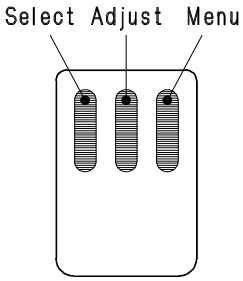
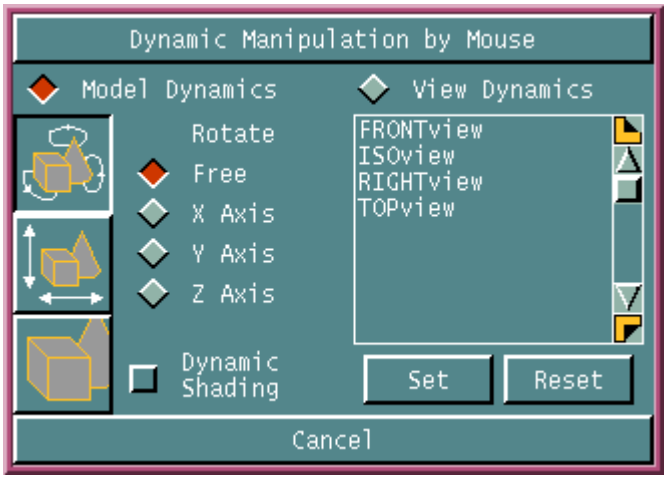
Maus-Handling (Benutzerhandbuch Kap. 2 und 4)

linke Maustaste : Hauptfunktionstaste



mittlere Maustaste : dynamische Funktionen



rechte Maustaste : Direktwahl-Menü

Menüs : Parametr. Änderungen (Benutzerhandbuch Kap. 6)

1 Parameter zuruecksetzen
Reset Parameter

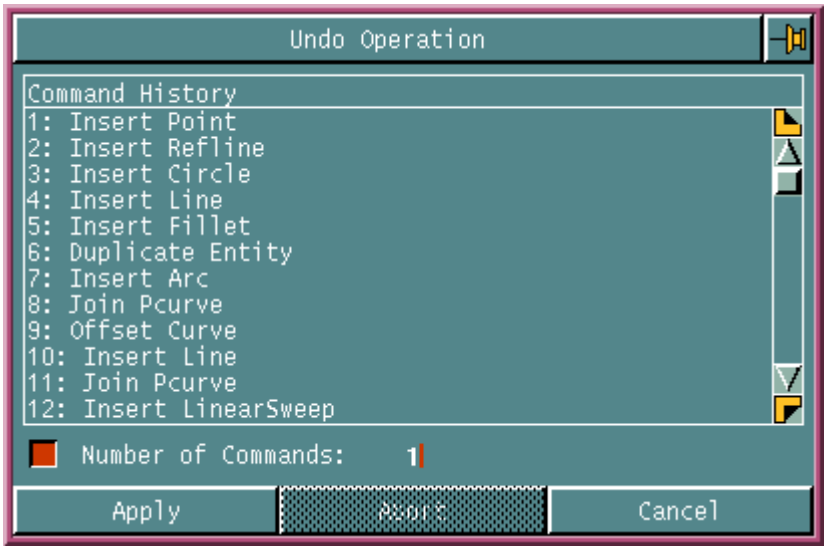
2 Operation zuruecknehmen
Undo Operation

3 Konstr. und Referenzlin.
Insert Line ... Uconstr
Insert Refline
Generate Line, Psurface

Parameter aendern
Change Parameter

Modell regenerieren
Regenerate Model

Elemente manipulieren
Duplicate Translate
Rotate, Mirror, Scale



Menüs : Konstr. und Referenzlinien (Benutzerhandbuch Kap. 5)

1 Parameter zuruecksetzen
Reset Parameter

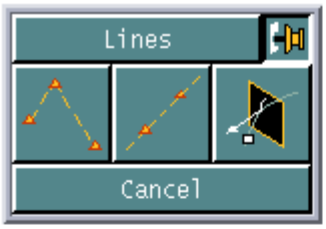
2 Operation zuruecknehmen
Undo Operation

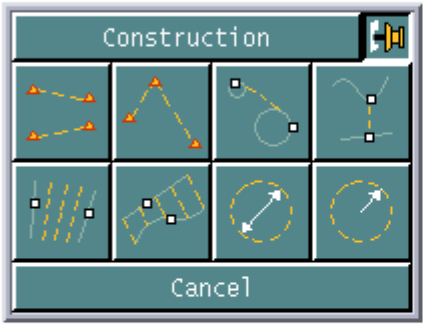
3 Konstr. und Referenzlin.
Insert Line ... Uconstr
Insert Refline
Generate Line, Psurface

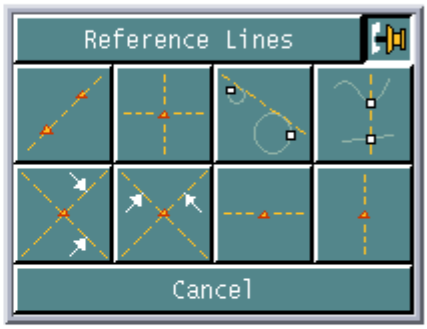
Parameter aendern
Change Parameter

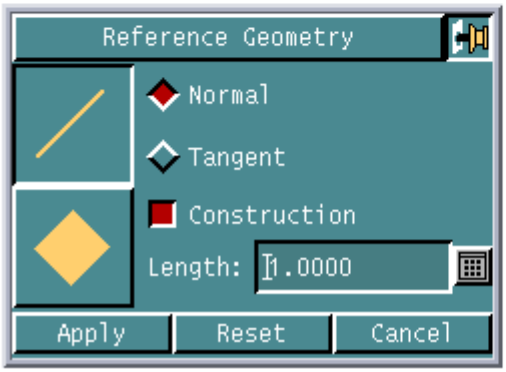
Modell regenerieren
Regenerate Model

Elemente manipulieren
Duplicate Translate
Rotate, Mirror, Scale









Menüs : Elemente manipulieren (Benutzerhandbuch Kap. 3)

1 Parameter zuruecksetzen
Reset Parameter

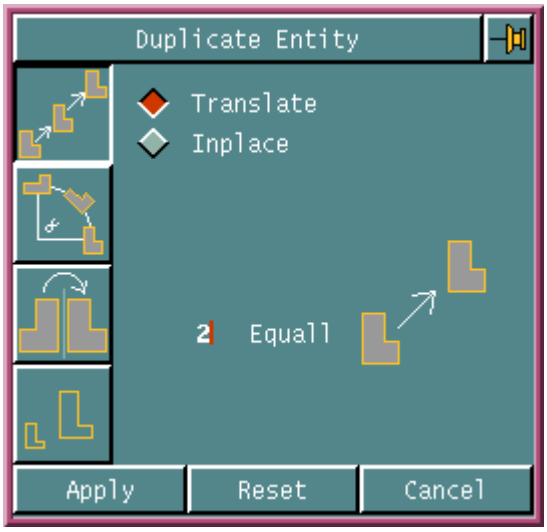
2 Operation zuruecknehmen
Undo Operation

3 Konstr. und Referenzlin.
Insert Line ... Uconstr
Insert Refline
Generate Line, Psurface

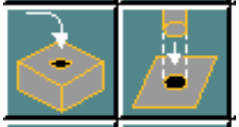
Parameter aendern
Change Parameter

Modell regenerieren
Regenerate Model

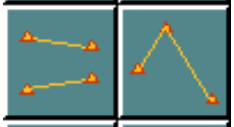
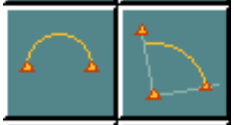
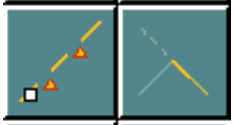
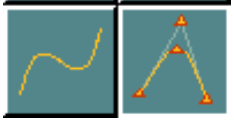
Elemente manipulieren
Duplicate Translate
Rotate, Mirror, Scale



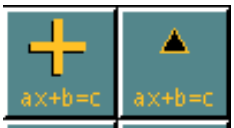
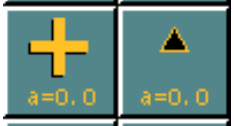
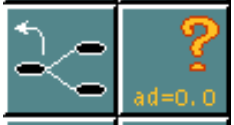
Menüs : MODEL (Benutzerhandbuch Kap. 7 und 8)

1	Grundkoerper Insert Box, Cylinder, Sphere		Boolesche Operationen Union, Subtract, Intersect Solid
2	Flaechen Insert Psurface Insert Nsurfac		Polykurve Join Pcurve Break Pcurve
3	Lineare Austragung Insert Linearsweep		Rotationsaustragung Insert Rotationalsweep
4	Lofting / Ausformen Insert Loft		Kurvengel. Austragung Insert Drivesweep
5	Regelflaechenaustrag. Insert Ruledsweep		Element teilen Split Entity
6	Verrundungen Fillet Entity		Fasen Chamfer Entity
7	Zusammenfuegen Sew Solid Sew Surface		Extrahieren Extract Edges Extract Faces
8	Seite drehen Move Face .. Rotate		Seite verschieben Move Face
9	Solids bearbeiten Insert Hole, Pocket, Boss, Notch, ...		Verschieben / Verei- nigen einer Seite Extend / Merge Face
10	Wandung erzeugen Generate Thickness		Element-Offset Offset Entity
11	Seite teilen Split Face		Seite anwinkeln Apply Daftangle
12	Elemente schneiden Intersect Entity		Projizieren Drop Entity

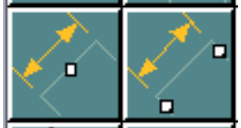
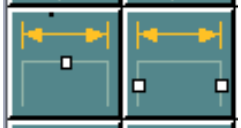
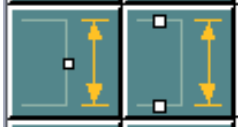
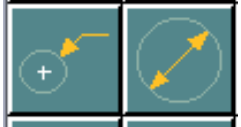
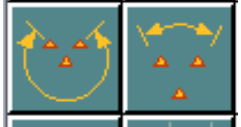
Menüs : WIREFRAME (Benutzerhandbuch Kap. 5)

1	Geometrische Grundformen Insert Rectangle, Ellipse, Slotprofile, ...		Boolesche Operationen Union, Subtract, Intersect Profile
2	Linie erzeugen Insert Line Pair		Linie erzeugen Insert Line Free
3	Linie tangential zu Insert Line Tanto		kuerzeste Verbindung Insert Line Shortest
4	Linien zwischen ... Insert Line Between Insert Line Ruled		Polykurve Join Pcurve Break Pcurve
5	Kreis mit Durchmesser Insert Circle Diameter		Kreis mit Radius Insert Circle Radius
6	Kreis mit 3 Punkten Insert Circle Free		Kreise erzeugen Insert Circle On Insert Circle Bisect
7	Kreisbogen mit 2 Pkt. Insert Arc Bisect		Kreisbogen mit Radius Insert Arc Radius
8	Kreisbogen mit 3 Pkt. Insert Arc Free		Kreisbogen / alle Par. Insert Arc General
9	Offset-Kurve erzeugen Offset Curve Distance		Punkte erzeugen Insert Point Free, Intrpoints, Polygon ..
10	Fasen erzeugen Insert Chamfer		Verrundungen erzeugen Insert Fillet
11	Kurven teilen Divide Curve		Kurven trimmen Trim Curve
12	Freiformkurven erzeugen Insert Nspline Interpol Insert Nspline Polygon		Kegelschnitte erzeugen Insert Conic Thru Insert Conic Rho

Menüs : CONSTRAINTS (Benutzerhandbuch Kap. 11)

1	Gleichung hinzufuegen Add Equation		Gleichung aendern Change Equation
2	Gleichung loeschen Delete Equation		Liste der Gleichungen List Equation
3	Variable hinzufuegen Add Variable		Variable aendern Change Variable
4	Variable loeschen Delete Variable		Liste der Variablen List Variable
5	Variable assoziieren Associate Variable		Variable dissoziieren Disassociate Variable
6	Parameterbestimmung Constrain Parameter		Variable hervorheben Highlight Variable
7	Variable umbenennen Rename Variable		Gleichungsloesung Solve Equation
8	Gleichungen einlesen Read Equation		Gleichungen schreiben Write Equation
9	Variablen einlesen Read Variable		Variablen schreiben Write Variable
10	Variablen exportieren Export Variable		Variablen listen List Variable
11	zu PMD / CAMU Komp. importieren		zu PMD / CAMU Komp. loesen
12	zu PMD / CAMU Komp. fixieren		zu PMD / CAMU Komp. regenerieren

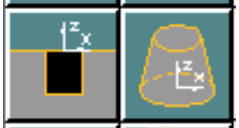
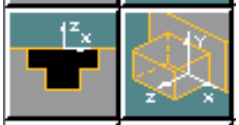
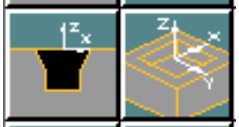
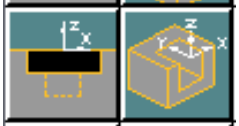
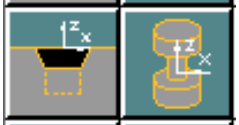
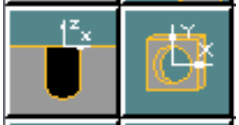
Menüs : DIMENSIONS (Benutzerhandbuch Kap. 14)

1	Masse aendern Change Dimension		Masse verschieben Change Dimension ...
2	Parallele Bemassung Insert Ldim Ppoint		Parallele Bemassung Insert Ldim Ppoint
3	Horizontale Bemassung Insert Ldim Hor		Horizontale Bemassung Insert Ldim Hor
4	Vertikale Bemassung Insert Ldim Ver		Vertikale Bemassung Insert Ldim Ver
5	Radienbemassung Insert Rdimension		Radienbemassung Insert Rdimension
6	Kreis / Kreisbogenbem. Insert Ddimension		Kreis / Kreisbogenbem. Insert Ddimension
7	Winkelbemassung / Linien Insert Adimension		Winkelbemassung Insert Adimension
8	Winkelbemassung / 3 Pkte Insert Adimension		Winkelbemassung Insert Adimension
9	Bezugslinien aendern Change Dimension Leader		Param. Mass ersetzen Replace Dimension
10	Massliste definieren Define Dlist		Standardeinstellungen List Dimension
11	Massliste hervorheben Highlight Dlist		Text aendern Change Text
12	Massliste loeschen Delete Dlist		

Menüs : ANNOTATIONS (Benutzerhandbuch Kap. 15)

1	Text in Datei schreiben Write Text File		Text einfuegen (3D) Insert Text
2	Text editieren Edit Text		Textaussehen aendern Change Text
3	Standardeinstellungen List Text		
4			
5	Hinweistext in Datei schr. Write Note File		Hinweistext (2D) Insert Note
6	Hinweistext editieren Edit Note		Textaussehen aendern Change Note
7	Hinweistext loeschen Delete Note		Hinweistext verschieben Change Note Location

Menüs : FEATURES (Features Benutzerhandbuch)

1	Bibliothek auswaehlen Select Library		Feature definieren Define Feature
2	Feature einfuegen Insert Feature		Feature aendern Change Feature
3	Feature ueberpruefen Verify Feature		Feature betrachten View Feature
4	Bohrung "Hole_Through"		Kreisfoermg. Zapfen "Boss_Circular"
5	Bohrg./Stirnsenkung "Hole_CboredThru"		Rechteckiger Zapfen "Tab_Rectangular"
6	Bohrg./Kegelsenkung "Hole_CsunkThru"		Rechteckige Tasche "Pocket_Rectangular"
7	Stirnsenkung "Counterbore"		Rechteckige Nut "Slot_FullRectangular"
8	Kegelsenkung "Countersink"		Rechteck. Umlaufnut "Groove_Rectangular"
9	Kegelbohrung "Hole_ConicalBottom"		Abflachung "Flat_FlatDepth"
10	Rundendbohrung "Hole_RoundBottom"		Durchbruch "Cutout_Circular"
11	Bohrg./Kegelsenkung "Hole_CsunkRound"		Bohrg./Stirnsenkung "Hole_CboredRound"
12	Bohrg./Kegelsenkung "Hole_CsunkConical"		Bohrg./Stirnsenkung "Hole_CboredConical"

Menüs : 3D Sketcher (Sketcher Benutzerhandbuch)

1	View to the virtual Pane		Select Objects
2	Create an Ellipse		Create a multi-sided Object
3	Create a Rectangle		Create a Line
4	Create a Circle		Create a 3-Point Circle
5	Create an Arc		Create a 3-Point Arc
6	Create a Chamfer		Create a Fillet
7	Create an Interpolant Spline		Create a Control Polygon Spline
8	Trim or Extend		Divides an Entity
9			Creates an Offset
10	Import CADDS Geometry into Sketcher		Sew a Closed Loop of Open Objects
11	Creates Reference Points		Enables Dimensioning
12	Change Autotrimming		Create Constraints

Menüs : PROFILE (Benutzerhandbuch Kap. 9)

1 Vorh. Profile sichten
Browse Profile

2 Profile loeschen
Delete Profile

3

Profil uebernehmen
Apply Profile

Profile umbenennen
Rename Profile

Profile auflisten
List Profile

Menüs : SHEET METAL (SMD - Benutzerhandbuch)

1 Unfold / Glob. Variable
Smd Select Chotol

2 Bend Allowance / Glob. Var
Smd Select ...

3 Folder / Glob. Variable
Smd Select ...

4 Glob. Variable auslisten
Smd Verify Smdglobal

5 Faces extrahieren
Smd Extract ...

6 Unfolds Object
Smd Unfold

7 Unfold + Correct
Befehlskette

8 Unfold + Correct + Fold
Befehlskette

9 Layer / Ideal Model
Select Layer ...
Exclude Layer ...

10 Layer / Corrected Model
Select Layer ...
Exclude Layer ...

11 Layer / Manufacturing
Select Layer ...
Exclude Layer ...

12 Data Output Manufacturing
Smd Manufacture ...

Joggle's
Smd Defjog ...

Bend Allowance / Texte
Insert Text ...

Umschalter auf den
alten Befehlssatz

DATUM Cplane
Define Cplane DATUM ...

Biegelinien
Smd Createbend, Modifybend
Querybend ...

Corrected Shape
Smd Bendallow

Folds Object
Smd Fold

Correct + Fold
Befehlskette

Layer / Developed Model
Select Layer ...
Exclude Layer ...

Layer / Folded Model
Select Layer ...
Exclude Layer ...

SMD Features

SMD Toolkit
diverse Befehle

Menüs : SECTIONING (Benutzerhandbuch Kap. 13)

1 Bez. fuer Schnittwzg.
  Label SecTool
  Unlabel SecTool
2 Schnittwzg. ein/ausbl.
  Blank, Unblank SecTool
  Highlight SecTool
3 Define Crosshatch

Schattieren/Kanten ausbl.
Render Section HLR
Render Section Shade
Schnitt def./loeschen
Define Section
Undefine Section

Ablauf :

a) beliebiges Schnittwerkzeug definieren (Solid)

b) Schnittwerkzeug identifizieren
   Label SecTool Name AA ...

c) Schnittgeometrie definieren (erst View, dann Bauteil ident.)
   Define Section Name AA ...

d) Schraffurparameter festlegen
   Define Crosshatch On Angle 45 Spacing 2 All

e) Schnitt darstellen
   Render Section Shade ...

Menüs : FAMILY PART (Benutzerhandbuch Kap. 12)

1 Variantentabelle erst.
Control Parameter On

2 Varianten pruefen
Visit Family Member

Variantenparameter loeschen
Control Parameter Off

Variantenparameter listen
List Family Variable

Ablauf :

a) "Master-Part" erstellen, aus dem Bauteilvarianten
abgeleitet werden
Parametrische Korrektheit ueberpruefen
Variablen und ggf. Gleichungen festlegen

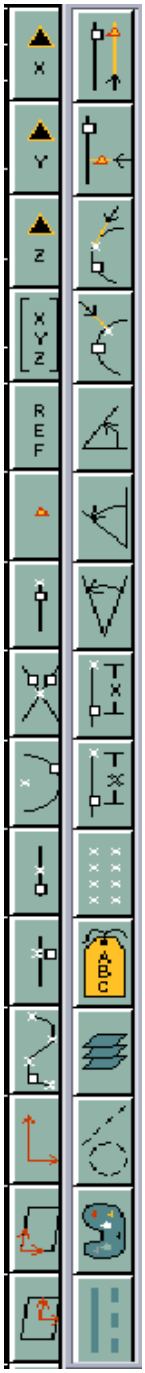
b) Variantentabelle erzeugen
Control Parameter On ...
(Parameter werden in der Tabelle alphabetisch sortiert)

c) mit einem Texteditor (z.B. textedit oder vi)
Variantentabelle ergaenzen
Neue Varianten definieren und Variablenwerte festlegen
Varianten ggf. ueberpruefen
Visit Family Member

e) im LDM
Variantenbauteile erzeugen
Generate Family Member

Menüs : GETDATA (Benutzerhandbuch Kap. 4)

1 dx (Taschenrechner)
2 dy (Taschenrechner)
3 dz (Taschenrechner)
4 Koordinatenmenue
5 ref
6 loc
7 end
8 intof
9 org
10 mid
11 near
12 along (Menue)
13 uselectcpl (Menue)
14 ucurvescpl
15 ucentercpl

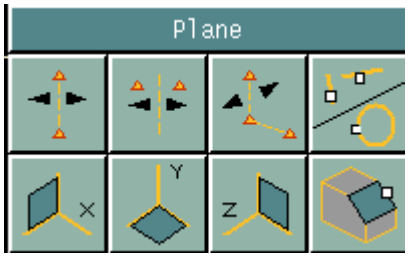


dparallel (Taschenrechner)
dperpendicular (Taschenr.)
dtangent
dnormal
xangle (Menue)
yangle (Menue)
relangle (Menue)
realength (Taschenrechner)
parlength (Taschenrechner)
pattern (Menue)
utag (Menue)
ulayer (Menue)
uconstruction
ucolor (Menue)
ufont (Menue)

Menüs : Elementauswahl (Benutzerhandbuch Kap. 4)

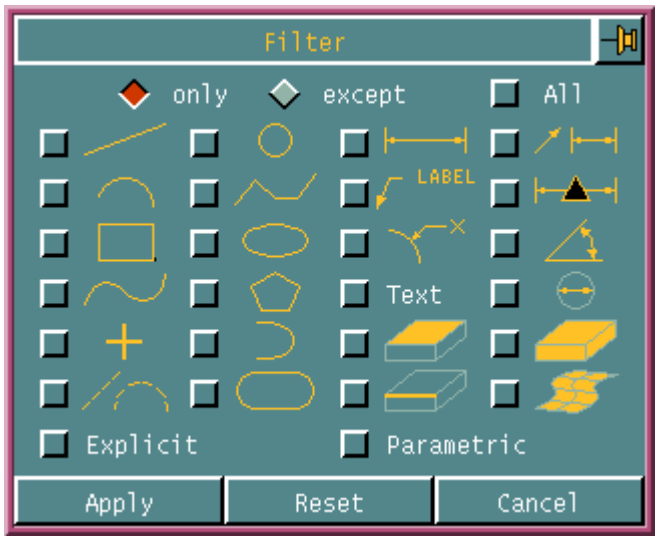
1 2 3 4 5 6 7 8 9 10 11 12 13

1	Filter	only / except / any ... (siehe Extrablatt)
2	Layer	lay
3	Kette	chn
4	Fenster	inwin
5		inxwin
6		xwin
7	Gruppe	group
8	Kennung	tagname
9	View-Name	vname
10	Cplane-Name	cpname
11	Layer	onlay
12		inplane



13		insurf

Menüs : FILTER (Benutzerhandbuch Kap. 4)



only	except	any

lin	cir	ldim	dim
arc	pcurve	plab	pdim
rect	ell	rdim	adim
nspl	pgon	text	ddim
poi	coni	face	sol
cons	slotprofile	edge	surf

static	parametric