GENIUS TOOLS®

INNEO That's IT.

Model Processor

13.0.0.0

Migration document

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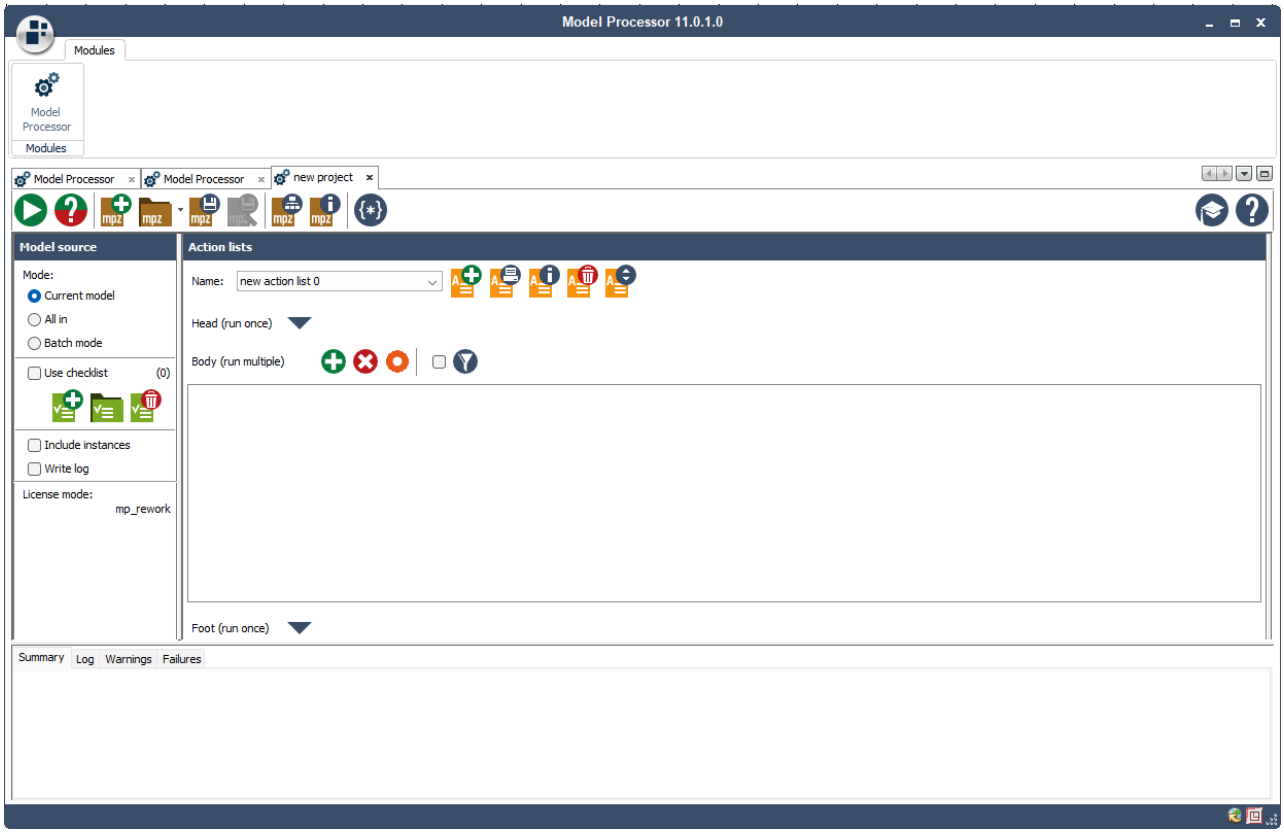
1 General information

GENIUS TOOLS Model Processor Classic has been redesigned and is now available with a new, more intuitive user interface and optimized functionality. This migration document will help you transition from Model Processor (Classic) to the new Model Processor by comparing the two versions and illustrating the changes.



User interface of the GENIUS TOOLS Model Processor Classic

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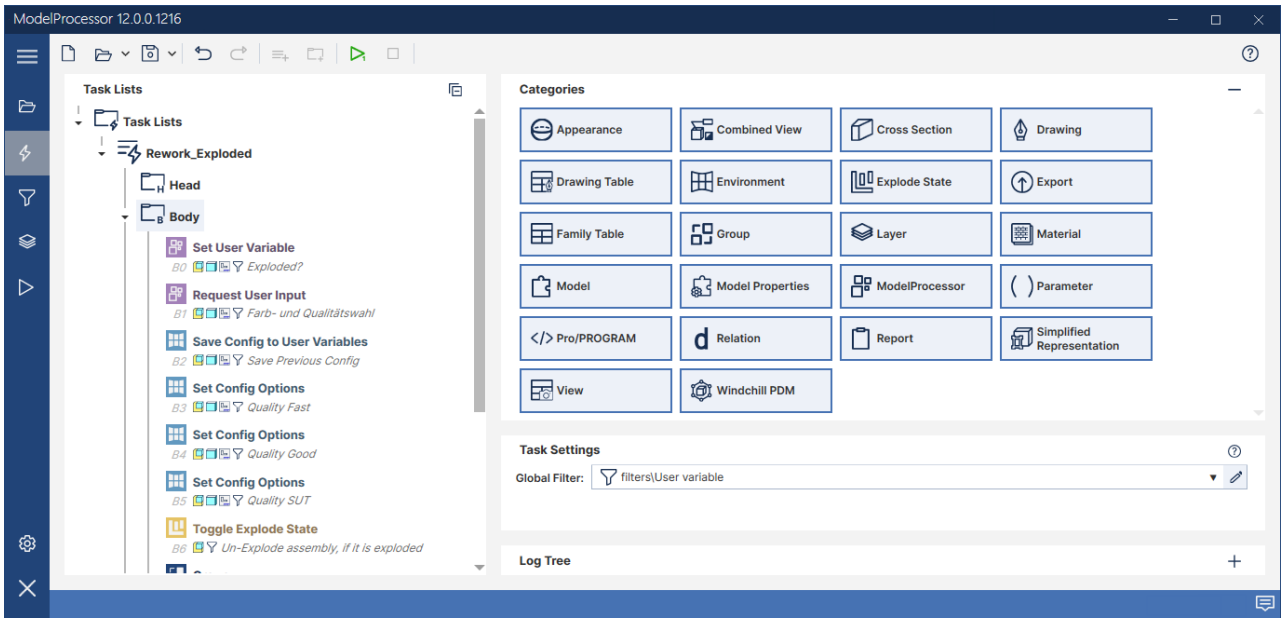

User interface of the new GENIUS TOOLS Model Processor

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2 Project file

The new Model Processor saves projects as MPX files. The MPZ files used previously – the file format for Model Processor Classic projects – can be imported into the new Model Processor or converted directly to MPX files.

A Model Processor project consists of a task list to which filters and batch rules can be added. Detailed descriptions can be found in the respective help documents.

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3 MPU Configuration file

The file containing the configuration settings for Model Processor User is called *mpu_main.cfg* and is located in the Conf directory. It must be adapted for the newly developed Model Processor. Please refer to the installation manual for Model Processor User.

Warning: You cannot use the MPU configuration file for the old Model Processor (Classic) for the newly developed Model Processor.

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4 Comparing tasks

The following table compares the tasks available in Model Processor Classic and the tasks in the new Model Processor.

The filters are highlighted in color:

Color	Explaination
blue	Existing task is available
green	New task
red	Task is not implemented.
black	Task will be implemented.

Model Processor Classic	*Model Processor (new)*
Category: Environment	**Category: Environment**
Clear all windows	Close All Open Windows
Erase undisplayed models	Erase Undisplayed Models
Group action	Group (Set group mode) (in new category **Group**)
Request user Input	Request User Input (in new category **Model Processor**)
	Repaint View
Run JavaScript	Run JavaScript
Run sync app function	Start Plugin Function
Save config options	Save Config to User Variables
Set config options	Set Config Options; Load Config from User Variables
Set environment variable	Set Environment Variable
Set user variable	Set User Variable (in new category **Model Processor**)
Set user variable from URL	Set User Variable From URL (in new category **Model Processor**) Transform XSLT
Set working directory	Set Working Directory

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Model Processor Classic	*Model Processor (new)*
Category: Environment	**Category: Environment**
Start MSDOS command	Start MS-DOS Command
Start mapkey	Start Mapkey
	Start PowerShell Command
	Start Python Script
Start trail file	Start Trail File
Write to Creo Log	Write to Creo Log
Write to file	Write File (in new category **File**)
	Write To Model Data

Model Processor Classic	*Model Processor (new)*
Category: PTC Windchill PDM	**Category: Windchill PDM**
Add file to workspace	Add File to Workspace
Checkin model	Check In Model
Checkout model	Check Out Model
Clear workspace	Clear Workspace
Remove file from Workspace	Remove File from Workspace
Set server active	Set Server Active
	Undo Checkout

Model Processor Classic	*Model Processor (new)*
Category: Model	**Category: Model**
Add 3D annotation	
Backup action	Backup Model
Cancel feature insert position	Cancel Feature Insert Position
Compute mass	Compute Mass
Copy model	Copy Model
Create DM dot matrix	Create Data Matrix Code Symbol
Create QR dot matrix	Create QR Code Symbol

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Model Processor Classic	*Model Processor (new)*
Category: Model	**Category: Model**
Edit model dimension from file	Edit Dimensions from File
Edit PTC_COMMON_NAME	Edit Common Name
	Edit Dimension from Dictionary
	Edit Dimension from File
Embed models	Embed Model
Insert first features	Create Features (including start features and enclosure volume)
Load tolerance table	Load Tolerance Table
	Move Feature from Footer
	Move Feature to Footer
Regenerate model	Regenerate Model
Remove feature	Remove Features
Rename feature	Rename Feature
Rename model	Rename Model
Replace model	Replace Model
Rescale feature positions in assemblies	Rescale component positions
Save model	Save Model
Set accuracy	Set Accuracy (in new category **Model Properties**)
Set all dimension bounds	Set All Dimension Bounds (in new category **Model Properties**)
Set feature insert position	Set Insert Position below Feature
Set model options (dtl)	Set Model Options (DTL) (in new category **Model Properties**)
Set style	Set Style
Set tolerance	Set Tolerance (in new category **Model Properties**)
Set units	Set Unit System (in new category **Model Properties**)

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Model Processor Classic	*Model Processor (new)*
Category: Model	**Category: Model**
Set user variable from bounding box	
Start ModelCHECK	Start ModelCHECK
Suppress feature	Suppress Features
	Write Feature Tree

Model Processor Classic	*Model Processor (new)*
Category: Model - Views	**Category: View**
Add views	Add View
	Delete View
Rename view	Rename View
Set view	Set View

Model Processor Classic	*Model Processor (new)*
Category: Model - Relations	**Category: Relation**
Add feature relations	Add Feature Relations
Add model relations	Add Model Relations
Delete feature relations	Delete Feature Relations
Delete model relations	Delete Model Relations
Edit feature relations	Edit Feature Relations
Edit model relations	Edit Model Relations
Set relation unit sensitive	Set Relations Unit Sensitive

Model Processor Classic	*Model Processor (new)*
Category: Model - Export	**Category: Export**
	Export 3MF
Export Creo View file	Export Creo View
	Export Feature Tree
Export IGES file	Export IGES
Export JPG file	Export JPG

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Model Processor Classic	*Model Processor (new)*
Category: Model - Export	**Category: Export**
Export NEUTRAL file	Export Neutral
Export PARASOLID file	Export Parasolid
Export PDF / U3D file	Export U3D-PDF
Export SAT file	Export ACIS (SAT)
Export STEP file	Export STEP
Export STL file	Export STL

Model Processor Classic	*Model Processor (new)*
Category: Model - Family table	**Category: Family table**
Delete family table instance	Delete Family Table Instances
Split up family table	Split up Family Table
Unlock all instances	Unlock all Instances
Verify family table	Verify Family Table

Model Processor Classic	*Model Processor (new)*
Category: Model - Appearance	**Category: Appearance**
Set appearance	
Set appearance from rgb	Clear Appearance; Set Appearance From RGB

Model Processor Classic	*Model Processor (new)*
Category: Model - Layer	**Category: Layer**
Add layer	Add Layers
Add layer state	Add Layer State
Delete layer / move features	Delete Layers
Delete layer state	Delete Layer State
Group layer	Group Layers
Rename layer	Rename Layers
Set layer state	Set Layer State

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Model Processor Classic	*Model Processor (new)*
Category: Model - Layer	**Category: Layer**
Set layer status	Set Layer Status
	Update Current Layer State

Model Processor Classic	*Model Processor (new)*
Category: Model - Combined State	**Category: Combined View**
Add combined state	Add Combined View
Delete combined state	Delete Combined View
	Edit Combined View
	Edit Default Combined View
Set combined state	Set Combined View

Model Processor Classic	*Model Processor (new)*
Category: Model - Cross Section	**Category: Cross Section**
Activate cross section	Set Cross Section
Add cross section	Add Cross Section
Delete cross section	Delete Cross Section
Show cross section	Set Cross Section
Update all cross section in model	Update Cross Sections

Model Processor Classic	*Model Processor (new)*
Category: Model - Explode State	**Category: Explode State**
Add explode state	Add Explode State
Delete explode state	Delete Explode State
Set explode state	Set Explode State
	Toggle Explode State

Model Processor Classic	*Model Processor (new)*
Category: Model - Material	**Category: Material**
Edit material from file	Edit Material from File

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Model Processor Classic	*Model Processor (new)*
Category: Model - Material	**Category: Material**
Replace material	Replace Material
Add material	Add Material
Delete material	Delete Material
Edit current material parameter	Edit Material Parameter
Add material parameter	Add Material Parameter

Model Processor Classic	*Model Processor (new)*
Category: Model - Parameter	**Category: Parameter**
Add alternative model parameter	
Add associative parameter to flexible dimension	Add Associative Parameter to Flexible Dimension
Add feature parameter	Add Feature Parameter
Add model parameter	Add Parameter
Change all designation flags	Change All Designation Flags
Delete feature parameter	Delete Feature Parameter
Delete model parameter	Delete Parameter
Edit drawing parameter from model	Edit Drawing Parameter from Model
	Edit Feature Parameter
Edit model parameter	Edit Parameter
Edit model parameter from file	Edit Parameters from File
Edit parameter from dictionary	Edit Parameter from Dictionary
Edit parameter from symbol text	Edit Parameter from Symbol Text
Edit parameter from table cell	Edit Parameter from Table Cell
Fill component parameters by reference	Fill Components Parameters by Reference
	Rename Feature Parameter
	Rename Parameter
	Set Access State of Parameter

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Model Processor Classic	*Model Processor (new)*
Category: Model - Pro/PROGRAM	**Category: Pro/PROGRAM**
Delete model Pro/PROGRAM input lines	Delete Pro/PROGRAM Input Lines
Delete model Pro/PROGRAM lines	Delete Pro/PROGRAM Lines

Model Processor Classic	*Model Processor (new)*
Category: Model - Simplified representation	**Category: Simplified Representation**
Create simplified representation	Create Simplified Representation
Delete simplified representation	Delete Simplified Representation
Set simplified representation	Set Simplified Representation
Edit simplified representation	Edit Simplified Representation
Edit simplified representation	Rename Simplified Representation

Model Processor Classic	*Model Processor (new)*
Category: Model - Drawing	**Category: Drawing**
	Edit Drawing Note from Dictionary
Edit model notes from file	Edit Model Notes from File (in new category **Drawing Note**)
Remove all annotations	Remove All Annotations
Remove unused drawing models	Remove Unused Drawing Models
Replace format	Replace Drawing Format
	Replace Drawing Model
Replace view model display	Replace View Model Display
Set current drawing model	Set Current Drawing Model
Set current sheet scale	Set Current Sheet Scale
	Show Drawing Format
Show unbend features on views	Show Unbend Features on Views

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Model Processor Classic	*Model Processor (new)*
Category: Drawing - Export	**Category: Export**
2D PDF Datei exportieren	Export 2D PDF
DWG Datei exportieren	Export DWG
DXF Datei exportieren	Export DXF
TIFF Datei exportieren	Export TIFF

Model Processor Classic	*Model Processor (new)*
Category: Drawing - Note	**Category: Drawing Note**
Add note	Add Note
Delete note	Delete Note
	Edit Model Notes from File
Move note	Move Note

Model Processor Classic	*Model Processor (new)*
Category: Drawing - Symbol	**Category: Drawing Symbol**
Add symbol	Add Symbol
Change symbol group	
Create Barcode (PDF417)	Create PDF417 Barcode Symbol
Create DM code symbol	Create Data Matrix Code Symbol
Create QR code symbol	Create QR Code Symbol
Delete symbol	Delete Symbol
Move symbol	Move Symbol
Remove symbol paths	Remove Symbol Paths
Update symbol definitions	

Model Processor Classic	*Model Processor (new)*
	Category: Body
	Delete Body
	Rename Body
	Show/Hide Body

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Model Processor Classic	*Model Processor (new)*
Category: Drawing - Table	**Category: Drawing Table**
Add table	Add Table
Delete table	Delete Table
Move table	Move Table

Model Processor Classic	*Model Processor (new)*
Category: Report	**Category: Report**
	Report BOM Balloons
	Report Combined Views
	Report Definition
Report dependencies	Report Dependencies
	Report Dimensions
Report drawing data	Report Drawing Data Report File Data
Report drawing table cell	Report Drawing Table
Report family table	Report Family Table
Report Feature Parameters	Report Features
Report feature positions	
Report geometry properties	Report Geometry Properties
Report layer	Report Layers
Report materials	Report Materials
Report model data	Report Model Data Report File Data
Report parameters	Report Parameter Values
Report Pro / Program	Report Pro/PROGRAM
Report relations	Report Relations
Report universal	Report Universal
Write informative PDF	
Write list all report	List Report Definition
	Write Report

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Model Processor Classic	*Model Processor (new)*
	Category: Group
	Group (Set group mode) (from category **Environment**)
	While Loop

Model Processor Classic	*Model Processor (new)*
	Category: File
	Copy File
	Delete File
	Move File
	Rename File
	Write to File (from category **Environment**)

Model Processor Classic	*Model Processor (new)*
	Category: Modell Properties
	Set Accuracy (from category **Model**)
	Set All Dimension Bounds (from category **Model**)
	Set Model Options (DTL) (from category **Model**)
	Set Tolerance (from category **Model**)
	Set Unit System (from category **Model**)

Model Processor Classic	*Model Processor (new)*
	Category: ModellProcessor
	Pause
	Request User Input (from category **Environment**)

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Model Processor Classic	*Model Processor (new)*
	Category: ModellProcessor
	Request Variable from File Chooser
	Reset Error State
	Set Global User Variable
	Set User Variable (from category **Environment**)
	Set User Variable from Dictionary
	Set User Variable from File
	Set User Variable from Model Data
	Set User Variable from URL (from category **Environment**)
	Write to ModelProcessor Log

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5 Comparing filters

Filters can be applied to all tasks to determine when an task is executed. Model Processor Classic used a filter list. The new Model Processor has a filter tree where you can describe filters in more detail. Filters are executed outside of an task, i.e., tasks and filters are defined independently of each other.

The following table compares the filters available in Model Processor Classic and the filters in the new Model Processor.

The filters are highlighted in color:

Color	Explaination
blue	Existing filter is available.
green	New filter
red	Filter will not be implemented.
black	Filter is still being implemented..

Model Processor Classic	*Model Processor (new)*
Category: Assembly	**Category: Explode State** < This category is new. >
	Assembly is Exploded
Explode state exists	Explode State Exists
Style state exists	Style State Exists (in new category **Style State**)

Model Processor Classic	*Model Processor (new)*
Category: Drawing	**Category: Drawing**
current model	Current Drawing Model
Dimension text	Dimension Text Exists in Drawing
Format name	Format Name
Formats on sheets	Formats on Sheets
Is multi model drawing	Is Multi Model Drawing
	Parameter value of the active model
Sheet size	Current Sheet Size
Symbol in drawing	Symbol Exists in Drawing

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Model Processor Classic	*Model Processor (new)*
Category: Drawing	**Category: Drawing**
Symbol on drawing	Symbol Exists on Drawing
Table on drawing	Table on Drawing (in category **Model**)

Model Processor Classic	*Model Processor (new)*
Category: Environment	**Category: Environment**
	An Error Occured (in new category **Utility**)
Creo version	Creo Version
	DTL Option
Environment variable	Environment Variable
	Expression (in new category **Utility**)
File exists	File Exists
	Linked Filter (in new category **Utility**)
Model exists	Model Exists
	Expression (in new category **Utility**)
User parameter	User Variable (in new category **Utility**)

Model Processor Classic	*Model Processor (new)*
Category: Model	**Category: Model**
Dimension tolerance	Dimension Tolerance
Double defined Parameters	Double defined Parameters (in new category **Parameter**)
Dtl Option	DTL Option (in new category **Environment**)
	Feature Exists (from old category **Solid**)

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Model Processor Classic	*Model Processor (new)*
Category: Model	**Category: Model**
File name	File Name
	Geometric Check Exists (from old category **Solid**)
	Is Insert Mode Active (from old category **Solid**)
Is modified	Model is Modified
Is regeneratable	Model is Regenerable
Layer	Layer Exists (in new category **Layer**)
	Model has Circular References (from old category **Solid**)
	Model is Embedded
Model sub type	Model Subtype
Parameter	Parameter Value (in new category **Parameter**)
Parameter type	Parameter Type (in new category **Parameter**)
	Part is Skeleton Model (from old category **Part**)
Path	File Path
PDM object	Model is PDM Object
PDM object (deprecadet)	
	Table on Drawing
	Unit System (from old category **Solid**)

Model Processor Classic	*Model Processor (new)*
Category: Part	< This category has not been transferred. Filters are available in other categories. >
Current material name	Current Material Name (in new category **Material**)

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Model Processor Classic	*Model Processor (new)*
Category: Part	< This category has not been transferred. Filters are available in other categories. >
Is skeleton	Part is Skeleton Model (in category **Model**)
Material parameter	Material Parameter Value (in new category **Parameter**)

Model Processor Classic	*Model Processor (new)*
Category: Solid	< This category has not been transferred. Filters are available in other categories. >
Accuracy	Solid Accuracy (in new category **Model Properties**)
Combined State	Combined View Exists (in new category **Combined View**)
Contains circular dependencies	Model has Circular References (in category **Model**)
Cross section exists	Cross Section Exists (in category **Cross Section**)
	Current View Name (in new category **View**)
Feature exists, Feature from type, Feature is flexible, Feature is suppressed	Feature Exists (in category **Model**)
Geometry check exists	Geometric Check Exists (in category **Model**)
Instance with name	Instance Exists (in new category **Family Table**)
Is insert mode active	Is Insert Mode Active (in category **Model**)
Is instance	Solid is Instance (in new category **Family Table**)
Ist generic	Solid is Generic (in new category **Family Table**)
Layer state exists	Layer State Exists (in new category **Layer**)

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Model Processor Classic	*Model Processor (new)*
Category: Solid	< This category has not been transferred. Filters are available in other categories. >
Relation	Relation Exists (in new category **Relation**)
Simplified representation exists	Simplified Representation Exists (in category **Simplified Representation**)
Tolerance	Solid has Tolerance (in new category **Model Properties**)
Ungenerated instance	Ungenerated Instance Exists (in new category **Family Table**)
Unit system	Unit System (in category **Model)**
View exists	View Exists (in new category **View**)

Model Processor Classic	*Model Processor (new)*
	Category: Combined View < This category is new. >
	Combined View Exists
	Name of the Current Combined View

Model Processor Classic	*Model Processor (new)*
	Category: Cross Section < This category is new. >
	Cross Section Exists (from old category **Solid**)

Model Processor Classic	*Model Processor (new)*
	Category: Family Table < This category is new. >
	Instance Exists (from old category **Solid**)
	Solid is Generic (from old category **Solid**)
	Solid is Instance (from old category **Solid**)

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Model Processor Classic	*Model Processor (new)*
	Category: Family Table < This category is new. >
	Ungenerated Instance Exists (from old category **Solid**)

Model Processor Classic	*Model Processor (new)*
	Category: Group < This category is new. >
	"And" Filter Group
	"Or" Filter Group

Model Processor Classic	*Model Processor (new)*
	Category: Layer < This category is new. >
	Layer Exists
	Layer has Items
	Layer has Status
	Layer State Exists (from old category **Solid**)

Model Processor Classic	*Model Processor (new)*
	Category: Material < This category is new. >
	Current Material Name (from old category **Part**)

Model Processor Classic	*Model Processor (new)*
	Category: Model Properties < This category is new. >
	Solid Accuracy (from old category **Solid**)
	Solid has Tolerance (from old category **Solid**)

Model Processor Classic	*Model Processor (new)*
	Category: Parameter < This category is new. >
	Active Model Parameter Value

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Model Processor Classic	*Model Processor (new)*
	Category: Parameter < This category is new. >
	Double Defined Parameters
	Material Parameter Value (from old category **Part**)
	Parameter Exists
	Parameter is Designated
	Parameter Type
	Parameter Value

Model Processor Classic	*Model Processor (new)*
	Category: Relation < This category is new. >
	Relation Exists (from old category **Solid**)

Model Processor Classic	*Model Processor (new)*
	Category: Simplified Representation < This category is new. >
	Simplified Representation Exists (from old category **Solid**)

Model Processor Classic	*Model Processor (new)*
	Category: Style State < This category is new. >
	Style State Exists (from old category **Assembly**)

Model Processor Classic	*Model Processor (new)*
	Category: Utility < This category is new. >
	An Error Occured
	Expression
	Linked Filter
	User Variable (from category **Environment**)

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Model Processor Classic	*Model Processor (new)*
	Category: View < This category is new. >
	Current View Name
	View Exists (from old category **Solid**)

Feature Filter

Feature filters are filters that define the features (construction elements) to be revised.

Category: Feature Filter - Component		
Component Model Type	Feature is Flexible	
Category: Feature Filter - Dimensions		
Dimensions has Tolerance Class	Smallest Dimension	Smallest Dimension in Interval
Category: Feature Filter - General		
Feature ID	Feature is Suppressed	Feature Name
Feature is in Footer	Feature is Type	Feature Number
Feature is Inactive	Feature is Ungenerated	
Category: Feature Filter - Groups		
"And" Filter Group	"Or" Filter Group	
Category: Feature Filter - Parameter		
Feature Parameter		

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