TriMark Best Practice Guide

Best Practice: Removing Ghost Objects related to models

This best practice guide describes how to remove ghost objects from a workspace that are related to either assemblies or components.

Whenever there is a parent/child dependency to an object that is not in session, Pro/ENGINEER will create an incomplete (ghost) CAD Document (CADDoc) in the active Workspace during File -> Save of the parent object. No warning message is given during save, but the object will display in the Workspace with an incomplete object icon.
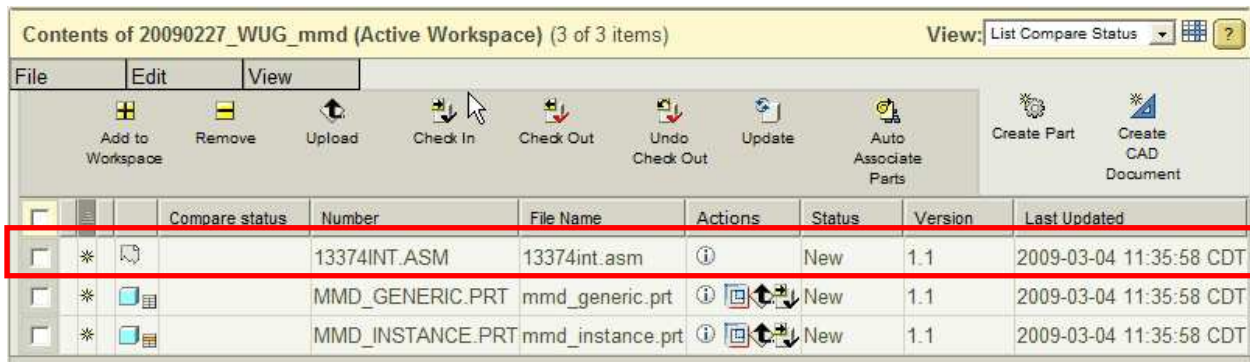
The best practice would be to avoid creating incomplete CADDocs during Checkin by having all required dependencies in the Workspace when saving within Pro/ENGINEER. If this isn't possible, incomplete CADDocs will need to removed.

Justification:

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

Procedure:

After finding ghost objects in your workspace, these are the steps needed to remove them from the workspace.

Determine Course of Action

1. Start Pro/E if needed and switch to the Workspace with the ghost objects, as needed.
2. Determine if you need the missing object. In most cases the missing or ghost object is not needed, and was created by copying objects or some other activity.

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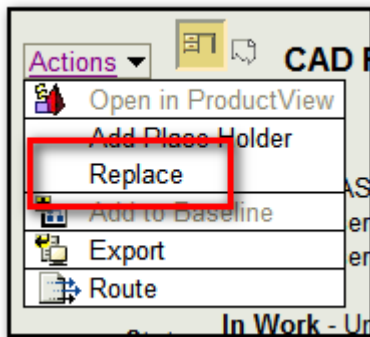<u>Ghost is needed Actions:</u>

If the object is needed, search Windchill and local drives for the object. If the object is not found in Windchill, it might be located on a hard drive or network drive.

When the missing Pro/ENGINEER file can be located, follow the instructions below in order to update the incomplete CAD Doc.

1. Add the complete CAD document to the workspace, either from Windchill Commonspace or from a local drive.
2. Click on the details icon to show the information page for the ghost object.

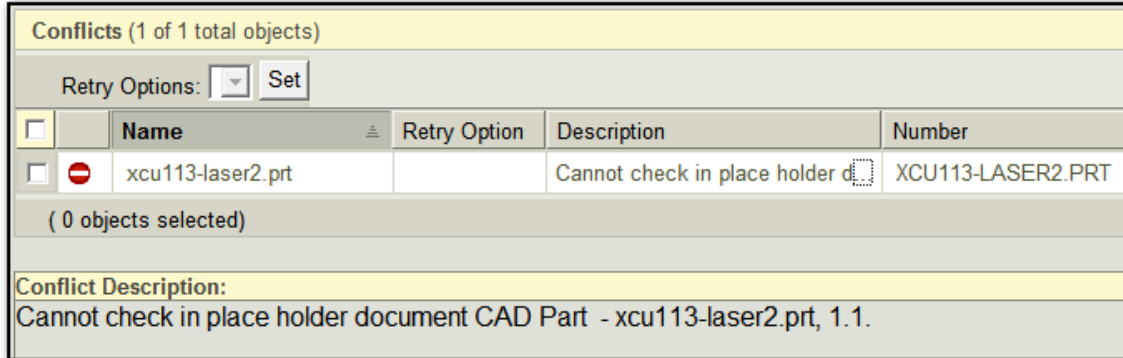3. In the Actions menu, choose Replace.

4. Search or Browse for existing CAD Documents. Or enter a filename.
5. Refresh the workspace and upload any documents that need uploading. The ghost object should no longer exist.
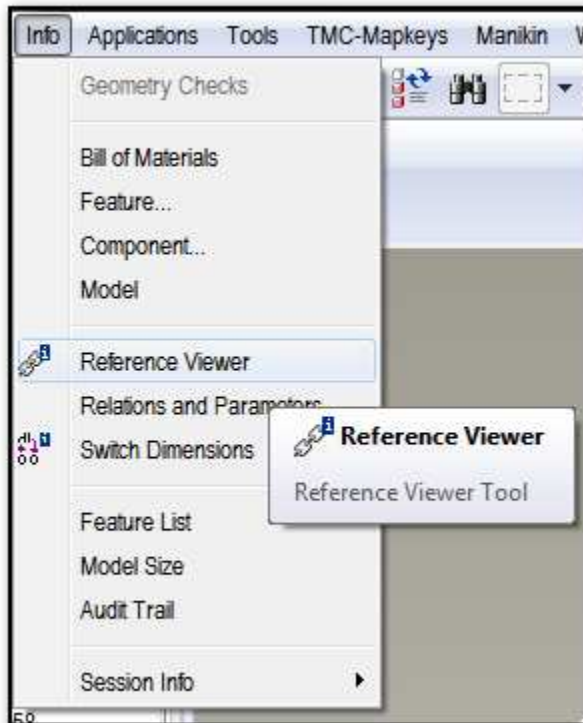
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Ghost is NOT needed Actions:

1. If the object is NOT needed, first try deleting the object from the workspace.
2. Check the event manager for failures. If there is a failure to remove the object, then the parent of the ghost will need to be found and fixed.
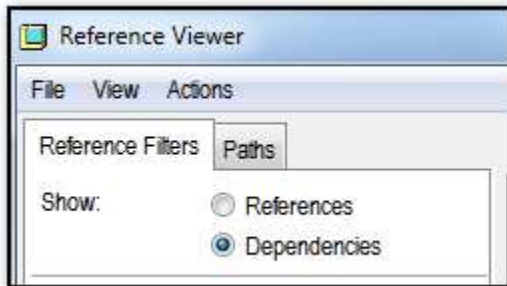

Refer to the BPG-Windchill Removing Ghosts document for more details on investigating the root cause and parents of ghost objects.

3. Parts that were in interchange assemblies will retain their link to the interchange assembly unless specifically deleted. This is one cause of ghosts. Other causes are assembly references, relations, or drawing references. Having suppressed assembly members can also create ghost objects.
   For more information on drawing ghosts, see BPG-Windchill Removing Drawing Ghosts

4. Once the parent object is known, open the object in Pro/E and use the Reference Viewer in the Info menu.
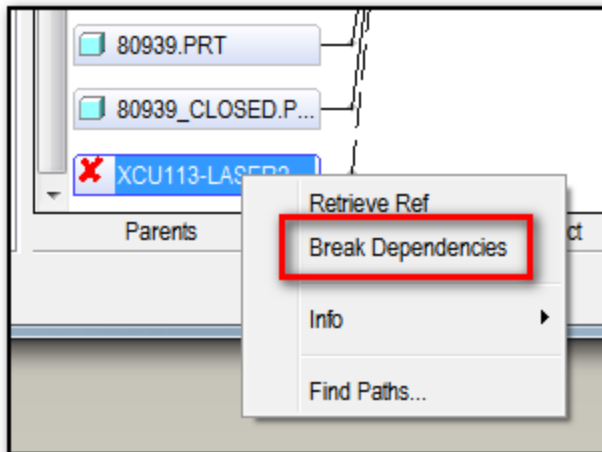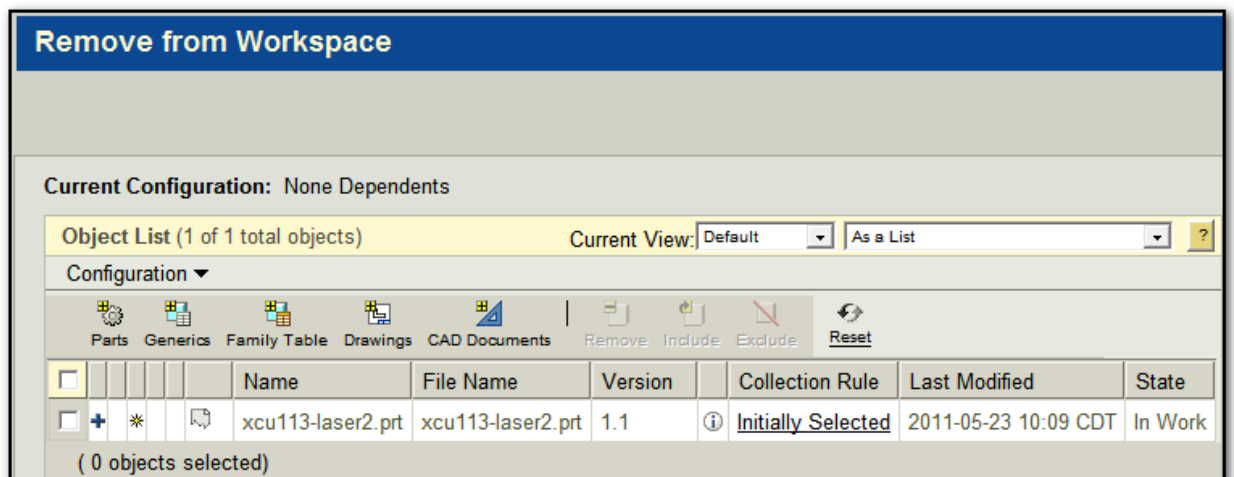
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5. Once the Reference Viewer opens, check for any External References to the ghost object. Investigate the references and remove them.

6. If no external references are listed, change the Reference Filter to Dependencies.

7. Look for the ghost object in the dependency list. If found, right click on the object, and choose "Break Dependencies". Close the reference viewer.

8. Save the parent model. The ghost model may be removed automatically, if not: Once the references to the ghost object are addressed, the ghost object can be removed from the workspace.

9. The remaining parts in the workspace can now be checked in successfully.