

API LANDSCAPE 25

GRAPHISOFT APIS



C++ API SYSTEM REQUIREMENT CHANGES

> macOS

- + We support macOS 10.15 and above.
- + Please note, that ARM architecture is not supported yet.

> Windows

- + VC++ 2019 v142 toolset is required.
You can install it from a Visual Studio 2019 or later installer, or from a Build Tools for Visual Studio 2019 or later installer.

C++ API NEW FUNCTIONALITY

- › 3D model rendering control
- › Add-ons can now define and register their own custom commands
- › HTTP network client communication module
- › Element components
- › Analytical model — Load Case, Load Group and Load Combination
- › Teamwork Send & Receive
- › Mapping of the hotlink proxy elements and source elements

3D MODEL RENDERING CONTROL

PARAM-O

The screenshot displays the PARAM-O TABLE interface, which is used for controlling 3D model rendering. The interface is divided into several sections:

- Left Panel (Parameters and Inputs):** A search bar is at the top. Below it are categories: Parameters (Dimension 1, Dimension 2, Height), Shapes (Block, Cylinder, Cone, Sphere, Ellipsoid, Elbow, Wedge, Regular Prism, Profile Extrude), Inputs (Boolean, Integer, Number, Length, Angle, Random Number, Global Value), and List Inputs (Integer Series, Number Series, Random Series, Number Distribution). At the bottom of this panel are three input fields with values 2.50, 1.50, and 1.00, and a dropdown menu set to "Automatic".
- Center Panel (Logic Diagram):** A complex network of nodes and lines representing the parametric logic. Nodes include "Standard Parameters", "Surface Parameters", "Geometry Parameters", "Subtraction", "Move", "Offset", "Block", "Addition", "Division", "Flare", "Number Distribution", "List Inputs", and "Combinations".
- Right Panel (3D View):** A 3D rendering of a wooden table with a dark frame and light-colored slatted top, positioned on a white grid floor.
- Bottom Panel:** "Cancel" and "OK" buttons.

3D MODEL RENDERING CONTROL

- It can display any `Modeler::Model3D` model and is capable of handling custom camera events on mouse interactions.
- Use `APIAny_InterpreterGDLScript3DID` function to build a `Modeler::Model3D` object from a GDL script.
- See the `Model3DViewer_Test` Add-On in the examples.
- Note, `Param-O` uses this control for 3D model preview.



ADD-ON COMMANDS

- Add-ons can now define and register their own custom commands.
- Those registered commands will be available via the HTTP/JSON connection, which is used by the Python connection too.
- Check `API_AddOnCommand` class in `APIdefs_Registration.h`.
- See the `AddOnCommandTest` Add-On in the examples.
- Note, [archicad-additional-json-commands](#) github open source project implements **Publish**, `GetProjectInfo`, `TeamworkReceive` etc. commands using this technology.

CLIENT COMMUNICATION MODULE

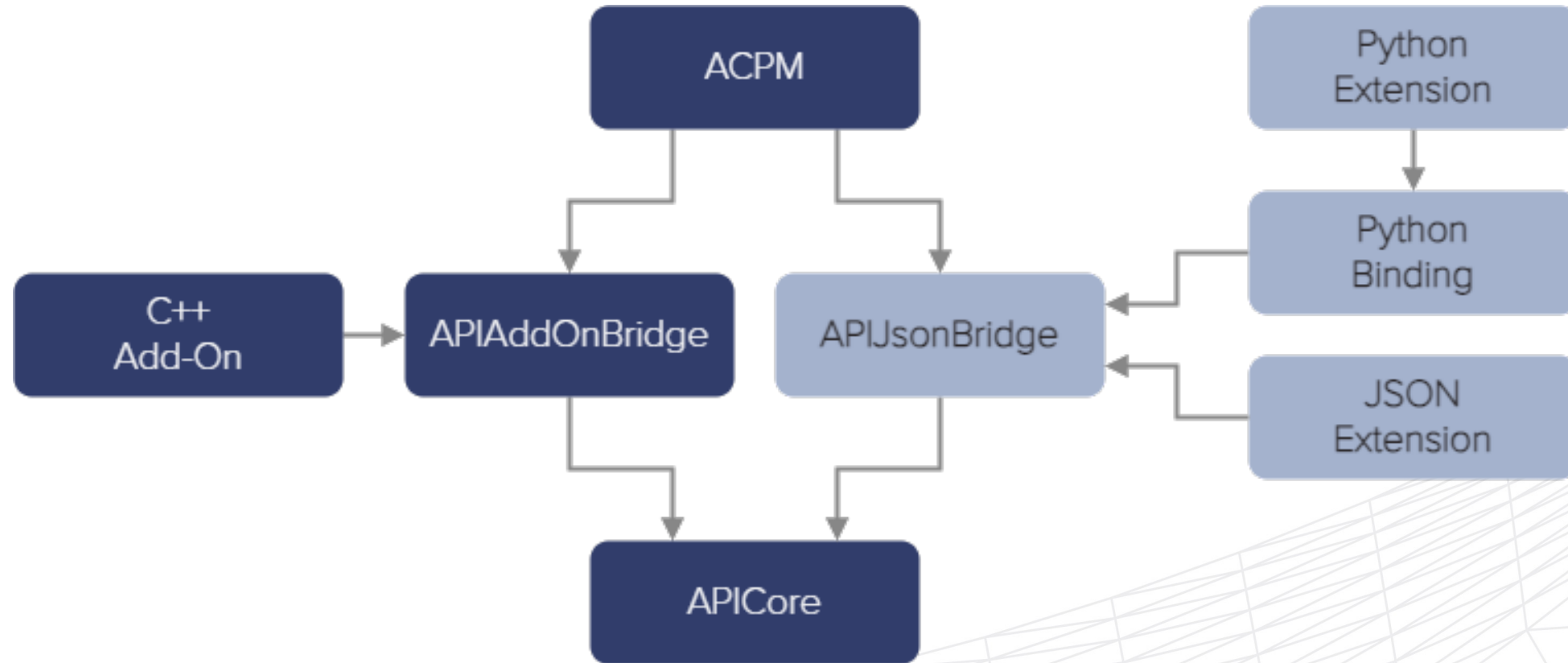
- › New HTTP network client communication module in API DevKit.
- › Helps to communicate with HTTP servers, using REST API.
- › See the CommunicationClient_Test Add-On in the examples.
That example executes GET request at <http://worldtimeapi.org>.

API TUTORIALS

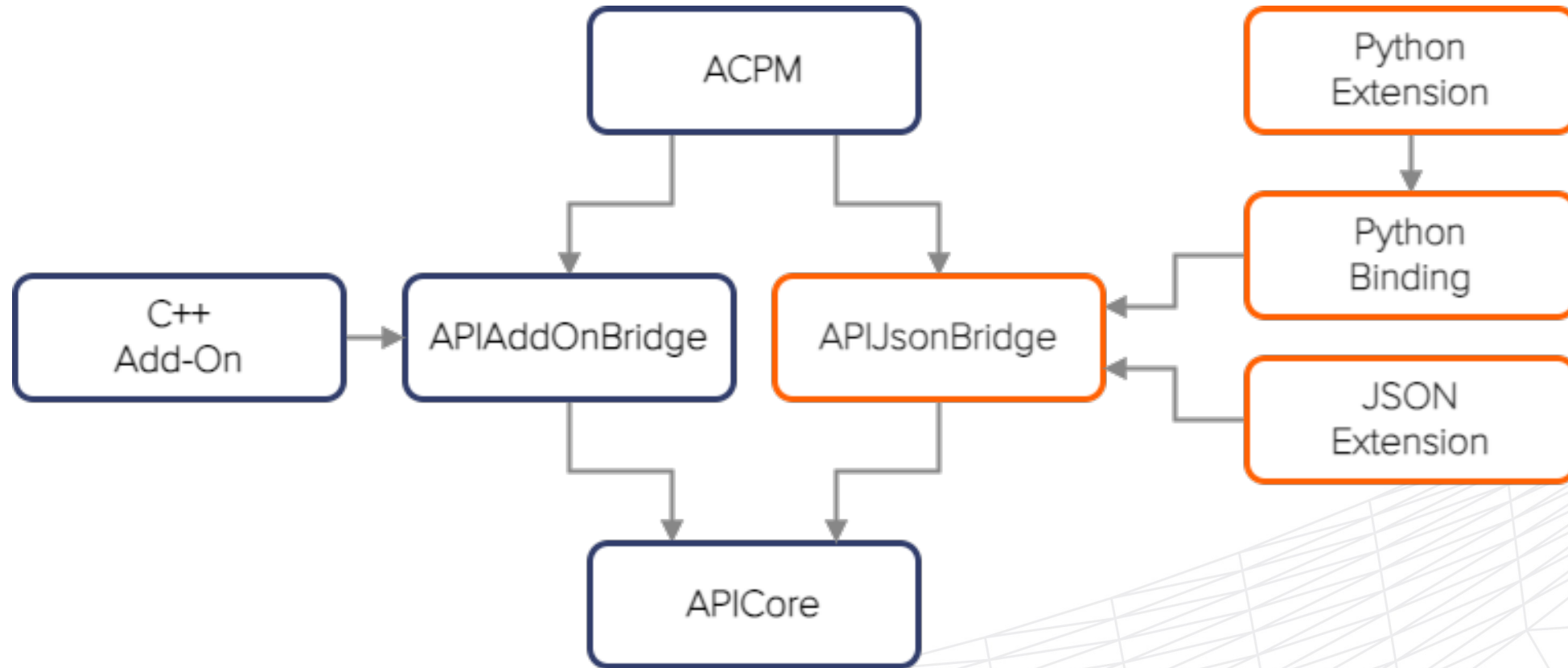


- New tutorial series were published at API Site.
- See all tutorials at <https://archicadapi.graphisoft.com/tag/tutorial>
 - + [Getting started with Archicad Add-Ons](#)
 - + [Getting started with Archicad-Python Connection](#)
 - + [Archicad Maze Generator Add-On](#)
 - Part 1: Create elements, handle undo scope.
 - Part 2: Create a dialog to manipulate the functionality.
 - Part 3: Store dialog data in preferences.

C++ & PYTHON/JSON API



C++ & PYTHON/JSON API



PYTHON/JSON API



- › The communication between Archicad and Python happens via HTTP using JSON messages
- › Python package helps to establish the connection and hides the JSON communication layer
- › Tutorials:
 - + [Getting started with Archicad-Python Connection](#)
 - + Example Python scripts: <https://graphisoft.com/downloads/python#try>
- › Available JSON commands and examples in documentation:
 - + <https://archicadapi.graphisoft.com/JSONInterfaceDocumentation>

PYTHON/JSON API NEWS: ATTRIBUTES COMMANDS

- › GetAttributesByType
 - + Retrieve list of attributes by type. Returns identifier list.
- › GetSurfaceAttributes, GetLayerAttributes, GetPenTableAttributes etc.
 - + Returns the details of the attributes by the given identifier list.
- › Modifying attributes is not available via JSON API **yet**.
But it's in the kitchen...

PYTHON/JSON API NEWS: ADDON COMMANDS

- › IsAddOnCommandAvailable
 - + Checks if the command is available or not.
(= The handler Add-on is loaded or not.)
- › ExecuteAddOnCommand
 - + Executes a command registered in an Add-on.

PYTHON/JSON API NEWS: ADDON COMMAND EXAMPLE



- [Additional JSON/Python Commands Add-On](#) implements new JSON commands. Open-source Add-On at [GitHub](#).
- Example how to publish all publisher sets using the Publish command registered by the [Additional JSON/Python Commands Add-On](#).

```
addOnNamespace = 'AdditionalJSONCommands'  
addOnCommandName = 'Publish'  
addOnCommandId = act.AddOnCommandId (addOnNamespace, addOnCommandName)  
for publisherSetName in acc.GetPublisherSetNames ():  
    parameters = { 'publisherSetName': publisherSetName }  
    acc.ExecuteAddOnCommand (addOnCommandId, parameters)
```

PYTHON/JSON API NEWS: COMPONENT COMMANDS

- › GetComponentsofElements
 - + Returns the identifiers of every component for the given elements.
- › GetPropertyValuesofElementComponents
 - + Returns the property values of the components.
 - + For example, area and volume of a component.

API SUPPORT

- › Main channel is the [Jira ServiceDesk portal](#)
- › All mails to archicadapi@graphisoft.com go here

