

This document provides a quick overview of the new enhancements in Dynamics and Rendering functionality for CADDS 5 15.0.

### Active Dynamics

The dynamics mode is now always active. That is, you can start using the Mouse Dynamics and 3D Navigation devices such as the spaceball as soon as you activate a part or an assembly. As a result, the **Dynamic Manipulation by Mouse** and **Attach Dynamics** menus are no longer available. However, the behavior of the environmental variables `CADDSMOUSEDYN` and `CADDSMOUSETRANSLATE` remain unchanged.

### Dynamics Using the Mouse and Keyboard

You can now use a combination of the mouse and keyboard to quickly perform mouse dynamics as explained below:

Rotate		Middle Mouse Button
Pan		SHIFT Key + Middle Mouse Button
Zoom		CTRL Key + Middle Mouse Button

### One Stop Menu Access for Dynamics and Rendering

The new INTERACTIVE VIEW CONTROLS toolbar combines both dynamics and rendering commands and replaces the previous menus. This toolbar contains commands for rendering and advanced dynamics such as setting the spin centre and rotation about a particular axis. The dynamics mode is always active whether this toolbar is open or not. Click **VIEW > INTERACTIVE VIEW CONTROLS** to display this toolbar.



Once opened the toolbar remains open until you close it. It remains open when you perform any of the following actions:

- Switch context between Explicit and Parametric environments
- Switch menu sets
- Switch drawings
- Work in a CAMU environment
- Exit the active part or assembly and activate another part or assembly

You can drag the toolbar and place it anywhere on the screen and moving the cursor over an icon displays its Tool Tip.

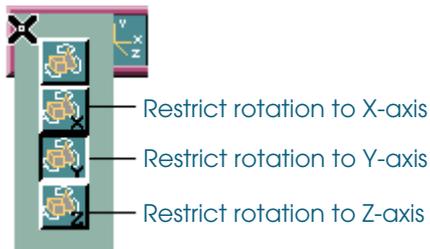


## Locking Dynamics to an Axis

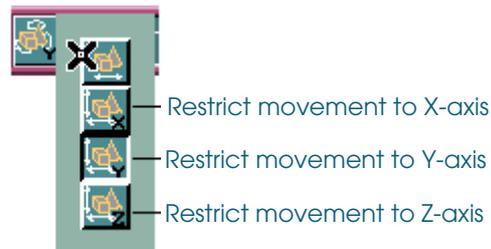
By default mouse dynamics allows free movement and rotation. You can restrict the rotation or movement to a particular axis by using the icons on the ROTATION or PAN tool bar respectively.

Click  or  on the INTERACTIVE VIEW CONTROLS toolbar to open the Rotation or Pan tool bar respectively.

### Rotation Toolbar



### Pan Toolbar

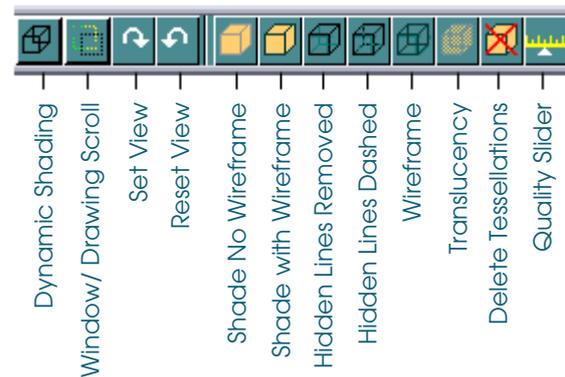


## Rendering Commands

You can render different views in different states. However TRANSLUCENCY is applied to all views in a drawing. TRANSLUCENCY may be applied to individual items in an active part or complete non-active parts within CAMU.

 **Dynamic Shading**—When you perform mouse dynamics, the model appears in wireframe mode by default. Click this icon to perform dynamics in a views active rendering mode.

 **Quality Slider**— Click this icon to display the Shaded quality bar. This bar does not appear automatically whenever you change the rendering state.



## Drawing Dynamics

 **Window/Drawing Scroll** —You can Pan in drawings by clicking this icon. That is, you can freely move the drawing vertically or horizontally with either the mouse middle button or a 3D navigation device. All other icons on the toolbar are unavailable with this command. Click this icon again to return to the normal dynamics mode.