

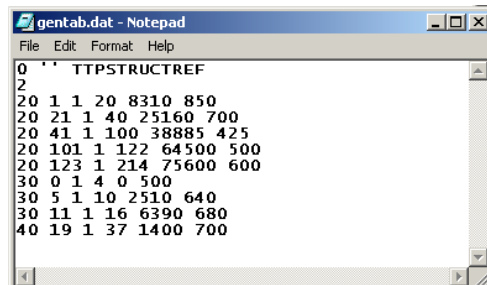
1 Outfit Set-up & Customisation

This Chapter deals with some of the important steps required in order to customise the set-up of a project from an Outfitting perspective. We will look at each discipline in turn starting with two general applications.

1.1 Using Frame Numbers in the Outfitting Systems

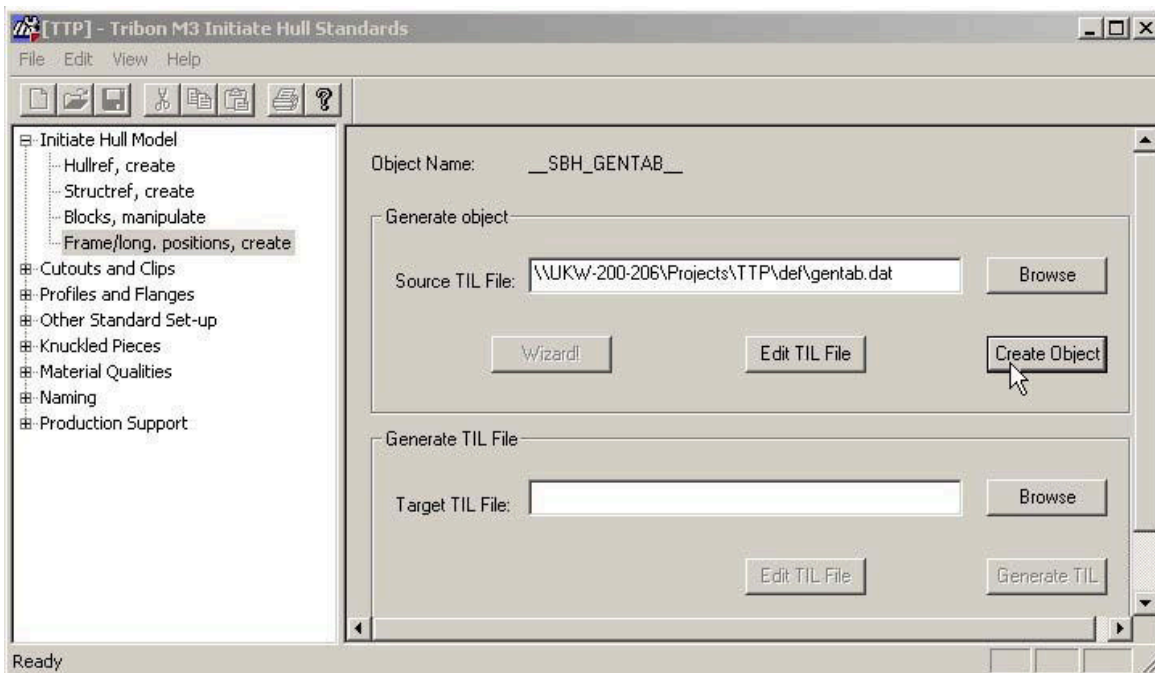
Typically the Hull users create a frame table at the start of each project. The values are stored in an object with the name **__SBH_GENTAB__** in the SB_OGDB database

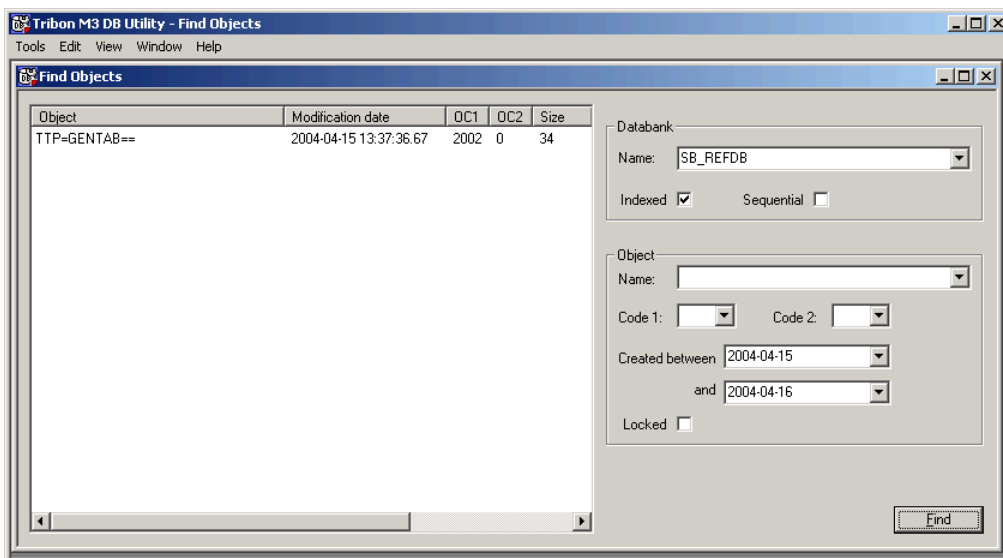
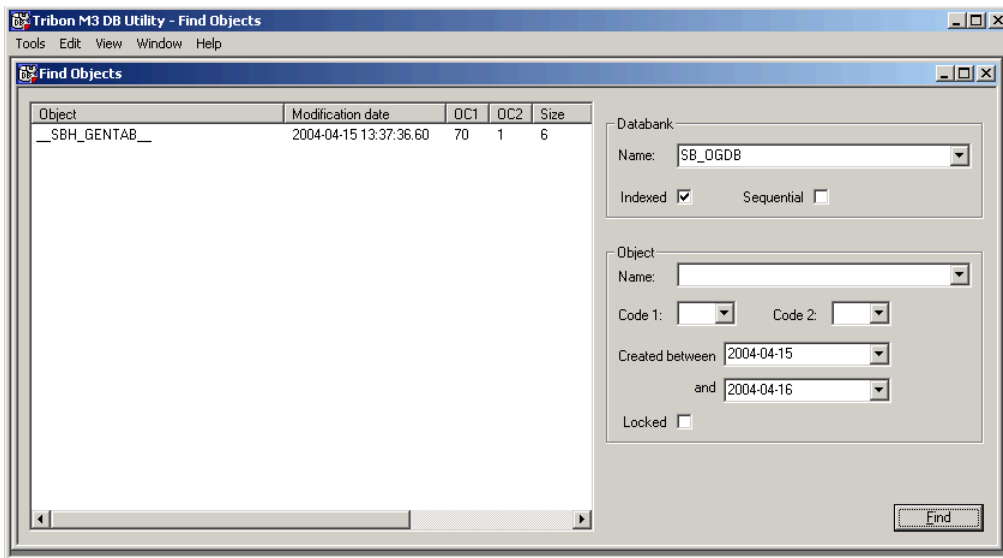
It is normal that the frame table values are written in a file as below which becomes input to the **Initiate Hull Standards** application: -



```
gentab.dat - Notepad
File Edit Format Help
0 ' ' TTPSTRUCTREF
2
20 1 1 20 8310 850
20 21 1 40 25160 700
20 41 1 100 38885 425
20 101 1 122 64500 500
20 123 1 214 75600 600
30 0 1 4 0 500
30 5 1 10 2510 640
30 11 1 16 6390 680
40 19 1 37 1400 700
```

 See the *Hull Manager Training Guide* for full details of the input file.



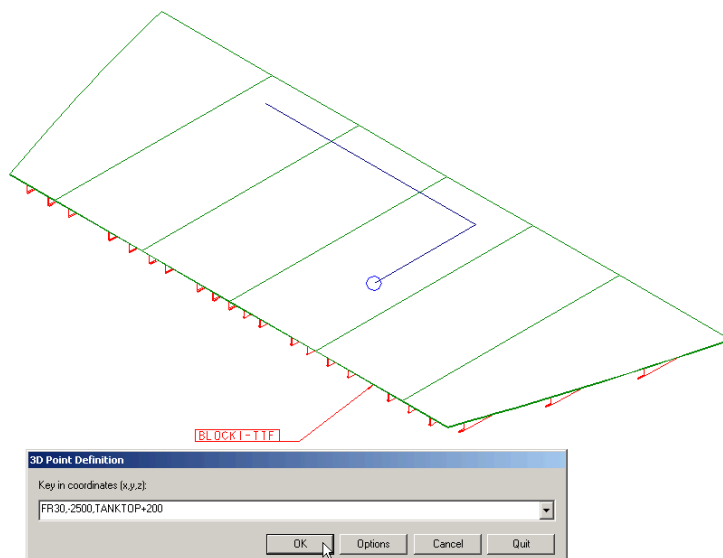


This creates table objects in two databanks: -

- SB_OGDB to be used by the Hull System
- SB_REFDB to be used by Outfitting systems

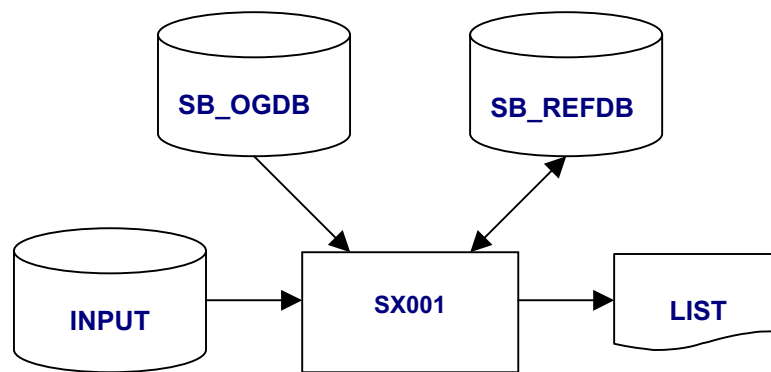
SBH_GENTAB
<PROJ>=GENTAB==

1.2 Define Model Co-ordinates, sx001



The purpose of this program is to define co-ordinates and planes that later can be referred to in the Tribon Outfit modelling systems. So, for example, one can then refer to waterlines, decks etc instead of always using absolute co-ordinates (distances from the ships origin where x=0,y=0,z=0).

1.2.1 Environment



1.2.2 Types of Planes

The planes can be of the following kinds: -

- Named Co-ordinates
- Frame Planes
- Waterline Planes
- Buttock Planes
- Hull Planes

Co-ordinates can be defined directly via input to the program. While the other planes are fetched from the Hull system.

1.2.3 Input File syntax

There are two statement keywords: -

- IDENT
- REFERENCE

1.2.4 The IDENT Statement

This statement contains information valid for the whole program. The given project name will be used to define the names of the created objects, when stored in SB_REFDB.

[,<id>] User identification string (maximum 26 characters). This string is optional.

/PROJECT=<projid> <projid> Project identification string (maximum 26 characters).

Example: IDENT,'Joe Bloggs'/PROJECT='TTP';

1.2.5 The REFERENCE Statement

This statement is used to define all coordinate references to the TRIBON Hull data bank and to create new planes and coordinates.

[,<refid>] String maximum 26 characters long. It defines the name of the coordinate. It must always be given except when a coordinate table is defined.

[/XTAB=<hull table name>] Define a x-coordinate table to be fetched from TRIBON Hull.
[/YTAB=<hull table name>] Define a y-coordinate table to be fetched from TRIBON Hull.
[/ZTAB=<hull table name>] Define a z-coordinate table to be fetched from TRIBON Hull.

<hull table name> Name of object in TRIBON Hull containing coordinate tables

Example: REF/ZTAB='TTPZTAB';

[/X=<coordinate>] Define an x-value with the name <refid>.
[/Y=<coordinate>] Define an y-value with the name <refid>.
[/Z=<coordinate>] Define a z-value with the name <refid>.

<coordinate> Coordinate value.

Example: REF, 'FPS' /X=103600;

[/PANEL=<panel name>] Defines a panel to be used as a coordinate reference plane. The reference name will be <refid>.

<panel name> Name of hull panel (string maximum 26 characters long).

Example: REF, 'BHDA' /PANEL='SB512-3';

1.2.5.1 Example input file

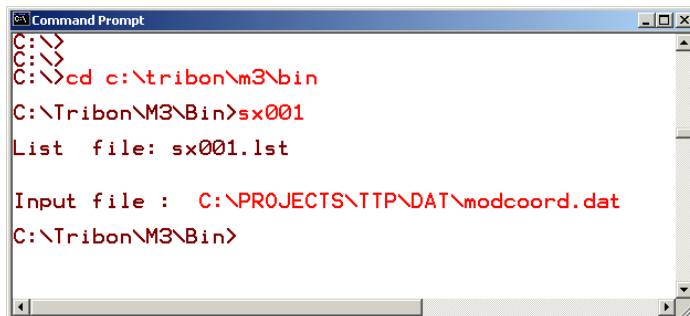
```
IDENT,JB/PROJECT=TTP;  
REF, 'TANKTOP' /PANEL='BLOCK1-TTF';  
REF, 'UPPERDECK' /Z=20000;  
REF/XTAB='TTPXTAB';  
REF/YTAB='TTPYTAB';
```

1.2.5.2 Result

The coordinate references are stored in the SB_REFDB. A result list, MODCOORD.lst, is created showing the input statements and messages from the program.

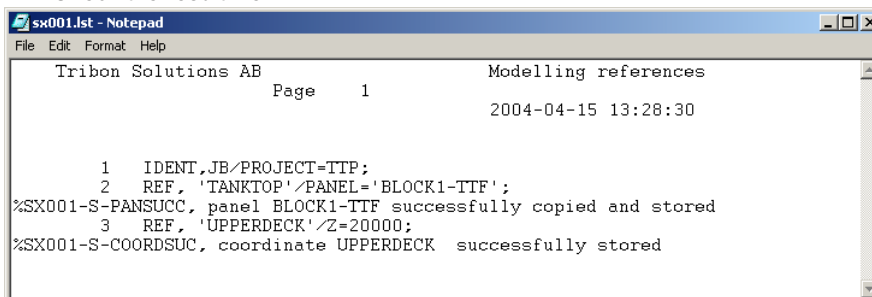
Worked Example, Define Model Co-ordinates

- Open a DOS window and go to the M3 bin directory. Then run SX001: -



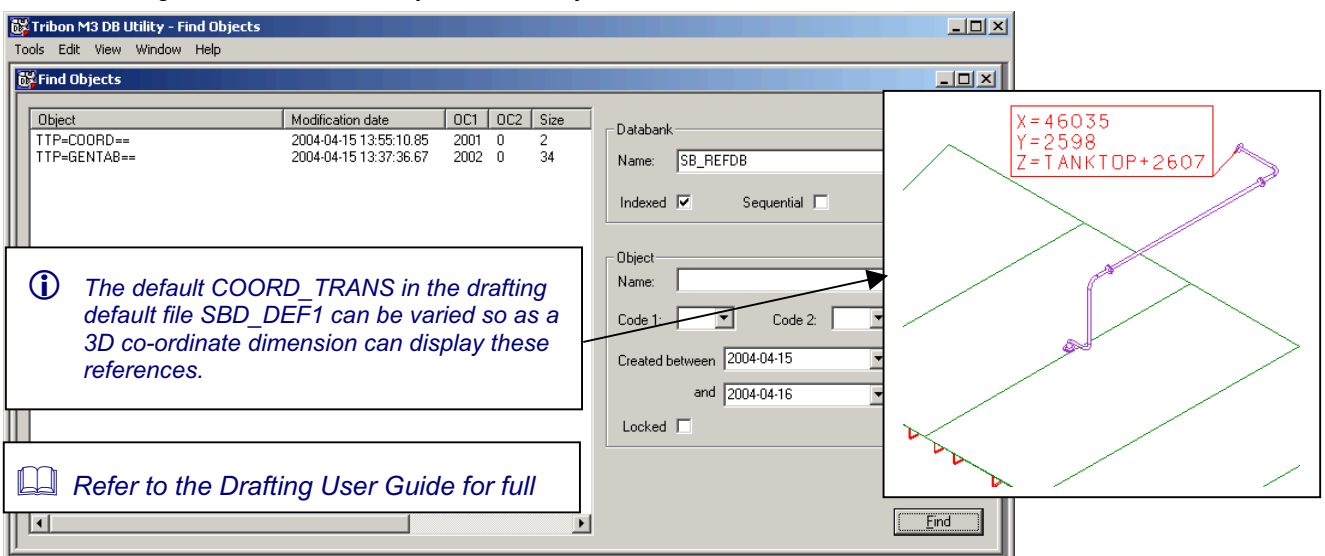
```
Command Prompt  
C:\>  
C:\>  
C:\>cd c:\tribon\m3\bin  
C:\Tribon\M3\Bin>sx001  
List file: sx001.lst  
  
Input file : C:\PROJECTS\TTP\DAT\modcoord.dat  
C:\Tribon\M3\Bin>
```

- Check the result file: -



```
sx001.lst - Notepad  
File Edit Format Help  
Tribon Solutions AB Page 1 Modelling references  
2004-04-15 13:28:30  
  
1 IDENT,JB/PROJECT=TTP;  
2 REF, 'TANKTOP' /PANEL='BLOCK1-TTF';  
%SX001-S-PANSUCC, panel BLOCK1-TTF successfully copied and stored  
3 REF, 'UPPERDECK' /Z=20000;  
%SX001-S-COORDSUC, coordinate UPPERDECK successfully stored
```

- Then using the Tribon M3 DB utility, check the objects in the Reference database: -



The screenshot shows the 'Tribon M3 DB Utility - Find Objects' window. It has a menu bar (Tools, Edit, View, Window, Help) and a toolbar. The main area is divided into a table on the left and a search panel on the right.

Object	Modification date	OC1	OC2	Size
TTP=COORD==	2004-04-15 13:55:10.85	2001	0	2
TTP=GENTAB==	2004-04-15 13:37:36.67	2002	0	34

The search panel on the right includes a 'Databank' section with 'Name: SB_REFDB', 'Indexed' checked, and 'Sequential' unchecked. Below this is an 'Object' section with 'Name:', 'Code 1:', and 'Code 2:' fields. A 'Created between' section has dates '2004-04-15' and '2004-04-16'. There is also a 'Locked' checkbox.

On the right side of the window, there is a 3D model view showing a ship's hull structure. A red box highlights a specific point on the hull with the following coordinates:

```
X=46035  
Y=2598  
Z=TANKTOP+2607
```

At the bottom left, there is an information icon and a text box that reads: "The default COORD_TRANS in the drafting default file SBD_DEF1 can be varied so as a 3D co-ordinate dimension can display these references."

At the bottom, there is a book icon and a text box that reads: "Refer to the Drafting User Guide for full"

A 'Find' button is located at the bottom right of the window.