

# Interface Description

---

ServicePaint\_SOAP



---

Revision date: 25.08.2021

TecAlliance GmbH

---

## Contents

### Module Details

1. ServicePaint

### ObjectModel

1. ItemMp
2. KindOfAddition
3. KindOfAssembly
4. KindOfInstallation
5. KindOfMaterial
6. KindOfPaint
7. KindOfPaintStage
8. KindOfWorkTimeData
9. PaintBodyQualCol
10. PaintExclWorkPos
11. PaintItemMpKor
12. PaintMainGroup
13. PaintOptExclWorkPos
14. PaintSubGroup
15. PaintWorkPos
16. PaintWorkPosSettingsOverview
17. QualCol

## Module Details

### 1. ServicePaint

#### 1.1. General Remarks

The webservice methods uses message classes as parameter value. All these classes are derived from the base class `AisService._40.Messages.BaseMsg` and contains properties for the data which are necessary for calling the web service method. To calling a method create an instance of their message class, set the necessary data to the message class properties and pass it throw the web service method.

All methods require the "**CompanyName**", "**UserName**" and "**Password**" properties, containing the application-specific access parameters.

Some methods require the `LanguageCode` properties, a 2-letter message internationalization language code as defined by ISO 639-1. All text messages will be returned in the defined language. Only language codes returned by `GetLanguages(...)` in the AIS common webservice are valid.

Some methods require the `CountryCode` properties, a 2-letter data internationalization country code as defined by ISO 3166-1. All application data will be returned as it is available for this country. Only county codes returned by `GetCountries(...)` in the AIS common webservice are valid.

Some methods require the `ConsumerId` property. To this a unique value, which identifies the customers users which uses the AIS webservice by the customers application has to be passed. The length of the `ConsumerId` property value is restricted to 50 characters and is used for access control and billing.

All methods send an error message if an exception occured or the access to the web service was denied.

All methods that are documented to return a list return an array instead.

#### 1.2. Prerequisites

Some of the html documents could contain graphics in the .SVG format. So the system requirements for viewing html documents are: MS Internet Explorer v. 9.0 and higher

Mozilla Firefox 15 and higher

#### 1.3. Web service URL's

web service URL:

<https://rmi-services.tecalliance.net/soap/ServicePaint.asmx>

URL of WSDL file:

<https://rmi-services.tecalliance.net/soap/ServicePaint.asmx?wsdl>

#### 1.4. Sequence Of Calls

First of all, you should check whether there is paint data available for the currently selected vehicle. To perform this check, you simply call `GetVehicleHasPaint` which returns a boolean value indicating whether there is paint data

( **true**) or not ( **false**). Then you should choose the matching body of your vehicle from the return value of the method [GetBodiesForPaint](#) .

Next step is to call [GetPaintWorkList](#) to get a list of paint works for your vehicle.

If you want to get the work steps for an item call the method [GetPaintWorkSteps](#) .

To retrieve more detailed information about a paint workposition call the method [GetPaintWorkPosSettings](#)

## 1.5. Summary

Class **ServicePaint** provides the web service methods for the paint data.

## 1.6. addtogroup

## 1.7. Detailed Module Documentation

### 1.7.1. Methods

- **bool** [GetVehicleHasPaint](#)([GetVehicleHasPaintMsg](#) input)

Checks whether the vehicle has paint data.

**Parameter**

input - Instance of the message class `AisService._40.Messages.Paint.GetVehicleHasPaintMsg`

**Returns**

true if it succeeds, false if it fails.

**Exception**

`System.Web.Services.Protocols.SoapException` - Thrown when a SOAP error condition occurs.

- **List<[PaintBodyQualCol](#)>** [GetBodiesForPaint](#)([GetBodiesForPaintMsg](#) input)

Delivers a country specific list including all existing bodies for the typeId in the selected language.

**Parameter**

input - Instance of the message class `AisService._40.Messages.Paint.GetBodiesForPaintMsg`

**Returns**

The bodies for paint.

**Exception**

`System.Web.Services.Protocols.SoapException` - Thrown when a SOAP error condition occurs.

- **List<[PaintMainGroup](#)>** [GetPaintWorkList](#)([GetPaintWorkListMsg](#) input)

Delivers a country specific list of paint works for the given vehicle and body.

**Parameter**

input - Instance of the message class AisService.\_40.Messages.Paint.GetPaintWorkListMsg

**Returns**

The paint work list.

**Exception**

System.Web.Services.Protocols.SoapException - Thrown when a SOAP error condition occurs.

**- List<PaintWorkPos> GetPaintWorkSteps(GetPaintWorkStepsMsg input)**

Delivers a country specific list of paint workpositions for a given vehicle, body and kind of repair in the given language.

**Parameter**

input - Instance of the message class AisService.\_40.Messages.Paint.GetPaintWorkStepsMsg

**Returns**

The paint work steps.

**Exception**

System.Web.Services.Protocols.SoapException - Thrown when a SOAP error condition occurs.

**- PaintWorkPosSettingsOverview GetPaintWorkPosSettings(GetPaintWorkPosSettingsMsg input )**

Delivers a country specific list of paint work position settings for a given vehicle and item mount position

**Parameter**

input - Instance of the message class AisService.\_40.Messages.Paint.GetPaintWorkPosSettingsMsg

**Returns**

The paint work position settings.

**Exception**

System.Web.Services.Protocols.SoapException - Thrown when a SOAP error condition occurs.

# Object Model

## 1. ItemMp

### 1.1. Summary

Class **ItemMp** represents an item mount position. In the topic tree hierarchy, item mount positions are children of sub groups. Being a base class mainly, this class is also used when the id and text is the only required information of an item mount position.

### 1.2. Detailed Module Documentation

#### 1.2.1. Properties

- **int ItemMpid**

Gets or sets the id of the item mount position.

**Property-Value**

The item mount position id.

- **string ItemMpText**

Gets or sets the text of the item mount position.

**Property-Value**

The item mount position text.

## 2. KindOfAddition

### 2.1. Summary

Enum **KindOfAdditions** specifies the kind of the additions.

### 2.2. Detailed Module Documentation

#### 2.2.1. Enums

- **Undercoating**

The kind of the addition 'Undercoating'.

- **TwoSidePaint**

The kind of the addition 'Two side paint'.

- **Prepainting**

The kind of the addition 'Pre-painting'.

- **MixPaint**

The kind of the addition 'Mix paint'.

- **ColorPattern**

The kind of the addition 'Color pattern'.

**- TwoColorsPaint**

The kind of the addition 'Two colors paint'.

### 3. KindOfAssembly

#### 3.1. Summary

Enum **KindOfAssembly** specifies the kind of assembly.

#### 3.2. Detailed Module Documentation

##### 3.2.1. Enums

**- Screwed**

The kind of assembly 'screwed'.

**- WeldedOrGlued**

The kind of assembly 'welded or glued'.

### 4. KindOfInstallation

#### 4.1. Summary

Enum **KindOfInstallation** specifies the kind of the installation.

#### 4.2. Detailed Module Documentation

##### 4.2.1. Enums

**- Installed**

The kind of installation 'Installed'.

**- Dismounted**

The kind of material 'Dismounted'.

### 5. KindOfMaterial

#### 5.1. Summary

Enum **KindOfMaterial** specifies the kind of material.

#### 5.2. Detailed Module Documentation

##### 5.2.1. Enums

**- Metal**

The kind of material 'metal'.

**- Plastic**

The kind of material 'plastic'.

## 6. KindOfPaint

### 6.1. Summary

Enum **KindOfPaint** specifies the kind of paint.

### 6.2. Detailed Module Documentation

#### 6.2.1. Enums

- **Uni**  
Uni.
- **TwoLayered**  
Two layered.
- **MultiLayered**  
Multi layered.

## 7. KindOfPaintStage

### 7.1. Summary

Enum **KindOfPaintStage** specifies the stage of paint.

### 7.2. Detailed Module Documentation

#### 7.2.1. Enums

- **S1**  
The paint stage 'S1'.
- **S2**  
The paint stage 'S2'.
- **S3**  
The paint stage 'S3'.
- **S4**  
The paint stage 'S4'.

## 8. KindOfWorkTimeData

### 8.1. Summary

Enum **KindOfWorkTimeData** specifies the kinds of work time data. In other words this enumeration determines the unit a work time has.

### 8.2. Detailed Module Documentation

#### 8.2.1. Enums



**- DecimalWorkHours**

The work time is displayed in decimal work hours.

**- ManufacturerWorkPositions**

The work time is displayed in manufacturer work time units.

## 9. PaintBodyQualCol

### 9.1. Summary

Represents a body qualifier collection for paint. In general, the qualifier collection delivers a further differentiation for an item (in this case a vehicle type). Vehicle types may have different bodies (e.g. 3-door, 5-door) which can be referenced by the body qualifier collection.

### 9.2. Detailed Module Documentation

#### 9.2.1. Properties

**- int QualColId**

Gets or sets the id of the qualifier collection.

**Property-Value**

The qualifier collection id.

**- string QualColText**

Gets or sets the text of the qualifier collection.

**Property-Value**

The qualifier collection text.

## 10. PaintExclWorkPos

### 10.1. Summary

Represents an exclusive work position for paint. The selected main work position is a composition of all the exclusive work positions.

### 10.2. Detailed Module Documentation

#### 10.2.1. Properties

**- bool IsCompositeTime**

Gets or sets a value indicating whether the work time of this instance is a net work time.

**Property-Value**

true if this instance is composite time; otherwise, false.

**- bool IsOnlyForReference**

Gets or sets a value indicating whether the work time of this instance is only for reference.

**Property-Value**

true if this instance is only for reference; otherwise, false.

- **bool IsTecRmiTime**

Gets or sets a value indicating whether the work time of this instance is defined by TecRMI.

**Property-Value**

true if the work time of this instance is adc time; otherwise, false.

- **int ItemMpld**

Gets or sets the id of the item mount position.

**Property-Value**

The item mount position id.

- **string ItemMpText**

Gets or sets the text of the item mount position.

**Property-Value**

The item mount position text.

- **KindOfWorkTimeData KindOfWorkTimeData**

Gets or sets an enum value indicates which unit the work time in the result should have.

**Property-Value**

The kind of work time data.

- **int KorId**

Gets or sets the id of the kind of repair.

**Property-Value**

The kind of repair id.

- **string KorImage**

Gets or sets the image of the kind of repair.

**Property-Value**

The kind of repair image.

- **string KorText**

Gets or sets the text of the kind of repair.

**Property-Value**

The kind of repair text.

- **int QualCollId**

Gets or sets the id of the qualifier collection.

**Property-Value**

The qualifier collection id.

**- string QualColText**

Gets or sets the text of the qualifier collection.

**Property-Value**

The qualifier collection text.

**- int WorkId**

Gets or sets the id of the work position.

**Property-Value**

The work position id.

**- string WorkText**

Gets or sets the text of the work position.

**Property-Value**

The work position text.

**- decimal WorkTime**

Gets or sets the work time.

**Property-Value**

The work time.

## 11. PaintItemMpKor

### 11.1. Summary

Represents an item mount position along with a kind of repair for paint. In the topic tree hierarchy, item mount positions are children of sub groups. The same item mount position might also be a child of several different sub groups making the topic tree rather a directed acyclic graph than a tree.

### 11.2. Detailed Module Documentation

#### 11.2.1. Properties

**- bool InfoDataExists**

Gets or sets a value indicating whether there are information data existing for this item mount position.

The portal database must be available to provide information data.

**Property-Value**

true if info data exists; otherwise, false.

**- bool IsLocked**

Gets or sets a value indicating whether access to this item mount position is denied.

**Property-Value**

true if this item mount position is locked; otherwise, false.

**- int ItemMpld**

Gets or sets the id of the item mount position.

**Property-Value**

The item mount position id.

**- string ItemMplImageName**

Gets or sets the name of the item mount position image.

**Property-Value**

The the item mount position image name.

**- string ItemMpText**

Gets or sets the text of the item mount position.

**Property-Value**

The item mount position text.

**- int KorId**

Gets or sets the id of the kind of repair.

**Property-Value**

The kind of repair id.

**- string KorImageName**

Gets or sets the image name of the kind of repair.

**Property-Value**

The image name of the kind of repair.

**- string KorText**

Gets or sets the text of the kind of repair.

**Property-Value**

The kind of repair text.

**- int SortOrder**

Gets or sets the order number of this topic item mount position. A collection of topic item mount position will be sorted against this number.

**Property-Value**

The sort order.

## 12. PaintMainGroup

### 12.1. Summary

Represents a main group for paint. In the topic tree hierarchy, main groups are on the topmost level. Each main

group may have several sub groups as children.

## 12.2. Detailed Module Documentation

### 12.2.1. Properties

- **bool InfoDataExists**

Gets or sets a value indicating whether there are information data existing for this main group.

The portal database must be available to provide information data.

**Property-Value**

true if info data exists; otherwise, false.

- **int MainGroupId**

Gets or sets the id of the main group.

**Property-Value**

The main group id.

- **string MainGroupImage**

Gets or sets the image of the main group.

**Property-Value**

The main group image.

- **string MainGroupName**

Gets or sets the name of the main group.

**Property-Value**

The the main group name.

- **int SortOrder**

Gets or sets the order number of this main group. A collection

of main groups will be sorted against this number.

**Property-Value**

The sort order.

- **List<PaintSubGroup> SubGroups**

Gets or sets a collection of sub groups which belongs to this main group.

**Property-Value**

The sub groups.

## 13. PaintOptExclWorkPos

### 13.1. Summary

Represents an optional exclusive work position for a paint work position which can only be selected in combination

with its main paint work position.

## 13.2. Detailed Module Documentation

### 13.2.1. Properties

- **bool IsCompositeTime**

Gets or sets a value indicating whether the work time of this instance is a net work time.

**Property-Value**

true if this instance is composite time; otherwise, false.

- **bool IsOnlyForReference**

Gets or sets a value indicating whether the work time of this instance is only for reference.

**Property-Value**

true if this instance is only for reference; otherwise, false.

- **bool IsTecRmiTime**

Gets or sets a value indicating whether the work time of this instance is defined by TecRMI.

**Property-Value**

true if the work time of this instance is adc time; otherwise, false.

- **int ItemMpld**

Gets or sets the id of the item mount position.

**Property-Value**

The item mount position id.

- **string ItemMpText**

Gets or sets the text of the item mount position.

**Property-Value**

The item mount position text.

- **KindOfWorkTimeData KindOfWorkTimeData**

Gets or sets an enum value indicates which unit the work time in the result should have.

**Property-Value**

The kind of work time data.

- **int KorId**

Gets or sets the id of the kind of repair.

**Property-Value**

The kind of repair id.

- **string KorImage**

Gets or sets the image of the kind of repair.

**Property-Value**

The kind of repair image.

- **string KorText**

Gets or sets the text of the kind of repair.

**Property-Value**

The kind of repair text.

- **int QualCollId**

Gets or sets the id of the qualifier collection.

**Property-Value**

The qualifier collection id.

- **string QualColText**

Gets or sets the text of the qualifier collection.

**Property-Value**

The qualifier collection text.

- **int WorkId**

Gets or sets the id of the work position.

**Property-Value**

The work position id.

- **string WorkPositionNo**

Gets or sets the number of the work position.

**Property-Value**

The work position number.

- **string WorkText**

Gets or sets the text of the work position.

**Property-Value**

The work position text.

- **decimal WorkTime**

Gets or sets the work time.

**Property-Value**

The work time.

## 14. PaintSubGroup

## 14.1. Summary

Represents a sub group for paint. In the topic tree hierarchy, sub groups are children of main groups. The same sub group might also be a child of several different main groups making the topic tree rather a directed acyclic graph than a tree. Each sub group may have several item mount positions as children.

## 14.2. Detailed Module Documentation

### 14.2.1. Properties

- **bool InfoDataExists**

Gets or sets a value indicating whether there are information data existing for this sub group.

The portal database must be available to provide information data.

**Property-Value**

true if info data exists; otherwise, false.

- **List<PaintItemMpKor> ItemMps**

Gets or sets a collection of item mount positions which belongs to this sub group.

**Property-Value**

The item mount positions.

- **int SortOrder**

Gets or sets the order number of this sub group. A collection of sub groups will be sorted against this number.

**Property-Value**

The sort order.

- **int SubGroupId**

Gets or sets the id of the sub group.

**Property-Value**

The sub group id.

- **string SubGroupImage**

Gets or sets the sub group image.

**Property-Value**

The sub group image.

- **string SubGroupName**

Gets or sets the name of the sub group.

**Property-Value**

The sub group name.

## 15. PaintWorkPos



## 15.1. Summary

Represents a work position for paint part of the AuDaLib which contains all necessary information for selecting a work position for calculation.

## 15.2. Detailed Module Documentation

### 15.2.1. Properties

- List<[PaintExclWorkPos](#)> **ExclusiveWorkPositions**

Gets or sets a collection of exclusive work positions.

**Remarks**

This collection is only for your information and contains the values from which the main labour times work position are composed.

**Property-Value**

The exclusive work positions.

- **bool IsCompositeTime**

Gets or sets a value indicating whether the work time of this instance is a net work time.

**Property-Value**

true if this instance is composite time; otherwise, false.

- **bool IsLocked**

Gets or sets a value indicating whether access to this generic work position is denied.

**Property-Value**

true if this generic work position is locked; otherwise, false.

- **bool IsOnlyForReference**

Gets or sets a value indicating whether the work time of this instance is only for reference.

**Property-Value**

true if this instance is only for reference; otherwise, false.

- **bool IsTecRmiTime**

Gets or sets a value indicating whether the work time of this instance is defined by TecRMI.

**Property-Value**

true if the work time of this instance is adc time; otherwise, false.

- **int ItemMpld**

Gets or sets the id of the item mount position.

**Property-Value**

The item mount position id.

**- string ItemMpText**

Gets or sets the text of the item mount position.

**Property-Value**

The item mount position text.

**- KindOfWorkTimeData KindOfWorkTimeData**

Gets or sets an enum value indicates which unit the work time in the result should have.

**Property-Value**

The kind of work time data.

**- int KorId**

Gets or sets the id of the kind of repair.

**Property-Value**

The kind of repair id.

**- string KorImage**

Gets or sets the image of the kind of repair.

**Property-Value**

The kind of repair image.

**- string KorText**

Gets or sets the text of the kind of repair.

**Property-Value**

The kind of repair text.

**- List<PaintOptExclWorkPos> OptionalExclusivePositions**

Gets or sets a collection of optional exclusive work positions. These are optional additional labour times work positions

which can only be selected in combination with its main labour times work position.

**Property-Value**

The optional exclusive positions.

**- int QualCollId**

Gets or sets the id of the qualifier collection.

**Property-Value**

The qualifier collection id.

**- string QualCollText**

Gets or sets the text of the qualifier collection.

**Property-Value**

The qualifier collection text.

**- int WorkId**

Gets or sets the id of the work position.

**Property-Value**

The work position id.

**- string WorkPosNo**

Gets or sets the number of the work position.

**Property-Value**

The work position number.

**- string WorkText**

Gets or sets the text of the work position.

**Property-Value**

The work position text.

**- decimal WorkTime**

Gets or sets the work time.

**Property-Value**

The work time.

## 16. PaintWorkPosSettingsOverview

### 16.1. Summary

Represents the settings overview for a work position for paint part of the AuDaLib which contains all necessary information for selecting a work position for calculation.

### 16.2. Detailed Module Documentation

#### 16.2.1. Properties

- [QualCol](#) AreaQualCol  
Gets or sets the area qualifier collection.
- [List<QualCol>](#) AvailableAreaQualCols  
Gets or sets the area qualifier collection.
- [List<KindOfAddition>](#) AvailableKindOfAdditions  
Gets or sets the available kind of additions.
- [List<KindOfInstallation>](#) AvailableKindOfInstallations  
Gets or sets the available kind of installations.
- [List<KindOfMaterial>](#) AvailableKindOfMaterials  
Gets or sets the available kind of materials.

- **List<KindOfPaint> AvailableKindOfPaints**  
Gets or sets the available kind of paint.
- **List<KindOfPaintStage> AvailableKindOfPaintStages**  
Gets or sets the available kind of paint stages.
- **bool IsTwoSided**  
Gets or sets the two sided flag.
- **int ItemMpld**  
Gets or sets the item mount position Id.
- **string ItemMpText**  
Gets or sets the item mount position text.
- **List<KindOfAddition> KindOfAdditions**  
Gets or sets the kind of additions.
- **KindOfAssembly KindOfAssembly**  
Gets or sets the kind of assembly.
- **KindOfInstallation KindOfInstallation**  
Gets or sets the kind of installation.
- **KindOfMaterial KindOfMaterial**  
Gets or sets the kind of material.
- **KindOfPaint KindOfPaint**  
Gets or sets the kind of paint.
- **KindOfPaintStage KindOfPaintStage**  
Gets or sets the kind of paint stage.
- **bool MultipleKindOfAdditionsAllowed**  
Gets or sets if multiple kind of additions are allowed.
- **bool MultipleKindOfInstallationsAllowed**  
Gets or sets if multiple kind of installations are allowed.
- **bool MultipleKindOfMaterialsAllowed**  
Gets or sets if multiple kind of material are allowed.
- **bool MultipleKindOfPaintsAllowed**  
Gets or sets if multiple kind of paints are allowed.
- **bool MultipleKindOfPaintStagesAllowed**  
Gets or sets if multiple kind of paint stages are allowed.
- **Nullable<Int32> PaintGroupld**  
Gets or sets the paint group Id.
- **List<ItemMp> PaintGroupsItemMps**  
Gets or sets the paint group's item mount positions.

## 16.2.2. Methods

### - **PaintWorkPosSettingsOverview Create()**

Creates a default instance of the AuDaLib.Interface.ObjectModel.Paint.PaintWorkPosSettingsOverview class./>

#### **Returns**

The instance.

## 17. QualCol

### 17.1. Summary

Class **QualCol** represents a qualifier collection. The qualifier collection delivers a further differentiation for an item.

### 17.2. Detailed Module Documentation

#### 17.2.1. Properties

##### - **int QualColId**

Gets or sets the id of the qualifier collection.

##### **Property-Value**

The qualifier collection id.

##### - **string QualColText**

Gets or sets the text of the qualifier collection.

##### **Property-Value**

The qualifier collection text.