

# What's New in ShipWeight 10.0

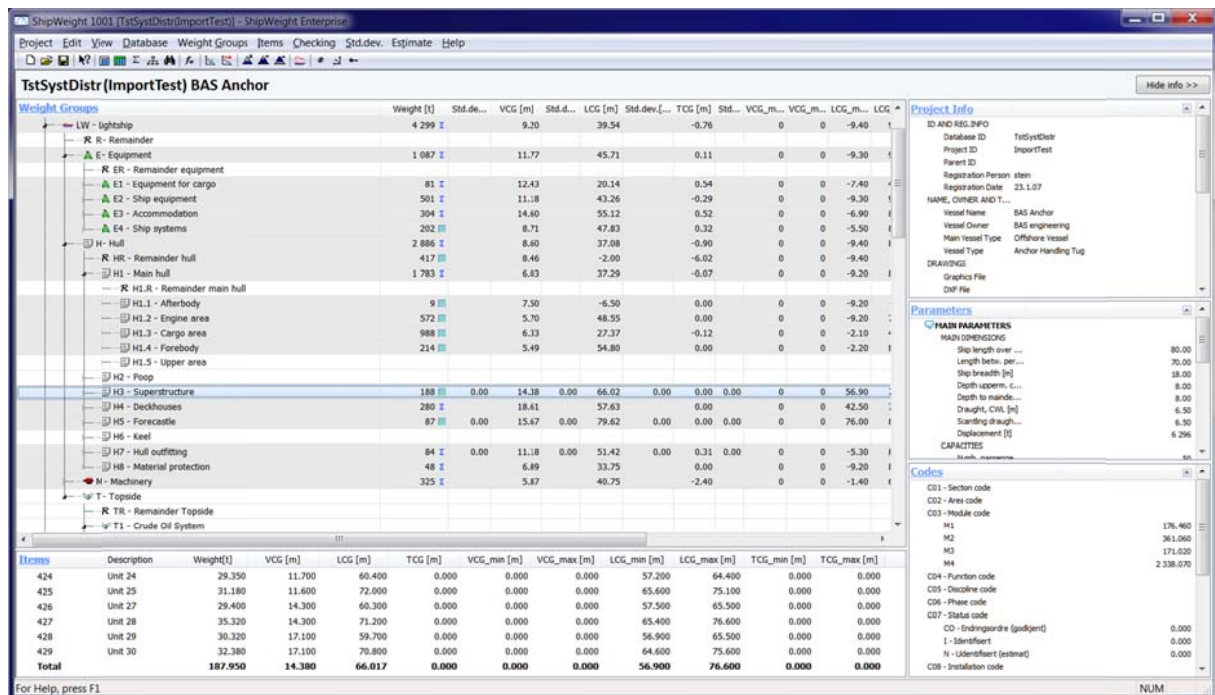
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## New Main Window

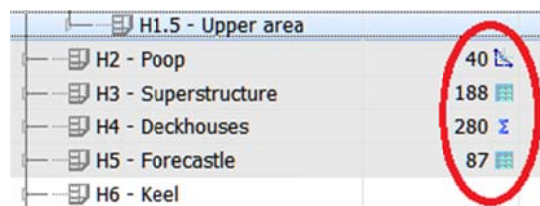
ShipWeight 10.0 comes with a new main window to improve user friendliness and increase flexibility on the work breakdown structure.



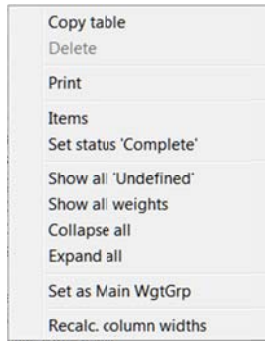
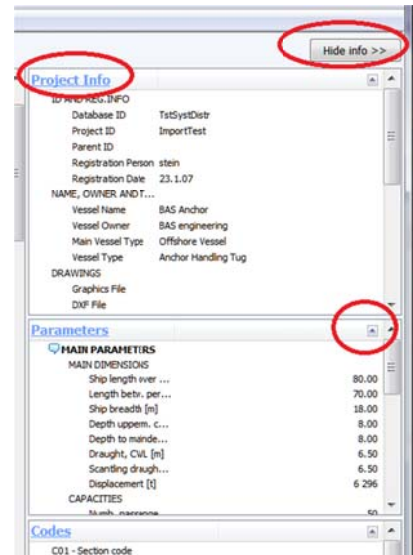
Picture 1: The new main window

The main change in the new main window is that the grids and the weight group hierarchy have been merged. The result is a more intuitive way of navigating in the weight group hierarchy and also the number of weight groups on the same level of the structure is no longer restricted by the grids – there is no limitation to this anymore.

Icons are used in the new main window to inform about the origin of the weight group summary. A grid icon indicates that the weight groups is a summary of weight items for that very weight group, while a sigma symbol indicates that the value is a summation of subgroups – not items. Finally, a graph icon will indicate that the value is estimated by parametric formula. Grid and graph icons are also clickable and will open of the item dialog and graph dialog accordingly.

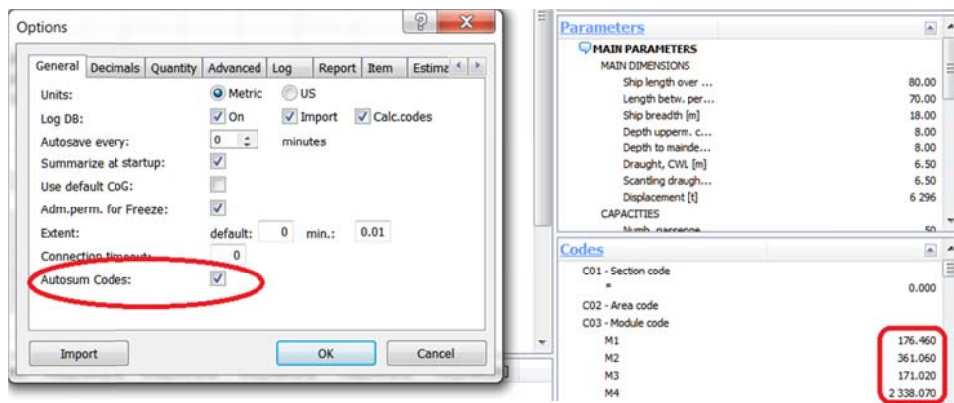


In the right part of the main window, several information windows are shown. This shows project, parameter and code information. This area can be hidden all in one by clicking the "Hide info >>" button; in case maximum space is required for the weight group hierarchy. Each individual are may also be hidden by clicking on the small arrow button to the right in the heading. Clicking this button will show/hide the area for every second click. The heading title itself is also clickable and works as a hyperlink to open up windows for editing the information in the area.



An extended submenu has also been added to the new main window, available by right-clicking the mouse-button. The submenu includes various selections for expanding and collapsing weight groups, resetting column widths and copying the information to the clipboard.

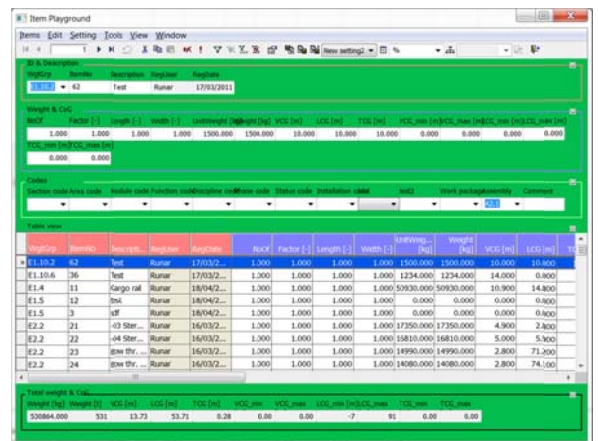
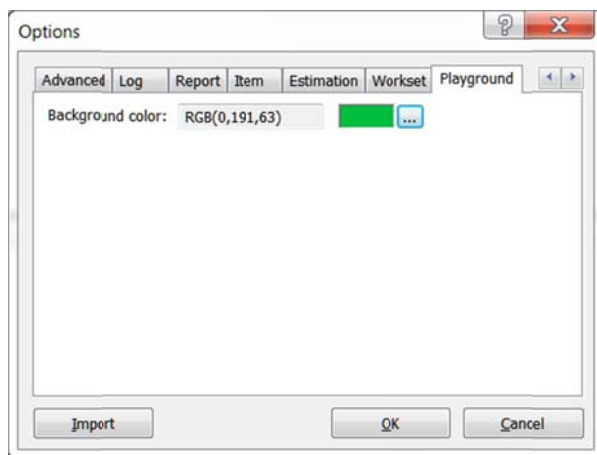
In addition to display the values for parameters, the codes window will also show a summary of the weight per code. This can potentially slow down speed on very large project and so there is an option in the Option dialog to turn off this summation.



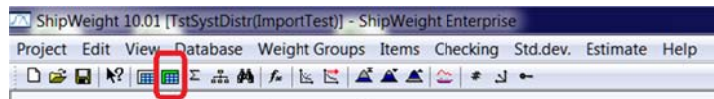
## Playground Area

The new Playground Area in ShipWeight provides a sandbox environment where weight data can be changed, added or deleted without affecting the weight data in the project. Only when the data is transferred from the playground area and back into the project, changes are accounted in calculations and output. The playground area can be used in two modes; with and without “Worksets”. Data in the Playground Area is a copy of the data in the main area.

The graphical user interface for the Playground Area is similar to the Item Dialog. To distinguish and clearly mark the Playground Area from the normal Item Dialog, a color by choice of the user can be selected in the Option dialog.



Playground Area may be opened by selecting “Item Playground...” on the “Weight Groups” menu in the main window, or by selecting the Playground Area button in the toolbar.



## Using the Playground Area without Worksets

If the Playground Area is used without Worksets, weight items may be transferred from the database to the playground environment by marking the items to be copied and selecting “Copy to Playground” from the “Edit” menu in the Item dialog.

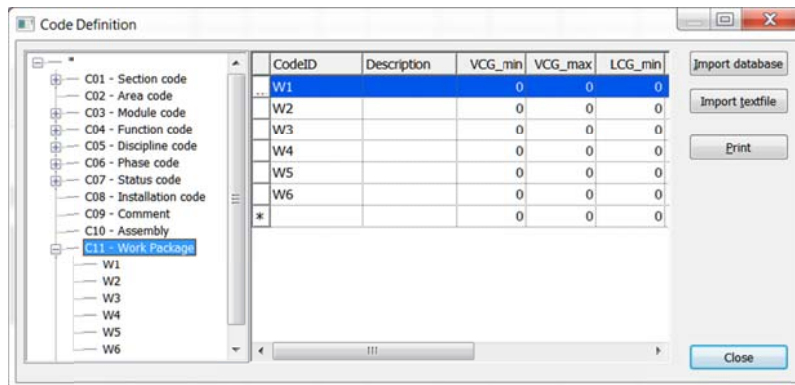
Items in the playground area, which has been added to this area, or copied in from the project data, may be transferred back to the project by marking the items to be transferred and select “Move back to Item” from the “Edit” menu while in the Item dialog in playground mode.

Working like this is quite similar as to copying items to and from Excel or other spreadsheet tools.

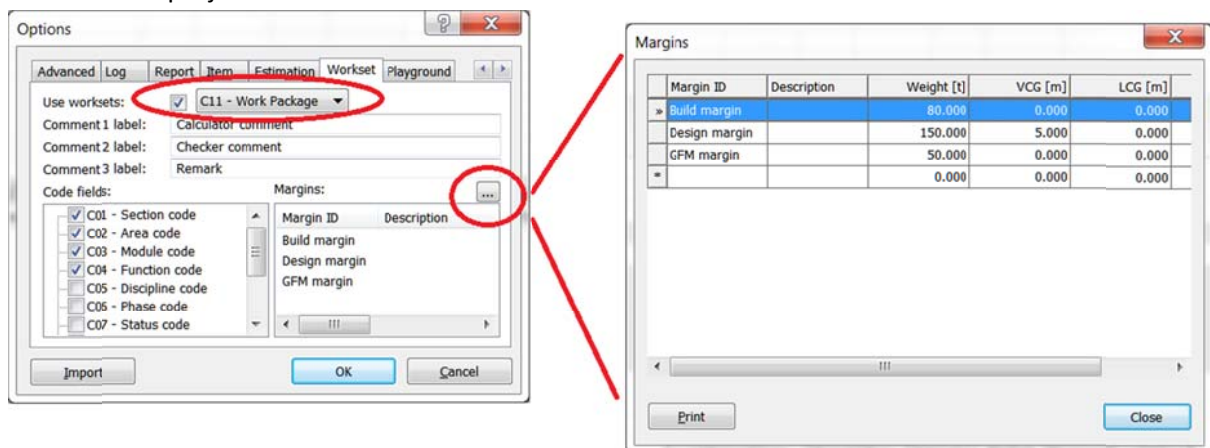
## Using Worksets with the Playground Area

When Worksets are used in ShipWeight, this set up a stricter and more controlled way of transferring items between the Playground Area and the project.

To start working with Worksets a custom code needs to be defined (Code Definition dialog) to hold the identifier of the Workset. This custom code must be of the type "Listbox" and list selection code must be added, each one intended to group weight items to be checked in and out of the Playground area.



Once the custom codes have been defined, Worksets must be enabled and proper settings for the Playground area must be defined in the Options dialog. In the tabsheet named "Worksets" in the Options dialog, Worksets are enabled by checking the checkbox "Use worksets", followed by selecting the custom codes that was set up to identify the Worksets. This is done in the droplist to the right of the checkbox. Other settings includes selecting codes to be tracked for the Workset, titles for comment fields and setting up margins to be used to carry net changes when a Workset is checked back into the project.



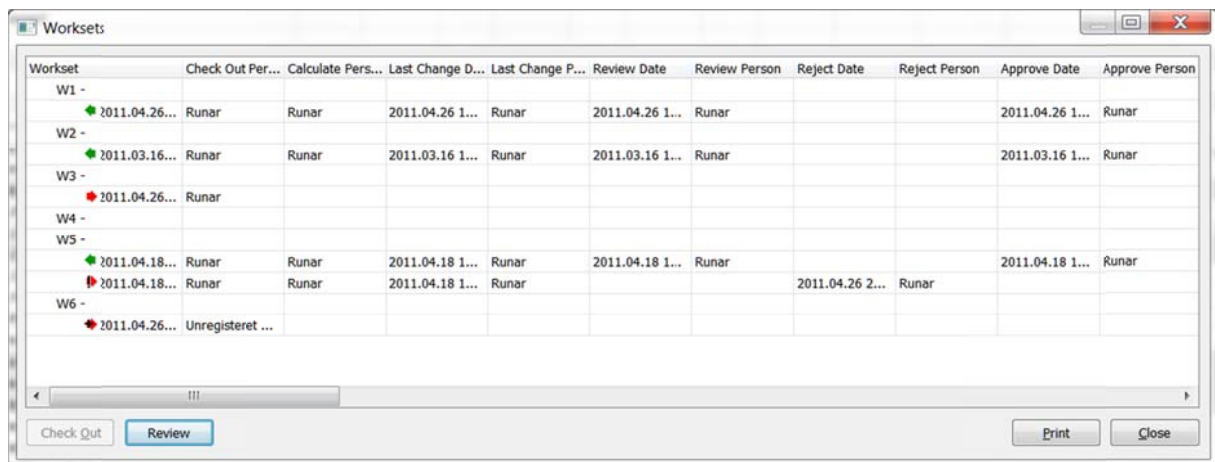
Picture 6: Setting Workset options and defining margins

The margins can be freely defined; both when it comes to number of margins, names and values. Click the browse button (...) to open the margin definition dialog.

## Checking a Workset with Weight Items out to the Playground

When the Worksets have been set up and defined, weight items tagged to the various Workset codes can be checked out and into the Playground Area. The checking of items in and out of this area is controlled in a separate dialog called “Worksets”. You can access this dialog by selecting “Worksets...” on the “Items” menu in the main window. The “Worksets” dialog will show a list of the defined codes for the Workset and you can check weight items tagged to this code by selecting the code and click the “Check out” button.

The Workset dialog gives an overview of the status and history of the items that have been checked out or in of the Playground Area. Columns give time and user responsible for the operations belonging to the Workset such as checking, reviewing, rejecting and/or approving.



The screenshot shows a window titled "Worksets" with a table containing the following data:

Workset	Check Out Per...	Calculate Pers...	Last Change D...	Last Change P...	Review Date	Review Person	Reject Date	Reject Person	Approve Date	Approve Person
W1 -										
2011.04.26...	Runar	Runar	2011.04.26 1...	Runar	2011.04.26 1...	Runar			2011.04.26 1...	Runar
W2 -										
2011.03.16...	Runar	Runar	2011.03.16 1...	Runar	2011.03.16 1...	Runar			2011.03.16 1...	Runar
W3 -										
2011.04.26...	Runar									
W4 -										
W5 -										
2011.04.18...	Runar	Runar	2011.04.18 1...	Runar	2011.04.18 1...	Runar			2011.04.18 1...	Runar
2011.04.18...	Runar	Runar	2011.04.18 1...	Runar			2011.04.26 2...	Runar		
W6 -										
2011.04.26...	Unregisteret ...									

Picture 7: The Workset dialog gives an overview of status

The status and icons in the Workset dialog can be as follows:

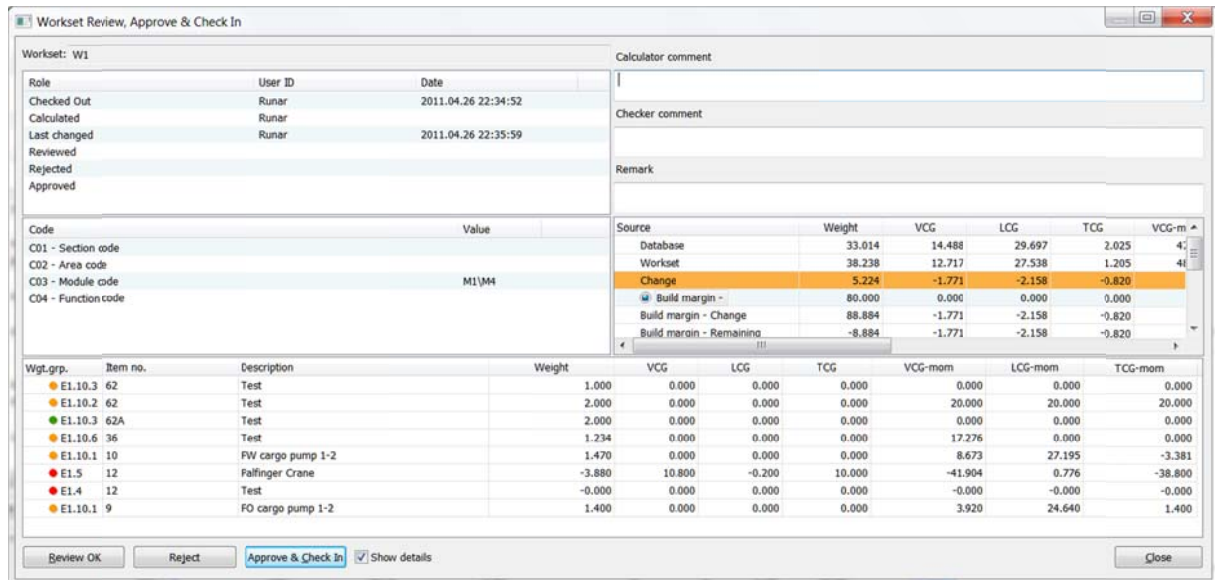
- Red arrow means the Workset has been checked out
- Red arrow with exclamation mark means the Workset has been reviewed and rejected
- Red arrow with plus sign means a new Workset, previously not existing in the main data, has been imported or added manually in the Playground Area
- Green arrow means the Workset has been checked in and approved

## Working with Checked Out Items in the Playground Area

The weight items that have been checked out through the Workset dialog can be opened in the Playground area and changes can be made to the Workset. Weight items can be changed, added and/or deleted. It is important to tag new items added with the correct Workset code to make sure it is accounted for when the Workset is up for review.

## Reviewing Worksets (Rejecting or Approving Worksets)

When a job on a Workset is finished, the change details and net change may be reviewed and the Workset may be rejected or approved. From the Workset dialog, the Workset can be reviewed by selecting the Workset marked as checked out and click the button “Review” this will open up a review dialog.



Picture 8: The Review dialog

The upper left area of the review dialog contains information about the current Workset that is up for review. This includes information about who checked it out and when it was checked out, as well as whom and when changes last was made to the Workset. Further, information is displayed for codes belonging to the items in the Workset as selected for in the Options dialog.

The upper right part of the dialog gives the opportunity to add comments (titles are defined in the Options dialog) to be saved in the Workset dialog along with values for the net changes. Further in this area, information about the net change, and selection of the margin for which the net change will be deducted from is made. All of this information will be stored in the Workset dialog for future reporting when/if the Workset is approved and checked back in.

The lower part of the dialog shows the details of the changes that have been made to the Workset. If a weight item has been changed in the Playground Area, the net change for the item will be shown in the lower area. A checkbox “Show details” is available to enable or disable the detailed information. The disabling of the detailed information will prevent slow performance of the dialog in case of a very large number of changes in the Workset.

Colors in front of each change line indicate the type of change. Green means an added item; red means a removed item while orange means a changed item. Once the details have been reviewed, the user has the option to:

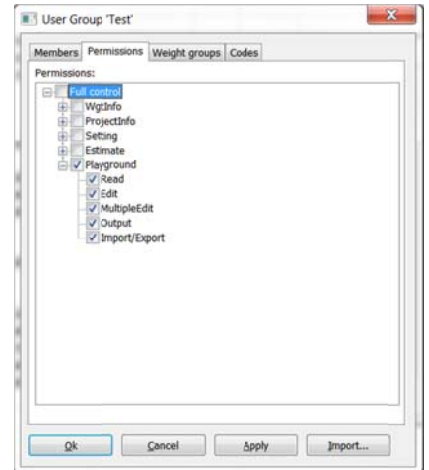
- Reject the Workset – in which case the items will not be checked back into the main data
- Review the Workset OK – in which case the change is reviewed OK but not checked back
- Approve and Check the Workset back into the main data

## Running a Report of the Net Changes

When the Review dialog is closed, actions taken are this dialog is logged in the Workset dialog. The Workset dialog has a print button that will produce a simple report of all net changes that has been handled through Worksets.

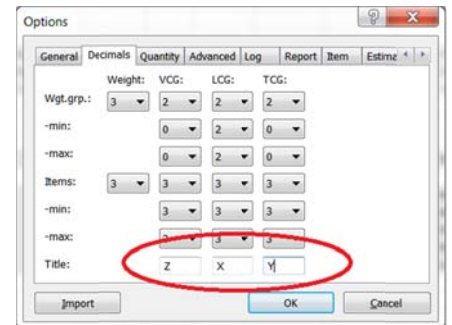
## User Permission Settings for Playground Area

A new branch in the “Permission” tab-sheet in the permission setting dialog has been added to control access to the Playground Area. This makes it possible to set up user groups that are only allowed to access the Playground Area. The permission settings works similar as for the Item dialog when run in normal mode.



## Renaming Labels for VCG, LCG and TCG

The labels for center of gravity position, VCG LCG and TCG may be renamed in the Options dialog. This will affect the label for center of gravity in the main window, the item dialog and standard (embedded reports).



## Project Statistics

The Project menu in ShipWeight main window has a selection called “Statistics”. This dialog will gather information about the projects on the server, such as number of items, total weight, etc. The dialog may use some time to open up, depending on the number of projects and size of projects. The dialog also has an “Open Project” button for convenient opening of a project selected from this dialog.

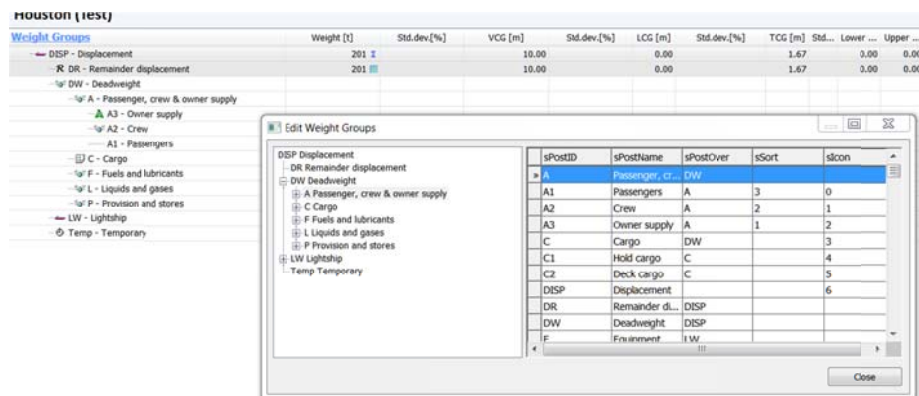
Project	Wgt.grps.	Items	Codetypes	Total Wgt.	Total z	Total x	Total y
SW00_Demo							
EAS_AH03	0	0	8	3 466.239	6.850	38.597	0.000
EAS_AH04	0	0	8	3 466.239	6.850	38.597	0.000
Statoil	0	1	1	0.000	0.000	0.000	0.000
BAE	0	0	1	0.000	0.000	0.000	0.000
EAS_Estimate	49	0	8	3 620.686	6.809	36.410	0.000
EAS_Rev1	0	98	8	2 949.433	6.276	35.723	0.000
EAS_Rev2	0	98	8	3 192.491	6.596	39.245	0.000
EAS_Rev3	0	98	8	3 466.239	6.850	38.597	0.000
EAS_Rev4	0	100	8	3 641.577	7.008	38.343	0.051
EVT	0	619	3	4 403.790	9.069	38.293	-0.701
EVT2	0	619	4	4 403.790	9.069	38.293	-0.701
EVT3	0	619	4	4 403.790	9.069	38.293	-0.701

## Changing Sort Order and Icons in the WBS

Sort order and Icons in the main work breakdown structure can be set. In ShipWeight main window, in the dialog opened from menu "Databases->Administrator->Wgt Grp definition..." you will find 2 columns "sSort" and "sIcon" for this purpose.

These can be used to override the normal sorting. In example, 3 subgroups can be sorted by typing 1, 2, 3 in the sSort column to specify the order for these. Further you can use numbers 0 through 6 to specify icon type. See sample picture below where order has been rearranged for group A1-A3 and new icons have been given.

You must restart ShipWeight for the changes to take effect.

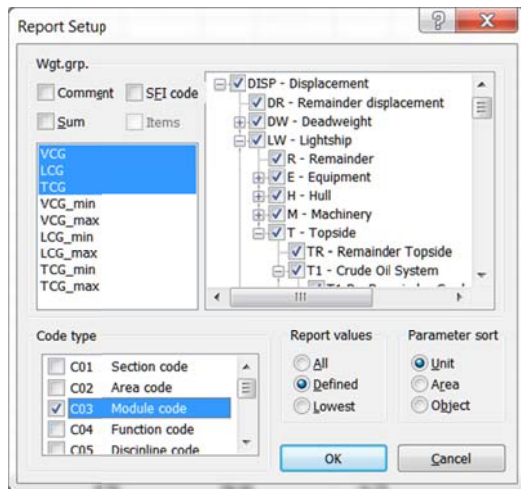


The numbers and corresponding icons are:

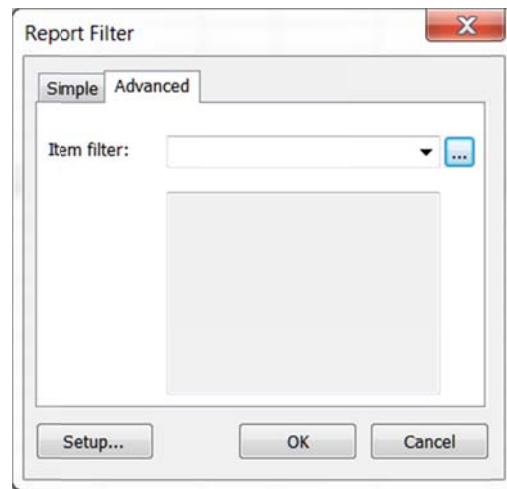
0. No icon
1. Equipment icon
2. Deadweight icon
3. Hull icon
4. Machinery icon
5. Remainder icon
6. Vessel icon

## Changes to the Standard/Embedded Reports

The report setup dialog (menu: Project->Report Setup...) has a new design and has a work breakdown tree where selections can be made on which weight groups should be included or not in these weight reports. When the reports are run, the filter dialog has now extended capabilities for filtering; the general filter dialog has been added on a separate tab-sheet in the report filter screen, and is opened by the browse button.



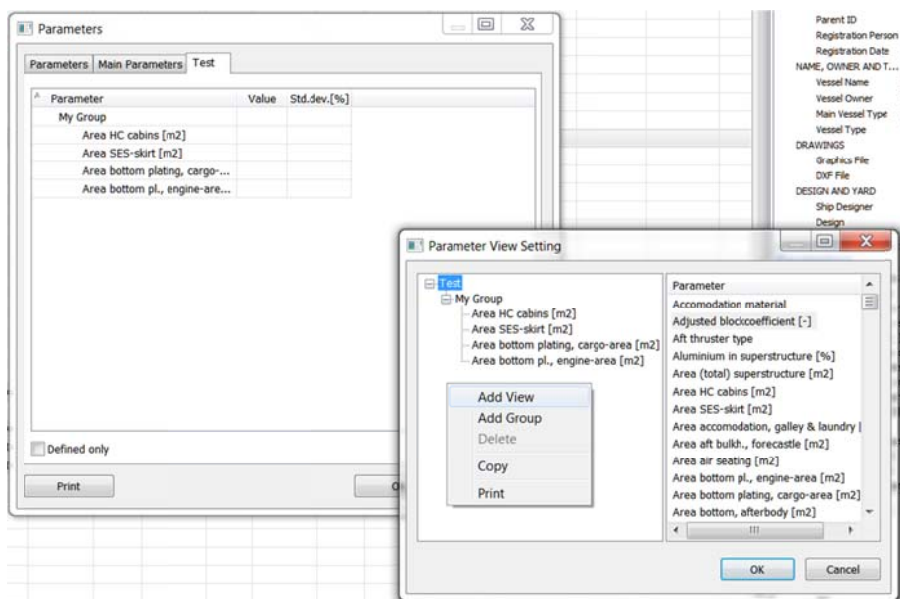
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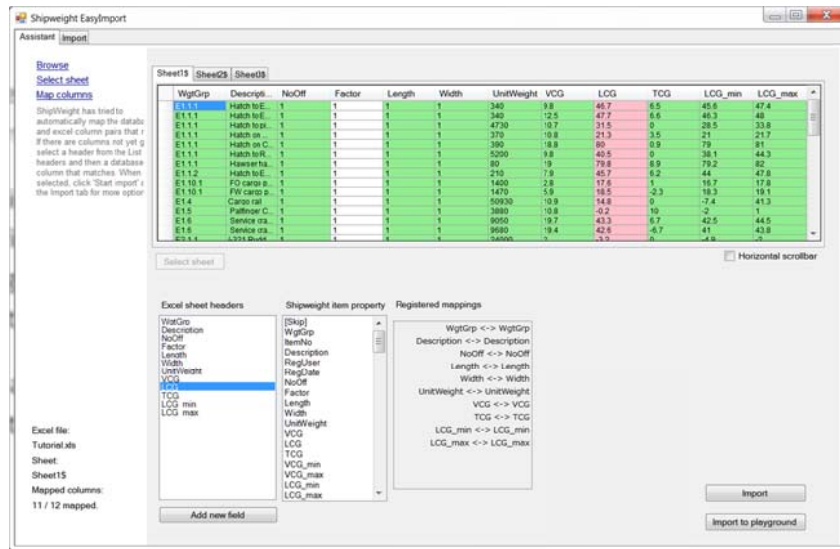
## Parameters can be Grouped by User

The new parameter dialog allows for the user to label and group important parameters for the project(s) by own choice.





To manually add columns not automatically mapped, click on the column either in the preview sheet or in the column list and select the corresponding ShipWeight field from the ShipWeight list



While a green column indicates a mapped column, a white column indicates an unmapped column and a pink column is a selected but not yet mapped column.

An import can be run directly from this tabsheet (either to main database or to Playground area), or the mappings and settings can be transferred to the normal data file import for more advanced settings and checking.

