



Trimble Connect for Mobile

User guide

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Contents

1	Before you begin.....	5
1.1	Manage Trimble Connect licenses.....	5
1.2	Get Trimble Connect for Mobile.....	5
	System requirements.....	6
1.3	Contact support.....	6
2	Download files.....	7
2.1	Supported file formats.....	7
	Supported 2D file formats.....	7
	Supported 3D file formats.....	8
	Supported geospatial file formats.....	8
	Restrictions in file names.....	9
2.2	Download files.....	9
	The file status.....	10
	File processing.....	10
	If your file is not displayed.....	11
3	Invite members to a project.....	12
3.1	Invite users.....	12
3.2	Modify project members.....	13
4	View and manage 3D models.....	14
4.1	View 2D files and 3D models.....	14
	View a 3D model.....	14
	View a 2D file.....	14
	View model properties.....	15
	Show and hide models and assemblies.....	16
4.2	Work with 3D models.....	16
4.3	Manage selected objects.....	20
4.4	Create and track tasks with Todos.....	22
	Create a ToDo in the 3D App.....	22
	Create a ToDo in Trimble Connect for Mobile.....	23
	Add a view to a ToDo.....	23
	Manage Todos.....	23
4.5	Add clip planes.....	24
	Create a clip plane.....	24
	Delete a clip plane or all the clip planes.....	26
	Delete all clip planes.....	27
4.6	Create views.....	27
	Create a new view.....	27
	Manage the views.....	28

Create a new view group..... 28

1 Before you begin

1.1 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](#).

1.2 Get Trimble Connect for Mobile

1. Download the Trimble Connect for Mobile app from [Apple App Store](#) for Apple devices or [Google Play Store](#) for Android devices.
2. Log in with your Trimble Identity.

System requirements

Recommended hardware

- Operating system:
 - Android 4.4 or newer
 - iOS 9 or newer
- CPU:
 - Quad-core mobile processor
- Recommended Internet connection:
 - Recommended 10+ Mbps
 - Minimum 2 Mbps

1.3 Contact support

Contact support:

- [Connect Community Forum](#):
Collaborative community site where you can interact with support as well as access self-service functions.
- [Web-based Support Request](#):
Send a support request.
- **Email Support**:
Contact the Trimble Connect support team directly at connect-support@trimble.com

2 Download files

2.1 Supported file formats

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

Supported 2D file formats

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

Supported 3D file formats

- IFC (.ifc)
- IFC XML (.ifcXML)
- IFC ZIP (.ifcZIP)
- DGN (.dgn)
- SKP (2018 and below)
- DXF

NOTE Files related to Rhinoceros application are no longer supported. This means that IGES (.igs, .iges) file type cannot be viewed in Trimble Connect for Mobile.

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 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)

2.2 Download files

Before you can view models with Trimble Connect for Mobile, download the model files onto your device first. The file status shows which files are downloaded, see below **The file status**.

1. Log into Trimble Connect for Mobile.
2. Open your project from the project list on the opening page.
The **Data** page lists all files and folders in the project.

Files that have not been downloaded to your device have the status. 

3. On the **Data** page, select the file you want to download.
A toolbar opens at the bottom.




4. On the toolbar, tap **Download**.

To automatically download and to view the file, tap  on the toolbar.





When the download is complete, the **Download complete** message opens with  status on the file.

You can delete the downloaded files from the device storage by selecting the

files and tapping . This does not remove the files from the project.

The file status

On the **Data** page, you can see the status of the files and folders:

-  :
Not downloaded from the server.
-  :
Synchronized with the server.
-  :
Local copy of the file available, but it is not synchronized with the file on the server.
-  :
Downloading the file has failed.

File processing

When a 3D model file is uploaded to Trimble Connect, the model file goes through an assimilation process to be loaded to the 3D App. This process may take a few minutes to complete.

While the file is being processed, you cannot view the file. During the assimilation, the file status is **Viewer data processing**.

When the process is complete, you can view the model in the 3D App.

If your file is not displayed

There are a few reasons why your file may not be displayed in the 3D App. Some of the reasons may be caused by incompatible files or issues with the Trimble Connect server.

- Processing failed:

Processing files may have failed due to an internal server issue. If the file fails to pass assimilation, contact [Trimble Connect Support](#).

- Unsupported format:


- You may have uploaded a file that is not supported by Trimble Connect. See the list of [supported file formats \(page 7\)](#) to check the list of supported formats.
- Some files require you to use an add-in or a plug-in of the original authoring tool, such as [Trimble Connect for Revit add-in](#).


3 Invite members to a project

You can invite users in Trimble Connect for Mobile on the **Team** page. If the invited users already have Trimble Connect accounts, they receive an email with the project link. Otherwise they are instructed to create a new account. When the users have joined, they can access the project and the folders and the files to which they have permissions.

3.1 Invite users

1. Go to the **Team** page.

2. Tap  at the bottom of the page.
The **Invite members** page opens.

3. Enter the email of the user or add users from company directory  .
4. Select **Group** and **Role** for the user.
The role can be either **Admin** or **User**.
5. To send the invite, tap **Invite** at the bottom of the page.
The user receives an email with instructions on how to join the project.

NOTE If the user does not have a Trimble Connect account, the user's status appears as **Activation Pending** until the user has an active account.

3.2 Modify project members

A project administrator can change user roles, add or remove users from groups, and remove users from a project.

1. Go to the **Team** page.
2. Select the user whose data you want to modify.
 - Change the **Role**.
 - Add or remove users to a user group.
 - Remove users from the project by tapping **Remove user from project** at the bottom of the page.

NOTE The user appears as **Removed** on the **Team** page after the user has been removed from the project.

4 View and manage 3D models

4.1 View 2D files and 3D models

With Trimble Connect for Mobile you can view both 2D and 3D files on your mobile device.


View a 3D model

First, download the 3D files to view them in the 3D App.

1. Go to the **Data** page.
2. Select a 3D file.
A toolbar opens at the bottom.

3. Tap  on the toolbar.


The model opens in the 3D App.

NOTE You can select multiple models by tapping each of the model files on the list. You can view the models by tapping .

View a 2D file

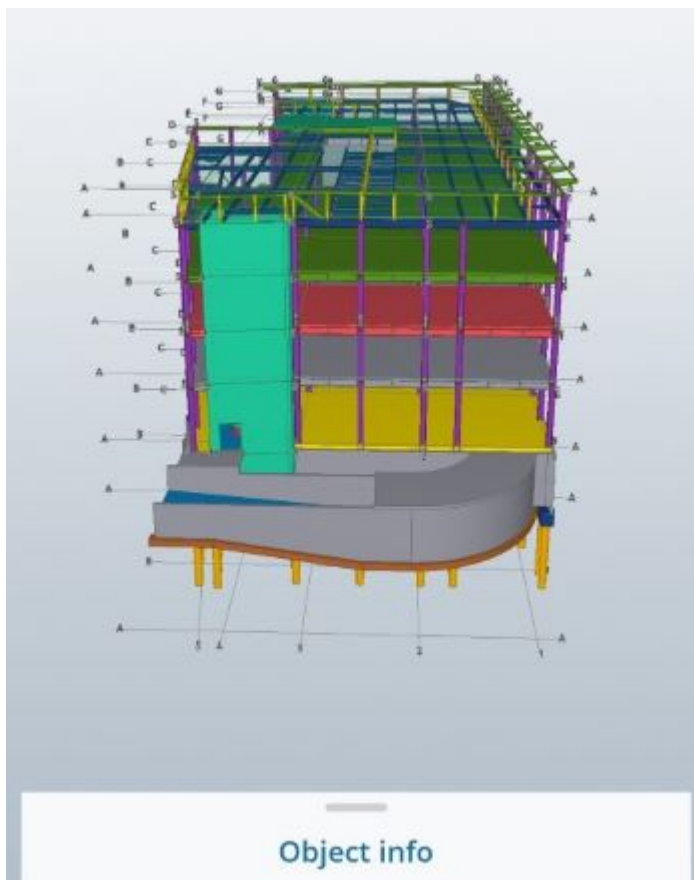
First, download the 2D files to view them in the 2D Viewer.

1. Go to the **Data** page.
2. Select a 2D file.
A toolbar opens at the bottom.

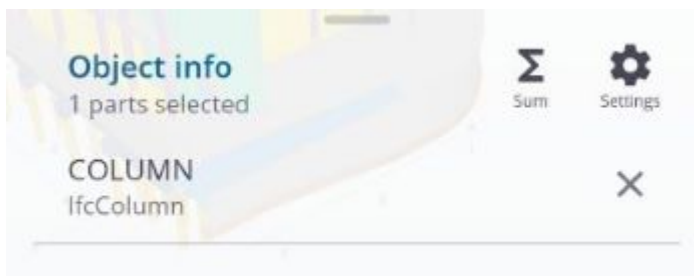
3. Tap  on the toolbar.
The 2D file opens in the 2D Viewer.

View model properties

1. Open a model in the 3D App.
2. Select the objects whose properties you want to view.
The **Object info** opens at the bottom.



3. To open the **Object info**, tap the **Object info** title.



- To view specific properties of an object, tap the name of the object in the **Object info**.

The **Properties** page opens.


Show and hide models and assemblies

You can show or hide models or assemblies from a project in the 3D App.

- Open a model in the 3D App.

- Tap the **Menu** button .
- Select **Search in Model**.
- Enter the required values in the boxes **Property Name**, such as COLUMN, or the **Property Value**, such as ifcColumn.
- Tap **Done**.

Only the filtered parts of the model are displayed.

To clear the filter and to display all parts of the model, tap  on the toolbar at the bottom.

4.2 Work with 3D models



Use the 3D commands in the toolbar and hand gestures to work with 3D models.














Hand gestures














You can use the following hand gestures for zooming, rotation, and selecting:









- To zoom in and zoom out in 3D models, slide two fingers.
- To rotate the 3D models, press and slide your finger.
- To pan the view, press and slide two fingers.
- To select a part in the 3D model, tap on the part.





Toolbar commands

Button	Description	Directions
	Opens the functionalities menu. The functionalities menu includes add a ToDo and	1. Tap  .

Button	Description	Directions
	view, measure distances, and mark up objects.	2. To view more options, scroll the menu.
	<p>Opens the model views.</p> <p>List of the views:</p> <ul style="list-style-type: none"> •  Default view •  Top view •  Front view •  Left view •  Back view •  Right view •  Bottom view 	<ul style="list-style-type: none"> • Tap the model views to see the model from different perspectives.
	Rotate the model.	<ol style="list-style-type: none"> 1. Tap . 2. Select . 3. To rotate the model, press and slide your finger.
	Pan the model.	<ol style="list-style-type: none"> 1. Tap .

Button	Description	Directions
		<p>2.  .</p> <p>3. To pan the model, press and slide with two fingers.</p>
	Show hidden objects.	<ul style="list-style-type: none"> Tap  . <p>All the hidden objects are displayed in the model.</p>
	Change the view focus on to the model.	<ul style="list-style-type: none"> Tap  . <p>The view focus is changed to the model.</p>
	Reset the base elevation of the model. The origin of the model is set to X=0, Y=0, and Z=0.	<ul style="list-style-type: none"> Tap  . <p>The base elevation is reset automatically.</p>
	Reset the camera view.	<ul style="list-style-type: none"> Tap  . <p>The camera view is reverted to the previous saved camera view.</p>
	Reset model positions, transparency, color, and camera position.	<ul style="list-style-type: none"> Tap  . <p>All the models are reverted to their start position and original transparency, color, and camera position.</p>
	Add a ToDo.	For more information, see Create a ToDo in the 3D App (page 22) .
	Add a view.	For more information, see Create views (page 27) .




Button	Description	Directions
	Measure distances.	<ol style="list-style-type: none"> 1. Tap  . 2. Tap the start point. 3. Tap the end point. <p>The measurement between the points is shown.</p>
	Mark up an element with a cloud.	<ol style="list-style-type: none"> 1. Tap  . 2. Tap the location of the model where you want to place the markup. <p>The markup is added to the model.</p> <p>The markup visible to all the users in the project.</p>
	Mark up an element with text.	<ol style="list-style-type: none"> 1. Tap  . 2. Tap a start point. 3. Tap a second point. 4. Type in your comment. <p>The text markup is visible to all the users in the project.</p>
	Mark up an element with an arrow.	<ol style="list-style-type: none"> 1. Tap  . 2. Tap a start point. 3. Tap a second point. <p>The markup is added to the model.</p> <p>The markup is visible to all the users in the project.</p>












Button	Description	Directions
	Mark up an element with a line.	<ol style="list-style-type: none"> 1. Tap  . 2. Tap a start point. 3. Tap a second point. <p>The markup is added to the model.</p> <p>The markup is visible to all the users in the project.</p>
	Draw a markup.	<ol style="list-style-type: none"> 1. Tap  . 2. Tap a point. 3. Draw a markup by dragging with your finger. <p>The markup is visible to all the users in the project.</p>





4.3 Manage selected objects

When you have selected objects or areas in the model, a selection context menu opens.

Use the selection context menu to change the object visibility, view properties, zoom into the selected objects, or attach files and Todos to the selected objects.

Button	Description	Directions
	Add a clip plane.	For more information, see Add clip planes (page 24) .
	Zoom into the object.	<ul style="list-style-type: none"> • Tap  . <p>The 3D App zooms into the selected object.</p>



Button	Description	Directions
	Change the color and transparency of the object.	<ol style="list-style-type: none"> 1. Tap  . 2. Select a color in the list. 3. Change the transparency percentage. The changes are applied automatically.
	Make the object invisible.	<ul style="list-style-type: none"> • Tap  . The object changes into invisible.
	Add an attachment to the object.	<ol style="list-style-type: none"> 1. Tap  . 2. Select the link type. You can add attachments from your device or from the project files, or add a link URL. 3. Enter the needed information, such as Name. 4. Tap Save  .
	Hide the object.	<ul style="list-style-type: none"> • Tap  . The object is hidden from the model.
	Base elevation.	<ol style="list-style-type: none"> 1. Tap  . The Base Elevation message shows the

Button	Description	Directions
		<p>measurements of base elevation.</p> <p>2. To close the message, tap Ok.</p>
	Measure elevation against base elevation.	<p>1. Tap  .</p> <p>The Elevation message shows the elevation measured from base elevation.</p> <p>2. To close the message, tap Ok.</p>
	Set the view perpendicular to the selected surface.	<p>• Tap  .</p> <p>The view changes into a perpendicular view.</p>

4.4 Create and track tasks with Todos

Use Todos to assign, track and resolve issues within a project. Todos can be assigned to a user or a user group with a due date when the Todo needs to be resolved.

Create a Todo in the 3D App

- In an open model, tap  on the toolbar.
- Enter the needed informaton, such as name and description.
- Assign the Todo to a user or to a user group.
- Tap **Save** .

Create a ToDo in Trimble Connect for Mobile

1. Go to the **ToDo** page.

2. Tap .

3. Enter the needed information, such as name, description, and due date.

4. Assign the ToDo to a user or to a user group.

5. Tap **Save**  at the top of the page.

NOTE The created ToDo does not have a model associated with it. You can add the model later.

Add a view to a ToDo

To provide more information in ToDos, you can add saved views to ToDos.

For more information, see [Create views \(page 27\)](#).

1. Go to the **Views** page.

2. Select the view that you want to add.

3. Tap .

The **Attach to ToDos** message opens.


4. Select whether to create a **New** ToDo or add the view to an **Existing** ToDo.

5. Click **Save**  at the top of the page.

Manage ToDos

You can view a list of all the ToDos in the project on the **ToDo** page in Trimble Connect for Mobile.

- Go to the **ToDo** page.
 - To sort the ToDos by author, creation date, assignee, priority, status,

modification date, or due date, tap .




- To sync the Todos to and from Trimble Connect for Web and Trimble Connect for Desktop, swipe down on the **ToDo** page.
- To view the ToDo details, tap the ToDo name.
- To comment on a ToDo, tap on the ToDo name and then at the bottom

tap  .

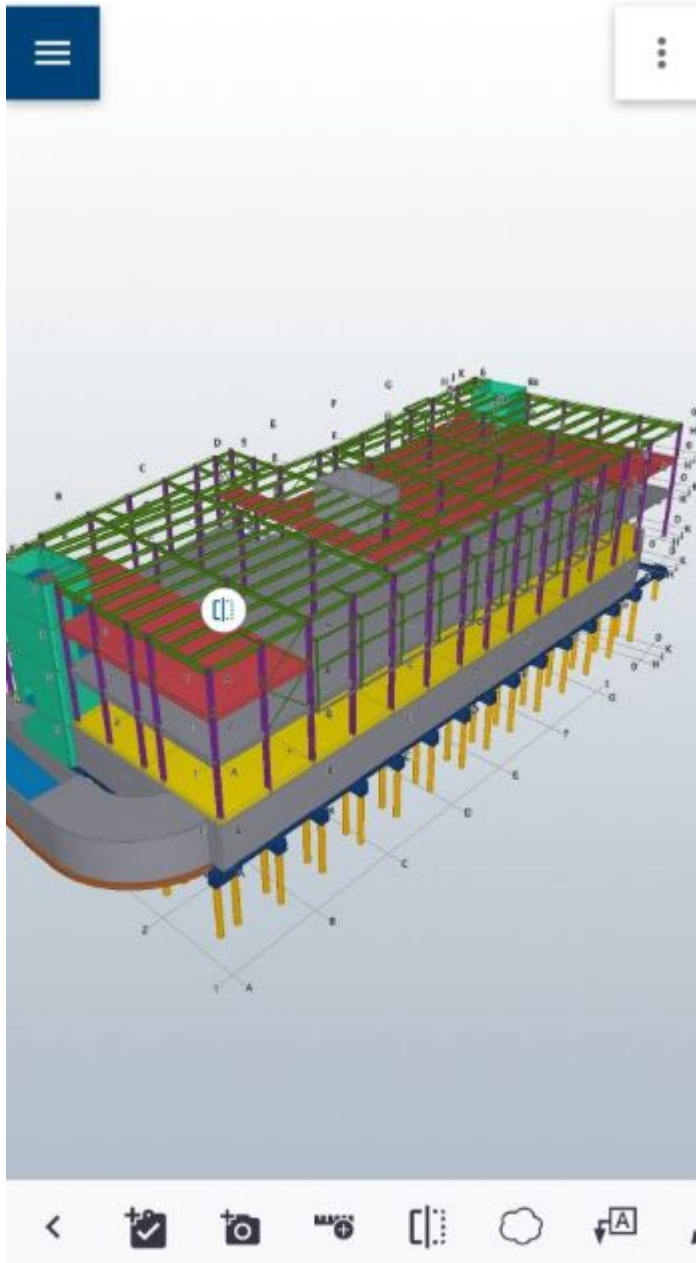
4.5 Add clip planes

You can add clip planes to focus on required details in the model. A clip plane cuts away a portion of the model along a plane that you select. Clip planes do not remove objects from models, they just determine what is displayed in the 3D view.

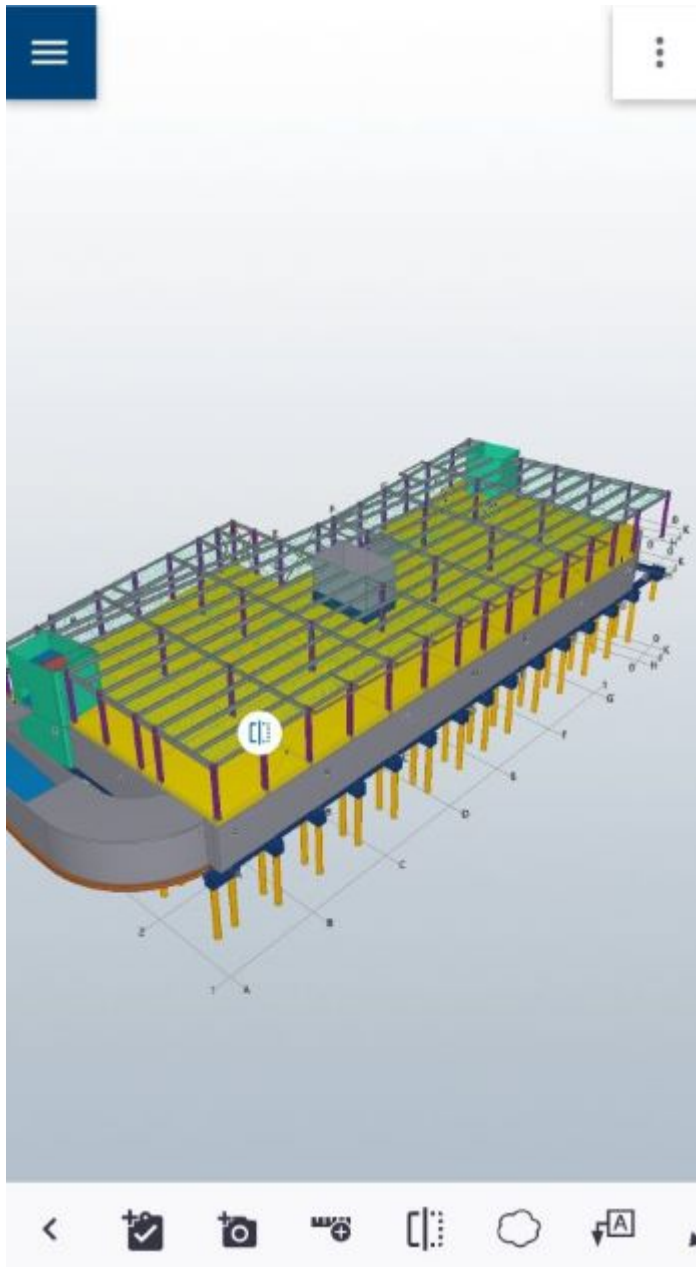
Create a clip plane

1. Open model in the 3D App.
2. Tap the **Model display settings** button  .
3. Select **Clip Planes**.
4. In the model, select the part along which you want to place the clip plane.
5. Tap  on the toolbar.
6. Tap  on the toolbar.

The clip plane is automatically added to the part.



7. Hold down the clip plane icon to move the clip plane.



If necessary, you can make up to 8 cross-sectional views.


Delete a clip plane or all the clip planes

1. Select a clip plane in the model.
A toolbar opens at the bottom.



2. Tap the **Delete** button on the toolbar.
The selected clip plane is deleted.

Delete all clip planes

1. Select a clip plane in the model.
A toolbar opens at the bottom.
2. Tap the **Delete all clip planes** button  on the toolbar.
A confirmation message opens.
3. Tap **Yes**.
All clip planes are deleted in the model.


4.6 Create views

A view is a snapshot of a specific situation in the 3D view. Views keep the view settings that were used when the view was saved. For example, object colors, markups, and camera angle are stored.

Create a new view



1. Open a model in the 3D App.
2. Navigate the model and add markups or clip panes, if needed.
For more information, see [Add clip planes \(page 24\)](#) and [Work with 3D models \(page 16\)](#).



3. Tap on the toolbar.
4. Type in the needed information, such as name.
5. Tap **Save** .



Manage the views

You can see the list of all the views in the project on the **Views** page in Trimble Connect for Mobile.

- Go to the **Views** page.
- To sort the views by name, description, or modification date, tap .
- To sync the views to and from Trimble Connect for Web and Trimble Connect for Desktop, swipe down on the **Views** page.
- To delete views, select the view and tap **Delete** .

Create a new view group

You can group views together into a group to access relevant views in the same place.

1. Go to the **Views** page.
2. Tap .
- The **View Group** page opens.
3. Type in the group name.
4. Select the views you want to add in the group by tapping each of the views.
To deselect a view, tap the X button on the right side of the view name.
5. Tap **Save** .

Index

T

Trimble Connect licenses
 Manage..... 5

