

# CMB Modelbuilder Install Instructions for macOS

The CMB modelbuilder application can be used to create ACE3P input files from data entered in form-style attribute panels.

## Install

After opening the dmg, the macOS Finder should display a panel with 3 folders. Drag the "modelbuilder 6.x.x" and "Workflow" folders to the Desktop or some other location on your file system as preferred. After the folders are copied, you can close ("Eject") the dmg.

Before running modelbuilder, it is recommended that you also create a projects root folder for modelbuilder projects that you will create.

## Run

From the macOS Finder, open the "modelbuilder 6.x.x" folder to show the "modelbuilder.app" application. Because the app is not signed, macOS might not give you permission to run the app by double-clicking "modelbuilder.app". If that occurs, right-click on "modelbuilder.app" and select the "Open" menu item. In response, macOS should display a pop-up window where you can choose to open the application.

## Plugin Setup

The first time you run modelbuilder, the plugins used for ACE3P might not be loaded. Use these steps to update the application to auto-load three plugins: SLACTools, smtkProjectManagerPlugin, and smtkACE3PPlugin.

- In the "Tools" menu, select "Manager Plugins...", which brings up a dialog with two panels labeled "Remote Plugins" (which should be empty) and "Local Plugins".
- In the "Local Plugins" panel, look in the list for "SLACTools" and expand it by clicking the arrow to its left. In the expanded section, check the box labeled "Auto Load".
- In the "Local Plugins" panel, look in the list for "smtkACE3PPlugin" and expand it by clicking the arrow to its left. In the expanded section, check the box labeled "Auto Load".
- In the "Local Plugins" panel, look in the list for "smtkProjectManagerPlugin" and expand it by clicking the arrow to its left. In the expanded section, check the box labeled "Auto Load".
- Close the panel, then close the application and restart. On restart, the "Project" menu should now be visible.

## Settings Setup

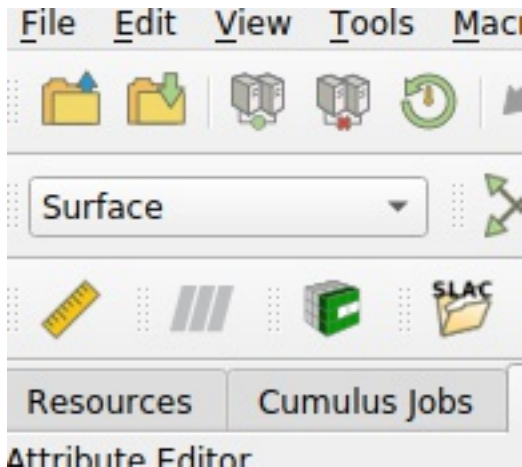
Before using modelbuilder to create and use ACE3P projects, you also need to set two items in the application preferences that specify the locations of the Workflows and project-root folders:

- From the application's "modelbuilder" menu, select the "Preferences..." item to open

the "Settings" dialog.

- In the dialog, select the tab labeled "Sim Pre-processing".
- Near the bottom of the tab is an item labeled "Workflows Folder". Set this to the "Workflows/ACE3P" folder that you copied onto your system from the dmg package.
- Below that item is an item labeled "Projects Root Folder". Set this to a folder on your file system to use as the default parent for all "projects" you create with modelbuilder.

Modelbuilder includes a toolbar icon that can be used to launch the CUBIT Geometry and Mesh Generation Toolkit, if installed on the same machine.



To configure the icon, open the Preferences dialog and find the "ACE3P" tab. Set the path to the CUBIT executable on your file system using the browse button next to the CUBIT field.