

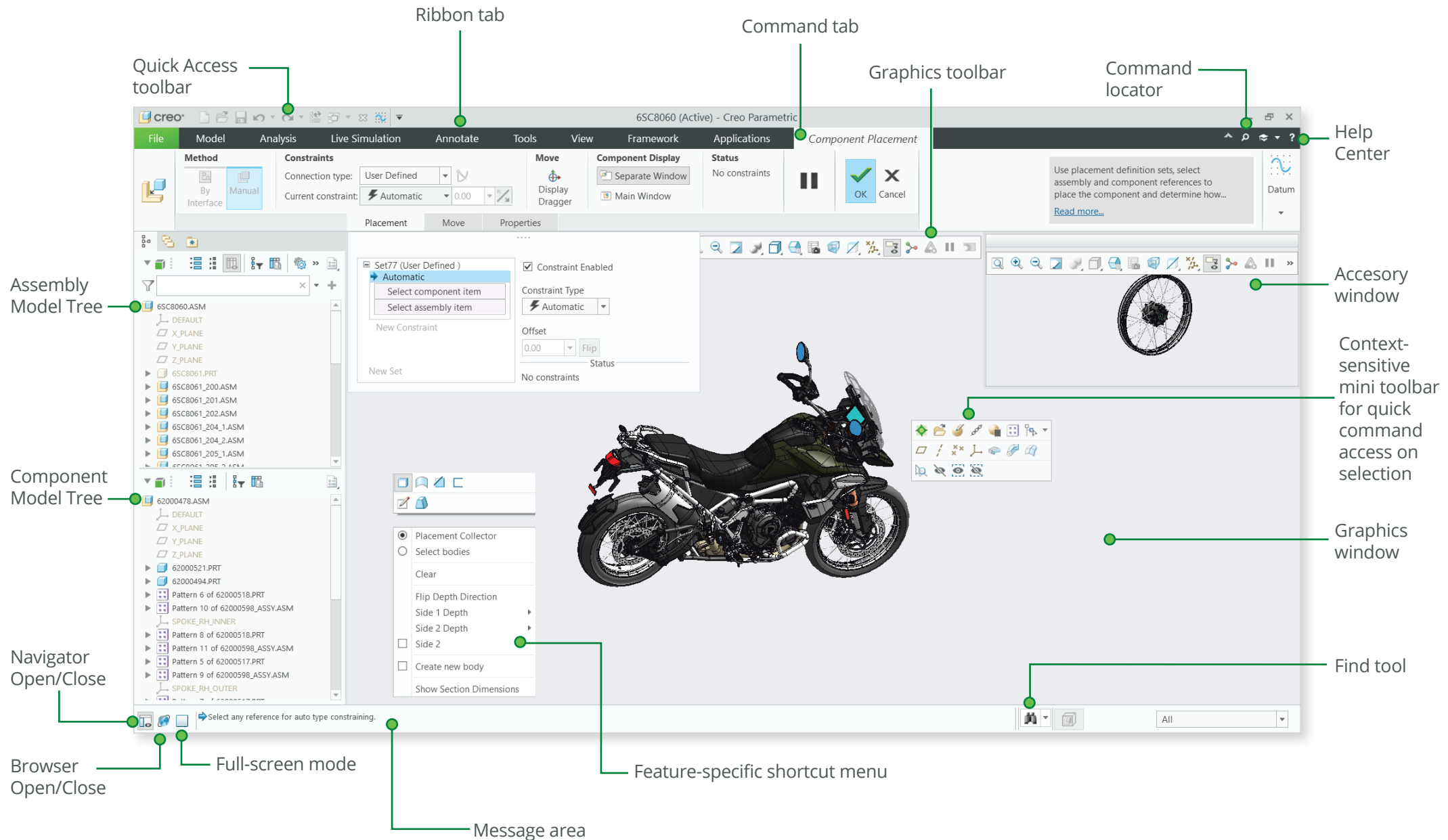
creo® parametric 9.0.2.0

Quick Reference Card

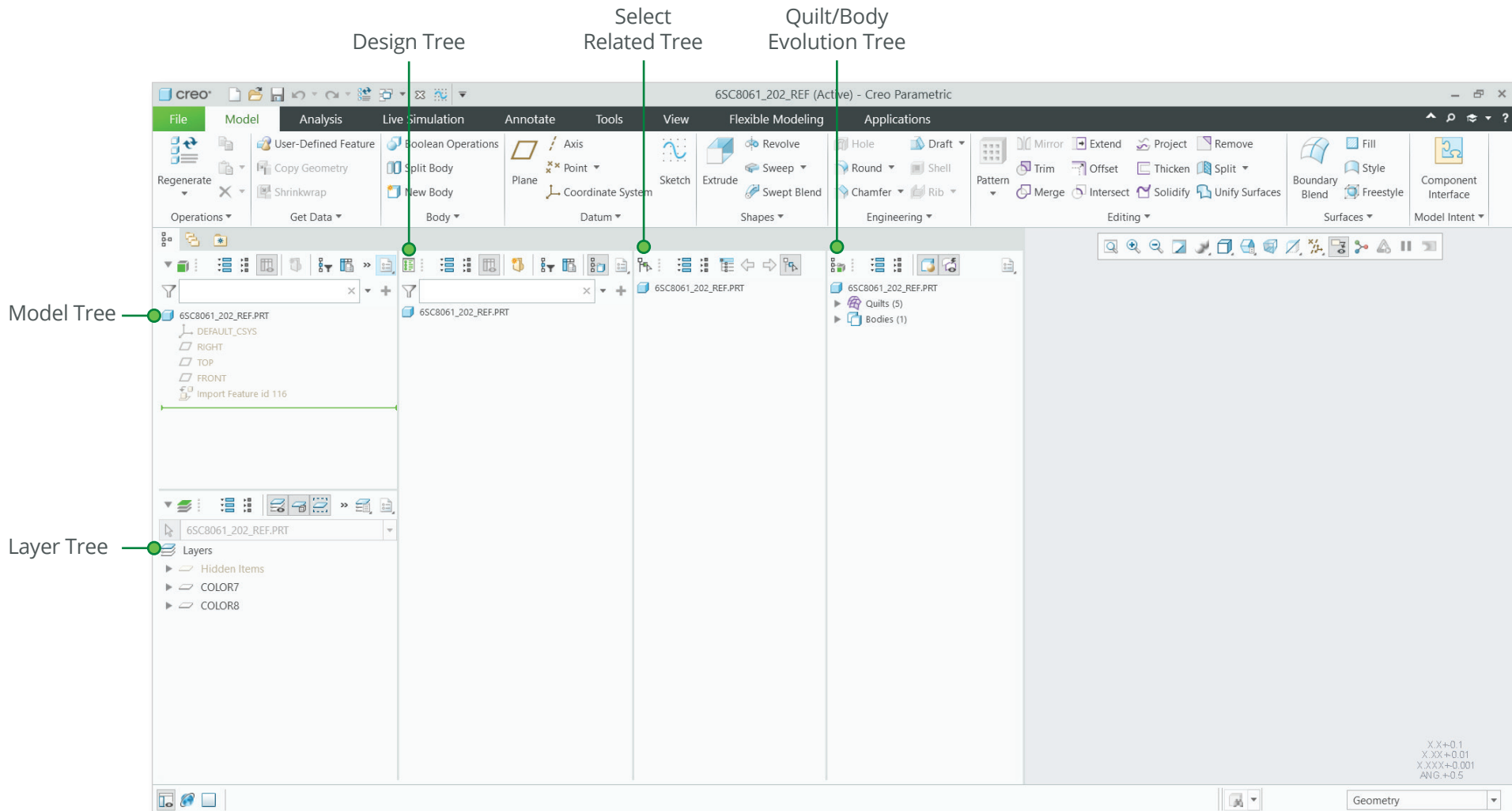


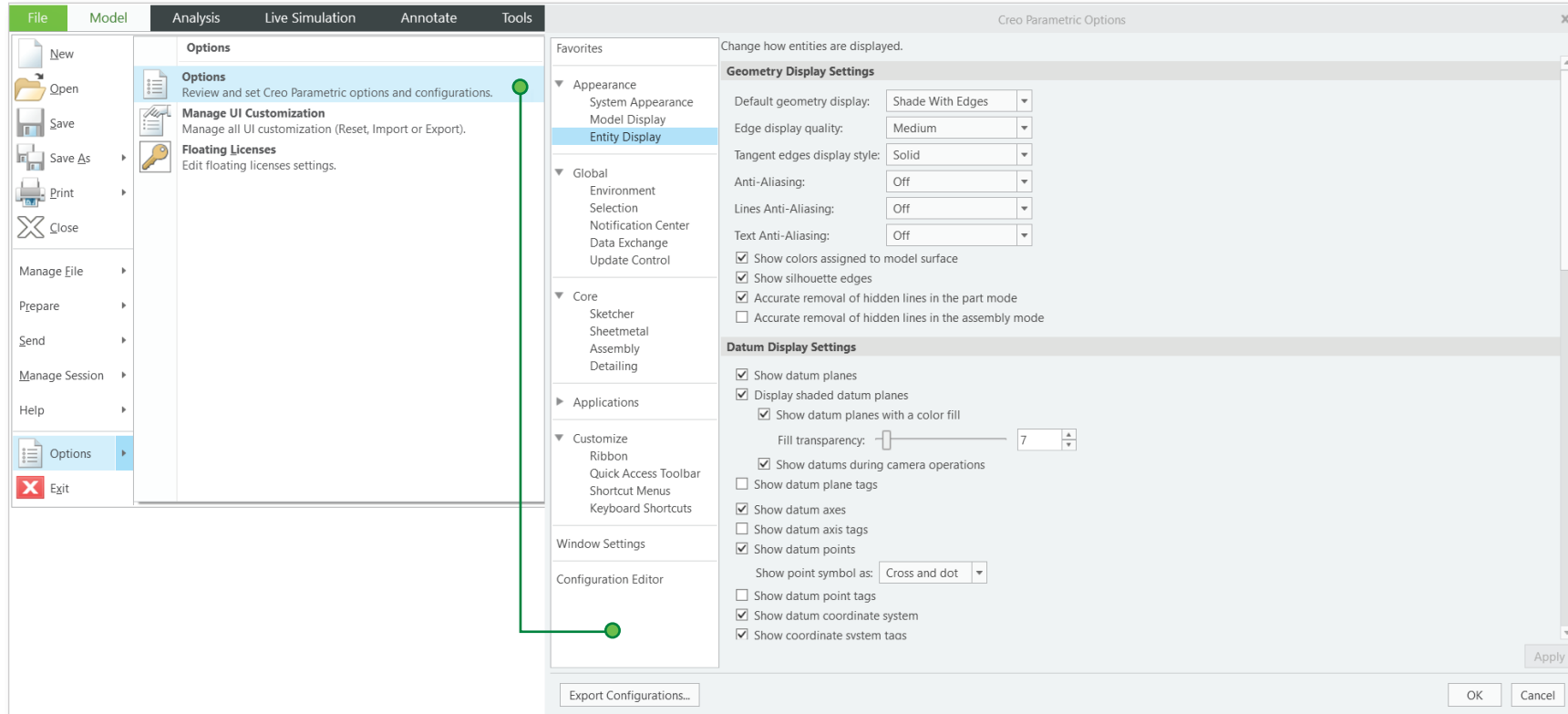
Table of contents

User Interface	2
Tree Components	3
File Menu	4
UI Customization	5
Keyboard Shortcuts.....	6
Selection and Mouse Controls	7
Command Locator	8
Common Dashboard Controls	9
Orienting the Model	10
Model Appearance	11
Advanced Selection: Chain and Surface Set Construction.....	13
Advanced Selection: Geometry Search Tool.....	16



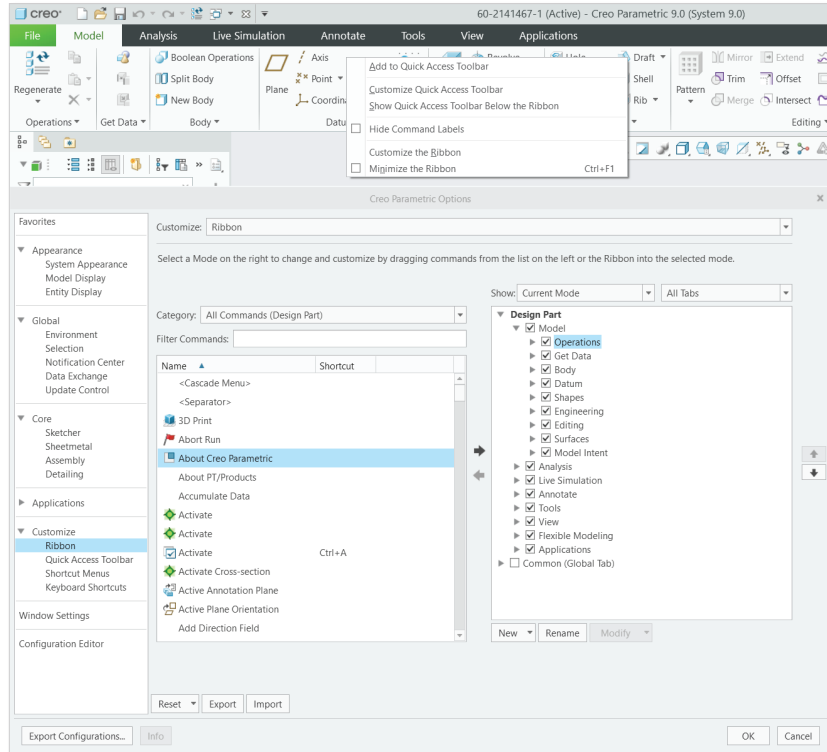
Tree Components



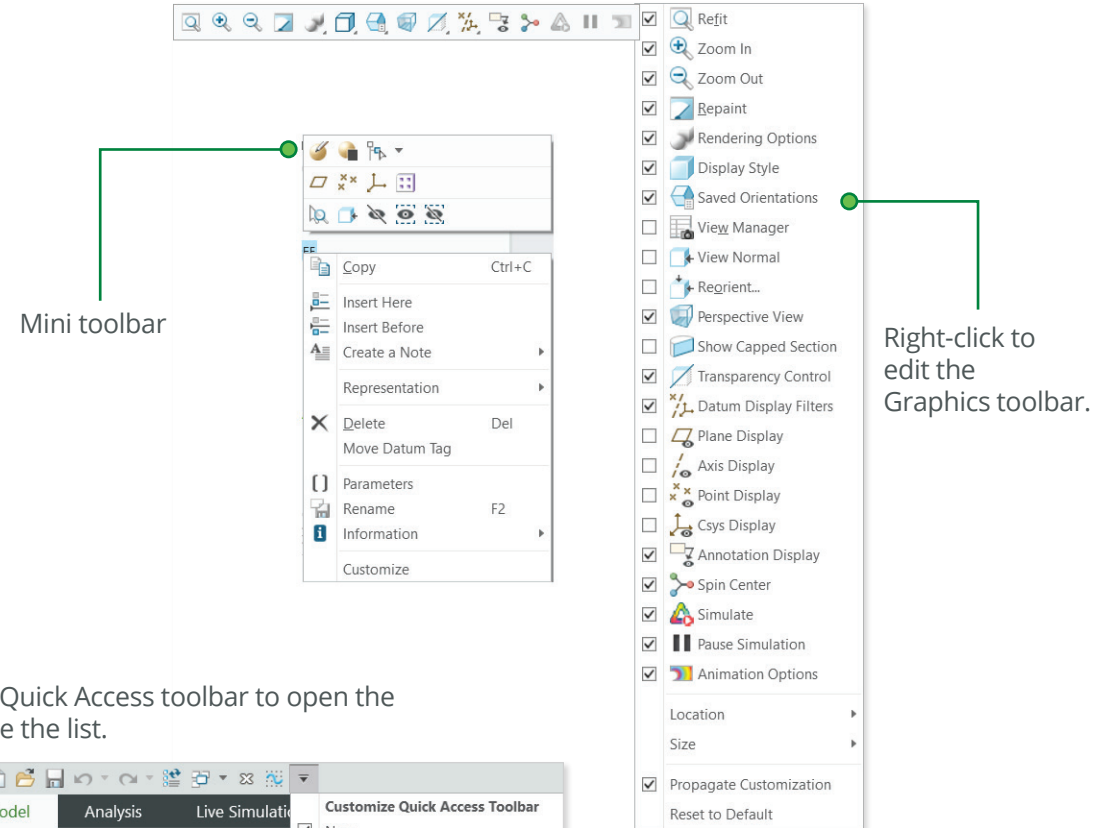


Common dashboard controls

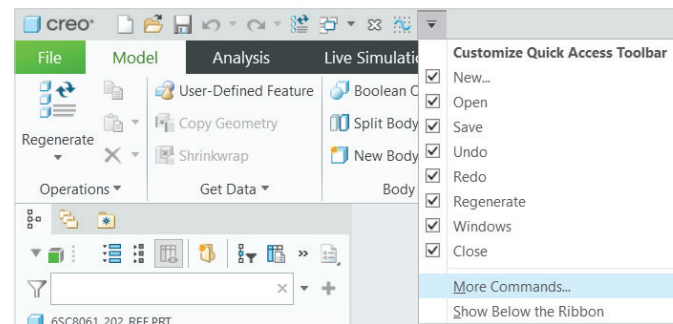
- Right-click a command to add the Quick Access toolbar or to access the ribbon customization window.



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



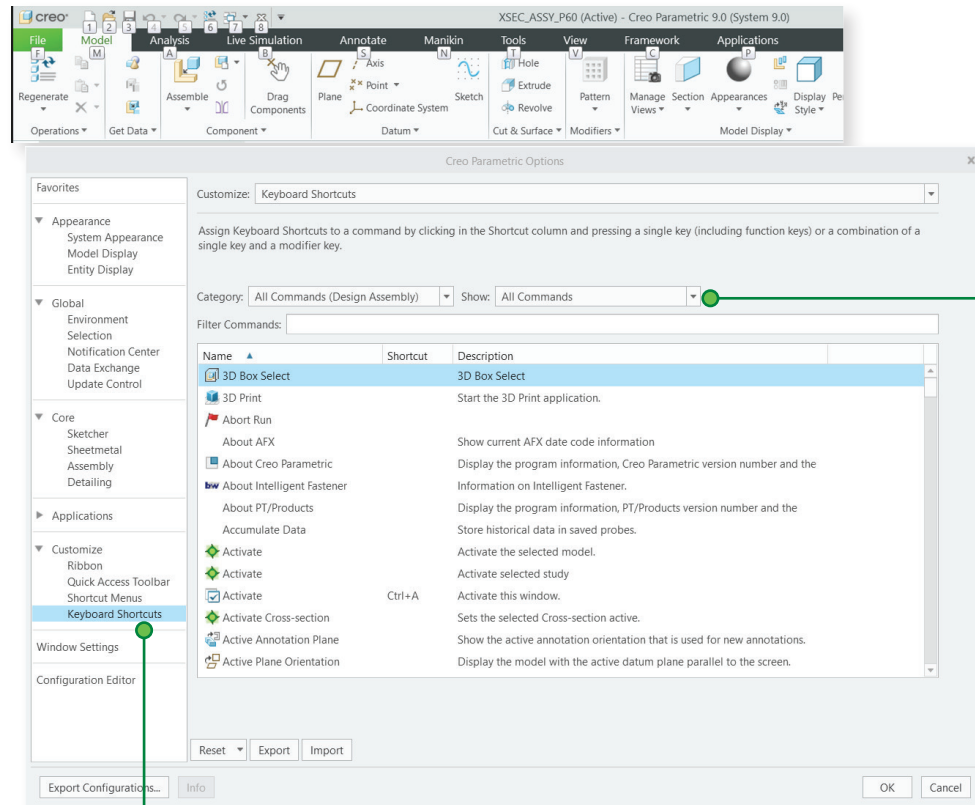
- Click the Quick Access toolbar to open the customize the list.



Keyboard shortcuts

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 

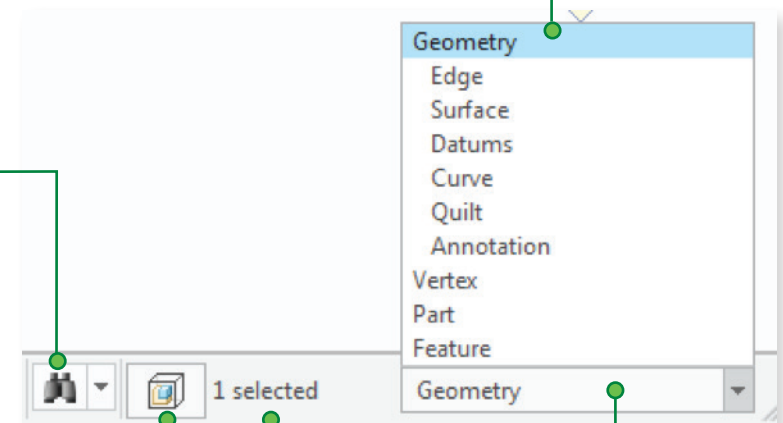
Filters limit the scope of selection

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

The screenshot shows the main toolbar of the software with the Command Locator tool activated. The search bar at the top right contains the text "com". A dropdown menu is open, listing several commands such as "Comfort Angle Analysis", "Command Search", "Compare Assembly", "Component Display Style", "Component Display Style(1)", "Component Interface...", "Component Interface...(1)", "Component Operations", and "Component...". A tooltip for the "Component Interface" command is visible, showing its description and location: "Location: Design Assembly > Model > Model Intent". The "Command Search Settings" dialog box is also open, showing search options and match criteria.

Type the command name to search

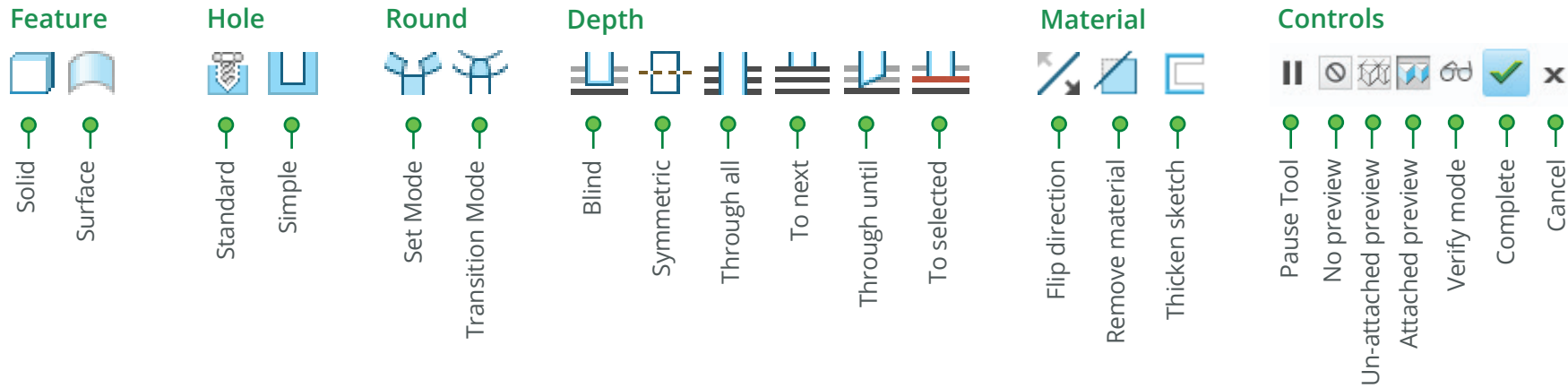
Click to activate the command search.

Matching commands are listed here

Command search settings

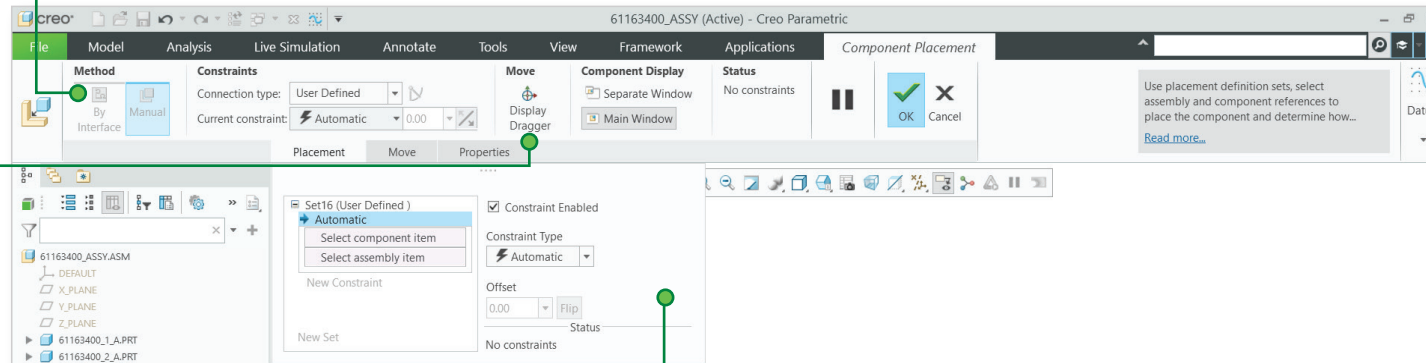
- Hover the pointer over a command to see the path.
- You can select a command from search results.

Common dashboard controls



Interface/manual placement

3D dragger







Datum feature tools

Placement window

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

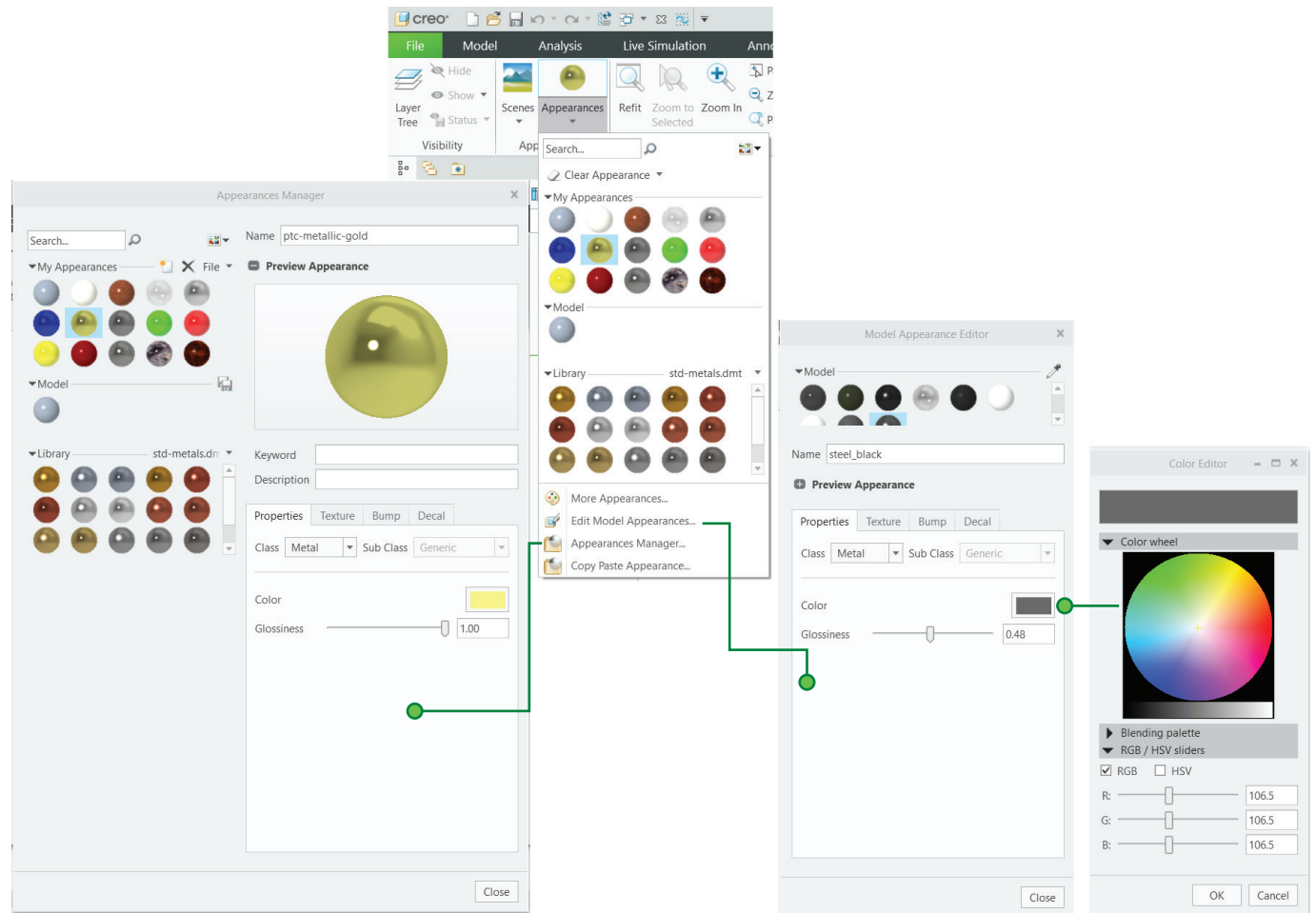
1. Click to open the Appearance list.
2. Select or create the desired appearance.
3. Select from: Surface, Quilt, Intent Surface, or Part.

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.

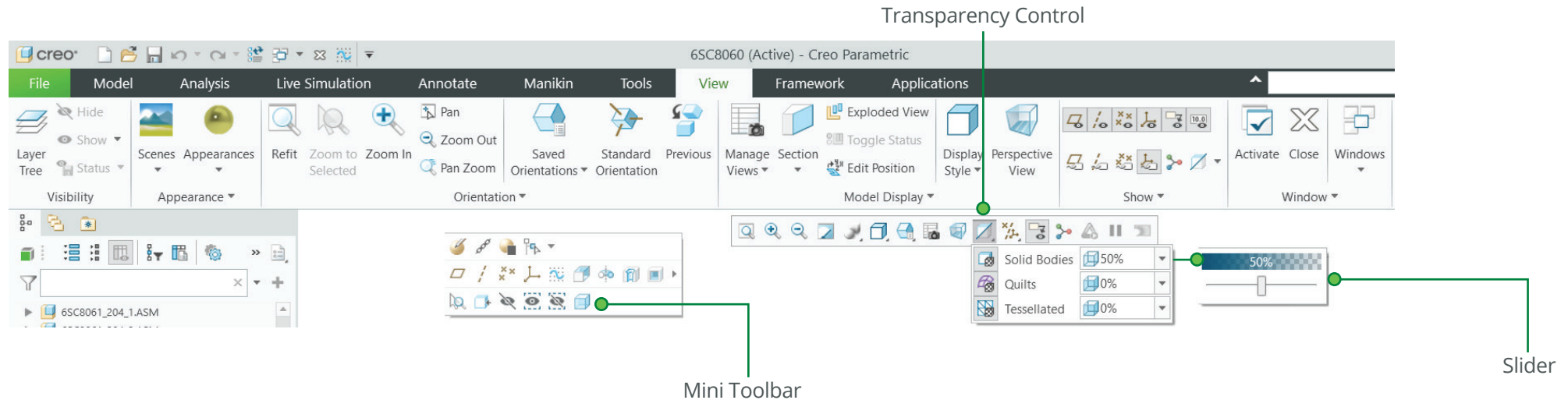


Model appearance




[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

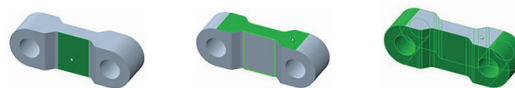
To select all the surface patches that are adjacent to the edges of a surface patch:

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:

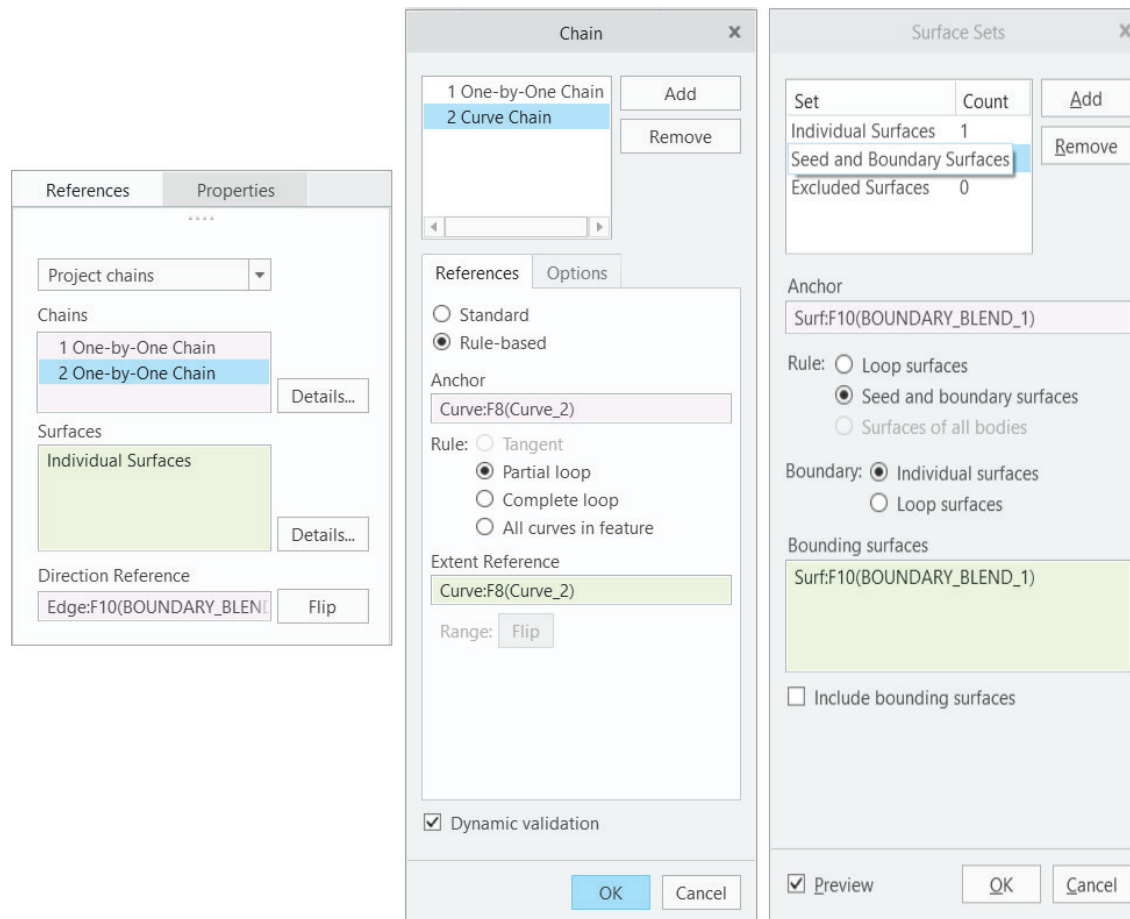
1. Construct a surface set.
2. Press and hold the CTRL key.
3. Highlight a patch from the surface set.
4. Select the patch to deselect it from the surface set.
5. Release the CTRL key.

Advanced Selection: Chain and Surface Set Construction

[Continued]

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

Shift

Geometry Search
Search and select geometry items in the model by rules.

Regions and Surfaces

Geometry Search Tool

Search Criteria

Looking for: Toroidal surface

Click to add search criteria

Radius: = 0.5

Search in: All quilts and bodies

References

Surf Region:F5(IMPORT FEATURE)

Found Geometry:

- Surf:F5(2112594-1-A_STEP)
- Surf:F5(2112594-1-A_STEP)
- Surf:F5(2112594-1-A_STEP)
- Surf:F5(2112594-1-A_STEP)

Query options Search Select

© 2022, PTC Inc. (PTC). All rights reserved. Information described herein is furnished for informational use only, is subject to change without notice, and should not be taken as a guarantee, commitment, or offer by PTC. PTC, the PTC logo, and all PTC product names and logos are trademarks or registered trademarks of PTC and/or its subsidiaries in the United States and other countries. All other product or company names are property of their respective owners. The timing of any product release, including any features or functionality, is subject to change at PTC's discretion.

Creo Parametric 9.0