

PTC®

creo® parametric

QUICK REFERENCE CARD





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Model appearance	11
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User interface

Quick Access
Toolbar

Ribbon Tabs

Dashboard
Tab

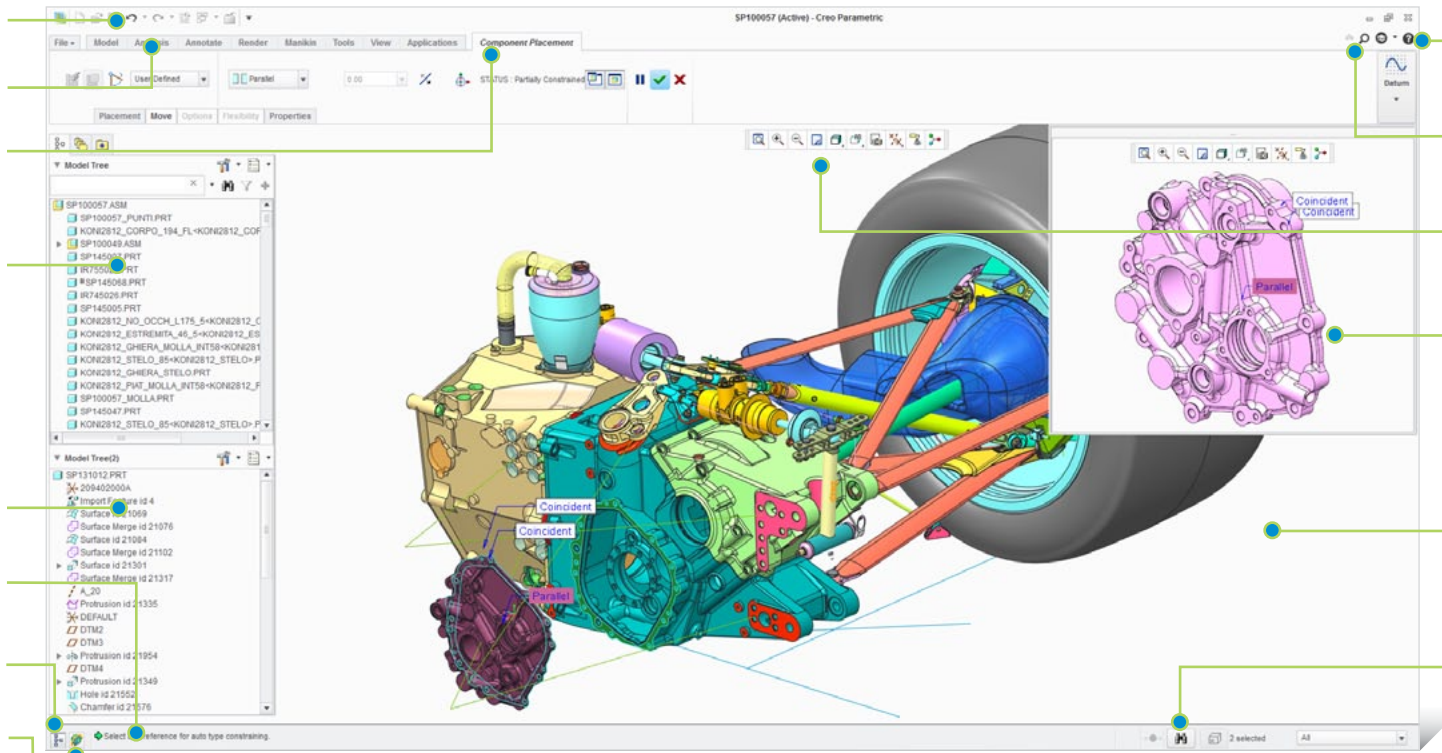
Assembly
Model Tree

Component
Model Tree

Message Area

Navigator
Open/Close

Browser
Open/Close



Help Center

Command
Locator

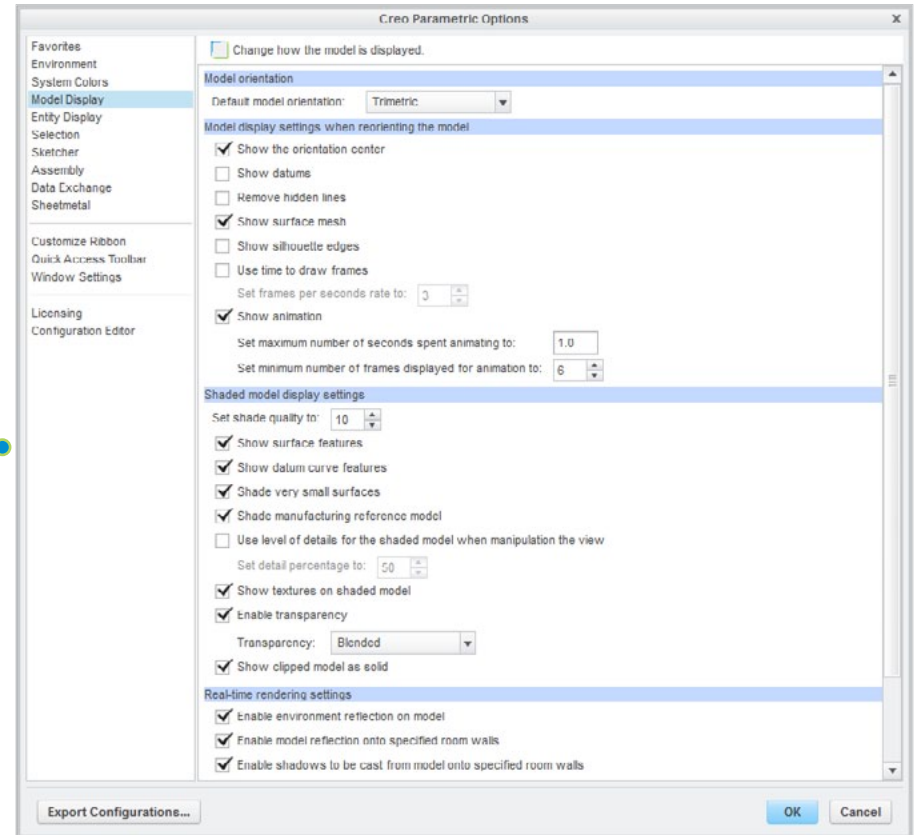
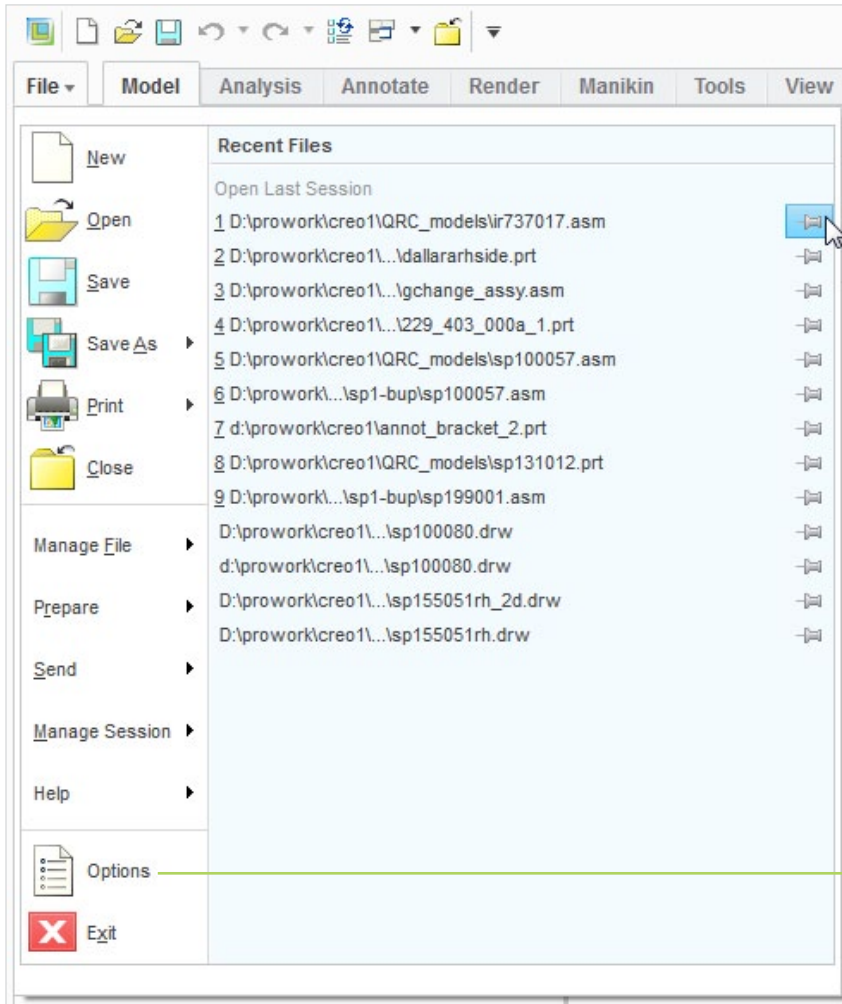
Graphics
Toolbar

Accessory
Window

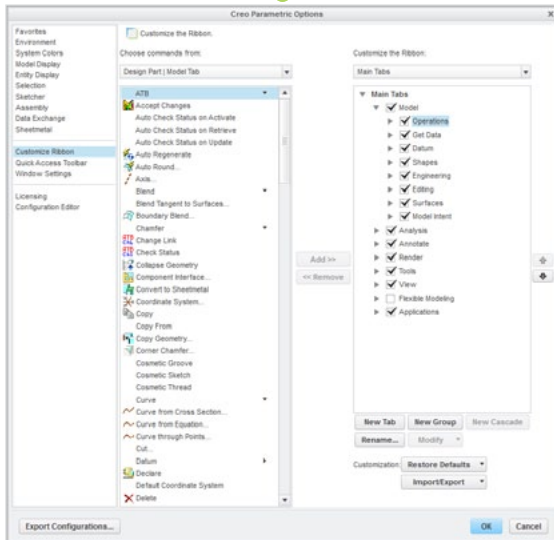
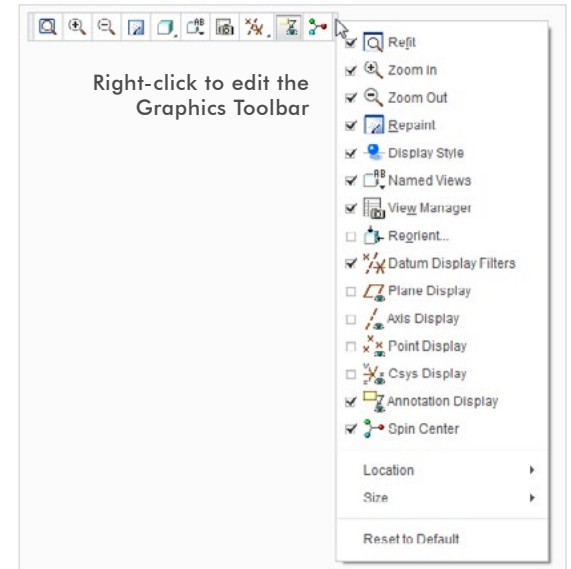
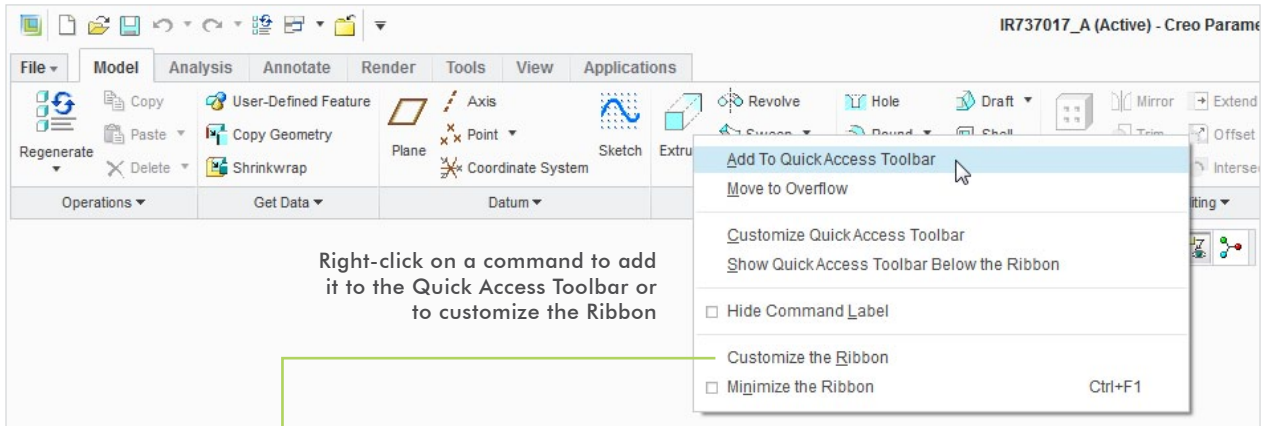
Graphics
Window

Find Tool

File menu



UI customization



Command locator

Main toolbar

SP100057 (Active) - Creo Parametric

Pattern Manage Views Section Appearance Gallery Exploded View Display Style Component Interface Publish Geometry Family Table Parameters Switch Symbols Bill of Materials Reference Viewer

Modifiers View Manager Display Combined Views Substitute Envelope Manager Zone Set Representation to

Model Intent Investigate

cd

- Create internal Component
- Default Coordinate System
- Display Combined Views
- Display Combined Views(4)
- /Design Assembly/Model/Model Display/Manage Views
- Display combined views.
- ECAD
- Offset
- Save a Copy
- Save a Copy(1)
- Save as Configurable Product
- Vision Cones

Setup

Command location in the UI will be highlighted

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

- Search in help text
- Match Case

Match Criteria:

- Any Word Beginning With
- Contain
- End With

OK Cancel

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

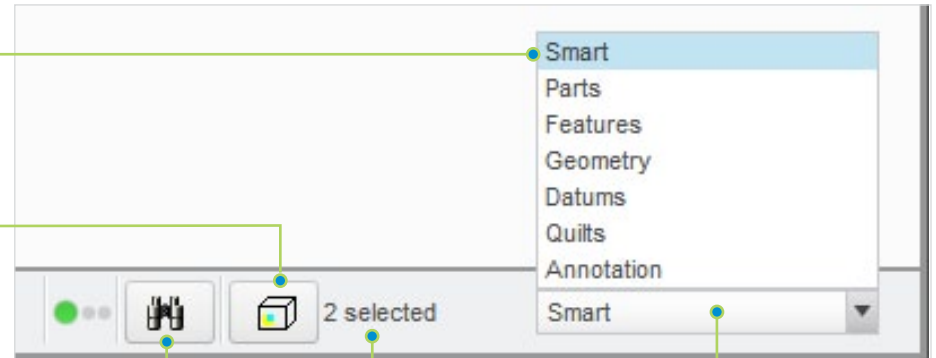
Smart Filter (2level filter)
Example: Select a feature first, then select geometry (Surface/edge/vertex) from the feature

Select using 3D box

Find tool

Tip: Double-click to view items in selection window

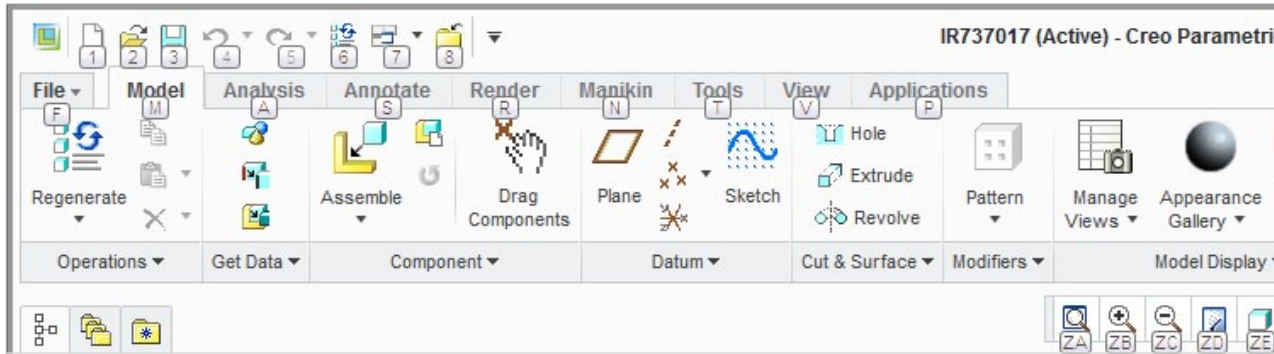
Active filter



Keyboard shortcuts

Key tips

Press ALT key to activate key tips



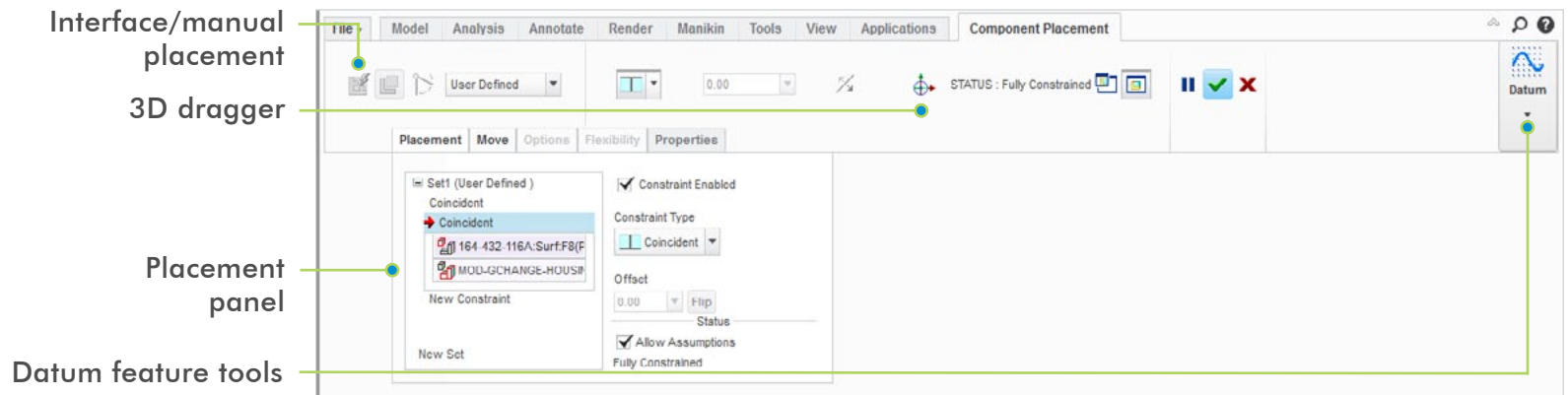
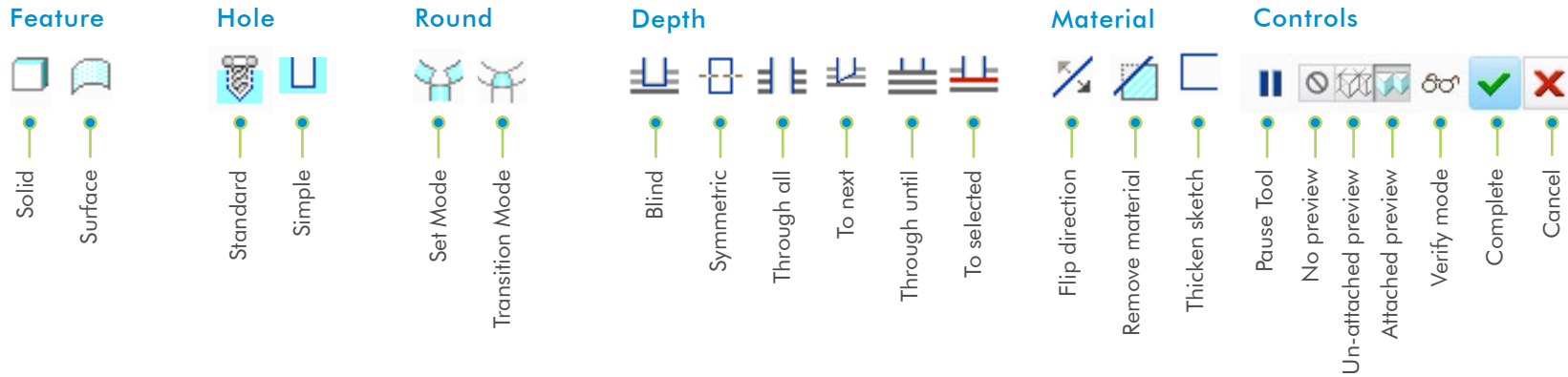
Keyboard shortcuts

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










Orienting the model


Dynamic viewing

3D Mode

Hold down the key and button. Drag the mouse.






- Spin 
- Pan  
- Zoom  
- Turn  

2D Mode

- Pan 
- Zoom  

2D & 3D Mode

Hold down the key and roll the mouse wheel.

- Zoom 
- Fine Zoom  
- Coarse Zoom  

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

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   
- Spin   
- Move   

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

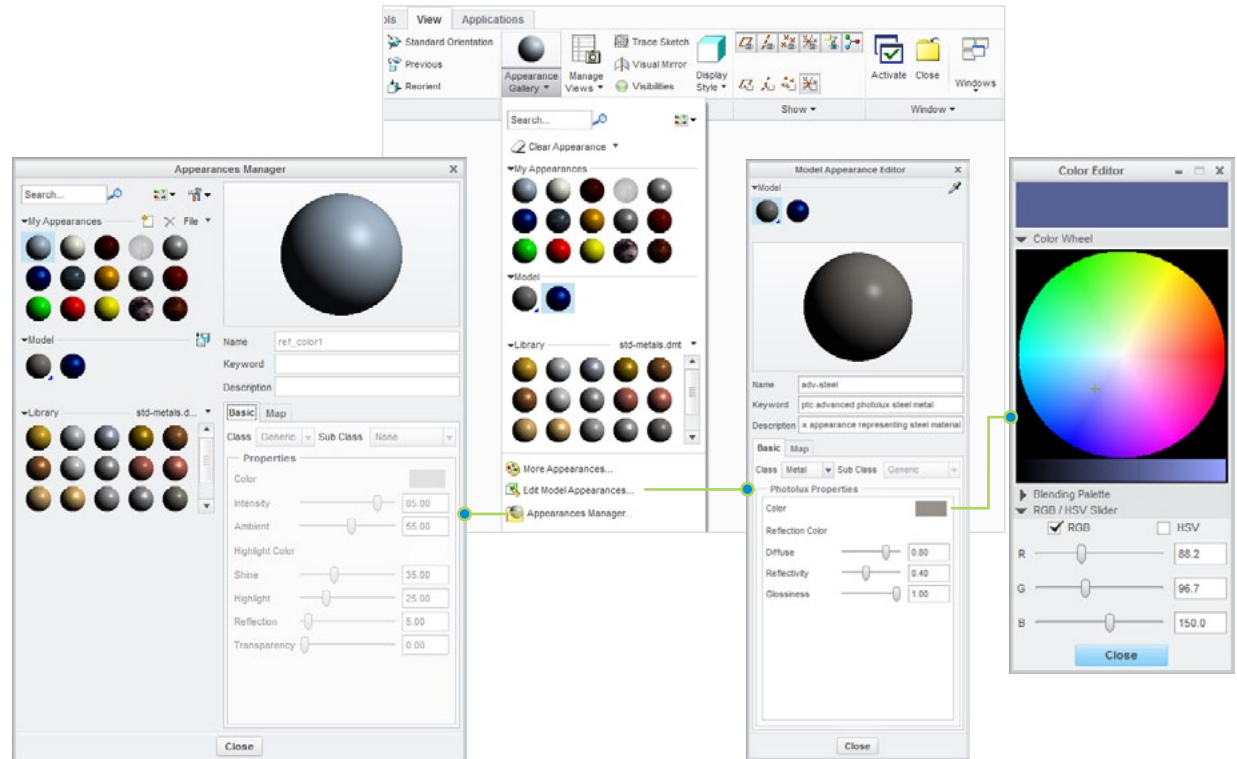
Edit Appearances in the current model

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 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. Hold down SHIFT
6. 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

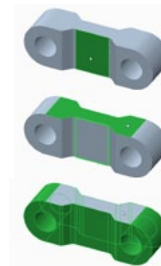
To select all the surface patches that are adjacent to the edges of a surface patch:

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)



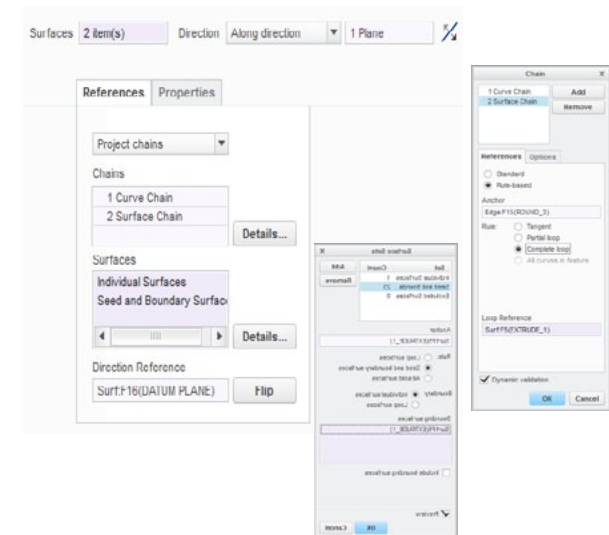
Excluding surface patches from surface sets

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:





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