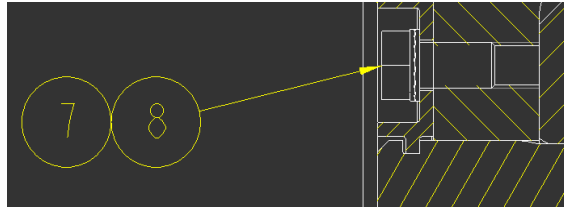
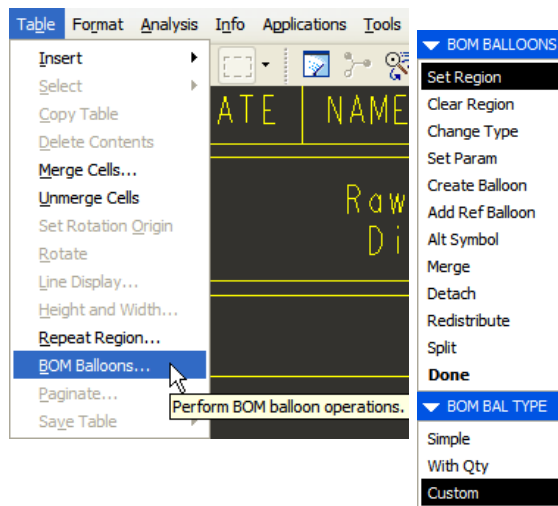


Wildfire 3 (Merging and Splitting Balloons)

Multiple BOM balloons can be merged onto a single leader as shown using a user defined, custom symbol.



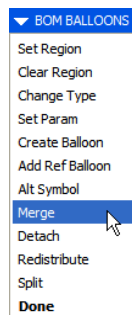
The standard simple balloon cannot be merged. Custom or quantity balloons must be used. Once the BOM table with repeat region has been added to the drawing, custom balloons can be set for the region by selecting BOM Balloon from the Table menu. Change the BOM balloon type from simple to custom on the menu and then select the table.



Next, you will be prompted to select or retrieve the balloon symbol. A custom balloon has been created that looks the same as a standard simple balloon. It is located in Windchill-PDMLink at "Bucyrus Library/Models/Symbols/balloon.sym". Use retrieve to select this symbol.

If simple balloons have previously been set for a region and used on the drawing, the type can be later changed to custom so they can be split and/or merged. To do this, select the table then "Change Type" from the menu. Select custom and then retrieve the balloon symbol file. At this point the custom balloons can be added to the drawing views just as you normally would with the simple balloon.

Once custom balloons have been created for components, merging can be performed by selecting BOM balloons from the Table menu. To undo the merge select detach.



To split a balloon and add another balloon for the same item select Split. Even balloons for items with a quantity of one can be split using a custom balloon and attached to the component on any view on any sheet of the drawing.

