

# EDMInformation User Guide and Menu Reference

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# Preface

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*EDMInformation User Guide and Menu Reference* provides instructions for the following tasks:

- Getting started with EDMInformation.
- Connecting to the associated database and linking parts to it.
- Assigning, editing and deleting attributes.
- Highlighting entities based on attributes.
- Annotating entities with text labels generated from attributes.
- Generating reports from attributes.
- Using the work table to edit and create graphic entities.

## Your Comments

We welcome your suggestions and comments about this or any other documentation. Send your comments in e-mail to [doc-webhelp@ptc.com](mailto:doc-webhelp@ptc.com)

## Online User Documentation

Online documentation is provided in HTML. PostScript files of each book in the online collection are also provided. You can print the PostScript files for hard copy books. The documentation media contains the PostScript files.

## Related Documents

The following documents may be helpful as you use *EDMInformation User Guide and Menu Reference*:

- *Understanding EDMInformation*
- *EDMInformation Administrator Guide*

- *Explicit Modeling User Guide and Menu Reference* (for basic instructions about using the graphical user interface)

## Book Conventions

The following table illustrates and explains conventions used in writing about CADDs applications.

Use of the Convention	Examples	Explanation
Menu selections and options	List Section option, Specify Layer field, File menu	Indicates a selection you must make from a menu or property sheet or a text field that you must fill in.
User-selected graphic location	X, d <sub>1</sub> or P1	Marks a location or entity selection in graphic examples.
User input in CADDs text fields and on any command line	<code>cvaec.hd.data.param</code> <code>tar -xvf /dev/rst0</code>	Enter the text in a CADDs text field or on any command line.
System output	<code>Binary transfer complete.</code>	Indicates system responses in the CADDs text window or on any command line.
Variable in user input	<code>tar -cvf /dev/rst0 filename</code>	Replace the variable with an appropriate substitute; for example, replace filename with an actual file name.
Variable in text	<code>tagname</code>	Indicates a variable that requires an appropriate substitute when used in a real operation; for example, replace <code>tagname</code> with an actual tag name.
CADDs commands and modifiers	<code>INSERT LINE TANTO</code>	Shows CADDs commands and modifiers as they appear in the command line interface.
Text string	<code>"SRFGROUPA"</code> or <code>'SRFGROUPA'</code>	Shows text strings. You must enclose text string with single or double quotation marks.
Integer	<code>n</code>	Supply an integer for the <i>n</i> .
Real number	<code>x</code>	Supply a real number for the <i>x</i> .
#	<code># mkdir /cdrom</code>	Indicates the root (superuser) prompt on command lines.
%	<code>% rlogin remote_system_name</code> <code>-l root</code>	Indicates the C shell prompt on command lines.
\$	<code>\$ rlogin remote_system_name</code> <code>-l root</code>	Indicates the Bourne shell prompt on command lines.



# Overview of EDMInformation Options

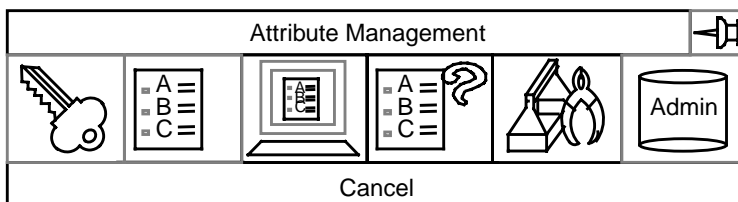
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This chapter describes the following:

- Introduction
- Accessing EDMInformation Options
- EDMInformation Command Palette
- EDMInformation Property Sheets

# Introduction

This chapter describes how to access the graphical user interface for EDMInformation and briefly describes the options available from the EDMInformation command palette. EDMInformation is available from all Explicit environments.



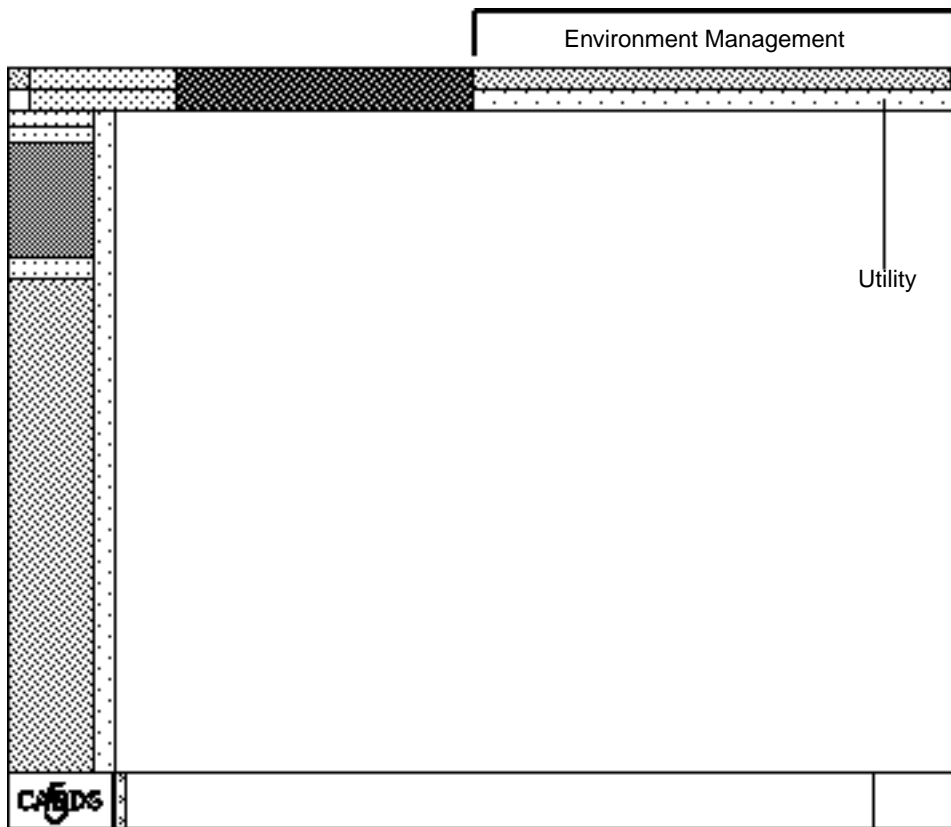
# Accessing EDMInformation Options

EDMInformation options are available from the Utility menu. The Utility option is located on the top bar of all Explicit environments.

## Procedure

To access EDMInformation functions, do the following:

1. Select Utility on the Environment Management portion of the explicit desktop to display the Utility menu.

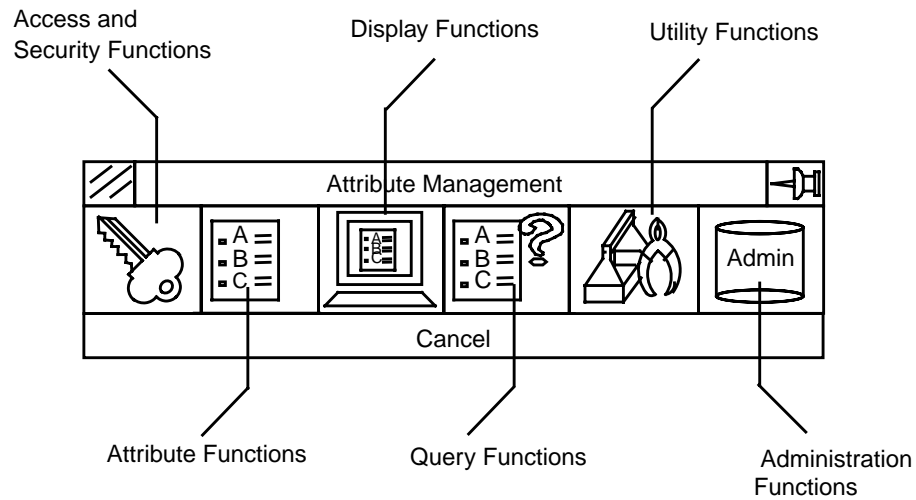


2. Select **ATTRIBUTE MANAGEMENT** from the **Utility** menu to display the **Attribute Management** command palette.

FILE DRAWING VIEW ENTITY SETUP UTILITY CUSTOM	
	OPEN TEXT FILE ...
	TIME STAMP
	RUN COMMAND FILE ...
	RUN MACRO ...
	CLOSE TEXT FILE
	DATABASE MANAGEMENT ...
	RAPID PROTOTYPING ...
	ATTRIBUTE MANAGEMENT ...
	CHANGE MANAGEMENT ...
	CUSTOMIZER ...

See the following pages for more information about the EDMInformation command palette.

# EDMInformation Command Palette



## Description

Selecting `ATTRIBUTE MANAGEMENT` from the Utility menu displays the command palette shown above. All EDMInformation functions are accessible from the command palette. These functions are logically grouped under the icons of the command palette into the following areas:

- Access and Security
- Attributes
- Display
- Queries
- Utilities
- Administration

Selecting an icon displays a menu of options. The options available from the EDMInformation command palette are listed below. They are described in detail in the following chapters.

## Access and Security Options

The Access and Security menu gives you access to these options:

- Connect to Database
- Disconnect from Database

- Link to Database
- Unlink from Database
- Run OS Script/Command
- Verify Link to Database

## Attribute Options

The Attribute menu gives you access to these options:

- Assign Attributes
- Edit Attributes
- Delete Attributes

## Display Options

The Display menu gives you access to these options:

- Highlight Entities
- Annotate Entities

## Query Options

The Query menu gives you access to these options:

- Query CADDs Data
- Query All Attributes
- Query Attribute Database

## Utility Options

The Utility menu gives you access to these options:

- Create Work Table Data
- Create New Graphic Entities
- Edit Entities from Work Table

## Administration Options

The options on the Administration menu (except for the Administrative Queries option), can only be executed by the EDMInformation administrator, that is, a

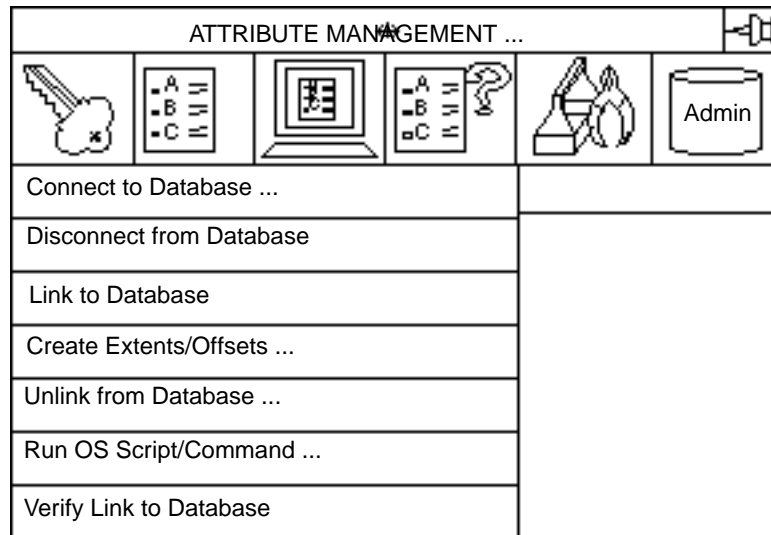
person with DBA privileges. The Administration menu gives you access to these options:

- Installation
- Setup and Maintenance
- Administrative Utilities
- Administrative Queries

Please note: The options on the Administration menu are not described in this book, but in the *EDMInformation Administrator Guide*.

# EDMInformation Property Sheets

When you select an option from an EDMInformation menu, the option either performs a direct action or displays a property sheet. For example, the Access and Security menu is shown below.



The menu options followed by three dots (. . .) display a property sheet when selected. The menu options that are not followed by three dots perform an action when selected.

## Editor Button

EDMInformation property sheets have a unique feature called the *Editor button*. (Basic information about using CADD5 5 property sheets can be found in the *Explicit Modeling User Guide*.)

Some fields on property sheets display scrolling lists of valid selections for that field. To access such a list, an Editor button is provided next to the field.

For example, the following is a field on a property sheet:

User :

Select the empty field to type in a user name.



Select the Editor button (with the three dots) to display a scrolling list of valid users. When you select a user name from the list, it is displayed in the field to the left of the Editor button.



# Access and Security Options

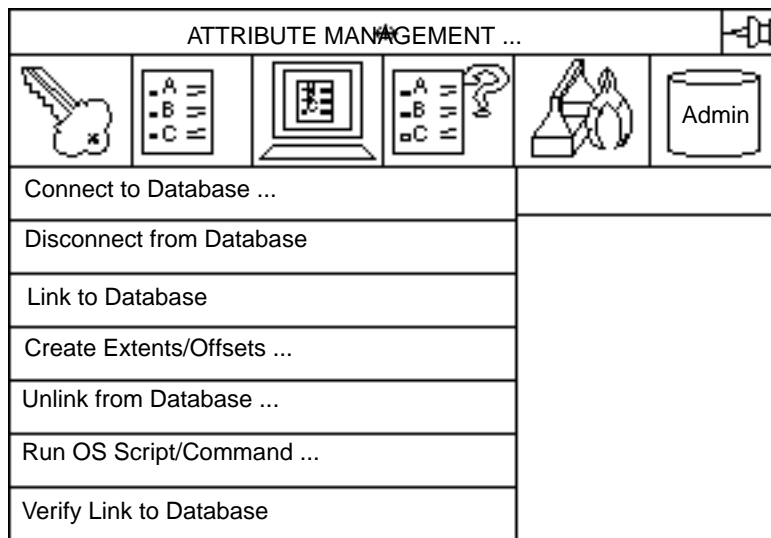
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This chapter describes the following:

- Introduction
- Overview of the Access and Security Option
- Connecting to the Database
- Disconnecting from the Database
- Linking a Part to the Database
- Creating Part Extents and Offsets
- Unlinking a Part from the Database
- Running Scripts and Operating System Commands
- Verifying Your Database Link

# Introduction

Selecting the Access and Security icon displays the menu illustrated above. When selected, some menu options perform an action immediately, while others display a property sheet. Each option on the Access and Security menu is described in this chapter.



# Overview of the Access and Security Option



Selecting the Access and Security option displays a menu. Each menu option executes a direct action or displays a property sheet.

## Description

The Access and Security menu includes options for the following tasks:

- Connecting to the associated database
- Disconnecting from the associated database
- Linking the active part to the associated database
- Creating part extents and offsets
- Unlinking a part from the associated database
- Running scripts and operating system commands
- Verifying your database link

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.

### Procedure

1. Select the Access and Security icon from the command palette.
2. Select an option from the Access and Security menu.

## Access and Security Menu Options

### Connect to Database

When you begin a work session with EDMInformation, you must first connect to the associated database.

## Disconnect from Database

This is a direct action option that disconnects your work session from the associated database. This option is only available if you are connected to the associated database.

## Link to Database

This is a direct action option that links the active part to the associated database. This option is only available if you are connected to the associated database and a part and drawing are active.

## Create Extents/Offsets

Displays a property sheet that enables you to create part extents and an offset from the local part origin to a selected origin. Part extents and offsets are stored in the associated database. This option is only available if you are connected to the associated database and the active part is linked.

## Unlink from Database

This is a direct action option that unlinks a part from the associated database. This option is only available if you are connected to the associated database and the active part has been linked to the associated database.

## Run OS Script/Command

Displays a property sheet that enables you to execute a script or operating system command. This option is available at all times.

## Verify Link to Database

This is a direct action option that checks for consistency between the active part and the part's records in the associated database. This option is available if you are connected to the associated database and the active part is linked.

# Connecting to the Database

Before you can work with EDMInformation, you must connect to the EDMInformation associated database.

## Description

When you begin a work session with EDMInformation, you must first connect to the associated database. The Connect to Associated Database property sheet guides you through this process.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Access and Security icon from the command palette.
4. Select Connect to Database from the Access and Security menu to display the Connect to Associated Database property sheet.

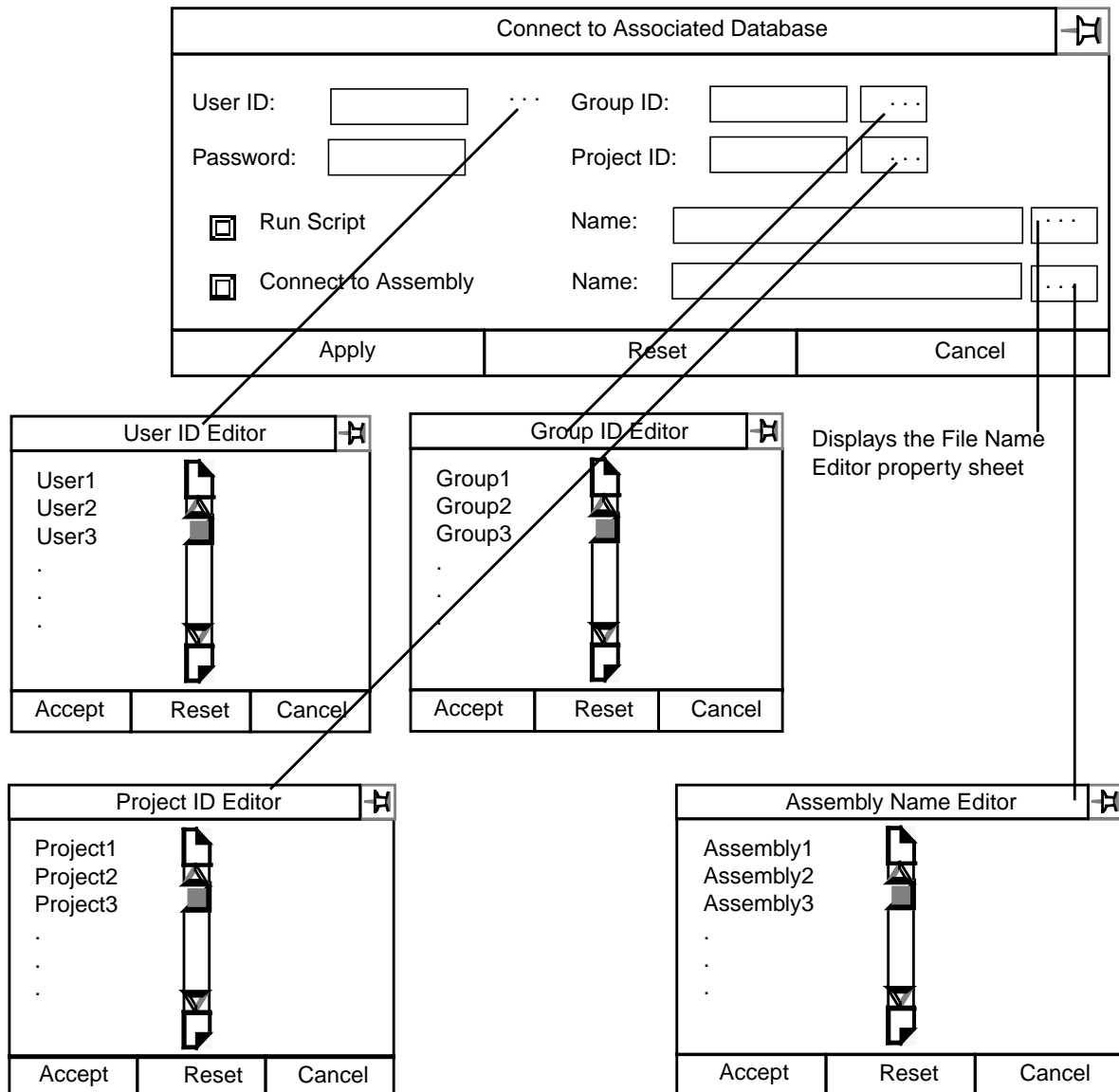
### Procedure

To connect to the associated database, enter the following information on the Connect to Associated Database property sheet. This property sheet is illustrated below.

1. Enter a user ID in the User field.
2. Enter a password in the Password field.
3. If you are a member of a group, enter a group name in the Group field.
4. If your site uses projects, enter a project name in the Project field.
5. If you wish to connect to a Concurrent Assembly Mock-Up database, select Connect to Assembly and then enter an assembly name in the Name field.
6. If you wish to run a script, select Run Script and then enter a script name in the Name field.
7. Select Apply.

## Connect to Associated Database Property Sheet

The Connect to Associated Database property sheet is illustrated below. The options available on the property sheet are described in the following pages.



## Options on the Connect to Associated Database Property Sheet

### User ID

To enter any other information on the Connect to Associated Database property sheet, you must first enter a valid user ID and password. Select the Editor button to



display a scrolling list of authorized users, then select a user ID for which you are authorized from the list and select Accept. Or, select the User ID field and type a valid user ID into the field. A user ID cannot exceed 12 characters in length. Only one user ID can be entered.

## Password

To enter any other information on the Connect to Associated Database property sheet, you must first enter a valid user ID and password. The Password field is invalid until a user ID has been entered. Select the Password field and type the password for the user ID you entered into the field. (As a security precaution, the password is not displayed.) A password cannot exceed 8 characters in length.

## Group ID

The Group field is invalid until the user ID and password have been entered. If your site uses groups, select the Editor button to display a scrolling list of groups, then select a group of which you are a member from the list and select Accept. Or, select the Group field and type a valid group ID into the field. A group ID cannot exceed 12 characters in length. Only one group ID can be entered.

## Project ID

The Project field is invalid until the user ID and password have been entered. If projects are defined in EDMInformation, select the Editor button to display a scrolling list of projects, then select a project from the list and select Accept. Or, select the Project field and type a valid project ID into the field. A project ID cannot exceed 8 characters in length. Only one project ID can be entered.

## Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 2-8.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

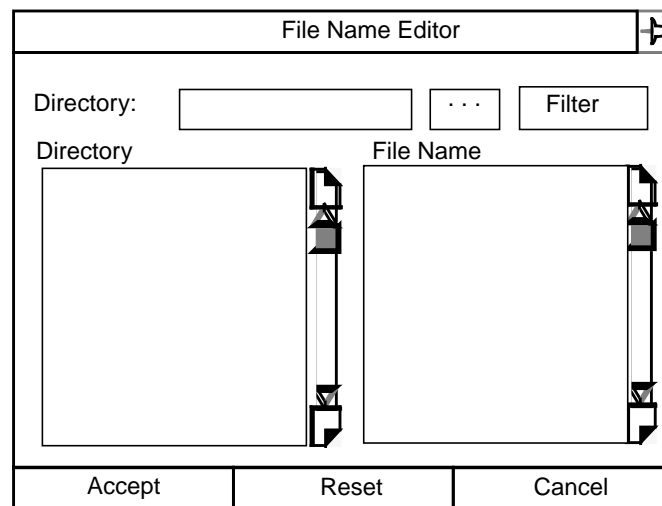
## Connect to Assembly

To access Concurrent Assembly Mock-Up attributes during the EDMInformation session, you must be working in the Concurrent Assembly Mock-Up environment,

and you must connect to a Concurrent Assembly Mock-Up database. To do this, select the Connect to Assembly check box. Then, select the Editor button to display a scrolling list of assemblies, select the name of the assembly you wish to access from the list, and select Accept. Or, select the Name field and type the name of an assembly into the field. An assembly name cannot exceed 40 characters. Only one assembly can be specified.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select Accept. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select Accept to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of

the directory where the file exists. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select Accept to store the file name in the appropriate field on the main property sheet.

# Disconnecting from the Database

Disconnect from the associated database by selecting the Disconnect from Database option from the Access and Security menu.

## Description

To end your EDMInformation work session, disconnect from the associated database. To reconnect to the associated database, you must select the Connect to Database menu option again and enter the required information on the Connect to Associated Database property sheet.

Please note: Because there is a limit to the number of users who can concurrently access the associated database, always disconnect when you are not working with the associated database.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Access and Security icon from the command palette.

### Procedure

To disconnect from the associated database, select Disconnect from Database from the Access and Security menu. This is a direct action selection. After you select this option from the menu, you are disconnected from the associated database.

# Linking a Part to the Database

The first time you use EDMInformation with a part, you must link your part to the associated database.

## Description

For EDMInformation to manage a part's attribute data, that part must be linked to the associated database. This is done only once: the first time the part is used with EDMInformation. The part you wish to link to the associated database must be active and a drawing must be active.

When you link a part, EDMInformation creates a unique identifier (partid) for the part. The partid is used to track all attribute data associated with the part. After the part is first linked, the attribute links for that part are maintained in the associated database.

Please note: After a part is linked to the associated database, you can store the part's extents in the associated database, along with an offset from the part origin to a selected origin. To do this, select the Create Extents/Offsets option from the Access and Security menu. See section Creating Part Extents and Offsets for a description of this option.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Access and Security icon from the command palette.

### Procedure

To link the active part to the associated database, select Link to Database from the Access and Security menu. This is a direct action selection. After you select this option from the menu, the active part is linked to the associated database.

# Creating Part Extents and Offsets

Select the Create Extents/Offsets menu option to store in the associated database the extents of your part and an offset from your part origin to a selected origin.

## Description

If you are working with a group of parts that must relate to each other in physical space, you can specify the size of your part and its location in a predefined space. To do this, specify the maximum and minimum extents of your part in the predefined space and create an offset from your part coordinate system origin to the coordinate system origin of the predefined space. This offset is used to position the part with respect to other parts in the larger coordinate system. The part must already have been linked to the associated database.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Access and Security icon from the command palette.
4. Select Create Extents/Offsets from the Access and Security menu to display the Create Part Extents and Offsets property sheet.

### Procedure

To store part extents and an offset from a selected origin, enter the following information on the Create Part Extents and Offsets property sheet. This property sheet is illustrated below.

1. Select Specify Part Extents and then enter values for X-maximum, Y-maximum, Z-maximum, X-minimum, Y-minimum, and Z-minimum.
2. Select Specify Part Offsets and then enter values for X-offset, Y-offset, and Z-offset.
3. If you wish to run a script, select Run Script and then enter a script name in the Name field.
4. Select Apply.

## Create Part Extents and Offsets Property Sheet

The Create Part Extents and Offsets property sheet is illustrated below. The options available on the property sheet are described below.

Create Part Extents and Offsets			
<input checked="" type="checkbox"/> Specify Part Extents	X-maximum:	0.0000	
	Y-maximum:	0.0000	
	Z-maximum:	0.0000	
	X-minimum:	0.0000	
	Y-minimum:	0.0000	
	Z-minimum:	0.0000	
<input checked="" type="checkbox"/> Specify Part Offsets	X-offset:	0.0000	
	Y-offset:	0.0000	
	Z-offset:	0.0000	
<input checked="" type="checkbox"/> Run Script	Name :	<input type="text"/>	
Apply		Reset	Cancel

Displays the File Name Editor property sheet

Displays the Calculator

## Options on the Create Part Extents and Offsets Property Sheet

### Specify Part Extents

To store your local part extents in the associated database, select the Specify Part Extents check box, then select the Calculator button or the appropriate field to enter values for X-maximum, Y-maximum, Z-maximum, X-minimum, Y-minimum, and Z-minimum. The number of characters you can enter for coordinate values is platform-dependent.

## Specify Part Offsets

To store an offset from your local part origin to a selected origin, select the Specify Part Offsets check box, then select the Calculator button or the appropriate field to enter values for X-offset, Y-offset, and Z-offset. The number of characters you can enter for coordinate values is platform-dependent.

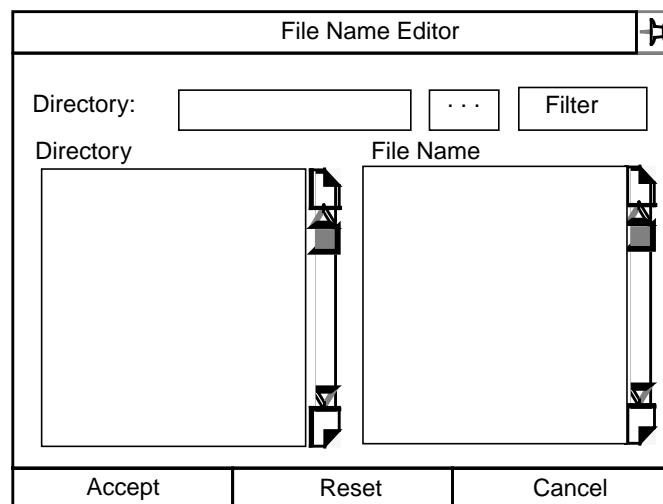
## Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described below.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



## Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:



- If the file name you want is under the default directory, select it from the File Name list, then select Accept. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select Accept to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select Accept to store the file name in the appropriate field on the main property sheet.

# Unlinking a Part from the Database

If you linked a part to the associated database in error, you can unlink the part from the associated database.

## Description

You can unlink the active part from the associated database by selecting the Unlink from Database option. However, if you created attributes for part entities or for the part itself in the associated database, you must delete all attributes before you can unlink the part.

### Linked Parts in Which No Attributes Were Created

If you selected the Link to Database option from the Access and Security menu by mistake and you have not created any attributes for the part or its entities in the associated database or in the corporate database, you can unlink the part from the associated database simply by selecting the Unlink from Database option.

### Linked Parts in Which Attributes Were Created

If you have created attributes for the part or for any entities in the part, you can only unlink the part from the associated database after you delete the attributes. How you delete the attributes depends on where they are stored:

- If the attributes are stored in the associated database, use the Delete Attributes option from the Attribute menu. This option is described in Chapter 3, “Attribute Options.”
- If the attributes are stored in the corporate database, you must execute a script to delete the attributes. If you do not know the script to execute, see your EDMInformation administrator.

Please note: Another way to unlink a part from the database when you have created attributes is to exit the part without saving it. (This works as long as you did not file the part after you created the attributes.) Of course, you must first determine how much work you would lose by exiting without saving the part.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.

3. Select the Access and Security icon from the command palette.

## Procedure

To unlink the active part from the associated database, select Unlink from Database from the Access and Security menu. This is a direct action selection. After you select this option from the menu, the active part is unlinked from the associated database.

# Running Scripts and Operating System Commands

You can execute scripts and operating system commands from within EDMInformation.

## Description

EDMInformation provides a mechanism for you to execute scripts and operating system commands while you work with EDMInformation.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Access and Security icon from the command palette.
4. Select Run OS Script/Command from the Access and Security menu to display the Run OS Script/Command property sheet.

### Procedure

To run a script or an operating system command from within your EDMInformation session, enter the following information on the Run OS Script/Command property sheet. This property sheet is illustrated below.

1. Select either Run Script or Run OS Command.
2. If you selected Run Script, select the Editor button to display a list of valid script names from which you select one script. Or, select the Name field and type a script name in the field.
3. If you selected Run OS Command, select the Name field, then type the name of the operating system command you want to execute.
4. Select Apply.

## Run OS Script/Command Property Sheet

The Run OS Script/Command property sheet is illustrated below. The options available on the property sheet are described below.

Run OS Script/Command		
<input type="radio"/> Run Script	Name: <input type="text"/>	<input type="button" value="..."/>
<input type="radio"/> Run OS Command	Name: <input type="text"/>	
<input type="button" value="Apply"/>	<input type="button" value="Reset"/>	<input type="button" value="Cancel"/>

Displays the File Name Editor property sheet

## Options on the Run OS Script/Command Property Sheet

You can select one - but not both - of the following options.

### Run Script

To run a script, select the Run Script option. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 2-20.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

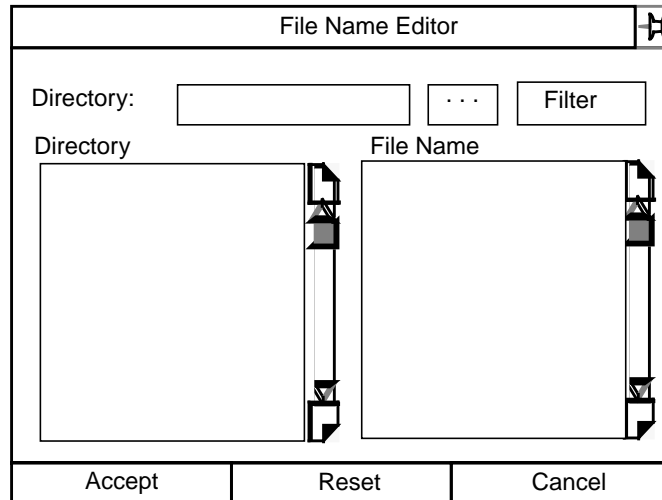
Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

### Run OS Command

To run an operating system command, select the Run OS Command option, then select the Name field and type an operating system command into the field. You can type more than one operating system command by separating the commands with a semicolon, just as you would enter multiple commands on the operating system command line. A command string cannot exceed 80 characters in length.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select Accept. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select Accept to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select Accept to store the file name in the appropriate field on the main property sheet.

# Verifying Your Database Link

You can verify the consistency between the active part's entities and their related records in the associated database.

## Description

The Verify Link to Database option checks for consistency between the active part's entities and the related records for the entities in the associated database. When you select this option, a list of entities with records in the associated database is displayed. If any inconsistencies are found, EDMInformation displays a message.

There are two types of inconsistencies:

- Records exist in the associated database, but the entity referred to no longer exists in the part
- Attributes assigned to an entity no longer exist in the associated database

A non-serious inconsistency between CADDs and the associated database can occur during a work session. However, inconsistencies between CADDs and the associated database may indicate a serious problem.

## Inconsistencies That Are Easily Reconciled

If you delete entities that have attributes in the associated database and then verify the part link to the associated database before you file the part, you will see a message that associated database records still exist, but that the entities no longer exist in the part. When you file the part, the records for the deleted entities are deleted from the associated database.

## Inconsistencies That Indicate a Problem

The first EDMInformation action performed on an active part automatically verifies the part against the associated database. If you ever see an inconsistency displayed at this point, report it to the EDMInformation administrator. Such inconsistencies indicate a problem with CADDs or the RDBMS. For information about resolving inconsistencies between CADDs and the associated database, see the *EDMInformation Administrator Guide*.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Access and Security icon from the command palette.

### Procedure

To verify consistency between the active part and the associated database, select **Verify Link to Database** from the Access and Security menu. This is a direct action selection.

After you select this option from the menu, a list of linked entities is displayed. If any inconsistencies are found between the part and the associated database, a message is displayed indicating this.



# Attribute Options

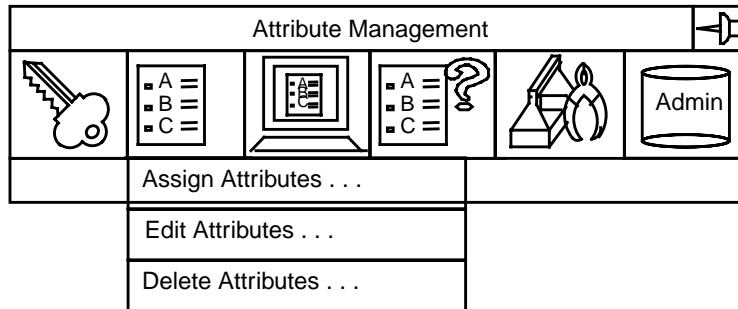
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This chapter describes the following:

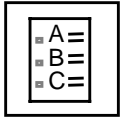
- Introduction
- Overview of the Attribute Option
- Selecting Data from the Work Table
- Assigning Attributes to Parts and Entities
- Editing Attributes of Parts and Entities
- Deleting Attributes from Parts and Entities

# Introduction

Selecting the Attribute icon displays the menu illustrated above. When selected, each menu option displays a property sheet. Each option on the Attribute menu is described in this chapter.



# Overview of the Attribute Option



Selecting the Attribute option displays a menu. Each menu option displays a property sheet.

## Description

The Attribute menu includes options for the following tasks:

- Assigning attributes to entities and parts
- Editing attributes of entities and parts
- Deleting attributes from entities and parts

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.

### Procedure

1. Select the Attribute icon from the command palette.
2. Select an option from the Attribute menu.

## Attribute Menu Options

### Assign Attributes

Displays a property sheet that enables you to assign attributes to parts or to entities. You store attributes either in the associated database or in the CADDs database. If you store attributes in the associated database, you can also store the same attributes in the corporate database. To do this, you must execute a script created for this purpose.

### Edit Attributes

Displays a property sheet that enables you to edit existing attributes of parts or of entities. You edit attributes stored either in the associated database or in the

CADDS database. If you edit attributes stored in the associated database, you can also edit the same attributes in the corporate database. To do this, you must execute a script created for this purpose.

## Delete Attributes

Displays a property sheet that enables you to delete attributes from parts or from entities. You delete attributes stored either in the associated database or in the CADDs database. If you delete attributes stored in the associated database, you can also delete the same attributes in the corporate database. To do this, you must execute a script created for this purpose.

## Selecting Data from the Work Table

The work table acts as a temporary buffer to hold data generated by the current EDMInformation operation. You can send the result of one EDMInformation operation to the work table, then perform another EDMInformation operation on the data in the work table.

You can combine EDMInformation functions to use the work table in many ways. Here is just one example: you highlight all entities with the attribute STOCKNAME A11-22 and send the output of the highlight operation to the work table, then you add an attribute value for SUPPLIER to all entities identified in the work table.

Please note: When you assign, edit, or delete attributes in the CADDs database, you cannot select data from the work table or store the output in the work table. However, if the attributes are stored in the associated database, you can use the work table for input and output.

## Storing Results in the Work Table

Most EDMInformation operations give you the option of sending results to the work table. This option appears on the property sheets this way:

Output to Work Table

The following EDMInformation operations automatically send output to the work table:

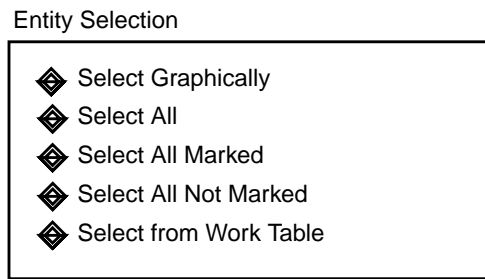
- Query CADDs Data is described in Chapter 5, “Query Options.”
- Create Work Table Data from Entities is described in Chapter 6, “Utility Options.”

After the output of one operation is stored in the work table, you can use the work table contents as input to a subsequent operation.

## Selecting Entities and Attributes from the Work Table

Almost all EDMInformation operations allow you to select the data to act on from the work table. For example, when you assign, edit, or delete attributes stored in the associated database, you can select an option on the property sheet to act on the entities identified in the work table.

This option appears with the other Entity Selection options, shown as follows:



You can also select the attribute names and values you wish to assign from the work table, if the names and values exist there already. This option appears on the property sheets as follows:

- Select Attribute Name and Value from Work Table

# Assigning Attributes to Parts and Entities

Use the Assign Attributes property sheet to assign attributes - CADDs or associated - to the part itself or to entities within the part.

## Description

You can assign attributes to the part itself or to entities within the active part. You choose whether to store these attributes in the associated database or in the CADDs part database. If you store the attributes in the associated database, you can also store the same attributes in the corporate database. To do this, you must execute a script created for this purpose.

If you are storing attributes in the CADDs part database, you select attribute names from the list of CADDs nongraphic attributes (also known as CADDs properties). If you are storing attributes in the associated database, you select attribute names from the list of associated attributes.

If you are storing the attributes in the associated database, you can also select attribute names and values from the work table, assuming that the correct attributes are currently stored in the work table.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Attribute icon from the command palette.
4. Select Assign Attributes from the Attribute menu to display the Assign Attributes property sheet.

### Procedure

To assign attributes to a part or to entities, enter the following information on the Assign Attributes property sheet. This property sheet is illustrated below.

1. Select one of the Attribute Storage options to specify the database where the new attributes will be stored - either the CADDs database or the associated database. If you are storing attributes in the associated database and you wish to

also store the attributes in the corporate database, select the Corporate Database option. (You must run a script to store attributes in the corporate database.)

2. Select one of the Attribute Assignment options - Graphic Entity or CADD part - to assign the attributes to one or more entities or to the part itself.
3. If you are storing attributes in the associated database and you are assigning attributes to one or more entities, select one of the Entity Selection options. To specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.
4. Specify the attribute names and values you wish to assign.
  - a. If you are storing attributes in the associated database, you can select attribute names and values from the work table. If you select this option, the attribute scrolling matrix is hazed.
  - b. You can select any Attribute Name field then select the Editor option to display either the CADD Attribute Editor or the Associated Attribute Editor. Select attribute names from the Attribute Editor, then type the values for the attributes into the scrolling matrix. After each attribute name-value pair is correctly entered in the matrix, select the Insert Entry option.
5. If you are storing attributes in the associated database and you wish to send the output of this operation to the work table, select Output to Work Table.
6. If you are storing attributes in the associated database and you wish to run a script, select Run Script and then enter a script name in the Name field.
7. Select Apply.



## Assign Attributes Property Sheet

The Assign Attributes property sheet is illustrated below. The options available on the property sheet are described below.

Displays the CADDs Attribute Editor  
or the Associated Attribute Editor

Displays the Entity Tracing  
Options property sheet

Displays the File Name  
Editor property sheet

## Options on the Assign Attributes Property Sheet

### Attribute Storage

You can store attributes either in the CADDs database or in the associated database; select either the CADDs database option or the Associated Database option. If you are storing attributes in the associated database and you wish to store the same attributes in the corporate database, select the Corporate Database option. To store attributes in the corporate database, you must also run a script created to do this.

### Attribute Assignment

Select the Graphic Entity option to assign attributes to one or more entities in the active part. Select the CADDs Part option to assign attributes to the part itself.

### Entity Selection

If you are storing attributes for entities in the CADDs database, you must select the entities in the Graphics window. If you are storing attributes for entities in the associated database, select one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window.
- Select All - Select all entities in the active part.
- Select All Marked - Select all entities that have been marked with the Highlight Entities option. This option is described in Chapter 4, "Display Options."
- Select All Not Marked - Select all entities that have not been marked with the Highlight Entities option. This option is described in Chapter 4, "Display Options."
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation.

All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.

### Attributes

If you are storing attributes in the associated database, you can select the attribute names and values you wish to assign from the work table, if the names and values exist there already. If you select this option, the attribute scrolling matrix is hazed.

For both CADDs and associated attributes, you can use the attribute scrolling matrix to specify attribute names and values. Select any field under the Attribute Name header then select the Editor option to display either the Associated Attribute Editor or the CADDs Attribute Editor. Select attribute names from the appropriate Attribute Editor. (These are described later in this chapter.)

After an attribute name is displayed in the matrix, select the Attribute Value field next to it and type the attribute value. Attribute values cannot exceed 80 characters in length. To erase an attribute name or value, select the appropriate field and then select the Delete Entry option. After each attribute name-value combination is correctly entered in the matrix, select the Insert Entry option.

## Output to Work Table

If you are storing attributes in the associated database, you can store the output from the operation in the work table by selecting this option. The output includes the part ID and the UIDs of all entities affected by the operation, along with the attribute names and values that you assigned.

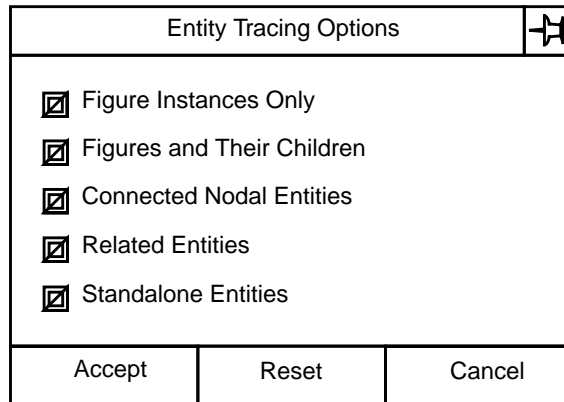
## Run Script

If you are storing attributes in the associated database and you wish to run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 3-14.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.



The image shows a dialog box titled "Entity Tracing Options" with a standard window icon in the top right corner. The dialog contains five checked checkboxes, each followed by a label: "Figure Instances Only", "Figures and Their Children", "Connected Nodal Entities", "Related Entities", and "Standalone Entities". At the bottom of the dialog, there are three buttons: "Accept", "Reset", and "Cancel".

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

### Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

### Related Entities

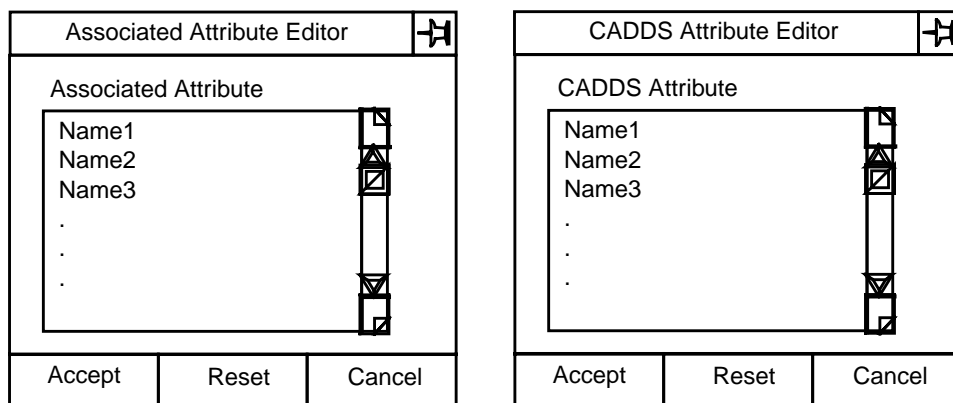
Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

## Standalone Entities

Select this option to process the selected entity if no object is derived from it.

## CADDS Attribute Editor and Associated Attribute Editor

The CADDS Attribute Editor and the Associated Attribute Editor are illustrated below. Depending on the Attribute Storage option you selected (CADDS Database or Associated Database), one of these is displayed when you select the Editor option below the attribute scrolling matrix.



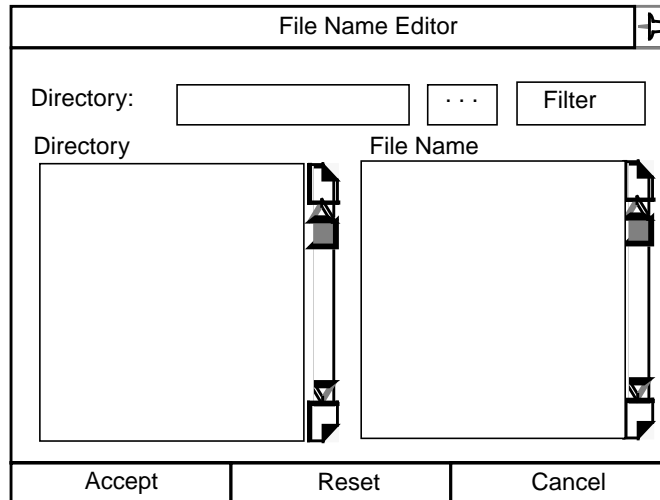
### Using the Attribute Editors

The CADDS Attribute Editor displays the list of CADDS attributes (that is, the attributes stored in the CADDS DATA.PROP file). The Associated Attribute Editor displays the list of associated attributes.

From the list, you select the attributes to be assigned. Select an attribute name from the Attribute Editor then select **Accept** to store the attribute name in the matrix of the Assign Attributes property sheet. After you finish selecting attributes, select **Cancel** to close the Attribute Editor.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

# Editing Attributes of Parts and Entities

Use the Edit Attributes property sheet to edit attributes stored in the CADDs database or the associated database.

## Description

You can edit existing attributes of parts or of entities. These attributes can be stored either in the associated database or in the CADDs database. When you edit attributes stored in the associated database, you can also edit the same attributes in the corporate database. To do this, you must execute a script created for this purpose.

If you are editing attributes stored in the CADDs part database, you select attribute names from the list of CADDs nongraphic attributes (also known as CADDs properties). If you are editing attributes stored in the associated database, you select attribute names from the list of associated attributes.

If you are editing attributes in the associated database, you can also select attribute names and values from the work table, assuming that the correct attributes are currently stored in the work table.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Attribute icon from the command palette.
4. Select Edit Attributes from the Attribute menu to display the Edit Attributes property sheet.

### Procedure

To edit attributes of a part or of entities, enter the following information on the Edit Attributes property sheet. This property sheet is illustrated below.

1. Select one of the Attribute Storage options to specify the database where the attributes are stored - either the CADDs database or the associated database. If you are editing attributes in the associated database and you wish to also edit

the same attributes in the corporate database, select the Corporate Database option. (You must run a script to edit attributes in the corporate database.)

2. Select one of the Attribute Assignment options - Graphic Entity or CADDs part - to edit the attributes of one or more entities or of the part itself.
3. If you are editing attributes of one or more entities and the attributes are stored in the associated database, select one of the Entity Selection options. If you wish to specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.
4. Specify the attribute names and values you wish to edit.
  - a. If you are editing attributes stored in the associated database, you can select attribute names and values from the work table. If you select this option, the attribute scrolling matrix is hazed.
  - b. You can select any Attribute Name field then select the Editor option to display either the CADDs Attribute Editor or the Associated Attribute Editor. Select attribute names from the Attribute Editor, then type the values for the attributes into the scrolling matrix. After each attribute name-value pair is correctly entered in the matrix, select the Insert Entry option.
5. If you are editing attributes stored in the associated database and you wish to send the output of this operation to the work table, select Output to Work Table.
6. If you are editing attributes stored in the associated database and you wish to run a script, select Run Script and then enter a script name in the Name field.
7. Select Apply.



## Edit Attributes Property Sheet

The Edit Attributes property sheet is illustrated below. The options available on the property sheet are described below.

The 'Edit Attributes' property sheet is organized into several sections:

- Attribute Storage:** Includes options for  CADDs Database,  Associated Database, and  Corporate Database.
- Attribute Assignment:** Includes options for  Graphic Entity and  CADDs Part.
- Entity Selection:** Includes options for  Select Graphically,  Select All,  Select All Marked,  Select All Not Marked,  Select from Work Table, and  Entity Tracing. An 'Options...' button is also present.
- Attributes:** A table with columns 'Attribute Name' and 'Attribute Value'. It includes a checkbox for  Select Attribute Name and Value from Work Table. Below the table are buttons for 'Editor...', 'Insert Entry', and 'Delete Entry'.
- Output to Work Table:** Includes a checkbox for  Output to Work Table.
- Run Script:** Includes a checkbox for  Run Script and a 'Name:' field with a browse button (...).

At the bottom of the window are three buttons: 'Apply', 'Reset', and 'Cancel'.

Displays the CADDs Attribute Editor  
or the Associated Attribute Editor

Displays the Entity Tracing  
Options property sheet

Displays the File Name  
Editor property sheet

## Options on the Edit Attributes Property Sheet

### Attribute Storage

You can edit attributes stored either in the CADDs database or in the associated database; select either the CADDs database option or the Associated Database option. If you are editing attributes stored in the associated database and you wish to edit the same attributes in the corporate database, select the Corporate Database option. To edit attributes in the corporate database, you must also run a script created to do this.

### Attribute Assignment

Select the Graphic Entity option to edit attributes of one or more entities in the active part. Select the CADDs Part option to edit attributes of the part itself.

### Entity Selection

If you are editing attributes for entities and the attributes are stored in the CADDs database, you must select the entities in the Graphics window. If you are editing attributes for entities and the attributes are stored in the associated database, select one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window.
- Select All - Select all entities in the active part.
- Select All Marked - Select all entities that have been marked with the Highlight Entities option. This option is described in Chapter 4, "Display Options."
- Select All Not Marked - Select all entities that have not been marked with the Highlight Entities option. This option is described in Chapter 4, "Display Options."
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation.

All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.

### Attributes

If you are editing attributes stored in the associated database, you can select the attribute names and values you wish to edit from the work table, if the names and

values exist there already. If you select this option, the attribute scrolling matrix is hazed.

For both CADDs and associated attributes, you can use the attribute scrolling matrix to specify attribute names and values. Select any field under the Attribute Name header then select the Editor option to display either the Associated Attribute Editor or the CADDs Attribute Editor. Select attribute names from the appropriate Attribute Editor. (These are described later in this chapter.)

After an attribute name is displayed in the matrix, select the Attribute Value field next to it and type the attribute value. Attribute values cannot exceed 80 characters in length. To erase an attribute name or value, select the appropriate field and then select the Delete Entry option. After each attribute name-value combination is correctly entered in the matrix, select the Insert Entry option.

## Output to Work Table

If you are editing attributes stored in the associated database, you can store the output from the operation in the work table by selecting this option. The output includes the part ID and the UIDs of all entities affected by the operation, along with the attribute names and values that you edited.

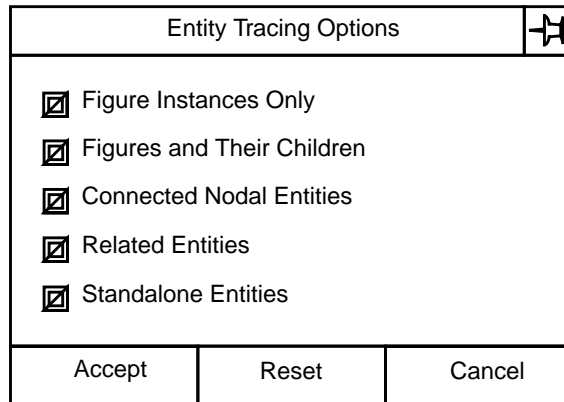
## Run Script

If you are editing attributes stored in the associated database and you wish to run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 3-22.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.



The image shows a dialog box titled "Entity Tracing Options" with a standard Windows icon in the top right corner. The dialog contains five checked checkboxes, each followed by a label: "Figure Instances Only", "Figures and Their Children", "Connected Nodal Entities", "Related Entities", and "Standalone Entities". At the bottom of the dialog, there are three buttons: "Accept", "Reset", and "Cancel".

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

### Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

### Related Entities

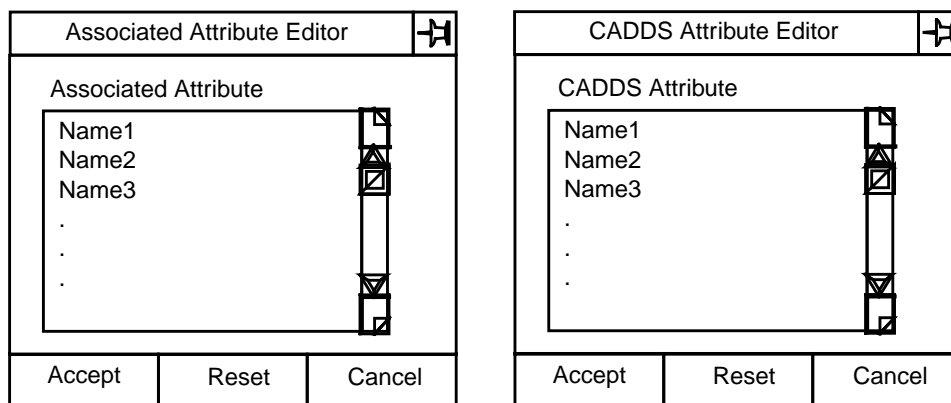
Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

## Standalone Entities

Select this option to process the selected entity if no object is derived from it.

## CADDS Attribute Editor and Associated Attribute Editor

The CADDS Attribute Editor and the Associated Attribute Editor are illustrated below. Depending on the Attribute Storage option you selected (CADDS Database or Associated Database), one of these is displayed when you select the Editor option below the attribute scrolling matrix.



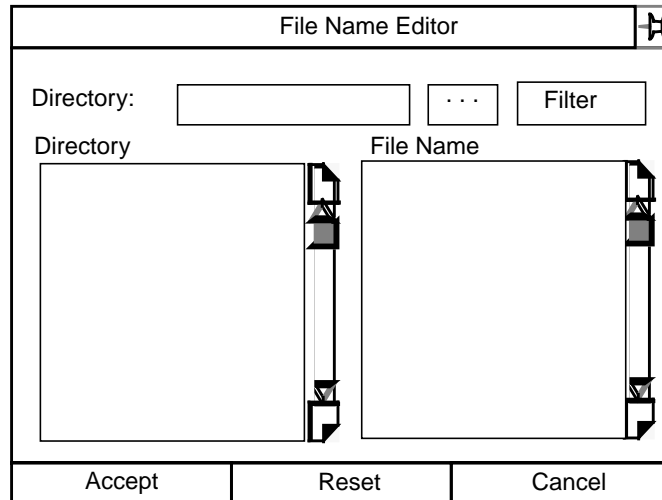
### Using the Attribute Editors

The CADDS Attribute Editor displays the list of CADDS attributes (that is, the attributes stored in the CADDS DATA.PROP file). The Associated Attribute Editor displays the list of associated attributes.

From the list, you select the attributes to be edited. Select an attribute name from the Attribute Editor then select Accept to store the attribute name in the matrix of the Edit Attributes property sheet. After you finish selecting attributes, select Cancel to close the Attribute Editor.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

# Deleting Attributes from Parts and Entities

Use the Delete Attributes property sheet to delete attributes stored in the CADDSS database or the associated database.

## Description

You can delete existing attributes from parts or from entities. These attributes can be stored either in the associated database or in the CADDSS database. When you delete attributes stored in the associated database, you can also delete the same attributes from the corporate database. To do this, you must execute a script created for this purpose.

If you are deleting attributes stored in the CADDSS part database, you select attribute names from the list of CADDSS nongraphic attributes (also known as CADDSS properties). If you are deleting attributes stored in the associated database, you select attribute names from the list of associated attributes.

If you are deleting attributes from the associated database, you can also select attribute names from the work table, assuming that the correct attributes are currently stored in the work table.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Attribute icon from the command palette.
4. Select Delete Attributes from the Attribute menu to display the Delete Attributes property sheet.

### Procedure

To delete attributes from a part or from entities, enter the following information on the Delete Attributes property sheet. This property sheet is illustrated below.

1. Select one of the Attribute Storage options to specify the database where the attributes are stored - either the CADDSS database or the associated database. If you are deleting attributes from the associated database and you wish to also delete the same attributes from the corporate database, select the Corporate

Database option. (You must run a script to delete attributes in the corporate database.)

2. Select one of the Attribute Assignment options - Graphic Entity or CADDs part - to delete attributes from one or more entities or from the part itself.
3. If you are deleting attributes from one or more entities and the attributes are stored in the associated database, select one of the Entity Selection options. If you wish to specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.
4. Specify the attribute names you wish to delete.
  - a. If you are deleting attributes stored in the associated database, you can select attribute names from the work table. If you select this option, the attribute scrolling matrix is hazed.
  - b. You can select any Attribute Name field then select the Editor option to display either the CADDs Attribute Editor or the Associated Attribute Editor. Select attribute names from the Attribute Editor.
5. If you are deleting attributes stored in the associated database and you wish to send the output of this operation to the work table, select Output to Work Table.
6. If you are deleting attributes stored in the associated database and you wish to run a script, select Run Script and then enter a script name in the Name field.
7. Select Apply.



## Delete Attributes Property Sheet

The Delete Attributes property sheet is illustrated below. The options available on the property sheet are described below.

The screenshot shows the 'Delete Attributes' property sheet. It is organized into several sections:

- Attribute Storage:** Contains three radio button options: 'CADDs Database', 'Associated Database', and 'Corporate Database'.
- Attribute Assignment:** Contains two radio button options: 'Graphic Entity' and 'CADDs Part'.
- Entity Selection:** Contains five radio button options: 'Select Graphically', 'Select All', 'Select All Marked', 'Select All Not Marked', and 'Select from Work Table'. It also includes a checked checkbox for 'Entity Tracing' and an 'Options...' button.
- Attributes:** Features a checked checkbox for 'Select Attribute Name from Work Table'. Below this is a table with three rows, each with an 'Attribute Name' label and an input field. The rows are numbered 1, 2, and 3. To the right of the table is a vertical scroll bar. Below the table are three buttons: 'Editor...', 'Insert Entry', and 'Delete Entry'.
- Output to Work Table:** Includes a checked checkbox.
- Run Script:** Includes a checked checkbox and a 'Name:' label followed by an input field and a file selection button (three dots).
- Bottom Bar:** Contains three buttons: 'Apply', 'Reset', and 'Cancel'.

Displays the CADDs Attribute Editor  
or the Associated Attribute Editor

Displays the Entity Tracing  
Options property sheet

Displays the File Name  
Editor property sheet

## Options on the Delete Attributes Property Sheet

### Attribute Storage

You can delete attributes stored either in the CADDSS database or in the associated database; select either the CADDSS database option or the Associated Database option. If you are deleting attributes stored in the associated database and you also wish to delete the same attributes from the corporate database, select the Corporate Database option. To delete attributes in the corporate database, you must also run a script created to do this.

### Attribute Assignment

Select the Graphic Entity option to delete attributes from one or more entities in the active part. Select the CADDSS Part option to delete attributes from the part itself.

### Entity Selection

If you are deleting attributes from one or more entities and the attributes are stored in the CADDSS database, you must select the entities in the Graphics window. If you are deleting attributes from entities and the attributes are stored in the associated database, select one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window.
- Select All - Select all entities in the active part.
- Select All Marked - Select all entities that have been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select All Not Marked - Select all entities that have not been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation.

All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.

## Attributes

If you are deleting attributes stored in the associated database, you can select the attribute names you wish to delete from the work table, if the names exist there already. If you select this option, the attribute scrolling matrix is hazed.

For both CADDs and associated attributes, you can use the attribute scrolling matrix to specify attribute names. Select any field in the matrix then select the Editor option to display either the Associated Attribute Editor or the CADDs Attribute Editor. Select attribute names from the appropriate Attribute Editor. (These are described later in this chapter.)

After each attribute name is correctly entered in the matrix, select the Insert Entry option. To remove an attribute name from the matrix, select the appropriate field and then select the Delete Entry option.

## Output to Work Table

If you are deleting attributes stored in the associated database, you can store the output from the operation in the work table by selecting this option. The output includes the part ID and the UIDs of all entities affected by the operation.

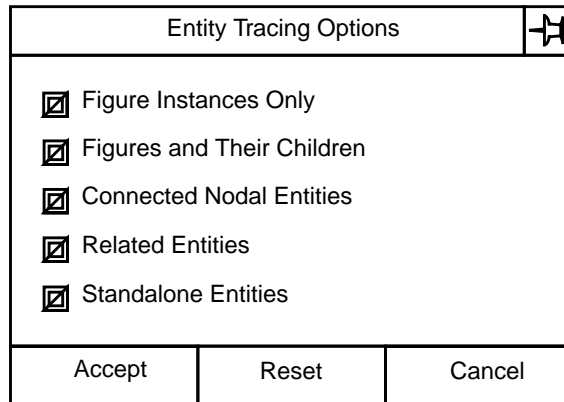
## Run Script

If you are deleting attributes stored in the associated database and you wish to run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 3-30.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.



The image shows a dialog box titled "Entity Tracing Options" with a standard window icon in the top right corner. The dialog contains five checked checkboxes, each followed by a label: "Figure Instances Only", "Figures and Their Children", "Connected Nodal Entities", "Related Entities", and "Standalone Entities". At the bottom of the dialog, there are three buttons: "Accept", "Reset", and "Cancel".

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

### Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

### Related Entities

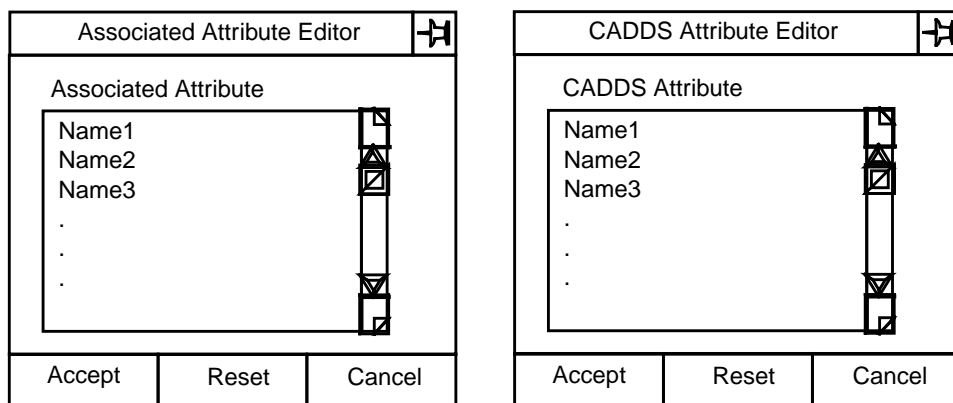
Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

## Standalone Entities

Select this option to process the selected entity if no object is derived from it.

## CADDS Attribute Editor and Associated Attribute Editor

The CADDS Attribute Editor and the Associated Attribute Editor are illustrated below. Depending on the Attribute Storage option you selected (CADDS Database or Associated Database), one of these is displayed when you select the Editor option below the attribute scrolling matrix.



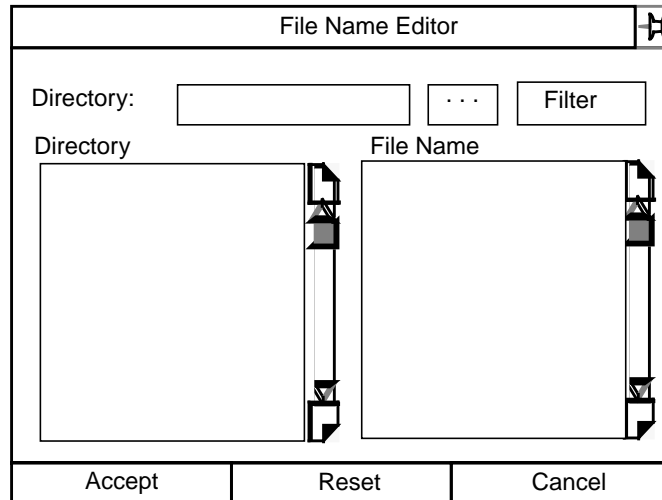
## Using the Attribute Editors

The CADDS Attribute Editor displays the list of CADDS attributes (that is, the attributes stored in the CADDS DATA.PROP file). The Associated Attribute Editor displays the list of associated attributes.

From the list, you select the attributes to be deleted. Select an attribute name from the Attribute Editor then select Accept to store the attribute name in the matrix of the Delete Attributes property sheet. After you finish selecting attributes, select Cancel to close the Attribute Editor.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

# Display Options

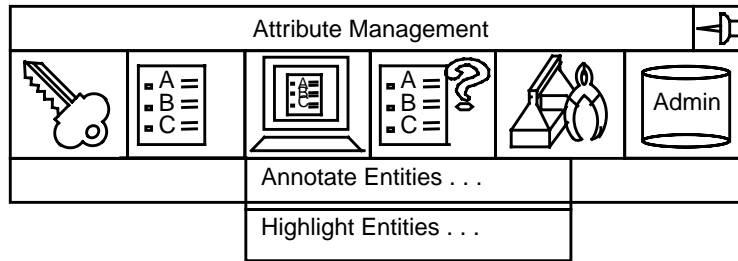
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This chapter describes the following:

- Introduction
- Overview of the Display Option
- Highlighting Entities Based on Attribute Conditions
- Annotating Entities with Text Generated from Attributes

# Introduction

Selecting the Display icon displays the menu illustrated above. When selected, each menu option displays a property sheet. Each option on the Display menu is described in this chapter.





# Overview of the Display Option



Selecting the Display option displays a menu. Each menu option displays a property sheet.

## Description

The Display menu includes options for the following tasks:

- Highlighting entities based on attribute conditions
- Annotating entities with text labels from attributes

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.

### Procedure

1. Select the Display icon from the command palette.
2. Select an option from the Display menu.

## Display Menu Options

### Highlight Entities

Displays a property sheet that enables you to highlight or de-highlight entities based on attribute conditions. The entities you highlight are also marked in the part database. After you highlight entities, you must use the dehighlight option to remove the highlighting.

### Annotate Entities

Displays a property sheet that enables you to create text labels from attributes. You can create labels from CADDs graphic and non-graphic attributes, associated attributes, corporate attributes, Concurrent Assembly Mock-Up attributes, and EDM attributes.

# Highlighting Entities Based on Attribute Conditions

Use the Highlight Entities property sheet to highlight and de-highlight entities based on attribute conditions.

## Description

You can graphically highlight entities based on attribute conditions for the following attributes:

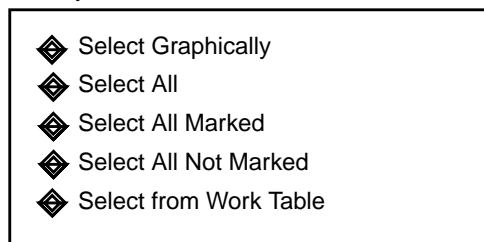
- CADDs graphic and non-graphic attributes
- Associated attributes
- Corporate attributes
- Concurrent Assembly Mock-Up attributes
- EDM attributes

After you highlight entities, you must use the dehighlight option to remove the highlighting.

## Using the Result of Highlighting in Subsequent Operations

The entities you highlight are also marked in the part database. Most EDMInformation property sheets allow you to select entities based on whether they are marked or not marked in the database. These options appear with the other Entity Selection options, shown as follows:

### Entity Selection



Therefore, you can use the highlight operation as a convenient method of selecting entities for the next EDMInformation operation.

## What EDMInformation Can Do with Highlighted Entities

Following is a list of the EDMInformation operations you can perform on highlighted entities, along with the chapter of this book that describes the operation:

- Assign, edit, or delete attributes for the entities described in Chapter 3, “Attribute Options.”
- Create labels from the attributes associated with the entities described in this chapter.
- Generate a report on the entities described in Chapter 5, “Query Options.”
- Create work table data from the CADDs attributes of the entities described in Chapter 6, “Utility Options.” You can then edit this data in the work table and replace the data in the CADDs part with the new data from the work table.

## Storing the Output in the Work Table

You can also send the output of a highlight operation to the work table. After you highlight entities and store the output in the work table, you can select the entities in the work table as input to the next EDMInformation operation.

Using the Highlight Entities option, you can even store the output of the highlight operation in the work table without actually highlighting entities or marking them in the database.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Display icon from the command palette.
4. Select Highlight Entities from the Display menu to display the Highlight Entities property sheet.

## Procedure

To highlight entities in a part, enter the following information on the Highlight Entities property sheet. This property sheet is illustrated below.

1. Select the function you want: Highlight or Dehighlight.
2. Select one of the Entity Selection options to specify the entities you want to highlight. If you wish to specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.
3. Specify one of the Attribute Filter options. If you choose the Select Attribute Condition option, specify the attribute condition(s) on the Attribute Condition property sheet.
4. If you wish to send the output of this operation to the work table, select Output to Work Table.
5. You can use the Highlight Entities option to store the output of this operation in the work table without highlighting any entities. To do this, select Suppress Highlighting.
6. If you wish to run a script, select Run Script and then enter a script name in the Name field.
7. Select Apply.

## Highlight Entities Property Sheet

The Highlight Entities property sheet is illustrated below. The options available on the property sheet are described below.

Highlight Entities

Function

- Highlight
- Dehighlight

Entity Selection

- Select Graphically
- Select All
- Select from Work Table
- Entity Tracing

Options...

Attribute Filter

- None
- Specify Attribute Condition

Options...

Output to Work Table

Suppress Highlighting

Run Script

Name:  ...

Apply    Reset    Cancel

Displays the Attribute Condition property sheet

Displays the Entity Tracing Options property sheet

Displays the File Name Editor property sheet

## Options on the Highlight Entities Property Sheet

### Function

To highlight entities based on attribute conditions, select the Highlight option. To undo a highlight operation, select the Dehighlight option.

### Entity Selection

Specify the entities to highlight by selecting one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window
- Select All - Select all entities in the active part
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation

All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.

## Attribute Filter

Select one of the Attribute Filter options to specify the attribute conditions - if any - to base highlighting or dehighlighting on.

By selecting the None option, you need not choose any attribute conditions. This is especially useful if you wish to dehighlight all entities in the part.

If you select the Specify Attribute Condition option, you must select the Options field to display the Attribute Condition property sheet. It is on the Attribute Condition property sheet that you select the exact attribute criteria you want. (This property sheet is described later in this chapter.)

## Output to Work Table

To store the output from the current EDMInformation operation in the work table, select this option. This output includes the part ID and the UIDs of all entities affected by the operation.

## Suppress Highlighting

You can use the Suppress Highlighting option to store the output of this operation in the work table without highlighting any entities. To use this option, you must first select either the Output to Work Table option or the Run Script option. Then select the Suppress Highlighting option.

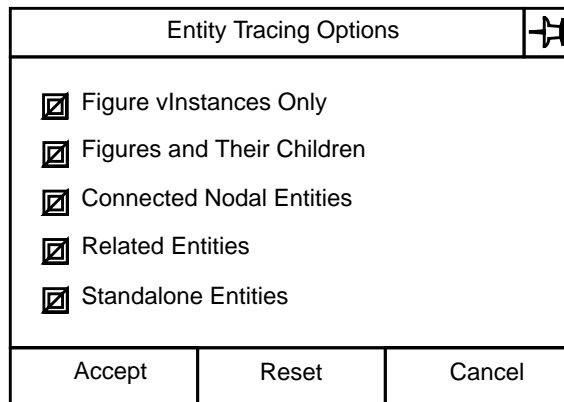
## Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 4-15.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.



The image shows a dialog box titled "Entity Tracing Options" with a standard window icon in the top right corner. The dialog contains five checked checkboxes, each followed by a label: "Figure vInstances Only", "Figures and Their Children", "Connected Nodal Entities", "Related Entities", and "Standalone Entities". At the bottom of the dialog, there are three buttons: "Accept", "Reset", and "Cancel".

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

### Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

## Related Entities

Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

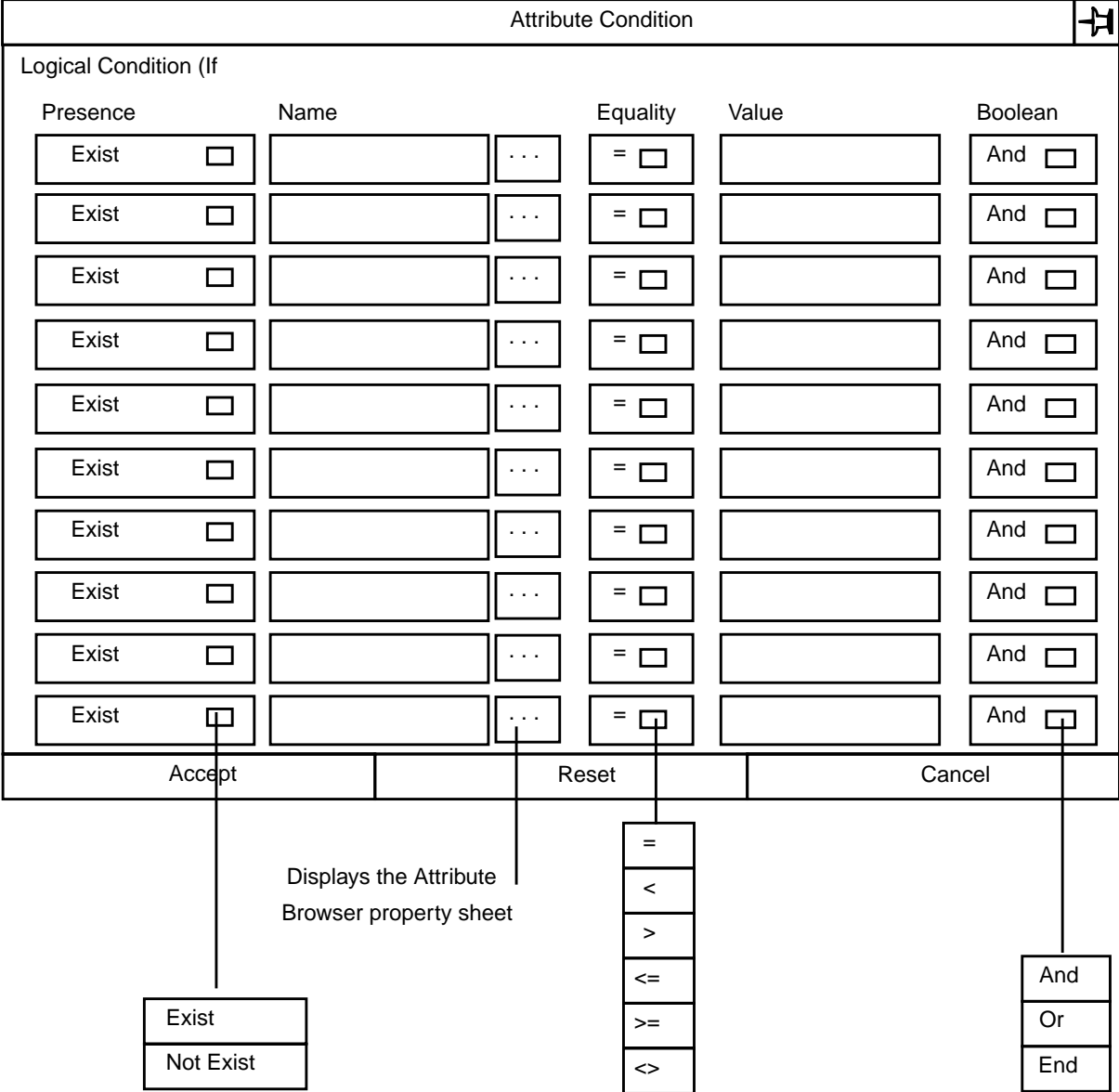
## Standalone Entities

Select this option to process the selected entity if no object is derived from it.



# Attribute Condition Property Sheet

The Attribute Condition property sheet is illustrated below. The options available on the property sheet are described below.



## Options on the Attribute Condition Property Sheet

Following are descriptions of the options on the Attribute Condition property sheet. Below is an example of a filled-in Attribute Condition property sheet.

## Presence

The Presence field specifies the existence or non-existence of the attribute specified in the Name field. Select the Presence field to change the value of presence from Exist to Not Exist, or the reverse. If you select Not Exist, EDMInformation checks for the absence of the attribute specified. That is, if the attribute exists, the entity will not be highlighted.

## Name

Select the Editor button to display the Attribute Browser property sheet. Use this property sheet to select the names of the attributes you wish to use as highlight criteria. (The Attribute Browser property sheet is described later in this chapter.)

## Equality

If you wish to specify a value or range of values for the attribute specified in the Name field, select this field to specify whether the attribute value of the entities you select will be equal to, not equal to, greater than, less than, greater than or equal to, or less than or equal to the value you specify in the Value field.

## Value

If you wish to highlight entities based not just on the presence of an attribute but also on the value of that attribute, select the Value field and type a value into the field. (Also, set the arithmetic equality value in the Equality field.)

## Boolean


To specify more than one attribute condition for the entities you wish to highlight, select the Boolean field to display the values And, Or, and End. Select And or Or to continue the attribute conditions on the next line of the property sheet. Select End to indicate that no more conditions are specified.

## Example of a Filled-In Attribute Condition Property Sheet

In the following example, EDMInformation will search for entities with the following attribute criteria:

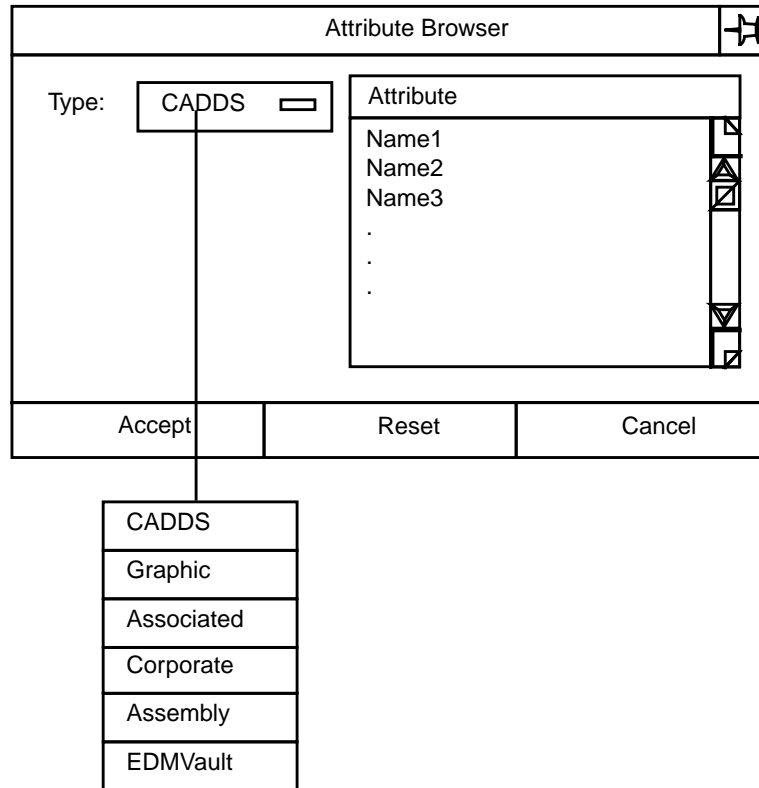
- Existence of the attribute STOCKNAME with a value of either BOLT25 or BOLT30
- Existence of the attribute COST with a value of less than \$.20

- Absence of the attribute SUPPLIER

Attribute Condition					
Logical Condition (If					
Presence	Name		Equality	Value	Boolean
Exist <input type="checkbox"/>	STOCKNAME	...	= <input type="checkbox"/>	BOLT25	Or <input type="checkbox"/>
Exist <input type="checkbox"/>	STOCKNAME	...	= <input type="checkbox"/>	BOLT30	And <input type="checkbox"/>
Exist <input type="checkbox"/>	COST	...	< <input type="checkbox"/>	.20	And <input type="checkbox"/>
Not Exist <input type="checkbox"/>	SUPPLIER	...	= <input type="checkbox"/>		End <input type="checkbox"/>
Exist <input type="checkbox"/>		...	= <input type="checkbox"/>		And <input type="checkbox"/>
Exist <input type="checkbox"/>		...	= <input type="checkbox"/>		And <input type="checkbox"/>
Exist <input type="checkbox"/>		...	= <input type="checkbox"/>		And <input type="checkbox"/>
Exist <input type="checkbox"/>		...	= <input type="checkbox"/>		And <input type="checkbox"/>
Exist <input type="checkbox"/>		...	= <input type="checkbox"/>		And <input type="checkbox"/>
Exist <input type="checkbox"/>		...	= <input type="checkbox"/>		And <input type="checkbox"/>
Exist <input type="checkbox"/>		...	= <input type="checkbox"/>		And <input type="checkbox"/>
Accept		Reset		Cancel	

## Attribute Browser Property Sheet

The Attribute Browser property sheet is illustrated as follows:



### Using the Attribute Browser Property Sheet

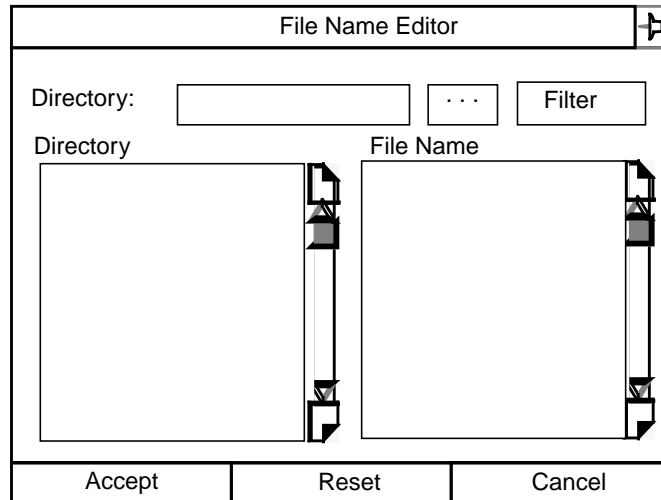
Select the Type field to display a list of the attribute types you can use as highlight criteria. The attributes displayed in the scrolling list are determined by the type selected.

From the list, select the attributes you wish to use as highlight criteria. Select an attribute name, then select the Accept option to store the attribute name in the Name field of the Attribute Condition property sheet.

Please note: If the value for Type is CADDS, the CADDS non-graphic attributes are displayed in the list (that is, the attributes stored in the CADDS DATA.PROP file). If the value for Type is Graphic, CADDS graphic attributes - such as coordinate values and layer number - are displayed in the list.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

# Annotating Entities with Text Generated from Attributes

Use the Annotate Entities from Attribute Data property sheet to create text labels from attributes.

## Description

You can annotate entities with text labels created from CADDs graphic and non-graphic attributes, associated attributes, corporate attributes, Concurrent Assembly Mock-Up attributes, and EDM file attributes. These text labels are associated with the related entity; if the entity is deleted, the label is removed.

The text created by the Annotate Entities option is dimension text. Use Design and Drafting software to specify parameters for the dimension text, such as text height and arrowhead type, and whether the text will be a model or drawing entity. (By default, a text label created by EDMInformation is a drawing entity.) See the *Design and Drafting User Guide and Menu Reference* for complete information about Design and Drafting.

## Editing Text Generated from Attributes

To change the contents of a text label generated from attributes, use EDMInformation as follows:

1. Select one of the EDMInformation Attribute options to create a new attribute, edit an existing one, or delete an attribute.
2. Use the Annotate Entities option to update the existing text label with the new attribute information.

To change text properties such as text height, arrowhead type, leader line, and so on, use Design and Drafting software.

### Warning

Do not use Design and Drafting software to change the contents of an EDMInformation text label. If you do, your label will not correspond to the attribute data.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Display icon from the command palette.
4. Select Annotate Entities from the Display menu to display the Annotate Entities property sheet.

### Procedure

To annotate entities in a part, enter the following information on the Annotate Entities from Attribute Data property sheet. This property sheet is illustrated below.

1. Select one of the Text Display options to display in the label both the attribute name and value, only the attribute name, or only the attribute value.
2. Select one of the Entity Selection options to specify the entities you want to annotate. If you wish to specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.
3. Specify the attributes you wish to use to generate text labels.
  - a. You can select attributes names from the work table. If you select this option, the attribute scrolling matrix is hazed.
  - b. You can select any Attribute Name field then select the Editor option to display the Attribute Browser. Select attribute names from the Attribute Browser. After each attribute name is correctly entered in the matrix, select the Insert Entry option.
4. Select any text options you wish to use.
  - a. Select Update Existing Text to replace any existing EDMInformation-generated text labels with the new ones you are defining.
  - b. To rotate the text 180 degrees, select Rotate Text Angle by 180 Degrees.
  - c. If you select Specify Value for All Null Attributes, select the Value field and type the text to assign to any null attributes.
  - d. If you select Additional Text, specify prefix text, middle text, and/or suffix text on the Additional Text Options property sheet.
  - e. If you select Text Layer, specify a layer number or an incremental value for layer number on the Text Layer Options property sheet.

5. If you wish to send the output of this operation to the work table, select Output to Work Table.
6. If you wish to run a script, select Run Script and then enter a script name in the Name field.
7. Select Apply.



## Annotate Entities from Attribute Data Property Sheet

The Annotate Entities from Attribute Data property sheet is illustrated below. The options available on the property sheet are described below.

Displays the Attribute Browser  
 property sheet

Displays the Additional  
 Text Options property sheet

Displays the Text Layer  
 Options property sheet

Displays the File Name  
 Editor property sheet

Displays the Entity Tracing  
 Options property sheet

## Options on the Annotate Entities from Attribute Data Property Sheet

### Text Options

Select any of the Text Options you wish to use. You are not required to use any of the Text Options.

- **Offset Distance** - Select this option to offset the entity for display purposes.
- **Rotate Text Angle by 180 Degrees** - Select this option to flip the text 180 degrees. If the text label would be inserted upside down, select this option.
- **Specify Value for All Null Attributes** - Select this option to specify text for any null attribute values. Then select the Value field to type the value; for example, enter "NO VALUE." You can enter up to 40 characters in this field. If you do not select this option, null values for attributes will appear as the string "NULL."
- **Additional Text** - Select this option to specify a prefix, suffix, or middle text string that will be displayed with the attribute name and value in the text label. You can specify any combination of prefix, middle text, and suffix. The prefix, middle text, and suffix can be up to 20 characters long. When you select the Additional Text check box then select the Options field, the Additional Text Options property sheet is displayed. This property sheet is described later in this chapter.
- **Text Layer** - Select this option to specify the layer on which the text labels will be created. If you do not select this option, the text labels are created on the active layer. When you select the Text Layer check box, then select the Options field, the Text Layer Options property sheet is displayed. This property sheet is described later in this chapter.

### Attributes

You can select the attribute names from which to create labels from the work table, if the names exist there already. If you select this option, the attribute scrolling matrix is hazed.

Otherwise, use the attribute scrolling matrix to specify attribute names. Select any field in the matrix then select the Editor option to display the Attribute Browser property sheet. Use this property sheet to select attributes. (The Attribute Browser property sheet is described later in this chapter.)

Next, select the value format field and define the format of each line of data within the report. To define the format, enter a group of # characters, with each # representing a single alphanumeric character. Real fields can take a decimal point.

For example, “##### ##### ###.## #####” represents four fields, with a single blank space separating each field. The third field represents a real value to two decimal places (###.##) A format ending in a period rounds any real values to an integer. If the field begins with an L, the value is left-justified in the report.

After each attribute name and its value format have been correctly entered in the matrix, select the Insert Entry option. To remove an attribute name or value format from the matrix, select the appropriate field and then select the Delete Entry option.

## Output to Work Table

To store the output from the current EDMInformation operation in the work table, select this option. This output includes the part ID and the UIDs of all entities affected by the operation.

## Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 4-26.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## Entity Selection

Specify the entities to annotate by selecting one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window.
- Select All - Select all entities in the active part.
- Select All Marked - Select all entities that have been marked with the Highlight Entities option. (This option is described at the beginning of this chapter.)
- Select All Not Marked - Select all entities that have not been marked with the Highlight Entities option. (This option is described at the beginning of this chapter.)
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation.


All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.

## Text Display

Select one of the text display options to specify the contents of the text label. You can display both the attribute name and value, only the attribute name, or only the attribute value.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.

Entity Tracing Options		
<input checked="" type="checkbox"/>	Figure Instances Only	
<input checked="" type="checkbox"/>	Figures and Their Children	
<input checked="" type="checkbox"/>	Connected Nodal Entities	
<input checked="" type="checkbox"/>	Related Entities	
<input checked="" type="checkbox"/>	Standalone Entities	
Accept	Reset	Cancel

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

## Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

## Related Entities

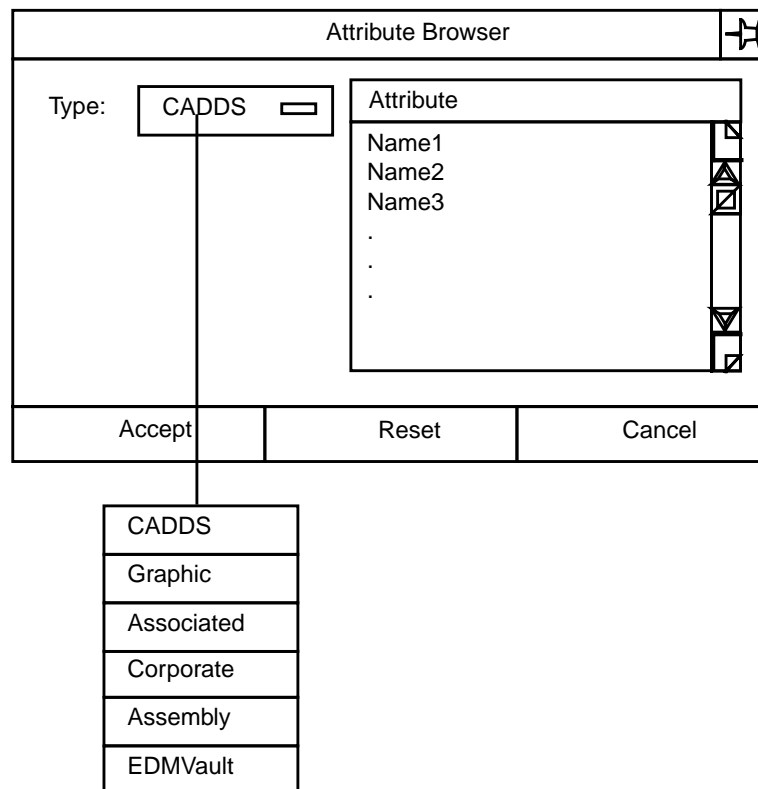
Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

## Standalone Entities

Select this option to process the selected entity if no object is derived from it.

## Attribute Browser Property Sheet

The Attribute Browser property sheet is illustrated as follows:



## Using the Attribute Browser Property Sheet

Select the Type field to display a list of the attribute types you can use to create labels. The attributes displayed in the scrolling list are determined by the type selected.

From the list, select the attributes you wish to create labels with. Select an attribute name, then select the Accept option to store the attribute name in the matrix of the Annotate Entities from Attribute Data property sheet.

Please note: If the value for Type is CADDSS, the CADDSS non-graphic attributes are displayed in the list (that is, the attributes stored in the CADDSS DATA.PROP file). If the value for Type is Graphic, CADDSS graphic attributes - such as coordinate values and layer number - are displayed in the list.

## Additional Text Options Property Sheet

The Additional Text Options property sheet is illustrated below. The options available on the property sheet are described below.

The screenshot shows a dialog box titled "Additional Text Options" with a standard window control icon in the top right corner. The dialog contains three rows of options, each with a checked checkbox, a label, and a text input field:

- Prefix    Text: (
- Middle    Text: =
- Suffix    Text: )

At the bottom of the dialog, there are three buttons: "Accept", "Reset", and "Cancel".

## Options on the Additional Text Options Property Sheet

You can specify any combination of prefix, middle text, and suffix. The prefix, middle text, and suffix can each be up to 20 characters in length.

### Prefix

Select this option to specify prefix text that will be displayed with the attribute value in the text label. For example, if you are using the value for the COST attribute in your labels, you could create a prefix of "Cost per item." Select the Text field to type the prefix.

## Middle

Select this option to specify text that will be displayed between the attribute name and the attribute value. (This option is only valid if you elected to display both attribute name and value in the text labels.) For example, if you are using the attribute name COST and its value in your labels, you could create as middle text “as of 3/93.” Select the Text field to type the middle text.

## Suffix

Select this option to specify suffix text that will be displayed with the attribute value in the text label. For example, if you are using the value for the COST attribute in your labels, you could create a suffix of “in US dollars.” Select the Text field to type the suffix.

## Text Layer Options Property Sheet

The Text Layer Options property sheet is illustrated below. The options available on the property sheet are described below.

Text Layer Options		
<input type="checkbox"/> Specify Layer	Number:	<input type="text" value="n"/> <input type="button" value="Calculator"/>
<input type="checkbox"/> Active Layer	Number:	<input type="text" value="n"/> <input type="button" value="Calculator"/>
<input type="checkbox"/> Increment Layer	By:	<input type="text" value="5"/> <input type="button" value="Calculator"/>
Accept	Reset	Cancel

Displays the Integer Calculator

## Options on the Text Layer Options Property Sheet

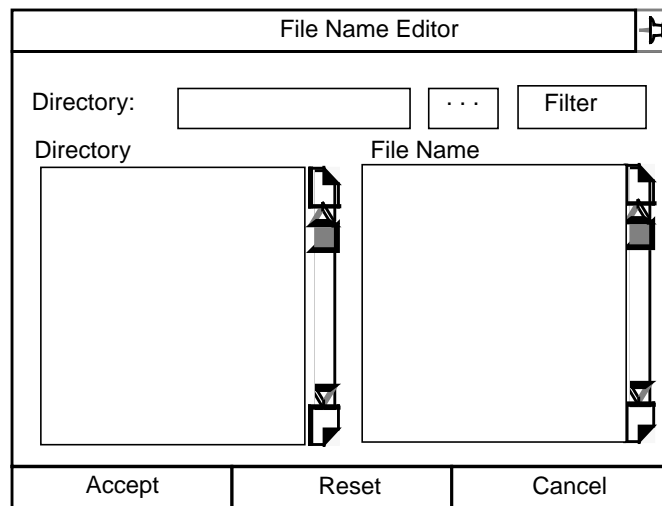
Select one of these text layer options:

- **Specify Layer** - Use this option to create the text labels on a specific layer. To specify a layer number, select the radio button. Then, select the Integer Calculator and enter the number using the calculator. Or, select the Number field and type the layer number into the field. The default layer, displayed in the Number field, is the active layer.

- Active Layer - Use this option to create the text labels on the active layer. The active layer is displayed in the Number field. Select the radio button to place the text on the active layer.
- Increment Layer - Use this option to create the text labels on the layer equal to the active layer plus the number you specify. For example, if layer 110 is active and you enter 15 in the field, the text labels are created on layer 125. To increment the active layer, select the radio button. Then, select the Integer Calculator and enter the number using the calculator. Or, select the By field and type the number into the field. The default increment is 5.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrices. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select Accept. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the Filter option to display the names of the files under the



new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the **Directory** field and type the name of the directory where the file exists. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.



# Query Options

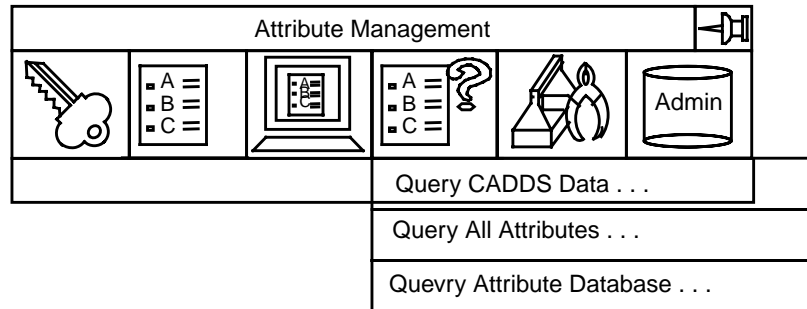
---

This chapter describes the following:

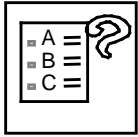
- Introduction
- Overview of the Query Option
- Querying CADDs Data
- Creating Formatted Reports
- Running Predefined Queries

# Introduction

Selecting the Query icon displays the menu illustrated above. When selected, each menu option displays a property sheet. Each option on the Query menu is described in this chapter.



# Overview of the Query Option



Selecting the Query option displays a menu. Each menu option displays a property sheet.

## Description

The Query menu includes options for the following tasks:

- Creating work table data from CADDs graphic and non-graphic attributes (work table format)
- Creating formatted reports from any combination of attributes
- Running predefined queries

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.

### Procedure

1. Select the Query icon from the command palette.
2. Select an option from the Query menu.

## Query Menu Options

### Query CADDs Data

Displays a property sheet that enables you to create work table data for all CADDs graphic and non-graphic attributes assigned to the entities you select. The resulting work table data is in work table format.

### Query All Attributes

Displays a property sheet that enables you to create formatted reports from any combination of attributes - CADDs graphic and non-graphic attributes, associated attributes, corporate attributes, Concurrent Assembly Mock-Up attributes, and

EDM file attributes. The report can be sent to the screen or to a file, as well as to the work table.

## Query Attribute Database

Displays a property sheet that enables you to select and run a predefined query. The report generated by the query can be sent to the screen, to a file, or to a printer.

# Querying CADDs Data

Use the Query CADDs Data option to create work table data from CADDs graphic and non-graphic attributes in work table format.

## Description

With the Query CADDs Data option, you can select entities and store their CADDs attributes (graphic and non-graphic) in the work table. The Query CADDs Data option stores only CADDs attributes in the work table.

If you wish to store other attributes - associated attributes, corporate attributes, Concurrent Assembly Mark-Up attributes, or EDM attributes - in the work table, you can use the Highlight Entities option described in Chapter 4, “Display Options.”, selecting the Output to Work Table option.

## Combining the Query CADDs Data Option with Other Options

Following is a list of the EDMInformation operations you can perform on entities whose CADDs attributes are stored in the work table, along with the chapter of this book that describes the operation:

- Assign, edit, or delete associated attributes for the entities described in Chapter 3, “Attribute Options.”
- Highlight the entities described in Chapter 4, “Display Options.”
- Create labels from the attributes associated with the entities described in Chapter 4, “Display Options.”
- Create a formatted report described this chapter.

Please note: If you want to edit data in the work table and then update the entities in the part database, use the Create Work Table Data option available from the Utility menu described in Chapter 6, “Utility Options.”

## Contents of the Work Table - Work Table Format

Below is an illustration of the work table after you use the Query CADDs Data option. The output from this option is in work table format. The contents of the work table are described below.

To compare work table format to CADDs format, see the Create Work Table Data option in Chapter 6, “Utility Options.” The same CADDs entity was used to

generate the sample report on this page and the one in Chapter 6, “Utility Options.”

**Table 5-1 Example of Work Table Data (CADDs Format)**

User ID	Part ID	Cadds UID	Snap Shot	Status	Name	Value	Type	Order	Sequence
USER2	15	274	3	0	Color	Aqua	2	0	0
USER2	15	274	3	0	Source	123	2	1	0
USER2	15	274	3	0	Note	Secret	2	2	0

The table below describes the contents of the work table.

**Table 5-2 Description of Work Table Contents (Work Table Format)**

Name	Contents
USERID	EDMInformation user ID of the user who generated the report
PARTID	CADDs part identifier in the associated database
CADDsUID	Unique identifier of the selected entity
SNAPSHOT	EDMControl snapshot number, if applicable (0 if EDMControl is not used)
STATUS	Status of the entity in the associated database: 0 = no change; 1 = new; 2 = deleted; 4 = updated; 8 = relinked
NAME	Name of the graphic or non-graphic CADDs attribute
VALUE	Value of the graphic or non-graphic CADDs attribute
TYPE	Type of attribute value: 0 = null; 1 = integer; 2 = real; 3 = text
ORDER	Order of the attribute associated with the entity, that is, the first attribute associated with the entity (0), the second attribute (1), etc.
SEQUENCE	Sequence of the value associated with the attribute; for example, coordinate data has three sequence values for the x, y, and z coordinates

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Query icon from the command palette.
4. Select Query CADDs Data from the Query menu to display the Query CADDs Data property sheet.



## Procedure

To create work table data in work table format from CADDs attributes, enter the following information on the Query CADDs Data property sheet. This property sheet is illustrated below.

1. Select one of the Attribute Assignment options - Graphic Entity or CADDs part - to select the CADDs attribute data for one or more entities or for the part itself.
2. If you are selecting CADDs attribute data for one or more entities, select one of the Entity Selection options. If you wish to specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.
3. If you wish to run a script, select Run Script and then enter a script name in the Name field.
4. Select Apply.

## Query CADDs Data Property Sheet

The Query CADDs Data property sheet is illustrated below. The options available on the property sheet are described below.

Displays the Entity Tracing  
Options property sheet

Displays the File Name  
Editor property sheet

## Options on the Query CADDs Data Property Sheet

### Attribute Assignment

Select the Graphic Entity option to create work table data from the CADDs attributes of one or more entities in the active part. Select the CADDs Part option to create work table data from the CADDs attributes of the part itself.

### Entity Selection

Specify the entities whose CADDs attributes are to be stored in the work table by selecting one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window.
- Select All - Select all entities in the active part.
- Select All Marked - Select all entities that have been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select All Not Marked - Select all entities that have not been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation.

All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.


### Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 5-10.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadd/data/info/scripts`.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.

Entity Tracing Options		
<input checked="" type="checkbox"/>	Figure Instances Only	
<input checked="" type="checkbox"/>	Figures and Their Children	
<input checked="" type="checkbox"/>	Connected Nodal Entities	
<input checked="" type="checkbox"/>	Related Entities	
<input checked="" type="checkbox"/>	Standalone Entities	
Accept	Reset	Cancel

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

### Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

### Related Entities

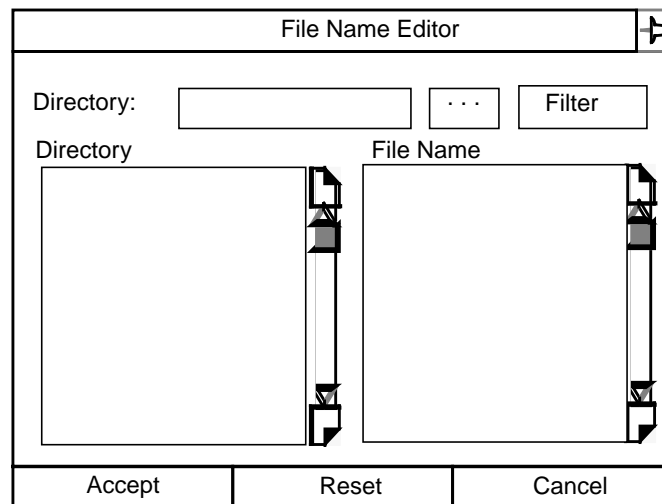
Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

## Standalone Entities

Select this option to process the selected entity if no object is derived from it.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

# Creating Formatted Reports

Use the Query All Attributes option to create formatted reports from any combination of attributes. The report can be sent to the screen, to a file, or to the work table.

## Description

With the Query All Attributes option, you can create formatted reports from any combination of these attributes:

- CADDs graphic and non-graphic attributes
- Associated attributes
- Corporate attributes
- Concurrent Assembly Mock-Up attributes
- EDM file attributes

The report can be sent to the screen or to a file, as well as to the work table.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Query icon from the command palette.
4. Select Query All Attributes from the Query menu to display the Query All Attributes property sheet.

### Procedure

To create a formatted report, enter the following information on the Query All Attributes property sheet. This property sheet is illustrated later in this chapter.

1. Select one of the Attribute Assignment options - Graphic Entity or CADDs part - to select attribute data for one or more entities or for the part itself.
2. If you are selecting CADDs attribute data for one or more entities, select one of the Entity Selection options. If you wish to specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.

3. Select one of the Query Output options.
  - To send the query result to the screen, select Output to Screen.
  - To send the query result to a file, select Output to File. If you wish to store the query result in a file other than the default, select the Editor button or select the Name field and type a file name into the field.

In addition to sending the query result to the screen or to a file, you can also send the query result to the work table by selecting Output to Work Table.

4. If you wish to display text for null values in the report, select the Specify Value for All Null Attributes option, then select the Value field and type the text to assign to any null attributes.
5. Specify the attribute names and values you wish to include in the report.
  - You can select attribute names from the work table. If you select this option, the attribute scrolling matrix is hazed.
  - You can select any Attribute Name field then select the Editor option to display the Attribute Browser. Select attribute names from the Attribute Browser.

If you want the format of the attribute value to be other than ten characters right-justified, select the appropriate Attribute Value Format field and enter a format statement using pound (#) signs (for example, #####.## for a real number to two decimal places). After each attribute name-format pair is correctly entered in the matrix, select the Insert Entry option.

6. If you wish to create a title and column headings for your report, select Create Titles and Column Headings, then select Options to display the Create Titles and Column Headings property sheet.
7. If you wish to run a script, select Run Script and then enter a script name in the Name field.
8. Select Apply.

## Query All Attributes Property Sheet

The Query All Attributes property sheet is illustrated below. The options available on the property sheet are described below.

Displays the Attribute  
Browser property sheet

Displays the File Name Editor  
property sheet

Displays the Entity Tracing  
Options property sheet

Displays the Create Titles and  
Column Headings property sheet

## Options on the Query All Attributes Property Sheet

### Attribute Assignment

Select the Graphic Entity option to create a formatted report from the attributes of one or more entities in the active part. Select the CADDs Part option to create a formatted report from the attributes of the part itself.

### Entity Selection

Specify the entities whose attributes will be the subject of the report by selecting one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window.
- Select All - Select all entities in the active part.
- Select All Marked - Select all entities that have been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select All Not Marked - Select all entities that have not been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation.

All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.

### Query Output

Select one of the first two Query Output options, described below:

- Output to Screen - Select this option to send the query result to the screen.
- Output to File - Select this option to send the query result to a file. Select the Editor button to display the File Name Editor property sheet. (This property sheet is described later in this chapter.) Or, select the File Name field and type a valid file name into the field. The file name cannot exceed 24 characters in length. The default destination file name is `/usr/tmp/results.txt`.

The third Query Output option - Output to Work Table - is optional. Select this option to send the query result to the work table.



## Attributes

Use the following Attribute options to specify the contents of the report.

- **Specify Value for All Null Attributes** - Select this option to specify text for any null attribute values. Then select the Value field to type the value; for example, enter “NO VALUE.” You can enter up to 40 characters in this field. If you do not select this option, null values for attributes will be represented by the string “NULL.”
- **Select Attribute Name from Work Table** - Select this option to create a report about the attributes whose names are currently found in the work table. If you select this option, the attribute scrolling matrix is hazed.
- **Attribute scrolling matrix** - If you do not select attributes from the work table, use the attribute scrolling matrix to specify attribute names. Select any field under the Attribute Name header then select the Editor option to display the Attribute Browser property sheet. Use this property sheet to select attributes. (The Attribute Browser property sheet is described later in this chapter.)

After an attribute name is displayed in the matrix, you can select the Attribute Value Format field next to it to specify the format of the attribute value in the report. (The default format is a right-justified field 10 characters wide.) Enter a format statement using pound (#) signs - for example, #####.## for a real number to two decimal places. To erase an attribute name or a format statement, select the appropriate field and then select the Delete Entry option. After each attribute name-format combination is correctly entered in the matrix, select the Insert Entry option.

## Create Titles and Column Headings

Select this option to create a title and column headings for your report. Then, select Options to display the Create Titles and Column Headings property sheet. Type the title and the column headings in the text buffer of this property sheet, and select Accept when you are satisfied with what you have entered. (The Create Titles and Column Headings property sheet is described later in this chapter.)


## Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 5-17.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.

Entity Tracing Options		
<input checked="" type="checkbox"/>	Figure Instances Only	
<input checked="" type="checkbox"/>	Figures and Their Children	
<input checked="" type="checkbox"/>	Connected Nodal Entities	
<input checked="" type="checkbox"/>	Related Entities	
<input checked="" type="checkbox"/>	Standalone Entities	
Accept	Reset	Cancel

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

### Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

## Related Entities

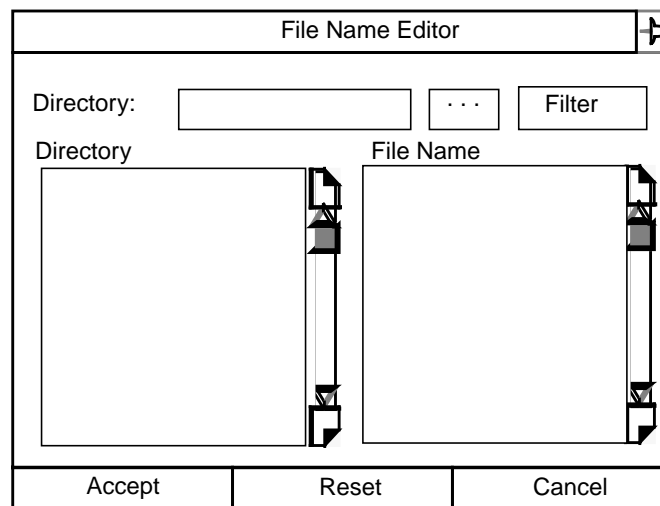
Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

## Standalone Entities

Select this option to process the selected entity if no object is derived from it.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

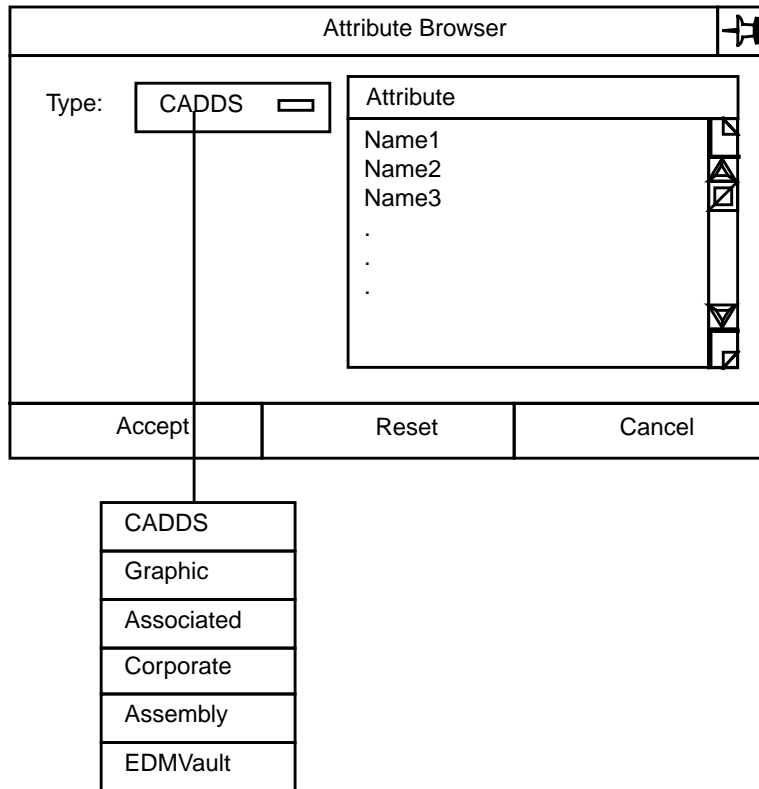
A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select Accept to store the file name in the appropriate field on the main property sheet.

## Attribute Browser Property Sheet

The Attribute Browser property sheet is illustrated as follows:



### Using the Attribute Browser Property Sheet

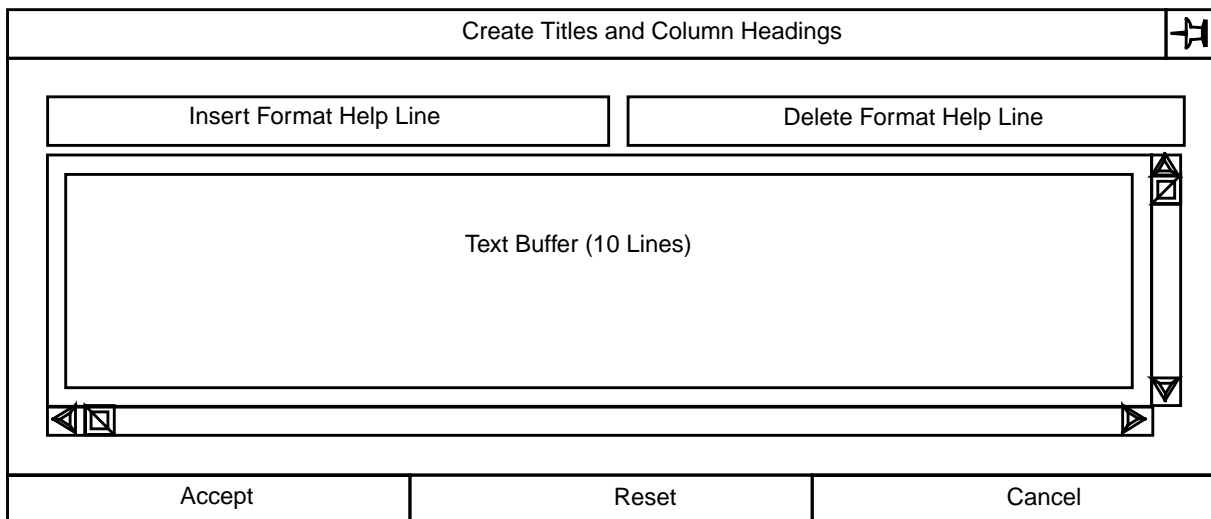
Select the Type field to display a list of the attribute types you can use to create reports. The attributes displayed in the scrolling list are determined by the type selected.

From the list, select the attributes you wish to report on. Select an attribute name, then select the Accept option to store the attribute name in the matrix of the Query All Attributes property sheet.

Please note: If the value for Type is CADDs, the CADDs non-graphic attributes are displayed in the list (that is, the attributes stored in the CADDs DATA.PROP file). If the value for Type is Graphic, CADDs graphic attributes - such as coordinate values and layer number - are displayed in the list.

## Create Titles and Column Headings Property Sheet

The Create Titles and Column Headings property sheet is illustrated below. The options available on the property sheet are described below.



### Options on the Create Titles and Column Headings Property Sheet

Use the text buffer of the Create Titles and Column Headings property sheet to type a title (or titles) and column headings for the report. Once you are satisfied with the title and column headings, select the Accept option to return to the Query All Attributes property sheet.

#### Insert Format Help Line

To create column headings, it may be helpful to see the width and position of the columns you have defined in the attribute scrolling matrix. Select the Insert Format Help Line option to copy into the text buffer the format statements you entered in the attribute scrolling matrix. These format statements are displayed in a row to create the format help line. You can position column headings over the format help line.

## Delete Format Help Line

After you have created column headings, you can delete the format help line by selecting this option.

# Running Predefined Queries

Use the Query Attribute Database option to run any of the predefined queries available to you.

## Description

A number of predefined query files are shipped with EDMInformation. These queries generate the following reports:

- Entities linked to the associated database
- EDMInformation groups and their members
- Parts associated with EDMInformation
- EDMInformation projects
- EDMInformation users
- Contents of the work table
- Contents of corporate tables

With the Query Attribute Database option, you can run these predefined queries. The report can be sent to the screen, to a file, or to a printer.

Please note: The EDMInformation administrator can create other predefined queries for your site. The predefined queries shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/sql/user`.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Query icon from the command palette.
4. Select Query Attribute Database from the Query menu to display the Query Attribute Database property sheet.

## Procedure

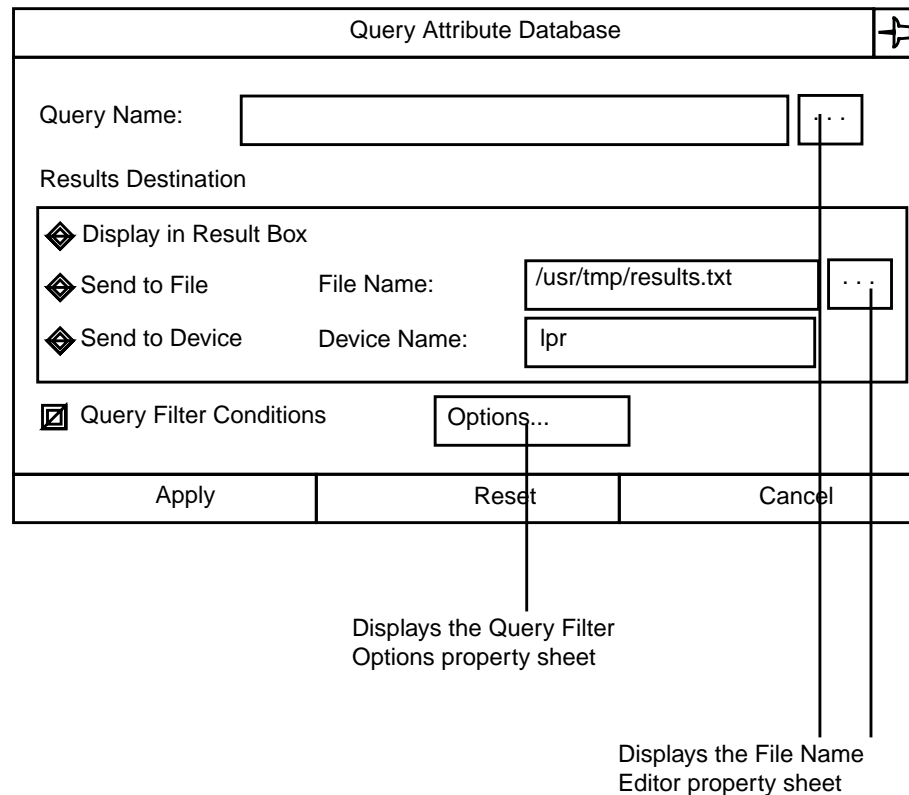
To run a predefined query, enter the following information on the Query Attribute Database property sheet. This property sheet is illustrated below.

1. Enter a query name in the Query Name field. Type the name of the query file into the field, or select the Editor button to display the File Name Editor property sheet.
2. Select one of the Results Destination options. (The default is Display in Result Box.)
  - If you select Send to File, you can enter a file name in the File Name field or accept the default (`/usr/tmp/results.txt`).
  - If you select Send to Device, you can enter a device name in the Device Name field or accept the default (`lpr`).
3. If you wish to narrow the scope of the query, select Query Filter Conditions, then select Options to display the Query Filter Options property sheet.
4. Select Apply.



## Query Attribute Database Property Sheet

The Query Attribute Database property sheet is illustrated below. The options available on the property sheet are described below.



## Options on the Query Attribute Database Property Sheet

### Query Name

Select the Editor button to display the File Name Editor property sheet. (The default directory for predefined queries is :

`/usr/apl/cadds/data/info/sql/user.`)

This property sheet is described below. Or, select the Query Name field and type a fully qualified query name into the field. The query name cannot exceed 80 characters in length.

### Results Destination

Select one of the Results Destination options, described below:

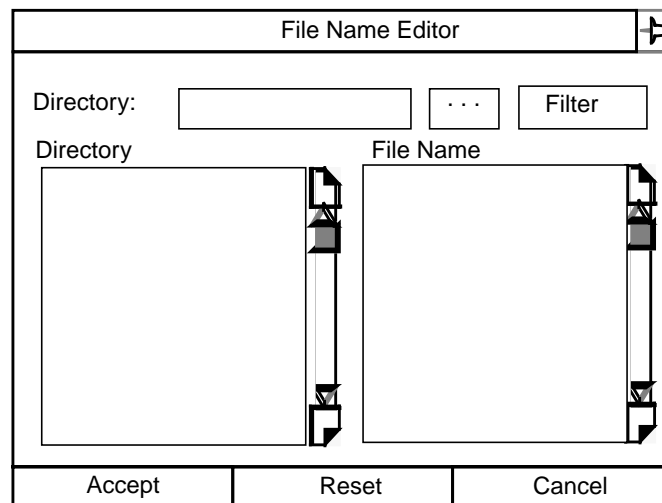
- Display in Result Box - Select this option to send the query result to the Query Result box. This is the default.
- Send to File - Select this option to send the query result to a file. Select the Editor button to display the File Name Editor property sheet. (This property sheet is described below.) Or, select the File Name field and type a valid file name into the field. The file name cannot exceed 24 characters in length. The default destination file name is `/usr/tmp/results.txt`.
- Send to Device - Select this option to send the query result to an output device, such as a printer or plotter. Select the Device Name field and type a valid device name into the field. The device name cannot exceed 24 characters in length. The default device name is `lpr`.

## Query Filter Conditions

Select this option to narrow the scope of a predefined query by specifying a user ID, project ID, part name, or an SQL Where clause. To do this, select the Query Filter Conditions check box, then select the Options field to display the Query Filter Options property sheet. (This property sheet is described later in this chapter.)

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



## Using the File Name Editor Property Sheet

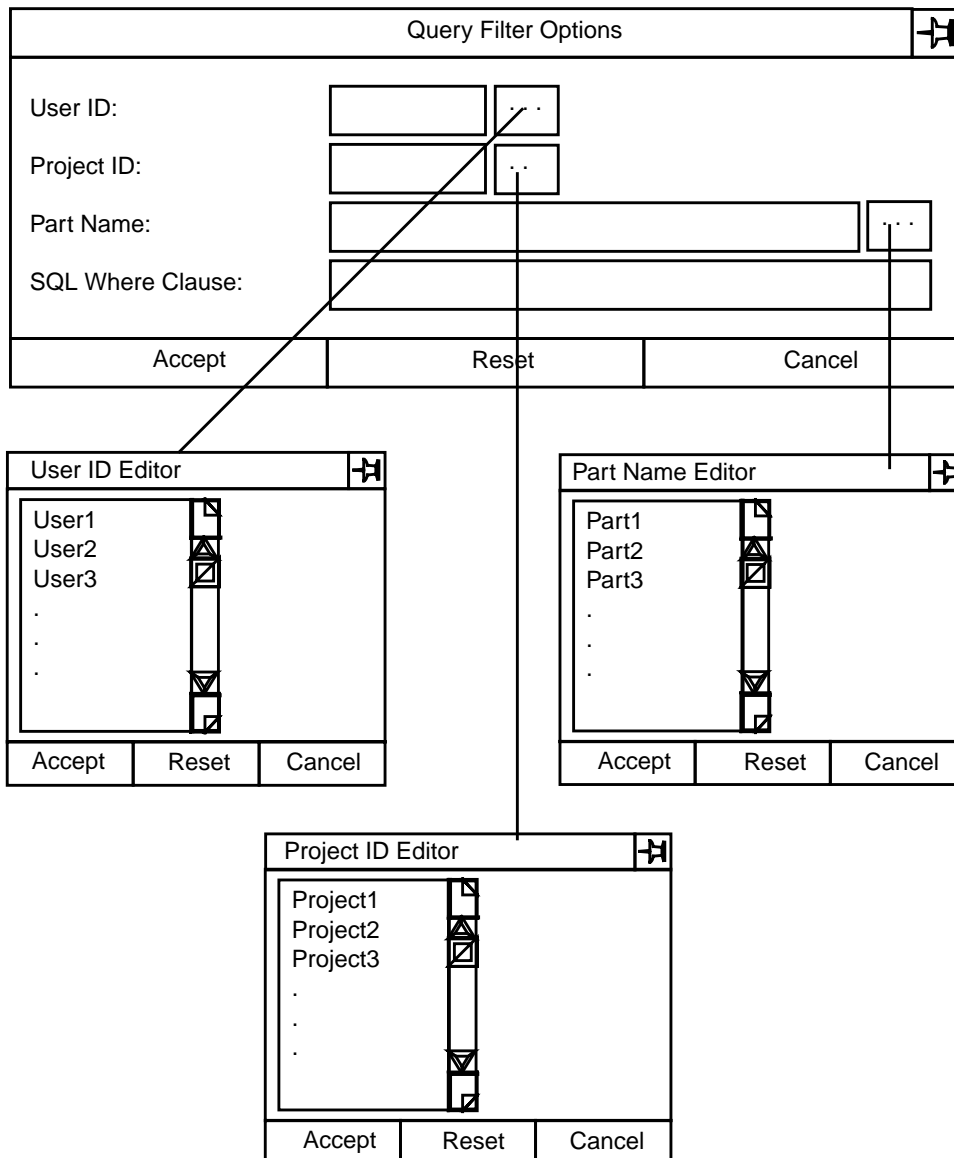
A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a

query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select *Accept*. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select *Accept* to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select *Accept* to store the file name in the appropriate field on the main property sheet.

## Query Filter Options Property Sheet

The Query Filter Options property sheet is illustrated below. The options available on the property sheet are described below.



## Options on the Query Filter Options Property Sheet

Use the Query Filter Options property sheet to narrow the scope of a predefined query. You can fill in one or more of the fields on this property sheet, depending on the values accepted by the query file.

## User ID

Any predefined query that takes User ID as one of its search fields can be narrowed down by specifying a user ID. Select the Editor button to display a scrolling list of users, then select one from the list and select Accept. Or, select the User ID field and type a valid user ID into the field. A user ID cannot exceed 12 characters in length. Only one user ID can be entered.

## Project ID

Any predefined query that takes Project ID as one of its search fields can be narrowed down by specifying a project ID. Select the Editor button to display a scrolling list of projects, then select one from the list and select Accept. Or, select the Project ID field and type a valid project ID into the field. A project ID cannot exceed 8 characters in length. Only one project ID can be entered.

## Part Name

Any predefined query that takes Part Name as one of its search fields can be narrowed down by specifying a part name. Select the Editor button to display a scrolling list of part names, then select one from the list and select Accept. Or, select the Part Name field and type a valid part name into the field. A part name cannot exceed 60 characters in length. Only one part name can be entered.

## SQL Where Clause

You can narrow the scope of a predefined query by specifying an SQL Where clause. Select the field and type in the Where clause. The Where clause cannot exceed 80 characters in length.



# Utility Options

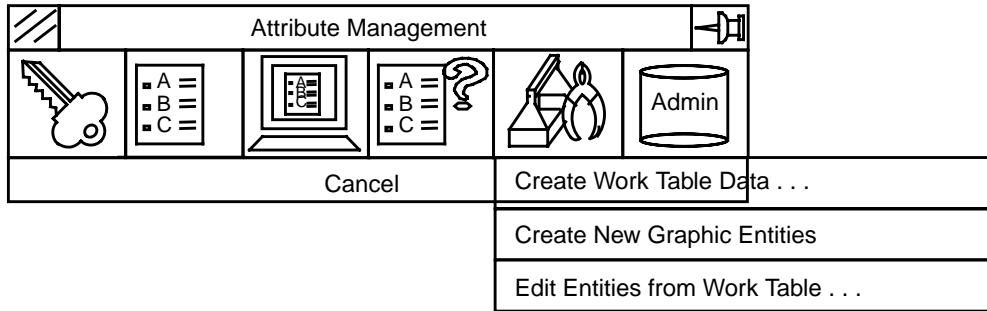
---

This chapter describes the following:

- Introduction
- Overview of the Utility Option
- Using the Utility Options to Change Data in the Part
- Creating Work Table Data from CADDs Attributes
- Creating New Graphic Entities from Work Table Data
- Editing Entities from Work Table Data

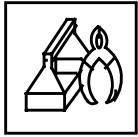
# Introduction

Selecting the Utility icon displays the menu illustrated above. When selected, the second menu option performs an action immediately, while the other two menu options display a property sheet. Each option on the Utility menu is described in this chapter.





# Overview of the Utility Option



Selecting the Utility option displays a menu. The second menu option performs a direct action; the first and third menu options display a property sheet.

## Description

The Utility menu includes options for the following tasks:

- Creating work table data from CADDs graphic and non-graphic attributes (CADDs format)
- Creating new graphic entities from edited data in the work table
- Editing entities from edited data in the work table

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.

### Procedure

1. Select the Utility icon from the command palette.
2. Select an option from the Utility menu.

## Utility Menu Options

### Create Work Table Data

Displays a property sheet that enables you to create work table data from CADDs graphic and non-graphic attributes assigned to the entities you select. The resulting work table data is in CADDs format.

### Create New Graphic Entities

This is a direct action option that creates new graphic entities in the part database from edited data in the work table.

## Edit Entities from Work Table

Displays a property sheet that enables you to edit existing graphic entities in the part database from edited data in the work table.

# Using the Utility Options to Change Data in the Part

With the Utility options, you can do the following:

- Extract graphic and non-graphic attributes directly from CADDSS entities and store the information in the work table
- Update the part based on edited data in the work table

All CADDSS entities are supported.

## Warning

The Utility options described in this chapter are very powerful. However, editing and creating part geometry using the Utility options must be done with caution. Before you attempt to edit the CADDSS database from data in the EDMInformation work table, you should be very familiar with CADDSS database structure. See the *CADDSS 5 Database Reference* for information about CADDSS subrecords.

## CADDSS Format vs. Work Table Format

When you use any EDMInformation option other than those on the Utility menu and you send the output to the work table, the data is in work table format. To edit CADDSS attributes and geometry in the work table, the data must be in CADDSS format.

The only way to store data in CADDSS format is to use the Utility option Create Work Table Data. In other words, you must use the Create Work Table Data option to store data in the work table before you can edit the contents of the work table and update the CADDSS part with the data.

CADDSS format is illustrated in the description of the Create Work Table Data option later in this chapter. The work table format is illustrated in the description of the Query CADDSS Data option in Chapter 5, “Query Options.”

## Using Utility Options with Other EDMInformation Options

You can use the Utility options in conjunction with other EDMInformation options, such as the attribute options, the highlight option, the annotate option, and the query options. With the exception of the highlight operation, you must send the

output of the first operation to the work table so that the Utility options can operate on the selected entities.

For example, if you wanted to select all entities with the attribute STOCKNO equal to 84578 and then move those entities to layer 210, you would do this as follows:

1. Use the **Highlight Entities** option described in Chapter 4, “Display Options,” to highlight all entities with the attribute STOCKNO equal to 84578.
2. Use the **Create Work Table Data** option with the **Entity Selection** option set to **Select All Marked**.
3. Use an RDBMS tool to edit the layer assignment of the entities in the work table.
4. Use the **Edit Entities from Work Table** option to update the part database with the new layer assignment.

# Creating Work Table Data from CADDs Attributes

Use the Create Work Table Data option to extract CADDs graphic and non-graphic attributes from the part database and store them in the work table in CADDs format.

## Description

With the Create Work Table Data option, you extract graphic and non-graphic attributes directly from CADDs entities and store the information in the work table. All CADDs entities are supported.

The Create Work Table Data option stores the extracted data in the work table in CADDs format. The CADDs format is somewhat different from the work table format. The work table format is illustrated in the description of the Query CADDs Data option in Chapter 5, “Query Options.” The CADDs format is illustrated below.

To edit CADDs attributes from data in the work table, the work table data must be in CADDs format. In other words, you must use the Create Work Table Data option to store data in the work table before you can edit the contents of the work table and update the CADDs part with the data. You can use the Script option on the Create Work Table Data property sheet to call an RDBMS tool to edit the contents of the work table.

Please note: If you wish to work on data already stored in the work table, but the data is in work table format, you can use the Select from Work Table option on the Create Work Table Data from Entities property sheet to change the data format to CADDs format.

## Contents of the Work Table - CADDs Format

Below is an illustration of the work table after you use the Create Work Table Data option. The output from this option is in CADDs format. The contents of the work table are described below.

To compare CADDs format to work table format, see the Query CADDs Data option in Chapter 5, “Query Options.” The same CADDs entity was used to

generate the sample report on this page and the one in Chapter 5, “Query Options.”

**Table 6-1 Example of Work Table Data (CADD5 Format)**

User ID	Part ID	Cadd5 UID	Snap Shot	Status	Name	Value	Type	Order	Sequence
USER2	15	274	3	0	1	2	1	0	0
USER2	15	274	3	0	2	197	1	1	0
USER2	15	274	3	0	3	0	1	2	0
USER2	15	274	3	0	1056	-36.06993	2	3	0
USER2	15	274	3	0	1056	30.001324	2	3	1
USER2	15	274	3	0	1056	0	2	3	2
USER2	15	274	3	0	1728	36954	1	4	0
USER2	15	274	3	0	1728	3	1	4	1
USER2	15	274	3	0	1728	AQUA	3	4	2
USER2	15	274	3	0	1728	37066	1	5	0
USER2	15	274	3	0	1728	1	1	5	1
USER2	15	274	3	0	1728	123	1	5	2
USER2	15	274	3	0	1728	36963	1	6	0
USER2	15	274	3	0	1728	3	1	6	1
USER2	15	274	3	0	1728	SECRET	3	6	2

The table below describes the contents of the work table.

**Table 6-2 Description of Work Table Contents (CADD5 Format)**

Name	Contents
USERID	EDMInformation user ID of the user who generated the report
PARTID	CADD5 part identifier in the associated database
CADD5UID	Unique identifier of the selected entity
SNAPSHOT	EDMControl snapshot number, if applicable (0 if EDMControl is not used)
STATUS	Status of the entity in the associated database: 0 = no change; 1 = new; 2 = deleted; t4 = updated; 8 = relinked
NAME	CADD5 subrecord number (see the <i>CADD5 5 Database Reference</i> )
VALUE	CADD5 subrecord value
TYPE	Type of attribute value: 0 = null; 1 = integer; 2 = real; 3 = text
ORDER	Order of the attribute associated with the entity, that is, the first attribute associated with the entity (0), the second attribute (1), etc.
SEQUENCE	Sequence of the value associated with the attribute; for example, coordinate data has three sequence values for the x, y, and z coordinates

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Utility icon from the command palette.
4. Select Create Work Table Data from the Utility menu to display the Create Work Table Data from Entities property sheet.

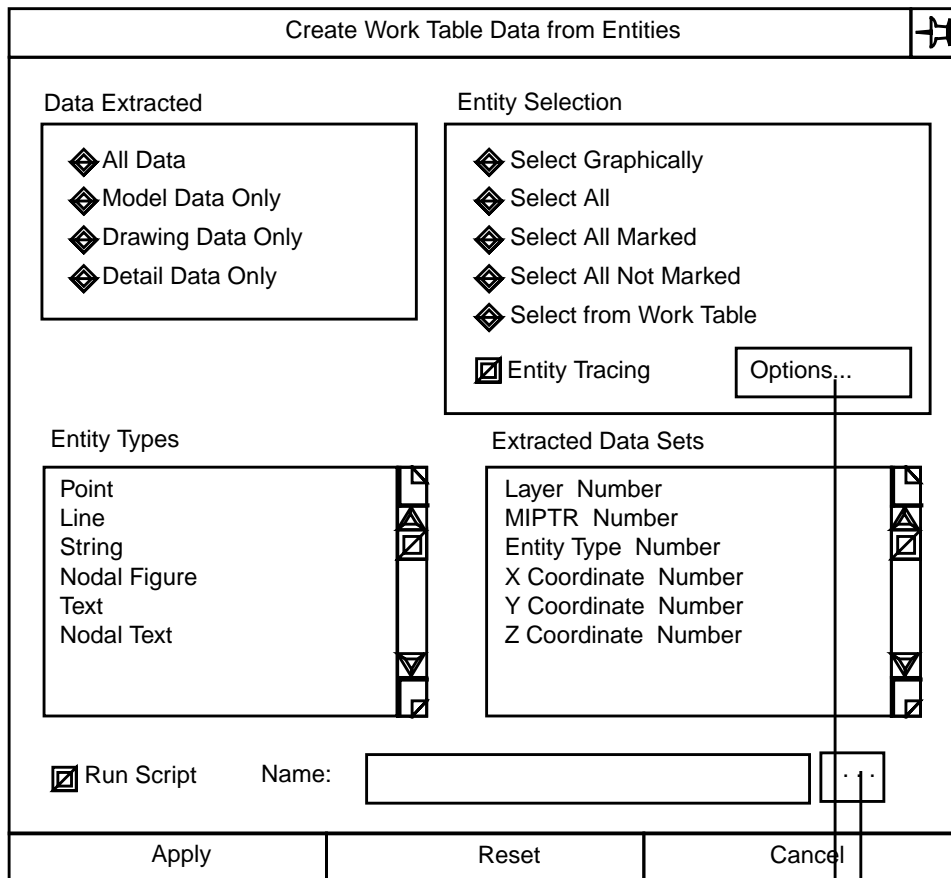
### Procedure

To create work table data from CADDs attributes, enter the following information on the Create Work Table Data from Entities property sheet. This property sheet is illustrated below.

1. Select one of the Data Extracted options to select the type of data (model data, drawing data, detail data, or all of these) whose attributes you wish to store in the work table.
2. Select one of the Entity Selection options. If you wish to specify entity tracing options, select Entity Tracing, then select the options you want from the Entity Tracing Options property sheet.
3. If you wish to extract data about certain types of entities only, use the Entity Types scrolling list to select the entities whose attributes you wish to store in the work table.
4. If you wish to extract a subset of the CADDs attribute data associated with the entities you selected, use the Extracted Data Sets scrolling list to select the attribute data you wish to store in the work table.
5. If you wish to run a script, select Run Script and then enter a script name in the Name field.
6. Select Apply.

## Create Work Table Data from Entities Property Sheet

The Create Work Table Data from Entities property sheet is illustrated below. The options available on the property sheet are described below.



Displays the Entity Tracing  
Options property sheet

Displays the File Name  
Editor property sheet

## Options on the Create Work Table Data from Entities Property Sheet

### Data Extracted

Select one of the Data Extracted options to specify the type of data whose attributes you wish to store in the work table:



- All Data - Select this option to store attributes for model, drawing, and detail entities
- Model Data Only - Select this option to store attributes for model entities only
- Drawing Data Only - Select this option to store attributes for drawing entities only
- Detail Data Only - Select this option to store attributes for detail entities only (detail entities can be model or draw mode entities)

## Entity Selection

Specify the entities whose CADDs attributes are to be stored in the work table by selecting one of the Entity Selection options, described below.

- Select Graphically - Select the entities from within the Graphics window.
- Select All - Select all entities in the active part.
- Select All Marked - Select all entities that have been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select All Not Marked - Select all entities that have not been marked with the Highlight Entities option. This option is described in Chapter 4, “Display Options.”
- Select from Work Table - Select all entities whose UIDs are currently stored in the work table as a result of the previous EDMInformation operation.

All the options above can be used with the Entity Tracing options. When you select the Entity Tracing check box then select the Options field, the Entity Tracing Options property sheet is displayed. This property sheet is described later in this chapter.

## Entity Types

Select entity types from the scrolling list to extract attribute data for only those types of entities. If you do not select entity types from the list, the CADDs attributes of all the entities selected in the Entity Selection box will be stored in the work table.

## Extracted Data Sets

Select data sets from the scrolling list to extract a subset of the attribute data associated with the entities you selected. If you do not select data sets from the list, all CADDs attributes of the entities selected in the Entity Selection box will be stored in the work table.

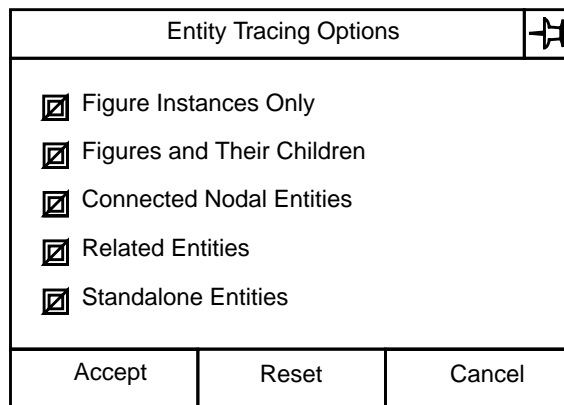
## Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 6-13.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## Entity Tracing Options Property Sheet

The Entity Tracing Options property sheet is illustrated below. The options available on the property sheet are described below.



The image shows a dialog box titled "Entity Tracing Options" with a standard window icon in the top right corner. The dialog contains five checked checkboxes, each followed by a label: "Figure Instances Only", "Figures and Their Children", "Connected Nodal Entities", "Related Entities", and "Standalone Entities". At the bottom of the dialog, there are three buttons: "Accept", "Reset", and "Cancel".

## Options on the Entity Tracing Options Property Sheet

### Figure Instances Only

Select this option to process only the top-level objects of the selected entity. For example, if a nested nodal figure (Nfigure) is selected, the parent Nfigure and its nested Nfigures are processed.

### Figures and Their Children

Select this option to process all parent and child entities related to the selected object.

## Connected Nodal Entities

Select this option to process all entities linked to the identified entities. Links are associations between connect nodes (Cnodes), nodal lines (Nlines), text nodes (Tnodes), nodal text (Ntext), and nodal figures (Nfigures). For example, if you select an Nline, all associated Cnodes, Nlines, and Ntext are also processed.

## Related Entities

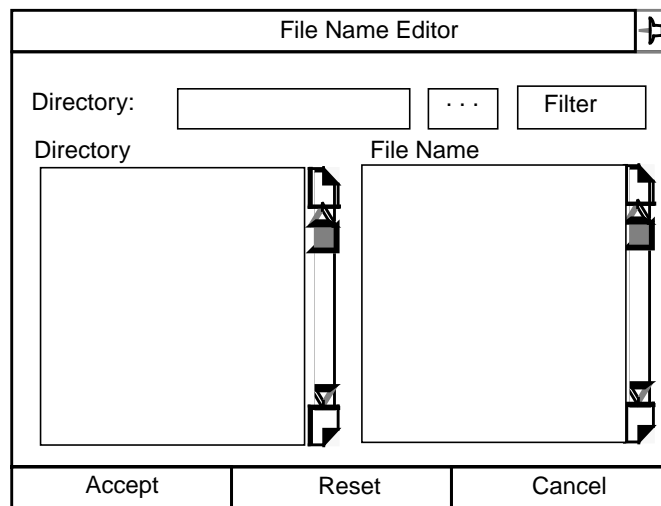
Select this option to process all entities associated with, but not linked to, the identified entities. For example, if you select the face of a solid, the whole solid is processed.

## Standalone Entities

Select this option to process the selected entity if no object is derived from it.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



## Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the Filter option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

# Creating New Graphic Entities from Work Table Data

After you edit the work table to include new entities, you can add these entities to the part database by using the Create New Graphic Entities option.

## Description

After you store CADDs attribute data in the work table using the Create Work Table Data option, you can create new entities in the work table using an RDBMS tool. You can edit the work table in the CADDs IPC window.

After you create new entities in the work table, you can create these entities in the part database by selecting the Create New Graphic Entities option from the Utility menu.

Please note: If you edited attributes for existing entities, rather than creating new entities, use the Edit Entities from Work Table option, described below, to update the part database.

### Warning

Use caution when you create part geometry using the Create New Graphic Entities option. Before you attempt to do this, you should be very familiar with CADDs database structure. See the *CADDs 5 Database Reference* for information about CADDs subrecords.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Utility icon from the command palette.

### Procedure

To create new graphic entities (created when you edited the work table with an RDBMS tool) in the part database, select Create New Graphic Entities from the Utility menu. This is a direct action selection. After you select this option from the menu, the new entities are created in the part database.

# Editing Entities from Work Table Data

Use the Edit Entities from Work Table option to update the part database with new information about entities whose attributes were stored in the work table.

## Description

After you store CADD5 attribute data in the work table using the Create Work Table Data option, you can edit graphic and non-graphic attributes for the entities in the work table by using an RDBMS tool. You can edit the work table in the CADD5 IPC window.

After you edit attributes for existing entities in the work table, you can update the part database to reflect the changes. To do this, select the Edit Entities from Work Table option from the Utility menu.

Please note: If you used the RDBMS tool to create new entities in the work table - as opposed to editing attributes for existing entities - you must use the Create New Graphic Entities option, described on the previous page, to update the part database.

### Warning

Use caution when you edit entities using the Edit Entities from Work Table option. Before you attempt to do this, you should be very familiar with CADD5 database structure. See the *CADD5 5 Database Reference* for information about CADD5 subrecords.

## Using This Option

### Getting Here

1. Select Utility from the top bar of the explicit desktop.
2. Select ATTRIBUTE MANAGEMENT from the Utility menu.
3. Select the Utility icon from the command palette.
4. Select Edit Entities from Work Table from the Utility menu to display the Edit Entities from Work Table Data property sheet.

### Procedure

After you edit entity attributes in the work table using an RDBMS tool, update the attributes in the part database by entering the following information on the Edit

Entities from Work Table Data property sheet. This property sheet is illustrated below.

- 1.** Select one of the Attribute Editing options to specify the type of changes to be made to the selected entities.
  - Select Replace All Attributes with Data from Work Table to replace all existing attributes for the selected entities with those in the edited work table.
  - Select Append Attribute Values to add new attributes and attribute values to the entities without changing existing ones.
  - Select Update Attribute Values to update the values of existing attributes with the ones in the edited work table.
- 2.** If you wish to edit data for certain types of entities only, use the Entity Types scrolling list to select from the work table the types of entities whose attributes you wish to edit.
- 3.** Specify the CADDs attribute data stored in the work table that you wish to edit by selecting the attribute data from the Extracted Data Sets scrolling list.
- 4.** If you wish to send the output of this operation to the work table, select Output to Work Table.
- 5.** If you wish to run a script, select Run Script and then enter a script name in the Name field.
- 6.** Select Apply. The Query Results property sheet is displayed.
- 7.** The Query Results property sheet displays the data from the work table that you selected on the Edit Entities from Work Table Data property sheet. This is the data that will be used to update the part database, so make sure it is correct.
- 8.** Select Accept.

## Edit Entities from Work Table Data Property Sheet

The Edit Entities from Work Table Data property sheet is illustrated below. The options available on the property sheet are described below.

Attribute Editing

- Replace All Attributes with Data from Work Table
- Append New Attributes or Values
- Update Attribute Values

Entity Types

- Point
- Line
- String
- Nodal Figure
- Text
- Nodal Text

Extracted Data Sets

- Layer Number
- MIPTR Number
- Entity Type Number
- X Coordinate Number
- Y Coordinate Number
- Z Coordinate Number

Output to Work Table

Run Script    Name:

Apply    Reset    Cancel

Displays the Query Result  
property sheet

Displays the File Name  
Editor property sheet

## Options on the Edit Entities from Work Table Data Property Sheet

### Attribute Editing

Select one of the Attribute Editing options to specify the type of changes you wish to make to the selected entities.

- **Replace All Attributes with Data from Work Table** - Select this option to delete all existing attributes from the selected entities and replace them with those in the edited work table.



- **Append New Attributes or Values** - Select this option to add new attributes and attribute values to the entities without changing existing ones. For example, if an entity has a CADD property of STOCKNO with a value of 8880, and the value in the work table is 9990, this option will create a second STOCKNO attribute for the entity with a value of 9990. The entity would now have two STOCKNO attributes with different values
- **Update Attribute Values** - Select this option to update the values of existing attributes with the ones in the edited work table. For example, if an entity has a CADD property of STOCKNO with a value of 8880, and the value in the work table is 9990, the value 8880 would be replaced by 9990. The entity would now have one STOCKNO property with a value of 9990.

## Entity Types

To edit attribute data for only certain types of entities stored in the work table, select entity types from the scrolling list. If you do not select entity types from the list, the selected attributes of all the entities in the work table will be used to update the part database.

## Extracted Data Sets

To edit only a subset of the attribute data stored in the work table, select data sets from the scrolling list. If you do not select data sets from the list, all CADD attributes stored in the work table for the entities you select will be used to update the part database.

## Output to Work Table

To store the output from the current EDMInformation operation in the work table, select this option. This output includes the part ID and the UIDs of all entities affected by the operation.

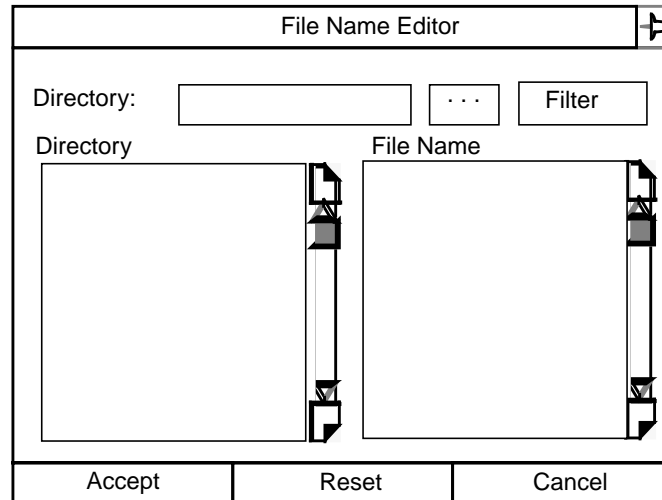
## Run Script

To run a script, select the Run Script check box. Then, select the Editor button to display the File Name Editor property sheet, which allows you to select a script name from any directory. (The File Name Editor property sheet is described on page 6-20.) Or, select the Name field and type a valid script name into the field. Only one script name can be entered.

Scripts must be written for the Bourne shell. Script names are case-sensitive and cannot exceed 255 characters in length. The scripts shipped with EDMInformation are located in the directory `/usr/apl/cadds/data/info/scripts`.

## File Name Editor Property Sheet

The File Name Editor property sheet is illustrated as follows:



### Using the File Name Editor Property Sheet

A default directory is displayed in the Directory field. The default depends on the type of file to be stored in the main property sheet (for example, a script file or a query file). The directories and files under the default directory are listed in the scrolling matrixes. To select the name of the file you want, do one of the following:

- If the file name you want is under the default directory, select it from the File Name list, then select **Accept**. The file name is stored in the appropriate field on the main property sheet.
- If the file name you want exists in one of the directories under the default directory, select the directory from the Directory list to place it in the Directory field. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.
- If the file name for the script you want exists in a directory not displayed on the File Name Editor property sheet, select the Directory field and type the name of the directory where the file exists. Then select the **Filter** option to display the names of the files under the new directory. Select the file name you want, then select **Accept** to store the file name in the appropriate field on the main property sheet.

## Query Result Property Sheet

The Query Result property sheet is illustrated below. This property sheet is displayed when you select the Apply option on the Edit Entities from Work Table Data property sheet.

Query Result					
	Header1	Header2	Header3	Header4	Header5
1					
2					
3					
4					
5					
6					
7					
8					
9					

Accept	Reset	Cancel
--------	-------	--------

### Using the Query Result Property Sheet

The attributes you selected on the Edit Entities from Work Table Data property sheet are copied to the Query Result property sheet. This is the data that will be used to update the part database. Examine the Query Result property sheet to make sure that all the attributes - and only the attributes - you wish to change in the part are included.

If the information in the Query Result property sheet is not correct, select the Cancel option. Selecting Cancel re-displays the Edit Entities from Work Table Data property sheet.

If the information in the Query Result property sheet is correct, select the Accept option. When you do this, EDMInformation updates the part database with the edited information from the work table.



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