

PTC®

# creo® parametric

QUICK REFERENCE CARD





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# User interface

Quick Access  
Toolbar

Ribbon Tabs

Dashboard  
Tab

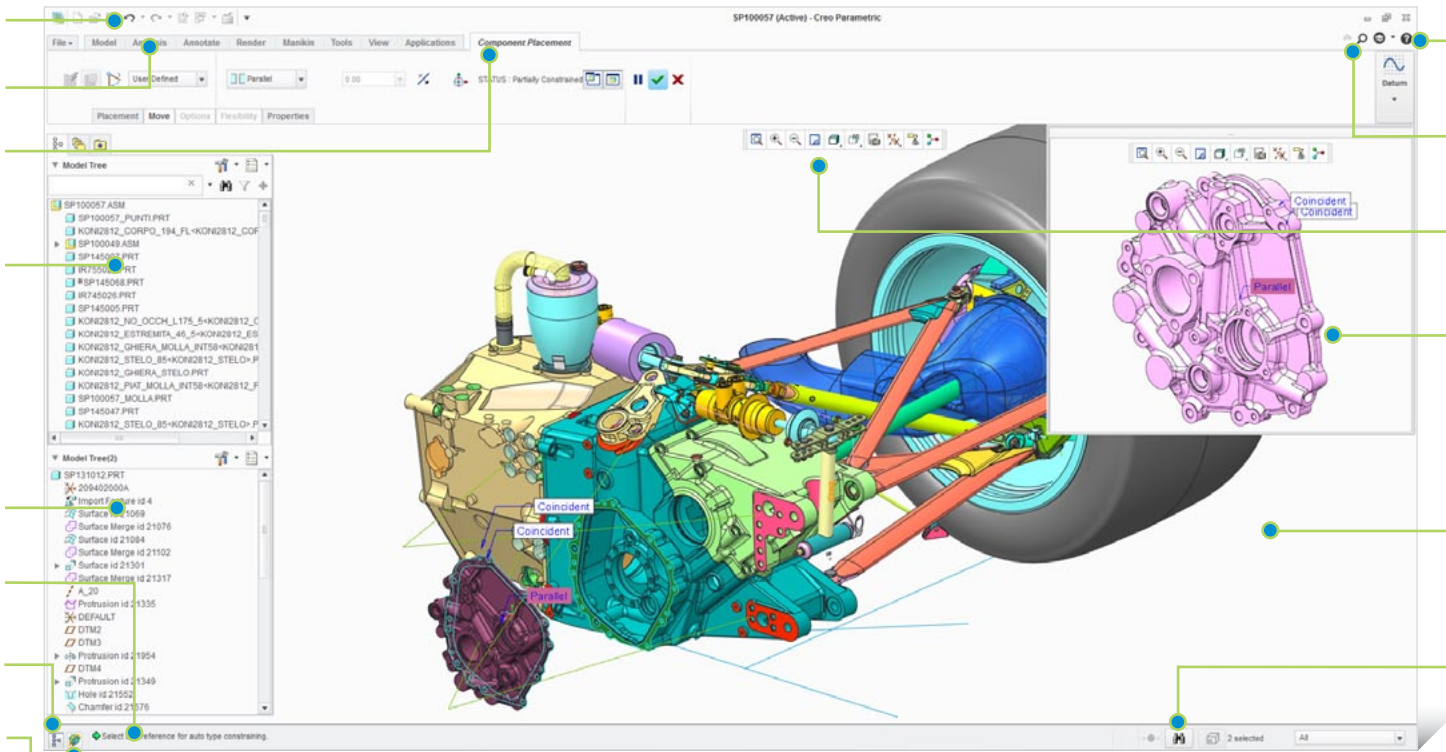
Assembly  
Model Tree

Component  
Model Tree

Message Area

Navigator  
Open/Close

Browser  
Open/Close



Help Center

Command  
Locator

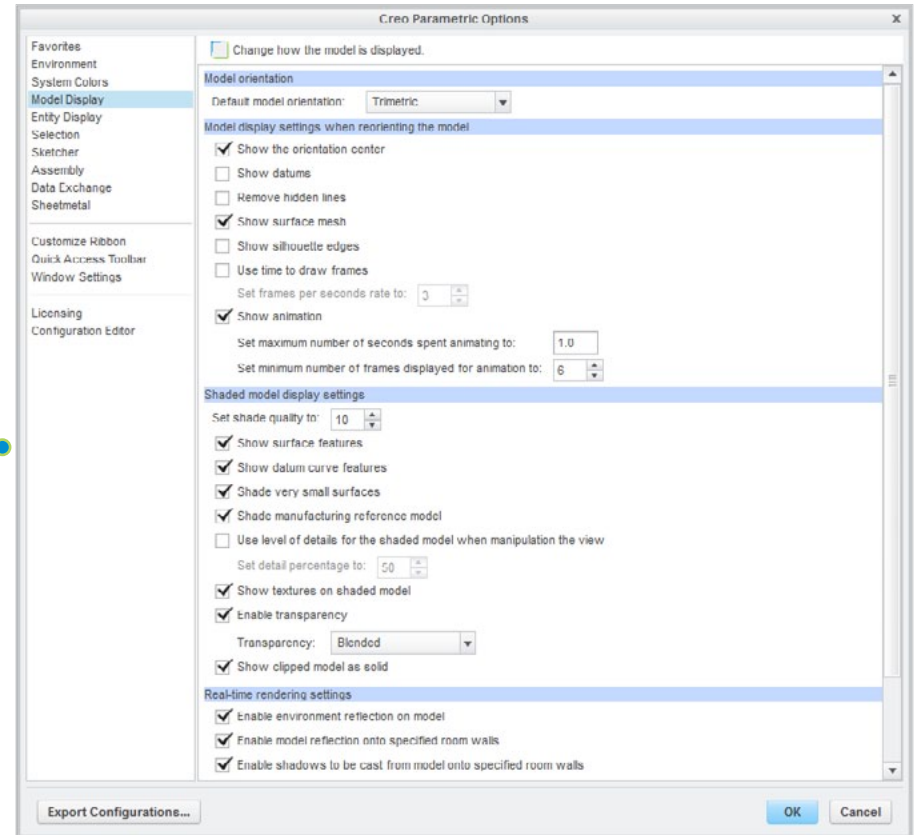
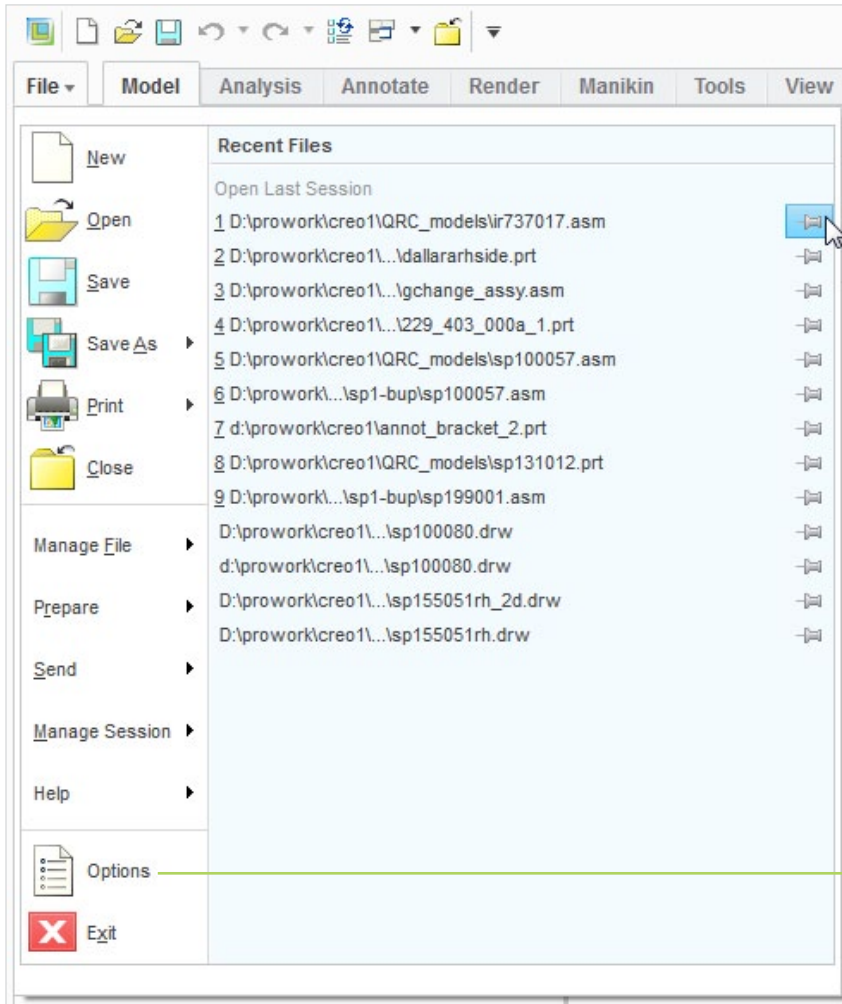
Graphics  
Toolbar

Accessory  
Window

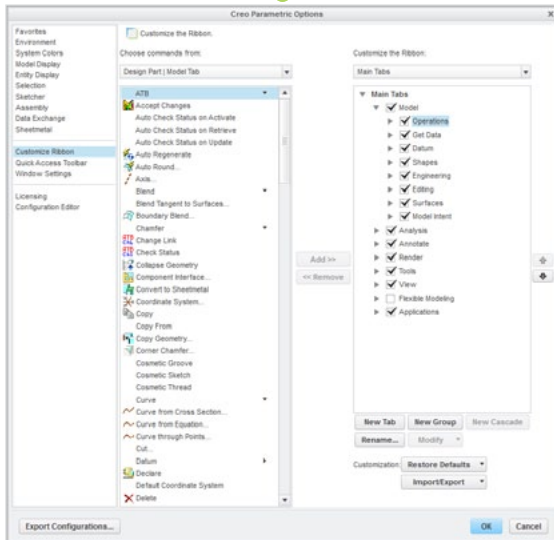
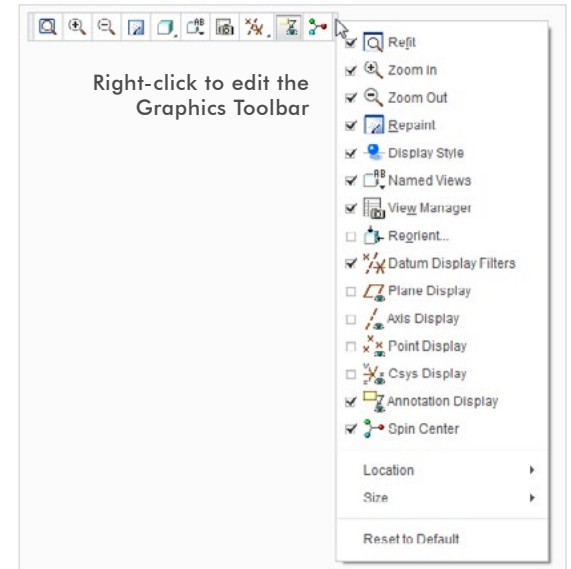
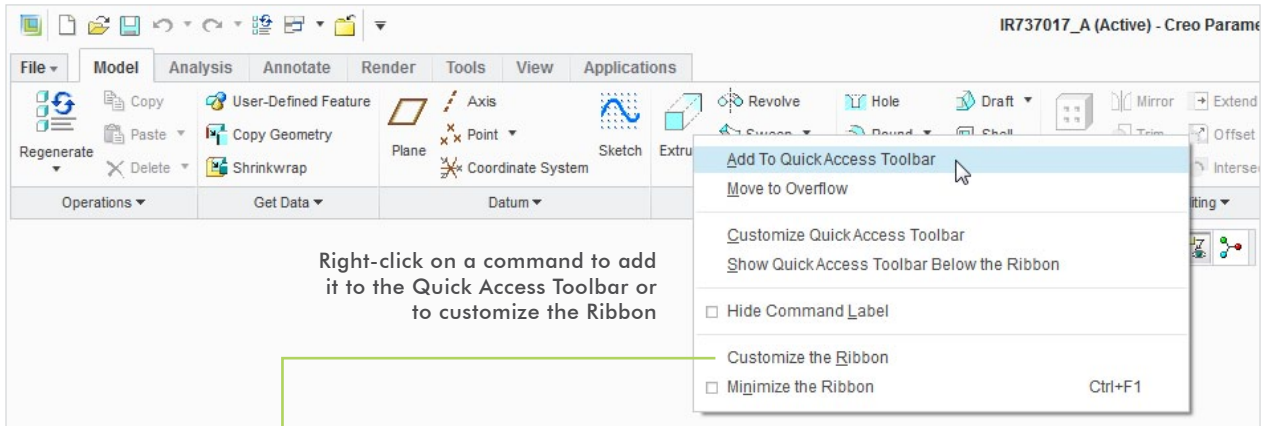
Graphics  
Window

Find Tool

# File menu



# UI customization



# Command locator

## Main toolbar

The screenshot shows the main toolbar of the software. The 'Manage Views' button is highlighted in yellow. A search window is open, displaying a list of commands. The search results are filtered to show 'Display Combined Views'. A tooltip is visible over the search results, showing the full path: '/Design Assembly/Model/Model Display/Manage Views'. A 'Setup' button is located at the bottom of the search window. A 'Command Search Settings' dialog box is also shown, with the 'Search in help text' checkbox checked and the 'Match Case' checkbox unchecked. The 'Match Criteria' section has 'Any Word Beginning With' selected.

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)  
Drag  
ECAD  
Offset  
Save a Copy  
Save a Copy(1)  
Save as Configurable Product  
Vision Cones

Display combined views.

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)

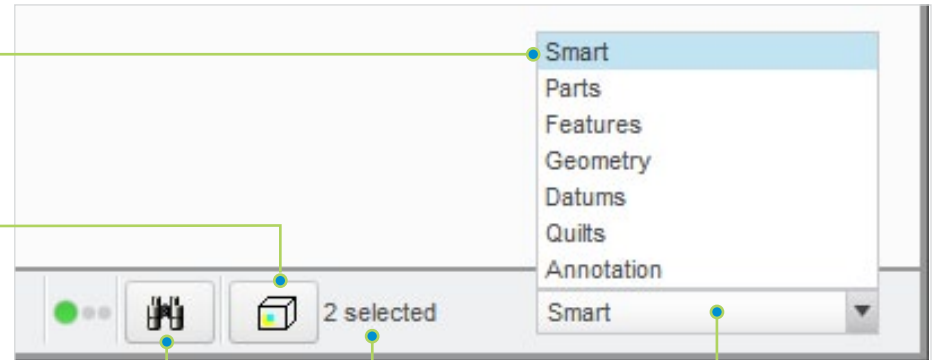
Example: Select a feature first, then select geometry (Surface/edge/vertex) from the feature

### Select using 3D box

### Find tool

Tip: Double-click to view items in selection window

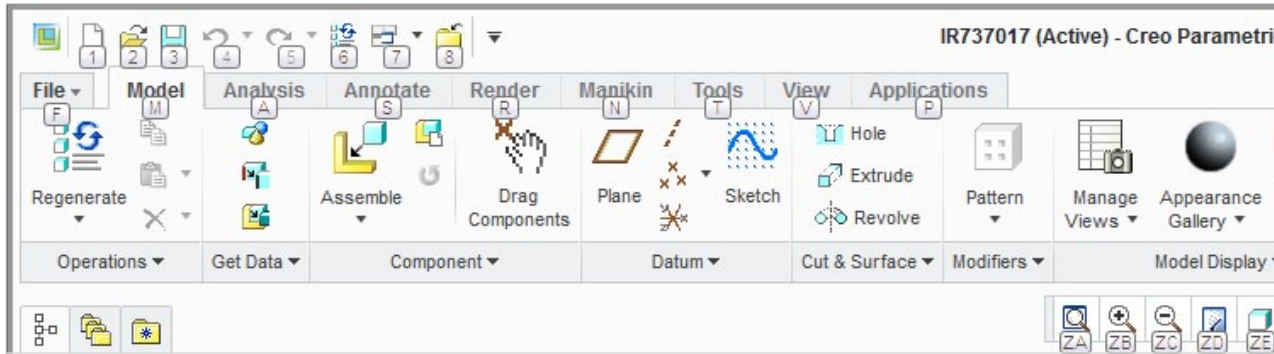
### Active filter



# Keyboard shortcuts

## Key tips

Press ALT key to activate key tips



## Keyboard shortcuts

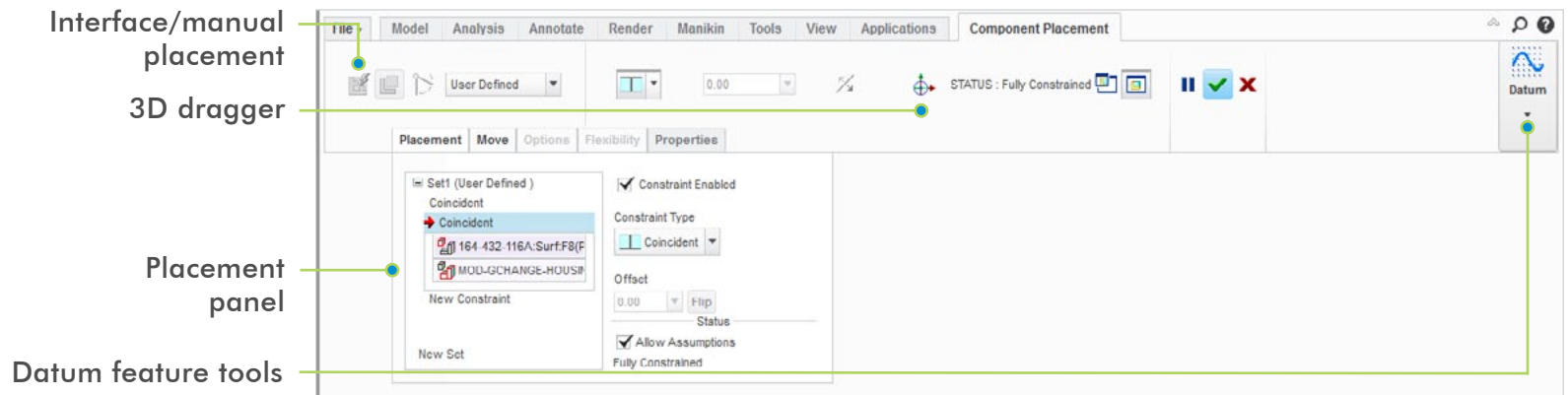
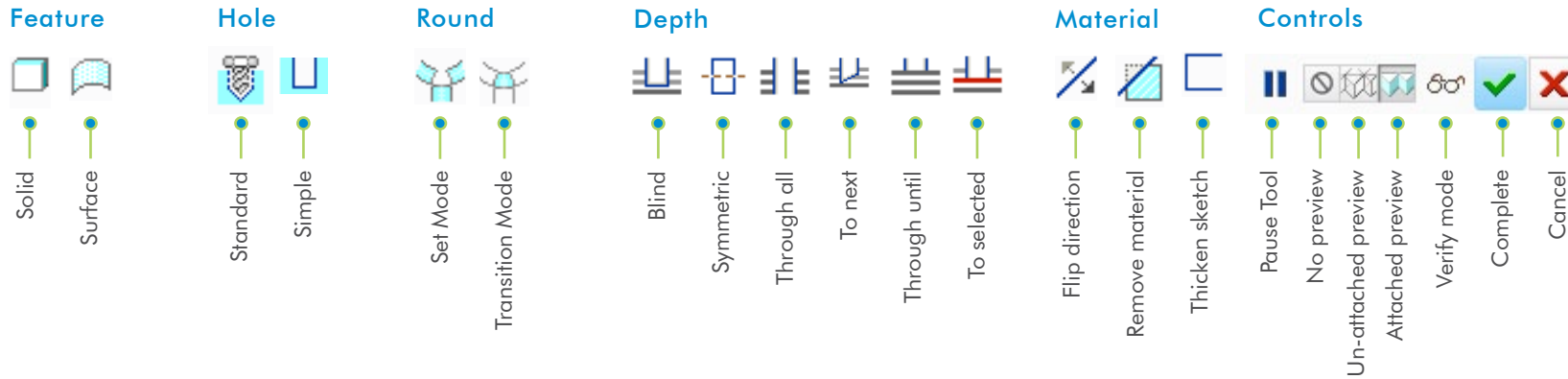
You can use standard keyboard shortcuts in Creo Parametric. For example:

- 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

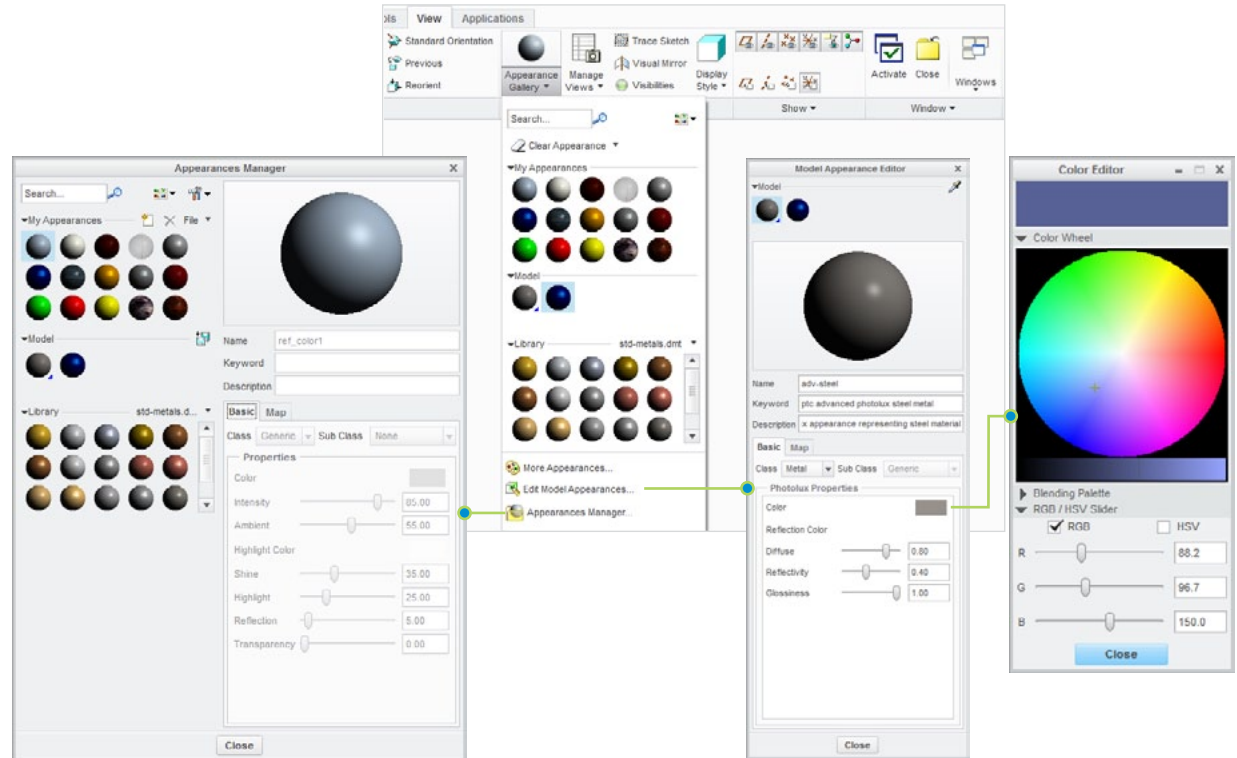
1. Select Edit Model Appearances from the Appearance pull-down menu
2. Adjust appearance attributes using draggers
3. Select Map tab to map images and textures



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

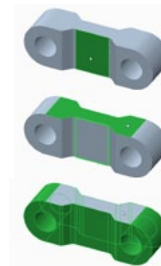
To select all the surface patches that are adjacent to the edges of a surface patch:

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)



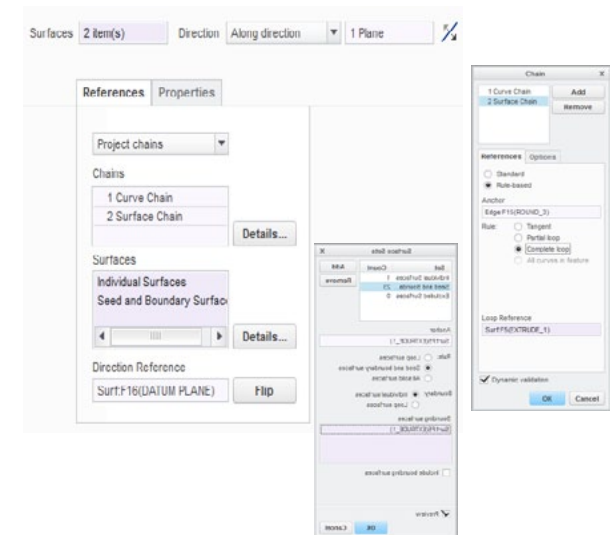
#### Excluding surface patches from surface sets

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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