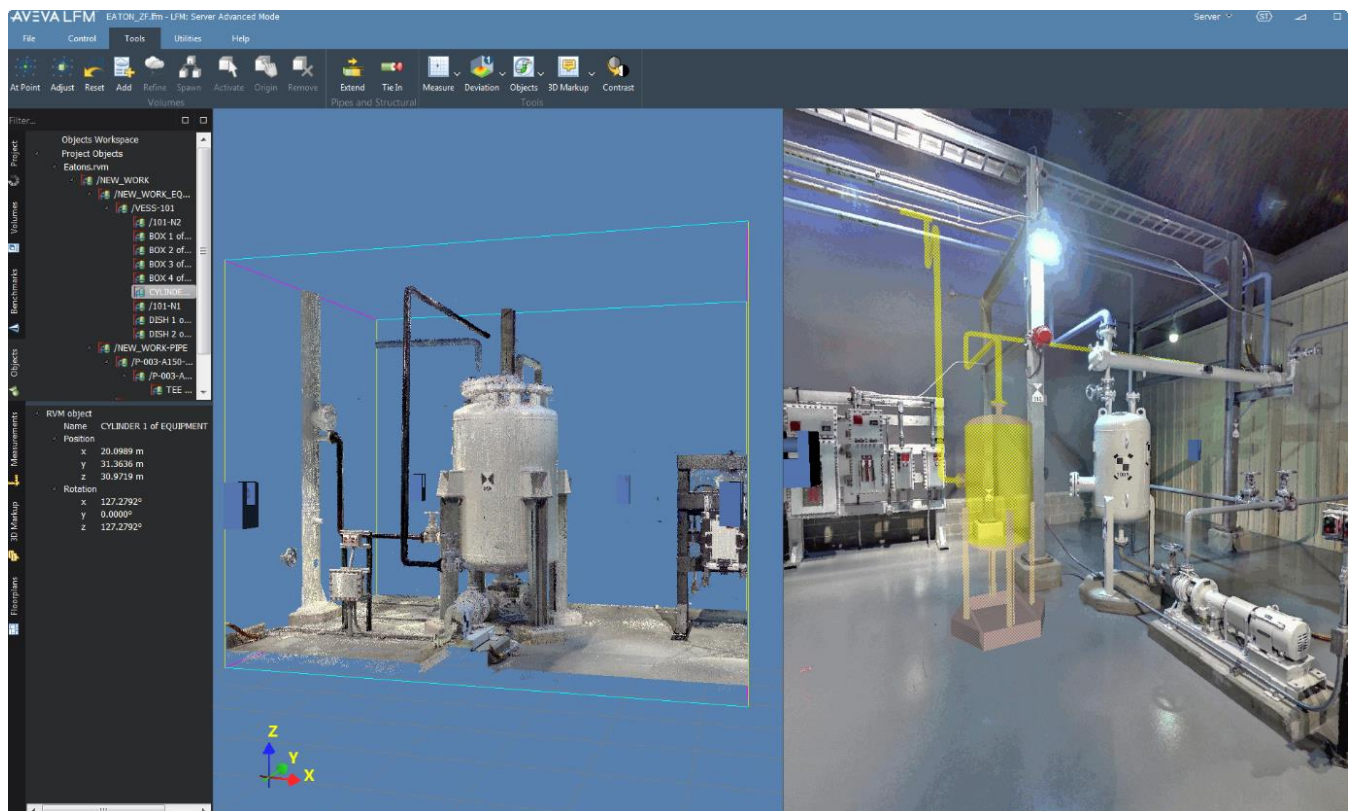


# AVEVA LFM Server 5.0 – User Interface FAQ

## 1. Introduction

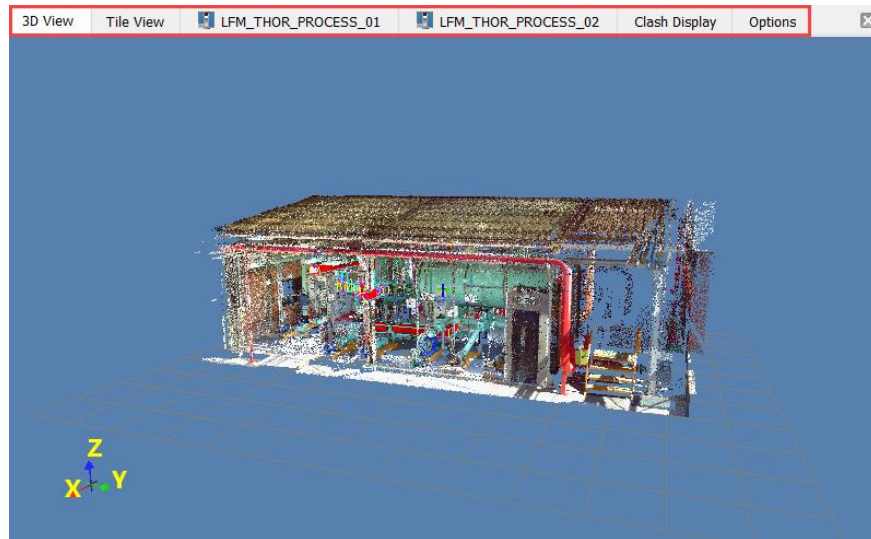
In this latest version of AVEVA LFM Server, significant changes have been made to the User Interface; with a particular focus on ensuring the product delivers a consistent look and feel to match other AVEVA products. Additionally, under-the-hood improvements and upgrades have been made when delivering the new user interface, making the product more responsive than ever before.

AVEVA LFM Server's new and improved intuitive interface allows users to work as efficiently as possible. At the same time as designing the new user interface, the User Experience was another area of extensive development. Menus, buttons, hierarchies and more, have all been redesigned and enhanced to ensure your data is front and centre within an easy-to-work environment. Customers upgrading from previous versions of AVEVA LFM Server should find the move a straightforward process as all design changes have been made with intuitive use in mind.

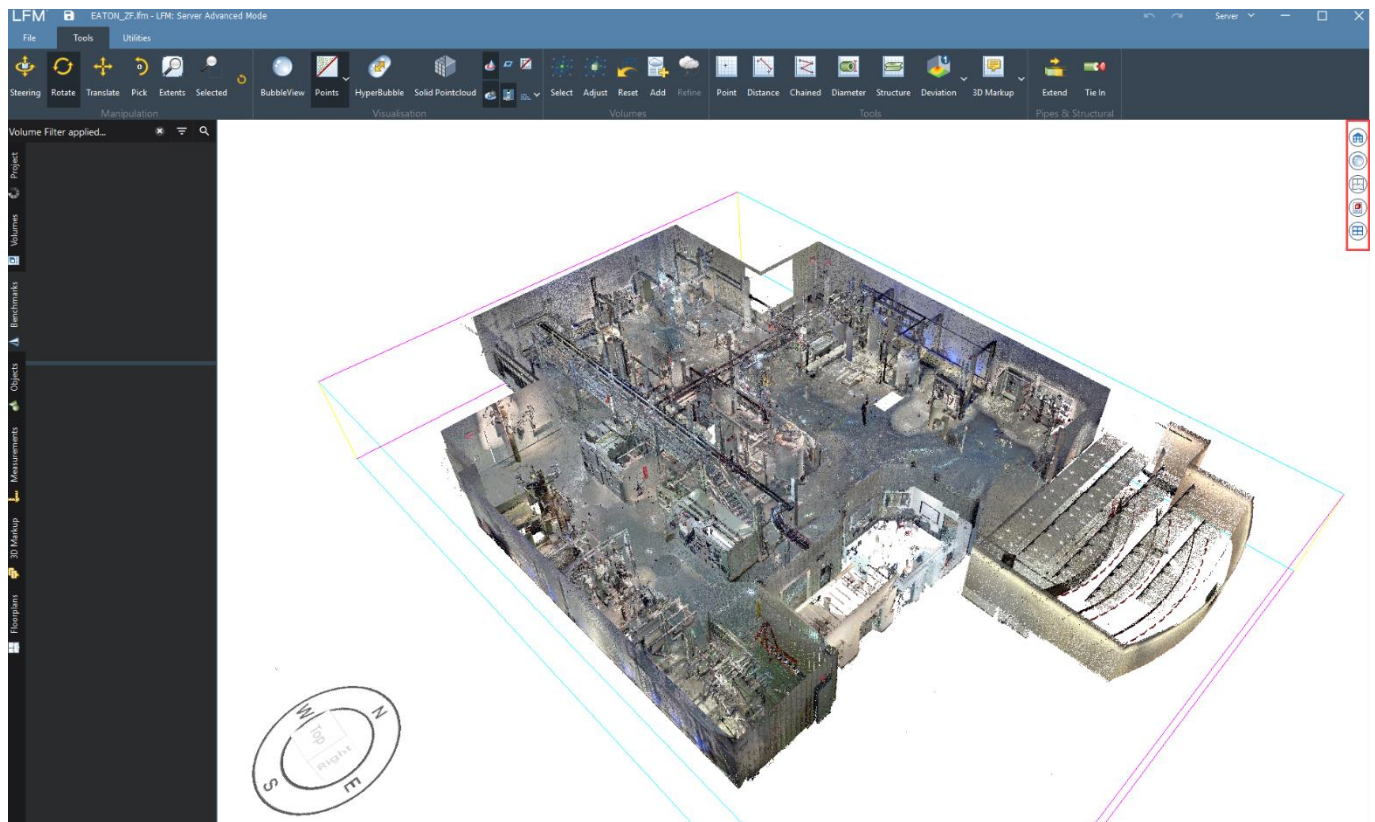














## 2. Controlling the Contents of the Main Window

The LFM Server 4 series controlled the contents of the main window via tabs along the top of the main window as highlighted below.



The contents of the main window are now controlled by a series of buttons in the top right of the main window as highlighted below. Which buttons are visible will depend on what view you currently have and what is loaded within the project.

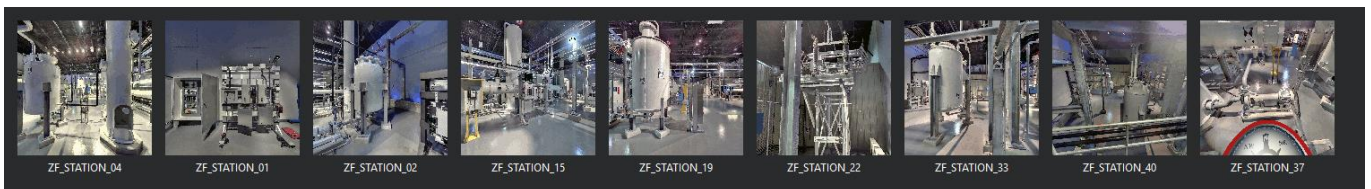
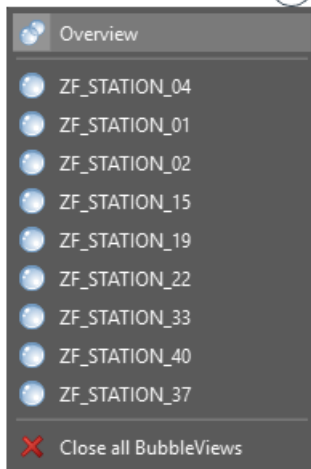


Icon	Operation	Description
	Switch to the 3D points view - perspective	-
	Switch to the 3D points view - orthographic	-
	Tile Orthographic windows horizontally	Clicking this button will tile the orthographic view horizontally. This button can be found in the bottom right hand corner of the main window. This button is only visible if the orthographic view is active and currently tiled vertically.
	Tile Orthographic windows vertically	Clicking this button will tile the orthographic view vertically. This button can be found in the bottom right hand corner of the main window. This button is only visible if the orthographic view is active and currently tiled horizontally.
	Switch to a BubbleView	Clicking on this icon will present you with a list of loaded BubbleViews. Click on the scan name to switch to that BubbleView. This button is only visible if there is a BubbleView(s) loaded.
	Switch to a .pdf floorplan	Clicking on this icon will present you with a list of loaded floorplans. Click on the desired floorplan name to switch to that floorplan. This button is only visible if there is a floorplan(s) loaded.
	Switch to the clash report	This button is only visible if the clash report is loaded.
	Switch to a panoramic photo	Clicking on this icon will present you with a list of loaded panoramic photos. Click on the desired panoramic photo name to switch to that panoramic photo. This button is only visible if there is a panoramic photo(s) loaded.
	Switch to the registration status report	This button is only visible if the registration status report is loaded.
	Detach the current view	Clicking this icon will detach the current view into a separate window. This option is only available in certain views such as the BubbleView, Clash Report and panoramic photos.
	Reattach the current view	Clicking on this icon will reattach the window to the main LFM Server interface. This option is only available in detached windows.
	Expand the current view	When in the Tile View, clicking this button will expand the view in the current tile to fill the main window.



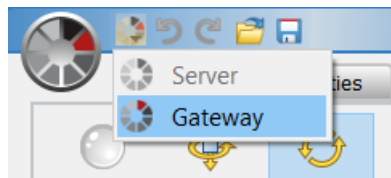
Note that clicking on the BubbleView button will now present you with the option to see an overview of all currently loaded BubbleViews.

This will populate the main window with a thumbnail view of all the currently loaded BubbleViews. Simply click on a thumbnail to make that BubbleView full screen.



### 3. Switching Between Gateway Mode and Server Mode

The LFM Server 4 series allowed the user to switch between Gateway Mode and Server Mode via the small LFM logo at the top left of the interface as shown below.



The user can now switch modes by clicking on the drop-down box at the top right of the LFM Server interface as highlighted below. Simply click on the mode you wish to enter.





## 4. Interactive UCS

The Universal Coordinates System (UCS) is a tool used for quick navigation and orientation within AVEVA LFM Server. Before the UCS, users would rely purely on their knowledge of the asset to orientate themselves – within large assets this can be a challenging task and leads to delays in work due to the extended time required for each task.

With the UCS in AVEVA LFM Server 5, users can rotate a point cloud and HyperBubble view based on the 3D cube within the UCS controls. Additionally, users can snap to set viewpoints by clicking on the UCS in key areas e.g. North.

The UCS will continuously update itself based on the user's interactions with the point cloud and HyperBubble, meaning that the UCS will always show an accurate representation of view direction and orientation.

Simply click on a cube face/corner or point on the compass to change the 3D view accordingly. In the orthographic view the user can click on the L (left), R (right), F (front) or B (back) buttons to change the orthographic view accordingly.



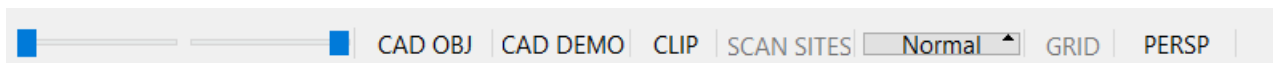
Interactive UCS in the perspective view



Interactive UCS in the orthographic view

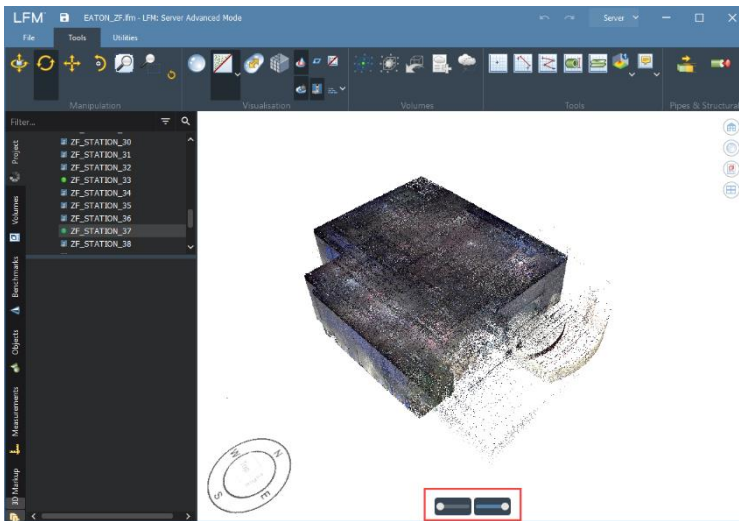
## 5. 3D Workspace Control Bar

The LFM Server 4 series hosted a series of 3D view controls along the bottom of the interface as shown below.



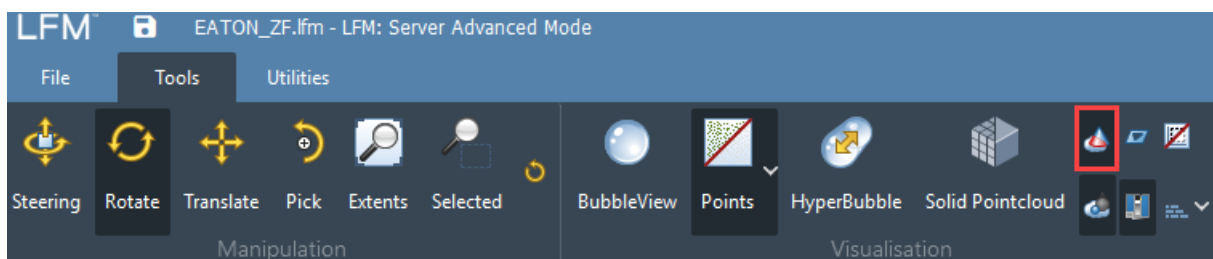
In LFM Server 5.0 these controls have now been repositioned as detailed below.

## 5.1. Scan Range Sliders



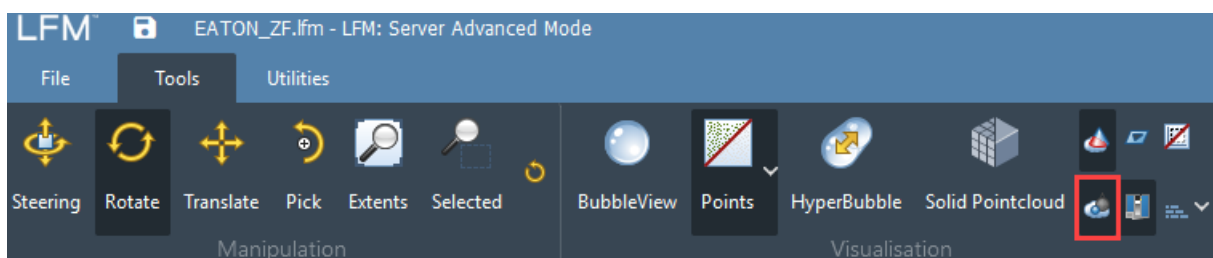
The scan range sliders are now visible in the bottom centre of the 3D points view. Note that they are only visible when the mouse cursor is hovered in this region.

## 5.2. Toggle CAD Objects



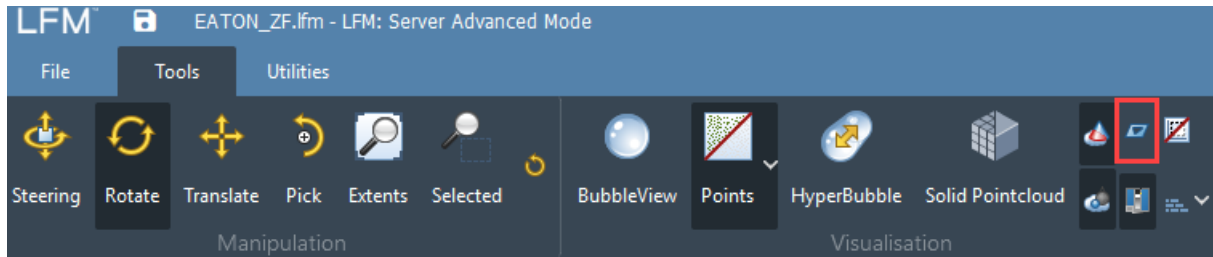
The *Toggle CAD Objects* button is now visible on the Visualisation part of the *Tools* toolbar at the top of the LFM Server interface. This can be used to toggle objects shown or clashed via one of LFM Server's CAD links.

## 5.3. Toggle CAD Demolition Objects



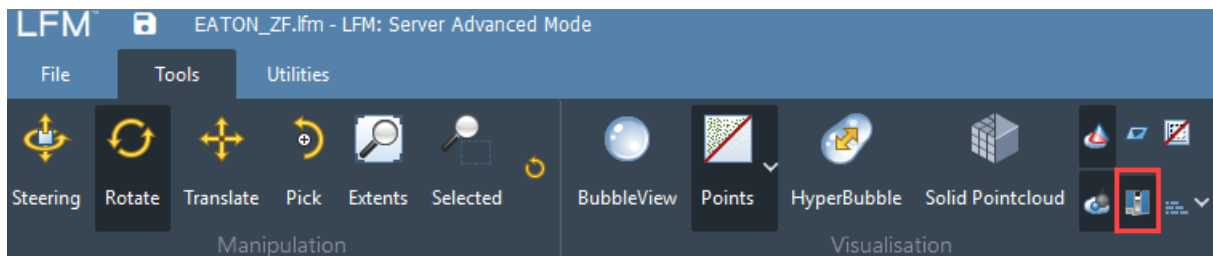
The *Toggle CAD Demolition Objects* button is now visible on the Visualisation part of the *Tools* toolbar at the top of the LFM Server interface. This can be used to toggle CAD demolition objects shown via the LFM Server links to MicroStation or AutoCAD.

## 5.4. Clip CAD Objects



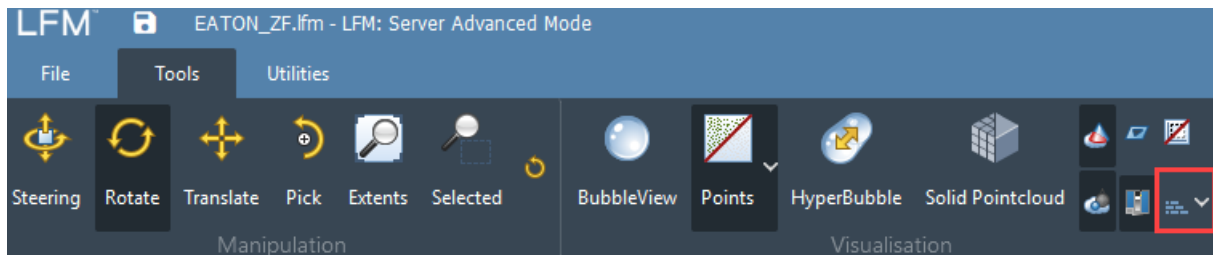
The *Clip CAD Objects* button is now visible on the Visualisation part of the *Tools* toolbar at the top of the LFM Server interface. This can be used to clip CAD objects to the currently selected volume.

## 5.5. Toggle Scan Sites



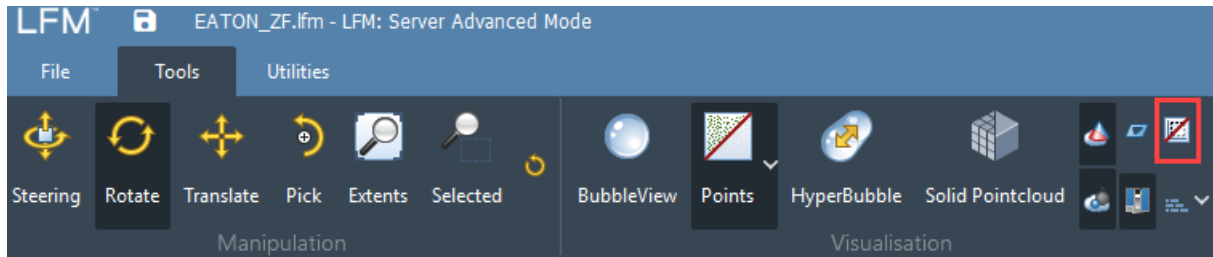
The *Toggle Scan Sites* button is now visible on the Visualisation part of the *Tools* toolbar at the top of the LFM Server interface. This can be used to quickly toggle the 3D scan markers on or off for the whole project.

## 5.6. Demolition Draw



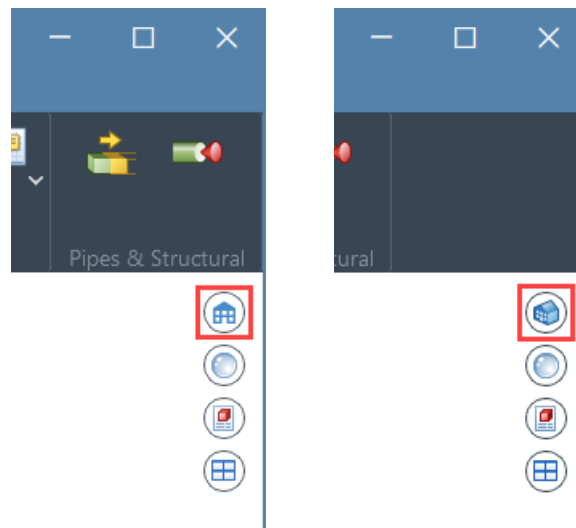
The *Demolition Draw* button is now visible on the Visualisation part of the *Tools* toolbar at the top of the LFM Server interface. Clicking this button will display a drop down with the options *Normal*; *Demolished* or *All*. Select *Normal* to display only 3D points that have **not** been demolished. Select *Demolished* to display only 3D points that **have** been demolished (points shown in red). Select *All* to display **both** 3D points that have been demolished (points shown in red) and that have not been demolished.

## 5.7. Toggle Grid



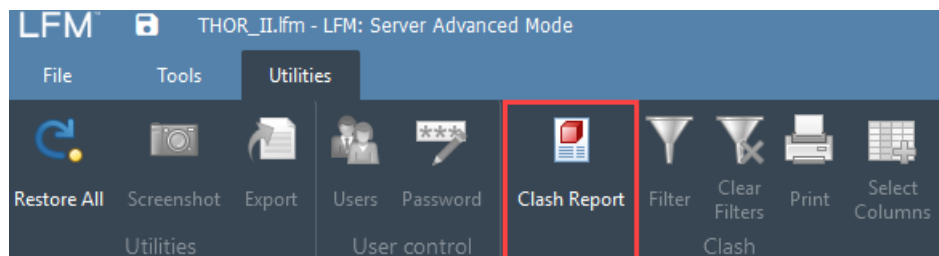
The *Toggle Grid* button is now visible on the Visualisation part of the *Tools* toolbar at the top of the LFM Server interface. This can be used to quickly toggle the grid in the 3D view on or off.

## 5.8. 3D View – Perspective/Orthographic Switch



The button to switch the 3D view between perspective and orthographic can now be found in the top right of the main window as highlighted above.

## 6. Clash Report



The clash reports is accessed from the Utilities tab at the top of the LFM Server interface. This will open the clash report in the Tile View to allow simultaneous viewing of the clash report and the 3D pointcloud. If you wish to expand the clash report to fill the main window, click the Expand button at the top right of the clash report.



Total Objects25

Clashes18

Unresolved14

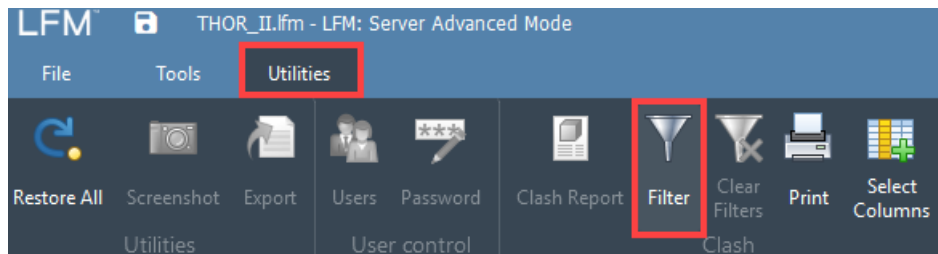
Checked1

Approved3

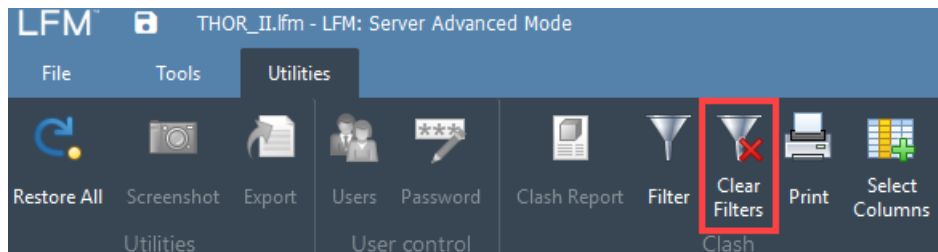
Object	Date Clashed	createdBy	Drawing File	Object Centre			checkedDate
✗ Clashes							
✗ LFM_THOR_PROCESS_01_Clash							
✗ 2811071568	18/12/2018 10:56	jenni.copple	LFM_THOR_PROCESS_01_Clash.dwg	18.4883 m	8.6824 m	3.5594 m	18/12/2018 11:01
✗ 2811071584	18/12/2018 10:56	jenni.copple	LFM_THOR_PROCESS_01_Clash.dwg	17.5721 m	8.6874 m	3.5246 m	18/12/2018 11:39
✗ 2811071600	18/12/2018 10:56	jenni.copple	LFM_THOR_PROCESS_01_Clash.dwg	16.5058 m	8.6932 m	3.5495 m	
✗ 2811071616	18/12/2018 10:56	jenni.copple	LFM_THOR_PROCESS_01_Clash.dwg	15.4271 m	8.6993 m	3.4713 m	

The clash report has been updated to provide a quick overview of the status of clashes in the project via the buttons at the top of the clash report. These buttons are clickable to quickly filter the clash report by clash status. For example, clicking on the “Approved” button will only show clashes that have been approved.

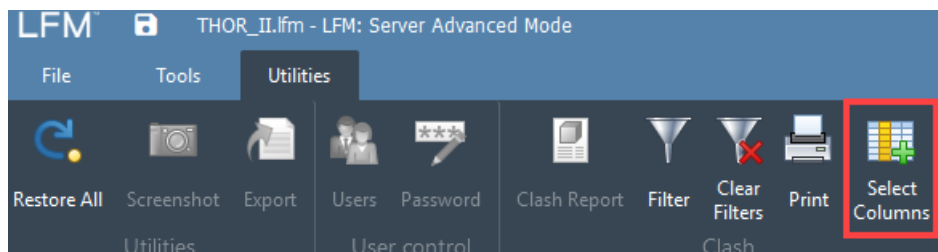
Further filters can be applied by clicking on the Filter button on the Utilities toolbar as shown below.



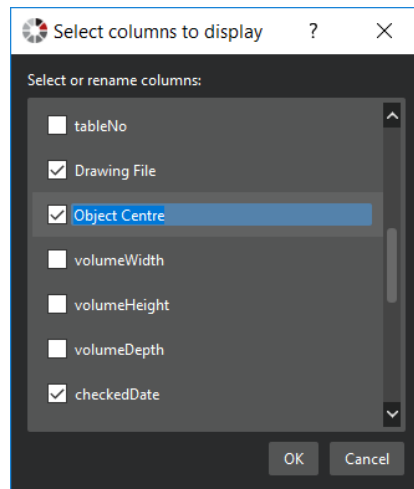
Applied filters can be cleared by clicking the Clear Filters button as highlighted below.



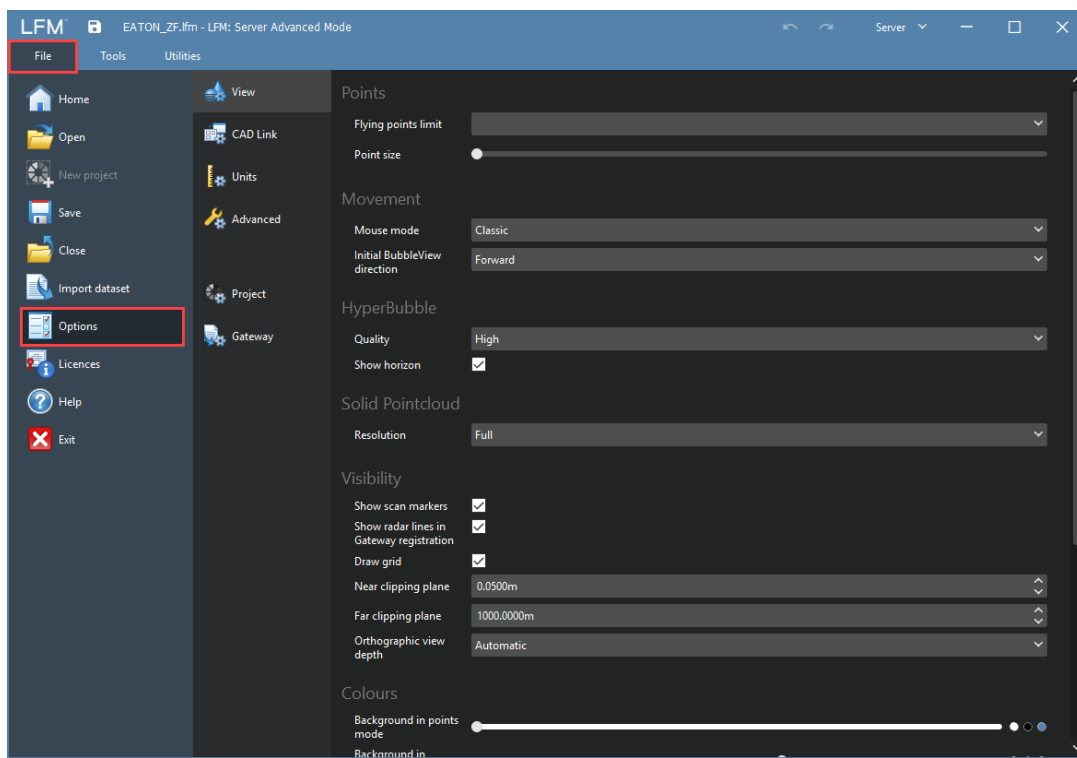
The columns visible in the clash report can be controlled by clicking the Select Columns button as highlighted below.



In the dialog that appears, simply tick the columns you wish to appear. You can also double click on any of the column names to re-name that column to match the needs of the project.

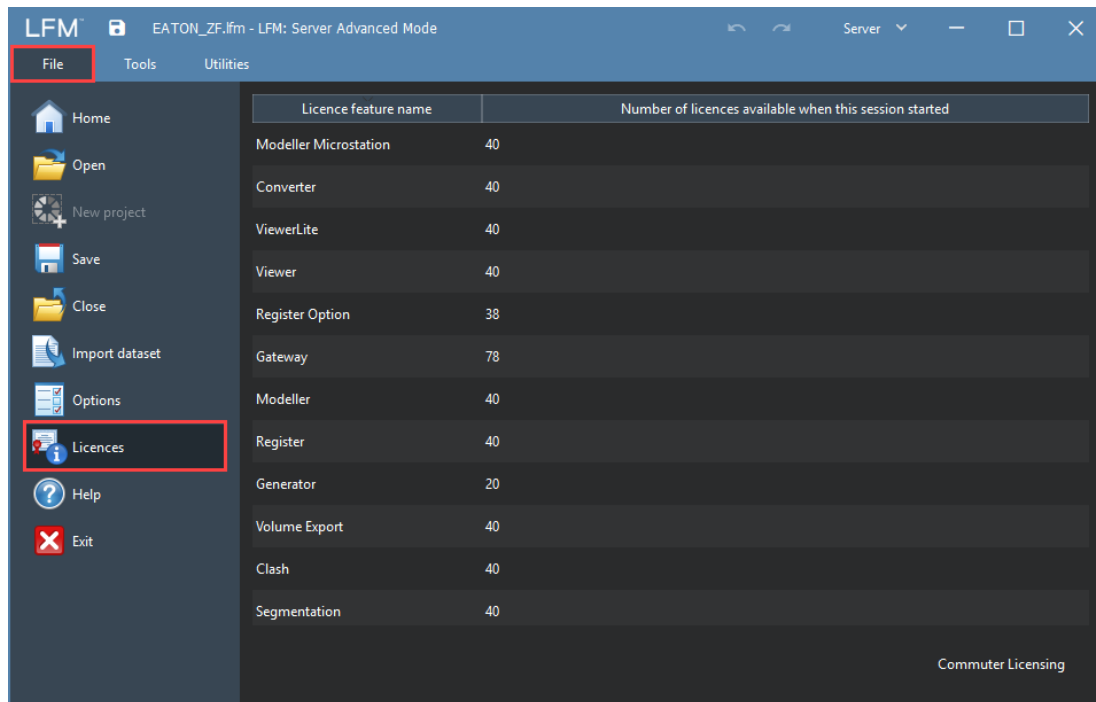


## 7. Options



The LFM Server options are now visible under the *File > Options* tab as highlighted above. The options are now broken down into logical groups making them easier to find.

## 8. License Information



The License Information can now be found under the *File > Licences* tab as highlighted above. Information will be shown about the current license being used. Commuter Licensing is also accessible from this view.