



Clipboard, Folders, and Comments

Clipboard

- The Clipboard is a temporary collection of objects.
 - Clipboard contains links to SimManager objects.
 - Clipboard objects are not moved from their original locations.
 - You can perform the following tasks with Clipboard objects:
 - View the object details
 - Collect and use objects needed for the current task.
 - Select Objects from Clipboard.
 - Perform actions on Clipboard objects.
 - Paste from Clipboard into a Folder.

My Clipboard Actions Create Edit Security Tools Views (Default) 						
 Pedigree Viewer  RemoveFromClipboard  Clear Clipboard						
 Jump to Page : 1 Go < << < 1 > >> > Rows/Page : 10 Displayed Rows: 1 - 3 of 3 Selected Rows: 0						
RL	Name ^	Label	Type	Project	Created By	Owner
0	piston		Object Folder	/Data/engine	Andrew Analyst	Andrew Analyst
0	PistonPressure	Piston-V1-PistonPressure	Durability Input Deck	/Data/engine/engine_3L/piston	Andrew Analyst	Andrew Analyst
0	PistonV1_1Thermal	Piston-V1_1-PistonV1_1Thermal	Durability Input Deck	/Data/engine/engine_3L/piston	Andrew Analyst	Andrew Analyst

슬라이드 2

BP1 How to go on Clipboard page.

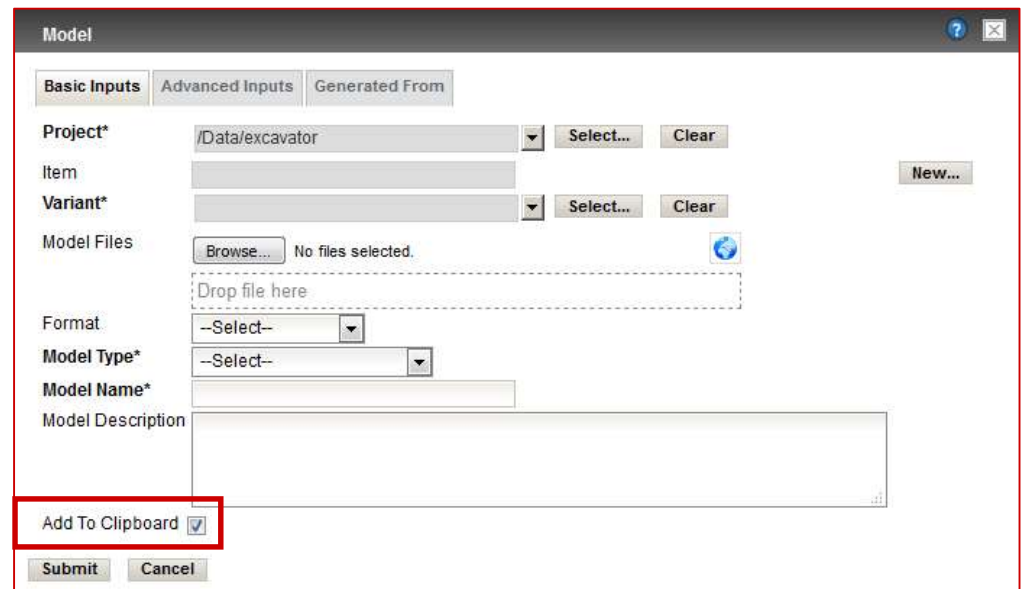
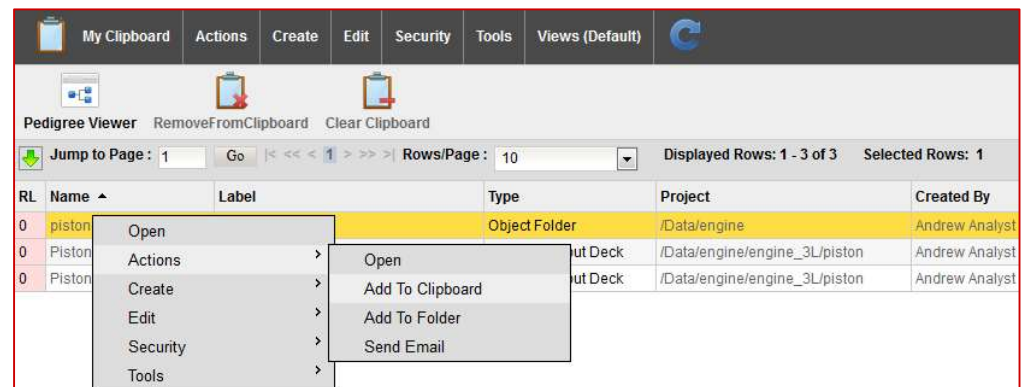
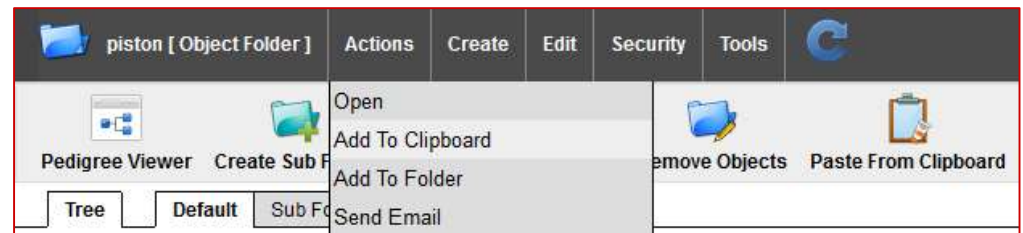
Bipin Pawar, 2017-08-11

VM1 Explained in slide 4

Vaibhav More, 2017-08-21

Add to Clipboard

- Add an object to Clipboard from its SOD
 - Select **Add to Clipboard** from the **Actions** menu
- Add one or more objects to Clipboard from a MOD
 - Select objects first by clicking one or more rows (highlighted in yellow).
 - Select **Add to Clipboard** from the Actions menu or context menu (right-click).
 - Useful for Search Results.
- When creating new objects
 - Select option to **Add to Clipboard**



Clipboard Viewer

- Clipboard viewer is accessible from the Main Menu.
 - Displays Clipboard objects in a MOD.
 - Use typical MOD menus, filters, and sorting to view clipboard objects.
 - Actions you can perform on Clipboard objects:
 - Add to Folder,
 - Remove from Clipboard
 - Right-click on any clipboard object for context-sensitive menu

SimManager

Clipboard user1 | Log Off | Help Search All Search

My Clipboard Actions Create Edit Security Tools Views (Default)

Pedigree Viewer RemoveFromClipboard Clear Clipboard

Jump to Page: 1 Go Rows/Page: 10 Displayed Rows: 1 - 3 of 3 Selected Rows: 1

RL	Name	Label	Type	Project	Created By	Owner	Created At	Domain Context	Shared By	Shared At
0	piston		Object Folder	/Data/engine	Andrew Analyst	Andrew Analyst	06/11/18; 02:27	Default		
0	PistonF		Durability Input Deck	/Data/engine/engine_3L/piston	Andrew Analyst	Andrew Analyst	06/12/18; 22:14	Default		
0	PistonV		Durability Input Deck	/Data/engine/engine_3L/piston	Andrew Analyst	Andrew Analyst	06/12/18; 22:53	Default		

Context Menu:

- Open
- Actions
- Create
- Edit
- Security
- Tools

Sub-menu for Edit:

- Folder
- Add Objects
- Add Files
- Remove Objects
- Paste From Clipboard
- Change Owner
- Delete

슬라이드 4

VM2

I was not able to locate clipboard menu on first glance in image (Attention is caught by Edit button). Maybe we can use different highlight style

Vaibhav More, 2017-08-21

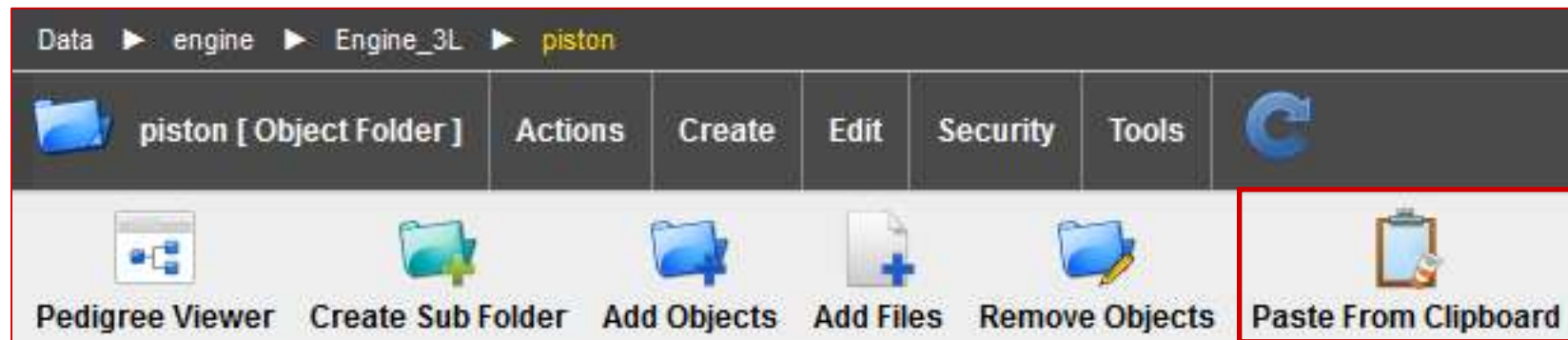
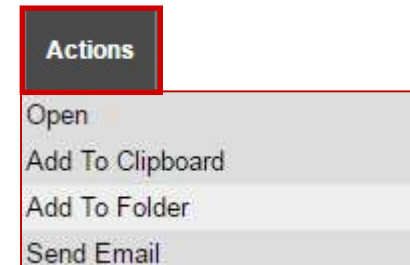
DR1

Yes. Clipboard should be highglhted with a more attracting color box

David Raj, 2017-08-23

Paste from Clipboard

- Paste from Clipboard
 - When objects have been added to the clipboard, they can then be pasted into a Folder.
 - Use **Add to Folder** in Clipboard viewer or
 - **Paste from Clipboard** in a Folder's SOD.



Clipboard: Other Features

- Object selection
 - Put objects on Clipboard that are needed for the current task.
 - Use the Search filter panel in any Advanced Object Selector (AOS) dialog.
 - Select **Only from Clipboard** checkbox at the bottom of the Filter panel
 - Reduces selection list to clipboard objects only.
- Compare
 - Compare two clipboard objects to one another.
 - The comparison results will be displayed in the **Compare Results** page.
 - Same as **Compare** from any MOD.

The screenshot displays the software interface with two main panels highlighted by red boxes. The top panel, titled 'Input Deck', contains three checkboxes: 'Only latest revisions' (unchecked), 'Only my objects' (unchecked), and 'Only from clipboard' (checked). A red arrow points from this panel to the 'Input Deck' section of the main application window. The main application window shows a table with columns: RL, Rev., Name, Label, Description, Base Name, Format, and Project. The table contains two rows of data for 'PistonV1_1Thermal' and 'PistonPressure'. The bottom panel, titled 'Compare Results', shows a comparison between 'PistonPressure, r1' and 'PistonV1_1Thermal, r1'. The table lists various attributes such as Base Name, Checked Out At, Created By, Description, Domain Context, Edit Revision Number, Format, Generated From Object, Generated From Result, Item, KeyResults, Label, Name, Owner, Project Phase, RL, Scenarios Modelled, Simulation Def, Type, Variant, and Variant Overview. The table is color-coded to show differences between the two objects.

Input Deck

- ☐ Only latest revisions
- ☐ Only my objects
- ☒ Only from clipboard

Input Deck

RL	Rev.	Name	Label	Description	Base Name	Format	Project
0	1	PistonV1_1Thermal	Piston-V1_1-Thermal		PistonV1_1Thermal.bdf	Nastran	Default
0	1	PistonPressure	Piston-V1-PistonPressure		PistonPressure.bdf	Nastran	Default

Compare Results

Compare Object Type	Durability Input Deck	Available Comparators	Object Attributes
Base Name	PistonPressure.bdf		PistonV1_1Thermal, r1
Checked Out At			
Checked Out by User			
Created At	06/12/18, 22:14		06/12/18, 22:53
Created By	user1		user1
Description			
Domain Context	Default		Default
Edit Revision Number	1		1
Format	Nastran		Nastran
Generated From Object			
Generated From Result			
Item	Piston		Piston
KeyResults	PistonStructural_FaceDeform PistonStructural_MaxStress StressPlot		PistonThermal_TempPin PistonThermal_TempRing1 TempContour
Label	Piston-V1-PistonPressure		Piston-V1_1-PistonV1_1Thermal
Name	PistonPressure		PistonV1_1Thermal
Owner	user1		user1
Project Phase	Default		Default
RL	0		0
Scenarios Modelled			
Simulation Def			
Type	Durability Input Deck		Durability Input Deck
Variant	V1		V1_1
Variant Overview			

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

Folders

- A Folder is an ad-hoc collection of objects and/or files
- Flexible ability for user to organize data objects (links)
- A Folder can be created in a project
- To allow for more detailed organization, Sub Folders may be created within Folders.
- SM Objects can be “linked” in a folder for direct access
- Files can be imported to a folder without a relation to an object type
 - File is stored in the vault as a SmFile object
 - Not an qualified object
 - Selecting a SMFile through AFS in a “New xxx” dialog will make it a qualified object
- Unlike Clipboard, a Folder can be shared among multiple users
 - Enables collaboration



슬라이드 7

VM3

Can we put a partition slide that helps us to know that we are going to learn new section (example here : Folders)

Vaibhav More, 2017-08-21

DR2

Good idea. I noticed that the same needs to be applied in all the PPTS

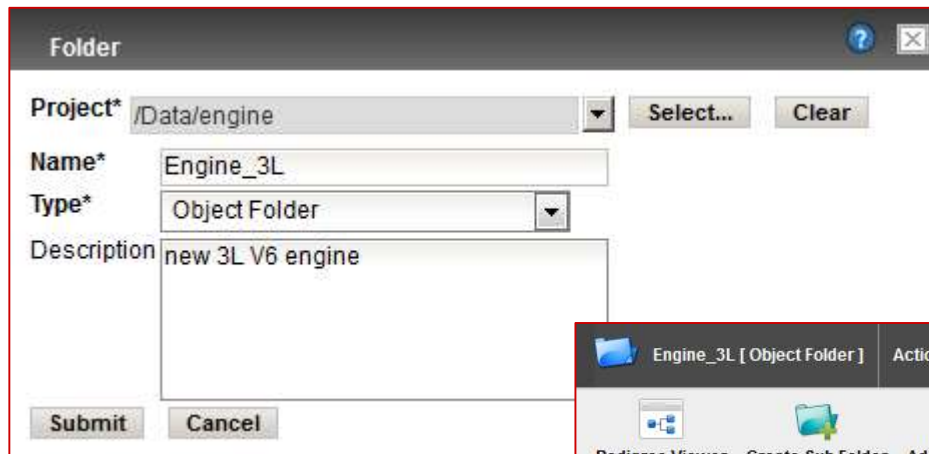
David Raj, 2017-08-23

Folders (Cont.)

- Access control and release levels of folders
 - Folders underlie the same access control and life-cycle rules as any other SimManager data object.
 - Every folder is linked to a Project. The user can control the visibility of a folder through its release level.
 - Folders have no 'dependencies', so a release applied to Folder is not automatically applied to the objects linked into the folder.
 - A user who can 'see' a Folder will not necessarily see all the objects in the folder, as his privileges might not allow him to view the object.

Create New Folder

- Use **Create > Folder** action on **Project SOD** toolbar
 - After **Submit**, **Folder SOD** is shown
 - Use menu and toolbar actions to populate the Folder
 - Add Objects To Folder, Add Files, etc.



Folder

Project* /Data/engine Select... Clear

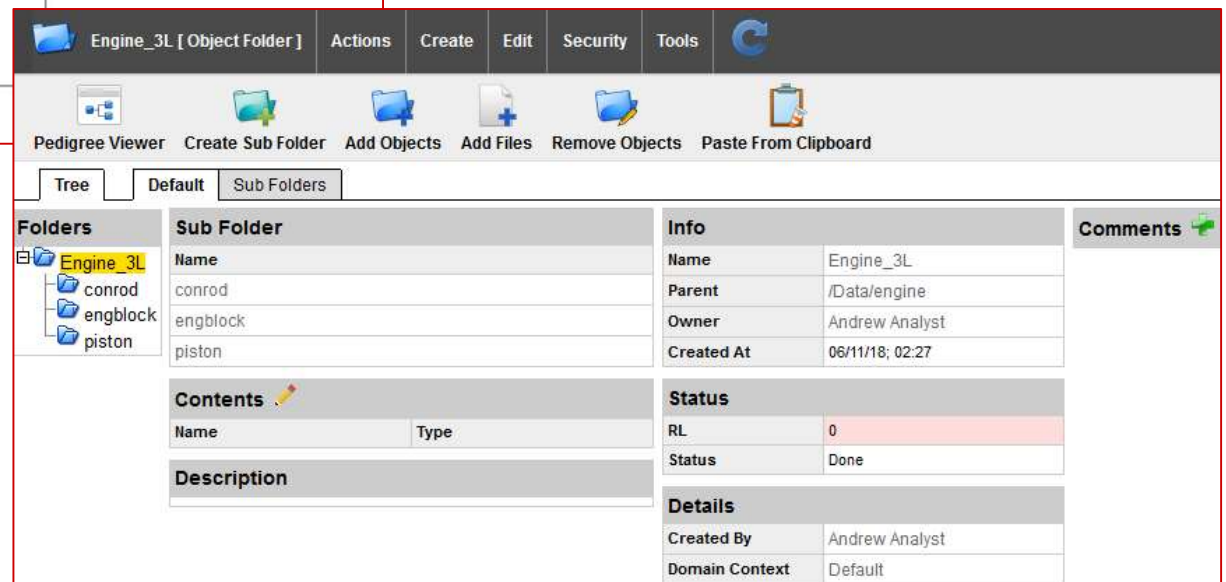
Name* Engine_3L

Type* Object Folder

Description new 3L V6 engine

Submit Cancel

Objects placed in folders do not need to belong to the same Project.



Engine_3L [Object Folder] Actions Create Edit Security Tools

Pedigree Viewer Create Sub Folder Add Objects Add Files Remove Objects Paste From Clipboard

Tree Default Sub Folders

Folders

- Engine_3L
 - conrod
 - engblock
 - piston

Sub Folder

Name
conrod
engblock
piston

Contents

Name	Type
------	------

Description

Info

Name	Engine_3L
Parent	/Data/engine
Owner	Andrew Analyst
Created At	06/11/18; 02:27

Status

RL	0
Status	Done

Details

Created By	Andrew Analyst
Domain Context	Default

Comments

슬라이드 9

VM4

Instead of showing seperate Ad objects, Add files we can highlight the toolbar from the image itsel

Vaibhav More, 2017-08-21

DR3

I think it is OK to show Add Objects Icon seperately as highlighting two actions on the toolbar is confusing

David Raj, 2017-08-23

Create New Sub Folder

- Organize Folders in a hierarchical structure if desired
- Select “**Create Sub Folder**” from **Folder** SOD context
 - Sub Folder always has a Parent folder.
 - Multi-level Folder structures are allowed.



Sub Folder

Parent Folder* Engine_3L [Select...] [Clear]

Name* conrod

Type* Object Folder

Description

[Submit] [Cancel]

conrod [Object Folder] Actions Create Edit Security Tools

Pedigree Viewer Create Sub Folder Add Objects Add Files Remove Objects Paste From Clipboard

Tree Default Sub Folders

Folders		Contents		Info		Comments
Name	Type	Name	Type	Name	Value	
Engine_3L	Folder	conrod	Object Folder	Name	conrod	
conrod	Object Folder	conrod-result.png	Sm File	Parent	Engine_3L	
engblock	Folder	conrod.bdf	Sm File	Owner	Andrew Analyst	
piston	Folder	conrod.png	Sm File	Created At	06/11/18; 02:27	
		conrod.x_t	Sm File	Status		
		conrod.xdb	Sm File	RL	0	
		ConRod5mm.SimXpert	Sm File	Status	Done	
		ConRodStatic-5mm.bdf	Sm File	Details		
				Created By	Andrew Analyst	
				Domain Context	Default	

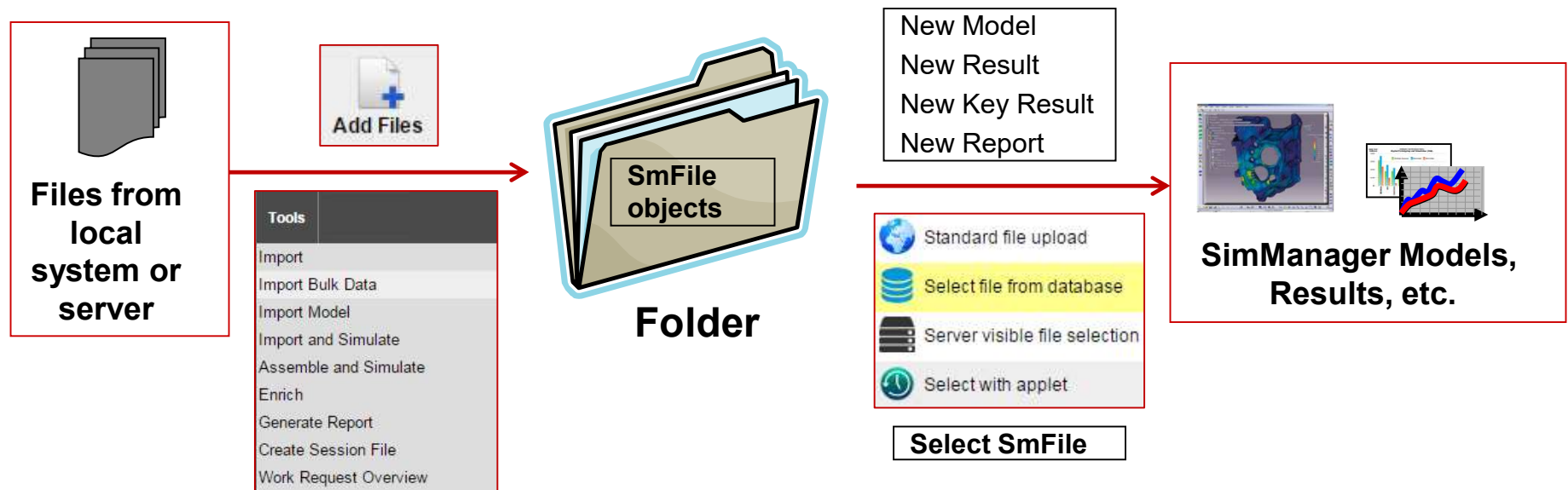
Using Folders

- Collect any SimManager objects (Items, Models, Results, etc.) in a Folder for quick access
 - From any SOD or MOD you can “Add to Folder” (on Actions menu)
 - From a Folder SOD: “Add Objects to Folder” icon
- Home page access to My Folders
 - Shows recently accessed Folders
 - Click **View All** to see complete list



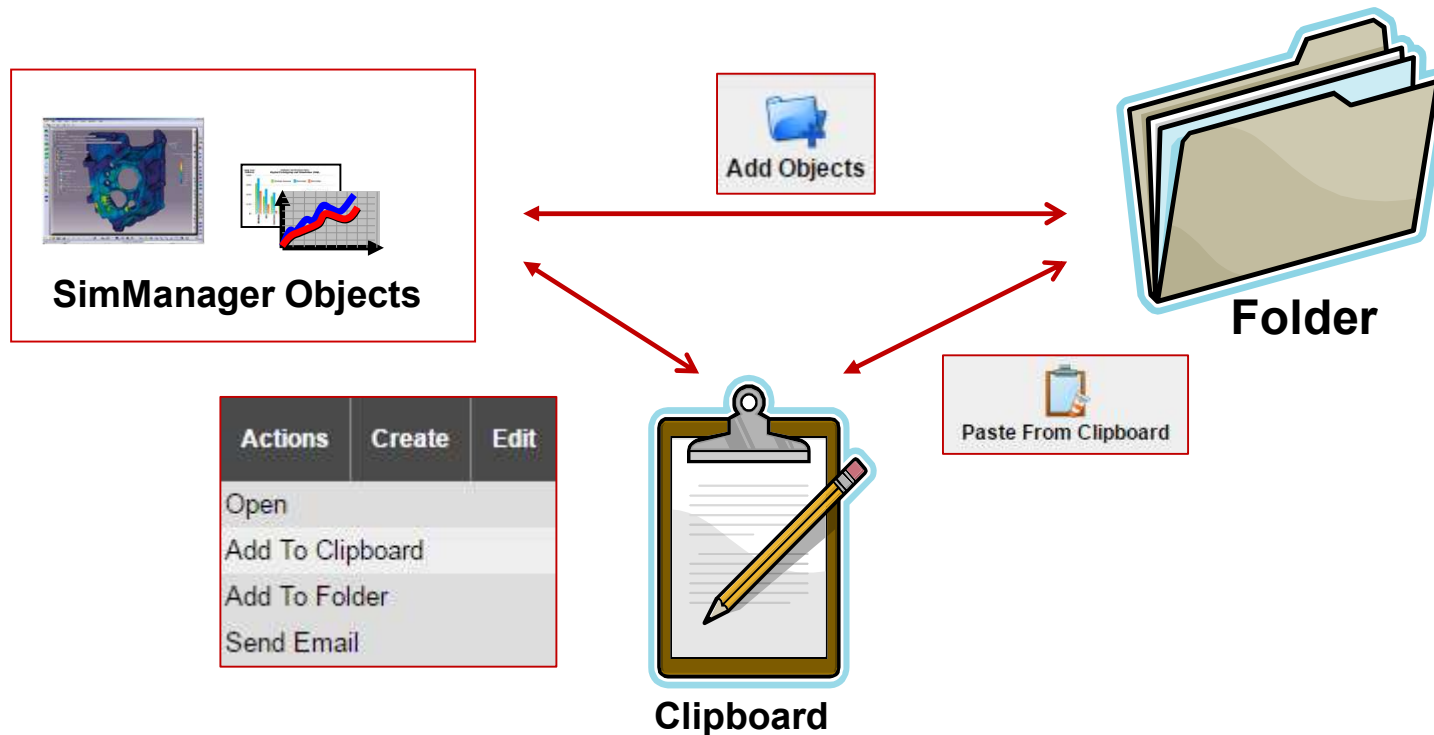
Using Folders (Cont.)

- Import files into a Folder
 - On **Folder** SOD, select **Add Files** on toolbar
 - On **Project** SOD, select **Import Bulk Data** on Tools menu
 - “Directory Structure Import” will create folders and place files in them
 - Folder files (SmFile objects) can later be used to create database objects
 - New Model, New Result, New Key Result, etc.



Using Folders (Cont.)

- Use Folder and Clipboard together
 - Clipboard is similar to MS Office clipboard concept
 - Copy objects to clipboard and paste to Folder
 - Or put Folder objects on Clipboard for the current task



Why use Folders or Clipboard?

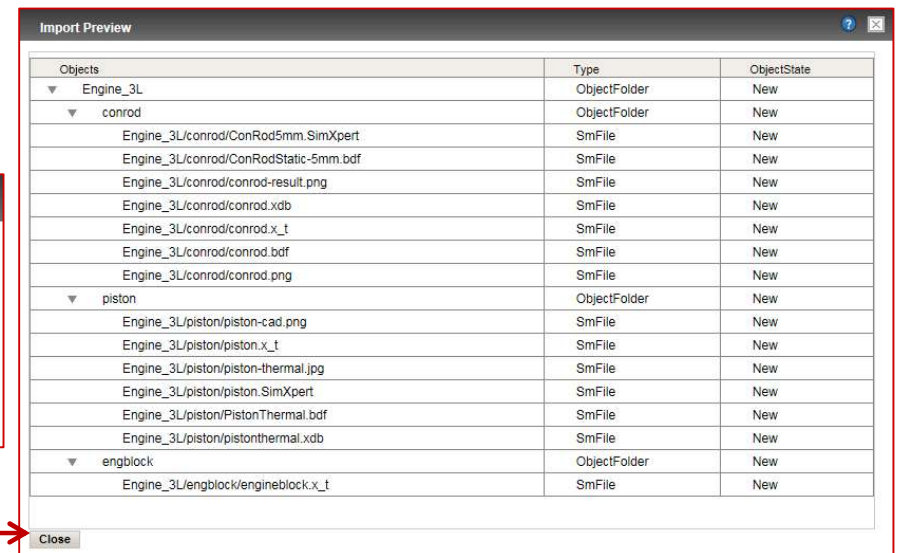
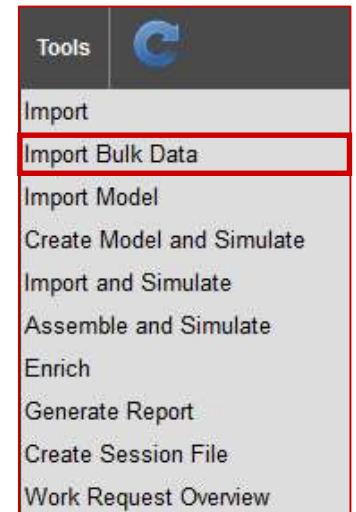
- As the number of objects in SimManager becomes larger, Folders and Clipboard become more useful
- With a large database, finding objects becomes more cumbersome.
 - Once you find something of interest you want to “park” it somewhere for quick access
 - Folders and Clipboard are both useful for this
- Folders can be shared by many users; in this case you may not always control the content.
- Folders can be organized into SubFolders whereas the Clipboard is a flat list
- Clipboard is personal for each user and is persisted between sessions.

Case Study: Folder Management

- An analysis engineer has a collection of files that he wants to publish to SimManager.
 1. Import Bulk Data, *Directory Structure* option, is used to create a Folder structure and add files to Folders in SimManager
 2. After creating a new Item / Variant, the engineer uses one of the Folder files to create a Design Model.
 3. Several other Folder files are placed on the Clipboard, where they are used to create analysis model and results.
 4. As CAE objects are created in the Engine project they are added to the respective Folders, which can be shared among the team

Step 1. Import Data into Folder

- Prepare a *.zip file with directory structure that is the same as the desired Folder structure in SimManager.
- **Import Bulk Data** is initiated from **Tools** menu of a **Project SOD**
- Select “Directory Structure Import”
- Browse to *.zip file containing directories and files
- Preview, to see the objects to be created.

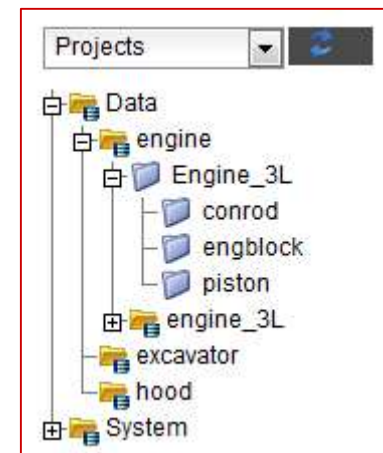


Step 1. Import Data into Folder (Cont.)

- On **Submit**, all created objects are shown in a MOD
- Folders and Sub Folders are created that mirror the directories of the zip file.
 - Imported files are “SmFile” objects (not simulation objects yet)

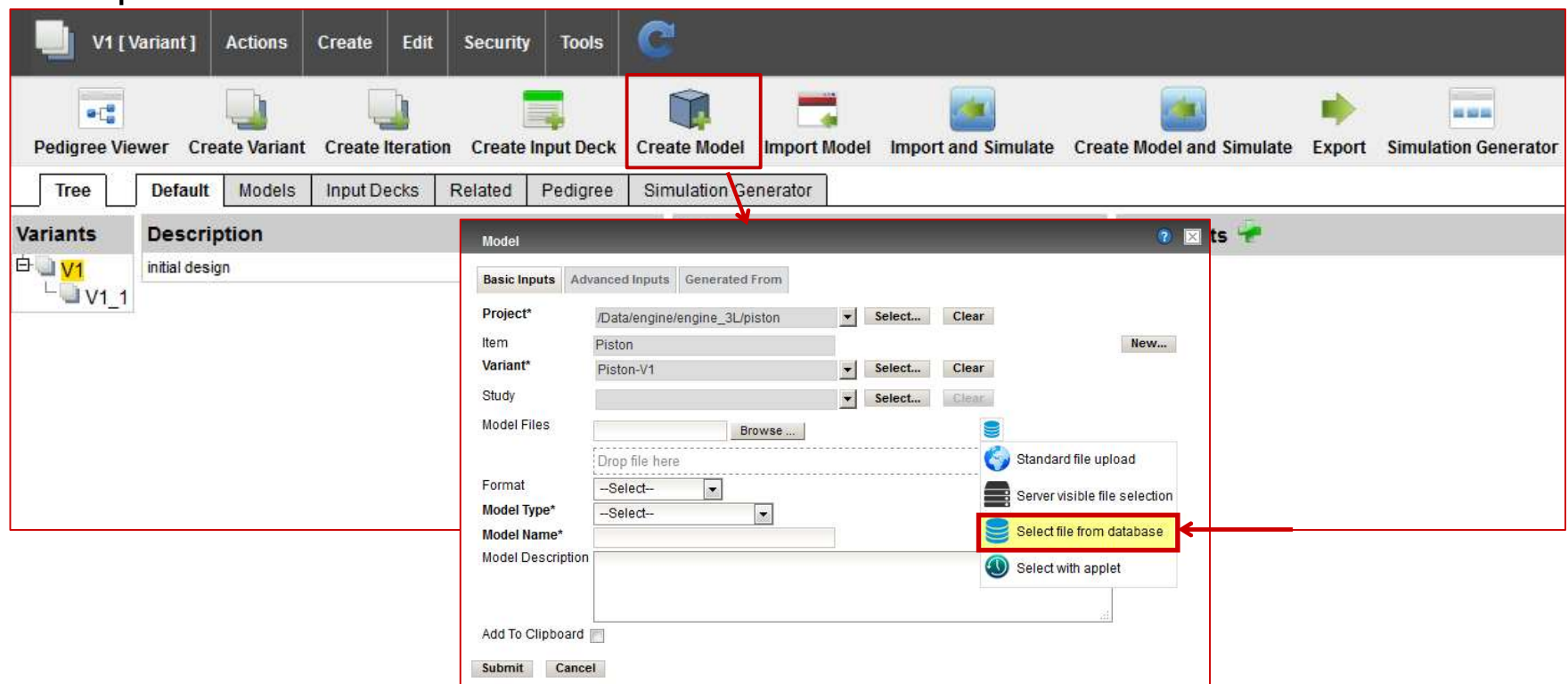
Object Info	
Name	Import Data
Status	Done
Owner	Andrew Analyst
Project	/Data/engine

Properties	
Label	Import Data
Status	Done
Job Id	
Execution Host	unknown
Job Queue Log File Directory	unknown
Output File Directory	unknown
Owner	user1
CPU Time	unknown
Memory Usage	unknown
Start Time	06/11/18; 02:27
End Time	06/11/18; 02:27
Queue	
Domain Context	Default



Step 2. Using Folder Data

- A “SmFile” object in a Folder is used to create a design model in SimManager.
 - The analysis engineer creates a new “piston” Item and initial Variant, “V1”, in the Engine project.
 - He then creates a new design model with **Create Model** action.
 - Instead of selecting the model file from local directory, SimManager vault option is selected.



Step 2. Using Folder Data (Cont.)

- If recently imported, the desired SmFile may be on the SM Vault file selection.
- Otherwise select file from the “**Local disk**”.
- Locate the CAD geometry file for the piston.
- Complete the rest of **Model** dialog box.
- Click **Submit**

Model

Basic Inputs | Advanced Inputs | Generated From

Project* /Data/engine/engine_3L/piston Select... Clear

Item Piston New...

Variant* Piston-V1 Select... Clear

Study Select... Clear

Model Files Browse...

Drop file here

Subdirectory	Name	Role	Size
Relative directory path	piston.x_t	model	23 kB

Files : 1 23 kB

Format Generic Text

Model Type* Design Model

Model Name* piston

Model Description parasolid model of piston v1

Add To Clipboard ☒

Submit Cancel

Hint: Select **Add To Clipboard** for quick access to the newly created Model object

SM Vault file selection

14 files out of 14 are shown

Name	Last modified	Size
conrod-result.png	2018-06-11 14:57	127671 kB
conrod.bdf	2018-06-11 14:57	779963 kB
conrod.png	2018-06-11 14:57	4876 b
conrod.xdb	2018-06-11 14:57	2580480 kB
conrod.x_t	2018-06-11 14:57	32544 kB
ConRod5mm.SimXpert	2018-06-11 14:57	2434057 kB
ConRodStatic-5mm.bdf	2018-06-11 14:57	1480810 kB
engineblock.x_t	2018-06-11 14:57	13603 kB
piston-cad.png	2018-06-11 14:57	38524 kB
piston-thermal.jpg	2018-06-11 14:57	57281 kB
piston.SimXpert	2018-06-11 14:57	1399378 kB
piston.x_t	2018-06-11 14:57	24031 kB
PistonThermal.bdf	2018-06-11 14:57	798122 kB
pistonthermal.xdb	2018-06-11 14:57	917504 kB

Filter: All

OK Close

Step 3. Using Clipboard

- Copy files to Clipboard
 - To copy several files in the **Piston** Folder (imported in Step 1) to the Clipboard.
 - Select **Actions** and add to clipboard.

The screenshot shows the software interface with the 'piston' folder selected. The 'Actions' menu is open, and 'Add To Clipboard' is highlighted. The 'Contents' table lists the files in the 'piston' folder:

Name	Type
piston-cad.png	Sm File
piston-thermal.jpg	Sm File
piston.SimXpert	Sm File
piston.x_t	Sm File
PistonThermal.bdf	Sm File
pistonthermal.xdb	Sm File

The 'Info' panel on the right shows details for the 'piston' folder:

Info	
Name	piston
Parent	Engine_3L
Owner	Andrew Analyst
Created At	06/11/18; 02:27
Status	
RL	0
Status	Done
Details	
Created By	Andrew Analyst
Domain Context	Default

Note: Using “Add to Clipboard” from Actions menu, would only add the Folder object, not the selected table objects. Use context menu instead.

Step 3. Using Clipboard (Cont.)

- Use Clipboard objects in creating new analysis model
 - Select **Create Model** from **Piston-V1** Variant SOD
 - This is very similar to Step 2. Again the SimManager file option is chosen, then click **Browse** button.
 - Select SimXpert model and click **OK**

Model

Basic Inputs | Advanced Inputs | Generated From

Project* /Data/engine/engine_3L/piston Select... Clear

Item Piston

Variant* Piston-V1 Select... Clear

Study Select... Clear

Model Files Browse...

Drop file here

Subdirectory Name Role

Relative directory path piston.SimXpert model

Files : 1

Format Generic Text

Model Type* Design Model

Model Name* piston

Model Description

Add To Clipboard ☒

Submit Cancel

SM Vault file selection

14 files out of 14 are shown

Name ▲	Last modified	Size
conrod-result.png	2018-06-11 14:57	127671 kB
conrod.bdf	2018-06-11 14:57	779963 kB
conrod.png	2018-06-11 14:57	4876 b
conrod.xdb	2018-06-11 14:57	2580480 kB
conrod.x_t	2018-06-11 14:57	32544 kB
ConRod5mm.SimXpert	2018-06-11 14:57	2434057 kB
ConRodStatic-5mm.bdf	2018-06-11 14:57	1480810 kB
engineblock.x_t	2018-06-11 14:57	13603 kB
piston-cad.png	2018-06-11 14:57	38524 kB
piston-thermal.jpg	2018-06-11 14:57	57281 kB
piston.SimXpert	2018-06-11 14:57	1399378 kB
piston.x_t	2018-06-11 14:57	24031 kB
PistonThermal.bdf	2018-06-11 14:57	798122 kB
pistonthermal.xdb	2018-06-11 14:57	917504 kB

Filter: All

OK Close

Step 3. Using Clipboard (Cont.)

- Complete the rest of the dialog box and **submit**
- Any time you see these icons you have the option of selecting SmFile objects from SimManager vault (using AOS)
- Similar procedure can be used to create Results, Key Results, Reports, etc.

Model

Basic Inputs | Advanced Inputs | **Generated From**

Derived From Models

Label ▾ Select... Remove Clear

No Records Selected

Generated From

Label ▾ Select... Remove Clear

No Records Selected

Generated From Result

Label ▾ Select... Remove Clear

No Records Selected

Generated From Object

Label ▾ Select... Remove Clear

No Records Selected

Submit Cancel

Model

Basic Inputs | Advanced Inputs | Generated From

Project* /Data/engine/engine_3L/piston Select... Clear

Item Piston New...

Variant* Piston-V1 Select... Clear

Study Select... Clear

Model Files Browse ...

Drop file here

Subdirectory	Name	Role	Size
Relative directory path	piston.SimXpert	model	1366 kB

Files : 1 1366 kB

Format Generic Text

Model Type* Design Model

Model Name* piston

Model Description

Add To Clipboard

Submit Cancel

Model

Basic Inputs | **Advanced Inputs** | Generated From

Image File Browse ...

Drop file here

Text Attributes Add

Real Attributes Add

Number Attributes Add

Submit Cancel

슬라이드 22

BP2 specify dialog box name
Bipin Pawar, 2017-08-11

DR4 Not needed
David Raj, 2017-08-23

Step 4. Add CAE Objects to Folder

- As new CAE objects are created they can be organized into Folders.
 - For example, an analysis engineer may manage a folder in which is always kept the most promising design iteration.
 - Using **Add to Folder**, the analysis engineer places the item/ variant, model, image, and key results in a Folder where his manager can quickly find them.
 - The analysis engineer can remove previous iterations from the Folder without affecting their status in the database.

My Clipboard

Actions

Create

Edit

Security

Tools

Views (Default)

Pedigree Viewer

Remove

Jump to Page :

1

Compare

Add To Clipboard

Add To Folder

Watch

Send Email

Items/View/Page :

10

Displayed Rows: 1 - 6 of 6

Selected Rows: 2

RL	Name ^		Type	Project	Created By	Owner
0	piston	Piston-V1-piston	Design Model	/Data/engine/engine_3L/piston	Andrew Analyst	Andrew Analyst
0	piston		Object Folder	/Data/engine	Andrew Analyst	Andrew Analyst
0	piston-cad.png		Sm File	/Data/engine	Andrew Analyst	Andrew Analyst
0	piston-thermal.jpg		Sm File	/Data/engine	Andrew Analyst	Andrew Analyst
0	PistonPressure	Piston-V1-PistonPressure	Durability Input Deck	/Data/engine/engine_3L/piston	Andrew Analyst	Andrew Analyst
0	PistonV1_1Thermal	Piston-V1_1-PistonV1_1Thermal	Durability Input Deck	/Data/engine/engine_3L/piston	Andrew Analyst	Andrew Analyst

Adding a Comment

- Add Comment
 - Add note, warning, or alert text attached to an object.
 - A file can be attached if further explanation is needed.
 - Under **Comments**, click green “+”.
 - You can also use **Create > Comment** from the menu.

The screenshot displays the software interface for a design model. The breadcrumb navigation at the top shows the path: Data > engine > engine_3L > piston > Piston > V1 > piston. The 'Create' menu is open, showing options: Attach Report, Attach Simulation Report, Comment (highlighted with a red box), and Approval Request. The 'Comments' section on the right is also highlighted with a red box, showing a green plus icon. Below the 'Comments' section, there is a table with the following data:

Role	Name	Size
model	piston.SimXpert	1366 kB

The 'Info' section on the left provides details about the 'piston' object:

Info	
Name	piston
Format	Generic Text
Type	Design Model
Definition	
Project	/Data/engine/engine_3L/piston
Variant	V1
Project Phase	Default
Owner	Andrew Analyst
Created At	06/14/18; 21:06
Is Active	true

Adding a Comment (Cont.)

- Under **Comment** dialog box, create your comment or attach a file.
- Once you **Submit** the form, the comment appears under the **Comments** tab in the SOD of the object.

Comment

Subject* New Design Coming

Detailed Comments A new variant will release this week

Attach File No file selected.

Drop file here

Comment Type Alert

Selected Object Piston-V1-piston

piston [Design Model] Actions Create Edit Security Tools

Pedigree Viewer Edit Model Revise Model Copy Model Import Model To PreProcessor Generate Report Export Model Simulate Models

Tree Default Components Revisions Related Pedigree

Description

Info

Name	piston
Format	Generic Text
Type	Design Model
Definition	
Project	/Data/engine/engine_3L/piston
Variant	V1
Project Phase	Default

Comments

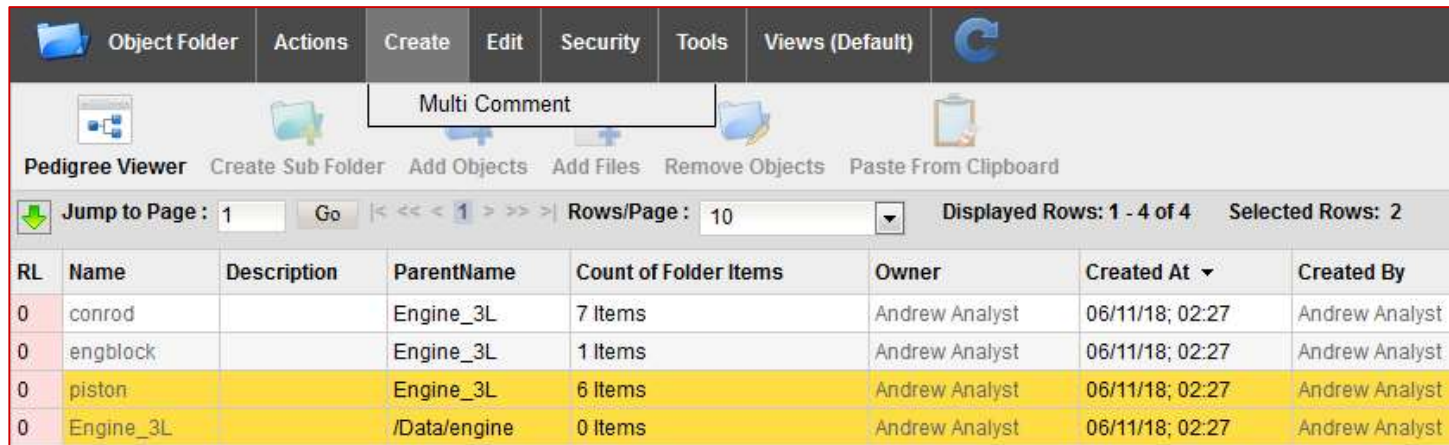
New Design Coming A new variant will release this week Andrew Analyst 2 s ago

Files

Role	Name	Size
model	piston.SimXpert	1366 kB

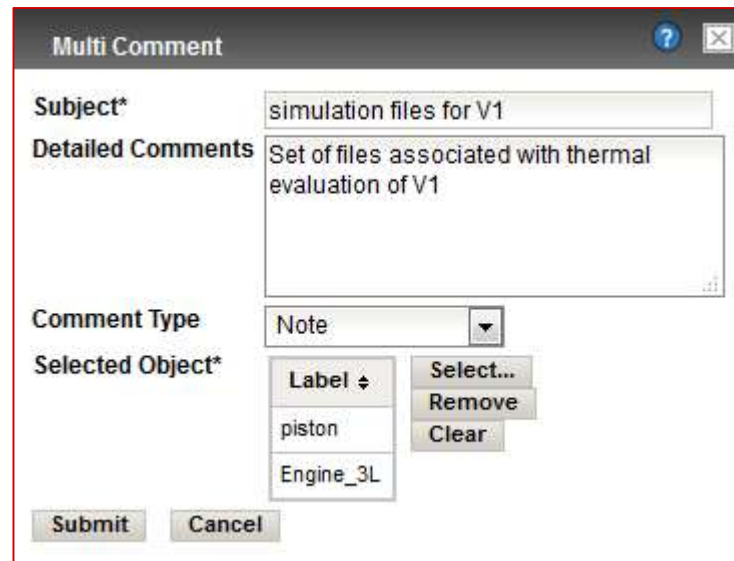
Add Multi-comment

- Add Multi Comment
 - Adds the same comment to multiple objects.



The screenshot shows the 'Pedigree Viewer' application window. At the top is a menu bar with 'Object Folder', 'Actions', 'Create', 'Edit', 'Security', 'Tools', and 'Views (Default)'. Below the menu bar is a toolbar with icons for 'Pedigree Viewer', 'Create Sub Folder', 'Add Objects', 'Add Files', 'Remove Objects', and 'Paste From Clipboard'. A 'Multi Comment' button is highlighted in the toolbar. Below the toolbar is a status bar with 'Jump to Page: 1', 'Go', navigation arrows, 'Rows/Page: 10', 'Displayed Rows: 1 - 4 of 4', and 'Selected Rows: 2'. Below the status bar is a table with 8 columns: 'RL', 'Name', 'Description', 'ParentName', 'Count of Folder Items', 'Owner', 'Created At', and 'Created By'. The table contains 4 rows of data.

RL	Name	Description	ParentName	Count of Folder Items	Owner	Created At	Created By
0	conrod		Engine_3L	7 Items	Andrew Analyst	06/11/18; 02:27	Andrew Analyst
0	engblock		Engine_3L	1 Items	Andrew Analyst	06/11/18; 02:27	Andrew Analyst
0	piston		Engine_3L	6 Items	Andrew Analyst	06/11/18; 02:27	Andrew Analyst
0	Engine_3L		/Data/engine	0 Items	Andrew Analyst	06/11/18; 02:27	Andrew Analyst



The screenshot shows the 'Multi Comment' dialog box. It has a title bar with a question mark and a close button. The dialog contains the following fields and controls:

- Subject***: A text box containing 'simulation files for V1'.
- Detailed Comments**: A text area containing 'Set of files associated with thermal evaluation of V1'.
- Comment Type**: A dropdown menu with 'Note' selected.
- Selected Object***: A list box containing 'piston' and 'Engine_3L'. To the right of the list box are buttons: 'Select...', 'Remove', and 'Clear'.
- Submit** and **Cancel** buttons at the bottom.

Propagate Comment

- Lets you attach a comment to multiple related objects.
- Access from Pedigree Viewer (See Section 4).
 - Expand / collapse the view to show only objects to which comment will be attached
 - Click **Propagate Comment** icon
 - Select existing one or more comments to be propagated.

Propagate comments.

Pedigree Viewer

The screenshot shows the Pedigree Viewer interface. A red box highlights the 'Propagate Comment' icon (a document with a plus sign) in the toolbar. Below the toolbar, the 'Object Folder' is expanded to show 'piston' and its 'Object Folder Item' list, which contains 'All (6)'. The main area displays a table of objects.

RL	Name	Description	ParentName	Count of Folder Items	Owner	Created At	Created By	Project
0	piston		Engine_3L	6 Items	Andrew Analyst	06/11/18; 02:27	Andrew Analyst	/Data/engine

Propagate comments.

Select one or more comments to be propagated.

simulation files for V1 (Andrew Analyst | 06/14/18; 21:52)

Comment(s) will be propagated to 6 objects.

Name	Type	Folder	Object	Owner	Access Group	Shared Access	Life Cycle Group
piston:PistonThermal.bdf	ObjectFolderItem	piston	PistonThermal.bdf	Andrew Analyst			
piston:pistonthermal.xdb	ObjectFolderItem	piston	pistonthermal.xdb	Andrew Analyst			
piston:piston-cad.png	ObjectFolderItem	piston	piston-cad.png	Andrew Analyst			
piston:piston.x_t	ObjectFolderItem	piston	piston.x_t	Andrew Analyst			
piston:piston-thermal.jpg	ObjectFolderItem	piston	piston-thermal.jpg	Andrew Analyst			
piston:piston.SimXpert	ObjectFolderItem	piston	piston.SimXpert	Andrew Analyst			

OK Cancel