



Trimble Connect for Desktop

User guide

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1 Manage Trimble Connect licenses

With one license, you have access to full Trimble Connect functionality and Tekla Structures Workflow Tools. See the phases of managing licenses.

1. After purchasing your license, you receive an entitlement letter by email. Now you have access to [Tekla Online Admin tool](#) that allows you to manage your organization's users access rights to Tekla Online services.
2. Invite users to your Tekla Online services organization to grant them Trimble Connect licenses. For more information about inviting users, see [Trimble Identity FAQ](#).

When you assign a license to a user, the number of available licenses decreases. If you run out of licenses, you can re-assign license from one user to another. The user needs to be an employee or an external user in a Tekla Online organization.

If needed, you can remove the Trimble Connect license from any of the Tekla Online services organization members.

For more information about managing licenses in Tekla Online Admin Tool, see [Manage Trimble Identities and Tekla Online licenses](#).

2 Install Trimble Connect for Desktop

Administrators can distribute and install Trimble Connect for Desktop for all users in a centralized way.

NOTE The Trimble Connect for Desktop installer requires administrative rights. Trimble Connect for Desktop is meant to be installed to all user computers at one go, and per-user installation is not allowed.

If you use the Command Prompt to set **ALLUSERS=""** in order to only install Trimble Connect for Desktop for one computer, the installer will override the setting and set it to **ALLUSERS=1**.

1. Go to the Trimble Connect website and download the latest version of the Trimble Connect for Desktop installer.

2. Prepare the installer for installation.

In some cases, Windows may block the downloaded installer and prevent its execution. This can occur with different Windows versions. You can unblock the installer and make it executable. In any case, you should check that the digital signature of the installer is valid. You can check this on the **Digital Signatures** tab of the installer properties dialog box.

3. Install the prerequisites and the administrative installer.

To run Trimble Connect for Desktop you need to install all the required prerequisite software components. The prerequisites are independent of each other and you can install them in any order.

In addition, Trimble Connect for Desktop requires the .NET Framework 4.6.2 to run. The Trimble Connect for Desktop installer contains the .NET Framework installer but we recommend not using it. Consult [Microsoft .NET](#) documentation for recommended practices on how to use administrative installations of .NET Framework 4.6.2.

To install the required prerequisite software components and the installer:

- a. Open Command Prompt.
- b. In Command Prompt, go to the folder that contains the installer.
- c. To install the prerequisite components, enter `<installer_name> /a<folder_name>`.

NOTE Do not add space between `/a` and the folder name. If the folder name contains spaces, enter the folder name inside quotation marks.

For example, to install the 64-bit version prerequisites to the `D:\trimbleconnect prerequisites` folder, enter:

```
TrimbleConnect_1.0-x64.exe /a"D:\trimbleconnect prerequisites"
```

Next the administrative installer will be installed.

- d. In the installation wizard, select the folder where you want to install the administrative installer.
- e. Click **OK**.

When the installation is finished, you have the prerequisites and the administrative installer ready to be distributed.

4. Distribute and install Trimble Connect for Desktop onto the target computers.

When you have installed the prerequisites and the administrative installer, you can distribute and install Trimble Connect for Desktop onto users. The installation process is not instructed in a detailed level because the process depends on the tools and the environment used in the distribution.

5. Ensure that Trimble Connect users create a Trimble Identity user account.
6. Check for updates on the Trimble Connect website.

TIP You can use the Trimble Connect for Desktop API to develop additional applications. Find the Trimble Connect for Desktop API developer guide in the installation folder under `API Documentation`. The default installation folder is `C:\Program Files\Trimble\Trimble Connect\API Documentation`.

Start Trimble Connect for Desktop using an url

Trimble Connect for Desktop can also be started using a url either in the Command Prompt, or using an internet browser if needed. Use the following supported url:

```
"trimbleconnect:/projects/[project-id]?show=[view parameter],[panel parameter]"
```

Supported view parameters: projects, data, 3d (default is data)

Supported panel parameters: clashes, models, objects, todos, views (default is models). These parameters are case insensitive.

Example:

`trimbleconnect:/projects/rQR1yhTGj9I?show=3D,Todos`

where, at start, Trimble Connect would open the project `rQR1yhTGj9I` in a 3D model view, with the **Todos** side pane shown instead of the **Models** side pane.

2.1 System requirements

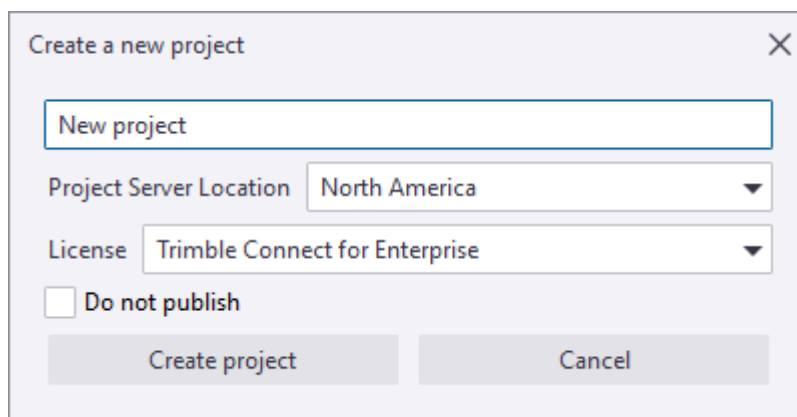
Supported operating systems
Windows 7 and newer + Microsoft .NET Framework 4.6.2
Recommended hardware
CPU: <ul style="list-style-type: none">• x64 recommended Memory: <ul style="list-style-type: none">• Recommended 8 GB memory• Minimum 4 GB RAM (x64) Storage: <ul style="list-style-type: none">• Minimum 32 GB storage, at least 10 GB free• SSD recommended Graphics card: <ul style="list-style-type: none">• Integrated graphics with HD hardware acceleration and dynamic video memory allocation or dedicated graphics card. OpenGL support Recommended Internet connection: <ul style="list-style-type: none">• Recommended 10+ Mbps• Minimum 2 Mbps

3 Create a project

You can work on a new Trimble Connect project locally, or you can upload it to the cloud. Once you have created a new project, you can upload the necessary 2D and 3D files to the project, and add users to the project.

3.1 Create a new project

1. After starting Trimble Connect for Desktop, click **New Project** in the upper-left corner of the Trimble Connect window.



The screenshot shows a dialog box titled "Create a new project" with a close button (X) in the top right corner. Inside the dialog, there is a text input field containing "New project". Below this, there are two dropdown menus: "Project Server Location" with "North America" selected, and "License" with "Trimble Connect for Enterprise" selected. Below the dropdowns, there is a checkbox labeled "Do not publish" which is currently unchecked. At the bottom of the dialog, there are two buttons: "Create project" and "Cancel".

2. Type name for the project and select the project server location.
3. If you have multiple licenses, select the correct license in the **License** list.
4. According to your needs, do either of the following:
 - To upload the project automatically to the server, clear the **Do not publish** check box.The project is only visible to you until you invite more users to the project.

- To prevent uploading the project automatically to the server, select the **Do not publish** check box.

You can later upload the project to the server by clicking **Publish** under the project thumbnail.







5. Click **Create project**.

The project detail view opens.

Next, you need to [upload models and files \(page 17\)](#) in the project detail view and [invite users to the project \(page 11\)](#).

3.2 Project statuses

In the project detail view, each project is marked by a different icon according to its status. See all the statuses below.



	The project is available both locally and on the server.
	The project exists only locally and has not yet been uploaded to the server. To upload the project on the server, click  .
	The project exists only on the server. To download the project onto your device, click  .
	Trimble Connect for Desktop is in offline mode. All changes are synchronized when the Internet connection is available again.

3.3 Filter, sort, and search projects

The projects that are shown on the start page of Trimble Connect for Desktop depend on the selected project server location. You can sort projects based on different criteria, search for a particular project, or change how projects are shown.


- On the start page of Trimble Connect for Desktop, do any of the following:

To	Do this
Filter projects based on the project server location	<ul style="list-style-type: none"> • Select a server location in the Project Server Location list.

To	Do this
Search for a project	<ul style="list-style-type: none"> Type the project name or a part of it in the Search box.
Sort projects	<p>You can sort projects by:</p> <ul style="list-style-type: none"> Name The date on which the projects were last modified The date on which the projects were last visited Whether the projects are only saved on the local computer or on the server Whether the projects are starred or unstarred Select a sorting option in the Sort by list. <p>If you want to reverse the sorting order, select the same sorting option again.</p>
Change the view option	<ul style="list-style-type: none"> Do either of the following: <ul style="list-style-type: none"> To view the projects as tiles, click . To view the projects as a list, click .

3.4 Invite users to a project

You can invite new users to join a project at any point. Do the following:

- On the start page, click a project to open it.
- In the upper-right corner of the project detail view, click .
- In the **Invite users** dialog box, type the email addresses of the users that you want to add.
Use semicolon (;) or comma (,) as a separator when you are adding several email addresses.
- In the **Group** list, select the user group to which you want to add the user.

Selecting groups for new users is optional.
- In the **Role** list, select a role for the new user.
The role can be either **Admin** or **User**.
- To send the invite, click **OK**.

The added users receive emails with instructions on how to join the project.

If the users do not have Trimble Connect accounts, the users' statuses appear as **Activation Pending** until they have an active account.

NOTE If you need to re-send an activation email or change the project members, click **Team** in the upper-right corner of the Trimble Connect for Desktop window. Doing this opens the **Team** page in Trimble Connect for Web. For further information, see the Trimble Connect for Web user guide.

3.5 View all project activity

You can click the **Activity** tab in the project detail view to see all actions made since the project was created. For example, you can see when files have been attached or removed, or when users have been invited or have joined the project.


1. On the start page, click a project to open it.
2. In the upper-right corner of the project detail view, click **Activity**.

The **Activity** page opens in Trimble Connect for Web. For further information, see the Trimble Connect for Web user guide.

4 Modify project settings

You can define project-level settings separately from the general settings.

NOTE You can make changes to project settings in both Trimble Connect for Desktop and Trimble Connect for Web. If you make conflicting changes to the project settings, the latest changes override the previously made changes.

- To open the **Settings** dialog box, click the **Settings** button  in the upper-right corner of the Trimble Connect for Desktop window.

Settings

General Project Graphics Proxy

Unit System **1** Metric

Unit Settings


Quantity	Unit 3	Precision
Distance	Millimeter (mm)	0
Area	Sq Meter (m2)	0.01
Volume	C Meter (m3)	0.1
Weight	Tonne (t)	0.001
Angle	Degrees (deg)	0.1




Measurements



Quantity	Unit	Precision
Distance 4	Millimeter (mm)	0

Close

1. Predefined unit sets. You can define unit settings for your project by using predefined unit sets or custom sets.
2. Settings for distance, area, volume and weight. These are used in the **Objects** list in the Trimble Connect for Desktop object property pane.
3. The unit setting for distance also determines the unit that is used when you move models.
You can also set the precision of how accurately the units are displayed.
4. Unit setting for measurement is used in measuring distances in the models.

To	Do this
Set units for a project	<ol style="list-style-type: none"> 1. Click the Settings button  in the upper-right of the workspace. 2. On the Project tab, do one of the following: <ul style="list-style-type: none"> • Select a predefined unit set in the Unit System list.

To	Do this
	<ul style="list-style-type: none"> Select the units and precision as required. <p>You can select the units separately for distance measurement and other functions, such as how detailed object information is displayed in the Objects list's property pane.</p> <ol style="list-style-type: none"> Click the Close button.
Set units for measuring distances	<ol style="list-style-type: none"> Click the Settings button  in the upper-right of the workspace. On the Project tab, in the Measurements section, select the unit and precision as required. Click the Close button.
Set the graphics options	<ol style="list-style-type: none"> Click the Settings button  in the upper-right of the workspace. On the Graphics tab, you can select if: <ul style="list-style-type: none"> Edge lines are in use. SSAO (Screen Space Ambient Occlusion) is enabled. FXAA (Fast Approximating Anti-Aliasing) is enabled. Depth peeling is enabled. <p>Enabling Depth peeling improves the quality of transparency but may affect the performance of Trimble Connect.</p> <ul style="list-style-type: none"> Camera animation time can be adjusted. <p>The Camera animation time setting affects the pace of automated camera changes, such as zooming and view loading. By default, Camera animation time is set to 1000.</p> <ul style="list-style-type: none"> Camera animation quality can be changed. <p>The Camera animation quality setting controls the render quality of the camera. Decreasing the render quality may improve the performance of Trimble Connect. By default, Camera animation quality is set to High.</p>
Set the user interface controls size	<p>You can show some user interface controls in the larger size. This is useful when you use Trimble Connect with a tablet.</p> <ol style="list-style-type: none"> Click the Settings button  in the upper-right of the workspace.


To	Do this
	<p>2. On the General tab, set the size of user interface controls as required.</p> <ul style="list-style-type: none"> To show user interface controls in the larger size, select Tablet. To show user interface controls in the smaller size, select Normal.
Hide the navigation control buttons	<p>The navigation control buttons are shown by default. You can hide the navigation control buttons if you do not need them.</p> <ol style="list-style-type: none"> Click the Settings button  in the upper-right of the workspace. On the General tab, clear the Show Navigation Control Buttons check box. <p>When the navigation control buttons are hidden, the navigation mode that was last used is active.</p>
Disable highlighting of objects in the 3D view	<p>When you move the pointer over an object in the 3D view, the object is highlighted by default. If needed, you can you can disable the object highlighting. This may also enhance the performance of your models.</p> <ol style="list-style-type: none"> Click the Settings button  in the upper-right of the workspace. On the General tab, clear the Enable highlighting of objects in model check box. <p>When you are using area selection, the objects belonging to the selection are highlighted even though object highlighting is disabled.</p> <hr/> <p>TIP When highlighting of objects is disabled, you can temporarily highlight objects by holding down the Ctrl key.</p> <hr/>
Set the language of the user interface	<p>Select the language of the user interface in the list.</p> <p>When you change the language, a restart is required. The selected language is taken into use after the restart.</p>
Set the default server location	<p>Select the default server location for new Trimble Connect projects.</p>

5 Manage models and files

You can upload and download both 2D files and 3D models using Trimble Connect for Desktop. 2D files can be photos, text files, excel sheets, documents, or other similar files.

5.1 Upload a file to a project

To upload 2D files and 3D models to a project:

1. On the start page, click a project to open the project detail view.
2. If you want to add the file into a specific folder in the project, in the **Explorer** side pane, select the folder.
3. Click .
4. Browse to find and select the file that you want to upload.
5. Click **Open**.

The file is uploaded to the open project.

You can also drag and drop files from Windows Explorer to the **Explorer** side pane.

5.2 Upload all files to the server


To upload all files in a project onto the server:

1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, click .

TIP Alternatively, you can upload all files within a folder to the server. To do so, right-click the folder and select **Upload files**.

5.3 Download all files onto your computer


To download all files from the server onto your computer:

1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, click .

TIP Alternatively, you can download all files within a folder onto your computer. To do so, right-click the folder and select **Download files**.

5.4 Add a folder

You can create folders to organize the files and models within a project.

1. On the start page, click a project to open the project detail view.
2. If you want to add the new folder under a specific folder in the project, in the **Explorer** side pane, select the folder.
3. Click .
4. Name the folder.
5. Click **Create folder**.

The folder is added to the open project.

To control who in the project can access a folder, you can set folder permissions to users or user groups. For more information, see the Trimble Connect for Web user guide.

5.5 Move a file or a folder

1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, drag and drop the file or folder to a new location.

5.6 Rename a file or a folder

1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, right-click the file or folder that you want to rename.

3. Select **Rename file** or **Rename folder**.
4. Type a new name for the file or folder.
5. Click **Rename**.

5.7 Remove a file or a folder

1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, right-click the file or folder that you want to remove.
3. Select **Remove file** or **Remove folder**.
4. Select if you want to remove the local file from your computer or remove the file from the project.

5.8 View the revision history of a file

1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, right-click the file whose revision history you want to view.
3. Select **Revision history...**
4. In the **Revision history of <filename>** dialog box, view the revisions made to the file.
5. To exit the dialog box, click **Close**.

5.9 Change the tags of a file

1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, right-click the file whose tags you want to modify.
3. Select **Edit tags...**
4. In the **Edit tags** dialog box, do any of the following:
 - To add a new tag, type the tag in the **Type to add...** box and press **Enter**.
 - To remove a tag, click **X** on the right side of the tag.
5. Click **Save**.

5.10 View 2D files and 3D models

With Trimble Connect, you can view both 2D files and 3D models locally on your computer.

View a 2D file


To view a 2D file, such as a photo, a document, or a PDF file:

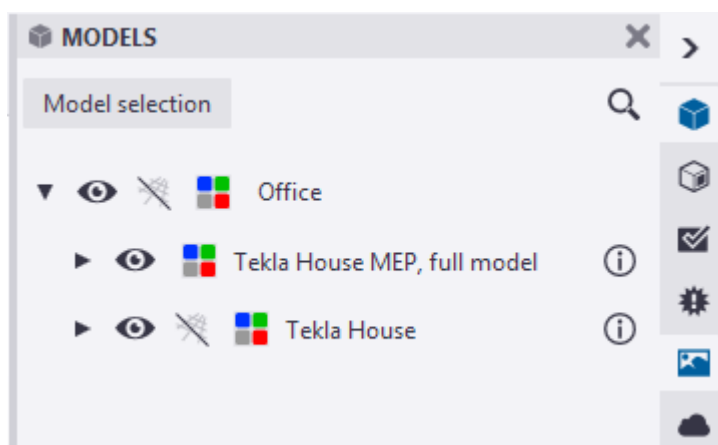
1. On the start page, click a project to open the project detail view.
2. In the **Explorer** side pane, double-click the file.


Open the 3D model view

1. On the start page, click a project to open the project detail view.
2. In the **View** section in the middle of the project detail view, click **3D view**.



View models

The **Models**  list in the upper-right corner lists all the models that are included in your project. The **Explorer** view also lists the models in a project. Several models can be included in a single project. For example, a single project can include architectural, structural and MEP models. The models can be grouped into model groups. You can dock or undock the **Models** list, and move it around the 3D view.



The **Models**  list displays all the models that are included in a project. The models are visible in the **Explorer** view as well.



View model properties


- Double-click the selected model in the **Models**  list to open the model property pane, or click  .

Load models for viewing

If you do not need to work with all the models at the same time, you can load single models. Alternatively, if you have created model folder, you can load a model folder and all its models.



NOTE If you unload a model, the model objects are removed from the


Objects  list. If you hide the models by clicking  , the model objects remain listed in the **Objects** list.

1. In the **Models**  list, click the **Model Selection** button to select models for loading.
2. In the **Model Selection** dialog box, select check boxes next to the models that you want to view.
3. To close the **Model Selection** dialog box, click **Close**.

Show and hide model folders, models and assemblies

You can show and hide models and model groups using the **Models** list. If the model is in the .ifc format, you can show and hide the assembly level information as well.

- To hide model folder content, a model or an assembly, click  .
- To show model folder content, a model or an assembly, click  .

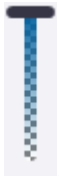

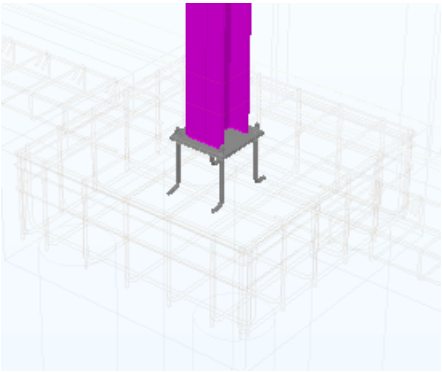

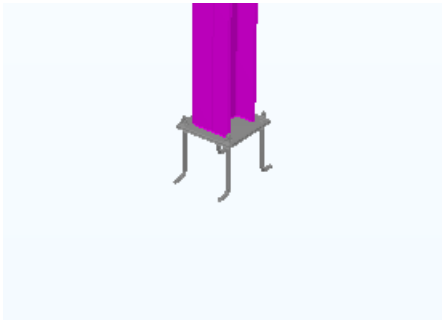
When a model folder, a model or an assembly contains hidden and shown objects, the visibility symbol looks like this: .


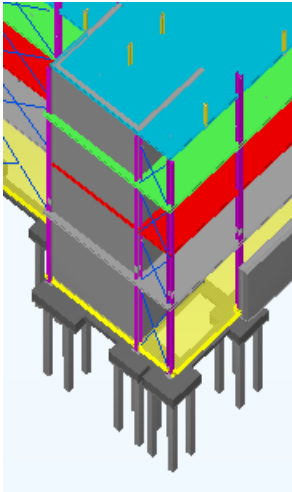

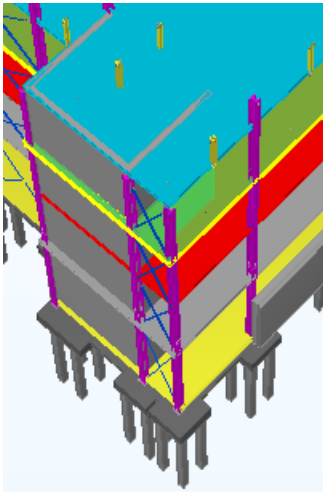


If you select an assembly in the **Models** list, the assembly is highlighted in the model.






If you select an assembly in the **Models** list and double-click it, the assembly property pane opens and displays the assembly information. In the assembly properties pane you can click the **Zoom to Object** or **Select Object** button and view the assembly in the 3D view.

Adjust the representation and visibility of models and objects

You can select different representation options for the models and objects. You can also change the visibility of objects, such as clashes or grids.

To	Do this
Change the transparency level of all models	<div></div> <p>Drag the slider .</p> <ul style="list-style-type: none">• To show the models as solid, drag the slider up.• To show the models as transparent, drag the slider down.
Display hidden objects and models as ghosts	<p>You can display hidden objects and models as ghost with high transparency. You cannot select ghost objects and models.</p> <ul style="list-style-type: none">• To switch ghosts on, click  . <div></div> <p>Ghost on:</p> <ul style="list-style-type: none">• To switch ghosts off, click  . <div></div> <p>Ghost off:</p>

To	Do this
Switch between perspective and orthogonal modes	<ul style="list-style-type: none"> <p data-bbox="647 297 1276 506">To switch to the orthogonal mode, click . In this mode, objects keep their size the same despite their distance to the viewing point. You cannot navigate through objects in the orthogonal mode.</p>  <p data-bbox="647 1066 1321 1184">To switch to the perspective mode, click . In this mode, distant objects appear smaller than close ones.</p> 
Show or hide clashes	<ul style="list-style-type: none"> To show clashes, click . To hide clashes, click .

To	Do this
Hide or show object links	<p>Object links are links between a model object and an attached document.</p> <ul style="list-style-type: none"> To show object link symbols, click . To hide object link symbols, click .
Show or hide grids	<ul style="list-style-type: none"> To show all grids, click . To hide all grids, click . To select the grids that you want to show, click the arrow below , and select check boxes next to the grids that you want to show.

5.11 Supported file formats

Trimble Connect supports multiple 2D, 3D, and geospatial file formats.

Supported 2D file formats

2D files can be photos, text files, excel sheets, documents, or other similar files.

- DOC
- DOCX
- XLS
- XLSX
- RTF
- TXT
- PPT
- PPTX
- PDF
- JPG
- JPEG
- GIF
- PNG
- TIF
- TIFF

- BMP

Supported 3D file formats

- IFC (2x3)
- IFC ZIP (.ifcZIP)
- IFC XML (.ifcXML)
- DWG (.dwg - AutoCAD 2013 and below)
- DGN (.dgn)
- STEP (.stp, .step)
- TRB
- IGES
- IGS
- XML
- STP
- DXF
- SKP (2019 and below)
- TC ZIP (.tcZIP)
- Revit (2019 and below)*

* Revit files need to be exported using the Trimble Connect for Revit add-in before you add them to Trimble Connect.

NOTE Files related to Rhinoceros application are no longer supported. This means that the file formats OBJ, FBX, 3DS, STL, 3DM, IGES, IGS and SLDASM cannot be viewed using Trimble Connect 3D App.

NOTE 3D App does not work with Digital Project and CATIA formats because of changes in licensing agreements. As a workaround, you can export your models from Digital Project and CATIA to IFC format and then import them to Trimble Connect.

Supported geospatial file formats

- KML
- VCE
- VCA
- JXL

- JOB
- KMZ
- GDB (when compressed as .zip files)
- SHP (when compressed as .zip files)
- Geospatial .zip files

NOTE The file size limit when imported in Map Viewer is 40 MB, beyond which the files are supported in the read-only mode.

One .zip file should only have one type of geospatial files. For example, a .zip file having SHP and VCE files is not recommended.

Shape files may not be processed correctly if the coordinate system information in a .PRJ file cannot be matched to a known coordinate system.

Restrictions in file names

Due to certain operating system (OS) [file name restrictions](#), do not use the following characters in file names:

- < (less than)
- > (greater than)
- : (colon)
- " (citation mark)
- / (forward slash)
- \ (backslash)
- | (vertical bar or pipe)
- ? (question mark)
- CHAR. (Characters followed by dot)
- * (asterisk)
- .. (double dot)

6 Work with 3D models

You can perform several different tasks while working in the 3D model view. For example, you can measure distances between objects, and add Todos and markups.

6.1 Navigate 3D models


You can use the navigation circle in Trimble Connect for Desktop to navigate the 3D model in different ways.

Rotate the model

1. Click the middle of the navigation circle.



A toolbar appears above the navigation circle.


2. On the toolbar, select  **Rotate**.
3. Pick a point in the model and hold down the left mouse button.
4. Move the mouse as needed to rotate the model around the point you picked.

Pan the model

1. Click the middle of the navigation circle.



A toolbar appears above the navigation circle.


2. On the toolbar, select  **Pan**.
3. Pick a point in the model and hold down the left mouse button.
4. Move the mouse to move the model.

Walk in the model

1. Click the middle of the navigation circle.



A toolbar appears above the navigation circle.


2. On the toolbar, select  **Walk**.
3. Pick a point in the model and hold down the left mouse button.
4. Move the mouse to the walking direction.

Look around in the model

1. Click the middle of the navigation circle.




A toolbar appears above the navigation circle.

2. On the toolbar, select  **Turn Head**.
3. Pick a point in the model and hold down the left mouse button.
4. Move the mouse to look around.

6.2 Select objects

There are several modes that you can use to select objects in the 3D model view. These include a single selection mode, an area selection mode, and an assembly selection mode.


Select single objects

1. Ensure that  is selected on the ribbon, or select it.
2. Click an object in the model to select it.

If you want to select multiple objects separately, hold down **Shift** and pick the objects.

If you want to remove single objects from your selection, hold down **Ctrl** and pick the objects.

Select all objects in a particular area

1. On the ribbon, select  **Area Selection**.
2. Do any of the following:

To	Do this
Select the objects entirely within the area	<ol style="list-style-type: none">a. Hold down the left mouse button.b. Drag the mouse from left to right to create a rectangle around the desired area.c. Release the left mouse button.
Select the objects entirely and partly within the area	<ol style="list-style-type: none">a. Pick a point in the model, and hold down the left mouse button.b. Drag the mouse from right to left to create a rectangle around the desired area.c. Release the left mouse button.

Select assemblies

When the assembly selection mode is activated, selecting an object automatically selects the assembly that the object belongs to. Note that this only applies if the object belongs to an assembly. Otherwise, the object itself is selected.

1. On the ribbon, select  **Object selection mode**.

2. Select an object in the model.

6.3 Adjust the 3D model view


When you are working in Trimble Connect for Desktop, you can adjust how 3D models are shown. You can either fit models or objects to the 3D model view, change the perspective of the 3D model view, or reset all selections, markups, clip planes and measurements in the 3D model view.

Switch to full screen mode

1. Click the middle of the navigation circle.




A toolbar appears above the navigation circle.


2. On the toolbar, select .

To exit full screen mode, click .

Fit models or objects to the 3D model view




1. If you want to fit the view to particular objects, in the 3D model view, select the objects that you want to zoom to.
2. On the toolbar, select  **Fit to View**.

Change the perspective

1. On the toolbar, select  **Axon view**.
2. In the list, select a view angle:



3D view

- 
Top view
- 
Front view
- 
Left view
- 
Back view
- 
Right view
- 
Bottom view

Reset the 3D model view


To reset all selections, markups, clip planes and measurements:

- On the toolbar, select  **Reset model**.

6.4 Save and manage model views

You can save model views, or snapshots of the 3D model view, and manage them in several ways using the **Views** list. For example, you can create a slide show based on the existing model views, save model views on your computer as images, and set a model view as the project thumbnail.


Save a model view

1. To open the **Views** list, click  **Views** in the side pane.
2. Adjust the 3D model view to meet your needs.

For more information, see [Adjust the 3D model view \(page 30\)](#) and [Navigate 3D models \(page 27\)](#).



3. On the right side of the **Views** list, click **+ Add view**.
The current 3D model view is saved and added to the **Views** list.
4. In the box below the view, type a name for the view.

Filter and search for model views

1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, do any of the following:


To	Do this
Show only views added by you	<ul style="list-style-type: none"> • In the list on the left side of the Views list, select Own views.
Show only views that have been shared to you	<ul style="list-style-type: none"> • In the list on the left side of the Views list, select Shared with me.
Search for a view	<ul style="list-style-type: none"> • In the Search box on the right side of the Views list, type a view name or a part of it.

Play the saved model views as a slide show

1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, select the saved view from which you want to start the slide show.
3. Click .

All of the saved views are shown as a slide show.

Share a model view


1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, right-click the view that you want to share with other users.
3. Select **Share...**
4. In the **Select users and groups** dialog box, find and select the user groups or users with whom you want to share the view.

5. Click **Save**.


The users and user groups that you selected can now see the view that you shared.

Update a model view

Note that updating a saved model view replaces the originally saved view with the current view.


1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, right-click the view that you want to replace.
3. Select **Update**.

Set a model view as the project thumbnail image

1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, right-click the view that you want to use as the project thumbnail image.
3. Select **Set as project image**.



The saved view is now set as the thumbnail image of the project. For example, you can see the thumbnail image on the start page of Trimble Connect for Desktop.

Revert a saved model view to use original model versions

1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, right-click the view that you revert.
3. Select **Load with original model versions**.

The saved view is reverted to use the original model versions.

Save a model view as an image


1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, select the view that you want to export as an image.
3. Click  **Export current 3D view as image**.
4. In the **Save view as image** dialog box, type a name for the image.

5. In the **Save as type** list, select the file format.

You can also change the file type by typing another image file extension to the **File name** box.

6. Click **Save**.

Delete a model view


1. To open the **Views** list, click  **Views** in the side pane.
2. In the **Views** list, right-click the view that you want to remove.
3. Select **Remove**.
4. Click **Yes** to confirm.


The view is deleted from all users in the project.

6.5 Measure distances between objects


You can use the measuring commands in Trimble Connect for Desktop to measure distances between points in the 3D model view. You can measure the distance between two points, or the shortest vertical or horizontal distance from a point, face, or edge to another object.

Measure the distance between two points


1. On the ribbon, click  **Distance**.
 2. Pick the point from which you want to start measuring.
 3. Pick the point to which you want to measure.
- A label appears, showing the measurement between the selected points.

To clear the measurement, on the ribbon, click **X** on the right side of  **Distance**.

Measure the shortest vertical or horizontal distance

1. On the ribbon, click  **Vertical or horizontal shortest distance**.
2. Pick a point, face, or edge from which you want to start measuring.
3. Pick an object to which you want to measure.


A label appears, showing the measurement between the selected points.


To clear the measurement, on the ribbon, click **X** on the right side of  **Vertical or horizontal shortest distance**.

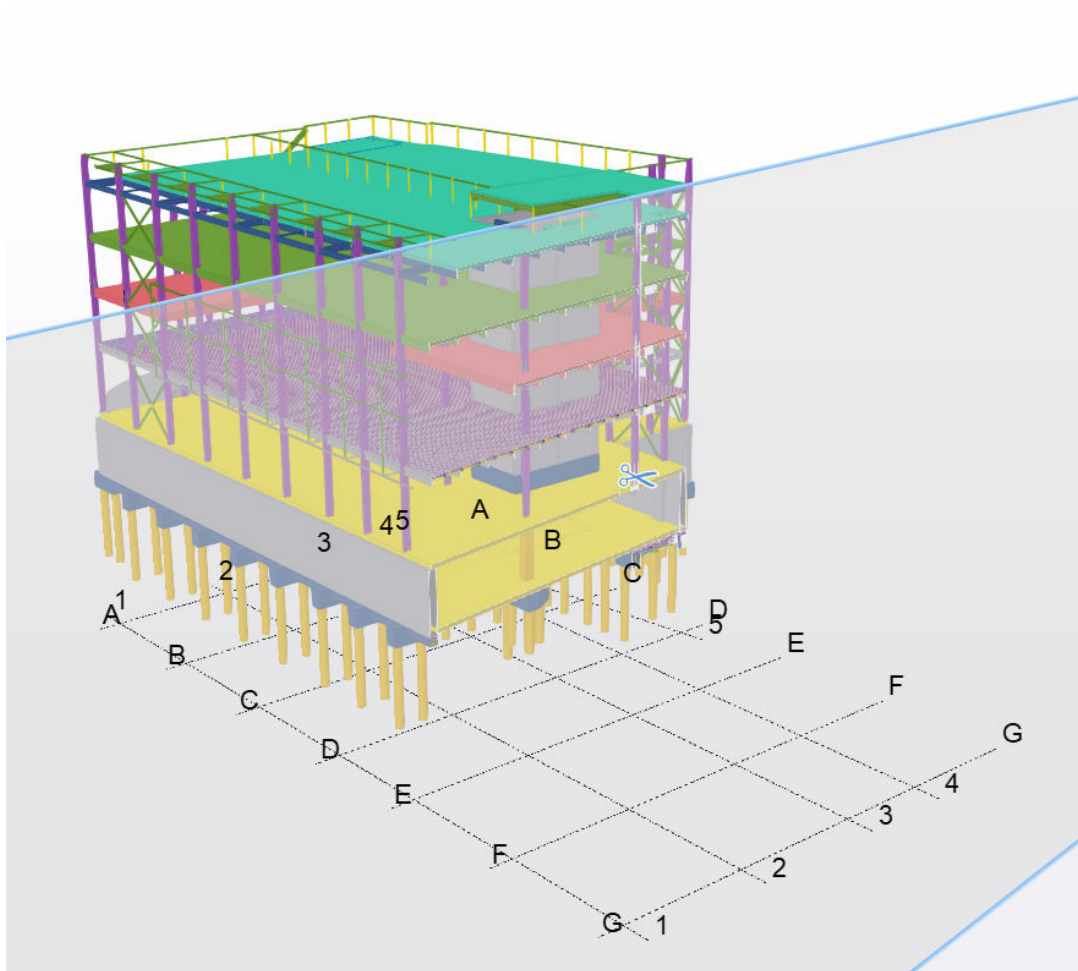
6.6 Add and manage clip planes

Use clip planes to create cross-sectional views of 3D models. You can create clip planes both vertically and horizontally. Once the desired cross section has been created, it can be saved as a view or a ToDo and shared with various team members.



Add a clip plane


1. On the ribbon, click  **Add Clip Plane**.
2. Place the clip plane along the axis that you want to use to slice the model.

The clip plane icon  appears on the clip plane.



Add a vertical clip plane


1. On the ribbon, click the arrow on the right side of  **Add Clip Plane**.
2. On the menu, select  **Add Vertical Clip Plane**.
3. Place the clip plane along the axis that you want to use to slice the model.

The clip plane icon  appears on the clip plane.


Flip a clip plane

Flipping a clip plane reverses the side of the cross-sectional view that is shown. You can flip both regular and vertical clip planes.



1. To select an existing clip plane, click  on the clip plane.

2. Right-click .
3. Select **Flip**.

Move a clip plane

1. Click  on an existing clip plane and hold down the left mouse button.
2. Drag the clip plane to a new place.
3. When the clip plane is placed correctly, release the left mouse button.

Delete a clip plane

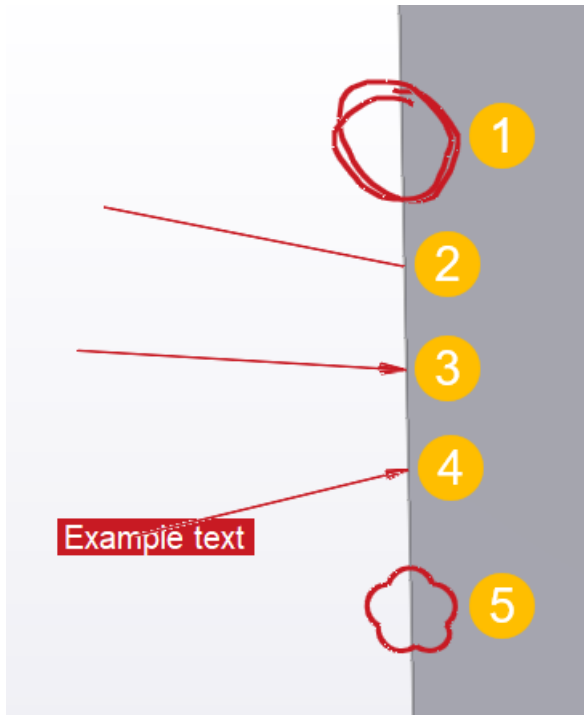
1. To select an existing clip plane, click  on the clip plane.
2. Right-click .
3. Select **Remove**.

Alternatively, you can select the clip plane and press **Delete** on the keyboard.

6.7 Add markups


Use markups to highlight objects and parts in the 3D model view. You can also add text to comment on the markups.




See the types of markups that are available in Trimble Connect for Desktop in the image below:





1. Freehand markups are markups that you can draw by hand.
2. Line markups draw a line between two points that you pick.
3. Arrow markups draw an arrow between two points that you pick.
4. Text markups allow you to type text in the model.
5. Cloud markups draw a cloud in the model.


Add a markup

1. On the ribbon, click the markup button.
The appearance of the button depends on the markup tool that you have used last. By default, the button looks like this: .
2. On the menu, select the markup type.
The types are:

-  : free-hand markup
-  : line markup
-  : arrow markup

-  : text markup
-  : cloud markup

3. On the ribbon, click the arrow on the right side of the markup color button.

The appearance of the button depends on the markup color that you have used last. By default, the button looks like this: .

4. On the menu, select the markup color.
5. Depending on the selected markup type, do one of the following:

To	Do this
Add a free-hand markup	<ol style="list-style-type: none"> a. Pick the point where you want to place the markup and hold down the left mouse button. b. Drag the mouse to draw the markup. c. Release the left mouse button.
Add a line markup	<ol style="list-style-type: none"> a. Pick the start point of the line. b. Pick the end point of the line.
Add an arrow markup	<ol style="list-style-type: none"> a. Pick the start point of the arrow. b. Pick the end point of the arrow.
Add a text markup	<ol style="list-style-type: none"> a. Pick the point where you want to add the text markup. b. Type the desired text in the text box. c. To save the text markup, press Enter on the keyboard.
Add a cloud markup	<ol style="list-style-type: none"> a. Pick the point where you want to add the cloud markup. b. If necessary, re-size the cloud markup by scrolling forward or backward with the middle mouse button.

The markup is added to the selected position. The markup is visible to all users in the project.


Move a markup

To move existing text markups and cloud markups to new places:

1. Click an existing markup to select it and hold down the left mouse button.
2. Drag the markup to a new location.

3. Release the left mouse button.

Change the markup color

1. Click an existing markup to select it.
2. On the ribbon, click the arrow on the right side of the markup color button.
The appearance of the button depends on the markup color that you have used last. By default, the button looks like this: .
3. On the menu, select a new color.

Delete a markup




1. Right-click an existing markup.
2. Select **Remove** or press **Esc** on the keyboard.




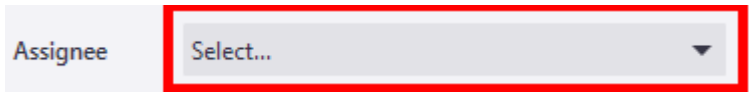

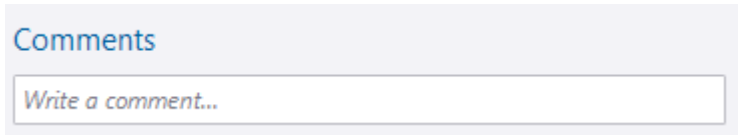
6.8 Create and track tasks with Todos








The **Todos** list displays the ToDo notes added to the project. You can add ToDo notes and reply to notes of the other project members. The ToDo notes are shared to all project members by default, but you can select a user or a user group who to assign the ToDo with a due date when it needs to be resolved.

You can dock or undock the **Todos** list, and move it around the 3D view.

- Do any of the following:

To	Do this
Create a ToDo	<ol style="list-style-type: none"> 1. In the Todos list , click  Create a ToDo. A new pane opens. You can fill in the ToDo information. 2. Click the Save button to save the ToDo. When you create a ToDo, a snapshot of the current 3D view is added to the ToDo as an attachment. <p>Alternatively, you can click the  Create a ToDo on the ribbon.</p>

To	Do this
View a ToDo	<ul style="list-style-type: none"> In the ToDos list , double-click the ToDo you want to view. <p>The ToDos pane opens.</p>
Modify a ToDo	<p>You can only modify a ToDo if you are the administrator of the project, or if you have created the ToDo.</p> <ol style="list-style-type: none"> In the ToDos list , double-click the ToDo you want to modify. Click the Edit button. Edit the ToDo as needed. Click Save to save the changes.
Assign a ToDo	<p>You can only assign the ToDo if you are the administrator of the project, or if you have created the ToDo.</p> <ol style="list-style-type: none"> In the ToDos list , double-click the ToDo you want to assign. Click the Edit button. Click the Assignee box and select the project member or user group in the list. You can also start typing the name of the user or user group to filter the user list. <div data-bbox="563 1214 1315 1305">  </div> <ol style="list-style-type: none"> Click the calendar on the right side of the Due date box, and select the due date on the calendar. Set the priority and the status of the ToDo, if needed. Click Save to save the changes.
Comment a ToDo	<p>You can add a comment to any ToDo.</p> <ol style="list-style-type: none"> In the ToDos list , double-click the ToDo you want to comment. Click the Comment box to add a comment. <div data-bbox="563 1731 1305 1865">  </div> <ol style="list-style-type: none"> Click Add comment to save the comment.




To	Do this
Add an attachment	<p>You can add views, files and clashes as attachments to Todos.</p> <p>You can only add an attachment to a ToDo if you are the administrator of the project, or if you have created the ToDo.</p> <ol style="list-style-type: none"> 1. In the Todos list , double-click the ToDo you want add attachment to. 2. Click the Edit button. By default, a snapshot of the current 3D model view is added to the ToDo as an attachment. 3. To add more attachments, do any of the following: <ul style="list-style-type: none"> • Drag and drop a view from the Views list. • Click  Add attachment... to browse for other project files to be added. • Add clashes by clicking the  Add button. <p> Number of clashes attached to this ToDo shows the number of attached clashes.</p> 4. Click Save to save changes. <p>If needed, you can view the attached views in an external image viewer. Right-click an attached view and select Open.</p> <p>You can also remove attachments by selecting an attachment and clicking X on the right side of the attachment.</p>
Synchronize Todos	<p>If another project member has created or commented Todos, the Todos are synchronized automatically.</p> <p>To synchronize the Todos immediately:</p> <ul style="list-style-type: none"> • At the top of the Todos list , click  Synchronize Todos.
Remove a ToDo	<p>You can only remove Todos if you are the administrator of the project, or if you have created the ToDo.</p> <ol style="list-style-type: none"> 1. In the Todos list , double-click the ToDo you want to remove. 2. Click Remove.

6.9 Detect clashes

A clash is a structural conflict within a 3D model. Clash reports provide detailed views of the clashes in the 3D model, showing a clearance as a positive measurement and a clash as a negative measurement.


Create a clash report

You can create clash reports when you have a the 3D model view open.


1. In the side pane, click  **Clashes**.
2. In the upper-right corner of the **Clashes**  side pane, click .
3. In the **Clash set parameters** dialog box, type the clash set name.
4. In the **Models in the clash set** section, select in which models you want to detect clashes.
5. Select the report type:
 - Clash detection is used to find objects that collide or interfere with other objects with a specified tolerance.
 - Clearance detection reports are used to find objects that are within a specified distance of one another.
6. Specify the clearance or tolerance.
7. If necessary, leave out some clashes:
 - To leave out clashes within the same file, select the **Ignore clashes within the same file** check box.
If option is not used the clash report lists all clashes between, for example, walls.
 - To leave out clashes within the same object type or element type, select the **Ignore clashes within the same type** check box.
For example, this can be useful when you are detecting a clash between a wall and a pipe.

By default, a clash report lists all clashes. For example, all clashes between walls are listed.
8. In the **Shared with** list, find and select the users and user groups with whom you want to share the clash set.
9. Click **OK**.

The new clash set is added to the **Clashes**  side pane. Trimble Connect for Desktop runs the clash check.

You can see the status of the detection at the top of the **Clashes**  side pane. The clash report can be shared with other users or user groups.

View clash details


1. To view all clashes in a clash report, in the **Clashes**  side pane, click the arrow on the left side of a clash set.
2. Find and double-click a clash whose details you want to see.
The clashing objects, distance, and sharing information is shown.
3. To select the clashing objects in the 3D view, click **Select objects**.

Re-run a clash check

To re-run a clash check without changing the clash report properties:

- In the **Clashes**  side pane, click  on the right side of the clash report.

Modify clash set properties and re-run a clash check

1. In the **Clashes**  side pane, double-click the name of a clash set.
2. To change the clash set properties, click **Edit and re-run...**
3. In the **Clash set parameters** dialog box, modify the clash set properties according to your needs.
4. Click **OK** to save the changes and re-run the clash or clearance detection.


Delete a clash report



- In the **Clashes**  side pane, click  on the right side of a clash set or a clearance report.

6.10 Attach and manage point clouds

Point clouds are groups of measured points on the surfaces of objects created with 3D laser scanners. You can attach point clouds to your project in the 3D model view. After adding a point cloud, you can adjust its appearance according to your needs.


Attach a point cloud

1. In the 3D model view, click  **Point clouds** in the side pane.
2. Depending on the location of the point cloud file, do either of the following:




To	Do this
Add a point cloud from your computer or a drive	<ol style="list-style-type: none">a. In the Point Clouds  side pane, click Add.b. Browse to find and select the point cloud file.c. Click Open.
Add a point cloud using a URL address	<ol style="list-style-type: none">a. In the Point Clouds  side pane, click Add URL.b. Type a name for the point cloud.c. In the URL box, type or paste the URL address to the point cloud file.d. Click Add.

Trimble Connect for Desktop downloads the point cloud file and adds the point cloud in the model.


Adjust the representation of a point cloud


1. In the 3D model view, click  in the side pane.
2. Select the point cloud whose representation you want to adjust.
3. Do any of the following:

To	Do this
Adjust the depth perception	<p>The Eye-dome lighting (EDL) effect improves the depth perception of the point cloud. You can adjust the EDL settings according to your needs:</p> <ul style="list-style-type: none">• Hold down the left mouse button and drag the Thickness and Strength sliders to increase or decrease the outline thickness and strength of the point cloud.
Activate or de-activate the EDL effect	<p>By default, the EDL effect is switched on.</p> <ul style="list-style-type: none">• To de-activate the EDL effect, click the EDL button. <p>The EDL button is dimmed.</p>




To	Do this
	<ul style="list-style-type: none"> To activate the EDL effect, click the EDL button again. <p>The EDL button turns blue.</p>
Increase or decrease point size	<ul style="list-style-type: none"> Hold down the left mouse button and drag the Size slider to increase or decrease the size of points.
Increase or decrease point density	<ul style="list-style-type: none"> Hold down the left mouse button and drag the Density slider to increase or decrease the density of points.
Change the coloring of the point cloud	<ul style="list-style-type: none"> Select a Color by option: <ul style="list-style-type: none"> To use the default color values, click Defaults. To use elevation values, click Elevation. Then, adjust the coloring by dragging the Top, Middle, and Bottom sliders or typing values in the related boxes. To use classifications for point coloring, click Classifications. Then, adjust the coloring by dragging the Top, Middle, and Bottom sliders or typing values in the related boxes. <p>You can also adjust the classification color that is used, or hide classifications.</p>
Adjust the classification color	<ol style="list-style-type: none"> In the Classifications section, click the current classification color . In the color picker, select a new color. If necessary, change the opacity of the classification color by holding down and dragging the Transparency slider. Click OK.
Hide classifications	<ul style="list-style-type: none"> Click  on the left side of the classification color.
Hide a point cloud	<ul style="list-style-type: none"> Click  on the left side of the point cloud.

Update a point cloud

- In the 3D model view, click  in the side pane.

2. Click the **Refresh** button in the upper-right corner of the **Point clouds**  side pane.

Remove a point cloud

1. In the 3D model view, click  in the side pane.
2. In the **Point Clouds**  side pane, click a point cloud to select it.
3. At the top of the **Point Clouds**  side pane, click **Remove**.

7 Use the Status Sharing tool

With the **Status Sharing** tool you can set, view and change statuses of your model objects. Status of an object can be, for example, a manufacturing status or an erection status.

7.1 Prerequisites and installation

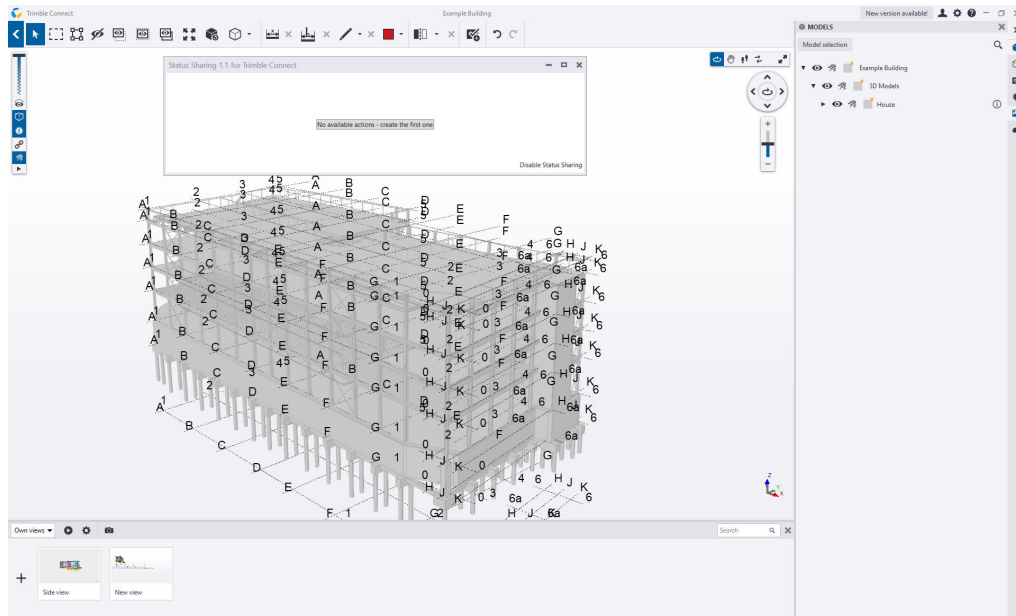
Prerequisites for **Status Sharing** installation:

- latest version Trimble Connect for Desktop installed
- access to Trimble Connect (connect.trimble.com)
- an uploaded model from authoring software producing IFC

You can find the **Status Sharing** tool in [Tekla Warehouse](#). Download, install and follow the instructions to get the **Status Sharing** tool on your computer.

7.2 Create an action and assign statuses

1. Open the **Status Sharing** tool on top of the model in Trimble Connect for Desktop 3D model view:



2. To create actions, click **No available actions - create the first one.**

- a. Name the action.

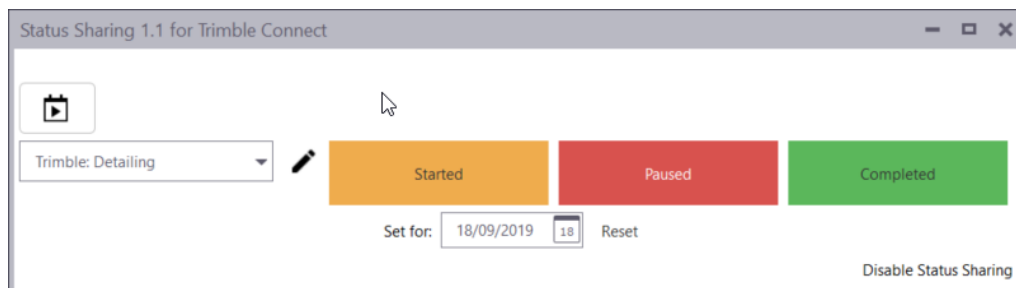
For example, create an action called *Detailing*.

- b. Select which action values you want to use.

- c. Select if you want the action to be private or public.

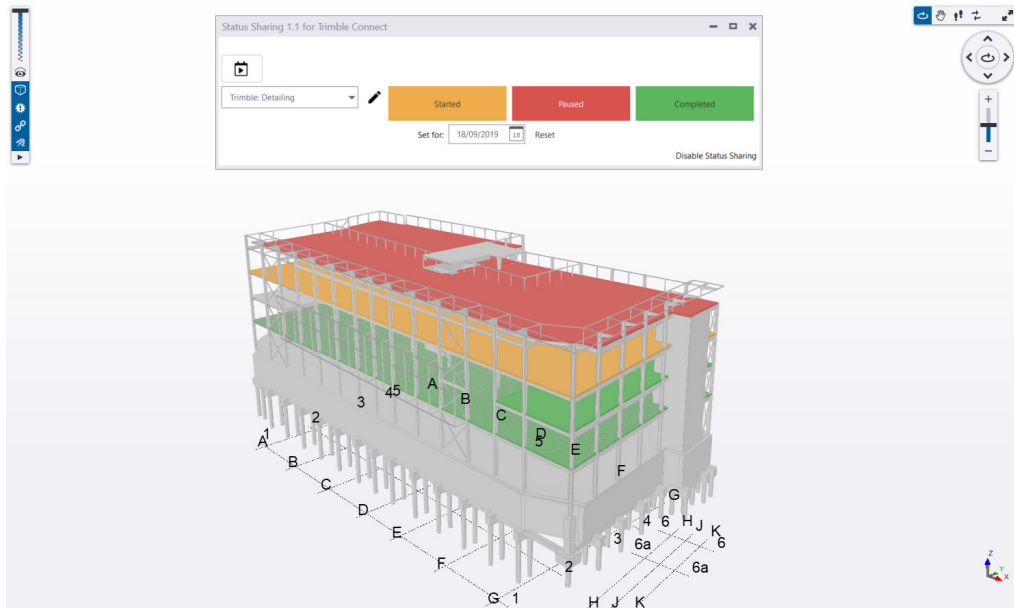
Private actions are only visible to you, whereas public actions are visible for others in the Trimble Connect project.

For example, if you have only allowed values **Started**, **Paused**, and **Completed**, the **Status Sharing** tool looks like this:



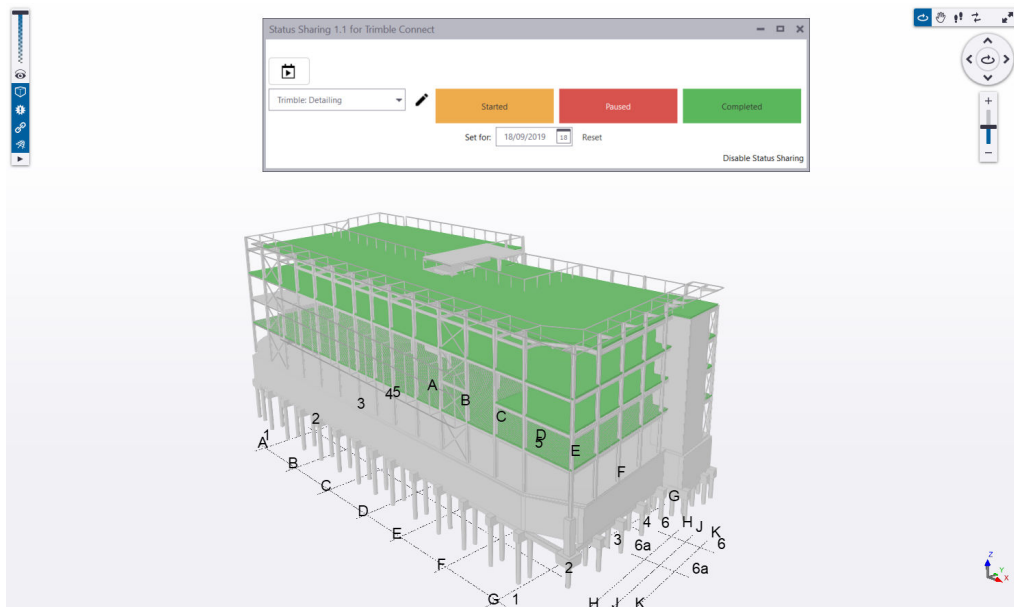
3. To assign statuses, select objects in the 3D model view and click the applicable statuses in the **Status Sharing** tool.

In this example, three different concrete slabs are selected and are given different statuses:



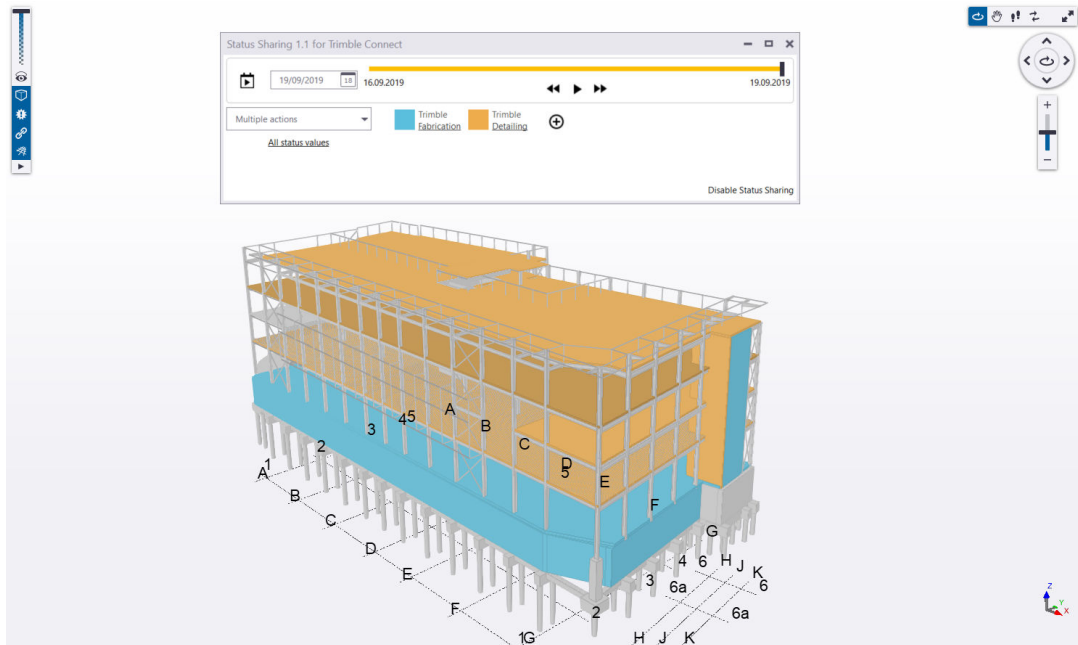
7.3 Change statuses

1. Select the objects whose status you want to change in Trimble Connect for Desktop.
2. Click the new status in the **Status Sharing** tool.



7.4 Timeline and multiple actions

You can create and visualize multiple actions at the same time. The timeline visualizes the progress of the time.



7.5 More information

For more information, see the [Status Sharing tutorial video](#).

8 Work with Trimble Connect Sync

Trimble Connect Sync is an application that keeps your files synchronized with multiple projects on Trimble Connect. You can select individual folders, synchronize to and from Trimble Connect and choose which direction the files should synchronize.

8.1 Download Trimble Connect Sync

The Trimble Connect Sync tool can be downloaded at the [Trimble Connect app store](#).

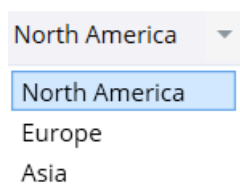
8.2 Sign in to Trimble Connect Sync

Trimble Connect Sync tool uses the same login credentials as Trimble Connect.

- Use your Trimble Identity email and password to sign in to Trimble Connect Sync.

8.3 Synchronize projects manually

1. On the **Projects** tab of Trimble Connect Sync, select the project server location.



2. Find the project you want to synchronize.

3. Click the **Sync** button on the right of the project.

Your project is synchronized.

If you want to synchronize all of your projects, click the **Sync all projects** button.

8.4 Create a synchronization schedule


Every project has a default synchronization schedule, and every project must have one at least one synchronization schedule.

1. On the main screen of Trimble Connect Sync, find the project you want to synchronize.
2. Click the **Advanced** button on the right of the project.
3. Click **Add Sync Shedule**.

You can delete the schedule by clicking  **Delete** on the right side of the schedule.

8.5 Modify a synchronization schedule

Change the synchronization direction, time, and location




1. Click  **Edit** on the right side of the schedule.
2. On the **Details** page, select the **Sync direction**.

Option	Description
Bi-directional	Syncs data from both the server and your local computer.
Upload Only	Syncs data from your local computer to the server.
Download Only	Syncs data from the server to your local computer.
Local transfer	Syncs all the changes on your local computer to the server.


3. Select the frequency of synchronization from the **When** list.
After selecting the frequency, you can define the time and day of the synchronization.
4. Select to which folder the files are synchronized from the **Project location**.

5. Change the server path where the project data is synchronized by clicking the **Change server path** button, selecting a new folder, and clicking **Set Sync Root**.
6. Click **Done**.


Select the project files and folders included in the synchronization

1. Click  **Edit** on the right of the schedule.
2. On the **Folders** page, select the folders and files to the synchronization:
 - To select all project folders and files, select the check box at the top of the left side.
 - To select all files and folders on the local computer, select the check box below the computer .
 - To select all the files and folders in the server, select the check box below the cloud .
3. Click **Done**.

Exclude file types from the synchronization

1. Click the **Edit** button  on the right of the schedule.
2. On the **Filters** page, add a filter to exclude file types in the synchronization.
3. Enter the **Filter Description** and the **File Extension**.
4. Click **Add New Filter**.
5. Click **Done**.

Set alerts and conflict resolution settings for the synchronization

1. Click  **Edit** on the right of the schedule.
2. On the **Alerts** page, select the notification situations.


Option	Description
Notify on Sync conflict	Notifies about the details of a synchronization conflict.
Notify on Sync error	Notifies about a synchronization error, such as a connectivity issue.
Notify on Sync completion	Notifies about successful synchronization.

3. Enter the emails for other users who need to be notified in the **Additional emails to notify** box.

NOTE You can enter multiple email addresses. Use semicolon (;) or comma (,) as a separator.

4. Select the conflict resolution:
 - **Skip files to manually resolve the conflict**
 - **Files on my computer override Trimble Connect**
 - **Files on Trimble Connect override my computer**
5. Click **Done**.

8.6 Set general settings for synchronizations

1. Click the **Preferences** button  in the upper-right corner of the main screen.
2. On the **Filters** tab, add a filter to exclude file types for all project synchronizations.

If the settings in individual project conflict with the general settings, the project settings take precedence.
3. On the **Alerts** tab, select notification and conflict resolution settings for all project synchronizations.

If the settings in individual project conflict with the general settings, the project settings take precedence.
4. On the **Proxy** tab, set up a proxy server.
5. On the **Sync** tab, select the **Number of parallel Uploads/Downloads**.
6. On the **Sync** tab, select whether the **Sync preview** is shown when the synchronization starts.
7. Click **Done**.

8.7 Solve Trimble Connect Sync tool conflicts

A conflict occurs when a new version of an existing file exists locally and another version of the same file exists in Trimble Connect.

The sync tool does not know which one of the files is the most current, and you need to determine which file to upload or download. You can either resolve conflicts manually, or set a rule in which you always override the file

in Trimble Connect (upload) or always override the file that exists locally (download).

Change the conflict resolution rules in Trimble Connect Sync tool by going to **Preferences --> Alerts**.

There are three rules of synchronization conflict resolution on the **Alerts** page:

- **Skip files to manually resolve conflict**
- **Files on my computer override Trimble Connect**
- **Files on Trimble Connect override my computer**

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