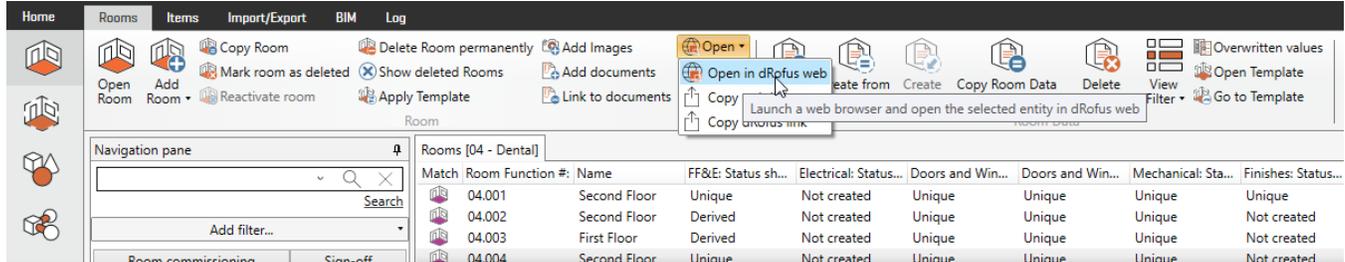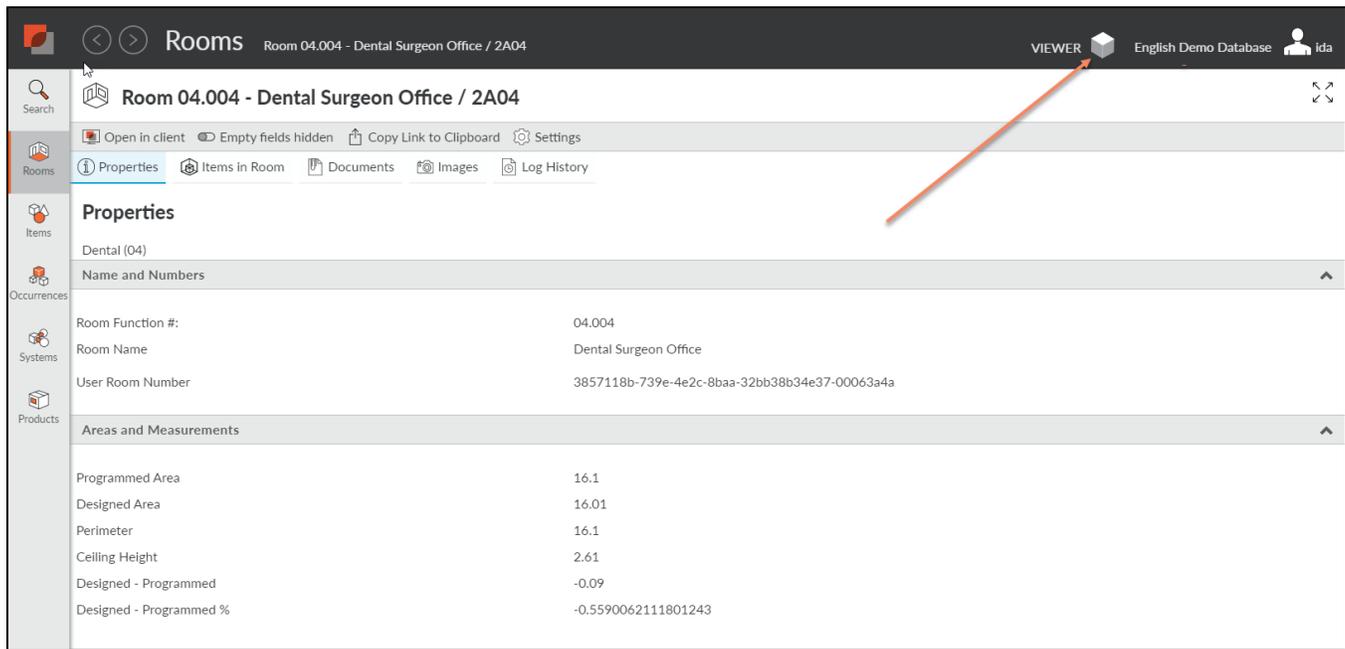# Uploading a model to the IFC web server

To upload a model to the dRofus web viewer, you have to have full Model server access rights. Please contact your administrator if you wish to upload a model and do not have the necessary rights.

To upload the model, log into the dRofus web solution (user name and password are the same as in the client). If you do not know the address of your web server, you can find it directly by opening the dRofus web from the client when you are displaying an object, eg. a room (see below).
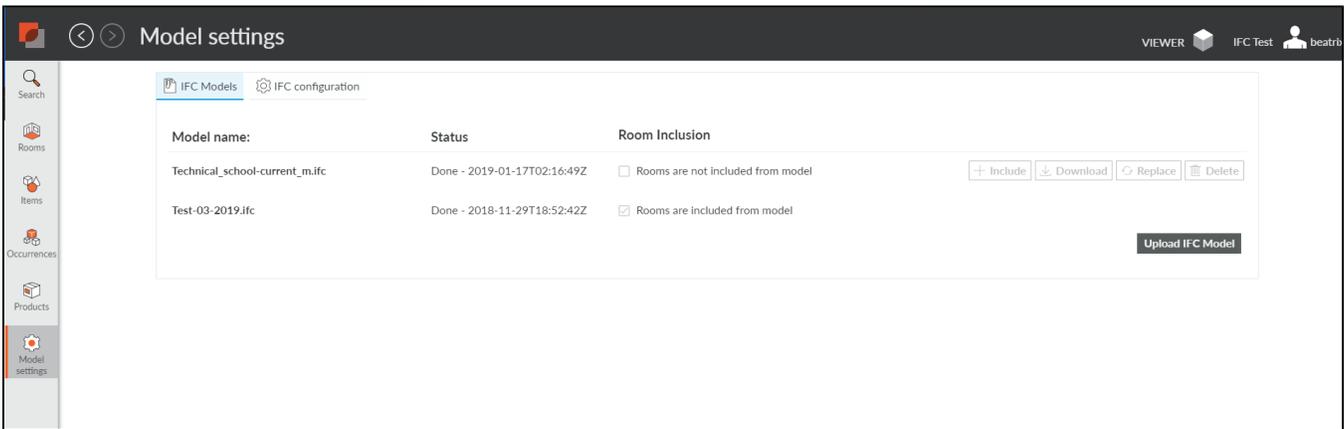

When you log in, you will see the opening page or, if using the way of entering described above, see the room you chose to open in the web. On the top right, you will see the "Viewer" icon, in grey.

> (i) Note that you need at least 3=read access to model server to see the Viewer icon
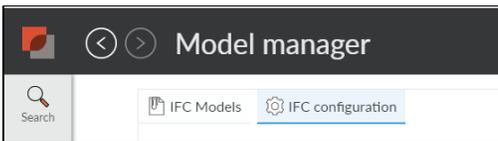

When you open it, there is a (now empty) space to the right, where the view will be displayed once a model is uploaded. On the left, you will be able to upload your model (s). When no model is uploaded, the only option is to create a new model.

Upload your model(s) and they will all appear in the list. Please be aware that models - especially large ones - take a bit of time to upload. First the file is uploaded to your dRofus server, then from there to the Catenda IFC (BimSync) solution. Then, the model is processed meaning all fields are interpreted. All of these take time, but you should wait until all are finished before you go on, to make sure all settings are updated. When it is finished, you will get a message below the model that "Processing is done", and afterwards the uploads should look like this:
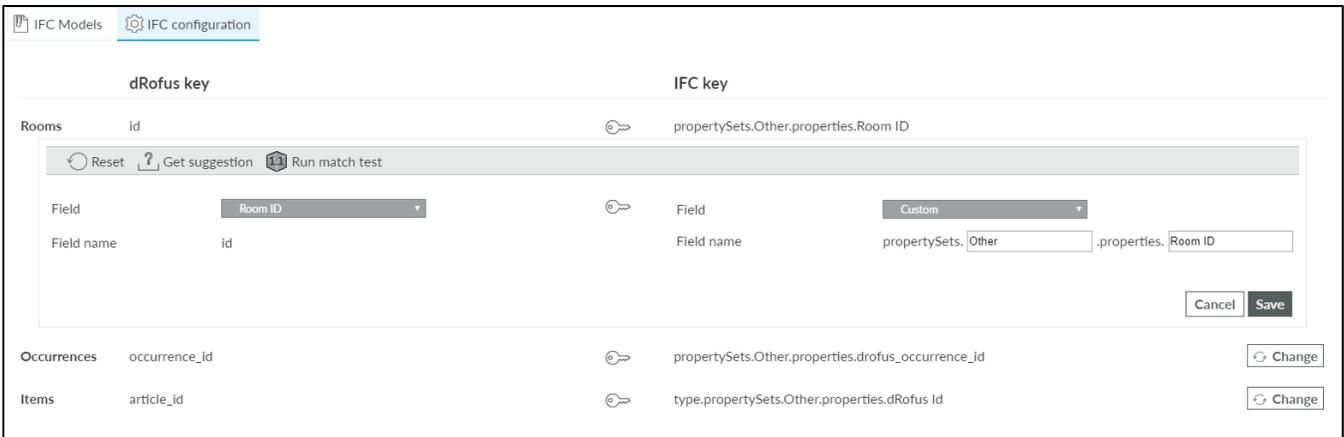
Matching keys in dRofus and IFC

To be able to see the dRofus data and the geometrical model as one integrated whole, you need to set up the right keys for matching on both sides. To do this, click on the tab "IFC configuration".

Here, you should be able to choose the field in dRofus that should match a field in the IFC. You can choose any of the Room Properties that you have defined for your project on the dRofus side - on the IFC side you can choose any field you want as long as you know the name (Choose "custom" as shown below, then type in the names).

 If you don't know what the field you want is called, save and click on a room in the model. Then choose to see "IFC data" IFC Data on the room, and you will see the content of the IFC with the labels used...

When you think you have the right keys for the room, try to run a "match test". This will check the model to see how many rooms are matched using the chosen keys. If you are unsure of what fields to use, you can also choose to "get suggestion" - this will look through the ifc model and find likely candidates.

For the occurrence matching and the item matching the process is the same, though you have somewhat less help. To find matching fields, we recommend using a tool like Solibri to find what fields there are in the ifc. If the IFC file contains no matching fields to those you have in dRofus, you will need to do a new ifc export (or dRofus update from the model to get the keys into dRofus).

When this is done, you should be able to set a 2d floor plan of your model on the right side, like shown below.

IFC Models	⚙ IFC configuration		

	dRofus key		IFC key		
Rooms	id	🔑	propertySets.Other.properties.Room ID		

↻ Reset	? Get suggestion	📦 Run match test

Field	Room ID ▼	🔑	Field	Custom ▼
Field name	id		Field name	propertySets. Other .properties. Room ID

Match test results

Total rooms: 381	Linked	Total rooms: 1009
Not linked: 31	350	Not linked: 659
8.1%	91.9%	65.3%

Cancel | **Save**

Occurrences	occurrence_id	🔑	propertySets.Other.properties.drofus_occurrence_id	↻ Change
Items	article_id	🔑	type.propertySets.Other.properties.dRofus Id	↻ Change

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ⓘ **NOTE**

Once the model is opened, for example for rooms, you should make sure you have included the "Match" column to your list, to be able to see which objects are linked and which are not. The easiest way to do this if you don't see it in your view, is to choose add/remove columns, then choose "Restore default". Match is one of the columns in the default setup for both rooms and occurrences.