

<b>Master</b>					
<b>Geometry</b>					
<b>Graphic</b>					
<b>Boundary Box / Symbolic</b>					
<b>Lightweight</b>					
<b>Available details</b>	Assembly level graphics	Assembly structure	Part level graphics	Reference geometry	Features and parameters
<b>Typical memory consumption</b>	~10%	~5%	~30%	~70%	100%

- Full assembly, sub-assemblies and/or component-specific setting
- Exclude objects to remove from graphics and memory
- Store multiple states in assembly model
- Use Combined States to store with different Styles (e.g. Wireframe, Shaded), X-sections, Annotations, etc.



- **Capabilities**

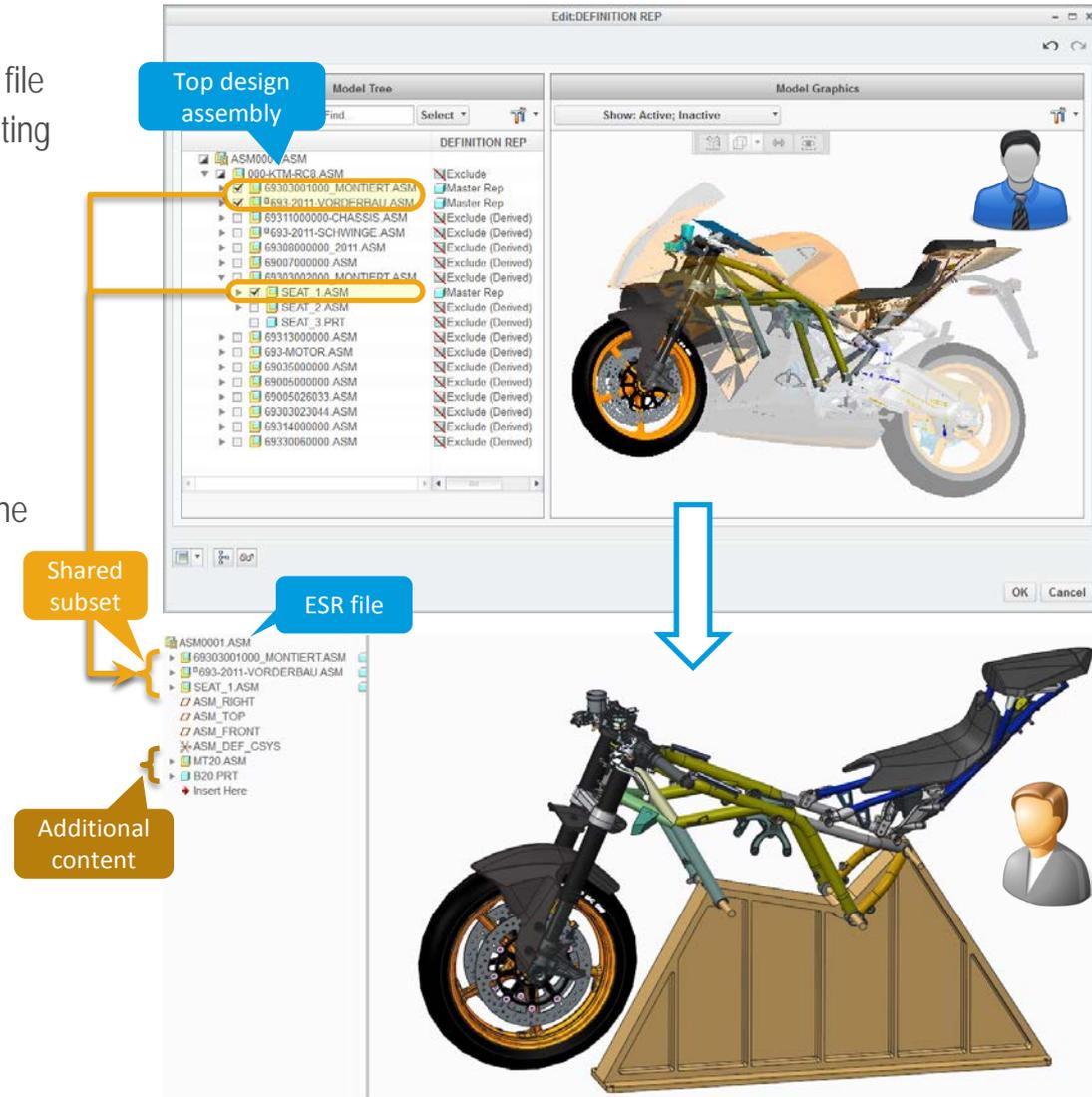
- Store Subset/simprep definition in a separate file
- Add additional context to the subset w/o affecting original context
- Define scope directly from Windchill

- **Common uses**

- Distribute work to users with limited access/permissions to modify top design assembly
- Filter-down overloaded designs to a standalone valid configuration/variant

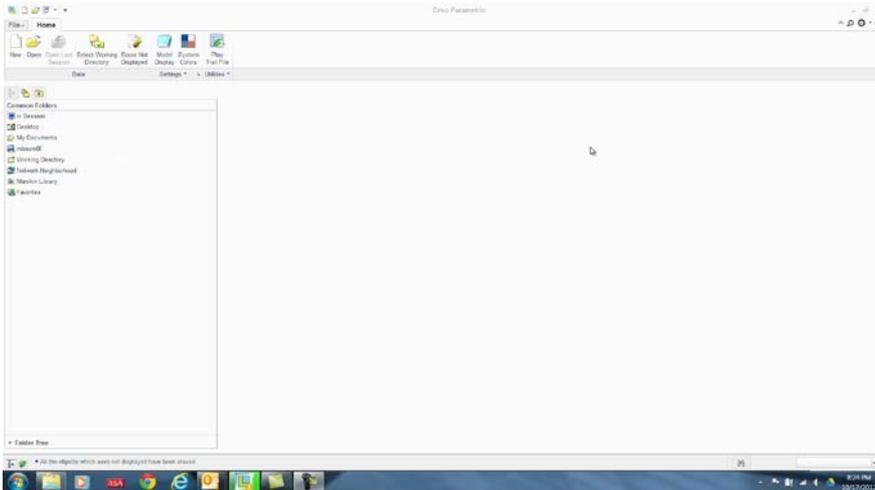
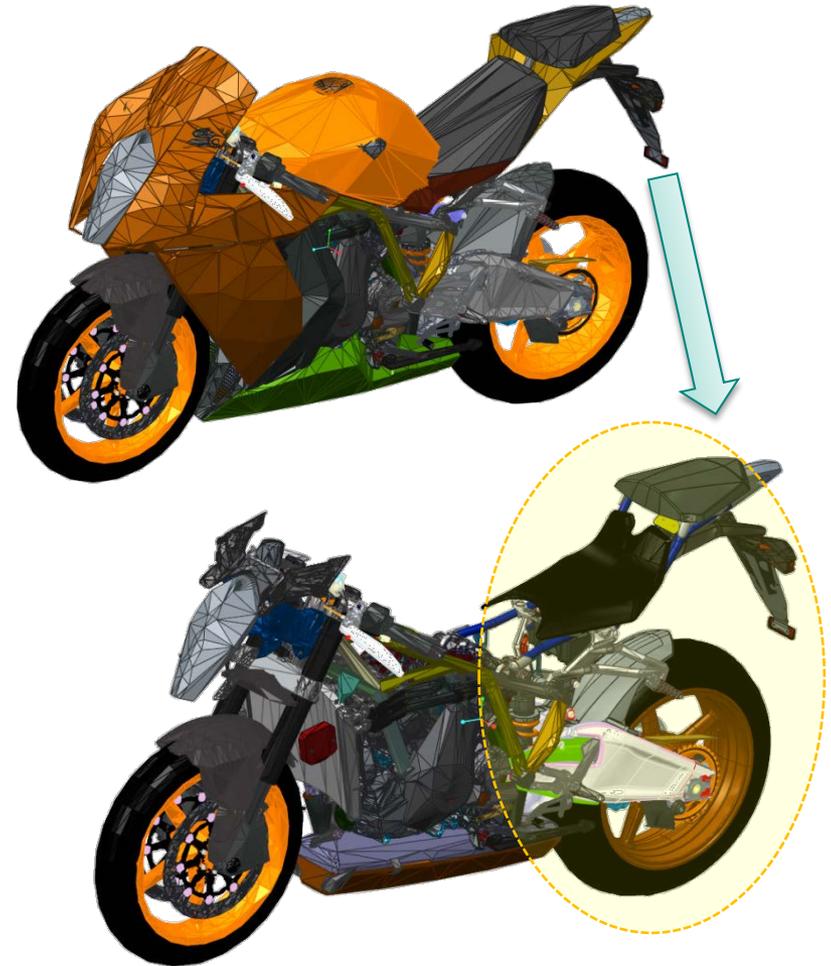
- **Design in context**

- Edit sub-models in reduced scope of large assembly
- Add auxiliary content
  - Manufacturing/testing structures
  - Add-on designs



Focus faster on models on interest

- Iterate designs in large assembly context
- Instant 3D thumbnail of complete model
- Selective drill-down to level of details
- On-demand retrieval of required models



# Metrics

LWG vs. Graphics vs. Master

	Time	Objects in WS	x
Open Master Rep CS*	1m37s	606	
Open Graphics Rep CS*	0m51s	606	1.9
Open LWG CS*	0m26s	17	3.7
Open Master Rep CS	1m05s	606	
Open Graphics Rep CS	0m37s	606	1.8
Open LWG CS	0m09s	17	7.2
Open Master WS	0m54s	606	
Open Graphics Rep WS	0m28s	606	1.9
Open LWG WS	0m08s	17	6.8



\*Empty Cache

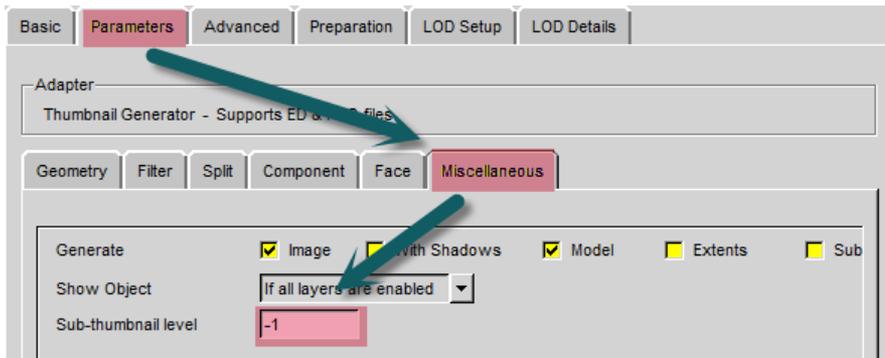
	Time	Objects in WS	x
Open Master Rep CS*	1m01s	885	
Open Graphics Rep CS*	0m50s	883	1.2
Open LWG CS*	0m02s	1(4)	(30)
Open Master Rep CS	0m52s	885	
Open Graphics Rep CS	0m43s	883	1.2
Open LWG CS	0m01s	1(4)	(52)
Open Master WS	0m32s	885	
Open Graphics Rep WS	0m24s	885	1.3
Open LWG WS	0m01s	885	(32)



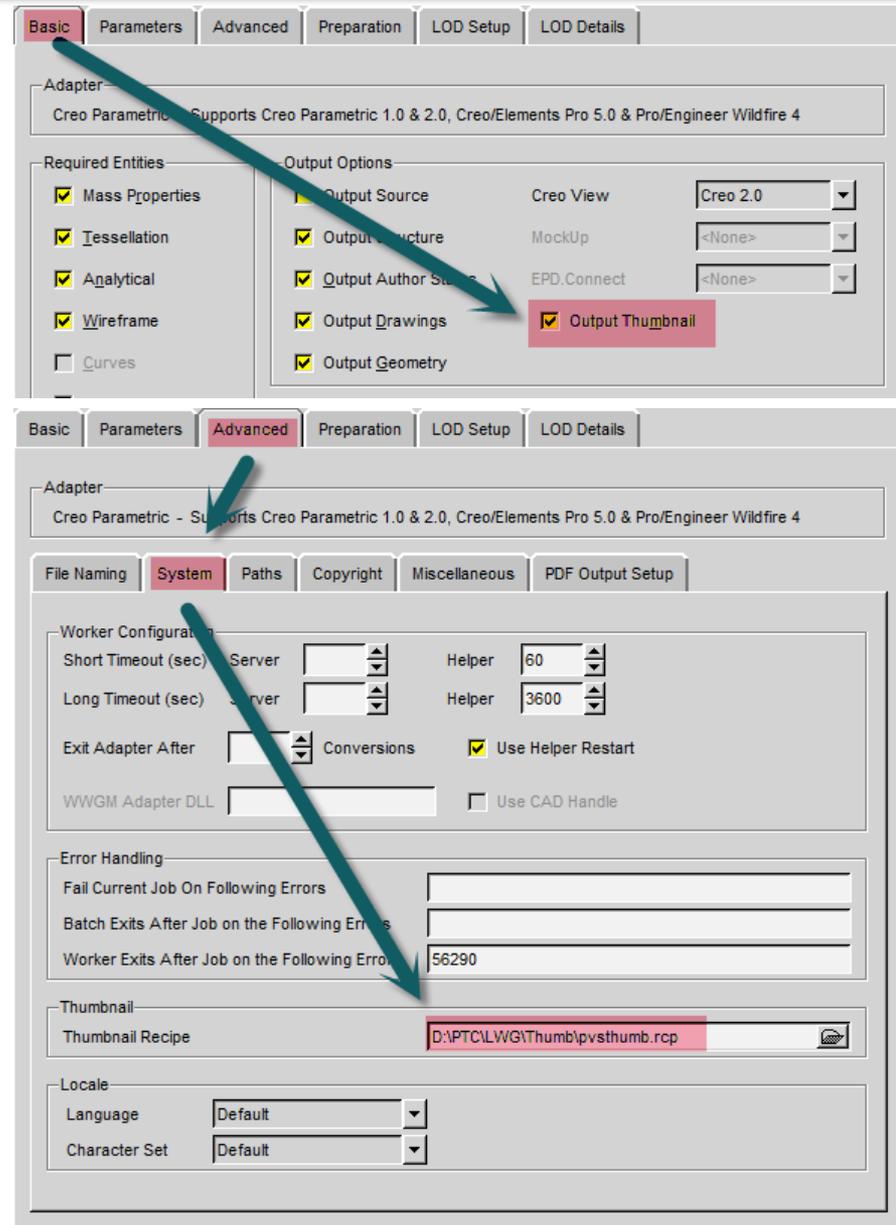
\*Empty Cache

# How to enable Creo Worker

- Create a thumbnail worker
  - Rcp file is only used
- Edit the rcp.
  - Parameters, Misc TAB->Sub-thumb lev.
  - From 0 to -1 (all levels)
  - You can use the following rcp as an example ...\\Creo 2.0\\Common Files\\“date code”\\apps\\prodview\\recipe\\LWGthumb.rcp



- Edit the creo worker rcp
  - Copy the thumbnail rcp to Creo Worker folder
  - Change so the worker is producing thumbnails (can also be done by Thumbnail worker or server).
  - Also set the thumbnail rcp to be used by the worker.
  - Restart Workers!



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