creo® parametric 11.0 Quick Reference Card

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User Interface



Tree Components



File Menu

File Home				
New	Options		Creo Parametric Options	back X袋 📀 X
Open [Options Review and set Creo Parametric options	s and	Change how entities are displayed.	✓ System Appearance Background
Save	Manage UI Customization Manage all UI customization (Reset, Imp	♥ Appearance System Appearance Model Display Entity Display	Datum Display Settings	Entity Display Dimension Background: Global Background
Print > d	Floating Licenses Edit floating licenses settings. Mapkeys Settings Create, edit, save and execute mapkeys	✓ Global Environment Selection	✓ Display shaded datum planes ✓ Show datum planes with a color fill Fill transparency: ✓	Global Background Background color: Environment
Manage File		Data Exchange Update Control	Show datums during camera operations Show datum plane tags Show datum axes Show datum axes	Back up models in session when st Sketcher
Send Manage Session		✓ Core Sketcher Sheetmetal Assembly Detailing	 Show datum axis tags Show datum points Show point symbol as: Cross and dot ▼ Show datum point tags 	
Help Help Options		Applications Customize Piblon	Show datum coordinate system Show coordinate system tags Show images Dimensions Acceptations Network Reference Decision to Settings	
Coptions Review and set Creo Parametric options red configurations		Quick Access Toolbar Keyboard Shortcuts	Dimension Tolerances: Show all tolerances Dimension Background: Legacy behavior	
		Configuration Editor	3D Modeling Color: Highest Contrast Transparency: Highest Contrast Global Background Manual Sketcher Global Background Color: Global Background	▼ Appły
		Export Configurations	Info	OK Cancel

UI Customization

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.



the commands list.

Creo.	D 🖻 🖬	5-0-1	3 - 10	3	Ŧ			
File	Model	Analysis	Live Sir	nı		Customize Quick Access Toolbar		
Regenerate	Copy	User-Defined	d Feature etry	A		New Open Save		
Coperations		🚰 Shrinkwrap Get Data 🕶		6	<	Undo Redo Regenerate		
i• S ■: %:::::::::::::::::::::::::::::::::::				6	>	Windows Close		
8						More Commands		

Keyboard Shortcuts

Key tips

Press the ALT key to activate the key tips.



Key shortcuts

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



Copy/Paste shortcuts are also available in Assembly Mode.

Selection and Mouse Controls

Mouse controls

Highlight geometry

- Query next item
- Select highlighted geometry
- Add or remove items from selection
- Construct chains or surface sets

Clear selection

Shift

Shift

Shift

Shift +

Ctrl

Rotate the model using keyboard shortcuts

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

Rotate the model around screen Center

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



+ Þ

+

Over geometry

Until highlighted

On background



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.

My Filter Geometry

Edge

Surface

Datums

Selection and Mouse Controls

Surface Selection Capability



New and enhanced region selection capabilities for surfaces in part and assembly mode. Surface selection methods:

Box Selection

- Selects surfaces enclosed within the selection box.
- Flexibility to control the selection of only visible surfaces or surfaces that are hidden by other surfaces within the box.

Lasso Selection

- Selects surfaces enclosed within the defined loop.
- Selects only visible surfaces.

Trace Selection

- Selects surfaces that are traced over.
- Selects only visible surfaces.

Command Locator

Main toolbar



Common Dashboard Controls



Orienting the Model

Dynamic viewing

3D Mode

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



2D Mode



2D & 3D Mode

Press and hold the key and roll the mouse wheel.



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

2

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



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 Appearances 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.



Model Appearance [Continued]

Transparency control for bodies





• 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.

Advanced Selection: Chain and Surface Set Construction

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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.

Advanced Selection: Chain and 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. 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 [Continued]

Constructing chains and surface sets using dialog boxes

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

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References	Properties	Chain	×	Surf	ace Sets	×
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Project chains	•	2 Surface Chain Rer	move	Individual Surfaces	2	
Chains				Seed and Boundary	S 165	Remove
1 One-by-One	Chain			Excluded Surfaces	0	
2 One-by-One	Chain	4				
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Surfaces		References Options		Anchor		
Individual Surfac	:es	 Standard 		Surf:F61(Body Subt	act 10)	
		Rule-based			,	
	Details	Anchor		Rule: 🔘 Loop surfa	ces	
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Direction Reference	ce	Rule O Tangent		O Surfaces or	f all bodies	
Surf:F61(Body Su	ubtract_10) Flip	Partial loop		Boundary: Individ	dual surface	c .
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		Extent Reference		Bounding surfaces		
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					9 54114665	
		 Dynamic validation 				
						1
		OK	Cancel	✓ Preview	OK	Cancel

Advanced Selection: Geometry Search Tool



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