creo™ Parametric

QUICK REFERENCE CARD
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User interface

Quick Access Toolbar
Ribbon Tabs
Dashboard Tab
Assembly Model Tree
Component Model Tree
Message Area
Navigator Open/Close
Browser Open/Close
Help Center
Command Locator
Graphics Toolbar
Accessory Window
Graphics Window
Find Tool
File menu
UI customization

Right-click on a command to add it to the Quick Access Toolbar or to customize the Ribbon.

- Add To Quick Access Toolbar
- Move to Overflow
- Customize Quick Access Toolbar
- Show Quick Access Toolbar Below the Ribbon
- Hide Command Label
- Customize the Ribbon
- Minimize the Ribbon
  
Right-click to edit the Graphics Toolbar.
Command locator

Main toolbar

- Hover cursor over a command to see the path
- Command may be selected from search results

Activate command search

Type command name to search

Command location in the UI will be highlighted

Matching commands are listed here

Command search settings
Selection and mouse control

**Mouse control**

- Highlight geometry
- Query to next item
- Select highlighted geometry
- Add or remove items from selection
- Construct chains or surface sets
- Clear selection

**Filters limit the scope of selection**

- **Smart Filter** (2 level filter)
  Example: Select a feature first, then select geometry (Surface/edge/vertex) from the feature

- **Select using 3D box**

- **Find tool**
  Tip: Double-click to view items in selection

- **Active filter**
Keyboard shortcuts

Key tips
Press ALT key to activate key tips

Keyboard shortcuts
You can use standard keyboard shortcuts in Creo Elements/Pro 5.0. For example:

- **Regenerate**: Ctrl + G
- **New file**: Ctrl + N
- **Open file**: Ctrl + O
- **Save file**: Ctrl + S
- **Find**: Ctrl + F
- **Delete**: Del
- **Copy**: Ctrl + C
- **Paste**: Ctrl + V
- **Undo**: Ctrl + Z
- **Redo**: Ctrl + Y
- **Repaint**: Ctrl + R
- **Standard view**: Ctrl + D

Copy/Paste shortcuts are also available in Assembly Mode.
Orienting the model

Dynamic viewing

3D Mode
Hold down the key and button. Drag the mouse.

• Spin
• Pan Shift
• Zoom Ctrl
• Turn Ctrl

2D Mode

• Pan
• Zoom Ctrl

2D & 3D Mode
Hold down the key and roll the mouse wheel.

• Zoom
• Fine Zoom Shift
• Coarse Zoom Ctrl

Using the Spin Center
Click the icon in the Main Toolbar to enable the Spin Center:

- **Enabled** – The model spins about the location of the spin center
- **Disabled** – The model spins about the location of the mouse pointer

Using Orient Mode
Click the icon in the Main Toolbar to enable Orient mode:

- Provides enhanced Spin/Pan/Zoom Control
- Enables selection and highlighting
- Right-click to access additional orient options
- Use the shortcut: CTRL+SHIFT+Middle-click

Using Component Drag Mode in an Assembly
Click the icon in the Main Toolbar to enable Component Drag Mode:

- Allows movement of components based on their kinematic constraints or connections
- Click a location on a component, move the mouse, click again to stop motion
- Middle-click to disable Component Drag mode
- Use the shortcut: CTRL+ALT+Left Mouse and drag

Component placement controls
Allows reorientation of components during placement

- Component Drag Ctrl Alt
- Spin Ctrl Alt
- Move Ctrl Alt

Object Mode
Provides enhanced Spin/Pan/Zoom Control:
1. Enable Orient mode
2. Right-click to enable Orient Object mode
3. Use Dynamic Viewing controls to orient the component
4. Right-click and select Exit Orient mode
Model appearance

Changing model appearance

Assign appearance

Object-action
1. Select Surface/Quilt/Intent Surface/Part
2. Select Appearances button pull-down
3. Select/create desired appearance

Action-object
1. Select Appearance button pull-down
2. Select/create desired appearance
3. Select Surface/Quilt/Intent Surface/Part

Edit Appearances in the current model
1. Select Edit Model Appearances from the Appearance pull-down menu
2. Adjust appearance attributes using draggers
3. Select Map tab to map images and textures
   To edit texture placement, select surface using color-picker

Manage appearances
- Build a custom library of appearances
- Include pre-defined plastics or metals library appearances
- Edit/create/delete appearances in the custom library palette
- Define/save/retrieve custom appearance (*.dmt) files
Advanced selection: Chain & surface set construction

Definitions

General definitions

Chain
A collection of adjacent edges and curves that share common endpoints. Chains can be open-ended or closed-loop, but they are always defined by two ends.

Surface set
A collection of surface patches from solids or quilts. The patches do not need to be adjacent.

Methods of construction

Individual
Constructed by selecting individual entities (edges, curves, or surface patches) one at a time. This is also called the One-by-One method.

Rule-based
Constructed by first selecting an anchor entity (edge, curve, or surface path), and then automatically selecting its neighbors (a range of additional edges, curves, or surface patches) based on a rule. This is also called the Anchor/Neighbor method.

Constructing chains

Multiple chains
1. Construct initial chain
2. Hold CTRL
3. Select an edge for new chain
4. Release CTRL down
5. Complete new chain from selected edge

Individual chains

One-by-One
To select adjacent edges one at a time along a continuous path:
1. Select an edge
2. Hold down SHIFT
3. Select adjacent edges
4. Release SHIFT

Rule-based chains

Tangent
To select all the edges that are tangent to an anchor edge:
1. Select an edge
2. Hold down SHIFT
3. Highlight Tangent chain
   (Query may be required)
4. Select Tangent chain
5. Release SHIFT

Boundary
To select the outer-most boundary edges of a quilt:
1. Select a one-sided edge of a quilt
2. Hold down SHIFT
3. Highlight Boundary chain
   (Query may be required)
4. Select Boundary chain
5. Release SHIFT

Surface loop
To select a loop of edges on a surface path:
1. Select an edge
2. Hold down SHIFT
3. Highlight Surface chain
   (Query may be required)
4. Select Surface loop
5. Release SHIFT

From-To
To select a range of edges from a surface patch or a quilt:
1. Select the From edge
2. Hold down SHIFT
3. Query to highlight the desired From-To chain
4. Select From-To chain
5. Release SHIFT
Advanced selection: Chain & surface set construction

Continued

Constructing surface sets

**Individual surface sets**

**Single surfaces**
To select multiple surface patches from solids or quilts one at a time:
1. Select a surface patch
2. Hold down CTRL
3. Select additional patches (Query may be required)
4. Release CTRL

**Rule-based surface sets**

**Solid surfaces**
To select all the surface patches of solid geometry in a model:
1. Select a surface patch on solid geometry
2. Right-click and select Solid Surfaces

**Quilt surfaces**
To select all the surface patches of a quilt:
1. Select a surface feature
2. Select the corresponding quilt

**Loop surfaces**
To select all the surface patches that are adjacent to the edges of a surface patch:
1. Select a surface patch
2. Hold down SHIFT
3. Place the pointer over an edge of the patch to highlight the Loop Surfaces
4. Select Loop Surfaces (the initial surface patch is de-selected)
5. Release SHIFT

**Seed and boundary surfaces**
To select all surface patches, from a Seed surface patch up to a set of Boundary surface patches:
1. Select the Seed surface patch
2. Hold down SHIFT
3. Select one or more surface patches to be used as boundaries
4. Release SHIFT (all surfaces from the Seed up to the Boundaries are selected)

Excluding surface patches from surface sets

To exclude surface patches during or after construction of a surface set:
1. Construct a surface set
2. Hold down CTRL
3. Highlight a patch from the surface set
4. Select the patch to de-select it
5. Release CTRL

Constructing chains & surface sets using dialog boxes

To explicitly construct and edit chains & surface sets, click Details next to a collector: