

# TriMark Best Practice Guide

## Best Practice: Removing Ghost Objects related to Drawings

This BPG will help in removing ghost objects from a workspace that are related to drawings. Ghosts can be either objects that do not exist anymore, or old references to existing objects that the drawing no longer needs.

### ***Justification:***

Removal of ghost objects from workspaces is a necessary step to being able to check in work into Windchill.

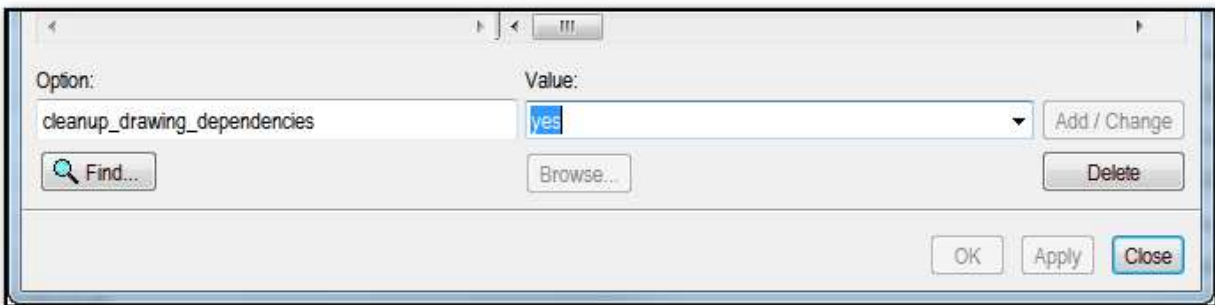
### ***Quick Procedure:***

1. Create a new drawing (we'll call it new.drw)
2. associate your part(s) to the new drawing
3. Insert > Shared Data > From File... – select your drawing (we'll call it original.drw) – sometimes you'll get error/warning messages after insertion that indicate the real problem, but not always.
4. Sheet 2 now contains the original drawing. Delete sheet 1.
5. Save as original.drw

### ***Procedure:***

If the quick procedure did not work, the full procedure will have to followed.

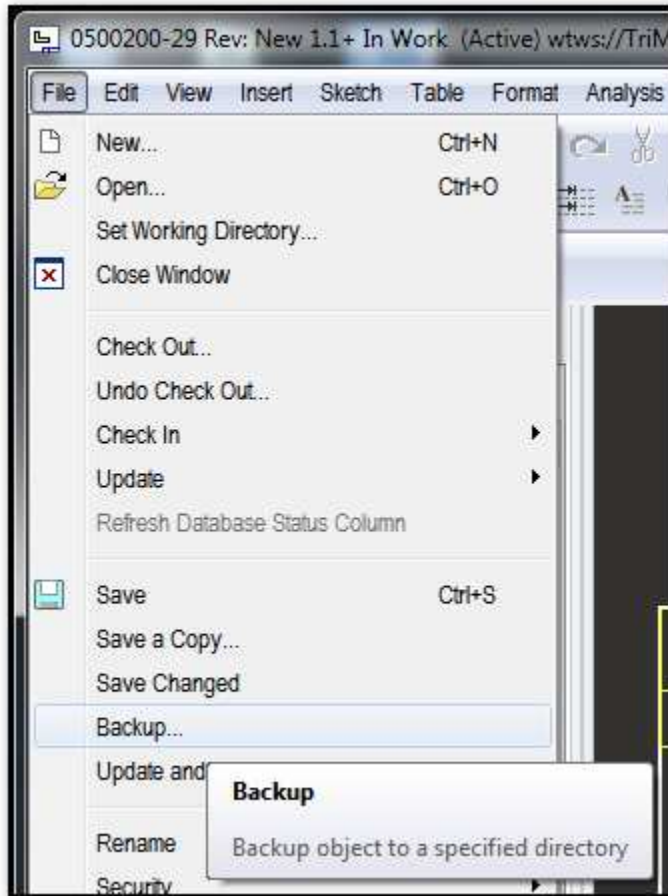
The configuration option "cleanup\_drawing\_dependencies yes" loads the referenced objects into the workspace and it is not possible to remove this references. This is a hidden configuration setting and must be typed in manually.



1. Find the drawing related to ghost object  
Refer to the [BPG-Windchill Removing Ghosts](#) document for more details on investigating the root cause and parents of ghost objects.

# TriMark Best Practice Guide

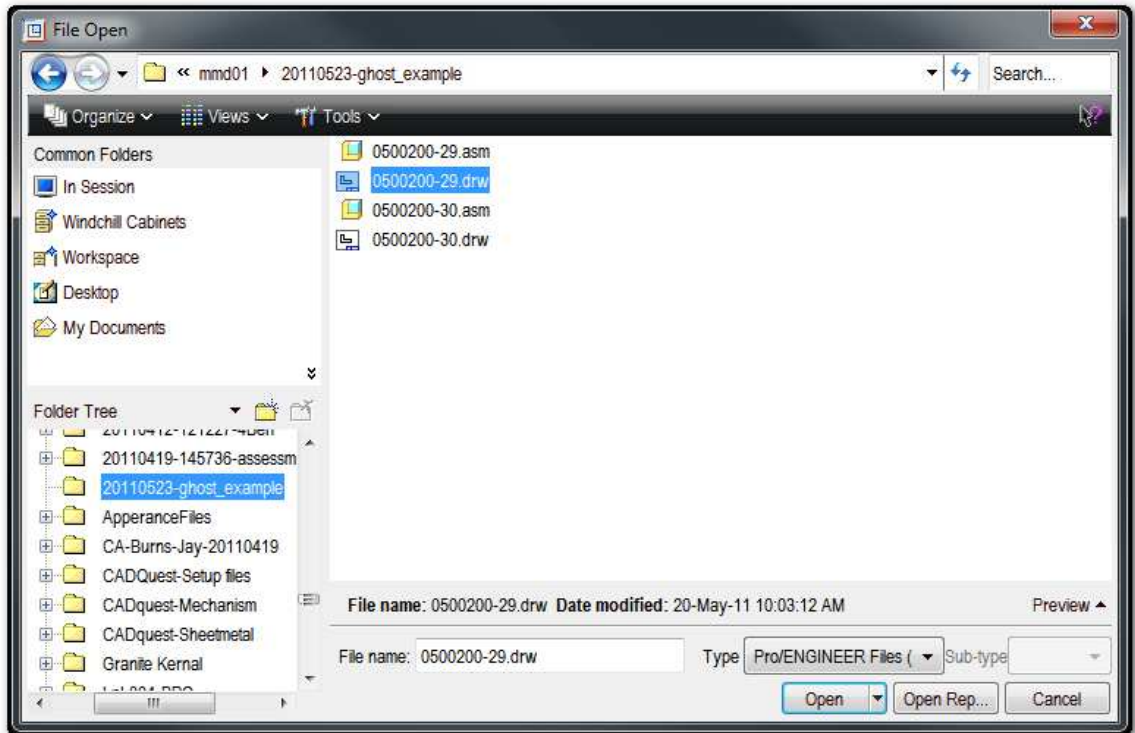
2. Backup drawing to a temporary folder on a local drive.  
This folder can be either on your desktop or elsewhere on your hard drive.



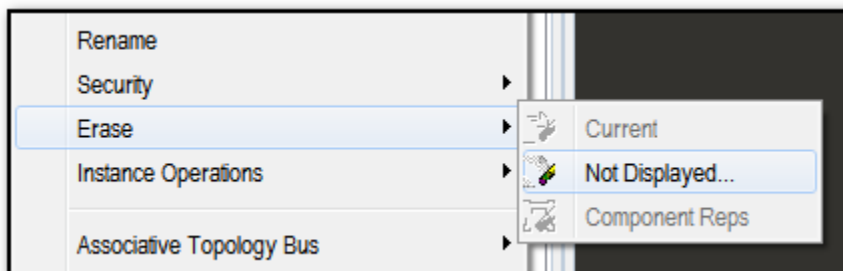
3. Create a new workspace in a different context.  
(For example, Product Parts Library/Temp).
4. Set Tools > Options – Turn on cleanup drawing dependencies, set to yes  
You will have to type yes into the blank, and select apply.  
The exact option is: (CLEANUP\_DRAWING\_DEPENDENCIES YES)
5. Open the backed up drawing  
Navigate to the backed up drawing using the Pro/E file open dialog windows and open the drawing in Pro/E, which is connected to temporary workspace you created in previous step 3.  
Note: dragging and dropping the drawing to open it doesn't appear to work consistently,

# TriMark Best Practice Guide

whereas the file dialog box is consistent.



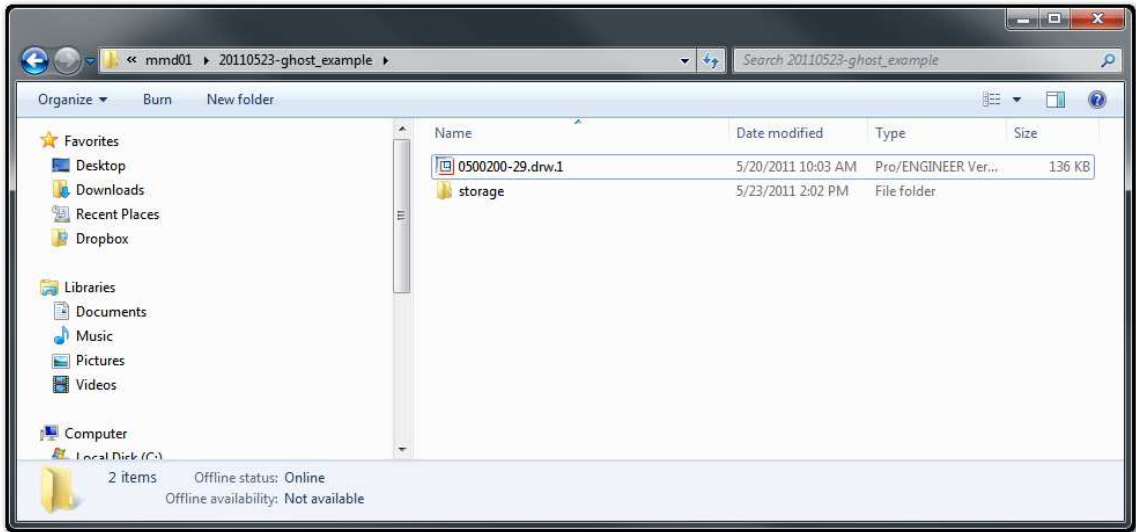
6. Remove the ghost object. A popup dialog box should recognize ghost listed in step 1 – select remove.
7. Save the drawing into the temporary workspace.
8. Backup the clean drawing.  
Go to Pro/E session – Backup now clean drawing to the temporary folder on the local hard drive.
9. Close all Pro/E windows except for the main one, and Erase Not Displayed.



10. Switch back to original workspace.  
Make sure no objects are in session. This should happen when you switch workspaces automatically.

# TriMark Best Practice Guide

11. Delete all objects from the temporary directory except the drawing. Otherwise all files in this directory will be loaded first.



12. Open the cleaned up drawing.  
File > Open in Pro/E
13. Save and Upload drawing
14. IF SUCCESSFUL – Go to workspace and delete ghost objects
15. Repeat process for other drawings with ghosts
16. Delete temporary Windchill workspace and temporary desktop folder
17. Turn off configuration setting  
Tools > Options – Cleanup drawing dependencies turned off to no.  
Reset the option back to no, note that you will have to type no into the blank, and select apply.

## Note:

As of version 9.0 of Windchill, ghost or incomplete objects are handled differently than in Windchill 8.0 and earlier.

If the above procedure does not take care of the incomplete object, have an admin search for the object in Windchill. If it does not exist, the drawing can be checked into Windchill and the incomplete object will be handled by the system.