

Agile

Version e6.1

ORACLE®

Oracle® Agile Engineering Data Management

**MCAD Connector for Unigraphics NX Version 3.9.3.0
User Manual**

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Preface

The Oracle documentation set includes Adobe® Acrobat™ PDF files. The [Oracle Technology Network \(OTN\) Web site](http://www.oracle.com/technology/documentation/agile.html) (<http://www.oracle.com/technology/documentation/agile.html>) contains the latest versions of the Oracle Agile EDM PDF files. You can view or download these manuals from the Web site, or you can ask your Agile administrator if there is an Oracle Documentation folder available on your network from which you can access the documentation (PDF) files.

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Readme

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Introduction

Documentation

This documentation is intended to be sufficient to use the integration. It does not give in-depth information on the concepts and usage of Agile e6 or the CAD system.

For more information on that refer to the respective documentation.

Note The information in this document is based on a standard installation.

Constraints

- Modification of the CAD structure and objects (e.g. create, move, delete, copy, etc.) is done in the CAD system. It represents the "Engineering Master".
- Agile e6 is the "Organizational Master" for managing CAD objects/structures with independent objects in the construction and release process of a company (e.g. single parts, drawings, 3D models) but not for individual CAD base elements (e.g. lines, surfaces, bodies, etc.).

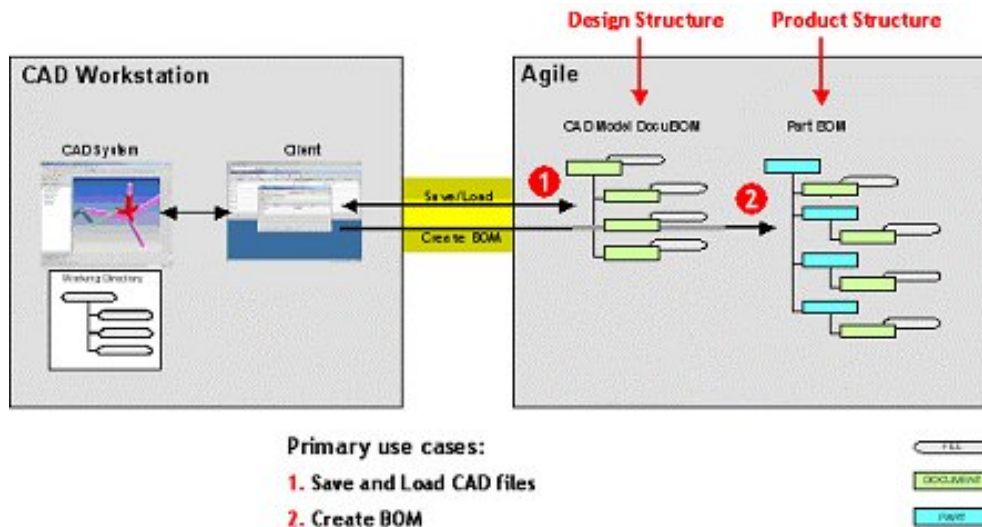
Agile Unigraphics Integration

This integration facilitates the management of Unigraphics parts, components and drawings and metadata information in Agile e6. Files created in Unigraphics will be checked into Agile e6 file vault and managed with additional meta information.

The main features of the integration are:

- Save – Saves native CAD data from the current session into Agile
- Load – Loads native CAD data from Agile into the current CAD session
- Reserving objects – Reserves CAD objects
- Create item – Creates an item of a Unigraphics model
- Creating BOM – Creates a BOM structure of an assembly

Overview of the Basic Processes



Save and Load CAD Files

CAD designs (i.e. 3D objects and 2D drawings for as well parts as assemblies) are created within the CAD system environment, with files in a working directory (which may be local or network attached). The designer saves into Agile e6, which creates a design structure that mimics the structure of the CAD assembly. The native CAD files are attached to this design structure, which is used as the basis for loading and re-saving the CAD designs. Since Agile e6 manage a centralized repository (or alternatively Distributed File Management), all CAD designers in the enterprise have access to these files, subjected to the control of Agile e6 roles and privileges. Individual designers can set checkout reservations in Agile e6 when they load files into their CAD session. Additional files such as viewables (PDF, TIFF, etc.) can be attached to the Agile e6 document.

Create a BOM

Provided there exist the data for the particular involved items the designer may use the Create BOM command to create or update the Agile e6 BOM, representing the Product Structure either for all substructures or flat (i.e. only at the first level).

To avoid tedious manual entries of the BOM it is possible to merge items of Standard parts and items of Auxilliary parts as well.

This function is used when an item representing the Design Structure already exists.

Usually creating and updating of the BOM is running in the background. The BOM can also be updated with interaction. This enables to modify the appropriate information in Agile e6.

Chapter 2

Key Features

General Remarks

The Agile e6 Unigraphics integration (ECU) represents an enhancement of Unigraphics and is integrated in part by the definition of the Unigraphics userexits:

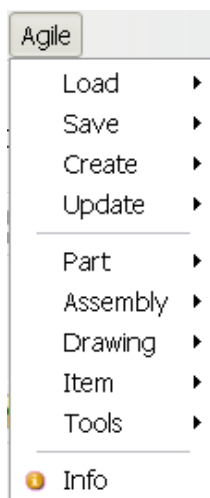
Unigraphics Userexit	Unigraphics Standard Menu Entry	Usage
USER_CREATE	New Part	(New Part)
USER_RETRIEVE	Open Part	(Open part)
USER_FILE	Save Part	(Save ...)
USER_SAVEAS	Save Part As	(Save As ...)
USER_RCOMP	Add Component	(Retrieve Component)

The basic menus of the integration use the Unigraphics userexits, i.e. the original Unigraphics functions are replaced by integration functions.

At least two options are possible when selecting one of the menus

- USER = Represents an original Unigraphics standard function.
- PLM = Offers a similar function for the Agile e6 user.

The same menu entries and additional entries are called up from the Agile menu. This menu is automatically integrated into the standard main menu of Unigraphics.

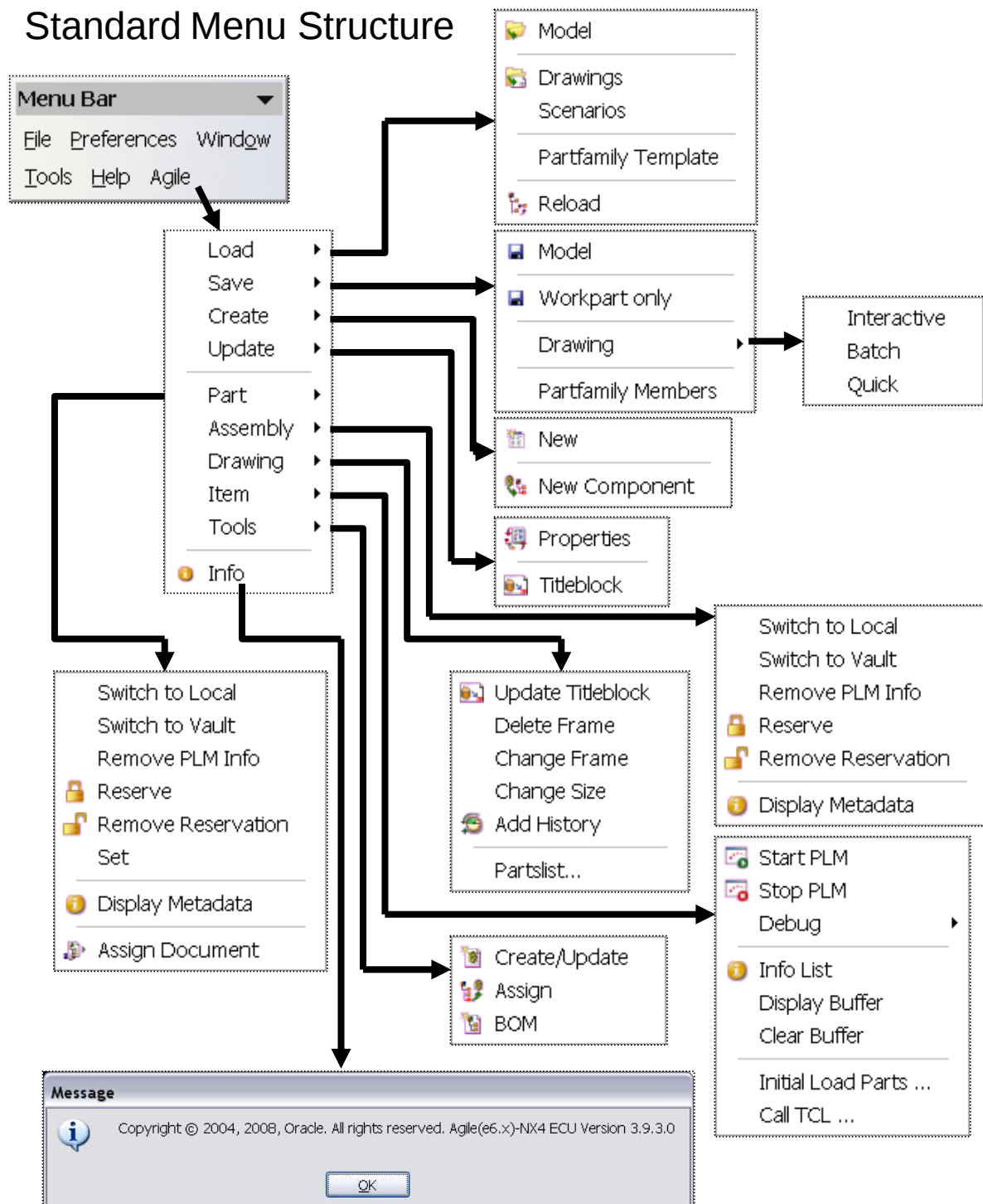


Menu

A main menu has been added for PLM to the standard Unigraphics menu. This allows accessing the features of the integration. It is available within all modules of Unigraphics.

The standard menu structure of the integration is shown in the following diagram.

Standard Menu Structure

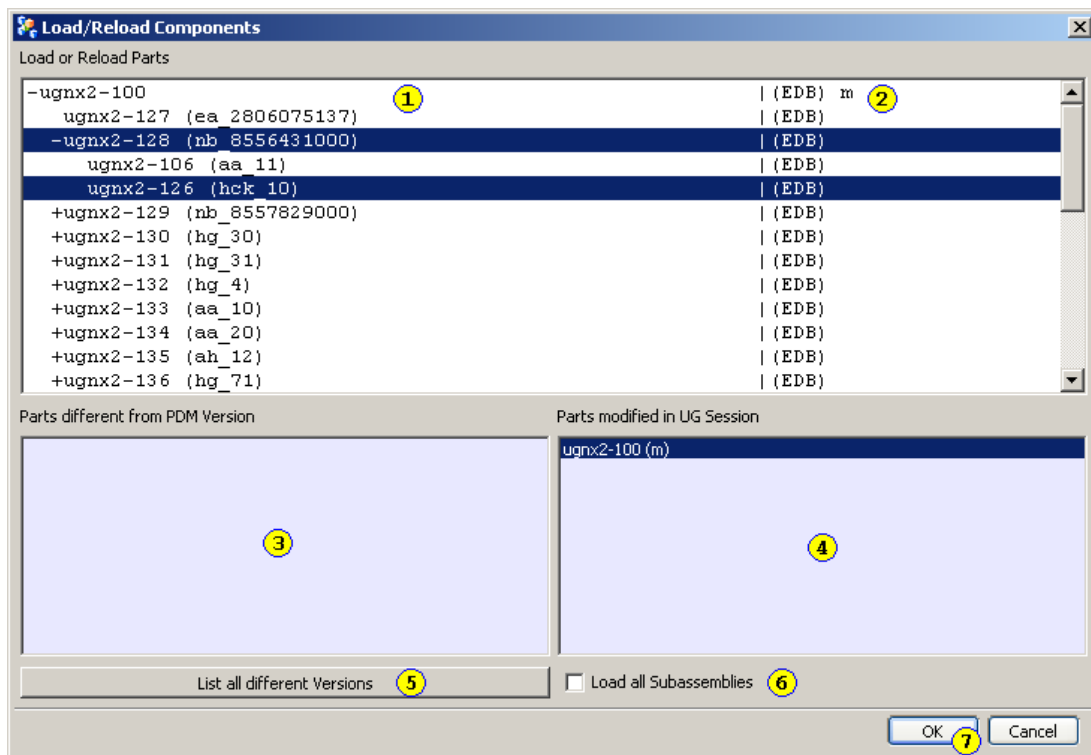


Load

Model	Load a model of CAX-type "PRT" and CAX-subtype "" (i.e. blank)
Drawings	Load a model of CAX-type "PRT" and CAX-subtype "DP"
Scenarios	Load a model of CAX-type "PRT" and CAX-subtype "SP"
Partfamily Template	Opens the template model of that part family to which the actual work part belongs provided that the actual work part is an instance of the part family
Reload	Enable reloading of CAD-objects from the PLM vault. In order to choose the correct object a message window will be displayed before. For details see below

Load/Reload Components

Provides the following information in a message window about the selected part within an assembly:



1	Part name in UG and configurable additional part attributes (s. a. Document-ID, Document name).
2	Loaded from: Modify flag and identifier if the object is known in the database

3	Lists the parts which have been changed in database since they where loaded.
4	Lists the parts which have been modified in the UG session.
5	Starts the check for later versions and revisions of loaded parts. Results are displayed in field 3.
6	If an assembly is selected for reload and this option is activated, all subparts of the assembly are loaded from the database.
7	OK = Starts the load or reload procedure for the selected parts. Cancel = Closes the dialog without loading any part.

Save

Model	Saves a model of CAX-type "PRT". A message window is displayed to check the correct preconditions and to enable setting of several options.
Workpart only	Saves only the current WorkPart. (Like the comparable CAD - function.)
Drawing	It is possible to save drawings separately to support the master-slave design. There are 3 modi for saving – "<interactive", "Batch", "Quick". When a drawing contains parts or assemblies which are unknown to the database, the user is asked whether he wants to save them in Agile e6 too.
Partfamily Member	Save a model of CAX-type "PRT" and CAX-subtype "SP"

Management of Drawings (Master-Slave Design)

The common saving functions never include an additional query about drawings if contained in the part file. Drawings must be explicitly saved using the menu Agile > Drawing > Save.

Interactive	A menu is opened showing all drawings belonging to the part. In Quick mode only those drawings are updated that are already known to Agile e6.
Batch	A menu is opened showing all drawings belonging to the part. In Quick mode only those drawings are updated that are already known to Agile e6.
Quick	When the modify flag of the part file is set, it is automatically saved in "Quick" mode.

Create

New	A window is opened and a new UG-object (see also "Standard Functions - New Part") can be created.
New Component	The PLM system is opened and displays a form in edit mode. It is filled with the meta data of the object.

Update

Properties	A window is opened to enable selecting the search depth (Part, First Level, All Levels). (This is obsolete for a part.) After the property update is done, it is possible to show the result by selecting File > Properties. Open the Attributes tab. It contains the updated values.
Titleblock	Updates the titleblock of a UG-object of CAX-type "PRT" and CAX-subtype "DP"

Part (Part Mode)

Switch to Local	Sets the saving mode to "local".
Switch to Vault	Sets the saving mode to "vault" (now it is possible to use the file server).
Remove PLM Info	Removes the database information from the part object. All supplementary information contained in the file is deleted. The file no longer differs from a normal Unigraphics file.
Reserve	Reserves the part object for the current user.
Remove Reservation	Removes the reservation of the part object.
Set	Enables to modify the CAX-subtype field (T_DOC_DAT.CAX_SUBTYPE) of the actual UG-object.
Display Metadata	A window is opened to display the Agile e6 metadata of the active object. It is possible to edit and save the content as a simple text file. The following information is displayed: Document ID Sheet number Access rights Owner Group Local flag Part subtype
Assign Document	A Unigraphics model is assigned to an existing Agile e6 document. In this existing Agile e6 document the field T_DOC_DAT.DOCUMENT_ID, and the field CAX-type (T_DOC_DAT.CAX_TYPE) has to be filled with the appropriate type of the CAD-object. The field T_DOC_DAT.CAX_FIL_NAME stays blank.

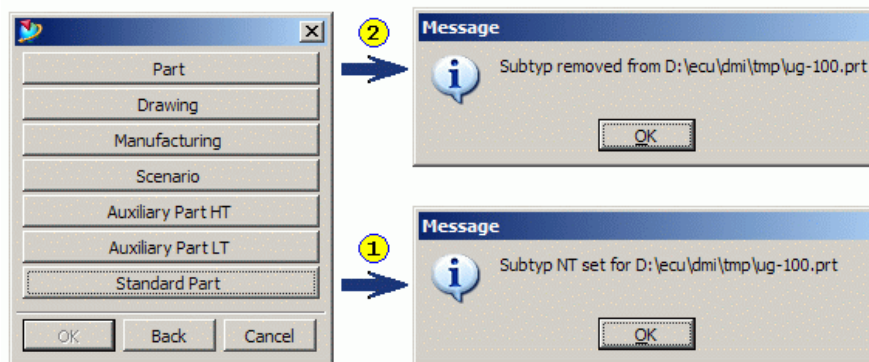
Settings

Modifies the CAX-subtype field (T_DOC_DAT.CAX_SUBTYPE) of the current UG-object.

Note It is a temporary modification until the object or at least its metadata is checked-in.

Part	Removes the content of the CAX-subtype field.
Drawing	Sets the content of the CAX-subtype field to DP if the UG-object is a drawing. Drawing parts are handled as 2D drawings.
Manufacturing	Sets the content of the CAX-subtype field to MP if the UG-object is intended for CAM.
Scenario	Sets the content of the CAX-subtype field to SP if the UG-object is intended for simulation.
Auxiliary Part HT	Sets the content of the CAX-subtype field to HT. No item can be created for these objects. Auxiliary parts are required for the construction in the CAD system but are not used in the final manufactured part This will be done if the UG-object is an auxiliary part if the appropriate item is excluded when generating a BOM, but its subcomponents are listed in the BOM.
Auxiliary Part LT	Sets the content of the CAX-subtype field to LT. No item can be created for these items. This will be done if the UG-object is an auxiliary part if the appropriate item is excluded when generating a BOM. Its subcomponents are NOT listed in the BOM.
Standard Part	Sets the content of the CAX-subtype field to NT. These objects are managed in separate directories.

Here is an example:



Action 1 - User dmi has **set** the subtype "Standard part" for the CAD-object ug-100.prt.

Action 2 - User dmi has **removed** the subtype "Standard part" for the CAD-object ug-100.prt.

Family Table

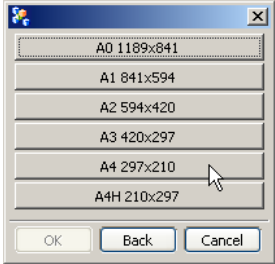
Save > Partfamily Members	Generates / configures a part which is a real instance of a part family, e. g. Normparts. In Unigraphics this is called a family member.
Load > Partfamily Template	Opens the tabular template of that part family to which the work part belongs. (i.e., an instance of the part family).

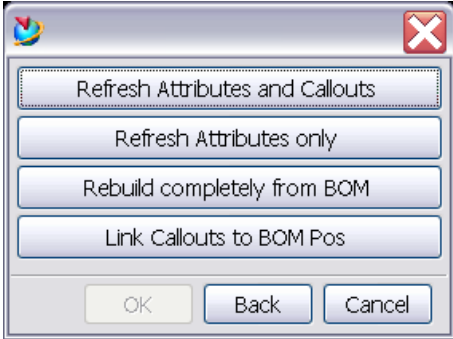
Assembly (Assembly Mode)

Switch to Local	Sets the saving mode to "local"
Switch to Vault	Sets the saving mode to "vault" (now it is possible to use the file server)
Remove PLM Info	Removes the database information from the part object. All supplementary information contained in the file is deleted. The file no longer differs from a normal Unigraphics file. If the removed information is needed again, it can only be loaded from PLM again. It is recommended to use the Save_As function instead.
Reserve	Reserves the part object(s) for the current user. A window is opened to select the objects to be reserved.
Remove Reservation	Removes the reservation of the part object. A window is opened to select the objects to remove the reservation.

Display Metadata	A window is opened to enter the document-ID of the desired component object. The name of the part can be registered manually or by clicking the desired part. If the entry is not clear, an additional window is opened to choose the respective part.		
	After clicking OK, another window is opened, displaying the following information:		
	Document ID identifier in Agile e6	Sheet number	Access rights Access rights based on Agile e6 conventions <d>:delete = full access <w>: write = write access <r>:read = read access
	Owner Name of the object owner	Group Group membership of the owner	Local flag If set then the object is saved only locally
	Part subtype		
	It is possible to edit and save the content as a simple text file.		

Drawing (Drawing Mode)

Update Titleblock	Updates the titleblock of a UG-object of CAX-type "PRT" and CAX-subtype "DP".
Delete Frame	Removes a drawing frame from the display.
Change Frame	Changes the drawing frame. You can choose between a standard frame or an alternate format if it is installed.
Change Size	Changes the size of the drawing frame. A list of the available formats is displayed.
Add History	Inserts a history entry into the database (e.g. an editorial note). When reloading the drawing frames an annotation is automatically placed in the assigned fields.  When choosing one of these options, the program tries to adapt the content.

Partlist	Special Functions for Partlist on Drawing  Refresh Attributes and Callouts => Updates Callouts and Component Attributes with PLM-BOM-Values Refresh Attributes only => Updates Component Attributes with PLM-BOM-Values Rebuild completely from BOM => Delete all Attributes and create new values Link Callouts to BOM Pos => Link existing Callouts with PLM-Pos.Number
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Item (Item Mode)

Create / Update	Generates an item for the selected object or updates the existing item metadata set. The Agile e6 item form is opened in which the information about the item can be specified.
Assign	Enables to assign a UG object which is already known in Agile e6 (i.e. it is described by a document) to an existing item metadata set.
BOM	Item forms are brought up at first for items that are yet unknown to Agile e6. Once it has been made known to Agile e6 by filling out and saving the form, a parts list can be generated. This is organized as an item structure table. Interactive = generates parts list entries through a dialog Batch = generates parts list entries in the background

Tools and Service Functions

Start PLM	Starts the Agile e6 client from Unigraphics.
Stop PLM	Stops the Agile e6 client from Unigraphics.

Debug	Starts the testing mode. A trace file is created in the path displayed in the message window. It allows a detailed tracking of errors. The file content can be displayed in a text editor. Batch = Switches on in the background Interactive = Switches on in dialog mode. From this moment all functions of the integration are switched to the interactive mode. Close = Switches off																															
Info List	Shows the Agile e6 status list in the information window. Displays a table listing the following information: <table border="1"> <tr> <td>Lv:</td><td>Number of levels in the assembly tree</td><td></td></tr> <tr> <td>Partname:</td><td>Object name</td><td></td></tr> <tr> <td>State:</td><td>Independent user object (USER) or registered in Agile e6</td><td></td></tr> <tr> <td>Res:</td><td>Reserved by. (user ID, 000 = not reserved)</td><td></td></tr> <tr> <td>Owner:</td><td>Object owner</td><td></td></tr> <tr> <td>Group:</td><td>User group</td><td></td></tr> <tr> <td>Acc:</td><td>Access rights for user according to those assigned in Agile e6: <d>: delete = full access <w>: write = write access <r>: read = read access</td><td></td></tr> <tr> <td>Con</td><td>Object in concurrent conflict: no yes</td><td></td></tr> <tr> <td>Modif:</td><td>Object modified. Syntax: no/0 or yes/1 in Agile e6 / in UG 0=no 1=yes</td><td></td></tr> <tr> <td>Loc:</td><td>Object saved without file server: no yes</td><td></td></tr> </table>		Lv:	Number of levels in the assembly tree		Partname:	Object name		State:	Independent user object (USER) or registered in Agile e6		Res:	Reserved by. (user ID, 000 = not reserved)		Owner:	Object owner		Group:	User group		Acc:	Access rights for user according to those assigned in Agile e6: <d>: delete = full access <w>: write = write access <r>: read = read access		Con	Object in concurrent conflict: no yes		Modif:	Object modified. Syntax: no/0 or yes/1 in Agile e6 / in UG 0=no 1=yes		Loc:	Object saved without file server: no yes	
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Modif:	Object modified. Syntax: no/0 or yes/1 in Agile e6 / in UG 0=no 1=yes																															
Loc:	Object saved without file server: no yes																															
Display Buffer	Shows the content of the message buffer in a separate information window. Only the recent 100 lines are displayed. The display is in reverse order, thus the first line is the most recent message.																															
Clear Buffer	Deletes the content of the message buffer.																															

Initial Load Parts	Enables to perform an initial load process in order to fill the vault according to the customer-specific selection of the files in the local "Load" directory. Settings in the file EcuMigrate.ini control this. The adaptation of the ini-file results from detailed specifications made by the customer.
Call TCL	Call the TCL script EcuTclMenu.tcl. It defines custom features (e.g. for data initialization).

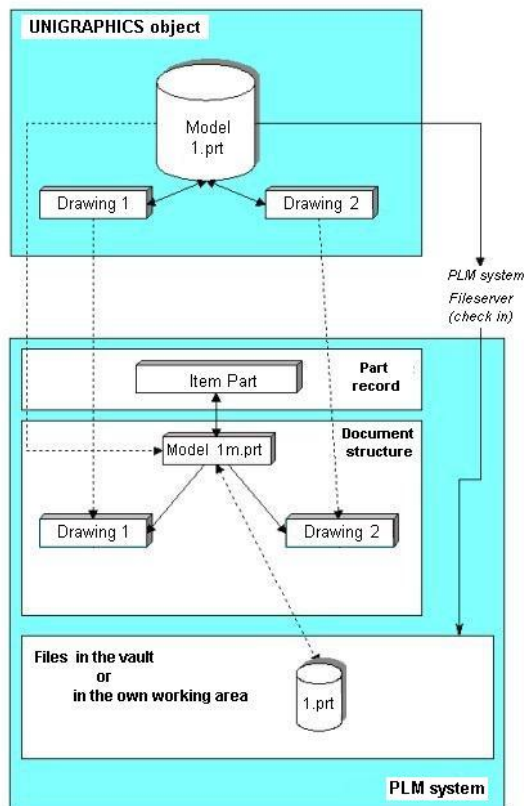
Chapter 3

Data Model

The integration depicts the two Unigraphics object types (Part and Drawing) in the Agile e6 data model, including their relationship to another. The following illustrations depicts the principle forms of a part-drawing relationship in various designs (MASTER-SLAVE; MASTER-MODEL) in combination with Agile e6.

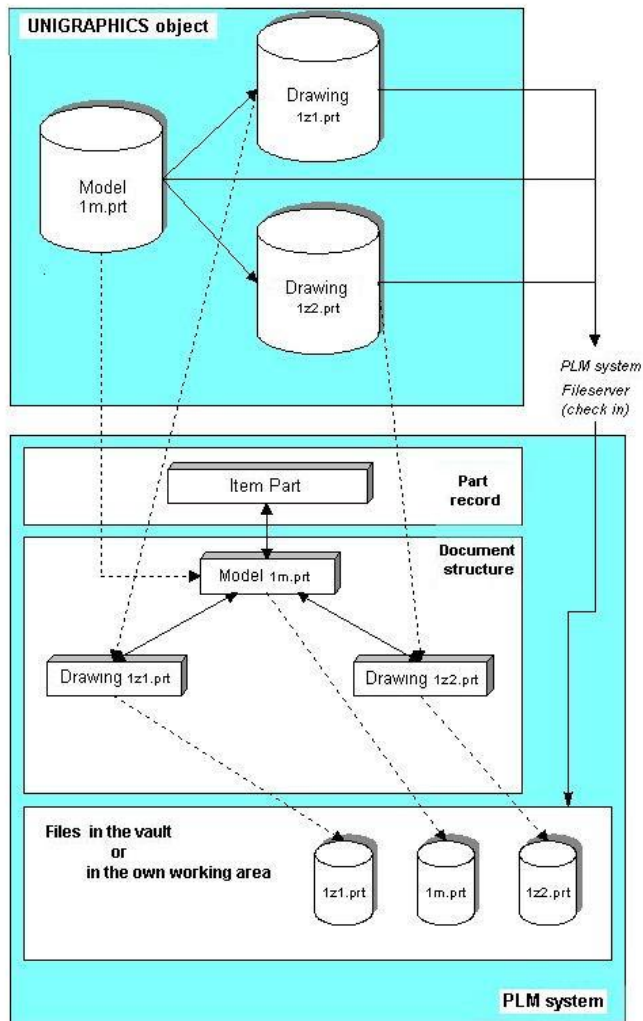
MASTER-SLAVE Design

- Drawing is contained in the part document.
- No separate access rights for the model and its drawing.
- Drawing is revisioned with the model.
- A slave (drawing) does not have its own test sequence.
- Status changes in the model automatically result in status changes in the drawing.



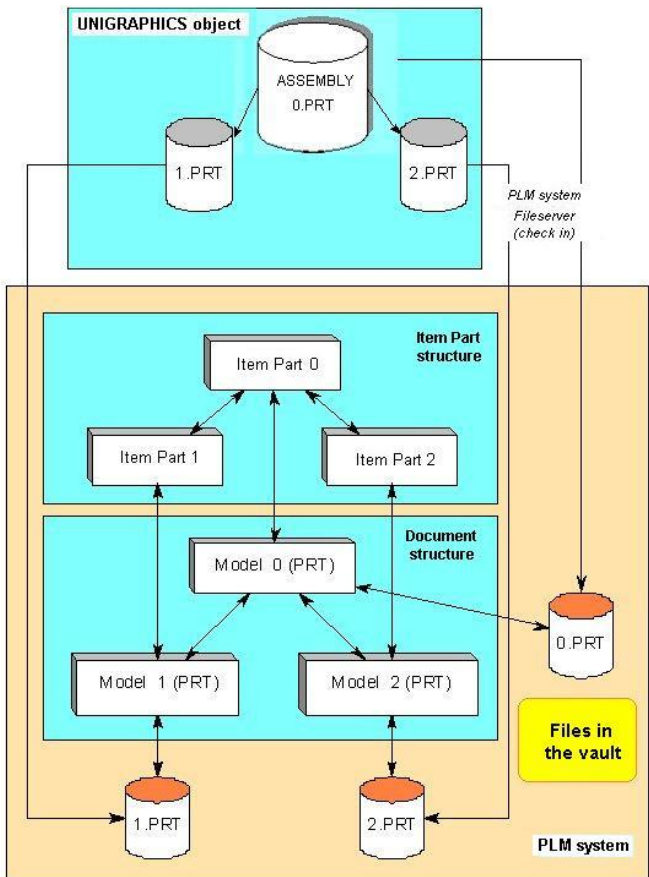
MASTER MODEL Design

- Drawing is not in the part document.
- Model is revisioned independently from the drawing.
- Separate access rights for the model and its drawing.



ASSEMBLY-COMPONENT Relationship

The following illustration represents an assembly-component relationship in interaction with Agile e6:



An internal object list is maintained in every Unigraphics session. The coherence between a Unigraphics "Part" type object and a corresponding Agile e6 attribute list is ensured by an object pointer.

A generic data record in the Unigraphics part file is always written before this attribute list is saved. When such a part is loaded from Agile e6, the generic data record is nonrelevant. When it is loaded from the user area, however, the generic data is used to determine if the part name or the corresponding Agile e6 document set has changed. When no irregularity is determined, an entry is made in the internal object list, otherwise the generic data record is deleted.

"PRT" type objects can be divided into three classes with an entry in the field "cax_subtype":

NT	Object is a norm part. It is maintained in a separate directory and does not change its file name. The parameter for the use of the file server is not evaluated.
----	---

HT	Object is a help part. No item can be created for this object through the integration. It is not considered in the parts list. When the object contains components, in the generation of the parts list they are assigned directly to the first subordinate "non"-help part (see illustration below).
	(i.e. "empty") Object is a common part.

Chapter 4

Basic Functions

General Information

The integration offers the possibility to create generic data records in Agile e6 for part files from Unigraphics models. This allocation is maintained even when the part files are saved locally and loaded again from their local directory. This ensures full support for 3D standard part libraries. It also enables the use of the Unigraphics Navigation Tool for temporary opening and closing of parts and assemblies.

The added parameter transfer feature enables saving of parts in batch mode even when the part data is unknown in Agile e6. The Save..., Quick..., or Batch options attempt to create the object using the values defined in the parameter files. If this is impossible, a second attempt in interactive mode is offered automatically.

Generate Influenced Parts List

Unigraphics objects can be declared as help parts by an entry in the field "CAX_SUBTYPE". In this case no item will be created for these parts through the integration. When such objects are integrated in an assembly, they are ignored while the part list will be generated. It is possible to influence the generation of a part list using the component name ("ComponentNames"). Only components with the same name can be assembled under a common parts list.

Usage of Standard Objects

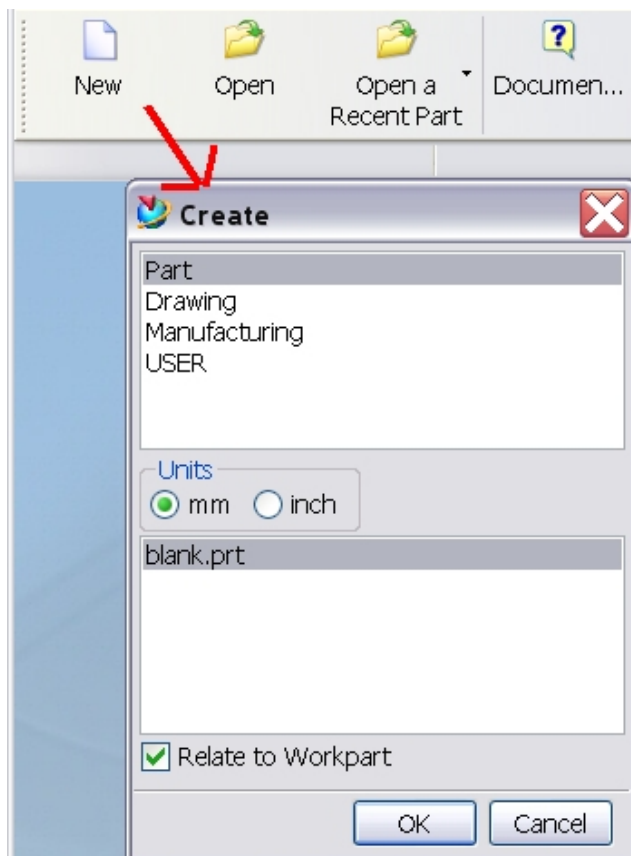
A predefined part file can be used when activating the "New.." option. This can contain customized settings. The names of the standard objects are defined in the file `ecu_ini.com` by the environment variables:

ECU_blank_part	Blank part metric	ECU_blank_drw	Blank drawing metric
ECU_blank_part_in	Blank part inch	ECU_blank_drw_in	Blank drawing inch

This has the advantage of providing a uniform basis in a construction environment which is the most important prerequisite for enforcing construction guidelines.

Create New Part

1. To create a new part click the "New" button.
The Create window is opened.



- Part = Generates a part with Agile e6.
- Drawing = Generates a drawing with Agile e6 using the master model.
- Manufacturing = Generates a manufacturing object with Agile e6 using the master model.
- USER = Generates a part in the user directory. This is the original UG function.

Note The Option "Relate to a Workpart" works for Drawings and creates a Master Model Drawing (with CAD Structure)

2. The first three options open an Agile e6 form.
3. Enter document number and name of the object.
4. Save the form.

Note The default base unit is mm. The default seed part is blank.prt.

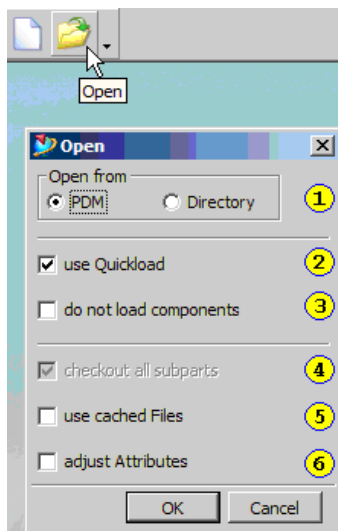
Note The CAD manager can change or add this default settings.

Open Part

Note If you want to load an existing part, you can either do it directly from Unigraphics or reload parts and assemblies from database.

1. Click the Open button in Unigraphics.

The Open mask is opened.



①	Toggles the load command between 'Database' and 'Directory'. Directory = Enables the default load userexit of UG by selecting a part file in a directory. Whenever this option is used the options from 2 to 6 are disabled.
②	Quickload reduces load time from the database. If this option fails, some errors can occur in the database or in single datasets. In this case, disable this option and load again. When active, the DFM database Quickload Functions and Stored Procedure have to be configured.
③	When active, the UG load option is modified and no component, but only the top assembly is opened. When the checkbox 4 is activated the subparts nevertheless are checked out from vault to a local disc. But they are not loaded into Unigraphics in order to consume fewer memory. When the checkbox 4 is not activated no subpart will be checked out from vault.
④	When active, the selected assembly and all of its subparts will be copied from vault to local disc. From here they can be loaded into the UG session.
⑤	Checks the local timestamps. Only the files that have not been stored in the database are copied from the vault to the local disc. This reduces network traffic and increases load speed.
⑥	When Quickload is not selected, this option is active. It updates the attributes configured in the file ...\\tcl\\ecu.ini in the session [EcuGetDocumentInfo] as values to be returned. This allows to modify the UG part file during a work session.

2. To start the load procedure click OK.

3. To close the mask without loading click Cancel.

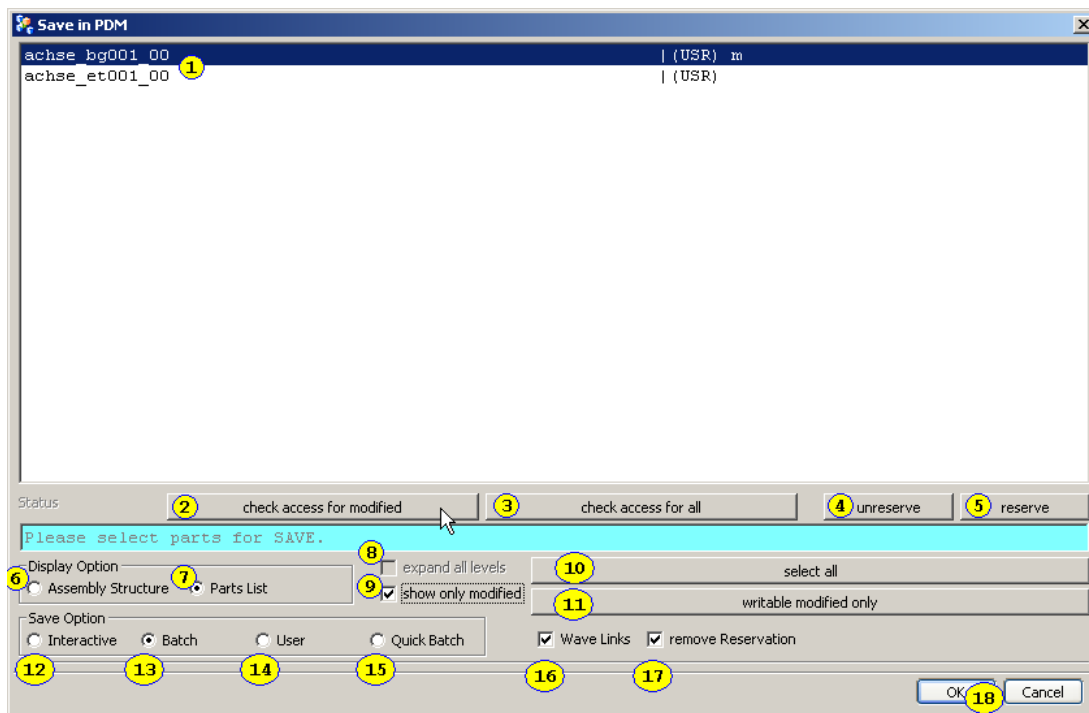
Note Additional settings can be customized using the "LOAD OPTIONS" like described in the Unigraphics documentation.

Note Alternatively, the load option can also be started from the menu Agile > Load.

Save Part

1. Select File > Save as in the Cad system,

The Save in PDM window is opened.



1	Name of the part in Unigraphics. (USR) describes a new part file not currently known inside the database. (EDB) marks database known partfiles. Additional marks have the following meanings: m = Part is modified in Unigraphics session L = Part is recognized to be modified on disk, or was in an earlier UG-session since the last Save or Load command. M = Part is a member part In UG this is in read-only. r = Part is in database in read-only and may not be modified from the current user. C = Part has been modified in database since it was loaded into the current UG session. RES = Part is reserved in database, the user name, who has reserved is, and the reservation date are displayed.
2	Checks the access and reservation information in the database for all parts marked as modified. The result is listed in a frame using the marks described under 1. This ensures the right access to the required database objects.
3	See description for 2. It also includes not modified parts.
4	Removes the reservation in database of the selected parts.
5	Sets the reservation in database for the selected parts.
6	Displays bigger assemblies and assembly cloning in a tree-like structure for a better work when performing "Save As". It disables checkbox 9 and is the default for "Save As".
7	Displays in a unified list. This disables checkbox 8 and is the default for "Save".
8	Defines the tree expansion for the depth (one or all levels) of the current top assembly.
9	Filters the modified parts in a list when selected; shows all parts when not selected.
10	Selects all parts and subparts of the top assembly for "Save" or "Save As".
11	Selects modified parts and subparts of the top assembly for "Save" or "Save As", where the user has write access in the database.
12	Saves all selected parts in interactive mode. Each part file prompts for input using a database mask.
13	Saves all selected parts in background without showing any prompts.
14	Saves all selected parts to disk (users work area) only. The parts will be marked as modified for later save into database.

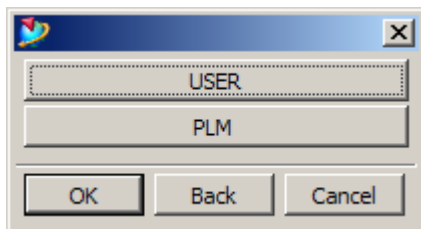
15	Recommended only for save of minor changes. This updates only the part file and the structure in database. No document attributes are changed. Should only be used when all parts within the assembly are created and saved with the same unique UG-version and all are already known in the database. Not active in standard delivery!
16	Enables or disables saving of external part references into the database structure, such as WAVE-links or interpart expressions. This may cause circle references if sub parts reference to upper parts. It is possible that database, workflow, and release management may not support the storage of the references.!
17	Removes the reservation after the check-in of the part file. To work properly the appropriate customization of the concrete situation has to be done in EcuPostCheckin.tcl by a customizer.
18	OK = Starts the save or save_as procedure for the selected parts. Cancel = Closes the mask without saving any part.

Add Component

1. Select Assemblies > Components > Add existing.

A window is opened where you can select

- User = Adds a part to the assembly structure from the user area or from the current session (the original Unigraphics function).
- PLM = Adds a part to the assembly structure with Agile e6



2. Select "PLM" and click OK.

The document mask in the PLM system is opened.

Assign an Object to an Existing Agile Document

1. To assign a Unigraphics model to an existing Agile e6 document select Agile > Part > Assign Document.
2. In the Agile e6 document the document number (T_DOC_DAT.DOCUMENT_ID) field has to be already filled.
3. The CAX type (T_DOC_DAT.CAX_TYPE) field is filled with the respective type of the CAD-object.
4. The CAX name (T_DOC_DAT.CAX_FIL_NAME) field remains blank.

Chapter 5

Appendix

Part Family

Only minimal extensions should be added when using the ECU integration. Therefore, the usage of Part Family is quite similar to UG itself. For more details (e.g. how to define parameters) please refer the appropriate UG documentation.

Note Only the necessary special extensions regarding the ECU integration are described here.

Create a Part Family Template

1. File > New > PLM-part (mm).

Complete the mandatory fields in the new PLM document and save it. A new UG part object is opened with the document-ID as name.

2. Tools > Part Families...

Creates the UG model as template of the new part family. The Part Families window is displayed.

3. Add the names of the needed parameter columns and create an Excel spreadsheet by clicking the "Create" button.
4. Fill in the displayed Excel spreadsheet.

Note The content of the fields "DB_PART_NO" and "OS_PART_NAME" have to be identical for each family member. The content of "OS_PART_NAME" for the template has to be unique.

5. Click Part Family > Save Family to close the spreadsheet.

The spreadsheet is embedded into the UG object file of the template. It can be edited later.

6. To close the Part Families window click OK.
7. To save the UG file select File > Save in PLM vault.

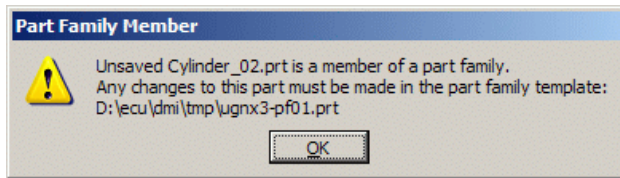
Create Part Family Members

1. Click Agile > Save > PartFamily Members.

The Select Parts window is opened displaying the members that were defined in the Excel spreadsheet.

2. Select the member(s) to be saved and click OK.

A message is displayed.



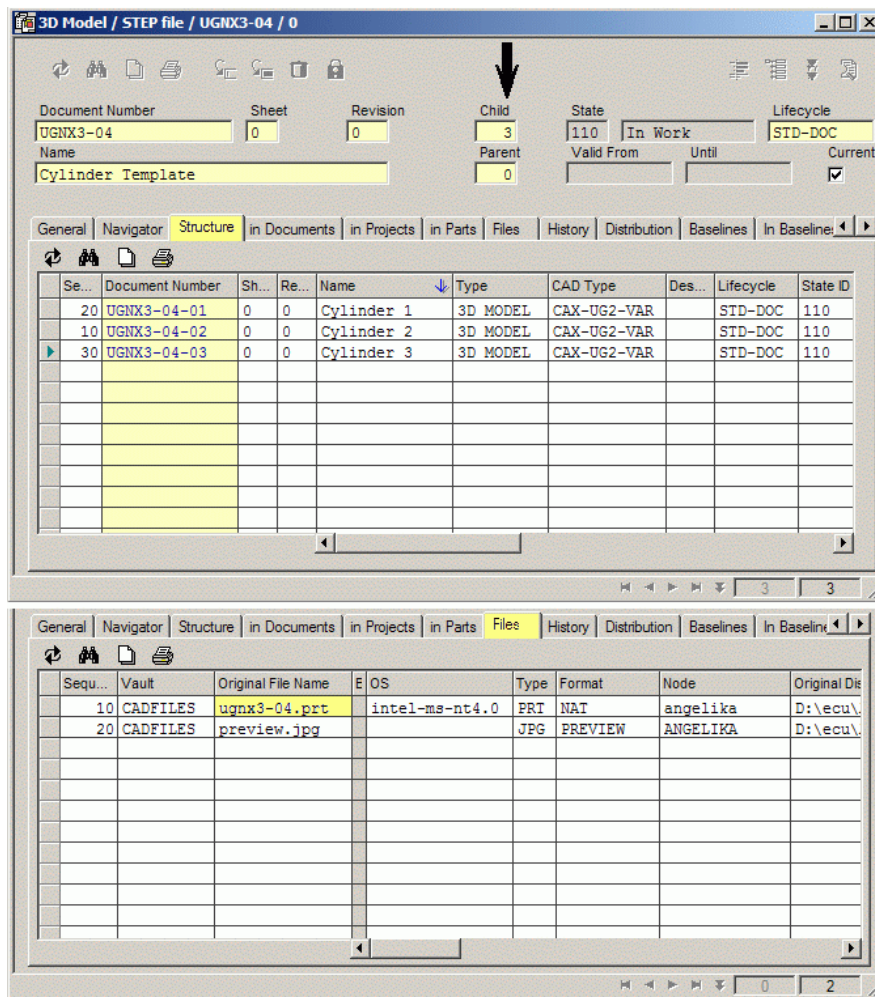
3. Click OK.

The Agile e6 client is opened displaying 3D Model form in edit mode. The Name field contains the content of the Excel spreadsheet field „OS_PART_NAME“ for this object. The document number is filled out deriving from the configuration made in the appropriate .par file. These entries can be edited.

4. To finish the edit mode click the save button.

Note	The next 3D Model form is opened in edit-mode for the next member. Perform the same steps as described before.
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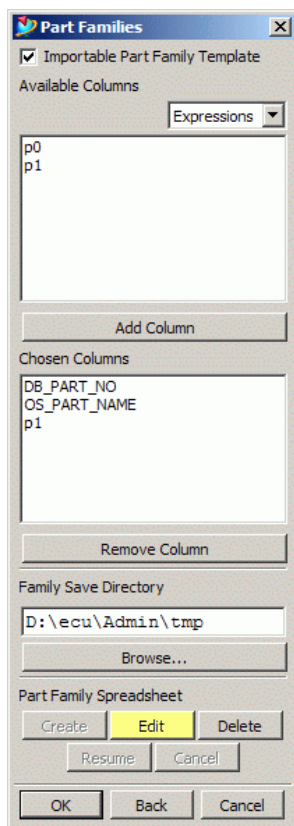
Note	When this is performed for all selected members, the respective UG object files are checked-in and the structure between the template and its members is created in PLM.
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Add and Edit Part Family Members

1. To load the family table templates from Agile e6 select Agile > Load > Model.
2. Select Tools > Part Families.

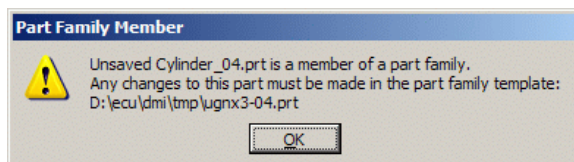
The Part Families window is opened.



3. To open the Excel spreadsheet click Edit.
4. Edit the value(s) for an existing, or add to the displayed Excel spreadsheet the lines with the values for family members.
5. To close the displayed spreadsheet select PartFamily > Save Family.
6. Select Agile > Save > Part Family Members.
An information window is opened displaying all known member. Select the new member(s) to be saved.

Note Members which are marked with "(EDB)" are already found in Agile e6. If there is an edited member, mark it too.

7. Click OK.
A message is displayed.



8. Click OK.
The Agile e6 client is opened displaying 3D Model form in edit mode. The Name field contains

the content of the Excel spreadsheet field „OS_PART_NAME“ for this object. The document number is filled out deriving from the configuration made in the appropriate .par file. These entries can be edited.

9. To finish the edit mode click the save button.

A warning is displayed.

10. Click OK.

Note The next 3D Model form is opened in edit-mode for the next member. Perform the same steps as described before.

Note When this is performed for all selected members, the respective UG object files are checked-in and the structure between the template and its members is created in PLM.

11. The updated members are available now. Close the UG template object.

Load Part Family Members

1. Select Agile > Load > Model.
2. To load the Familytable Member from Agile e6 select the document number or name.

Note The checked out UG object file is read-only.
