Part Cleanup dialog box

The **Part Cleanup** command eliminates certain objects from the **part** file. Without **Part Cleanup**, these objects are inaccessible, and cannot be eliminated.

The options are grouped according to their effect on the data:

- **Simple Cleanup Actions** are safe operations in that they do not change data.
- **Moderate Cleanup Actions** generally change the data in ways that deserve to be changed. However, there is some risk that their application will execute changes that you do not intend.
- **Serious Deletion Actions (Use Caution)** perform higher risk operations in that they always remove data.

Part

Part

Specifies the kind of objects to clean up. Select from the following options:

- **Work Part**
- **Work Part and Components**
- **All Loaded Parts**

Note **All Loaded Parts** refers to open **parts** or fully loaded **parts**. Partially loaded does not really open files, but instead accesses and extracts just some data without opening the **part** files. If you are using an assembly, use **Work Part and Components**. This checks the components and their links regardless if they are fully or partially loaded.

Simple Cleanup Actions

Remove Extraneous Highlighting

Removes the highlighting on objects that are no longer in a selected state. This is the only **Part Cleanup** option that works on the displayed **part** instead of the work **part**.

Moderate Cleanup Actions

Clean Feature Data

Performs solids **cleanup**. The software analyzes all solid bodies in the work **part** and attempts repair.

Clean Mating Objects

Performs **cleanup** of mating conditions. Corrupt objects are removed from the **part** file. This option loads components when necessary.

Note Mating conditions are obsolete; they have been replaced by assembly constraints. You cannot edit existing mating conditions or add new ones.

We recommend that you convert any remaining mating conditions in your assemblies to assembly constraints. See the *Assemblies* Help for more information.

Clean Assembly Constraint Objects

Performs **cleanup** of assembly constraints. Constraints that are corrupted are removed from the **part** file. This option loads components when necessary.

This **cleanup** is useful when you have problems with assembly constraints when loading an assembly.

See the *Assemblies* Help for more information.

Clean Manufacturing Objects

Deletes or fixes any corrupt internal objects. For example, if internal parameter sets are corrupt, they would be unusable, and you would need to use this option to delete them. **Clean Manufacturing Objects** may reduce the size of your **part** file considerably.

Clean Drafting Objects

Performs the following **part cleanup** of drafting objects:

- Fixes corrupted origins for dimensions on drawings.
- Adds missing GD&T data to ordinate dimensions.
- Deletes notes with no text.
- Fixes and retains annotation information for objects.

Fix Off-plane Sketch Curves

Repairs certain curves that are off the sketch plane.

When you copy and paste a sketch across planes that are far apart (typically 1000mm or more), or when you import I-DEAS **parts** that contain sketches, NX may create lines and/or arcs that are off the sketch plane by extremely small distances. Off-plane sketch curves can cause certain types of update errors. For example, an Extrude operation might fail because of overlapping or disjointed curves.

Fix Off-plane Sketch Curves examines all sketches in the current **part**. If a line or arc is less than 1e-04mm from the sketch plane, NX moves the curve back onto the plane. Curves that are more than 1e-04mm from the sketch plane remain unchanged.

Clean Interpart Links

Removes the associativity of smart objects that reference broken interpart links. Such links can break when the component is deleted, or if the object in the component **part** is deleted. This does not delete WAVE features as these can be deleted or reassociated interactively. This is mainly used for cleaning up links created by the Routing module.

Moderate Delete Actions

Delete Unused Objects

Deletes all extraneous objects from the work **part**. Extraneous objects are objects no longer accessible, and are not needed by any user-accessible objects. (Normally, extraneous objects are automatically deleted by the system, but in some situations this does not happen.)

Delete Unused Fonts

Removes character fonts that are not used in any drafting text in the current **part**. These fonts are typically left over from a **part** converted from Unigraphics V13.0, or if you select a font in **Preferences→Visualization→Visual** and then do not use it.

Empty Groups

Specifies whether empty groups should be deleted during the **cleanup**. Select from the following groups:

- **No Action**
- **Delete Unnamed Only**
- **Delete All**

Serious Delete Actions (Use Caution)

Delete Unused Expressions

Removes expressions that are not used in the current **part**. All expressions with no references in the **part** are deleted, including any expressions that are referenced only by unreferenced expressions.

Note An interpart expression will appear to be unreferenced if the assembly is not loaded, so loading is an issue for this operation.

Delete Spreadsheet Data

Deletes all spreadsheets from the **part** file. To selectively delete the Gateway spreadsheet or the Modeling spreadsheet, use **Tools→Spreadsheet**.

Delete Visual Editor Data

Deletes Visual Editor data from the **part** file. For more information about the Visual Editor, see the *Modeling* Help.

Delete All Materials

Deletes all materials and textures applied to a work **part**.

Component Display

Reduces the **part** file size and memory usage of an assembly **part** file by removing assembly-specific changes to the color, translucency, and font of geometry in component **parts**. Select from the following options:

- **No Action**
- **Remove Redundant Changes**
- **Remove All Changes**

Where do I find it?

Menu	**File→Utilities→Part Cleanup**