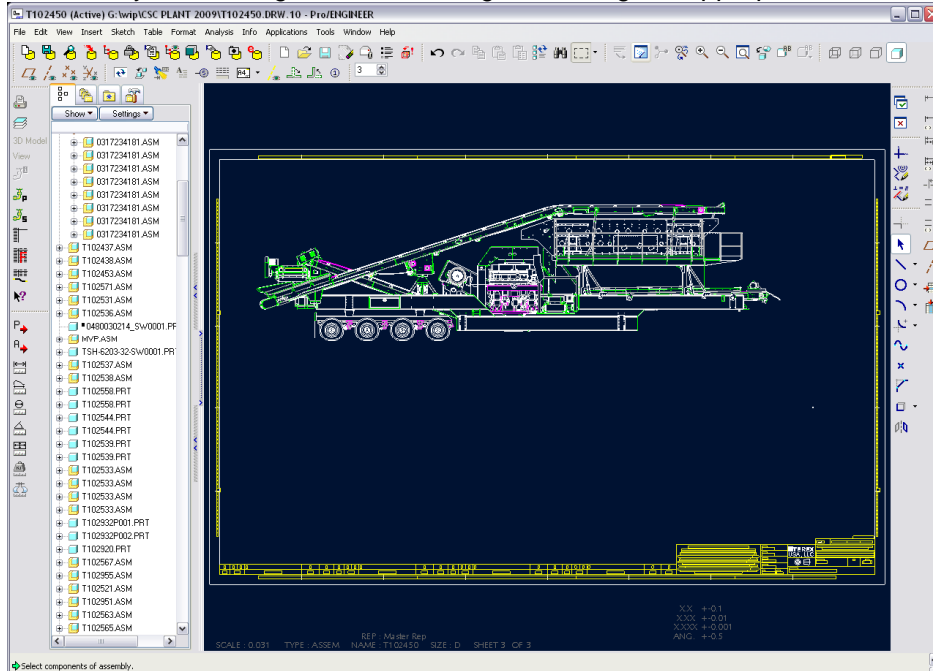


Adding Balloons to Simplified Rep Views

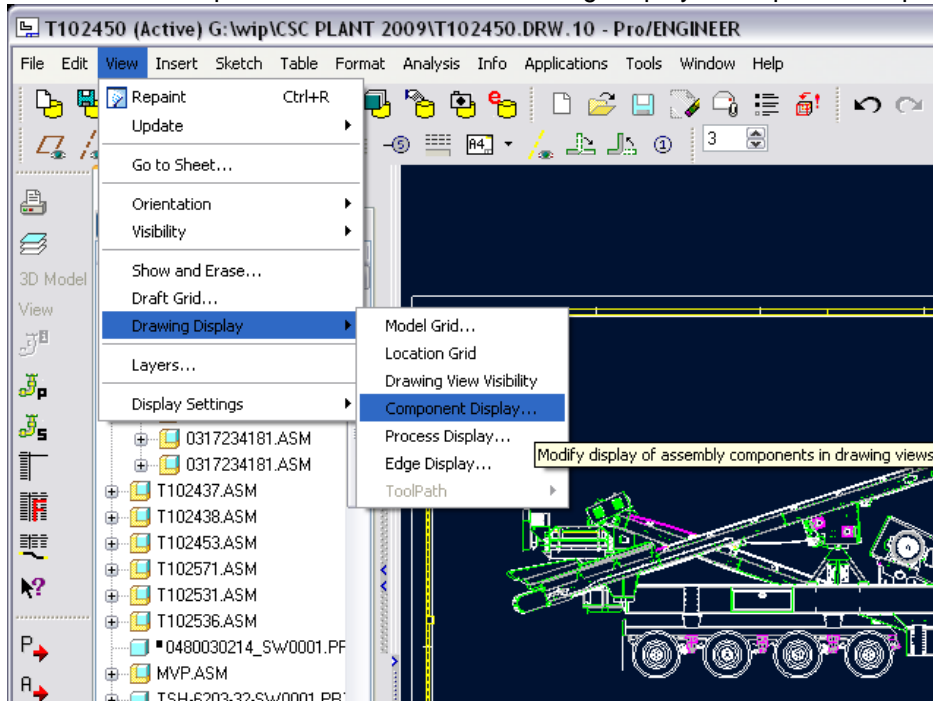
After creating the simplified rep in the top level assembly that you want to have displayed you can choose to explode the view or not, depending on the view you wish to create.

1. In your drawing, insert a drawing view using the appropriate orientation.

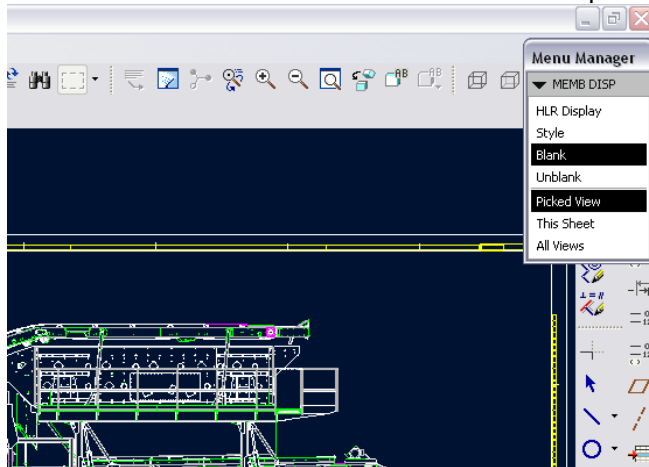


To clean up the view to show your Simplified Rep:

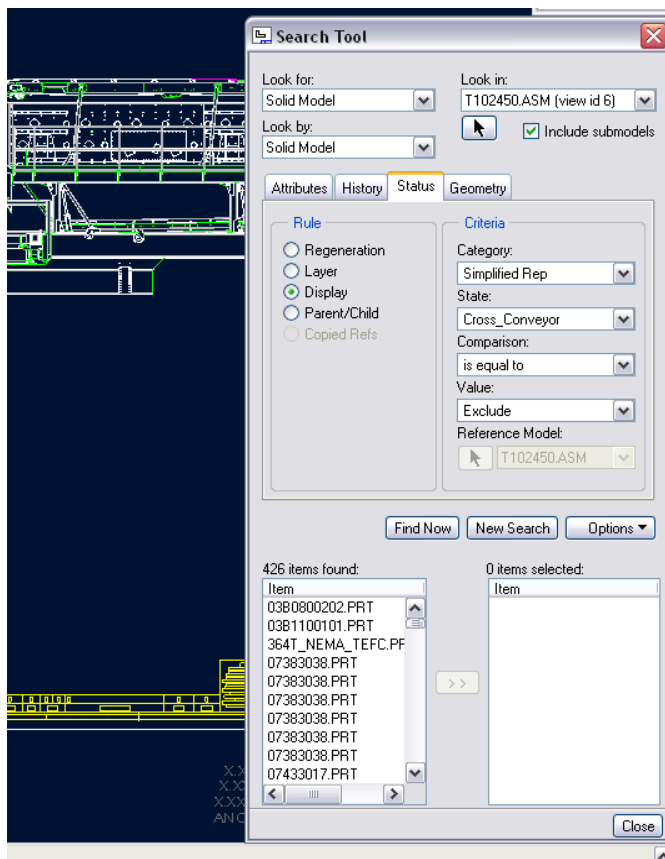
2. Click the pull down menu: View / Drawing Display / Component Display



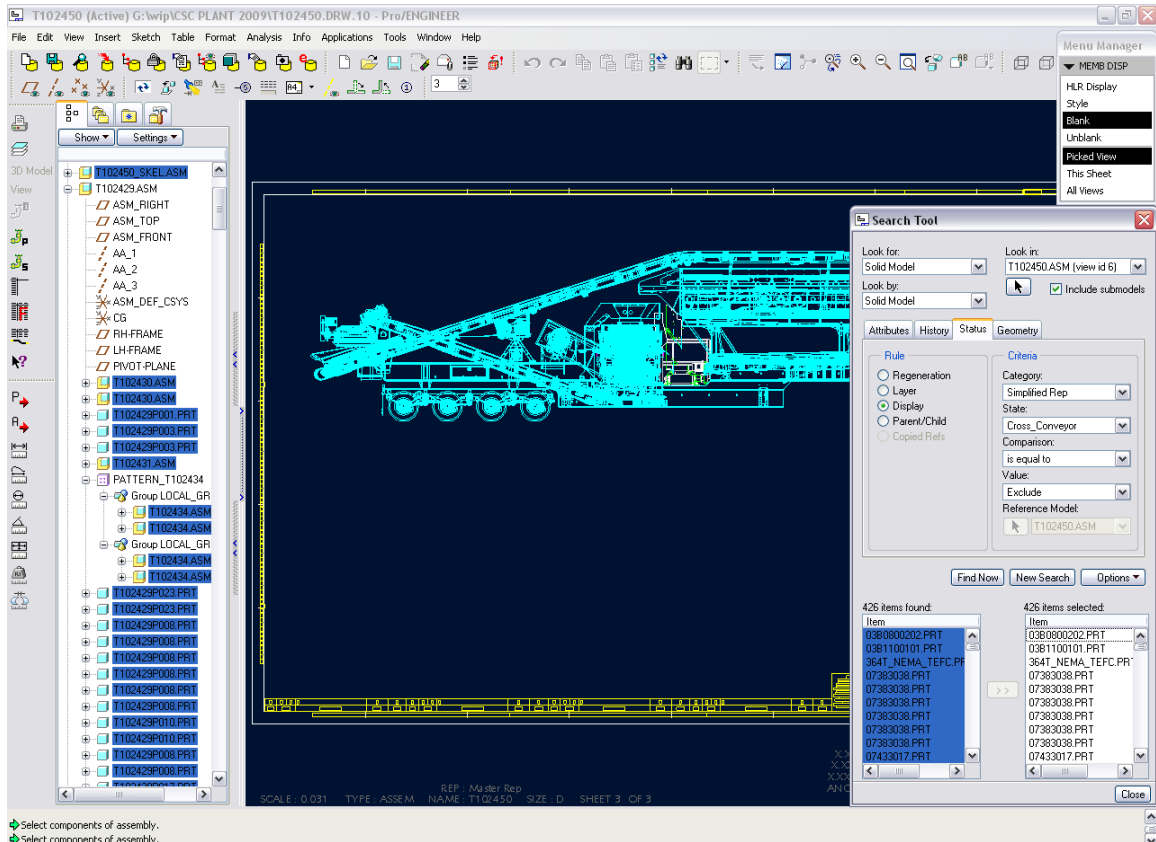
3. Select Blank / Picked View from the Component Display dialog box



4. Pick the Binoculars on the top toolbar to do a search (see top left of above screenshot)
5. Click on the view you wish to search in and the Search GUI will pop up.
6. Choose the Status Tab.
7. Select Display under the Rule Section
8. Under Criteria, select Simplified Rep
9. State = (Rep Name you Created)
10. Comparison = "is equal to"
11. Value=Exclude
12. Select Find Now

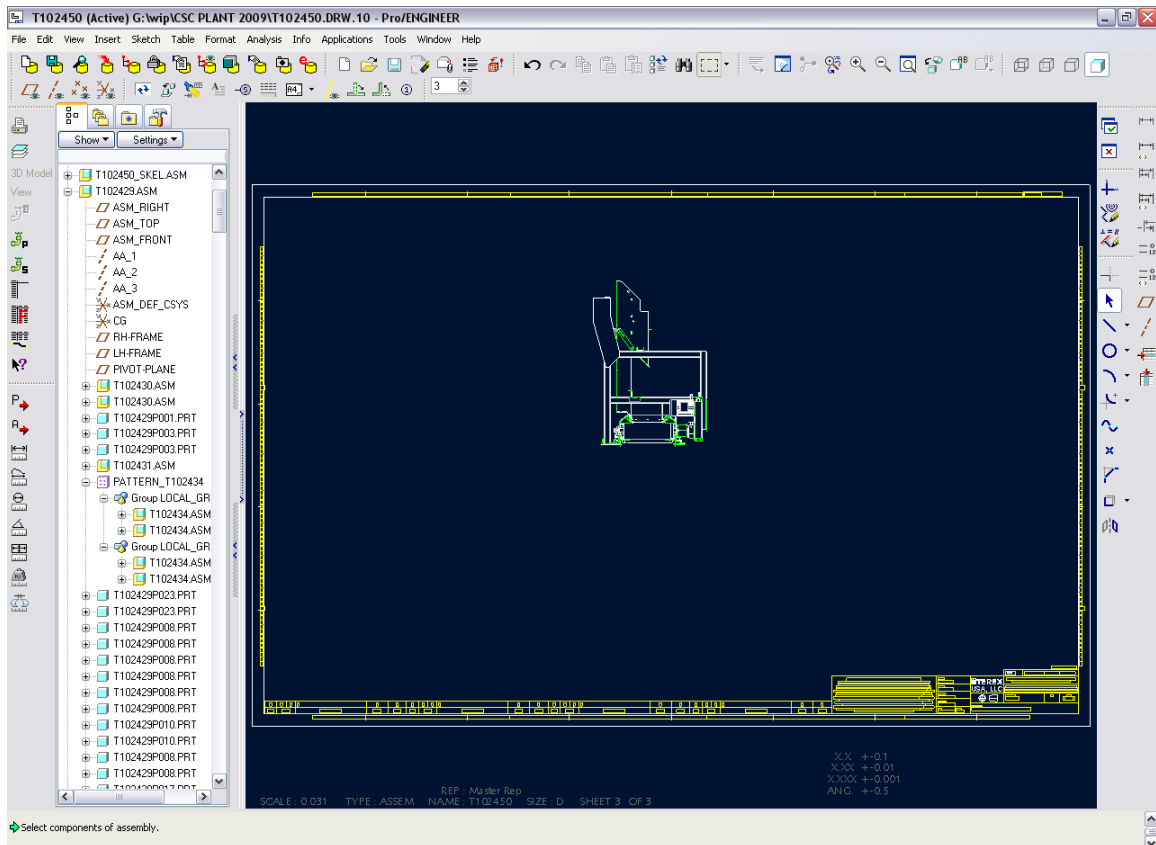


13. The items listed on the left are items that are not included in your simple rep. By clicking on one of the items and doing a “Ctrl A” to select all the items in the list you can click the >> in the center to move them to the Selected Items List.

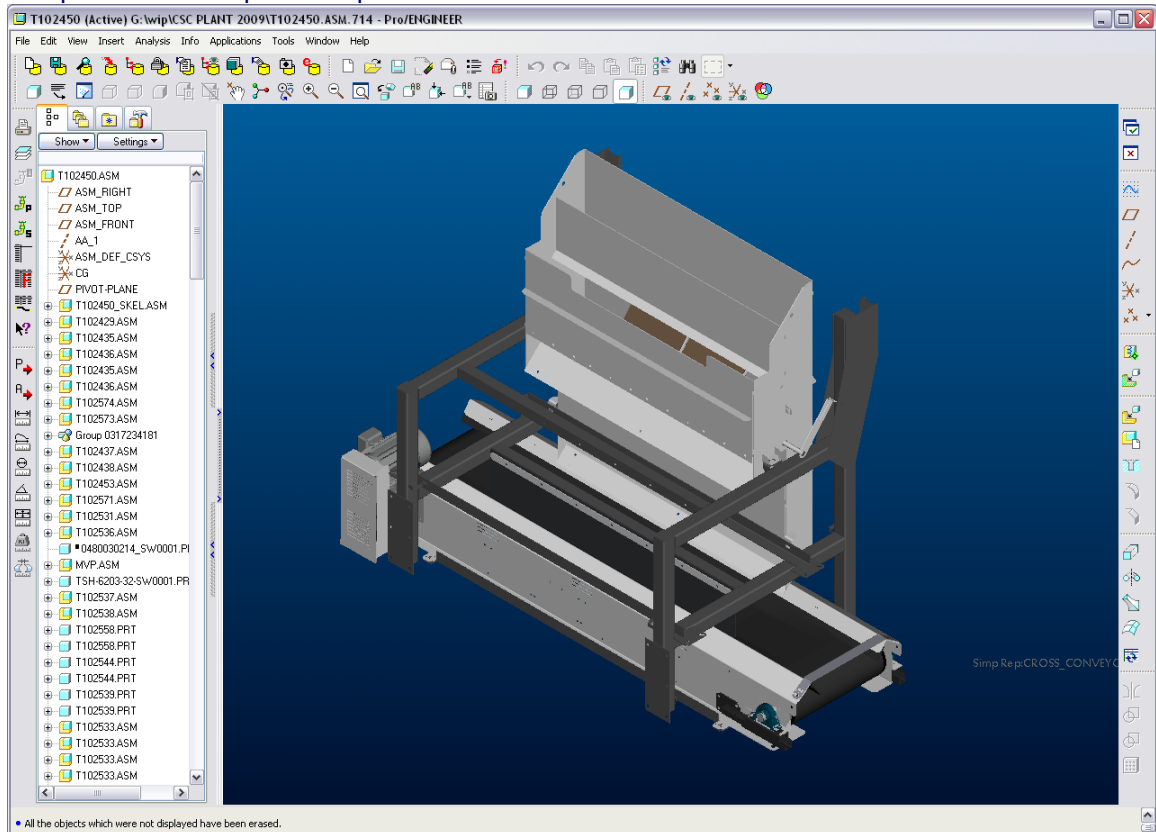


Select components of assembly.
Select components of assembly.

14. Click on Close
15. Middle Mouse Button twice to confirm and exit.
16. This view is now showing only the items in your simplified Rep, and it is tied to a BOM that you create for the overall assembly.



Compare to the Simplified Rep:



Tips:

- When creating your simplified rep, use the Exclude rule on the top level assembly and add components as you need them.
- When placing your view on the drawing use a small scale size at first while you clean up the view then change it to what you need, this will help in regen time and to help visually.
- When doing a Ctrl "A" to select all the items to blank, before selecting the >> to move them into the selected column make sure Pro-E is finished searching; Hint Red Stop sign is done flashing.
- You can Explode the view by selecting the view Props and changing values around the way you see fit.