Based on this, I do not believe links should be placed on individual worksets and the disadvantages to workset-per-link greatly outweigh any advantages of using worksets to load links at startup.

Note worksets will retain their load/unloaded state GLOBALLY as long as it is unloaded for the model. Using UNLOAD and STC'ing the next reload will force and unload for other users.

"Unload for me." Will retain workset load/unload states on save and reopen as well for the current user local copy only.

Base files for reference:

- A.rvt model130.8 MB
- E.rvt model193.1 MB
- FP.rvt 107.1 MB
- G.rvt model116.0 MB
- I.rvt 126.6 MB
- M.rvt 118.0 MB
- P.rvt 53.7 MB
- S.rvt 53.0 MB
- T.rvt 70.4 MB
- A rv2.rvt 104.5 MB

Some interesting findings.

- Managing links through worksets in 2016 does manage used memory to an extent.
 - o Slide 06-@0.4GB- open Revit
 - Slide 09-@1.0GB-Managed load of all but "linked" worksets took 13 seconds
 - o Slide 12-@2.9GB-Subsequent open of "linked" worksets took 48 seconds
 - Unloads VIA worksets take about 1 second
 - Slide-18-@3.0GB-Re-loading worksets took about 47 seconds
- Manage links
 - o Slide 22-@2.5GB-'Unload for me' links took about 1 second
 - Slide 26-@3.1GB-Manage links- reload took about 47 seconds
 - o Slide <u>29/30-@2.8GB-Unload</u> links in 1 second
 - o Slide 33-@3.1GB-Clear my (Unload links for me) override took about 48 seconds

Pros:

 Load times and memory demands can be minimized on open using the linked worksets to contain the linked files

Indifference:

• Files have to be loaded at some point for printing and design (otherwise why link them at all?)

Cons:

- Complexity is increased
- Bound to have displaced objects on 'linked' worksets
 - Requires more back-checking.
 - o Can lead to duplicate work, etc.

- visibility graphics more difficult to troubleshoot for links:
 - o Is the link loaded?
 - o Is the link visible?
 - o Elements in the link visible (I.e. Mech components showing properly for Mech file)?
 - o AND THEN ADD MORE TROUBLESHOOTING FOR WORKSET-LINKS
 - Is the workset loaded?
 - Is the linked workset visible?
 - Is the linked workset visible in view?
 - Is the linked file on the correct linked workset?

Unloading links has a similar effect on memory management- it just cannot be managed at startup unless the link is unloaded for all on save?

I believe all data, including pertinent linked data, should be loaded and accessible for working in the files, designing, printing and managing models.

To test the version on the left- I will need to create a system with the 'zoned' elements to see if that affects loading and unloading through same-named worksets in linked files (What Autodesk admittedly intended with worksets management from the beginning)

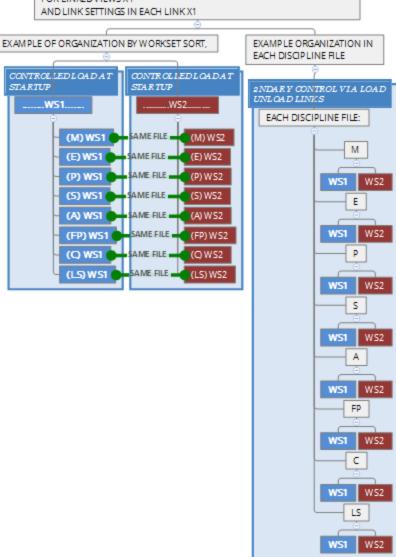
Proposed integration and management of Worksets using primary scheme at right below. Worksets named the same will load/unload when shared with the host file. This is how Autodesk intended Worksets to be used, all systems and components in one file broken out by areas on worksets; preventing the need for workarounds for systems to attach one linked file to another linked file systems.

WORKSETS PER REGION,

M/E/P SYSTEMS REMAIN UNBORKEN IN FILES, WORKSETS CONTROL LOAD

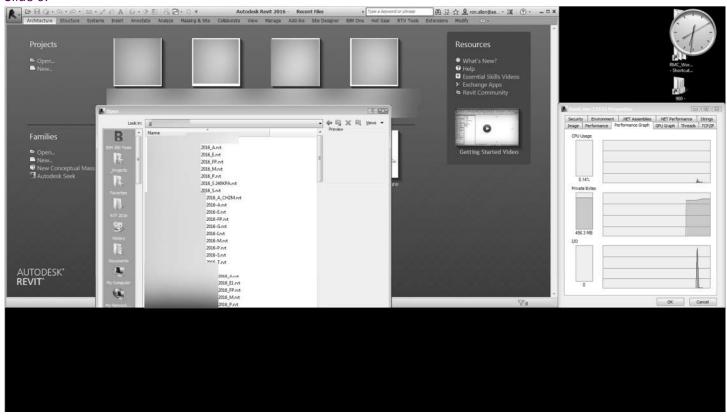
EACH COLOR IS A WORKSET

TEMPLATE SETTINGS:
NUMBER OF DISCIPLINES
(2 ZONES BUT IN ONE FILE PER DISCIPLLINE) X1
FOR LINKED VIEWS X1
AND LINK SETTINGS IN EACH LINK X1

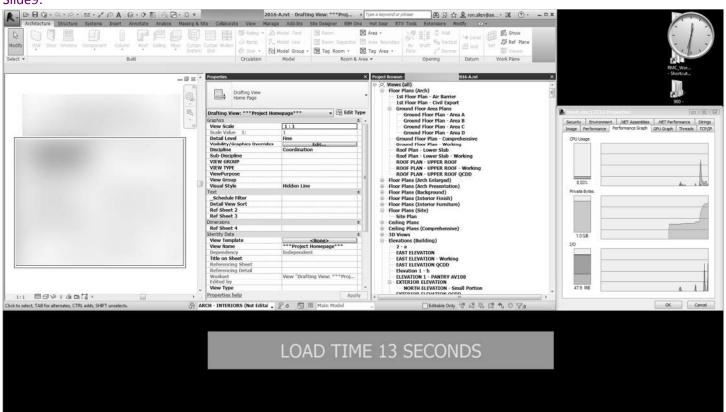


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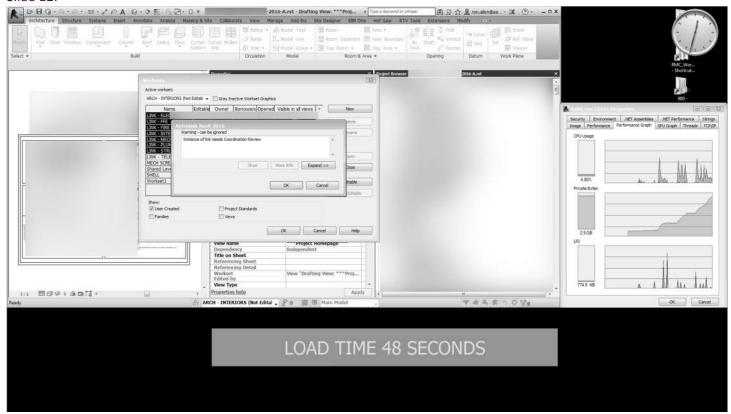
Slide 6:



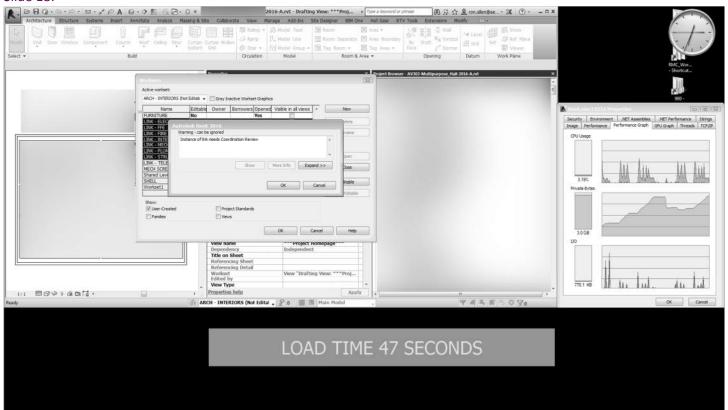
Slide9:



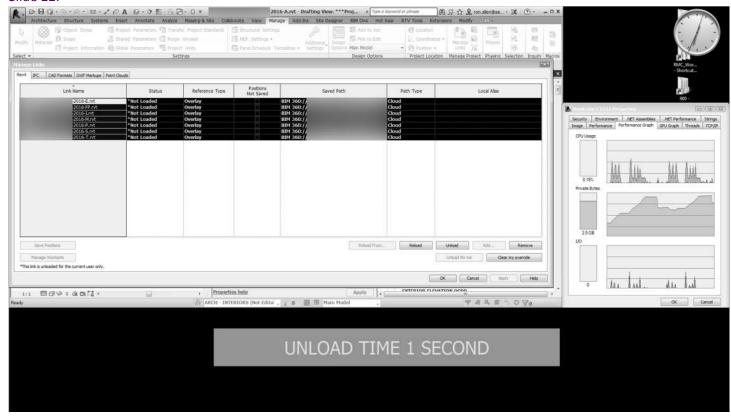
Slide 12:



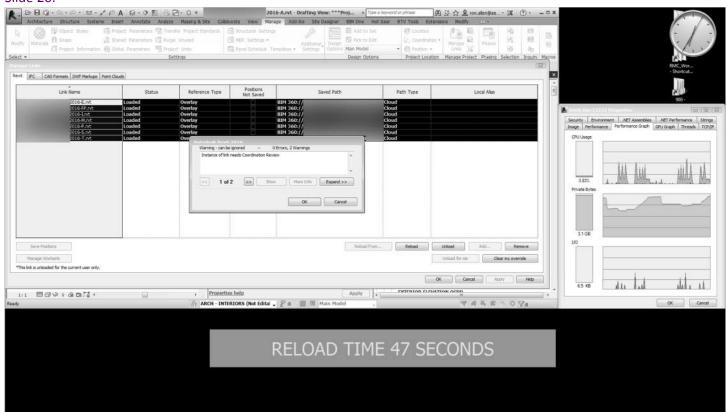
Slide 18:



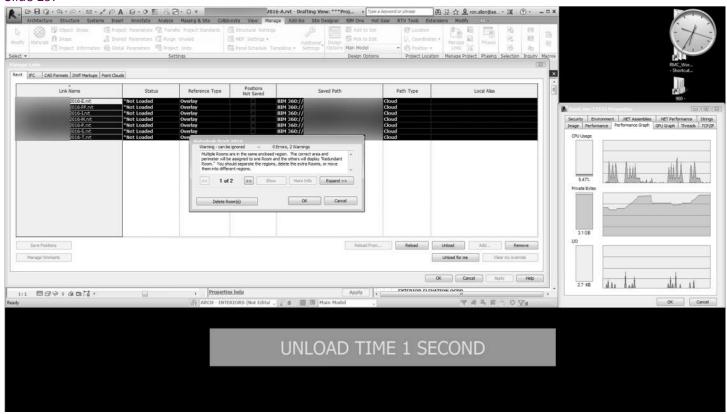
Slide 22:



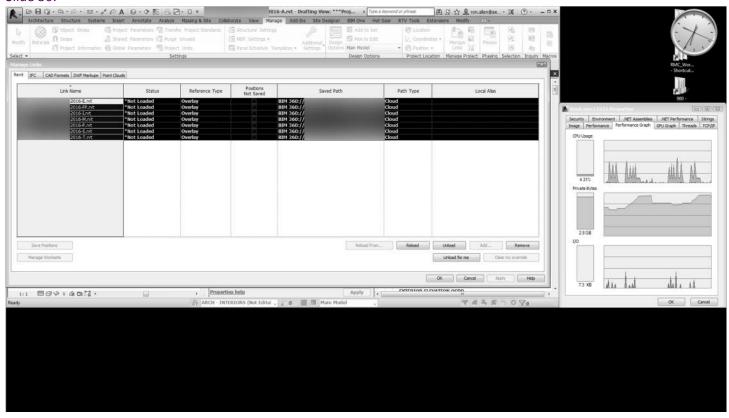
Slide 26:



Slide 29:



Slide 30:



Slide 33:

