

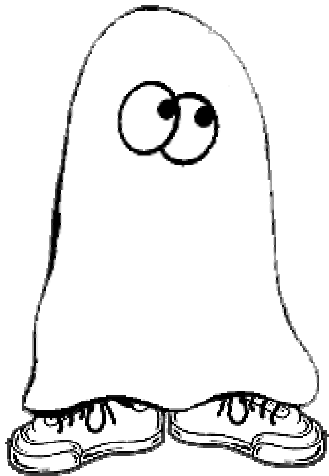
Intralink Ghost Objects

How They Happen and How to Avoid Them



What is a Ghost Object?

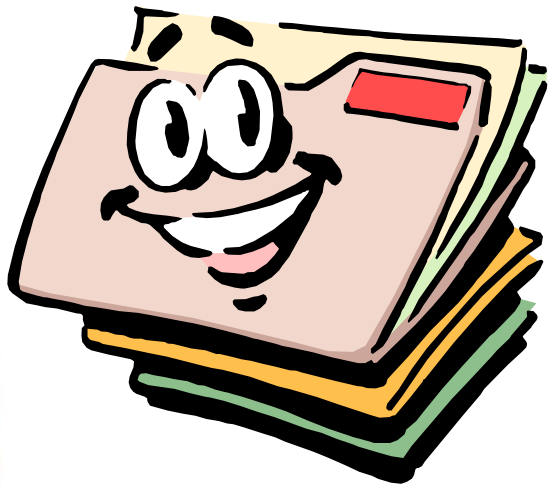
- *A Ghost Object is a Placeholder created in your Intralink Workspace when you save a File in Pro/ENGINEER®*
- *A Ghost Object is recognizable by it's Symbol in the Workspace. It looks like a Torn Page or a Ragged Sheet.*
- *A Ghost Object is only a Database Entry, it has no file associated to it.*
- *Also known as a Ghost File, Virtual File, or a Zero Byte File*



How Do Ghost Objects Happen?

When Good Files Go Bad:

- *Any Time a Pro/ENGINEER® Object references another Object that is not in Memory or the current Workspace, Intralink will Create a Ghost Object.*



Sample Ghost Object Scenarios



- 1. Open a Simplified Rep from the Hard Drive, and save it to the Workspace. Some objects, parts or sub-assemblies, are not in memory they will be created as Ghost Objects**
- 2. An Object is Created in Assembly mode and not all the references are removed.**
- 3. The Object was created through a Merge or Copy Process**
- 4. The Reference has been Renamed and The Object hasn't been updated.**



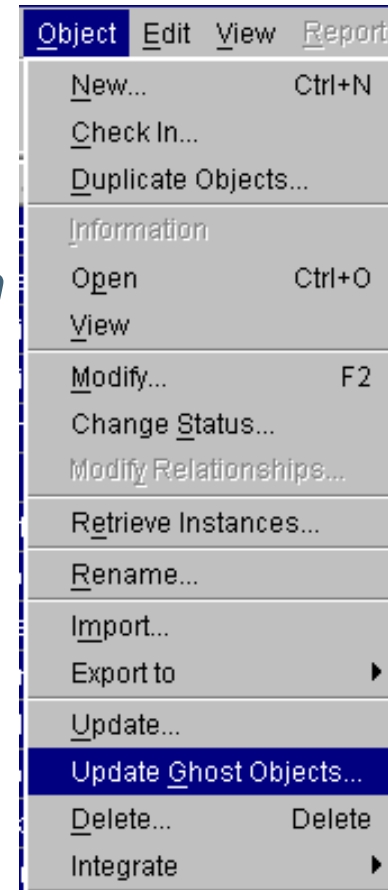
Why are Ghost Objects a Problem?

- *Ghost Objects cannot be checked in to the Commonspace and will stop any file that references them from being checked in as well*
- *Ghost Objects represent missing references in your Pro/Engineer file and can lead to integrity problems*



I've Got Ghost Objects, Now What?

- *A Ghost Object cannot be deleted until the Object that references it removes its references*
- *If the Ghost Object is in the Commonspace, Select it, then select Object-Update Ghost Objects.*
- *If the Ghost Object is on the Hard Drive, Open it and Save it to the Workspace.*
- *If that is not an option, open the referencing object, remove the references, resave the object, and then delete the Ghost object.*



How Do I Avoid Ghost Objects

- *Watch References. Remove the ones that are not critical*
- *Be careful with Renames. Make sure you have every referencing object in Memory*
- *Do all of your work in the Intralink Environment.*
- *Make sure you have all necessary files before importing into Intralink.*

