Worksharing

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Overview

- What is Worksharing?

- Basic Principles

    ◦ Central File

    ◦ Local File

    ◦ Workset Types

- Best Practice

    ◦ Workset Division

    ◦ Workset Management

    ◦ STC

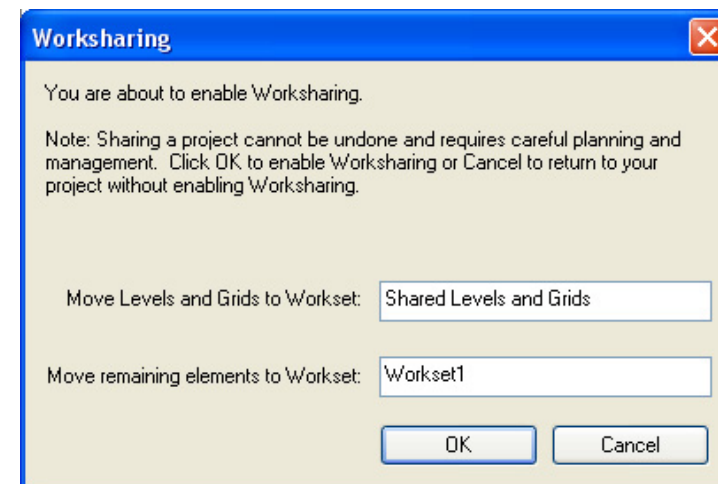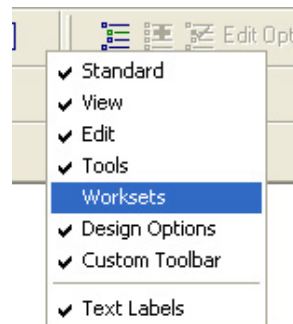- What to avoid

- Tips for Worksharing

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What is Worksharing?

- Worksharing refers to the use of Worksets to divide up the model for the purpose of sharing data between many people working on the one file.

- A Workset is the collection of building elements and components that can be edited by any one team member.

- Worksets enable additional visibility options, file management and PC performance

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Basic Principles – Central File

- When you activate Worksharing you create a Central File, which resides on your server.

- The Central file manages element ownership.

- Do not work directly in the Central File

Basic Principles – Local File

- Once you have created your central file, each user is able to create a Local file.

- Local files reside on each users C Drive

- All changes are uploaded to the Central file by performing a Save to Central (STC)

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Basic Principles – Workset Types

- User Worksets
  - Worksets created by users for a collection of elements

- View Worksets
  - View Specific elements, text, dimensions etc

- Family Worksets
  - Each family loaded into a project is allocated a workset

- Project Standards
  - All project settings such as materials, line styles, tags etc

Best Practice – Worksets Division

- Divide the project related to roles and responsibilities of people working on the project, for example.
  - Core
  - Shell
  - Interior
  - Site
  - Levels & Grids

- Additional worksets for visibility & performance
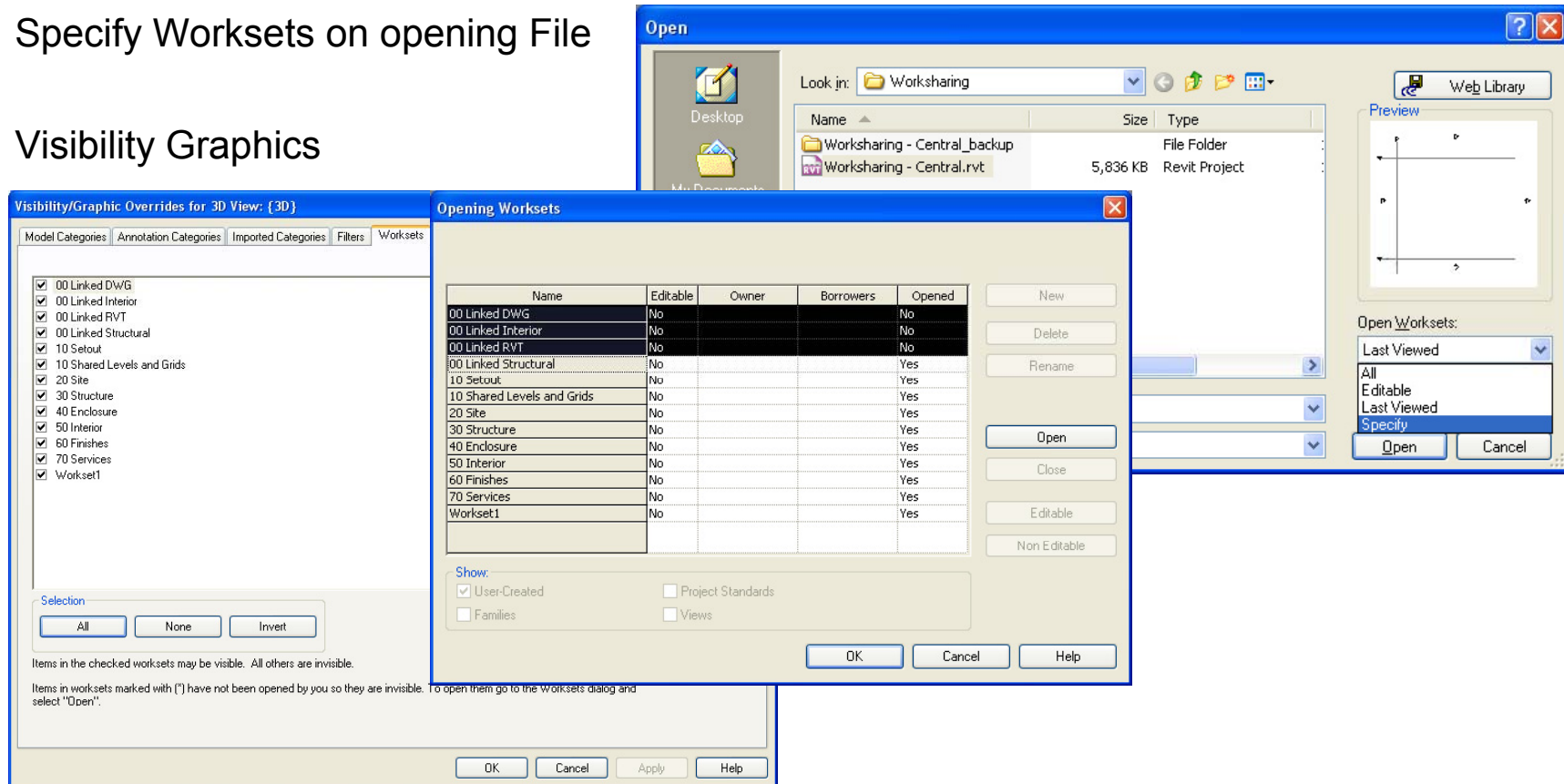 - Linked RVT
  - Linked DWG

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Best Practice – Worekset Division

- Jasmax Workset Naming example:
    - ◦ 00 Linked RVT
    - ◦ 00 Linked DWG
    - ◦ 10 Levels & Grids
    - ◦ 10 Setout (reference planes)
    - ◦ 20 Site
    - ◦ 30 Structure
    - ◦ 40 Enclosure
    - ◦ 50 Interior
    - ◦ 60 Finishes
    - ◦ 70 Services

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Best Practice – Workset Management

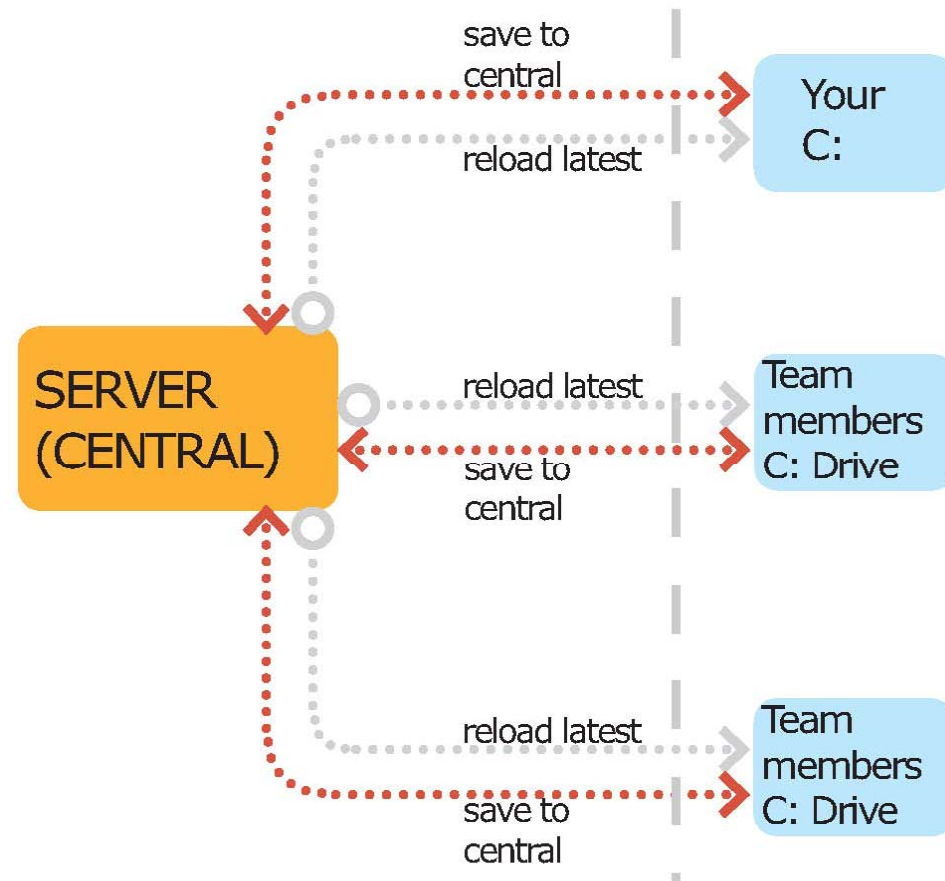- Specify Worksets on opening File
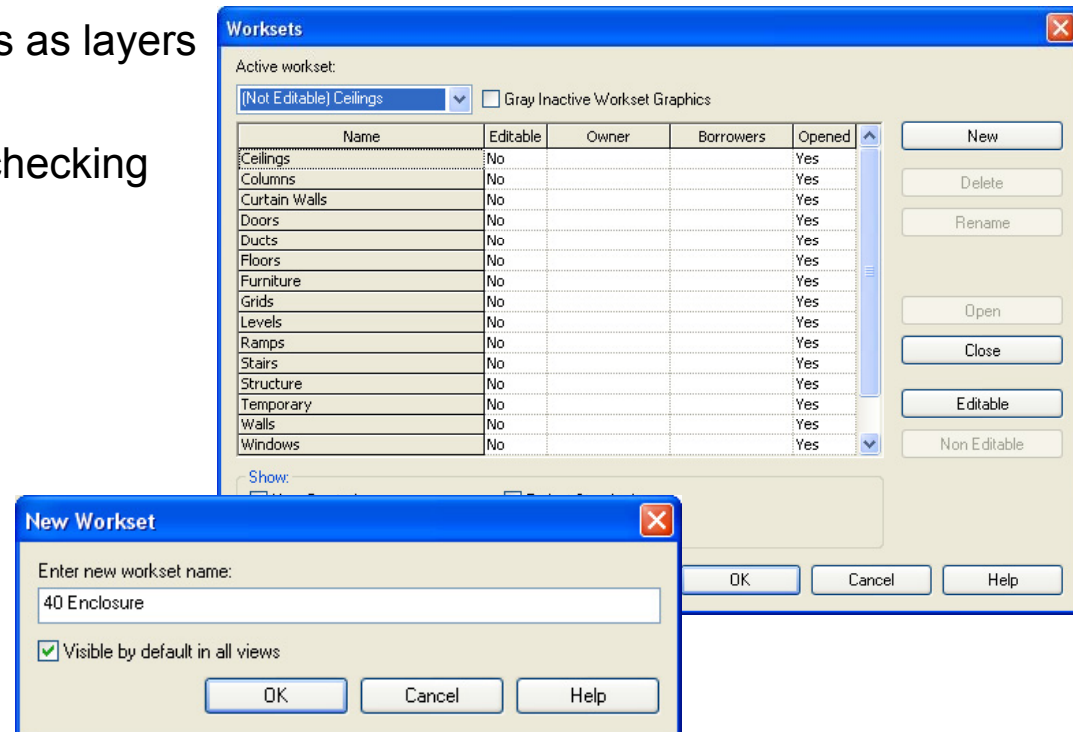
- Visibility Graphics

Best Practice – STC

- Save your local
- Reload latest
- Save your local
- STC

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What to Avoid

- Being tempted to use worksets as layers

- When creating worksets – unchecking visible by default in all views

- Working in Central File

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Tips

- Locking out Worksets

- Moving elements from workset to workset – utilise a 3D view

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Thank you

Questions ?

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