THE NATIONAL SHIPBUILDING RESEARCH PROGRAM

Proceedings of the IREAPS Technical Symposium

Paper No. 2: PARTGEN: An Advanced Interactive Method for Highly Automated Parts Generation Based on the Design Model Data

U.S. DEPARTMENT OF THE NAVY CARDEROCK DIVISION, NAVAL SURFACE WARFARE CENTER
4. TITLE AND SUBTITLE

7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)
Naval Surface Warfare Center CD Code 2230 - Design Integration Tools Building 192 Room 128 9500 MacArthur Blvd Bethesda, MD 20817-5700

12. DISTRIBUTION/AVAILABILITY STATEMENT
Approved for public release, distribution unlimited

16. SECURITY CLASSIFICATION OF:
   a. REPORT unclassified
   b. ABSTRACT unclassified
   c. THIS PAGE unclassified
   17. LIMITATION OF ABSTRACT SAR
   18. NUMBER OF PAGES 24
   19a. NAME OF RESPONSIBLE PERSON

Standard Form 298 (Rev. 8-98)
Prepared by ANSI Z39-18
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PARTGEN: AN ADVANCED INTERACTIVE METHOD
FOR HIGHLY AUTOMATED PARTS GENERATION BASED ON THE DESIGN MODEL DATA

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ABSTRACT

This is a brief introduction to the present status of the AUTOMDL development effort (AUTOKON) and an indepth description of the first module of an AUTOMDL named PARTGEN. PARTGEN works on a topological model of the ship and is stored in the database. PARTGEN uses extensively interactive graphics and will virtually eliminate 90 percent of what today is called partcoding in the production phase. In addition to performing part generation, PARTGEN also has other valuable functions. It can do fairing of lines, interactively, to establish a preliminary hull form for building up the design model in the database. It has a report generator whereby the user can make extensive reports from the database and make user formulated layouts on the reports. PARTGEN also includes extensive automatic updating procedures due to changes. This is a benefit of having parts for production stored as topological data instead of as geometry.
PARTGEN

The first module in AUTOMODL

Introduction

PARTGEN is the first available module in AUTOMODL. It is using the new Database system TORNADO which will be the common database for AUTOMODL. PARTGEN is an interactive tool to define steel structures in plane surfaces. The PARTGEN module can be used in three different ways.

PARTGEN can receive curves from other programs. These curves will then form various surfaces, and these surfaces will be in various stages of completion depending on the detailing-level done with other programs. These curves may include boundary curves for the surfaces (edges), intersection curves, trace curves (stiffener traces), seam curves and curves with cutouts.

PARTGEN can also build up the structure within a surface using available commands and macros.

PARTGEN can also be used as a combination of the two above. This will typically be the case when the structure is only partially finished before PARTGEN is used.

The regular output from PARTGEN is production parts ready for nesting. However, output or information is also stored in the database, and various reports can be generated as regular output.

Output from PARTGEN can also be used by AUTODRAW for generation of drawings.
PARTGEN IN AUTONODL

AUTONODL

NONE PLANAR SURF. DEF.
NONE PLANAR PROFILES
NONE PLANAR PARTS
PLANAR SURF. DEF.
PLANAR PROFILES
PLANAR PARTS
TODAY'S
PARTGEN

IS
D.B.
Systemphilosophy

In PARTGEN there are several basic concepts that need some explanation.

0 Product. A product in PARTGEN is the entire structure the user wants to work with. It can be an entire ship, a half ship or a group of units. A product is normally given a name like YN 228AB. A project identification (Project number) is also linked to the product.

0 Surface. A product is built up of various surfaces. A surface is defined as a U, V, W-coordinate system, related to the global X, Y, Z system. The surfaces in PARTGEN are given names by the user. The naming-conventions made so far should be familiar. PARTGEN is using names like: SHELL, DECK, PLTF, STRINGER, GIRDER, TFRAME etc.

0 Curves. A surface is built up by various curves, and a particular curve is always within a surface. These curves may be generated by PARTGEN itself, or they may be coming from other programs like BOF, TRALOS, TRADET etc. There are several types of curves, and each curve has a name (type) and a numeric identification number. The type of a curve also indicates what kind of curve it is. We have HOLE-CURVE (holes), SEAM-CURVES (seams, butts), TRACE-CURVES (traces of stiffeners), INTERSECTION-CURVES (curves formed by two surfaces intersecting each other) etc.

The three above mentioned concepts form the basis for part-generation with PARTGEN. Except for the Product, the user is free to manipulate surfaces and curves at any time in the PARTGEN process, thus being able to take care of last minute changes.
CONCEPTS AND RELATIONS

SURFACE (PLANE SURF.)

CURVES IN A SURFACE

PARTS

PRODUCT

ASSEMBLY

SUBASSEMBLY

PART

SURFACE

CURVE
CURVES IN A SURFACE

SEAM CURVES

TRACE CURVES

HOLE CURVE

ALL CURVES COMING FROM TRACER/TRADEP/ISDRAW

ALL CURVES CAN BE MODIFIED OR DELETED BY PARGEN

NEW CURVES OF ANY TYPE CAN BE ADDED BY PARGEN

R COMMANDS TO GEN. HOLES

INT CURVES

TRACE CURVES

HOLE CURVES
Assembly. The assembly concept is used when PARTGEN is used for generation of production parts. The user can establish a tree structure with assemblies and subassemblies, where the assembly normally will be a block or unit. The assemblies have identification numbers as also the subassemblies have. An assembly or subassembly is built up by parts for production. A part can not be defined without belonging to an assembly.

Parts. Parts are defined in PARTGEN as belonging to an assembly or subassembly. One particular part will reside in a surface and contain various curves, also belonging to a surface.

PARTGEN is not a part splitting program. It does not even have any part splitting capability. PARTGEN is using intersection points between curves to generate a part. The part is built up by topological points formed by the intersection points between the curves. This concept makes automatic updating of parts based on modifications to curves easy.
How PARTGEN works

Normally, the PARTGEN process will start up after, or at the end of building up the model of the structure in the database. The building up of the model in the database is today done by the programs BOF, LANSKI, TRALOS and TRADED. These are traditional batch oriented programs. However, they are not run as batch programs today. All the traditional waiting time in a batch environment has been eliminated by running the programs on-line on a minicomputer from a graphic screen (terminal) like Tektronix or LSI-ADM 32. Quick verification and response to changes are key words in this context. In the near future, the complete model build up in the database will be done by other AUTOMODL modules. Today, parts of the model can also be built up by PARTGEN. The initial bulk of data belonging to the model is transferred to the PARTGEN database by the programs DRAWIS and AUTOLINK.

From the PARTGEN database the user will bring up a particular surface or group of surfaces on the screen. This can be the whole surface or only a window of it. Normally a window is used for better clearity. If the surface is complete the partgeneration process starts immediately. However, if additional seams or holes have to be generated, this is now done with PARTGEN directly and included in the surface and stored in the database. The actual partgeneration is done by using the crosshair to point at intersection points of curves that form the boundary of a particular part. However, before the actual partgeneration takes place, an assembly must be started by the command BEG-ASS name. Every curve that is inside the part will be included. This includes holes and traces of stiffeners. By the crosshair pointing, the topology of the part is generated.
ZOOMING OF DETAIL FOR PARTEEN

SEAM-CURVE GENERATION

COMMANDS
RESULT ON SCREEN
BEFORE CLEAR
PART GENERATION

COMMANDS TO GEN. TWO
PARTS.

RESULT ON SCREEN
AFTER CLEAR.
CROSSHAIR-POINTING SEQUENCE.

PART GENERATION

FINISHED PART (PART 1)
PART GENERATION

FINISHED PART (PART 2)

PART GENERATION

ORIGINAL SURFACE

POINTING SEQUENCE:
ONE PART

34
PART GENERATION

FINISHED PARTS

PART MODIFICATION

Commands to delete a hole. (By pointing)

These parts will be deleted.

Message on the screen. Parts deleted due to hole delete. (Topology modified.)
PART MODIFICATION

RESULT ON SCREEN.
AFTER DELETION AND CLEAR.

NEW PART
NEW PART

PART MODIFICATION

COMMANDS AND SYSTEM RESPONSE

ADDING A NEW HOLE INSIDE AN EXISTING PART. RESULT ON SCREEN.
PART MODIFICATION

NEW PART.
GENERATED AUTOMATICALLY
BY SYSTEM.

PART MODIFICATION

ORIGINAL SURFACE
WITH SEAM-CURVE 25.
TWO PARTS HAVE BEEN
GENERATED.
### PART MODIFICATION

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### PART MODIFICATION

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<td>SCREEN DURING MODIFICATION</td>
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39
PART GENERATION

THE TWO NEW PARTS GENERATED AUTOMATICALLY BY SYSTEM.
REPORT FROM PARTGEN

DO YOU WANT TO CONTINUE (OR SKIP) (Y/N/SK) ........ 1

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TOTAL: 11422.20 11749 820 1572
Any time, later, that the topology of the part is changed, the user will get a message on the screen that part nos. involved will be deleted.

If, on a finished part, the internal structure is changed, by adding a hole or removing a stiffener trace, the parts involved will be automatically updated without any interference by the user. If the user wants to generate snipes (corner cutouts) at one or more corners of the parts this is done by initially using a SET-command to establish a basic radius.

(SETCORNER-OUT-RAD 10). Now 10 mm is set as basic radius for corner snipes. When pointing at a corner with the crosshair and using the 2 key on the keyboard when pointing, a corner cutout with radius 20 mm is generated at that corner.

By proceeding in this way parts are generated and stored in assemblies in the database. Weights and center of gravities can be generated for assemblies and printed out in various formats. Also other reports from the database can be generated by report-generator facilities.

The PARTGEN commands include all the AUTOPART commands familiar to the yards using this module presently. This means that all the geometry possibilities in AUTOPART are available in PARTGEN, and so are the macro facilities. This fact will make the transition from AUTOPART to PARTGEN easy and quick for old users.

By using the PARTGEN module for production part generation, the actual part coding, as we know it from ALKON and AUTOPART will in effect disappear, and thus represent a tremendous saving in time required to generate production parts. A conservative estimate of 30-50% savings in manhours at the loft for part generation can be expected.