

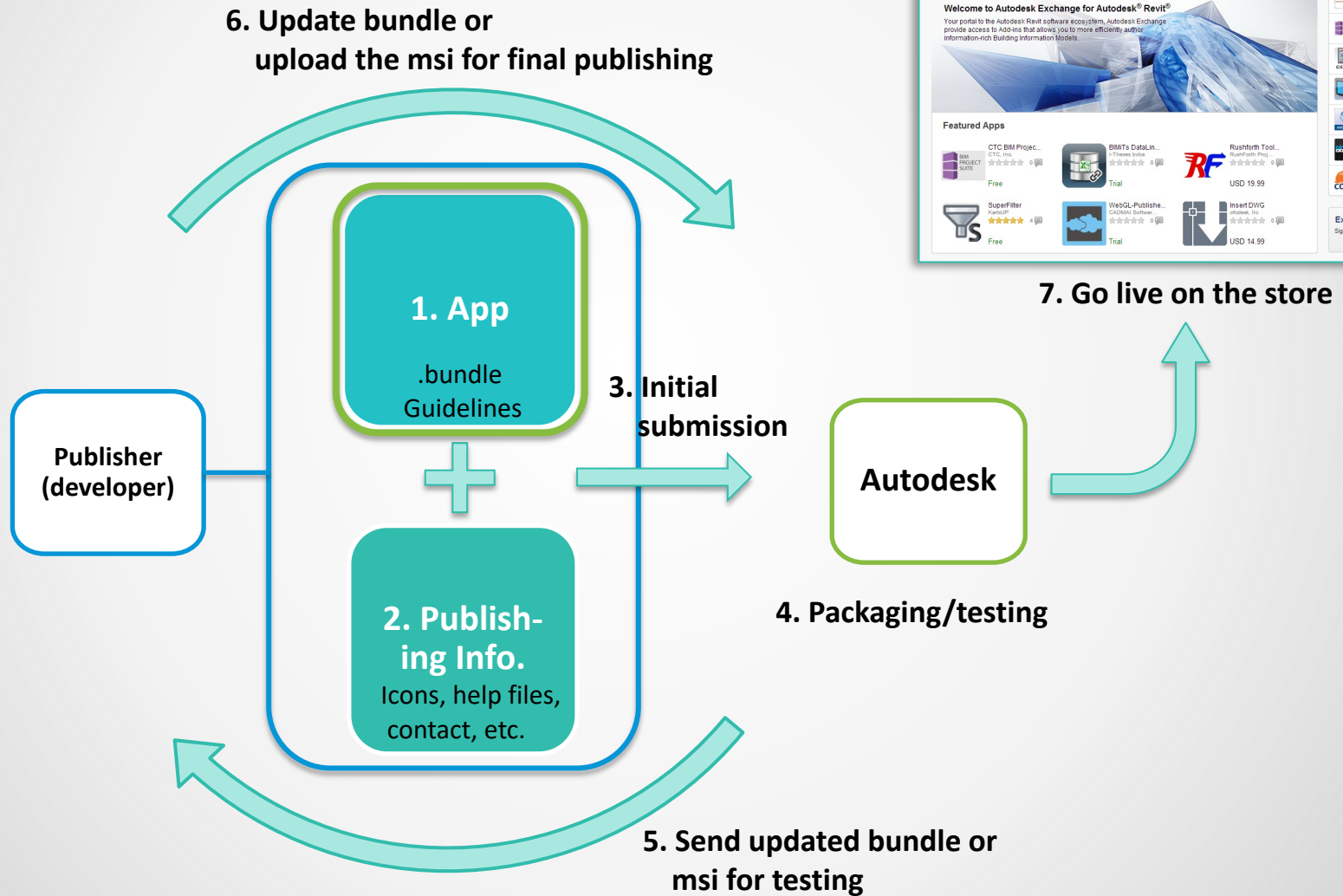


Autodesk Exchange for Autodesk® Revit®

# Preparing Apps for the Store: Guidelines



# Publishing Workflow Overview

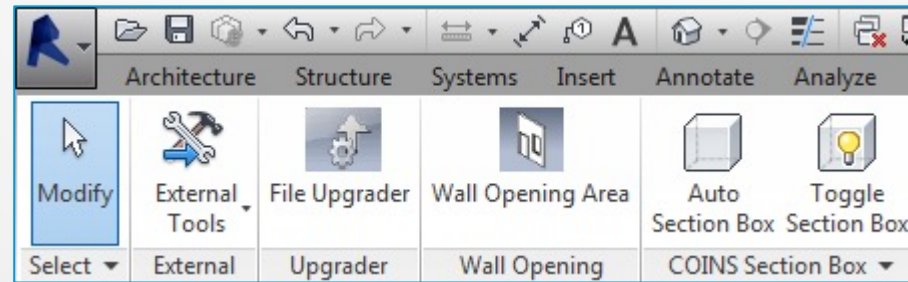


# Guidelines

- Ribbon buttons
- Contextual (F1) help
- Install locations
- “Bundle” structure

# Ribbon Buttons

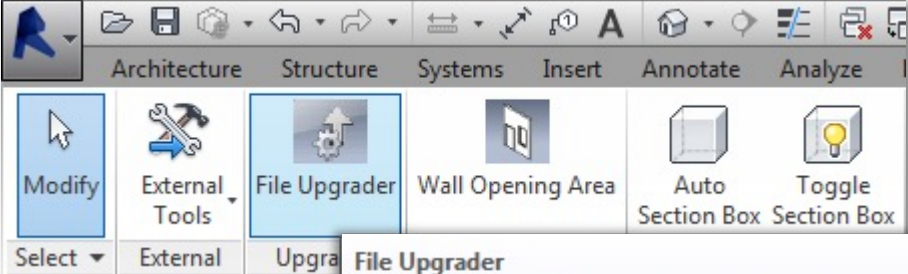
- Need to have Ribbon Button (not under external tools)
- Add-ins tab (by default)
- Custom tabs (optional)
- Autodesk Icon Guidelines.pdf under Revit SDK
- Autodesk WikiHelp > Revit > Developers > Appendices > API User Interface Guidelines > Ribbon Guidelines  
[http://wikihelp.autodesk.com/Revit/enu/2014/Help/3665-Developers/0170-Appendic170/0206-API\\_User206/0215-Ribbon\\_G215](http://wikihelp.autodesk.com/Revit/enu/2014/Help/3665-Developers/0170-Appendic170/0206-API_User206/0215-Ribbon_G215)





# Contextual (F1) Help

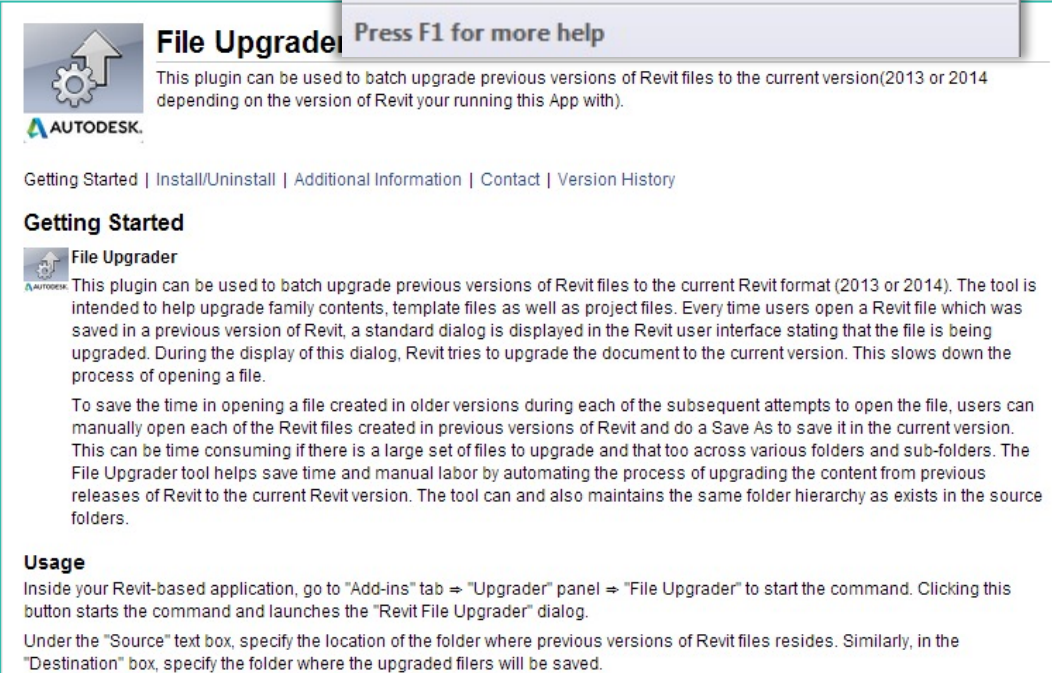
- RibbonItem.  
SetContextualHelp()
- Link to:
  - External URL
  - Local help file
  - Autodesk help file



The screenshot shows the Revit ribbon with the 'File Upgrader' button highlighted. A tooltip is displayed over the button, providing the following information:

**File Upgrader**  
Upgrade old version Revit documents to current one.  
Specify the Source folder that contains a set of Revit files, and Destination folders where you want to save upgraded files.

Press F1 for more help



The screenshot shows the Autodesk File Upgrader help page. The page includes the Autodesk logo, the title 'File Upgrader', and a description of the plugin's purpose: to batch upgrade previous versions of Revit files to the current version (2013 or 2014). The page also includes a 'Getting Started' section and a 'Usage' section.

**File Upgrader**  
This plugin can be used to batch upgrade previous versions of Revit files to the current version(2013 or 2014 depending on the version of Revit your running this App with).

Getting Started | Install/Uninstall | Additional Information | Contact | Version History

**Getting Started**

**File Upgrader**  
This plugin can be used to batch upgrade previous versions of Revit files to the current Revit format (2013 or 2014). The tool is intended to help upgrade family contents, template files as well as project files. Every time users open a Revit file which was saved in a previous version of Revit, a standard dialog is displayed in the Revit user interface stating that the file is being upgraded. During the display of this dialog, Revit tries to upgrade the document to the current version. This slows down the process of opening a file.

To save the time in opening a file created in older versions during each of the subsequent attempts to open the file, users can manually open each of the Revit files created in previous versions of Revit and do a Save As to save it in the current version. This can be time consuming if there is a large set of files to upgrade and that too across various folders and sub-folders. The File Upgrader tool helps save time and manual labor by automating the process of upgrading the content from previous releases of Revit to the current Revit version. The tool can and also maintains the same folder hierarchy as exists in the source folders.

**Usage**  
Inside your Revit-based application, go to "Add-ins" tab ⇒ "Upgrader" panel ⇒ "File Upgrader" to start the command. Clicking this button starts the command and launches the "Revit File Upgrader" dialog.

Under the "Source" text box, specify the location of the folder where previous versions of Revit files resides. Similarly, in the "Destination" box, specify the folder where the upgraded filers will be saved.

# Install Locations

- All User (Default)

- `%ProgramData%\Autodesk\ApplicationPlugins\`



All User location

Fixed location. Shares with other Autodesk products

A folder containing your application

- Per User

- `%AppData%\Autodesk\ApplicationPlugins\`



Per User location

# Bundle Folder Structure

## (1) Typical Single App



<myApp>.bundle

PackageContents.xml

Contain Installer and run-time info.\*1  
To be completed upon submission



Contents

Organize and place necessary  
files under .bundle

<myApp>.dll

<myApp>.addin



Resources

myIconImage.png

myHelp.html

<any other supporting files/folders>

\*1) Revit supports the store location or PackageContents.xml since the release 2014

# Bundle Folder Structure

## (2) App Supporting Multiple Versions



<myApp>.bundle

PackageContents.xml



Contents

Organize and place necessary files under .bundle



2014

<myApp>.dll

<myApp>.addin



20xx

<myApp>.dll

<myApp>.addin



Resources

myIconImage.png

myHelp.html

<any other supporting files and folders>



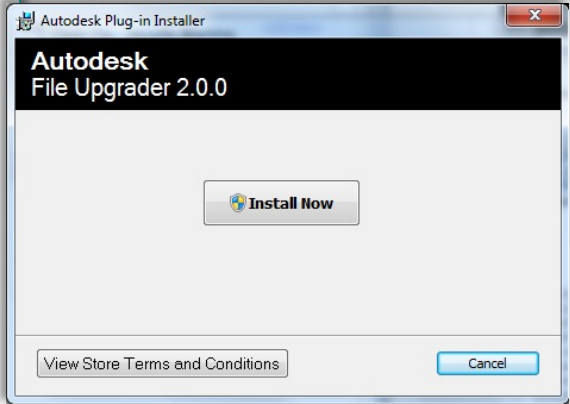
# PackageContents.xml

- Generated by the Autodesk installer tool after the initial submission of an app (populated from submission information. No need for publisher to provide as such)
- Contains installer information
- Revit 2014 (and above) will read this file and pick up the location of .addin manifest
- **Important:** keep it in your bundle once it is generated after the initial submission

# PackageContents.xml Populated by Installer Tool

```
<?xml version="1.0" encoding="utf-8"?>
<ApplicationPackage SchemaVersion="1.0"
  AutodeskProduct="Revit"
  ProductType="Application"
  Name="File Upgrader"
  AppVersion="2.0.0"
  Description="ADN Plugin of the Month: File Upgrader"
  Author="Saikat Bhattacharya"
  Icon="./Contents/2014/Resources/FileUpgrader_Thumbnail.png"
  OnlineDocumentation="http://labs.autodesk.com/utilities/ADN_Plugins"
  HelpFile="./Contents/2014/Resources/ADNFileUpgraderHelp.htm"
  ProductCode="{F23B85C8-D5DE-45B9-977E-D860120D27B1}"
  UpgradeCode="{5D9F89AD-3CC0-4769-B90D-60BFB4EE90DB}"
  FriendlyVersion="2.0.0"
  SupportedLocales="Enu"
  AppNameSpace="appstore.exchange.autodesk.com">
```

Installer information



```
<CompanyDetails Name="Autodesk"
  Url="http://labs.autodesk.com/utilities/ADN_Plugins"
  Email="adn.apps@autodesk.com"
  Phone=" " />
```

Summary of components (optional)

```
<RuntimeRequirements OS="Win32|Win64"
  Platform="Revit|Revit Architecture|Revit Structure|Revit MEP"
  SeriesMin="R2014"
  SeriesMax="R2014" />
```

Revit run-time info

```
<Components Description="2014 parts">
  <RuntimeRequirements OS="Win32|Win64"
    Platform="Revit|Revit Architecture|Revit Structure|Revit MEP"
    SeriesMin="R2014"
    SeriesMax="R2014" />
```

Location of addin manifest

```
<ComponentEntry AppName="FileUpgrader"
  Version="2.0.0"
  ModuleName="./Contents/2014/ADNPlugin-FileUpgrader.addin"
  AppDescription="FileUpgrader" />
```

```
</Components>
```

```
</ApplicationPackage>
```



# Revit App Auto Load Flow

1. Revit goes through the common install folder and parse for Revit apps for the appropriate environments (**RuntimeRequirements**)
2. Revit picks up the location of addin manifest (**ModuleName**)
3. Read .addin manifest and load the app.

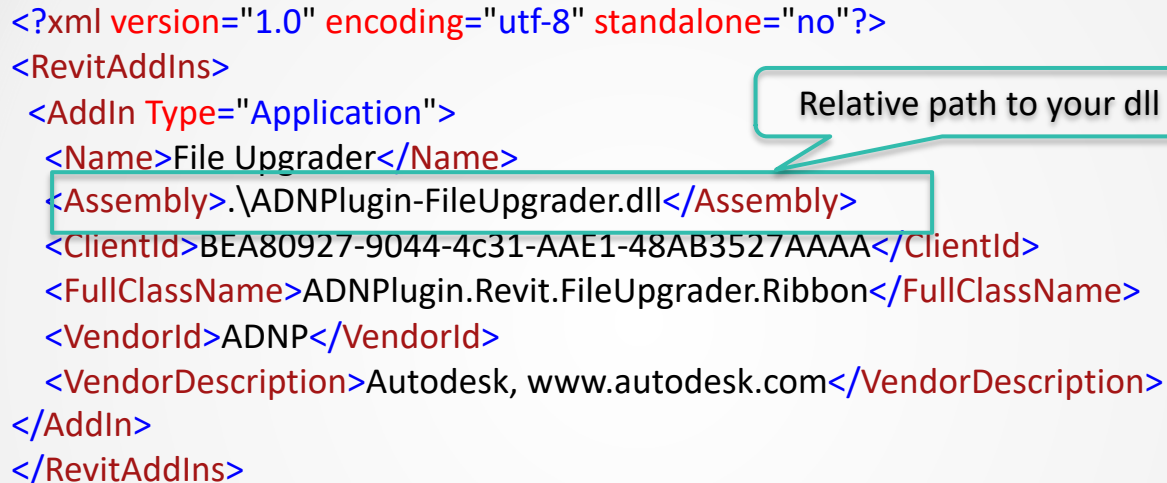
```
<?xml version="1.0" encoding="utf-8"?>
<ApplicationPackage>
  <Components Description="2014 parts">
    <RuntimeRequirements OS="Win32|Win64"
      Platform="Revit|Revit Architecture|Revit Structure|Revit MEP"
      SeriesMin="R2014"
      SeriesMax="R2014" />
    <ComponentEntry AppName="FileUpgrader"
      Version="2.0.0"
      ModuleName="./Contents/2014/ADNPlugin-FileUpgrader.addin"
      AppDescription="FileUpgrader" />
  </Components>
</ApplicationPackage>
```

Minimum PackageContents.xml  
to load to Revit.  
Use for testing purposes

# Addin Manifest

- Use the relative path to your dll

```
<?xml version="1.0" encoding="utf-8" standalone="no"?>
<RevitAddIns>
  <AddIn Type="Application">
    <Name>File Upgrader</Name>
    <Assembly>.\ADNPlugin-FileUpgrader.dll</Assembly>
    <ClientId>BEA80927-9044-4c31-AAE1-48AB3527AAAA</ClientId>
    <FullClassName>ADNPlugin.Revit.FileUpgrader.Ribbon</FullClassName>
    <VendorId>ADNP</VendorId>
    <VendorDescription>Autodesk, www.autodesk.com</VendorDescription>
  </AddIn>
</RevitAddIns>
```



The diagram shows an XML manifest for a Revit add-in. The `<Assembly>` tag contains the relative path `.\ADNPlugin-FileUpgrader.dll`. A callout box labeled "Relative path to your dll" points to this tag. Another callout box highlights the entire `<AddIn>` element.

- By default, Revit will load addins without restarting Revit. If you want to change this behavior, add the flag: <sup>\*1</sup>

```
<AllowLoadIntoExistingSession>>false</AllowLoadIntoExistingSession>
```

\*1) Revit supports in-session loading since the release 2014. Earlier releases require restarting Revit.



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Next: App Submission Processes



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