

SHIPCONSTRUCTOR[®]

2012

Featuring: Database Driven Relational Object Model™ (DDROM™).
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Project Management

www.ShipConstructor.com

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36. Survival. The provisions of Sections 0, 5, 10, 12, 13, 16 and 18-28 shall survive the expiry or termination of this Agreement.
37. Language. It is the express will of the parties that this Agreement and related documents have been prepared in English. C'est la volonté expresse des parties que la présente Convention ainsi que les documents qui s'y rattachent soient rédigés en anglais.

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Project Management

The Project Management manual helps project managers organize and administer projects and the team working on projects.

Administrator

Administrator is a stand-alone utility that lets you set up and manage projects. See [Appendix: Menus, Tools & Commands](#) (page 30) for more details on working with Administrator.

Start Administrator

To start Administrator

Choose Start > All Programs > ShipConstructor2011 > Utilities > Administrator2011.

The Select Database Server window appears.

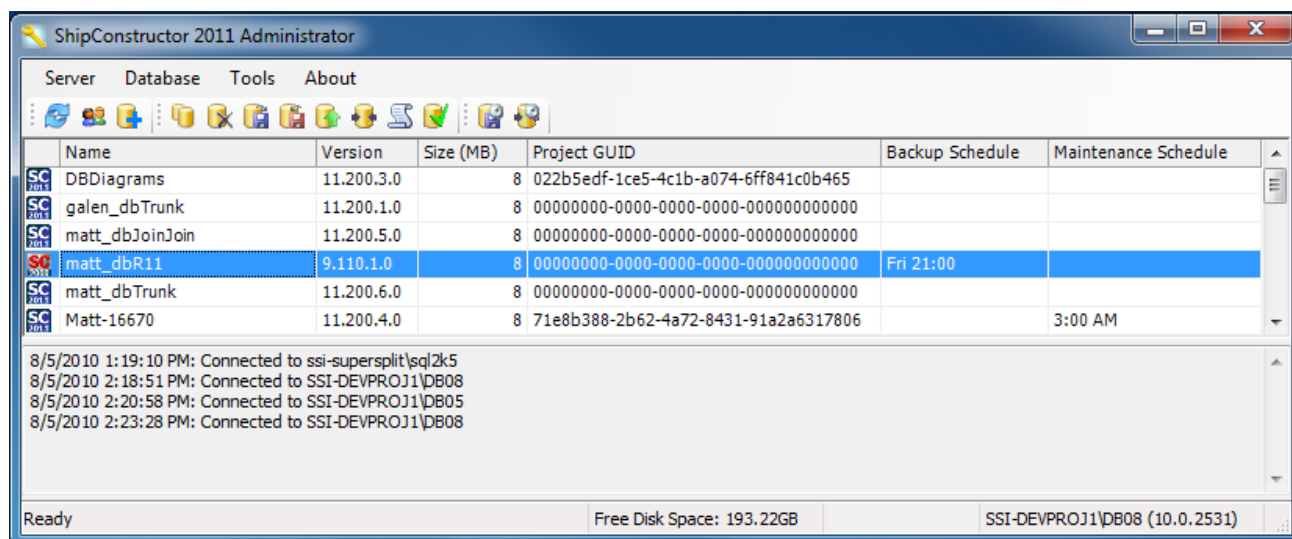
1. Select the Server Name from the list (or enter a name at the bottom of the window).
2. Enter the system administration Login Name and Password.

A default system administration account exists:

- Login Name: ShipConstructor
- Password: ShipCon

3. Click OK to close the Select Database Server window.

The Administrator window appears, listing all projects on the server.



Refresh the Project List in Administrator

To refresh the project list in Administrator

1. In Administrator, choose [Server > Refresh Project List](#) (page 32).

Disconnect Administrator from the Current Server

To disconnect Administrator from the current server

1. In Administrator, choose [Server > Disconnect](#) (page 32).

Connect Administrator to a Server

To connect Administrator to a server

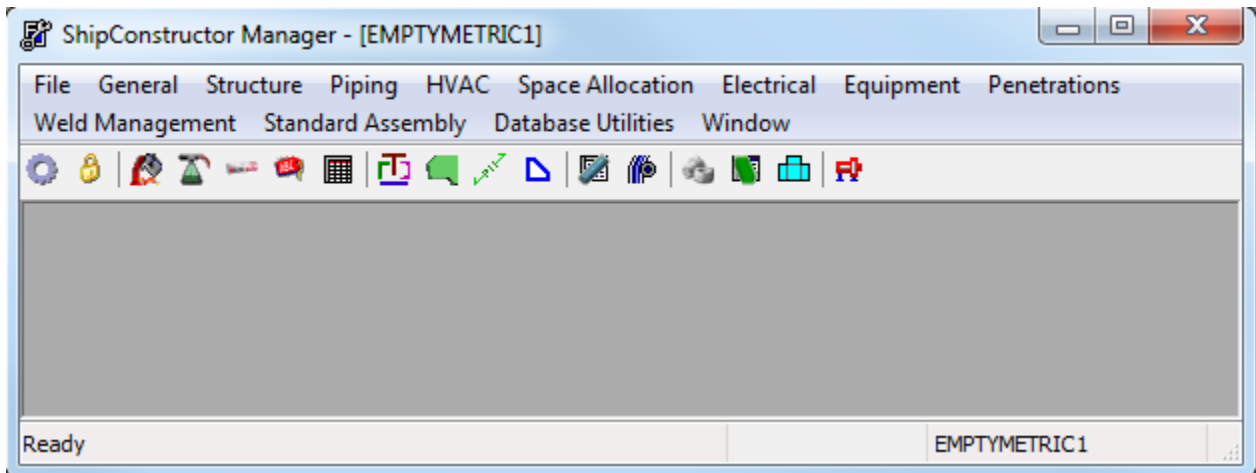
1. In Administrator, choose [Server > Connect](#) (page 32) to open the Select Database Server window.
See [Start Administrator](#) (page 1) for details.

Manager

Manager is a utility that lets you set up project settings, project libraries, and user permissions.

To start manager

1. In ShipConstructor, choose ShipConstructor > Manager.
2. The Manager window appears.



See Manager (page **Error! Bookmark not defined.**) in [Appendix: Menus, Tools & Commands](#) (page 30) for further details.

Project Set Up & Maintenance

Before you begin work on a vessel, you must set up a ShipConstructor project for it. A project is the container for the vessel's 3D model, libraries, and drawings.

A project consists of three things:

- A project file (*.PRO)
- Several folders containing drawings
- A database containing all the project's data

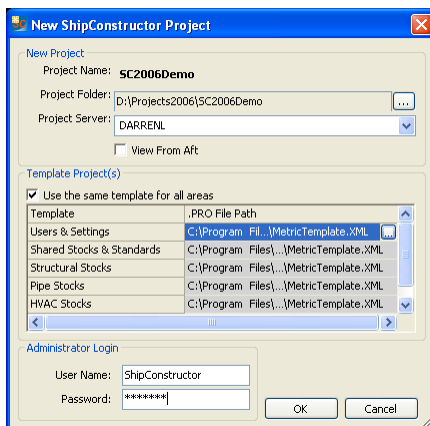
Note: The terms project and database are sometimes used synonymously.

Create a Project

To create a project


Note: You must have administrative privileges in ShipConstructor to create a project.


1. Choose [ShipConstructor > Project > New Project](#) (page 30) to open the New ShipConstructor Project window.



2. Enter the Project Folder name or click the  button and select the folder.

Note: Do not use an existing folder that already contains a ShipConstructor project. Each ShipConstructor project must be in its own folder.

3. Select the Project Server.
4. To use a single template for the entire project, turn on Use the same template for all areas, click the  button for Users & Settings, and select a template.

To use a different template for each discipline, turn off Use the same template for all areas, click the  button for each discipline, and select a template.

You can select one of two project templates included with ShipConstructor:

- C:\Program Files\ShipConstructor2011\Project Templates\MetricTemplate.xml
- C:\Program Files\ShipConstructor2011\Project Templates\ImperialTemplate.xml

Or you can select any ShipConstructor project and use it as a template. (ShipConstructor will remove any project-specific items and retain things like templates, stocks, and general settings.)

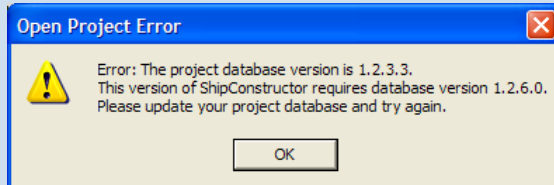
5. Enter the User Name and Password for a user with administrative privileges in ShipConstructor.

The default administrative account is:

- User Name: ShipConstructor
 - Password: ShipCon
6. Click OK to create the project.

It may take a few minutes for ShipConstructor to create the project.

Note: If the project template is from an older version of ShipConstructor, you may see a message similar to the following.



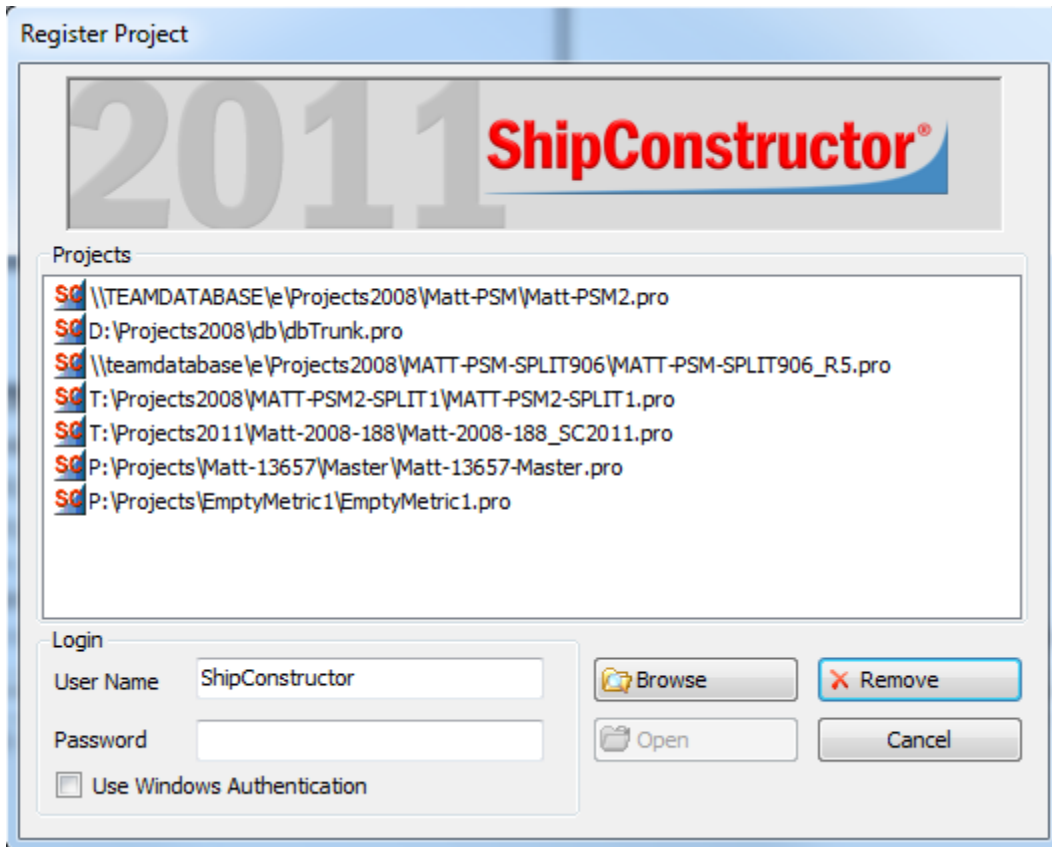
You must update the project template to the latest version of the database. See [Update a Project Database Version](#) (page 11).

You can now register to the project. You can connect to the project using the administrative account you specified in Step 5.

Open a Project

To open a project

1. Choose ShipConstructor > Navigator to open Navigator.
 - If you do not currently have a project open (for example, after initially starting ShipConstructor), the Select ShipConstructor Project window appears.
 - If you currently have a project open, Navigator appears. Select the project from the component list (for example, SC2011Demo), and click Change Project to open the Register Project window.



2. Select the project from the list or click Browse to locate a project file. (A ShipConstructor project file has a *.pro extension.)
3. Enter your User name and Password.

Note: For the project templates, the User name is ShipConstructor and the Password is ShipCon.

If you do not have a user account, ask your system administrator to set one up, or see [User Accounts](#) (page 19) for details.

4. Click Open.

Note: The Licensing window will now appear. See Get Licenses in the Structure manual for details.

Copy a Project

You can copy a project or database from within ShipConstructor or Administrator. There is a subtle difference between the 2 options however: if you use the "Copy Project" command in ShipConstructor, it will create a copy of your project (including drawings, etc) and generate a new project GUID (identifier) for the database. If you use administrator to copy your project database, it will just do a "copy", not changing the GUID.

The purpose of the project GUID is that it is stored in the project drawing files, and you will receive a warning if you open a drawing file from **ProjectA**, while connected to the **ProjectB** database, to prevent accidental confusion between the projects.

The administrator "Copy" command is useful for:

- Storing a past revision of your project
- Renaming your project database

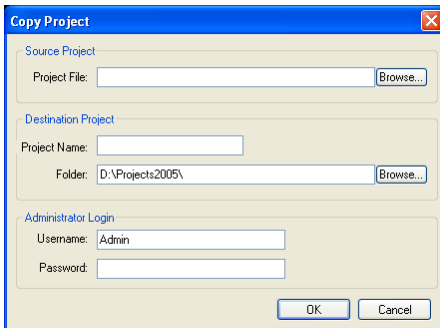
- Do not use this option if you intend to continue work in both copies of the project. The reason for this is for your own safety. If you open a drawing file from one copy of the project while connected to the database of the other copy, it will try to bring your database up to date with the contents of the file, and this is undesired behavior.

The ShipConstructor “Copy Project” command is useful for:

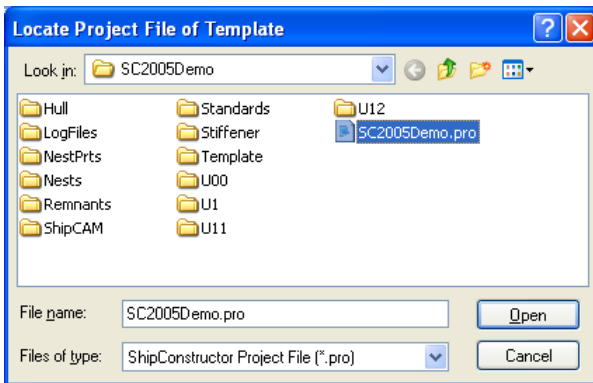
- Creating a new project based on an existing project

To copy a project (in ShipConstructor)

1. Choose [ShipConstructor > Project > Copy Project](#) (page 30) to open the Copy Project window.

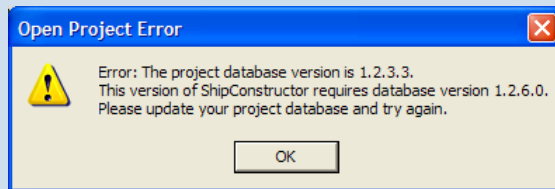


2. Select the Project File you want to copy by clicking Browse under Source Project.



3. Enter the Project Name for the new project.
4. Select a Folder for the new project by clicking Browse.
ShipConstructor will create a new project folder (with the same name as the Project Name) within the Folder you specify.
5. Enter the Username and Password for a user with administrative privileges in ShipConstructor.
6. Click OK.
7. ShipConstructor copies the project database and all drawing files and then automatically logs you into the new project.

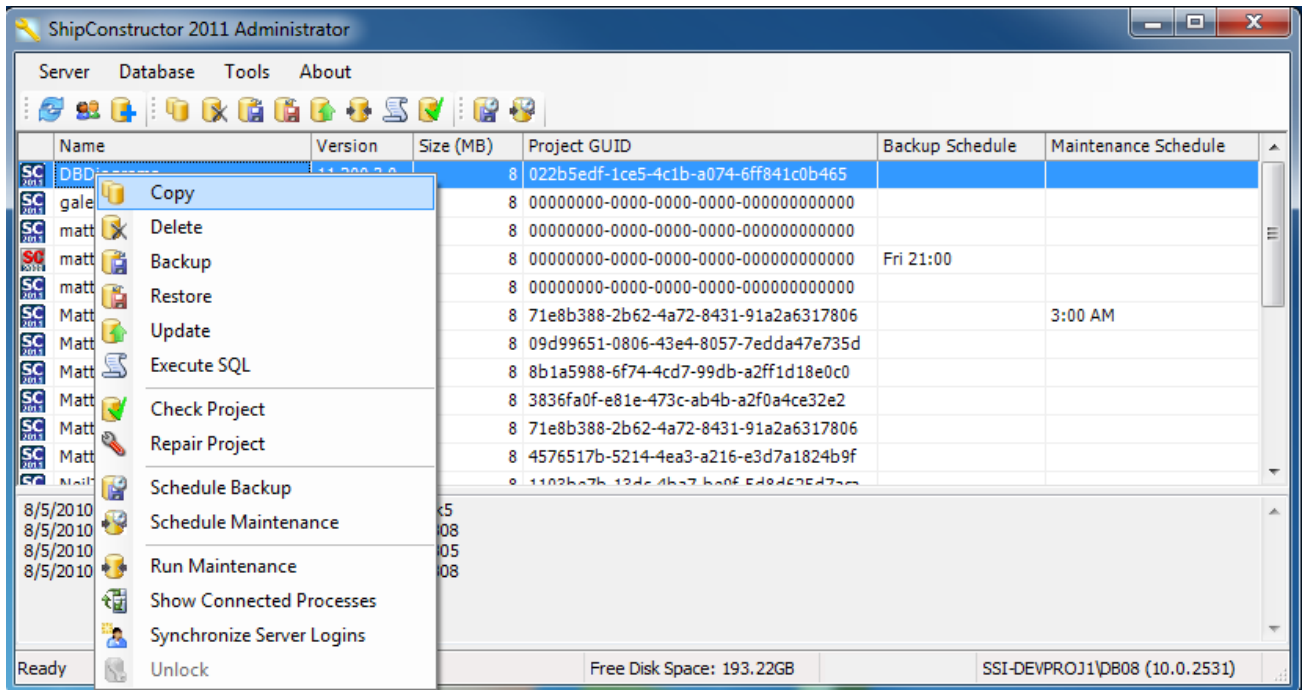
Note: If the source project is from an older version of ShipConstructor, you may see a message similar to the following.



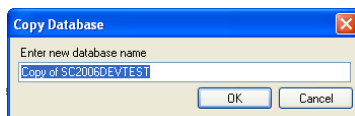
You must update the project template to the latest version of the database. See [Update a Project Database Version](#) (page 11).

To copy a database (in Administrator)

1. In [Administrator](#) (page 1), choose [Database > Copy](#) (page 32).



The Copy Database window appears.



2. Enter the name for the new project.
3. Click OK to copy the project.

Delete a Project

To delete a project

1. In [Administrator](#) (page 1), select the project you want to delete.
2. Choose [Database > Delete](#) (page 32).

Monitor Project Activity

Many project database administration functions require exclusive access to a project database. You can monitor project activity to check for active connections to the project database.

To monitor project activity

1. In [Administrator](#) (page 1), select the project you want to monitor.

2. Choose [Database > Show Connected Processes](#) (page 34) to open the Connected Processes window.
The window lists all processes currently connected to the project database.
If the window is empty, there are no processes currently connected to the project database.
Click Refresh to refresh the display in the Connected Processes window.
3. Click Close to close the Connected Processes window.

Back Up a Project

It is important to create backups of your project periodically. You can manually create a backup at any time, or set up scheduled (automatic) backups.

Manually Back Up a Project

You can manually back up one or multiple projects at one time.

To manually back up a project

1. In [Administrator](#) (page 1), select the projects you want to back up.
2. Choose [Database > Backup](#) (page 33) to open the Select Backup Location window.
3. Select the location to save the backup file and, if desired, modify the File Name of the backup file.

Note: If you select an existing file from the folder tree or enter a File Name of an existing file, the existing file will be replaced with the new project backup file.

4. Click OK.

Note: If you selected multiple projects in Step 1, the Select Backup Location window will only ask you for a folder. The filenames will be generated automatically.

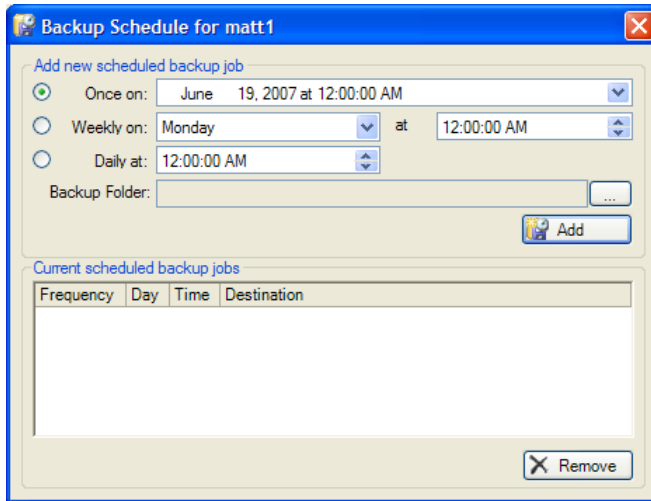
Set Up Scheduled (Automatic) Project Backups

You can schedule automatic backups for one or multiple projects at one time.

Note: The scheduled backups feature is unavailable on SQLExpress servers. If you are using SQL Express, you will want to use a 3rd party application to backup your project databases on a regular basis. Alternately, you can use the windows scheduler to schedule backups. For more information, see the knowledge base article here (<http://www.shipconstructor.com/kb/questions.php?questionid=1637>).

To set up a scheduled (automatic) project backup

1. In [Administrator](#) (page 1), select the projects to schedule automatic backups for.
2. Choose [Database > Schedule Backup](#) (page 34) to open the Backup Schedule window.



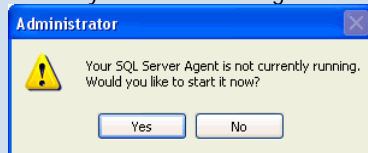
3. Select when and how often the scheduled backup will occur:

- Once on a specific date and time.
- Weekly on a specific day and time.
- Daily at a specific time.

And specify the date, day, and time.

4. Enter the Backup Folder, or click and select a folder on the server machine to place the backup file in.
5. Click Add to create the scheduled backup job.

Note: If your SQL Server Agent is not currently running, the following message appears.



6. Click Yes to start the SQL Server Agent. The SQL Server Agent must be running in order for the scheduled backup job to occur.
The scheduled backup job appears in the Current scheduled backup jobs list.
7. Click OK to close the Backup Schedule window.

Note: After a Once on scheduled backup has occurred, it will no longer appear in the Current scheduled backup jobs list.

Remove a Scheduled Backup Job

To remove a scheduled backup job

1. In [Administrator](#) (page 1), select the projects to remove a scheduled backup job from.
2. Choose [Database > Schedule Backup](#) (page 34) to open the Backup Schedule window.
3. Select the scheduled backup job from the Current scheduled backup jobs list.
4. Click Remove.

Restore a Project Backup

To revert a project database to the state it was at the time of a previously created backup, use the “Restore” command.

To restore a project backup

1. In [Administrator](#) (page 1), select the project you want to restore.
2. Choose [Database > Restore](#) (page 33).
The Select backup file window appears.
3. Select the backup file you want to restore.
4. Click OK.

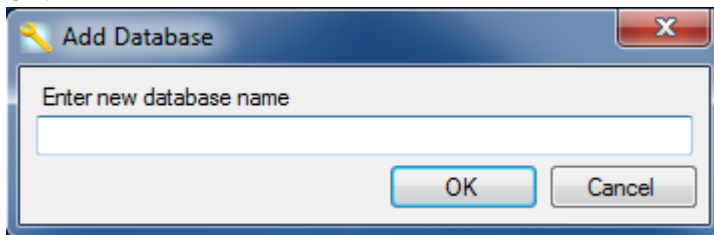
ShipConstructor automatically creates a backup of the original project in the default backup directory (usually C:\Program Files\Microsoft SQL Server\MSSQL.1\MSSQL\BACKUP\).

Add Database from Backup

To add a new project database to the server from a backup file, use the “Add Database from Backup” command.

To add a new database from a backup file

1. In [Administrator](#) (page 1), choose Tools > Add Database from Backup.
2. You will be prompted for the name of the database you will be creating. Enter the database name, and Click OK.



3. The Select backup file window appears.
4. Select the backup file you want to add.
5. Click OK.

Transfer a Project to Another Server

You can move a project to another server within your organization or transfer a copy of a project to another server outside your organization (for example, to outsource a portion of the work).

To move a project to another server

1. Back up the project on its original server (see [Manually Back Up a Project](#) (page 8)).
2. Copy the backup file to the project directory.
3. If you are transferring the project to a remote location, package the entire project directory into a single archive file using a compression utility like WinZip. Then transfer the package to the new server and unpack it. If you are transferring the project to another server at the same location, you do not need to package it. You can simply copy the entire project directory to the new server.
4. On the new server, run the Administrator command [Tools > Add Database from Backup](#) (page 35). Select the backup file you created in Step 1.
5. On the new server, open the *.PRO file using a text editor like Notepad and do the following:
 - Change Server=<OldServerName> to Server=<NewServerName>.

- Make sure Database=<DBName> points to the correct project database.
6. Save the *.PRO file.

Update a Project Database Version

ShipConstructor Software Inc. periodically releases updates of ShipConstructor containing new features and improvements. Each update includes a new version of the ShipConstructor database. In order to make use of an update, you must download and install a file for updating the ShipConstructor software (see Updating ShipConstructor in the Installation Guide). Once the update is applied, you can update your ShipConstructor projects to the required version.

To update a project database version

1. In [Administrator](#) (page 1), select the projects you want to update.
2. Choose [Database > Update](#) (page 33) to open the Update Project Databases window.
3. Select the database version you want to update the projects to.
4. Click Start.

ShipConstructor automatically creates a backup of the selected projects in the default backup directory at <SQLDataRoot>\BACKUP\<database name><current date&time>.bak<ServerVersion>.

Note: If any errors occur during the update of your project, the project automatically reverts to its original state.

Once the update is complete, you can view a log file of the update by clicking View Log.

5. Click Close

Execute SQL

This feature facilitates running SQL scripts against project databases. This can be helpful when diagnosing issues or running custom queries.

To re-attach a project database to its server

1. Select the project database you want to run the script on. You may use the shift or control keys to select multiple databases.
2. In [Administrator](#) (page 1), choose [Database > Execute SQL](#) (page 33).
Use the file selector dialog to choose a SQL script to run.
3. Click Open.
4. If the SQL script returns a result then a new dialog will appear and the results will be displayed as table. The results can be saved using the save button or they can be copied to the clip board and pasted into a spreadsheet application. Hitting done will close the dialog. If more than one database was selected, then another dialog will open (one for each database).
5. Upon completion, a dialog will appear. A log of the steps may be viewed, or the dialog may be closed by clicking on OK.

Check Project

The Check Project command examines your project for data inconsistencies. If any inconsistencies are found, it will describe the nature of each one, and recommend a course of action to resolve the problem. Most problems can be resolved using the Repair Project command. See [Database > Repair Project](#) (page 33).

Repair Project

The Repair Project command will fix many of the data inconsistencies in your project found by the Check Project command. It is highly recommended you run Check Project prior to running Repair Project, and record the output of the Check Project command for review. See [Database > Check Project](#) (page 33).

Database Maintenance

Periodically while working on a project, you may want to perform maintenance on the project to reduce the amount of space it occupies on the server's hard drive.

Running this command will also rebuild your table indexes, which you can think of as similar to doing a "defrag" on your hard drive, and can result in a minor performance benefit if performed on an occasional basis. Typically, running this command once a week is adequate for any project.

Manual Maintenance

To run the project maintenance job on your project immediately

1. In [Administrator](#) (page 1), select the projects you want to compact.
2. Choose [Database > Run Maintenance](#) (page 34).

It may take several minutes for ShipConstructor to process each project.

The results of the process appear in the bottom portion of the Administrator window.

Set Up Scheduled (Automatic) Project Maintenance

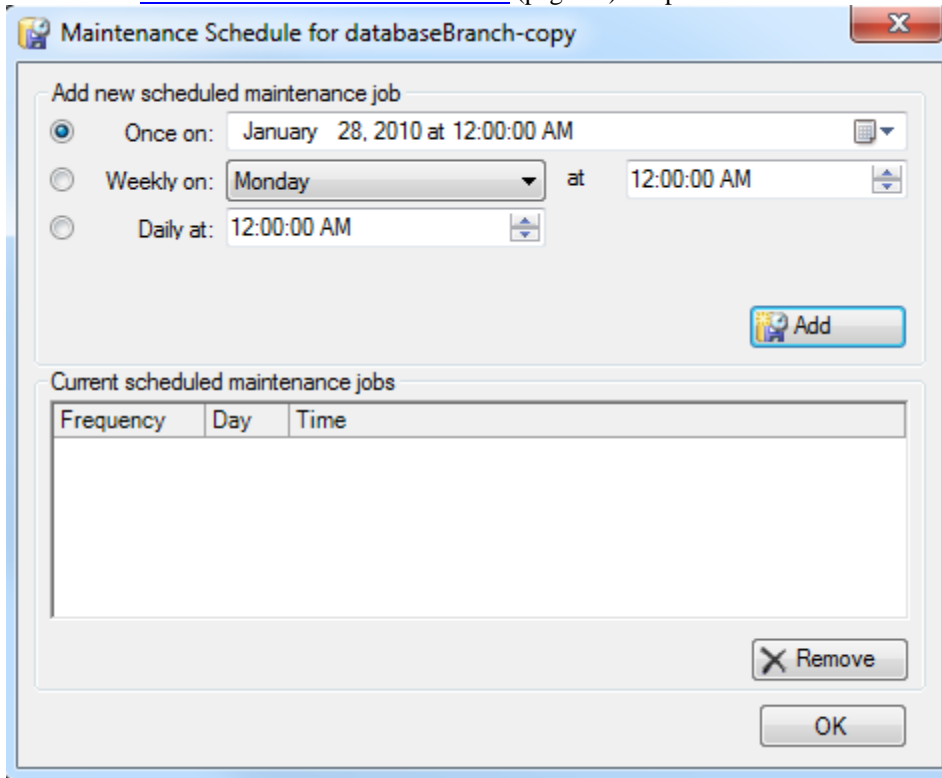
You can schedule automatic maintenance for one or multiple projects at one time.

Note: The scheduled maintenance feature is unavailable on SQLExpress servers. If you are using SQL Express, you will need to perform compacts manually, or can use the windows scheduler to schedule maintenance. For more information, see the knowledge base article here (<http://www.shipconstructor.com/kb/questions.php?questionid=1925>).

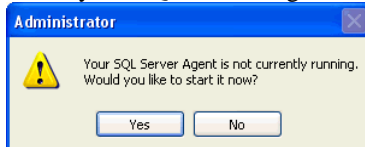
To set up a scheduled (automatic) project maintenance

1. In [Administrator](#) (page 1), select the projects to schedule automatic backups for.

- Choose [Database > Schedule Maintenance](#) (page 34) to open the Maintenance Schedule window.



- Select when and how often the scheduled maintenance will occur:
- Once on a specific date and time.
- Weekly on a specific day and time.
- Daily at a specific time.
- Specify the date, day, and time.
- Click Add to create the scheduled maintenance job.
- If your SQL Server Agent is not currently running, the following message appears.



Click Yes to start the SQL Server Agent. The SQL Server Agent must be running in order for the scheduled backup job to occur.

- The scheduled maintenance job appears in the Current scheduled maintenance jobs list.
- Click OK to close the Maintenance Schedule window.

Note: After a Once on scheduled maintenance has occurred, it will no longer appear in the Current scheduled maintenance jobs list.

Remove a Scheduled Maintenance Job

To remove a scheduled maintenance job

- In [Administrator](#) (page 1), select the projects to remove a scheduled backup job from.

2. Choose [Database > Schedule Maintenance](#) (page 34) to open the Maintenance Schedule window.
3. Select the scheduled backup job from the Current scheduled maintenance jobs list.
4. Click Remove.

Re-attach a Project Database to Server

A project database must be associated with or attached to a specific server. In certain rare cases, a project may become detached from its server (for example, if you re-install the server). If a project becomes detached from its server, you must re-attach it.

To re-attach a project database to its server

1. In [Administrator](#) (page 1), choose [Tools > Re-Attach Database](#) (page 35).
2. The Re-attach Databases window appears, listing detached databases for the current server.
3. Select the project database you want to re-attach.
4. Click Attach.
5. Click Close to close the Re-attach Databases window.

Synchronize Server Logins

When using SQL Authentication (the default setup for ShipConstructor. See [Windows Authentication](#) (page 15)), each user account is given a login on the database server. Normally logins are handled automatically when adding and removing users, but in the event that they are not, this command can be used to make sure that all of the required server logins exist for every user in the project database.

To make sure user logins exist on the server for all users in the project,

1. In [Administrator](#) (page 1), select the project database for which you want to synchronize users.
2. Select [Database > Synchronize Server Logins](#) (page 34).
3. Done. Any new logins created will have a password of *ShipCon*. To change user passwords, [Change User Passwords](#) (page 21).

Unlock Database

When a project database is being updated to a new version, or during Project Split & Merge Refresh or Merge operations, the database is placed in a “locked” state, preventing users from connecting to the project while the operation is being performed. Normally, the project should automatically unlock itself when the operation completes, but in the event it does not, this command allows you to unlock the project so that users can connect to the project. Before running this command, make absolutely sure that the database is not in the middle of an update, refresh, or merge operation.

To unlock your project,

4. In [Administrator](#) (page 1), select the project database you wish to unlock.
5. Select [Database > Unlock](#) (page 34).
6. Done. You will now be able to connect to this project.

View Project Database Raw Data

In certain rare cases, you may need to view the raw data contained in the project database (for example, to analyze specific problems or repair errors). By editing the project database raw data, you can easily destroy valuable data. We recommend that only knowledgeable users attempt to edit the database.

To view project database raw data

1. In [Manager](#) (page 2), choose [Database Utilities > Raw Data](#) (page 41) to open the Database Raw Data window.
2. Under Server Objects, select a Table or View to display its values.

3. Click OK to close the Database Raw Data window.

To execute a stored procedure

1. In [Manager](#) (page 2), choose [Database Utilities > Raw Data](#) (page 41) to open the Database Raw Data window.
2. Under Server Objects, select the Procedure you wish to run.
3. Edit the input parameter values (if any).
4. To execute the procedure with the input parameters you have specified, click Execute.
5. Any output parameters will be displayed in the top-right window. If the stored procedure returns a result set, it will be shown in the main (lower) window.
6. Click OK to close the Database Raw Data window.

Windows Authentication

Windows Authentication is a login scheme similar to SQL server authentication, but with several features that establish it as a useful alternative. The main improvements are enhanced security, a consolidated security policy and the convenience of only having to login to Windows to gain SQL server access. The benefit of these features is in the flexibility to enforce password complexity and expiration uniformly over a large number of users and domain groups, and for the security conscious, never having to send a password over the network connecting the client and server.

Under the Windows Authentication scheme domain users and groups are given SQL server access rights based on their Windows login information, and it is these Windows credentials that are examined when the SQL server receives a request. Since most internal networks already have some type of domain configuration, managing access restrictions can be much simpler. For more information on Windows domain users and groups please see the Windows help documentation.

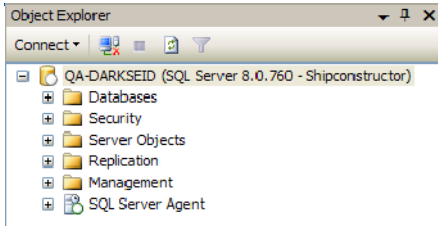
The use of Windows Authentication does not remove the necessity of ShipConstructor users, simply because a Windows user must still be constrained by the ShipConstructor permissions system. So an individual user must still be created for each person who wants access to a ShipConstructor project; however, no passwords need to be entered and all access restriction will be based on a user's Windows credentials.

Setup Windows Authentication

Start SQL Server Management Studio

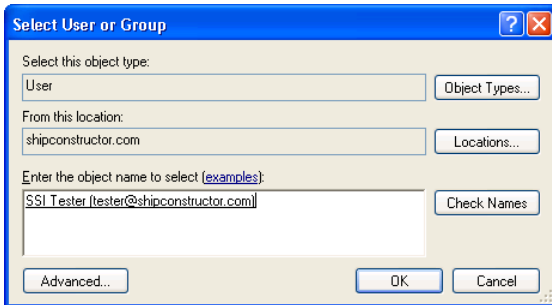
1. If you are using MS SQL Server Express (this is what installs off of the ShipConstructor CD) then you will need to download Microsoft SQL Server Management Studio Express.
 - Go to the following webpage: <http://www.microsoft.com/downloads/details.aspx?familyid=08E52AC2-1D62-45F6-9A4A-4B76A8564A2B&displaylang=en>
 - Download & install the version most appropriate for your system.
2. Choose Start > All Programs > Microsoft SQL Server 2008 > SQL Server Management Studio Express.
3. Select the SQL Server that hosts your ShipConstructor project(s) and enter your login details.
 - If you're a member of the Administrators group on the SQL server machine then you can connect via Windows authentication, otherwise use your usual SQL administrator login.
4. Click Connect.

SQL Server Management Studio will display the SQL Server, as well as some subcategories relevant in the following sections.



Add server access for a user

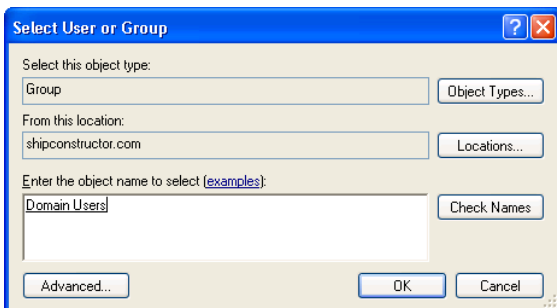
1. Expand the server node (as shown above), right-click **Security**, and choose **New > Login...**
2. Click the **Search...** button that's beside the **Login name** text box.
3. Click **Object Types...** and check the **Users** box, click **OK**.
4. Click **Locations...** and select the machine or domain that the Windows user you're adding belongs to, click **OK**.
5. Type the Windows user-name into the textbox, click **Check Names**, the name should resolve to something along the lines of "Full User Name (user@domain)", click **OK**.



6. Select **Windows authentication**, beneath **Login name**.
7. (Optional) To grant the user administrator privileges, select the **Server Roles** page on the left-hand side, and check the **sysadmin** box.
 - Administrator privileges are necessary if the user will be required to create ShipConstructor projects, use Project Split & Merge, or manage projects with Administrator.
8. Click **OK**.

Add server access for a group

1. Expand the server node (as shown in the Start SQL Server Management Studio section), right-click **Security**, and choose **New > Login...**
2. Click the **Search...** button that's beside the **Login name** text box.
3. Click **Object Types...** and check the **Groups** box, click **OK**.
4. Click **Locations...** and select the machine or domain that the Windows group you're adding belongs to, click **OK**.
5. Type the Windows group-name into the textbox, click **Check Names**, the name should resolve to something along the lines of "Group Name", click **OK**.



6. Select **Windows authentication**, beneath **Login name**.
7. (Optional) To grant the group administrator privileges, select the **Server Roles** page on the left-hand side, and check the **sysadmin** box.
 - Administrator privileges are necessary if the group members will be required to create ShipConstructor projects, use Project Split & Merge, or manage projects with Administrator.
8. Click **OK**.

Add database access for a user or group

9. Expand the database node for the database to which you wish to grant access, expand **Security**, then right-click **Users** and choose **New > User...**
10. Click the **Search...** button that's beside the **Login name** text box.
11. Enter the name of the server login you created previously, or click the **Browse...** button to list all of the server's logins. Click **OK**.
12. Set the **User name** field to match the **Login name** field.
13. Set the **Default schema** field to: dbo
14. Check the db_owner role membership checkbox.

Database User - New

Select a page

- General
- Securables
- Extended Properties

Script Help

User name: MYDOMAIN\testuser

Login name: MYDOMAIN\testuser

Certificate name:

Key name:

Without login

Default schema: dbo

Schemas owned by this user:

Owned Schemas

Database role membership:

Role Members

- db_datawriter
- db_ddladmin
- db_denydatareader
- db_denydatawriter
- db_owner
- db_securityadmin

OK Cancel

15. Click **OK**.

Adding a Windows Authentication ShipConstructor User

Adding a new ShipConstructor user follows the same process regardless of which authentication type is used, with only one complication, the ShipConstructor user must have the same name as the Windows user associated with it.

- The ShipConstructor user name should be identical to what the corresponding Windows user enters when they login. However the domain should **not** be included, so the Windows user **MyDomain\Me** would create a ShipConstructor user named **Me**.
- See [User Accounts](#) (page 19) for details on User Creation.

Disabling SQL Logins

To reap the security benefits of Windows authentication SQL logins must be disabled.

Method 1: Set server authentication to Windows Authentication using ServerSetup

1. Run the **ServerSetup** application.
2. Choose, or enter the appropriate Server in the **Server Instance** drop-list.
3. Check the **Disable SQL Authentication** checkbox.
4. Verify that other settings are correct.
5. Click **Setup**.

Method 2: Set server authentication to Windows Authentication using Management Studio

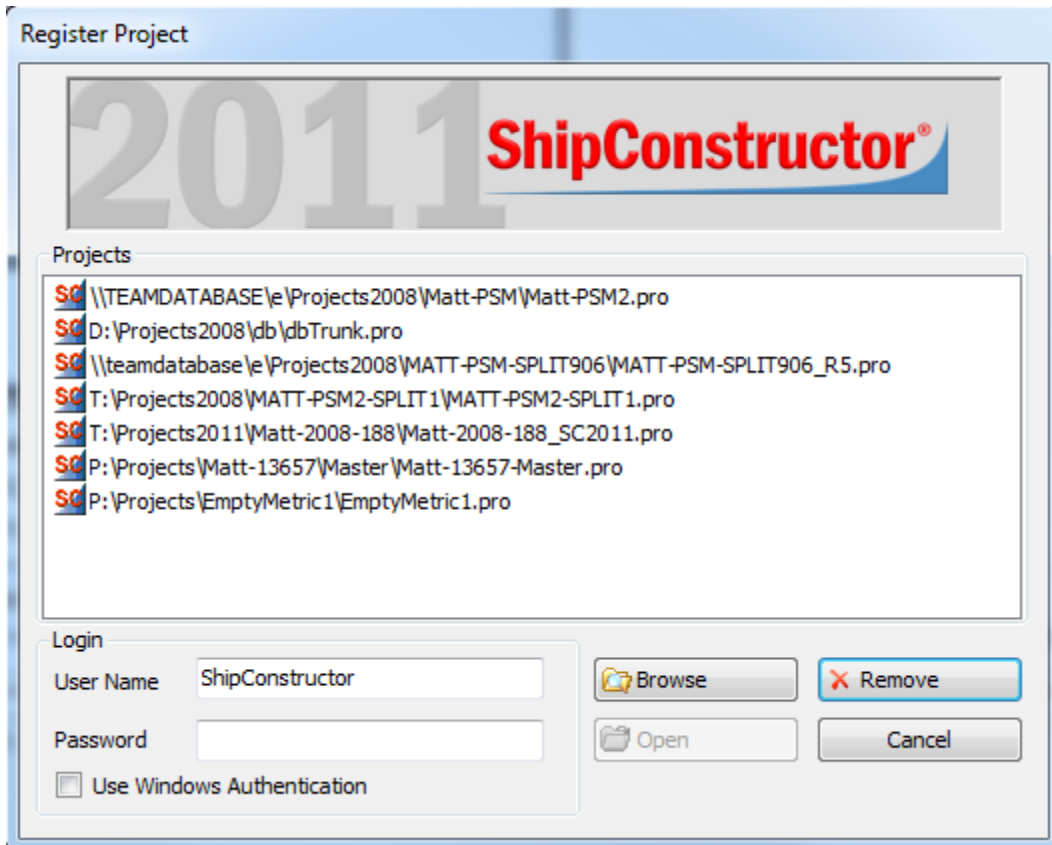
6. Connect to the SQL server hosting your ShipConstructor projects with SQL Server Management Studio, as shown in the [Start SQL Server Management Studio](#) (page 15) Section.
7. Right-click the server node and choose **Properties**.
8. Select the **Security** page on the left-hand side, and choose the **Windows Authentication mode** option under **Server authentication**.
9. Click **OK**.

Logging in with Windows Authentication

Using Windows Authentication is a fast and convenient alternative to manually entering a user-name and password. Any dialog that previously required login information now has a checkbox labeled **Use Windows Authentication**. When this box is checked your Windows user-name will be listed as the Login name and your Windows credentials will be used to establish a server connection, in lieu of a typed in login.

Connecting to a ShipConstructor project

1. Start ShipConstructor and choose ShipConstructor > Navigator to open Navigator.
 - The Select ShipConstructor Project window should appear.



2. Select the project from the list or click Browse to locate a project file. (A ShipConstructor project file has a *.pro extension.)
3. Check the **Use Windows Authentication** box
 - Your Windows user-name should appear in the **User Name** textbox.
4. Click **Open**.

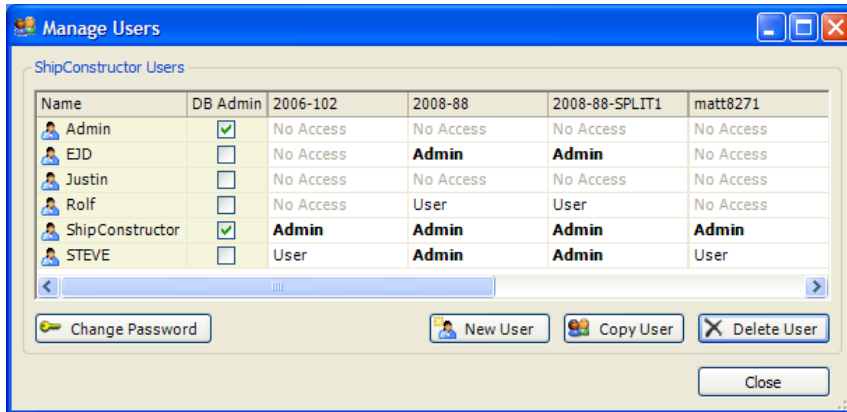
User Accounts

Before beginning work on a project, you must set up a user account for each user. Whenever a user opens a project, they must log on to their user account. User accounts let ShipConstructor track project changes by user. User accounts also let you control user access to projects and ShipConstructor features.

Create a User Account

To create a user account

1. In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Manager Users window.



- Click Create User to open the New ShipConstructor User window.
- Enter a User name and Password (and confirm the password) for the new user.
- Select the projects that you want the new user to have access to.
- Click OK.
- Note: For a Windows Authentication user, the User name must match the Domain User name. For example, the Windows user **MyDomain\Me** would create a ShipConstructor user named **Me**.

Copy a User Account

If you are creating a new user account that will have similar privileges to an existing account, you can save time by copying a user account.

To copy a user account

- In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Manage Users window.
- Select an existing user account that has privileges similar to the privileges you want for the new user.
- Click Copy User to open the Copy ShipConstructor User window.
- Enter a User name and Password and confirm the password for the new user.
- Click OK.

Delete a User Account

To delete a user account

- In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Manage Users window.
- Select the user account.
- Click Delete User.
The Confirm Delete User window appears.
- Click Yes.

Add a User to a Project

To add a user to a project

- In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Manage Users window.
- Select "User" or "Admin" for the project to add the user to.

Note: If you select “User”, the user will not have any permissions in the project. You must set up the user’s permissions. See [Edit User Permissions](#) (page 22).

Remove a User from a Project

To remove a user from a project

1. In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Manage Users window.
2. Select “No Access” for the project you want to remove the user from.

Note: If you remove a user from all projects, ShipConstructor will delete the user account (see [Delete a User Account](#) (page 20)). If you plan to add the user to another project, do so before removing the user from all other projects.

Change User Passwords

To change a user password

1. In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Manage Users window.
2. Select the user account that you want.
3. Click Change Password to open the Enter Password window.
4. Enter a new Password and Confirm the password.
5. Click OK.

Note: The steps above only apply to SQL logins. NT Domain passwords will not be changed.

Change the System Password

The ShipConstructor user is the system administration user account. The default password for this account is ShipCon. This password is case-sensitive on most server configurations.

To change the system password

1. In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Enter Password window.
2. Enter a new Password and confirm the new password.
3. Click OK.

Grant Administrator Access to a User

In order for a user to create a new project, or use the Project Split & Merge functions, they must have administrator access. This means the user will be added to the sysadmin role on your sql server.

To grant administrator access to a user

1. In [Administrator](#) (page 1), choose [Tools > Manage Users](#) (page 35) to open the Manage Users window.
2. Check the check box under DB Admin for the user.

Account Access

When a user is granted access to a ShipConstructor database, they are added to the db_owner role for that particular database. If a user is granted administrator access by clicking the “DB Admin” checkbox in administrator for that user, then they are also assigned to the sysadmin role on the server. Typically only the user named “ShipConstructor” should be assigned sysadmin access.

User Permissions

User permissions are a way to prevent specific users from using specific functions. For example, you may want to restrict all structural designers so they can only use structural functions (and not, for example, pipe functions). Or you may want to restrict a junior designer or a user who is new to ShipConstructor from using features that require greater skill or responsibility. This helps prevent mistakes and gives new users confidence knowing that they cannot inadvertently destroy valuable data.

You set up user permissions by project. In other words, a user could have limited permissions on one project, but greater permissions on another project. When you set up user permissions, you do so for the current project.

You can set up user permissions either for individual users or for groups of users.

Permission groups are a way of setting up user permissions for groups of users. You first create permission groups and assign users to those groups and then set up the permissions of each group. Each user then inherits the permissions of the groups they belong to.

When setting permissions for a user group, you explicitly allow or deny each permission for the group. Allow gives permission to all users in the group and deny denies permission for all users in the group.

If there is a conflict between the permission of a user and the permission of a group that the user belongs to, the user permission takes precedence. If a user belongs to more than one group and there is a conflict between the permissions of each group, the user is denied permission.

Edit User Permissions

To edit user permissions

1. In [Manager](#) (page 2), choose [General > User Permissions](#) (page 38) to open the User Permissions window.
2. In the Users list, select the user you want to edit.
3. In the Permission Groups list, check the check boxes of the groups that you want the user to belong to.
4. Under User Overrides, set the Access for each feature to one of the three options:
 - Allowed – The user has permission to use the feature, even if they belong to a permission group that does not allow access to the feature.
 - Denied – The user does not have permission to use the feature, even if they belong to a permission group that does allow access to the feature.
 - From Group – The user's permission to use or not use the feature is based on the permission groups that the user belongs to. (If the user belongs to more than one group and there is a conflict between the permissions of each group, then the user is denied permission.)
5. Click OK to close the User Permissions window.

Create a Permission Group

To create a permission group

1. In [Manager](#) (page 2), choose [General > User Permissions](#) (page 38) to open the User Permissions window.
2. Under Permissions Groups, click New.
3. Enter a name for the permission group and press Enter.

Add and Remove Users to and from Permission Groups

To add and remove users to and from permission groups

1. In [Manager](#) (page 2), choose [General > User Permissions](#) (page 38) to open the User Permissions window.
2. In the Users list, select the user you want to add or remove from permission groups.
3. In the Permission Groups list you need to do two things:
 - Check the check boxes of the groups that you want the user to belong to.
 - Uncheck the check boxes of the groups that you do not want the user to belong to.

Note: If you add a user to two permission groups and there is a conflict between permissions in those groups, then the user is denied permission.

Edit Group Permissions

To edit group permissions

1. In [Manager](#) (page 2), choose [General > User Permissions](#) (page 38) to open the User Permissions window.
2. Under Permission Groups, select the group you want to edit.
3. Click Edit to open the Edit Permission Group window.
4. Set the permission for each feature:
 - Allow – Users in the group have permission to use the feature.
 - Deny – Users in the group do not have permission to use the feature.

Note: You can override group permissions for specific users by setting their user permissions (see [Edit User Permissions](#) (page 22)).

5. Click OK to close the Edit Permission Group window.

Export Permission Groups

You can export permission groups to an XML file (for example, to import into another project or to edit using other software).

To export permission groups

1. In [Manager](#) (page 2), choose [General > User Permissions](#) (page 38) to open the User Permissions window.
2. Click Export XML to open a File Browser.
3. Enter a name for the XML file.
4. Click Save.

Import Permission Groups

You can import permission groups from another project or from an XML file that you have exported from a project.

To import permission groups

1. In [Manager](#) (page 2), choose [General > User Permissions](#) (page 38) to open the User Permissions window.
2. Click Import to open a File Browser.

3. Select a project file (*.PRO) or XML file (*.XML).
4. Click Open.

Delete Permission Groups

To delete a permission group

1. In [Manager](#) (page 2), choose [General > User Permissions](#) (page 38) to open the User Permissions window.
2. Under Permissions Groups, select the permission group you want to delete.
3. Click Del.

Licenses

ShipConstructor is a suite of software modules that you can purchase separately. When you purchase a module, you purchase a license to use that module. In addition, when you purchase a module, you purchase it at one of several levels (Level 1, Level 2, and so on). Lower levels let you work with fewer parts per project, and higher levels let you work with greater numbers of parts per project. (For more information on ShipConstructor modules and licensing, visit www.ShipConstructor.com.)

When you purchase ShipConstructor, you receive a hardware lock that contains your particular license information. A hardware lock is a small device that you plug into the USB port of your computer. There are two types of hardware locks: local locks and network locks. A local lock must be installed on the same computer that is running ShipConstructor; only the user at that computer can access the licenses on the local lock. A network lock can be installed on any network computer; any ShipConstructor user on the network can access the licenses on the network lock, allowing users to time-share licenses. (See the Installation Guide for more information on hardware locks.)

Users can check out a license (from a list of available licenses) from the Licensing window. (The Licensing window appears, by default, when a user starts ShipConstructor. You can also open the Licensing window by choosing ShipConstructor > Licensing.) Once all licenses have been checked out, no other users can use that module until a license is released. (The system administrator can release checked out licenses, making them available for other users.)

License Service

The License Service is a Windows service called ShipConstructor License Server that lets ShipConstructor communicate with hardware locks. The License Service is automatically installed with ShipConstructor.

License Monitor

The License Monitor is a utility that lets you list license information. See [License Monitor](#) (page 41).

Change the License Service Port

By default, the License Service uses port 3960 for communication. If there are other applications installed on your network that use port 3960, you must change the License Service port to avoid any conflicts. Otherwise, leave the License Service port set to 3960.

To change the license service port

Important: You must perform this procedure on all computers that have ShipConstructor installed.

1. Open the file C:\Program Files\ShipConstructor 2011\ShipConstructor\Server.Config using Notepad or another text editor.
2. Edit <Port>3960</Port> to change the port setting.

3. Save the Server.Config file and close it.
4. In ShipConstructor, choose ShipConstructor > Licensing to open the Licensing window.
5. Click Network to open the Network License Settings window.
6. Change the Port setting to match the port setting you entered in Step 2.
7. Click OK to close the Network License Settings window.
8. Click OK to close the Licensing window.
9. Choose Start > All Programs > ShipConstructor2011 > Utilities > License Monitor to open the License Monitor.
10. Change the Port setting to match the port setting you entered in Step 2.
11. Click Connect.
12. Close the Licensing Monitor.

Note: Whenever you edit the Server.Config file, you must restart the License Service (see [Restart the License Service](#) (page 25)).

Restart the License Service

To restart the license service

1. Choose Start > Control Panel to open the Control Panel.
2. Double-click Administrative Tools.
3. Double-click Services to open the Services window.
4. Right-click on ShipConstructor License Server and choose Restart.

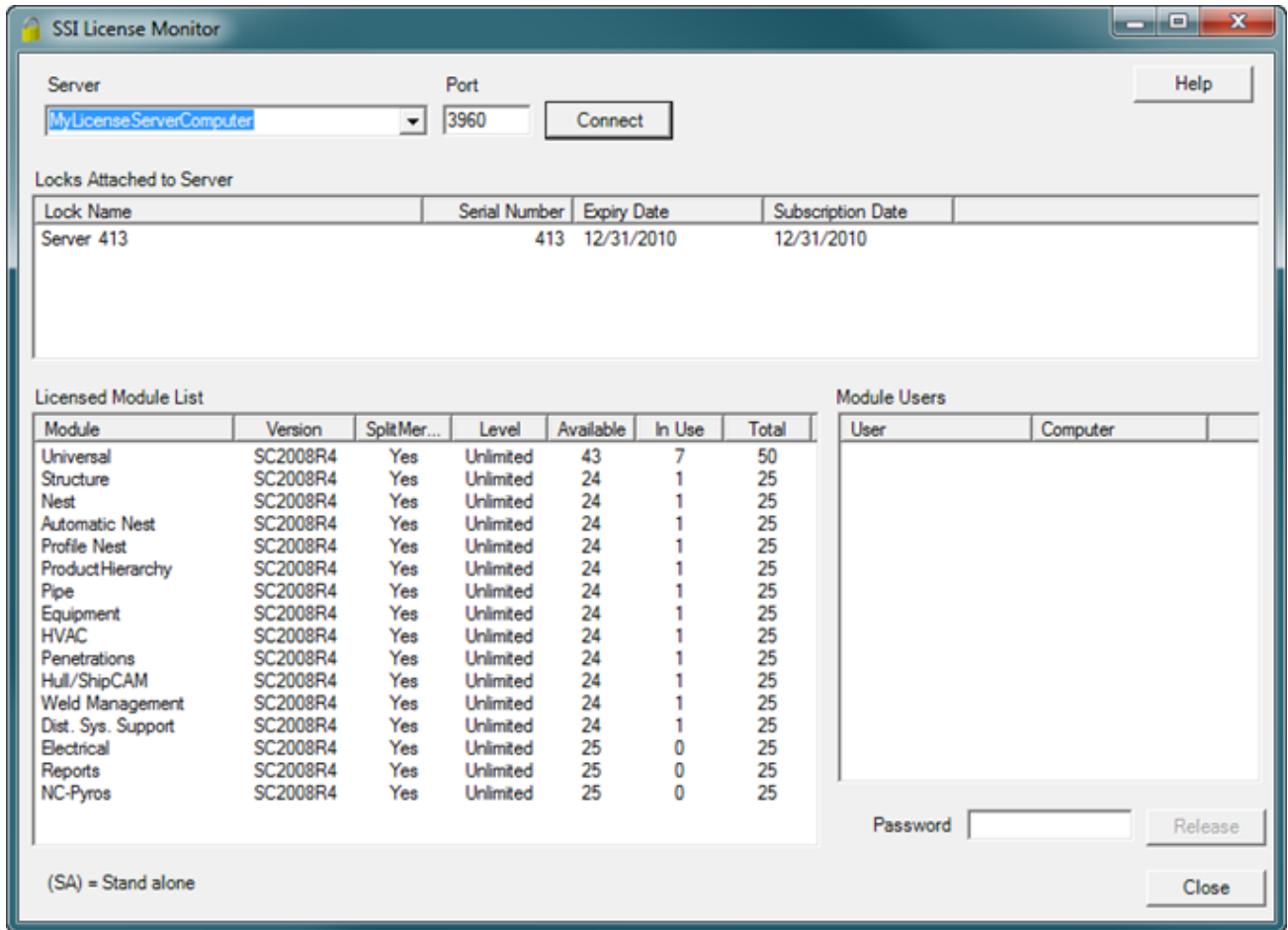
List Available Licenses

To list available licenses

1. Choose Start > All Programs > ShipConstructor2011 > Utilities > License Monitor to open the [License Monitor](#) (page 41).
2. Set Server to the IP address or computer name of the license server to connect to and set the Port to the port number.

Note: The default port number is 3960. See also [Change the License Service Port](#) (page 24).

3. Click Connect.
The License Monitor displays a list of modules and user information for the selected license server.



Interface for LicenseMonitor

Server – The computer name or IP address of the license server.

Port – The TCP port to communicate with the license server. You should not have to change this from the default 3960.

Refresh – Connects to the server and receives and displays the results from the server's response.

Locks Attached to Server – the list of ShipConstructor locks attached to the server computer. This will also show server connection errors. The Subscription Date column indicates the date when the Subscription date of the lock expires. This means that software that has a release date past this date will not be able to use a license from this lock. The Release date is shown the License window in ShipConstructor.

Licensed Module List – The list of modules that are currently hosted by the server specified. If there are multiple locks attached to the computer and a module is licensed on both locks then multiple instances of the same module will be listed separately.

Module Users – The list of users that currently have a license for the selected module.

Password – The authorization password that matches the password setup on the server

Release – Sends a release license request to the server. If successful then releases the selected module checked out by the selected user. The entered password must match the one configured on the server.

Release a license from a User

Sometimes it is necessary to release a specific license from a user.

To release a license

1. View the licenses.

2. Select the module to release in the Licensed Module List.
3. Select the user in the User List.
4. Enter the password in the Password field.
5. Click Release. The user that had their license released will be informed of the released by a message. This message may take a few minutes before the license is released and the user still has the capability to reacquire the license.

Set a Release Password

The releasing of licensing can be setup to be password protected so only authorized people have permission to release user licenses.

To set a release password

1. On the license server computer open the file C:\Program Files\Common Files\SSI\SCLicensing\Server.Config in Notepad or other text editor.
2. Add the highlighted line similar to the following where yourpassword is the password.

```
<?xml version="1.0" encoding="utf-8" ?>
<ServerSettings>
    <Port>3960</Port>
    <ReleasePassword>yourpassword</ReleasePassword>
</ServerSettings>
```

3. Save the file.
4. Restart the computer or restart the ShipConstructor License Server service from Control Panel > Administrative Tools > Services. Warning: This will causes users with licenses checked out to lose their licenses.

To Enable a Logging of License Counts

License counting is useful in determining if you need more or less licenses in a network license environment. The log file (C:\Program Files\Common Files\SSI\SCLicensing\LicenseStatistics.txt) is appended to at a specified interval.

5. On the license server computer open the file C:\Program Files\Common Files\SSI\SCLicensing\LoggingStatus.Config in Notepad or other text editor.
6. Add the three highlighted lines similar to the following.

```
<?xml version="1.0" encoding="utf-8" ?>
<LoggingStatus>
    <LoggingEnabled>2</LoggingEnabled>
    <FileSize>5000000</FileSize>

    <StatisticsEnabled>1</StatisticsEnabled>
    <StatisticsInterval>60</StatisticsInterval>
    <StatisticsMaximumFileSize>5000000</StatisticsMaximumFileSize>
</LoggingStatus>
```

StatisticsEnabled – 1 = Enabled, 0 – disabled

StatisticsInterval – The time in seconds to add an entry in the log

StatisticsMaximumFileSize – Maximum size of the log file before it is deleted.

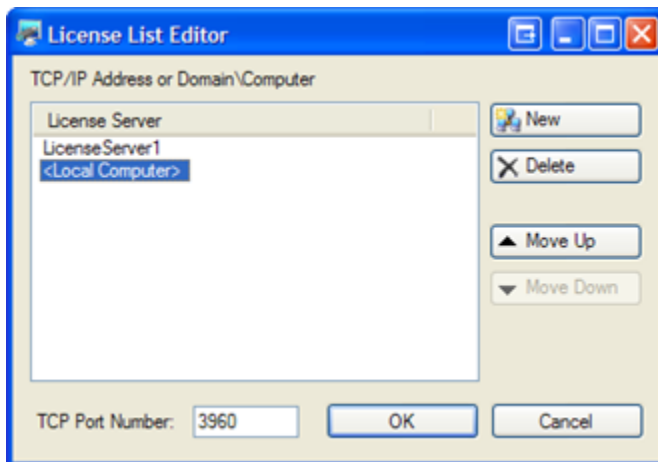
7. Save the file.
8. Restart the computer or restart the ShipConstructor License Server service from Control Panel > Administrative Tools > Services. Warning: This will causes users with licenses checked out to lose their licenses.

Edit License Servers List from Older Software

In order to support User Account Control (UAC) in Windows Vista and Windows 7, licensing will save the license server list only for the currently logged on user. Older versions of ShipConstructor will potentially show a misleading license server list because they are looking in another save location. To be able to access the new location we have provided a new program SConLicenseListEditor to manage the correct license server list.

SConLicenseListEditor

A utility program to edit the license server list for the current user from outside ShipConstructor.

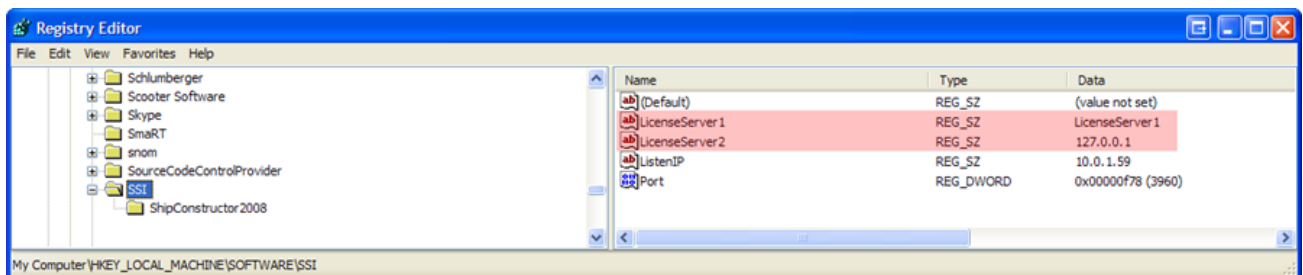


To setup a license server list for all users on the computer

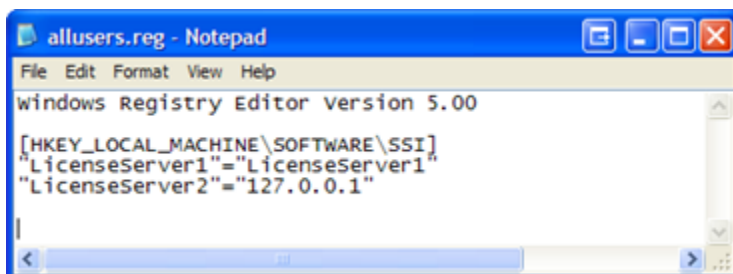
The license server list will be filled from the Current User area of the registry. If no entries exist then the program will look in Local Machine. This gives administrators the capability to configure the license server list for all users on the computer.

Warning! "Using Registry Editor incorrectly can cause serious, system-wide problems that may require you to re-install Windows to correct them. Microsoft cannot guarantee that any problems resulting from the use of Registry Editor can be solved. Use this tool at your own risk."

Add the Strings using the registry editor.



Or create a REG file like the following and merge that into the registry of the computer.



Project Settings & Libraries

There are certain settings that ShipConstructor uses throughout a project. Before you begin work on a project, you must set these project settings. You can also import project settings from another project or from an XML file that you have exported from another project.

Each project also contains various libraries defining the stocks, materials, and so on that you can use in the project. Before you begin work on a project, you must set up these project libraries.

- See the Structure manual for details on setting up general libraries and structure libraries.
- See the Pipe manual for details on setting up pipe libraries.
- See the Equipment and Penetrations manual for details on setting up equipment libraries and penetration standards.
- See the HVAC manual for details on setting up HVAC libraries.

You can also import project libraries from another project or from an XML file that you have exported from another project.

Set Project Settings

To set project settings

1. Choose ShipConstructor > Manager to open [Manager](#) (page 2).
2. Choose [General > Project Settings](#) (page 37) to open the Project Settings window.
3. Set the options (see Project Settings in the Structure manual for details).
4. Click OK to close the Project Settings window.

Import Project Settings

To import project settings

1. Choose ShipConstructor > Manager to open [Manager](#) (page 2).
2. Choose [General > Project Settings](#) (page 37) to open the Project Settings window.
3. Click Import to open a File Browser.
4. Select a project file (*.PRO) or XML file (*.XML).
5. Click Open.

Export Project Settings

To export project settings

1. Choose ShipConstructor > Manager to open [Manager](#) (page 2).
2. Choose [General > Project Settings](#) (page 37) to open the Project Settings window.
3. Click Export XML to open a File Browser.
4. Enter a name for the XML file.
5. Click Save.

Import Project Libraries

To import project libraries

1. Choose ShipConstructor > Manager to open [Manager](#) (page 2).
2. Choose an option from [File > Import Stocks](#) (page 37) to open a File Browser.
3. Select a project file (*.PRO) or XML file (*.XML).
4. Click Open.

Export Project Libraries

To export project libraries

1. Choose ShipConstructor > Manager to open [Manager](#) (page 2).
2. Choose an option from [File > Export Stocks](#) (page 37) to open a File Browser.
3. Enter a name for the XML file.
4. Click Save.

Appendix: Menus, Tools & Commands

ShipConstructor Menu

See the Structure manual for details on other ShipConstructor menu items.

ShipConstructor > Project > New Project

Menu	ShipConstructor > Project > New Project
Toolbar	None
Navigator	None
Command	SCNEWPROJECT
Permissions ...	Admin User
Procedure	Create A Project (page 3)

Creates a new project.

ShipConstructor > Project > Copy Project

Menu	ShipConstructor > Project > Copy Project
Toolbar	None
Navigator	None
Command	SCCOPYPROJECT
Permissions ...	Admin User
Procedure	Copy A Project (page 5)

Copies a project (including all of its stocks and drawings).

Copy Project Window

Project File

The project file you want to copy.

Project Name

The name you want to save the copied ShipConstructor project as.

Folder

The location you want to save the copied ShipConstructor project to.

Username

A username with administrative privileges.

Password

Your Admin password.

Administrator Menu

Administrator is a stand-alone utility that lets you set up and manage projects.

Project Name

The name of each project.

Version

The version number of the project database. See [Update a Project Database Version](#) (page 11) for details.

Size (MB)

The size of the project database (in megabytes).

Project GUID

The project's ID number. Each project has a unique Project GUID.

Next Scheduled Backup

The date and time of the next scheduled backup. See [Set Up Scheduled \(Automatic\) Project Backups](#) (page 8) (page 8) for details.

Note: This feature is not available on SQL Express servers.

Server Menu

Server > Connect

Menu Server > Connect
Toolbar None
Procedure..... [Connect Administrator to a server](#) (page 2)


Opens the Select Database Server window, letting you select the server for the projects you want to administer.

Server > Disconnect

Menu Server > Disconnect
Toolbar None
Procedure..... [Disconnect Administrator from the current server](#) (page 2)

Closes the connection between Administrator and the current server.

Server > Refresh Project List

Menu Server > Refresh Project List
Toolbar 
Procedure..... [Refresh the Project List in Administrator](#) (page 2)

Refreshes the list of projects in Administrator.


Server > Show All Databases

Menu Server > Refresh Project List
Toolbar None
Procedure..... None

This option toggles whether the project list displays non-ShipConstructor databases. Only a limited subset of commands is available for non-ShipConstructor databases.


Database Menu

Database > Copy

Menu Database > Copy
Toolbar 
Right-click Copy
Procedure..... [Copy a Project](#) (page 5)


Creates a new project that is an exact copy of the selected project but with a unique Project GUID.

Database > Delete

Menu Database > Delete
Toolbar 
Right-click Delete
Procedure..... [Delete a Project](#) (page 7)


Deletes the selected project.

Database > Backup

Menu Database > Backup
 Toolbar 
 Right-click Backup
 Procedure..... [Manually Back Up a Project](#) (page 8)


Creates a backup of the selected project.

Database > Restore

Menu Database > Restore
 Toolbar 
 Right-click Restore
 Procedure..... [Restore a Project Backup](#) (page 10)


Restores a backed up project.

Database > Update

Menu Database > Update
 Toolbar 
 Right-click Update
 Procedure..... [Update a Project Database Version](#) (page 11)


Updates the database version of the selected project.

Database > Execute SQL

Menu Database > Execute SQL
 Toolbar 
 Right-click Execute SQL
 Procedure..... [Execute SQL](#) (page 11)

Lets you execute an SQL script file against the selected project.

Database > Check Project

Menu Database > Check Project
 Toolbar 
 Right-click Check Project
 Procedure..... [Check Project](#) (page 11)


Analyzes your project database for inconsistencies.

Database > Repair Project

Menu Database > Check Project
 Toolbar 
 Right-click Repair Project
 Procedure..... [Repair Project](#) (page 12)

This command is able to repair many inconsistencies reported by [Check Project](#) (page 11).

Database > Schedule Backup

Menu	Database > Schedule Backup
Toolbar	
Right-click	Schedule Backup
Procedure	Set Up Scheduled (Automatic) Project Backups (page 8)


Lets you set up a scheduled (automatic) backup of the selected project.

Database > Schedule Maintenance

Menu	Database > Schedule Maintenance
Right-click	Schedule Maintenance
Procedure	Set Up Scheduled (Automatic) Project Maintenance (page 12)

Lets you set up a scheduled (automatic) maintenance of the selected project.

Database > Run Maintenance

Menu	Database > Run Maintenance
Toolbar	
Right-click	Run Maintenance
Procedure	Manual Maintenance (page 12)

Performs maintenance on the selected project.

Database > Show Connected Processes

Menu	Database > Show Connected Processes
Toolbar	None
Right-click	Show Connected Processes
Procedure	Monitor Project Activity (page 7)

Displays active user connections to the project database.

Database > Synchronize Server Logins

Menu	Database > Synchronize Server Logins
Toolbar	None
Right-click	Synchronize Server Logins
Procedure	Synchronize Server Logins (page 14)

This will recreate any missing SQL server logins for all users in the selected database. The password for any logins created will be set to ShipCon.


Database > Unlock

Menu	Database > Unlock
Toolbar	None
Right-click	Unlock
Procedure	Unlock Database (page 14)

This will unlock the project database, so that users may connect and use the project.

Tools Menu

Tools > Manage Users

Menu	Tools > Manage Users
Toolbar	
Right-click	Manage Users
Procedure.....	User Accounts (page 19)

Opens the Manage Users window, letting you create and edit user accounts.

ShipConstructor Users

Lists all ShipConstructor user accounts and which projects each user account has access to. DB Admin indicates user accounts with system administrator privileges.

Change Password

Lets you change the password for the selected user account.

New User

Creates a new user account.


Copy User

Creates a new user account that has access to the same projects as the selected user account.

Delete User

Deletes the selected user account.

Tools > Add Database from Backup

Menu	Tools > Add Database from Backup
Toolbar	
Procedure.....	Add Database from Backup (page 10)

This creates a new database on the server from a backup file.

Tools > Change ShipConstructor User Password

Menu	Tools > Change ShipConstructor User Password
Toolbar	None
Procedure.....	Change the System Password (page 21)

Lets you change the system password (the password of the ShipConstructor user account).

Tools > Re-Attach Database

Menu	Tools > Re-Attach Database
Toolbar	None
Procedure.....	Re-attach a Project Database to Server (page 14)

Lets you re-attach a detached project to its server.

About Menu

About > About Administrator

Displays the Administrator version number.

Right-click Menu

Copy

See [Database > Copy](#) (page 32).

Delete

See [Database > Delete](#) (page 32).

Backup

See [Database > Backup](#) (page 33).

Restore

See [Database > Restore](#) (page 33).

Update

See [Database > Update](#) (page 33).

Execute SQL

See [Database > Execute SQL](#) (page 33).

Check Project

See [Database > Check Project](#) (page 33).

Repair Project

See [Database > Repair Project](#) (page 33).

Schedule Backup

See [Database > Schedule Backup](#) (page 34).

Schedule Maintenance

See [Database > Schedule Maintenance](#) (page 34).

Run Maintenance

See [Database > Run Maintenance](#) (page 34).

Show Connected Processes

See [Database > Show Connected Processes](#) (page 34).

Synchronize Server Logins

See [Database > Synchronize Server Logins](#) (page 34).

Unlock

See [Database > Unlock](#) (page 34).

Toolbar



Refresh Project List – See [Refresh the Project List in Administrator](#) (page 2).



Manage Logins – See [User Accounts](#) (page 19).



Add Database from Backup – See [Add Database from Backup](#) (page 10).



Copy Database – See [Copy a Project](#) (page 5).



Delete Database – See [Delete a Project](#) (page 7).








Backup Database – See [Back Up a Project](#) (page 8).



Restore Database From Backup – See [Restore a Project Backup](#) (page 10).



Update Database – See [Update a Project Database Version](#) (page 11).

-  Run Maintenance – See [Manual Maintenance](#) (page 12).
-  Execute SQL – See [Execute SQL](#) (page 11).
-  Check Project – See [Check Project](#) (page 11).
-  Schedule Database Backups – See [Set Up Scheduled \(Automatic\) Project Backups](#) (page 8).
-  Schedule Maintenance – See [Set Up Scheduled \(Automatic\) Project Maintenance](#) (page 12).

Manager Menu

Manager is a utility that lets you set up project settings, project libraries, and user permissions.

File > Import Stocks

Menu	File > Import Stocks
Toolbar	None
Permissions ...	The ability to edit the type of stock being imported
Procedure	Import Project Libraries (page 30)

Lets you import Manager settings from another project or from an XML file that was exported from another project either for All Modules or for an individual menu in Manager (General, Structure, Pipe, HVAC, or Equipment).

File > Export Stocks


Menu	File > Export Stocks
Toolbar	None
Permissions ...	None
Procedure	Export Project Libraries (page 30)

Exports Manager settings to an XML file either for All Modules or for an individual menu in Manager (General, Structure, Pipe, HVAC, and Equipment).

File > Exit

Closes Manager.

General > Project Settings

Menu	General > Project Settings
Toolbar	
Navigator	Settings (with the project selected)
Permissions ...	None
Procedure	Set Project Settings (page 29)

Opens the Project Settings window, letting you set various project-wide settings.

Reports

See the Structure manual for details.

General

See the Structure manual for details.

Structure

See the Structure manual for details.

Common Parts Catalog

See the Structure manual for details.

Pipe

See the Pipe manual for details.

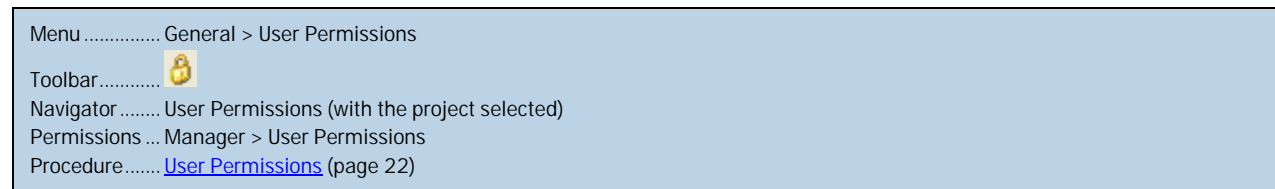
HVAC

See the HVAC manual for details.

Hull

See the Hull manual for details.

General > User Permissions



Opens the User Permissions window, letting you set up user permissions and permission groups.

Users

Lists all users for the current project. Select a user to display their user permissions under User Overrides.

Permission Groups

Lists all permission groups for the current project. Check a check box to include the selected user in the permission group.

Edit

Opens the Edit Permission Group window for the selected permission group, letting you set the permissions for the group.

New

Creates a new permission group.

Del

Deletes the selected permission group.

Import

Lets you import permission groups from another project or from an XML file that was exported from another project.

Export XML

Exports permission groups to an XML file.

User Overrides

Displays and lets you edit the permissions for the selected user.

General > Materials

Opens the Materials window, letting you create and edit materials. See Materials in the Structure manual for details.

General > Manufacturers

Opens the Manufacturers window, letting you create and edit manufacturers. See Manufacturers in the Structure manual for details.

General > Finishes

Opens the Finishes window, letting you create and edit finishes. See Finishes in the Structure manual for details.

General > Insulations

Opens the Insulation window, letting you create and edit insulation. See Insulation in the HVAC manual for details.

General > Text Styles

Opens the Text Styles window, letting you create and edit text styles. See Text Styles in the Structure manual for details.

General > Accessory Packages

Opens the Accessory Packages window, letting you create and edit accessory packages. See Accessory Packages in the Pipe manual for details.

General > Naming Conventions

Opens the Naming Conventions window, letting you create and edit naming conventions. See Naming Conventions in the Structure manual for details.

General > Production Output > Label Styles

Opens the Label Styles window, letting you create and edit label styles. See Label Styles in the Structure manual for details.

General > Production Output > Dimension Styles

Opens the Dimension Styles window, letting you create and edit dimension styles. See Dimension Styles in the Structure manual for details.

General > Production Output > Bill of Materials

Opens the Bill of Materials window, letting you edit BOM definitions for the various disciplines. See Bill of Materials in the Structure manual for details.

General > Production Output > Predefined Assembly Format

Opens the Predefined Assembly Format window, letting you edit settings related to assemblies. See Predefined Assembly Format in the Structure manual for details.

Structure > Stock Catalog

Opens the Structural Stock Editor window, letting you create and edit structural stocks. See Stocks in the Structure manual for details.

Structure > Piecemark Styles

Opens the Piecemark Styles window, letting you create and edit piecemark styles. See Piecemark Styles in the Structure manual for details.

Structure > User-Defined Attributes

Opens the User-Defined Attributes window, letting you create and edit user-defined attributes for structural parts and stocks. See User-Defined Attributes in the Structure manual for details.

Structure > Plates > Orientation Icon

Opens the Orientation Icon window, letting you create and edit orientation icons. See Orientation Icon in the Structure manual for details.

Structure > Plates > Markline Styles

Opens the Markline Styles window, letting you create and edit markline styles. See Markline Styles in the Structure manual for details.

Structure > Plates > Flange Catalog

Opens the Flange Library window, letting you create and edit plate flanges. See Flanges in the Structure manual for details.

Structure > Plates > Corner Treatments

Opens the Corner Treatments window, letting you create and edit corner treatments. See Corner Treatments in the Structure manual for details.

Structure > Plates > Green Standards

Opens the Green Standards window, letting you create and edit green standards. See Green Standards in the Structure manual for details.

Structure > Plates > Bevel Standards

Opens the Bevel Standards window, letting you create and edit bevel standards. See Bevel Standards in the Structure manual for details.

Structure > Plates > NC Machines

Opens the NC Machines window, letting you create and edit NC machines. See NC Machines in the Structure manual for details.

Structure > Extrusions > Endcut Catalog

Opens the Endcut Definitions window, letting you create and edit profile stock endcuts. See Endcuts in the Structure manual for details.

Structure > Extrusions > Green Standards

Opens the Green Standards window, letting you create and edit green standards. See Green Standards in the Structure manual for details.

Structure > Standard Parts

Opens the Standard Parts window, letting you create and edit standard (structural) parts. See Standard Parts in the Structure manual for details.

Piping > Stock Catalog

Opens the Pipe Stock Catalog, letting you create and edit pipe library items. See the Pipe manual for details.

Piping > Pipe Benders

Opens the Pipe Bending Machines window, letting you create and edit pipe bending machines. See Pipe Bending Machines in the Pipe manual for details.

Piping > User-Defined Attributes

Opens the User-Defined Attributes window, letting you create and edit user-defined attributes for pipe parts and stocks. See User-Defined Attributes in the Structure manual for details.

HVAC > Stock Catalog

Opens the HVAC Catalog Stock Editor, letting you create and edit end treatments, HVAC stocks, catalogs, specs, and connections. See the HVAC manual for details.

HVAC > Sheet Stocks

Opens the Sheet Stocks window, letting you create and edit sheet stocks. See Sheet Stocks in the HVAC manual for details.

HVAC > User-Defined Attributes

Opens the User-Defined Attributes window, letting you create and edit user-defined attributes for HVAC parts and stocks. See User-Defined Attributes in the Structure manual for details.

Electrical > Cable Library

Opens the Cable Stock Library window, letting you create and edit cable stocks. See the Electrical manual for more details.

Electrical > Cable Support Library

Opens the Cable Support Library window, letting you create and edit cable support stocks. See the Electrical manual for more details.

Equipment > Equipment Library Editor

Opens the Equipment Library Editor, letting you create and edit equipment items. See the Equipment and Penetrations manual for details.

Penetrations > Standards

Opens the Penetration Standard Editor, letting you create and edit penetration standards. See the Equipment and Penetrations manual for details.

Database Utilities > Raw Data

Menu	Database Utilities > Raw Data
Toolbar.....	None
Permissions ...	Manager > Edit Raw Data
Procedure.....	View Project Database Raw Data (page 14)

Opens the Database Raw Data window, letting you display and edit the raw data contained in the project database.

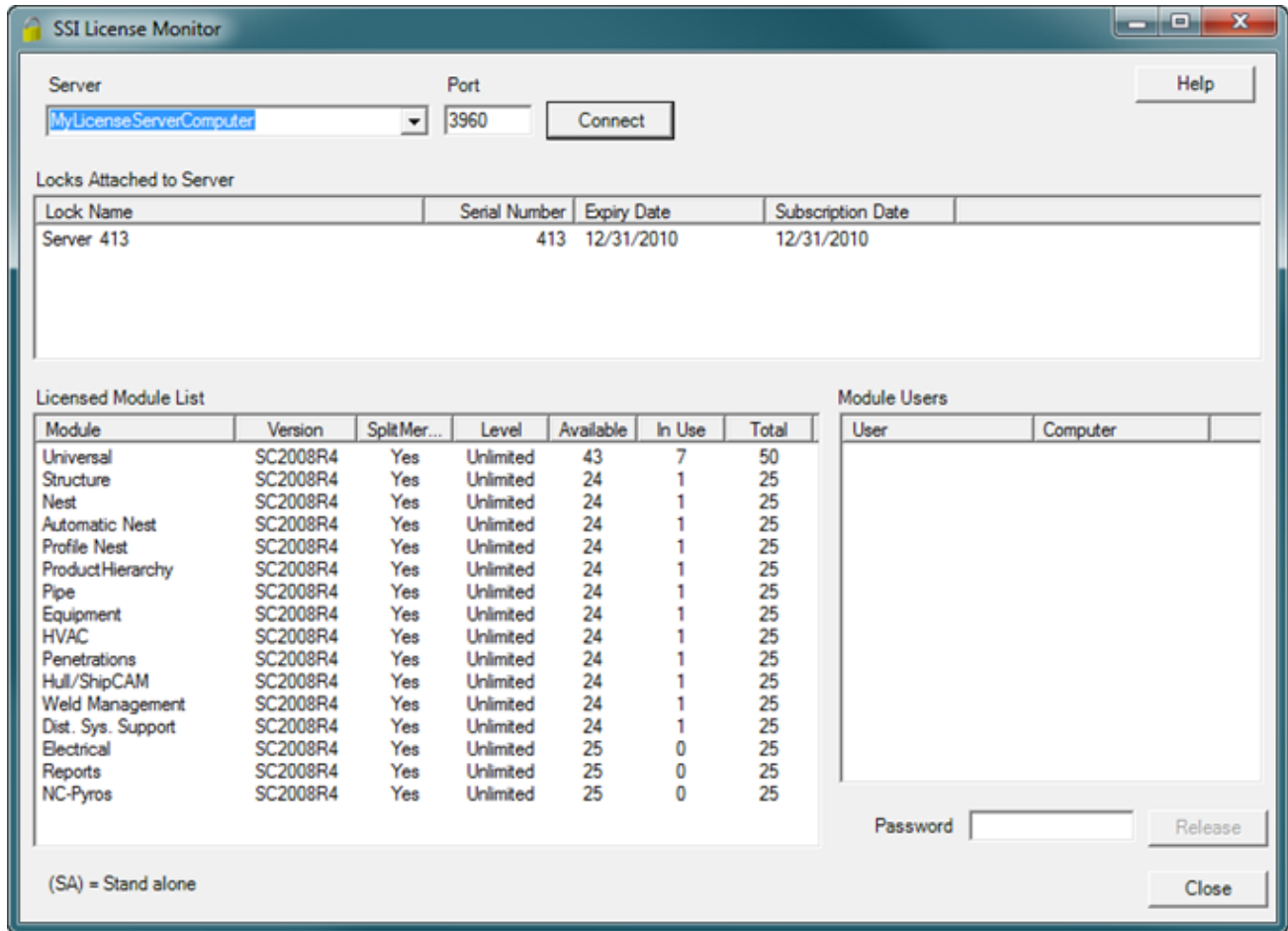
Window >

Lets you switch between open windows in Manager.

Note: If no windows are open, the Window menu is empty.

License Monitor

The License Monitor is a utility that lets you list license information and release licenses that are checked-out. See [Licenses](#) (page 24).



Server

Enter the IP address or computer name of the license server you want to monitor.

Port

Enter the port number of the license server you want to manage.

Connect

Connects the License Monitor to the license server specified by IP or \\domain\computer and Port. It changes to Refresh after the Monitor is connected.

Refresh

Refreshes the information in the License Monitor by re-connecting with the license server. You will need to refresh the information if the lock configuration on the server is changed or users have checked out licenses.

Locks Attached to Server

Lists all the ShipConstructor locks attached to the computer and when they will expire.

Licensed Module List

Lists license information for the selected license server. See [List Available Licenses](#) (page 25).

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