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# Introduction

Plug-ins are pieces of software that add functionality to SpinFire Professional. The Automatic Part ID (APID) Plug-in increases the productivity and reduces errors by adding part information markup to each part or sub assembly in the scene. APID Plug-in automates the markup process and therefore prevents typographical errors.

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## Overview

Automatic Part ID Markup automates markup of all parts and all subassemblies.

The plug-in creates markup using the 3D Note markup. Once created it appears in the Markups tree and is no different from a 3D note created manually. So the same edit and deletion capabilities apply to the markup created using the plug-in as markup created manually.

**Note:** The plug-in does not remember which parts / sub assemblies it has previously created markups for. If the assembly has 10 parts and the Apply button is clicked twice, then the result will be 20 markups.

To access the plug-in, select **Auto Note** from the **Tools** menu.

The Automatic Part ID Markup window opens.

Click button and select.

- \_\_\_\_\_ button to view the help document for APID plug-in.
- \_\_\_\_\_ icon to view the About dialog for the APID plug-in.

The basic flow is the following:

- Select the method of creating Part IDs.
- Select the format Name or Number.
- Click **Apply** to start the markup creation process.

### **Select Parts**

The Select Parts has three options for applying markup to the assembly.

- **All parts** applies markup to all the parts in the assembly. (The default is All parts).
- All Subassemblies applies markup to all subassemblies in the assembly.
- **Single Part(s)/Subassembly(ies)** This selection will bring up an assembly tree. User can select Part(s)/ Subassembly(ies) from the assembly tree. Markups are created for the selected Part(s)/ Subassembly(ies).

## **Specify Content**

The Specify Content supports two options.

- **Name** This will create markup using the name of the component as entered in the tree. (The default is Name)
- **Number** This will create markup using an integer value that will match the numbering generated using the Parts List plug-in.

## Appearance

#### Font

The Font button sets the font used to generate the markup. Font can be used to differentiate new markup from existing markup.

The default font is defined in SpinFire Professional's OPTIONS > Settings > 3D Viewer > Label Font.

#### Color

The Color button sets the background color of the markup. Color can be used to differentiate new markup from existing markup.

The default color is defined in SpinFire Professional's OPTIONS > Settings > 3D Viewer > Label Font > Color.

Sample Text displays the Font and color selected by the user.

Once **Reset to defaults** button is selected, it resets the selected font and the color to the default Font and Color which is set in SpinFire Professional.

### Progress

The Apply button initiates the creation of the markup.

During creation of the markup, the progress bar indicates the total number of parts to be processed and number of components that have been processed.

**Note:** For large assemblies, the actual creation of the markups may take a long time.

#### Stop

When the plug-in is processing, clicking **Stop** will terminate the processing of the assembly information.

The markup created for already processed components will not be deleted.

#### Cancel

Click **Cancel** button or the \_\_\_\_, in the upper right corner of the plug-in panel to leave the Automatic Parts ID plug-in.

### **Related topics**

Select Parts

**Specify Content** 

**Progress** 

**Appearance** 

# **Select Parts**

By default, the system selects the All parts option.

### • Select **All parts** option to create markup for all the parts.

- Select **All Subassemblies** option to create mark up for all the subassemblies in the tree.
- Select **Select Part(s)**/ **Subassembly(ies)** option to create mark up for single part(s)/ subassembly(ies). An assembly panel appears on the right side of the plug-in panel.

The assembly tree is used to select the part(s) or sub assembly(ies) to apply markup.

For example once markups are created for the complete assembly, if a new part is added to the assembly, the user can create markup for the new part only. Instead of creating duplicate markups for all components, select the new part from the assembly tree to create markup for the new part only. This option allows markup to be created for individual or groups of components.

To select multiple parts/ sub assemblies from the tree use the **Shift** or **Ctrl** keys.

### **Related topics**

Specify Content

**Progress** 

<u>Appearance</u>

# **Specify Content**

The text in the markup is specified in the Specify Content section.

• If **Name** option is selected, then the plug-in will take up the name that is used in the assembly tree at the time of creation.(This is the default selection).

**Note:** If the user changes the name in the tree after the creation of markup, the markup is not updated automatically.

• If **Number** option is selected, the markup will be integers. The numbering will match the output from the Parts List plug-in.

### **Related topics**

Select Parts

**Progress** 

**Appearance** 

# Appearance

The user can define the appearance of the markup by selecting the appropriate font and the color.

# Font

The Font button sets the font used to generate the markup. Font can be used to differentiate new markup from existing markup.

The default font is defined in SpinFire Professional's OPTIONS > Settings > 3D Viewer > Label Font.

#### To apply a different font:

• Click **Font** button.

This will enable font pop-up panel.

• Select the required font.

# Color

The Color button sets the background color of the markup. Color can be used to differentiate new markup from existing markup.

The default color is defined in SpinFire Professional's OPTIONS > Settings > 3D Viewer > Label Font > Color.

#### The color can be set by:

• Click **Color** button.

This will enable Color pop-up panel.

• Select the required color.

**Sample Text** displays the Font and background Color selected by the user.

Once **Reset to defaults** button is selected, it resets the selected font and the color to the default Font and Color which is set in SpinFire Professional.

**Note:** Font and Color settings only applies to current session. Once plug-in is closed, Font and Color settings will revert to default.

### **Related topics**

Select Parts

Specify Content

**Progress** 

## Progress

When the Apply button is clicked, markup creation starts and enables the progress section.

During creation of the markup, the progress bar indicates the total number of parts to be processed and number of components that have been processed (eg: 3 of 44).

• Click **Stop** button, to stop the markup creation process.

### **Related topics**

Select Parts

**Specify Content** 

**Appearance**