



WEB UI and HOME PAGE

슬라이드 1

VM1

Provide an index page if possible

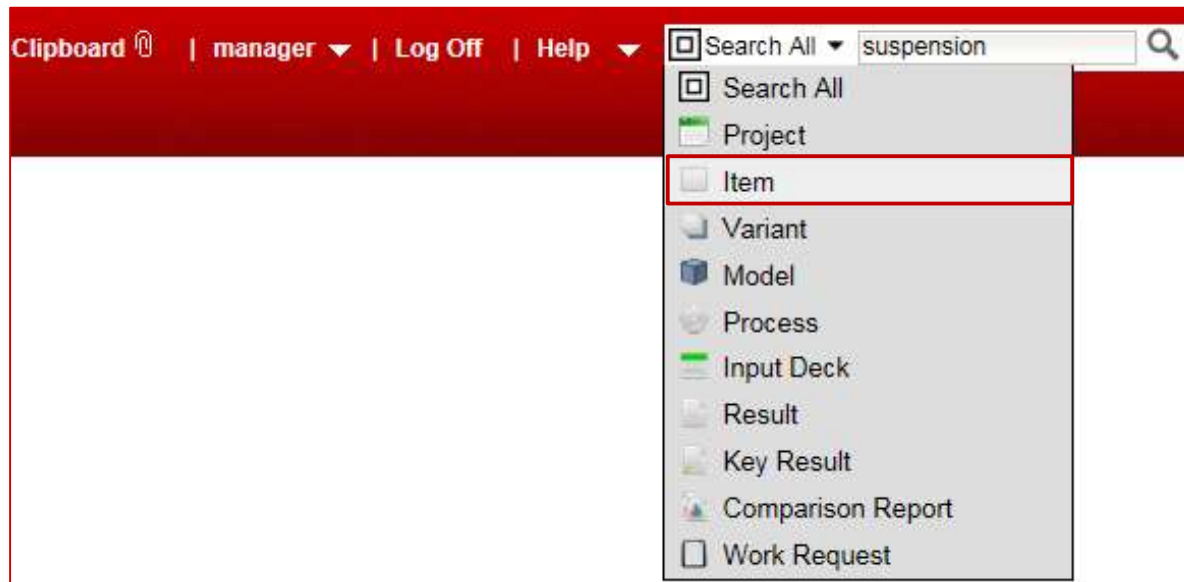
Vaibhav More, 2017-08-11



Using Search

Easy Search

- Easy Search
 - Always available at the top of the SimManager web UI window.
 - In the text box to the left of the grey search button, enter a word to search on.
 - Click on the down arrow to the right of **Search All** in order to refine the search to a specific object type.
 - To begin the search, click the **Search** button.



Easy Search (Cont.)

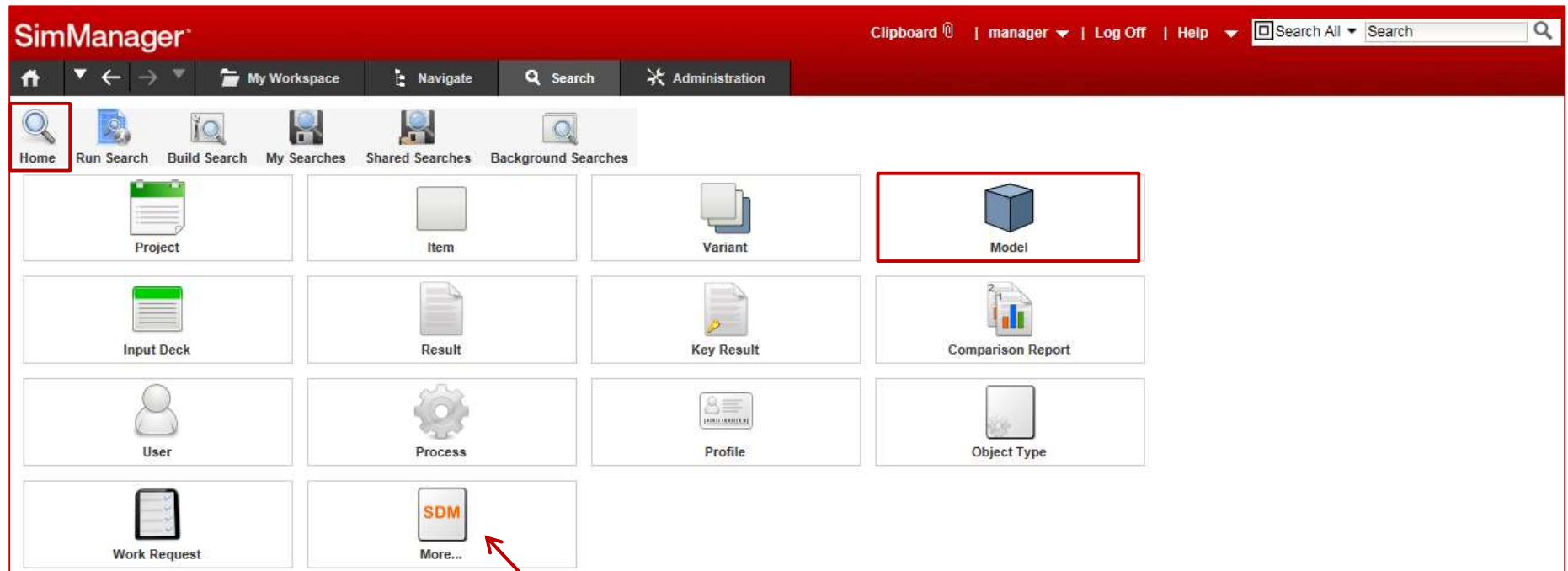
- Easy Search continued
 - This action will take you to the **Search** Workspace tab.
 - A Multiple Object Display will display all objects that match your search.
 - Name, Description, and Label are checked for a match.
 - You can use the **Search Filter Panel** on the left side to further refine the search. (more details on Search Filter Panel is on **Category Search** page)

The screenshot displays the 'Search' workspace in a software application. The interface includes a top navigation bar with 'Home', 'Run Search', 'Build Search', 'My Searches', 'Shared Searches', and 'Background Searches'. A left sidebar contains a 'Search Filter Panel' with checkboxes for 'Only my objects' and 'Only from clipboard', and a list of filters including Name, Label, Owner, Type, Created At, Project, Created By, Release Level, and Domain Context. The main area shows a table of search results with columns: RL, Name, Label, Type, Containing Item, Definition, Project, Count of Variants, Created By, Owner, Created At, and Domain Context. The results are filtered to show items with 'boom', 'hood', or 'piston' in their name or label.

RL	Name	Label	Type	Containing Item	Definition	Project	Count of Variants	Created By	Owner	Created At	Domain Context
1	boom	boom	Item			/Data/excavator	1	Edward Engineer	Edward Engineer	06/07/18; 23:21	Default
0	hood	hood	Item			/Data/hood	2	Andrew Analyst	Andrew Analyst	06/11/18; 21:35	Default
1	Piston	Piston	Item			/Data/engine/engine_3L/piston	2	Molly Manager	Molly Manager	06/12/18; 01:41	Default

Category Search

- Select the “**Search**” tab, and then home to enter the workspace.
- Click on any one of the large icons to initiate search by common object types.



Use “More...” button to access additional object types

Category Search (Cont.)

- Objects matching the search criteria are listed on the right.
 - To organize the information on the MOD, you can use column options and filters.
 - More on Multiple Object Display (MOD) on p. 36.
 - You can use the **Search Filter Panel** on left to refine the search.

The screenshot displays a software interface with a search results table. On the left is a 'Model' search filter panel with options like 'Only latest revisions', 'Only my objects', and 'Only from clipboard'. The main area shows a table of search results with columns: RL, Rev., Name, Label, Format, Project Phase, Type, Definition, Image, Item, Variant, variant Overview, and Base Name. The table contains three rows of data.

RL	Rev.	Name	Label	Format	Project Phase	Type	Definition	Image	Item	Variant	variant Overview	Base Name
0	1	hood_1_Model	hood-V1- hood_1_Model			Analysis Geometry Model			hood	V1		
1	1	boom_modal	boom-V1- boom_modal	SimXpert	Default	Analysis Geometry Model			boom	V1		boom_modal.SimXpert
1	1	boom-cad	boom-V1- boom-cad	Generic Text	Default	Design Model			boom	V1		boom.xmt_txt

Search Filter Panel

- Use *Search Filter Panel* on left side to narrow down your search results. Shown in the Search Workspace.

- Keyword

- Enter text and click **Add**.

- Add a Condition

- Select an attribute (Label, Name, Base Name)
 - Select a condition (=, !=, >=, <=)
 - Enter a string to compare
 - Click the green check.

- Select by attributes “folder” icons

- Created At
 - Type
 - Project
 - Owner
 - Created By
 - Release Level
 - Domain Context
 - Result etc

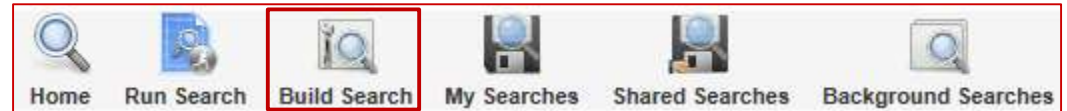
- Count of matching objects is given next to folder.

The screenshot shows two filter conditions in the Search Filter Panel. The first condition is for 'Type' with a dropdown menu set to '=' and a list of options: 'Analysis Geometry Model' and 'Design Model'. The second condition is for 'Release Level' with a dropdown menu set to '=', a text input field containing '0', and a range slider from 0 to 1. Both conditions have a green checkmark icon in the top right corner.

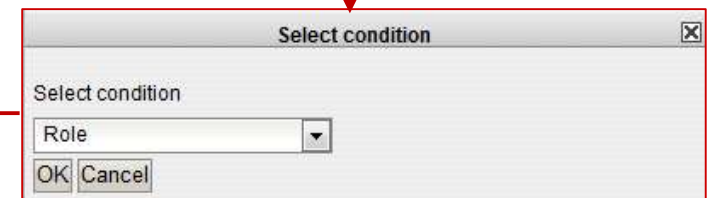
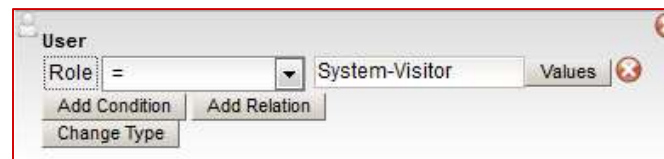
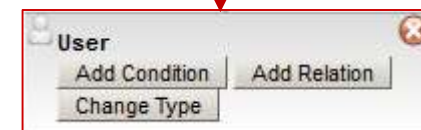
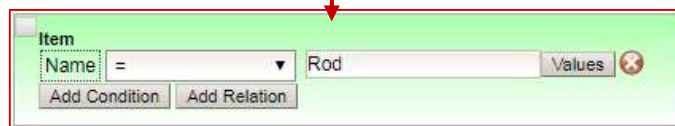
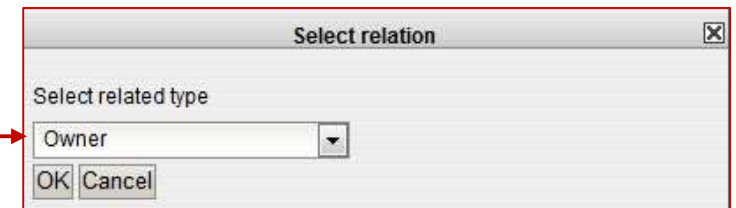
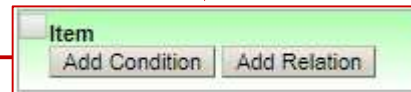
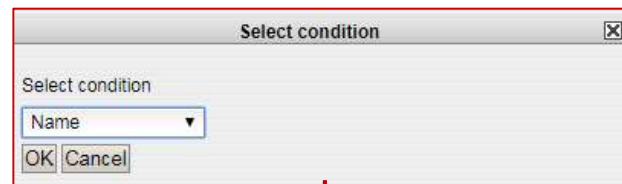
The screenshot shows a list of filter conditions in the Search Filter Panel. The list includes: Name, Label, Owner, Type, Created At, Project, Created By, Release Level, Is Intermediate, Domain Context, Result, and Key Results. Each condition has a folder icon, a trash icon, and a question mark icon. The 'Name' condition is selected, and its details are shown in the top right corner of the panel.

Build Search

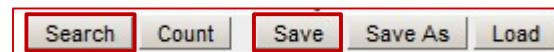
- Construct a complex query
 - Click **Build Search** on toolbar.
 - Select the type of objects to search.
 - Add more criteria:
 - Add Condition** – compare object's attribute to user-supplied value.
 - Add Relation** – look for objects by applying a condition (as above) to related objects.
 - Click **Search**



Note: Build Search Option does not work in IE.

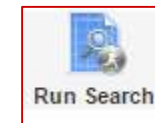
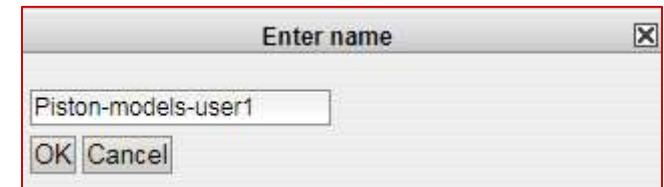
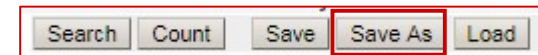


Hint: Save the Search before clicking Search button if you want to reuse it later.



Search Templates

- You can save a set of search criteria that you created using “Build Search.”
 - Create the search criteria as shown on previous slide.
 - Before running the Search, click **Save As**.
 - Enter the name of the search template.
 - Run the search again by selecting **Run Search** on the Search workspace toolbar.
 - View all your saved searches in a MOD table by selecting **My Searches**.



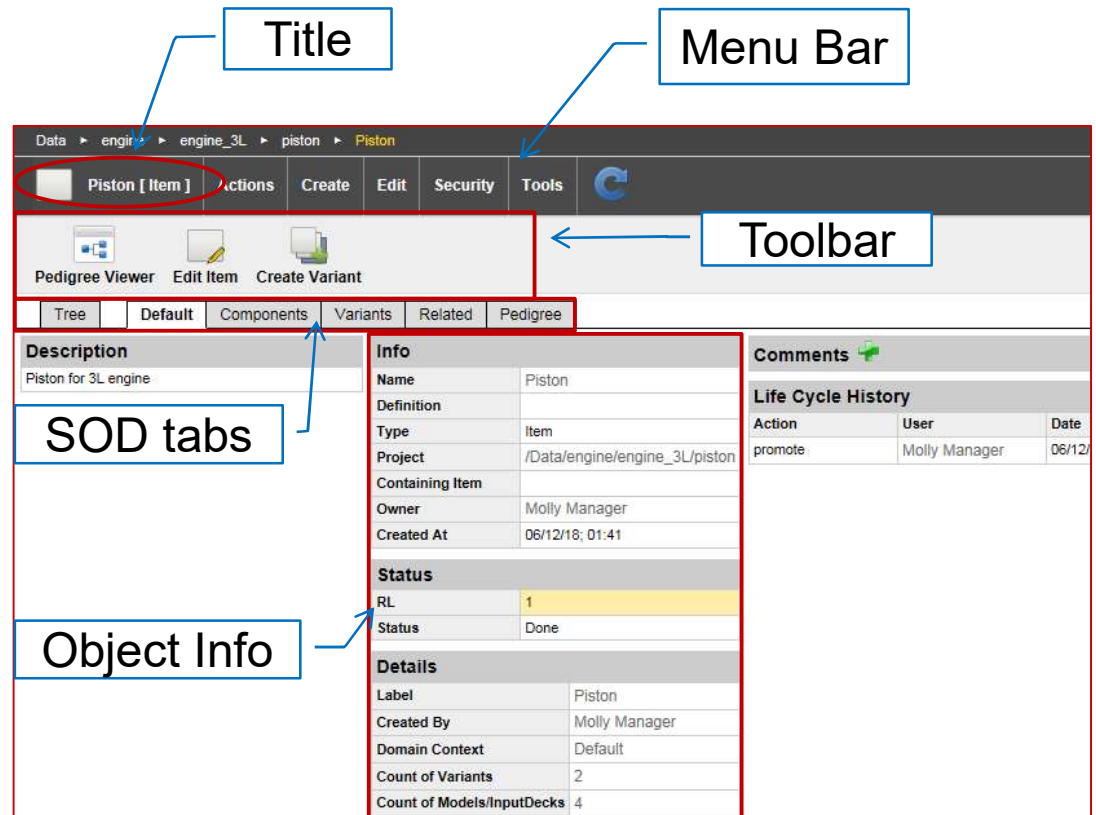
My Searches Actions Create Edit Security Tools Views (Default)						
Pedigree Viewer: Run Search						
Jump to Page : 1 Go < << < 1 > >> > Rows/Page : 10 Displayed Rows: 1 - 2 of 2 Selected Rows: 0						
RL	Name ^	Target Type	Description	Owner	Number of Comments	Domain Context
0	crank-models-user1	Item		Molly Manager		0 Default
0	Piston-models-user1	Item		Molly Manager		0 Default



Viewing and Selecting Objects

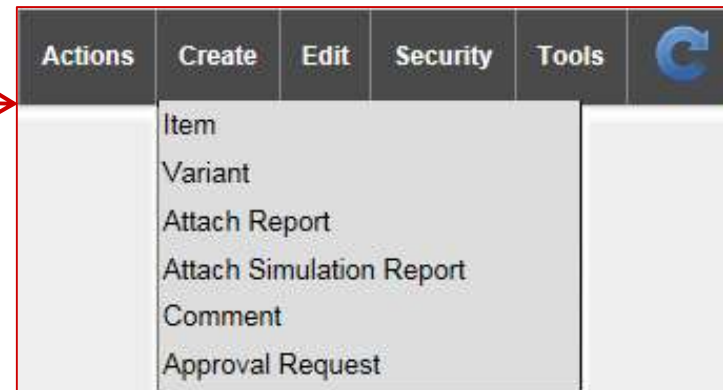
Single Object Display (SOD)

- Information related to a Single Object
 - Title / Menu bar
 - Name and type of object
 - Menus of relevant actions
 - Toolbar
 - Quick access to the most commonly used actions
 - Large, meaningful icons
 - Object Info
 - Displays general properties for the object.
 - SOD tabs
 - Depend on the object type
 - Different views and tasks
- SOD always displays in My Workspace.



SOD Menus

- Menu contents vary by object type. The menus shown here are for an item.
- Actions Menu —
 - Uncategorized and user-published actions
- Create Menu —
 - Actions to create new objects

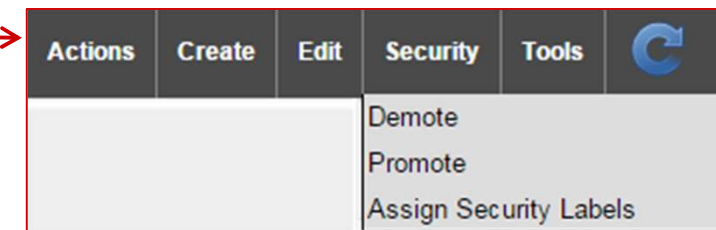


SOD Menus (Cont.)

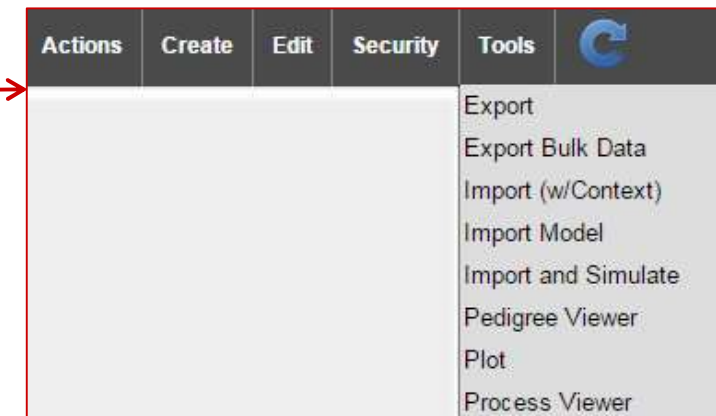
- Edit Menu
 - Tools to modify objects



- Security Menu
 - Tools to perform lifecycle actions



- Tools Menu
 - Additional tools pertaining to the displayed object



SOD Tabs

- Tabs may be different for each object type.
 - **Contents:** available for only objects that contain other objects (Projects, Folders)
 - **Variants:** only on Item SOD; shows Variants created under Item.
 - **Representation:** lists the models and input decks created under the object
 - **Revisions:** only shown for revisable objects, like Model.
 - **Details:** displays additional detailed properties such as dynamic properties and enriched data.
 - **Setup:** on Project SOD, for assigning Users, Profiles, etc.
 - **Relations:** shows related objects.
 - **Process View:** show the process that created the object.
 - **Comments:** Displays comments that have been attached the object.

SOD Tabs (Cont.)

- Item SOD tabs



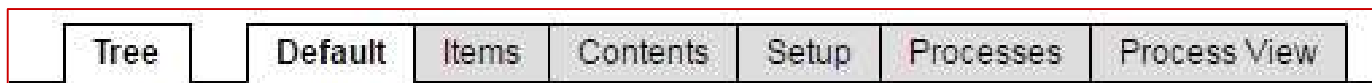
- Variant SOD tabs



- Model SOD tabs



- Project SOD tabs



Multiple Object Display (MOD)

- List of multiple objects in a tabular format.
 - Links to each object in the table.
 - Links to related objects (Owner, Project, etc.).
 - Page navigation controls.
 - Toolbar
 - Usually only displayed if all MOD objects are of the same type.
 - Common actions for that object type.
 - Quick Sort by clicking any column (use Column Options for advanced sorting and filtering).

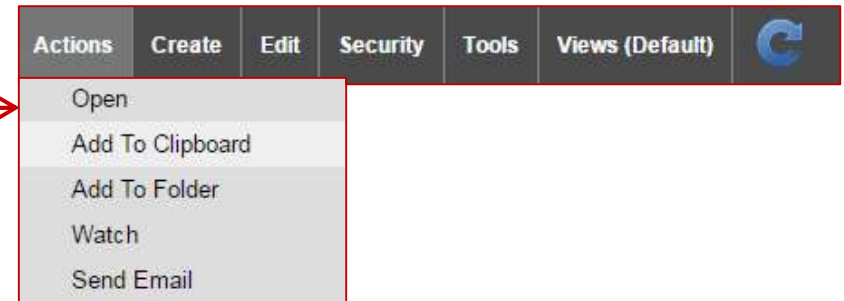
Item Actions Create Edit Security Tools Views (Default) 									
 Pedigree Viewer  Edit Item  Create Variant									
 Jump to Page : 1 Go < << < 1 > >> > Rows/Page : 10 v Displayed Rows: 1 - 1 of 1 Selected Rows: 1									
RL	Name	Label ^	Type	Containing Item	Definition	Project	Count of Variants	Created By	Owner
1	Piston	Piston	Item			/Data/engine/engine_3L/piston	2	Molly Manager	Molly Manager

MOD Menus

- Similar to SOD menus
- Menu contents vary by object type. The menus shown here are for a MOD for models.

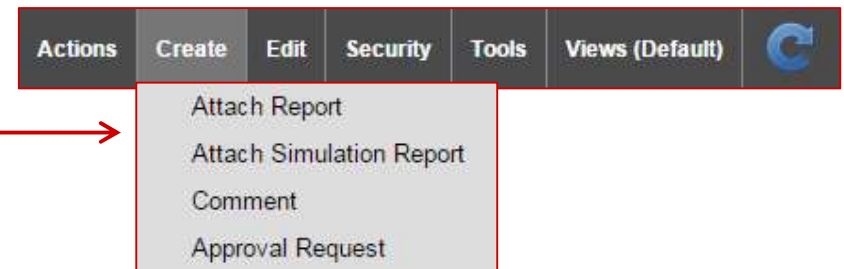
- **Actions Menu**

- Actions that can be performed on selected objects



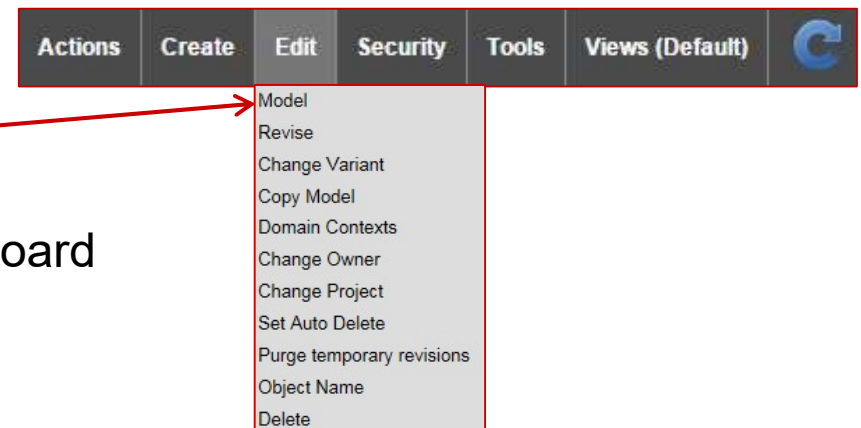
- **Create Menu**

- Actions to create new objects related to the selected objects



- **Edit Menu**

- Modify objects or add to Folder / Clipboard



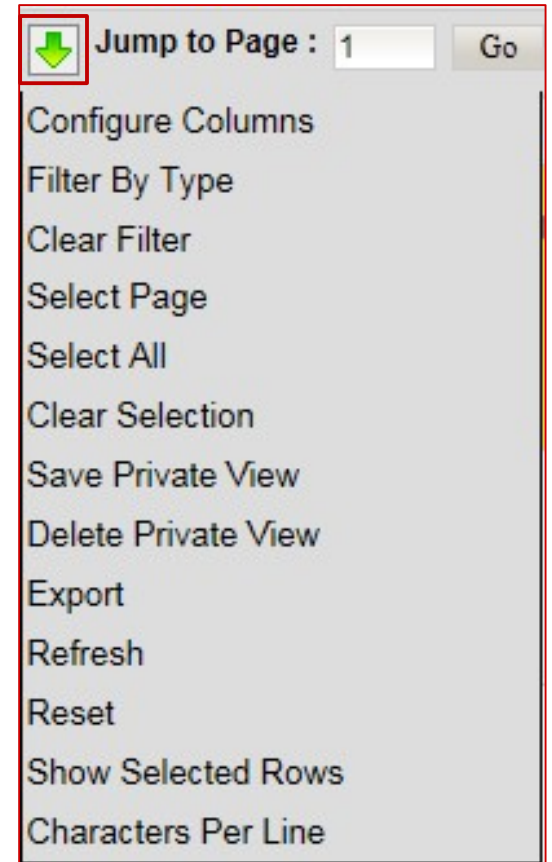
MOD Menus (Cont.)

- **Security Menu**
 - Life cycle actions that can be performed on the selected objects
- **Tools Menu**
 - Additional tools pertaining to the displayed objects
- **Views (Default) Menu**
 - Different levels of details in MOD
 - Views can be saved by a user for each object type
 - Current view displayed in parentheses, for example, **Views (Default)**



MOD Options

- Click green arrow to access MOD Options.
 - **Configure columns:** order columns and Hide/un-hide columns from view.
 - **Filter by type:** select one object type to display
 - **Clear filter:** removes all the filter conditions
 - **Select Page / Select All / Clear selection**
 - **Save or delete private view**
 - **Export** a *.csv file of selected MOD objects
 - **Refresh:** update the display
 - **Reset:** restore MOD to default settings
 - **Show selected rows only**
 - **Set characters per line:** set the number of characters displayed in a table cell.



MOD Column Header Sort Filter

- You can apply sorting and filtering to any column by clicking on that column header.
 - Click **Sort Ascending** or **Sort Descending** to sort the displayed rows by column values in ascending or descending order.
 - Click **Filter** to limit the MOD table display to rows in which the column data satisfies a specific condition or conditions.

RL	Rev	Name	Label	Format	Project Phase	Type	Definition	Image	Item	Variant	variant Overview	Base Name	Count of Revisions
			model			Analysis Geometry Model			hood	V1			1
			boom_modal	SimXpert	Default	Analysis Geometry Model			boom	V1		boom_modal.SimXpert	1

Will display only those models with a release level = 1.

Filter

☒ RL == 1

☐ RL IN 0 1

☐ RL is empty

OK Cancel

MOD Actions

- Performing actions on MOD objects
 - Click on the row of one or more objects to select them.
 - Selected objects are highlighted in yellow.
 - Use the toolbar or menus to select an action to perform.
 - Or right-click on the selection to show the context menu.

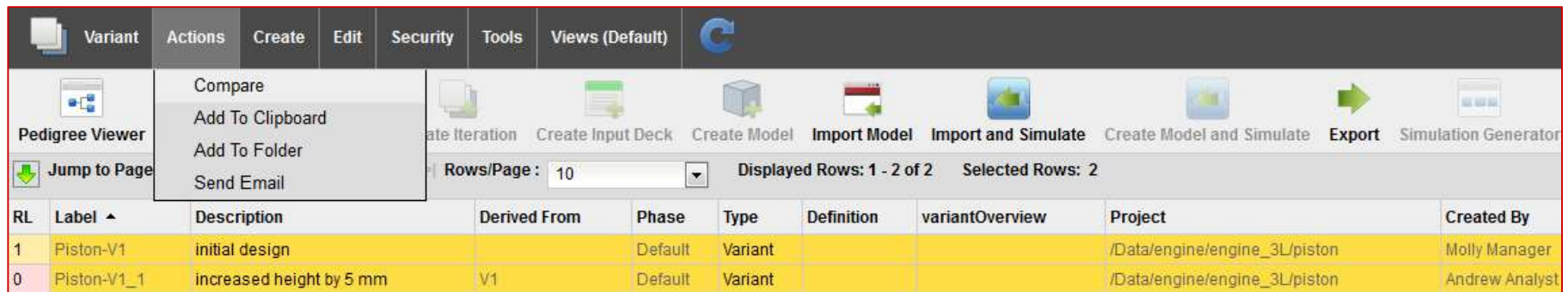
The screenshot displays the 'MOD Actions' web interface. At the top is a navigation bar with tabs: Project, Actions, Create, Edit, Security, Tools, Views (Default), and a refresh icon. Below this is a toolbar with icons and labels for 'Create Item', 'Import Model', 'Create Model and Simulate', 'Import and Simulate', 'Create Work Request', and 'Work Request Overview'. A control bar shows 'Jump to Page : 1', a 'Go' button, navigation arrows, 'Rows/Page : 10', 'Displayed Rows: 1 - 10 of 17', and 'Selected Rows: 1'.

The main content is a table with the following columns: Short Name, Description, Path (globally unique) ▲, Count Of InputDecks, and Remarks. The 'Data' row is highlighted in yellow. A context menu is open over the 'Data' row, showing options: Open, Actions, Create, Edit, Security, and Tools. The 'Tools' option is further expanded, showing sub-options: Project, Domain Contexts, and Change Owner.

Short Name	Description	Path (globally unique) ▲	Count Of InputDecks	Remarks
Data		/Data	0	
engine		/Data/engine	0	
engine_3L		/Data/engine/engine_3L	0	
piston		/Data/engine/engine_3L/piston	4	
excavator		/Data/excavator	1	
hood		/Data/hood	2	
OperationLog		/OperationLog	0	
System	Description for System	/System	0	Remarks for System
Administration	Used to store Administration procedures and resources in the system	/System/Administration	0	
Application	Used to store Application procedures and resources in the system	/System/Application	0	

Compare Objects from MOD

- In a MOD you can compare the data of multiple objects. The **Compare** tool is found on the **Actions** menu of a MOD.
 - Special compare tools exist for certain object types (Assembly Compare, Curve Compare)
- Select objects from the MOD table. Then use **Actions** > “**Compare**.”



The screenshot displays the software's main interface. At the top, a menu bar includes 'Variant', 'Actions', 'Create', 'Edit', 'Security', 'Tools', and 'Views (Default)'. The 'Actions' menu is open, showing options: 'Compare', 'Add To Clipboard', 'Add To Folder', and 'Send Email'. Below the menu, a toolbar contains icons for 'Pedigree Viewer', 'Jump to Page', 'Create Iteration', 'Create Input Deck', 'Create Model', 'Import Model', 'Import and Simulate', 'Create Model and Simulate', 'Export', and 'Simulation Generator'. A status bar indicates 'Rows/Page: 10', 'Displayed Rows: 1 - 2 of 2', and 'Selected Rows: 2'. Below this is a table with the following data:

RL	Label ▲	Description	Derived From	Phase	Type	Definition	variantOverview	Project	Created By
1	Piston-V1	initial design		Default	Variant			/Data/engine/engine_3L/piston	Molly Manager
0	Piston-V1_1	increased height by 5 mm	V1	Default	Variant			/Data/engine/engine_3L/piston	Andrew Analyst

Compare Objects from MOD (Cont.)

- Once you select two objects to compare, this action opens the Compare workspace tab.
 - The comparison results are displayed in a table.
 - Attributes that are different are highlighted.
 - Green: Populated field in this object that is missing from other objects.
 - Grey: missing attributes in this object, whereas other objects are populated.
 - Pink: Both objects have attribute populated, but values are different.
 - Attributes that are the same are not highlighted.
 - Grey text hyperlinks can take you to related objects.

	V1_1	V1
Created At	06/12/18; 22:45	06/12/18; 01:41
Created By	user1	manager
Definition		
Derived From	V1	
Description	increased height by 5 mm	initial design
Domain Context	Default	Default
Label	Piston-V1_1	Piston-V1
Owner	user1	manager
Phase	Default	Default
Project	/Data/engine/engine_3L/piston	/Data/engine/engine_3L/piston
RL	0	1
Type	Variant	Variant
Variant Overview Image File		

Legend
Common data
Difference data with no missing data from other objects
Difference data with missing data from other objects
No data to compare for this object

Compare Objects from MOD (Cont.)

- History
 - If multiple Compare actions have been completed, then you can use the history arrows to return to a previous compare table.
 - If it is new, then it is added to the end of the list.
- **Object Type** label
 - The ObjectType of the currently compared objects displays in the title bar below the history arrows.

The screenshot shows the 'Compare' window in the software. The title bar indicates 'Compare ObjectType: Variant' and 'Available Comparators: Object Attributes'. The main area displays a table of comparison results for two variants, V1_1 and V1. The table lists various attributes such as Created At, Created By, Definition, Derived From, Description, Domain Context, Label, Owner, Phase, Project, RL, Type, and Variant Overview Image File. The 'Description' row for V1_1 shows 'increased height by 5 mm' in red, while V1 shows 'initial design' in red. The 'RL' row shows '0' for V1_1 and '1' for V1, both in red. The 'Type' row shows 'Variant' for both. A legend at the bottom explains the color coding: red for 'Difference data with no missing data from other objects', green for 'Difference data with missing data from other objects', and grey for 'No data to compare for this object'.

	V1_1	V1
Created At	06/12/18; 22:45	06/12/18; 01:41
Created By	user1	manager
Definition		
Derived From	V1	
Description	increased height by 5 mm	initial design
Domain Context	Default	Default
Label	Piston-V1_1	Piston-V1
Owner	user1	manager
Phase	Default	Default
Project	/Data/engine/engine_3L/piston	/Data/engine/engine_3L/piston
RL	0	1
Type	Variant	Variant
Variant Overview Image File		

Legend
Common data
Difference data with no missing data from other objects
Difference data with missing data from other objects
No data to compare for this object

Compare Objects from MOD (Cont.)

- Column headers
 - Assembly compare: the column headers are the names (with links) of the objects (models or variants) being compared.
 - Object compare: the column headers are the object selection order.
- Row Headers
 - Assembly compare: displays the sub model definition name.
 - Object compare: displays names for the object
- Cell Values
 - Values of each object's attributes.

Headers and cells may contain links as indicated by grey text

Compare Results		
	V1_1	V1
Created At	06/12/18; 22:45	06/12/18; 01:41
Created By	user1	manager
Definition		
Derived From	V1	
Description	increased height by 5 mm	initial design
Domain Context	Default	Default
Label	Piston-V1_1	Piston-V1
Owner	user1	manager
Phase	Default	Default
Project	/Data/engine/engine_3L/piston	/Data/engine/engine_3L/piston
RL	0	1
Type	Variant	Variant
Variant Overview Image File		
Legend		
Common data		
Difference data with no missing data from other objects		
Difference data with missing data from other objects		
No data to compare for this object		

Compare Objects from MOD (Cont.)

- Available comparators
 - Shows a sorted list of comparators in a drop-down menu.
 - A much more detailed view is obtained when **All Attributes** is selected.
 - Selecting a new comparator displays the same object list with the new compare display.
- Close workspace button
 - The red “x” at the end of the grey line is the Close workspace button, clicking it closes the **Compare** tab.

The screenshot shows the 'Compare' workspace in a software application. The top navigation bar includes icons for Home, Navigation, Search, Administration, and Compare. The 'Compare' tab is active, showing a table of object attributes for two variants, V1_1 and V1. A red box highlights the 'Available Comparators' dropdown menu, which is currently set to 'Object Attributes'. A red arrow points to the red 'x' icon at the end of the grey line, labeled 'Close workspace'. Another red arrow points to the 'Available Comparators' dropdown, labeled 'Available comparators'.

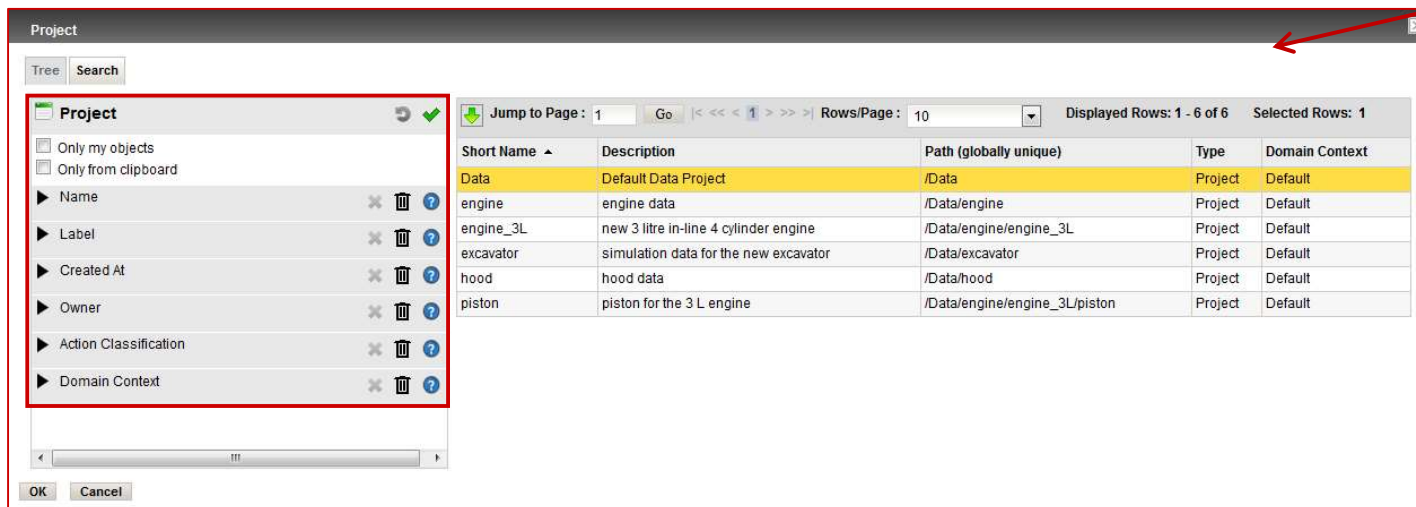
	V1_1	V1
Created At	06/12/18; 22:45	06/12/18; 01:41
Created By	user1	manager
Definition		
Derived From	V1	
Description	increased height by 5 mm	initial design
Domain Context	Default	Default
Label	Piston-V1_1	Piston-V1
Owner	user1	manager
Phase	Default	Default
Project	/Data/engine/engine_3L/piston	/Data/engine/engine_3L/piston
RL	0	1
Type	Variant	Variant
Variant Overview Image File		

Legend
Common data
Difference data with no missing data from other objects
Difference data with missing data from other objects
No data to compare for this object

Advanced Object Selector (AOS)

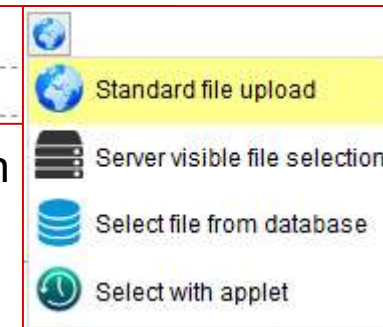
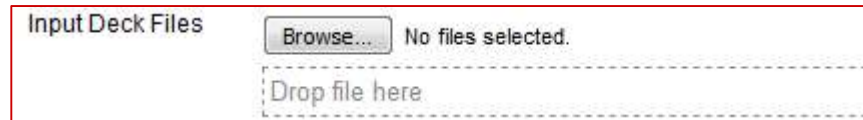
- Often used on input forms for selecting database objects.
 - Contains a list of objects to select and a Search Filter panel.
- An AOS dialog box appears when you click “Select” on certain forms.
- AOS dialog box is similar to a search result.
 - MOD (right side) and Search Filter panel (left side)
 - See **Search Filter Panel** and MOD topics
 - Some object types have a Tree navigation tab available in AOS
- Select object(s) in table and click “OK.”

Select Project*



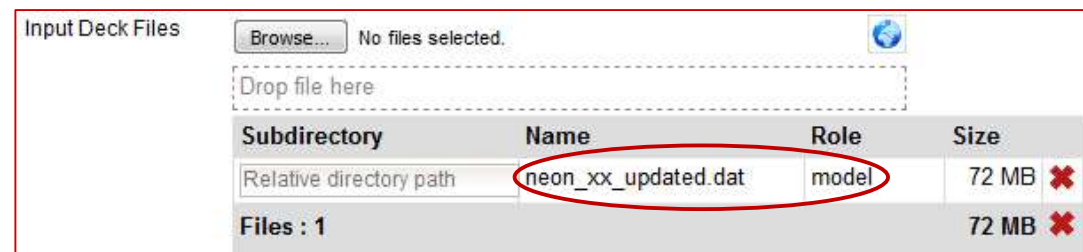
Advanced File Selector (AFS)

- Is commonly used on forms when you need to select a file.



CSFS
Sm Vault
SSFS
Applet

- Before selecting a file, you must first select the location using one of the four icons:
 - Local disk (or CSFS – client side file selection)
 - Single file selection and upload through http.
 - SimManager vault (SmFile objects in Folders)
 - Server side file selection (SSFS)
 - Selection of single file or directory from network and anchor files in import directory.
 - Applet
 - Selection of single files from local file systems and anchor files in import directory.
- Click **Browse** (or Choose File) to initiate a typical file-open dialog box.
- You can remove the file by clicking **Remove**.



Subdirectory	Name	Role	Size
Relative directory path	neon_xx_updated.dat	model	72 MB
Files : 1			72 MB

Domain Contexts

- Domain Context works as a “global variable” or flag that can be applied to projects and objects.
- The Domain Context is an enumerated item and can be configured.
- The Action **Edit Domain Contexts** can be applied to projects and allows the propagation to branch.
- Every created object in such a project will then be assigned to the domain context of the project.
- The user can set filters for the domain context:
 - In Search workspace
 - In AOS dialog box

Exercise

- Perform Workshop 1, “**Home Page**”