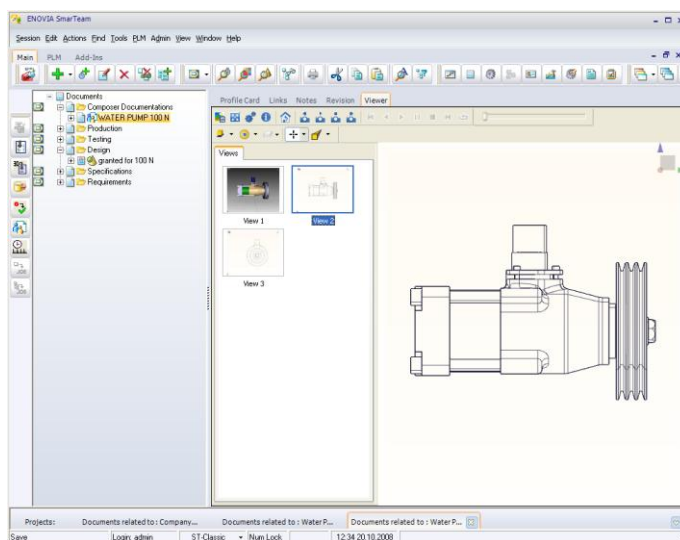


<3DSmartDocCreator > Client - <TC9> -



User Guide – V1.8

BPA Delivery 8 for V5R20 (V5.8)

Modification Tracking

Version	Date	Done by	Modification
BPA internal version id	20.10.2008	TBZ	Version 1 document creation
V1.1	10.11.2008	TBZ	Functions added
V1.2	3.2.2009	TBZ	Functions added (Show Structure)
V1.3	4.5.2009	TBZ	Menu Functions Added
V.1.4	8.6.2009	TBZ	IBM remarks

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1. Introduction

This document describes the user guide for the BPA 3DSmartDocCreator Client.

This document is divided into the following sections:

- 3DSmartDocCreator Overview
- 3DSmartDocCreator main chapter 1

1. Scope and purpose

3DSmartDocCreator enables ENOVIA SmarTeam User to manage 3DVIA Composer Projects. In a very early state of the engineering process the existing 3D assemblies like CATIA or Pro/E can be selected for a fast and save project creation.

During the lifecycle of these 3D assemblies and parts the geometries are created and updated automatically. 3DSmartDocCreator is using the fully shattered model of the 3DVIA Composer so Document and Item Information can be merged into the corresponding XML files. The Composer user can easily access this Meta Information through the property management.

In fact that there is no conversion required on the client side the creation speed of 3DVIA Projects is increased dramatically.

All relevant SmarTeam Lifecycle features can be used to have a save and secured 3DVIA Composer Creation History.

2. Related Documentation

This document gives complementary useful information for daily use of the BPA.

Here is a list of BPA complementary documents:

- 3DSmartDocCreator Installation Guide

Document acronym	Content
TC9 Delivery8 Installation Guide	Installation of the 3DSmartDocCreator Client

3. Definitions

Glossary

Terms and acronyms used in this guide:

Term	Definition
Composer Project	3DVIA Composer Project that is managed by ENOVIA SmarTeam
View File	3DVIA Composer View File
Scene File	3DVIA Composer Scene File

Table 1 – Glossary

Acronym	Definition
BPA	3DSmartDocCreator BPA

Table 2 - Acronyms

Variables

:

Name	Definition
<BPA Install Directory>	The selected directory for BPA installation
<CATIA Install Directory>	The directory of CATIA installation
<SmarTeam Home Directory>	The SmarTeam Installation Directory e.g. : c:\Program Files\ SmarTeam
<BPA License Directory>	The installation directory for BPA license files
<Path>	Variable for search path
<Work>	SmarTeam working Directory
<GeomFiles>	Shared Server Directory of all 3DVIA Geometry and XML files

Table 3 - Variables

Pictograms

Describe here the pictograms used in this guide:





Symbol	Usage
	Step The step symbol signals that a sequence of work operations is given.
	Information The info symbol signals background information.
	Tip The lamp symbol signals a tip that offers you practical experience to make your work easier.
	Warning: The warning symbol signals critical moments to which you should pay attention in order to avoid problems in your work process.

Table 4 - Pictograms

4. Prerequisite for 3DSmartDocCreator usage

Installation

Please have the client properly installed and implemented

- Refer to the installation guide

Check that there is a valid license file (SmartDocCreator.lic) existing in the <BPA Install Directory>.

2. 3DSmartDocCreator Client overview

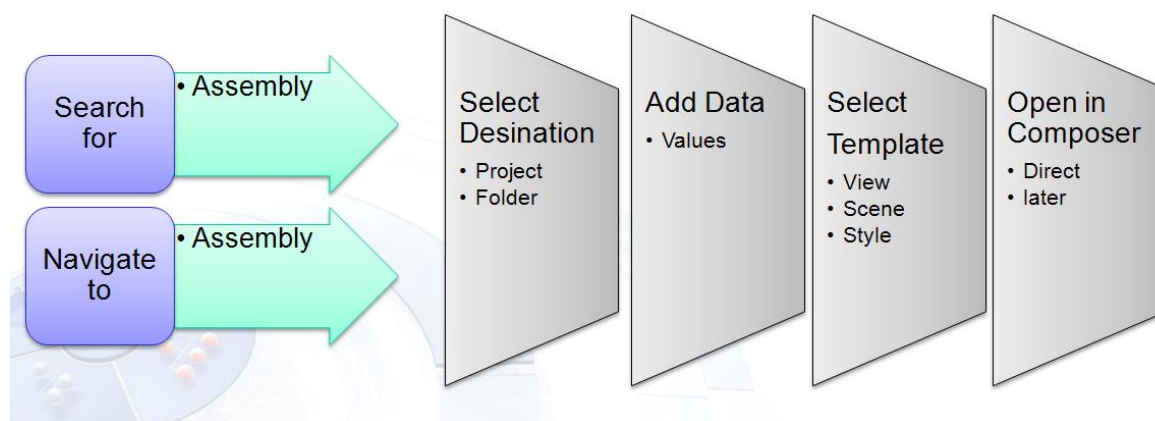
1. Functional overview

- Create a Composer Project based on a 3D Assembly
- Save your work inside 3DVIA Composer and create a Viewing File for the SmarTeam View Tab
- Lifecycle a Composer Project : Check In
- Lifecycle a Composer Project : Check Out
- Update all Meta Information in an existing Composer Project
- Copy all related Geometry and XML files to the Composer Project Folder
- Update Composer Meta Information with changed 3D Meta data.
- Update Composer Meta Information with changed Item Meta data
- Store the used View file as View template in ENOVIA SmarTeam
- Store the used Scene file as Scene template in ENOVIA SmarTeam
- Create a 3DSmartDocCreator Server Job for the selected 3D Assembly/Part manually
- Create a 3DSmartDocCreator Server Job for the selected 3D Assembly and all related Subassemblies/Parts manually
- Replace an old 3D Version with a newer
- Analyze the structure of a Composer Project in comparison with new 3D and Meta

2. Processes and rules

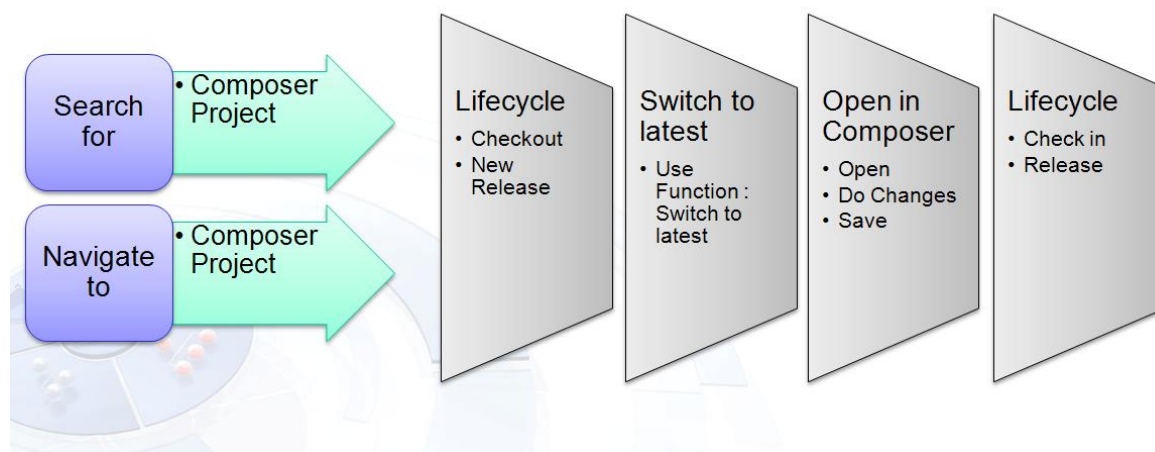
3DSmartDocCreator 3DVIA Composer Project Creation

This Process describes how to create new Composer Projects based on existing in SmarTeam managed 3D Assemblies



Update 3DVIA Composer Projects

React on 3D changes or Item Meta Data changes. Bring in the latest 3D Assembly Version to the selected Composer Project.



3DSmartDocCreator BPA rules

3DVIA Composer is using a "Project Folder" for storing and managing project related geometry and smgxml files. To support this functionality the SmarTeam Lifecycle events are overloaded to zip and unzip these project folders during Lifecycle Events.

- BPA 3D Data Mapping is managed with SmartTeam Integration Tool Setup
- BPA Item Data Mapping is managed with Admin Settings
- BPA works with user defined tools,
- BPA available functions depend on the selected objects status (ex: life cycle);
- some Product commands have been overloaded;
- BPA works on Assemblies and Parts (only unitary),
- BPA works on Items,
- BPA works on Composer Projects,

3. User Interface presentation

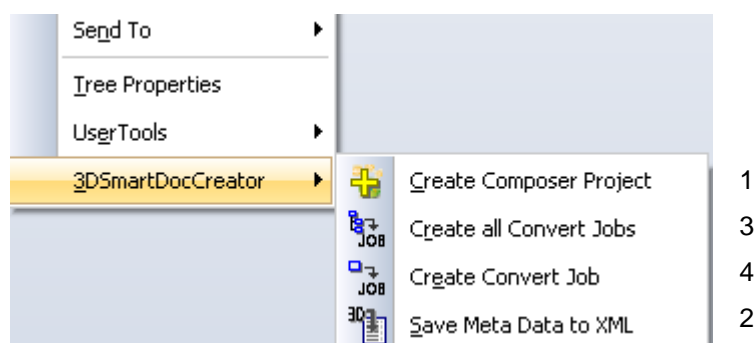
BPA User interface

BPA Toolbar:

Functions based on 3D Assemblies / Parts

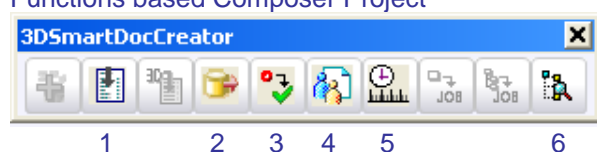


Tree Popup Functions



- 1.) Create a new Composer Project
- 2.) Write current 3D Meta Data to corresponding smgxml file located in the <Geom directory>
- 3.) Create a job file for 3DSmartDocCreator Server to create a Geometry and smgxml file for the selected 3D Document
- 4.) Creates job files for 3DSmartDocCreator Server to create Geometries and smgxml files for the selected 3D Document and related Sub Assemblies and Parts

Functions based Composer Project



Tree Popup



- 1.) All smgxml files in the <Geom Directory> are newly created and all related files are copied to the <Project Directory>
- 2.) All related (Geometrie and smgxml) files are copied from the <Geom Directory> to the <Project Directory>
- 3.) Replace all "old" Geometry and smgxml files with the files from the latest version in the <Project Directory>
- 4.) Save the used <View> as template in SmarTeam
- 5.) Save the used <Scene> as template in SmarTeam
- 6.) This function launches the Structure explorer from SmarTeam

3. 3DSmartDocCreator main chapter 1

1. Create Composer Project

Purpose

Create a Composer Project that is stored as “Composer Project” Document in SmarTeam.

Function overview

This Function contains the following steps

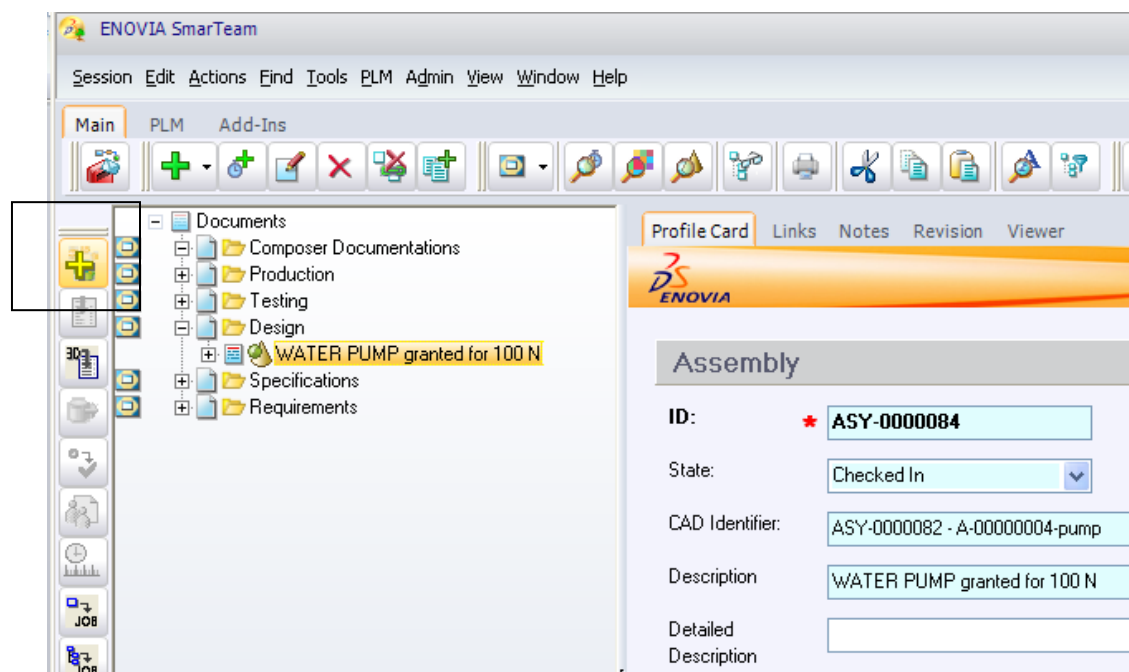
- Selecting a 3D Assembly
- Selecting the destination Project and Folder
- Defining Project values
- Selecting a <View> and <Scene>
- Open Project in 3DVIA Composer

Prerequisites

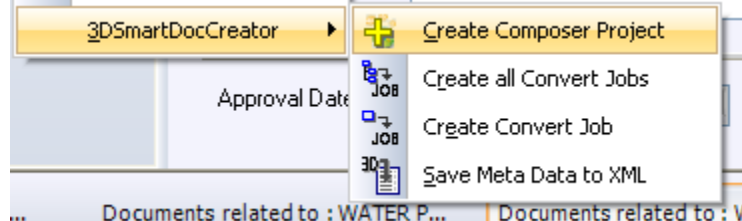
- An 3D Assembly that is in State: “Checked In” or “Released”
- All <Geom Files> and <SmgXML> files for the selected 3D Assembly must exist in the <Geom Directory>
- Check that the planed destination folder exists

Function description

1.) Select a 3D Assembly that you want to use as “Basic” 3D Assembly. This Assembly is added to the Composer Project Root and the Meta Information is used to fill the profile card for the new SmartTeam Composer Project. (see also Implementation Guide, Section Mapping)

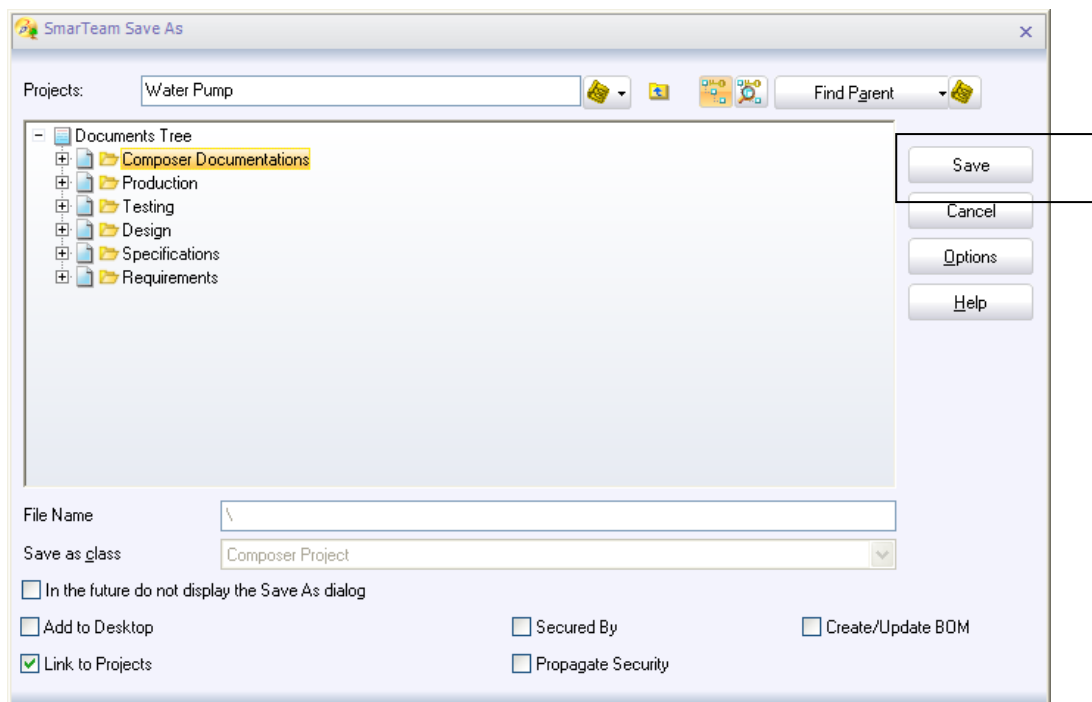


Use either the Toolbar Function or from the context Popup:



2.) Choose your destination Project and the destination Folder of the new Composer Project. After creation the Composer Project is linked to your selection.

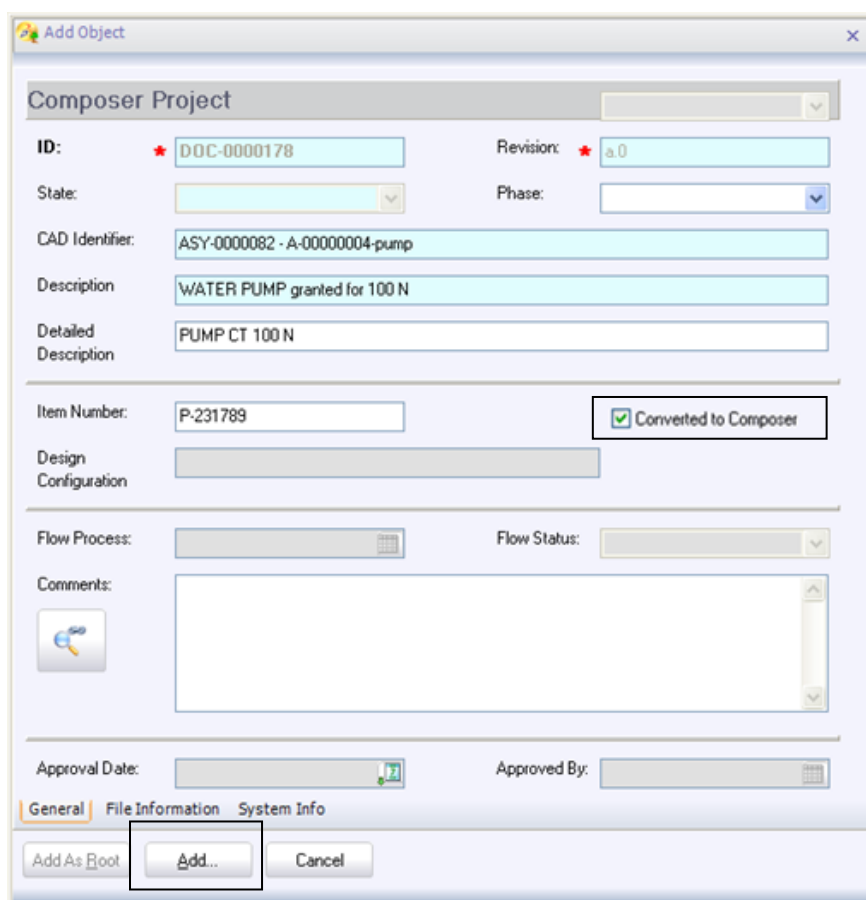
After Selection Click on [Save] to perform this Step. If you press [Cancel] the Creation of the Composer Project is aborted.



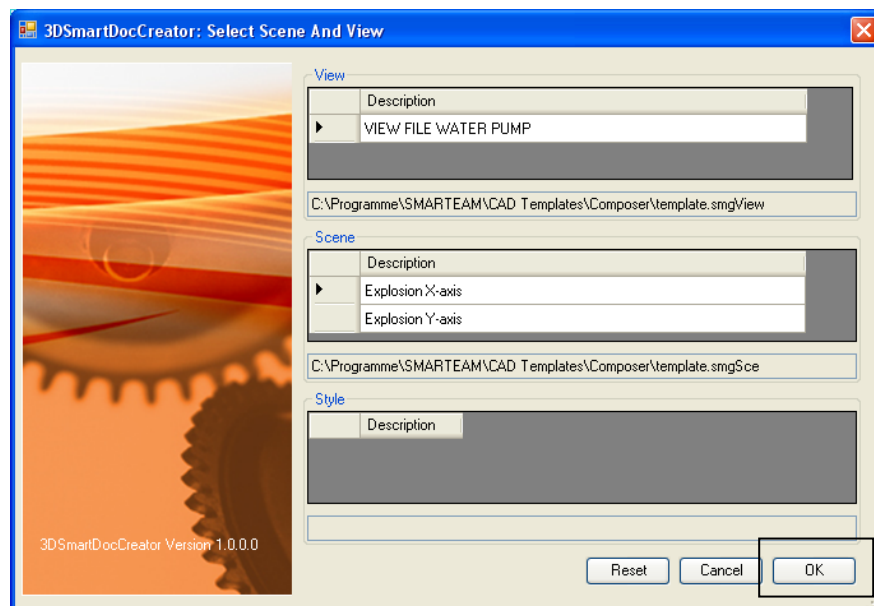
3.) Add you own Data to the new Composer Project. Some Attributes in the Profile Card may be already filled through configuration of mappings (see Implementation Guide). After adding / changing all data click [Add].

"Converted to Composer" check box.

1. Before creating the composer project please check that the converted to Composer is checked.
2. If not, do not perform create composer project operation.



4.) Select a <View> and a <Scene>. If you not do a selection the standard templates from the SmarTeam Template Directory are copied and used for the new Composer Project.

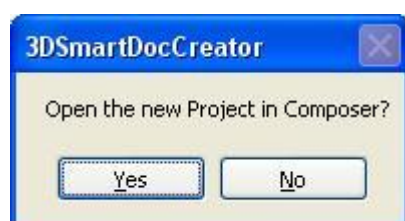


Click [OK] if you have finished the selection. Now all related Files:

- Project File
- View File
- Scene File
- Geom Files
- smgXml Files

are copied into your local Project Work Directory

5.) Open the new Project in 3DVIA Composer

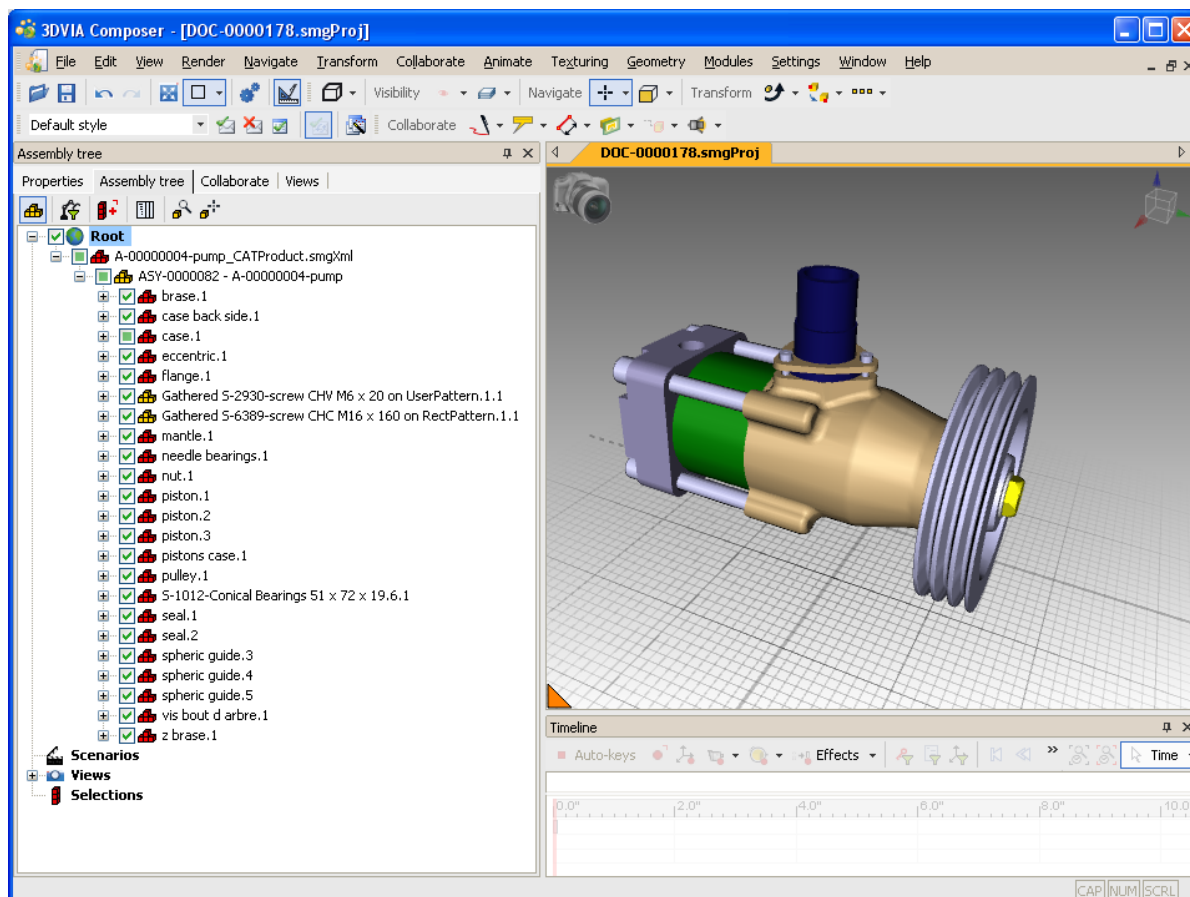


If you press [Yes] the new Composer Project is opened in Composer. If you press [No] the Project is created and the Creation is finished

Expected Results

The new Composer Project is opened in Composer.

Switch to “View” mode in Composer and select in the Assembly Tree the existing Root Assembly. Zoom to a proper view. Now you can start with your work.



Limitations

- For identification the “instance names” from the corresponding 3D Assemblies are used. Never change “Instance Names” in the original 3D if you want to update Composer Projects later
- Only CATIA, Pro/E and SolidWorks Assemblies can be created “fully shattered”
- Some nodes couldn't be marked if not all Geom files are existing in the <Geom Directory>

Possible errors

- Please see § Appendix C - Troubleshooting

2. Save the Composer Project

If you work with Composer v6R2009 or v6R2009x you have to save and create a “View” file manually. If you work with v6R2010 this will be done through the SmarTeam Menu function [SAVE] automatically

Purpose

Save the open Composer Project inside 3DVIA Composer and create a “Viewing File” for the SmarTeam Viewer Tab

Function overview

This Function contains the following steps

- Save the Project in Composer
- Save the Viewing File

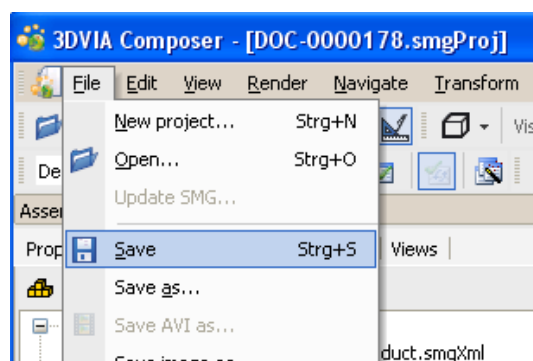
- Close the Project

Prerequisites

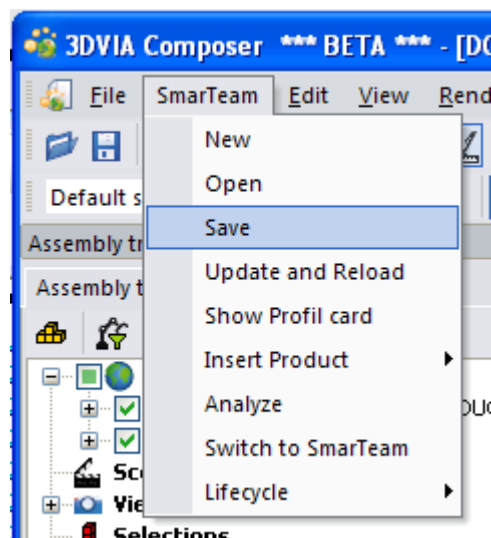
- An open Composer Project
- A Composer Project in State: “New” or “Checked Out”

Function description

1.) If you use 3DVIA Composer 2009 you have to save and to create view-file manually. To save the Composer Project only press [Save] in the File Menu of the Composer

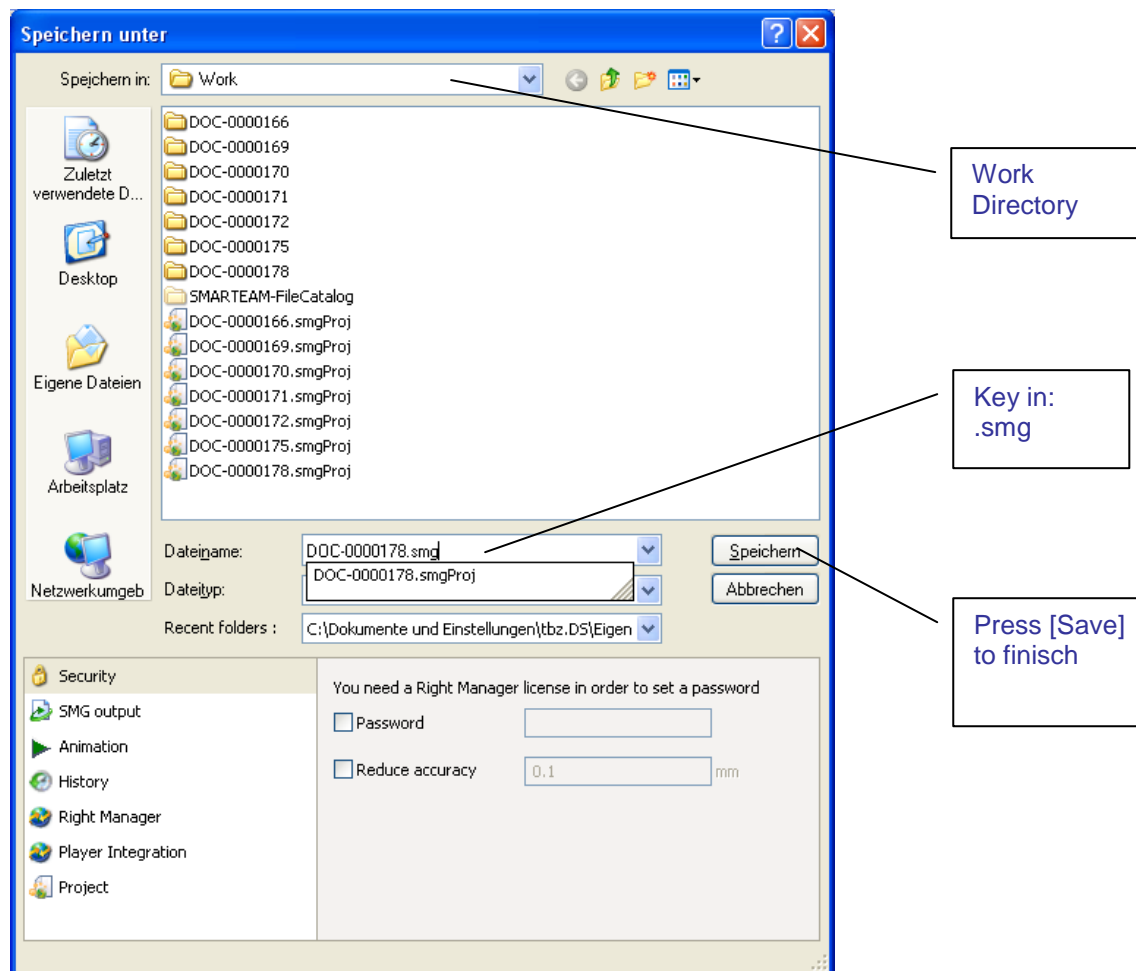


If you use 3DVIA Composer R2010 only press on the [Save] function in the SmarTeam Menu.



the view file (smg) is created automatically

3.) (only for 3DVIA Composer R2009) -> In the “save as Dialog” check that the destination Directory is your local work directory. If it's not , please switch to your local work directory.

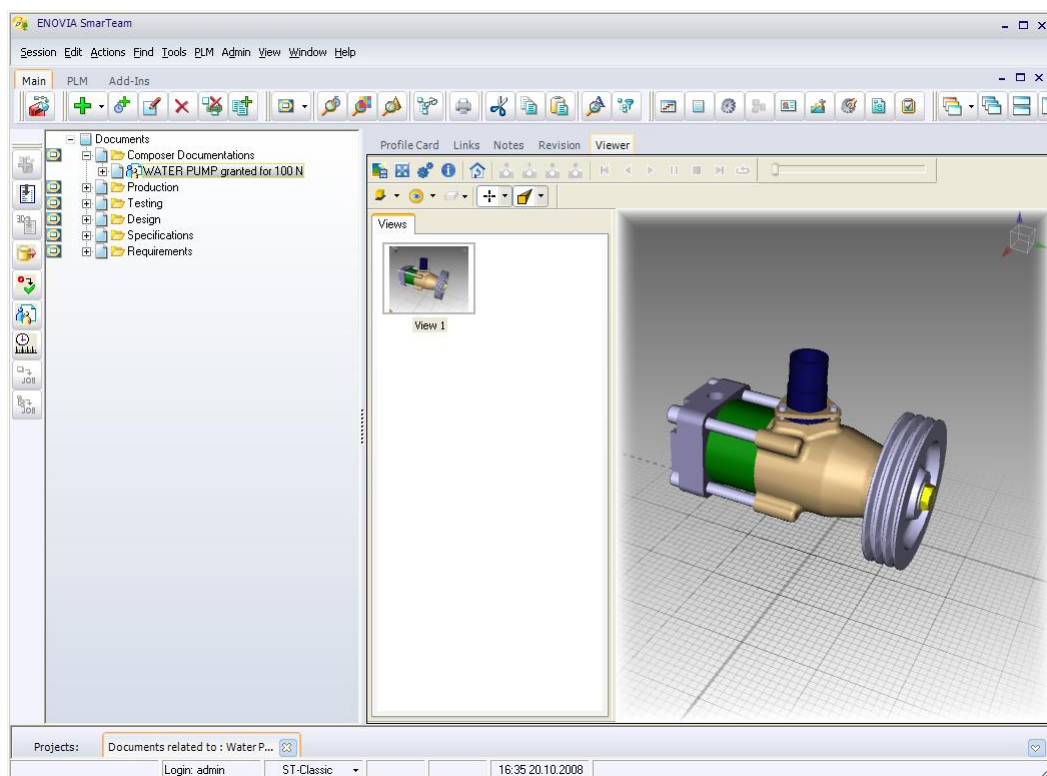


After the predefined filename key in: “.smg”. Press [Save] to finish.

3.) Close the 3DVIA Composer

Expected Results

The new Composer Project is saved and if you switch to the SmarTeam “Viewer” Tab you have a preview of your Composer project.



Limitations

- You must have minimum one view or a scene defined in Composer to get a “Preview”
- The “Save as” action must be the last command before closing Composer
- Make sure that the views created in composer do not have the same name

Possible errors

- No Preview shown. Please check your local work directory during [Save as]

3. Lifecycle Operation "Check In"

Purpose

Lifecycle a Composer Project

Function overview

This Function contains the following steps

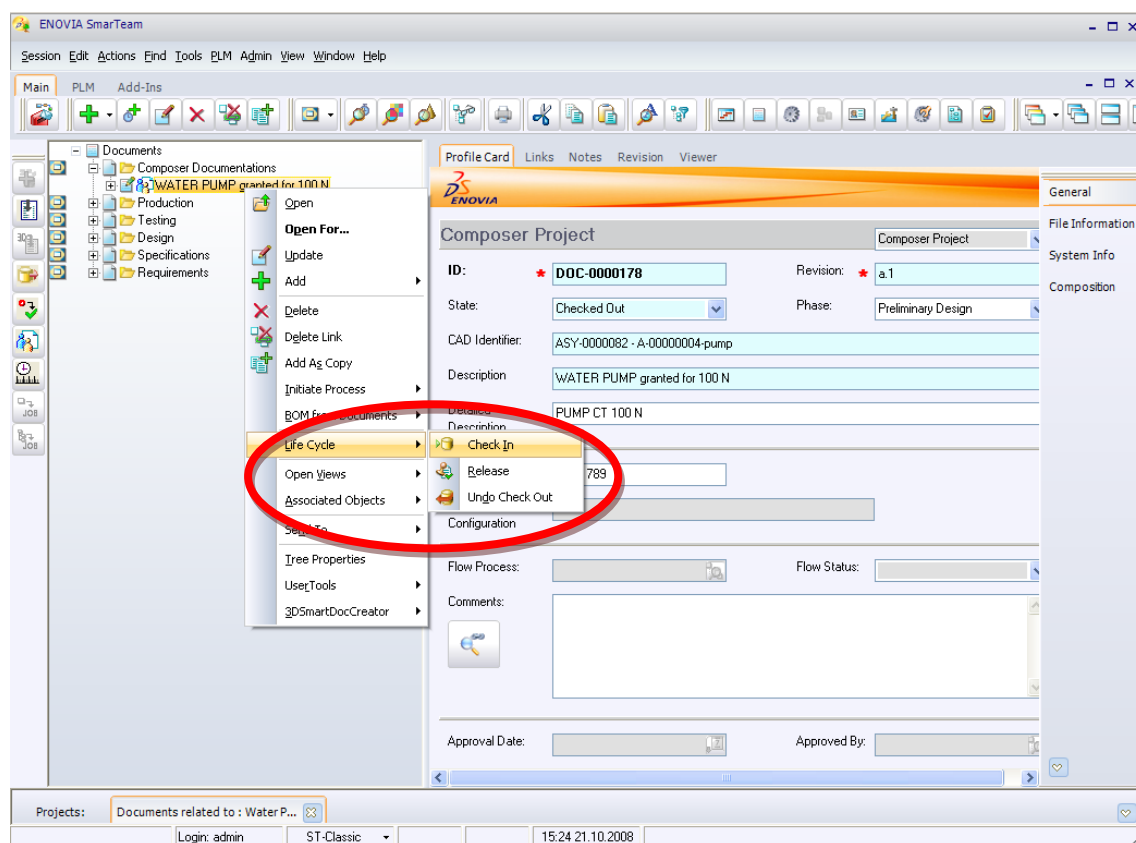
- Do the Lifecycle Operation : "Check In"

Prerequisites

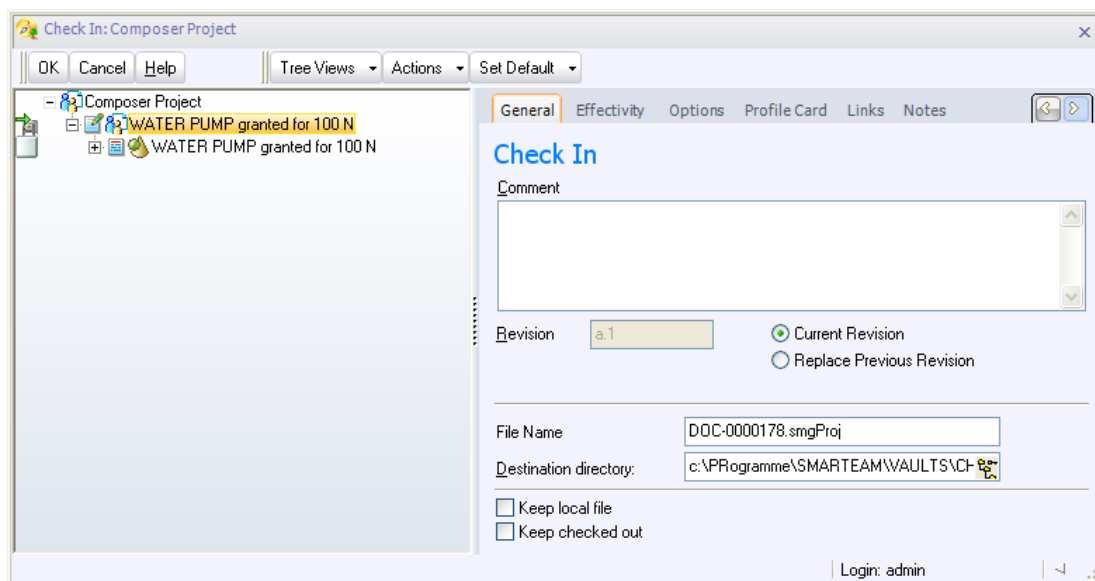
- All Composer Sessions should be closed
- A Composer Project in State: "New" or "Checked Out"

Function description

1.) To "Check In" the Composer Project select from the Tree Pupup Menu the Lifecycle Function :



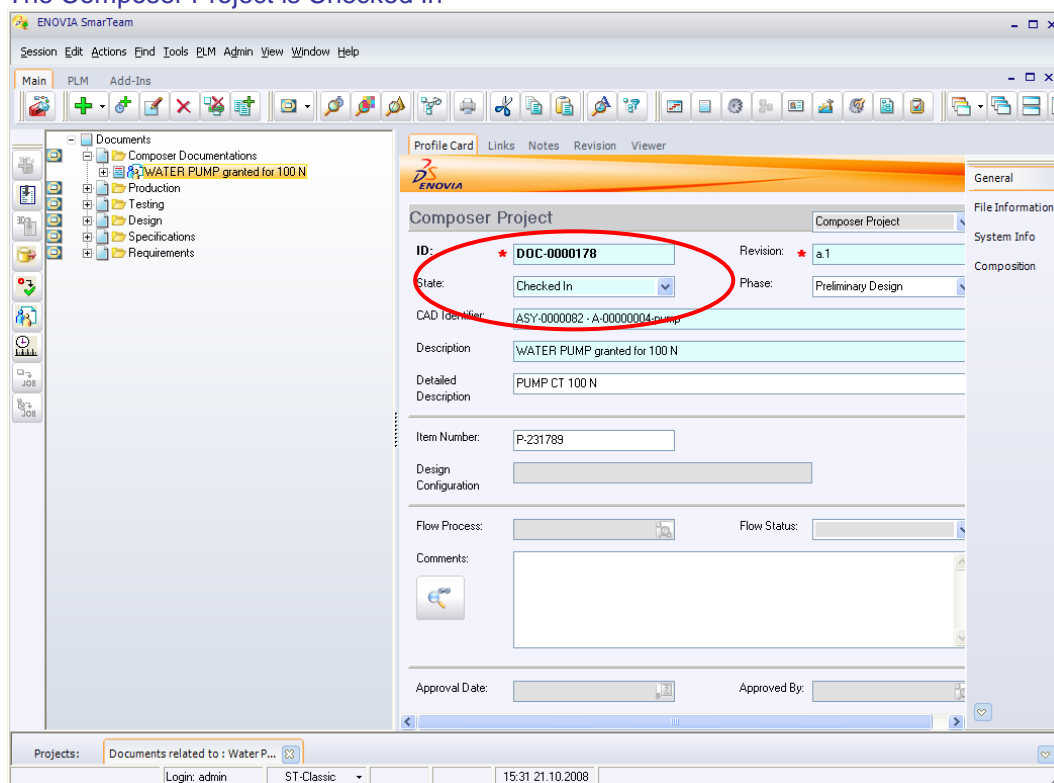
2.) You can use the Standard Lifecycle options (See SmarTeam User Guide and SmarTeam Help)



Attention: Do not propagate the Lifecycle Operation. Otherwise you will also lifecycle some 3D Documents. After Lifecycle has finished press [F5] to update the SmarTeam Tree.

Expected Results

The Composer Project is Checked In



Possible errors

- Please wait until the Zipping of the Project Folder has finished

4. Lifecycle Operation "Check Out"

Purpose

Lifecycle a Composer Project

Function overview

This Function contains the following steps

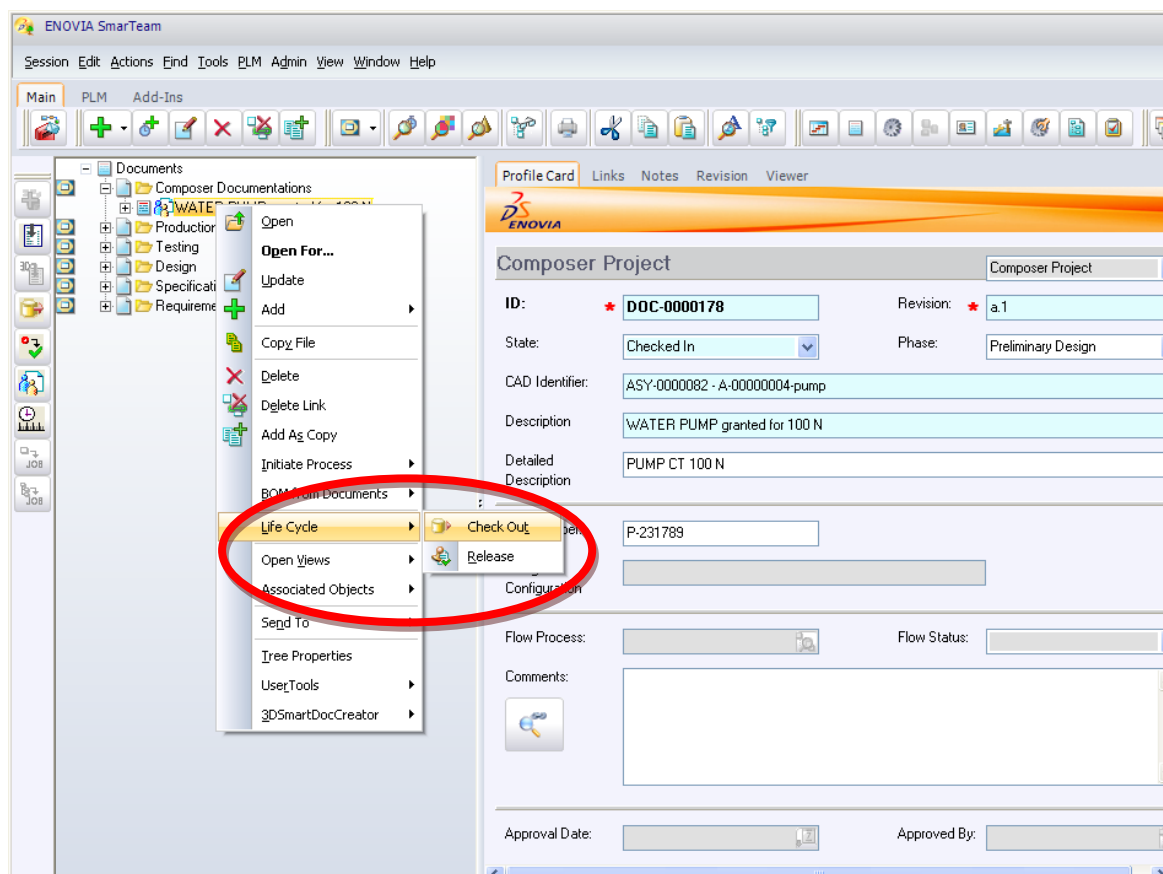
- Do the Lifecycle Operation : "Check Out"

Prerequisites

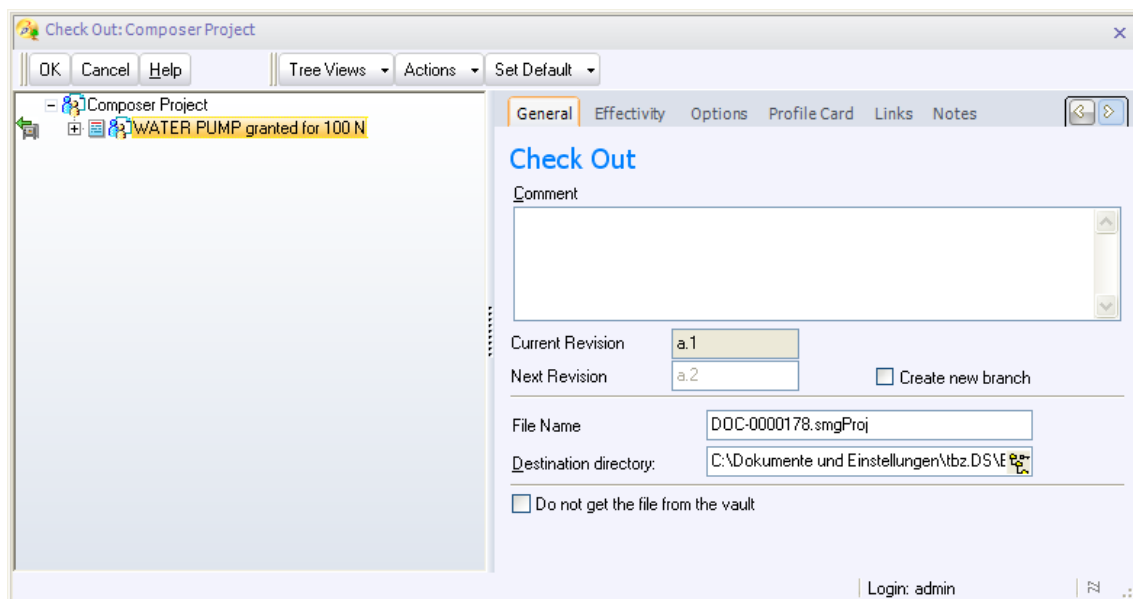
- A Composer Project in State: "Checked In"

Function description

1.) To "Check Out" the Composer Project select from the Tree Pupup Menu the Lifecycle Function :



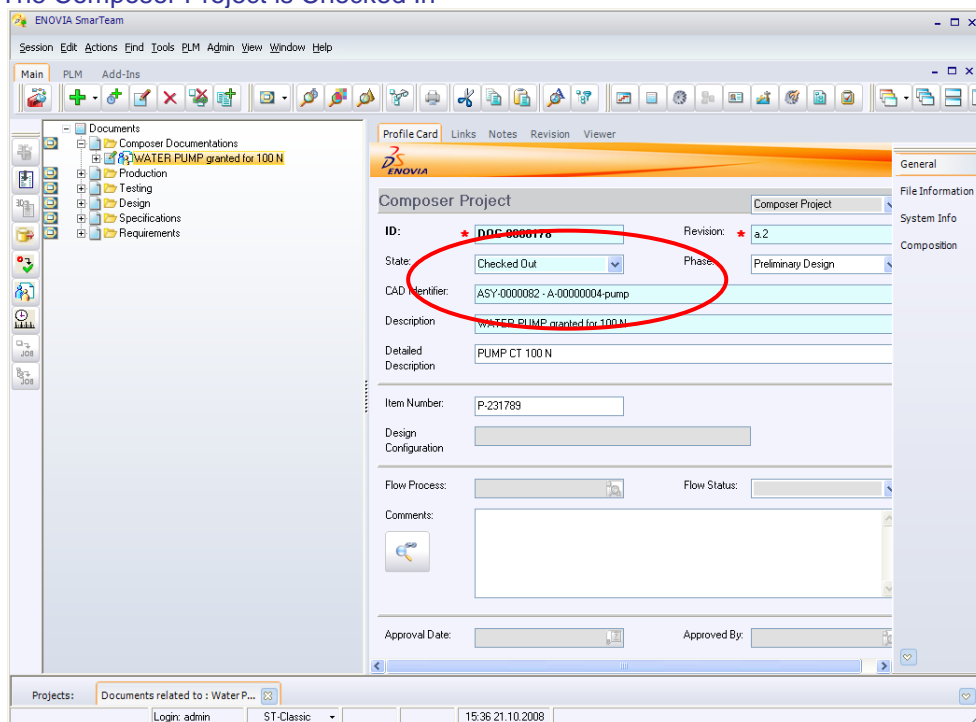
2.) You can use the Standard Lifecycle options (See SmarTeam User Guide and SmarTeam Help)



Attention: Do not propagate the Lifecycle Operation. Otherwise you will also lifecycle some 3D Documents. After Lifecycle has finished press [F5] to update the SmarTeam Tree.

Expected Results

The Composer Project is Checked In



Possible errors

- Please wait until the UnZipping of the Project Folder has finished

5. Update all Meta Data

Purpose

Update all used Meta Data in the current Composer Project. This is important if Meta Data from Items or 3D Documents has changed.

Function overview

This Function contains the following steps

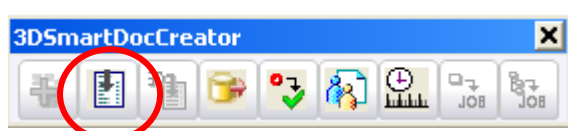
- Select a Composer Project
- Use the Function "Update All Files with latest Data"

Prerequisites

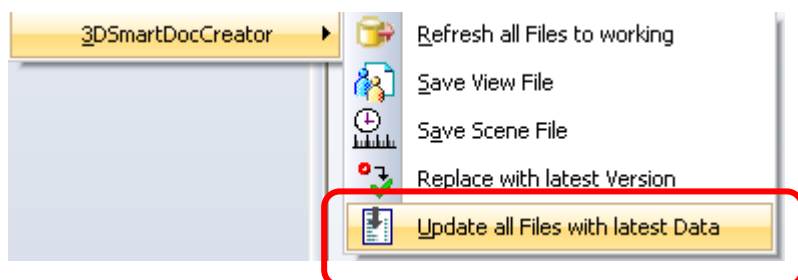
- A Composer Project in State: "Checked Out"

Function description

- 1.) Select a Composer Project in the Tree View Area
- 2.) Use the function "Update all Files with latest Data"



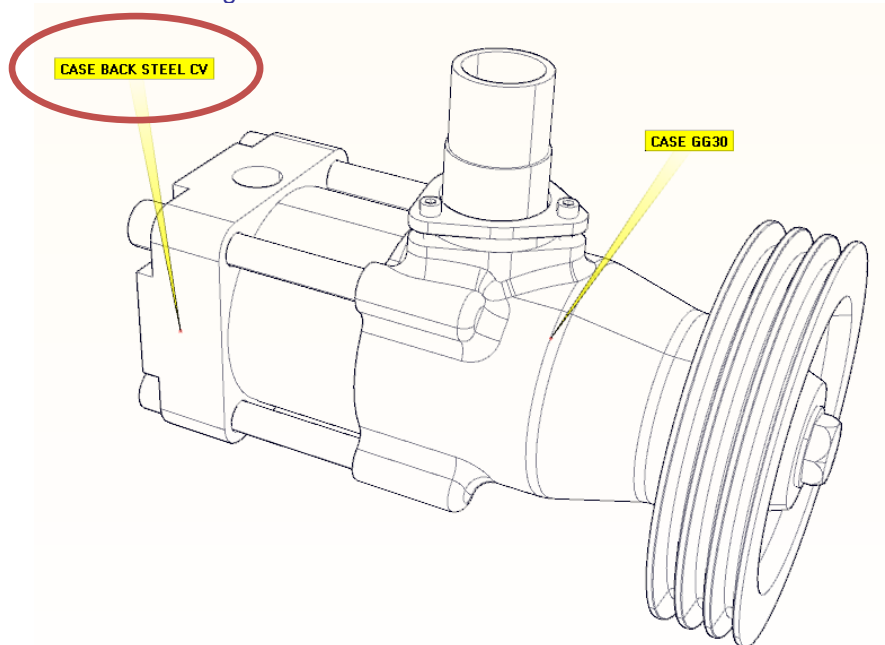
or from the context Menu



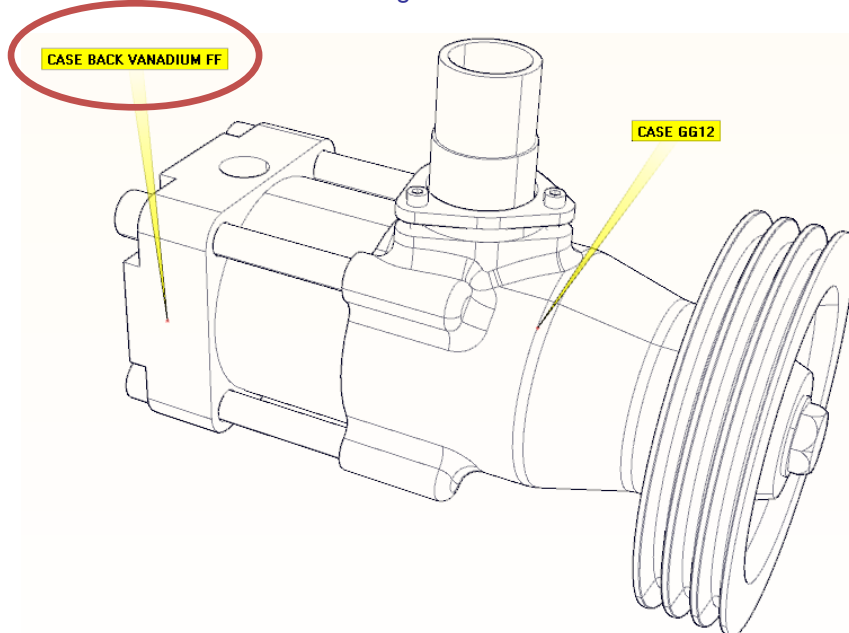
Expected Results

In the current Work directory all files are updated. If you open the Composer Project again you can see the changed values in the Properties:

Before the changes:



After Item information was changed:



6. Operation "Replace with latest Version (3D)"

Purpose

To get the newest Geometry Representations after a 3D change into the Composer Project.

Function overview

This Function contains the following steps

- "Check out" or "New Release" of a Composer Project
- Replace the linked 3D Assembly with latest Version
- Open the Composer Project and do the necessary work
- Save and close the Composer Project

Prerequisites

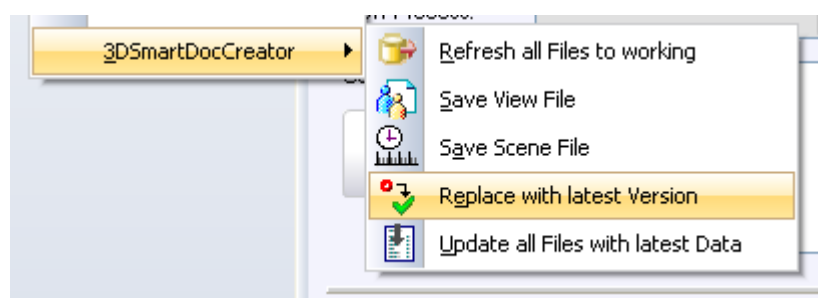
- A newer 3D Assembly that is in State "Checked In" or "Released"
- A Composer Project in State: "New" or "Checked Out"

Function description

- 1.) Choose your Composer Project. If it's not "Checked Out" or "New" do a "Check Out".
- 2.) Use the function "Replace with latest Version"



Or from the context menu:

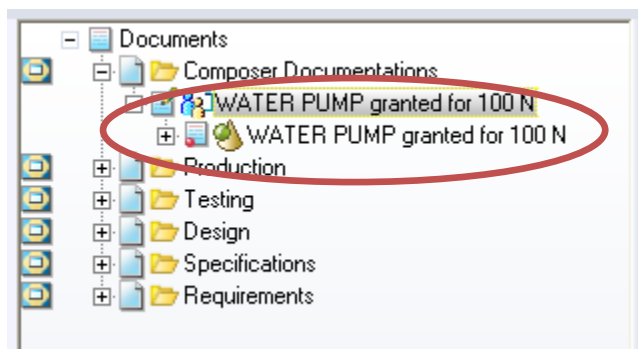


Expected Results

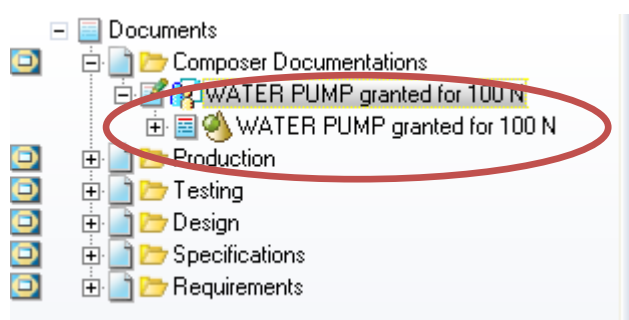
Before you use the function you can check the used versions in the "document link tab".

In the current Work directory all files are updated. If you open the Composer Project again you can see the changed values in the Properties:

Before the changes:



After you used the function and presses [F5] to refresh the TreeView:



The old version is replaced with the latest version

7. Operation "Create Convert Job"

Purpose

This function creates a "Convert" Job for the 3DSmartDocCreator Server for the selected 3D Document. The Geom files and the SmgXml file is created or updated.

Function overview

This Function contains the following steps

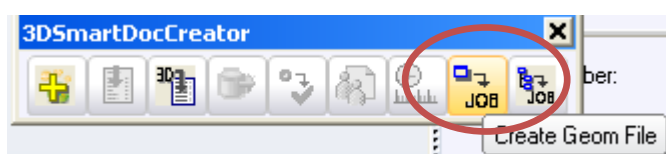
- Select a 3D Document
- Use the function : "Create Convert Job"

Prerequisites

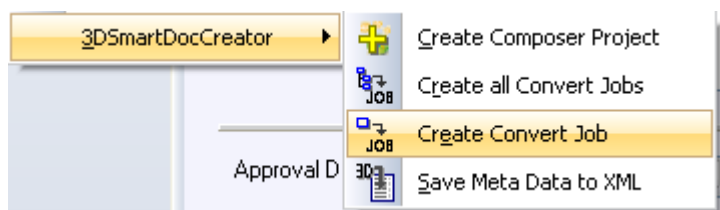
- An existing 3D Document in State "Checked In" or "Released"

Function description

1.) To create a "Convert Job" select a 3D Document in a "TreeView" and press either the Icon



Or use the function from the Tree Context Menu:



Expected Results

On the Server Site the 3DSmartDocCreator is getting the new job and creates the Geom file and the smgXml File.

8. Operation "Create All Composer Files"

Purpose

This function creates all "Convert" Jobs for the 3DSmartDocCreator Server for the selected 3D Assembly. All Geom files and the SmgXml files are created or updated. The complete structure of the 3D Assembly will be evaluated.

Function overview

This Function contains the following steps

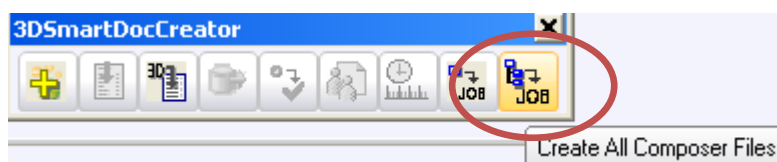
- Select a 3D Document
- Use the function : "Create All Composer Files"

Prerequisites

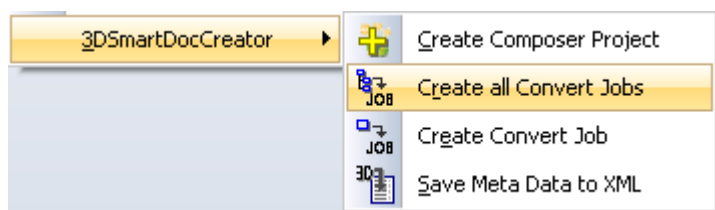
- An existing 3D Assembly in State "Checked In" or "Released"

Function description

1.) To create all "Convert Jobs" select a 3D Assembly in a "TreeView" and press either the Icon



Or use the function from the Tree Context Menu:



Expected Results

On the Server Site the 3DSmartDocCreator Server (TS9) is getting all the new jobs and creates the Geom files and the smgXml Files. The files are copied to the shared directory.

9. Operation "Replace selected Version"

Purpose

This function gives the possibility to replace a single, older used 3D Version instead of updating the whole Composer Project..

Function overview

This Function contains the following steps

- Select a 3D Document from the "Composer Project Used 3D Document Link Tab"
- Use the function : "Create All Composer Files"

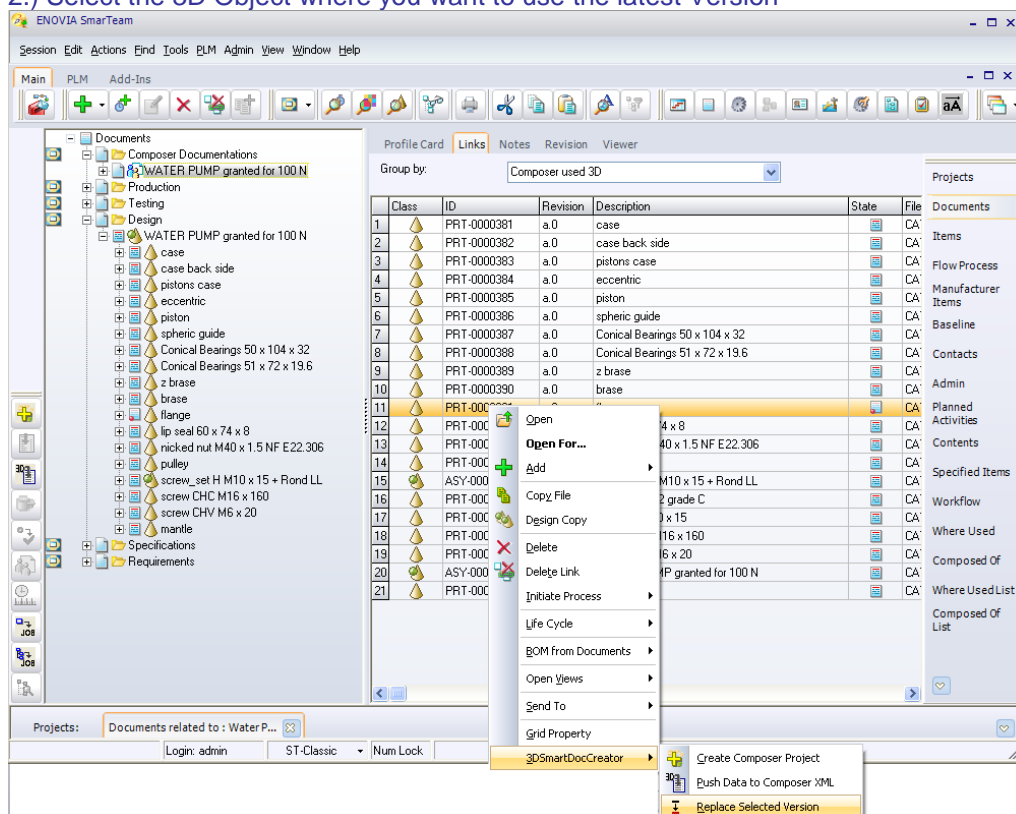
Prerequisites

- An existing Composer Project in State "Checked Out" or "New"

Function description

1.) Select a Composer Project and switch to the Document Links

2.) Select the 3D Object where you want to use the latest Version



Expected Results

In the Composer Project Directory the geom. file and the smgxml file is replaced through the latest Version. The link is updated for the selected Object.

10. Operation "Push Data to XML file"

Purpose

This function writes the object data from the selected object to the related SmgXml file that is located in the shared directory. No Composer Projects will be affected. This function writes 3D and Item information to the SmgXml file

Function overview

This Function contains the following steps

- Select a 3D Document or Item
- Use the function : "Push/Save data to XML file"

Prerequisites

- An existing SmgXml file for the selected 3D Document or Item

Function description

1.) To push/save Data to the related SmgXml File select a 3D Document or Item in a "TreeView" and press either the Icon



Or use the function from the Tree Context Menu:



Expected Results

The data is written to the SmgXml file. The data is mapped via the settings in the Admin Settings and the Integration Tool Setup (See 3DSmartDocCreator Administration Guide)

11. Operation "Global refresh of all files"

Purpose

Copy all latest smgXml and smgGeom files that are related to the project from the shared directory to the project directory

Function overview

This Function contains the following steps

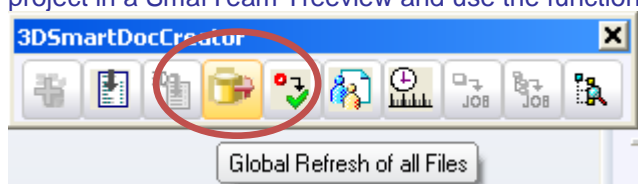
- Select a Composer project
- Use the function : "Global refresh of all files"

Prerequisites

- An "new", "checked out", or "new released" Composer project
- Composer project must be closed inside 3DVIA Composer

Function description

1.) To copy all newest, shared smgXml and smgGeom files to the current project directory select a Composer project in a SmartTeam Treeview and use the function from the Toolbar



or use the function from the Tree Context Menu:

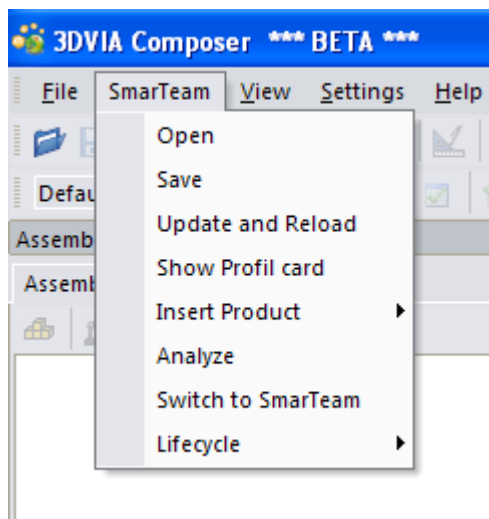


Expected Results

After reopening the Project inside Composer geometries and meta data are replaced/updated with the latest versions.

12. SmarTeam Menu inside Composer

If you work with 3DVIA Composer V6R2010 and higher you have a additional SmarTeam Menu inside Composer (You must have started Composer with "ComposerStarter.exe" to see the menu)



Purpose

Use the main SmarTeam functions directly from the Composer Menu..

Function overview

This Menu contains the following functions

- Open
 - Opens (Checkout or NewRelease) of an existing Composer Project
- Save -
 - Saves the project and views
 - Creates a "View" file
- Update and Reload
 - Copies all actual files from the shared directory to the current project directory
 - Reloads the project
- Show Profile Card
 - Show the SmarTeam related object profile card
- Insert Product
 - Inserts the smgxml file related to a 3D cad file into the current project
 - Inserts a smgxml file into the current project
 - Inserts the smgxml file related to a SmarTeam object into the current project
- Analyze
 - Shows the project structure
 - Shows the smgxml structure
 - Shows the used 3D structure
 - Shows the meta informations
 - Compares the actual with the current geometry
 - Compares the meat information
 - Gives the possibility to replace geometries and meta files
- Switch to SmarTeam
 - Shows the SmarTeam main window
- Lifecycle
 - Checkin project
 - Release project

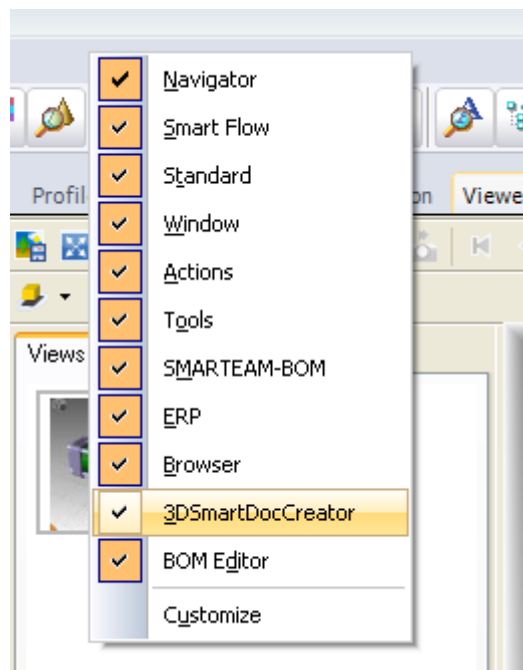
Prerequisites

- Composer V6R2010 or higher has to be installed
- ComposerStarter.exe has to be used in the "Application Setup"

Appendix A - User settings

- GUI settings

The 3DSmartDocCreator Client Toolbar can be used from the “Customize” context menu:



Appendix B - Keyboard shortcuts



Function name	Icon	ShortCut
Push Data to XML File	 SDC3DDataToXML.ico	
Global Refresh of all File	 SDCCopyFilesToWorkinging.ico	
Create All Geom Files	 SDCCreateAllJobs.ico	
Create Geom File	 SDCCreateSingleJobs.ico	
Update All Meta Data	 SDC PushDataToXML.ico	
Save Scene File	 SDCSaveSceneFile.ico	
Save View File	 SDCSaveViewFile.ico	
Refresh to latest 3D	 SDCSwitchToLatest.ico	
Create Composer Project	 SDCCreateNewProject.ico	
Structure Explorer	 Browse Superclasses.ico	

Table 5 –keyboard shortcuts

Appendix C - Troubleshooting

ERR0 General Error

General Error-> Try to get help from support

ERR1 Project could not be created

Problem during Project Creation. Check Assembly Files

ERR2 3D mapping collection could not be created,

Mapping not proper configured. See Implementation Guide

ERR3 Wrong link Information for Item->

Problem with linked Item. Check Specification Link

ERR4 View Selection Dialog could not be created;

Check the files of your Views and Scenes

ERR5 Unsupported operation:

This Operation is not implemented yet

ERR6 No Object defined in ChangeXMLDocument

No valid Object found

ERR7 No Properties found for :

Mapping not proper configured. See Implementation Guide

ERR8 Properties couldn't be changed

SmgXML files seems not to exist in the Geom directory

ERR9 Wrong Filetype Check the filetype of your object.

See Administration Guide

ERR10 Viewfile could not be cleaned. Save terminated

ERR11 This Function is only valid on a Composer Project

You tried to use a function that is not valid for this kind of object

ERR12 Could not insert assembly into composer project -> Check files

INFO1 Please check out the composer project. Wrong Lifecycle State for this operation

ProjectError Projection not Found Mapping not proper configured. See Implementation Guide

Appendix D – BPA provided data

Sample data

Templates

3DSmartDocCreator Server Templates

1.) <Server Home Directory>\Operations\CREATECOMPOSERFILES.jod

This template is responsible for creating the Geom files and the SmgXml files.

This template is doing following steps :

- Starting a SmarTeam Session with the named Database
- Doing a Login with the specified User
- Copies the files from the SmarTeam Object defined in the job file to the \files Directory
- Starts the 3DVIA Sync Process that creates the Geom file and SmgXml file. Definition which “xml setting file” should be used see 2.)
- Adds relevant 3D and Item Information to the SmgXml file

2.) <Server Home Directory>\Operations\convertshattered.xml

This file is used during the 3DVIA Sync Process. Here you can find all used settings for the “Sync Job”

3.) <Server Home Directory>\Operations\CREATECOMPOSERDOCUMENTS.jod

This template is responsible for creating the High resolution Jpegs for every defined “View” in the Composer Project during CheckIn or Release

This template is doing following steps :

- Starting a SmarTeam Session with the named Database
- Doing a Login with the specified User
- Copies the Composer Project files from the vault to the Server File directory
- Starts the 3DVIA Composer Process that publishes Jpegs to the \pictures directory. Definition which “xml setting file” should be used see 4.)
- Adds a new “Representation” object for each Jpeg into SmarTeam
- Does a Checkin for every new SmarTeam Object
- Links the new Object with a document link to the Composer Project

4.) <Server Home Directory>\Operations\createViewPictures.xml

This file is used during the 3DVIA Composer Publish Process. Here you can find all used settings for the “Publish Job”

3DSmartDocCreator Client Templates

1.) <SmarTeam Home Directory>\CAD Templates\Composer\template.smgProj.

Empty Composer Project File (XML). This file is used during Composer Project Creation.

2.) <SmarTeam Home Directory>\CAD Templates\Composer\template.smgSce.

Empty Composer Scene File (XML). This file is used during Composer Project Creation.

1.) <SmarTeam Home Directory>\CAD Templates\Composer\template.smgView

Empty Composer View File (XML). This file is used during Composer Project Creation.

1.) <SmarTeam Home Directory>\CAD Templates\Composer\template.smgXml
Empty Composer Root File (XML). This file is used during Composer Project Creation.

1.) <SmarTeam Home Directory>\CAD Templates\Composer\template.zip
Empty Zip File is used during the LifeCycle functions.

Appendix G – Technical support

Further information on 3DSmartDocCreator can be found on the FTP support website :
FTP:\\217.111.66.72\\3DSmartDocCreator

Account information:

User: guest

Password: ftpcc