Using Revit API Events to Manage Miracles

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Quick Introduction

- I'm from Austin, TX
- Started AEC Career in 1996 (Civil & MEP)
- Actively developing software for 18+ years
- Morphed into BIM/CAD Management in 2004
 - 4 years MEP, 3 in Architecture
- Started working for CASE in 2011

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Class Materials

- This presentation
- 12 page handout
- Visual Studio 2013 Solution





Full Class Materials Download





The Four Learning Objectives

- Understand what Revit API events are and some notable limitations
- Know how to subscribe and unsubscribe to events in Revit
- See several examples on creative Revit API event uses
- Bypass some of the Revit API event rule limitations with IUpdater





Understand what Revit API events are and a few notable limitations

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Revit API Events Defined (Basic)

- A means for a custom Revit add-in to receive notifications when something specific changes
- Provide the ability for a custom add-in to perform action(s) without user intervention



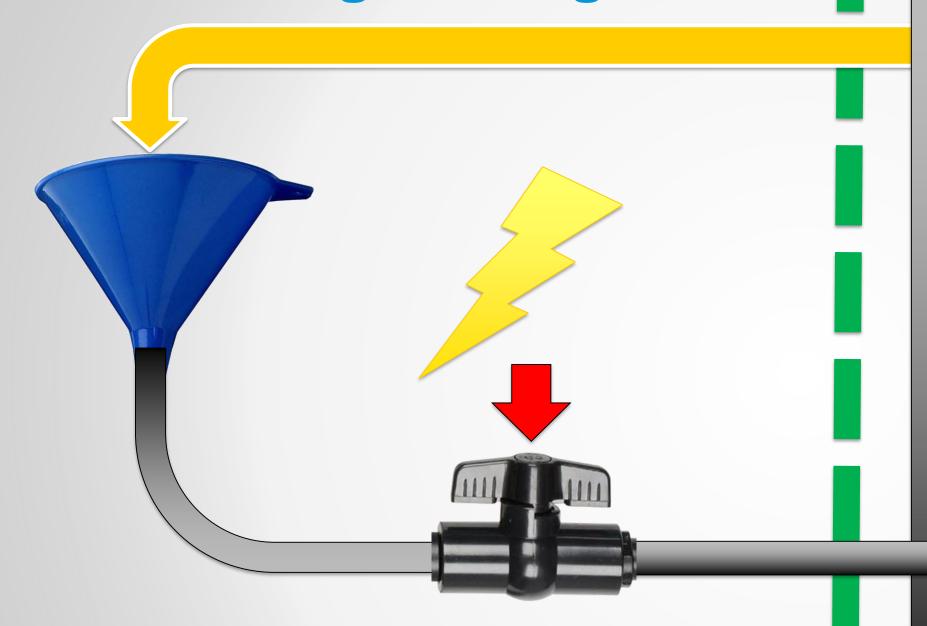


Slightly Deeper Definition

- Revit events are a kind of delegate
 - Delegates are smart objects that deal with references to methods, as opposed to objects or properties
 - Delegates can reference any number of methods so long as their signature matches the requirement
- How they work
 - Event fires off, or is "raised"
 - Internal Revit API event delegate calls each registered event handler method sending its predefined internal values as input parameters



Basic Delegate Diagram



App1

- Method1
- Method2

App2

Method1

АррЗ

Method1

Call ALL When Triggered

Delegate (queue)

Conditional Trigger

Custom Event Handler Methods (Subscriptions)





Supported Events

The **Document** type exposes the following members.

∃ Events

	Name		Description	
4	DocumentClosing	The <u>UIApplication</u> type exposes the following members.		
4	DocumentPrinted	∃ Events		
4	DocumentPrinting		Name	Description
4	DocumentSaved	<i>y</i>	ApplicationClosing	Subscribe to the ApplicationClosing event to be notified when the Revit application is just about to be closed.
4	DocumentSavedAs	4	DialogBoxShowing	Subscribe to the DialogBoxShowing event to be notified when Revit is just about to show a dialog box or a message box.
4	DocumentSaving	3	DisplayingOptionsDialog	Subscribe to the options dialog displaying event to be notified when Revit options dialog is displaying.
4	DocumentSavingAs	3	DockableFrameFocusChanged	Subscribe to this event to be notified when a Revit GenericDockableFrame has gained focus or lost focus in the Revit user interface. This event is called only for API-created GenericDockableFrames.
9	ViewPrinted	4	<u>DockableFrameVisibilityChanged</u>	Subscribe to this event to be notified when a Revit GenericDockableFrame has been shown or hidden in the Revit user interface. This event is called only for
4	ViewPrinting	4	<u>Idling</u>	API-created GenericDockableFrames. Subscribe to the Idling event to be notified when Revit is not in an active tool or transaction.
		4	ViewActivated	Subscribe to the ViewActivated event to be notified immediately after Revit has finished activating a view of a document.
		4	ViewActivating	Subscribe to the ViewActivating event to be notified when Revit is just about to activate a view of a document.



Partial List of Revit 2015 API Supported Events

- Some new and a few of the more common include:
 - DocumentWorksharingEnabled
 - ElementTypeDuplicating & ElementTypeDuplicated
 - ViewActivating & ViewActivated
 - FamilyLoadingIntoDocument & FamilyLoadedIntoDocument
 - DocumentSynchronizingWithCentral & DocumentSynchronizedWithCentral
- Refer to the Revit API SDK help file (chm) for a complete list



Notable Rules & Limitations

- Custom event handler methods must match the signature for the event that you are subscribing to
- Most Revit API events do not support model changes
 - The Idling event is an exception to this rule
- Event subscriptions will only persist as long as the source that subscribed them



System Resources Caution

- Events alone do not consume a lot of resources, its what you do with them that will
- Focus on specific tasks
- Avoid long running sequences





Know how to subscribe and unsubscribe to events in Revit

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Anatomy of a Revit API Event Implementation

Custom event handler method

Subscribe

Unsubscribe

Handler parameter arguments

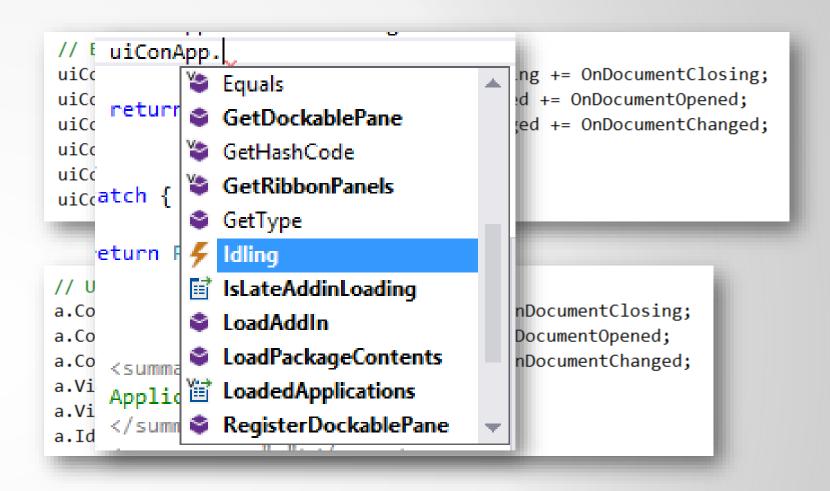
Add handler

Remove handler



Subscribe and Unsubscribe from Events

- Event subscriptions remain active until either
 - Unsubscribed
 - Original subscribing command or application terminates
- Always unsubscribe your events either at application shutdown or when you are done using them





See several examples on creative Revit API event uses

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Sample #1 – Log Time Spent in Views

```
/// <summary>
/// Fires off after a view has been activated.
/// </summary>
/// <param name="sender"></param>
/// <param name="e"></param>
internal void OnViewActivated(object sender, ViewActivatedEventArgs e)
 try
    ActiveDoc = e.Document;
   if (ActiveDoc == null) return;
   // New View Timer
   ActiveViewTimer = new clsViewTime(e.CurrentActiveView);
    PageEventData.LabelActiveViewName.Content = e.CurrentActiveView == null
     ? "No Active View"
     : string.Format("({0}) {1}",
              e.CurrentActiveView.ViewType,
              e.CurrentActiveView.Name);
```

```
/// <summary>
/// Fires off each time a view is switched. This is
/// also a good way to know when a new model is open and
/// active in the editor.
/// </summary>
/// <param name="sender"></param>
/// <param name="e"></param>
internal void OnViewActivating(object sender, ViewActivatingEventArgs e)
  if (e.Document == null) return;
  try
    // End Active View
    if (ActiveViewTimer != null)
      ActiveViewTimer.SetClosed();
      Data.Views.Add(ActiveViewTimer);
      Data.Views.SortBackwards(a => a.Opened);
```



Sample #2 – Export View Images

- ViewActivating
- ViewActivated

Export an image using the current date and time along with the name of the model and view.

Supports image export on view open, closed, or both

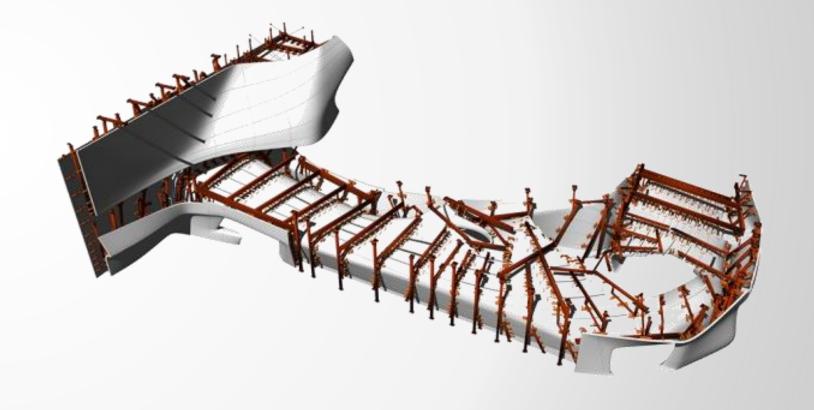


Image credit www.case-inc.com





Sample #2 – Export View Images

```
/// <summary>
/// Export image from active view
/// </summary>
/// <param name="isOpened"></param>
internal static void ExportViewImage(bool isOpened)
  try
   // Export view image
   string m_event = isOpened ? "Opened" : "Closed";
   ImageExportOptions m options = new ImageExportOptions
      ExportRange = ExportRange.CurrentView
   // File Name
   string m fileName = String.Format("{0} {1} {2} {3}",
     DateTime.Now.ToString("yy-MM-dd-hh-mm-ss"),
      Path.GetFileNameWithoutExtension(AppMain.ActiveDoc.Title),
     AppMain.ActiveDoc.ActiveView.Name,
      m event);
   // Save the image in same directory as executing dll
   m options.FilePath = Path.Combine(GetAssemblyPath(), m fileName);
   m options.ImageResolution = ImageResolution.DPI 300;
   m options.ShadowViewsFileType = ImageFileType.PNG;
   AppMain.ActiveDoc.ExportImage(m_options);
 catch { }
```

- Can be used to visually track progress for projects similar to how construction companies use video time-lapse
- Be careful to monitor disk space at the location where you send the images



Demo





Sample #3 – Log Key Element Deletions

DocumentChanged

Know when elements of specific categories get deleted and who deleted them.

Sample code focuses on walls, doors, and levels





Demo



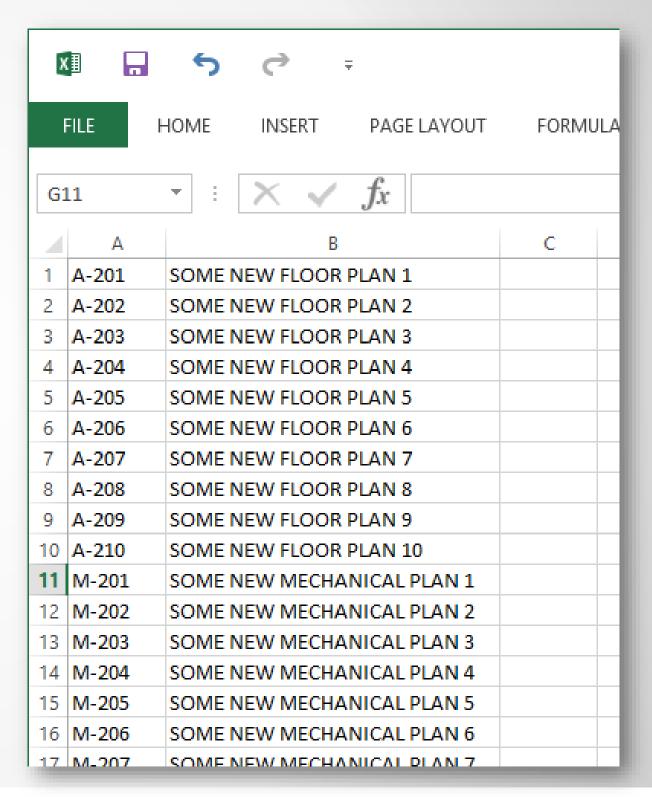


Sample #4 – Generate Sheets from External File

Idling

Adds sheets if they don't already exist in the model

Easily coordinate sheet listings between external consultants using nothing more than a simple text file





Sample #4 – Generate Sheets from External File

```
/// <summary>
/// Document Idle!
/// Handlers of this event are permitted to make modifications
/// to any document (including the active document), except for
/// documents that are currently in read-only mode.
/// </summary>
/// <param name="sender"></param>
/// <param name="idlingEventArgs"></param>
private void OnIdling(object sender, IdlingEventArgs idlingEventArgs)
 UIApplication m uiApp = sender as UIApplication;
  if (m uiApp == null) return;
  if (m_uiApp.ActiveUIDocument == null) return;
  Document m_doc = m_uiApp.ActiveUIDocument.Document;
  const string c fileName = @"c:\temp\sheets new.txt";
  if (!File.Exists(c fileName)) return;
  Dictionary<string, string> m newSheets = new Dictionary<string, string>();
  using (StreamReader sr = new StreamReader(c_fileName))
    while (!sr.EndOfStream)
      string m line = sr.ReadLine();
      if (string.IsNullOrEmpty(m line)) continue;
      string[] m_txt = m_line.Split('\t');
      if (!string.IsNullOrEmpty(m txt[0]) && !string.IsNullOrEmpty(m txt[1]))
        m_newSheets.Add(m_txt[0], m_txt[1]);
  if (m newSheets.Count < 1) return;</pre>
  // Check for a titleblock
  FamilySymbol m_titleBlock = (from e in new FilteredElementCollector(m_doc)
                                 .WhereElementIsElementType()
                                 .OfCategory(BuiltInCategory.OST TitleBlocks)
                                 .Cast<FamilySymbol>()
                               select e).First();
```

```
// Sheets
IEnumerable<ViewSheet> m query = from e in new FilteredElementCollector(m doc)
  .WhereElementIsNotElementType()
  .OfClass(typeof(ViewSheet))
 let sh = e as ViewSheet
  select sh:
Dictionary<string, ViewSheet> m sheets =
  m query.ToList().ToDictionary(x => x.SheetNumber);
// Create Missing Sheets
foreach (var x in m newSheets)
  if (m sheets.ContainsKey(x.Key)) continue;
  using (Transaction t = new Transaction(m doc))
    if (t.Start("New Sheet") != TransactionStatus.Started) continue;
      ViewSheet m sheet = m titleBlock != null
       ? ViewSheet.Create(m doc, m titleBlock.Id)
        : ViewSheet.CreatePlaceholder(m doc);
      m sheet.SheetNumber = x.Key;
      m sheet.Name = x.Value;
      t.Commit();
    catch { }
// Rename the text file
File.Move(c_fileName, @"c:\temp\sheets.txt");
```



Demo





Bypass some of the Revit API event rule limitations with IUpdater

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IUpdater Features

- Customize what you want to "listen" for
- Customize how to react
- Can be turned on or off at any time
- Several can be used concurrently
- Supports model changes
 - Changes made to the model are handled under the original transaction where the model change occurred (for undo)









Anatomy of IUpdater

Custom class implementing IUpdater

Execute(UpdaterData data)

GetAdditionalInformation()

GetChangePriority()

GetUpdaterId()

GetUpdaterName()

Registration

Register custom class

Implement trigger(s)

Unregister

Unregister custom class



Implementing the IUpdater Interface

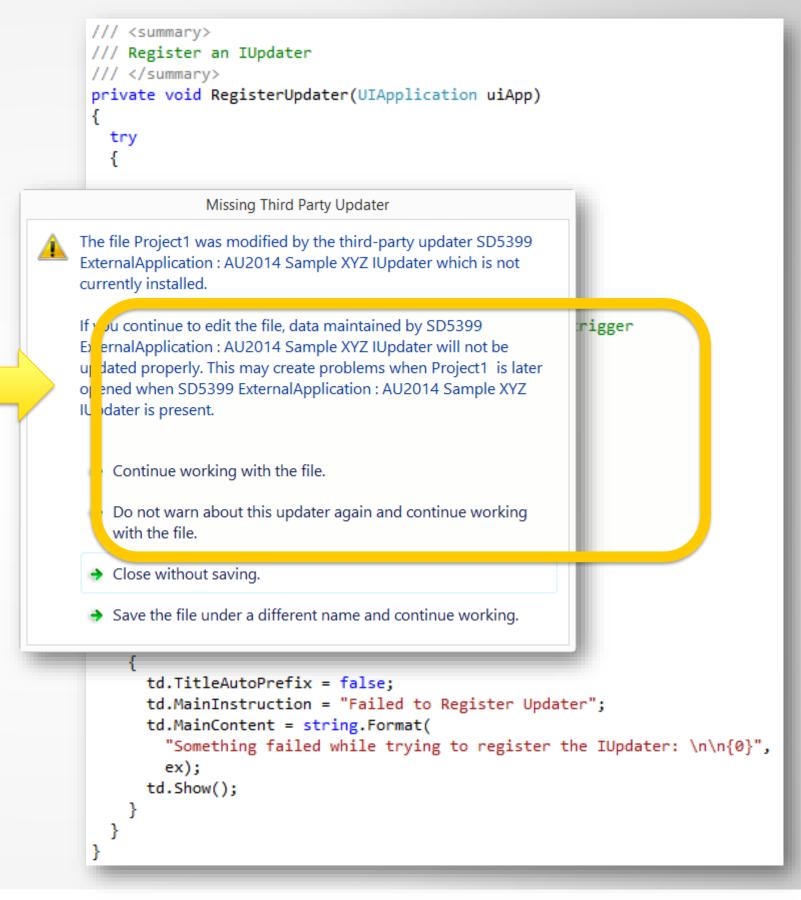
```
public class UpdaterXyz : IUpdater
  static UpdaterId updaterId;
 /// <summary>
  /// Constructor
  /// </summary>
 /// <param name="aId"></param>
 /// <param name="updGuid"></param>
 public UpdaterXyz(AddInId aId, string updGuid)
   _updaterId = new UpdaterId(aId, new Guid(updGuid));
  /// <summarv>
  /// Reaction for Notified Elements
 /// </summary>
 /// <param name="data"></param>
 public void Execute(UpdaterData data)
   // Update new elements
   UpdateXyzData(data.GetDocument(), data.GetAddedElementIds());
   // Update modified elements
   UpdateXyzData(data.GetDocument(), data.GetModifiedElementIds());
```

- Create new custom class
- Implement IUpdater
- Implement your custom change code within the provided Execute method



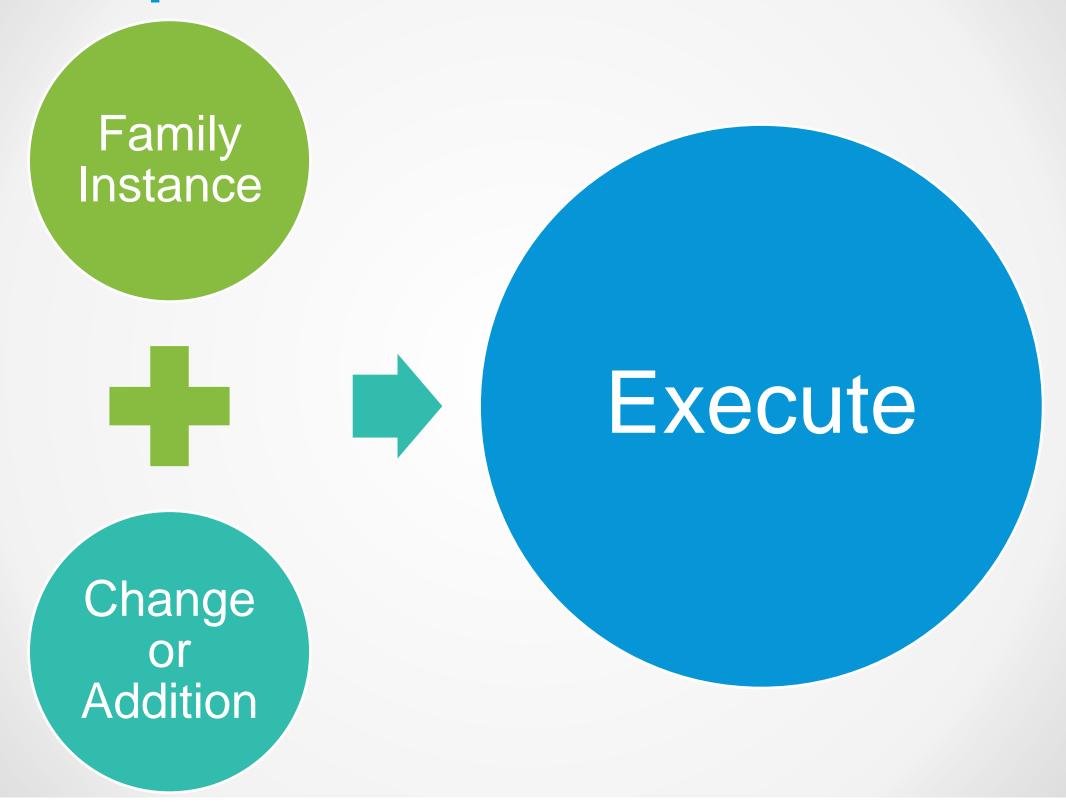
IUpdater Registration

- UpdaterRegistry
 - Custom class
 - Flag to set updater as optional (for model)
- Set Trigger(s)
 - ChangeType (Reqd.)
 - Document (Optional)
 - Element Filter or Collection of ElementId's





IUpdater Sample – XYZ to Comments Parameter





Demo





Please Remember to Fill Out a Class Survey for a Chance to Win

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