



HOME

User Manual

DELMIA Process Engineer<sup>®</sup>

## Settings



# Foreword

This manual provides an introduction to the Process Engineer basic Settings 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.

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# 1. Introduction

This manual explains how to use the Process Engineer basic settings and menu guidance for your planning purposes.

## 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:

- Basic settings provided by the Process Engineer
- To use and utilize the basic settings for the different application programs in the Process Engineer



### Note

*When handling the basic settings 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 introduced 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 Settings

### **Disable Script Action during vba Execution**

A new option “Disable Script Action during vba Execution” is added in Scripting tab.

## 2. Overview

Use the DELMIA Process Engineer basic settings to provide functions for application programs: the appearance of a surface and views in the PPR Navigator, for example, can be designed individually using the basic settings. Interfaces to external application functions and programs can be set in the basic settings according to the corresponding use.

You have to differentiate between the general and the application-specific settings. This user manual is more or less the guide for all settings that can be applied in the Process Engineer. We use examples to demonstrate which setting options you have and how they are applied. The functions of the individual settings are provided for editing via tabs. The tabs are sorted either by subjects (Language, Miscellaneous) or by application programs (Process Client/Graphic).

The manual could also be regarded as a permanent companion and supplement to all further manuals; you should use the manual to enable or disable certain functions in the application.

### 2.1 Using Tabs to Set Settings

- 1) You can open a Register by clicking on a Register entry with the mouse.

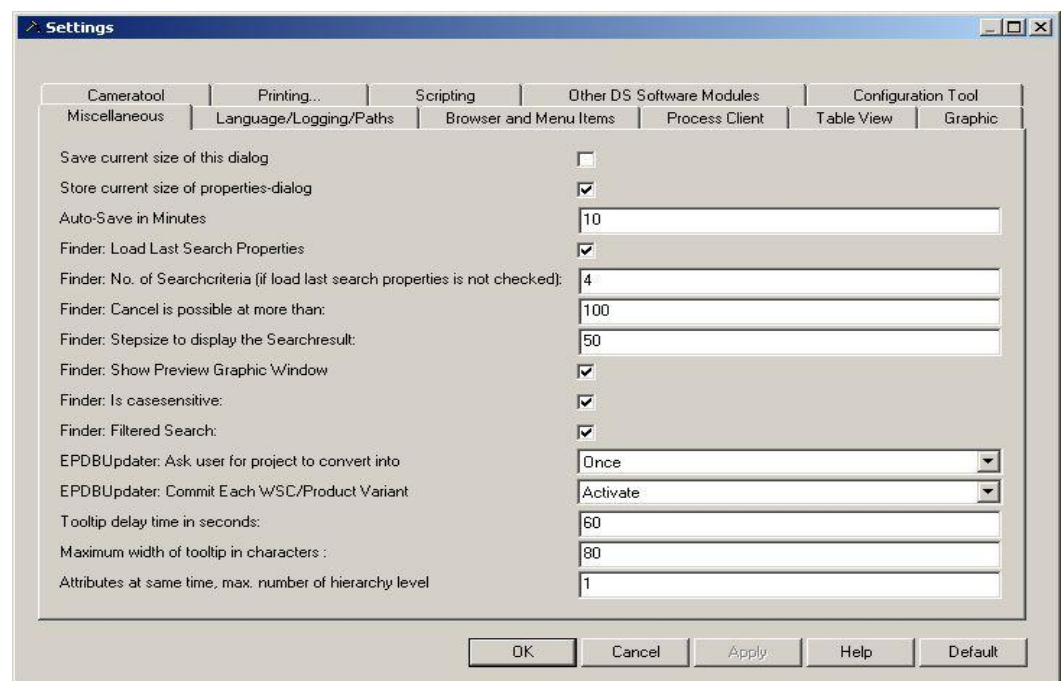


Figure 1: All Tabs for Settings

## 2.2 Calling Settings



### Note

To save changed data first click the **Apply** button and then confirm the entry by clicking the **OK** button.



### Data File

This line contains the path of the file to be imported. This line is automatically rewritten when you convert external data and read them into the E5-database.

### To Open the Settings dialog

- 1) Go to **Tools < Settings < Change**.  
To start the settings in PPR Navigator .
- 2) The **Settings** dialog opens where you can set the Process Engineer settings.

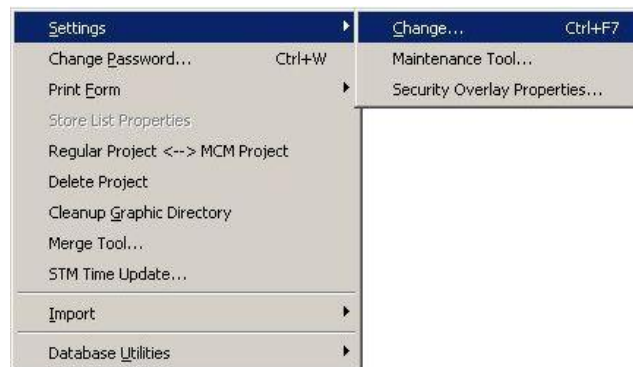


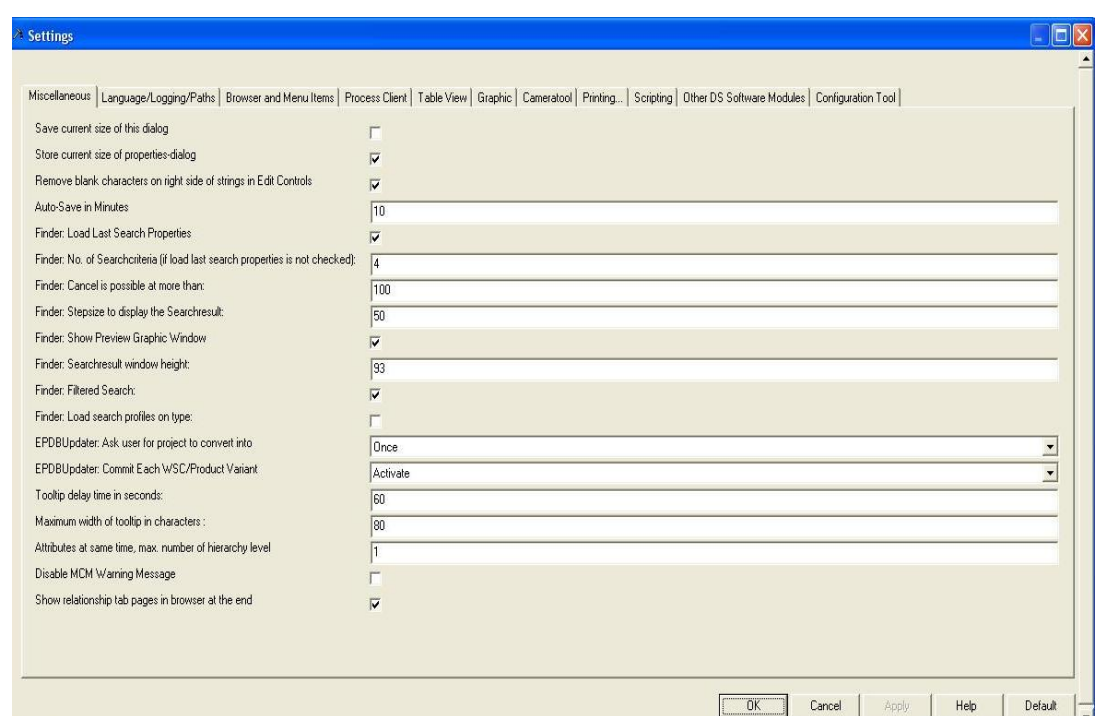
Figure 2: Settings Menu Item



## 3. Settings Description

The single settings are described in detail below:

### 3.1 Miscellaneous Tab



**Figure 3: Miscellaneous Tab**

#### Save Current Size of this Dialog

If this setting is enabled, the size of the **Settings** dialog is saved upon exiting the dialog.

#### Store Current Size of Properties-Dialog

If this setting is enabled, the size of the **Properties** dialogs is saved upon exiting the dialog; you can open those dialogs using the context menu or by double-clicking.

#### Auto-Save in Minutes

In the input field **Auto-save in Minutes** the currently set time interval is shown in minutes. The Process Engineer performs an automatic data backup after every assigned minute. The preset value for the time interval between two consecutive data backups is 10 minutes. It can be changed to any value.

If the value **0** is entered, no backup process is started.

#### Finder: Load Last Search Properties

The last search ,criteria of the first page can be automatically entered if the Finder is started.

#### Finder: No. of Searchcriteria (if load last search properties is not checked)

You can set the number of search criteria (Finder tab) here when opening the Finder. If the value 0 is entered, all the search criteria's get set.



## Caution

*This option can only become effective, if option: "Finder: Load last search properties" is disabled, as otherwise the last search criteria are loaded.*

### Finder: Cancel is Possible at More Than

You can specify the maximum number of elements required to cancel the search here. If the number of objects found in one step is higher than the specified number, a dialog with a progression bar and a **Cancel** button appears. Use this button to close the search.

### Finder: Stepsize to Display the Searchresult

You can specify the maximum number of search results to be displayed in the display window here. You can enter a number from 1 to 200.

### Finder: Show Preview Graphic Window

If you enable this setting, a graphic preview is shown when selecting graphics.

### Finder: Is Casesensitive

Select the checkbox if cases should be observed during the search.

- If the checkbox is checked, you get different search results when searching for 'Table' instead of 'table'.
- If the checkbox is not checked, the search result when searching for 'table' is same as the search result for Table.

### Finder: Filtered Search

Check this checkbox if the search in filtered projects should only find the displayed objects.

### Finder: Load Search Profiles on Types

Check this checkbox to make available the finder search criteria at the plantype level.

### EPDBUpdater: Ask User for Project to Convert Into



**Figure 4: Project Conversion Settings**

Using EPDBUpdater you, have the possibility to convert one or more EP4 projects. The generation of E5 data can be controlled by the following settings:

- **Never:** For every selected E4 project a new E5 project is generated.
- **Always:** Ask for every project whether a conversion should take place into an existing E5 project.
- **Once:** Ask the user for the first project to be converted into which existing E5 project a conversion should take place. All other selected E4 projects to be converted are converted into the selected E5 project, too.

### EPDBUpdater: Commit each WSC/Product Variant



**Figure 5: System Elements Conversion Settings**

If you set this entry to **Activate** using the EPDBUpdater, you have the possibility to convert system elements (wsc) or product variants.

### Tooltip Delay in Seconds

The time for displaying a tooltip is set with the **Tooltip delay time in seconds**. The tooltip can be found, for example, in the **Properties** dialog and in the toolbar. You can enter time periods ranging from **5** seconds to a maximum of **33** seconds.

### Maximum Width of Tooltip in Characters

The size of the tooltip display is set with the tooltip **Maximum width of tooltip in characters**. The minimum number of characters is 80.

### Attributes at Same Time, Maximum Number of Hierarchical Levels

Use this setting to set the number of hierarchical levels to be shown in the table for **Attributes at same time**. You can show a maximum of **99** hierarchical levels.

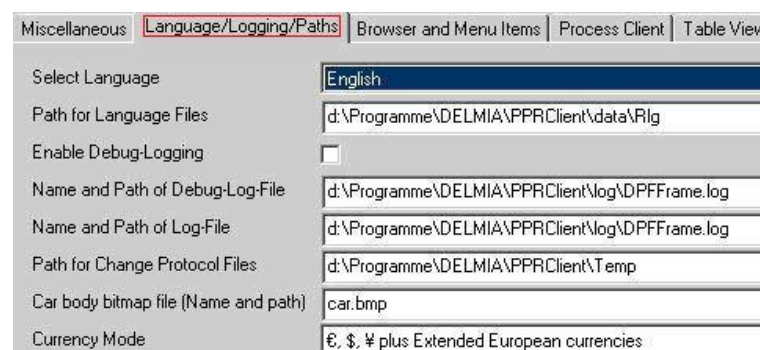
### Disable MCM Warning Message

Use this setting to disable the display of warning message while opening MCM projects if Mod statement is not selected.

### Show Relationship Tab Pages in Browser at the End

Use this setting to show the relationship tab pages right in the browser.

## 3.2 Language/Logging/Paths Tab



**Figure 6: Language/Logging/Paths Tab**

### Select Language

You can set the language here.

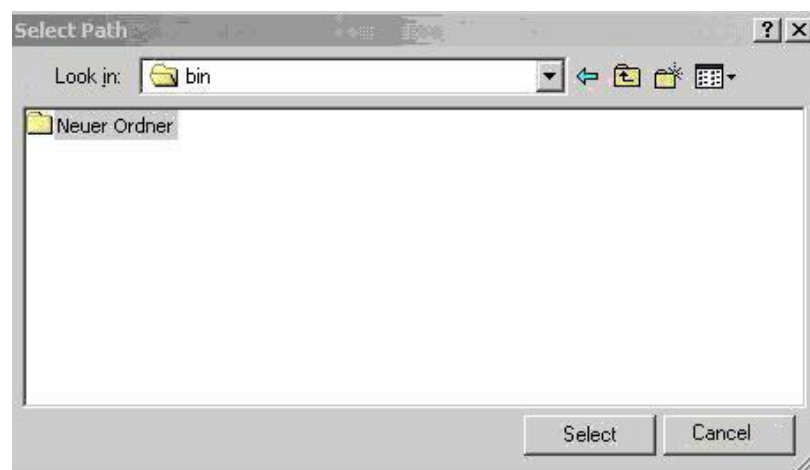
### Path for Language Files

You can set the path to the language file here.

### Enable Debug-Logging

If the setting is enabled, a debug-log file is generated.

### Name and Path of Debug-Log-File



**Figure 7: Select File Path**

Left-click the  button to specify path and name of the log file in the Window that opens afterwards.

### Name and Path of Log-File

Left-click the  button to specify path and name of the standard log file.

### Path for Change Protocol Files

Left-click the  button to specify the path of the change protocol file.

### Car body Bitmap File (Name and Path)

Left-click the  button to specify path and name of the car body bitmap file.

### Currency Mode

This mode allows to set currency unit. The individual settings for the currency units are global and arranged country-specific and can be selected accordingly. The correct assignment of currency units to certain regions ensures that only currency units to be used are actually displayed. The number of currencies per context menu is thus reduced considerably making your work more efficient.

Currencies for the following regions are selectable: North, South, and Central America, Asia and the Pacific region, such as Japan or Indonesia, or currencies from the Near Eastern and Scandinavian countries.

### To Select Currency Setting

- 1) Select the currency setting from the combobox.



**Figure 8: Combobox for Setting of Currency Units**

- 2) Upon making the setting, save it and close Process Engineer. The settings made become operative only upon restart of Process Engineer. *Please refer to the [Figure 10](#).*

The setting made under **Currency mode** is available in the respective fields of the PPR components, for example, in the resource work station.

- For instance, the setting shown in the figure corresponds to **Euro, Dollar, Yen, and extended European currencies**.



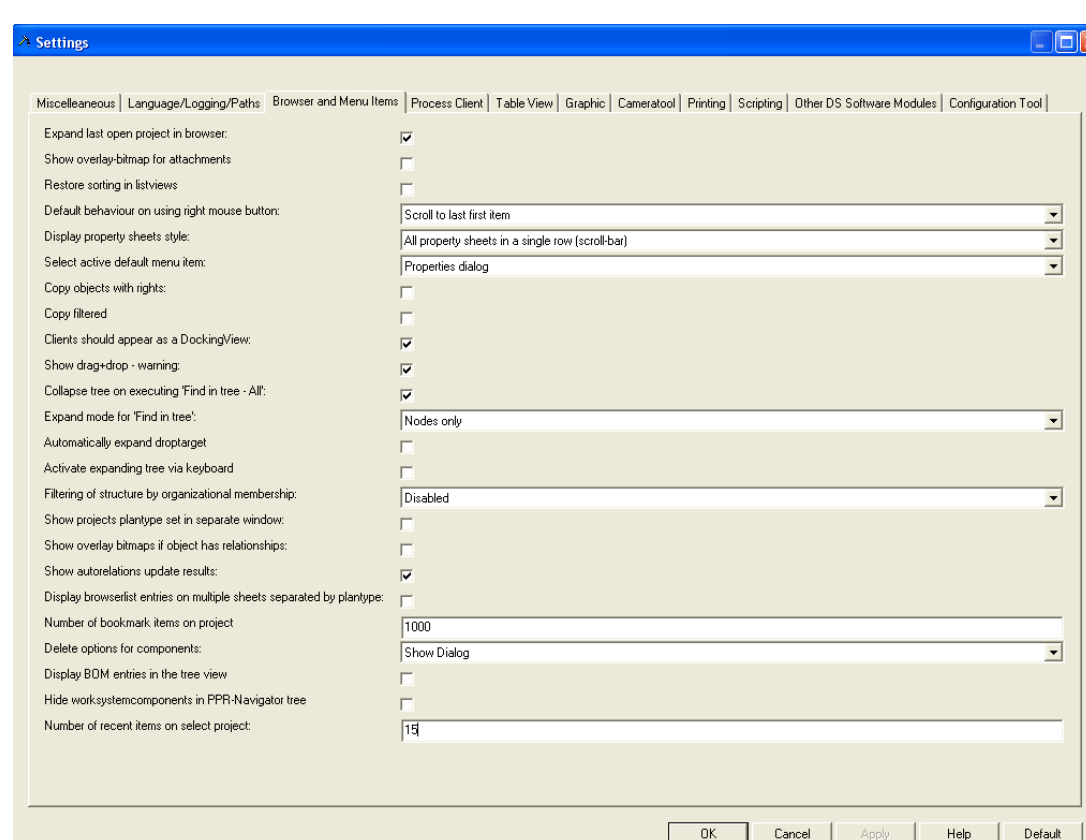
**Figure 9: Currencies**

- With this setting several other currencies are available in addition to the Euro, Dollar, and Yen, for instance **Rouble** or Turkish **Lira**.



**Figure 10: Example for Use of Currency Units**

### 3.3 Browser and Menu Items Tab



**Figure 11: Browser and Menu Items Tab**

#### Expand Last Open Project in Browser

If this option is selected then the last opened non-MCM project would be restored or reopened and also get expanded automatically.

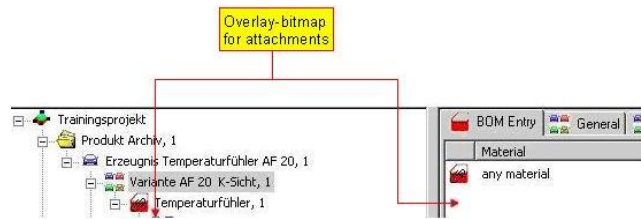
If this option is not selected then only the project gets open but automatically it would not expand.

For MCM project, if the MOD and action statement is not selected then the behavior remains same but one warning message comes regarding action/MOD statement. If you do not want to get a warning message then select the option [Disable MCM Warning Message](#).

#### Show Overlay-Bitmaps for Attachments

By means of this option you can decide if components with **Attachments** shall be marked. **Attachments** are additional information like external files or URLs that can be added in the properties dialog of a component on page Attachment.

When this option is activated, components with additional information are marked by the overlay-bitmap. Please refer to the [Figure 12](#).



**Figure 12: Overlay-Bitmap Markings for Attachments**

Components without additional information in Attachments are displayed as without overlay-bitmap marking.

### Restore Sorting in List Views

In the object list (list view) in the PPR Navigator data objects can be sorted. If this checkbox is selected, the last sort order is kept during a restart of the Process Engineer. This application is very time consuming, however, and uses a lot of disk space.

### Default Behavior on using Right Mouse Button

Objects in the PPR-Navigator can be selected with the right and left mouse button.

Once you have selected the object by right clicking the mouse and have finished editing it, use this setting to determine which view get displayed in the PPR-Navigator.

The effectiveness of this setting can be used to the fullest, when you open up very large structures in the PPR-Navigator for editing. The setting is by default **Scroll to last first item**.

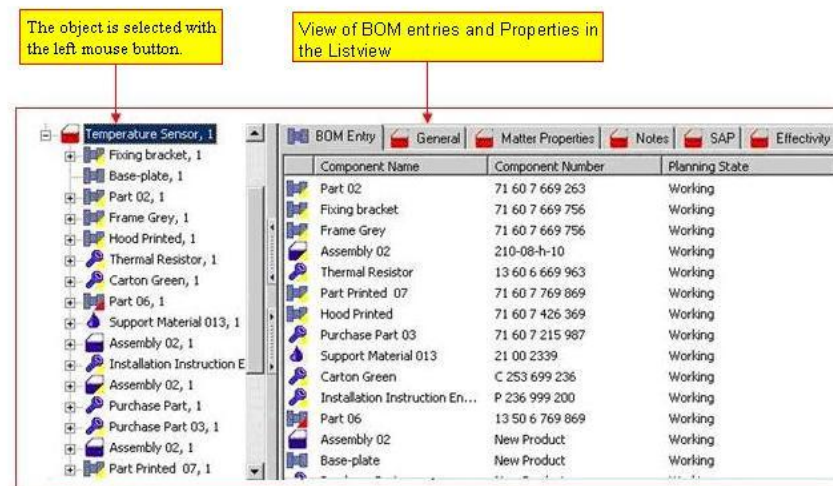


**Figure 13: Behavior Settings for the Right Mouse Button**

### To Start Behavior Settings

- 1) The object is selected with the left mouse button.



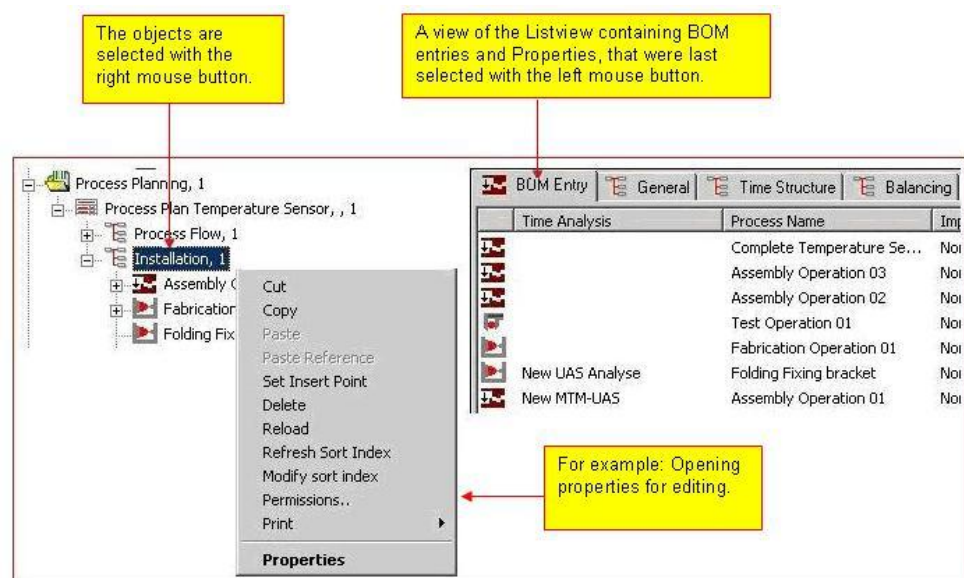


**Figure 14: View of the ListView**

Use the scroll bars to change the view in the PPR-Navigator.

- 2) The scroll bars enable you to change the view in the PPR-Navigator.
- 3) Select an object by right clicking the mouse.
- 4) After the selection is made using the right mouse button, the context menu is opened. The selected object can be edited over active menu items. You can also use the left mouse button for editing.  
After you are finished with the editing, the view to be displayed is determined by four possible settings.

In this example the setting has been selected so that the **Listview** of the object that was last selected with the left mouse button is displayed. *Please refer to the Table 1.*

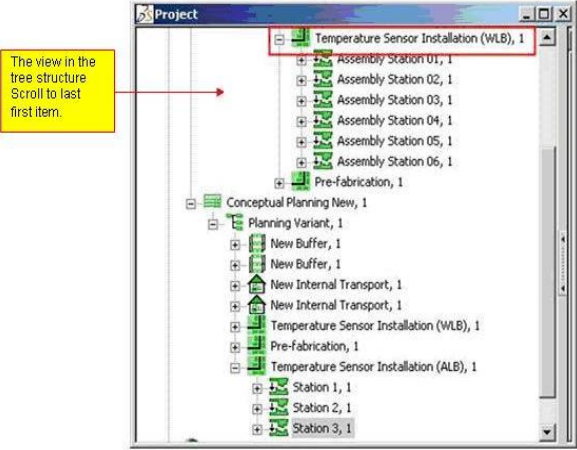
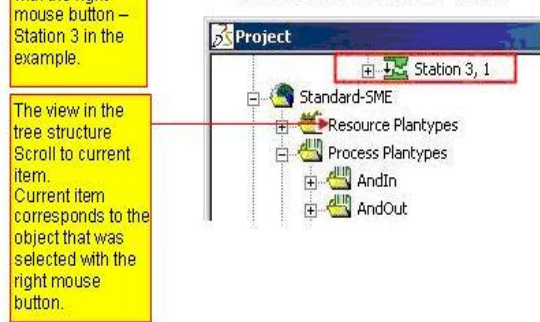
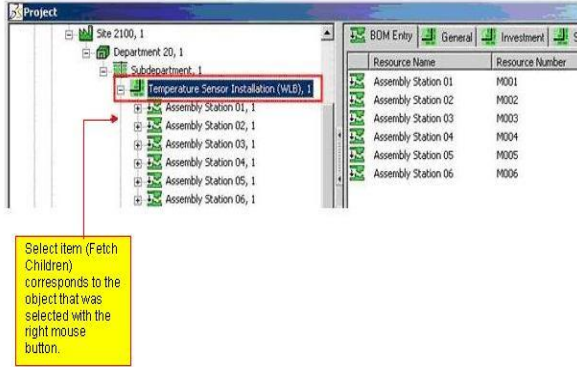


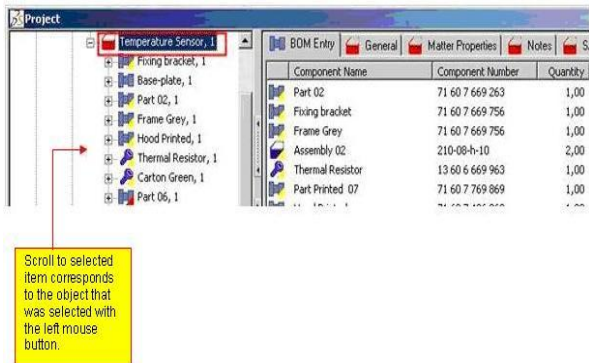
**Figure 15: The object is Selected with the Right Mouse Button – Context Menu is Opened for Editing**

In all of the examples shown, the product **Temperature Sensor** has been pre-selected with the left mouse button. *Please refer to the Figure 14.*



Table 1: Behavior Settings for the Right Mouse Button

Settings in the Combo-box	Description
<p style="text-align: center;">Scroll to Last First Item</p> 	<p>The object selected last with the left mouse button remains selected.</p> <p>The view of the Listview corresponds to the object selected with the left mouse button.</p> <p>Make the selection by right clicking the mouse.</p> <p>After editing of the object selected by right-clicking the mouse is complete (resource Station3 in the example), the tree structure again appears with the object last selected and the view in which it was selected - the object corresponds to the last first item.</p> <p>The execution is very fast. The view remains unchanged.</p>
<p style="text-align: center;">Scroll to Current Item</p> 	<p>The object selected last with the left mouse button remains selected.</p> <p>The view of the Listview corresponds to the object selected with the left mouse button.</p> <p>Make the selection by right clicking the mouse.</p> <p>After editing of the object selected by right-clicking the mouse is complete (once again the resource Station3 in the example), the tree structure is displayed with this object in the view, which corresponds to the current item.</p> <p>The execution is very fast. The view is changed.</p>
<p style="text-align: center;">Select Item (Fetch Children)</p> 	<p>This setting corresponds to the behavior of objects that have been selected with the left mouse button.</p> <p>The object that was selected last with the left mouse button is no longer selected.</p> <p>The view of the Listview corresponds to the object selected with the right mouse button.</p> <p>Make the selection by right clicking the mouse.</p> <p>After editing of the object corresponding to the select item selected by right-clicking the mouse is complete, the - Temperature Sensor Installation resource in the example, is displayed in the PPR-Navigator.</p> <p>The execution is slow. The view remains unchanged.</p>

Settings in the Combo-box	Description
<p>Scroll to Selected Item</p> 	<p>The object selected last with the left mouse button remains selected.</p> <p>The view of the Listview corresponds to the object selected with the left mouse button.</p> <p>Make the selection by right clicking the mouse.</p> <p>The object that is selected by clicking the left mouse button - in the example the Temperature Sensor product, is the one that will be displayed in the PPR-Navigator.</p> <p>The execution is very fast. The view changes.</p>

### Display Property Sheets Style

With this setting you can select whether the tabs in list view or the display range of the PPR navigator are displayed on one or several lines.

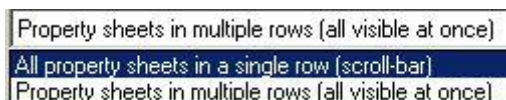


Figure 16: Property Sheet Style

- **All Property Sheets in a Single Row:** If you choose this setting, all property sheets are arranged in a single row.
- **Property Sheets in Multiple Rows:** If you choose this setting, all property sheets are arranged in several lines.



Figure 17: Example - Property Sheets Arranged in Several Rows

### Select Active Default Menu Item



Figure 18: Active Default Menu Item

This setting determines whether with a selected data object, for example, a PPR Navigator process view data object, the **Properties** dialog can be opened by double-clicking. According to the selected setting, either a dialog or an editor opens. This is on condition that a corresponding dialog or editor is assigned to the data object.

- **Properties dialog:** a Properties dialog is opened.
- **Standard editor:** a standard editor is opened.
- **Standard editor or Properties dialog:** This is an or-function. Either a standard editor or a properties dialog will be opened depending on what was assigned to the data object.

### Copy Objects with Rights

If you enable this setting, the rights get copied when copying objects.

### Copy Filtered

If you enable this setting, then in the filtered projects, you can copy only filtered objects (children of the copying object). If it is disabled, you can copy all children without considering the filter criterion.

### Clients should Appear as a Docking View

If this setting is enabled, the DELMIA Process Engineer is started with a docked PPR Navigator (docked to the tool or status bar).

### Show Drag and Drop Warning

If this setting is enabled, every drag and drop, copying and linking process is only finally performed after a warning message.

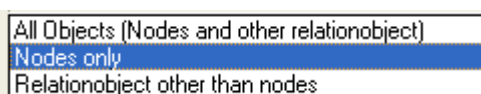
### Collapse Tree on Executing “Find in Tree – All”

Display the search results during a search action.

The default for this setting is **activated**. When the default setting is being used, only the current search result that was also given as search criterion is displayed in the PPR-Navigator. The previous search results are no longer displayed in the PPR-Navigator.

If you **deactivate** these settings, the current and previous search results get displayed.

### Expand mode for “Find in tree”



**Figure 19: Expand mode for “Find in tree”**

This setting enables to expand your search in finder when you search for a component in tree.

Select the component from finder result set and click “Find in Tree-All” button. The tree expand based on the selected option. The available options are:

- **All Objects (Nodes and other relation object):** If this is selected, it shows the default behaviour and expands all occurrences of the object in tree.
- **Nodes only:** If this is selected, it expands only nodes in tree.
- **Relation object other than nodes:** If this is selected, it expand relation object other than nodes in tree.

### Automatically Expand Droptarget

If this setting is enabled, directories are expanded up to the hierarchical level where a data object is to be copied or moved using drag and drop. For example, you want to move a data object from the object list of the PPR Navigator to the process or resource view. Neither of the view is expanded. The target object, however, would be located on a lower hierarchical level. Proceed as follows:

### Example

- 1) Drag and drop the data object from the object list to one of the two views.
- 2) Hold the cursor on the hierarchical level until the next level of the hierarchical structure is expanded.

- 3) Continue to proceed in this way until you have reached the hierarchical level you want to copy or move the data object to.

The advantage of this procedure is the fact that the whole work area of the PPR Navigator is still within the range of vision.

### Activate Expanding Tree via Keyboard

Select this checkbox to open the complete structure tree, i.e. the object structure (tree), on the left side of the PPR Navigator. Proceed as follows:

- 1) Select this checkbox.
  - 2) Mark an entry in the PPR Navigator object structure.
  - 3) Press the ( \* ) multiplication key in the numeric pad.
- The structure tree of the marked entry opens.



### Caution

*If you try to expand the object structure in projects with large data quantities on the project node or in the library, it can result in very long waiting times.*



### Filtering of Structure by Organizational Membership

If components in an object structure of the PPR Navigator do not belong to the same organizational structure, they are marked as not belonging to it after enabling this setting.

Open Project PTS

### Show Projects Plantype Set in Separate Window

If this checkbox is selected, you can open the plantype set of the project in its own window in the project context menu using the **Open** entry.



### Show Overlay Bitmaps if Object has Relationships

If this checkbox is selected, the objects with relationships (links) are marked with a dot.

### Show Autorelations Update Results

This menu item has to be enabled so that the results of an update of autorelations can be displayed.

If you do not enable this menu item, the update of the autorelations will still be executed, but it will run in the background.

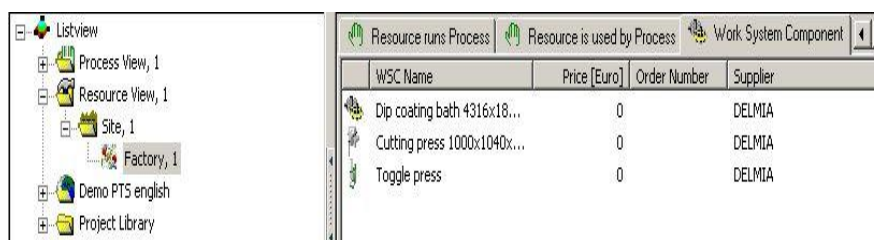
### Display Browser List Entries on Multiple Sheets Separated by Plantypes

This setting allows you to view list entries in the display area by plantypes as when displaying resource objects. This display can also be chosen for objects from the product and process structures. Select this option to obtain the required display of individual sheets sorted by plantype in the display area.

### Example

The example shows the different display methods of list entries in the display area. The example shows the display of a resource object which has been assigned graphic system items in addition to the processes.

For the first display (*Please refer to the [Figure 20](#)*) the **Display browser list entries on multiple sheets** entry of the menu is **disabled**. In this display, list entries will **not be** displayed sheet by sheet sorted by plantype: for example, the display will list all work system components (WSCs) assigned to the Factory resource listed under the WSC Name column heading.

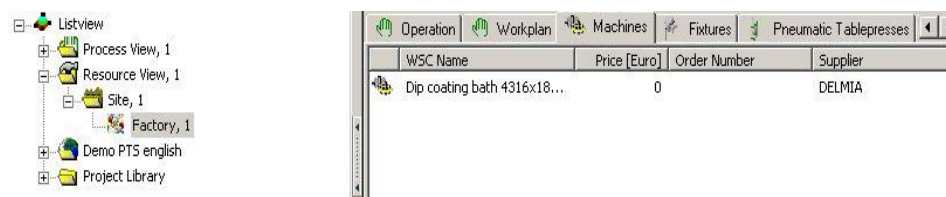


WSC Name	Price [Euro]	Order Number	Supplier
Dip coating bath 4316x18...	0		DELMIA
Cutting press 1000x1040x...	0		DELMIA
Toggle press	0		DELMIA

**Figure 20: List Entries – Disabled Multiple Sheet Setting**

In the second display (Please refer to the [Figure 21](#)) the **Display browser list entries on multiple sheets** item from the menu is **enabled**. In this display, list entries get displayed sheet by sheet sorted **by plantype**: for example, the display list all system components assigned to the Factory resource under the appropriate plantype column headings, as for example, the **Dip coating bath...** system component under the Machines **column heading** shown in the [Figure 20](#).

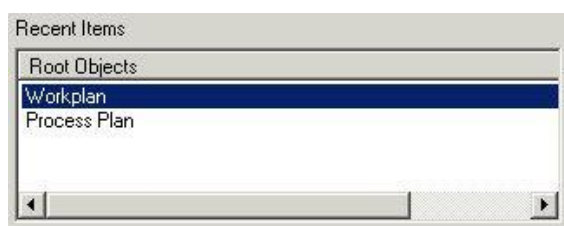
This means: the system component corresponds to the machine plantype. If further **Machine plantype** system components had been assigned to the resource, you could view them below this column heading. The same applies to all other plantypes. This display mode helps you to quickly recognize the relevant criteria and plantypes that were used to build up a structure.



WSC Name	Price [Euro]	Order Number	Supplier
Dip coating bath 4316x18...	0		DELMIA

**Figure 21: List Entry – Enabled Multiple Sheet Setting**

### Number of Recent Items on Selected Project



**Figure 22: Recent Items**

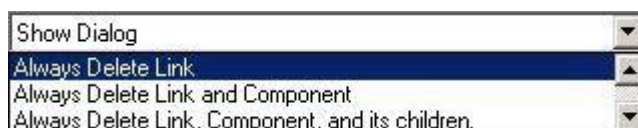
If you have selected the **Save As Recent Item** entry in the PPR Navigator context menu, you can reopen the project at the marked location. The entries can be found in the **Open project** dialog under the **Recent items** menu item.

You can specify here how many entries may appear in this list box.

### Number of Book Marks Items on Project

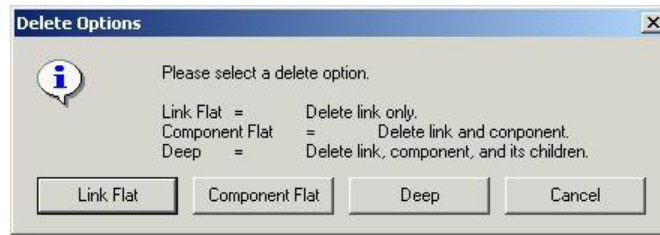
Enter the value to limit the bookmark components.

### Delete Options for Components



**Figure 23: Delete Options for Components**





**Figure 24: Delete Options**

Using this option you can determine whether a warning should always appear when deleting (default setting = “Show dialog”).

If no dialog should appear, you have the possibility to specify further deletion options.



- **Always delete link:** Only the link in the **library** is deleted.
- **Always delete link and component:** The link and the object in the library are deleted.
- **Always delete link, component and its children:** The link and the object (with its children) in the **library** are deleted.

### Display BOM Entries in the Tree View

Use this setting to select whether the BOM entries are displayed in the product, resources, and process structure.

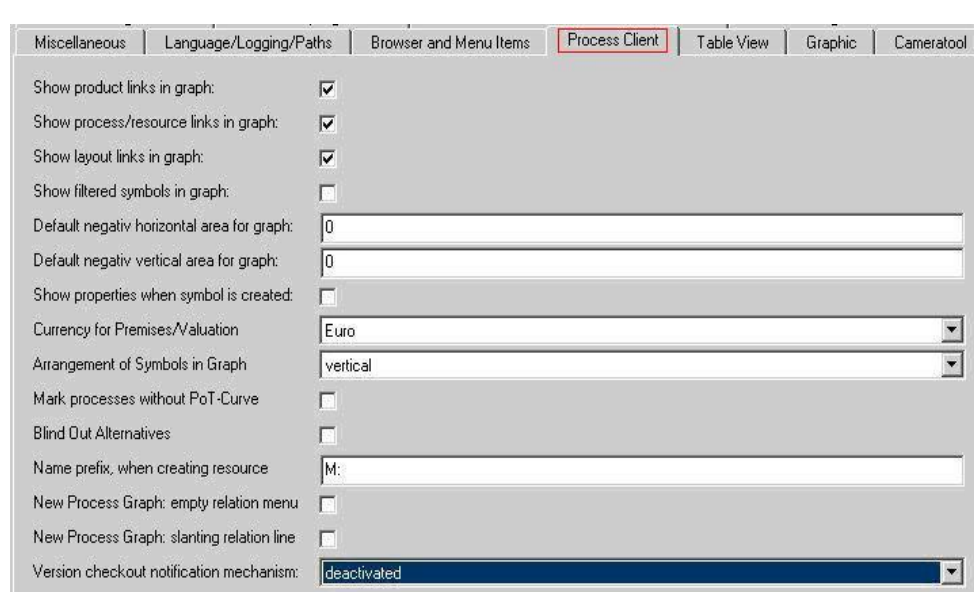
Changes to settings become effective only after saving, closing the program, and opening it again.

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

### Hide Worksystem Components in PPR-Navigator Tree

By default the function is not activated. If you activate the function all worksys-tem elements in the tree of PPR-Navigator are hidden. In **listview** they are still displayed.

## 3.4 Process Client Tab



**Figure 25: Process Client Tab**

### Show Links in Graph

Use the following three entries, product, process, and layout links, to set up the color display of the links in the graph (Manufacturing Concept, Process Graph). The linked objects are displayed with icons. The display can be seen only in the 100% view. These entries replace the former entry **Show links in graph**.

In order to display the links in color, activate the field for each of the entries:



**Figure 26: Icons for Process, Product, Resource, and Layout from the Left**

### Show Product Links in Graph

Whenever this entry is activated, the links of products are displayed in color.

### Show Process/Resource Links in Graph

Whenever this entry is activated, the links of processes and products are displayed in color.

### Show Layout Links in Graph

Whenever this entry is activated, the links to system elements are displayed in color.

### Show Filtered Symbols in Graph

Whenever this entry is activated resources and processes of filtered projects can be displayed in the Process Graph and/or in the Manufacturing Graph.



For more information, *Please refer to the* [Process Graph Manual](#).

### Default Negative Horizontal Area for Graph

This setting allows you to generate additional negative lines in the Process Graph and in the Manufacturing Concept. The amount of these additional lines corresponds to the entered value. **Zero** means that no additional lines are

generated. Entering **10** however, would result in the generation of 10 additional negative lines.

### Default Negative Area for Graph

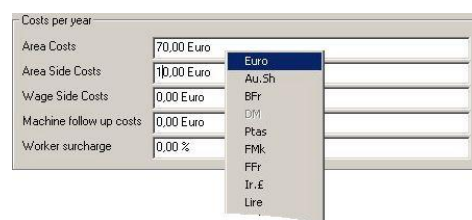
This setting allows you to generate negative columns for negative lines analogously to your input.

### Show Properties when Symbol is Created

Use this setting to activate the display of the properties dialog when inserting an icon in the graph. This setting is as a default not activated. You should activate this setting only if you want to set the properties immediately after inserting the icon. As a rule, one inserts the icons consecutively into the graph, and then the single properties are set.

### Currency for Premises/Valuation

You can specify the valid currency for the premises location in this field. You can specify another currency in the dialog. *Please refer to the [Figure 8](#).*



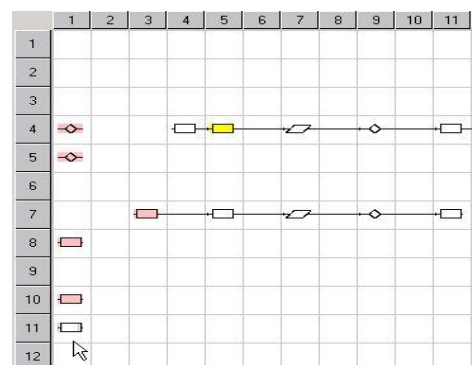
**Figure 27: Resetting Currency for Premises**

### Arrangement of Symbols in Graph



**Figure 28: Specify the Layout of Process Graph Icons**

This field allows you to specify the layout of Process Graph icons for processes that have been newly generated within the PPR Navigator and which have not yet been integrated in a planning process, i.e. Process Graph. You can choose between a vertical and a horizontal arrangement. *Please refer to the [Figure 29](#).*



**Figure 29: Vertical Icon Arrangement in the Process Graph**

### Mark Processes without PoT-Curve

If you enable this setting, processes that are not assigned a PoT-curve are shown with a different icon. All icons available in the Process Graph (value-adding processes or test procedures) are highlighted in red. By enabling this field, you get a clear overview of which PoT-curves still can/should be assigned to processes. Use this function for checking as well.

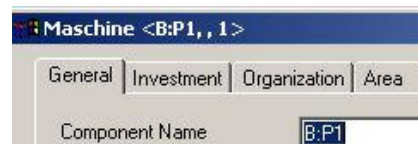


### Blind out Alternatives

Using the **Deactivate** context function in the Process Graph, you can hide alternative processes that are not to be used for a certain planning. By enabling this field, the processes which are disabled in the Process Graph or in the Manufacturing Concept are hidden.

### Name prefix, when Creating Resource

The prefix for processes is set here. The prefix precedes the component name in the properties dialog of a resource in the Manufacturing Concept if the said resource is generated on the basis of the processes in the Process Graph. Prefix changes take effect only in newly generated Manufacturing Concepts.



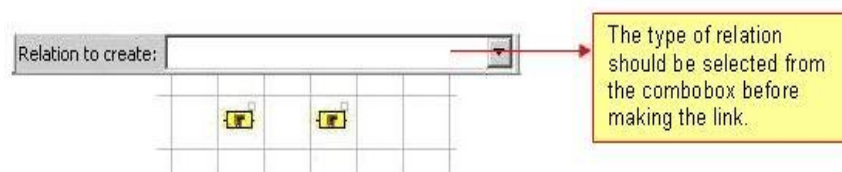
**Figure 30: Prefix Changed – when a New Manufacturing Concept is Generated**

### New Process Graph: Empty Relation Menu

This setting has a global affect on all newly created process graphs. This setting is by default **not** activated. The **runs before** (runs) relation is preset in the **created Relations** combobox.

If you activate this setting, the default setting is deactivated. In addition to this, the combobox display is empty while a new process graph is being created.

To create the relation in the graph, you must first select the relation. This global setting should help verify that the correct relation is always being used for linking processes.



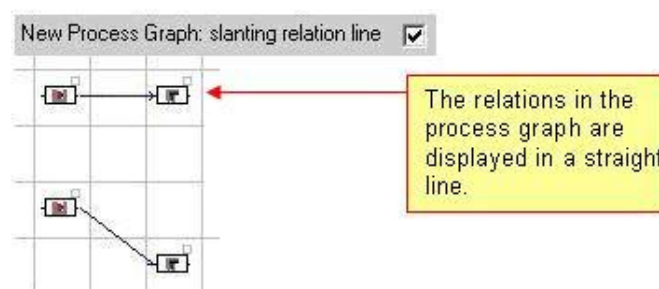
**Figure 31: Select the Relation**



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

### New Process Graph Slanting Relation Line

This setting has a global affect on all newly created process graphs. If you activate this setting, all relations between processes in the graphs are displayed in a straight line.



**Figure 32: New Process Graph Slanting Relation Line Setting**

By means of the **Choose Visible Relations** dialog you can change the default setting for the process graph.



For more information, *Please refer to the [Process Graph Manual](#).*

### Version Check Out Notification Mechanism

With editing of process graphs you can decide with help of three options how the process graph should be updated, when versions of processes are created which are used in opened process graph. Updating of a process graph is nothing else as when you execute function **Reload**.

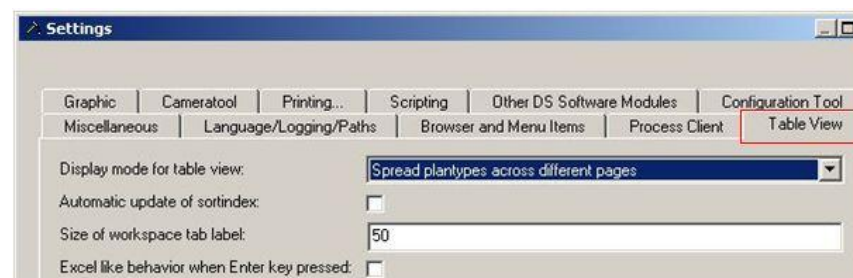
Version checkout notification mechanism: deactivated

**Figure 33: Version Check Out Notification Mechanism**

deactivated  
activated auto  
activated user

- **Deactivated:** This option is set on default. If you have set up this function the function mode is as before. In order to update process graph execute function **Reload**.
- **Activated Auto:** If you have set up this option the process graph will automatically update while creation a version.
- **Activated User:** If you have set up this option you will receive a message during creation of a version, you can decide by your own if you want to update the process graph.

## 3.5 Table View Tab



**Figure 34: Table View Tab**

### Display Mode for Table View

Mixed plantype view  
Spread plantypes across different pages  
Mixed plantype view

**Figure 35: Display Mode for Table View**

- **Mixed Plantype View:** If this setting is enabled, the objects belonging to a child list are combined on one page. There is typically a page for the BOM entries and possibly further page for the various relation links.
- **Spread Plantypes across Different Pages:** If this setting is enabled, the various plantypes (processes, test processes, and partial workplans) are **additionally** displayed on their own pages.

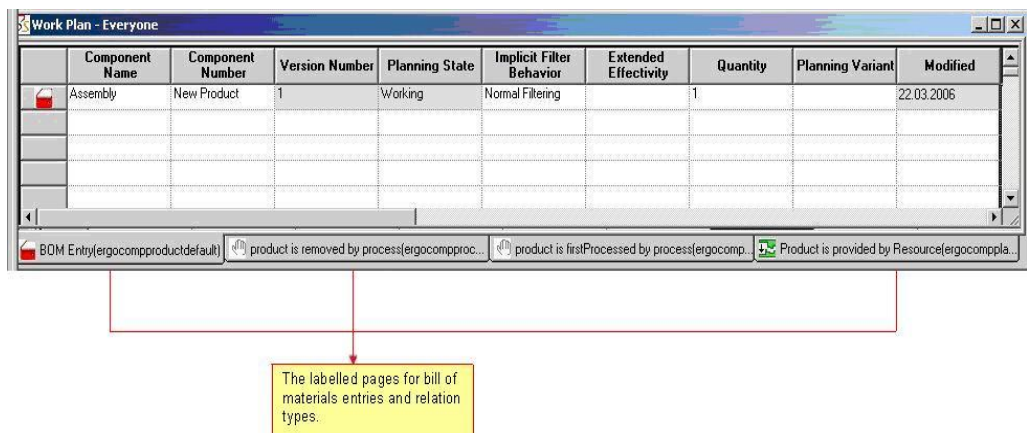
### Automatic Update of Sort Index

If you enable the automatic update of the sort index, the sort index is automatically updated according to the selected rows: the updating takes place only with the **Mixed plantype view** setting during deleting rows and moving rows.

### Size of Workspace Tab Level

Pages for bill of materials entries can be displayed in a table. These pages are labeled in the footer of the table.

You can use between 20 and 200 characters to label bill of materials entries and relation types. By default it is set at 50 characters.



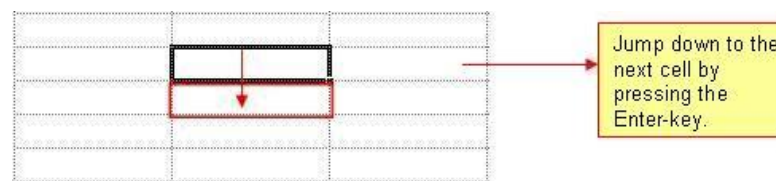
**Figure 36: Table with Bill of Materials Entries and Relation Types**

### Excel like Behavior when Enter-Key Pressed

If you activate this setting you can use the Enter-key to jump down a row to the next cell, or by pressing the **Enter**-key and the **Shift**-key, you can jump back up a row to the previous cell. This setting corresponds to the behavior in Excel.

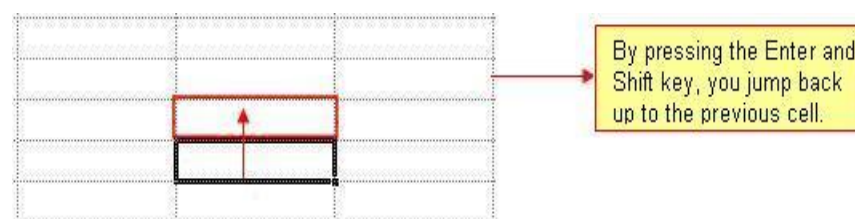
#### To Move between Cells in Excel

- 1) To move down to the next cell, you can press the **Enter**-key.



**Figure 37: Moving to the Next Cell**

- 2) To move back up to the previous cell press the **Enter**-key and **Shift** key.



**Figure 38: Moving Back up to the Previous Cell**

## 3.6 Printing Tab

Setting	Value
Print Objects: Use Default Form	<input checked="" type="checkbox"/>
Print record count column on printing generic list:	<input checked="" type="checkbox"/>
Display Printing Generic List Settings Dialog:	<input type="checkbox"/>
Apply sort options for objects if any :	<input checked="" type="checkbox"/>
Never show Printer selection dialog in balancing:	<input checked="" type="checkbox"/>
Date of Creation	
Created by	
Department	
Checked by	
Valid Through	
Show customized names during print form design	<input checked="" type="checkbox"/>
Use page folders during print form design	<input checked="" type="checkbox"/>
Use parent nodes during print form design	<input checked="" type="checkbox"/>
Text intent for print tree structure	4
Insert delmia logo and copy rights in print form	<input checked="" type="checkbox"/>
Show relations in object wizard	<input type="checkbox"/>

**Figure 39: Printing Settings**

### Print Objects: Use Default Form

This setting determines whether you want to use a default form or if you want to select a print form from a list. It is only valid when printing objects.

### Print Record Count Column on Printing Generic List

This setting determines whether or not a record count is shown in the first column when printing lists.

### Display Printing Generic List Settings Dialog

After calling the list printing command, a default column settings dialog appears. If this dialog should no longer appear, disable the checkbox. In future the list printing starts with the last print settings without showing the column setting dialog. Enable the checkbox again to change the settings.

### Apply Sort Options for Objects

Marking this field activates the sort options for printing – for example, a previous sorting of table print-outs.

### Never Show Printer Selection Dialog in Balancing

You can determine here whether or not the printer selection dialog should appear when printing the line balancing (Work Load Balancing).

### Date of Creation

This date is used when printing lists and graphics.

### Created by

You can specify who created the printout here. It is only used when printing lists and graphics.

### Department

You can specify the department printed on the default forms here. It is only used when printing lists and graphics.

### Checked by

You can additionally specify who tested the printout here. It is only used when printing lists and graphics.

### Valid Through

You can determine the validity of the printout here. It is only used when printing lists and graphics.

### Show Customized Names during Print Form Design

If you activate this option, the attribute names configured in List and Label are activated for design of print forms, as they are displayed in the properties dialog of the selected plantype.

List and Label does not allow for blank spaces. Blank spaces in names are indicated by an underline character in List and Label.

After saving, closing, and re-opening a print form, the preview of the print form displays the internal names instead of the assigned names.

Objects selected in the object list are highlighted in the print preview.

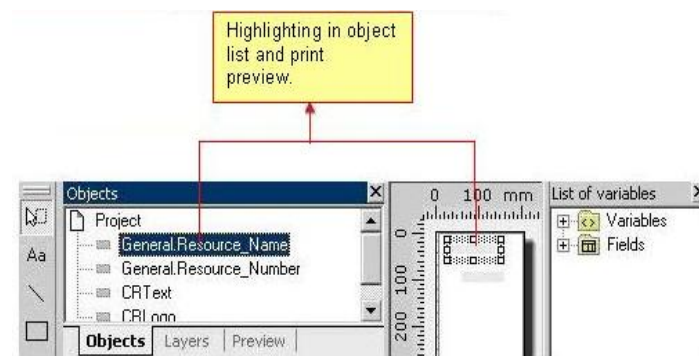


Figure 40: Highlighting in List and Label

### Use Page Folders during Print Form Design

If you activate the option **Use page folders during print form design**, all attributes used in the properties dialog of the selected plantype are shown in the respective folders in List and Label. All attributes not used in the properties dialog of the select plantype are found in the **Other** folder.

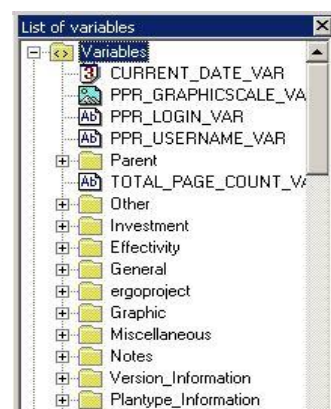


Figure 41: Folders - Attributes used in the Properties Dialog

### Use Parent Node during Print Form Design

If you activate this option, complex hierarchical structures in the PPR Navigator can be printed using this option.



### Note

*Activate the option "Use parent nodes during print form design" only when designing a print form for hierarchical structures. If you fail to deactivate the*

option after completing design of the print from, this may lead to long response times during opening of List and Label.

### Text Indent for Print Tree Structure

For printing of lists, you may change the default setting for text indent of tree structures. By default, the text indent is set to 4.

#### Example: Printing with Default Settings

#### Example

The PPR component to be printed is selected in the PPR Navigator tree structure view. In the example: **Product View**.



**Figure 42: Tree Structure View of the PPR Navigator**



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

**Result** for example 1 is displayed in [Figure 43](#).



No.	Level	Treenode
1	0	Production View
2	1	Product
3	2	Subassembly1
4	3	Part A
5	3	Part B
6	4	Part B 1
7	4	Part B 2

**Figure 43: List Print-Out with Default Setting**

#### Example: Printing with Changed Settings

#### Example

The text indent is changed from 4 to 8 in the settings.

Text intent for print tree structure

**Figure 44: Change Print Settings**

Again select the Product View to be printed as a list.






**Figure 45: Tree Structure View of the PPR Navigator**

**Result for Example 2** is displayed in [Figure 46](#).

The following figure shows the result with increased text indent.



No.	Level	Treenode
1	0	Production View
2	1	Product
3	2	Subassembly1
4	3	Part A
5	3	Part B
6	4	Part B 1
7	4	Part B 2

**Figure 46: List Print-Out with Increased Text Indent**

### Insert DELMIA logo and copyrights in print forms

Select this setting to insert DELMIA logo and copyrights in print forms

### Show relation in object wizard

Select this setting to enable the relation combobox.

## 3.7 Graphics Tab

The dialogs for the global graphic settings have been changed In Version PE 5.12. The advanced Graphics tab is completely omitted, and several of the entries previously made under this tab are now to be found under the new tab entry **Graphic Setting**. The global settings for the graphics are set under this tab.

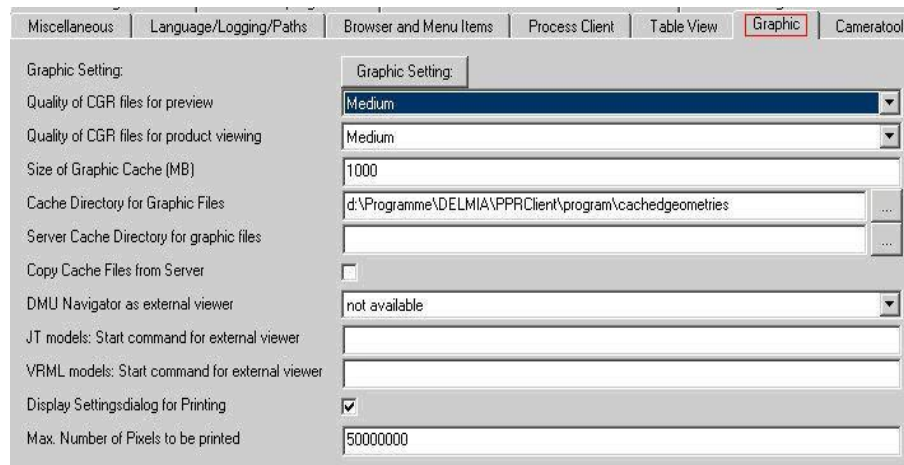


### Note

*The graphics are opened with the global settings.*

Global settings can be changed at any time. The global settings effective for all graphics windows are set under this tab. Local settings for an open graphics window are temporary and effective only for this graphics window. After closing such a window, however, the global settings again take effect.

Close the graphics window before making global settings; the changes take effect only after the graphics window is opened again.



**Figure 47: Global Graphic Settings**

### Quality of CGR Files for Preview

Use this menu item to specify the quality of the CGR files for preview.

### Quality of CGR Files for Product Viewing

Use this menu item to specify the quality of the CGR files for product viewing.

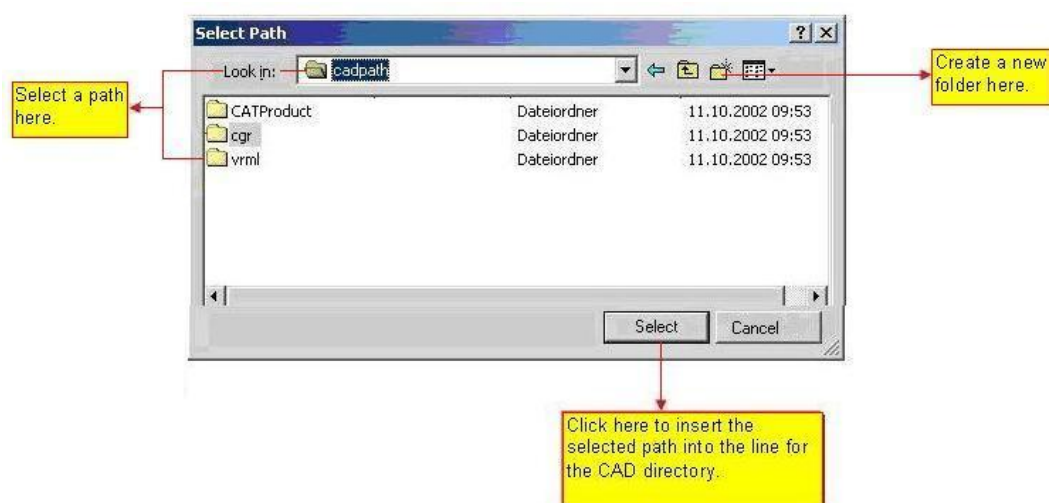
### Size of Graphic Cache (MB)

You can determine the size of the cache (memory location) for graphic files here. In this case it is not a temporary cache but a fixed variable on the hard disk. As this disk space can quickly become enormous, you have the possibility here to adjust it to your hard disk. If the entire assigned disk space is used, the file that has not been accessed for the longest time is deleted.

### Cache Directory for Graphic Files

You can determine the path of the graphic files directory here. To do this, click **...** button on the right hand side in the line Cache directory for graphic files.

The **Select path** window opens. Select the path where you want your graphic file directory to be saved or where it is already saved and click **Select**. The path is copied into the line.



**Figure 48: Directory Selection Dialog**

### Server Cache Directory for Graphic Files



Use this entry to specify a further directory in which cache graphic files are searched for. This entry is sensible only if these files are generated and stored in a central location.

The client requires only read access to this directory. The cache files created by the client are stored in the **cache directory for graphic files**. This case is also applicable to the option **Copy Cache Files from Server**.

### Copy Cache Files from Server

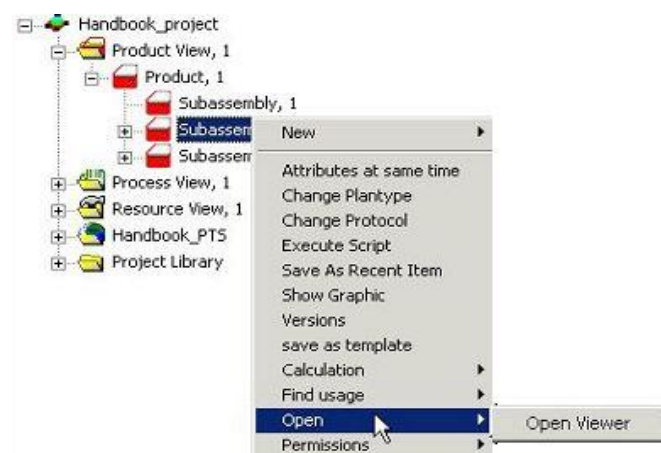
This setting is used to copy files which may be on the server to the client computer in order to reduce the network load and thus increase the speed.

This setting is sensible only if graphics files are centrally converted to cache files and stored on a server.

An increase in performance can be expected only if loading from the server leads to a bottleneck.

### DMU Navigator as External Viewer

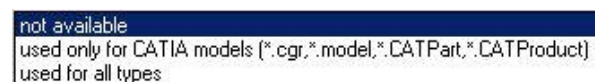
To display external graphics, you need to install a **DMU Navigator**. The **DMU Navigator** can display external data in the following file formats: \*.cgr, \*.model, and \*.wrl. These external graphics are displayed in the product structure of the Process Engineer and products are assigned to these graphics. *Please refer to the Figure 49.*



**Figure 49: Open External Display - Product Structure**

You can select between the following settings:

- **Not available:** With this setting, you cannot display external graphics even if you have installed a DMU Navigator.
- **Used only for CATIA models:** With this setting you can display graphics, which have been generated using **CATIA** (\*.cgr, \*.model, \*.CATPart, \*.CATProduct).
- **Used for all types:** With this setting, you can display all formats which are supported by the **DMU Navigator**. The DMU Navigator supports approximately 40 external file formats.



**Figure 50: DMU Navigator Settings**

### VRML Models: Start Command for External Viewer

Example of a call using SIM VRML viewer:

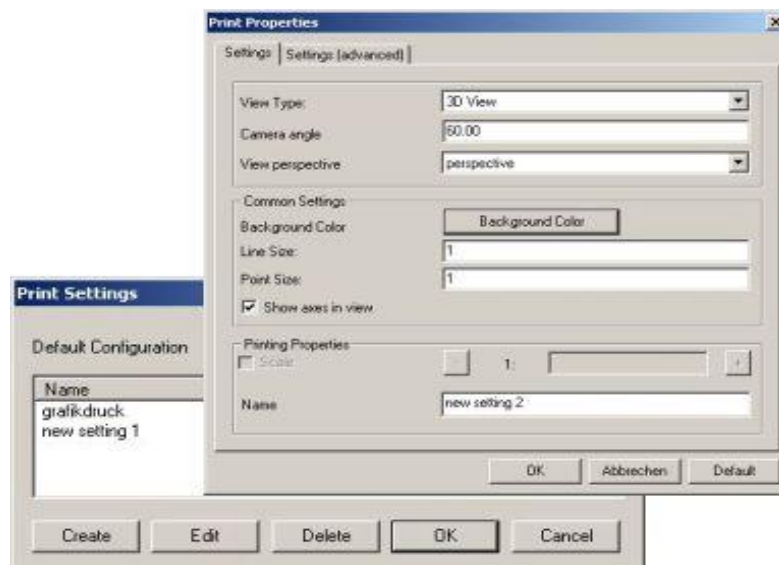
`C:\installation_path\vrmlview.exe`

### Displaying the Properties Dialog for Printing

If this field is marked, the dialog **Print Settings** is displayed for printing; here you can use the defined graphic settings for the current print-out.

The graphic settings apply only to the current graphics print-out.

- In the dialog **Print Properties**, you can generate new graphic settings for the current print-out or use previously generated settings. Graphic settings can be edited at any time in the **Print Properties** dialog.
- Executed graphic settings are saved.
- If you do not use settings from the dialog, the graphics window gets printed out according to the global graphic settings.
- The **Print Properties** dialog is opened via **Create** or **Edit**. You must select a setting if you use **Edit**.



**Figure 51: Print Settings Dialog**



For more information, *please refer to the* [Printing Manual](#).

### Maximum Number of Pixels to be printed

The setting described below enables you to determine the amount of pixels in a graphic that you want to print.

Max. Number of Pixels to be printed

**Figure 52: The Default Value of 50 Million Pixels**

For every system there is a limit on the print size of large print formats which cannot be exceeded. You can set the limit with this setting.

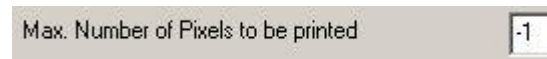
If the graphic (bitmap) cannot be printed because the print format is too large, simply reduce the preset pixel value of 50 million pixels until the graphic can be printed.

This setting is unnecessary for smaller print formats for which the critical limits of the print size are not reached.

Until now it was only possible to adjust the maximum number of pixels for the graphic printing of formats. This was broad and not dependant on specific formats within this group. The actual amount of Pixel/Inch was unchangeable, since this was part of the original program.

The **-1** setting enables you to determine the dpi value and at the same time, adjust the amount of pixels to the maximum possible for each different paper format.

To enable these settings: First enter the **-1** value in the entry **Max. Number of Pixels to be printed**. Second, the adjustments made to the following values are entered in Global settings. *Please refer to the [Figure 54](#).*

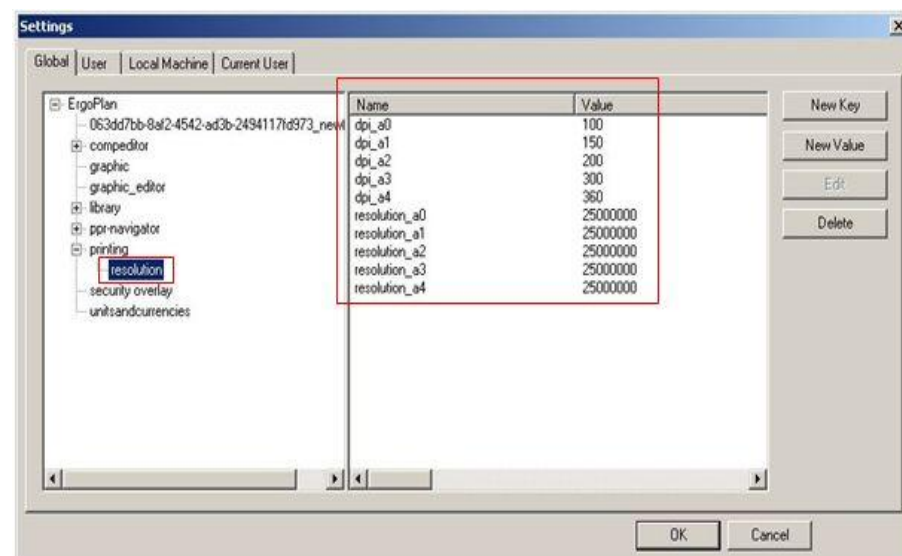


**Figure 53: Enter the Value Minus One (-1)**

For every value larger than zero, the printout occurs as described above. *Please refer to the [Figure 52](#).*

The [Figure 54](#) shows which maximum values must be created for the graphic printout (DIN A0 to DIN A4). *Please refer to the [Settings – Maintenance](#).*

The corresponding **dpi-value** and **resolution-value** are automatically used for a printout with one of these formats.



**Figure 54: Adjust the Paper Format to the Maximum Value**

#### Value Table

The maximum limit of one billion for the resolution-value, allows printouts with pixel values 100000 x 100000. That is equal to a printout of 1.33m x 1.33m with a resolution of 1200dpi.

**Table 2: Value Table**

DPI- Values	Resolution Values
Operational range for the dpi-values Equals 10 - 2400	The operational range for resolution-values lies between 1 million and 1 billion.
If the value is not set, then the dpi-values are set as	If the value is not set, the resolution-

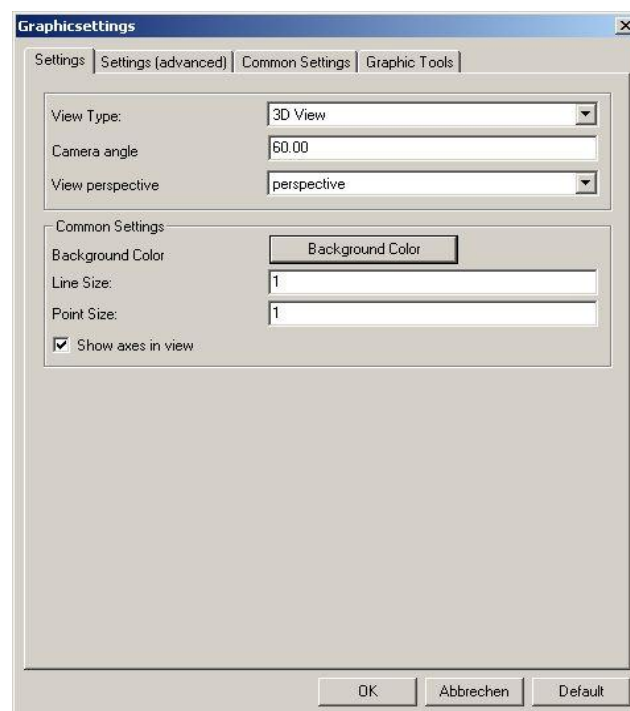
DPI- Values	Resolution Values
displayed in the <a href="#">Figure 54</a> .	value is set to 25 million.
If the value is under the operational range, the dpi-value is set to 10.	If the value is under the operational range, the resolution-value is set to 1 million.
If the value is above the operational range, the dpi-value is set to 2400.	If the value is above the operational range, the resolution-value is set to 1 billion.

### 3.7.1 Graphic Settings

Set the global settings in the **Graphic Settings** dialog. You are provided with four tabs for this:

- 1) Click **Graphic settings** to open the **Graphic settings** dialog.
- 2) Click **Settings Tab**.

#### 3.7.1.1 Settings Tab



**Figure 55: Graphic Settings – Settings Tab**

#### View Type

Use this menu item to specify in which view type the graphic is to be opened. You can change the graphic view type with the graphic tools.

#### Camera Angle

You can set the basic settings for the camera position here. The graphic is opened using this setting.

#### View Perspective

Use the **Perspective** and **Orthographic** settings to specify the object view; this can be compared to setting a camera lens. **Perspective** corresponds to

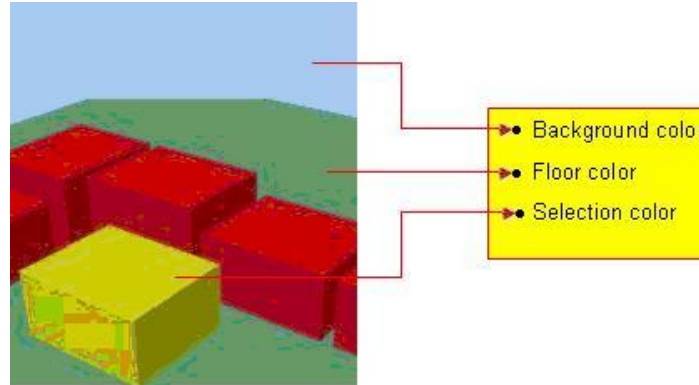
3D View  
Top View  
Front View  
Left Side View  
Right Side View  
Back View

perspective  
orthographic

the wide-angle lens of a camera and **Orthographic** corresponds to the focus (object zoom).

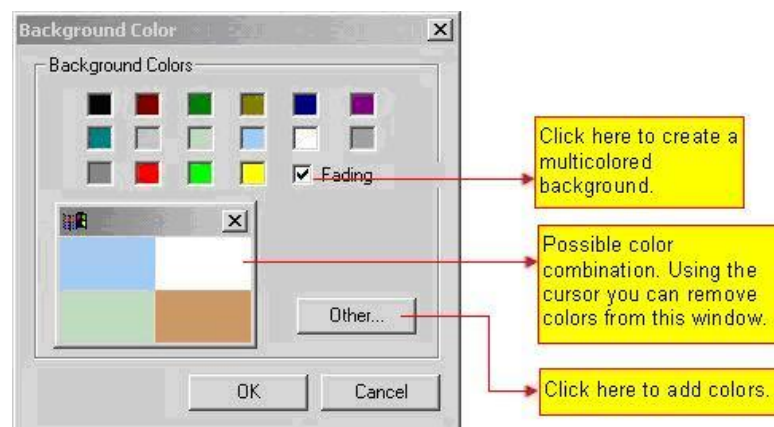
### Background Color

You can determine the color for the background of a layout here. You can select between two possibilities: unicolored or multicolored.



**Figure 56: Background and other Colors of the Scene**

- If you have selected unicolored, the background appears in the selected color; blue in this example. The multicolored field must not be enabled. Otherwise the multicolored window is used. *Please refer to the [Figure 57](#).*
- If you select a multicolored background, click **multicolored** field. You can create a background using several colors.
- Using the cursor you can remove colors from the window.
- By clicking on the **Other** field you can add colors.
- Always confirm your entry using the **OK** button.



**Figure 57: Background Color Selection Window**

### Line Size

You can determine the size of all lines used in one scene (including dimension lines) in this field.

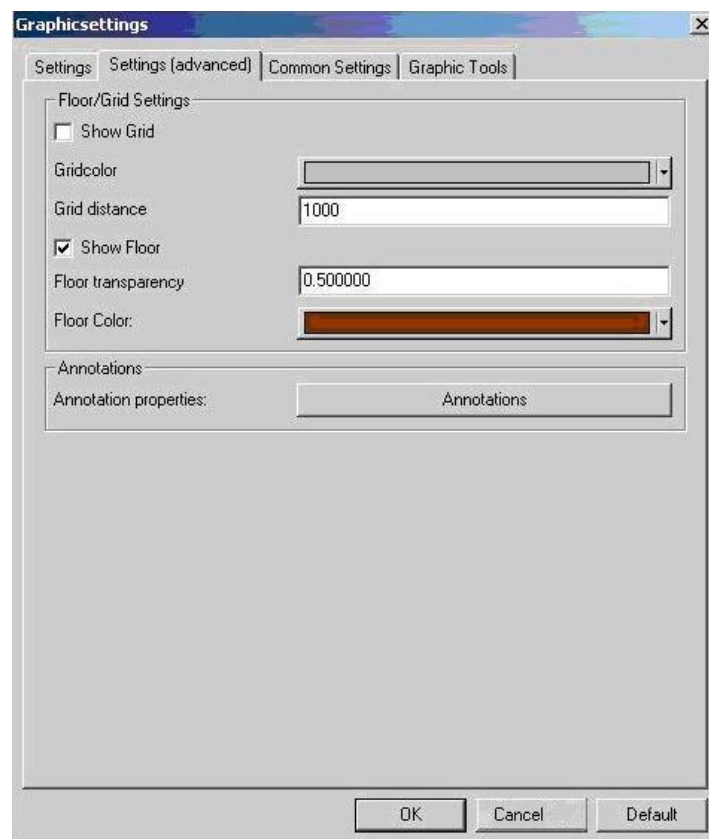
### Point Size

Use this field to determine the point size. For example, if you are working in the Measurement menu item.

### Show Axes in View

Use this menu item to specify whether or not the coordinate axes are to be displayed.

### 3.7.1.2 Setting Advanced Tab



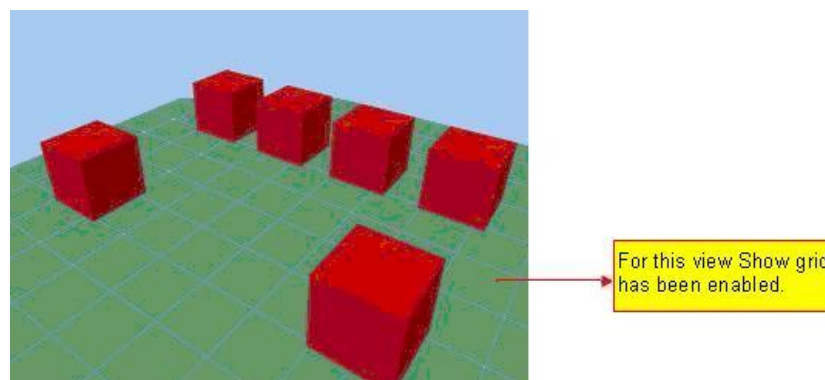
**Figure 58: Graphic Settings – Setting (Advanced) Tab**

#### Floor/Grid Settings

Using this item you can determine whether grid lines should be shown on the floor. You can select these settings individually for each open layout, too. Use this menu to specify the global settings. The layout is then started using this setting. This applies to all settings that you determine in this menu.

#### Show Grid

If you have activated Show grid, you can decide whether the object moves after the grid dimensions are set, or whether the grid dimensions are to be ignored. *Please refer to the [Snap to Grid](#).*

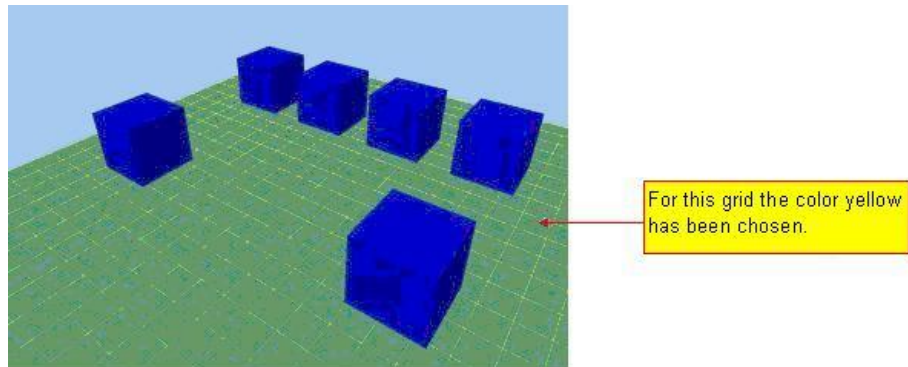


**Figure 59: Shown Grid Lines**



**Grid Color**

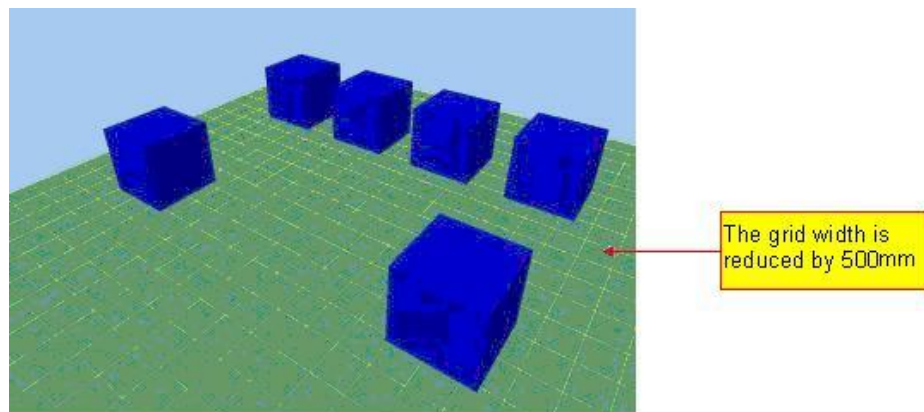
You can set the grid color individually here.



**Figure 60: Grid Color Yellow**

**Grid Distance**

Using this selection you can individually determine a grid width. The entries must be made in **millimetres**.



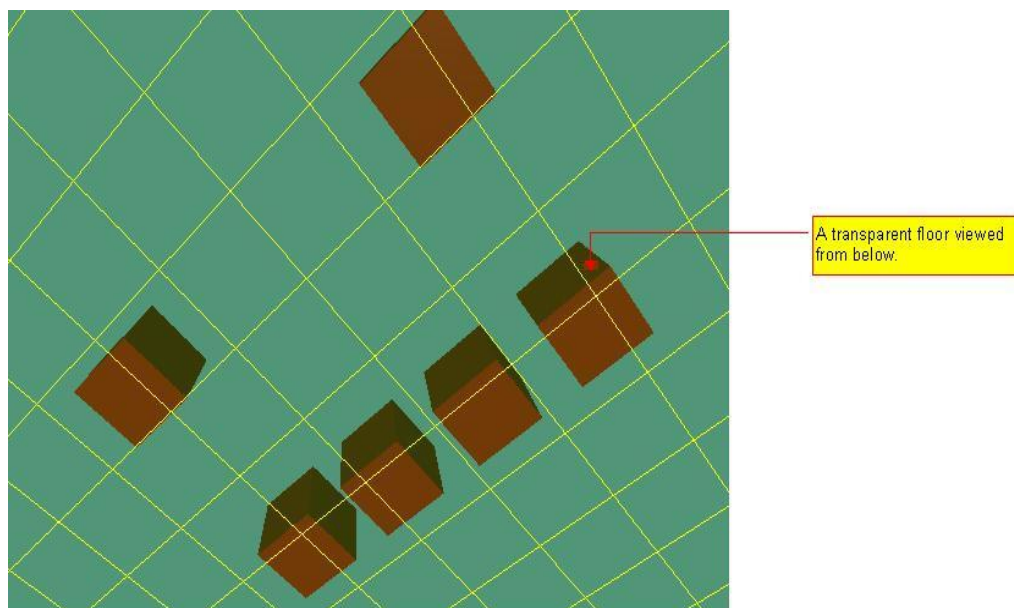
**Figure 61: Grid Width**

**Show Floor**

You can determine here whether or not you want to see a station floor. If you want to see it, then click the **Show floor** field.

**Floor Transparency**

This value determines to what extent a floor is transparent. In the example given, the value 0.5 has been selected. You can see the objects from below; the floor is therefore partly transparent. If you select the value 1, the floor is opaque. The default value is 0.5.



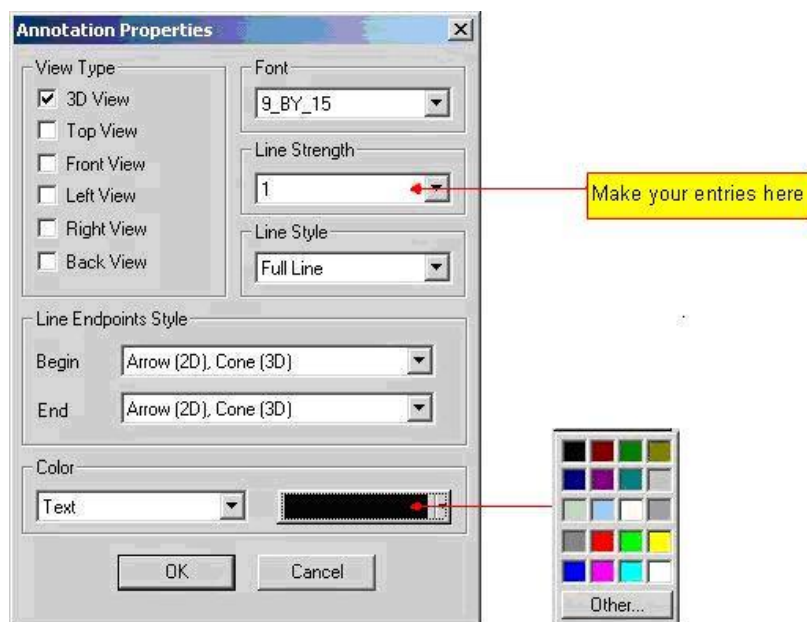
**Figure 62: Transparent Floor, Perspective from Below**

### Floor Color

You can select from the same range of colors that you have already become familiar with in this section. The procedure is the same as well as the selection possibilities.

### Annotation Properties

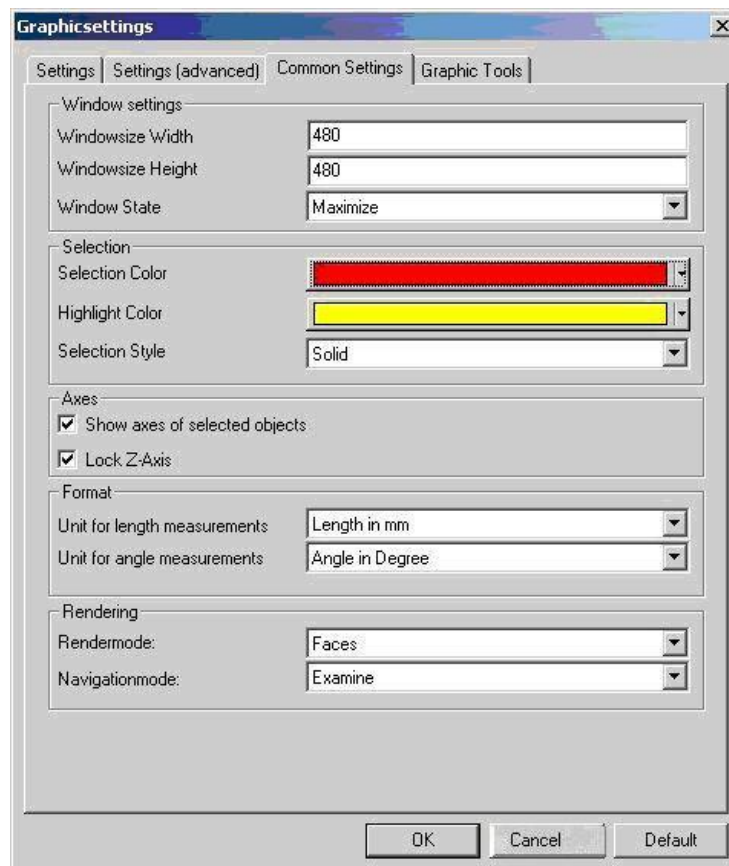
Use this dialog box to indicate the settings for dimensioning. Furthermore, you can determine the font, the appearance of the starting and end points as well as the color of a line.



**Figure 63: Dimensioning Properties**



### 3.7.1.3 Common Settings Tab



**Figure 64: Graphic Settings – Common Settings Tab**

#### Window size Width

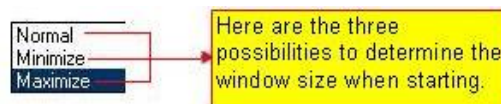
The width of the window is set to 480 pixels as default. You can change the dimensions at any time and design them to your individual needs.

#### Window size Height

The height of the window is set to 480 pixels as default. You can change the dimensions at any time and design them to your individual needs.

#### Window State

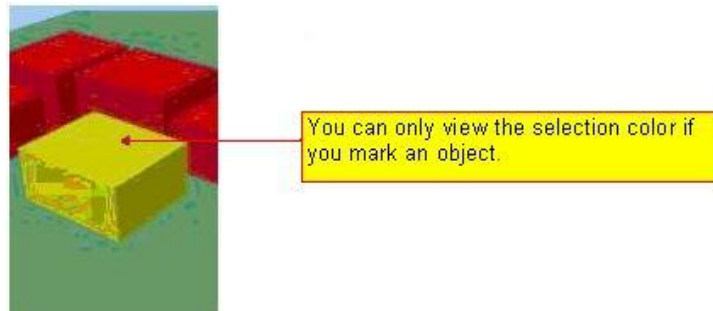
You have three possibilities to determine the position in which the window is started. As a MS Windows user you are already familiar with changing the size of a window.



**Figure 65: Selecting the Window Size**

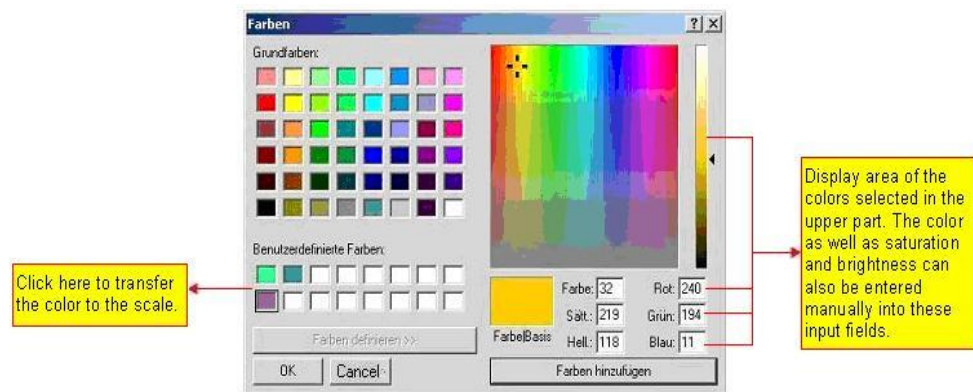
#### Selection Color

Using the selection color you can determine the color of the selected object.



**Figure 66: Selection Color**

- You can also add new colors: Click scroll bar arrow in the selection color field. The color menu opens. Click **Other**. The **Color** dialog gets open.
- If you have selected a color in the right window, click **Add colors** field afterwards (move the cursor vertically and horizontally in the right color window).



**Figure 67: Color Selection**

### Highlight Color

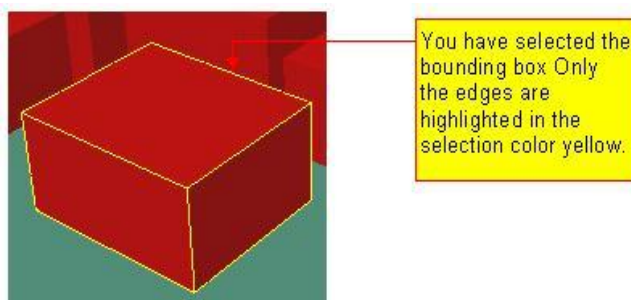
Use this graphic tools menu item to specify the color for selected objects which cannot be edited in an open graphic. Selected objects are either displayed in the **Selection color** or in the selected **Highlight color**.



**Figure 68: Graphic Settings - Highlight Color**

### Selection Style

You can select between two possibilities: If you choose the selection style solid, the entire selected object is highlighted in the selection color (yellow in this example). If, on the other hand, you select bounding box, only the simple outlines of a cuboid model of the selected object are highlighted in the selection color.



**Figure 69: Selection Style**

### Show Axes of Selected Objects

By enabling this checkbox the relative coordinate axes of a body are shown exactly at the position in the graphic where the object is marked (clicked). You can now transform the body along these axes (X, Y, and Z).

You can determine the global settings here. The layout is then started with these settings, as with all settings that you determine in this menu.

### Lock Z-Axis

You can determine here whether the Z-axis may or may not get tilt when navigating.

### Unit for Length Measurements

Use this menu item to specify the length measurement unit. Use the selection menu to adjust the unit. You can change the unit in the corresponding dialog when editing a graphic. After closing this dialog, the unit is reset to the basic setting.

Length in mm  
Length in cm  
Length in m

### Unit for Angle Measurements

Use this menu item to specify the basic setting for the display of angle degrees. You can change the unit in the corresponding dialog when editing a graphic. After closing this dialog, the unit is reset to the basic setting.

Angle in Degree  
Angle in gon  
Angle in Rad

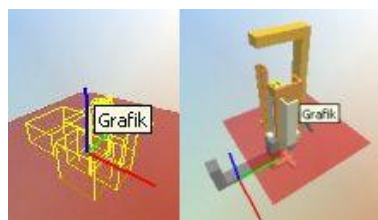
### Render Mode



**Figure 70: Render Mode**

### Example

In **Render mode** you can set how the graphics are displayed when opened.



**Figure 71: Example Display of Bounding Box (Left), Faces (Right)**

## Navigation Mode



Figure 72: Navigation Mode

### ■ Examine Mode

In this mode you can use the arrow keys or the left mouse button. In doing so you 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 letter **W** on the keyboard. You can also select the mode using the menu.

### ■ 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.

## 3.7.1.4 Graphic Tools Tab

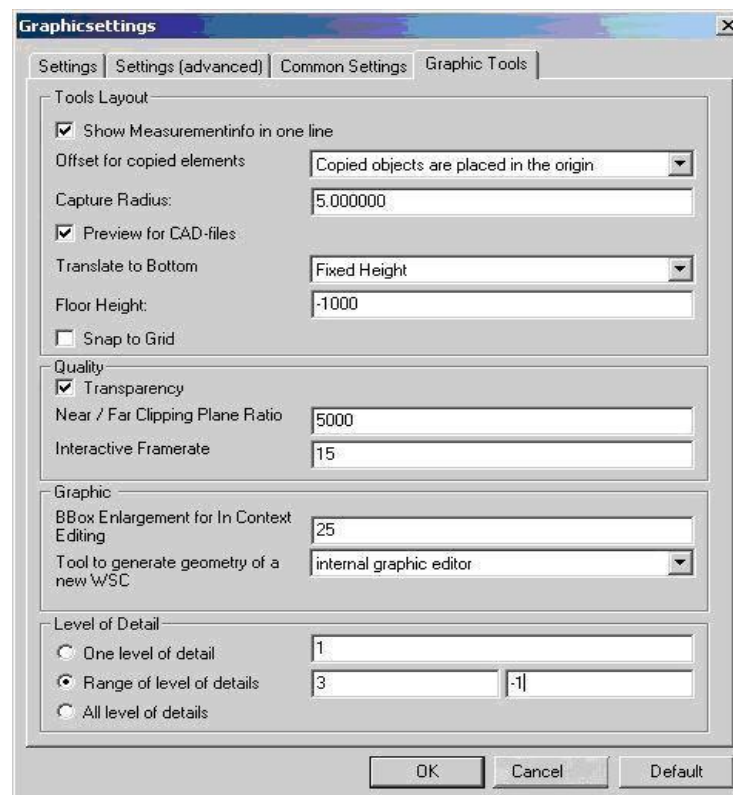


Figure 73: Graphic Settings – Graphic Tools Tab

### Show Measurement Info in One Line

If you enable this field, you can determine whether the information should be written in one line during measurement. The display of the measurement information can be found in the message window. The message window is opened via the menu **View < Message Window**. If you do not activate this field, the measurement information is displayed point-by-point in the message window.

### Offset for Copied Elements

Use this menu item to specify the position of copied objects when inserting them.



Figure 74: Placing Copied Objects

### Capture Radius

You can determine the radius here e.g. for determining measuring points or for selecting objects.

The catch radius determines the size of the area in which you place the mouse pointer to position a point exactly or to hit something precisely. The size is given in pixels. A sensible catch radius is 5 pixels.

### Preview for CAD Files

If you enable this field, you get given a preview of CAD files under the menu item **Edit graphic – Insert - CAD files** that are then displayed in the preview window. **Caution:** The preview of CAD files can be very time consuming depending on the PC configuration and the CAD format selected.

### Translate to Bottom

There are three operations for these functions:

- **Fixed Height Means**

#### Example

If you select this setting, a selected object of a scene (frame) is placed onto the station floor using the right mouse button function **Floor**. You have already determined the value for the station floor (Z-axis value) with the “Fixed floor height” function. If you select several objects which are arranged in different levels (you can assign negative and positive values to objects on the Z-axis), the selected objects are put on the station floor together with the object that has the lowest value of the Z-axis. The relations of the objects are maintained.

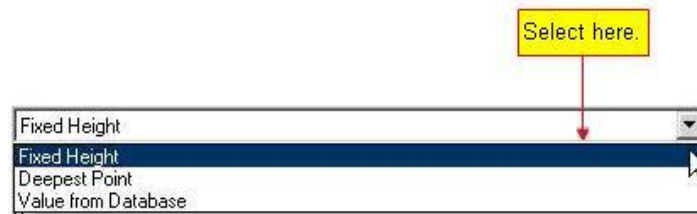
You have selected three objects with different Z-axis values. The lowest value is minus 2000, the highest value plus 2000, but the third value has the value of the set fixed floor height. Thus, the three selected objects are placed on the station floor together with the object with the lowest value, i.e. in the example it is moved by minus 2000 to the top. The absolute Z-axis values of the two other objects are moved by the same value.

- **Deepest Point Means**

#### Example

If you select this setting, a selected object is placed on the deepest point of a scene (frame) using the right mouse button function **Floor**. If you select several objects, these are placed on the deepest point. The relations of the objects

are still maintained, however, if you select all objects, including the object with the lowest value of a scene, the scene remains unchanged.

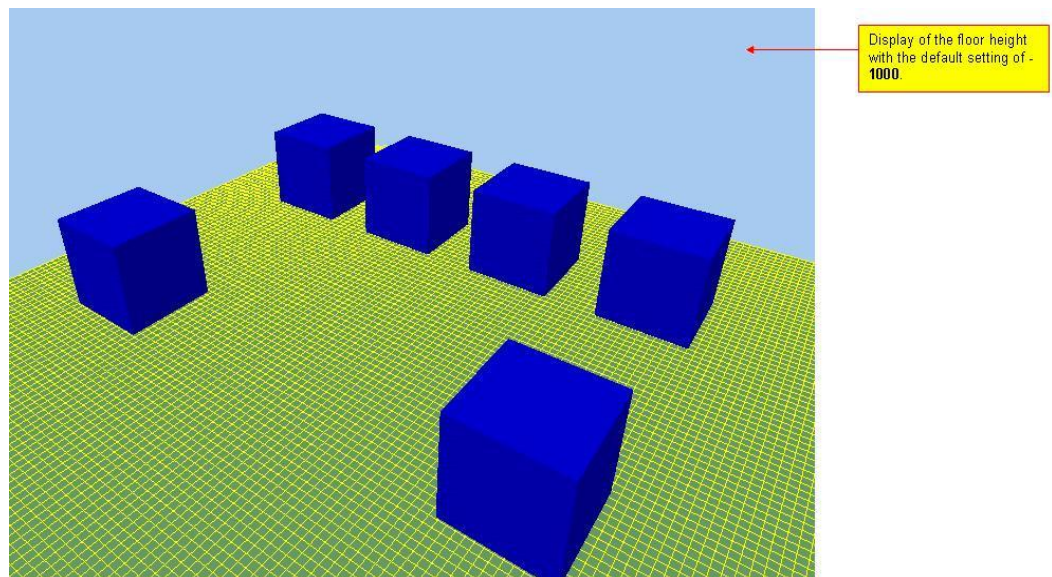


**Figure 75: Positioning Objects on the Station Floor using the Selection Menu**

### Fixed Floor Height

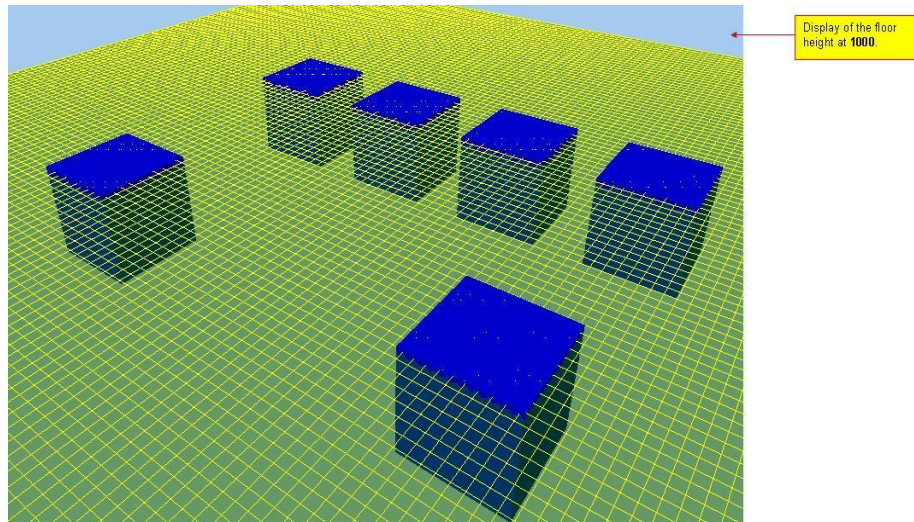
You can set the value of the Z-axis that a station floor should have here. Each scene has a coordinate source ( $x = 0$ ,  $y = 0$ , and  $z = 0$ ).

The default value of the floor height is set to **-1000**.



**Figure 76: Floor Height**





**Figure 77: Floor Height**

### Snap to Grid

**Use grid** is active only if you have activated **Show grid**.

Using this item you can determine how an object is moved. If you move an object to the right, for example, the object is aligned with the grid lines. You are already familiar with this approach, as MS Windows graphic programs use it as well. In principle, the object is always moved in small leaps along the selected axis.



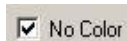
### Note

*You can use a grid when you are working with a direct tool (without a dialog activated), that is, when you keep the control button pressed in addition to the left mouse button to move objects on a level. The movement of the cursor is not affected thereby, only movement of an object is.*

If you have not activated **Use grid**, the movement of the object is not oriented to the grid dimensions. You can in this case move the object as you wish. Please refer to the [Floor/Grid](#).

### Transparency

For objects of a graphic, you can change the color of the object and display it transparently. The transparency of the object color can be set only if you change or have already changed the object color.



If you have not changed the object color the field, **No Color** is activated in the dialog. If you activate this field after having changed the color of the object, the object will again be displayed in the original color of the system element.

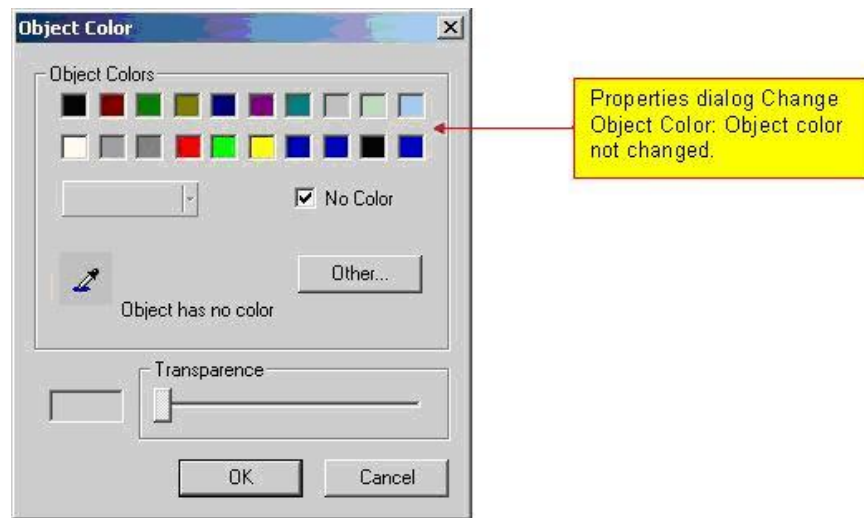
The object color can be changed only if you open the graphic with **Edit Graphic**.

The possible transparency range for the object color lies between the values **zero** and **one**:

- Maximum transparency of the object color is set with the value **one**.
- A complete lack of transparency of the object color is set with the value **zero**.



- 1) In order to open the **Object Color** dialog, select an object in the graphic (menu entry **Edit Graphic**) and call up the entry **Object Color** using the context menu.

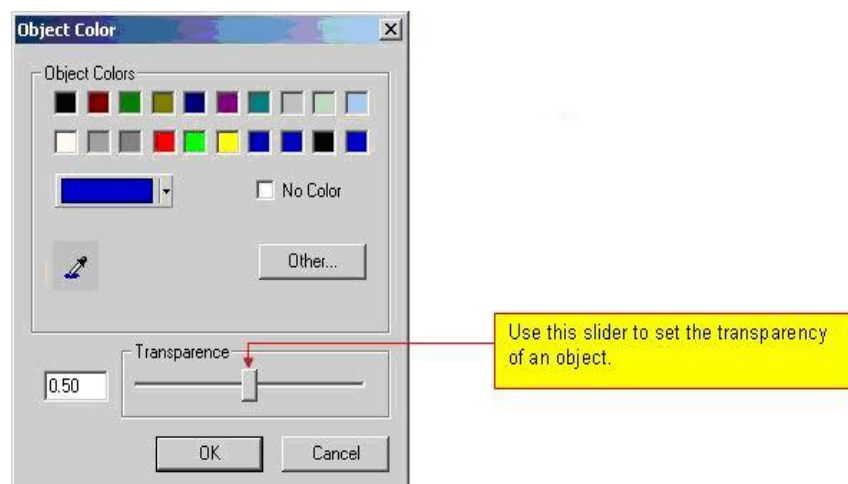


**Figure 78: Object Color Dialog – Display of the Object Color not Changed**

### To Change the Object Color

The standard value of the transparency for object color for objects of which the color has not been changed is set to zero.

- 2) In order to change the object color, first select a color: You can click either in one of the color boxes or create a new color by clicking button **Other**. Please refer to the [Color Selection](#).
- 3) You can set the transparency value with the slider.
- 4) Confirm the selection with **OK**. The previously set transparency value is shown whenever the dialog **Object Color** is re-opened.



**Figure 79: Transparency Settings in the Object Color Dialog**

### **Near/Far Clipping Plane Ratio**

The maximum near/far clipping plane ratio is related to the representation of spatial depth.

A high value means that a lot can be represented, for example, at 10,000 and a maximum camera distance of an object of 10cm the range between 1mm and 10,000mm is represented; a value of 100 means that elements of a scene are only visible starting from a distance of 10cm.

A high value with a correspondingly large visible range requires graphic hardware with a very good spatial resolution ("Z-buffer resolution"). A bad resolution results in reduced picture quality; in this case lower values should be used.



### Note

*The display quality is reduced in the case of some graphic cards and too high a setting. The setting also depends on the individual hardware and the observed scene.*

### Interactive Framerate

Use this field to determine the minimum frequency used to update frames in a 3D scene when navigating. If you enter 15 for a complex scene, this means that things are displayed in a simplified manner or are left out completely in order to reach this frequency rate.

### BBox Enlargement for in Context Editing

When editing graphics in the context, you can determine the percentage of the BBox enlargement here. Enter a percentage smaller than 100, if you do not want to see the entire line or system while editing a station in context. You can choose a percentage between 20 and 50% as a reference value.

### Tool to Generate Geometry of a New WSC

You can determine here whether a selection window should appear for creating WSCs or whether you always want to use the same graphic tools to create WSCs.

Selection using Combobox with the following entries:

- Internal graphic editor
- CATIA
- Internal graphic editor or CATIA (dialog box)



### Note


*The system does not check whether CATIA is installed.*

### Level of Detail

The precision of detail displayed in individual elements of an image are set with the Level of Detail.

The level of detail can be set for files with the extensions .vrlm or .cgr.

### Example

 befbuegel\_mountingbracket.cgr 40 KB CGR-Datei

**Figure 80: Example of a cgr File**



### Note

*The higher the selected level of detail, the more RAM is required.*

### 3.7.1.5 Three Possibilities for Setting the Level of Detail

Normally all levels of detail are used for the precision of detail. In order to save on RAM, the detailing can be based on a level of detail or a defined range.

#### Priorities of Level of Detail

- Levels of details are set with positive values, **minus one** is used only to delineate a range.
- **Zero** has the highest priority, and it corresponds to the finest level of detail. The higher the value selected, the coarser the level of detail.

#### Setting Levels of Detail in the Dialog

- **One level of detail:** If you mark this field, only this level of detail is used.
- **Range of level of details:** If you mark this field, a range is defined in which certain levels of detail are valid and others are excluded. Any span of possible levels of details can be selected.

#### Example

Enter two values to delineate a range. In the example, the values **three** and **minus one** are used.

☒ Range of level of details

**Figure 81: Setting the Range of Level of Details**

- All levels of detail greater than or equal to **3** are valid with this entry. The three levels of detail two, one, and zero are excluded.
- **All Levels of details:** If you mark this field, all the levels of detail are used for the graphics.



#### Note

*Using all levels of detail may be complicated, but it usually accelerates the display of the image, as small objects in the view are displayed in a simplified form.*

## 3.8 Cameratool Tab

Use the Cameratool tab, to specify the basic settings for the **QuickCam** Properties dialog. You can change these settings as required in the Properties dialog. In addition, you can specify the path for the film and the screenplay.

Miscellaneous	Language/Logging/Paths	Browser and Menu Items	Process Client	Graphic	Cameras tool
Directory for QuickCam movie:		d:\Programme\DELMIA\PPRClient\Temp			
Directory for screenplays:		d:\Programme\DELMIA\PPRClient\Temp			
Directory for screenplay-bitmaps:		d:\Programme\DELMIA\PPRClient\Temp			
Framerate:		15			
Frames per flight scene:		25			
Frames per fixed-scene		20			
Width:		480			
Height:		480			

**Figure 82: Camera Settings**

### Directory for QuickCam Movie

You can determine the path for QuickCam files here. To do this, click  button on the right hand side in the line **Directory for QuickCam movie**. The **Select Path** window opens. Select the path where you want your QuickCam files to be saved or where they are already saved and click **Select**. The path is copied into the line.

### Directory for Screenplays

You can determine the path for screenplays here. To do this, click  button on the right hand side in the line **Directory for screenplays**. The **Select Path** window opens. Select the path where you want your screenplays to be saved or where they are already saved and click **Select**. The path is copied into the line.

### Directory for Screenplay-Bitmaps

You can determine the path for temporary bitmaps of your screenplays here. To do this, click  button on the right hand side in the line **Directory for screenplay-bitmaps**. The **Select Path** window opens. Select the path where you want your bitmaps to be saved or where they are already saved and click on **Select**. The path is copied into the line.

### Framerate

Enter the number of frames per second here. The frame rate applies to fixed scenes as well as to flight scenes.

### Frames per Flight Scene

Enter the number of frames to be taken during the camera movement. If **25** is set in the dialog, there are **25 frames** for a flight scene.

### Frames per Fixed-Scene

Enter the number of single frames for a fixed scene here. If **20** is set in the dialog, there are **20 frames** for a fixed scene.

### Width

The width of the frame is set to 480 pixels as default.

You can change the dimensions at any time and design them according to your individual needs.

### Height

The height of the frame is set to 480 pixels as default. You can change the dimensions at any time and design them according to your individual needs.

## 3.9 Scripting Tab

Necessary settings for the execution of scripts are set under the **Scripting** tab.



**Figure 83: Scripting Tab**

### Enable Logging of Script Execution

You can enable the log functions for scripts using these settings. If the log function is enabled, the log file is updated permanently. It is therefore recommended to archive the log file periodically. After archiving, the log file can be deleted from the directory.

### Name and Path of Script Logfile

If the log function (No. 29) is enabled, enter the path and the file name of the log file here.

### Enable Quick Execution of Scripts

If this checkbox is selected, you have the option to immediately execute scripts for test purposes. If this checkbox is not selected, you are offered all available scripts for selection during the script execution.

### Use Country Settings of Server on Execution of Scripts

If you select this field, the country settings of the server are used.

This setting ensures that all connected computers have the same country settings for displaying data such as time, date, and numbers.

If you do not select this the field, the country settings of the respective computer are used.

### Disable Script Action during vba Execution

Executing vba macro triggers script action if both vba macro command and script action defined on same plan type/configuration type.

### Example

#### Example

- 1) Write a vba macro with setattributebyid(..) call in it , create a script command for the vba macro and assign it to “workplan” plantype.
- 2) Write a script action sa\_setattribute (..) and assign it to “workplan” plantype.
- 3) Execute the script command on workplan.
- 4) When the script command calls setattributebyid (...) statement, it triggers script action sa\_setattribute(...).
- 5) To disable script action during vba execution switch **ON** the registry setting “Disable script action during vba execution”.

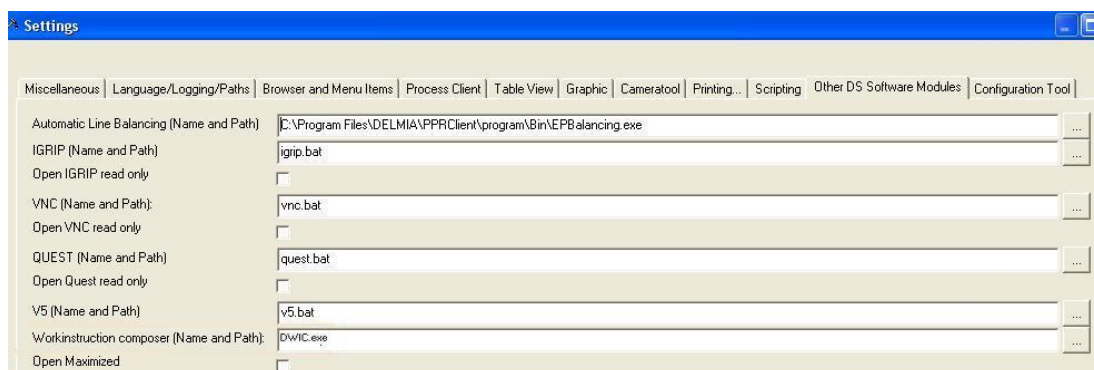


### Note

*By default registry setting “Disable script action during vba execution” is set to OFF.*

## 3.10 Other DS Software Modules Tab

General settings to other software interfaces are set under the, **Other DS Software Modules** tab.



**Figure 84: Other DS Software Modules Tab**

### Automatic Line Balancing (Name and Path)

Left-click  button to specify path and name of the line balancing file.

### IGRIP (Name and Path)

Left-click  button to specify path and name of the IGRIP start file. **igrip.bat** is the default file.

### Open IGRIP Read Only

If this checkbox is checked IGRIP is opened as read only.

### VNC (Name and Path)

Left-click  button to specify path and name of the VNC start file. **vnc.bat** is the default file.

### Open VNC Read Only

If this checkbox is checked VNC is opened as read only.

### QUEST (Name and Path)

Left-click  button to specify path and name of the QUEST start file. **quest.bat** is the default file.

### Open QUEST Read Only

If this checkbox is checked QUEST is opened as read only.

### V5 (Name and Path)

Left-click  button to specify path and name of the V5 start file.

### Workinstruction composer (Name and Path)

Left-click  button to specify path and name of the workinstruction composer start file, **DWIC.exe** is the default file.

### Open Maximized

If this checkbox is checked the application get launched in maximized mode otherwise it get launched in normal mode.

## 3.11 Configuration Tool Tab

This setting determines whether the types in the browser of the configuration manager are sorted according to prompt or name. The components are displayed in the browser according to the selected sorting. The types are sorted alphabetically.



Figure 85: Configuration Tool Tab

### Prompt - Name



Figure 86: Select Sort Type

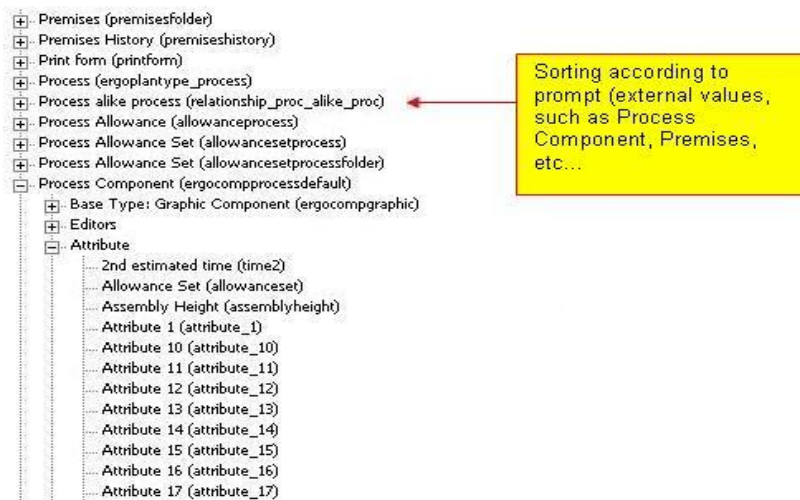
- **Sorting Name – Internal Value:** If you select **Name**, the types are sorted according to the internal prompt of the attribute. Examples of internal prompts of the attribute include `ergocompprocessdefault`, `ergocomp-graphic`, and `premisesfolder`.
- **Sorting – External Value:** If you select **Prompt**, the types are sorted according to the prompt (external value) of the attributes. External prompts include process components such as process or operation, product components such as subassembly or part, and resource components such as machine, line, or employee.

One example shows sorting according to prompt, and the other shows sorting according to name.

### Example

**Sorting According to Prompt:** The prompt moves to the front of the line, and the internal name is set in parentheses.

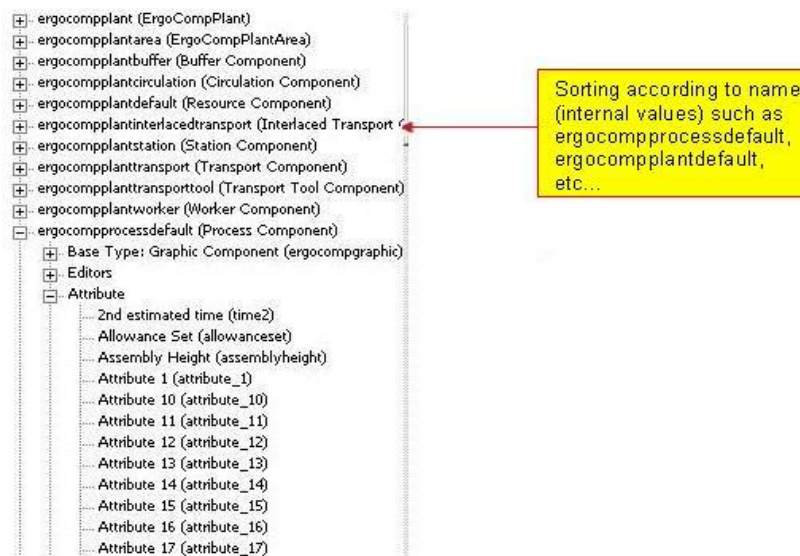




**Figure 87: Sorting According to Prompt – External Value is Moved to the Front of the Line**

### Example

**Sorting According to Name:** The name (internal value) moves to the front of the line, and the prompt (external value) is set in parentheses.



**Figure 88: Sorting According to Name – Internal Value is Moved to the Front of the Line**

## 3.12 Settings – Maintenance

In Version PE 5.12, the **Maintenance** dialog is available if you have been granted function permissions by the administrator. The use of this dialog depends in accordance with the function permissions granted.

Certain settings, such as path specifications for the directory of CAD files or bitmaps, which were previously locally administered in the **Settings** dialog, are now administered globally via the database. This method ensures uniform access to commonly used resources.



For more information on function permissions, *Please refer to the [Administration Manual](#).*



### Note

*The settings which can be made in this dialog correspond to the tab entries in the registering editor under Ergoplan.*

### To Open Maintenance dialog

- 1) Select **Tools < Settings < Maintenance** to open the **Maintenance** dialog.

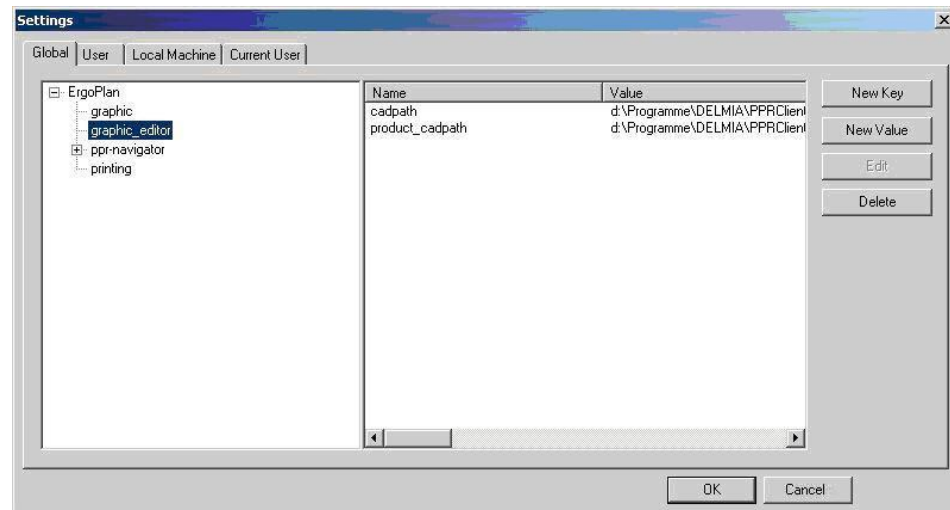


Figure 89: Settings - Maintenance Dialog

## 3.12.1 Global tab Entries via Database

The following tab entries were administered in the **Settings** dialog in previous versions:

- Directory for CAD files of WSCs
- Directory for CAD files for product viewing
- View settings path for bitmaps
- Default form for printing balancing
- Default form for printing station sheet
- Default form for printing balancing list
- Default form for printing Ergotime
- Default form for printing list
- Default form for printing graphic window
- Path for form binaries



### Note

*Entering new keys or values generally does not lead to a user-specific extension of functions.*

### 3.12.2 Editing Settings

Global

User

Local Machine

Current User

To edit settings, four tabs are available in the Maintenance dialog:

- Global
- User
- Local Machine
- Current User

Settings made in the Tabs **Global** and **User** is saved in the database. Settings made under **Local Machine** and **Current User**, however, are saved in the registration editor as previously.

- Settings edited under **Global** apply to all users and machines that are connected to the server. *Please refer to the [Global tab Entries via Database](#)*
- Settings edited under **User** apply only to the respective user, but are available to that user on all machines connected.
- Settings edited under **Local Machine** are saved locally and are available to all users using the local machine.
- Settings edited under **Current User** are likewise saved locally on the machine, but are only available to the current user on the local machine.

#### Saving Global Settings

Global settings are saved directly to the database regardless in which of the two dialogs – **Maintenance** and **Settings** - the settings are edited.



#### Note

*Some settings, like settings (paths) for printing or for graphics can be made in either the Maintenance dialog or the Global tab, as well as in the Settings Tool (Please refer to the [Global tab Entries via Database](#) ). The Settings Tool is only available on the server to which the individual clients are connected and can only be used by the system administrator.*

The Settings Tool exclusively allows to edit existing paths that are required by Process Engineer. New paths cannot be added to an installed version.

The settings in the **Settings Tool** are normally edited upon re-installation for update.

- 1) Open the **Settings Tool** via **Start < Programs < DELMIA < Tools < Setting Tool**.

#### To Create a New Key or Value

The procedure for editing of settings (paths), like adding new keys or values, is identical for all four tabs. You can create new, edit, or delete keys or values. Proceed always the same way when creating a new key or value, editing, or deleting it.

#### Example

#### To Create a New Key

New Key

- 2) Click one of the tabs in the **Settings - Maintenance** dialog
- 3) Select **ErgoPlan**.
- 4) Click **New Key**.
- 5) Enter the corresponding values for the new key.

**Figure 90: Dialog New Key**

- 6) In the **Settings - Maintenance** dialog, the new key is added to and displayed in the directory of the selected tab. You can add any number of values for this key.

#### **To Add a New Value**

New Value

- 7) In the directory, select the new key, then click **New Value**.
- 8) Enter corresponding values in the dialog. The new value is added to the selected key and shown in the list view.

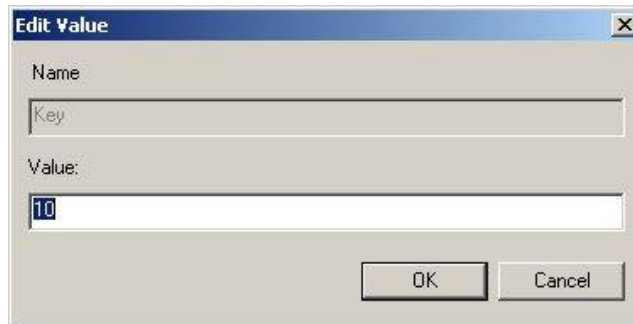
**Figure 91: Dialog - Add New Value**

#### **To Edit the Entries of Values and Keys**

Edit

The Edit button is active only when you select a value or key entry in the list view. Edit exclusively allows to edit values that have been created in conjunction with a key or value.

- 9) Select the desired entry in the list view.
- 10) Enter the changed value into the dialog **Edit Value**. The changed value is accepted online and is immediately displayed in the list view (**Settings - Maintenance** dialog).



**Figure 92: Dialog Edit Value**

- 11) The **Delete** button allows to delete selected settings.
- 12) Complete all input in the dialogs by clicking **OK**.

### 3.13 Security Levels – Setting Security Overlay Properties

The present rights concept is as of version PE R16 supplemented by new security guidelines that can be used in addition to the existing rights concept.

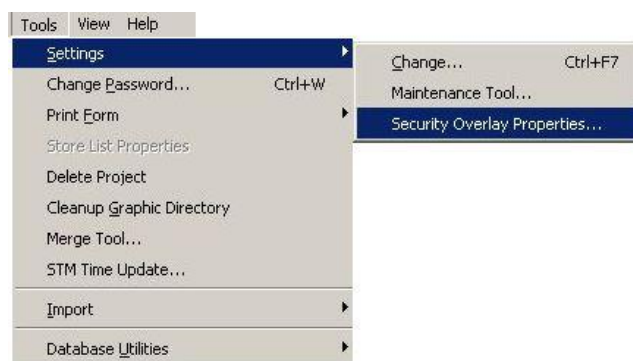
The security guidelines are used to regulate the propriety of objects, the confidentiality of information, and the access to data as they must be fulfilled in accordance with the legal export stipulations of the countries in question.

Security levels defined for an object or its children can be displayed in the PPR-Navigator and can be used for print-outs.



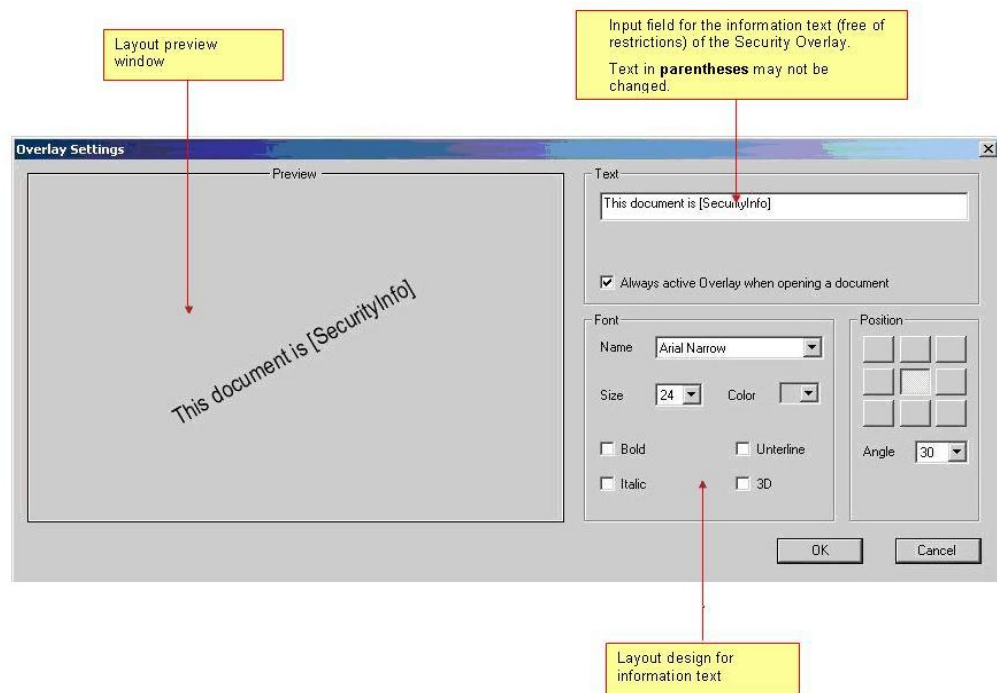
For more information, *Please refer to the [Security Manual](#).*

- 1) In order to open the Security Overlay Properties select **Tools < Settings < Security Overlay Properties**.



**Figure 93: Opening Security Overlay Properties**

- 2) **The Overlay Settings** dialog appears. In the dialog you can set the properties for the display and print-out of the security levels.



**Figure 94: Overlay Settings**

- 3) Select the checkbox **Always active Overlay when opening a document** to activate display for overlay security.
- 4) Security levels of the PPR components are displayed as **Security Overlay** only if you have activated this setting. Furthermore, security levels are displayed as Security Overlay only if the security level is greater than **zero**.



For more information, *Please refer to the [Security Manual](#)*. For information on editing the properties, *Please refer to the [Making Settings](#)*

### 3.13.1 Making Settings

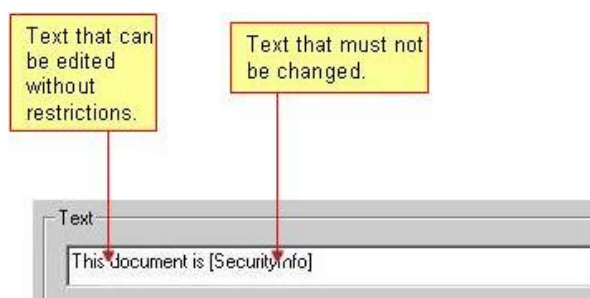
#### 3.13.1.1 Edit Text

The input field for the text of the Security Overlays is divided into two areas; in one area you can enter text free of restrictions and the other is for the **[SecurityInfo]** text. Both texts are re-written on the first setting for the Security Overlay. Make sure for the exact spelling of the text for the SecurityInfo.



#### Note

*The text for the SecurityInfo must be written exactly as shown in the illustration (Please refer to the [Figure 95](#)), i.e. with the identical parentheses and identical spelling. The text in parentheses acts as a place holder for the security levels. This text should not be subsequently changed.*



**Figure 95: Enter the Text for Security Overlay**

- The text of the input field not set in parentheses can be edited without restrictions. The security level is displayed with this text. This text is not translated – in the example, **This document is...**
- The text set in parentheses [**Securityinfo**] should not be changed. The set security levels of a PPR component are displayed as Security Overlay with this text. For example, if a PPR component has the security level **Delmia Limited**, this text would be displayed via this field's link.

### 3.13.1.2 Layout Design – Designing the Font

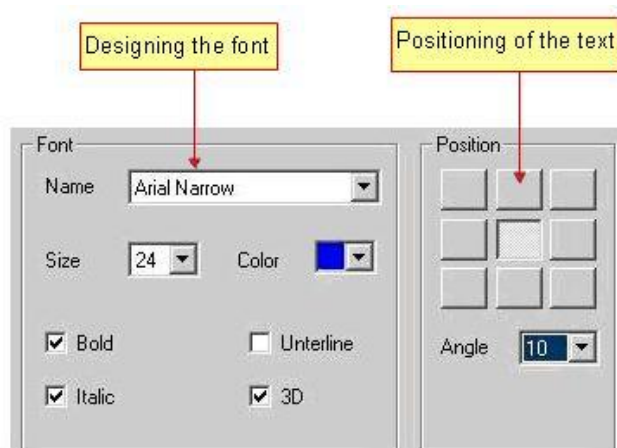
In order to make things simple, you can think of the design of the Security Overlay in two parts:

- The type of font with font size, selection of the font
- Display and the positioning of the font in the layout



#### Note

*The selection makes available both **true type fonts** as well as **non-true type fonts**. You can display the font at a certain angle only with **true type fonts**. If you do not select a true type font, the program will notify you of this with a message.*



**Figure 96: Designing the Font**

#### Designing the Font

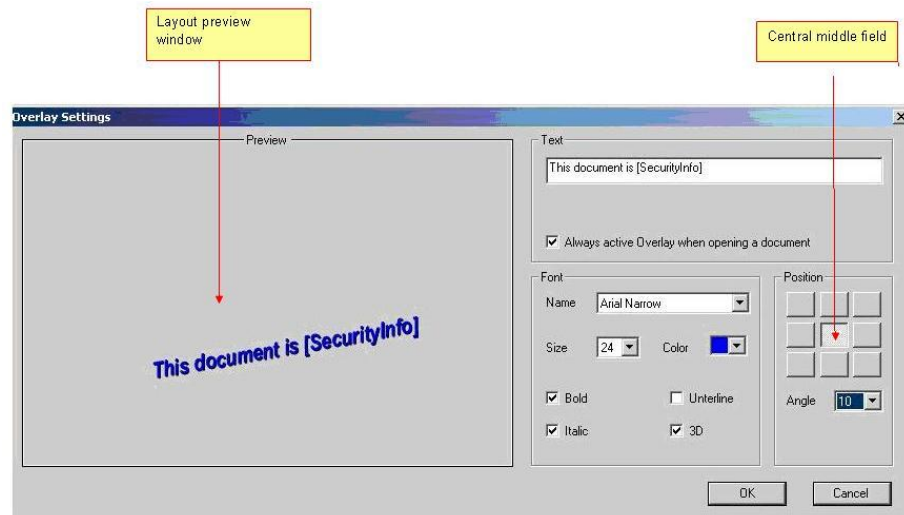
- In order to design the font, select the font, set the size and color of the font, and activate the corresponding field for displaying the font.
- In order to position the font, simply click one of the fields under position.



- The display of the font at a certain angle is available only if you have activated the middle central field under **Position**. The settings are displayed in the layout preview. *Please refer to the Figure 97.*

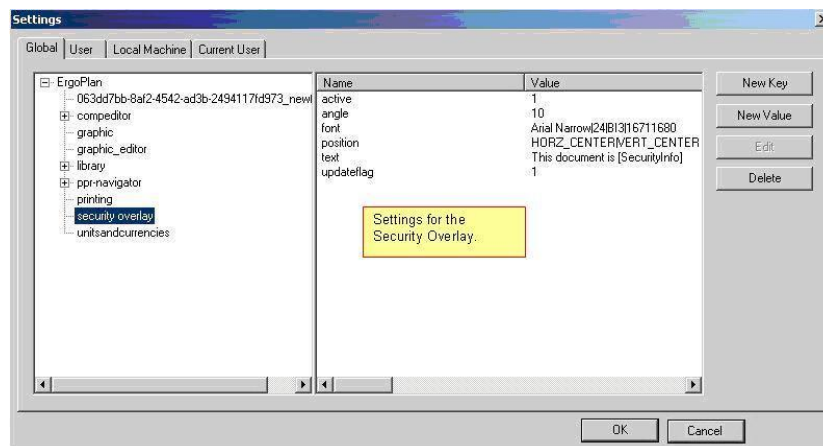
### 3.13.1.3 Layout Preview Window

The settings are displayed immediately in the layout preview window.



**Figure 97: Display Settings in the Layout Preview Window**

- 1) After you have made the settings, confirm by clicking **OK**. The settings get saved.
- 2) The saved settings are displayed in the list view of the dialog under **Tools < Settings < Maintenance Tool < Global < Security Overlay**.



**Figure 98: Settings - Maintenance Dialog**

## 3.13.2 Display Security Levels for PPR Components

The Security Overlay is displayed in different ways for PPR components:

- For a parent node in the list view
- For individual PPR components in the **Properties** dialog



## Note

The Security Overlay is displayed only if the security level is greater than zero.

### 3.13.2.1 Display Parent Node

An unlimited number of PPR components can be assigned to a parent node. Always the highest security level that exists in the assigned structure for a PPR component is displayed and printed. The security level of the parent node is not taken into consideration for this display.

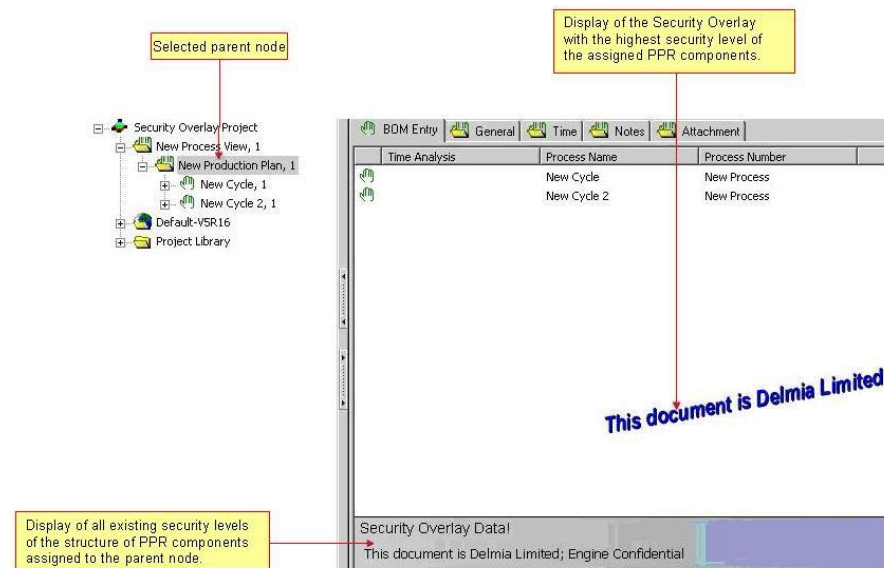


Figure 99: Display of Security Level for Parent Node

### 3.13.2.2 Display of Individual PPR Components

The Security Overlay in the properties dialog is displayed for individual PPR components.

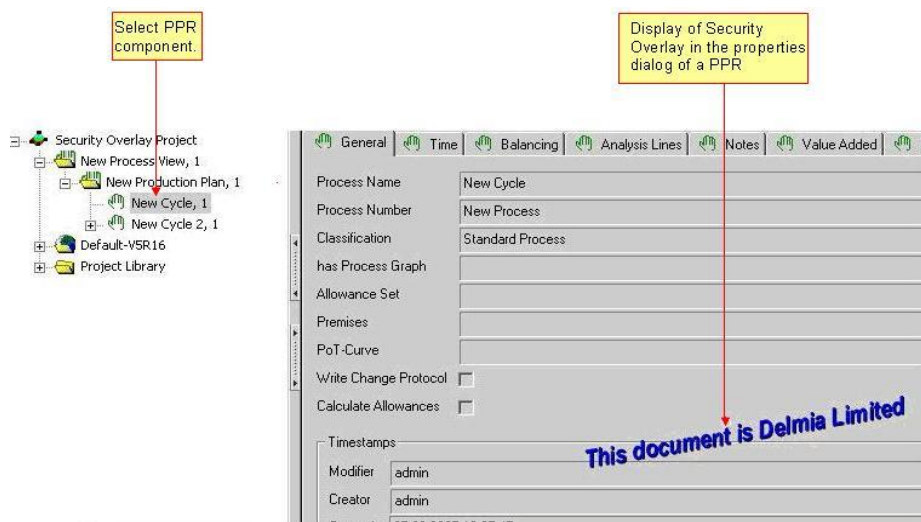


Figure 100: Display of Security Level for PPR Component

### 3.13.2.3 Print Security Overlay – Example List View

A standard font that is independent of the font set for the display of the Security Overlay in the properties is used for printing the Security Overlay.

In the example, the print-out of the Security Overlays is shown for a parent node. The highest security level is printed, just as is the case for the display in the list view. The text of the security overlays is always positioned horizontally at the center of the print-out.

The Security Overlay text cannot be printed out as a graphic. The list view for a parent node is printed via list print, and the list view for individual PPR components is printed via object print.



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

#### BOM Entry



	No.	Time Analysis	Process Name	Process Number	Estimated Time [min]	Calculate Time [min]	Version Number	Planning State	Modified	Visible Flag (usage)
	1		New Cycle	New Process	0,0000	0,0000	1	Working	08.09.2005 13:57:59	-1
	2		New Cycle 2	New Process	0,0000	0,0000	1	Working	07.09.2005 13:26:07	-1

*This document is Delmia Limited*

**Figure 101: Example: Print - Parent Node**

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