spaciv Academy

Level 1

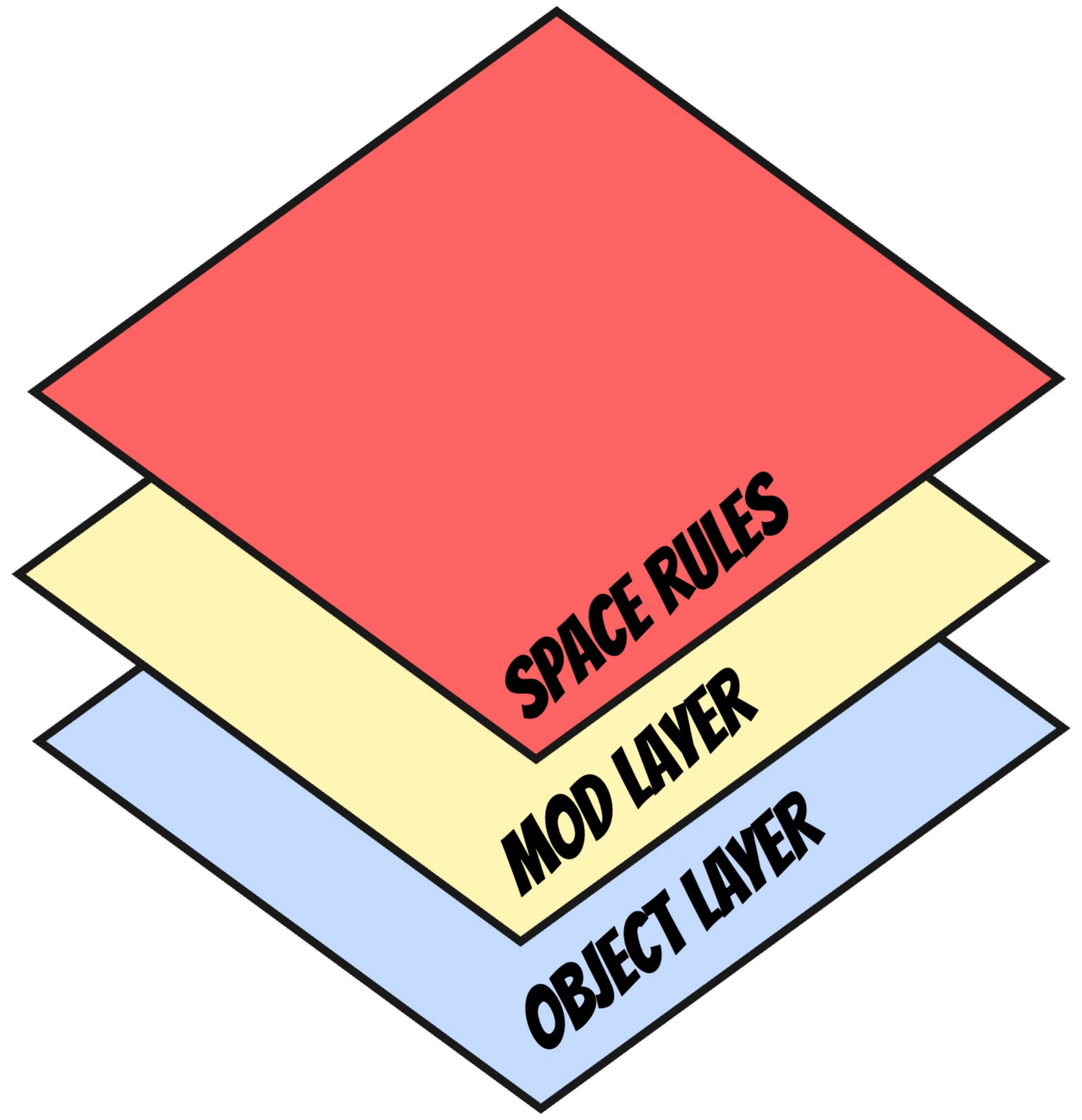
spaciv

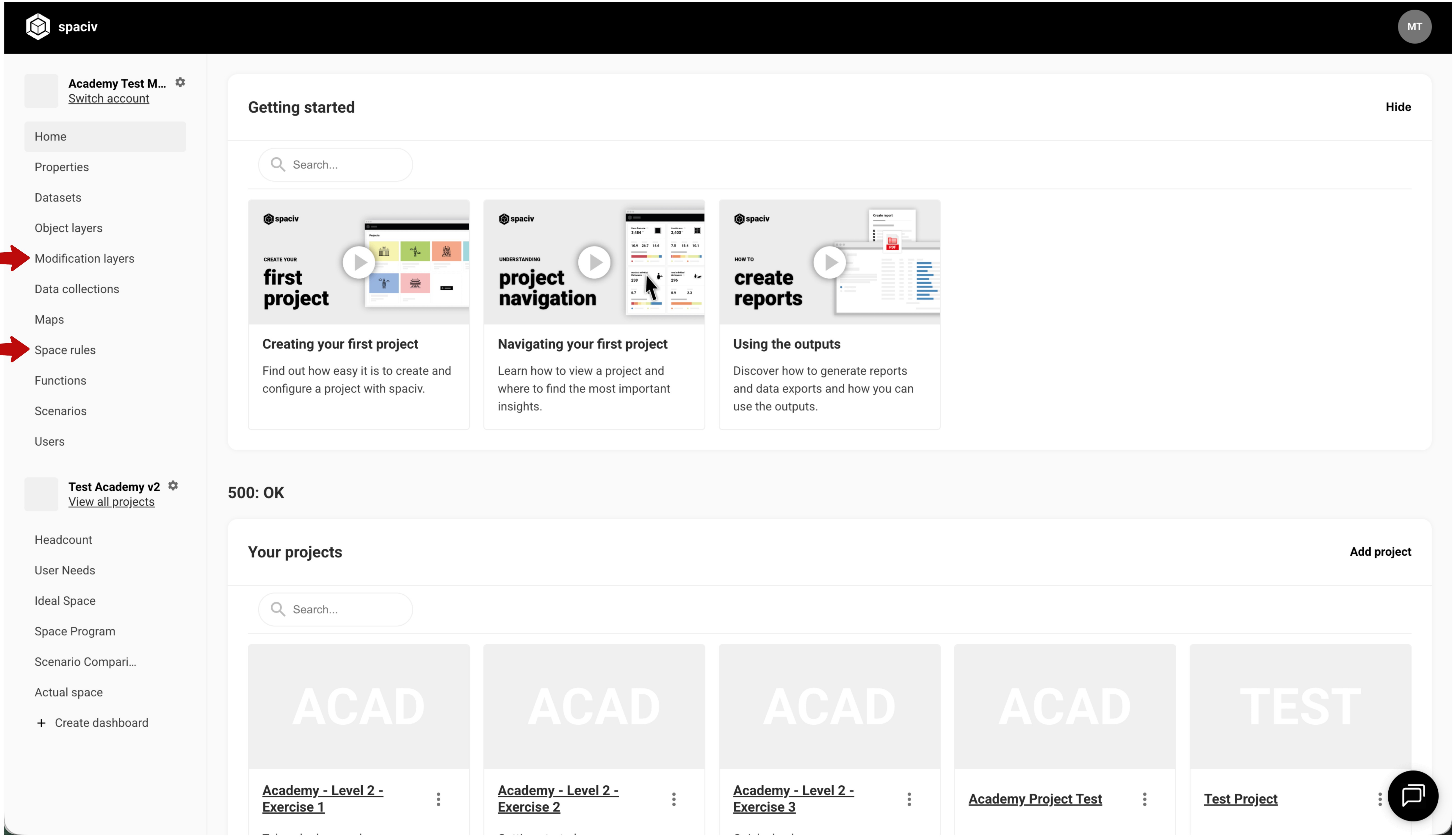
Lesson 4: Modification Layers & Space Rules

How to work with logic layers

LOGIC LAYERS

:: LAYERS OF INFORMATION THAT CAN BE STACKED
AND OVERWRITE EACH OTHER





spaciv
MT
Academy Test M...
Switch account
Home
Properties
Datasets
Object layers
Modification layers
Data collections
Maps
Space rules
Functions
Scenarios
Users
Test Academy v2
View all projects
Headcount
User Needs
Ideal Space
Space Program
Scenario Compari...
Actual space
+ Create dashboard
Getting started
Hide
Search...
spaciv
CREATE YOUR
first project
Creating your first project
Find out how easy it is to create and configure a project with spaciv.
spaciv
UNDERSTANDING
project navigation
Navigating your first project
Learn how to view a project and where to find the most important insights.
spaciv
HOW TO
create reports
Using the outputs
Discover how to generate reports and data exports and how you can use the outputs.
500: OK
Your projects
Add project
Search...
ACAD
Academy - Level 2 - Exercise 1
ACAD
Academy - Level 2 - Exercise 2
ACAD
Academy - Level 2 - Exercise 3
ACAD
Academy Project Test
TEST
Test Project

LESSON 1

Script

spaciv Academy
Level 1

Lesson 1: spaciv 101
Accounts, projects, workspace

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Level 1

Lesson 2: spaciv Logic
System, process, interface

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Lesson 3: Object Layers & Properties
How to upload and manage data

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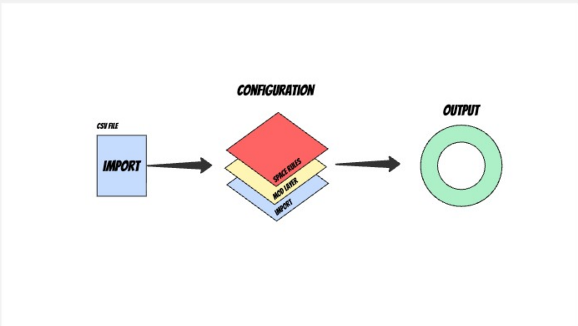
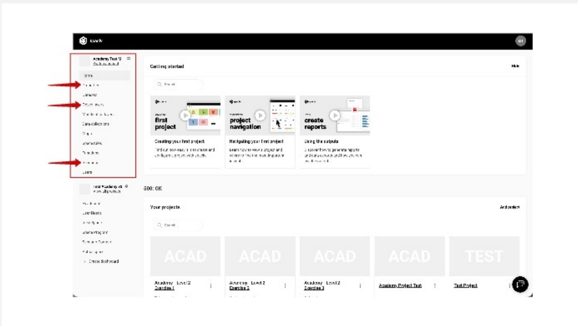
Level 1

Lesson 4: Modification Layers & Space Rules
How to work with logic layers

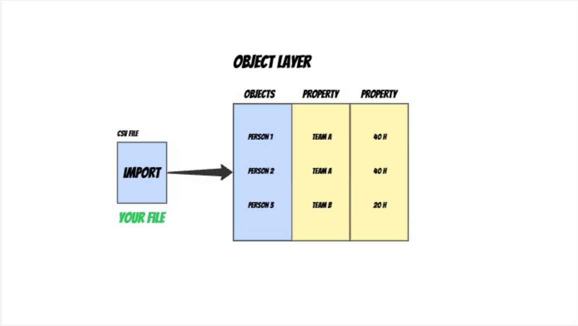
LESSON 2

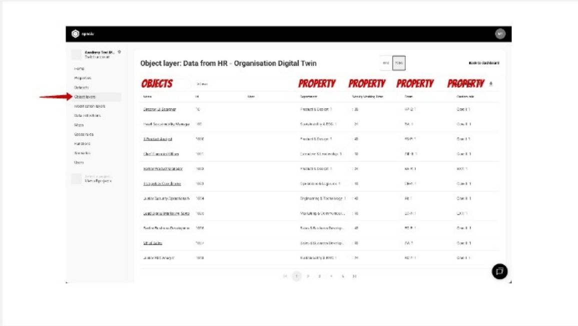


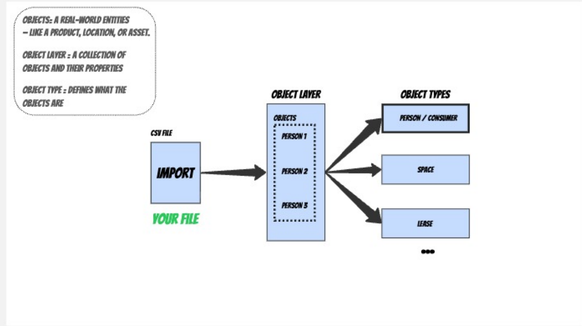


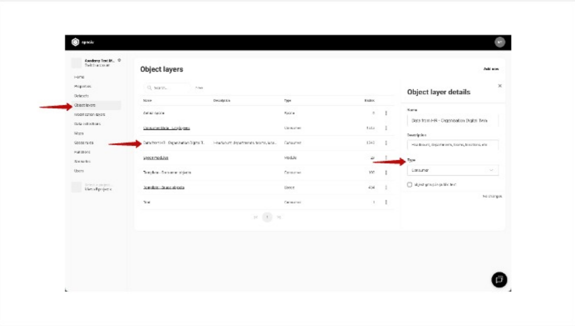
Script

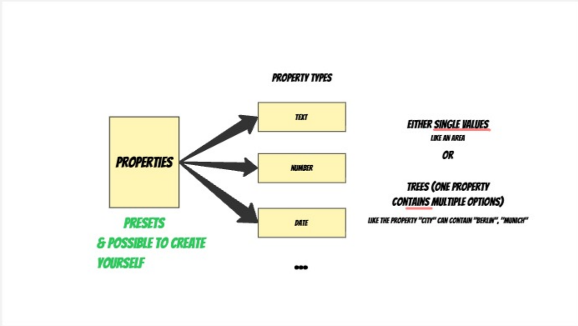
LESSON 3

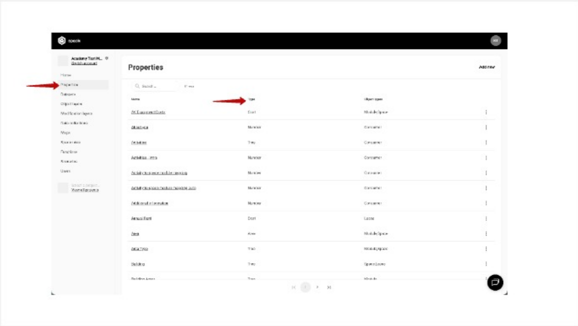


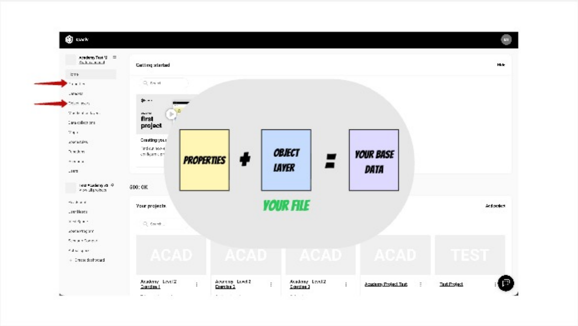






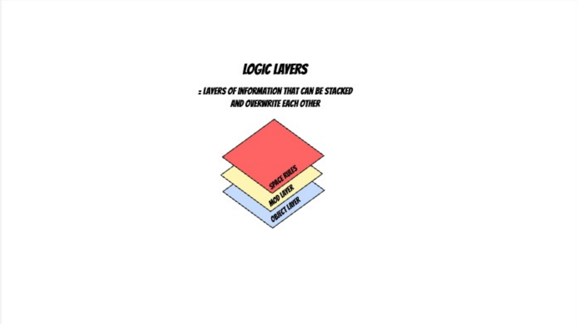


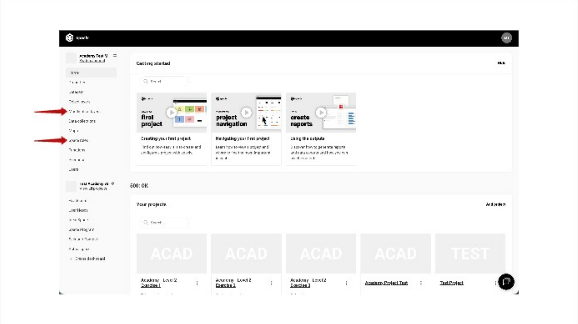




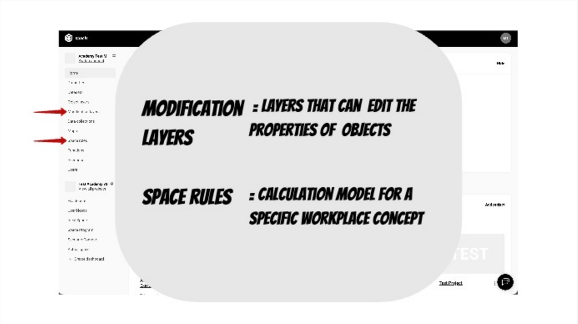
Script

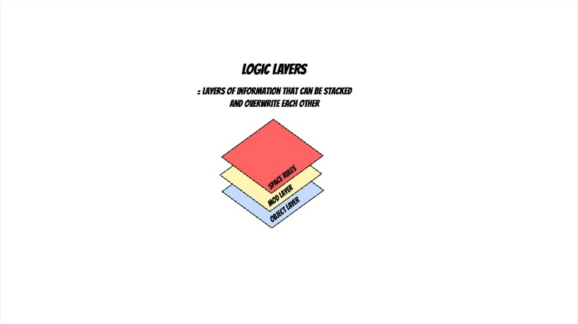
LESSON 4





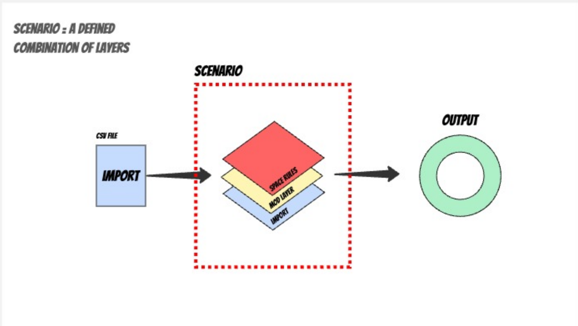
explain in app

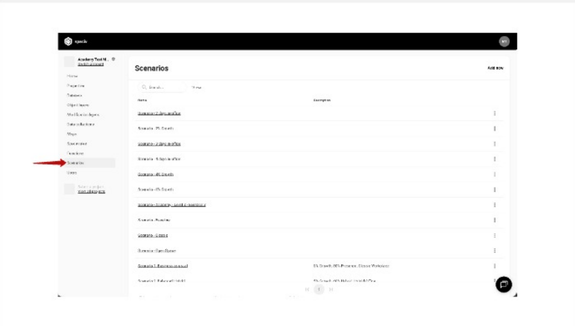


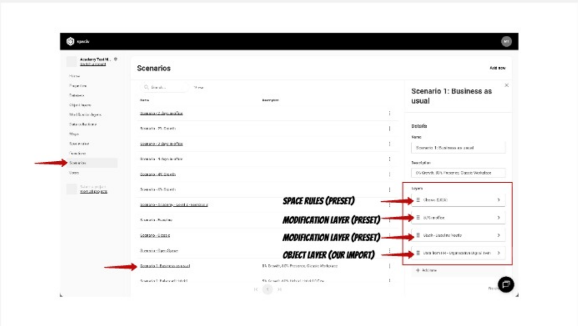


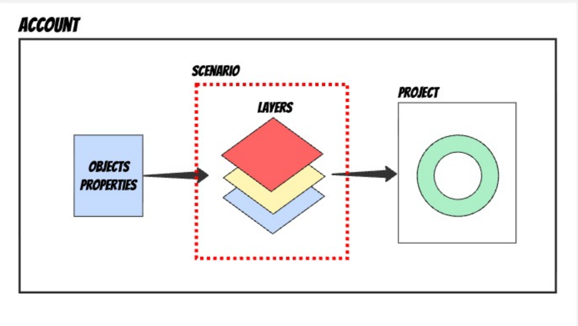
Script

LESSON 5









SCRIPTS

GLOSSARY

OBJECTS:: A REAL-WORLD ENTITIES – LIKE A PRODUCT, LOCATION, OR ASSET.

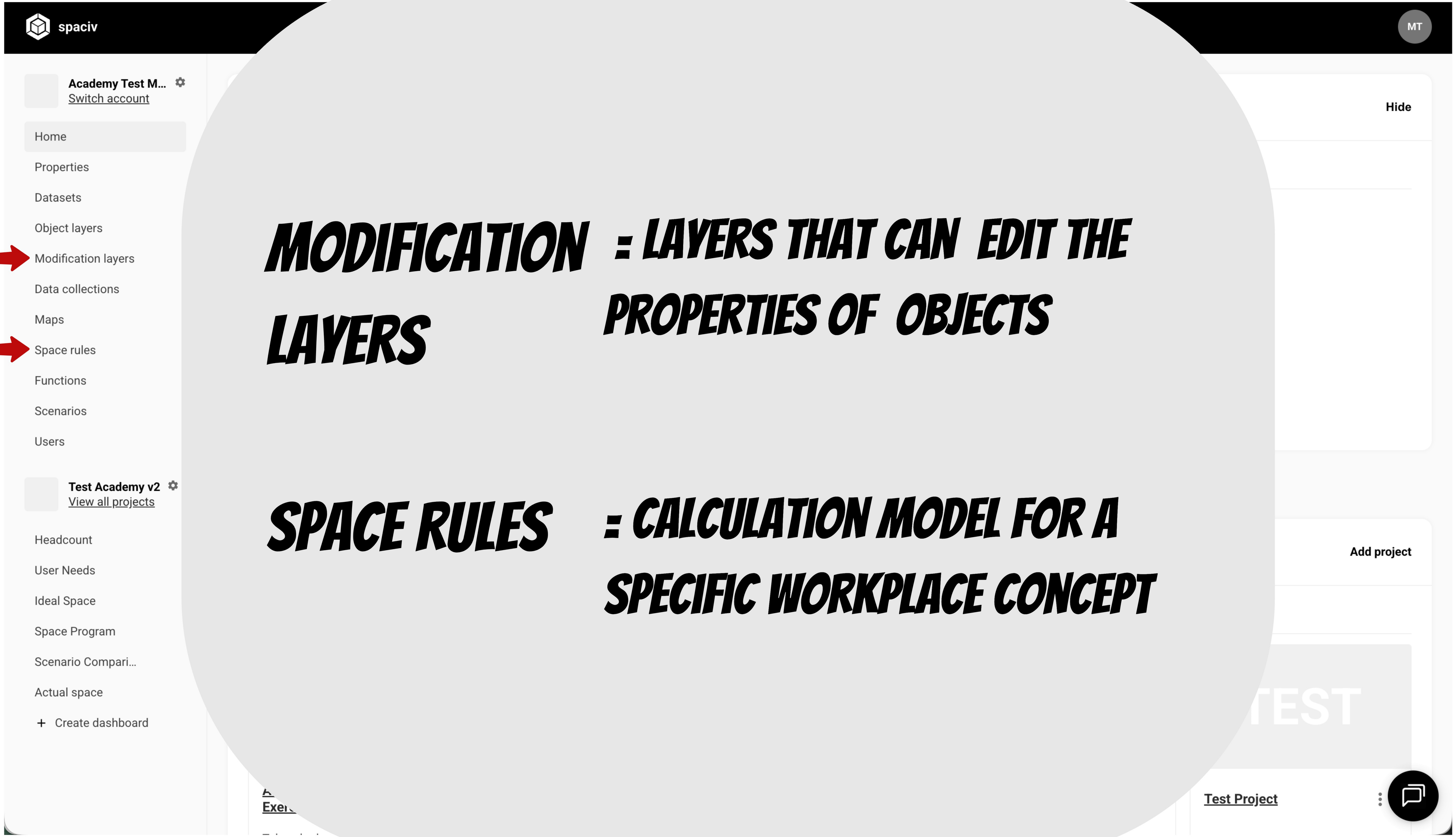
OBJECT LAYER :: A COLLECTION OF OBJECTS AND THEIR PROPERTIES

OBJECT TYPE :: DEFINES WHAT THE OBJECTS ARE

MODIFICATION LAYERS :: LAYERS THAT CAN EDIT THE PROPERTIES OF OBJECTS

SPACE RULES :: CALCULATION MODEL FOR A SPECIFIC WORKPLACE CONCEPT

SCENARIOS :: DIFFERENT COMBINATIONS OF LAYERS THAT CAN BE COMPARED



MODIFICATION LAYERS : LAYERS THAT CAN EDIT THE PROPERTIES OF OBJECTS

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LOGIC LAYERS

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