

ShipConstructor®



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ShipConstructor 2006 - Project Management

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ShipConstructor 2006 Project Management

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ShipConstructor Team

Adam Ruttan	Darren Larkins	Jason Rancourt	Robert MacNeill
Alex Baird	Darren Rhonda	Justin Byers	Rolf Oetter
Andrea Milne	Dave Barbour	Justin Paquin	Silke Sommerfeld
Andrew McNair	Deborah Peet	Kevin van Donkersgoed	Simon Guy
Bennett Coles	Denis Morais	Lindsey Leu	Steve Ivison
Bill Cinar	Eric Dionne	Matthew Barber	Tracy Coghlin
Brad Stokes	Galen Gray	Michael Sandberg	Walter Langer
Christian Zuger	Jane Sun	Paul Crawford	
Christopher Emerson	Jason Paterson	Rebecca Sorensen	

ShipConstructor Software Inc.

Suite 304
3960 Quadra Street
Victoria, BC
Canada V8X 4A3

Toll Free: 1-888-210-7420
Phone: 1-250-479-3638
Fax: 1-250-479-0868

Information: info@ShipConstructor.com
Support: support@ShipConstructor.com
Sales: SSI@ShipConstructor.com

Website: www.ShipConstructor.com

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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 *Administrator* in the Appendix for more details on working with Administrator.

Start Administrator

To start Administrator

1. Choose **Start > All Programs > ShipConstructor2006 > Utilities > Administrator2006**.

The **Select Database Server** window appears.

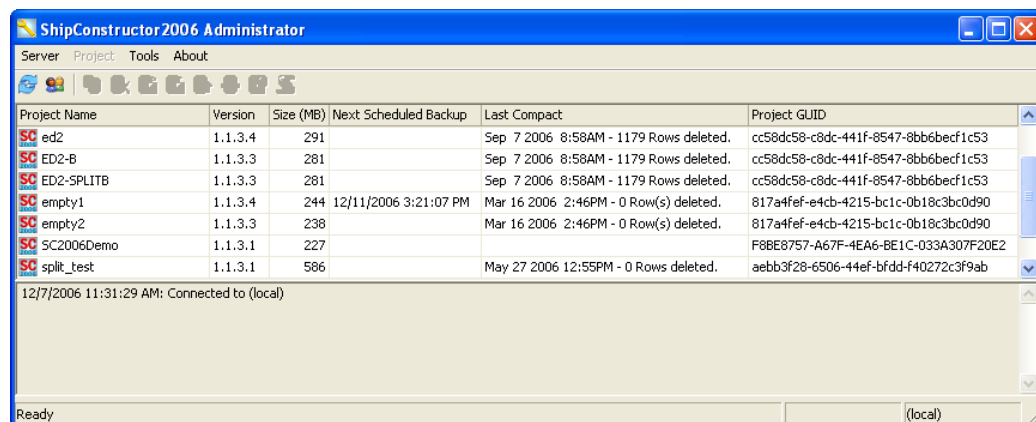
2. Select the **Server Name** from the list (or enter a name at the bottom of the window).
3. Enter the system administration **Login Name** and **Password**.

A default system administration account exists:

- **Login Name:** ShipConstructor
- **Password:** ShipCon

4. 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**.

Disconnect Administrator from the Current Server

To disconnect Administrator from the current server

1. In Administrator, choose **Server > Disconnect**.

Connect Administrator to a Server

To connect Administrator to a server

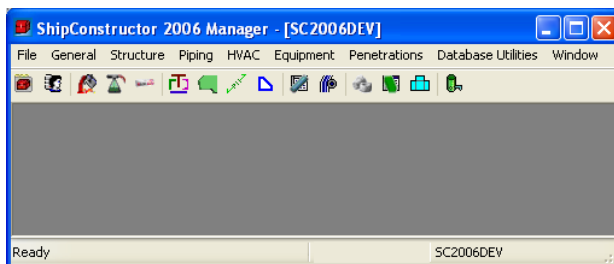
1. In Administrator, choose **Server > Connect** to open the **Select Database Server** window.
See Start Administrator (page 1) for details.

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* in the Appendix 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

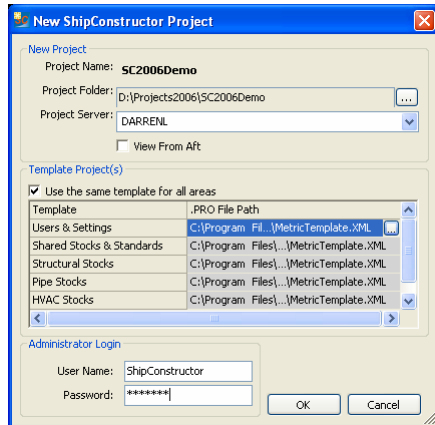
Note: The terms *project* and *database* are sometimes used synonymously.

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** 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\ShipConstructor2006\Project Templates\MetricTemplate.xml
- C:\Program Files\ShipConstructor2006\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.

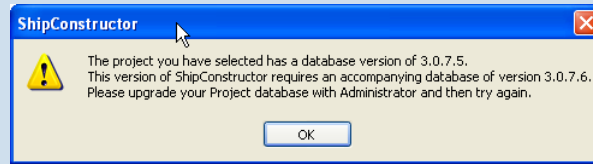
The default administrative account is:

- **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 12).

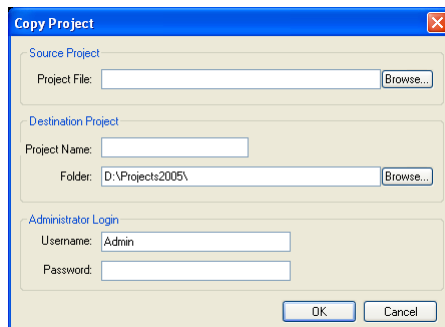
You can now register to the project. If you created the project from one of the two project templates included with ShipConstructor, enter **admin** for the **Log in name** and leave the **Password** blank.

Copy a Project

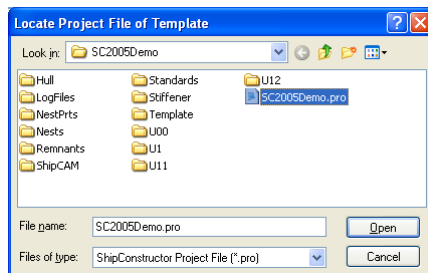
You can copy a project or database from within ShipConstructor or **Administrator**.

To copy a project (in ShipConstructor)

1. Choose **ShipConstructor > Project > Copy Project** to open the **Copy Project** window.



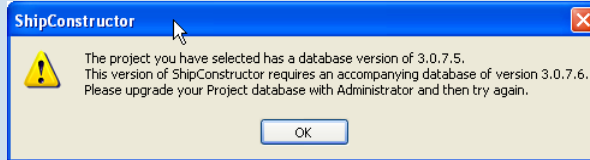
2. Select the **Project File** you want to copy by clicking **Browse** under **Source Project**.



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**.

- ShipConstructor copies the project database and all drawing files and then automatically logs you into the new project.

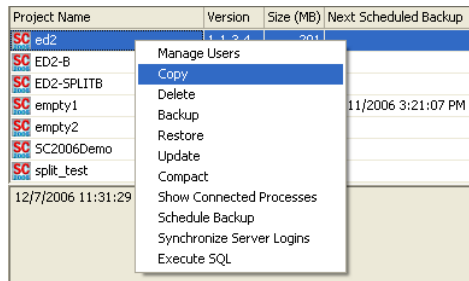
Note: If the source project is from an older version of ShipConstructor, you may see a message similar to the following.



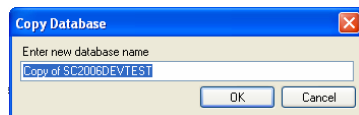
You must update the project template to the latest version of the database. See [Update a Project Database Version](#) (page 12).

To copy a database (in Administrator)

- In **Administrator**, right-click on the project and choose **Copy**.



The **Copy Database** window appears.



- Enter the name for the new project.
- Click **OK** to copy the project.

The new project database is identical to the original project database but with a new **Project GUID**.

Update a ShipConstructor2005 Project

To update an existing ShipConstructor2005 project to 2006 format, you must have both ShipConstructor2005 and the **Project Updater** application installed on your machine. The **Project Updater** application is a separate installation and is installed from the ShipConstructor 2006 CD.

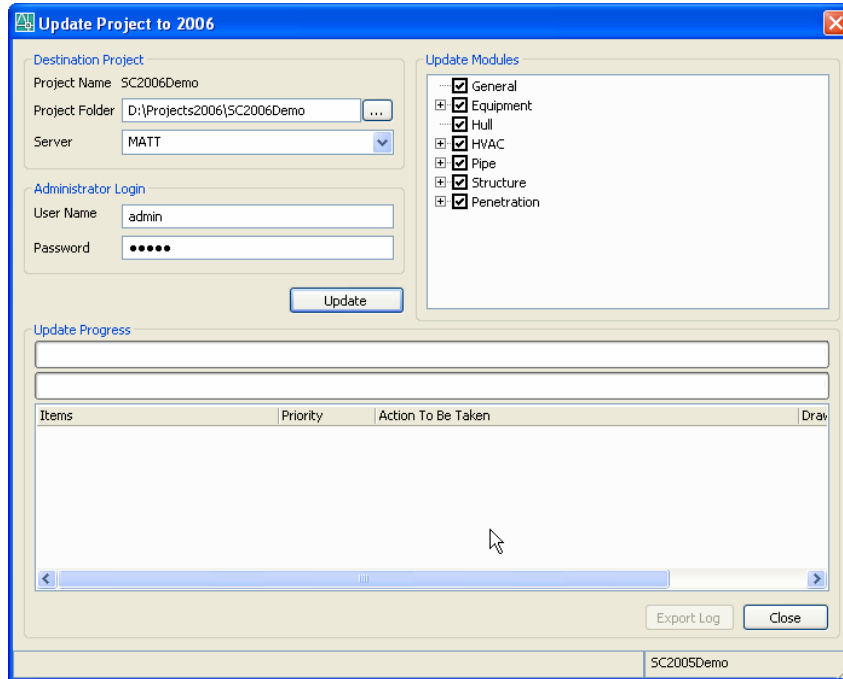
Note: Production drawings are not updated as part of the Project Update process.

Updating Your ShipConstructor2005 Project

The **Project Updater** creates a new ShipConstructor 2006 project filled with data from your ShipConstructor2005 project model. Your ShipConstructor2005 project model remains unaffected by the update process.

To update your project

1. Open your project in **ShipConstructor2005**.
2. Run the command **SC2005UPDATE** to open the **Project Update to 2006** window.

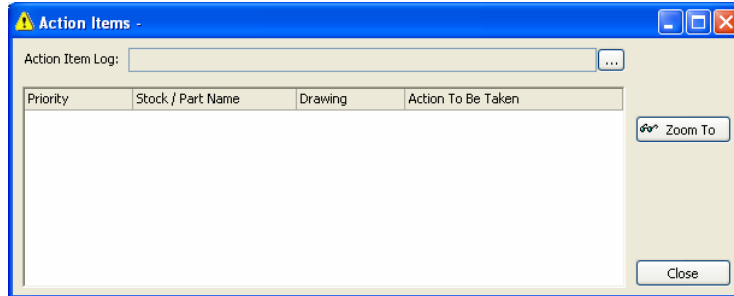



3. Enter the project folder where you want the 2006 version of your project to be located. The final folder name will be used for your project name (for example, specifying **C:\Projects2006\SC2006Demo** will give you a project name of **SC2006Demo**).
4. Enter the **User Name** and **Password** of a database administrator user. For more information on database administrator users, see Grant Administrator Access to a User (page 21).
5. The **Update Modules** box offers the option of selecting certain portions of the project to update. When the window opens, everything is checked automatically, so you must uncheck any module that you do not want updated. You will notice that some portions are not able to be unchecked, and that some portions will be checked automatically when checking other portions. This is due to dependencies between modules (for example, all projects need General and pipe parts need Pipe stocks).
6. Click **Update** to begin the update process. This process may take a long time and require some user interaction. There are two large progress indicators on the screen. The upper progress bar indicates overall progress. It shows approximately how far into the update process you are and lets you estimate how much longer the update will take. The lower progress bar indicates the progress in the current step, such as importing pipe elbow stocks.
7. During the course of the update you will likely see numerous **Action Items**. Action items indicate what needs to be fixed in the new ShipConstructor 2006 project model before the model can be used. Many of these action items may be trivial such as needing to set a stock's weight in the stock catalog, while other action items may be more serious indicating that some parts were corrupt and not able to be brought across.
8. A log of the action items has been saved for you in the LogFiles folder of the destination project, so that you can access it using the **Action Item Browser** (see Resolving Action Items (page 7)). You may examine this file now by clicking **Export Log**.

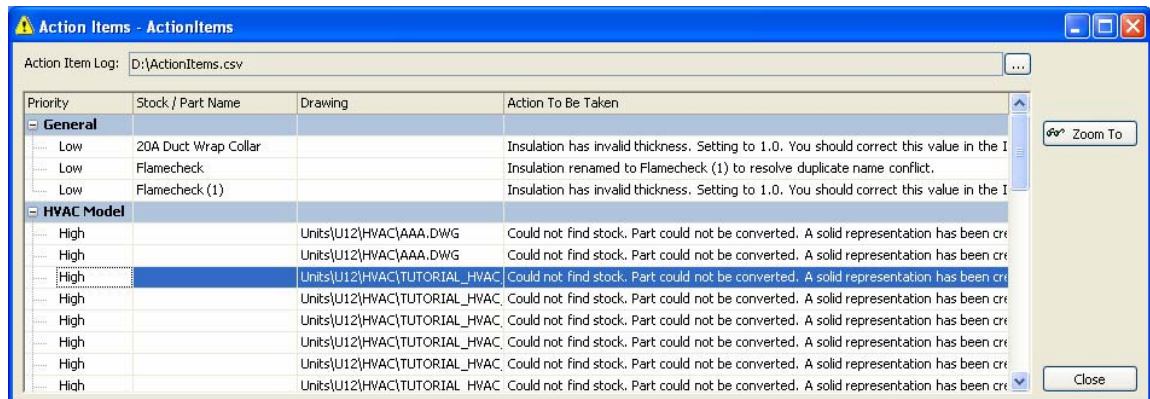
Resolving Action Items

To resolve action items in your project

1. Open your project in ShipConstructor 2006.
2. Run the command **SCACTIONITEM**. The **Action Item Browser** window appears.



3. Click the  button next to **Action Item Log** to browse for your **ActionItem.csv** file.
4. Action items are broken down by module and have a priority of **Low**, **Medium**, and **High**.

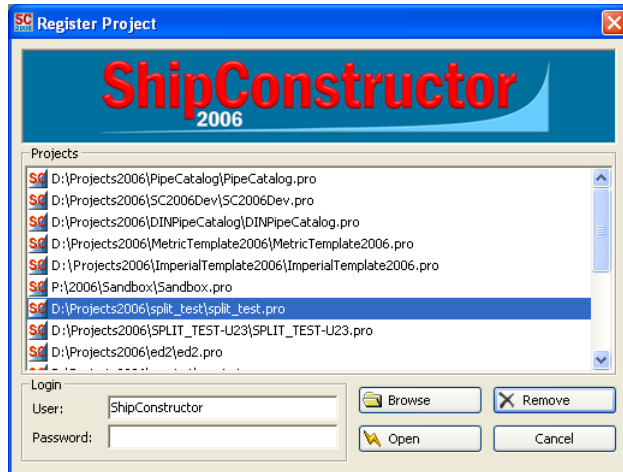


5. If the action item relates to a specific ShipConstructor part, double-clicking the action item or selecting the item and clicking the **Zoom** button will open the corresponding model drawing and zoom to the appropriate part. You can now fix the problem and save your drawing.

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, **SC2006Demo**), 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: If this is the first time you open a project after starting ShipConstructor, the **Licensing** window appears. See *Get Licenses* in the *Structure* manual for details.

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**, select the project you want to monitor.
2. Choose **Project > Show Connected Processes** 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.

Delete a Project

To delete a project

1. In **Administrator**, select the project you want to delete.
2. Choose **Project > Delete**.

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**, select the projects you want to back up.
2. Choose **Project > Backup** 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**.

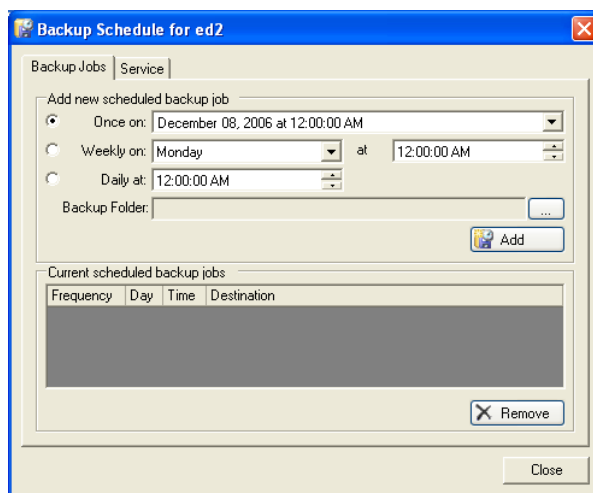
Note: If you selected multiple projects in Step 1, the **Select Backup Location** window will appear for each selected project.

Set Up Scheduled (Automatic) Project Backups

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


To set up a scheduled (automatic) project backup

1. In **Administrator**, select the projects to schedule automatic backups for.
2. Choose **Project > Schedule Backup** to open the **Backup Schedule** window.

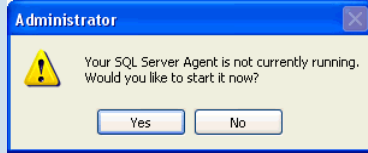


3. Select when and how often the scheduled backup will occur:
 - **Once on** a specific date and time.
 - **Weekly on** a specific day and time.
 - **Daily at** a specific time.

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.

Note: You can check the status of scheduled backups and start and stop the SQL Server Agent at any time by clicking the **Service** tab in the **Backup Schedule** window. See Monitor the Backup Service (page 10) for details.

The scheduled backup job appears in the **Current scheduled backup jobs** list.

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

7. Click **OK** to close the **Backup Schedule** window.

Remove a Scheduled Backup Job

To remove a scheduled backup job

1. In **Administrator**, select the projects to remove a scheduled backup job from.
2. Choose **Project > Schedule Backup** to open the **Backup Schedule** window.
3. Select the scheduled backup job from the **Current scheduled backup jobs** list.
4. Click **Remove**.

Monitor the Backup Service

To monitor the backup service

1. In **Administrator**, select any project.
2. Choose **Project > Schedule Backup** to open the **Backup Schedule** window.
3. Click the **Service** tab.

The **Current Status** indicates if the SQL Server Agent is **Stopped** or **Running**.

To start the SQL Server Agent, click **Start Service**.

To stop the SQL Server Agent, click **Stop Service**.

To ensure that scheduled backups occur, make sure the **Current Status** is **Running** and that **Auto-start with OS** is on (so the SQL Server Agent automatically starts when the server is rebooted).

Restore a Project Backup

To restore a project backup

1. In **Administrator**, select the project you want to restore.
2. Choose **Project > Restore**.
The **Confirm Restore** window appears.
3. Click **OK**.
The **Select backup file** window appears.
4. Select the backup file you want to restore.
5. Click **OK**.

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

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 9)).
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, create a new project and give it the same name as the original project (see [Create a Project](#) (page 3)).
5. Restore the backup created in Step 1 onto the new server (see [Restore a Project Backup](#) (page 11)).
6. Move the project directory that you copied in Step 3 to the project directory you created in Step 4.
7. 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.
8. Save the *.PRO file.

Compact a Project

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

To compact a project

1. In **Administrator**, select the projects you want to compact.

2. Choose **Project > Compact**.

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

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

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**, select the projects you want to update.
2. Choose **Project > Update** 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`.

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**.

Re-attach a Project Database to Its 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**, choose **Tools > Re-attach Database**.
The **Re-attach Databases** window appears, listing detached databases for the current server.
2. Select the project database you want to re-attach.
3. Click **Attach**.
4. Click **Close** to close the **Re-attach Databases** window.

Edit Project Database Raw Data

In certain rare cases, you may need to view and edit 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 edit project database raw data

1. In **Manager**, choose **Database Utilities > Raw Data** to open the **Database Raw Data** window.
2. Under **Server Objects**, select a **Table** or **Procedure** to display its values.
3. Edit the values.
4. To execute a procedure, click **Execute**.
5. Click **OK** to close the **Database Raw Data** window.

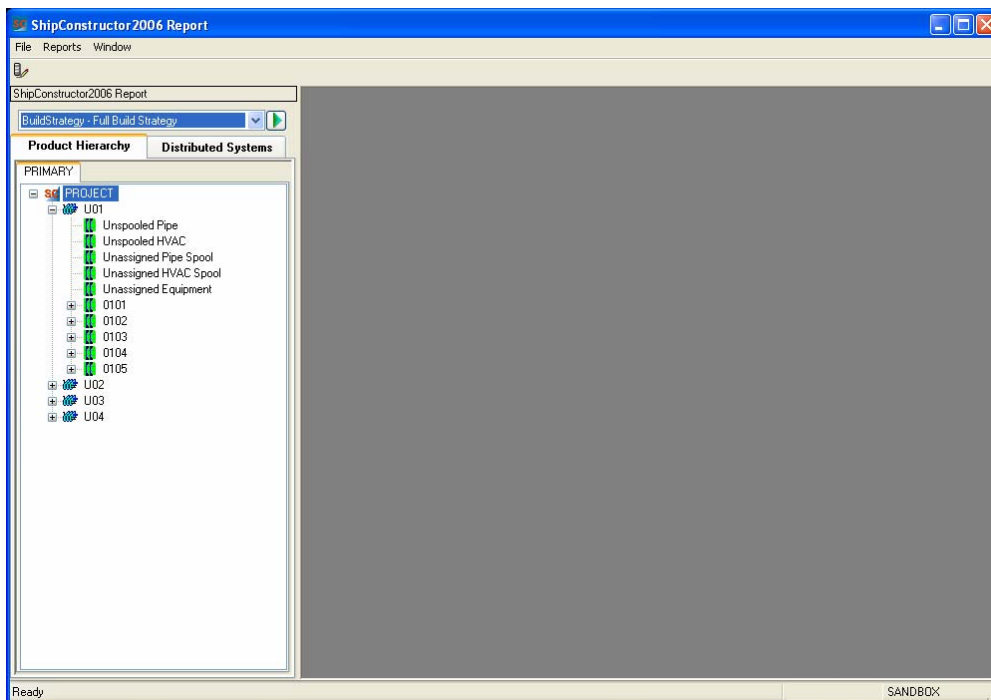
ShipConstructor Report

Starting ShipConstructor Report

ShipConstructor 2006 Report can be started one of two ways:

1. Choose **ShipConstructor2006 > Reports2006**.
2. Click the **Report** button, , on the main ShipConstructor 2006 toolbar.

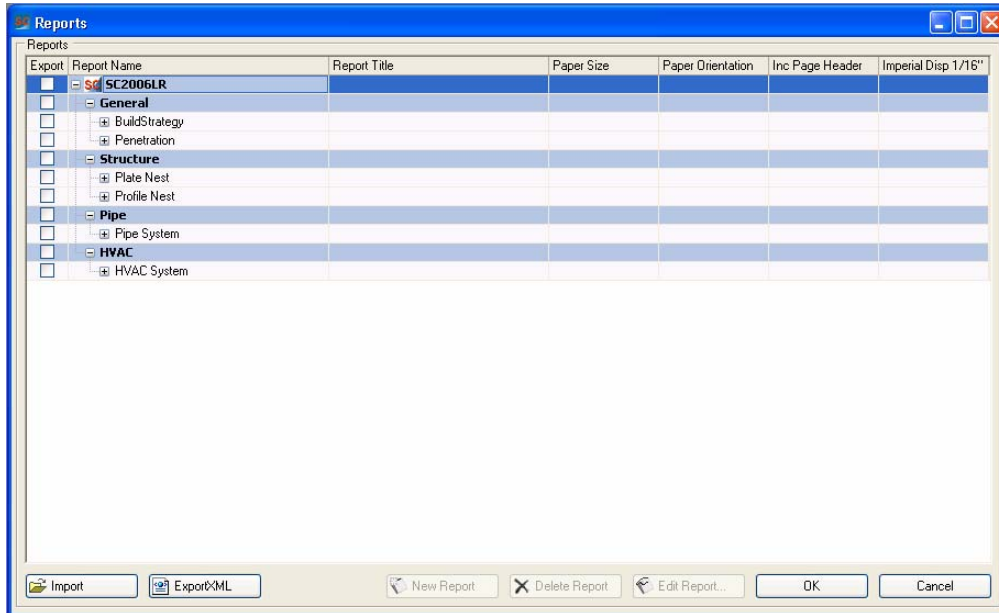
If you are already connected to a ShipConstructor project while opening **Report** using the latter option, you will be automatically connected to that project within the report application. If you are not already connected to a ShipConstructor project, then you will be prompted to connect to one. You will also be prompted at this time to acquire a ShipConstructor report license.



Creating and Editing Report Definitions

Report definitions can be created and edited via the **Report Definitions** window. To begin editing report definitions, select **Reports > Report Definitions** from the main menu.

Report Definition Window



The Report Tree -- The tree in the **Report Definitions** window lists all report definitions you have created and breaks them down by discipline and type.

Report Name -- The name that the report is referred to in the editing and generating portions of **ShipConstructor Report**.

Report Title -- The title of the report. This appears at the top of each page of the report.

Paper Size -- The size of the generated report.

Paper Orientation -- The orientation of the generated report.

Inc. Page Header -- This determines whether each page of the report contains the standard page header.

Imperial Disp. 1/16" -- This determines whether length values in the report are displayed in standard imperial format or not.

Import and **Export XML** -- Report definitions can be imported and exported either via XML or directly from another ShipConstructor project.

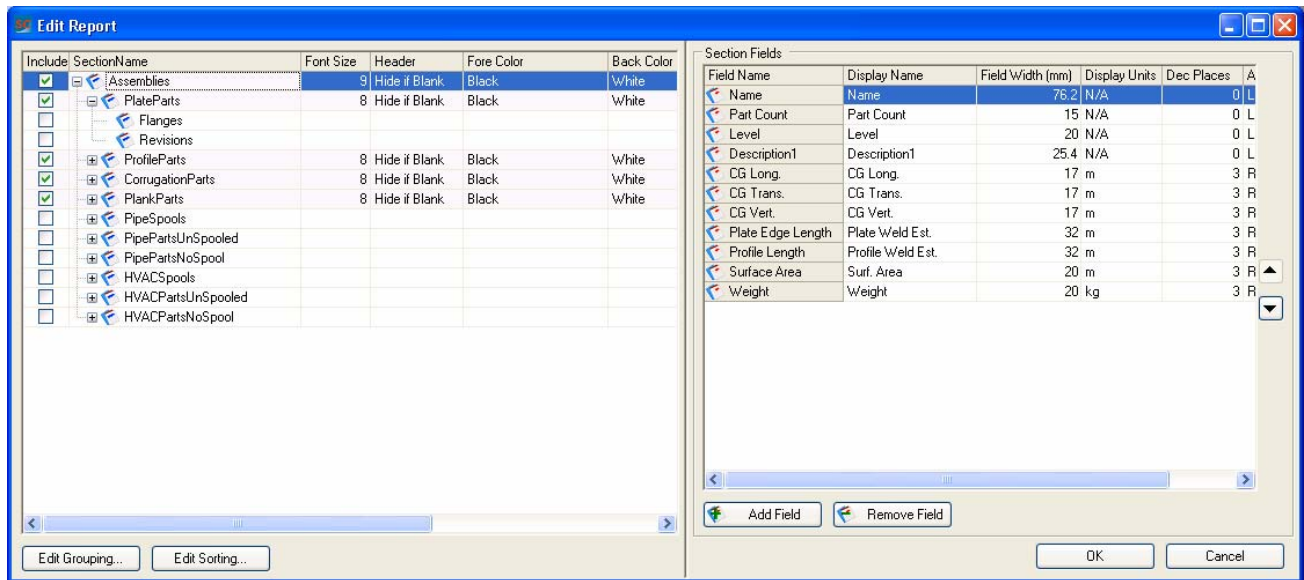
New Report -- This button lets you create a new report definition beneath the selected discipline and type.

Delete Report -- This button lets you delete the selected report definition.

Edit Report... -- This button lets you begin editing the selected report definition.

OK and **Cancel** -- These buttons let you save or discard the changes you have made since you opened the **Report Definition** window. Until you click **OK**, changes you have made to the report definitions are not available when you generate a report.

Edit Report Definition Window



The Report Section Tree -- The report section tree shows a breakdown of all the available sections you can include in the current report and the report sections you have chosen to include. Selecting one of the included sections shows you the fields you have chosen to include from that section. Certain sections can only be included by including the appropriate section above it. If you select one of these sections, the corresponding parent sections are automatically selected, too.

Include – This is where you select the related report section to include in this report.

SectionName – The name of the report sections.

Font Size – The size of the font used for data in this report section.

Header – Options to determine the behavior of the section header in the case of a blank section.

Fore Color – The color of the text and other items in this report section.

Back Color – The color of the background of this report section.

Header Fore Color – The color of the text and other items in the background of this report section.

Header Back Color – The color of the background of the header of this report section.

The Section Fields List -- The **Section Fields** list shows each of the fields chosen for the selected report section. The fields are in the order they will appear in the report and can be moved up and down as desired. Report fields can be added and removed via the **Add Field** and **Remove Field** buttons.

Field Name – The name that the current field is referred to as.

Display Name – The name for the field shown in report section headers in a generated report.

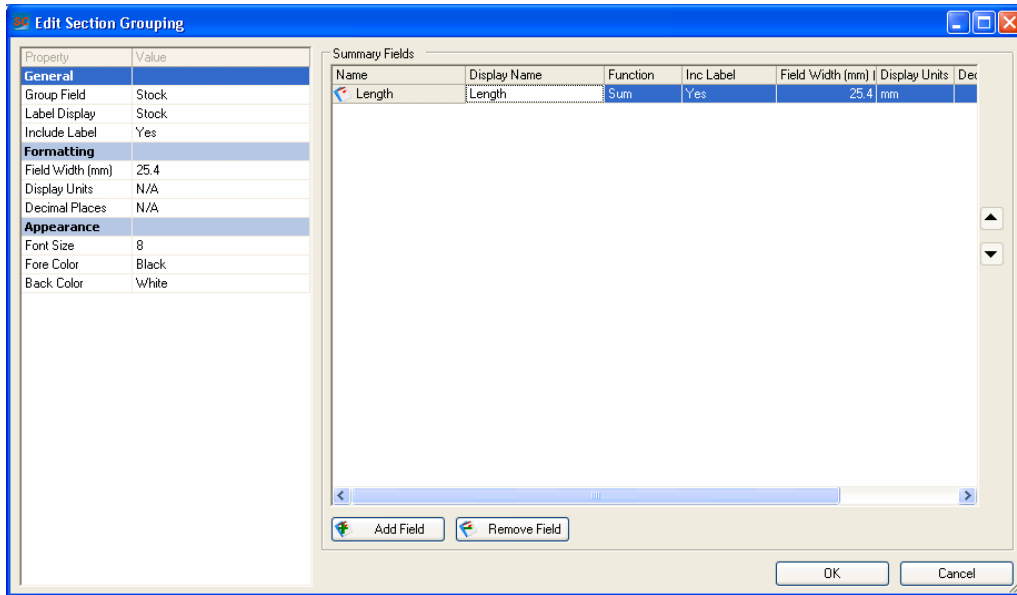
Field Width – The width of the field in the generated report.

Display Units – The units that values in this field should be converted to and displayed as.

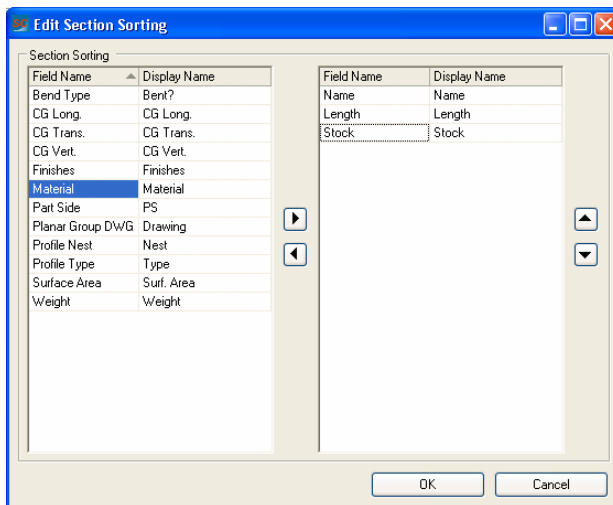
Dec. Places – The number of decimal places to round numeric fields to.

Alignment – The field alignment for the current field.

Edit Grouping -- Opens the **Edit Section Grouping** window and lets you group the current report section where the values in the selected field are the same across multiple rows in the report. Other calculated fields (**Sum**, **Avg**, and **Count**) can be included in the group section based on available fields from that section. That is, the sum of all profile pieces can be included where the report is grouped by the stock of those parts.



Edit Sorting – Opens the **Edit Section Sorting** window and lets you sort the current report section by as many fields as you want. The sorting is applied in the order of the fields you have selected.




Generating a Report

All reports are generated based on the assembly or system you select before you generate the report. This lets you generate the report for the whole project, only a specific unit, or by as small an assembly or system branch as you want.

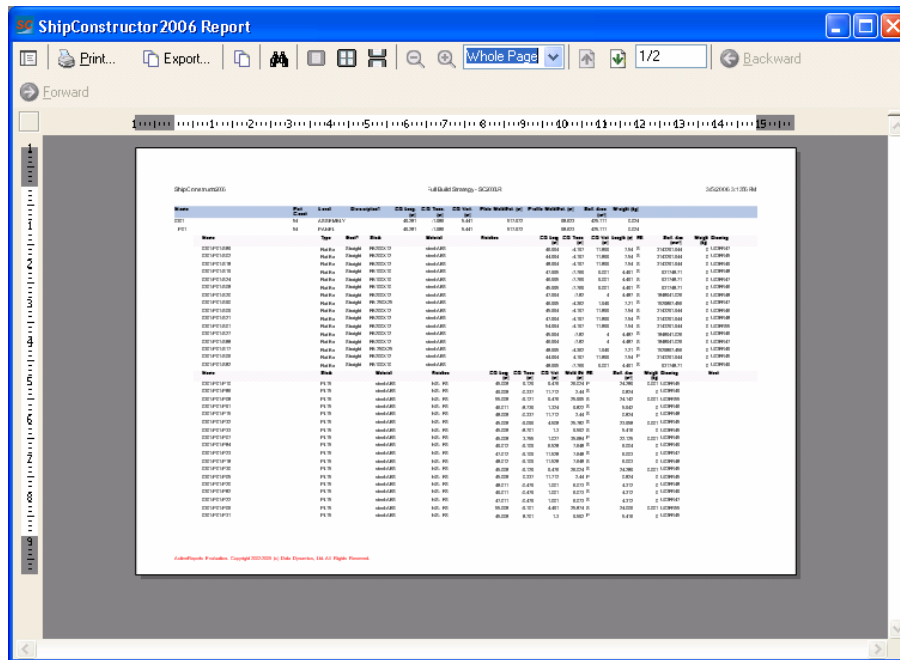
Generating a Product Hierarchy Report

To generate a report based on a product hierarchy

1. Choose **ShipConstructor 2006 > Reports2006** and select the **Product Hierarchy** tab in the **Reports** window.
2. Select the product hierarchy you want to generate the report for in the secondary tab.

3. Select the assembly you want to generate the report for in the product hierarchy tree for the selected product hierarchy. Once you have selected the appropriate assembly, you need only select the target report definition from the drop-down list of report definitions and click **Generate**, .


The selected report is generated and the results appear.



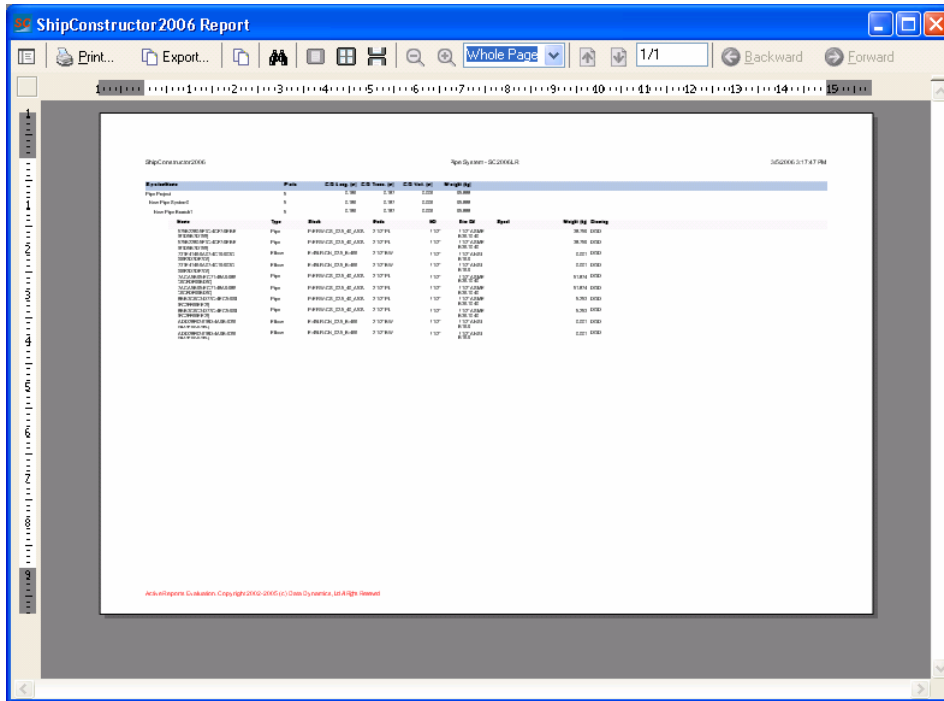
The screenshot shows the 'ShipConstructor 2006 Report' window. The main content is a table with columns for Name, Level, Description, CS Log, CS Type, CS Unit, Pipe Weight, and Weight. The table lists various components like 'Pipe' and 'Branch' with their respective properties and weights. The window also includes a toolbar with 'Print...', 'Export...', and 'Forward' buttons, and a page indicator showing '1/2'.

Generating a Distributed Systems Report

To generate a report based on a Pipe or HVAC system

1. Choose **ShipConstructor2006 > Reports2006** and select the **Distributed Systems** tab in the main **Reports** window.
2. Select either the **Pipe** or **HVAC** secondary tab.
3. Select the Pipe or HVAC system (or branch) you want to generate the report for from the system tree. Once you have selected the appropriate system, you need to only select the target report definition from the drop-down list of report definitions and click **Generate**, .

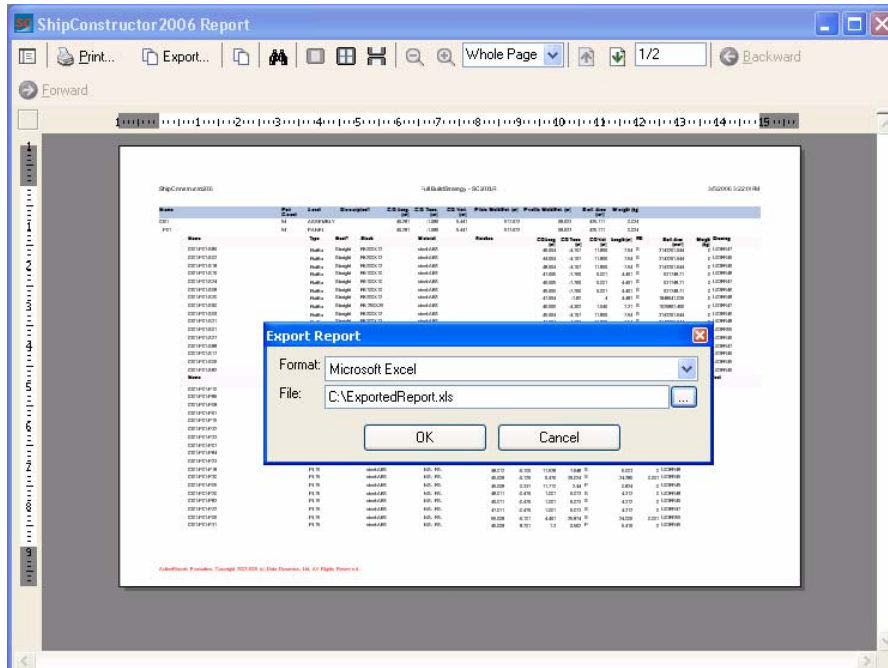
The selected report is generated and the results appear.



Exporting a Generated Report

Once you have generated a report (see Generating a Report (page 16)) you may want to export the report to another format for calculation or presentation purposes. Reports can be exported to four other formats: Microsoft Excel, HTML, Adobe PDF, and Rich Text Format (RTF).

To export a report, generate the report and then click **Export** from within the report. You will be prompted for the type and location of the exported report.



The report is exported to the selected location when you click **OK**.

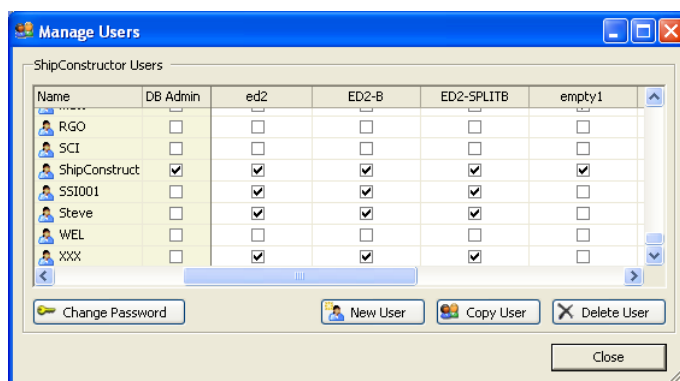
User Accounts

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**, choose **Tools > Manage** to open the **Manager Users** window.



2. Click **Create User** to open the **New ShipConstructor User** window.
3. Enter a **User name** and **Password** (and confirm the password) for the new user.
4. Select the projects that you want the new user to have access to.
5. Click **OK**.

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

1. In **Administrator**, choose **Tools > Manage** to open the **Manage Users** window.
2. Select an existing user account that has privileges similar to the privileges you want for the new user.
3. Click **Copy User** to open the **Copy ShipConstructor User** window.
4. Enter a **User name** and **Password** and confirm the password for the new user.
5. Click **OK**.

Delete a User Account

To delete a user account

1. In **Administrator**, choose **Tools > Manage** to open the **Manage Users** window.
2. Select the user account.
3. Click **Delete User**.

The **Confirm Delete User** window appears.

4. Click **OK**.

The **Transfer Revision History** window appears.

You must transfer the deleted user's revision history **for each project** to another user. In other words, the **Transfer Revision History** window appears for each project the user belongs to.

5. Select the user you want to transfer the revision history to.
6. Click **OK**.

Add a User to a Project

To add a user to a project

1. In **Administrator**, choose **Tools > Manage** to open the **Manage Users** window.
2. Check the check box for the project to add the user to.

Note: The user will not have any permissions in the project. You must set up the user's permissions. See User Permissions (page 21).

Remove a User from a Project

To remove a user from a project

1. In **Administrator**, choose **Tools > Manage** to open the **Manage Users** window.
2. Uncheck the check box 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 19)). 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**, choose **Tools > Manage** 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**.

Change the System Password

The **ShipConstructor** user is the default system administration user account. The default password for this account is **shipcon**.

To change the system password

1. In **Administrator**, choose **Tools > Manage Users**
2. **Menu** **Tools > Manage Users**



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.

3. Tools > Change ShipConstructor User Password to open the **Enter Password** window.
4. Enter a new **Password** and confirm the new password.
5. 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.

To grant administrator access to a user

1. In **Administrator**, choose **Tools > Manage** to open the **Manage Users** window.
2. Check the check box under **DB Admin** for the user.

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**, choose **General > User Permissions** 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**, choose **General > User Permissions** 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**, choose **General > User Permissions** 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**, choose **General > User Permissions** 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**, choose **General > User Permissions** 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**, choose **General > User Permissions** 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**, choose **General > User Permissions** 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 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 38).

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 2006\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 > ShipConstructor2006 > 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**.

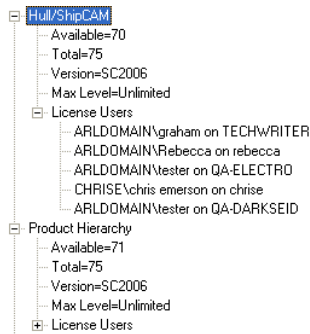
List Available Licenses

To list available licenses

1. Choose **Start > All Programs > ShipConstructor2006 > Utilities > License Monitor** to open the **License Monitor**.
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 Manager** displays a hierarchy of license information for the selected license server.



The first level of the hierarchy lists the ShipConstructor modules.

The second level of the hierarchy lists the information about licenses for the module.

Available – The number of available licenses for the module.

Total – The total number of licenses for the module on the server. It Adds all the licenses from all the locks.

Version – The newest ShipConstructor version that the license will support.

Max Level – The maximum level of the total licenses that the server can license. If one lock has a Level 5 Structure license and another lock has Level 7 Structure license then Max Level will show Level 7.

The third level of the hierarchy lists licenses that have been checked out by a users.



The domain account and the computer name are shown so you can easily notify that person to release their checked out license.

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**.
2. Choose **General > Project Settings** 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**.
2. Choose **General > Project Settings** 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**.
2. Choose **General > Project Settings** 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**.
2. Choose an option from **File > Import Stocks** 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**.

2. Choose an option from **File** > Export Stocks 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)

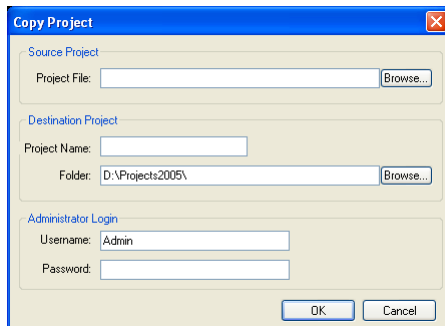
Creates a new project.

ShipConstructor > Project > Copy Project

Menu.....	ShipConstructor > Project > Copy Project
Toolbar.....	None
Navigator.....	None
Command.....	SCCOPYPROJECT
Permissions....	Admin User
Procedure.....	Copy a Project (page 4)

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

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 12) 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 9) 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**.


Project Menu

Project > Copy

Menu.....	Project > Copy
Toolbar.....	
Right-click.....	Copy
Procedure.....	Copy a Project (page 4)


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

Project > Delete

Menu.....	Project > Delete
Toolbar.....	
Right-click.....	Delete
Procedure.....	Delete a Project (page 8)


Deletes the selected project.

Project > Backup

Menu.....	Project > Backup
Toolbar.....	
Right-click.....	Backup
Procedure.....	Manually Back Up a Project (page 9)


Creates a backup of the selected project.

Project > Restore

Menu.....	Project > Restore
Toolbar.....	
Right-click.....	Restore
Procedure.....	Restore a Project Backup (page 11)


Restores a backed up project.

Project > Update

Menu.....	Project > Update
Toolbar.....	
Right-click.....	Update
Procedure.....	Update a Project Database Version (page 12)

Updates the database version of the selected project.

Project > Compact

Menu.....	Project > Compact
Toolbar.....	
Right-click.....	Compact
Procedure.....	Compact a Project (page 11)


Compacts the selected project.

Project > Show Connected Processes

Menu.....	Project > Show Connected Processes
Toolbar.....	None
Right-click.....	Show Connected Processes
Procedure.....	Monitor Project Activity (page 8)


Displays active user connections to the project database.

Project > Schedule Backup

Menu.....	Project > Schedule Backup
Toolbar.....	
Right-click.....	Schedule Backup
Procedure.....	Set Up Scheduled (Automatic) Project Backups (page 9)


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

Project > Execute SQL

Menu.....	Project > Execute SQL
Toolbar.....	
Right-click.....	Execute SQL

Lets you execute an SQL script file against the selected 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 > Change ShipConstructor User Password

Menu.....	Tools > Change ShipConstructor User Password
Toolbar.....	None
Procedure.....	Change the System Password (page 20)

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 Its Server (page 12)

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

About Menu

About > About Administrator

Displays the **Administrator** version number.

Right-click Menu

Manage Users

See Tools > Manage Users (page 31).

Copy

See Project > Copy (page 30).

Delete

See Project > Delete (page 30).

Backup

See Project > Backup (page 30).

Restore

See Project > Restore (page 30).

Update

See Project > Update (page 30).

Compact

See Project > Compact (page 31).





Show Connected Processes

See Project > Show Connected Processes (page 31).

Schedule Backup

See Project > Schedule Backup (page 31).

Toolbar

-  **Manage Logins** – See Tools > Manage Users (page 31)
-  **Refresh Project List** – See Server > Refresh Project List (page 30)
-  **Copy Database** – See Project > Copy (page 30)
-  **Delete Database** – See Project > Delete (page 30)
-  **Backup Database** – See Project > Backup (page 30)
-  **Restore Database From Backup** – See Project > Restore (page 30)
-  **Update Database** – See Project > Update (page 30)
-  **Compact Database** – See Project > Compact (page 31)
-  **Schedule Database Backups** – See Project > Schedule Backup (page 31)
-  **Execute SQL** – See Project > Execute SQL (page 31)

Manager

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 27)

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 27)

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 27)

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

Menu.....	General > User Permissions
Toolbar.....	
Navigator.....	User Permissions (with the project selected)
Permissions....	Manager > User Permissions
Procedure.....	User Permissions (page 21)

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.

General > CPC Associated Projects

Opens the **CPC Projects** window, letting you associate the project with other Common Parts Catalog (CPC) projects so whenever you import a stock from the CPC database, ShipConstructor automatically searches associated projects for additional stock information. See *Common Parts Catalog (CPC)* 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.

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..... Edit Project Database Raw Data (page 12)

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

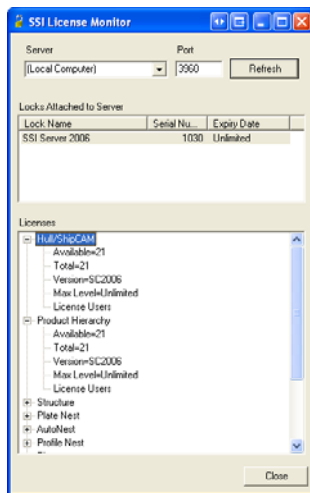
Window >

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.

Licenses Tree

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

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