

# Mesh Optimization – V1.0

# Table of Contents

Introduction	3
How to use	3
Disclaimer:	3
On Project-Load	3
Editing the Configuration (Advanced)	8
Core Settings	8
Base Optimization Settings	10
Limitations	12
Appendix 1 – (Mapping ) IFC Class to Bexel Manager Category	13
Appendix 2 - Bexel Manager Categories	24

Figure 1 - New Project Form	.4
Figure 2 - Custom Breakdown 1/2	.4
Figure 3 - Custom Breakdown 2/2	.5
Figure 4 - Results with Custom Breakdown	.5
Figure 5 - Geometry Optimization Properties	.6
Figure 6 - Optimization Flow	.8
Figure 7 - Bounding Volumes (Sphere, AABB and 8-DOP are not used by Bexel Manager) …	.9
Figure 8 - Triangle Count Calculation	10
Figure 9: Non-Manifold Edges	11
Figure 10 - Logarithmic Derivation of Triangle Count	11



### Introduction

To render the objects in your BIM Model, each object needs to convert each object geometry into a <u>triangulated mesh</u>. Depending in the source quality and/or complexity of the geometry, this may result in an excessive number of triangles being rendered. Small numbers of triangles are ok, but once the total number begins to rise significantly, the performance of the viewer can suffer.

With this experimental feature, Bexel will attempt to reduce the number of triangles according to settings defined in the configuration file. After optimization, it's possible to significantly reduce the total number of triangles.

The best use-case for this feature is for model categories that usually have an unnecessarily high level of geometric detail, such as furniture, bathroom appliances/equipment, custom equipment, trees etc. It's not uncommon for objects such as these to have more complexity than the rest of file combined!

### How to use

#### Disclaimer:

Optimizing meshes is a time-consuming process. As this process is performed during initial project-loading, the overall loading time may be increased significantly. Additionally, the process of reducing the triangle count is heavily dependent on the quality of the input geometry, that's to say; the worse the quality of the mesh, the worse the final output of the reduction algorithm will be.

#### **On Project-Load**

When creating a new project or version, you will be presented with the regular window as shown below. Clicking on "Choose" under "Mesh Optimization:" will allow you to choose a configuration from the default Knowledge Base / Mesh Optimization folder. Optionally, you can choose a custom configuration file that you've created yourself.



Project				
* New				
Name (*):				
Description:				
Deachption.				
Version				
Name (*):				
Description:				
File (*)-				
File (*):				
File (*):	Character Car		 	
File (*): Choose	Choose from Sam	ples	 	
File (*): Choose Culture:	Choose from Sam	ples		
File (*): Choose Culture: English (United	Choose from Sam	ples		
File (*): Choose Culture: English (United Project Configur	Choose from Sam States) ations:	ples		
File (*): Choose Culture: English (United Project Configur Quantity Calcula	Choose from Sam States) ations:	ples		
File (*): Choose Culture: English (United Project Configur Quantity Calcula Choose	Choose from Sam States) ations:	ples		
File (*): Choose Culture: English (United Project Configur Quantity Calcula Choose	Choose from Sam States) ations: tion:	ples		
File (*): Choose Culture: English (United Project Configur Quantity Calcula Choose Mesh Optimizati	Choose from Sam States) ations: tion:	ples		
File (*): Culture: English (United Project Configur Quantity Calcula Choose Choose	Choose from Sam States) ations: ition:	ples		
File (*): Culture: English (United Project Configur Quantity Calcula Choose Mesh Optimizati Choose Mesh Splitting:	Choose from Sam States) ations: tion:	ples		
File (*): Choose Culture: English (United Project Configur Quantity Calcula Choose Mesh Optimizati Choose	Choose from Sam States) stions: tion:	ples)		

Figure 1 - New Project Form

Once you've filled in the other fields in the form, go ahead and click on "OK" to load the project.

Once the project is loaded, we need to load a custom breakdown structure from the "Knowledge Base" to quickly assess the results of the optimization. Select all the model elements and then follow the following steps:



Figure 2 - Custom Breakdown 1/2



Create Custom Breakdown		– o x
Name: Blank CBS		
Type: Elements V	e Selection 🔿 🐺 Templates 🗸 🕼 🕜 🔀 🖓 🖓 🖂 🚍 💮 🖸 🗲	Reset Tree 🕤 Generate
😫 🗄 Building Storeys 🗸 Reset Add Current Selection	-5 Import From Knowledge Base	Elements
Elements	-> Import Custom Template	6,588
Building 01 (1 Element)	Import From Knowledge Base	
Undefined Storey] (1 Element)		
🗊 🚽 🐨 TOF Footing (1476 Elements)		
Evel 1 (3714 Elements)		

Figure 3 - Custom Breakdown 2/2

• Choose the template related to Mesh Optimization and then click on "OK"

Change your viewer to "Perspective Color Coded" mode and you should see similar results to that below:



Figure 4 - Results with Custom Breakdown

The viewer now visualizes the results of the mesh optimization according to the following result outputs:

- Ignore Optimization was ignored for this project (configuration setting)
- Ignore: No Geometry The object in question has no geometry



- Ignore: Excluded Category The object category was excluded from optimization in the configuration file
- Skip: Defective Geometry The optimization failed because errors were identified in the geometry
- Skip: Non Manifold Similar to "Skip: Defective Geometry".
- Skip: Target Triangles Already Met The target triangle count was equal to or less than the existing number of triangles
- Skip: Min Percentage Difference The final optimized triangle count was less than the specified percentage in the configuration file.
- Reduce Triangles The optimization was successful.
- Oriented Bounding Box the object was converted to an oriented bounding box.
- Oriented Bounding Box Small Volume the object was converted to an oriented bounding box as per the configuration file settings
- Convex Hull the object was converted to a 3d convex hull encompassing the object
- Skip: Internal Error The algorithm encountered an error during the optimization process
- Ignore: Profile Geometry optimization was skipped because the input geometry was already optimal.

In addition the optimization type, additional data pertaining to the optimization is stored on the object under Mesh Optimization:



Figure 5 - Geometry Optimization Properties



- Logarithmic Derivation Of Triangle Count whether the target triangle count was obtained using a logarithmic formula. See <u>Configuration</u> for more information.
- Optimization Type See paragraph above.
- Optimized Triangle Count The final triangle count after optimization.
- Original Triangle Count The original triangle count of the object.
- Target Triangle Count The target triangle count passed to the optimization algorithm



## Editing the Configuration (Advanced)



To be able to edit the configuration file, its important to reference the optimization flow first:

#### **Core Settings**

 Version: example: 1.0.0.0 - The version of the configuration. This needs to match the version expected by Bexel Manager. If unsure, refer to the file "MeshOptimizerConfig.cfg", found in "C:\Users\YourUserName\AppData\Roaming\BEXEL\Bexel Manager 24\Knowledge Base\MeshOptimizerConfig.cfg".

Figure 6 - Optimization Flow



- OptimizeMeshes: true/false (Default true). This setting directly controls whether mesh optimization will be performed on the model. If false, all other settings will be ignored and no optimization will be performed.
- ExcludedBexelCategories: Example: ["Road","Slab","Railing","Site"] (Default []) Categories listed in this setting will not be optimized
- BoundingBoxOnlyCategories: Example: ["Pipe", "PipeFitting"] (Default [])-Categories listed in this setting will be converted to Oriented Bounding Box (OBB) (Aligned to the Z (Vertical) axis).



Figure 7 - Bounding Volumes (Sphere, AABB and 8-DOP are not used by Bexel Manager)

ConvexHullOnlyCategories: Example: ["Pipe", "PipeFitting"] (Default []) - Categories listed in this setting will be converted to convex hulls. (See Image above)

• PerCategoryOverride: ( Default {} ) Element meshes can either be optimized using the global settings listed in the config file, or those precisely defined in the override. See Base Optimization Settings below for more information.



#### **Base Optimization Settings**

The flow when calculating the target triangle count used by the algorithm is as follows:



Figure 8 - Triangle Count Calculation

- DefaultTriangleCount: (Default 150) This will be used as the target triangle count the optimization algorithm will try to achieve
- OBBVolumeThreshold (Default 0.0001) If the OBB Volume of the mesh is lower than this value, then the geometry will automatically be converted to an OBB.
- SmallVolumeThreshold (Default 0.001) If the OBB Volume of the mesh is lower than this value, the algorithm will attempt to achieve the target triangle count to the DefaultTriangleCount, ignoring the logarithmic formula.
- OptimizeNonManifoldMeshes (Default false) If this is set to true and the algorithm detects a non-manifold mesh, it will attempt to construct a manifold version. Expect unattractive results if the input geometry is bad. (Non-manifold topology polygons have a configuration that cannot be unfolded into a continuous flat piece. Many geometry tools and software cannot work properly with non-manifold geometry. This is the main reason why simplification of non-manifold meshes can lead to unexpected results.)





Figure 9: Non-Manifold Edges

- OptimizeNonValidMeshes (Default false) A comprehensive check of the integrity of the mesh is performed each time. If the mesh has errors and this option is set to true, the optimization will still attempt to work possible leading to unexpected results. Use only when desperate for reductions in mesh complexity.
- LogarithmicDerivationOfTriangleCount
  - Formula

 $TargetTriangles = NumStartingTriangles + \log_{LoaBase} (OBBVolume \times InnerMultiplier) \times OuterMultiplier$ 

Figure 10 - Logarithmic Derivation of Triangle Count

- Enabled: if false, the target triangle count will simply be the DefaultTriangleCount
- NumStartingTriangles (See Formula) (Default 250)
- LogBase the base to use in the logarithmic calculation (See Formula) (Default 10)
- InnerMultiplier (See Formula) (Default 1000)
- OuterMultiplier (See Formula) (Default 250)
- MinPercentageDifference (Default 25) Used when evaluating the final target triangle count to be passed to the algorithm. See Figure 3.
- MaxPercentageDifference (Default 90) Used when evaluating the final target triangle count to be passed to the algorithm. See Figure 3.



## Limitations

As this feature is still experimental at this stage, there are some limitations that you need to be aware of:

- Additional loading time Optimizing triangulates meshes is a tricky process that requires analyzing the geometry in detail. This is obviously multiplied by the number of objects being optimized and may result in a significantly longer initial load-time if there are a lot of objects in the model. Our personal experience is that a combination of optimization and bounding-box-conversion leads to the best results, both in terms of loading time, triangle reduction and visual aesthetic.
- Degeneration of object geometry Reducing the number of triangles decreases the "resolution" of the geometry, and as such if it is pushed too far the resulting geometry may look either jumbled up or unfit for use. Start with small reductions and experiment with higher degrees of simplification for certain categories once you get a good feel for how the results end up.
- Input Mesh Quality The simplification works best when the quality of the mesh is high. This means no holes, manifold edges and internal consistency. Most of these aspects will be out of your control but are important nevertheless to keep in mind if the optimization leads to poor results.
- Using the optimization feature is currently disabled when updating an existing project, or when loading a Bexel Manager ".besln" file.



## Appendix 1 – (Mapping) IFC Class to Bexel Manager Category

IfcSite: Site **IfcBuilding:** Building IfcBuildingStorey: Storey IfcSpace: Space IfcSpatialZone: Space IfcSpatialZoneType: Space IfcBeam: Beam IfcBeam\_Structural Framing: Beam IfcBeamStandardCase: Beam IfcChimneyType: GenericModel IfcProxy: GenericModel IfcBuildingElementProxy: GenericModel IfcBuildingElementProxy\_COMPUTER: DataDevice IfcBuildingElementProxy\_Communication Devices: CommunicationDevices IfcBuildingElementProxy\_Duct Accessory: DuctAccessory IfcBuildingElementProxy Electrical Equipment: ElectricalEquipment IfcBuildingElementProxy\_Electrical Fixture: ElectricalFixture IfcBuildingElementProxy\_Lighting Device: LightingDevice IfcBuildingElementProxy\_Mass: Mass IfcBuildingElementProxy\_Mechanical Equipment: MechanicalEquipment IfcBuildingElementProxy\_Security Devices: SecurityDevices IfcBuildingElementProxy Specialty Equipment: SpecialtyEquipment IfcBuildingElementProxy\_Parking: Parking IfcBuildingElementProxy\_Planting: Planting IfcBuildingElementProxy\_Plumbing Fixture: PlumbingFixture IfcBuildingElementProxy\_Data Device: DataDevice



IfcBuildingElementProxy\_Toposolid: Toposolid IfcBuildingElementProxy\_MEP Fabrication Ductwork Stiffeners: FabricationDuctworkStiffener IfcBuildingElementProxy\_Plumbing Equipment: PlumbingEquipment IfcBuildingElementProxy Slab Edges: Slab IfcBuildingElementProxy\_Structural Framing: Beam IfcBuildingElementProxy Parts: Part IfcBuildingElementProxyType: GenericModel IfcBuildingElementProxyType\_COMPUTER: DataDevice IfcBuildingElementProxyType\_Communication Devices: CommunicationDevices IfcBuildingElementProxyType\_Duct Accessory: DuctAccessory IfcBuildingElementProxyType\_Electrical Equipment: ElectricalEquipment IfcBuildingElementProxyType\_Electrical Fixture: ElectricalFixture IfcBuildingElementProxyType\_Lighting Device: LightingDevice IfcBuildingElementProxyType Mass: Mass IfcBuildingElementProxyType\_Mechanical Equipment: MechanicalEquipment IfcBuildingElementProxyType\_Security Devices: SecurityDevices IfcBuildingElementProxyType\_Specialty Equipment: SpecialtyEquipment IfcBuildingElementProxyType\_Parking: Parking IfcBuildingElementProxyType\_Planting: Planting IfcBuildingElementProxyType\_PlumbingFixture: PlumbingFixture IfcBuildingElementProxyType\_Data Device: DataDevice IfcColumn: Column IfcColumnStandardCase: Column IfcCovering: Covering IfcCovering\_CEILING: Ceiling



IfcCovering\_CLADDING: Covering

IfcCovering\_FLOORING: Slab

IfcCovering\_INSULATION: Insulation

IfcCovering\_MEMBRANE: Covering

IfcCovering\_ROOFING: Roof

IfcCovering\_SLEEVING: Covering

IfcCovering\_WRAPPING: Covering IfcCoveringType: Covering

IfcCoveringType\_CEILING: Ceiling

IfcCoveringType\_CLADDING: Covering

IfcCoveringType\_FLOORING: Slab

IfcCoveringType\_INSULATION: Insulation

IfcCoveringType\_MEMBRANE: Covering

IfcCoveringType\_ROOFING: Roof

IfcCoveringType\_SLEEVING: Covering

IfcCoveringType\_WRAPPING: Covering IfcCurtainWall: CurtainWall

IfcCurtainWall\_Curtain System: CurtainSystem IfcDoor: Door IfcDoorStandardCase: Door IfcFooting: StructuralFoundation

IfcFooting\_Structural Columns: StructuralColumn

IfcFooting\_Structural Framing: Beam IfcMember: Member

IfcMember\_MULLION: CurtainWallMullion

IfcMember\_Curtain Wall Mullion: CurtainWallMullion
IfcMemberType: Member

IfcMemberType\_MULLION: CurtainWallMullion



IfcMemberType\_Curtain Wall Mullion: CurtainWallMullion
IfcMemberStandardCase: Member

IfcMemberStandardCase\_MULLION: CurtainWallMullion

IfcMemberStandardCase\_Curtain Wall Mullion: CurtainWallMullion IfcPile: StructuralColumn

IfcPile\_Structural Foundations: StructuralFoundation
IfcPlate: Plate

IfcPlate\_CURTAIN\_PANEL: CurtainPanel

IfcPlate\_Curtain Panel: CurtainPanel IfcPlateType: Plate

IfcPlateType\_CURTAIN\_PANEL: CurtainPanel

IfcPlateType\_Curtain Panel: CurtainPanel IfcPlateStandardCase: Plate

IfcPlateStandardCase\_CURTAIN\_PANEL: CurtainPanel

IfcPlateStandardCase\_Curtain Panel: CurtainPanel IfcRailing: Railing IfcRamp: Ramp IfcRampFlight: Ramp IfcRoof: Roof IfcShadingDevice: GenericModel IfcSlab: Slab

IfcSlab\_ROOF: Roof

IfcSlab\_BASESLAB: StructuralFoundation

IfcSlab\_Roof: Roof

IfcSlab\_Structural Foundation: StructuralFoundation IfcSlabType: Slab

IfcSlabType\_ROOF: Roof

IfcSlabType\_BASESLAB: StructuralFoundation

IfcSlabType\_Roof: Roof



IfcSlabType\_Structural Foundations: StructuralFoundation IfcSlabElementedCase: Slab

IfcSlabElementedCase\_ROOF: Roof

IfcSlabElementedCase\_BASESLAB: StructuralFoundation

IfcSlabElementedCase\_Roof: Roof

IfcSlabElementedCase\_Structural Foundations: StructuralFoundation IfcSlabStandardCase: Slab

IfcSlabStandardCase\_ROOF: Roof

IfcSlabStandardCase\_BASESLAB: StructuralFoundation

IfcSlabStandardCase\_Roof: Roof

IfcSlabStandardCase\_Structural Foundations: StructuralFoundation IfcStair: Stairs IfcStairFlight: Stairs IfcWall: Wall

IfcWall\_Generic Models: GenericModel IfcWallElementedCase: Wall IfcWallStandardCase: Wall

IfcWallStandardCase\_Generic Models: GenericModel IfcWindow: Window IfcWindowStandardCase: Window IfcDistributionElement: SpecialtyEquipment IfcDistributionControlElement: SpecialtyEquipment

IfcDistributionControlElement\_FLOATING: MechanicalControlDevice IfcActuator: SpecialtyEquipment IfcAlarm: SecurityDevices IfcController: SpecialtyEquipment

IfcController\_FLOATING: MechanicalControlDevice IfcControllerType: SpecialtyEquipment

IfcControllerType\_FLOATING: MechanicalControlDevice IfcFlowInstrument: SpecialtyEquipment IfcProtectiveDeviceTrippingUnit: SpecialtyEquipment IfcSensor: SpecialtyEquipment



IfcUnitaryControlElement: SpecialtyEquipment IfcDistributionChamberElement: GenericModel IfcEnergyConversionDevice: MechanicalEquipment IfcAirToAirHeatRecovery: MechanicalEquipment IfcBoiler: MechanicalEquipment IfcBurner: MechanicalEquipment IfcChiller: MechanicalEquipment IfcCoil: MechanicalEquipment IfcCondenser: MechanicalEquipment IfcCooledBeam: MechanicalEquipment IfcCoolingTower: MechanicalEquipment IfcElectricGenerator: MechanicalEquipment IfcElectricMotor: MechanicalEquipment IfcEngine: MechanicalEquipment IfcEvaporativeCooler: MechanicalEquipment IfcEvaporator: MechanicalEquipment IfcHeatExchanger: MechanicalEquipment IfcHumidifier: MechanicalEquipment IfcMotorConnection: MechanicalEquipment IfcSolarDevice: MechanicalEquipment IfcTransformer: MechanicalEquipment IfcTubeBundle: MechanicalEquipment IfcUnitaryEquipment: MechanicalEquipment IfcFlowController: FlowAccessory IfcFlowControllerType: FlowAccessory IfcAirTerminalBox: AirTerminal IfcAirTerminalBoxType: AirTerminal IfcDamper: Damper IfcDamperType: Damper IfcElectricDistributionBoard: ElectricalEquipment IfcElectricDistributionBoardType: ElectricalEquipment IfcElectricTimeControl: ElectricalEquipment IfcElectricTimeControlType: ElectricalEquipment IfcFlowMeter: FlowAccessory IfcFlowMeterType: FlowAccessory IfcProtectiveDevice: ElectricalEquipment IfcProtectiveDeviceType: ElectricalEquipment IfcSwitchingDevice: ElectricalEquipment



IfcSwitchingDeviceType: ElectricalEquipment IfcValve: Valve IfcValveType: Valve IfcElectricDistributionPoint: GenericModel IfcFlowMovingDevice: MechanicalEquipment IfcCompressor: MechanicalEquipment IfcFan: MechanicalEquipment IflfcPump: MechanicalEquipment IfcFlowStorageDevice: SpecialtyEquipment IfcElectricFlowStorageDevice: SpecialtyEquipment IfcTank: SpecialtyEquipment IfcFlowTreatmentDevice: FlowAccessory IfcDuctSilencer: DuctAccessory IfcFilter: FlowAccessory IfcInterceptor: FlowAccessory IfcElementAssembly: Assembly

IfcElementAssembly\_BEAM\_GRID: StructuralBeamSystem

IfcElementAssembly\_TRUSS: Truss

IfcElementAssembly\_Structural Beam Systems: StructuralBeamSystem

IfcElementAssembly\_Structural Trusses: Truss IfcBuildingElementPart: Part

IfcBuildingElementPart\_Generic Models: GenericModel

IfcBuildingElementPart\_Structural Framing: Beam IfcDiscreteAccessory: DiscreteAccessory IfcDiscreteAccessoryType: DiscreteAccessory IfcFastener: Fastener IfcFastenerType: Fastener IfcMechanicalFastener: Fastener IfcMechanicalFastenerType: Fastener IfcReinforcingBar: StructuralRebar IfcReinforcingMesh: StructuralRebar IfcTendon: Tendon IfcTendonType: Tendon IfcTendonAnchor: Tendon



#### IfcTendonAnchorType: Tendon IfcEquipmentElement: SpecialtyEquipment

IfcEquipmentElement\_FLOATING: MechanicalControlDevice

IfcEquipmentElement\_BATH: PlumbingEquipment IfcFurnishingElement: Furniture IfcFurniture: Furniture IfcSystemFurnitureElement: FurnitureSystem IfcTransportElement: Transport IfcTransportElementType: Transport IfcGrid: Empty IfcFlowFitting: FlowFitting

IfcFlowFitting\_Cable Tray Fitting: CableTrayFitting

IfcFlowFitting\_Conduit Fitting: ConduitFitting

IfcFlowFitting\_Duct Fitting: DuctFitting

IfcFlowFitting\_Pipe Fitting: PipeFitting IfcFlowFittingType: FlowFitting

IfcFlowFittingType\_Cable Tray Fitting: CableTrayFitting

IfcFlowFittingType\_Conduit Fitting: ConduitFitting

IfcFlowFittingType\_Duct Fitting: DuctFitting

IfcFlowFittingType\_Pipe Fitting: PipeFitting IfcCableCarrierFittingType: CableTrayFitting

IfcCableCarrierFittingType\_Conduit Fitting: ConduitFitting IfcCableCarrierFitting: CableTrayFitting

IfcCableCarrierFitting\_Conduit Fitting: ConduitFitting IfcCableFitting: ConduitFitting

IfcCableFitting\_Cable Tray Fitting: CableTrayFitting

IfcCableFitting\_Conduit Fitting: ConduitFitting IfcDuctFittingType: DuctFitting IfcDuctFitting: DuctFitting IfcJunctionBoxType: ElectricalFixture IfcJunctionBox: ElectricalFixture



IfcPipeFittingType: PipeFitting IfcPipeFitting: PipeFitting IfcFlowSegment: FlowSegment IfcFlowSegment\_Cable Tray: CableTray IfcFlowSegment\_Conduit: Conduit IfcFlowSegment Duct: Duct IfcFlowSegment\_Flex Duct: FlexDuct IfcFlowSegment\_Pipe: Pipe IfcFlowSegmentType: FlowSegment IfcFlowSegmentType\_Cable Tray: CableTray IfcFlowSegmentType\_Conduit: Conduit IfcFlowSegmentType\_Duct: Duct IfcFlowSegmentType\_Flex Duct: FlexDuct IfcFlowSegmentType\_Pipe: Pipe IfcCableCarrierSegment: CableTray IfcCableCarrierSegment\_CONDUITSEGMENT: Conduit IfcCableCarrierSegment\_Conduit: Conduit IfcCableCarrierSegmentType: CableTray IfcCableCarrierSegmentType\_CONDUITSEGMENT: Conduit IfcCableCarrierSegmentType\_Conduit: Conduit IfcCableSegment: Conduit IfcCableSegmentType: Conduit IfcDuctSegment: Duct IfcDuctSegment\_FLEXIBLESEGMENT: FlexDuct IfcDuctSegmentType: Duct IfcDuctSegmentType\_FLEXIBLESEGMENT: FlexDuct

IfcPipeSegment: FlexPipe

IfcPipeSegment\_FLEXIBLESEGMENT: FlexPipe



IfcPipeSegment\_Flex Pipes: FlexPipe IfcPipeSegmentType: Pipe

IfcPipeSegmentType\_FLEXIBLESEGMENT: FlexPipe IfcFlowTerminal: FlowTerminal

IfcFlowTerminal\_Air Terminal: AirTerminal

IfcFlowTerminal\_Electrical Equipment: ElectricalEquipment

IfcFlowTerminal\_Electrical Fixture: ElectricalFixture

IfcFlowTerminal\_Lighting Fixture: LightingFixture

IfcFlowTerminal\_Plumbing Fixture: PlumbingFixture

IfcFlowTerminal\_Sprinkler: Sprinkler

IfcFlowTerminalType: FlowTerminal

IfcFlowTerminalType\_Air Terminal: AirTerminal

IfcFlowTerminalType\_Electrical Equipment: ElectricalEquipment

IfcFlowTerminalType\_Electrical Fixture: ElectricalFixture

IfcFlowTerminalType\_Lighting Fixture: LightingFixture

IfcFlowTerminalType\_Plumbing Fixture: PlumbingFixture

IfcFlowTerminalType\_Sprinkler: Sprinkler

IfcAirTerminalType: AirTerminal

IfcAirTerminal: AirTerminal

IfcAudioVisualApplianceType: AudioVisualDevice

IfcAudioVisualAppliance: AudioVisualDevice

IfcCommunicationsAppliance: CommunicationDevices

IfcCommunicationsAppliance\_ANTENNA: DataDevice IfcCommunicationsApplianceType: CommunicationDevices

IfcCommunicationsApplianceType\_ANTENNA: DataDevice IfcElectricApplianceType: ElectricalFixture

IfcElectricApplianceType\_DISHWASHER: PlumbingFixture

IfcElectricApplianceType\_FREEZER: SpecialtyEquipment

IfcElectricApplianceType\_FRIDGE\_FREEZER: SpecialtyEquipment



IfcElectricApplianceType\_MICROWAVE: SpecialtyEquipment IfcElectricApplianceType\_REFRIGERATOR: SpecialtyEquipment IfcElectricApplianceType\_TELEPHONE: TelephoneDevice IfcElectricApplianceType COMPUTER: DataDevice IfcElectricApplianceType Data Devices: DataDevice IfcElectricAppliance: ElectricalFixture IfcElectricAppliance DISHWASHER: PlumbingFixture IfcElectricAppliance\_FREEZER: SpecialtyEquipment IfcElectricAppliance FRIDGE FREEZER: SpecialtyEquipment IfcElectricAppliance\_MICROWAVE: SpecialtyEquipment IfcElectricAppliance\_REFRIGERATOR: SpecialtyEquipment IfcElectricAppliance\_TELEPHONE: TelephoneDevice IfcElectricAppliance COMPUTER: DataDevice IfcElectricAppliance\_Data Devices: DataDevice IfcElectricHeaterType: ElectricalFixture IfcFireSuppressionTerminal: FireProtection IfcFireSuppressionTerminal\_SPRINKLER: Sprinkler IfcFireSuppressionTerminalType: FireProtection IfcFireSuppressionTerminalType\_SPRINKLER: Sprinkler IfcGasTerminalType: SpecialtyEquipment IfcLampType: LightingDevice

IfcLamp: LightingDevice IfcLightFixtureType: LightingFixture IfcLightFixture: LightingFixture IfcMedicalDeviceType: MedicalEquipment IfcMedicalDevice: MedicalEquipment IfcOutletType: ElectricalFixture IfcOutlet: ElectricalFixture IfcSanitaryTerminalType: PlumbingFixture

IfcSanitaryTerminalType\_BATH: PlumbingEquipment IfcSanitaryTerminal: PlumbingFixture



IfcSanitaryTerminal\_BATH: PlumbingEquipment IfcSpaceHeater: GenericModel IfcStackTerminalType: GenericModel IfcStackTerminal: GenericModel IfcWasteTerminal: GenericModel IfcGeographicElementType: GenericModel IfcGeographicElement: GenericModel

IfcGeographicElement\_TERRAIN: Toposolid IfcCivilElementType: GenericModel IfcCivilElement: GenericModel IfcAnalyticalMember: Analytical IfcAnalyticalMemberType: Analytical IfcAnalyticalPanel: Analytical IfcAnalyticalPanelType: Analytical

### Appendix 2 - Bexel Manager Categories

Abutment **BridgeFraming** ExpansionJoints Pier StructuralTendons VibrationManagement AudioVisualDevice **FireProtection** FoodServiceEquipment Hardscape MedicalEquipment Signage TemporaryStructure VerticalCirculation Bearing BridgeCable BridgeDeck



Road Zone MechanicalControlDevice PlumbingEquipment Analytical DataDevice FabricationDuctworkStiffener StructuralBeamSystem StructuralFabricArea StructuralFabricReinforcement StructuralFraming Toposolid Truss Wall Window Door Slab Ceiling Roof Column Ramp Stairs Railing Furniture Casework AirTerminal Pipe FlexPipe PipeFitting Duct FlexDuct DuctFitting PlumbingFixture SpecialtyEquipment MechanicalEquipment Parking CurtainPanel CurtainWallMullion



StructuralFoundation StructuralColumn Beam Space WallSweep GenericModel Wire ElectricalEquipment Sprinkler PipeAccessory DuctAccessory LightingDevice TelephoneDevice LightingFixture ElectricalFixture CurtainWall CableTray CableTrayFitting Conduit ConduitFitting Planting Part FireAlarmDevice Mass CommunicationDevices SecurityDevices StructuralRebar FurnitureSystem CurtainSystem StructuralConnection Covering Insulation Member Assembly FlowSegment FlowAccessory FlowTerminal FlowFitting



Valve Damper Tendon Fastener Plate Transport DiscreteAccessory Site

