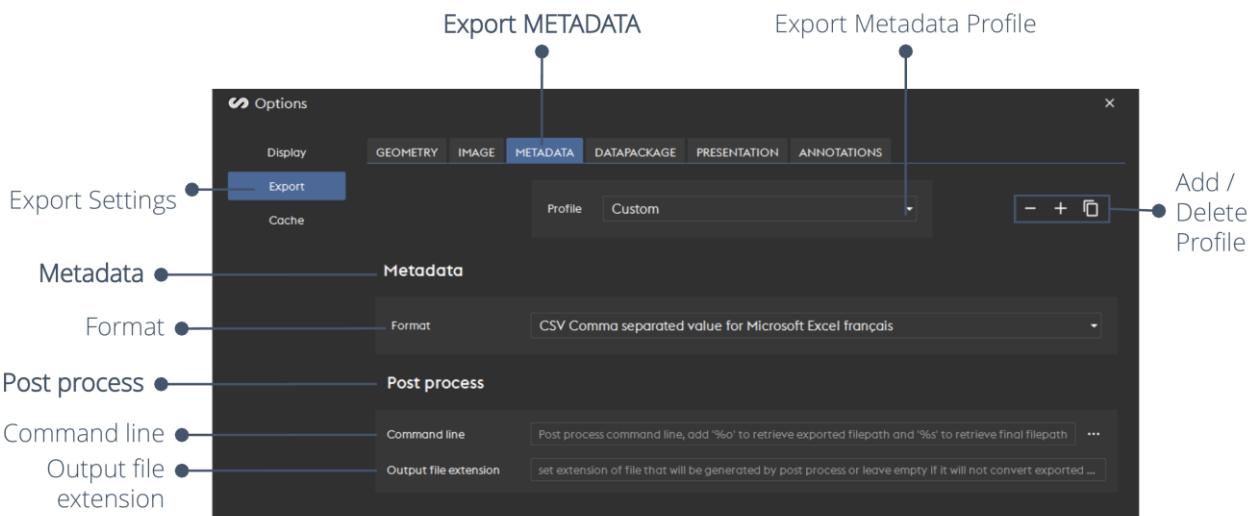
The Export Post Process allows to run a custom program or script that will be able to transform exported data to a format not supported natively by 3D Juump Infinite.

**Command line**: A post-process command line can be defined. 3D Juump Infinite will call it at the end of the export process, replacing any "%s" by the file or folder (depending on the chosen format) path selected by the user and any "%o" by the ouput file or folder (depending on the chosen output file extension) exported by 3D Juump Infinite. It is advised to use absolute file paths. Command line example : `"C:/absolute path to/python.exe" "C:/absolute path to/myScript.py" --input %o --ouput %s`

**Output file extension**: Indicates the extension of the file the post process will generate (if applicable). Leave empty if no transformation is required by the post process. If specified user will be prompted with a file dialog that will matches ouput file format of the post process.

#### 1.2.3 - METADATA

The *METADATA* tab regroups parameters related to the way 3D Juump Infinite specifically exports *metadata*, i.e. BOM and Product Structure.



### Settings / Export Metadata

**Export Metadata Profile:** Group of parameters fully describing the specificities of a metadata export. Multiple profiles can exist but the user will have to chose one each time he wants to export metadata. Each profile has a name and can come either from the *Project* or from the local user. The parameters composing a profile are:

- ◆ Format
- ◆ Post-Process

Depending on information integrated upon DMU generation, *pre-defined* profiles are available. Otherwise in any case new profiles can be created.

**Add/Delete Profile:** Tool enabling to create a new profile / delete an existing profile.

#### 1.2.3.1 - Metadata

Section of export parameters describing the metadata export process.

**Export Metadata Format:** Supported output formats for metadata export are:

- ◆ CSV comma separated value : export part metadata with instance count
- ◆ CSV comma separated value for Microsoft Excel français : export part metadata with instance count
- ◆ XML : export part metadata with instance count
- ◆ JSON : export product structure with part metadata
- ◆ JSON (All Metadata) : export part metadata, link metadata and instance metadata in a flat structure that could be linked to geometry file using *unique instance identifier*

#### 1.2.3.2 - Post Process

The Export Post Process allows to run a custom program or script that will be able to transform exported data to a format not supported natively by 3D Juump Infinite.

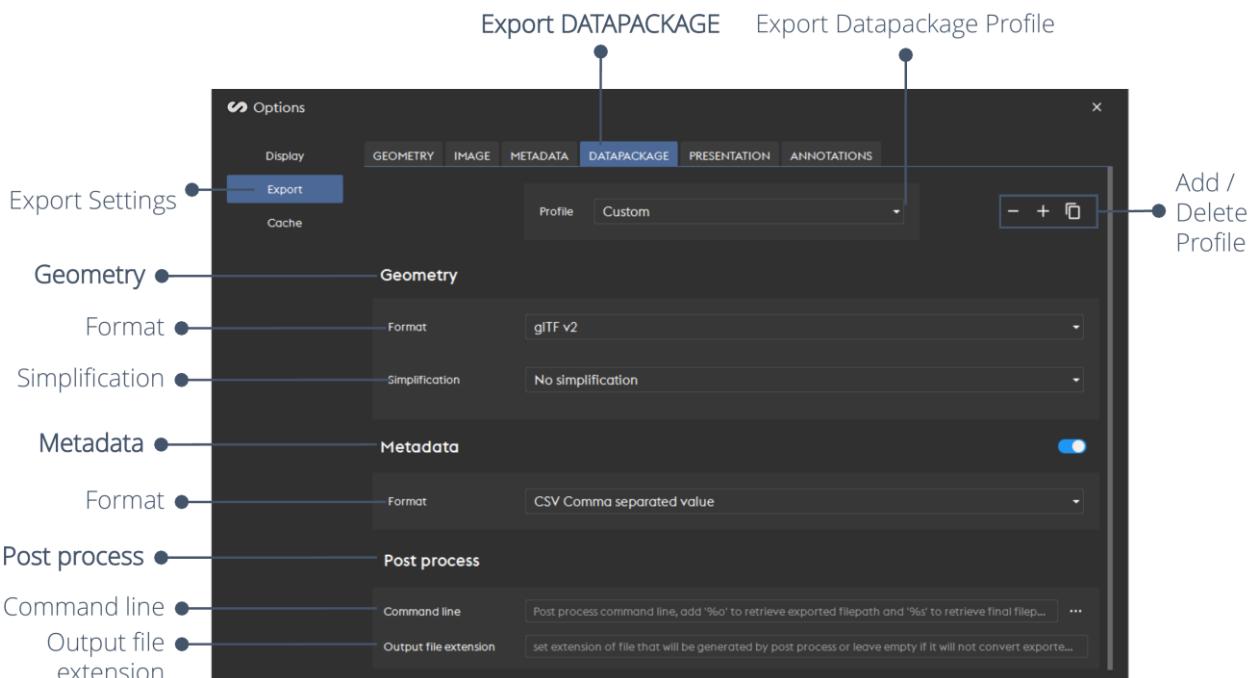
**Command line:** A post-process command line can be defined. 3D Juump Infinite will call it at the end of the export process, replacing any "%s" by the file or folder (depending on the chosen

format) path selected by the user and any “%o” by the output file or folder (depending on the chosen output file extension) exported by 3D Juump Infinite. It is advised to use absolute file paths. Command line example : `"C:/absolute path to/python.exe" "C:/absolute path to/myScript.py" --input %o --output %s`

**Output file extension:** Indicates the extension of the file the post process will generate (if applicable). Leave empty if no transformation is required by the post process. If specified user will be prompted with a file dialog that will matches output file format of the post process.

#### 1.2.4 - DATAPACKAGE

The **DATAPACKAGE** tab regroups parameters related to the way 3D Juump Infinite specifically exports datapackage data.



#### Settings / Export DATAPACKAGE

**Export Geometry Profile:** Group of parameters fully describing the specificities of a geometric export. Multiple profiles can exist but the user will have to choose one each time he wants to export geometries. Each profile has a name and can come either from the *Project* or from the local user. The parameters composing a profile are:

- ◆ Format
- ◆ Simplification
- ◆ Metadata
- ◆ Post-Process

Depending on customization decided by your company upon DMU generation, *pre-defined* profiles are available. Otherwise in any case new profiles can be created.

**Add/Delete Profile:** Tool enabling to create a new profile / delete an existing profile.

#### 1.2.4.1 - *Geometry*

Section of export parameters describing the geometry export process.

**Export Geometry Format:** Supported output formats for geometry export are:

- OBJ
- VRML
- FBX
- JT
- STEP+JT
- STEP+WRL
- WRL+WRL
- WRZ+WRZ

Exported geometries are tessellated. Annotations are not exported.

**Export Geometry Simplification:** Exported geometries can be automatically simplified in order to decrease or limit the number of polygons. Three options are possible:

- *No simplification* produces full size geometries.
- *Triangles ratio* lets the user specify a simplification ratio in percent.
- *Triangles max* lets the user specify a target number of triangles for the output geometries.

#### 1.2.4.2 - *Metadata*

Section of export parameters describing the metadata export process.

**Export Metadata Format:** Supported output formats for metadata export are:

- CSV comma separated value
- CSV comma separated value for Microsoft Excel français
- XML
- JSON

#### 1.2.4.3 - *Post Process*

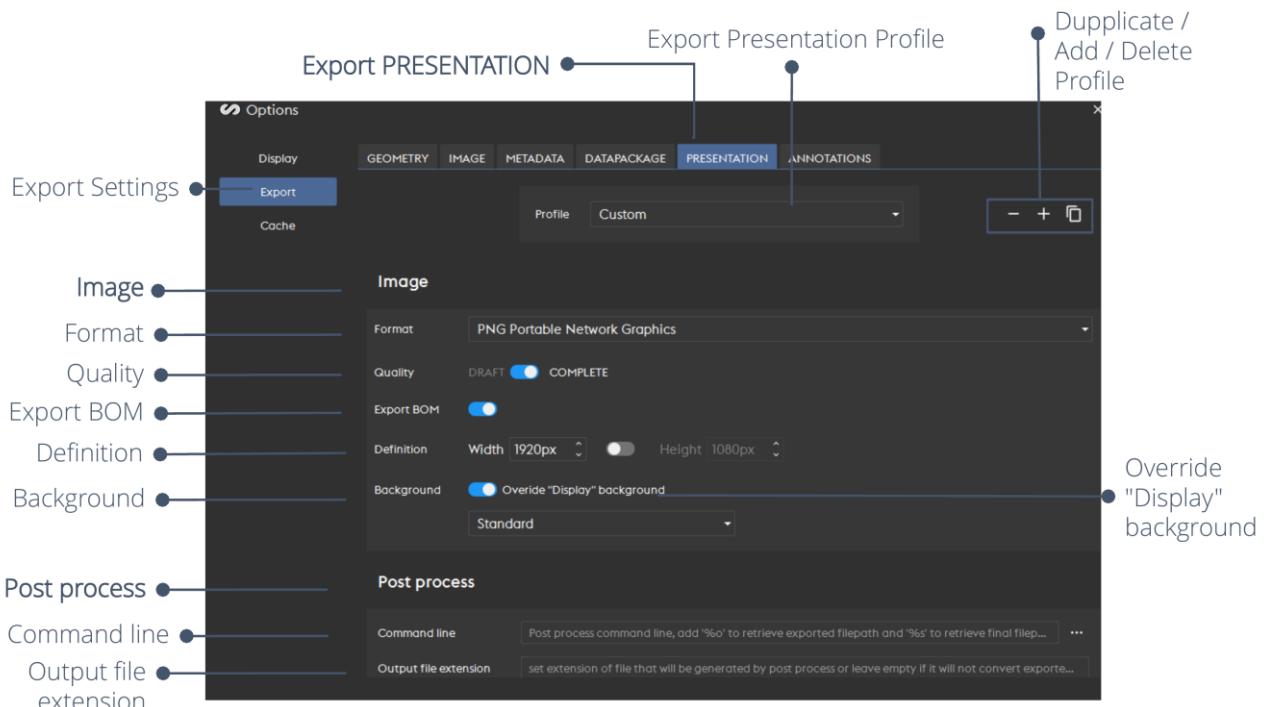
The Export Post Process allows to run a custom program or script that will be able to transform exported data to a format not supported natively by 3D Juump Infinite.

**Command line:** A post-process command line can be defined. 3D Juump Infinite will call it at the end of the export process, replacing any "%s" by the file or folder (depending on the chosen format) path selected by the user and any "%o" by the output file or folder (depending on the chosen output file extension) exported by 3D Juump Infinite. It is advised to use absolute file paths. Command line example : *"C:/absolute path to/python.exe" "C:/absolute path to/myScript.py" --input %o --output %s*

**Output file extension:** Indicates the extension of the file the post process will generate (if applicable). Leave empty if no transformation is required by the post process. If specified user will be prompted with a file dialog that will match the output file format of the post process.

### 1.2.5 -PRESENTATION

The *PRESNTATION* tab regoups parameters related to the way 3D Juump Infinite specifically exports *Presentation*.



#### Settings / Export Presentation

**Export Presentation Profile:** Group of parameters fully describing the specificities of a presentation export. Multiple profiles can exist but the user will have to chose one each time he wants to export a presentation. Each profile has a name and can come either from the *Project* or from the local user. The parameters composing a profile are:

- Image Format
- Image Quality (Hardware only)
- Image Export BOM
- Image Definition
- Image Background
- Post-Process

Depending on information integrated upon DMU generation, *pre-defined* profiles are available. Otherwise in any case new profiles can be created.

**Duplicate/Add/Delete Profile:** Tool enabling to create a new profile / delete or duplicate an existing profile.

#### 1.2.5.1 - Image

Section of export parameters describing the image export process in the frame of a presentation export.

**Export Presentation Image Format:** Supported output formats for image export are:

- PNG
- JPEG
- TIFF

**Export Presentation Image Draft Mode** (Hardware only): An image quick export mode performed from a camera viewpoint. The image generated will automatically be the same size as the current resolution. This mode depends on the machine capacities and resources during the loading; no guarantee is then given that all the available parts will be displayed in the exported image. To ensure a complete image, Complete Quality mode (Hardware only) should be preferred.

**Export Presentation Image Complete Mode** (Hardware only): An image full export mode. The resolution of the image generated is customizable. Guarantee is then given that all the available parts will be displayed in the point of view. Hence a complete export might require some loading time.

**Export Presentation Image Export BOM:** Enables to export enrich image with metadata.

**Export Presentation Image Definition:** The size of the output image in pixels (width x height). In *Draft Mode*, the definition is set to the current definition of the *3D Zone*. In *Complete Mode* (Hardware only), define height or width or respectively the width or height will be calculated by ratio of the presentation.

**Export Presentation Image - Override “Display” background:** When the option is activated, edits the background color for the export only

**Export Presentation Image Background:** Depending on the chosen *Format*, the background of the image can be chosen from:

- *Standard*, i.e. it will use the current [Display Settings](#),
- *Uniform*, i.e. the user can chose a color for the background of the image,
- *Transparent*, i.e. the background will be transparent, which is useful for image compositing (only available for formats supporting transparency).

#### 1.2.5.2 - Post Process

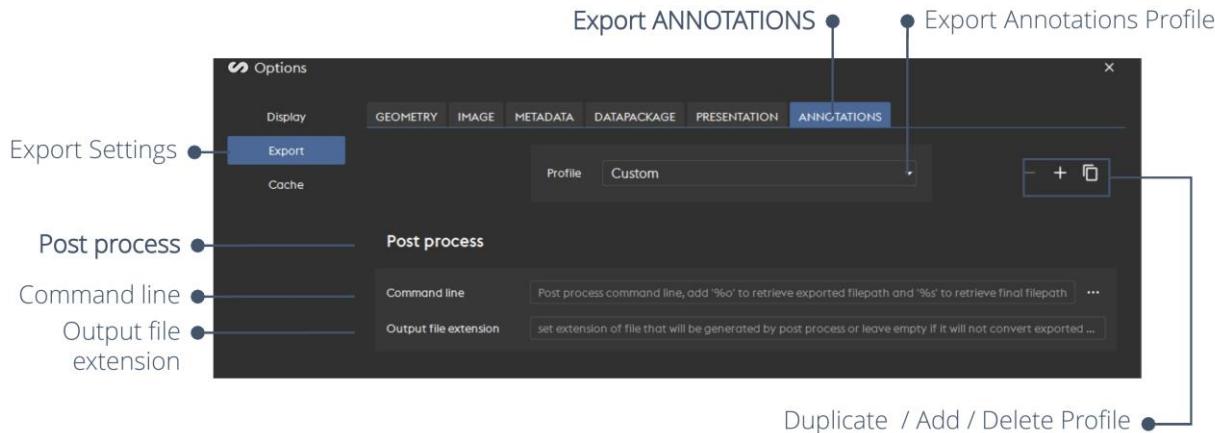
The Export Post Process allows to run a custom program or script that will be able to transform exported data to a format not supported natively by 3D Juump Infinite.

**Command line:** A post-process command line can be defined. 3D Juump Infinite will call it at the end of the export process, replacing any “%s” by the file or folder (depending on the chosen format) path selected by the user and any “%o” by the ouput file or folder (depending on the chosen output file extension) exported by 3D Juump Infinite. It is advised to use absolute file paths. Command line example : `"C:/absolute path to/python.exe" "C:/absolute path to/myScript.py" --input %o --output %s`

**Output file extension:** Indicates the extension of the file the post process will generate (if applicable). Leave empty if no transformation is required by the post process. If specified user will be prompted with a file dialog that will matches ouput file format of the post process.

### 1.2.6 - ANNOTATIONS

The *ANNOTATIONS* tab regroups parameters related to the way 3D Juump Infinite specifically exports *annotations*.



#### Settings / Export Annotations

**Export Annotations Profile:** Group of parameters fully describing the specificities of an annotation export. Multiple profiles can exist but the user will have to chose one each time he wants to export an annotation task. Each profile has a name and can come either from the *Project* or from the local user.

Depending on information integrated upon DMU generation, *pre-defined* profiles are available. Otherwise in any case new profiles can be created.

**Duplicate/Add/Delete Profile:** Tool enabling to create a new profile / delete or duplicate an existing profile.

#### 1.2.6.1 - Post Process

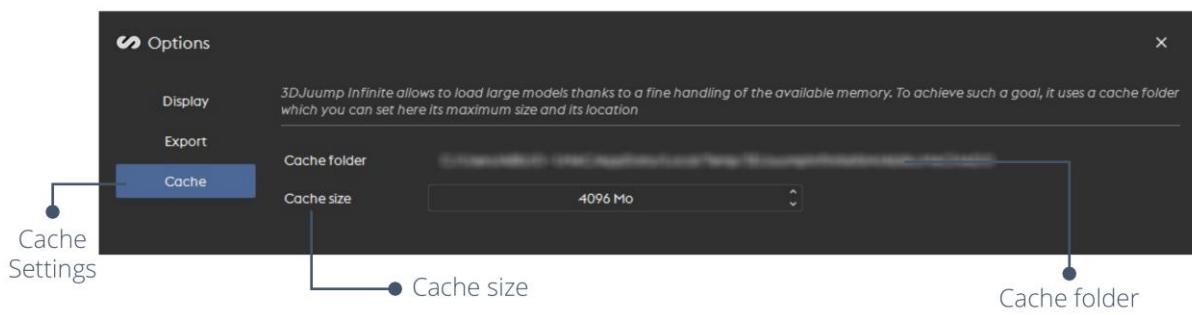
The Export Post Process allows to run a custom program or script that will be able to transform exported data to a format not supported natively by 3D Juump Infinite.

**Command line:** A post-process command line can be defined. 3D Juump Infinite will call it at the end of the export process, replacing any "%s" by the file or folder (depending on the chosen format) path selected by the user and any "%o" by the output file or folder (depending on the chosen output file extension) exported by 3D Juump Infinite. It is advised to use absolute file paths. Command line example : `"C:/absolute path to/python.exe" "C:/absolute path to/myScript.py" --input %o --output %s`

**Output file extension:** Indicates the extension of the file the post process will generate (if applicable). Leave empty if no transformation is required by the post process. If specified user will be prompted with a file dialog that will matches output file format of the post process.

### 1.3 - Cache

The *Cache settings* are parameters related to the Cache.



### Cache

**Cache:** Internal memory system. Once the application has been launched a first time, it enables to start more quickly the application on subsequent times.

**Cache folder:** The folder where the [Cache](#) resides.

**Cache size:** The amount of disk space allocated to the [Cache](#).

## 2 - Help

The [Help section](#) is a control that displays the application help system.



### Help section

#### 2.1 - User Manual

**Hyperlink to User Manual (.pdf):** Opens technical documentation explaining full functionalities of the software.

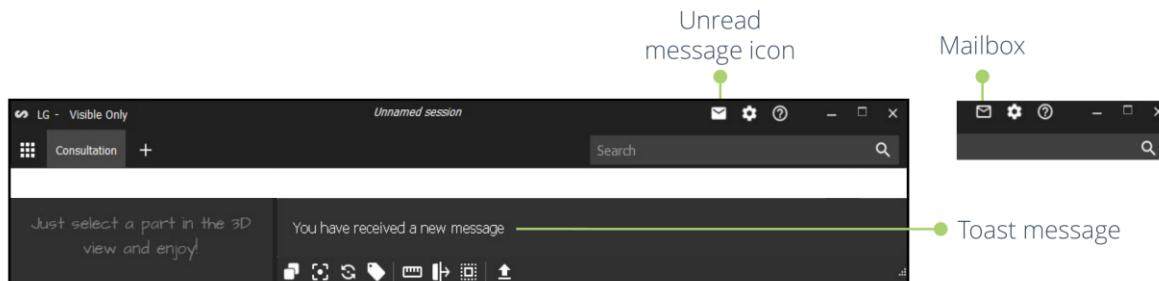
#### 2.2 - About

**Hyperlink to External Software Libraries:** Opens the list of third-party software licences and copyright information

## 3 - Messages

### 3.1 - Normal messages

*Normal messages* are information sent from the administrator of an  $\infty$ Directory to connected users, accessible from the 3D Juump Infinite browser.



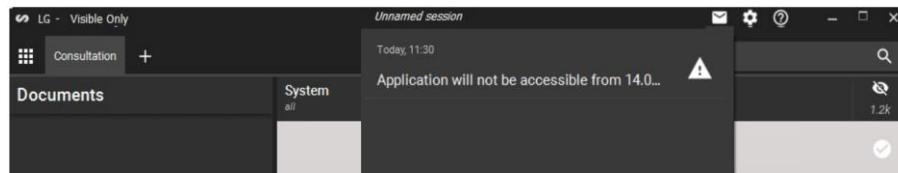
#### Messages / Normal message

**Mailbox:** List of messages sent from the administrator to the user.

**Unread message icon:** Means a new unread message is available in the mailbox; the letter icon (mailbox) becomes white.

**Toast message:** Mentions that a new message is available in the mailbox; it pops-up at the bottom of the HMI, upon reception.

### 3.2 - Critical messages



#### Messages / Critical message

**Critical message:** Important information sent from the administrator. It differs from normal message as it consists of a pop-up blocking the application until the user acknowledges receipt of the information by clicking on OK.

Mailbox and unread messages icon operate as [Normal messages](#).

Once validated, a critical message is displayed in the mailbox with a warning sign on his right.

# Annexes

These annexes contain:

- the release notes,
- the list of known limitations
- the list of Keyboard shortcuts
- the ECCN
- the list of third-party licenses.

## 1 - Range of use

This annex summarizes the range of use of the software.

### 1.1 - Minimum requirements

The client application can run on a broad range of CPUs, from a mobile to a high-end x86-64 central processing unit (CPU). The amounts of CPU power and required RAM depend on the complexity of your DMU and the availability of a dedicated graphic processing unit (GPU).

A dedicated graphic card (GPU) is not required but when it is available, it should be installed with an OpenGL 3.1 and above driver. Any NVIDIA GeForce 8 and above, AMD Radeon 4xxx and

above or Intel HD4000 and above may fit. Without a dedicated GPU, the 3D Juump client application is able to run with the integrated GPU.

Eventually, you should also reserve enough hard disk space to store your digital mock-up data and workspaces. The disk space required for the installation of the  $\infty$ Client application and the Local DMU Manager is only a negligible fraction of the occupied size, respectively 200MB and 800MB.

Minimal requirements of the  $\infty$ Client:

- **Windows 11 64-bit version**
- Dual Core CPU x86-64
- 4GB RAM
- 4GB disk space for binaries and caches
- GPU with OpenGL 3.1 and GLSL 140 support with 3GB RAM
- 1280 x 800 pixel display

Recommended requirements of the  $\infty$ Client:

- Windows 11 64-bit version
- Quad Core CPU x86-64
- 6GB RAM
- 8GB disk space for binaries and caches (SSD)
- GPU with OpenGL 3.1 and GLSL 140 support with 4GB dedicated RAM
- 1920 x 1080 pixel display

A keyboard and a mouse are mandatory for fully using 3D Juump Infinite. Touchscreen support is limited to navigation.

When using the Local DMU Manager, it is recommended to add **+2 cores** to the CPU and add **+2GB** of RAM, for the minimal and recommended requirements above.

 In order to install the Local DMU Manager on the user host, you must have an **administrator** account. Note the *administrator* account is only required for the installation. Once the application is deployed, the user can have access to their data with their regular account.

## 1.2 - Supported output formats

### 1.2.1 -Geometry

Supported output formats for geometry export are:

- FBX
- GLTF2
- JT
- OBJ

- STEP<sup>4</sup>+JT
- STEP+WRL
- VRML
- WRL+WRL
- WRZ+WRZ

Exported geometries are tessellated. Annotations are not exported.

#### 1.2.2 - Image

Supported output formats for image export are:

- JPEG
- PNG
- TIFF

Transparency support depends on the output format.

#### 1.2.3 - Metadata

Supported output formats for metadata export are:

- CSV (comma separated)
- CSV (semi-colon separated)
- JSON
- XML

#### 1.2.4 - Presentation

Supported output formats for presentation export are:

- HTML
- HTML with DZSlide embedded viewer
- JSON
- Markdown
- ODP

Note: Markdown and ODP do not support rich-text, thus when slide comments containing rich-text are found, they are exported as raw-text instead.

## 2 - Keyboard shortcuts

The *Keyboard shortcuts* enables to quickly perform general operation such as, non-exhaustively, open a file, save a document, ...

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<sup>4</sup> STEP AP242 Part 21

General

**Ctrl+N** Create a new empty document

**Ctrl+O** Open a file

**Ctrl+S** Save a document

**Ctrl+Shift+S** Save a document as

**Ctrl+Z** Undo

**Ctrl+Y** Redo

Selection

**Ctrl** Maintain pressed while selecting objects to add them to the current selection

**Alt** Maintain pressed while selecting objects to remove them from the current selection

**Del** Quick hide selected objects

Search

**Up** Select search result up

**Down** Select search result down

**Ctrl+F** Find

*Keyboard shortcuts*

### 3 - Export control classification

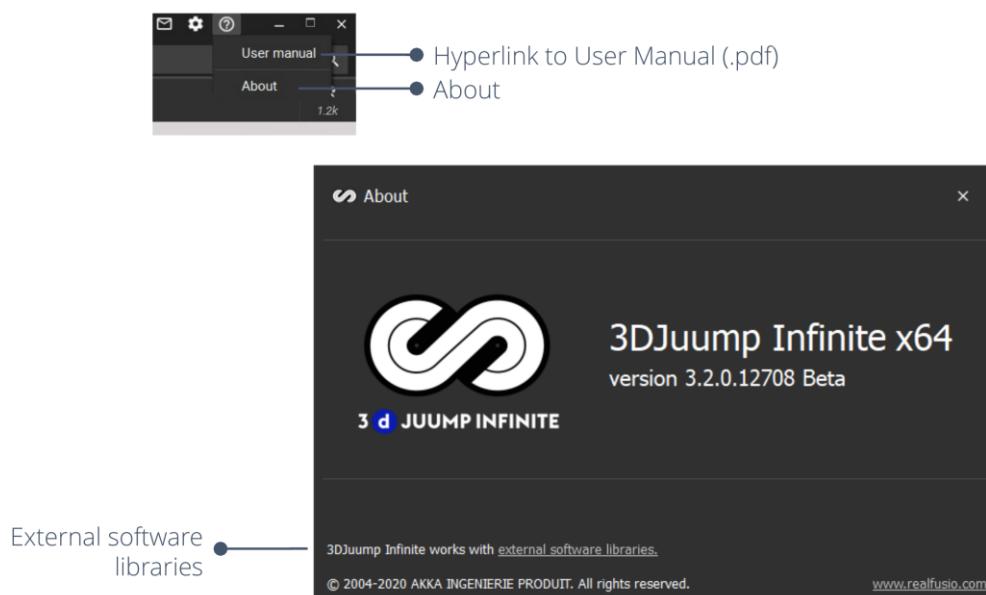
The Software, which integrates dual use information security items of American origin (ECCN 5D992.c <10%), is subject to the US Export Administrative Regulations (EAR) 15 C.F.R. part 730 et seq. for the country Group E:1 and E:2 which are, at the date of the License Terms and Conditions: Iran, North Korea, Sudan, Syria and Cuba. In particular, the User shall not use, export or re-export the Software in those countries and with end users or for end uses in breach of the US export control regulations.

The Software has been the subject of a declaration of operations relating to a means of cryptology to the ANSSI (Declaration N ° 17070363). However, the Software does not come under Regulation (EC) N ° 428/2009 of May 5, 2009, setting up a Community regime for the control of exports, transfer, brokering and transit of dual-use items, as confirmed by the Direction Générales des Entreprises / Services des Biens à Double-Usage Goods in his mail N ° FR 80404.

### 4 - Third-party software licenses

The details of licenses is available on the 3D Juump Infinite Third-party License manual provided with the software.

It is also available in the *Help section*, by clicking on About



### *Help section*