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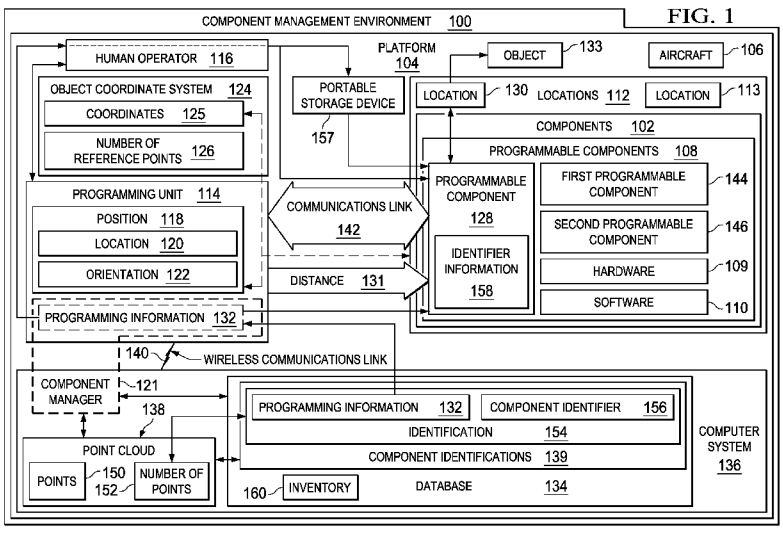
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(54) Title: COMPONENT PROGRAMMING SYSTEM

FIG. 1



(57) Abstract: A method and apparatus for managing a programmable component may be present. A location on an object may be identified using a programming unit based on a position of the programming unit with respect to the object. Programming information for the programmable component may be identified based on the location on the object. The programmable component may be programmed using the programming information for the programmable component.

COMPONENT PROGRAMMING SYSTEM

BACKGROUND INFORMATION

1. Field:

The present disclosure relates generally to managing objects and, in particular, to programming components in objects. Still more particularly, the present disclosure relates to a method and apparatus for programming components based on locations for the components in an object.

2. Background:

Typically, manufacturing structures for objects involves assembling numerous parts together to form the structures. For example, during the manufacturing of an aircraft, parts may be assembled to form different structures for the aircraft. For example, a wing of an aircraft may have skin panels, spars, ribs, fasteners, and other suitable types of parts. Further, sensors, controls, and other components may be installed in the aircraft. With the large number of parts used to assemble an aircraft, operators may perform numerous operations to assemble and/or configure the parts for the aircraft.

For example, without limitation, with sensors, environmental controls, switches, lights, and other components, operators may install wires between these different components. For example, a wire may connect a switch to a light. Additionally, a control panel may be connected to an in-flight entertainment system in the cabin.

This process may take more time than desired. An operator may misidentify a part and/or connection between parts with this type of process. For example, without limitation, if an operator connecting switches to lights in an aircraft cabin misidentifies a light switch and light pairing, the operator may connect wires for a light switch to an incorrect light. Inspections after the operations have occurred may be performed to verify wiring connections between components. When an inspection identifies the incorrect connection between the light switch and the light, rework of the wiring connections between the different components may need to be performed. This situation may increase the time and cost for performance of these operations.

Therefore, it would be desirable to have a method and apparatus that takes into account at least some of the issues discussed above, as well as possibly other issues.

SUMMARY

In one illustrative embodiment, a method for managing a programmable component may be present. A location on an object may be identified using a programming unit based on a position of the programming unit with respect to the object. Programming information for the programmable component may be identified based on the location on the object. The programmable component may be programmed using the programming information for the programmable component.

In another illustrative embodiment, an apparatus may comprise a programming unit and a component manager. The programming unit may be configured to identify a location on an object based on a position of the programming unit with respect to the object. The component manager may be configured to identify programming information for a programmable component based on the location on the object. The component manager may be further configured to program the programmable component using the programming information for the programmable component.

In yet another illustrative embodiment, a method for programming a programmable component in an aircraft may be present. A programming unit may be pointed at a location on an object in the aircraft. The location on the object may be identified based on a position of the programming unit pointed at the programmable component and a distance between the programming unit and the location on the object. Programming information may be identified for the programmable component based on the location on the object by identifying an association between the location on the object and a number of points in a point cloud for the object and identifying the programming information for the programmable component using the component identification associated with the number of points in the point cloud and the database. The number of points in the point cloud may be associated with a component identification stored in a database. The programming information may comprise at least one of an identifier, control code, a program, and a configuration file. The programmable component may be programmed using the programming information for the programmable component by sending the programming information to the programmable component over a communications link with the programmable component or sending the programming information to the programmable component by a human operator. The programmable component may be selected from one of a switch, a sensor, an in-flight entertainment unit, a light, and a controller. Identifier information may be obtained for the programmable component over the communications link established with the programmable

component. The identifier information may comprise at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, and a code.

In yet another illustrative embodiment, an aircraft component programming system may comprise a programming unit and a component manager. The programming unit may be configured to be pointed at a location on an object in an aircraft. The programming unit may be further configured to identify the location on the object based on a position of the programming unit with respect to the object. The programming unit may be configured to obtain identifier information for a programmable component over a communications link established with the programmable component. The programmable component may be selected from one of a switch, a sensor, an in-flight entertainment unit, a light, and a controller. The identifier information may be selected from at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, and a code. The component manager may be configured to identify programming information for the programmable component based on the location on the object by identifying an association between the location on the object and a number of points in a point cloud for the object and identifying the programming information for the programmable component using the component identification associated with the number of points in the point cloud and the database. The number of points in the point cloud may be associated with a component identification stored in a database. The programming information may comprise at least one of an identifier, a control code, a program, and a configuration file. The component manager may be further configured to program the programmable component using the programming information for the programmable component by sending the programming information to the programmable component over the communications link established with the programmable component or sending the programming information to the programmable component by a human operator.

In summary, according to one aspect of the invention there is provided a method for managing a programmable component (128), the method including identifying a location (130) on an object (133) using a programming unit (114) based on a position (118) of the programming unit (114) with respect to the object (133); identifying programming information (132) for the programmable component (128) based on the location (130) on the object (133); and programming the programmable component (128) using the programming information (132) for the programmable component (128).

Advantageously the method wherein identifying the location (130) on the object (133) includes identifying the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133) and a distance (131) between the programming unit (114) and the location (130) on the object (133).

Advantageously the method wherein identifying the location (130) on the object (133) includes pointing the programming unit (114) at the location (130) on the object (133); and identifying the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133) with the programming unit (114) pointed at the object (133).

Advantageously the method wherein programming the programmable component (128) using the programming information (132) for the programmable component (128) includes sending the programming information (132) to the programmable component (128) over a communications link (142) with the programmable component (128).

Advantageously the method wherein programming the programmable component (128) using the programming information (132) for the programmable component (128) includes sending the programming information (132) to the programmable component (128) by a human operator (116).

Advantageously the method wherein identifying the programming information (132) for the programmable component (128) based on the location (130) on the object (133) includes identifying an association between the location (130) on the object (133) and a number of points (152) in a point cloud (138) for the object (133), wherein the number of points (152) in the point cloud (138) is associated with a component identification stored in a database (134); identifying the programming information (132) for the programmable component (128) using the component identification associated with the number of points (152) in the point cloud (138) and the database (134).

Advantageously the method further including associating identifier information (158) for the programmable component (128) with at least one of the location (130) on the object (133), the component identification, and the number of points (152) in the point cloud (138).

Advantageously the method further including installing the programmable component (128) at the location (130) on the object (133) after programming the programmable component (128) using the programming information (132) for the programmable component (128).

Advantageously the method further including obtaining identifier information (158) for the programmable component (128) over a communications link (142) established with the programmable component (128), wherein the identifier information (158) comprises at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, and a code.

Advantageously the method wherein the programming information (132) comprises at least one of an identifier, a control code, a program, and a configuration file.

Advantageously the method wherein the programmable component (128) is a first programmable component (144) that interacts with a second programmable component (146) and wherein the programming information (132) configures the first programmable component (144) to interact with the second programmable component (146).

Advantageously the method wherein the programmable component (128) is selected from one of a switch, a sensor, an in-flight entertainment unit, a light, and a controller.

According to another aspect of the invention there is provided an apparatus including a programming unit (114) configured to identify a location (130) on an object (133) based on a position (118) of the programming unit (114) with respect to the object (133); and a component manager (121) configured to identify programming information (132) for a programmable component (128) based on the location (130) on the object (133); and program the programmable component (128) using the programming information (132) for the programmable component (128).

Advantageously the apparatus wherein in being configured to identify the location (130) on the object (133) based on the position (118) of the programming unit (114) with respect to the object (133), the programming unit (114) is configured to identify the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133) and a distance (131) between the programming unit (114) and the location (130) on the object (133).

Advantageously the apparatus wherein the programming unit (114) is configured to be pointed at the location (130) on the object (133) to identify the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133).

Advantageously the apparatus wherein in being configured to program the programmable component (128) using the programming information (132) for the programmable component (128), the component manager (121) is configured to send the programming information (132) to the programmable component (128) from the

programming unit (114) over a communications link (142) between the programming unit (114) and the programmable component (128).

Advantageously the apparatus wherein in being configured to program the programmable component (128) using the programming information (132) for the programmable component (128), the component manager (121) is configured to send the programming information (132) to a portable storage device (157) in which a human operator (116) is configured to transfer the programming information (132) from the portable storage device (157) to the programmable component (128).

Advantageously the apparatus wherein in being configured to identify the programming information (132) for the programmable component (128) based on the location (130) on the object (133), the component manager (121) is configured to identify an association between the location (130) on the object (133) and a number of points (152) in a point cloud (138) for the object (133), wherein the number of points (152) in the point cloud (138) is associated with a component identification stored in a database (134); and identify the programming information (132) for the programmable component (128) using the component identification associated with the number of points (152) in the point cloud (138) and the database (134).

Advantageously the apparatus wherein the component manager (121) is further configured to associate identifier information (158) for the programmable component (128) with at least one of the location (130) on the object (133), the component identification, and the number of points (152) in the point cloud (138).

Advantageously the apparatus wherein the programming unit (114) is further configured to obtain identifier information (158) for the programmable component (128) over a communications link (142) established with the programmable component (128).

Advantageously the apparatus wherein the identifier information (158) is selected from at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, and a code.

Advantageously the apparatus wherein the programming information (132) comprises at least one of an identifier, a control code, a program, and a configuration file.

Advantageously the apparatus wherein the programmable component (128) is a first programmable component (144) that interacts with a second programmable component (146) and wherein the programming information (132) configures the first programmable component (144) to interact with the second programmable component (146).

Advantageously the apparatus wherein the programmable component (128) is selected from one of a switch, a sensor, an in-flight entertainment unit, a light, and a controller.

According to yet another aspect of the invention there is provided a method for programming a programmable component (128) in an aircraft (106), the method including pointing a programming unit (114) at a location (130) on an object (133) in the aircraft (106); identifying the location (130) on the object (133) based on a position (118) of the programming unit (114) pointed at the programmable component (128) and a distance (131) between the programming unit (114) and the location (130) on the object (133); identifying programming information (132) for the programmable component (128) based on the location (130) on the object (133) by: identifying an association between the location (130) on the object (133) and a number of points (152) in a point cloud (138) for the object (133) in which the number of points (152) in the point cloud (138) is associated with a component identification stored in a database (134); and identifying the programming information (132) for the programmable component (128) using the component identification associated with the number of points (152) in the point cloud (138) and the database (134) in which the programming information (132) comprises at least one of an identifier, a control code, a program, and a configuration file; programming the programmable component (128) using the programming information (132) for the programmable component (128) by sending the programming information (132) to the programmable component (128) over a communications link (142) with the programmable component (128) or sending the programming information (132) to the programmable component (128) by a human operator (116) in which the programmable component (128) is selected from one of a switch, a sensor, an in-flight entertainment unit, a light, and a controller; and obtaining identifier information (158) for the programmable component (128) over the communications link (142) established with the programmable component (128), wherein the identifier information (158) comprises at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, and a code.

According to still another aspect of the invention there is provided a n aircraft component programming system including a programming unit (114) configured to be pointed at a location (130) on an object (133) in an aircraft (106); identify the location (130) on the object (133) based on a position (118) of the programming unit (114) with respect to the object (133); and obtain identifier information (158) for a programmable component (128) over a communications link (142) established with the programmable component (128) in which the programmable component (128) is selected from one of a switch, a sensor, an in-

flight entertainment unit, a light, and a controller and in which the identifier information (158) is selected from at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, and a code; and a component manager (121) configured to identify programming information (132) for the programmable component (128) based on the location (130) on the object (133) by identifying an association between the location (130) on the object (133) and a number of points (152) in a point cloud (138) for the object (133) in which the number of points (152) in the point cloud (138) is associated with a component identification stored in a database (134) and identifying the programming information (132) for the programmable component (128) using the component identification associated with the number of points (152) in the point cloud (138) and the database (134) in which the programming information (132) comprises at least one of an identifier, a control code, a program, and a configuration file; and program the programmable component (128) using the programming information (132) for the programmable component (128) by sending the programming information (132) to the programmable component (128) over the communications link (142) established with the programmable component (128) or sending the programming information (132) to the programmable component (128) by a human operator (116).

The features and functions can be achieved independently in various embodiments of the present disclosure or may be combined in yet other embodiments in which further details may be seen with reference to the following description and drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

The novel features believed characteristic of the illustrative embodiments are set forth in the appended claims. The illustrative embodiments, however, as well as a preferred mode of use, further objectives, and features thereof will best be understood by reference to the following detailed description of an illustrative embodiment of the present disclosure when read in conjunction with the accompanying drawings, wherein:

Figure 1 is an illustration of a component management environment in accordance with an illustrative embodiment;

Figure 2 is an illustration of a programming unit in accordance with an illustrative embodiment;

Figure 3 is an illustration of an aircraft in accordance with an illustrative embodiment;

Figure 4 is an illustration of a cabin in an aircraft in accordance with an illustrative embodiment;

Figure 5 is an illustration of passenger seating in a cabin in accordance with an illustrative embodiment;

Figure 6 is an illustration of an object management environment in accordance with an illustrative embodiment;

Figure 7 is an illustration of a point cloud generation system in accordance with an illustrative embodiment;

Figure 8 is an illustration of a point cloud in accordance with an illustrative embodiment;

Figure 9 is an illustration of a flowchart of a process for managing a programmable component in accordance with an illustrative embodiment;

Figure 10 is an illustration of a flowchart of a process for identifying programming information for a programmable component in accordance with an illustrative embodiment;

Figure 11 is an illustration of a flowchart for processing identifier information in accordance with an illustrative embodiment;

Figure 12 is an illustration of a flowchart of a process for managing information about an object in accordance with an illustrative embodiment;

Figure 13 is an illustration of a flowchart of a process for associating a location with a number of parts in accordance with an illustrative embodiment;

Figure 14 is an illustration of a flowchart of a process for generating data for a point cloud in accordance with an illustrative embodiment;

Figure 15 is an illustration of a flowchart of a process for generating data for a point cloud in accordance with an illustrative embodiment;

Figure 16 is an illustration of a data processing system in accordance with an illustrative embodiment;

Figure 17 is an illustration of an aircraft manufacturing and service method in accordance with an illustrative embodiment; and

Figure 18 is an illustration of an aircraft in which an illustrative embodiment may be implemented.

DETAILED DESCRIPTION

The different illustrative embodiments recognize and take into account one or more different considerations. For example, the different illustrative embodiments recognize and take into account that rather than relying on direct connections between components, components may be configured to interact with each other. The different illustrative embodiments recognize and take into account that one component may be programmed to recognize another component and interact with that component. The communication between those two components may be performed through a network, wireless connections, or some other suitable type of media. In this manner, components may be movable to different locations and reprogrammed as desired.

The different illustrative embodiments also recognize and take into account that the programmability of components may reduce the amount of time needed to install the components. The different illustrative embodiments recognize and take into account, however, that programming the components may require more time than desired.

Therefore, the different illustrative embodiments may provide a method and apparatus for managing a component. In one illustrative embodiment, a method for managing a programmable component may be present. A location on an object may be identified using a programming unit based on a position of the programming unit with respect to the object. Programming information for the programmable component may be identified based on the location on the object. The programmable component may be programmed using the programming information for the programmable component.

With reference now to the figures and, in particular, with reference to **Figure 1**, an illustration of a component management environment is depicted in accordance with an illustrative embodiment. In this illustrative example, component management environment **100** may be an environment in which components **102** for platform **104** may be managed. In this illustrative example, platform **104** may take the form of aircraft **106.** In these illustrative examples, components **102** may be programmable components **108.** As used herein, a "programmable component" may be any component or device that may be programmed to operate in a desired manner.

Programmable component **128** may be an example of one of programmable components **108**. Programmable component **128** may take a number of different forms. For example, without limitation, programmable component **128** may take the form of a switch, a

controller, a sensor, a computer, an environmental control unit, an in-flight entertainment unit, a light, or some other suitable type of device that may be programmable.

Further, programmable component **128** may include hardware **109**, software **110,** or a combination of the two. In some cases, hardware **109** and/or software **110** may allow programmable component **128** to be programmed to interact with other programmable components in programmable components **108** in a desired manner.

For example, without limitation, programming programmable components **108** may generate associations between programmable components **108** that allow programmable components **108** to interact with each other**.** In these illustrative examples, one component interacting with another component may include a number of different actions. As one illustrative example, first programmable component **144** in programmable components **108** may require programming to interact with second programmable component **146** in programmable components **108**. First programmable component **144** interacting with second programmable component **146** may include, for example, without limitation, first programmable component **144** sending a command to, receiving a command from, sending information to, receiving information from, and performing other suitable actions in association with second programmable component **146**.

In these illustrative examples, the programming of programmable components **108** may depend on locations **112** in platform **104** selected for programmable components **108**. For example, without limitation, locations **112** may be the locations at which programmable components **108** are to be installed in platform **104** and the locations at which programmable components **108** have already been installed in platform **104**.

Locations **112** in platform **104** may include locations on one or more objects in platform **104**. As one illustrative example, location **130** of locations **112** in platform **104** may be a location on object **133**. Object **133** may be an object in platform **104.** For example, without limitation, when platform **104** takes the form of aircraft **106**, object **133** may be a storage cabinet, an overhead bin, a seat, or some other suitable type of object in aircraft **106**.

In other examples, object **133** may be or may form part of aircraft **106**. For example, without limitation, object **133** may be a fuselage for aircraft **106**, a surface of aircraft **106**, or a wing of aircraft **106**.

In some illustrative examples, at least some of programmable components **108** may be interchangeable with each other in at least some of locations **112.** For example, without limitation, first programmable component **144** and second programmable component **146**

may be a same type of component. Location **113** of locations **112** in platform **104** may be designated for this particular type of component.

As a result, either first programmable component **144** or second programmable component **146** may be selected for installation at location **113** prior to these two programmable components being programmed. Once one of these two programmable components has been selected for location **113** in platform **104**, the programmable component selected may then be programmed based on location **113**.

In these illustrative examples, component manager **121** may be configured to manage programmable components **108**. Component manager **121** may be implemented in hardware, software, or a combination of the two. Further, component manager **121** may be implemented in programming unit **114**, computer system **136**, or a combination of the two.

Programming unit **114** may be a portable system. For example, without limitation, programming unit **114** may take the form of a handheld computer configured to be held and carried by an operator, such as human operator **116**. Computer system **136** may be one or more computers. When more than one computer is present in computer system **136**, these computers may be in communication with each other through a medium, such as a network.

In one illustrative example, a portion of component manager **121** may be implemented in programming unit **114**, while another portion of component manager **121** may be implemented in computer system **136**. Programming unit **114** and computer system **136** may be configured to communicate using wireless communications link **140**. In this manner, the portion of component manager **121** implemented in programming unit **114** may be configured to communicate and exchange information with the portion of component manager **121** implemented in computer system **136**.

Component manager **121** may be configured to identify the programming information needed to program programmable components **108** based on locations **112** in platform **104**. In these illustrative examples, locations **112** may be identified with respect to object coordinate system **124**. In particular, locations **112** may be identified using coordinates **125** in object coordinate system **124**.

In some illustrative examples, coordinates **125** in object coordinate system **124** may be based on number of reference points **126** in platform **104**. As used herein, a "number of" items means one or more items. As one illustrative example, number of reference points **126** may be one or more reference points. In other illustrative examples, object coordinate system **124** may be defined by a model for platform **104**, such as, for example, without limitation, a computer-aided design (CAD) model for platform **104**.

In these illustrative examples, component manager **121** may be configured to obtain identifications of locations **112** using programming unit **114**. Programming unit **114** may be configured to identify one of locations **112** based on position **118** of programming unit **114**. Position **118** may be a position in platform **104** and/or a position with respect to an object in platform **104**, such as object **133**.

Position **118** may include location **120** of programming unit **114** and/or orientation **122** of programming unit **114** in these illustrative examples. Location **120** of programming unit **114** may be identified with respect to object coordinate system **124**.

Programming unit **114** may identify position **118** in a number of different ways. For example, without limitation, programming unit **114** may be placed at a reference point in number of reference points **126** or may be pointed at a reference point in number of reference points **126** to identify location **120** of programming unit **114** using coordinates **125** in object coordinate system **124**. Movement of programming unit **114** within platform **104** may result in programming unit **114** reidentifying location **120** using coordinates **125** for object coordinate system **124**.

In one illustrative example, human operator **116** may point programming unit **114** at one of locations **112**, such as, for example, without limitation, location **130** on object **133** in platform **104.** Programming unit **114** may identify location **130** with respect to object coordinate system **124** based on position **118** of programming unit **114** with respect to object **133** with programming unit **114** pointed at location **130**. Further, programming unit **114** may also use distance **131** between programming unit **114** and location **130** to identify location **130**.

Component manager **121** may use location **130** identified by programming unit **114** to identify the programming information needed to program one of programmable components **108** for use at location **130**. In particular, component manager **121** may associate location **130** on object **133** with number of points **152** in points **150** in point cloud **138**.

Points **150** in point cloud **138** may represent the components for use in platform **104**. In these illustrative examples, points **150** may be defined using coordinates **125** in object coordinate system **124**. Number of points **152** associated with location **130** may be one or more points in points **150** in point cloud **138** that are closest to location **130** with respect to object coordinate system **124**.

Points **150** may be associated with component identifications **139**. Component identifications **139** may be stored in database **134**. In one illustrative example, number of

points **152** associated with location **130** on object **133** may be associated with identification **154** in component identifications **139**.

In these illustrative examples, identification **154** may include component identifier **156**. Component identifier **156** may include at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, a code, and other suitable information.

As used herein, the phrase "at least one of", when used with a list of items, means different combinations of one or more of the listed items may be used and only one of each item in the list may be needed. For example, "at least one of item A, item B, and item C" may include, for example, without limitation, item A, or item A and item B. This example also may include item A, item B, and item C, or item B and item C. In other examples, "at least one of" may be, for example, without limitation, two of item A, one of item B, and ten of item C; four of item B and seven of item C; and other suitable combinations.

Component identifier **156** may be used to identify which of programmable components **108** belongs at location **130** on object **133**. In this illustrative example, component identifier **156** may indicate that programmable component **128** belongs at location **130**. In this manner, points **150** in point cloud **138** may be associated with and/or represent components **102**.

Further, in these illustrative examples, identification **154** may also include programming information **132**. Component manager **121** may retrieve programming information **132** from database **134** and associate programming information **132** with location **130** on object **133**. More specifically, component manager **121** may use programming information **132** to program programmable component **128** for use at location **130** on object **133**.

Of course, in other illustrative examples, programming information **132** may not be included in identification **154** but may be associated with identification **154** in database **134**. Component manager **121** may associate location **130** with number of points **152** to obtain identification **154** and use identification **154** to obtain programming information **132**.

Component manager **121** may be configured to manage database **134**, programming information **132** in database **134**, component identifications **139**, point cloud **138**, and/or other suitable information for use in managing programmable components **108**. Depending on the implementation, component manager **121** may be configured to retrieve and store at least a portion of the information stored in database **134** in programming unit **114**. For

example, without limitation, component manager **121** may be configured to retrieve and store programming information **132** for programmable component **128** in programming unit **114**.

Programmable component **128** may be programmed using programming information **132** in a number of different ways. In one illustrative example, component manager **121** may use programming information **132** to program programmable component **128**. For example, without limitation, component manager **121** may send programming information **132** to programmable component **128** from programming unit **114** using communications link **142**. Communications link **142** may be selected from one of a wired communications link, a wireless communications link, an optical communications link, or some other suitable type of communications link.

As another example, programming information **132** stored in programming unit **114** by component manager **121** may be sent to programmable component **128** by human operator **116**. In particular, human operator **116** may view programming information **132** using programming unit **114** and enter programming information **132** into programmable component **128** directly.

As yet another example, human operator **114** may transfer programming information **132** from programming unit **114** to programmable component **128** using portable storage device **157**. Portable storage device **157** may take the form of, for example, without limitation, a flash drive, a thumb drive, a memory card, or some other suitable type of portable storage device.

In this manner, programmable components **108** may be programmed based on locations **112** at which programmable components **108** belong. Programming of programmable components **108** may configure programmable components **108** to operate as desired.

For example, without limitation, programming of first programmable component **144** may configure first programmable component **144** to interact with second programmable component **146.** In one illustrative example, first programmable component **144** may interact with second programmable component **146** by controlling second programmable component **146.** In yet another example, first programmable component **144** may be programmed to be controlled by and/or receive commands from second programmable component **146.** Further, first programmable component **144** may be programmed to recognize and perform operations based on information received from second programmable component **146.**

In these illustrative examples, programmable components **108** may be installed prior to and/or after programming of programmable components **108**. In one illustrative example,

if programmable component **128** is not already installed at location **130** at the time of programming, programmable component **128** may be installed at location **130** after component manager **121** programs programmable component **128**.

In some cases, programmable component **128** may already be installed at location **130** prior to programming of programmable component **128**. For example, without limitation, human operator **116** may point programming unit **114** at programmable component **128** at location **130** to identify location **130**.

However, programmable component **128** need not be visible to human operator **116** when human operator **116** is operating programming unit **114.** For example, without limitation, programmable component **128** may be hidden by an object or structure in platform **104**, such as a panel, a cover, or some other structure. In this example, location **130** at which programmable component **128** is pointed may be an approximate location of programmable component **128.**

Programming unit **114** may identify programmable component **128** based on location **130**, even though location **130** may not be an exact location of programmable component **128.** Instead, location **130** may be an approximate location of programmable component **128**.

As a result, number of points **152** in point cloud **138** that are associated with location **130** need not have substantially the same coordinates as location **130** with respect to object coordinate system **124**. Rather, number of points **152** may be the number of points in point cloud **138** closest to location **130** within selected tolerances. In this manner, programming unit **114** may identify programmable component **128** even though programmable component **128** may not be clearly visible.

Further, programming unit **114** may obtain identifier information **158** from programmable component **128**. Identifier information **158** may include any information that can be used to identify programmable component **128**. For example, without limitation, identifier information **158** may include at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, a code, and other suitable information.

Component manager **121** may store identifier information **158** obtained by programming unit **114** in database **134**. As one illustrative example, component manager **121** may store identifier information **158** in component identifier **156**. In some cases, component manager **121** may associate identifier information **158** for programmable component **128** with number of points **152** associated with location **130** at which programmable component **128** is installed.

In this manner, inventory **160** of programmable components **108** for platform **104** may be generated. Inventory **160** may be stored in database **134**. Inventory **160** may be used for maintenance, upgrades, and other suitable purposes.

With programming unit **114** and component manager **121**, programming of programmable components **108** may be performed without human operator **116** looking up and entering programming information, such as programming information **132**. Instead, programming information **132** may be supplied to programming unit **114** based on an identification of programmable component **128**. Thereafter, programming unit **114** and/or human operator **116** may send programming information **132** to programmable component **128** to configure programmable component **128**. In this manner, programming of programmable components **108** may be performed more quickly and/or with less errors as compared to currently available methods for configuring programmable components **108**.

The illustration of component management environment **100** in **Figure 1** is not meant to imply physical or architectural limitations to the manner in which an illustrative embodiment may be implemented. Other components in addition to or in place of the ones illustrated may be used. Some components may be unnecessary. Also, the blocks are presented to illustrate some functional components. One or more of these blocks may be combined, divided, or combined and divided into different blocks when implemented in an illustrative embodiment.

For example, first programmable component **144** may be configured to control a number of additional components in addition to second programmable component **146.** In still other illustrative examples, at least a portion of database **134** may be located locally in programming unit **114** rather than on computer system **136.** In another illustrative example, database **134** and point cloud **138** may be combined into a single model and/or database.

In different illustrative embodiments, platform **104** may take other forms other than aircraft **106**. For example, without limitation, other illustrative embodiments may be applied to a mobile platform, a stationary platform, a land-based structure, an aquatic-based structure, a space-based structure, and/or some other suitable platform. More specifically, the different illustrative embodiments may be applied to, for example, without limitation, a submarine, a bus, a personnel carrier, a tank, a train, an automobile, a spacecraft, a space station, a satellite, a surface ship, a bridge, a power plant, a dam, a manufacturing facility, a building, an airport, and/or some other suitable platform.

With reference now to **Figure 2**, an illustration of a programming unit is depicted in accordance with an illustrative embodiment. As depicted, programming unit **114** may

comprise portable housing **202,** storage system **204,** sensor system **206,** processor unit **208,** communications unit **209**, and display system **210.**

Portable housing **202** may be movable and, in particular, may be capable of being carried by, worn by, and/or otherwise moved around by a human operator, such as human operator **116** in **Figure 1**, using programming unit **114.** For example, portable housing **202** may be configured to be handheld housing **212** or some other suitable type of housing.

As depicted, storage system **204,** sensor system **206,** processor unit **208,** and display system **210** may be associated with portable housing **202.** When one component is "associated" with another component, the association may be a physical association in these depicted examples. For example, a first component, storage system **204,** may be considered to be associated with a second component, portable housing **202**, by being secured to the second component, bonded to the second component, mounted to the second component, welded to the second component, fastened to the second component, and/or connected to the second component in some other suitable manner. The first component also may be connected to the second component using a third component. The first component may also be considered to be associated with the second component by being formed as part of and/or an extension of the second component.

Programmer **213** in processor unit **208** may be configured to control operation of programming unit **114**. In this illustrative example, programmer **213** may be software run by processor unit **208** to control the operation of programming unit **114**. In other examples, programmer **213** may be hardware in processor unit **208** or a combination of hardware and software.

Processor unit **208** may be implemented using a number of processors, a multi-processor core, or some other type of processor. Further, in some illustrative examples, processor unit **208** may be implemented using a hardware device that does not need software to run. For example, processor unit **208** may be a number of circuits configured to perform desired functions and/or processes. This number of circuits may include, for example, at least one of an integrated circuit, an application specific integrated circuit, a programmable array logic, a programmable logic array, a general logic array, a field programmable gate array, a programmable logic device, a complex programmable logic device, a programmable logic controller, a macrocell array, and other suitable types of circuits.

Storage system **204** may include number of storage devices **214.** Number of storage devices **214** may be configured to store information **216.** Information **216** may include at least one of, for example, without limitation, a model for an object, a point cloud for an

object, a file, a report, an image, video data, audio data, sensor data, and other suitable types of information. In these illustrative examples, storage system **204** may store programming information **218.**

As depicted, sensor system **206** may be configured to generate data **220.** Camera system **222,** audio system **224,** distance measurement system **226,** and/or laser measurement system **228** in sensor system **206** may generate data **220.** Data **220** may include, for example, without limitation, images, video data, audio data, measurements, amplitudes of detected response signals, and other suitable types of data.

Camera system **222** may be configured to generate images and/or video data. Audio system **224** may be configured to detect sounds, such as, for example, without limitation, the voice of an operator.

Distance measurement system **226** may be configured to identify a distance between programming unit **114** and a component. Distance measurement system **226** may take the form of laser measurement system **228**. Various systems may be used to implement laser measurement system **228**. Laser measurement system **228** may include, for example, without limitation, laser detection and ranging (LADAR) system **230,** light detection and ranging (LIDAR) system **232**, or some other suitable type of system. In these illustrative examples, laser measurement system **228** may be configured to send laser beam **240** to object **242** and detect number of response signals **244** in response to laser beam **240**. Number of response signals **244** may be used to identify distance **246** to object **242**. Distance **246** may be part of data **220**.

As depicted, sensor system **206** may be configured to send data **220** for storage in storage system **204** via processor unit **208.** Processor unit **208** may be configured to identify a location of an object, such as object **242**, using data **220** in these illustrative examples.

Display system **210** may be configured to display information on graphical user interface **234.** This information may include data **220,** information **216,** and any other suitable type of information.

Communications unit **209** may be configured to provide communications with a computer system, such as computer system **136** in **Figure 1**. In this illustrative example, communications unit **209** may be a wireless or wired communications unit. For example, communications unit **209** may be a wireless network adapter, a universal serial bus, a firewire connector, and/or other suitable types of communications hardware.

Further, programmer **213** in processor unit **208** may be configured to send programming information **218** to a component (not shown) to program that component over communications unit **209.**

The illustration of components for programming unit **114** in **Figure 2** is not meant to imply physical or architectural limitations to the manner in which programming unit **114** may be implemented. Other components in addition to or in place of the ones illustrated may be used. Some components may be unnecessary. Also, the blocks are presented to illustrate some functional components. One or more of these blocks may be combined, divided, or combined and divided into different blocks when implemented in an illustrative embodiment.

For example, in some illustrative embodiments, a bus system may provide communication between storage system **204**, sensor system **206**, processor unit **208**, and display system **210**.

Turning now to **Figure 3**, an illustration of an aircraft is depicted in accordance with an illustrative embodiment. In this illustrative example, aircraft **300** may be an example of an implementation for aircraft **106** in **Figure 1.**

In this illustrative example, aircraft **300** may have wing **302** and wing **304** attached to fuselage **306.** Further, aircraft **300** also may have engine **308** attached to wing **302** and engine **310** attached to wing **304.** Tail **312** of aircraft **300** may have horizontal stabilizer **314,** horizontal stabilizer **316,** and vertical stabilizer **318.**

With reference now to **Figure 4**, an illustration of a cabin in an aircraft is depicted in accordance with an illustrative embodiment. In this illustrative example, cabin **400** may be located in aircraft **300** in **Figure 3.**

As depicted, cabin **400** of aircraft **300** may have seats **402.** In this illustrative example, operator **404** may be located in aisle **406** of cabin **400.** As depicted, operator **404** may have programming unit **408.** Programming unit **408** may be implemented using programming unit **114** in **Figure 1.** Operator **404** may point programming unit **408** at component **409** located over seat **426**. While pointed at component **409**, programming unit **408** may emit laser beam **410** at component **409**. Laser beam **410** may be used to identify location **411** of component **409**.

In this illustrative example, component **409** may take the form of light switch **412.** Programming unit **408** may be configured to program light switch **412** to operate component **414**, which may take the form of light **416.** This component may be also located over seat **426**. This programming may be performed without connecting wires between light switch **412** and light **416.**

In this illustrative example, programming unit **408** identifies position **418** in aircraft **300.** Position **418** is the position of programming unit **408** in these illustrative examples.

Based on position **418** of programming unit **408,** location **411** of light switch **412** may be identified. In a similar fashion, location **422** of light **416** also may be identified when programming unit **408** may be pointed at light **416.**

Thereafter, programming unit **408** may receive programming information for light switch **412** and light **416**. Programming unit **408** may then transmit the programming information over wireless communications link **424** to light switch **412** and light **416** in these illustrative examples. In this manner, programming unit **408** may configure light switch **412** and light **416** to interact with each other.

Turning now to **Figure 5**, an illustration of passenger seating in a cabin is depicted in accordance with an illustrative embodiment. In this illustrative example, passenger seating design **500** may be an example of a passenger seating design for seats **402** in cabin **400** in **Figure 4.**

As depicted, seats **502** may be arranged by columns **504** and rows **506.** Each seat in passenger seating design **500** may be associated with components. For example, seat **508** in passenger seating design **500** may be an example of seat **426** in **Figure 4.** In this illustrative example, seat **508** may have light switch programming information **510**, light programming information **512**, in-flight entertainment unit programming information **514,** and entertainment controller programming information **516.** This programming information for seat **508** may be used to program components for seat **426** in cabin **400.**

For example, light switch programming information **510** in passenger seating design **500** may be used to program light switch **412** in cabin **400** in **Figure 4.** Light programming information **512** in passenger seating design **500** may be used to program light **416** in cabin **400** in **Figure 4.**

In this illustrative example, passenger seating design **500** may be used to identify programming information for light switch **412** in **Figure 4.** If the location information identifies light switch programming information **510** for seat **508** in passenger seating design **500** for light switch **412**, light switch programming information **510** may be used to program light switch **412**.

For example, light switch programming information **510** may comprise row **518,** seat **520,** and component type **522.** In this illustrative example, row **518** may be 13, seat **520** may be nine, and component type may be S. This programming information may be used by light

switch **412** to identify itself to light **416.** Light switch programming information **510** may be sent to light switch **412** to allow light switch **412** to identify itself to light **416**.

In a similar fashion, light programming information **512** may be identified for light **416** in cabin **400** in **Figure 4.** In this illustrative example, light programming information **512** may include row **524,** seat **526,** and component type **528.** Row **524** may be 13, seat **526** may be nine, and component type **528** may be L.

In other illustrative examples, more-detailed programming information also may be present. For example, in-flight entertainment unit programming information **514** may include row **530,** seat **532,** component type **534,** programming software **536,** and control code **538.** In this example, row **530** may be 13, seat **532** may be nine, and component type **534** may be E. Programming software **536** may identify the type of software on the component. In this illustrative example, programming software **536** may be manufacturer A, and control code **538** may be 139E.

As another example, entertainment controller programming information **516** may include row **542**, seat **544**, component type **546**, programming software **548**, and control code **550**. As depicted, row **542** may be 13, seat **544** may be nine, and component type **546** may be EC. Programming software **548** may be M, and control code **550** may be 1777.

In these illustrative examples, row **530,** seat **532,** and component type **534** may form identifier **552.** Identifier **552** may be used by a component to uniquely identify itself to other components. Programming software **536** may identify the type of software running on the component. This software type may be used to identify the manner in which a programming unit communicates with the component. Programming software **536** may be used to perform operations to program the component. Control code **538** may be used to select functions in the component.

The illustration of components and programming information in **Figures 4** and **5** are not meant to imply physical or architectural limitations to the manner in which an illustrative embodiment may be implemented. For example, other types of components may be programmed other than those depicted. Examples may include, without limitation, a sensor, a navigation system, a tool, an oxygen generator, and other suitable components. The programming information may be identified differently from the example in **Figure 5**. For example, programming information may be associated with coordinates in the aircraft rather than seats as illustrated in **Figure 5**. In other words, a database of coordinates may be present in which each coordinate corresponds to a component and includes an identification of information for that component.

With reference now to **Figure 6**, an illustration of an object management environment is depicted in accordance with an illustrative embodiment. Object management environment **600** may be an environment in which object **604** and information **602** for object **604** may be managed.

In these illustrative examples, object **604** may be a physical object. Object **604** may be, for example, a structure in aircraft **300** in **Figure 3**. In other illustrative examples, object **604** may take the form of aircraft **300** in **Figure 3**. In some cases, object **604** may take the form of object **133** or platform **104** in **Figure 1**.

As depicted, object **604** may include parts **606** that may be assembled together to form object **604**. Operations **608** may be performed for object **604** by an operator in object management environment **600** to manage object **604.** Operations **608** may include, for example, without limitation, assembling parts **606**, reworking a part in parts **606**, adding a part to parts **606** in object **604**, replacing a part in parts **606**, collecting information about the state of object **604**, performing an inspection of object **604**, performing maintenance of parts **606** for object **604**, and/or other suitable types of operations.

In these illustrative examples, performing an operation in operations **608** may require identifying information **602** about object **604**. Information **602** may include, for example, data about object **604**, a file, a report, a log, an identification of inconsistencies in object **604**, a policy identifying design specifications for object **604**, a model for object **604,** and/or other suitable types of information.

Information **602** may be managed using information management system **605**. Information management system **605** may include information collection system **610** and computer system **612**. Computer system **612** may be in a location remote to information collection system **610** in these examples. Additionally, information collection system **610** and computer system **612** may be in communication with each other in these illustrative examples. For example, information collection system **610** and computer system **612** may exchange information using a wireless and/or wired communications link.

In these depicted examples, an operator may use information collection system **610** to collect information about object **604** when parts **606** for object **604** are not yet assembled, partially assembled, and/or fully assembled together. Information collection system **610** may include storage system **614,** sensor system **616,** and computer system **618**. Storage system **614** and sensor system **616** may be in communication with computer system **618**.

As illustrated, storage system **614** may include number of storage devices **620**. Number of storage devices **620** may be configured to store information **602** about object **604**.

For example, number of storage devices **620** may be configured to store point cloud **622** for object **604**. Point cloud **622** may be a three-dimensional grid that may be uniformly spaced in these examples. Each of plurality of points **624** in point cloud **622** may be associated with data about object **604**. This data may include, for example, identification **625** of a part in parts **606** for object **604**.

Sensor system **616** may include number of sensors **628**. Number of sensors **628** may include at least one of camera system **630**, audio system **632**, and other suitable types of sensors. Number of sensors **628** may be configured to generate information **634**. Information **634** may comprise, for example, at least one of images **636** generated by camera system **630**, video data **638** generated by camera system **630**, audio data **640** generated by audio system **632**, and other suitable types of information. Number of sensors **628** may be configured to send information **634** to computer system **618**.

Computer system **618** may include number of computers **642** in this illustrative example. Information process **644** may run on number of computers **642**. Information process **644** may use information **634** to identify location **646** on object **604**. For example, location **646** may use a number of images in images **636** and/or video data **638** to identify location **646**.

Location **646** may be a location identified using a coordinate system. For example, location **646** may be identified using a Cartesian coordinate system. Of course, in other illustrative examples, other coordinate systems, such as a polar coordinate system, may be used.

Information process **644** may identify association **648** between location **646** and number of points **650** in point cloud **622** for object **604**. For example, information process **644** may compare location **646** to plurality of points **624** in point cloud **622**. Information process **644** may identify number of points **650** in plurality of points **624** that may be associated with location **646** to form association **648**. Number of points **650** may be associated with location **646** by being in a same relative location in point cloud **622** for object **604** as location **646** on object **604**.

In this depicted example, number of points **650** may be associated with number of parts **652** in parts **606**. For example, each of number of points **650** may be associated with an identification of a part in number of parts **652**. Information process **644** may associate location **646** with number of parts **652** based on association **648** between location **646** and number of points **650**. Number of parts **652** may include, for example, without limitation, a programmable component in programmable components **108**.

Information process **644** may present identification **654** of number of parts **652** for object **604** associated with location **646** on graphical user interface **656** on display system **658**. Display system **658** may be part of information collection system **610** in these examples.

In response to a presentation of identification **654** on graphical user interface **656**, an operator may decide to use sensor system **616** to generate additional information in information **634**. For example, an operator may use sensor system **616** to generate additional video data for object **604**. As another example, the operator may decide to create an audio recording describing the appearance of number of parts **652** associated with location **646**.

The additional information in information **634** generated by sensor system **616** may be sent to information process **644**. Information process **644** may associate information **634** with location **646** on object **604**. In some illustrative examples, information **634** may be presented on graphical user interface **656** on display system **658.**

In these illustrative examples, location **646** on object **604**, identification **654** of number of parts **652**, and/or information **634** may be sent to computer system **612** for further processing. Computer system **612** may be comprised of number of computers **660**.

Information management process **662** may run on number of computers **660**. Information management process **662** may be any process configured to use location **646** on object **604**, identification **654** of number of parts **652**, and/or information **634** to generate and/or manage information **602** about object **604**. For example, information **634** generated by sensor system **616** may be used by information management process **662** to generate a report about object **604**.

As one illustrative example, detection process **664** in information management process **662** may be configured to use location **646** on object **604**, identification **654** of number of parts **652**, and/or information **634** to identify number of inconsistencies **666** in object **604**. An inconsistency, in these examples, may also be referred to as a nonconformance.

In these depicted examples, the identification of number of inconsistencies **666** may be used in performing operations **608**. In one illustrative example, operations **608** may include inspecting object **604** for inconsistencies. The identification of number of inconsistencies **666** may be used to make determinations that additional operations are to be performed. For example, number of inconsistencies **666** may require rework or replacement of a part.

In some illustrative examples, operations **608** may include assembling a number of parts together for object **604** and installing fasteners to assemble the number of parts together. Information **602** generated by information management process **662** may be used to identify the type and/or size of fasteners needed for assembling the parts together. In other illustrative examples, operations **608** may include programmable components **108** as illustrated in **Figure 1**.

The illustration of object management environment **600** in **Figure 6** is not meant to imply physical or architectural limitations to the manner in which different illustrative embodiments may be implemented. Other components in addition to and/or in place of the ones illustrated may be used. Some components may be unnecessary in some illustrative embodiments. Also, the blocks are presented to illustrate some functional components. One or more of these blocks may be combined and/or divided into different blocks when implemented in different illustrative embodiments.

For example, in some illustrative examples, a first portion of number of computers **642** in computer system **618** may be in a location remote to a second portion of number of computers **642**. Further, in some illustrative examples, information management process **662** with detection process **664** may be configured to run on number of computers **642**. In this manner, computer system **612** may not be needed.

In other illustrative examples, object **604** may be a structure for a platform other than an aircraft. For example, object **604** may be a structure in a platform selected from one of a mobile platform, a stationary platform, a land-based structure, an aquatic-based structure, a space-based structure, and/or some other suitable object. More specifically, the different illustrative embodiments may be applied to, for example, without limitation, a submarine, a bus, a personnel carrier, a tank, a train, an automobile, a spacecraft, a space station, a satellite, a surface ship, a power plant, a dam, a bridge, a manufacturing facility, a building, and/or some other suitable object.

With reference now to **Figure 7**, an illustration of a point cloud generation system is depicted in accordance with an illustrative embodiment. In this illustrative example, point cloud generation system **700** may be configured to generate data for point cloud **702**. Point cloud **702** may be an example of one implementation for point cloud **138** in **Figure 1** and point cloud **622** in **Figure 6**.

In this illustrative example, point cloud generation system **700** may include storage system **704** and computer system **705**. Storage system **704** may comprise number of storage devices **706**. Some, all, or none of number of storage devices **706** may be part of a storage

system for an information collection system, such as storage system **614** for information collection system **610** in **Figure 6**.

Number of storage devices **706** may be configured to store model **708**. Model **708** may be a model for an object, such as platform **104** in **Figure 1** or object **604** in **Figure 6**. Model **708** may be three-dimensional model **710** in these examples. More specifically, three-dimensional model **710** may comprise number of stereolithographic files **712**. Each of number of stereolithographic files **712** may be for a part in the object for which model **708** was generated.

In this depicted example, computer system **705** may comprise number of computers **714**. Some, all, or none of number of computers **714** may be part of a computer system in an information management system, such as information management system **605** in **Figure 6**. For example, some, all, or none of number of computers **714** may be part of computer system **612** or computer system **618** in **Figure 6**.

Point cloud generation process **716** may run on number of computers **714** in these examples. Point cloud generation process **716** may be configured to retrieve number of stereolithographic files **712** from storage system **704**. Point cloud generation process **716** may identify number of triangles **720** for a part identified in each stereolithographic file in number of stereolithographic files **712**. In particular, point cloud generation process **716** may identify plurality of vertices **722** for each triangle in number of triangles **720**. Plurality of vertices **722** may include three vertices for each triangle.

As illustrated, point cloud generation process **716** may assign plurality of vertices **722** to plurality of points **724** from points **726** in point cloud **702**. Points **726** may be on three-dimensional grid **730**. Further, points **726** may be uniformly spaced on three-dimensional grid **730**. As one illustrative example, point cloud generation process **716** may assign plurality of vertices **722** to plurality of points **724** by assigning each vertex in plurality of vertices **722** to a nearest point in point cloud **702**.

Point cloud generation process **716** may identify volume **732** within point cloud **702**. Volume **732** may be cuboid **734** in these examples. Cuboid **734** may encompass plurality of vertices **722**. In other words, each of plurality of vertices **722** may be located within cuboid **734** in three-dimensional grid **730** for point cloud **702**.

First set of points **736** in point cloud **702** may be identified by point cloud generation process **716**. First set of points **736** may include the points in points **726** in point cloud **702** that may be within cuboid **734** and within first selected distance **737** from plane **738** defined

by plurality of vertices **722**. First selected distance **737** may be, for example, without limitation, one grid unit spacing in three-dimensional grid **730** from plane **738**.

Second set of points **740** in point cloud **702** may be identified by point cloud generation process **716**. Second set of points **740** may include the points in points **726** in point cloud **702** that may be within second selected distance **741** from bounds **742** defined by plurality of vertices **722**. Bounds **742** may be the edges of the triangle formed by plurality of vertices **722**. Second selected distance **741** may be outside of bounds **742** or within bounds **742**.

Point cloud generation process **716** may identify set of points **743** at the intersection of first set of points **736** and second set of points **740.** Set of points **743** may form identified points **744** in point cloud **702**. Point cloud generation process **716** may assign identifier **746** to identified points **744** and plurality of points **724** in point cloud **702**.

Identifier **746** may be, for example, a part number for the part for which the particular stereolithographic file was generated. Point cloud generation process **716** may store indices **748** in identified points **744** and plurality of points **724** in point cloud **702**. Indices **748** may be referenced to identifier **746**. In this manner, identifier **746** may be assigned to identified points **744** and plurality of points **724** in point cloud **702**.

In this manner, point cloud generation process **716** may generate data for point cloud **702** for an object. The data may include the identifiers for the different parts in the object and/or other suitable information.

In this illustrative example, point cloud **702** and the data generated for point cloud **702** may be stored in storage system **704**. Further, point cloud **702** and the data generated for point cloud **702** may be sent to programming unit **114** in **Figure 1** and/or information collection system **610** in **Figure 6.**

With reference now to **Figure 8**, an illustration of a point cloud is depicted in accordance with an illustrative embodiment. In this illustrative example, point cloud **800** may be an example of point cloud **138** in Figure 1, point cloud **622** in **Figure 6,** and/or point cloud **702** in **Figure 7**. Point cloud **800** may have points **802**.

As illustrated, points **802** may be on three-dimensional grid **804**. Three-dimensional grid **804** may have first axis **806**, second axis **808**, and third axis **810**. Points **802** may have uniformly spaced on three-dimensional grid **804**. In other words, each grid unit in three-dimensional grid **804** may have substantially the same size.

In this illustrative example, vertices **812, 814**, and **816** may have been assigned to points **818, 820,** and **822**, respectively. Vertices **812, 814**, and **816** form triangle **824** with bounds **826, 828,** and **830.** Further, plane **825** is defined by vertices **812, 814**, and **816**.

As depicted, vertices **812, 814,** and **816** may be encompassed within cuboid **832**. Cuboid **832** may be an example of one implementation for volume **732** in **Figure 7**. Using cuboid **832**, plane **825**, and bounds **826, 828,** and **830**, a point cloud generation system may identify a set of points in points **802** within cuboid **832,** within a first selected distance from plane **825,** and within a second selected distance from bounds **826, 828,** and **830.**

In this illustrative example, the set of points may include points **834, 836**, and **838**. Each of these points and points **818, 820**, and **822** may be associated with an identifier for a part. For example, an index may be stored for each point in which the index is referenced to a part number for a part. The part may be the part for which the stereolithographic file identifying triangle **824** was created.

With reference now to **Figure 9**, an illustration of a flowchart of a process for managing a programmable component is depicted in accordance with an illustrative embodiment. The process illustrated in **Figure 9** may be implemented in component management environment **100** in **Figure 1**. In particular, the process may be implemented using programming unit **114** and component manager **121** in **Figure 1**.

The process may begin by pointing programming unit **114** at location **130** on object **133** (operation **900**). Object **133** may be an object in platform **104**. In some illustrative examples, programmable component **128** may be installed at location **130**. In other illustrative examples, programmable component **128** may not be installed at location **130** prior to programming.

The process may then identify location **130** on object **133** based on position **118** of programming unit **114** with respect to object **133** (operation **902**). Location **130** may be identified with respect to object coordinate system **124.**

Thereafter, the process may identify programming information **132** for programmable component **128** based on location **130** on object **133** (operation **904**). Programming information **132** may comprise, for example, without limitation, at least one of an identifier, a control code, a program, a configuration file, and/or other suitable types of information.

The process may then program programmable component **128** using programming information **132** for programmable component **128** (operation **906**), with the process terminating thereafter.

Operation **906** may be performed in a number of different ways. For example, operation **906** may involve programming unit **114** sending programming information **132** to programmable component **128** over communications link **142** with programmable component **128**. In other illustrative examples, programming information **132** may be sent to programmable component **128** by human operator **116**. In some cases, human operator **116** may enter programming information **132** into programmable component **128** or may transfer programming information **132** to programmable component **128** using portable storage device **157**.

Turning now to **Figure 10**, an illustration of a flowchart of a process for identifying programming information for a programmable component is depicted in accordance with an illustrative embodiment. The process illustrated in **Figure 10** may be implemented in component manager **121** in **Figure 1**.

The process may begin by receiving location **130** on object **133** (operation **1000**). The process may then identify an association between location **130** on object **133** and number of points **152** in point cloud **138** (operation **1002**).

Thereafter, the process may identify the component identification in component identifications **139** stored in database **134** that is associated with number of points **152** in point cloud **138** (operation **1004**). Next, the process may identify programming information **132** stored in database **134** using the component identification associated with number of points **152** in point cloud **138** (operation **1004**), with the process terminating thereafter.

With reference now to **Figure 11**, an illustration of a flowchart for processing identifier information is depicted in accordance with an illustrative embodiment. The process illustrated in **Figure 11** may be implemented in component management environment **100** in **Figure 1** and programming unit **114** in **Figure 2**. In particular, this process may be implemented using at least one of programmer **213** in programming unit **114** in **Figure 2** and component manager **121** in computer system **136** in **Figure 1**.

The process may begin by selecting an unprocessed programmable component in programmable components **108** for processing (operation **1100**). The process may then request identifier information from the selected unprocessed programmable component (operation **1102**). Next, the identifier information may be received from the selected programmable component (operation **1104**). The identifier information may then be stored in database **134** (operation **1106**).

A determination may be made as to whether another unprocessed programmable component in programmable components **108** may be present (operation **1108**). If another

unprocessed programmable component is present, the process may return to operation **1100**. Otherwise, the process may terminate.

In this manner, inventory **160** may be generated for programmable components **108** in platform **104**. Inventory **160** may then be used to perform inspections, maintenance, upgrades, and other suitable operations for platform **104**.

With reference now to **Figure 12**, an illustration of a flowchart of a process for managing information about an object is depicted in accordance with an illustrative embodiment. The process illustrated in **Figure 12** may be implemented using, for example, information management system **605** in **Figure 6**. In particular, this process may be implemented using information process **644** in **Figure 6**.

The process may begin by identifying location **646** on an object **604** (operation **1200**). This location may be identified using data obtained from sensor system **616**. Further, this location may be identified using a coordinate system, such as a Cartesian coordinate system.

The process may identify association **648** between location **646** the object **604** and number of points **650** in point cloud **622** for object **604** (operation **1202**). Number of points **650** in point cloud **622** may be associated with number of parts **652** for object **604**. In this illustrative example, more than one point may be associated with a same part.

Next, the process may associate location **646** on object **604** with number of parts **652** for object **604** based on association **648** of location **646** on object **604** with number of points **650** in point cloud **622** (operation **1204**). Thereafter, the process may present an identification of number of parts **652** associated with location **646** on object **604** on graphical user interface 656 on display system **658** (operation **1206**). In this manner, the operators may be able to view number of parts **652** identified as associated with location **646**.

The process may then identify information **634** for location **646** on object **604** in a number of types of media (operation **1208**). Operation **1208** may be performed by receiving information generated by a sensor system in the number of types of media. For example, the information may include at least one of images, video data, and audio data.

The process may associate information **634** for location **646** on object **604** with location **646** on object **604** (operation **1210**), with the process terminating thereafter.

With reference now to **Figure 13**, an illustration of a flowchart of a process for associating a location with a number of parts is depicted in accordance with an illustrative embodiment. The process illustrated in **Figure 13** may be a more detailed process of operation **1202** and operation **1204** in **Figure 12**. This process may be implemented using

information management system **605** in **Figure 6**. In particular, the process illustrated in **Figure 13** may be implemented using information process **644** in **Figure 6**.

The process may begin by comparing location **646** on object **604** to plurality of points **624** in point cloud **622** for object **604** (operation **1300**). In operation **1300**, location **646** may be location **646** identified in operation **1200** in **Figure 12**. Each of plurality of points **624** in point cloud **622** may be associated with identification **654** of a part for object **604**.

Thereafter, the process may identify number of points **650** in plurality of points **624** in point cloud **622** for object **604** associated with location **646** on object **604** to form association **648** between location **646** on object **604** and number of points **650** (operation **1302**). Next, the process may identify number of parts **652** for object **604** associated with number of points **650** identified in point cloud **622** using identification **654** of the part associated with each of number of points **650** (operation **1304**).

The process may then associate location **646** on object **604** with number of parts **652** for object **604** (operation **1306**), with the process terminating thereafter.

With reference now to **Figure 14**, an illustration of a flowchart of a process for generating data for a point cloud is depicted in accordance with an illustrative embodiment. The process illustrated in **Figure 14** may be implemented using point cloud generation system **700** in **Figure 7**. In particular, this process may be implemented using point cloud generation process **716** in **Figure 7**.

The process may begin by identifying plurality of vertices **772** for model **708** of object **604** (operation **1400**). Object **604** may be comprised of plurality of parts **606**. For example, object **604** may be formed when plurality of parts **606** is assembled together. In operation **1400**, model **708** for object **604** may be three-dimensional model **710**.

Thereafter, the process may associate identifiers for plurality of parts **606** with points **726** in point cloud **702** using plurality of vertices **722** for model **708** of object **604** (operation **1402**), with the process terminating thereafter.

With reference now to **Figure 15**, an illustration of a flowchart of a process for generating data for a point cloud is depicted in accordance with an illustrative embodiment. The process illustrated in **Figure 15** may be implemented using point cloud generation system **700** in **Figure 7**. In particular, this process may be implemented using point cloud generation process **716** in **Figure 7**.

The process may begin by receiving number of stereolithographic files **712** for number of parts **652** for object **604** (operation **1500**). The process may select a

stereolithographic file for processing (operation **1502**). Next, the process may identify number of triangles **720** identified in the stereolithographic file (operation **1504**).

Thereafter, the process may select a triangle in number of triangles **720** for processing (operation **1506**). The process may identify plurality of vertices **722** for the triangle selected (operation **1508**).

The process may then assign plurality of vertices **722** to plurality of points **724** in point cloud **702** (operation **1510**). Point cloud **702** may be comprised of points **726** on a three-dimensional grid **730**. Three-dimensional grid **730** may be a uniformly spaced grid in these examples. In operation **1510**, each vertex may be assigned to a point in point cloud **702** by assigning the vertex to the nearest point in point cloud **702**.

Next, the process may identify a cuboid within point cloud **702** in which the cuboid encompasses plurality of vertices **722** (operation **1512**). The process may identify first set of points **736** in point cloud **702** within the cuboid and within first selected distance **737** from plane **738** defined by plurality of vertices **722** (operation **1514**). First selected distance **737** may be, for example, one grid unit spacing.

Thereafter, the process may identify second set of points **740** in point cloud **702** within second selected distance **741** from bounds **742** defined by plurality of vertices **722** (operation **1516**). Second selected distance **741** from bounds **742** may be within bounds **742** or outside of bounds **742**. Bounds **742** may be defined as the edges formed by plurality of vertices **722** in these examples.

The process may then identify set of points **743** at an intersection of first set of points **736** and second set of points **740** to form identified points **744** (operation **1518**). Thereafter, the process may assign identifier **746** for a part to identified points **744** and the plurality of points **724** (operation **1520**). The part may be the part for which the selected stereolithographic file was created.

Next, the process determines whether any additional unprocessed triangles may be identified in the selected stereolithographic file (operation **1522**). If unprocessed triangles are present, the process returns to operation **1506** as described above. Otherwise, the process may determine whether any additional unprocessed stereolithographic files are present (operation **1524**). If additional unprocessed stereolithographic files are present, the process may return to operation **1502** as described above. Otherwise, the process may terminate.

The flowcharts and block diagrams in the different depicted embodiments illustrate the architecture, functionality, and operation of some possible implementations of apparatuses and methods in an illustrative embodiment. In this regard, each block in the

flowcharts or block diagrams may represent a module, segment, function, and/or a portion of an operation or step. For example, without limitation, one or more of the blocks may be implemented as program code, in hardware, or a combination of the program code and hardware. When implemented in hardware, the hardware may, for example, without limitation, take the form of integrated circuits that are manufactured or configured to perform one or more operations in the flowcharts or block diagrams.

In some alternative implementations of an illustrative embodiment, the function or functions noted in the blocks may occur out of the order noted in the figures. For example, in some cases, two blocks shown in succession may be executed substantially concurrently, or the blocks may sometimes be performed in the reverse order, depending upon the functionality involved. Also, other blocks may be added in addition to the illustrated blocks in a flowchart or block diagram.

Turning now to **Figure 16**, an illustration of a data processing system is depicted in accordance with an illustrative embodiment. Data processing system **1600** may be used to implement one or more computers in computer system **136** in **Figure 1**. In this illustrative example, data processing system **1600** may include communications framework **1602**, which provides communications between processor unit **1604**, memory **1606**, persistent storage **1608**, communications unit **1610**, input/output (I/O) unit **1612**, and display **1614**. In this example, communication framework **1602** may take the form of a bus system.

Processor unit **1604** may serve to execute instructions for software that may be loaded into memory **1606**. Processor unit **1604** may be a number of processors, a multi-processor core, or some other type of processor, depending on the particular implementation.

Memory **1606** and persistent storage **1608** may be examples of storage devices **1616**. A storage device may be any piece of hardware that is capable of storing information, such as, for example, without limitation, data, program code in functional form, and/or other suitable information either on a temporary basis and/or a permanent basis. Storage devices **1616** may also be referred to as computer readable storage devices in these illustrative examples. Memory **1606**, in these examples, may be, for example, without limitation, a random access memory or any other suitable volatile or non-volatile storage device. Persistent storage **1608** may take various forms, depending on the particular implementation.

For example, persistent storage **1608** may contain one or more components or devices. For example, persistent storage **1608** may be a hard drive, a flash memory, a rewritable optical disk, a rewritable magnetic tape, or some combination of the above. The

media used by persistent storage **1608** also may be removable. For example, a removable hard drive may be used for persistent storage **1608**.

Communications unit **1610**, in these illustrative examples, may provide for communications with other data processing systems or devices. In these illustrative examples, communications unit **1610** may be a network interface card.

Input/output unit **1612** may allow for input and output of data with other devices that may be connected to data processing system **1600**. For example, input/output unit **1612** may provide a connection for user input through a keyboard, a mouse, and/or some other suitable input device. Further, input/output unit **1612** may send output to a printer. Display **1614** may provide a mechanism to display information to a user.

Instructions for the operating system, applications, and/or programs may be located in storage devices **1616**, which are in communication with processor unit **1604** through communications framework **1602**. The processes of the different embodiments may be performed by processor unit **1604** using computer-implemented instructions, which may be located in a memory, such as memory **1606**.

These instructions may be referred to as program code, computer usable program code, or computer readable program code that may be read and executed by a processor in processor unit **1604**. The program code in the different embodiments may be embodied on different physical or computer readable storage media, such as memory **1606** or persistent storage **1608**.

Program code **1618** may be located in a functional form on computer readable media **1620** that may be selectively removable and may be loaded onto or transferred to data processing system **1600** for execution by processor unit **1604**. Program code **1618** and computer readable media **1620** may form computer program product **1622** in these illustrative examples. In one example, computer readable media **1620** may be computer readable storage media **1624** or computer readable signal media **1626**.

In these illustrative examples, computer readable storage media **1624** may be a physical or tangible storage device used to store program code **1618** rather than a medium that propagates or transmits program code **1618.**

Alternatively, program code **1618** may be transferred to data processing system **1600** using computer readable signal media **1626**. Computer readable signal media **1626** may be, for example, without limitation, a propagated data signal containing program code **1618**. For example, computer readable signal media **1626** may be an electromagnetic signal, an optical signal, and/or any other suitable type of signal. These signals may be transmitted over

communications links, such as wireless communications links, optical fiber cable, coaxial cable, a wire, and/or any other suitable type of communications link.

The different components illustrated for data processing system **1600** are not meant to provide architectural limitations to the manner in which different embodiments may be implemented. The different illustrative embodiments may be implemented in a data processing system including components in addition to and/or in place of those illustrated for data processing system **1600**. Other components shown in **Figure 16** may be varied from the illustrative examples shown. The different embodiments may be implemented using any hardware device or system capable of running program code **1618**.

Illustrative embodiments of the disclosure may be described in the context of aircraft manufacturing and service method **1700** as shown in **Figure 17** and aircraft **1800** as shown in **Figure 18**. Turning first to **Figure 17**, an illustration of an aircraft manufacturing and service method is depicted in accordance with an illustrative embodiment. During pre-production, aircraft manufacturing and service method **1700** may include specification and design **1702** of aircraft **1800** in **Figure 18** and material procurement **1704**.

During production, component and subassembly manufacturing **1706** and system integration **1708** of aircraft **1800** in **Figure 18** may take place. Thereafter, aircraft **1800** may go through certification and delivery **1710** in order to be placed in service **1712**. While in service **1712** by a customer, aircraft **1800** may be scheduled for routine maintenance and service **1714**, which may include modification, reconfiguration, refurbishment, and other maintenance or service.

Each of the processes of aircraft manufacturing and service method **1700** may be performed or carried out by a system integrator, a third party, and/or an operator. In these examples, the operator may be a customer. For the purposes of this description, a system integrator may include, without limitation, any number of aircraft manufacturers and major-system subcontractors; a third party may include, without limitation, any number of vendors, subcontractors, and suppliers; and an operator may be an airline, a leasing company, a military entity, a service organization, and so on.

With reference now to **Figure 18**, an illustration of an aircraft is depicted in which an illustrative embodiment may be implemented. In this example, aircraft **1800** may be produced by aircraft manufacturing and service method **1700** in **Figure 17** and may include airframe **1802** with plurality of systems **1804** and interior **1806**. Examples of systems **1804** may include one or more of propulsion system **1808**, electrical system **1810**, hydraulic system **1812**, and environmental system **1814**. Any number of other systems may be

included. Although an aerospace example is shown, different illustrative embodiments may be applied to other industries, such as the automotive industry.

Apparatuses and methods embodied herein may be employed during at least one of the stages of aircraft manufacturing and service method **1700** in **Figure 17**. An illustrative embodiment may be employed during one of the stages to program programmable components in aircraft **1800**.

In one illustrative example, components or subassemblies produced in component and subassembly manufacturing **1706** in **Figure 17** may be fabricated or manufactured in a manner similar to components or subassemblies produced while aircraft **1800** may be in service **1712** in **Figure 17**.

As yet another example, one or more apparatus embodiments, method embodiments, or a combination thereof may be utilized during production stages, such as component and subassembly manufacturing **1706** and system integration **1708** in **Figure 17** to program programmable components for aircraft **1800**. One or more apparatus embodiments, method embodiments, or a combination thereof may be utilized by programming unit **114** in **Figure 1** and may be used to program programmable components in aircraft **1800** while aircraft **1800** may be in service **1712** and/or during maintenance and service **1714** in **Figure 17**. The use of a number of the different illustrative embodiments may substantially expedite the assembly of and/or reduce the cost of aircraft **1800**.

The description of the different illustrative embodiments has been presented for purposes of illustration and description and is not intended to be exhaustive or limited to the embodiments in the form disclosed. Many modifications and variations will be apparent to those of ordinary skill in the art.

Further, different illustrative embodiments may provide different features as compared to other illustrative embodiments. The embodiment or embodiments selected are chosen and described in order to best explain the principles of the embodiments, the practical application, and to enable others of ordinary skill in the art to understand the disclosure for various embodiments with various modifications as are suited to the particular use contemplated.

CLAIMS:

What is claimed is:

1. A method for managing a programmable component (128), the method comprising:

identifying a location (130) on an object (133) using a programming unit (114) based on a position (118) of the programming unit (114) with respect to the object (133);

identifying programming information (132) for the programmable component (128) based on the location (130) on the object (133); and

programming the programmable component (128) using the programming information (132) for the programmable component (128).

2. The method of claim 1, wherein identifying the location (130) on the object (133) comprises:

identifying the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133) and a distance (131) between the programming unit (114) and the location (130) on the object (133).

3. The method of either claim 1 or claim 2, wherein identifying the location (130) on the object (133) comprises:

pointing the programming unit (114) at the location (130) on the object (133); and

identifying the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133) with the programming unit (114) pointed at the object (133).

4. The method of any preceding claim, wherein programming the programmable component (128) using the programming information (132) for the programmable component (128) comprises:

sending the programming information (132) to the programmable component (128) over a communications link (142) with the programmable component (128).

5. The method of any preceding claim, wherein programming the programmable component (128) using the programming information (132) for the programmable component (128) comprises:

sending the programming information (132) to the programmable component (128) by a human operator (116).

6. The method of any preceding claim, wherein identifying the programming information (132) for the programmable component (128) based on the location (130) on the object (133) comprises:

identifying an association between the location (130) on the object (133) and a number of points (152) in a point cloud (138) for the object (133), wherein the number of points (152) in the point cloud (138) is associated with a component identification stored in a database (134);

identifying the programming information (132) for the programmable component (128) using the component identification associated with the number of points (152) in the point cloud (138) and the database (134).

7. The method of any preceding claim 1 further comprising:

installing the programmable component (128) at the location (130) on the object (133) after programming the programmable component (128) using the programming information (132) for the programmable component (128).

8. The method of any preceding claim further comprising:

obtaining identifier information (158) for the programmable component (128) over a communications link (142) established with the programmable component (128), wherein the identifier information (158) comprises at least one of a media access code, a serial number, a part number, a processor serial number, a model number, an identification of a type of component, and a code.

9. The method of any preceding claim, wherein the programming information (132) comprises at least one of an identifier, a control code, a program, and a configuration file.

10. The method of any preceding claim, wherein the programmable component (128) is a first programmable component (144) that interacts with a second programmable component (146) and wherein the programming information (132) configures the first programmable component (144) to interact with the second programmable component (146).

11. The method of any preceding claim, wherein the programmable component (128) is selected from one of a switch, a sensor, an in-flight entertainment unit, a light, and a controller.

12. An apparatus comprising:

a programming unit (114) configured to identify a location (130) on an object (133) based on a position (118) of the programming unit (114) with respect to the object (133); and

a component manager (121) configured to identify programming information (132) for a programmable component (128) based on the location (130) on the object (133); and program the programmable component (128) using the programming information (132) for the programmable component (128).

13. The apparatus of claim 12, wherein in being configured to identify the location (130) on the object (133) based on the position (118) of the programming unit (114) with respect to the object (133), the programming unit (114) is configured to identify the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133) and a distance (131) between the programming unit (114) and the location (130) on the object (133).

14. The apparatus of either claim 12 or claim 13, wherein the programming unit (114) is configured to be pointed at the location (130) on the object (133) to identify the location (130) on the object (133) using the position (118) of the programming unit (114) with respect to the object (133).

15. The apparatus of either claim 12 or claim 14, wherein in being configured to program the programmable component (128) using the programming information (132) for the programmable component (128), the component manager (121) is configured to send the programming information (132) to the programmable component (128) from the programming unit (114) over a communications link (142) between the programming unit (114) and the programmable component (128).

FIG. 1

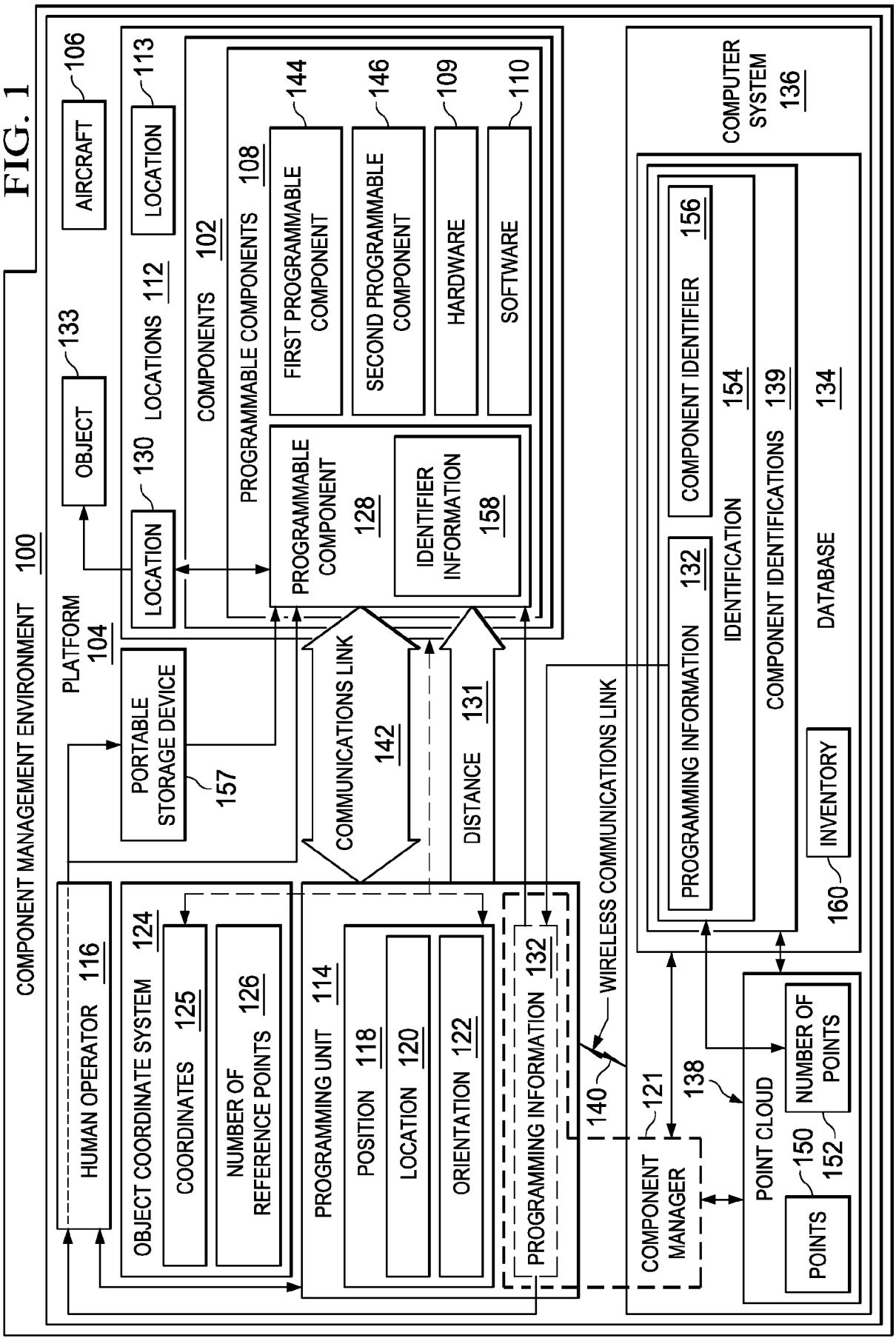
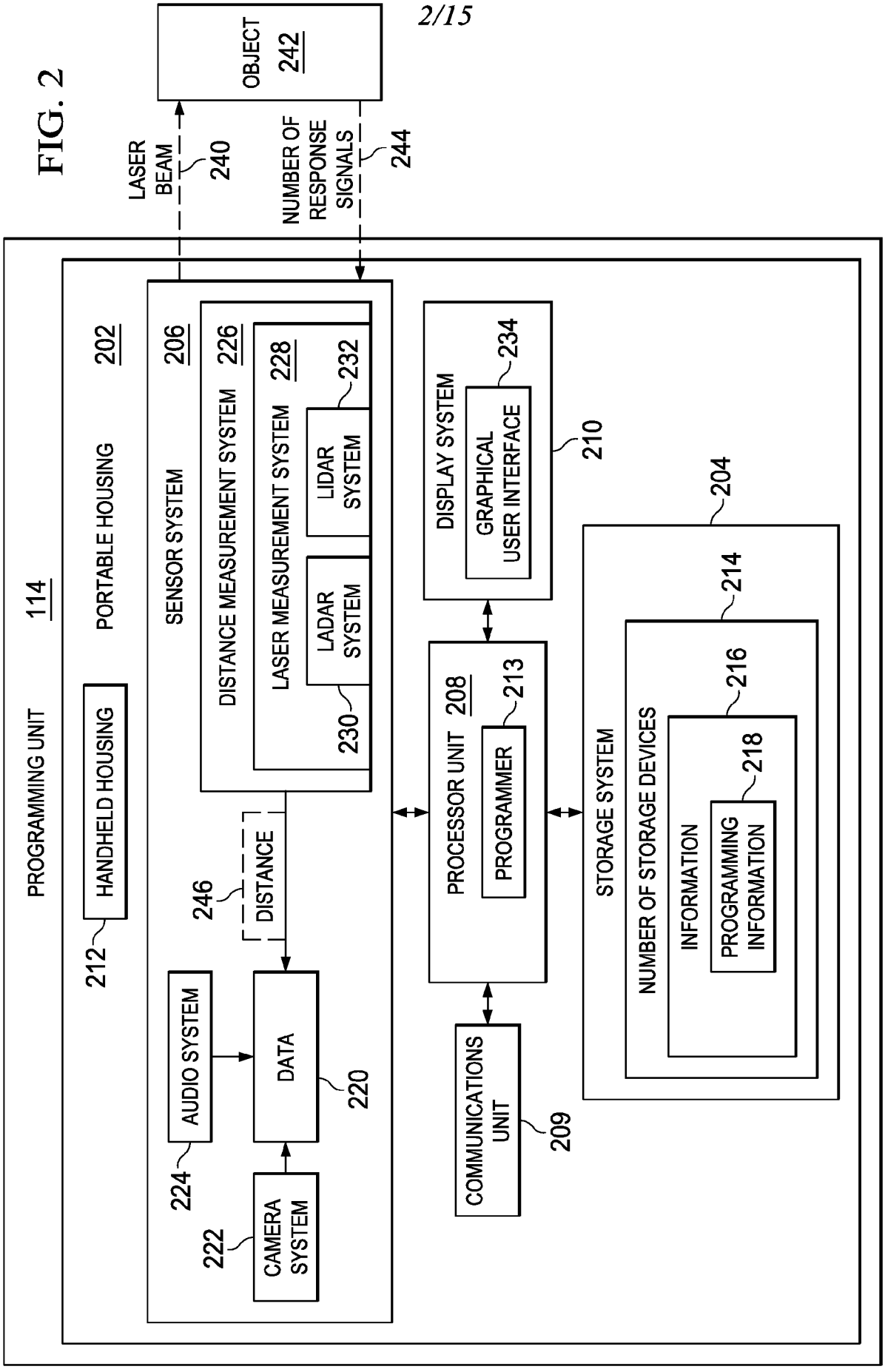

COMPONENT MANAGEMENT ENVIRONMENT 100
PLATFORM 104
AIRCRAFT 106
OBJECT 133
LOCATION 130
LOCATIONS 112
LOCATION 113
COMPONENTS 102
PROGRAMMABLE COMPONENTS 108
FIRST PROGRAMMABLE COMPONENT 144
SECOND PROGRAMMABLE COMPONENT 146
HARDWARE 109
SOFTWARE 110
PROGRAMMABLE COMPONENT 128
IDENTIFIER INFORMATION 158
PORTABLE STORAGE DEVICE 157
COMMUNICATIONS LINK 142
DISTANCE 131
COMPUTER SYSTEM 136
COMPONENT IDENTIFIER 156
PROGRAMMING INFORMATION 132
IDENTIFICATION 154
COMPONENT IDENTIFICATIONS 139
DATABASE 134
INVENTORY 160
WIRELESS COMMUNICATIONS LINK
HUMAN OPERATOR 116
OBJECT COORDINATE SYSTEM 124
COORDINATES 125
NUMBER OF REFERENCE POINTS 126
PROGRAMMING UNIT 114
POSITION 118
LOCATION 120
ORIENTATION 122
PROGRAMMING INFORMATION 132
140
COMPONENT MANAGER 121
138
POINT CLOUD
NUMBER OF POINTS 152
POINTS 150

FIG. 2


OBJECT
242
LASER BEAM
240
NUMBER OF RESPONSE SIGNALS
244
PROGRAMMING UNIT
114
PORTABLE HOUSING
202
HANDHELD HOUSING
212
SENSOR SYSTEM
206
DISTANCE MEASUREMENT SYSTEM
226
LASER MEASUREMENT SYSTEM
228
LADAR SYSTEM
230
LIDAR SYSTEM
232
DISTANCE
246
AUDIO SYSTEM
224
CAMERA SYSTEM
222
DATA
220
PROCESSOR UNIT
208
PROGRAMMER
213
DISPLAY SYSTEM
210
GRAPHICAL USER INTERFACE
234
COMMUNICATIONS UNIT
209
STORAGE SYSTEM
204
NUMBER OF STORAGE DEVICES
214
INFORMATION
216
PROGRAMMING INFORMATION
218

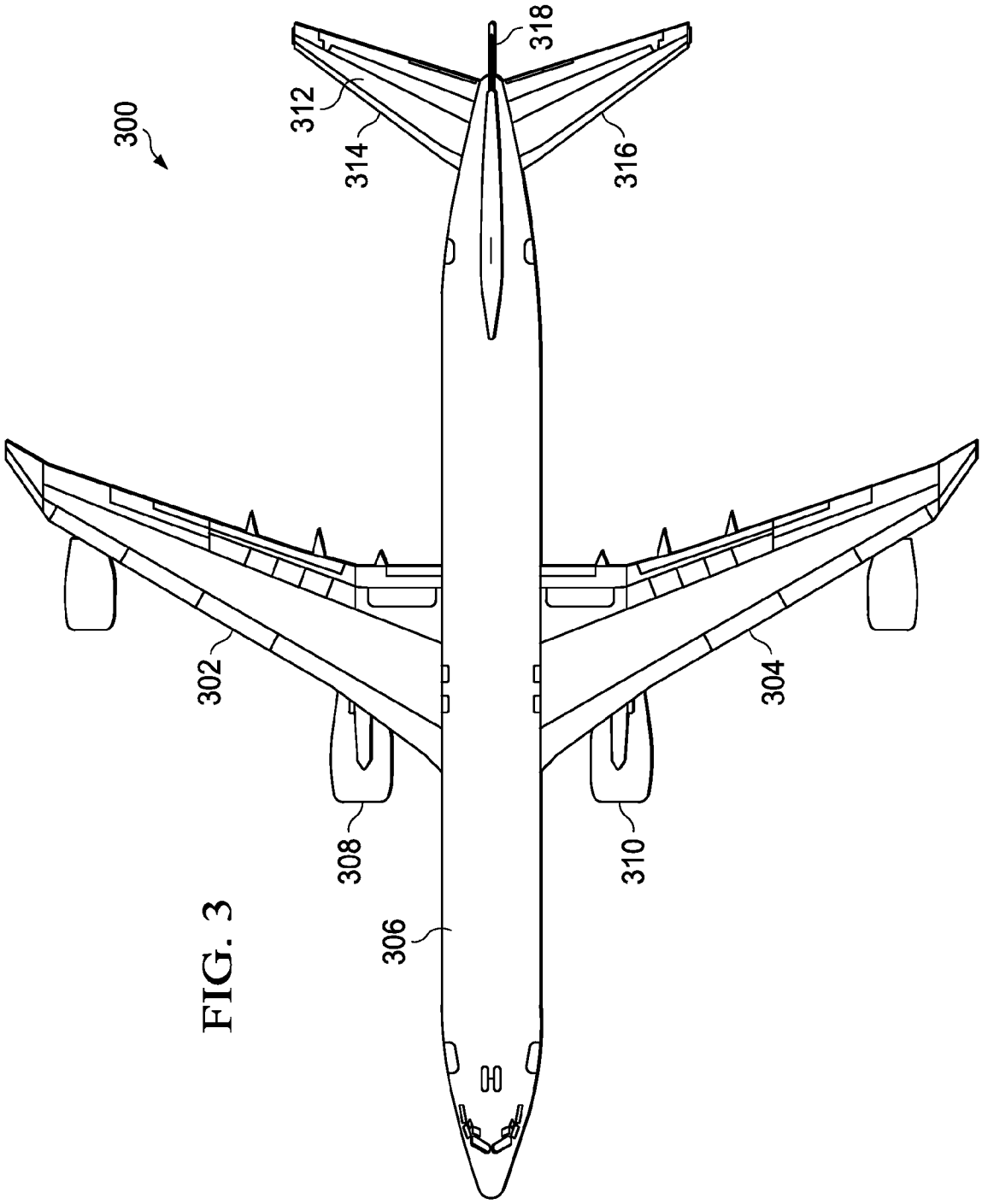


FIG. 3

FIG. 4

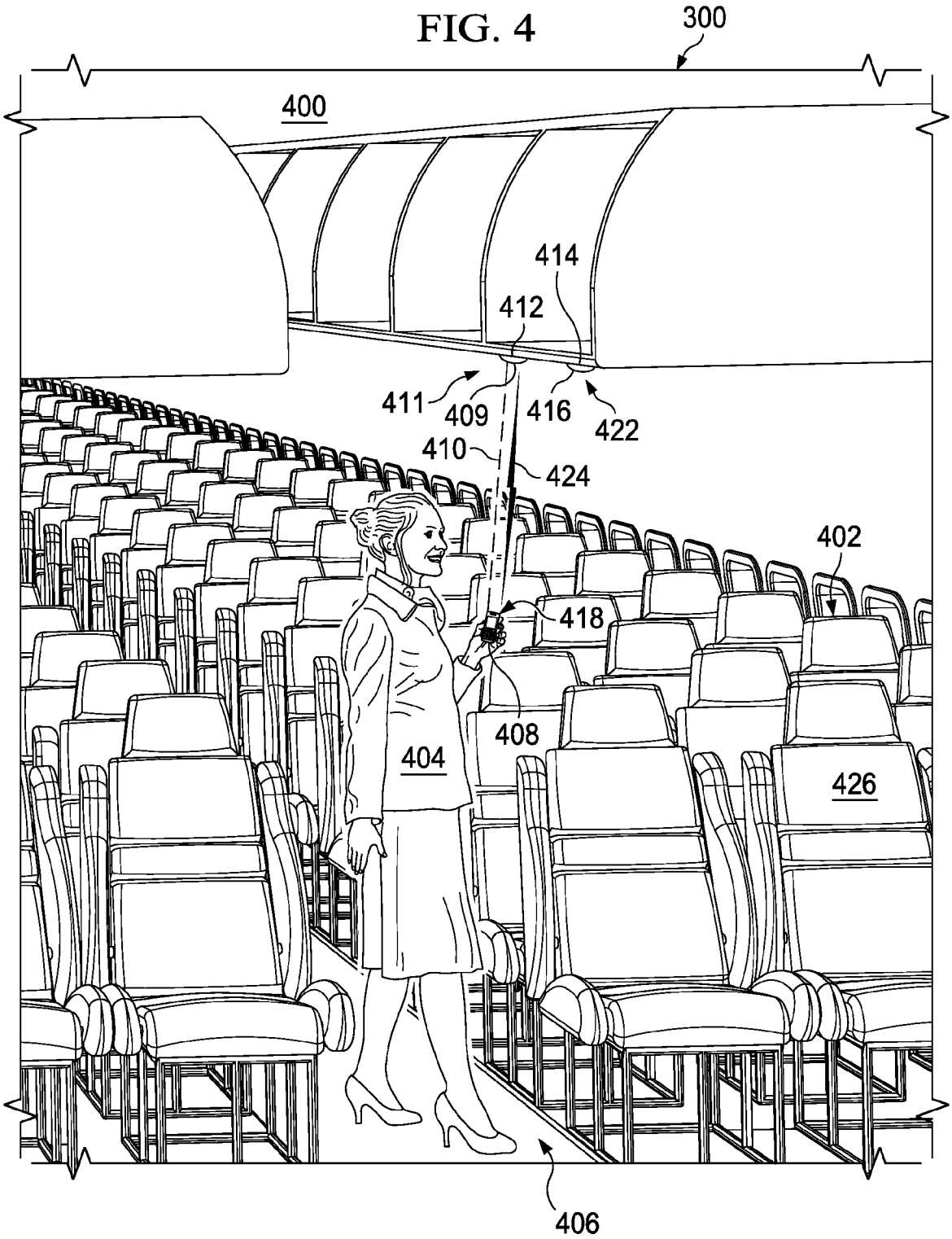


FIG. 5

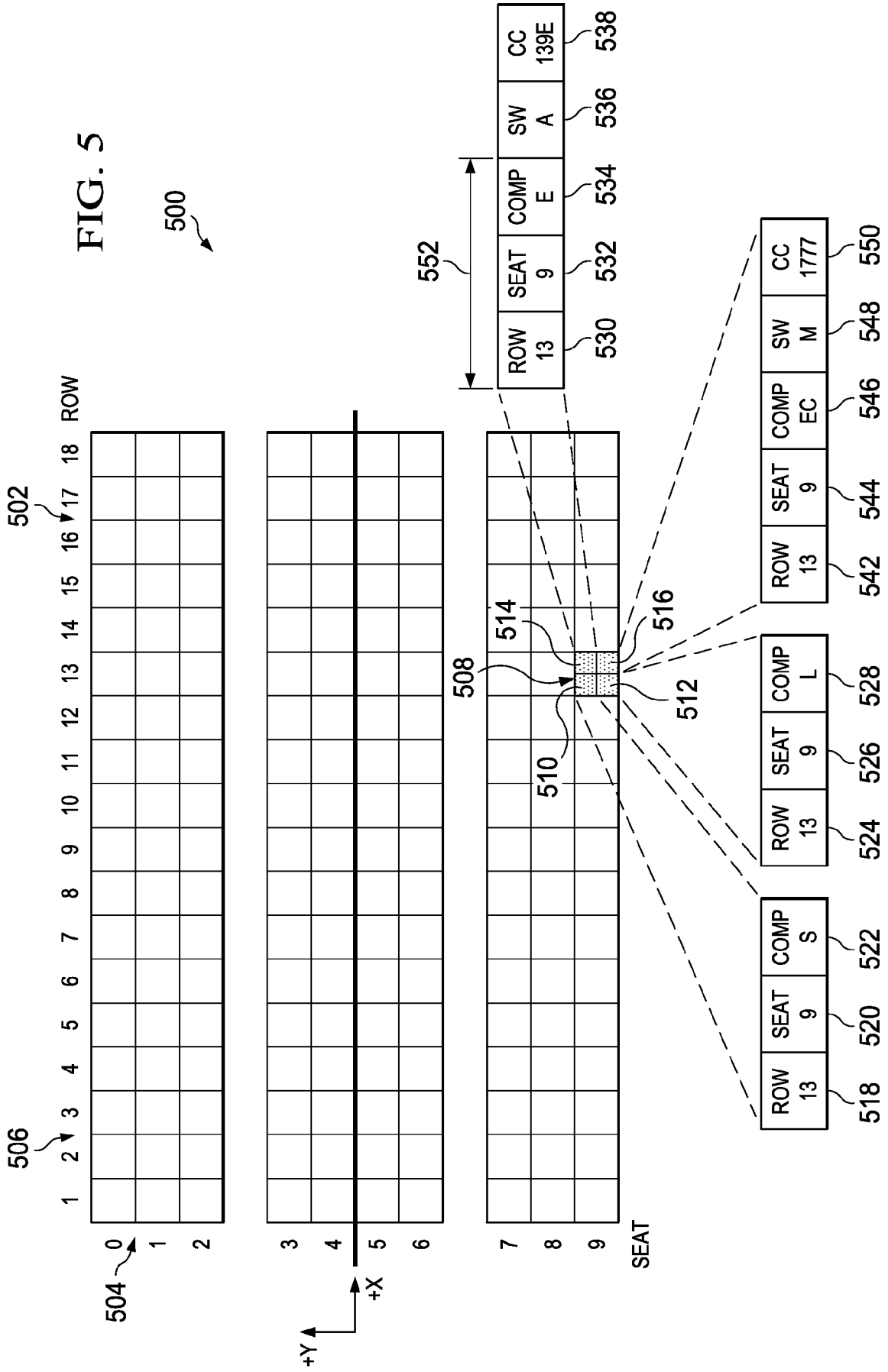
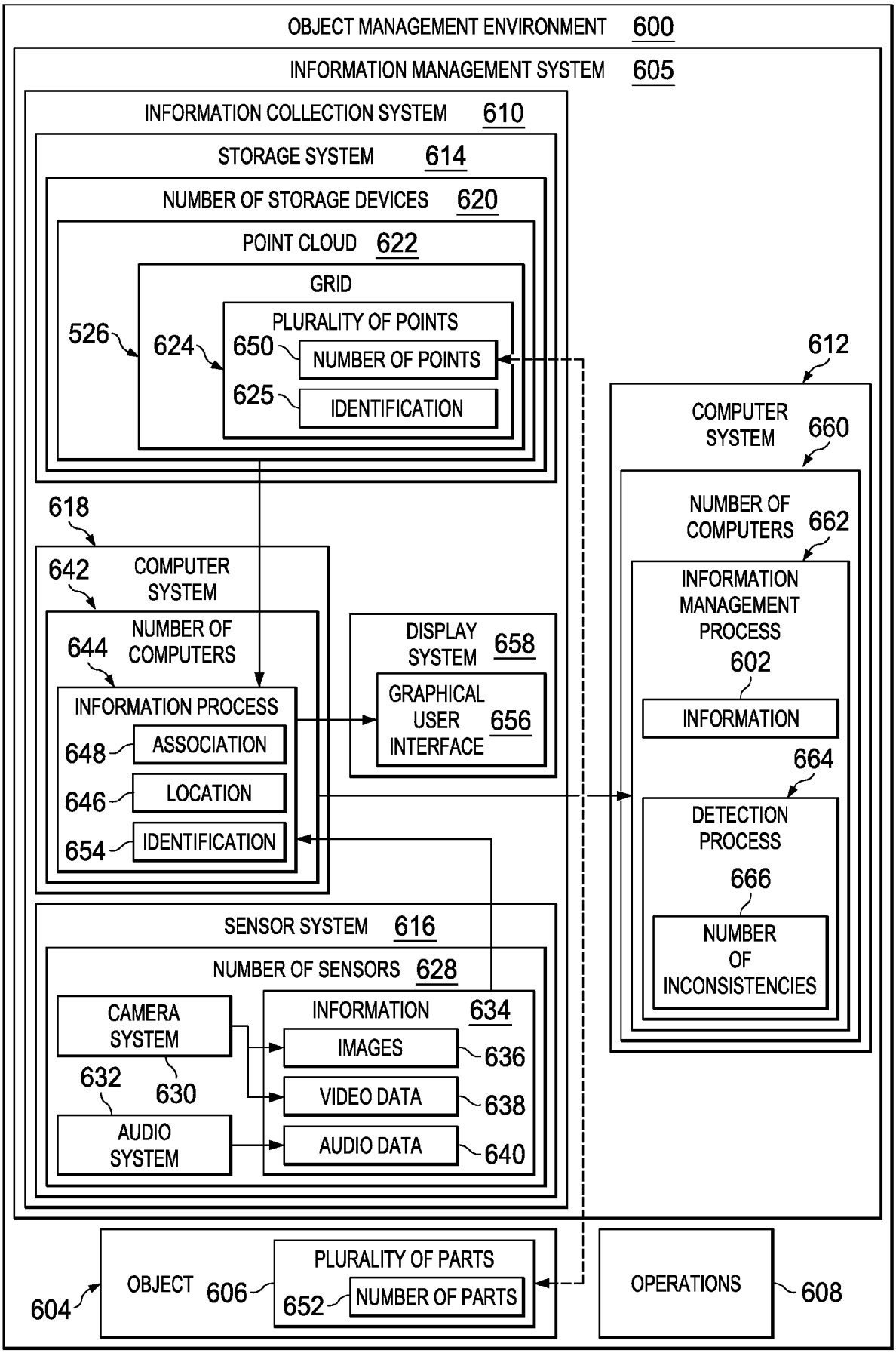

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ROW
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+X
+Y
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ROW 13
SEAT 9
COMP E
SW A
CC 139E
530
532
534
536
538
ROW 13
SEAT 9
COMP S
518
520
522
ROW 13
SEAT 9
COMP L
524
526
528
ROW 13
SEAT 9
COMP EC
SW M
542
544
546
548
CC 1777
550

FIG. 6


OBJECT MANAGEMENT ENVIRONMENT 600
INFORMATION MANAGEMENT SYSTEM 605
INFORMATION COLLECTION SYSTEM 610
STORAGE SYSTEM 614
NUMBER OF STORAGE DEVICES 620
POINT CLOUD 622
GRID
526
624
PLURALITY OF POINTS
650
NUMBER OF POINTS
625
IDENTIFICATION
612
COMPUTER SYSTEM 660
NUMBER OF COMPUTERS 662
INFORMATION MANAGEMENT PROCESS 602
INFORMATION
664
DETECTION PROCESS 666
NUMBER OF INCONSISTENCIES
618
642
COMPUTER SYSTEM
644
NUMBER OF COMPUTERS
INFORMATION PROCESS
648
ASSOCIATION
646
LOCATION
654
IDENTIFICATION
DISPLAY SYSTEM 658
GRAPHICAL USER INTERFACE 656
SENSOR SYSTEM 616
NUMBER OF SENSORS 628
CAMERA SYSTEM
632
630
AUDIO SYSTEM
INFORMATION 634
IMAGES 636
VIDEO DATA 638
AUDIO DATA 640
604
OBJECT 606
PLURALITY OF PARTS
652
NUMBER OF PARTS
OPERATIONS 608

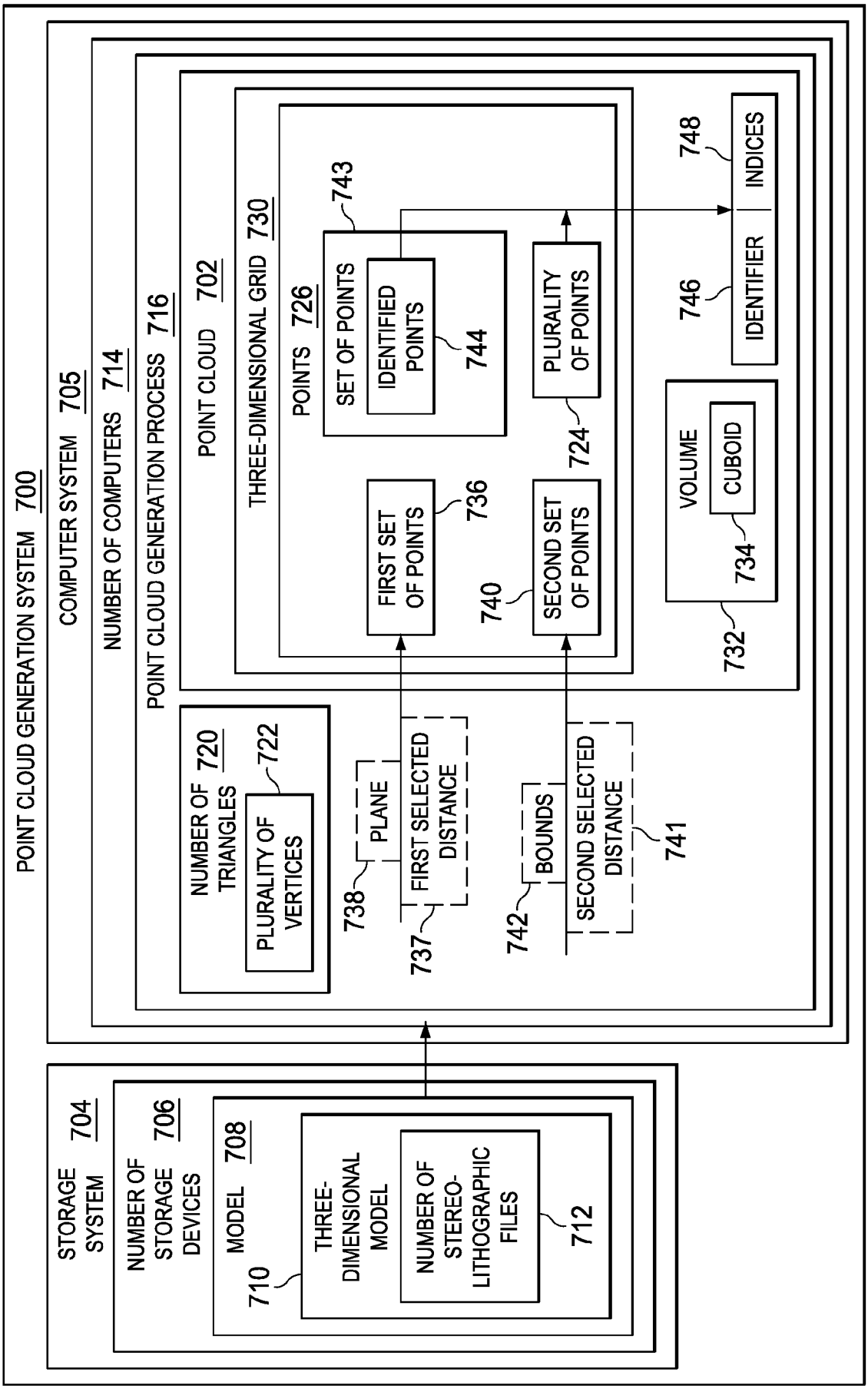

POINT CLOUD GENERATION SYSTEM 700
COMPUTER SYSTEM 705
NUMBER OF COMPUTERS 714
POINT CLOUD GENERATION PROCESS 716
POINT CLOUD 702
THREE-DIMENSIONAL GRID 730
POINTS 726
SET OF POINTS 743
IDENTIFIED POINTS 744
PLURALITY OF POINTS 724
FIRST SET OF POINTS 736
SECOND SET OF POINTS 740
VOLUME 732
CUBOID 734
IDENTIFIER 746
INDICES 748
NUMBER OF TRIANGLES 720
PLURALITY OF VERTICES 722
PLANE 738
FIRST SELECTED DISTANCE 737
BOUNDS 742
SECOND SELECTED DISTANCE 741
STORAGE SYSTEM 704
NUMBER OF STORAGE DEVICES 706
MODEL 708
THREE-DIMENSIONAL MODEL 710
NUMBER OF STEREO-LITHOGRAPHIC FILES 712

FIG. 7

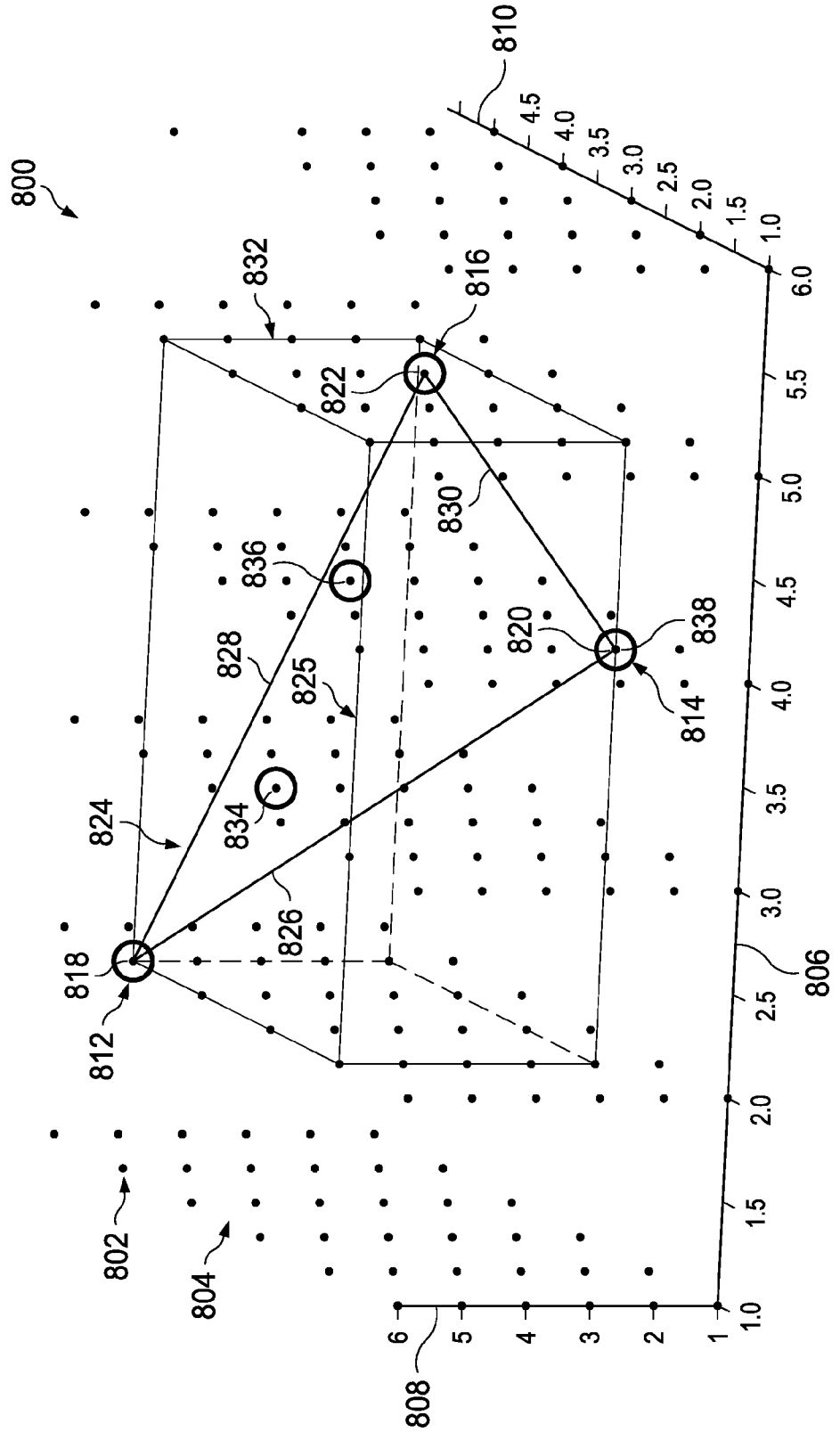

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830
832
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836
838
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
5.5
6.0
1
2
3
4
5
6

FIG. 8

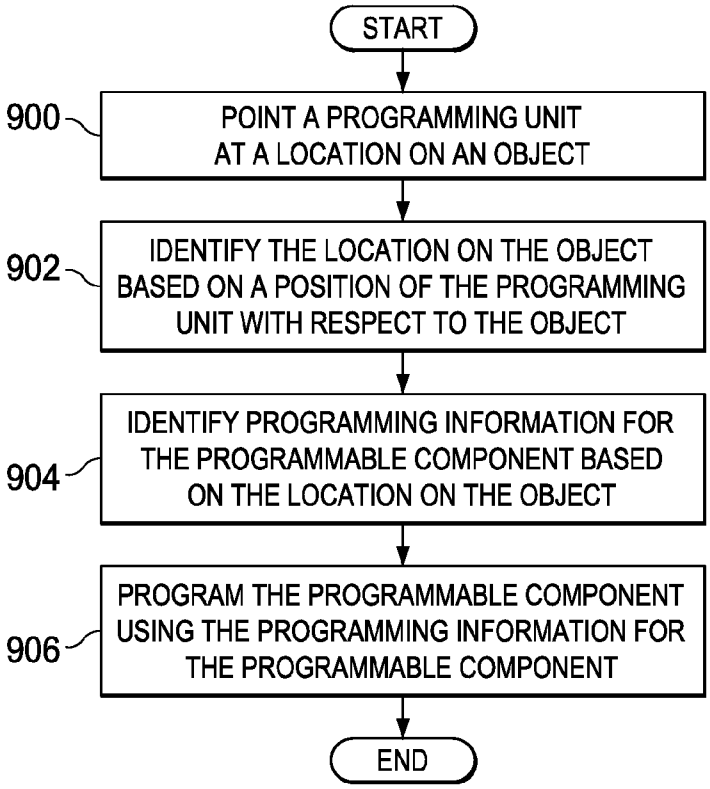

START
900
POINT A PROGRAMMING UNIT AT A LOCATION ON AN OBJECT
902
IDENTIFY THE LOCATION ON THE OBJECT BASED ON A POSITION OF THE PROGRAMMING UNIT WITH RESPECT TO THE OBJECT
904
IDENTIFY PROGRAMMING INFORMATION FOR THE PROGRAMMABLE COMPONENT BASED ON THE LOCATION ON THE OBJECT
906
PROGRAM THE PROGRAMMABLE COMPONENT USING THE PROGRAMMING INFORMATION FOR THE PROGRAMMABLE COMPONENT
END

FIG. 9

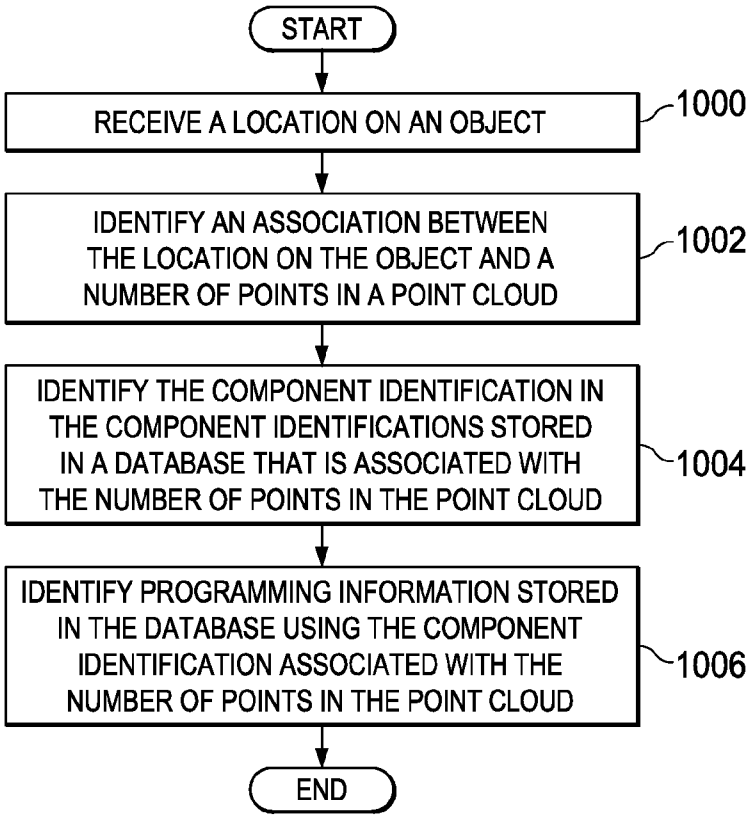

START
RECEIVE A LOCATION ON AN OBJECT
1000
IDENTIFY AN ASSOCIATION BETWEEN THE LOCATION ON THE OBJECT AND A NUMBER OF POINTS IN A POINT CLOUD
1002
IDENTIFY THE COMPONENT IDENTIFICATION IN THE COMPONENT IDENTIFICATIONS STORED IN A DATABASE THAT IS ASSOCIATED WITH THE NUMBER OF POINTS IN THE POINT CLOUD
1004
IDENTIFY PROGRAMMING INFORMATION STORED IN THE DATABASE USING THE COMPONENT IDENTIFICATION ASSOCIATED WITH THE NUMBER OF POINTS IN THE POINT CLOUD
1006
END

FIG. 10

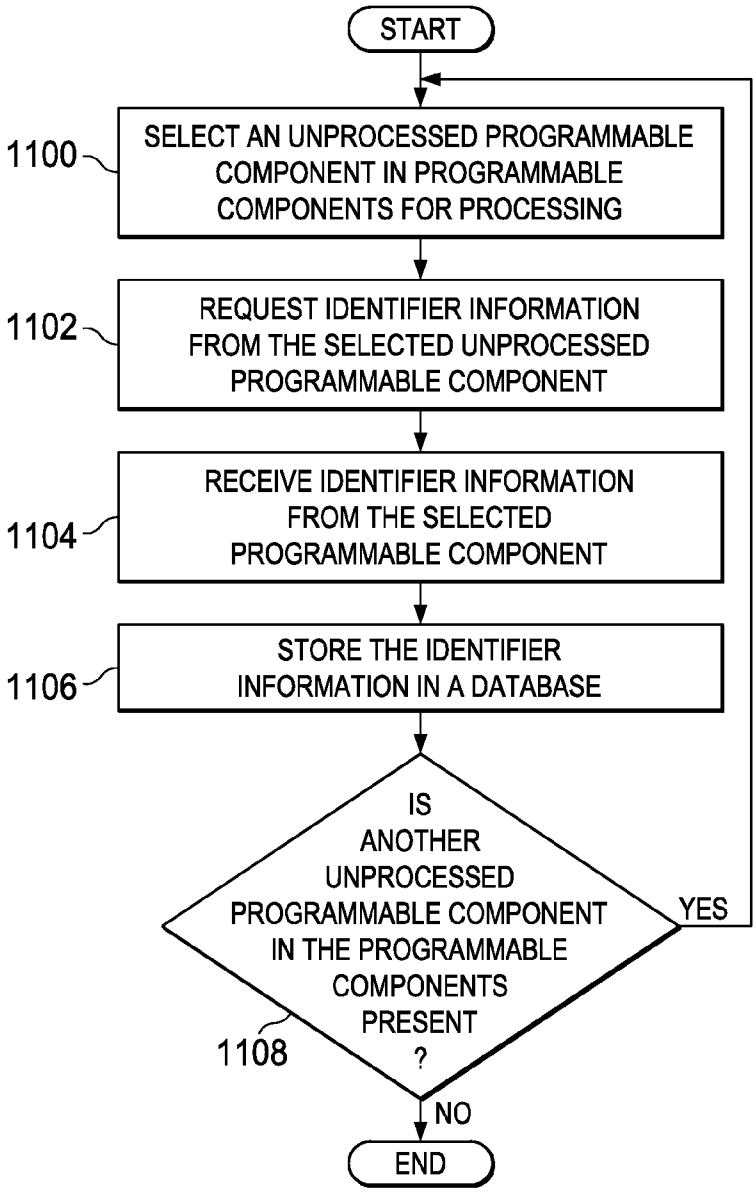

START
1100
SELECT AN UNPROCESSED PROGRAMMABLE COMPONENT IN PROGRAMMABLE COMPONENTS FOR PROCESSING
1102
REQUEST IDENTIFIER INFORMATION FROM THE SELECTED UNPROCESSED PROGRAMMABLE COMPONENT
1104
RECEIVE IDENTIFIER INFORMATION FROM THE SELECTED PROGRAMMABLE COMPONENT
1106
STORE THE IDENTIFIER INFORMATION IN A DATABASE
IS ANOTHER UNPROCESSED PROGRAMMABLE COMPONENT IN THE PROGRAMMABLE COMPONENTS PRESENT ?
1108
YES
NO
END

FIG. 11

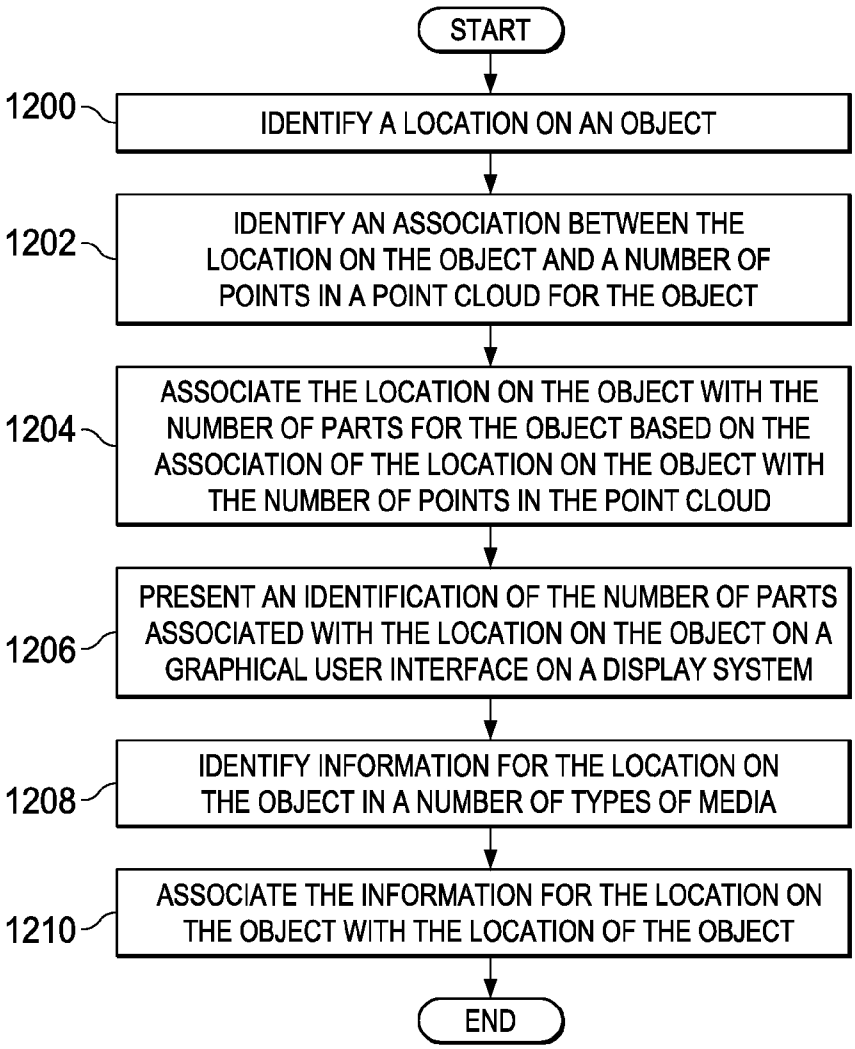

START
1200
IDENTIFY A LOCATION ON AN OBJECT
1202
IDENTIFY AN ASSOCIATION BETWEEN THE LOCATION ON THE OBJECT AND A NUMBER OF POINTS IN A POINT CLOUD FOR THE OBJECT
1204
ASSOCIATE THE LOCATION ON THE OBJECT WITH THE NUMBER OF PARTS FOR THE OBJECT BASED ON THE ASSOCIATION OF THE LOCATION ON THE OBJECT WITH THE NUMBER OF POINTS IN THE POINT CLOUD
1206
PRESENT AN IDENTIFICATION OF THE NUMBER OF PARTS ASSOCIATED WITH THE LOCATION ON THE OBJECT ON A GRAPHICAL USER INTERFACE ON A DISPLAY SYSTEM
1208
IDENTIFY INFORMATION FOR THE LOCATION ON THE OBJECT IN A NUMBER OF TYPES OF MEDIA
1210
ASSOCIATE THE INFORMATION FOR THE LOCATION ON THE OBJECT WITH THE LOCATION OF THE OBJECT
END

FIG. 12

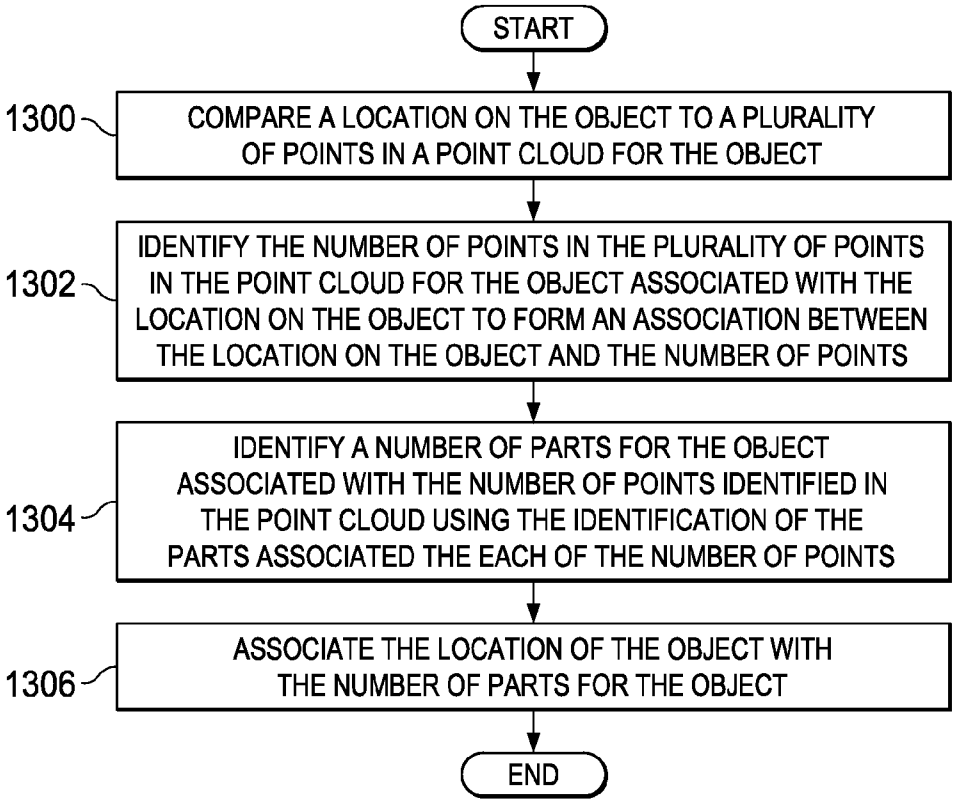

START
1300
COMPARE A LOCATION ON THE OBJECT TO A PLURALITY OF POINTS IN A POINT CLOUD FOR THE OBJECT
1302
IDENTIFY THE NUMBER OF POINTS IN THE PLURALITY OF POINTS IN THE POINT CLOUD FOR THE OBJECT ASSOCIATED WITH THE LOCATION ON THE OBJECT TO FORM AN ASSOCIATION BETWEEN THE LOCATION ON THE OBJECT AND THE NUMBER OF POINTS
1304
IDENTIFY A NUMBER OF PARTS FOR THE OBJECT ASSOCIATED WITH THE NUMBER OF POINTS IDENTIFIED IN THE POINT CLOUD USING THE IDENTIFICATION OF THE PARTS ASSOCIATED THE EACH OF THE NUMBER OF POINTS
1306
ASSOCIATE THE LOCATION OF THE OBJECT WITH THE NUMBER OF PARTS FOR THE OBJECT
END

FIG. 13

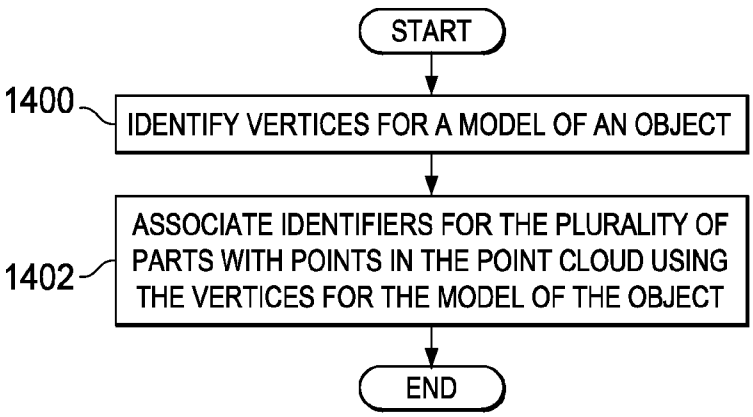

START
1400
IDENTIFY VERTICES FOR A MODEL OF AN OBJECT
1402
ASSOCIATE IDENTIFIERS FOR THE PLURALITY OF PARTS WITH POINTS IN THE POINT CLOUD USING THE VERTICES FOR THE MODEL OF THE OBJECT
END

FIG. 14

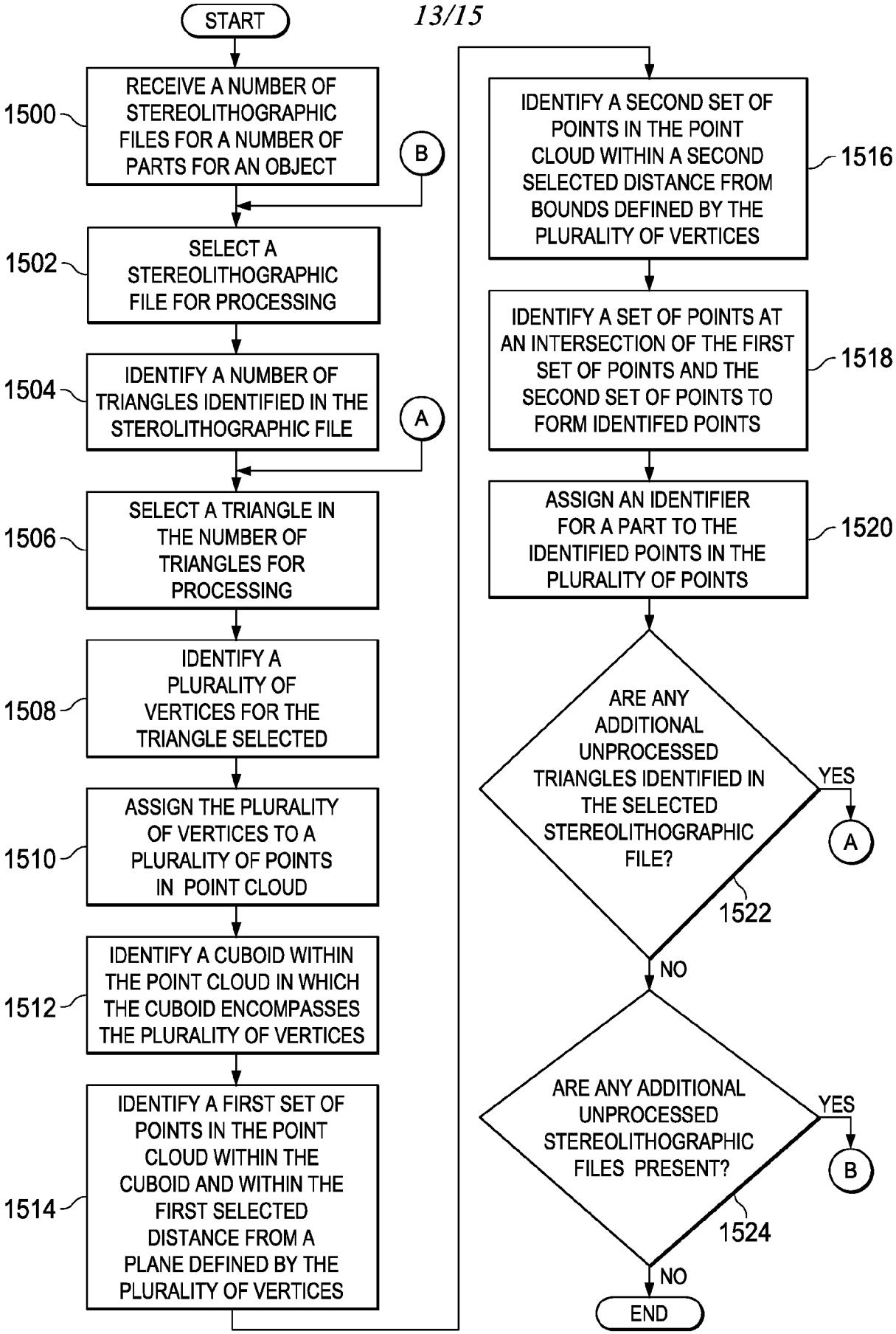
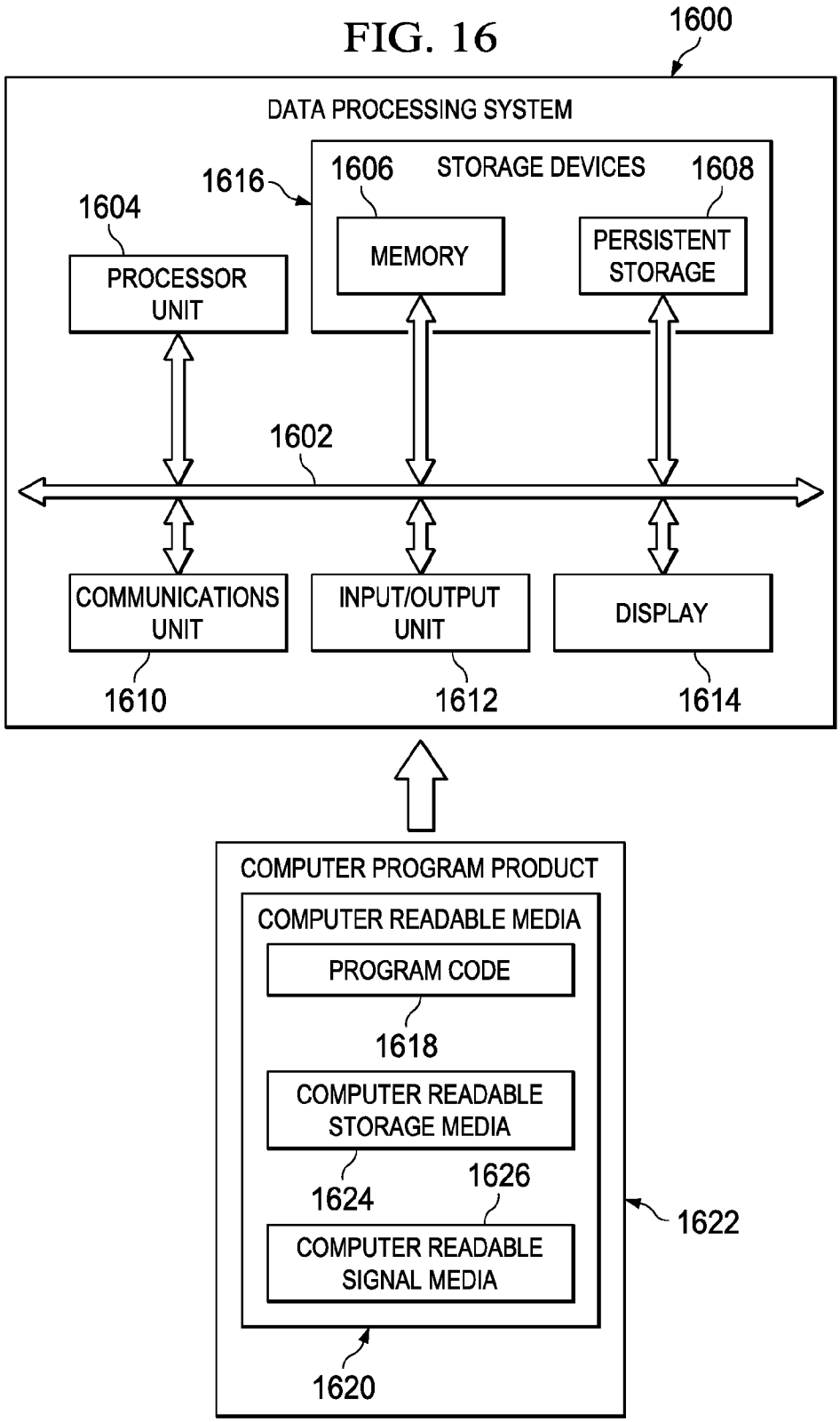

START
RECEIVE A NUMBER OF STEREOLITHOGRAPHIC FILES FOR A NUMBER OF PARTS FOR AN OBJECT
1500
B
SELECT A STEREOLITHOGRAPHIC FILE FOR PROCESSING
1502
IDENTIFY A NUMBER OF TRIANGLES IDENTIFIED IN THE STEROLITHOGRAPHIC FILE
1504
A
SELECT A TRIANGLE IN THE NUMBER OF TRIANGLES FOR PROCESSING
1506
IDENTIFY A PLURALITY OF VERTICES FOR THE TRIANGLE SELECTED
1508
ASSIGN THE PLURALITY OF VERTICES TO A PLURALITY OF POINTS IN POINT CLOUD
1510
IDENTIFY A CUBOID WITHIN THE POINT CLOUD IN WHICH THE CUBOID ENCOMPASSES THE PLURALITY OF VERTICES
1512
IDENTIFY A FIRST SET OF POINTS IN THE POINT CLOUD WITHIN THE CUBOID AND WITHIN THE FIRST SELECTED DISTANCE FROM A PLANE DEFINED BY THE PLURALITY OF VERTICES
1514
IDENTIFY A SECOND SET OF POINTS IN THE POINT CLOUD WITHIN A SECOND SELECTED DISTANCE FROM BOUNDS DEFINED BY THE PLURALITY OF VERTICES
1516
IDENTIFY A SET OF POINTS AT AN INTERSECTION OF THE FIRST SET OF POINTS AND THE SECOND SET OF POINTS TO FORM IDENTIFED POINTS
1518
ASSIGN AN IDENTIFIER FOR A PART TO THE IDENTIFIED POINTS IN THE PLURALITY OF POINTS
1520
ARE ANY ADDITIONAL UNPROCESSED TRIANGLES IDENTIFIED IN THE SELECTED STEREOLITHOGRAPHIC FILE?
1522
YES
A
NO
ARE ANY ADDITIONAL UNPROCESSED STEREOLITHOGRAPHIC FILES PRESENT?
1524
YES
B
NO
END

FIG. 15

FIG. 16


1600
DATA PROCESSING SYSTEM
1616
1606
STORAGE DEVICES
1608
1604
MEMORY
PERSISTENT STORAGE
PROCESSOR UNIT
1602
COMMUNICATIONS UNIT
INPUT/OUTPUT UNIT
DISPLAY
1610
1612
1614
COMPUTER PROGRAM PRODUCT
COMPUTER READABLE MEDIA
PROGRAM CODE
1618
COMPUTER READABLE STORAGE MEDIA
1624
1626
COMPUTER READABLE SIGNAL MEDIA
1622
1620

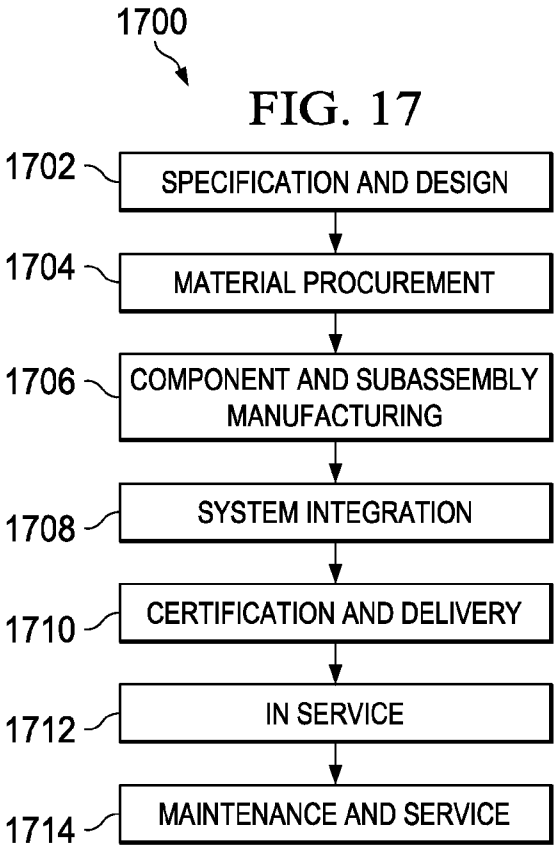

1700
1702
SPECIFICATION AND DESIGN
1704
MATERIAL PROCUREMENT
1706
COMPONENT AND SUBASSEMBLY MANUFACTURING
1708
SYSTEM INTEGRATION
1710
CERTIFICATION AND DELIVERY
1712
IN SERVICE
1714
MAINTENANCE AND SERVICE

FIG. 17

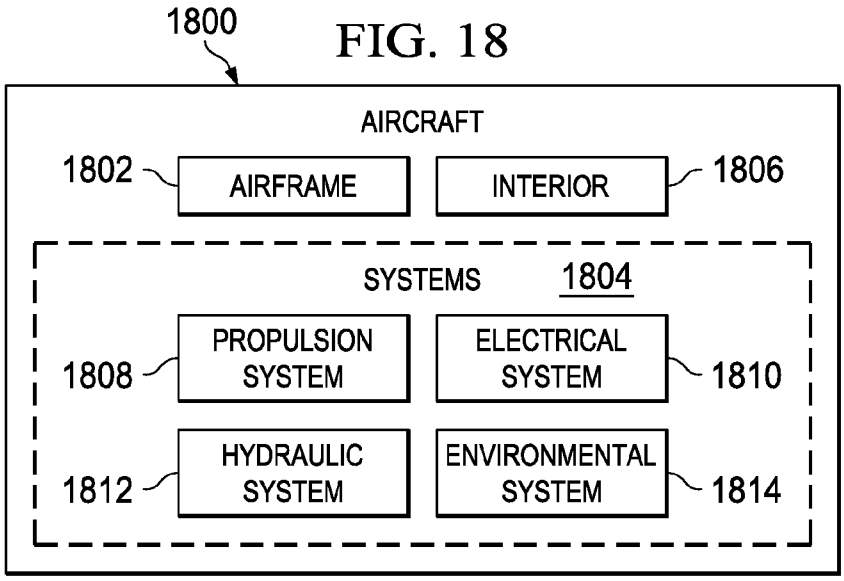

1800
AIRCRAFT
1802
AIRFRAME
INTERIOR
1806
SYSTEMS
1804
1808
PROPULSION SYSTEM
ELECTRICAL SYSTEM
1810
1812
HYDRAULIC SYSTEM
ENVIRONMENTAL SYSTEM
1814

FIG. 18