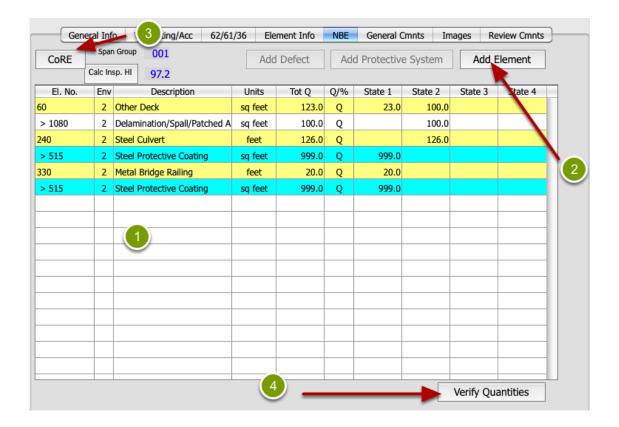


#### **NBE Elements**

#### **New tab for NBE Elements**



#### 1 : Color coding description :

Yellow : NBE Elements

White: Defects associated with the element above.

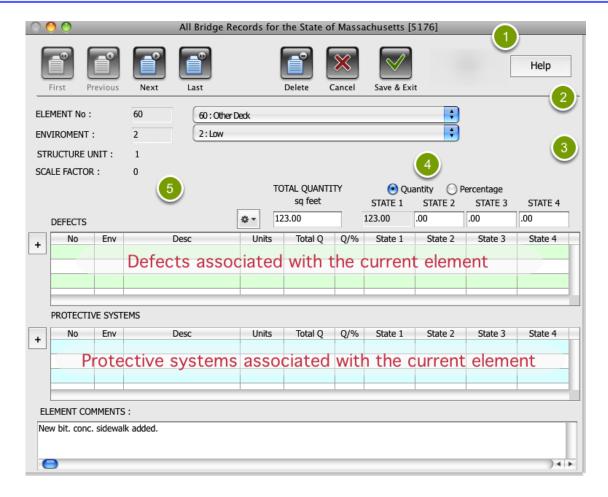
Blue : Protective systems

<u>2</u>: The Add Element button adds new NBE elements. The "Add Protective System" and "Add Defect" buttons allow the user to add elements from these categories for the selected element in the list. Defects can be added to NBE elements or Protective systems. Protective systems can be added to NBE Elements.

- <u>3</u>: The CoRE button will display the CoRE elements from which these NBE elements were migrated.
- **<u>4</u>**: The Verify Quantities button will run a check on the quantities of the defects and the respective NBE elements.



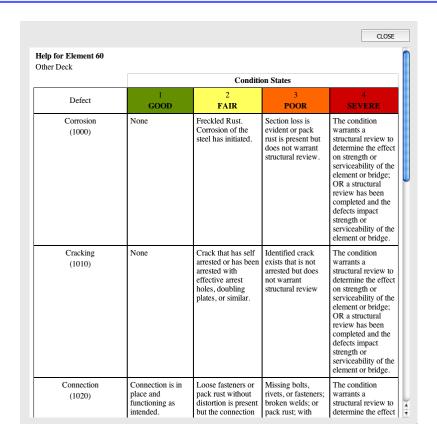
### **Element Input screen**



- 1. Help Button will bring up a help screen for the current element.
- 2. Element selector.
- 3. Environment selector.
- Quantity or Percentage toggle. Allows display and entry of States in either a quantity, or a percentage.
- 5. Element Tool.

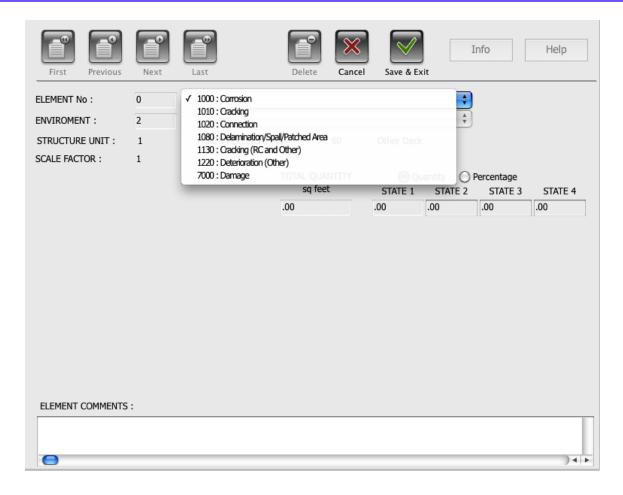


# **Help Screen**





# Sample Defect input screen

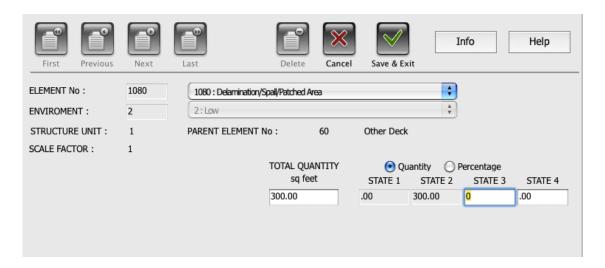


Defects and Protective systems inherit the environment of the parent element.

The list of allowed Defects and Protective systems depends on the parent element based on the coding guide.



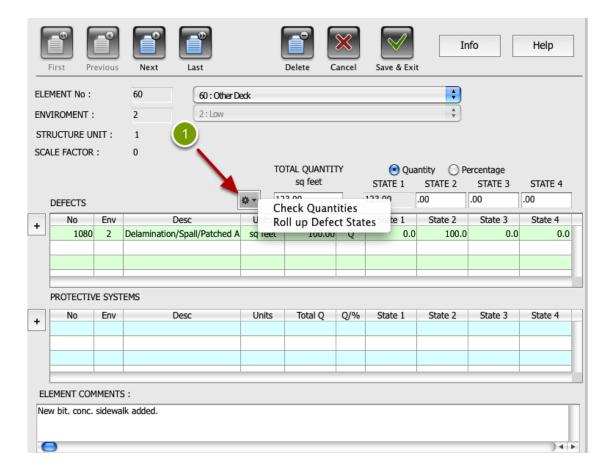
# **Entering Defect quantities.**



If, based on the coding guide, the Defect does not have a definition for State 1, the total quantity defaults to State 2.



#### **Element Tool**



- 1. Element tool. Clicking the Tool button brings up a popup menu with two options.
- Check Quantities: will verify that the sum of the total quantities of all associated defects is less
  than or equal to the total element quantity; and; if the sum of the defect quantities in each
  state is less than or equal to the element quantity in each state.
- Roll up Defect States: will sum up the quantities of the defects in each state and assign it to corresponding element state.



# Sample screen with an NBE element selected.

