

creo+[®]

Quick Reference Card



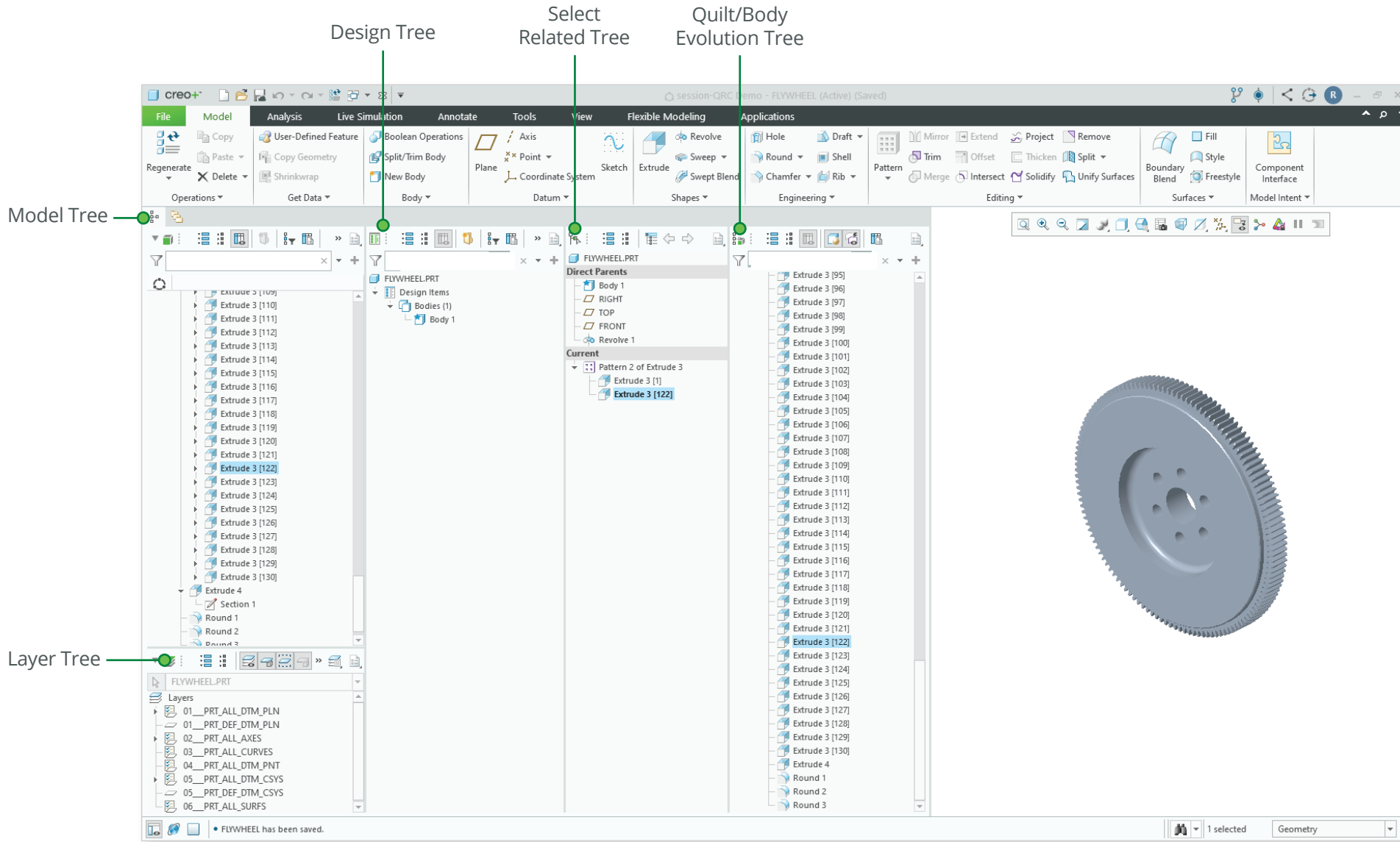
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User Interface

The image shows a screenshot of the Creo+ software interface with a motorcycle model. The interface is annotated with labels and green lines pointing to specific UI elements:

- Quick Access toolbar**: Located at the top left of the application window.
- Ribbon tab**: Points to the 'Component Placement' tab in the ribbon.
- Command tab**: Points to the 'Component Placement' command area in the ribbon.
- Graphics toolbar**: Points to the toolbar above the main graphics area.
- Create New collaboration session**: Points to the 'Create New Collaboration Session' button in the top right.
- Join a collaboration session**: Points to the 'Join a Collaboration Session' button in the top right.
- Command locator**: Points to the 'Command Locator' icon in the top right.
- Help Center**: Points to the 'Help Center' icon in the top right.
- Assembly Model Tree**: Points to the top section of the left-hand model tree.
- Component Model Tree**: Points to the middle section of the left-hand model tree.
- Navigator Open/Close**: Points to the 'Navigator' icon in the bottom left.
- Browser Open/Close**: Points to the 'Browser' icon in the bottom left.
- Full-screen mode**: Points to the 'Full Screen' icon in the bottom left.
- Message area**: Points to the message bar at the bottom of the interface.
- Feature-specific shortcut menu**: Points to the context menu for the 'Placement Collector' feature.
- Accessory window**: Points to a floating window showing a close-up of a wheel.
- Context-sensitive mini toolbar for quick command access on selection**: Points to a toolbar that appears over the wheel in the accessory window.
- Graphics window**: Points to the main 3D graphics area.
- Find tool**: Points to the 'Find' icon in the bottom right.



Real-Time Collaboration

Exploration Branches

Main Branch

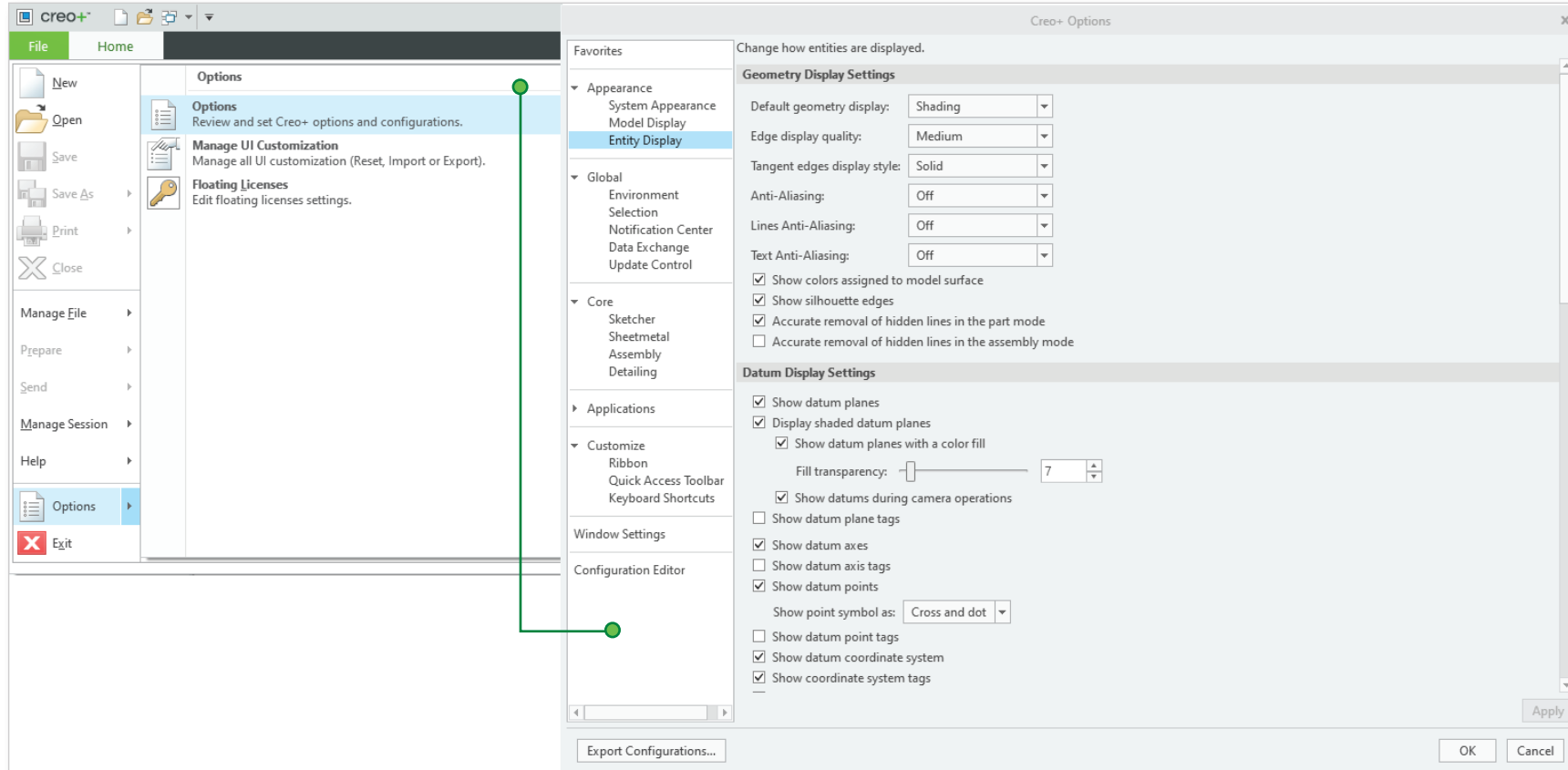
Collaboration Graph

Create Version

Share the collaboration session

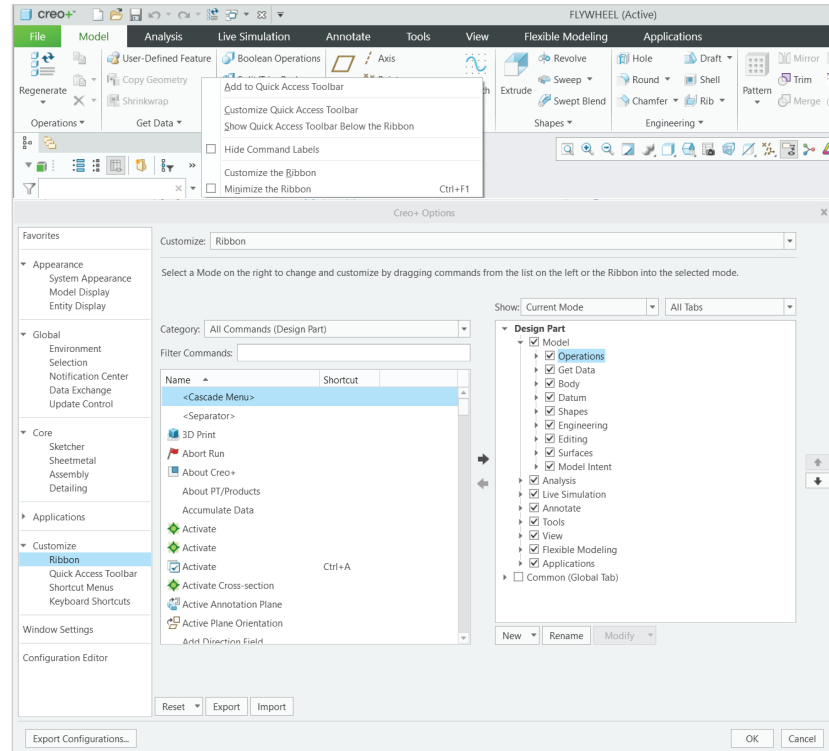
Exit the collaboration session

User Information

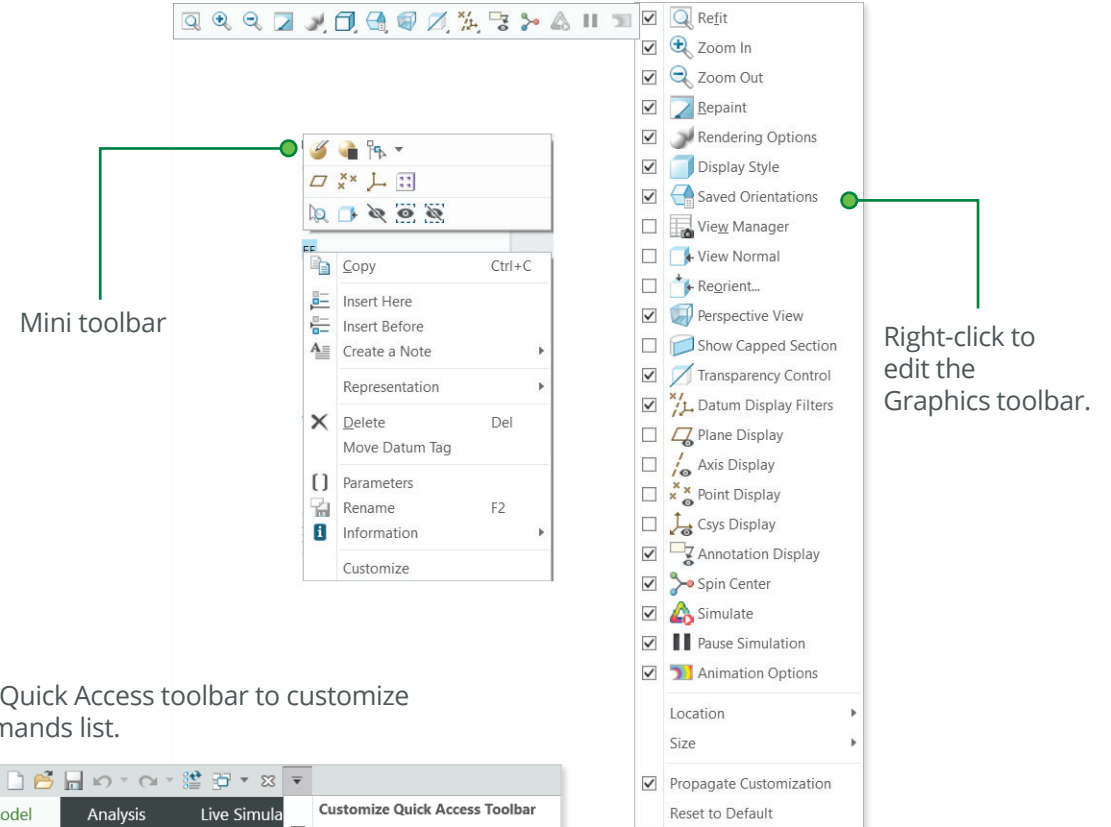


Common dashboard controls

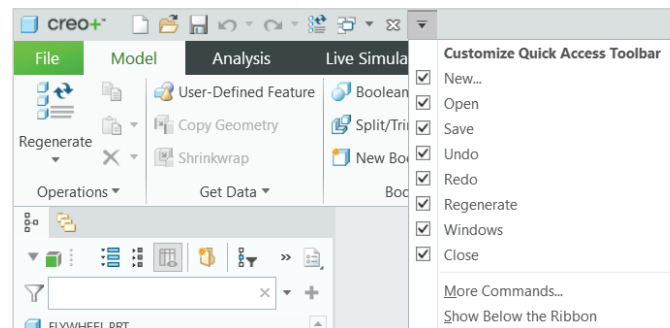
- Right-click a command to add the Quick Access toolbar or to access the ribbon customization window.



- Click Customize on the mini-toolbar or on the shortcut menu, appearing on right click.

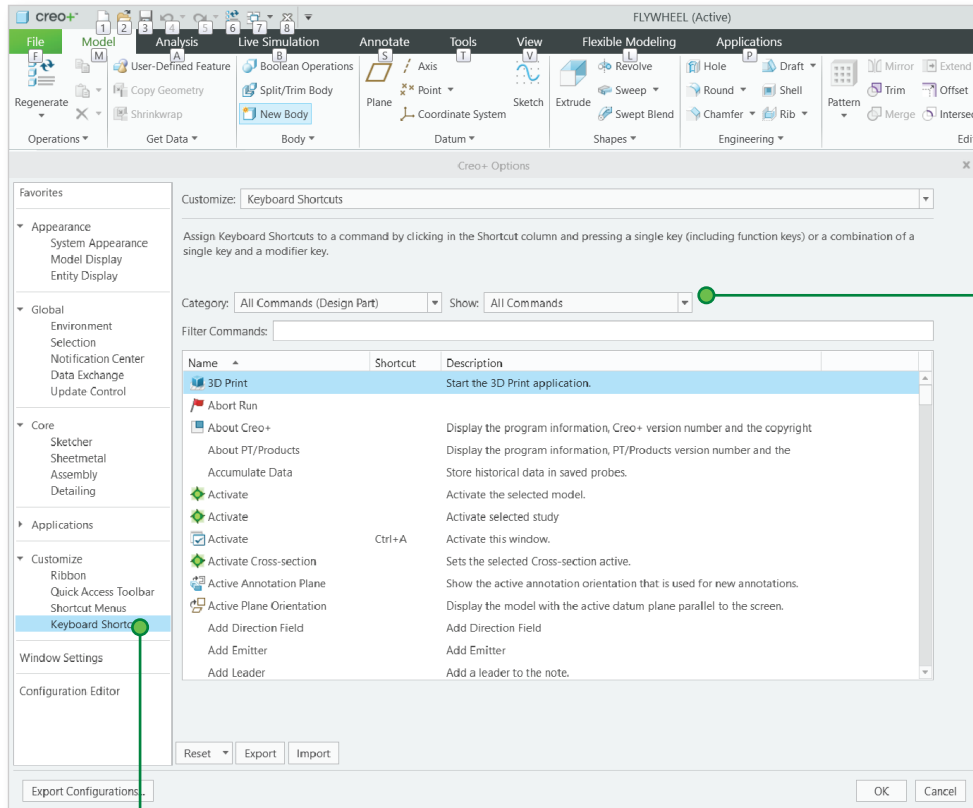


- Click the Quick Access toolbar to customize the commands list.



Key tips

Press the ALT key to activate the key tips.



Keyboard shortcut customization

Filter options









Key shortcuts

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









- Regenerate 
- New file 
- Open file 
- Save file 
- Find 
- Delete 
- Copy 
- Paste 
- Undo 
- Redo 
- Repaint 
- Standard view 

Copy/Paste shortcuts are also available in Assembly Mode.













Mouse controls

- Highlight geometry  Over geometry
- Query next item  Until highlighted
- Select highlighted geometry 
- Add or remove items from selection  
- Construct chains or surface sets  
- Clear selection  On background

Rotate the model using keyboard shortcuts

- Rotate model to right  + 
- Rotate model to left  + 
- Rotate model upward  + 
- Rotate model downward  + 

Rotate the model around screen Center

- Rotate model to right  +  + 
- Rotate model to left  +  + 
- Rotate model upward  +  + 
- Rotate model downward  +  + 

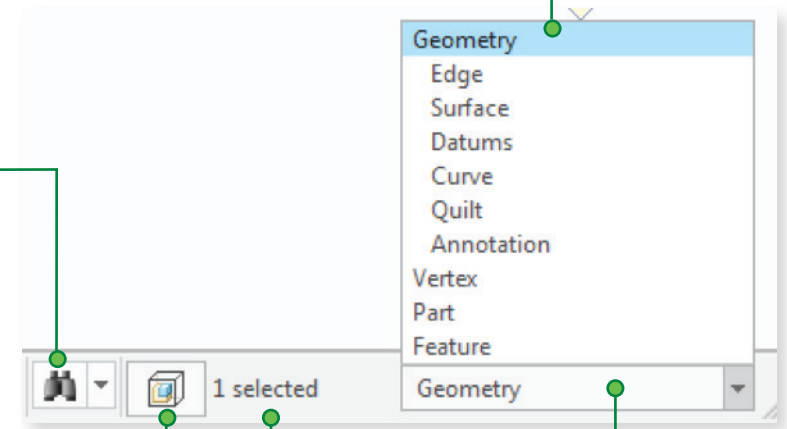
Filters limit the scope of selection

Default selection filter: When selecting geometry, extended context operations, such as operations on features or parts, are supported. To select features or parts directly, press ALT+left mouse button, or switch the filter.

Find tool
Geometry Search Tool
(available for Flexible Modeling and Datum Reference Features)

Select using 3D box

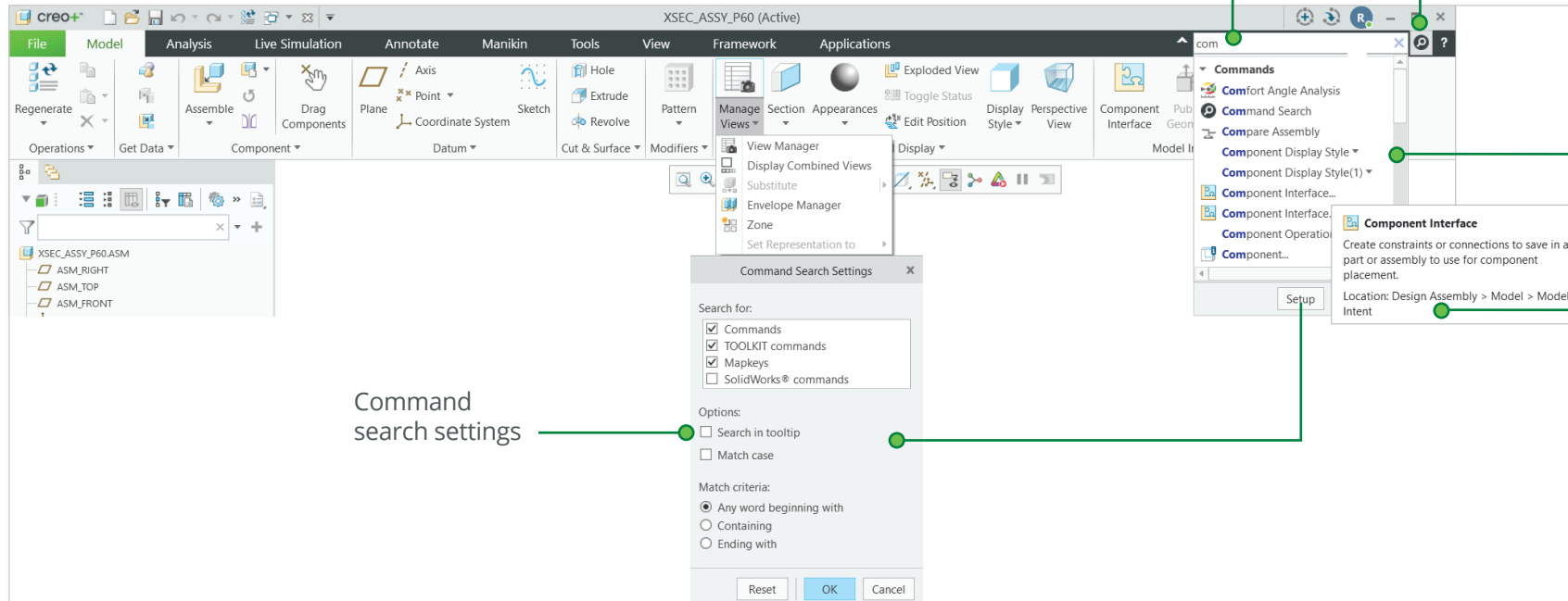
Tip: Double-click to view items in selection window



Main toolbar

Type the command name to search

Click to activate the command search.



Command search settings

Matching commands are listed here.

• Hover the pointer over a command to see the path.

• You can select a command from search results.

Common Dashboard Controls

Feature



Solid

Surface

Hole



Standard

Simple

Round



Set Mode

Transition Mode

Depth



Blind

Symmetric

Through all

To next

Through until

To selected

Material



Flip direction

Remove material

Thicken sketch

Controls



Pause Tool

No preview

Un-attached preview

Attached preview

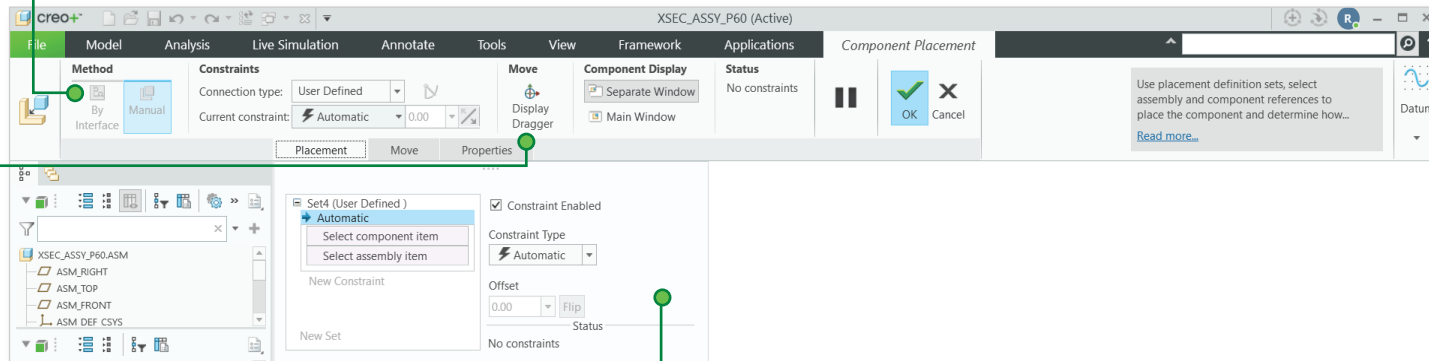
Verify mode

Complete

Cancel

Interface/Manual placement

3D dragger



Placement window





Datum feature tools

Orienting the Model

Dynamic viewing

3D Mode

Press and hold the key and the middle mouse button.
Drag the mouse.




- Spin 
- Pan 
- Zoom 
- Turn 

2D Mode

- Pan 
- Zoom 

2D & 3D Mode

Press and hold 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 option.
- Use the shortcut: CTRL+SHIFT+middle mouse button.




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 button and drag.

Component placement controls

- 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 Assigning appearance


Object-action

1. Select Surface/Quilt/Intent Surface/Part.
2. Click to open the Appearances list.
3. Select or create the desired appearance.

Action-object

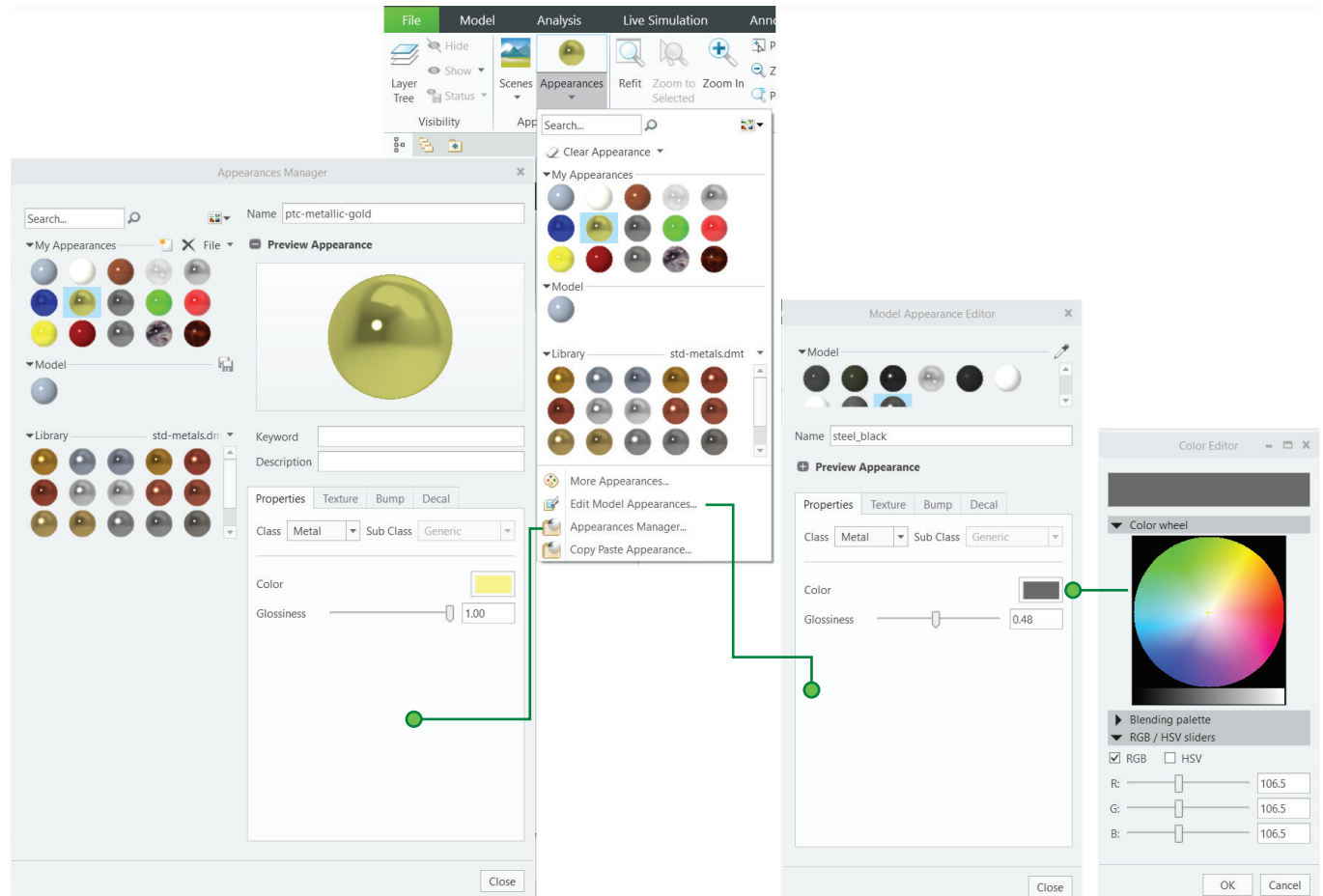
1. Click to open the Appearance list.
2. Select or create the desired appearance.
3. Select from: Surface, Quilt, Intent Surface, or Part.

Edit appearances in the current model

1. Select Edit Model Appearances from the Appearance list.
2. Adjust the appearance attributes using draggers.
3. Select the Map tab to map images and textures.
4. To edit the texture placement, select the surfaces using the  color picker.

Manage appearances

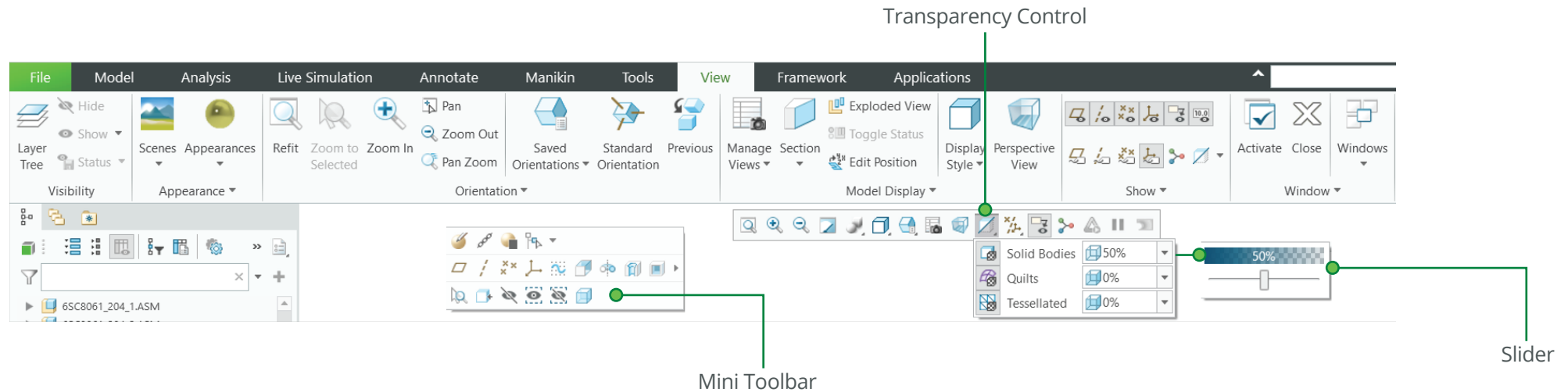
- Build a custom library of appearances.
- Include predefined plastics or metals library appearances.
- Edit, create, or delete appearances in the custom library palette.
- Define, save, or retrieve custom appearance (*.dmt) files.






[Continued]

Transparency control for bodies

Click on  the graphics toolbar or click **View > Show >**  **Transparency Control**.



• Supported for:

-  • Solid bodies—Control transparency of all solid bodies. By default, solid bodies are 50% transparent.
-  • Quilts—Control transparency of all quilts.
-  • Tessellated—Control transparency of tessellated bodies. For example, trueSolid, faceted, or volumetric geometries.

- Set transparency percentage levels—Move the slider or type a value in percentage to set the exact transparency value.
- Make a selected body transparent using the Make Transparent command on the mini toolbar.

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 an initial chain.
2. Press and hold the CTRL key.
3. Select an edge for a new chain.
4. Release the CTRL key.
5. Press and hold the SHIFT key.
6. Complete the new chain from the selected edge.

Individual chains

One-by-One

To select adjacent edges one at a time along a continuous path:

1. Select an edge.
2. Press and hold the SHIFT key.
3. Select the adjacent edges.
4. Release the SHIFT key.

Rule-based chains

Tangent

To select all the edges that are tangent to an anchor edge:

1. Select an edge.
2. Press and hold the SHIFT key.
3. Highlight the tangent chain.
You may need to use query.
4. Select a tangent chain.
5. Release the SHIFT key.

Boundary

To select the outer-most boundary edges of a quilt:

1. Select a one-sided edge of a quilt.
2. Press and hold the SHIFT key.
3. Highlight the boundary chain.
You may need to use query.
4. Select a boundary chain.
5. Release the SHIFT key.

Surface loop

To select a loop of edges on a surface path:

1. Select an edge.
2. Press and hold the SHIFT key.
3. Highlight the Surface chain.
You may need to use query.
4. Select a Surface loop.
5. Release the SHIFT key.

From-To

To select a range of edges from a surface patch or a quilt:

1. Select the From edge.
2. Press and hold the SHIFT key.
3. Use query to highlight the desired From-To chain.
4. Select a From-To chain.
5. Release the SHIFT key.

[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. Press and hold the CTRL key.
3. Select additional patches.
You may need to use query.
4. Release the CTRL key.

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.
 - Select all surfaces.
 - Select surfaces of all bodies.

Quilt surfaces

To select all the surface patches of a quilt:

1. Select a surface feature.
2. Select the corresponding quilt.

Loop surfaces

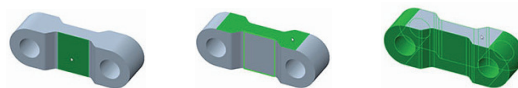
To select all the surface patches that are adjacent to the edges of a surface patch:

1. Select a surface patch.
2. Press and hold the SHIFT key.
3. Place the pointer over an edge of the patch to highlight the loop surfaces.
4. Select loop surfaces (the initial surface patch is deselected).
5. Release the SHIFT key.

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. Press and hold the SHIFT key.
3. Select one or more surface patches to use as boundaries.
4. Release the SHIFT key. This releases all surfaces from the seed.



Excluding surface patches from surface sets

To exclude surface patches during or after construction of a surface set:

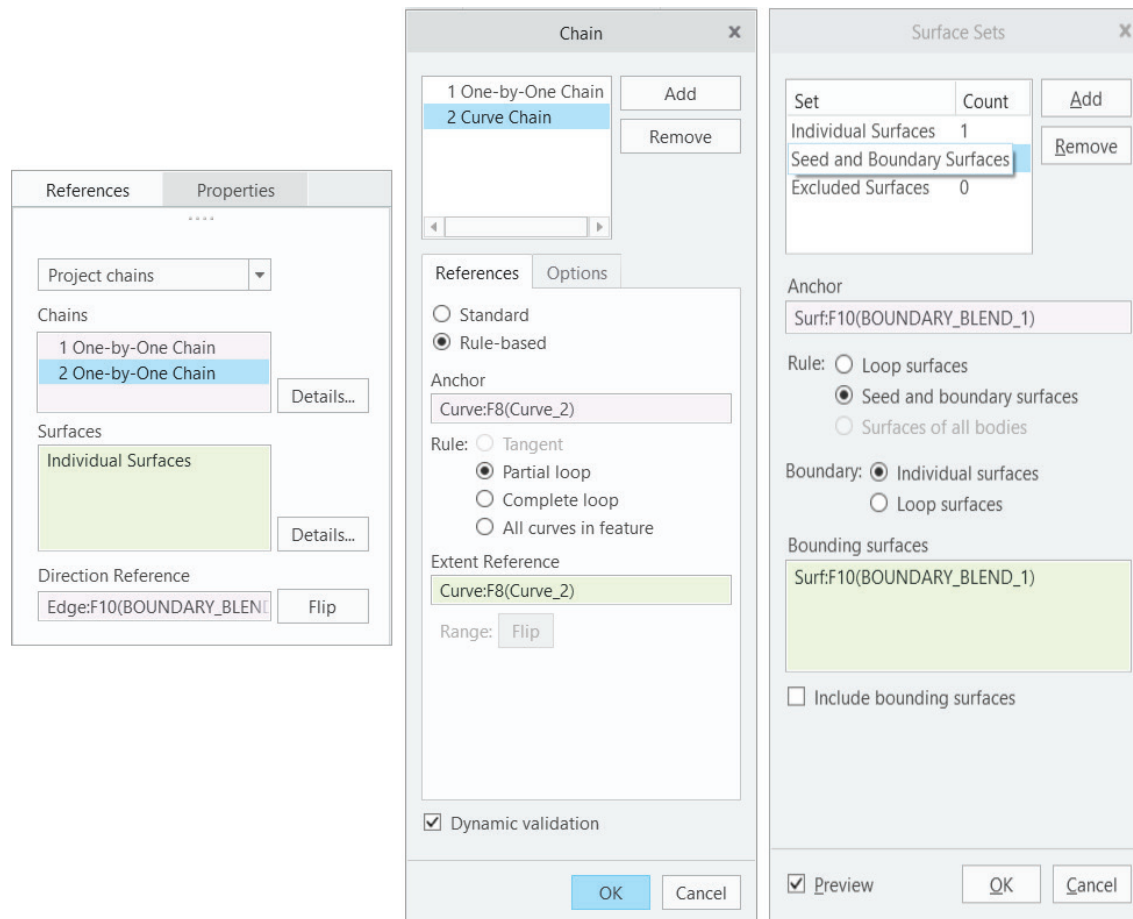
1. Construct a surface set.
2. Press and hold the CTRL key.
3. Highlight a patch from the surface set.
4. Select the patch to deselect it from the surface set.
5. Release the CTRL key.

Advanced Selection: Chain and Surface Set Construction

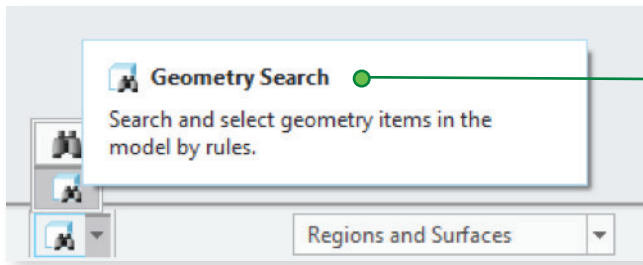
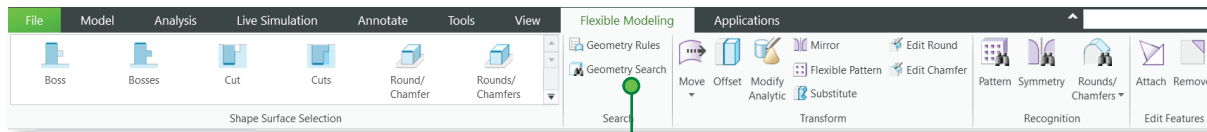
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Constructing chains and surface sets using dialog boxes

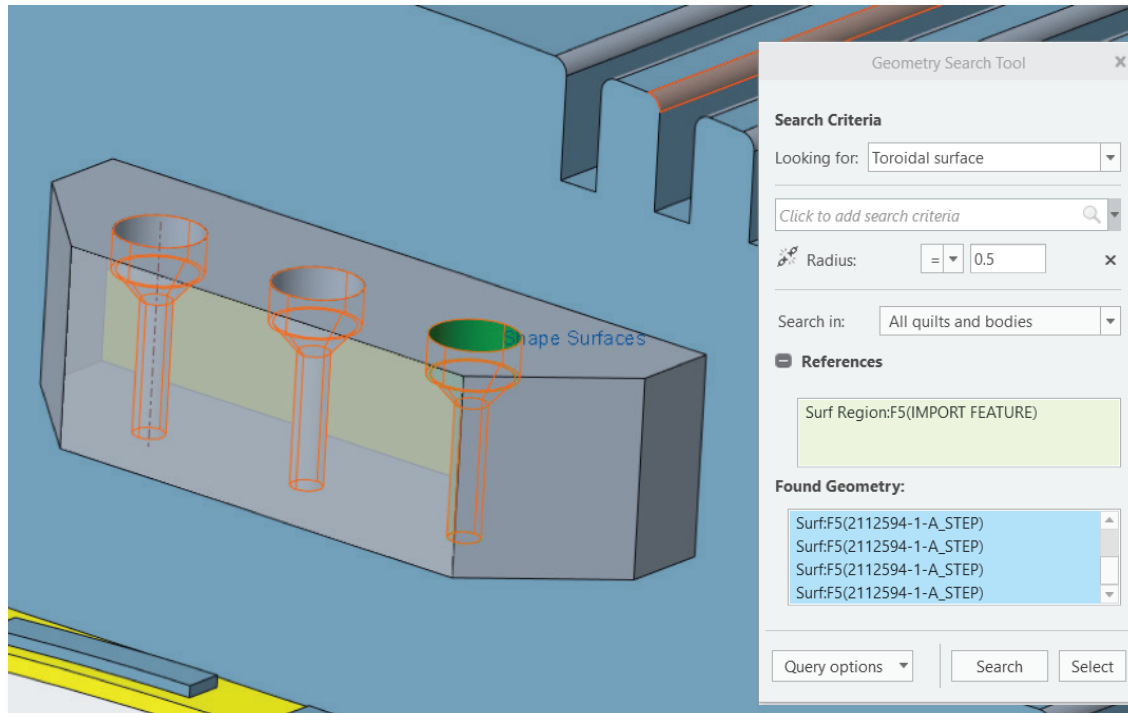
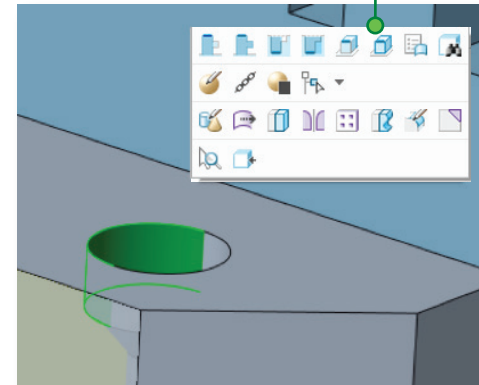
To construct and edit chains and surfaces sets, click Details next to the collect.



Advanced Selection: Geometry Search Tool



Open geometry search



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