



HOME

User Manual

DELMIA Process Engineer[®]

Graphic Tools - Application



Foreword

This manual provides an introduction to the basic graphic tools operations and functions.

While developing these functions we have made every effort to create a clearly organized, easy-to-understand program structure.

A user-friendly interface as well as a clear menu guide will enable you to quickly learn how to operate the program and to get familiar with its functions so that you can carry out your planning tasks in a quick and reliable way.

Nevertheless, there will certainly be some things that we could do even better. If you have any suggestions for improving our software, please be sure to let us know.

We look forward to receiving your constructive feedback. It helps us to make it even easier for you to work with the Process Engineer functions.

The same holds true for the manual that you are now reading. If, at any point when using these instructions, you feel you are not being provided with the clear, unambiguous, and proper guidance necessary to work with this application, please be sure to let us know. We look forward to receiving your comments and tips.

Please feel free to call, send us an E-mail, or contact our user hotline.

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Table of Contents

1. Introduction	1
1.1 How to Use this Manual	1
1.2 Documentation Conventions and Symbols	1
1.3 New Functions in Graphic Tools	2
1.4 Graphic Editing Icons	2
1.4.1 Show Views	3
1.4.2 Zooming Views	3
1.4.3 Dimensioning Views	4
1.4.4 Executing Functions for Graphic Editing	4
1.4.5 Moving, Measuring and Placing Graphic Objects	6
2. Using Graphic Tools	7
2.1 Graphic Settings	7
2.2 Zoom Functions	8
2.2.1 Using Zoom Functions in the Graphic	8
2.2.2 3D and 2D Zoom Functions	10
2.2.3 Apply Object Color	10
2.3 Viewing Graphic with Stereo Effect	12
2.4 Show Views	14
2.4.1 2D and 3D Views	14
2.5 3D Displays of Graphic Views	16
2.6 How to Navigate in the Graphic	17
2.6.1 Examine Mode	18
2.7 Tools Menu	19
2.8 Measurement Function	20
2.8.1 Measuring Distances and Routes	20
2.8.2 Copying Measuring Values	21
2.9 Placement Function	24
2.9.1 How to Place a Body	24
2.10 Translate Function	26

2.10.1	Using Buttons for Translating Actions	27
2.10.2	Translating Graphic Objects	27
2.10.3	Translating Graphic Object	29
2.11	Rotate Function	31
2.11.1	Three-Point Rotate Function	32
2.11.2	Set Rotate Angle Function	32
2.12	Coordinates Function	34
2.13	Direct Tool Function	34
2.14	Specifying Objects in a Graphic	36
2.14.1	Split/Select Next and Merge Functions	37
2.15	Change Assignment Function	38
2.15.1	Inserting a New Object into the Structure	39
2.16	Creating Graphic Groups	42
2.16.1	Creating a New Graphic Group	43
2.16.2	Working with Graphic Groups	44
2.17	Replace Function	46
2.18	Creating New Bill of Materials	47
2.19	Hiding Object in the Graphic	49
2.20	Annotation Sets and Annotation	51
2.20.1	Keywords for Annotation or Dimensioning Sets	54
2.20.2	Creating Labels in a Selected Font size and Color	57
2.20.3	Examples of Label Strings	60
2.21	Saving View Settings	64
3.	Right Mouse Button Functions	67
3.1	Context Menu in a Free Layout	67
3.2	Context Menu with a Selected Object	67
3.2.1	Using the Lasso Function	68
3.2.2	Moving Objects using the Cursor	69
3.2.3	Split and Merge	70
3.3	Creating Graphic Files for DPM-V5	71
3.3.1	Creating Graphic Files	72
4.	Working in Complex Layout	73

4.1 Show Graphic in Context	73
4.1.1 Showing Graphic in Advanced Context	74
4.2 Hide in Graphic	76
4.3 Show Graphic in the Product View	78
4.3.1 Extended Functions	78
4.3.2 Selecting Graphic Objects in the Graphic Window	79
4.3.3 Highlighting Selected Graphic Objects	80
4.3.4 Displaying the Graphics Context Menu in the Product Structure	80
4.3.5 Using Drag and Drop	81
4.3.6 Deleting Objects in the Graphic Window	83
4.3.7 Merging and Splitting Graphic Subassemblies	85
4.4 Geometry Caching in DPE	87
4.5 Autorelations in the Layout	88
4.6 Shortkeys for Graphic, Selection, and Navigation	92
List of Figures	94
List of Tables	99
Index	100

1. Introduction

This manual explains how to use the Process Engineer Graphic Tools for your planning purposes. The Graphic tools are used to create layouts for factory planning.

1.1 How to Use this Manual

This manual enables you to get familiar with the operation and functions of the basic settings. This manual briefly describes:

- Menus available for the graphic tools
- How to use graphic tools for editing graphics



Note

When handling the basic graphic tools functions, please remember that there is a general introduction to the Process Engineer in the Basic Manual.



Click [General Introduction](#) to access the manual

1.2 Documentation Conventions and Symbols

The symbols used in this manual are intended to provide you with keys to the contents in an immediately understandable manner.



This symbol is used to introduce key concepts that are covered in the sections immediately following this symbol. As a result, this symbol most frequently appears at the beginning of chapters or sections.



Note

*This symbol is used to mark notes, which provide you with additional information you need to have for further work. You will either find the Note sign at the beginning of a chapter or in a particular text passage in the chapter. Texts bearing this sign are additionally marked with **Note**. The text is always in italics.*




Caution

This symbol indicates that the text that follows describes particular circumstances that you must avoid to avoid potential errors with the operation of the program or harm to data. You will either find the Caution sign at the beginning of a chapter or near a particular text passage in the chapter. Texts that are in-

roduced by this sign are additionally marked with **Caution**. The text is always in italics.

Example

This symbol marks examples which serve to illustrate a certain situation.

- 1) This symbol marks the individual operational steps involved in a particular operating instruction. Operating instructions describe operational steps, for example, how to open a menu or execute a function.
- This symbol marks listed subjects. The symbol for listed subjects can be either used to structure a continuous text or to list main subject keywords.
- This symbol marks list inside a bulleted or numbered list.
-  This symbol marks cross reference information that is available in another manual.

1.3 New Functions in Graphic Tools

No new functionality has been added for this release.

1.4 Graphic Editing Icons

The graphic editing icons are arranged in the toolbar. The icons in the toolbar are only available if a graphic has been opened. They can be divided into two categories:



- Icons for representing views such as icons for different volume representations. Icons are available for representing two- and three-dimensional views.



- Icons for functions such as icons for rotating, translating or placing of graphic objects.



Icons are important for layout editing. Using icons, for example, you can quickly change between views or functions. Familiarise yourself with the icons. All icons are only available when you open a graphic in the **Edit graphic** mode.

At the same time you have a quick overview of the important functions in graphic editing. Nearly all icons are available in the graphic menu as well.

- 1) You can enable an icon by left-clicking on it. To restore the original mode, you have to disable the corresponding icon. To do this, click again on the activated icon.

1.4.1 Show Views



Open New View

Open New View

Use this icon to open any number of graphic views e.g. to select another view or a setting for the same graphic while working. The new view has the same properties as the open view.



Solid Rendering Mode

Solid Rendering Mode

If this icon is enabled, the individual graphic objects can be displayed in full volume. In this view take a look at the external outline of the graphic objects, which are shown with surfaces. *Please refer to the [Figure 26](#).*



Wire Rendering Mode

Wire Rendering Mode

If this icon is enabled, you will see the outline of the individual parts of which a graphic object consists in this view. The graphic objects are shown without any surfaces. *Please refer to the [Figure 27](#).*



Solid and Wire Rendering Mode

Solid and Wire Rendering Mode

If this icon is enabled, the individual graphic objects can be displayed as full volume. In this view the outlines of the parts of a graphic object are particularly highlighted. As in the case of the purely volume view, the surfaces are visible with this kind of approach. *Please refer to the [Figure 28](#).*



Bbox Rendering Mode

Bbox Rendering Mode

If this icon is enabled, the individual graphic objects can be displayed transparently. In this view you can see the graphic objects as a cuboid model. The individual main parts are shown as a rendering curve corresponding to the shape of a component. In contrast to the wire rendering mode, this representation only shows the external edges of graphic object; no surfaces of graphic objects are visible. *Please refer to the [Figure 26](#).*

1.4.2 Zooming Views



3D Zoom

3D Zoom

If this icon is enabled, only parts of a graphic within a cubical volume are maximized using the three-dimensional zoom function. The centre of this volume is the centre of the maximized view. This means that when working with this tool, the camera is moved exactly around this centre when navigating in this view. *Please refer to the [Zoom Functions](#).*



2D Zoom

2D Zoom

If this icon is enabled, the 2D zoom function is available for 2D and 3D views. The centre can be calculated using the individual geometries available in this view.

Using the 2D zoom function, parts of a graphic within a rectangular surface are maximized. Use this function if, for example, you want to view several parts of an maximized part. *Please refer to the [Zoom Functions](#).*



Show All

Show All

If this symbol is enabled, all graphic objects of a graphic are shown again. Using the zoom function you have viewed a part of a graphic, for example, and now you want to view the complete graphic, then click this icon to show all graphic objects. *Please refer to the [Zoom Functions](#).*

1.4.3 Dimensioning Views



3D Zoom

If this icon is enabled, the graphic is shown three-dimensional. *Please refer to the [Figure 20](#).*



Top View

If this icon is enabled, the graphic is shown two-dimensional. In this view the top view of a graphic object is shown. *Please refer to the [Figure 21](#).*



Front View

If this icon is enabled, the graphic is shown two-dimensional. In this view the front view of a graphic object is shown. *Please refer to the [Figure 22](#).*



Left Side View

If this icon is enabled, the graphic is shown two-dimensional. In this view the left side view of a graphic object is shown. *Please refer to the [Figure 23](#).*



Right Side View

If this icon is enabled, the graphic is shown two-dimensional. In this view the right side view of a graphic object is shown. *Please refer to the [Figure 24](#).*



Back View

If this icon is enabled, the graphic is shown two-dimensional. In this view the back view of a graphic object is shown. *Please refer to the [Figure 25](#).*

1.4.4 Executing Functions for Graphic Editing

Dialogs are available for most of the functions you will use in working with graphics. When opening a dialog for the first time, it will appear in the center of the graphic.

You can move these dialogs within the graphic. Whenever the dialog is opened later, it will appear where it was last placed.

In some dialogs, for example those for measuring, moving, or rotating objects, the last editing state is shown when the dialog is re-opened; you can use this to edit further objects.



Save View Settings

If this icon is enabled, different settings of a graphic are saved. You can set, for example, the viewing angle of a graphic. Bear in mind your camera, for example, if you want to use it for recording. *Please refer to the [Saving View Settings](#).*



Export

If this icon is enabled, you can start a dialog, where graphic files with different formats can be exported. *Please refer to the [Figure 1](#).*



Further more information, *Please refer to the [System Library Manual](#).*



Figure 1: Graphic Export Dialog



Open Color Dialog

If this icon is enabled, you can change the color of an selected object. You can get to this dialog using the *Graphic* menu and the *context menu*. Please refer to the [Figure 2](#) and [Apply Object Color](#).



For more information, Please refer to the [Settings Manual](#).

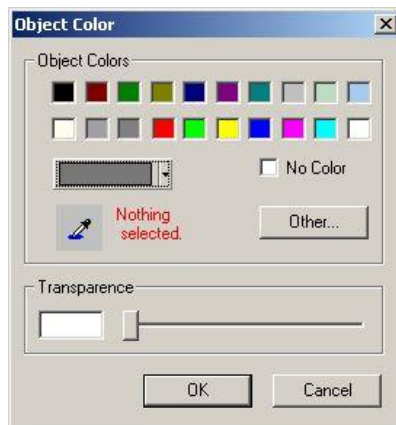


Figure 2: Selecting an Object Color for a Selected Object

1.4.4.1 Editing Annotation Sets

An annotation set can be set user-specific. Three functions are available for editing annotation sets:



Length

If this icon is enabled, you can determine the length of an annotation set for a graphic object. An annotation set needs to be activated first. Please refer to the [Annotation Sets and Annotation](#).



Angle

If this icon is enabled, you can determine the measurement angle in an annotation set. An annotation set needs to be activated first. Please refer to the [Annotation Sets and Annotation](#).



Edit Text

If this icon is enabled, you can determine the text of an annotation set for a graphic object. An annotation set needs to be activated first. Please refer to the [Annotation Sets and Annotation](#).

1.4.5 Moving, Measuring and Placing Graphic Objects



Note

If you move objects in the graphic, e.g. when moving or rotating objects, it is possible that you will not see the movement after saving and re-opening the graphic, especially when moving. Switch to the 2D view, e.g. top view; there you can always see how the objects were moved.



Measurement

If this icon is enabled, you can start the measuring functions dialog. Using the measuring tools, objects and routes in a graphic can be measured. *Please refer to the [Measurement Function](#).*



Translate

If this icon is enabled, you can start the translating tool dialog. You can move graphic objects in the absolute and relative coordinate system. *Please refer to the [Translate Function](#).*



Rotate

If this icon is enabled, you can start the rotating tool dialog. You can rotate graphic objects in the absolute and relative coordinate system. *Please refer to the [Rotate Function](#).*



Coordinates

If this icon is enabled, you can start the coordinates tool dialog. Use the coordinates function to change an object's coordinates. *Please refer to the [Coordinates Function](#).*



Placement

If this icon is enabled, you can start the dialog for placing graphic objects. *Please refer to the [Placement Function](#).*



Lasso (Multiple Selection)

If this icon is enabled, you can select graphic symbols. *Please refer to the [Using the Lasso Function](#).*

2. Using Graphic Tools

The graphic tools are used to edit a layout created, for example, for a factory planning using the Manufacturing Concept. A layout with graphic objects is opened using the *Edit graphic* context entry in the resource view; graphic objects can only be edited in this mode. A graphic cannot be edited in the *Show graphic* mode. For editing purposes you can use keyboard commands, a graphic and context menu and the icons in the toolbar.

Using graphic tools, for example, graphic objects can be rotated, moved or placed exactly. Most of the functions available for editing a graphic can be started using the icons in the toolbar or using the context menu. Graphic objects are resources such as machines for manufacturing parts, workplaces for mounting subassemblies or transport tools and installations, for example, for storing products or materials. The resource structures are usually created in the resource structure of the PPR Navigator. These are assigned corresponding system items from the system library used to show graphic objects. During layout editing, for example, resource properties can be edited or new resources can be inserted into the layout.

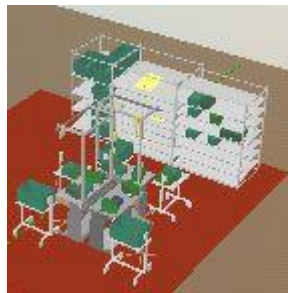


Figure 3: Representation in the Layout of a Graphic

The resources of a graphic can be shown two- or three-dimensional. For the display of graphic objects you can choose between a volume or a transparent view to get a quick overview of the most important graphic objects. For quick and simple editing of single graphic objects it is possible to create graphic groups that can be undone again if necessary. In addition graphic objects can be dimensioned and marked. Using the two- or three-dimensional zoom function every screen part can be shown individually. Enable the navigation tools with the menu or use the keyboard commands for quick editing. Using the *Create new BOM* function you can create new bills of materials from selected objects.

2.1 Graphic Settings

In Version PE 5.12, the current settings of open graphics can be changed. Changes to the settings are temporary, and they are no longer effective after the graphic is closed. the principal settings for the graphic are defined in the global settings (*Tools < Settings < Change*).



For more information on graphic settings, Please refer to the chapter *The Graphics tab Settings Manual*.



- 1) Select *Graphic - Graphic settings* in the menu to open the graphic settings.
- 2) You can temporarily change settings for the open graphic under the four tabs in the Graphic settings dialog.

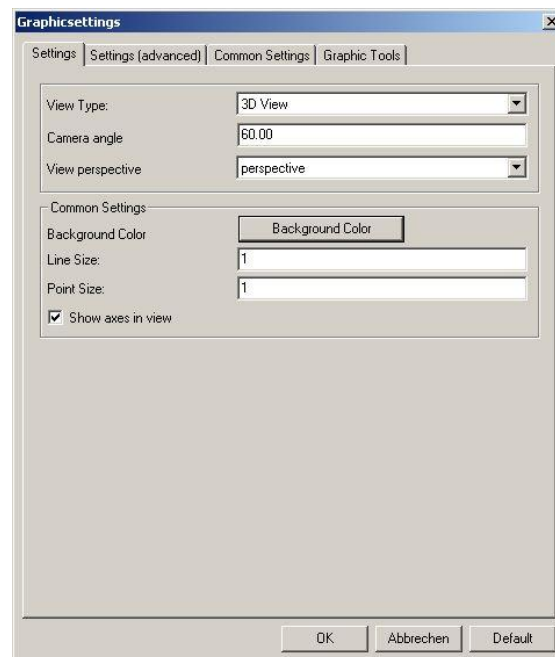


Figure 4: Opening the Graphic Settings Dialog – Temporarily Edit

2.2 Zoom Functions

Using the zoom functions, sections in a graphic can be maximized or minimized.

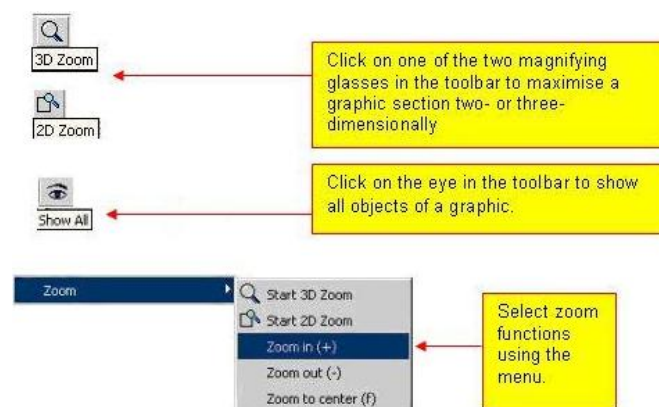


Figure 5: Zoom Functions

2.2.1 Using Zoom Functions in the Graphic

- 1) Enable the zoom functions by either using the toolbar or the menu.
- 2) The cursor will assume the shape of a magnifying glass.

- 3) Use the magnifying glass to mark the area that should be maximized by drawing a rectangle while holding down the left mouse button. This view will be maximized. To close the magnifying-glass-function, click again on the magnifying glass.
- 3) Sections can be maximized or minimized step by step using the keyboard; the magnifying-glass-function does not have to be enabled. You can minimize sections by typing **Z**; you can maximize sections holding down the shift key. *Please refer to the [Figure 6](#).*

Example

Example for a Maximized Section

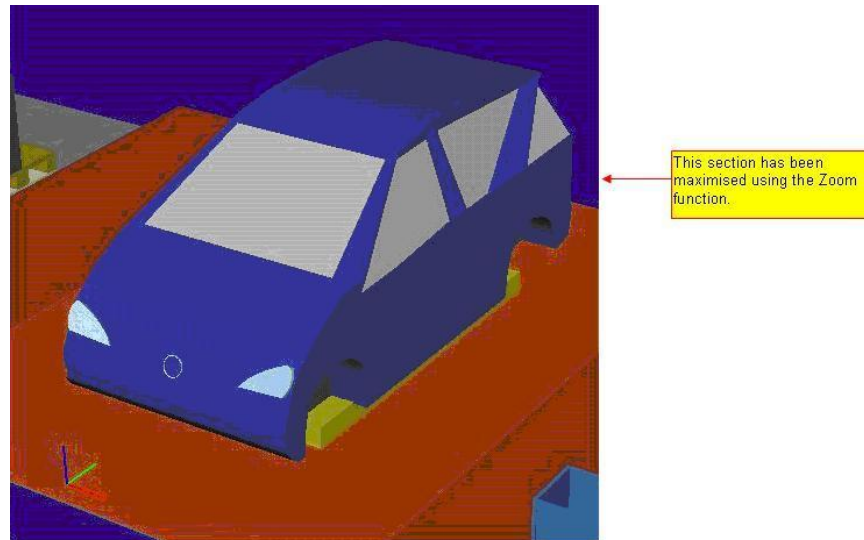


Figure 6: Maximized Section

2.2.1.1 “Zoom to Center“ Zoom Function

Zooming selected objects of a graphic to the center; after you have selected and maximized objects of a graphic, for example, use this function to get to the center of the selected objects.

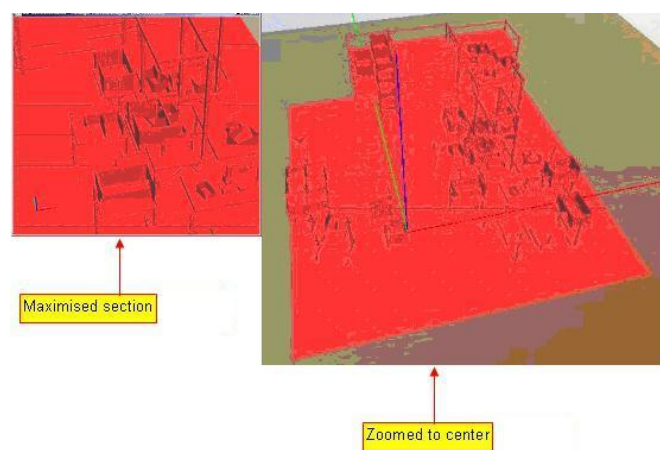


Figure 7: “Zoom to Center“ Zoom Function

2.2.1.2 Maximize and Minimize Zoom Function

These two zoom functions are only available, if one of the zoom functions (2D or 3D) have been executed. Using this two functions you can move in both directions in the whole zoomed area. The functions can also be executed using the **Plus** or **Minus** keys on the keyboard.

2.2.2 3D and 2D Zoom Functions



Using the 3D zoom, function parts of a graphic within a cubical volume are maximized. The centre of this volume is the centre of the maximized view. This means that when working with this tool, the camera is moved exactly around this zoomed centre when navigating in this view.



The 2D zoom function is available for 2D and 3D views. The centre can be calculated using the individual geometries available in this view.

- 1) When zooming, the section to be maximized will be marked with a red cuboid. Only the section within the cuboid will be maximized.

Example

Example
of a 3D
zoom

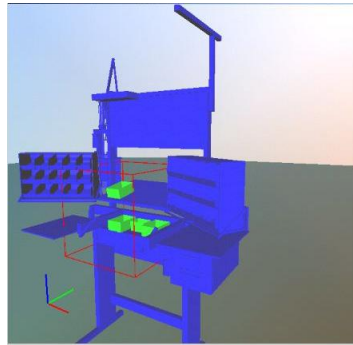


Figure 8: Applying 3D Zoom Function

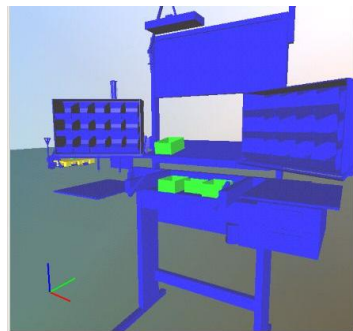


Figure 9: 3D Zoom Function – Maximized Section

2.2.3 Apply Object Color

You can transfer the color of one object directly to another object. In order to do this, use the Object Color dialog and the pipette.

The procedure is demonstrated by an example with two objects. The object color of the yellow pyramid is to be applied to the blue sphere.

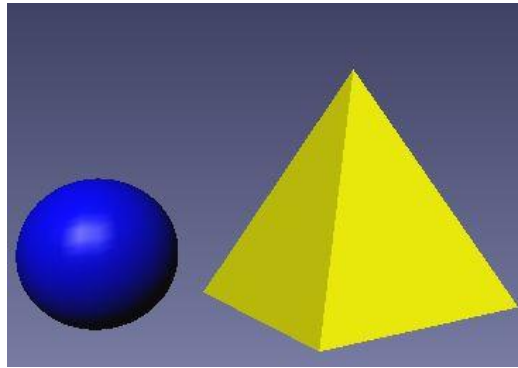


Figure 10: Initial Situation – Two Objects with Different Colors

- 1) First select the object whose color you want to change in the graphics window.

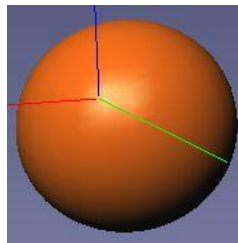


Figure 11: Select Blue Sphere

- 2) Then open the Object Color dialog. Click the icon in the toolbar.



- 3) Select the type of pipette.

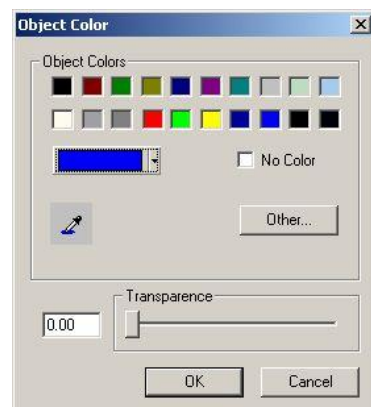


Figure 12: Open Dialog – Select Pipette



- 4) With the pipette, click the object whose color you want to use. In the example it is the pyramid. The new color is shown in the dialog after the selection.

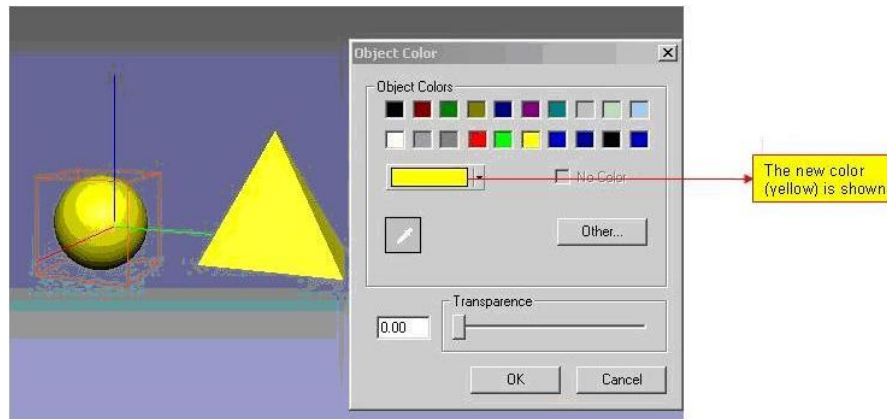


Figure 13: Select Object with Pipette

5) Confirm the selection with OK. Both objects now have the same color.

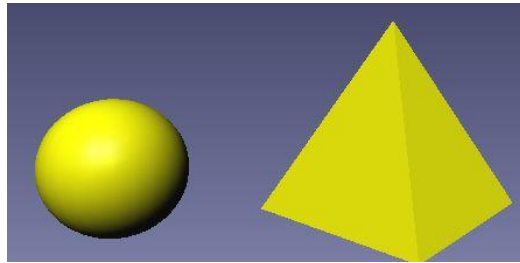


Figure 14: Object Color Applied Directly

2.3 Viewing Graphic with Stereo Effect

To be able to view 3D graphics with stereo effect your hardware should be equipped with stereo-capable equipment (graphics card, monitor). Stereo hardware essentially consists of a corresponding monitor, a stereo-capable graphics card and shutter glasses.

Viewing Stereo Graphics Ergonomically

In principle you can view a 3D graphic with stereo effect in two different ways:

- Using simple red-green stereo glasses. This view does not require stereo-capable hardware. When using these glasses, the stereo effect is created by a red-green stereo image (anaglyph). However, in this view the colour information of the graphic objects is lost. All graphic objects are shown in black and white. For a longer view this view is not recommended: firstly due to the missing colour information and secondly due to the fact that this mode strains the eyes very much.
- Using shutter glasses. With shutter glasses all graphic objects of a 3D display are shown in accordance with their object colour during stereo view. This method causes considerably less strain on the eyes, but requires stereo-capable hardware.

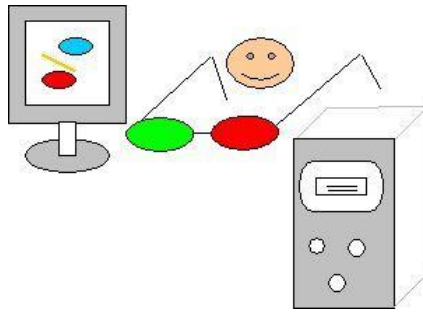


Figure 15: Schematic Display Stereo View

Activating the Stereo Mode

If you want to activate the stereo mode the graphic objects of the graphic are displayed twice. The double view of the graphic objects is the requirement for the three-dimensional spatial effect to occur during the stereo view of the graphic. The stereo effect is achieved by a change of images between the two lenses of the glasses at a frequency of 60 images per second.



Note

Always ensure that the stereo mode is activated in the driver of the graphics card. When viewing for a longer period of time, you should take a short break at least every 30 minutes to relax your eyes.

- 1) Open, for example, a graphic using the *Show graphic* or the *Edit graphic* context functions.
- 2) Select the *Stereo (s)* menu item from the graphic menu. *Please refer to the Figure 16.*



Figure 16: Select Stereo (s) Menu Item

- 3) After opening the graphic in the stereo mode, the single graphic objects are shown twice. You can also activate the stereo mode using the keyboard. Press the **S key**.
- 4) Now just one thing is left to do: Put your glasses on, the stereo effect can be seen immediately.

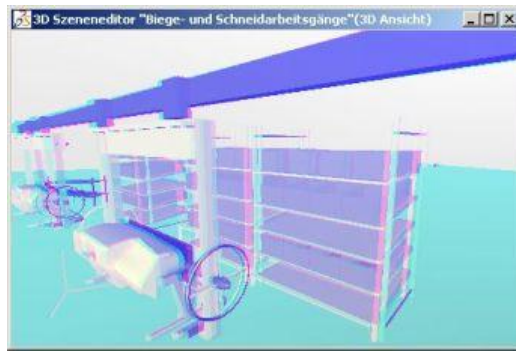
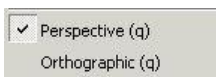


Figure 17: 3D Graphic Opened in Stereo Mode; the View is Shown Twice

2.4 Show Views



Selecting Perspective or Orthographic Settings

Use the *Perspective* and *Orthographic* settings to specify the object view; this can be compared to setting a camera lens. *Perspective* corresponds to the wide-angle lens of a camera and *Orthographic* corresponds to the focus (object zoom).

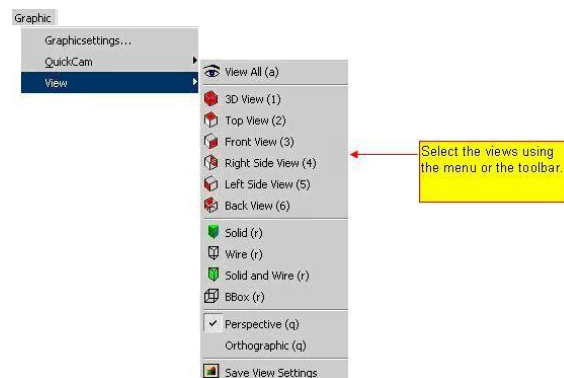


Figure 18: Show Views Graphic

2.4.1 2D and 3D Views

Use the icons to quickly change views. *Please refer to the [Graphic Editing Icons](#).*

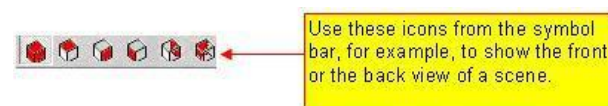


Figure 19: Graphic Editing Views

2.4.1.1 Selecting Views

- 1) Select views by either using the toolbar or the menu.
- 2) Click View icon.

2.4.1.2 3D view

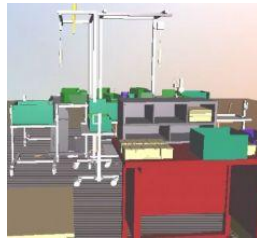


Figure 20: Example: Workplace in 3D

2.4.1.3 Top View



Figure 21: Example: Workplace, Top View

2.4.1.4 Front View

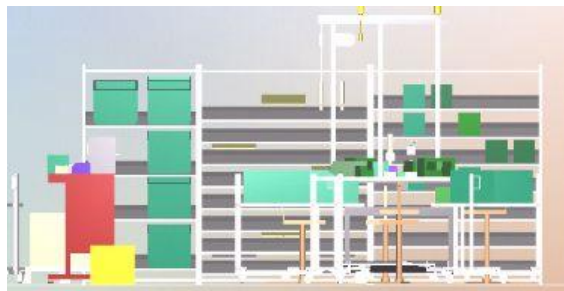


Figure 22: Example: Workplace, Front View

2.4.1.5 Left Side View

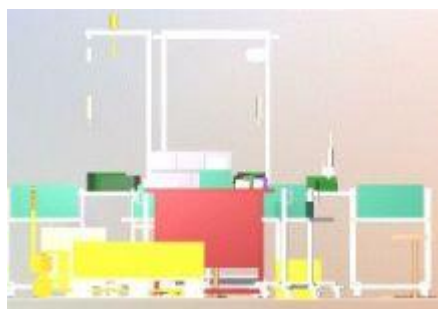


Figure 23: Example: Workplace, Left Side View

2.4.1.6 Right Side View



Figure 24: Example: Workplace, Right Side View

2.4.1.7 Back View



Figure 25: Example: Workplace, Back View

2.5 3D Displays of Graphic Views



Using these symbols the way is chosen, how a graphic is to be displayed. In contrast to the views for 2D and 3D displays where the view at a graphic is displayed, for example, as side or front view. *Please refer to the [Graphic Editing Icons](#).*

- 1) Left-click an icon to enable an icon.

Example

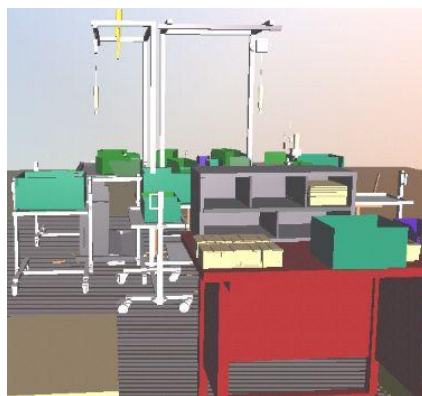


Figure 26: Example: Workplace, Solid Rendering Mode

Wire Rendering Mode



Wire Rendering Mode

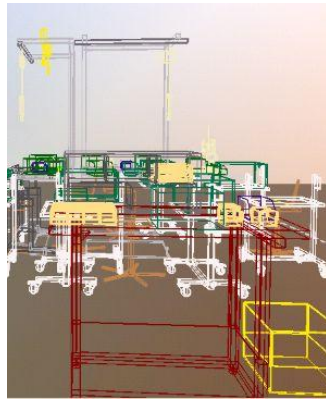


Figure 27: Example: Workplace WIRE RENDERING MODE, only Edges Visible

Example



Solid and Wire Rendering Mode

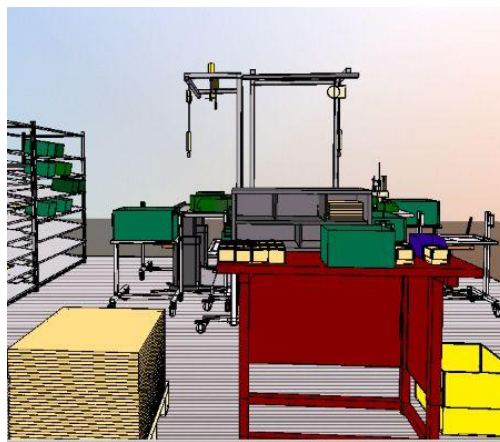


Figure 28: Example: Workplace Solid and Wire Rendering Mode, Surfaces and Edges Visible

Example



BBox Rendering Mode

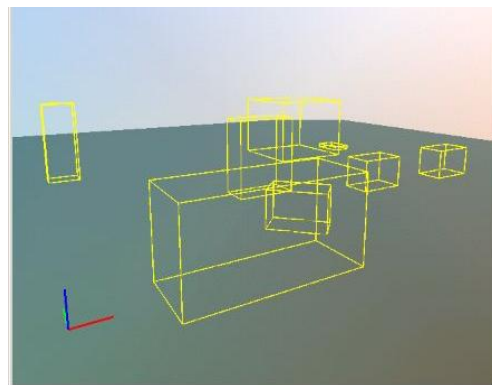


Figure 29: Example: Workplace Display as a Bounding Box

2.6 How to Navigate in the Graphic

The navigation menu offers several modes used to set the viewing angle for a graphic object. You could also compare the selected mode with a camera position moved around a graphic. With all three modes the graphic remains

unchanged, i.e. the objects change their position among themselves, however, the position with regard to the coordinate source remains unchanged.



Figure 30: Navigation Graphic

2.6.1 Examine Mode

In this mode you can use the arrow keys or the left mouse button. In doing so you will lead the camera around the centre of the graphic. Have a globe in mind, the position of the terrestrial globe remains unchanged. You can capture every angle with the camera, i.e. longitudes as well as latitudes. If you have selected one of the two-dimensional views, this mode is not available.

- 1) To move the cursor in this mode, hold down the left mouse button and move the cursor around the graphic or use the four arrow keys.
- 2) To change between the Walk and the Examine mode click the letter "W" on the keyboard. You can also select the mode using the menu.

2.6.1.1 Walk Mode

In this mode you can use the arrow keys or the left mouse button. The camera is moved; it can be moved in a horizontal direction to the left and to the right or in a vertical direction into the graphic or out of the graphic.

2.6.1.2 Pan Function

Using this function you can use the left mouse button or the arrow keys while holding down the shift key at the same time. The camera is positioned so that the centre of the graphic is moved synchronously to the cursor. Click the shift key, hold it down and press the left mouse button. In this position you can move horizontally or vertically in the graphic. This function is available in both modes.

Example

Examine as Frame Sequence Mode

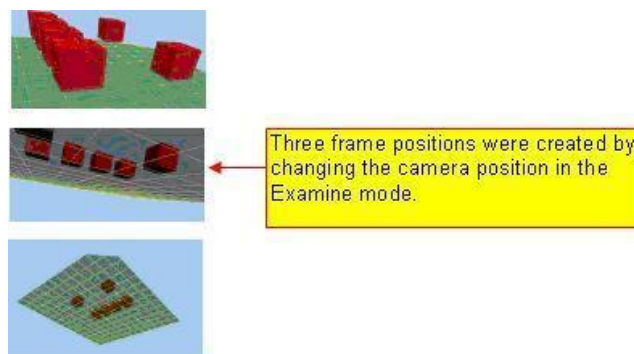


Figure 31: Three Variations of the Camera Position with the Examine Mode

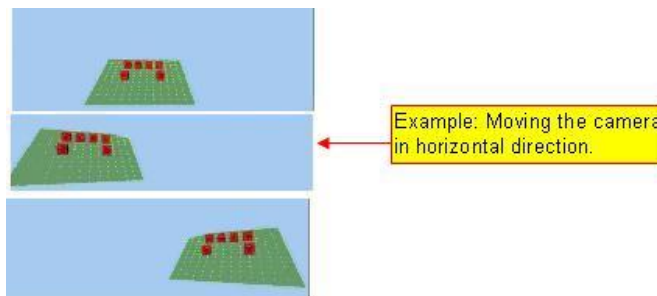
Example**Walk as Frame Sequence Mode**

Figure 32: Example: Camera Movement in Horizontal Direction

Bounding Box Function

The bounding box function is enabled, if while moving a graphic only the edges (Please refer to the [Figure 29](#)) of the individual graphic objects should be visible. After moving the graphic, the graphic is shown again in its original display.

2.7 Tools Menu

A layout is created using a graphic object. Using the graphic objects (machines, belts, workplaces or transport tools) in the layout, workplaces and production processes are displayed, for example, which are arranged in a planned order in the layout. To do this it is necessary, for example, to measure the graphic objects and to place them exactly.



This chapter provides an overview of the following functions:

- Measurement...
- Placement...
- Translate...
- Rotate...
- Coordinates...

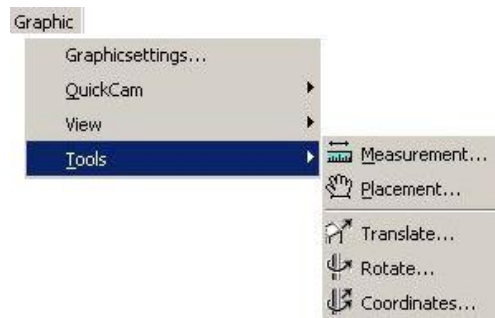


Figure 33: Tools Menu

2.8 Measurement Function

Using the measurement function, routes and bodies are measured. For the measurement of bodies and routes points, edges and surfaces are used.

Use the Measurement tool, for example,

- to measure the width of a transport route
- or the distance between two bodies

2.8.1 Measuring Distances and Routes



- 1) You can call the measurement function either using the menu or the appropriate icon in the toolbar. *Please refer to the [Figure 33](#).*



Using a vector calculation the program calculates the distance in the graphic.
The text highlighted in red asks you to select a point at the start of the measurement.

Figure 34: Measurement Dialog

2.8.1.1 Measurement

Example: Measuring the width of a supporting shelf in top view and the distance between workplace and supporting shelf in 3D view. *Please refer to the [Figure 35](#) and [Figure 36](#).*

- 1) Call the dialog box.
- 2) The cursor assumes the form of cross hairs. You have to determine a starting and end point.
- 3) Set two successive measuring points.
- 4) Click, for example, on two points in an object. Two measuring points of the supporting shelf are used in the example.



Note

To measure bodies or distances always proceed in the same way. It does not matter whether you measure a distance with two points, edges or surfaces. You always have to select measuring points and click them successively. You can either measure between two bodies or just measure one body.

Example

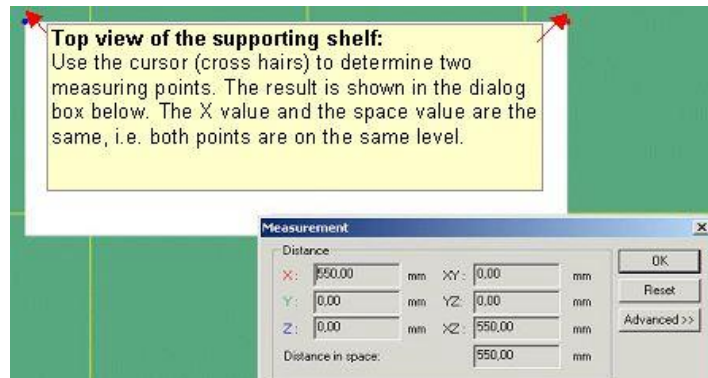


Figure 35: Results of the Measurement of a Supporting Shelf in Top View

Example

- 1) You have already measured the width of the supporting shelf and have changed to the three-dimensional view. Measuring points are set in order to measure the distance between workplace and shelf.
- 2) The objects are not in the same line (level).
- 3) In the translate dialog, you can correct the (X,Y,Z) values.

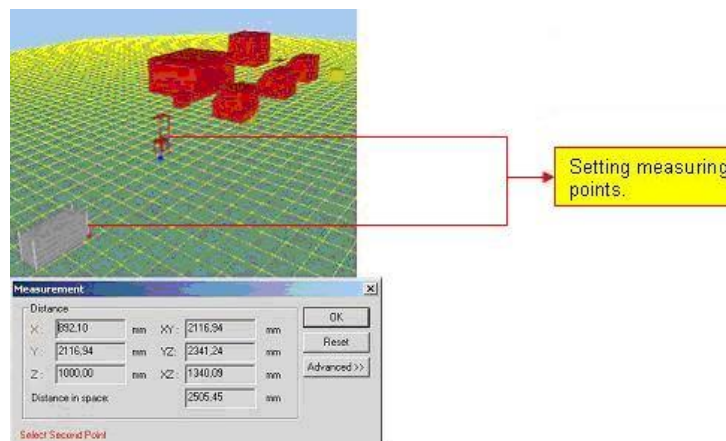


Figure 36: Calculating the Distance between Workplace and Shelf

2.8.2 Copying Measuring Values

Example

Using the Copy function (right mouse button) you can copy single measuring values of axes values and insert them at another place.



Note

You can only copy one axes value at a time. It is not possible to copy multiple values at the same time.

In the example an X value of an selected object is copied, which is then available for further editing.

Copying the X-Axis Value

- 1) Select the value in the X-axis field and press the right mouse button.
- 2) Click **Copy**, the value is saved to the clipboard.
- 3) Using **Paste** you can insert a copied value at another place.

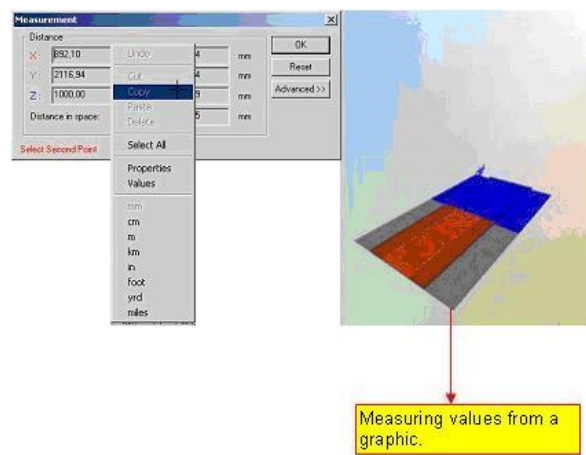


Figure 37: Copying Values

2.8.2.1 Advanced Measurement Dialog

Using the advanced measuring functions in a 3D display. In the advanced dialog the distance between two measuring points is measured; whereby a point, an edge, or a surface can be selected as the second measuring point. In the advanced dialog the absolute coordinates of the **X-,Y- and Z-**axes are shown.

Example

Advanced >>

Reset

Example: Measuring between Two Points

- 1) Click **Advanced** in the dialog.
- 2) Using **Reset** all values are set to zero.
- 3) In the present example an X-value is calculated between two measuring points on an edge.
- 4) In the distance field the value **X = 1000.00 mm** is shown.
- 5) The advanced dialog shows the absolute coordinates.

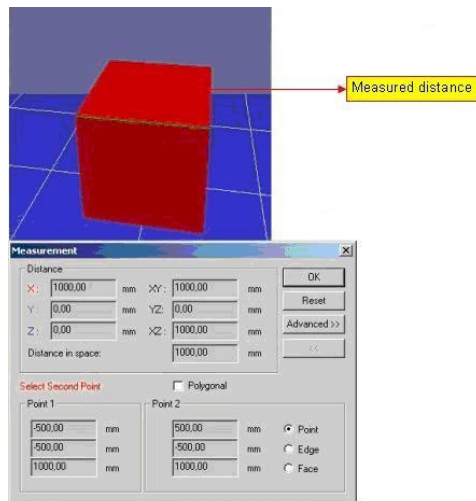


Figure 38: Advanced Measuring Functions

2.8.2.2 Polygonal Measuring

A distance is defined by a starting and end point. If you measure several distance sections consecutively, i.e. continually reset the starting and end point, activate the field *Polygonal*.



You can go back a step by using the double arrow button.

Set the starting and end point as usual for the first distance section when measuring multiple distance sections. In the next step you would set the end point for the second distance section.

The end point of the first distance section is thus the starting point of the second distance section. The measured values of the individual distance sections are shown in the dialog accordingly.

In this way you can measure several distances consecutively.

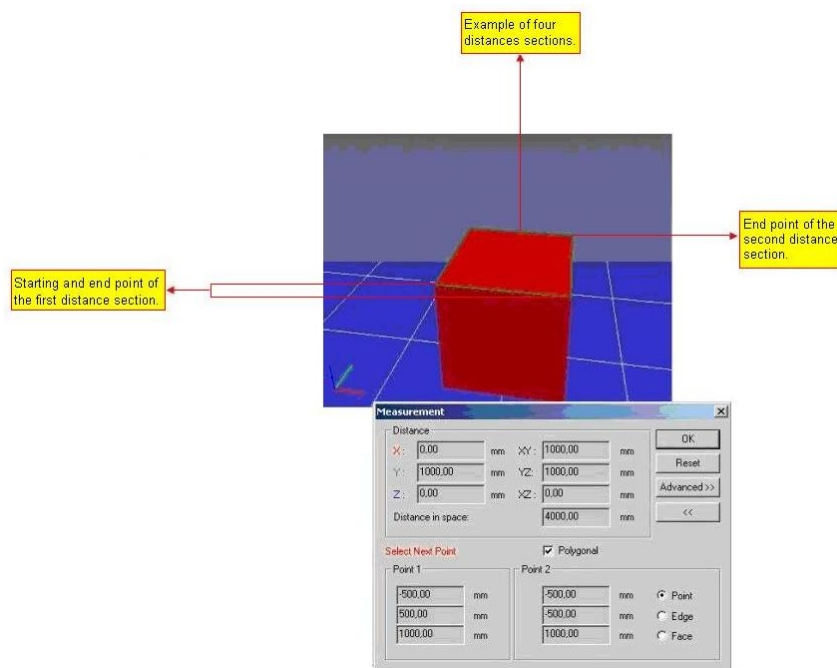


Figure 39: Distance Sections with Polygonal Measuring

2.9 Placement Function

Using the placement function bodies and surfaces are placed.



Note

If you want to place an object on another body or another surface, you first have to select the body. You can select a body by left-clicking on it. You can select multiple bodies by holding down the Ctrl key until all bodies (objects) are selected. This menu item can also be called using the right mouse button.



- 1) To place a body onto a surface, open the dialog either using the *icon* in the toolbar or using the *tools* menu of the right mouse button *context menu*.



Figure 40: Placement Function

Placement Dialog

An object can be placed using the *body to face* or the *point to point* functions. The procedure is the same for both functions.

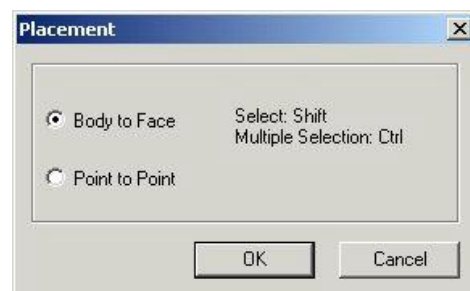


Figure 41: Placement Dialog

2.9.1 How to Place a Body

2.9.1.1 Three Steps are Necessary to Place an Object

- 1) Select crate

Example

Step 1

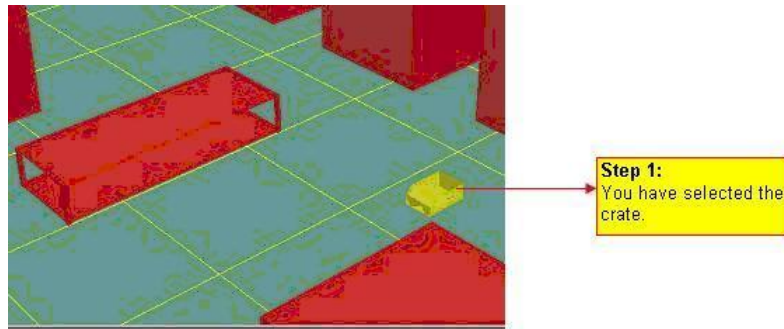


Figure 42: Select Crate

Step 2 and 3

Put the crate on the shelf.

- 2) Open the dialog. In this example the *body to face* function has been selected.
- 3) Click shelf, the crate is placed.

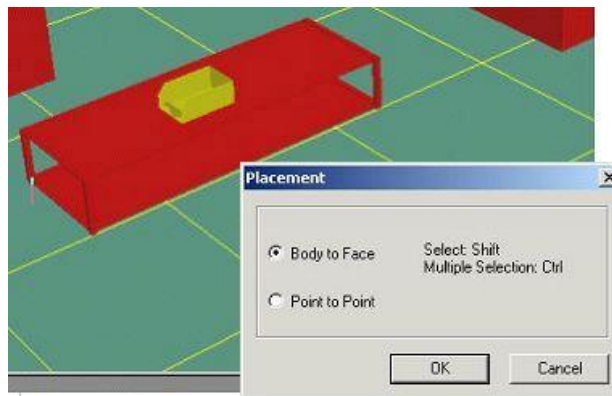


Figure 43: Procedure when Placing Objects

Example

In this example the crate is put on the shelf in the same way.

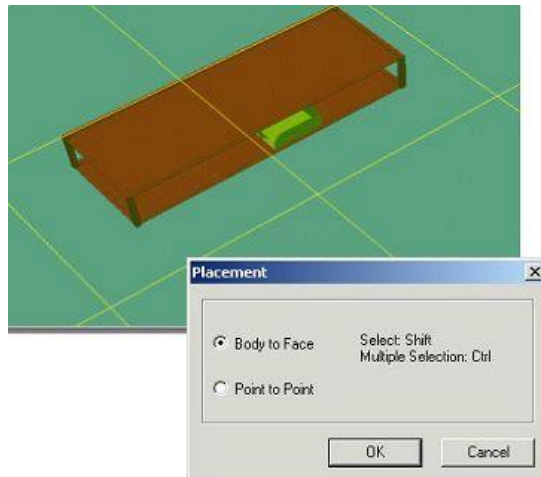


Figure 44: Putting the Crate on the Shelf using the Placement Function

2.10 Translate Function

Using the Translate function, objects can be translated into a graphic. Graphic objects can be moved in the **absolute** as well as in the **relative** mode. In the absolute mode, objects are moved in the so called global coordinate system (coordinate system of the open graphic) and in relative mode in the local coordinate system of a selected graphic object. Please refer to the [Figure 48](#).



Note

The functions for translating in dialog are only available if a graphic object has been selected.

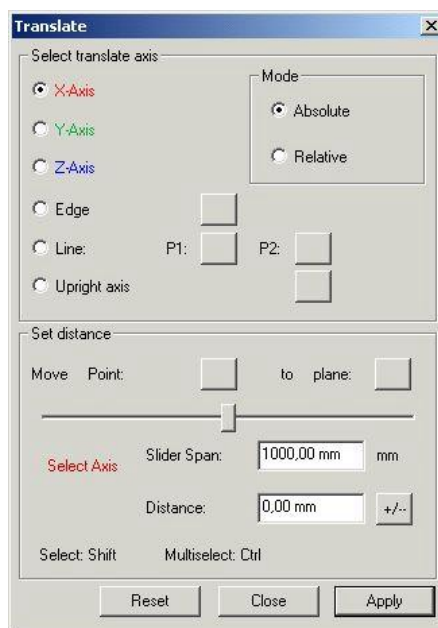
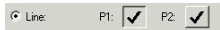


Figure 45: Dialog for Translating Graphic Objects

2.10.1 Using Buttons for Translating Actions

The use of buttons when translating



When executing translating actions the buttons are enabled.

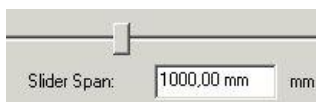
Determine the translating route using two points: The two points in line used for the translating route can be set at the selected graphic object or outside the selection. It is better to select the graphic object to be translated before starting the translating process.

- After making the selection, click the *Line* field under *Select translate axis* in the dialog (*Please refer to the [Figure 45](#)*). Now you can set the two points one after the other. The checkmark next to **P1** and **P2** indicates that the two points have been set successfully. The cursor will assume the shape of a circle and can be used to set a point.
- **Determine the translating route on an edge:** After making the selection, click the *Edge* field under *Select translate axis* in the dialog. The edge must be set on a graphic object. With this function you can set the edge on a selected graphic object or outside the selection on the graphic object.
- **Determine the translating route on an upright axis:** After making the selection, click the *Upright axis* field under *Select translate axis* in the dialog. The upright axis can be set on a selected body and outside the selection.
- Use this button to change the signs for the value in the *Distance* dialog (*Please refer to the [Figure 45](#)*); the translating is performed in accordance with the selected sign. Always enter the value in this field by which a graphic object is to be translated.

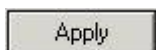
2.10.2 Translating Graphic Objects



- 1) Select a graphic object. You can open the *Translate* dialog either using the *Graphic* menu (*Please refer to the [Figure 33](#)*), the right mouse button context menu or the *Icon* in the toolbar. *Please refer to the [Figure 45](#)*.
- 2) For the Translate function in the direction of the three **Z**-, **X**-, **Y**-axes you can select between the absolute and the relative coordinate system.
- 3) A function must always be selected under *Select translate axis* before executing the translating action for the *Move point to plane* function. For the three functions (**X**-, **Y**- and **Z**-axes) you can select again between the absolute and the relative coordinate system when translating.
- 4) In the slider span you can set the maximum translate value for the slider; in the example the slider span is set to 1,000 mm, thus, the graphic object can be directly translated using the slider by 500 mm to the left and by 500 mm to the right. The value for the slider span can be as large as you like. Use the context menu to change the measuring unit.
- 5) Use the shift and Ctrl keys to select graphic objects. Whereby using the Ctrl keys multiple graphic objects can be selected at once. Selecting: Hold down one of the keys and select the object using the cursor.
- 6) Press *Apply* to execute the translating action once.



Select: Shift Multiselect: Ctrl



- 7) If you select the relative coordinate system, the graphic object is translated along its own coordinates. Please refer to the [Figure 46](#), [Figure 47](#), and [Figure 48](#).

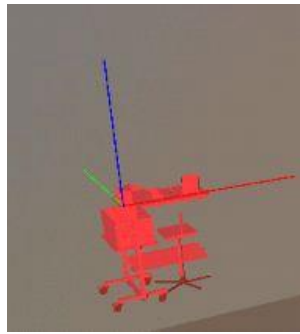


Figure 46: Example for a Coordinate System: Selected Graphic Object

- 8) If the absolute coordinate system is selected, the graphic object is translated in the coordinate system of the graphic.



Figure 47: Example for a Coordinate System: Graphic

Example

Schematic display of absolute and relative coordinate systems.

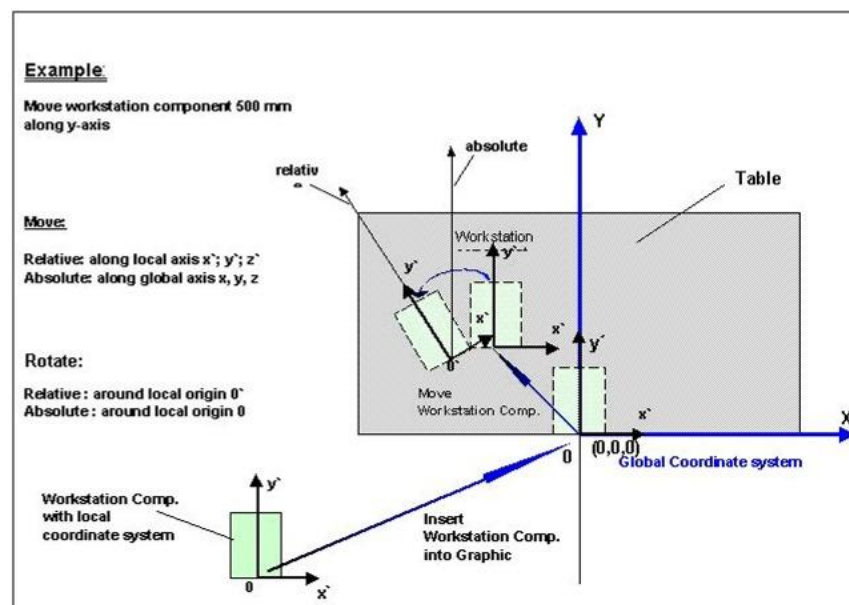


Figure 48: Example for Coordinates: Absolute/Relative

2.10.3 Translating Graphic Object

Graphic objects can be translated according to the criteria listed under *Select translate axis*. (Please refer to the [Figure 45](#)) The following examples have been used to explain the translating procedure.

Example

Getting familiar with the translating functions

Translating in X-, Y-, Z-Axes

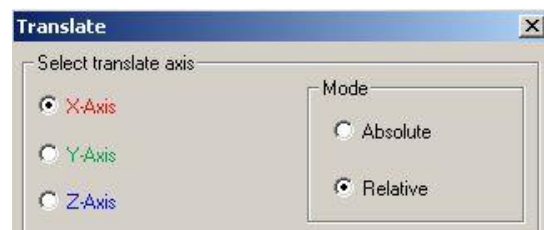


Figure 49: Selecting Axes and Mode

- 1) Select one of the three axes where you wish to translate the graphic object to (in the example the **X-axis** is used). Afterwards, select the mode for the coordinate system (in the example the **relative mode** is used).
- 2) Enter a value in the Distance field, by which the graphic object is translated to (in the example the value **minus 500** is used).
- 3) Afterwards, click *Apply*. The graphic object is translated by the value entered in the selected axis (in the example the **X-axis** is used).
- 4) Using Reset you can reset the *Distance* value to zero. Press the *Close* button to close the dialog. Please refer to the [Figure 50](#).

Apply

Reset

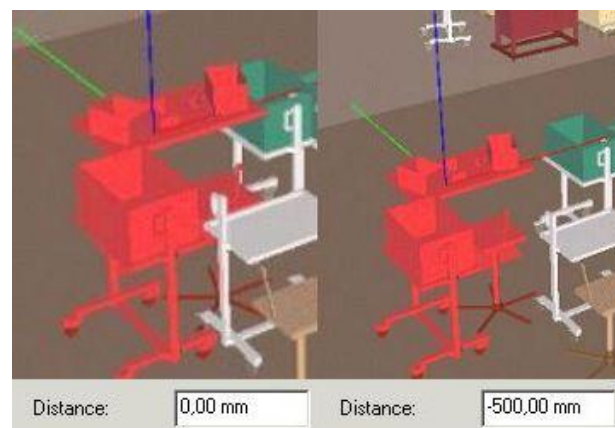


Figure 50: Example: Translating X-Axis, Relative Coordinate System

Example

Getting familiar with the translating functions

Translating Graphic Object in Edge, Line and Upright Axis

The basic procedure for determining the distance you want to use to translate a graphic object is the same for all applications regardless of whether you use an edge, two points or the upright axis. The two modes of absolute and relative are not available for these three possibilities; the translate direction is determined directly.

- 1) Select one of the three translating options (in the example *Line* is selected); the translate direction is thereby determined using two points. Please refer to the [Figure 51](#).

Distance: 432,50 mm +/-

Apply

Example

Example

Getting familiar
with the translating
functions

Move Point: ☒

to plane: ☒

Apply

Line: P1: ☒ P2: ☒

Figure 51: Checkmarks: both Points are Set

- 2) Set the two points one after the other. The direction in which the graphic object should be translated is then determined. In the Distance field the measured length of the distance between the two points is shown. This value can be changed (in the example the value has been changed to 500 mm).
- 3) Click *Apply*; the graphic object is translated. Press the "Close" button to close the dialog. Please refer to the [Figure 52](#).

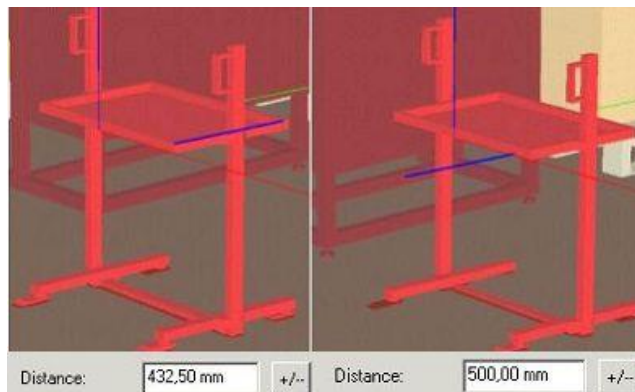


Figure 52: Example: Translating a Line with Two Points on the Graphic Object

Move Point to Plane

Use the *Move point to plane* function if a graphic object is to be placed exactly onto the surface of another graphic object. This prevents two graphic objects from colliding. One of the three axes (X, Y, Z) must first be selected to execute this function.

- 1) Select one of the three axes. Afterwards, click the *Move point* field and set the first point on the selected object.
- 2) After setting the first point, click the *to plane* field and set the second point on a surface where the graphic object is to be placed. In the *Distance* field the calculated distance is shown (in the example a graphic object (red crate) is placed directly in front of a shelf). The color in the picture shows the level of the selected surface.
- 3) Click **Apply** to place the graphic object. Please refer to the [Figure 53](#).

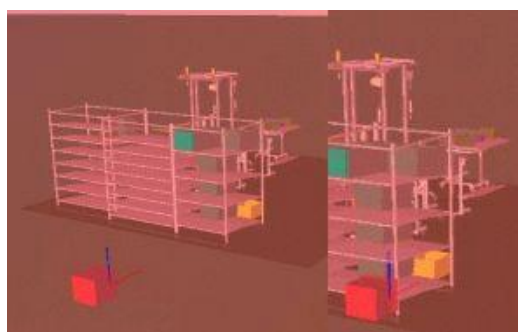


Figure 53: Example: Moving Point to Plane

2.11 Rotate Function



You can rotate graphic objects in the absolute and relative coordinate system. The same procedure used for translating graphic objects (see also the chapter [Translate Function](#)) also applies to the functions listed under *Select rotate axis*.

In this chapter several examples show the procedure for the two functions *Three points* (Please refer to the [Three-Point Rotate Function](#)) and *Set rotate angle* (Please refer to the [Set Rotate Angle Function](#)).

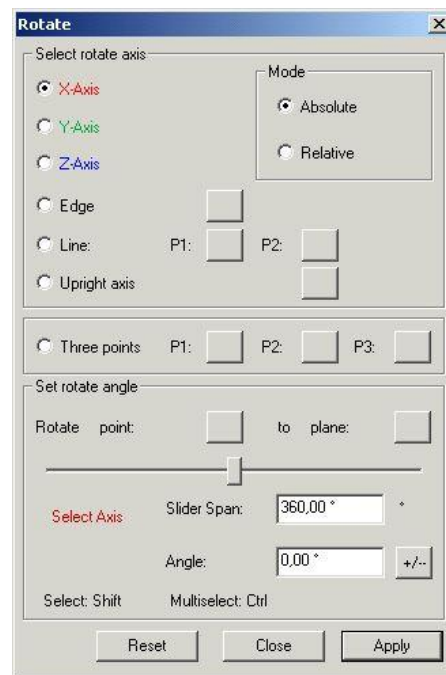


Figure 54: New Dialog for Rotating Objects

Example

Rotating in the absolute mode

Please refer to the [Using Buttons for Translating Actions](#).

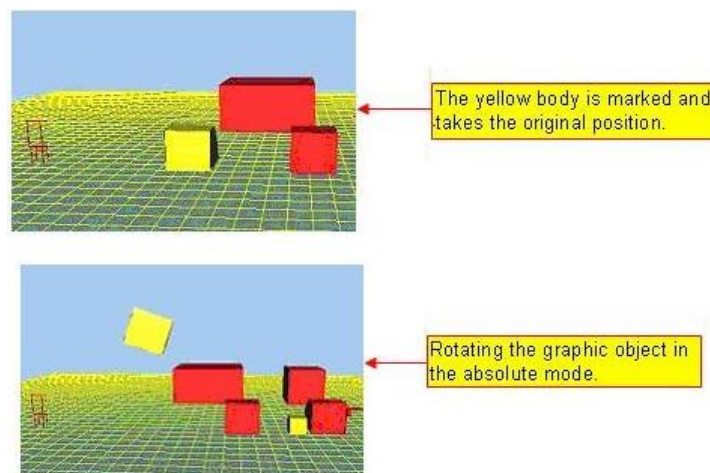


Figure 55: Example: Rotating in Absolute Mode along One of the Axes

2.11.1 Three-Point Rotate Function

Use the three-point rotating function to rotate and exactly position the graphic objects. The following example will explain this procedure:

- 1) By setting point 1 (P1), you can specify which point is to be rotated. This means: P1 is to be rotated in the direction of the second object.
- 2) By setting point 2 (P2), you can specify which point is to be used as the rotation point.
- 3) By setting point 3 (P3), you can specify the direction in which the object is to be rotated. In the example below, you could position the point along the entire edge.

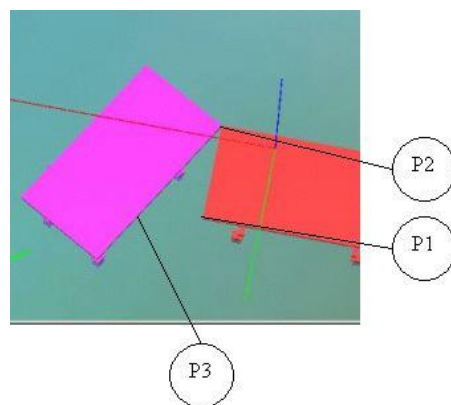


Figure 56: Setting 1: before Rotation

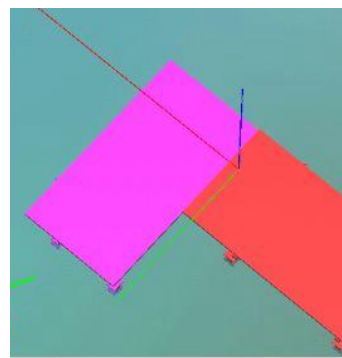


Figure 57: Setting 2: after Rotation

2.11.2 Set Rotate Angle Function

The *rotate angle* function is helpful if you want, for example, to set an object via a defined rotation angle at the source object in relation to a specific plane of the target object – this means that there must be specified values for the rotation axis and the rotation point for the body to be rotated, if you want the body to rest on the surface of another body. All rotation axes required are available for this purpose (*Please refer to the [Figure 54](#)*). You can choose between an absolute and a relative mode for each rotation axis (X, Y and Z).

In the examples below, the Z-axis rotation angle has been set in the absolute mode. Relative mode is the preferred mode if the source object is close to the target object.

To activate the two buttons – *Rotate point* and *to plane* (Please refer to the [Figure 58](#)), you must first select them before executing the rotation using the following order: First set the rotation point at the source object. Then select the surface of the target object. Only select one plane for the target object.



Figure 58: Setting two Buttons for the Rotation Angle

Example 1

In this example, the rotation angle (green color) is set at the cuboid on the Z-axis. The target level is to be set at the second cuboid. The rotation angle and target level are marked by the two levels at the source and target objects.

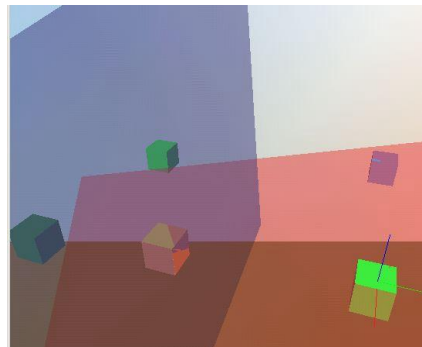


Figure 59: Example 1: Rotate Original Situation

Example

- 1) Click *Apply* after selecting the rotation angle and the target level (Please refer to the [Figure 54](#)). Press the "Close" button to close the Rotate dialog. Thus, the marked levels will no longer be visible.

The result will be shown in [Figure 60](#).

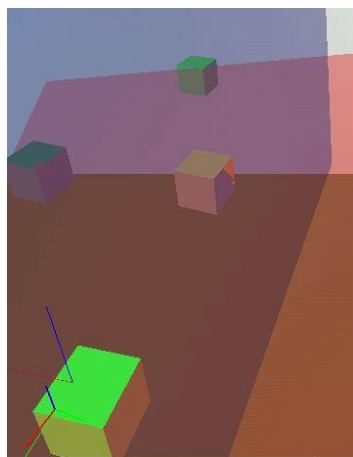


Figure 60: Example 1 – Rotate Result

Example 2

In this example, a lift truck and a machine are placed on the same level. The picture shows the entire process – from the original situation to the result.

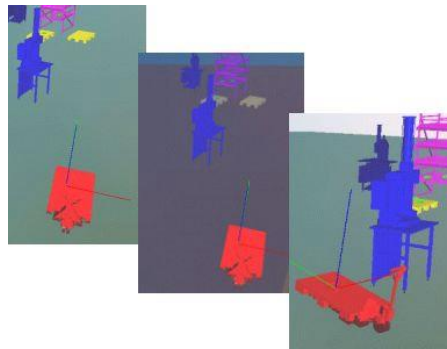


Figure 61: Example 2: Process from the Original Situation to the Result

2.12 Coordinates Function

Use the coordinates function (*Please refer to the [Figure 33](#)*) to change an object's coordinates. You can set the coordinates either when translating or rotating objects; **T** is the abbreviation for transformation and **R** stands for rotation.

You can change the coordinates in two ways:



- 1) Either enter the new values directly in the fields of the corresponding level.
- 2) or select a second object using the tool and transfer the coordinates of this object.
- 3) Only those coordinates of the second object will be transferred for which the corresponding Checkbox is enabled in the dialog. Click the Checkbox to transfer the values of the second object.

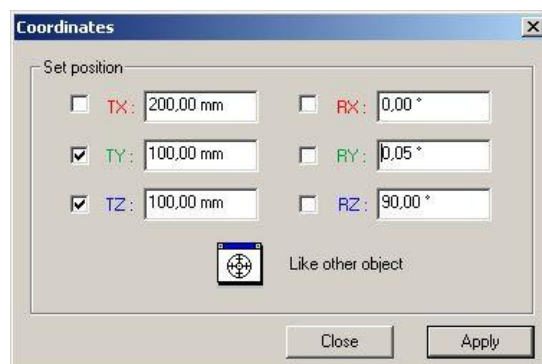


Figure 62: Coordinates Dialog

2.13 Direct Tool Function

Press the left mouse button while **holding down the Ctrl key** to freely move selected objects in the graphic. Use the *Direct tool* function to focus the movement.

The direct tool function offers four options

- 1) You can move an object along the X-axis. To do this, click in the field next to **X-axis**. Please refer to the [Figure 63](#).
- 2) You can move an object along the Y-axis. To do this, click in the field next to **Y-axis**.
- 3) You can move an object along the Z-axis. To do this, click in the field next to **Z-axis**.
- 4) Use the two direct tools. Use these two tools to create two points – the starting point and the end point – between both of which the axis is to be created. The object is then to be moved along this potential axis.

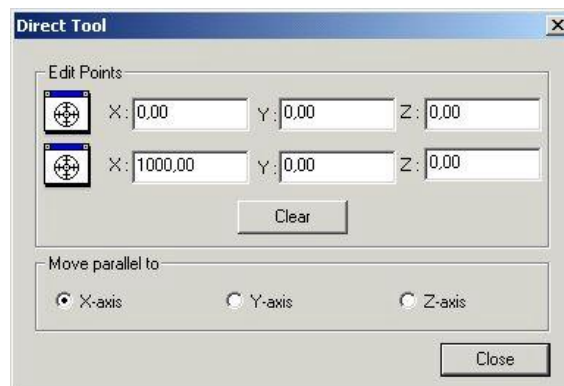
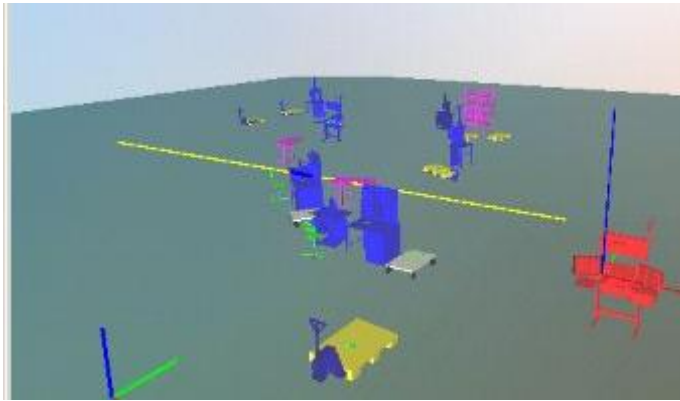
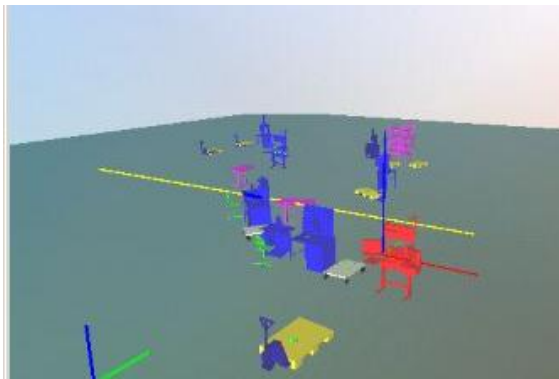


Figure 63: Direct Tool Dialog

Example

Example for the use of the **Direct tool** function. An object is moved along the X-axis. The yellow line on both pictures shows the course of the X-axis, along which objects are moved. Please refer to the [Figure 64](#).

**Example****Figure 64: Moving along the X-axis: Original Situation****Figure 65: Moving along the X-Axis: Result**

2.14 Specifying Objects in a Graphic

Use the **Split/Select next** and **Merge** functions to reposition or specify single objects within a graphic object. The connection to the graphic object will remain unaffected.

Use the *Graphic* menu to call both functions. Both functions will be disabled unless a graphic object is selected in the graphic.

**Note**

The display of individual graphic objects in an open graphic is dependent on the split depth specified during the configuration. The split depth determines up to what object level the graphic is resolved.

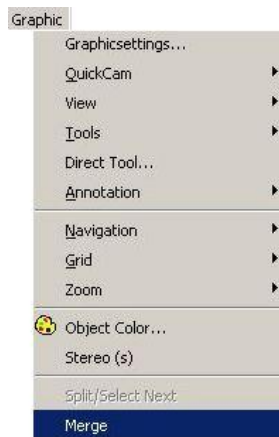


Figure 66: Call Functions in the Graphic Menu

2.14.1 Split/Select Next and Merge Functions

- 1) Select the graphic object to reposition a single object from a graphic object.
- 2) After making the selection, click *Split/Select next* in the Graphic menu. You can select and reposition each object from the graphic object in the open graphic object.

Example

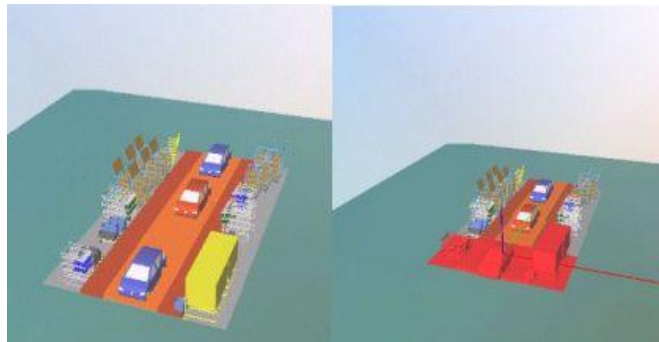


Figure 67: Select Graphic Object



Note

To move a selected object within a graphic, you have to hold down the Ctrl key while moving the object with the left mouse button. A graphic consists of system items. A graphic can only be split up to the system item level.

- 3) Select the object in the graphic object which you want to reposition. Move the object to the new position.
- 4) After repositioning the object, click *Merge* in the graphic menu to specify the new position of the object in the graphic object. After finishing this process, there is a selected display of the graphic object.

Example

- 5) Left-click in the empty graphic to undo the selection. *Please refer to the [Figure 68](#).*

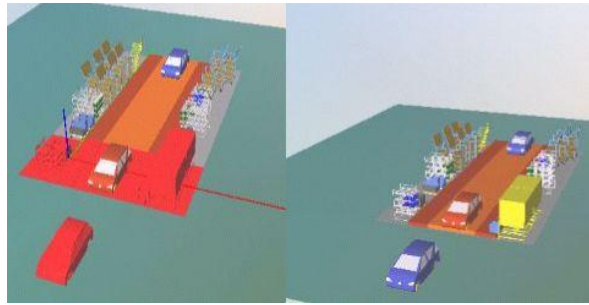


Figure 68: Repositioning two Objects from two Graphic Objects

Example

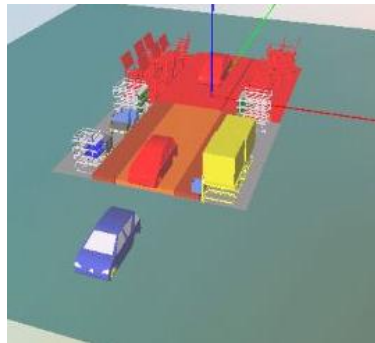


Figure 69: Connection to the Second Graphic Object

2.15 Change Assignment Function

With the *Change assignment* function, you can reassign objects within the existing hierarchical structures. A change of structure can only be traced in the bill of materials. Please refer to the [Figure 70](#).

There are two ways to change an assignment:

- 1) Insert a new object into the structure.
- 2) Reassign an existing object in the bill of materials structure.

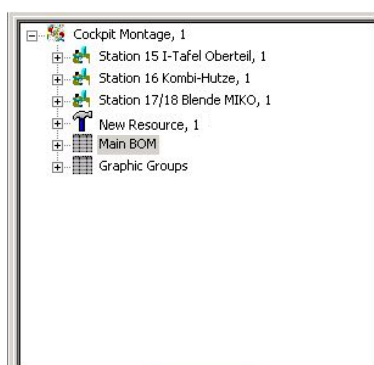


Figure 70: Structure of the Entire System

2.15.1 Inserting a New Object into the Structure

To execute a new assignment, you first have to select an object in the graphic. You can assign objects using the Graphic menu (*Please refer to the [Figure 66](#)*) or the right mouse button context menu (*Please refer to the [Figure 71](#)*).



Figure 71: Change Assignment Context Menu

2.15.1.1 Adding a New Object



Note

To view a new object in the system graphic, you have to assign a graphic to the new object (system item). You can then insert this graphic into the system graphic.

Please read from page 46 onwards in the **Inserting system items** chapter in the **Layout Planner** manual for more information on this section.

The aim is to add a new object (resource) to the structure of the cockpit assembly. In the example it is the *machine test*. *Please refer to the [Figure 74](#)*.

- 1) Select an object in the graphic.
- 2) Then click *Change assignment* (menu or context menu). The *Change assignment* dialog will open.
- 3) Click *New* button. Another dialog will open. Select the plantype (station) for the new object.

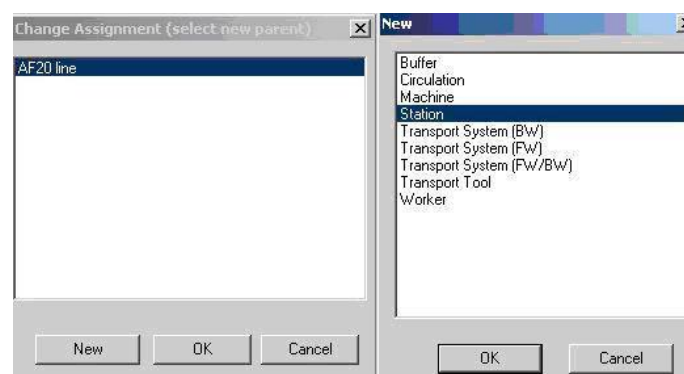


Figure 72 Change Assignment Dialog – New Object

- 4) Click OK button after you have made your selection. The Properties menu of the station will open. You can enter the specific data in this Properties menu. *Please refer to the Figure 73.*

Confirm your specific entries in the Properties menu with "OK". The added object will be added to the selected bill of materials (in the screenshot below it is the highest system/cockpit assembly structure level). *Please refer to the Figure 74.*

Example

If the graphic was created using a Manufacturing Concept, the new object will also be inserted into the Manufacturing Concept. *Please refer to the Figure 75.*

Figure 73: Properties Menu for the New Object

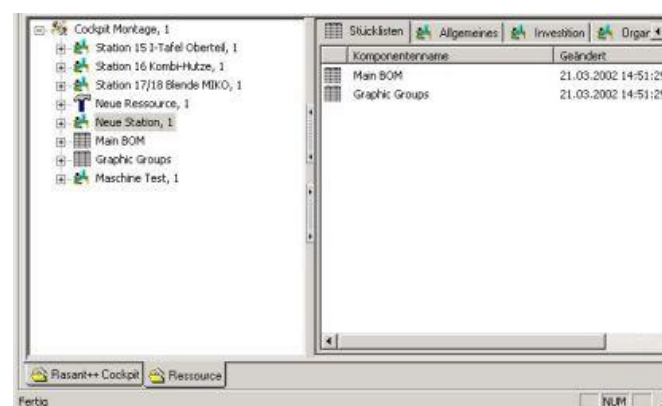


Figure 74: Object in the Bill of Materials: Machine Test

Example

New object in the Manufacturing Concept

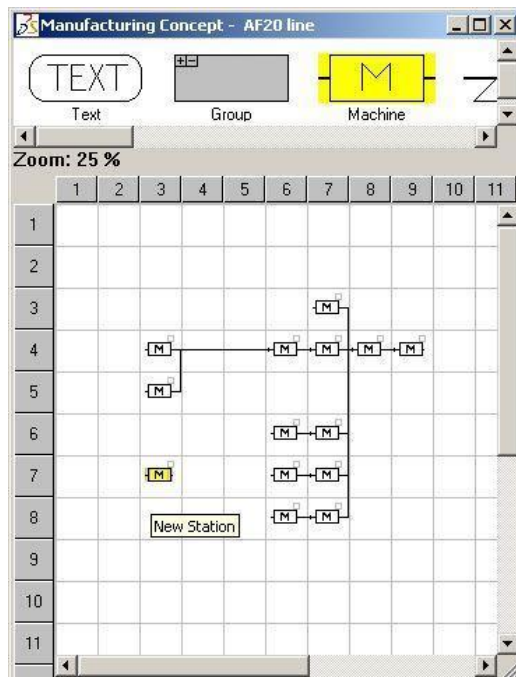


Figure 75: Manufacturing Concept with Newly Added Object

2.15.1.2 Reassigning an Existing Object

- 1) You have to select the object in the graphic to change the assignment of an existing object. *Please refer to the [Figure 71](#).*

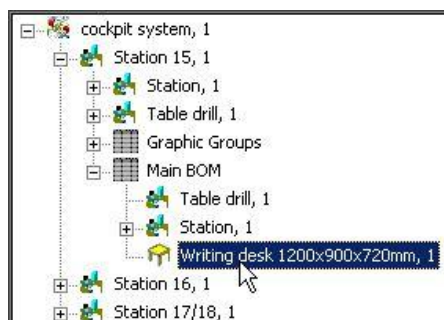


Figure 76: Original Situation: Assignment Display Working Table in Station 15

Example

The original situation and the aim in the cockpit system a working table system is assigned to **station 15**.

The aim is: This working table system is to be assigned to **station 17/18** using the *Change assignment* function.

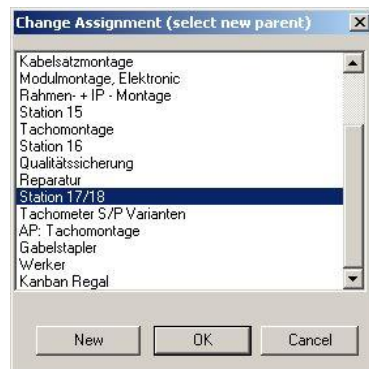


Figure 77: Selecting the New Structure in the Dialog

Example

- 2) After you have clicked on *Change assignment* (Please refer to the [Figure 71](#)), select the new structure level in the open dialog (in the screenshot it is the station 17/18). Confirm the selection with OK. Please refer to the [Figure 77](#).
- 3) The new structure is assigned to the object. The old position in the graphic remains unaffected. Please refer to the [Figure 78](#).

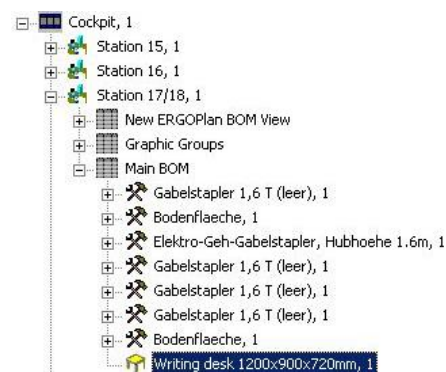


Figure 78: Aim - Splay Working Table in Station 17/18

2.16 Creating Graphic Groups

Graphic groups are created to execute graphic operations for the objects combined in the graphic group: for example rotating or translating objects. The created graphic groups can easily be saved permanently in a database. The created graphic groups are displayed in the bill of materials structure of a project under "Graphic groups". There you can edit these groups.

- 1) To create a graphic group, select at least two different objects for the group



Note

There is a restriction as far as the creation of graphic groups is concerned. An object which is already part of a graphic group cannot be assigned to another graphic group at the same time.

A message will inform you of this before the graphic group can be created and assigned to the bill of materials.



Figure 79: Message: Object is already a Member of another Graphic Group

2.16.1 Creating a New Graphic Group

Example

- 1) Select the number of objects you want to include in a graphic group. Please refer to the [Figure 80](#).

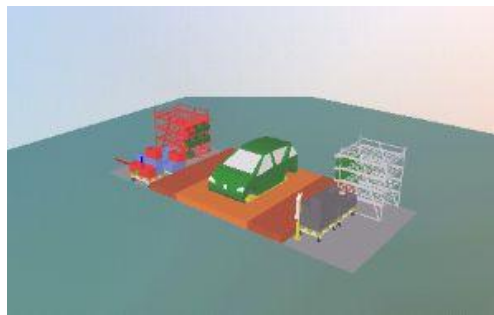


Figure 80: Selection of Objects: Selection Color: Red

- 2) Then click *Create graphic group*. This menu item is called in the context menu or in the Graphic menu. Please refer to the [Figure 81](#).

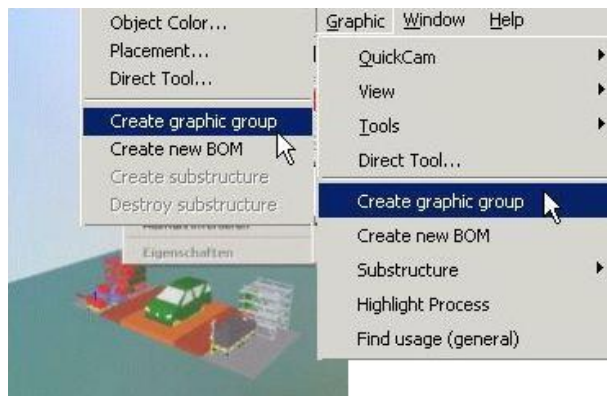


Figure 81: Creating Graphic Group: Context and Menu

Example

You can specify the new graphic group in the open properties dialog. Please refer to the [Figure 82](#).

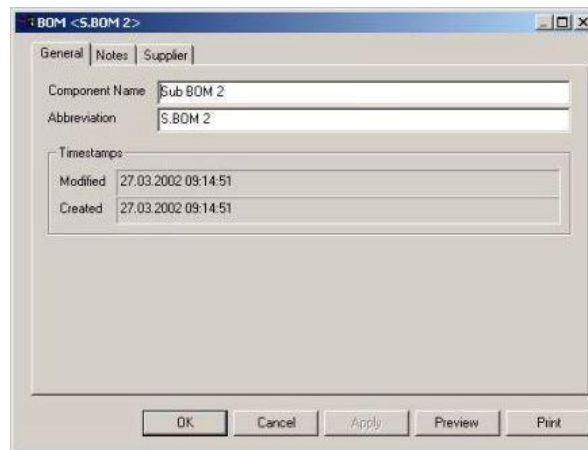


Figure 82: Graphic Group Properties Dialog

- 3) Confirm the entries with "OK". The result will be shown in the structure:
Please refer to the [Figure 83](#).

Graphic groups are always displayed under *Graphic groups* in the structure. It is also possible to delete graphic groups there. Please refer to the [Figure 83](#).

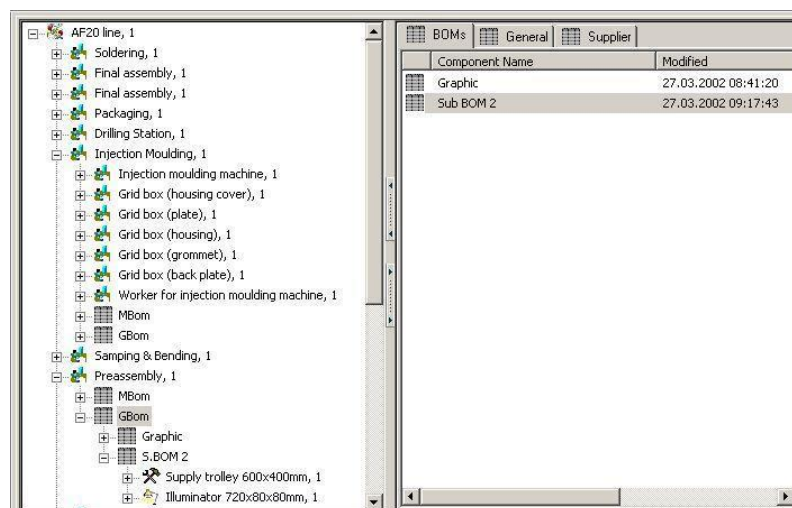


Figure 83: New Graphic Group: Displayed in the Bill of Materials

2.16.2 Working with Graphic Groups

You can use the entire range of graphic tools to edit a graphic group. The objects or the graphic group can be selected in the right display window. Thus, you can edit the objects of a graphic group or the entire graphic group. Please refer to the [Figure 84](#).

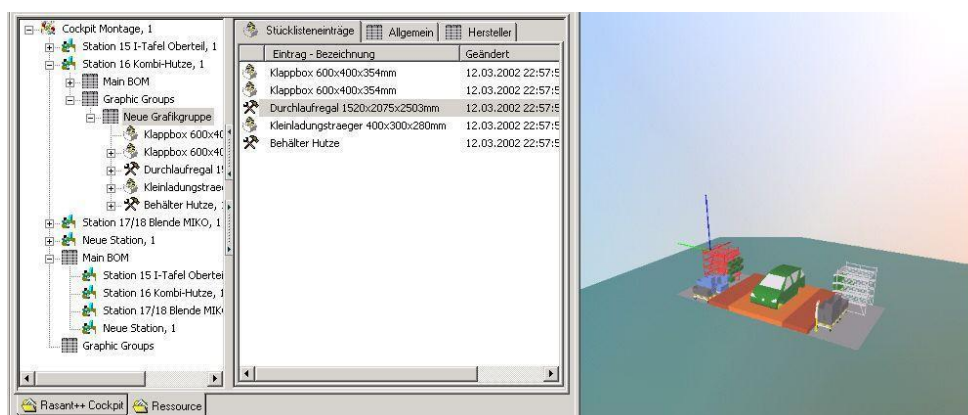


Figure 84: Edit Graphic Group: Selected Object

2.16.2.1 Editing Graphic Group and Objects in the Graphic Group

Editing Objects in the Graphic Group

- 1) To display each single object in a graphic group in the window on the right, select the graphic group (in the screenshot, it is the New graphic group) under *Graphic Groups* in the bill of materials structure (left window). Select the object you want to edit in the right display window. The selected object (in the screenshot it is the live storage rack) will be displayed in the selection color and can be edited (*Please refer to the Figure 84*).

Example

In this example, the selected live storage rack (single objects of the graphic group) of the graphic group is moved. Do not forget to hold the Ctrl key down while moving the object. *Please refer to the Figure 85*.

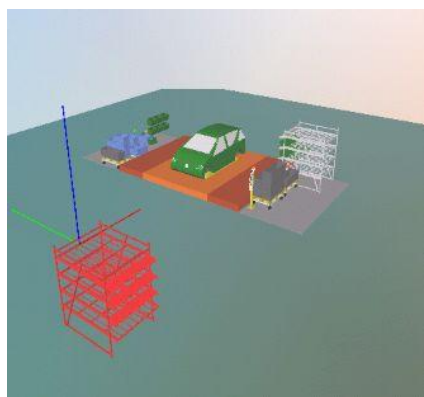


Figure 85: Selected Object has been moved from the Graphic Group

Example

Editing Entire Graphic Group

- 1) In this example, the entire graphic group is moved. To edit an entire graphic group, select *Graphic Groups* in the bill of materials structure (left window). All created graphic groups will be displayed in the right display window. Select the graphic group (*New Graphic Group* in the example) you want to edit. *Please refer to the Figure 86*.

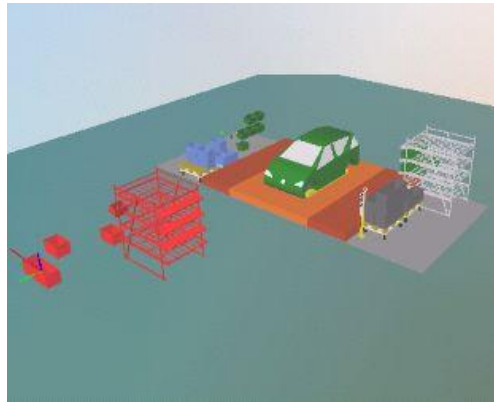


Figure 86: Entire Graphic Group has been Selected and Moved

2.17 Replace Function

You can replace an existing graphic in the bill of materials by a new graphic.

- 1) Select the *Replace* function in the context menu.

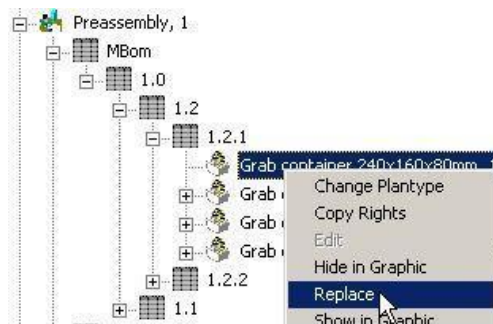


Figure 87: Replace Function in the Context Menu

- 2) The Finder with the Replace function will then open. Once you have found the objects (system item) you are looking for, select the required object. Please refer to the [Figure 88](#).

Example

- 3) Confirm your selection with *Replace*. Please refer to the [Figure 88](#).

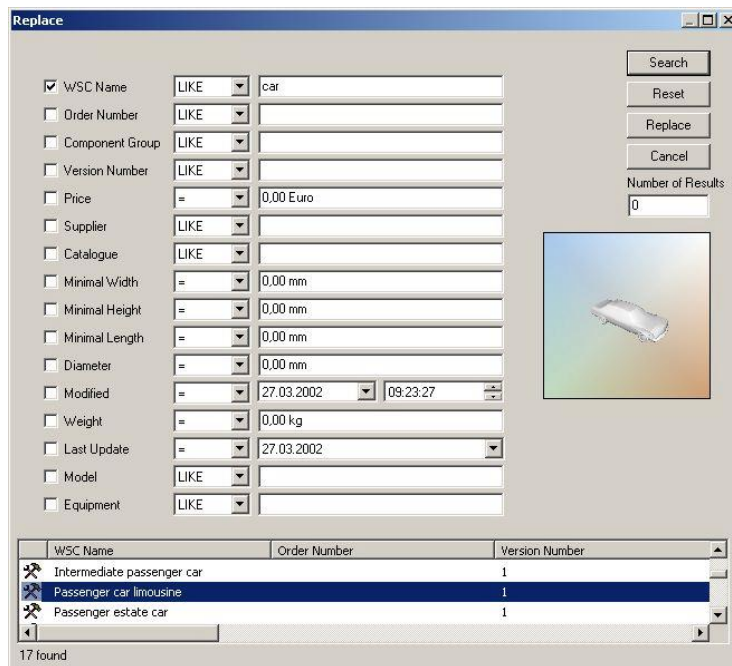


Figure 88: Finder: Replace System Item

- 4) The new system item will be displayed in the bill of materials. The old system item will no longer be included in the bill of materials.

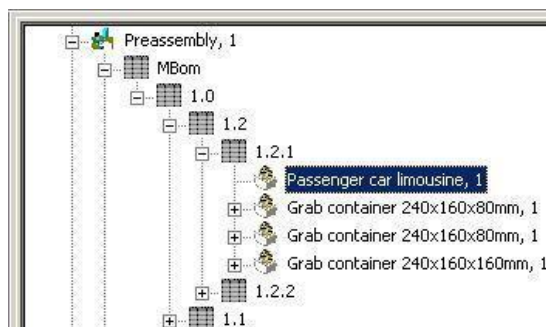


Figure 89: Replaced System Item in the Bill of Materials

2.18 Creating New Bill of Materials

Use the *Create new BOM* function to create new bills of materials and to transfer the selected objects automatically from the existing bills of materials to the new bill of materials.

In the case of selected objects, you can call this function in the Graphic menu or in the right mouse button context menu. Please refer to the [Figure 90](#).

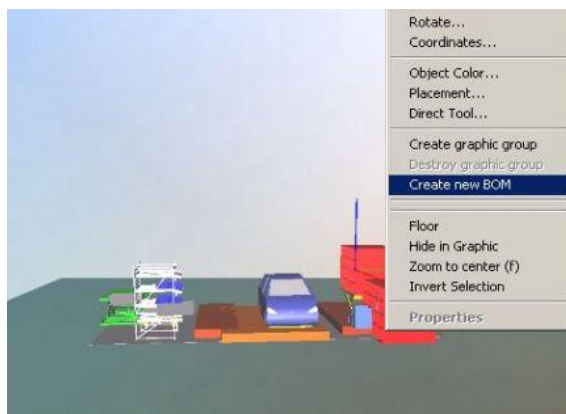


Figure 90: Creating New Bills of Materials: Two Selected Objects

In the graphic above, there are two selected objects (*Please refer to the Figure 90*) for which a new bill of materials is to be created. Until now, these two objects have been assigned to the *bill of materials for station 1 table*. *Please refer to the Figure 91*.

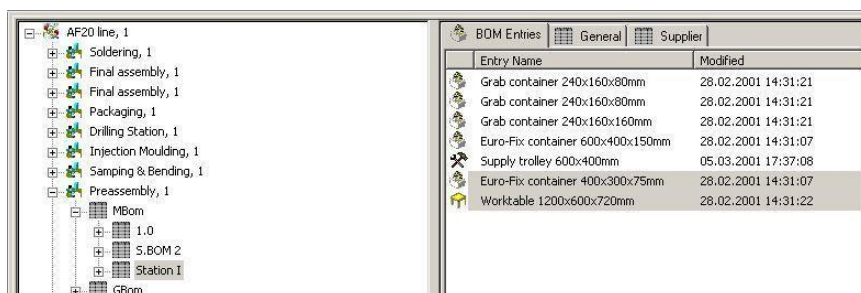


Figure 91: Bill of Materials Structure Station 1 - Table

Example

- 1) Click *Create new BOM* (*Please refer to the Figure 90*) The Properties dialog will open. There you can specify the new bill of materials. *Please refer to the Figure 92*.

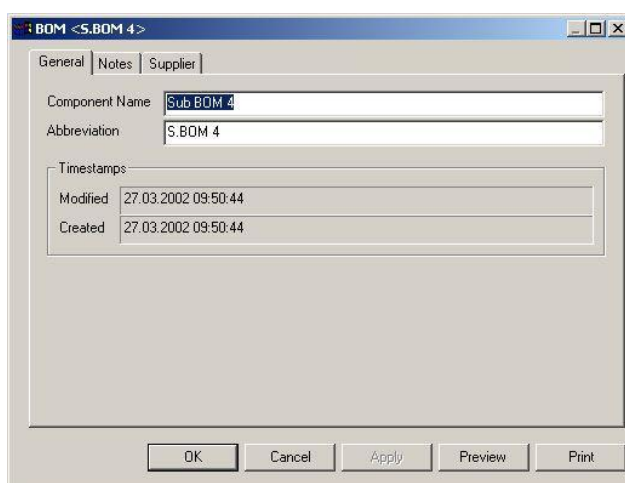


Figure 92: Properties Dialog: Create New BOM

- 2) Click the "OK" button. The new bill of materials with the two selected objects will be displayed in the new structure. *Please refer to the Figure 93*.

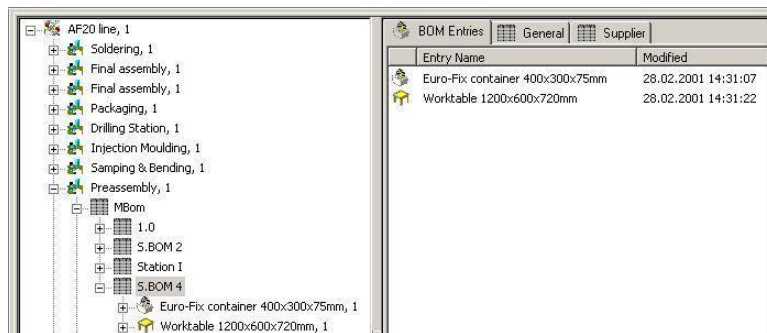


Figure 93: New Bill of Materials Structure

- 3) The two objects have been removed from the old bill of materials. Both objects are now included in the new bill of materials.

2.19 Hiding Object in the Graphic

You can call the *Hide in graphic* function in the *right mouse button context menu* and in the *Graphic* menu. With this function, you can hide selected objects in the graphic. The context function is also available for bill of materials entries. Please refer to the [Figure 94](#).

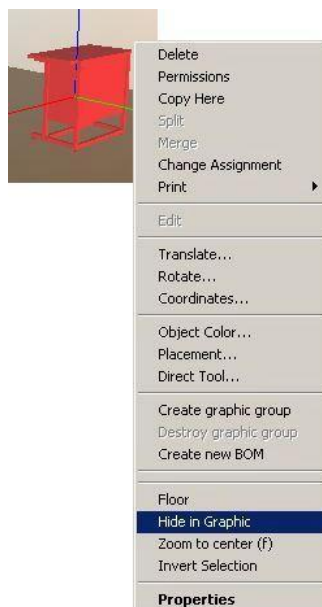


Figure 94: Hiding an Object in the Graphic

- 1) Click *Hide in graphic*. The selected object will be hidden in the graphic. Please refer to the [Figure 94](#).

Example

- 2) Click on an empty space in the graphic to show the hidden object again. Afterwards, press the right mouse button and click *Show in graphic*. You can enable this function in the *Graphic* menu as well.

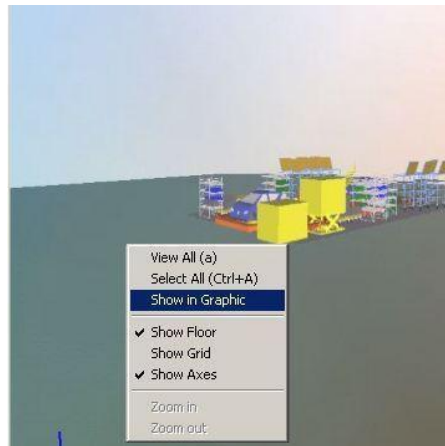


Figure 95: Show in Graphic Context

Example

- 3) After clicking *Show in graphic*, a dialog will open. There all hidden objects will be displayed. *Please refer to the [Figure 96](#).*
- 4) Select the object that you want to show in the dialog. *Please refer to the: [Figure 96](#).*



Figure 96: Dialog for Hidden Objects

- 5) If you have hidden several objects, hold the Shift button down while selecting those objects you want to show again. *Please refer to the [Figure 97](#).*
- 6) Then click the *OK* button. The objects are visible again in the graphic. *Please refer to the [Figure 98](#).*



Figure 97: Dialog for Hidden Objects: Two Objects

Example

Shown objects

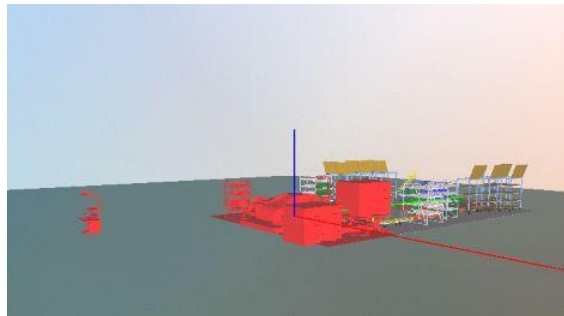


Figure 98: Shown Objects: Highlighted in Red

2.20 Annotation Sets and Annotation

The first step to annotate or to dimension a layout is to **define an annotation set**.



Note

If no annotation set is created, you cannot perform an annotation or dimensioning of the layout.

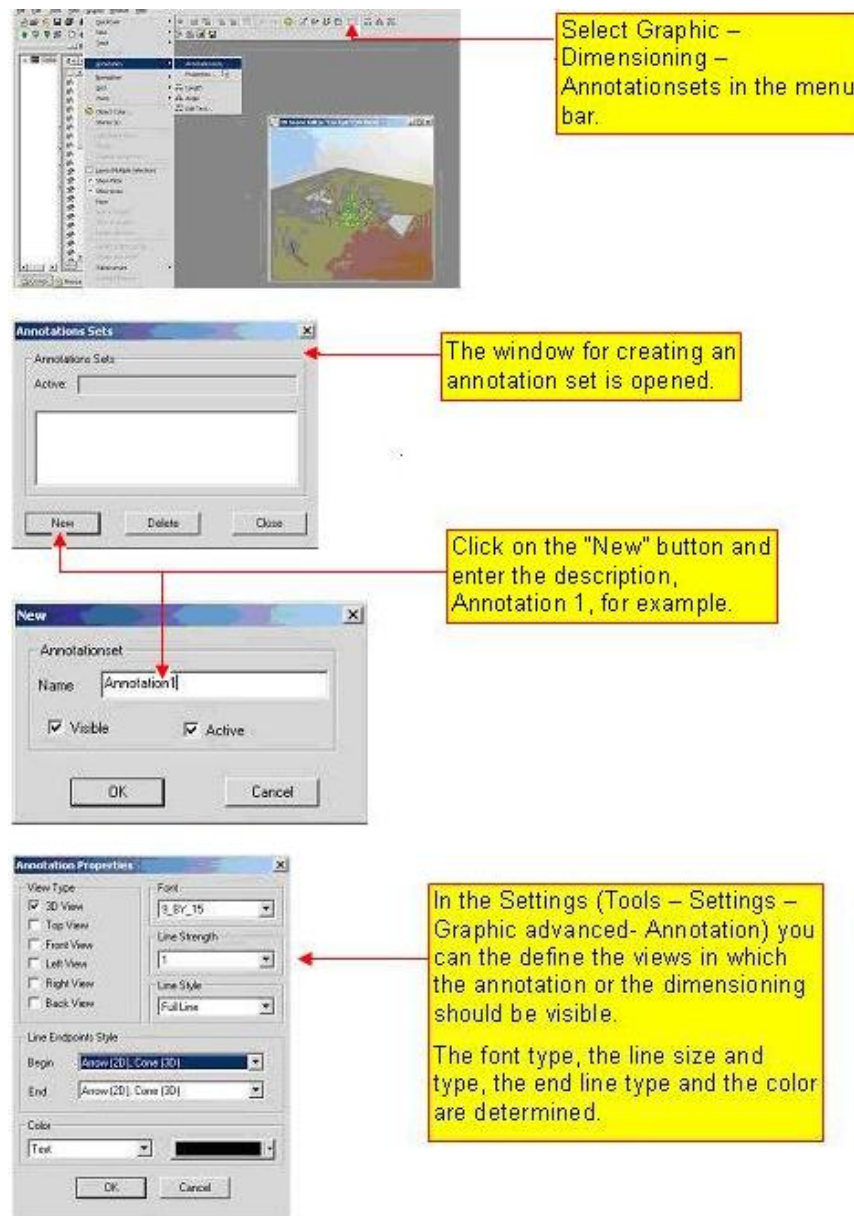


Figure 99: Annotation and Dimensioning Criteria

Example

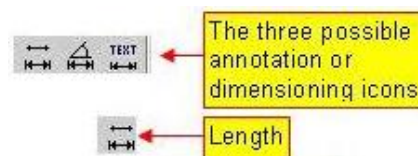


Figure 100: Annotation Icons

To dimension or to annotate a route as shown in the example below, use the *Length* icon. If the field is marked, you can perform further editing steps using the context menu.



Figure 101: Dimensioning Or Annotation of the Route Length



Use the *Angle* icon to display an angle. There are two options: Angle with two edges (only possible in a two-dimensional view) and angle with three points. You can make changes in the same way as in the case of changes to the route length.

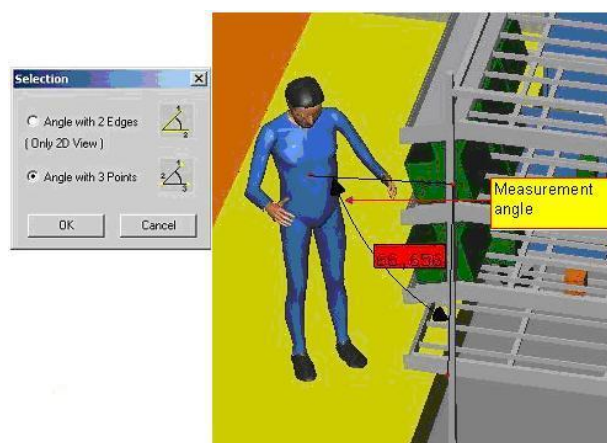


Figure 102: Dimensioning or Annotation of the Angle

Example



The *Edit text* dialog is used to enter text into a layout. If you click on the *Open text* icon, the *Edit text* window appears. You can define the text and the properties. If so called keywords like **#name#** are used, it means that the name of the object is automatically entered into the text field.

In the **Absolute** mode the text is added in global coordinates and always remains in this position.

In the **Relative** mode the text is entered in connection with the object. If you move the object, the text field is moved as well. If you checkmark the "Anchored text" box, a subsidiary line between the graphic item and the text exists.

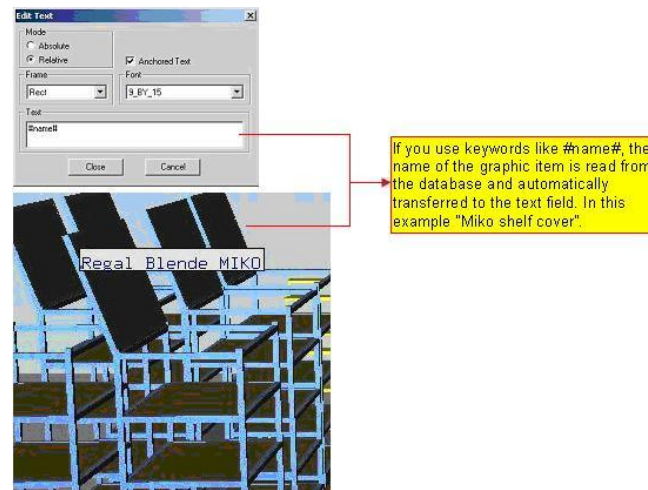


Figure 103: Setting Annotations

2.20.1 Keywords for Annotation or Dimensioning Sets

Overview of
keywords for
annotation or
dimensioning
sets

\$unit (*) used measuring unit (mm, cm, m,...)
SingleAnnotations (point measure, point annotation)
#name# (*) system item name of the selected object

\$cx global x-coordinate

\$cy global y-coordinate

\$cz global z-coordinate

\$clx local x-coordinate

\$cly local y-coordinate

\$clz local z-coordinate

Measurement Length

#name# (*) system item name of the first selected object

\$lm lengths between points

\$cxs global x-coordinate of the starting point

\$cys global y-coordinate of the starting point

\$czs global z-coordinate of the starting point

\$cxe global x-coordinate of the end point

\$cye global y-coordinate of the end point

\$cze global z-coordinate of the end point

\$clxs local x-coordinate of the starting point

\$clys local y-coordinate of the starting point

\$clzs local z-coordinate of the starting point

**Overview of
keywords for
annotation or
dimensioning
sets**

\$clxe	local x-coordinate of the end point
\$clye	local y-coordinate of the end point
\$clze	local z-coordinate of the end point

Measurement Angle (three points)

#name#	(*) system item name of the first selected object
\$wmd	measurement angle in degrees with decimal places
\$wmm	measurement angle in degrees with minutes
\$wms	measurement angle in degrees with minutes and seconds

\$cxs	global x-coordinate of the starting point
\$cys	global y-coordinate of the starting point
\$czs	global z-coordinate of the starting point

\$cxm	global x-coordinate of the vertex
\$cym	global y-coordinate of the vertex
\$czm	global z-coordinate of the vertex

\$cxe	global x-coordinate of the end point
\$cye	global y-coordinate of the end point
\$cze	global z-coordinate of the end point

\$clxs	local x-coordinate of the starting point
\$clys	local y-coordinate of the starting point
\$clzs	local z-coordinate of the starting point

\$clxm	local x-coordinate of the vertex
\$clym	local y-coordinate of the vertex
\$clzm	local z-coordinate of the vertex

\$clxe	local x-coordinate of the end point
\$clye	local y-coordinate of the end point
\$clze	local z-coordinate of the end point

**Overview of
keywords for
annotation or
dimensioning
sets**

Measurement Angle (two edges)

\$wmd	measurement angle in degrees with decimal places
\$wmm	measurement angle in degrees with minutes
\$wms	measurement angle in degrees with minutes and seconds
\$cxs	global x-coordinate of the starting point of the first edge

\$cys	global y-coordinate of the starting point of the first edge
\$czs	global z-coordinate of the starting point of the first edge
\$cxe	global x-coordinate of the end point of the first edge
\$cye	global y-coordinate of the end point of the first edge
\$cze	global z-coordinate of the end point of the first edge
\$cx2s	global x-coordinate of the starting point of the second edge
\$cy2s	global y-coordinate of the starting point of the second edge
\$cz2s	global z-coordinate of the starting point of the second edge
\$cx2e	global x-coordinate of the end point of the second edge
\$cy2e	global y-coordinate of the end point of the second edge
\$cz2e	global z-coordinate of the end point of the second edge
\$clxs	local x-coordinate of the starting point of the first edge
\$clys	local y-coordinate of the starting point of the first edge
\$clzs	local z-coordinate of the starting point of the first edge
\$clxe	local x-coordinate of the end point of the first edge
\$clye	local y-coordinate of the end point of the first edge
\$clze	local z-coordinate of the end point of the first edge
\$clx2s	local x-coordinate of the starting point of the second edge
\$cly2s	local y-coordinate of the starting point of the second edge
\$clz2s	local z-coordinate of the starting point of the second edge
\$clx2e	local x-coordinate of the end point of the second edge
\$cly2e	local y-coordinate of the end point of the second edge
\$clz2e	local z-coordinate of the end point of the second edge

The number of decimal places can be added to the keyword in brackets. 0 to 9 decimal places can be displayed.

(*) : in the case of keywords marked with (*) (\$wmm and \$wms) it is not possible to add decimal places.

Example

Example for Entering Decimal Places

\$cxe (7) means seven decimal places. If no number in brackets is specified, three decimal places are added.

Label	Description
	<p>tion.</p> <p>The second position defines how the text will be aligned in the label string:</p> <p>L = left-aligned</p> <p>C = centered</p> <p>R = right-aligned</p> <p>The text alignment is based on the longest line of text. Entering a value for text alignment (left aligned, centered, right aligned) is mandatory. To achieve the effects of your entry though, the label string must be longer than one line.</p>
Line break	<p>You can use a percent sign % for example, to indicate a line break. All signs that are not used directly in the label string can be used to indicate a line break.</p>
Maximum width of the text	<p>The width of the text is entered in millimeter (mm). The text can have a maximum width of 10 000 millimeters.</p>
Height of the text	<p>The height of the text is entered in millimeter (mm). In the diagram of the label string for example, the height entered for the text is 200 millimeters.</p>
Font weight	<p>The font weight is entered in millimeter (mm). In the diagram of the label string for example, the font weight entered for the text is 20 millimeter.</p>
Coordinates for text	<p>The text coordinates enable you to determine the position of the text for the axis x, y, and z. These entries should be made in millimeter.</p>
Text-rotation	<p>Rotation enables you to determine the angle for the text. Entries are to be made in degrees.</p>
Color of the text	<p>The text can be created in three basic colors: red, green and blue: The individual positions for each color (also see Label String diagram) are determined by these three positions:</p> <p>First position = red</p> <p>Second position = green</p> <p>Third position = blue</p> <p>The values for colors always range between 0 and 1. The value 1 is used to select the color; for example, the text will be displayed in red if you set 1 as the value in the first position and 0 in both of the further positions of the label string. The color of the text will be made up of all three basic colors by defining the value as 1 in the other positions. The text will be displayed in black if none of the three color values have been defined with 1. All values that lie between 0 and 1 can be used, for ex-</p>

Label	Description
	ample, entering the values 0.7 and 0.5 in the first two positions respectively creates a label string in dark orange.
Geometry of the text	The value zero enables the text to be displayed with the standard geometrical shape -letters are visible from all sides. See the following example in this chapter.
Label text	These positions are used to determine the text for the label string. This text should always be situated between the two quotation marks " ".

2.20.2.1 Entering a Label String into the Properties Dialog of a Resource

There are two possible ways to enter a label string into the properties dialog of a resource:

- The label string can either be manually typed in under the active *graphicname* attribute (in this example the graphicname attribute is represented by the line Graphic), or can be assigned to a resource by script.

Typing in the Label String Manually

Be sure to use the correct syntax when writing the label string.

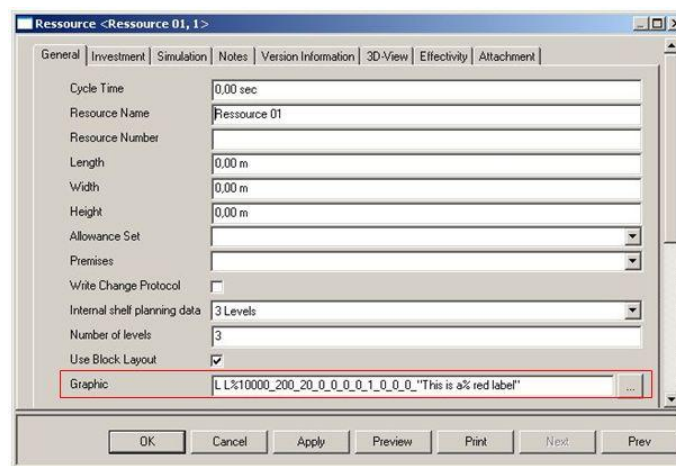


Figure 105: Example – Typing in a Label String Manually

Assigning a Label String by Script to a Resource

Example of the principal structure of the script.

```
Const LINE_SEPARATOR = "$"
```

```
Const US = "_"
```

```
CalcGraphicname = "L L%10000_200_20_0_0_0_0_1_0_0_0_" & Chr(34) & "the%text" & Chr(34)
```

```
Call Data.SetAttributeById(ergocompbase, "graphicname", CalcGraphicname)
```



For more information on the implementation of scripts, *Please refer to the Scripting Manual.*

The number that represents the geometrical value is composed of the values set forth below, which can be used individually or added together.

In the case of standard value 0, the text is displayed in the same manner as in the previous examples, except that the inner geometrical lines are not displayed.

Definition of the values:

- Value 1: only the surface area is displayed.
- Value 2: only the bottom area is displayed.
- Value 4: only the sides are displayed.
- Value 8: Only the inside of the character and the inner surfaces are displayed.
- Value 16: insignificant
- Value 32: insignificant
- Value 64: insignificant
- Value 128: insignificant
- Value 256: background is visible.

For example, you could also use the value 7 instead of the value 0: Surface area plus bottom plus sides $\rightarrow 1 + 2 + 4 = 7$ are displayed.

2.20.3.8 Example 7-1

For example, when the value is set at 4, only the sides are displayed, but not the top and bottom areas.

Once again the diagram is identical to the sixth example: except that the geometrical zero entry is set to four.

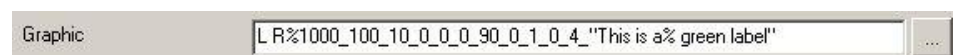


Figure 118: Label Strings

Diagram of the Label

The left picture shows that the text is transparent, because the top and bottom surfaces are not displayed.

The right picture shows a diagram of the sides.

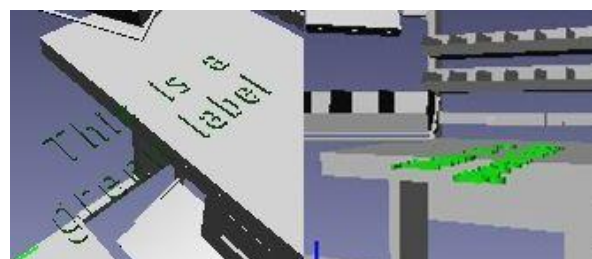
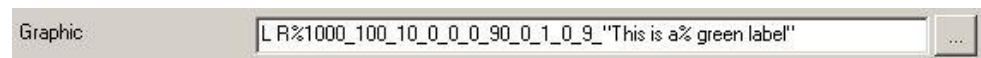


Figure 119: Example 7-1 – Geometry of the Text

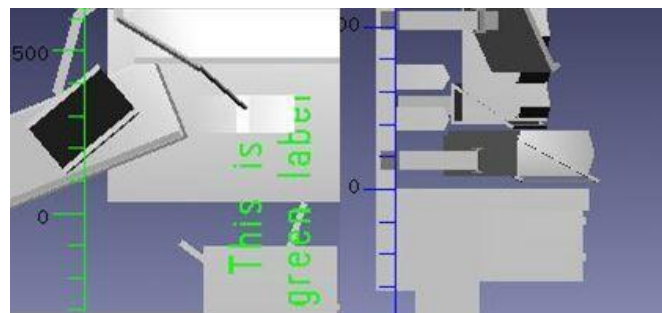
Example 7-2

Once again the diagram is identical to the sixth example: except that the geometrical zero entry is set to nine.

**Figure 120: Label Strings**

Setting the value 9 (1+8) will mean that only the top surface will be displayed, without the bottom or sides.

The left picture shows the top view of the label. The right picture shows the side view, which shows that the label cannot be displayed from this viewpoint because the sides are not displayed with this value.

**Figure 121: Example 7-2 – Geometry – only the Top is Displayed**

2.21 Saving View Settings

If you have opened a graphic window, you can set and save as many views as you like. In practice it often occurs that a layout is to be displayed in different views; use the *Save view settings* function for this purpose. You can save and reactivate as many views as you like. In addition, you can use the *Save view settings* function for creating videos if, for example, you want to create multiple scenes you can access the saved views.



For more information on how to create videos, *Please refer to the [Camera Tools Manual](#).*



Figure 122 : Save View Settings Dialog

1) Open the *Save view settings* dialog using the *Graphic* menu. Please refer to the [Figure 123](#).

Example

The *View settings* dialog box with a scene example for saving graphic scenes.

2) Using *Add view* you can add individual views from the graphic.

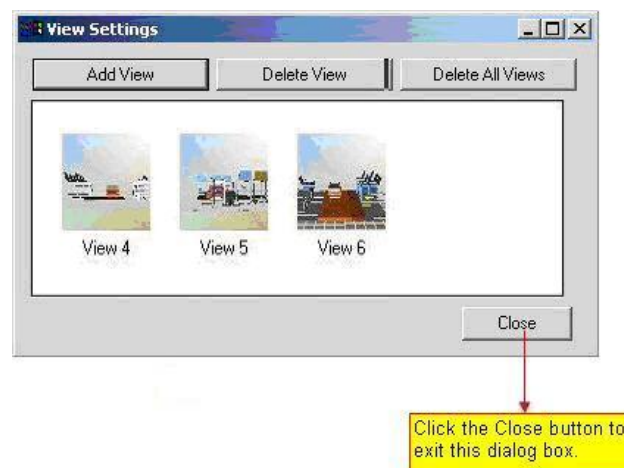


Figure 123: Saving View Settings

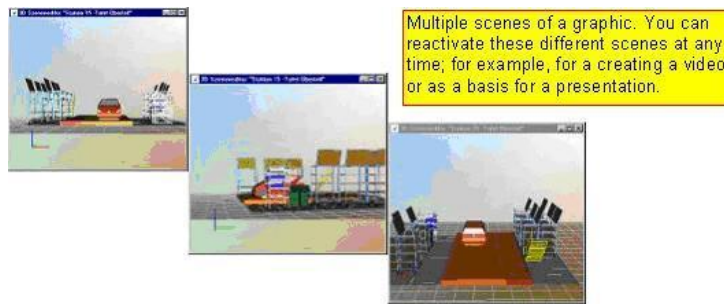


Figure 124: Different Views/Scenes of a Graphic



Note

*All pictures saved using **Save view settings** can be reactivated and used for your work. You can, for example, present different layout views or use them for video recordings.*

Example



Procedure for adding and saving

- 3) You have opened the graphic. Using **Add view** you can assign as many views as you like to the *Save view settings* dialog.
- 4) Either click on the icon in the toolbar or open it using the Graphic menu. The *Save view settings* dialog box is opened. *Please refer to the [Figure 123](#).*
- 5) Click **Add view**. The graphic is saved as a bmp-file and is displayed in the dialog box.
- 6) Set a new view in the graphic and then click **Add view**. An additional picture is saved and is shown in the dialog box. Repeat this procedure as often as you like until all views have been added.
- 7) Using **Delete view** you can delete selected pictures from the dialog box.
- 8) Using **Delete all view** you can delete all pictures from the dialog box.

3. Right Mouse Button Functions

The right mouse button context menu provides multiple functions that you can use correspondingly for your work. The context menu can be opened in a **free layout** or with a **selected object**.

A graphic, for example, can be shown with or without a floor.

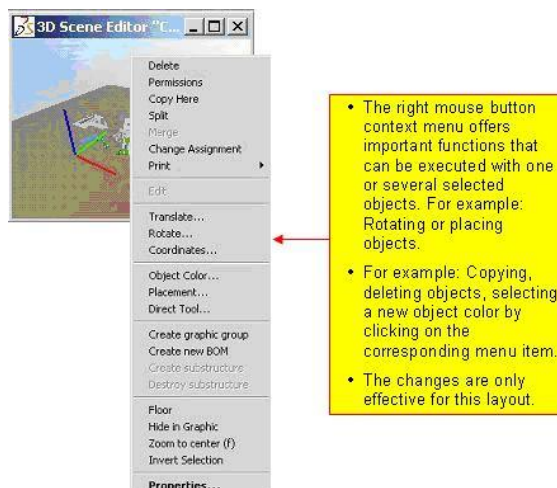
3.1 Context Menu in a Free Layout

- 1) To get to the context menu click on a free place in the layout. An enabled function is marked with a checkmark. Select the required function from the context menu.



Figure 125: Right Mouse Button Functions in a Free Layout

3.2 Context Menu with a Selected Object



- The right mouse button context menu offers important functions that can be executed with one or several selected objects. For example: Rotating or placing objects.
- For example: Copying, deleting objects, selecting a new object color by clicking on the corresponding menu item.
- The changes are only effective for this layout.

Figure 126: Context Menu with a Selected Object

Example

Example: Floor function

- 1) You want to place the levitating yellow body on the floor again.

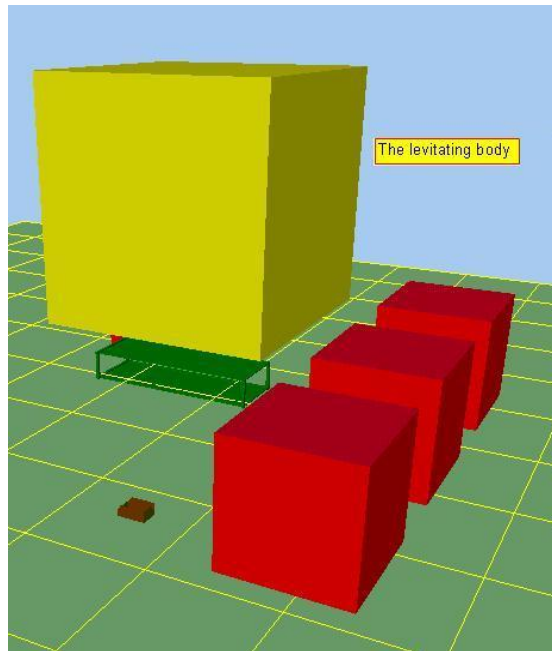


Figure 127: Levitating Body

2) Select the body, then press the right mouse button.

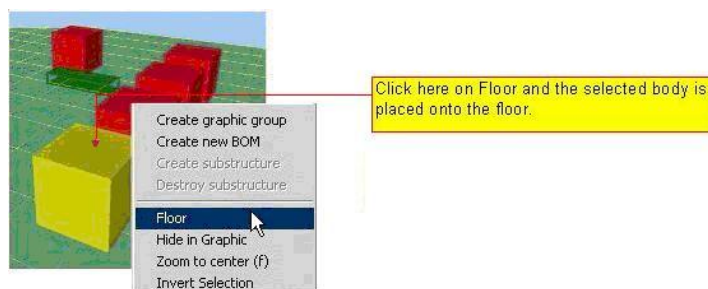


Figure 128: Body is Placed on the Floor

3.2.1 Using the Lasso Function

Quickly selecting objects using the Lasso function



Selecting objects of a graphic using the Lasso function. Use the Lasso function to select multiple objects in a graphic.

- 1) Select the Lasso function using the Graphic menu or the toolbar.
- 2) Click the symbol in the toolbar.

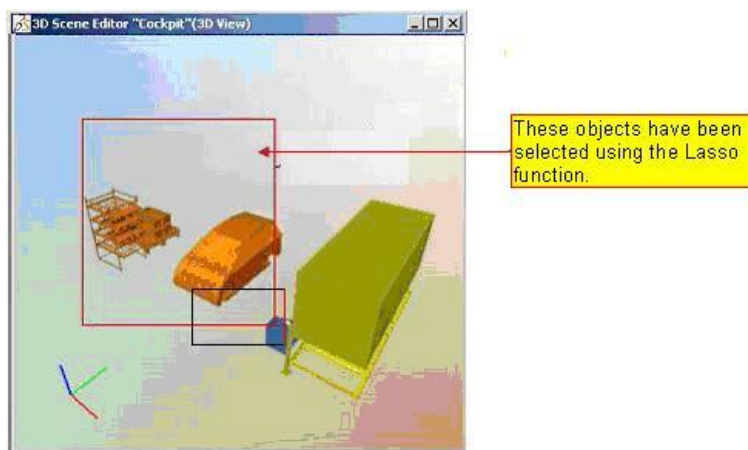


Figure 129: Selecting Object with the Lasso



- 3) Press the left mouse button afterwards and draw a frame around the objects while holding down the mouse button. All objects within this frame are selected. *Please refer to the [Figure 129](#).*
- 4) After selecting the objects with the Lasso function, the context menu with functions is available for the selected objects. *Please refer to the [Figure 126](#).*

3.2.2 Moving Objects using the Cursor



Selected objects can also be moved directly using the mouse while simultaneously **holding down the Ctrl key**. This keyboard shortcut is available in two- and three-dimensional views.

Moving selected objects. The cursor changes its shape during the moving process.
.....

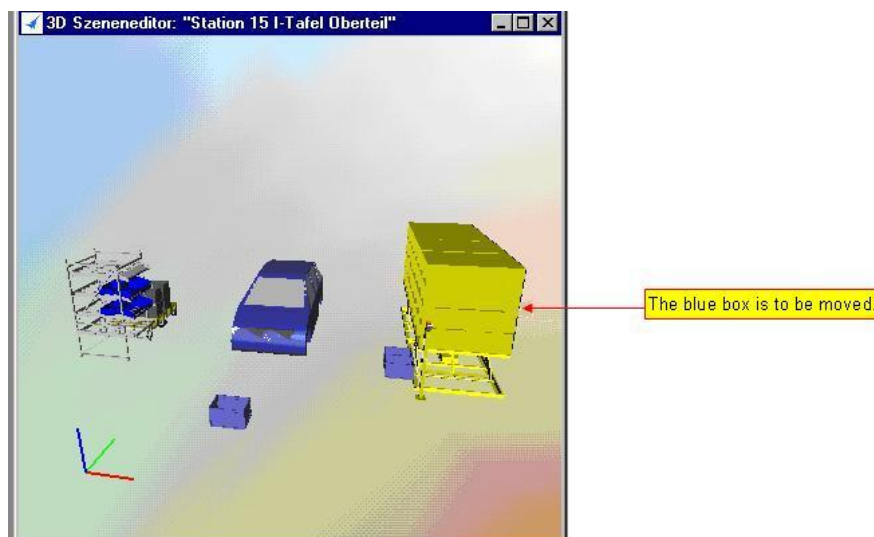


Figure 130: Moving Objects



- 1) Select the object in the graphic and then press the Ctrl key. The object (blue box) can be moved using the cursor while holding down the Ctrl key.

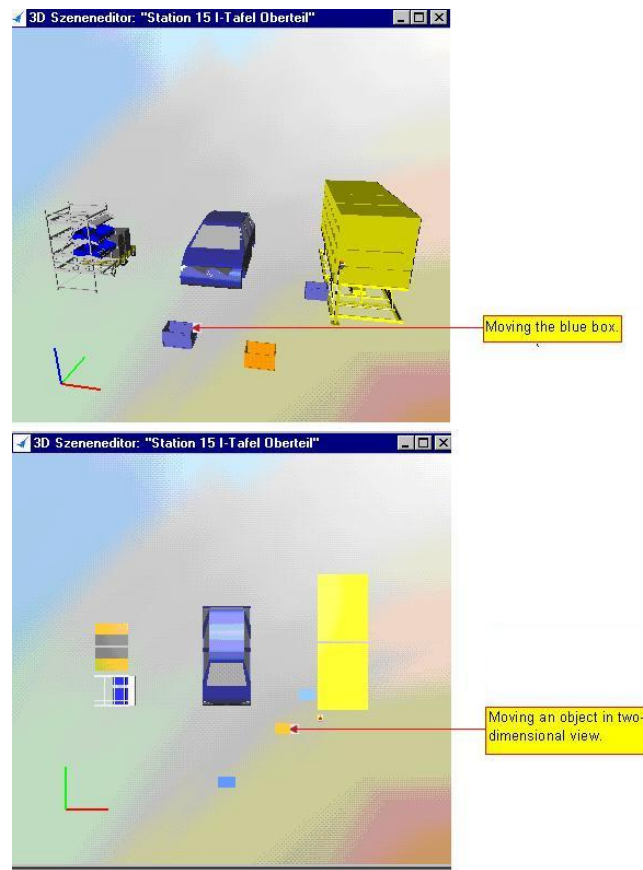


Figure 131: Moving Selected Objects

3.2.3 Split and Merge

Using the *Split* and the *Merge* functions, combined graphic ob-

A system usually consists of several combined stations. Using the *Split* and the *Merge* functions a combined system can be split and merged again. If, for example, a station is to be added to another system and is to be merged into a unit (is to build a unit) with the other stations of this system.

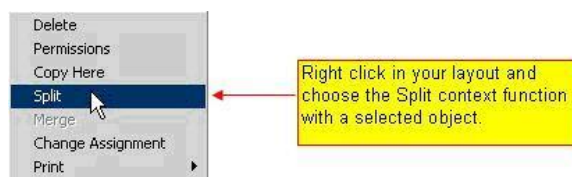


Figure 132: Split Context Menu

Example

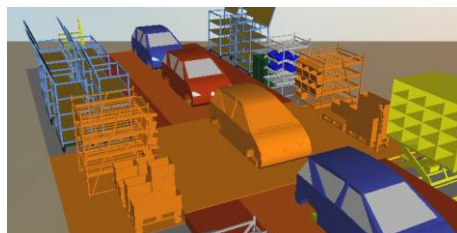


Figure 133: Split Function with a Selected Object

Example

A system divided using the *Split* function; the individual objects can be edited.

Using the *Split* and the *Merge* functions, combined graphic objects can be split and merged again

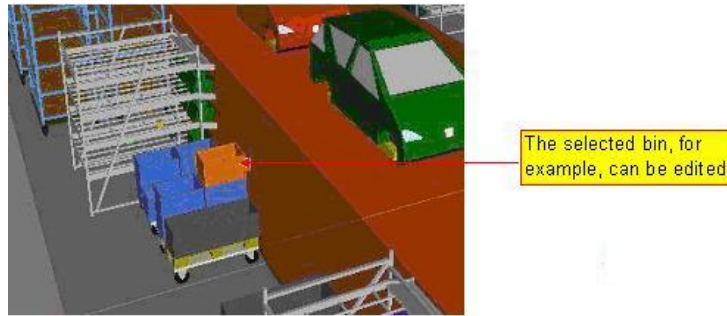


Figure 134: System Divided into Single Components

Merge a system using the *Merge* function.

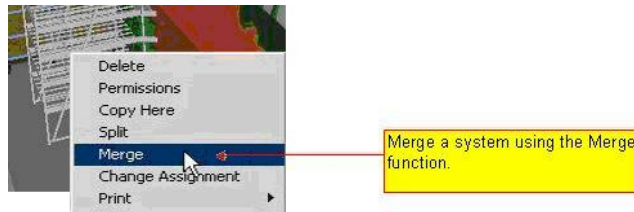


Figure 135: “Merge” Context Menu

3.3 Creating Graphic Files for DPM-V5

The *Create Preview Graphic* context function enables you to create graphic files in the ...cgr format, which can be used in DPM-V5.

Using a script will enable you to create graphic files via the context menu.



For more information on how to create graphic files using scripts, *Please refer to the [Scripting Manual](#)*.

The *Create Preview Graphic* context menu entry is available in both the product and resource structures.

Unless the user has superuser rights, the user must obtain *Create Preview Graphic* function permission to carry out this function.

- In the product structure this function is available in the PPR-Navigator, list-view and in the open graphic window.
- In the resource structure this function is available in the PPR-Navigator and listview.

Graphic files that are created using *Create Preview Graphic*, are saved in the preview_graphic directory.

The path in PE 5.17 is by default, preset: in the DELMIA\PPRClient\data\preview_graphic directory.

Path or directory changes can be carried out by way of the menu Tools < Settings < Maintenance < Global < graphic_editor.

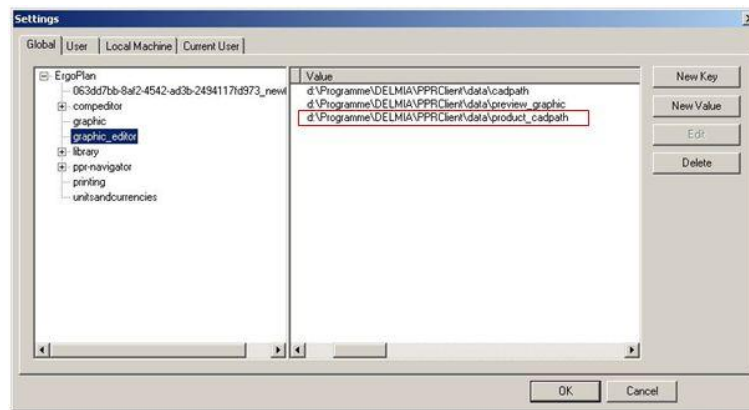


Figure 136: Settings Dialog – Graphic Files Directory

3.3.1 Creating Graphic Files

The children of a selected parent node are also included when creating a graphic file.

- 1) Open the context menu by right-clicking the mouse on a selected object.
 - 2) Then select the *Create Preview Graphic* menu entry. In the example, the function is carried out in the product structure.
- The same procedure can be used in listview, resource structure and in the graphic window.

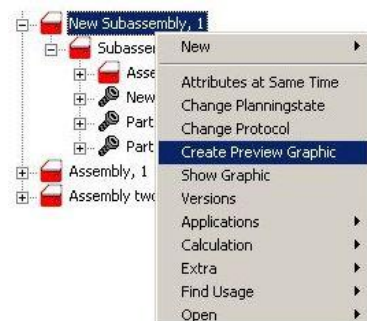


Figure 137: Create Preview Graphic is to be carried out via the Context Menu

The graphic files that have been saved in the *preview_graphic* directory are displayed in ...cgr format:

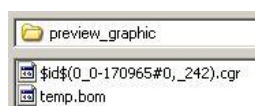


Figure 138: Display of Saved Files in the Preview_graphic Directory

4. Working in Complex Layout

Editing complex layouts requires quick and efficient access to functions. Some of these special editing possibilities are shown using a complex layout.

4.1 Show Graphic in Context

- 1) Select the station you want to edit in the bill of materials by right-clicking on it. Stations that are not selected are highlighted in grey/blue and cannot be edited.

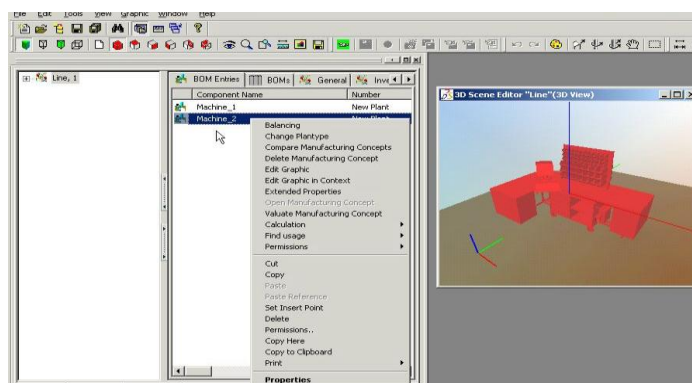


Figure 139: Layout Consisting of Three Stations

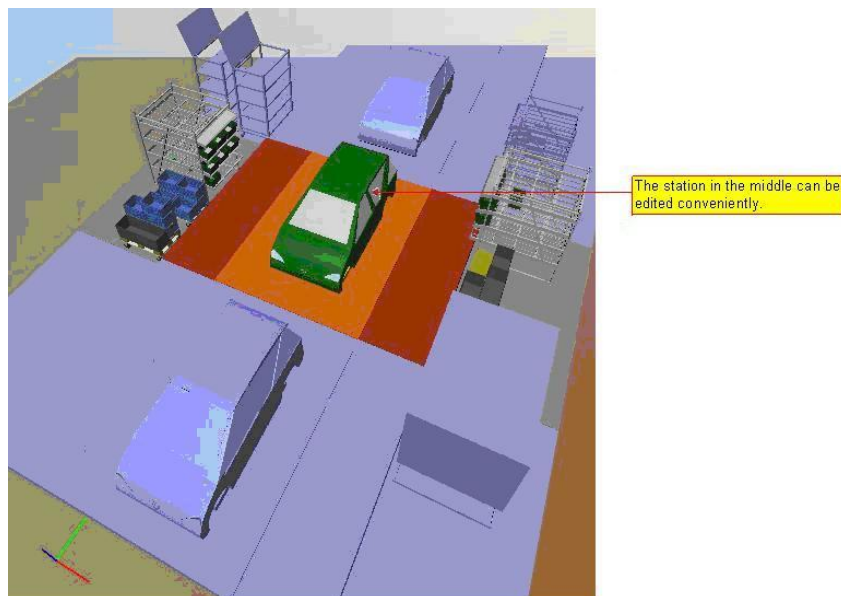


Figure 140: Layout in Context

- 2) To show the graphic unselected again close the graphic opened in the context.

4.1.1 Showing Graphic in Advanced Context

Using the *Show graphic in advanced context* function you can show and edit sections in a selected context of an entire graphic. In the Process Engineer an entire graphic corresponds to a resource structure usually consisting of several hierarchical levels. Graphics in turn are assigned to the individual hierarchical levels. An entire graphic is the sum of the individual graphics of all hierarchical levels of the resource structure.

Using this function you can select the context by either editing or showing the graphic on one of the assigned hierarchical levels.

What is achieved by this approach? Smaller editing steps, for example, are executed at a smaller station of the entire system in a larger context of the entire graphic. The effects can be immediately reproduced in this selected context; corrections can be executed immediately without having to open the entire graphic of the entire system, for example.

4.1.1.1 Opening Graphic in Advanced Context

The *Graphic in advanced context* function is available in the resource view.

- 1) In the PPR Navigator change from the resource structure to the resource view.
- 2) For this purpose, in the PPR Navigator select the hierarchical level in the resource structure and select the *Open this application* entry from the context menu.

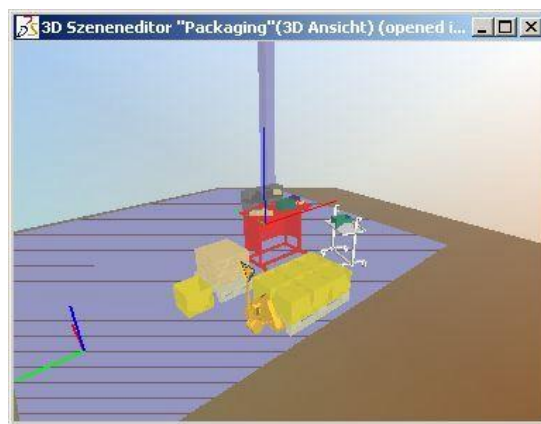


Figure 141: Section in Context with Default Setting 25 Percent

- 3) In the resource view open the resource structure up to the hierarchical level where you want to open the graphic editing.

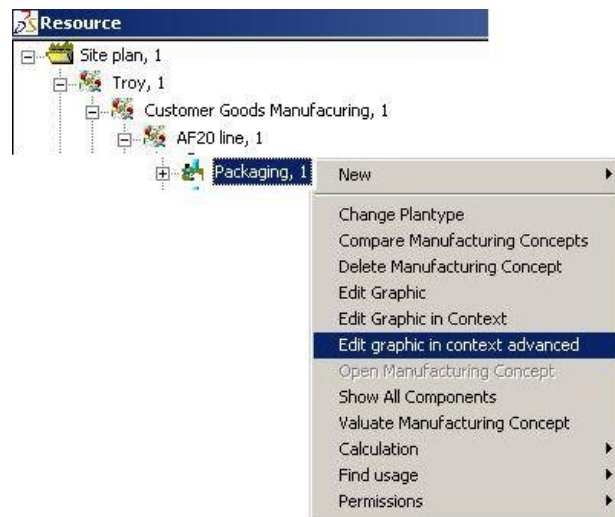


Figure 142: Open Graphic in Advanced Context

- 4) Click on the Edit graphic in context advanced entry.
- 5) In the Select context dialog select the context where you want to show or edit the graphic of the selected hierarchical level. In the Show in context of selection list all higher hierarchical levels are shown that are available for the context display.



Note

Select **none** at Position of DXF-files.



Figure 143: Select Context Graphic Editing Dialog

The selected context is marked blue in the scene editor and cannot be edited. The size in which the context is to be displayed can be set in the settings of the Graphic Tools tab; the context can be displayed with a zoom of up to 200 percent. This means: You can select between **1 % – 200 %**. The graphic objects of the selected hierarchical level are displayed in the selected object colour and can be edited.

- The default setting is 25 percent.

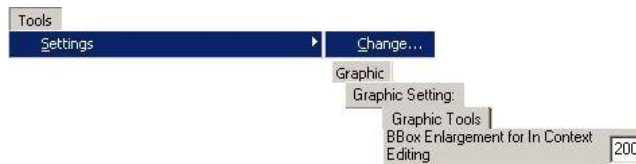


Figure 144: Determine Percentage Rate for Context Display

Context display, enlargement 25%

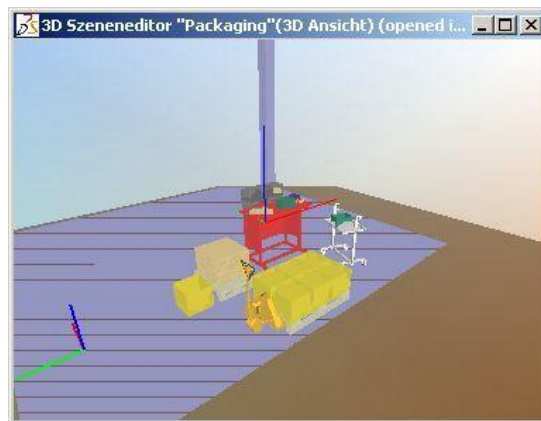


Figure 145: Context display 25%

Example

The same context display at 200 percent. In this example the system will be displayed in full volume. Compare to the context display at 25 percent.

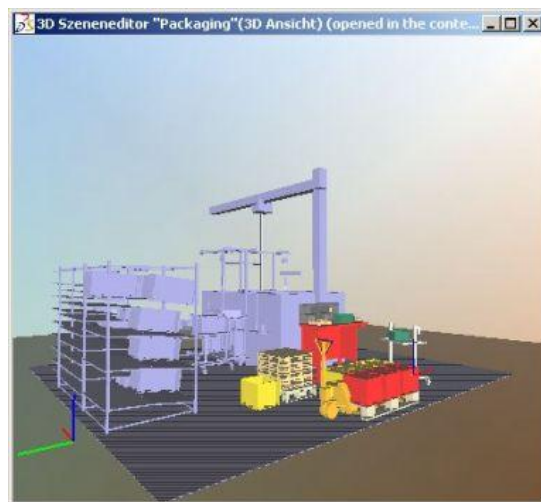


Figure 146: Context Display 200%

4.2 Hide in Graphic

- 1) Select the item or the station that you want to hide in the graphic. You can add other items instead, i.e. insert a different kind of station. If you save both layouts as view, you can use them in presentations or for your decision-making process in the case of multiple possibilities.

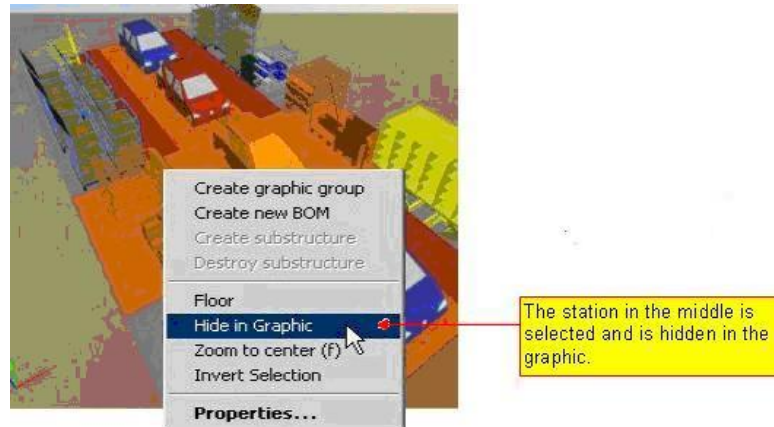


Figure 147: Hide in Graphic

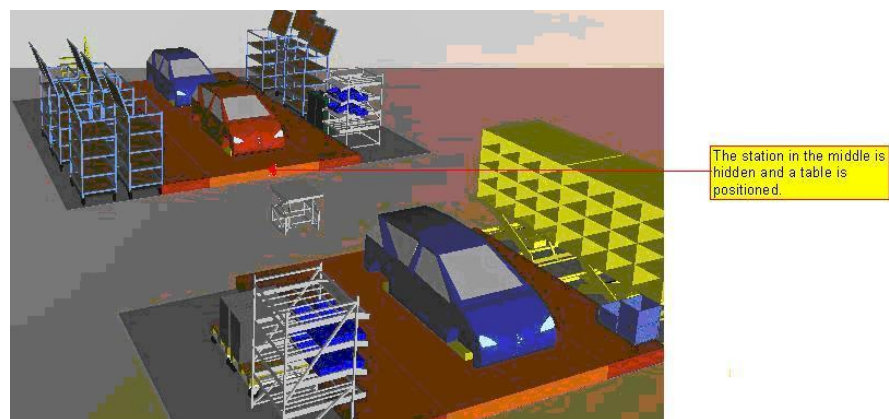


Figure 148: System with Hidden Station

- 2) It is possible, of course, to show the object again. You can choose from a list of hidden objects, after you have enabled the context menu in the layout. *Please refer to the [Figure 150](#).*

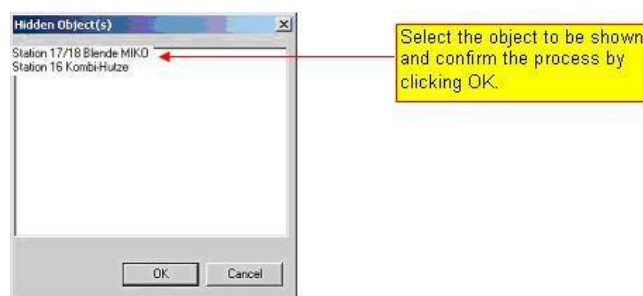


Figure 149: Selection List of Hidden Objects

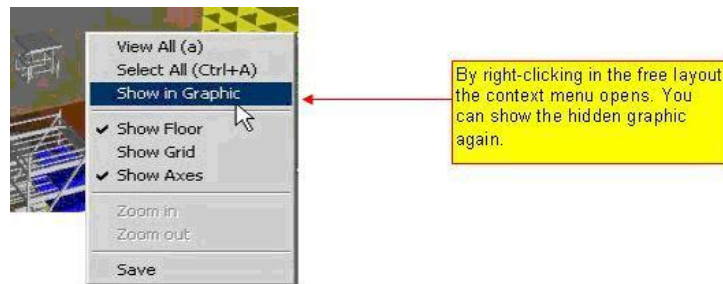


Figure 150: Show in Graphic Context Menu

4.3 Show Graphic in the Product View

The *Show Graphic* function in the context menu of the product structure, has been extended in the new PE 17.0 version. All of the functions in this chapter (such as the selecting of objects in the graphic window) that are specified on the following page, are only available in the product subassembly graphic window.

- 1) To open a graphic window, select the hierarchical level from the product structure, and open the context menu by right-clicking the mouse.
- 2) Then select *Show Graphic*.

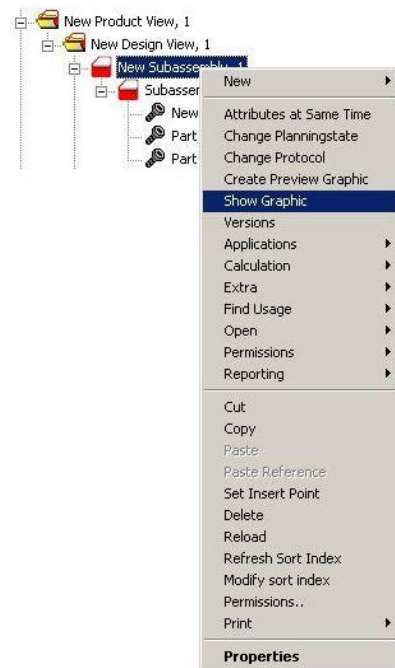


Figure 151: The Context Menu in the Product Structure

4.3.1 Extended Functions

- Graphic objects can be selected from an open graphic window. Simultaneous multiple selections are possible. Please refer to the [Selecting Graphic Objects in the Graphic Window](#).

- Selected objects can be highlighted in the graphic window as well as in the listview. *Please refer to the [Highlighting Selected Graphic Objects](#).*
- The context menu available for an object selected in the graphic window, is the same as the one available for an object selected in the PPR-Navigator of the product structure. *Please refer to the [Displaying the Graphics Context Menu in the Product Structure](#).*
- Drag and Drop in PPR-Navigator, listview and graphic window. *Please refer to the [Using Drag and Drop](#).*
- Deleting graphic objects in the graphic window. *Please refer to the [Deleting Objects in the Graphic Window](#).*
- Grouping and dividing subassemblies in the Graphic menu. *Please refer to the [Merging and Splitting Graphic Subassemblies](#).*

4.3.2 Selecting Graphic Objects in the Graphic Window

You can select an individual graphic object, or several graphic objects simultaneously in the open graphic window. Objects can only be selected from the graphic window of product subassemblies.

- 1) An individual object can be selected by left-clicking the mouse on the graphic object in the graphic window.
- The selected object is displayed in the color selected – the graphic object selected in the example is displayed in green.

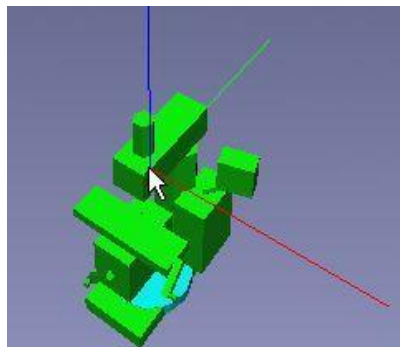


Figure 152: Selecting an Individual Graphic Object

- 2) By holding down the left mouse button along with the Control key, you can select several graphic objects simultaneously.
- The selected objects are displayed in the color selected – both of the graphic objects in the example are displayed in green.

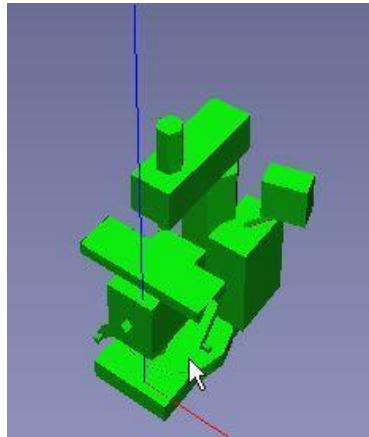


Figure 153: Selecting Several Graphic Objects

4.3.3 Highlighting Selected Graphic Objects

Graphic objects can be highlighted in both the listview, and graphic window. The graphic object in the example, is selected in the graphic window. The object is highlighted in the listview.

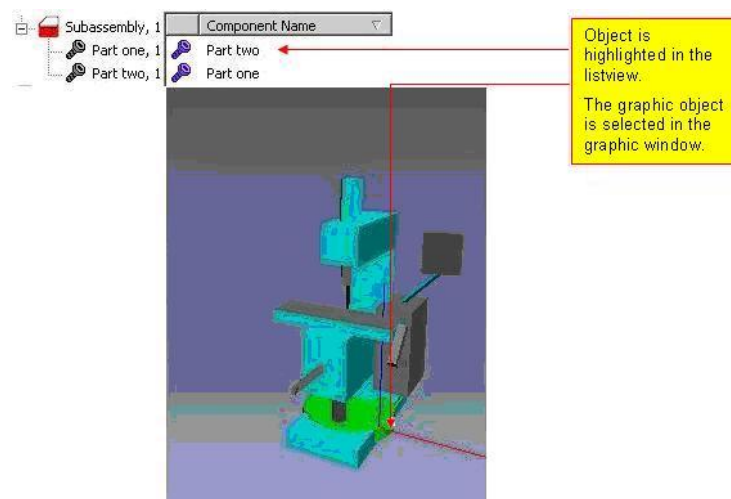


Figure 154: Object is highlighted in the Listview

- 1) If you select an object from the listview, the graphic object is highlighted in the graphic window. Several objects can be selected in the listview, which are in turn highlighted in the graphic window.
- 2) Whether you select one or several graphic objects in the graphic window, the corresponding objects in the listview will be highlighted.
- 3) Hold down the Control key to select several objects.

4.3.4 Displaying the Graphics Context Menu in the Product Structure

New context menu of a selected graphic object in the graphic window.

- 1) Select a graphic object in the graphic window, and open the context menu by right-clicking the mouse.

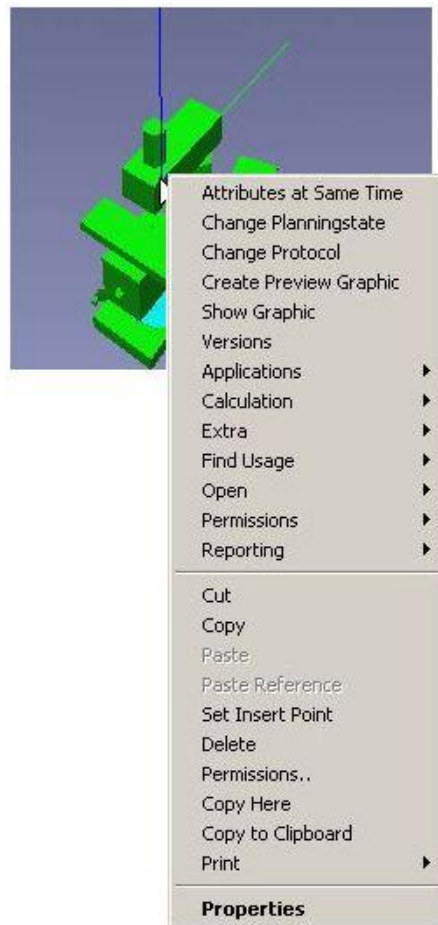


Figure 155: The Context Menu of the Selected Object in the Graphic Window

4.3.5 Using Drag and Drop

Drag and Drop enables you to insert objects from the PPR-Navigator or the listview, into the graphic window. The newly inserted objects are now visible in the graphic window, and are added into the product structure of PPR-Navigator.

- Objects that are inserted into the graphic window by Drag and Drop are referenced, which means that they are referenced under an original object and are not independent objects.



For more information on Drag and Drop and Referencing objects, *Please refer to the [General Introduction Manual](#).*

You can also use Drag and Drop to assign graphic objects in the graphic window to a product structure.

- Objects that have been assigned from the graphic window to a product structure using Drag and Drop, are copied, which means they are independent objects. So these objects can continue to be used and worked with independent of the original objects.

- 1) Select the graphic object (you can also select several graphic objects), to assign it from the graphic window using Drag and Drop to a product structure.
- 2) After that, press and hold the Control and ALT keys and drag the selected graphic object into the product structure.

4.3.4.1 Example of Drag and Drop – PPR-Navigator

- 1) To insert a graphic object from the PPR-Navigator or listview, into a graphic window using Drag and Drop, select the object with the left mouse button and drag it into the open graphic window.

The basic procedure is demonstrated in the following example:

- 2) Open the product structure of the graphic window.

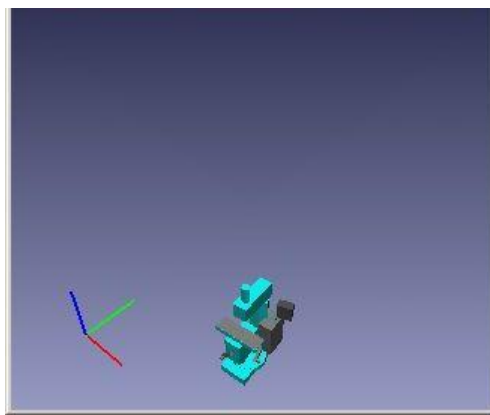


Figure 156: Picture 1 – Initial State

- 3) Using the left mouse button, select the object in the product structure.

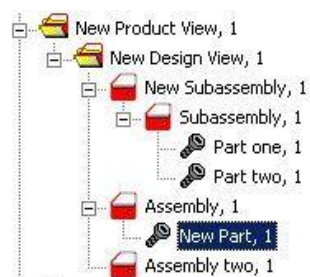


Figure 157: Picture 2 – Selecting the Object in the Product Structure

- 4) The next step is to drag the selected object onto the graphic window using the left mouse button, and drop it there. To drop the object, release the mouse button. The graphic object has been inserted into the graphic window.

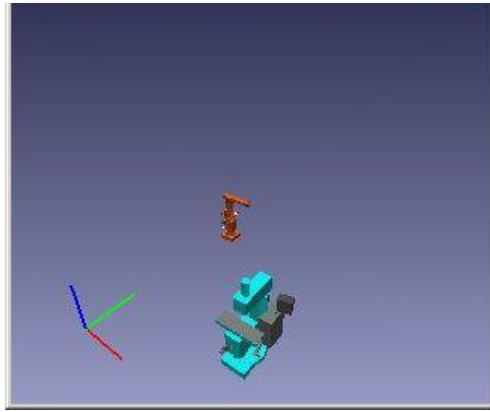


Figure 158: Picture 3 – Insert the Graphic Object into the Graphic Window

The graphic object that was inserted into the graphic window, is displayed in both the new and the old product structures.

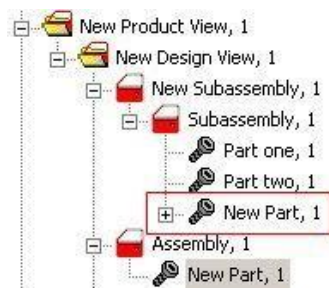


Figure 159: Picture 4 – Object is Displayed in the Product Structure

4.3.6 Deleting Objects in the Graphic Window

Two important points should be clear when deleting objects in the graphic window:

- Referenced objects are completely deleted: objects for instance that were inserted by Drag and Drop into the graphic window.
- Only the selected object is deleted, in the case of copied objects.



For more information on deleting objects, *Please refer to the [PPR Navigator Manual](#).*

- 1) To delete a graphic object, select the object from the graphic window and open the context menu by right-clicking the mouse. Several graphic objects can be selected and deleted at the same time.
- 2) Select the *delete* entry in the context menu.

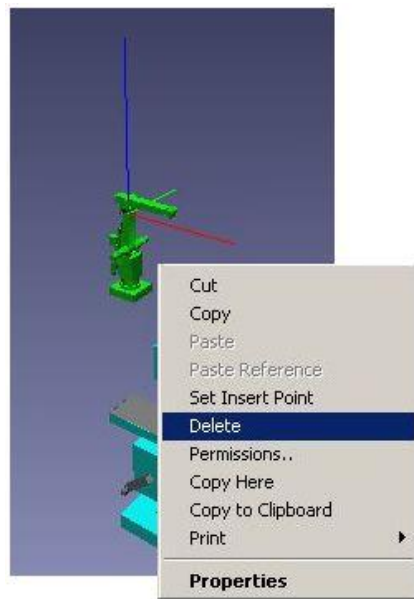


Figure 160: Deleting Graphic Objects

- 3) When the window appears, click on the appropriate option - *Component Flat* or *Deep*. The *Deep* option should be used for an object that is assigned to a structure (child), which should also be deleted.
- By using the Link Flat option, the relations that exist between objects are deleted.

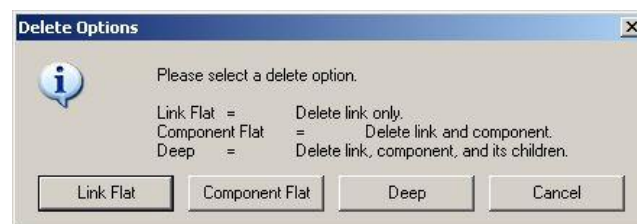


Figure 161: Delete Options

In the example, the *New part* object inserted (referenced) into the graphic window by Drag and Drop, is deleted from the graphic window. *Please refer to the [Using Drag and Drop](#).*

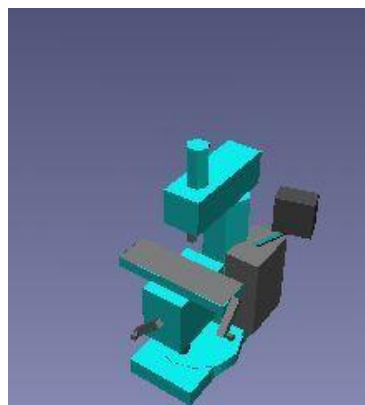


Figure 162: Graphic Object is Deleted in the Graphic Window

The referenced object is completely deleted from the product parts list.

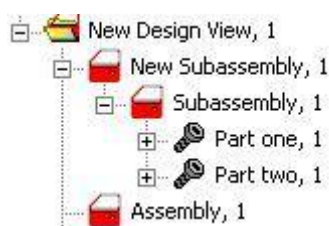


Figure 163: Object is Completely Deleted from the Product Structure

4.3.7 Merging and Splitting Graphic Subassemblies

The *Show Graphic* function in the product structure, enables you to break down and then merge graphic groups in the open graphic window. These two functions are available in the Graphic menu. Only graphic groups can be split and then merged.

- The graphic group splitting and merging functions in the Graphic menu are temporary. Once a graphic window has been closed and is reopened, the graphic groups are no longer split when displayed.
- So saving changes is not possible - for example, when a graphic window has been closed and is reopened, divided graphic groups are together again when displayed.

Graphic groups are created in the product structure, with the aid of product subassemblies that share the same parent node. The Split function can for example, be used to display the individual objects of graphic groups in the graphic window.

The following will help familiarize you with the basic procedure:

In the following example, a graphic subassembly should be formed again from the *New Subassembly* product subassembly which is made up of the *Subassembly* and *Assembly two* subassemblies.

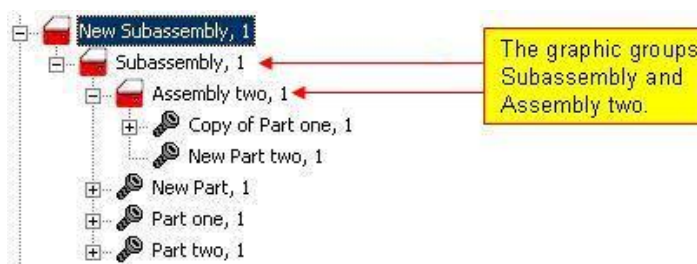


Figure 164: Picture 1 – New Subassembly Product Structure

- 1) In the *New Subassembly* parent node, open the graphic window in the product structure.
- 2) Select any object in the graphic window.
 - Since the graphic groups are siblings, the graphic subassemblies create a single graphic group for this parent node – for instance, all of the objects belonging to these subassemblies are displayed in the selection color green.

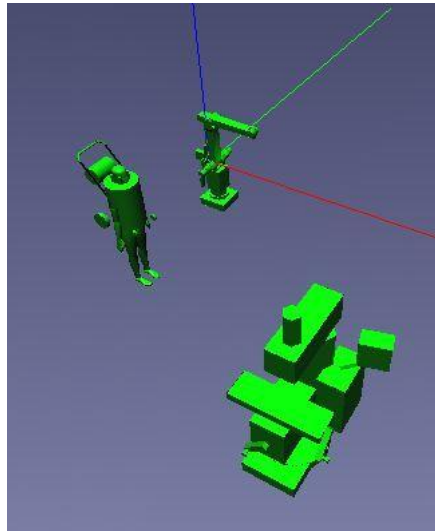


Figure 165: Picture 2 – Graphic Group for New Subassembly

- 3) To display individual objects from graphic groups, select *Split/Select next select* in the Graphic menu.
 - In the example the graphic group is made up of two graphic groups. To display all objects from the graphic groups, the *Split/Select next select* function must be carried out for each graphic group. So twice in the example.

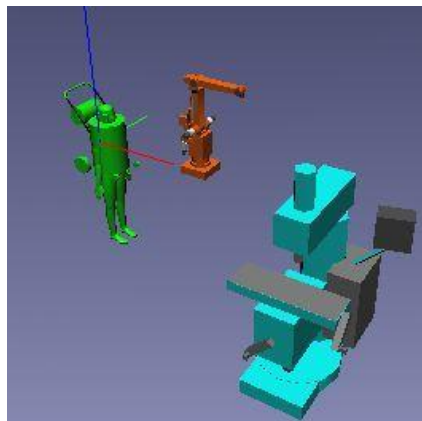


Figure 166: Picture 3 - Individual Parts of the Subassembly Graphic Group

- Picture 4 shows all of the objects for both of the graphic groups.

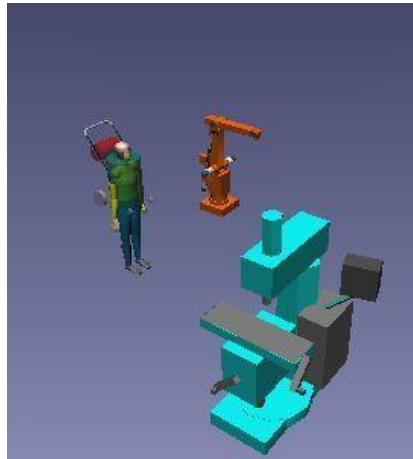


Figure 167: Picture 4 – All of the Individual Parts are Displayed

- 4) Select the *Merge* menu entry in the graphic menu, to close graphic groups in the open graphic window. To close all of the graphic groups, though, you must close all of the open graphic groups individually. Once again, twice in the example.

4.4 Geometry Caching in DPE

This functionality does not copy the geometry of resources in DPE.

- If the referenced file already is in the cadpath or in the product_cadpath directory no path is used in the graphicname, only the name of the file is used.
 - If the referenced file already is in a subdirectory of cadpath or product_cadpath the absolute path is changed to a relative path.
 - Other source files get copied if this setting is not set.
- 1) Go to **Tools < Settings < Change < Maintenance Tool < Global**.
 - 2) Set graphic/not_copy_cad_files value to 1. *Please refer to the [Figure 168](#).*

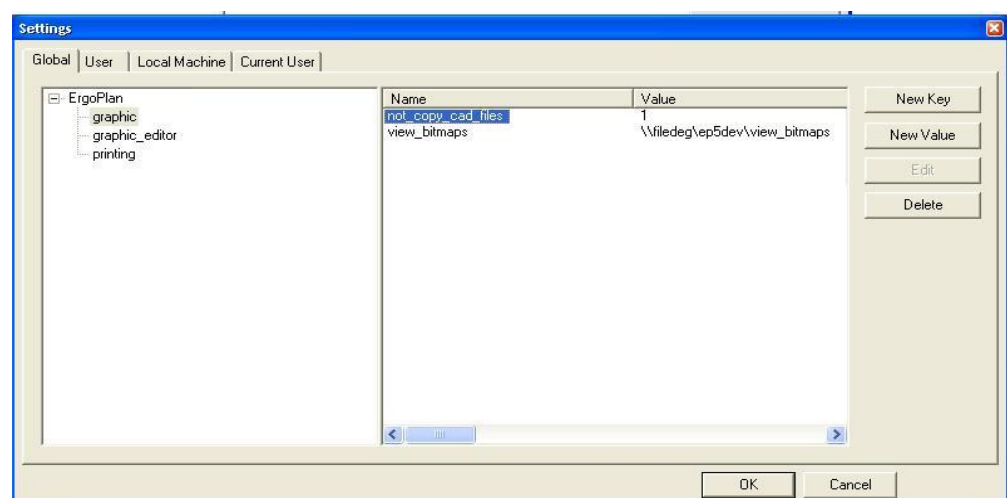


Figure 168: Settings to not Copy the Geometry of Resources

- 3) Open Insert Tool of the WSC graphic editor, it is not possible to add CAD files to the list of files, since the **Add to tree button** is disabled. The **Add to tree** functionality copy such files into the cadfile directory.

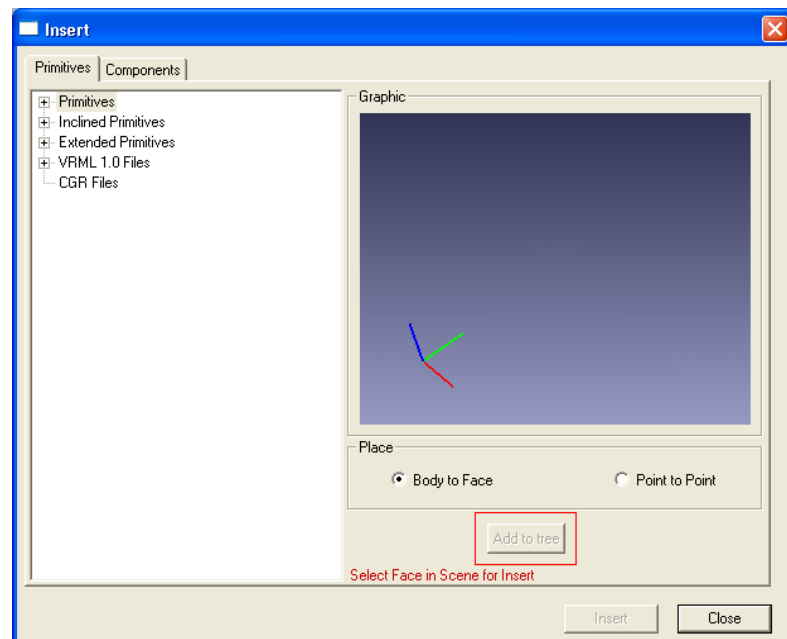


Figure 169: Insert Tool of WSC Graphic Editor

4.5 Autorelations in the Layout

Autorelations are automatic assignments of technical objects (for example resources: parts bins) to organisational objects based on existing relations between:

- Processes and resources
- Processes and products
- Products and resources

Autorelations are used to facilitate and accelerate your work.

- With the help of autorelations, for example, a parts bin is visualised with position data in a process (synchronisation). If this parts bin is linked to the product as well, it is placed in the layout without a separate entry in the bill of materials.
- Defined settings have to be made in the DELMIA Process Engineer configuration. These are usually preset in the case of the standard plantype set.

Example

A prerequisite of the standard plantype set is that all necessary links exist. This is done in the following way in the PPR Navigator: 1. Link process with resource, 2. link process with product and 3. link product with resource.

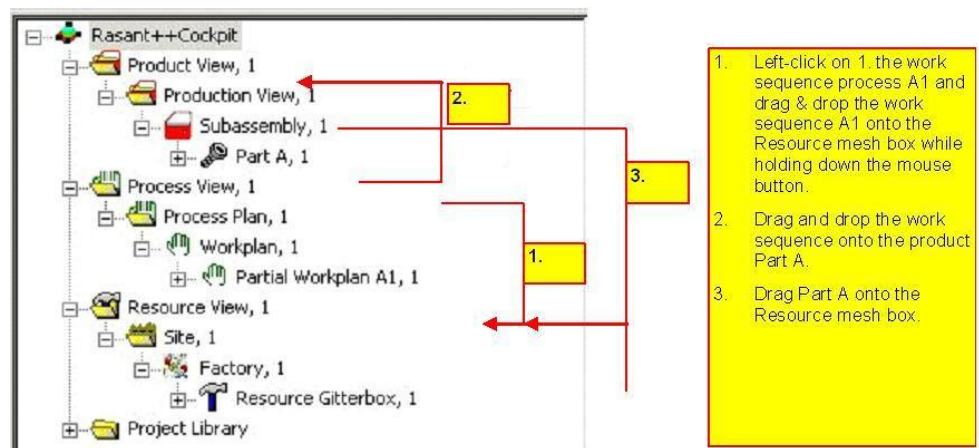


Figure 170: PPR Navigator Structure

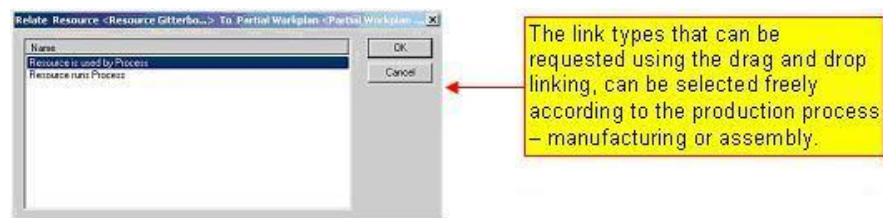


Figure 171: Process – Resource Link Type

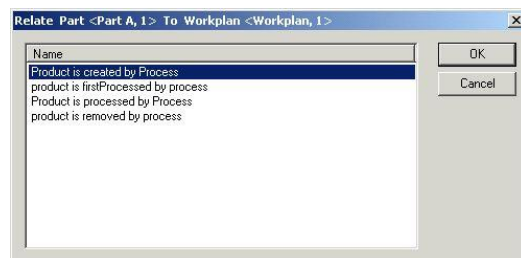


Figure 172: Product – Process Link Type

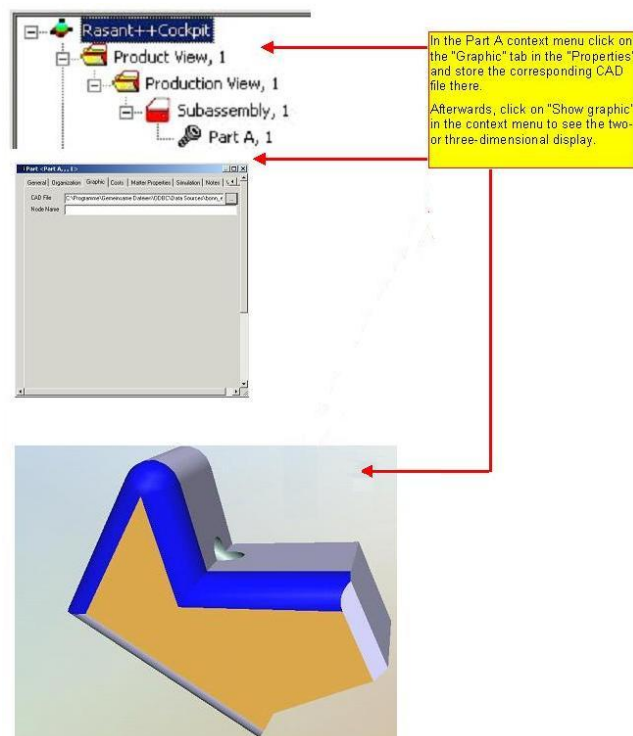


Figure 173: Stored Graphic of the Product "Part A"



Note

The product (Part A) is used in relation to the autorelation only for the visualisation of the stored CAD file.

Example

In the Resource Properties dialog you can define the Resource coordinates in the *Graphic settings* tab. The coordinates are retained later, when the resource is placed in a station or a balancing tool.

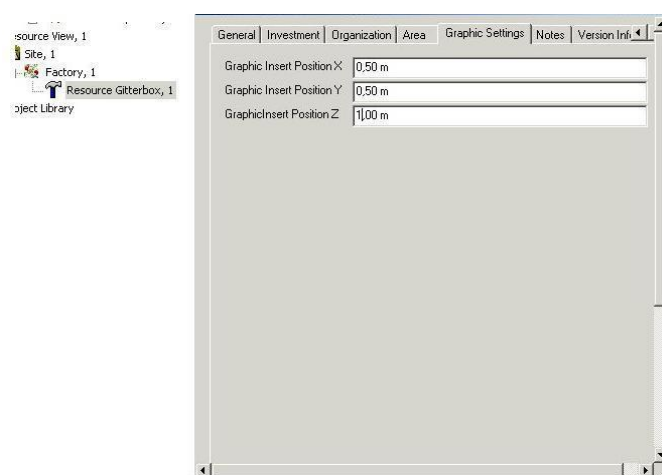
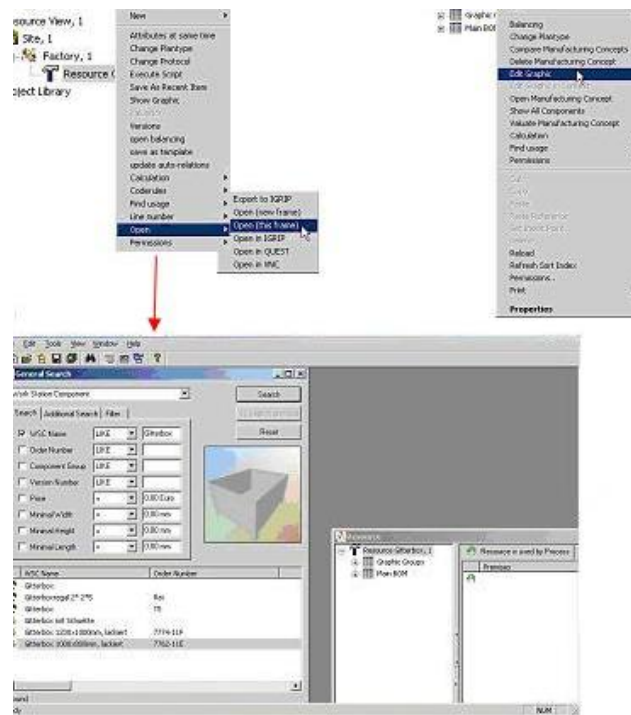


Figure 174: Resource Graphic Settings

- 1) Open the resource using the *Open this frame* menu item in the context menu. Select *Edit graphic*.



Open the "Finder" (binoculars) and drag & drop the desired mesh box in the bill of materials (MBom) or directly in the layout of the Resource.

Figure 175: Resource and Linked Product

Example

Resource with linked product.

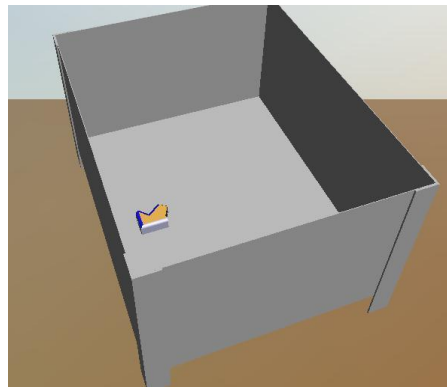


Figure 176: Resource Mesh Box with Linked Product

Now the linked product can be positioned in relation to the resource in the started *Edit graphic* menu.

You cannot execute the positioning in the station or the balancing tool.



Note

In [Figure 115](#) you can see the visualisation of the product only via autorelation. The product is not available in the bill of materials and has not been positioned directly in the layout either.

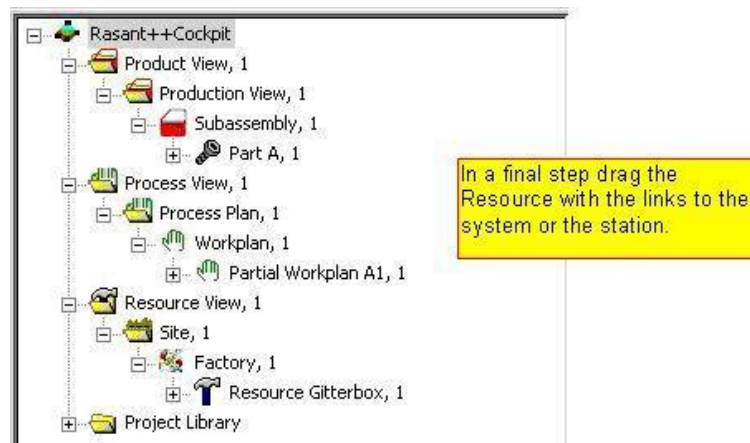


Figure 177: Linking of Resource with System or Station

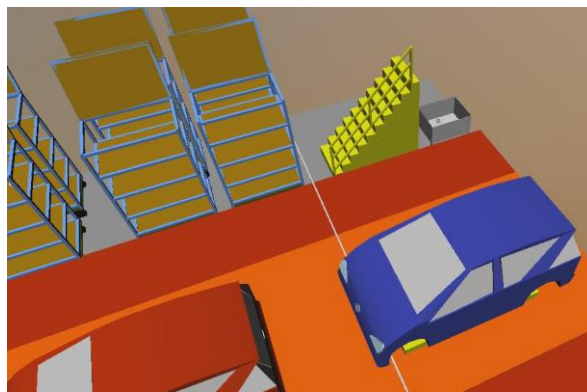


Figure 178: Station with Resource and Product (autorelation)

A tab called “Auto2_reverse” is created in the bill of materials. You can see the existing autorelation.

Product is provided by Resource		Auto2_reverse	General
Component Name		Number	
Resource Gitterbox		New Plant	
Station		New Block	

Figure 179: “Auto2_reverse” Tab Showing the Autorelation

4.6 Shortkeys for Graphic, Selection, and Navigation

Overview of
short keys
for editing
graphics

Hotkeys, Selection and Navigation in 3D layout/3D Editor

In the case of hotkeys the standard/default settings are underlined; if there are no default settings, the standards are taken from the Properties menu.

Table 2: Shortkeys for Editing Graphics

Short Keys	Description
'a', 'A'	View All
'g', 'G'	Grid On / Off
'l', 'L'	Lock Axis On / Off
'q', 'Q'	<u>Perspective</u> / Orthographic camera mode
'f', 'F'	Render <u>Faces</u> / Wire / Boundingbox
's', 'S'	Stereo mode On / <u>Off</u>
't', 'T'	Text On / <u>Off</u>
'u', 'U'	Transparency On / <u>Off</u>
'w', 'W'	<u>Examine</u> / Walk navigation mode
'z'	Zoom out
'Z'	Zoom in
'1'	<u>3D view</u>
'2'	2D front view
'3'	2D left side view
'4'	2D right side view
'5'	2D back view
'6'	2D top view
'+'/'-'	after zoom operation with magnifying glass Next / Last view

Overview of
short keys
for editing
graphics

Table 3: Standard Windows Accelerator Keys Table

Keys	Description
CTRL-A	Select All
CTRL-S	Save
CTRL-Y	Redo
CTRL-Z	Undo
Left-click	Selection
CTRL-Left-click	Multiple selection (left-click to add or remove a selection)
CTRL-SHIFT and Left-click	Centring part of a graphic
Mausrädchen	Zoom
SHIFT-Left mouse button	PAN-Mode

List of Figures

Figure 1: Graphic Export Dialog	5
Figure 2: Selecting an Object Color for a Selected Object.....	5
Figure 3: Representation in the Layout of a Graphic	7
Figure 4: Opening the Graphic Settings Dialog – Temporarily Edit.....	8
Figure 5: Zoom Functions	8
Figure 6: Maximized Section.....	9
Figure 7: “Zoom to Center” Zoom Function	9
Figure 8: Applying 3D Zoom Function.....	10
Figure 9: 3D Zoom Function – Maximized Section.....	10
Figure 10: Initial Situation – Two Objects with Different Colors	11
Figure 11: Select Blue Sphere	11
Figure 12: Open Dialog – Select Pipette	11
Figure 13: Select Object with Pipette	12
Figure 14: Object Color Applied Directly	12
Figure 15: Schematic Display Stereo View	13
Figure 16: Select Stereo (s) Menu Item	13
Figure 17: 3D Graphic Opened in Stereo Mode; the View is Shown Twice	14
Figure 18: Show Views Graphic.....	14
Figure 19: Graphic Editing Views.....	14
Figure 20: Example: Workplace in 3D.....	15
Figure 21: Example: Workplace, Top View	15
Figure 22: Example: Workplace, Front View	15
Figure 23: Example: Workplace, Left Side View.....	15
Figure 24: Example: Workplace, Right Side View	16
Figure 25: Example: Workplace, Back View.....	16
Figure 26: Example: Workplace, Solid Rendering Mode	16
Figure 27: Example: Workplace WIRE RENDERING MODE, only Edges Visible	17
Figure 28: Example: Workplace Solid and Wire Rendering Mode, Surfaces and Edges Visible	17
Figure 29: Example: Workplace Display as a Bounding Box	17
Figure 30: Navigation Graphic	18
Figure 31: Three Variations of the Camera Position with the Examine Mode	18
Figure 32: Example: Camera Movement in Horizontal Direction	19
Figure 33: Tools Menu	20
Figure 34: Measurement Dialog.....	20

Figure 35: Results of the Measurement of a Supporting Shelf in Top View	21
Figure 36: Calculating the Distance between Workplace and Shelf.....	21
Figure 37: Copying Values.....	22
Figure 38: Advanced Measuring Functions	23
Figure 39: Distance Sections with Polygonal Measuring	23
Figure 40: Placement Function	24
Figure 41: Placement Dialog.....	24
Figure 42: Select Crate	25
Figure 43: Procedure when Placing Objects	25
Figure 44: Putting the Crate on the Shelf using the Placement Function.....	26
Figure 45: Dialog for Translating Graphic Objects.....	26
Figure 46: Example for a Coordinate System: Selected Graphic Object.....	28
Figure 47: Example for a Coordinate System: Graphic	28
Figure 48: Example for Coordinates: Absolute/Relative	28
Figure 49: Selecting Axes and Mode	29
Figure 50: Example: Translating X-Axis, Relative Coordinate System	29
Figure 51: Checkmarks: both Points are Set.....	30
Figure 52: Example: Translating a Line with Two Points on the Graphic Object.....	30
Figure 53: Example: Moving Point to Plane	30
Figure 54: New Dialog for Rotating Objects	31
Figure 55: Example: Rotating in Absolute Mode along One of the Axes	31
Figure 56: Setting 1: before Rotation	32
Figure 57: Setting 2: after Rotation	32
Figure 58: Setting two Buttons for the Rotation Angle	33
Figure 59: Example 1: Rotate Original Situation.....	33
Figure 60: Example 1 – Rotate Result	33
Figure 61: Example 2: Process from the Original Situation to the Result.....	34
Figure 62: Coordinates Dialog	34
Figure 63: Direct Tool Dialog	35
Figure 64: Moving along the X-axis: Original Situation	36
Figure 65: Moving along the X-Axis: Result	36
Figure 66: Call Functions in the Graphic Menu	37
Figure 67: Select Graphic Object	37
Figure 68: Repositioning two Objects from two Graphic Objects.....	38
Figure 69: Connection to the Second Graphic Object	38
Figure 70: Structure of the Entire System	38
Figure 71: Change Assignment Context Menu.....	39
Figure 72 Change Assignment Dialog – New Object	39

Figure 73: Properties Menu for the New Object	40
Figure 74: Object in the Bill of Materials: Machine Test.....	40
Figure 75: Manufacturing Concept with Newly Added Object.....	41
Figure 76: Original Situation: Assignment Display Working Table in Station 15	41
Figure 77: Selecting the New Structure in the Dialog	42
Figure 78: Aim - Splay Working Table in Station 17/18	42
Figure 79: Message: Object is already a Member of another Graphic Group	43
Figure 80: Selection of Objects: Selection Color: Red.....	43
Figure 81: Creating Graphic Group: Context and Menu	43
Figure 82: Graphic Group Properties Dialog	44
Figure 83: New Graphic Group: Displayed in the Bill of Materials	44
Figure 84: Edit Graphic Group: Selected Object	45
Figure 85: Selected Object has been moved from the Graphic Group	45
Figure 86: Entire Graphic Group has been Selected and Moved	46
Figure 87: Replace Function in the Context Menu	46
Figure 88: Finder: Replace System Item.....	47
Figure 89: Replaced System Item in the Bill of Materials	47
Figure 90: Creating New Bills of Materials: Two Selected Objects	48
Figure 91: Bill of Materials Structure Station 1 - Table	48
Figure 92: Properties Dialog: Create New BOM.....	48
Figure 93: New Bill of Materials Structure	49
Figure 94: Hiding an Object in the Graphic	49
Figure 95: Show in Graphic Context	50
Figure 96: Dialog for Hidden Objects	50
Figure 97: Dialog for Hidden Objects: Two Objects.....	51
Figure 98: Shown Objects: Highlighted in Red.....	51
Figure 99: Annotation and Dimensioning Criteria	52
Figure 100: Annotation Icons	52
Figure 101: Dimensioning Or Annotation of the Route Length	53
Figure 102: Dimensioning or Annotation of the Angle	53
Figure 103: Setting Annotations.....	54
Figure 104: Label String Diagram	57
Figure 105: Example – Typing in a Label String Manually.....	59
Figure 106: Label Strings.....	60
Figure 107: Example 1 – Label String with Red Text	60
Figure 108: Label Strings.....	60
Figure 109: Example 2 – Label String with Green Text	60
Figure 110: Label Strings.....	61

Figure 111: Example 3 – Space is Reduced to 1000 mm.....	61
Figure 112: Label Strings.....	61
Figure 113: Example 4 – Font Size and Weight Reduced	61
Figure 114: Label Strings.....	62
Figure 115: Example 5 – Rotation with 90° Entered	62
Figure 116: Label Strings.....	62
Figure 117: Example 5 – Text Position is aligned to the Right.....	62
Figure 118: Label Strings.....	63
Figure 119: Example 7-1 – Geometry of the Text.....	63
Figure 120: Label Strings.....	64
Figure 121: Example 7-2 – Geometry – only the Top is Displayed	64
Figure 122 : Save View Settings Dialog	65
Figure 123: Saving View Settings	65
Figure 124: Different Views/Scenes of a Graphic.....	66
Figure 125: Right Mouse Button Functions in a Free Layout.....	67
Figure 126: Context Menu with a Selected Object	67
Figure 127: Levitating Body	68
Figure 128: Body is Placed on the Floor	68
Figure 129: Selecting Object with the Lasso	69
Figure 130: Moving Objects	69
Figure 131: Moving Selected Objects	70
Figure 132: Split Context Menu.....	70
Figure 133: Split Function with a Selected Object	70
Figure 134: System Divided into Single Components.....	71
Figure 135: “Merge” Context Menu	71
Figure 136: Settings Dialog – Graphic Files Directory	72
Figure 137: Create Preview Graphic is to be carried out via the Context Menu.....	72
Figure 138: Display of Saved Files in the Preview_graphic Directory.....	72
Figure 139: Layout Consisting of Three Stations.....	73
Figure 140: Layout in Context.....	73
Figure 141: Section in Context with Default Setting 25 Percent	74
Figure 142: Open Graphic in Advanced Context	75
Figure 143: Select Context Graphic Editing Dialog	75
Figure 144: Determine Percentage Rate for Context Display	76
Figure 145: Context display 25%	76
Figure 146: Context Display 200%.....	76
Figure 147: Hide in Graphic	77
Figure 148: System with Hidden Station	77

Figure 149: Selection List of Hidden Objects	77
Figure 150: Show in Graphic Context Menu.....	78
Figure 151: The Context Menu in the Product Structure	78
Figure 152: Selecting an Individual Graphic Object.....	79
Figure 153: Selecting Several Graphic Objects.....	80
Figure 154: Object is highlighted in the Listview.....	80
Figure 155: The Context Menu of the Selected Object in the Graphic Window	81
Figure 156: Picture 1 – Initial State	82
Figure 157: Picture 2 – Selecting the Object in the Product Structure	82
Figure 158: Picture 3 – Insert the Graphic Object into the Graphic Window	83
Figure 159: Picture 4 – Object is Displayed in the Product Structure	83
Figure 160: Deleting Graphic Objects	84
Figure 161: Delete Options	84
Figure 162: Graphic Object is Deleted in the Graphic Window	84
Figure 163: Object is Completely Deleted from the Product Structure.....	85
Figure 164: Picture 1 – New Subassembly Product Structure	85
Figure 165: Picture 2 – Graphic Group for New Subassembly	86
Figure 166: Picture 3 - Individual Parts of the Subassembly Graphic Group	86
Figure 167: Picture 4 – All of the Individual Parts are Displayed	87
Figure 168: Settings to not Copy the Geometry of Resources.....	87
Figure 169: Insert Tool of WSC Graphic Editor	88
Figure 170: PPR Navigator Structure	89
Figure 171: Process – Resource Link Type	89
Figure 172: Product – Process Link Type	89
Figure 173: Stored Graphic of the Product "Part A"	90
Figure 174: Resource Graphic Settings	90
Figure 175: Resource and Linked Product.....	91
Figure 176: Resource Mesh Box with Linked Product.....	91
Figure 177: Linking of Resource with System or Station	92
Figure 178: Station with Resource and Product (autorelation)	92
Figure 179: "Auto2_reverse" Tab Showing the Autorelation	92

List of Tables

Table 1: Label String Definition Table	57
Table 2: Shortkeys for Editing Graphics	93
Table 3: Standard Windows Accelerator Keys Table	93

Index

C

- Context Menu Entry Graphic Files 71
- Creating Multiple Views 14

D

- DPM-V5 Graphic Files
 - General information..... 71
- DPM-V5 Graphic Files
 - Creating Graphic Files..... 72

E

- Examine Mode 18
- Example
 - Levitating Body 67
 - Measuring Supporting Shelf 20

G

- Grafic Tools 32
 - Set Rotate Angle..... 32
- Graphic Settings..... 7
- Graphic Tools
 - 3D Display of Graphic Views 16
 - 3D Zoom Function..... 3, 10
 - Create Graphic Groups 42
 - Create New Bill of Materials 47
 - Hide and Show Objects from the Graphic..... 49
 - Insert New Object into the Structure..... 39
 - Reassign Existing Object..... 41
 - Rotate (three points) 32
 - Solid and Wire Rendering Mode 17
 - Solid Rendering Model 17
 - Specify Coordinates 6, 34
 - Specify Objects in a Graphic..... 36
 - Split and MERGE Structures 37
 - Use Direct Tool 35
 - Wire Rendering Mode 17

L

- Label
 - Definition of a Label String..... 57
 - Entering a Label String into the Properties Dialog
 - 59
 - Examples of Label Strings..... 60
 - General Information 57

M

- Measuring Distances 20
- Moving Selected Objects 69

N

- Nonliability ii

P

- Pan Mode 19
- Perspective and Orthographic Settings* .. 14
- Placing a Body onto a Different Object... 25
- Polygonal Measuring 23

R

- Right Mouse Button Function
 - Determine Zoom Factor for Context Display 75
 - Open Graphic in Advanced Context 74
 - Select graphic in Advanced Context 75
 - Show Graphic in Advanced Context 74
- Right Mouse Button Functions 67

S

- Show Graphic - Product View
 - Deleting Graphic Objects 83
 - Drag and Drop 81
 - Extended Functions..... 78
 - General Information..... 78
 - Graphic Sub-assemblies..... 85
 - Highlighting 80
 - Selecting a Graphic Object 79

T

- The Lasso Function 68

U

- Using Graphic Tools 7

W

- Walk Mode..... 18