



## **Bexel Publisher Addin for Navisworks**

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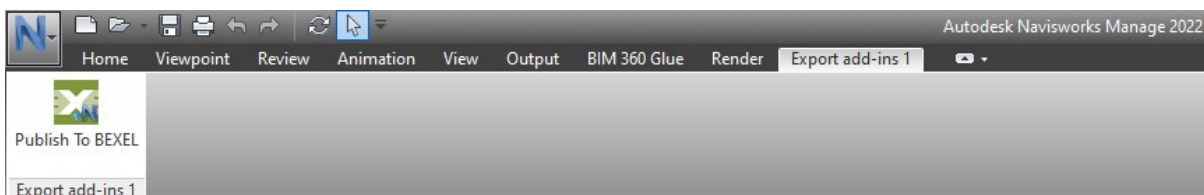


## 1. Introduction

Bexel Publisher Addin for Navisworks is a file exporter that enables project teams to generate BIM models from authoring tools and formats (e.g. DWG, DWF, Aveva, Infraworks, MicroStation, Rhinoceros, SmartPlant 3D, Solidworks, etc.) supported by Autodesk® Navisworks®, but which does not support export to IFC file format, into Bexel Manager software as federated BIM model ready for integrated 3D/4D/5D project management and analysis. This add-in can generate the optimized BX3 file from Autodesk® Navisworks®, even without the need for a BEXEL Manager license. The BX3 file format supports the transfer of object geometry and all associated metadata. Additionally, there are various exporting options such as exporting only part of the model or choosing categories (e.g. Beams, Walls, Slabs, etc.) that sets of elements will be mapped to.

## 2. Installation

- Based on a version of Autodesk® Navisworks® you want to use, download the appropriate version of Bexel Publisher Addin for Navisworks from our website's [download page](#).
- Close all instances of Autodesk® Navisworks® Manage.
- Run the previously downloaded installer and go through the installation wizard.
  - If the Autodesk® Navisworks® Manage is installed on a different location than the default installation location (e.g. "C:\Program Files\Autodesk\Navisworks Manage 2022") you need to choose the right location of the Autodesk directory (the parent directory for Navisworks Manage 2022 in this case). It can be done in the "Autodesk Installation Folder" screen during the wizard.
- Once the installation is finished, run Autodesk® Navisworks® Manage. In the Export add-ins tab, Publish to BEXEL icon should be shown as on the image below (2.1).

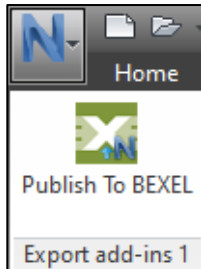


Picture 2.1 Installed Add-in (Publish to BEXEL)



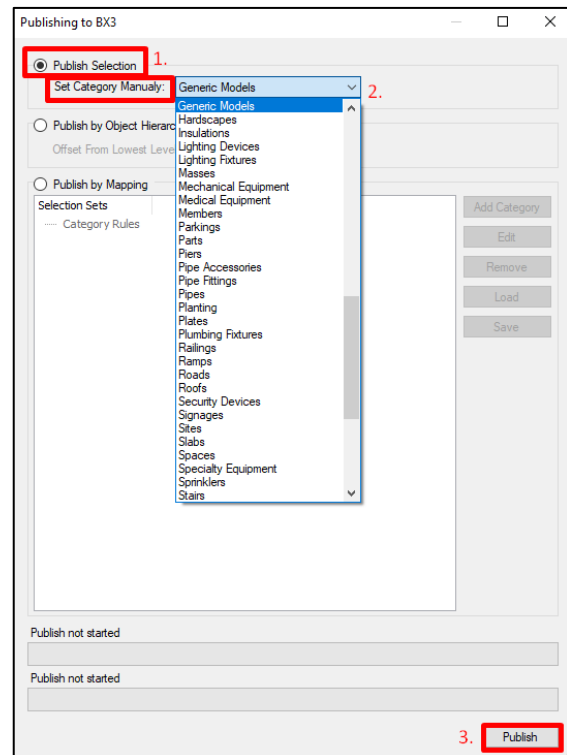
### 3. How to use

- Open addin by clicking on Publish to BEXEL within Export add-ins tab.



#### 3.1. Publish to BEXEL add-in

- Within opened dialog there are three options for publishing BIM elements from Navisworks to Bexel Manager:
  - Publish Selection,
  - Publish by Object Hierarchy, and
  - Publish by Mapping
- **Publish Selection** – only selected elements will be exported and placed within the defined category. This option is useful for workflow without defined Search sets within Navisworks. This option is active only when elements are selected before running the Exporter:
  - Select elements for export (within Selection tree or directly within a viewer),
  - Open Publish to BEXEL exporter,
  - Check Publish Selection (1),
  - Set Category Manually (2) (If categories are not required for further analysis within Bexel Manager, export all selected elements as Generic model),
  - Click Publish (3) and Save as dialog will appear to define the File name and location of the saved file,
  - Open .bx3 file within Bexel Manager.

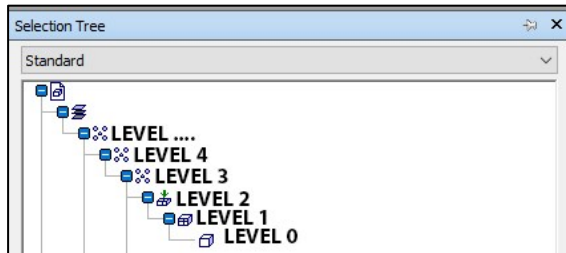


3.2. Publish to BEXEL add-in dialog - Publish Selection



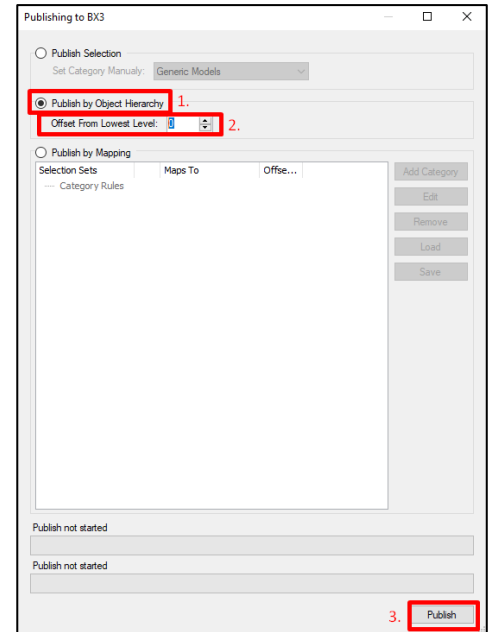
- **Publish by Object Hierarchy** – all element from the project will be exported to Bexel Manager as category Generic Model. User is able to define Offset From Lowest Level - levels in the Standard Selection tree in Navisworks (0 is the lowest level in the selection tree, for example, item, or in some cases material)

- Open Publish to BEXEL exporter,
- Check Publish by Object Hierarchy (1),
- Set Offset from Lowest Level (automatically 0)



3.3. Offset from Lowest level explanation within Standard Selection tree

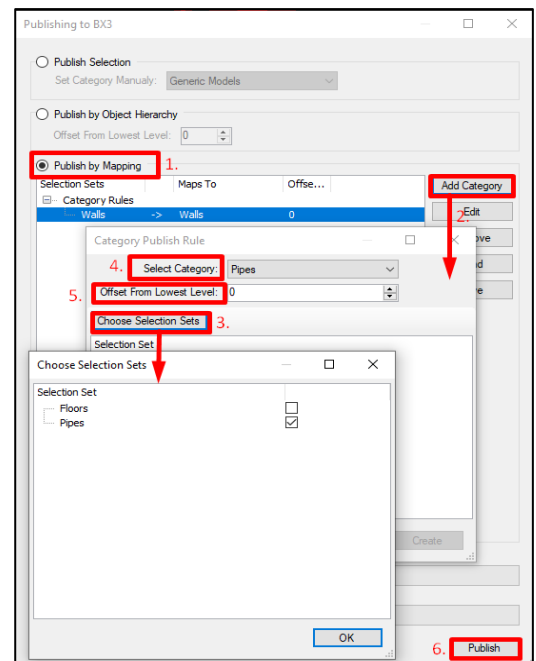
- Click Publish (3) and Save as dialog will appear to define the File name and location of the saved file,
- Open .bx3 file within Bexel Manager.



3.4. Publish to BEXEL add-in dialog - Publish by Object Hierarchy

- **Publish by Mapping** – this option is using Selection sets created in Navisworks and links them to Model Categories. This is a recommended workflow because exported elements will be distributed in defined categories within Bexel Manager.

- Create Sets in Navisworks (Selection or Search Sets), for example, Walls, Floors, Pipes, Pipe fittings, etc.
- Open Publish to BEXEL Exporter,
- Check Publish by Mapping (1),
- Click on Add Category (2),
- Click on Choose Selection Sets,
- Pick Selection set(s) from the list and click OK (3),
- Select Category (4) for selected Selection set(s),
- Define Offset from Lowest Level (see picture 3.5) (5)
- Click Create.



3.5. Publish to BEXEL add-in dialog - Publish by Mapping



- Repeat the process by clicking on Add Category.
- Once all Selection sets are used and Categories are defined, the user is able to edit, remove, save, and, once created, load these rules as a template.
- Finally, click Publish (6) and Save as dialog will appear to define the File name and location of the saved file,
- Open .bx3 file within Bexel Manager.