

3D-Tool V10 Quick Reference : 3D-Mode

The Ribbon Menu in 3D-Mode

Open/Export files | 3D-Tool settings | Help

File | 3D-Mode | 2D-Mode | Options | Hide menu

3D Mode | 2D Mode | Converter Mode | Fit View | Zoom In | Zoom Out | Previous Zoom | Display | Orientation | Cross Section | Measure Markup | Explode | Painter | Animation | Tooling Analysis | Information | Full Screen | Custom View Show | Play Animation | Presentation | Activate Model | Highlight Selection | Delete Selection | ... More

Mode of 3D-Tool: 3D, 2D and Converter.

Zoom in on and out of the model in the view.

Display mode of the model and settings of the display.

Change the orientation of the model in the view.

Analyze and edit assemblies and parts. Add dimensions and annotations. Create exploded views and animations.

Play animations and present in full screen mode.

Commands and functions for the models, assemblies and parts on the Model Tree.

The Quick Access Toolbar

- New Scene
- Open
- Save
- Publish EXE/DDD
- Publish 3D-PDF
- Print
- Create Picture
- Capture to Clipboard

Mouse Actions

Rotate	Move	Zoom
Context menu	Select Parts in the view References in tools	Multi-Select Selection of multiple parts in the view

3D-Mouse

3Dconnexion 3D-mouses
Button function:
Fit View

The Model Tree

Hide and show assemblies and parts and select them for further actions.

- Active model / inactive
- Expand assembly / collapse
- Shown assembly / hidden
- Shown part / hidden

Custom Views

Save the position and orientation of the model along with all display settings.

- << Previous Custom View
- ALL Master View (Show all)
- >> Next Custom View
- Save Custom View
- Delete Custom View
- Previous view

Change Selected Parts

- Hide/Show the parts and assemblies selected in the Model Tree and change their display mode.
- Show Selection
- Hide Selection
- Show Selection Only
- Show All
- Hide All
- Undo Show/Hide
- Display Selection Shaded
- Display Selection Shaded with Edges
- Display Selection as Wire Frame
- Display Selection Transparent
- Display Selection Solid
- Change Color of Selection

Lighting / Background

Change the lighting direction to improve the contrasts.

Switch the color of the background between *White* and *Normal*.

Double the width of the info panel

Hide and show the info panel

Change width

Cross Section

Move the section in small steps
 Move the section in big steps
 Select the section plane
 Pick position/orientation on the model
 Enter position
 Move the section position
 Move the section in small steps
 Move the section in big steps
 Rotate the section plane
 Enter angle
 Select the side to be shown
 Show only the section
 Fill the section plane
 Show the section line
 Cut all parts that are uncut*
 Export section line as DXF
 Finish

* To display a part uncut right-click the part and choose **Cross section on/off**.

Measure / Markup

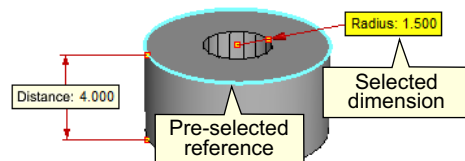
Add dimensions, markups, and pictures.

Measure and Markup
 Measure distance/angle
 Reference selection filter
 Plane Edge Vertex Circle
 Point Circle
 Select Annotation
 Delete Delete all
 Attributes
 Decimal 0.123
 Text height 14
 Finish

- Distance/Angle
- Distance
- Distance in x-direction
- Distance in y-direction
- Distance in z-direction
- Dist./Angle to xy-plane
- Dist./Angle to xz-plane
- Dist./Angle to yz-plane
- Edge length
- Box
- Wall thickness
- Clearance

- Radius
- Diameter
- Edge point
- Point on surface

- Create notes
- Background image/text



Painter

Change the color of models, parts, and planes.

Painter
 Transparency / Brightness
 Transp. Brightn.
 Tol. Tol.
 Pick Deselect
 Change color
 Auto color
 Models
 Parts Surfaces
 One model All models
 Finish

Manual color

Selection modes

- Triangle
- Plane
- Surface
- Shell
- By selection rectangle
- By color

Pick
 Start a selection.
 Now click on the model.
 Change color
 Change color of selection.

Auto color

- Models Assign different colors to all models.
- Parts Assign different colors to all parts.
- Surfaces Assing different colors to all surfaces.

Tip
When you manually change colors press Shift and click on the model to select planes, surfaces, or shells.

Explode

Create an exploded view of the model.

Assembly Explode
 Selection mode
 Mouse Model Tree
 Auto explosion
 Move direction
 x y z
 Move
 Close

Manual explosion

- Move parts
- Rotate parts
- Copy position from another part
- Reset position
- Don't move and rotate parts

Undo the last move/rotation of parts.

Auto explosion

Auto explosion Automatically explode all assemblies of the model. This will reset any already exploded parts.

Tip
Save your exploded views as Custom Views. By this the exploded views can be restored whenever needed.

3D-Tool V10 Quick Reference : 2D-Mode

The Ribbon-Menu in 2D-Mode

Open/Export files | 3D-Tool settings | Help

File | 3D-Mode | 2D-Mode | Options

3D Mode | 2D Mode | Converter Mode

Fit View | Zoom In | Zoom Out | Previous Zoom | Zoom

Black/White Lines | Thin Lines | Display

Full Screen | Custom View Show | Play Animation | Presentation

Hide menu

- Mode of 3D-Tool: 3D, 2D and Converter.
- Zoom in on and out of the drawing in the view.
- Change the display of lines.
- Play animations and present in full screen mode.

2D-Functions and Tools

View only

- View
 - Hide/Show layer
 - Show all layers
 - Hide all layers

Annotate

Measure

- Distance
- Angle
- Radius
- Diameter
- X-Distance
- Y-Distance
- Line length
- Angle by 4 points

Markieren

- Arrow
- Sketch
- Circle
- Rectangle
- Oval
- Cloud
- Text
- Add picture

2D-Tools

- Delete the selected elements
- Change the color of the selected elements
- Move the selected elements
- Scale the selected elements
- Change text element

The Quick Access Toolbar

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3D-Tool

File | 3D-Mode | 2D-Mode | Options

3D Mode | 2D Mode | Converter Mode

Fit View | Zoom In | Zoom Out | Previous Zoom | Zoom

Black/White Lines | Thin Lines | Display

Full Screen | Custom View Show | Play Animation | Presentation

Hide menu

Double the width of the info panel

Hide and show the info panel

Change width

The Layer List

Hide and show layers.

- 3D-Tool dimensions
- 3D-Tool redlining
- Shown layer / Hidden layer

Custom Views

Save the position and zoom of the drawing along with all display settings.

- << Previous Custom View
- ALL Master View (Show all)
- >> Next Custom View
- Save Custom View
- Delete Custom View
- Previous view

3D-Tool

www.3D-Tool.de

View | Annotate | 2D Tools

Dimensions | Redlining

01-DEFAULT_1

01-DEFAULT_3

01-CURVE

01-NOTES

Custom Views

Standard 2D

Background

Black color

White color

Custom color

Mouse Actions


- Move
- Zoom
- Select
Select elements in 2D-Tools

3D-Mouse

3Dconnexion 3D-mouses
Button function: Fit view

Background

Change the background of the 2D-drawing. Black color, White color or Custom color.

To choose the custom color click the  button.

3D-Tool V10 Quick Reference : 3D-NativeCAD Converter

Supported 3D-Conversions

CATIA V4/V5, Pro/Engineer, Inventor, SolidWorks
Unigraphics, Parasolid, STEP, IGES, VDA, SAT

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CATIA V4/V5, STEP, IGES, VDA, SAT, SAB, STL

Model Tree Functions

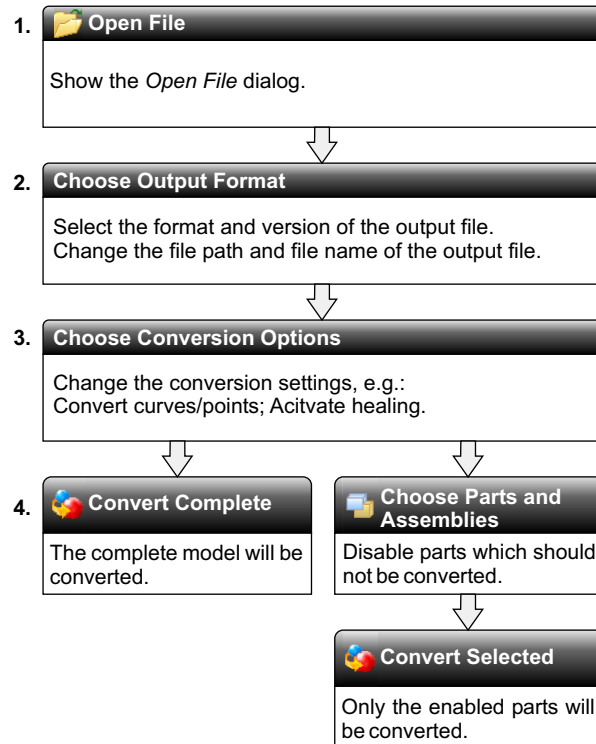
Functions that apply to all assemblies and parts on the Model Tree.

- Expand all assemblies
- Collapse all assemblies
- Enable all parts
- Disable all parts

The Model Tree

Disable and enable assemblies and parts by clicking on their icons:

- Enabled assembly
- Disabled assembly
- Enabled part
- Disabled part



3D-NativeCAD Converter

Language Options Help

Convert CAD part or assembly to a CATIA V5R21 file

File to convert:
D:\3D-Tool\oem-825-8888_K0002.stp

Output file:
D:\3D-Tool\oem-825-8888_K0002.CATProduct

Format: CATIA V5
Version: V5R21

Options

- Convert curves
- Convert points
- Convert hidden entities
- Healing
- Create log file
- 2-Step conversion

Buttons: Open file, Output format, Output version for CATIA V5, SAT, SAB, Conversion options, Convert Complete, Choose Parts and Assemblies, Convert Selected, Close

Model Tree (Right Panel): Select parts which should be converted. Includes a 'Cancel the selection' button.

Callouts: File path and file name of the output file, Convert all assemblies and parts of the file, Read the assembly structure and choose the parts and assemblies which should be converted, Convert the enabled parts and assemblies.