PTC

creo® parametric

QUICK REFERENCE CARD
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User interface
File menu
UI customization

Right-click on a command to add it to the Quick Access Toolbar or to customize the Ribbon.
**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
- Hover cursor over a command to see the path
- Command may be selected from search results

Matching commands are listed here

Command search settings

Command location in the UI will be highlighted
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 window

**Active filter**

Tip: Double-click to view items in selection window
Keyboard shortcuts

Key tips
Press ALT key to activate key tips

You can use standard keyboard shortcuts in Creo Parametric. 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.
Common dashboard controls

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## 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**  
  - Ctrl
- **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
- Disables selection and highlighting
- Right-click to access additional orient options
- Use the shortcut: CTRL+SHIFT+Middle-click

### 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

### 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
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 patch), 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

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: