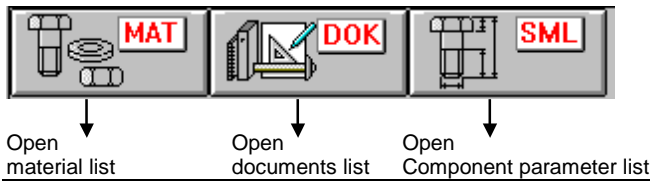


A General survey about EDB operation

EDB Startmenue - mouse click open

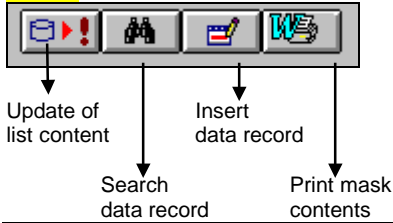


About the **main menu** you get functions as:

OPTIONS, INFO etc.:

- setting (EDB-presentation)
- version view (global/ production/development)

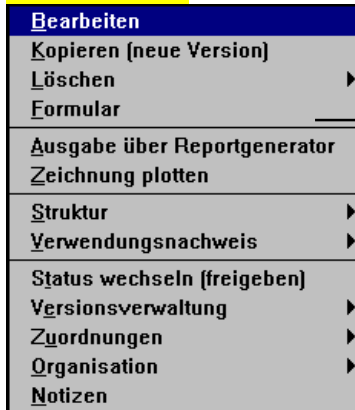
Buttons in a list:



Actions in a list:

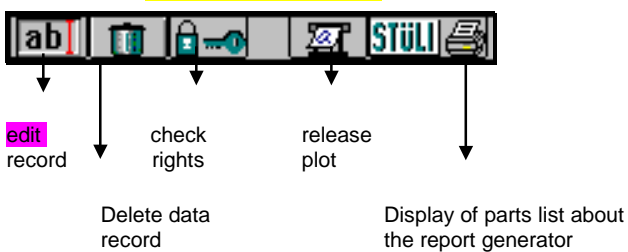
- in the list: **select data record** (mouse click) and call the menu data record.
- change over to **formular presentation**

Data record menu in the material list:



- revision of data record
- copy data record
- delete data record
- **change over to formular presentation**
- print mask contents
- release plot
- display of the material structure
- display of the material use
- check/change status of material
- version: present predecessors/successors
- assigned documents/component parameter lists
- present/change of status/history/reservation/access
- add/present notes

Buttons in der formular mask material



Possible actions in the formular mask:

- access to **parts list**
- access to **utilization**
- access to **documents**
- access to **history** (= all accesses to data records can be traced back)

Important keyboard layout in list or formular

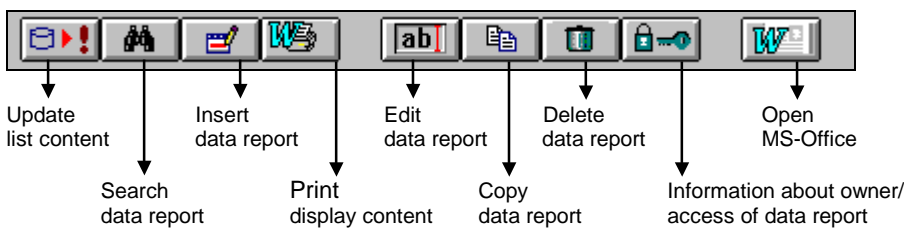
TAB left/right.....	jump into the next data field
SHIFT + TAB left/ right.....	jump into the data field before
BACKSPACE.....	delete a symbol to the left of the cursor; close window of selection
DEL.....	delete whole data record, delete all search criterions
EINFG.....	switch over to input mode
ENDE.....	switch over to search mode
POS 1.....	open selection menu (if available)
STRG + R	1. selected data record: Informations about access authorities; 2. several selected data records: Take over of the content of the aktive field in the corresponding field of the remaining selected data records
Drag & Drop	select and add data records: „Drag“ the selected data record (by pressed left mouse button) into the window of destination.
STRG + X.....	Cut out of field content in the buffer
STRG + C.....	Copy of field content in buffer
STRG + V.....	Insert the content of the buffer

Data record menu in the document list:

Laden nach CADRA	
D okument betrachten	
D okument plotten	
D atei bereitstellen	
Bearbeiten	
K opieren (neue Nummer)	
K opieren (neue Revision)	
L öschen	
F ormular	
Betrachter-Datei erstellen	
M aterial anlegen / verknüpfen	
S tatus wechseln (freigeben)	
E ntreservieren	
Versionsverwaltung	
Z uordnungen	▶
O rganisation	▶
N otizen	

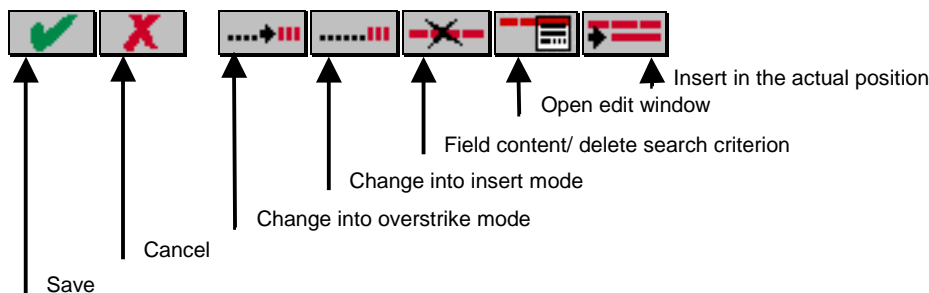
- load drawing in CADRA
- lexamination of selected document
- plot of selected document
- provide (CADRA)-file on local computer
- edit selected data report
- copy selected data report – set up **new number**
- copy selected data report - set up **new revision**
- delete selected data report
- change over into formular presentation** (see above.)
- create viewer-file
- create new material/link with material
- change state of document - **deallocation**
- cancel reservation
- display of predecessor/successor
- use in material
- display/change of status/history/reservation/access
- notes

Buttons in the **formular mask document**:

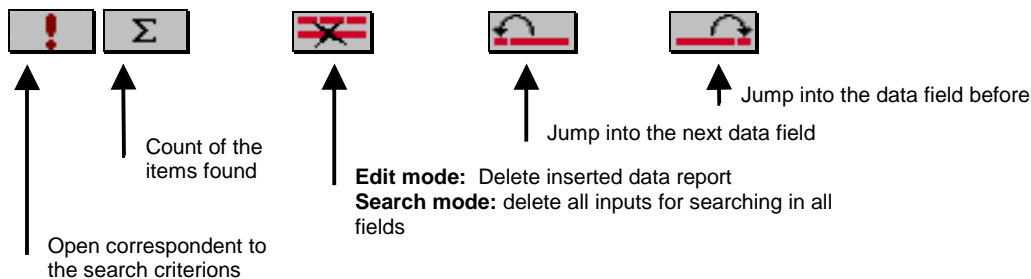


Buttons in the search- /insert- /edit mode

In the **INSERT-mode** appears the search window. You find following buttons there:



SEARCH-Modus:



Search operators

With search instructions in different fields you get a result, if all conditions fit: the instructions are linked with a logical AND.

Examples:

- | | |
|--------------------------------------|--|
| 86022% | Search of a number with „wildcard“ |
| Result: | 860225, 860226, 860229, etc. |
| ' M34500' | Search with „leading blank“ |
| ' M345%' | Search with „leading blank“ and „wildcard“ |
| ' ' | With apostrophe you search for „blanks“ |
| 86022% M345% | Result in reports, beginning with 86022 or M345 |
| >8602100 & <8602299 | Result in reports between 8602100 und 8602299 |

Change of the sorting priority
 In the search mode, the key **Ende** changes the priority of the sort order of the columns.

 The number „1“ means 1. sort priority etc. „-1“ means descending sort.