

F&A Hints and Tips

1 - Fundamentals

- **Sketcher**
- **Wireframe & Surfaces**
- **Part**
- **Assembly**
- **Drafting**

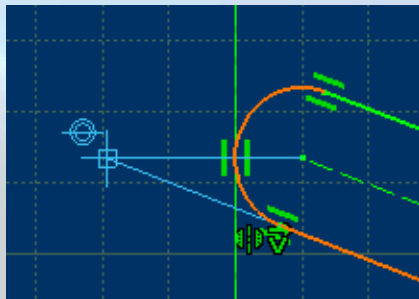
2 - Reminders

- **Common Tools**

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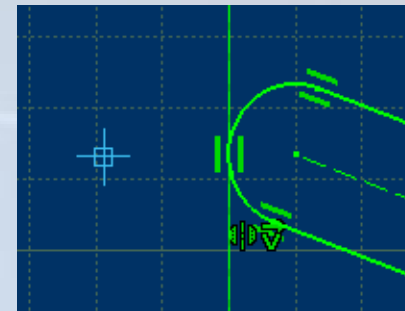
Control the activity of the constraint detection

- Inactivate constraint auto-detection
- lock current detected constraint



Shift Key

**dynamic deactivation
of the auto-detection**



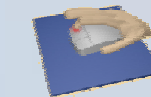
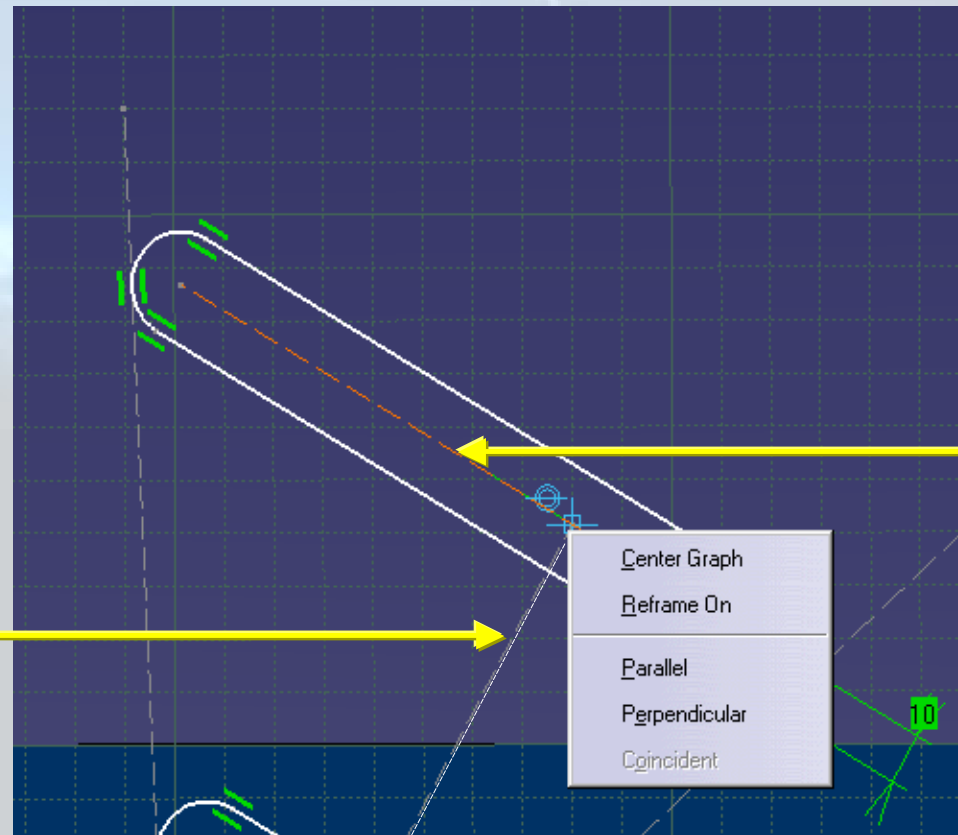
**Ctrl Key: keep the last detected constraint
(reducing the degree of freedom)**

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Control the activity of the constraint detection (2)

- Direct access to the available constraints on the chosen element
- Tell directly to the sketcher your intention

Current
sketched line

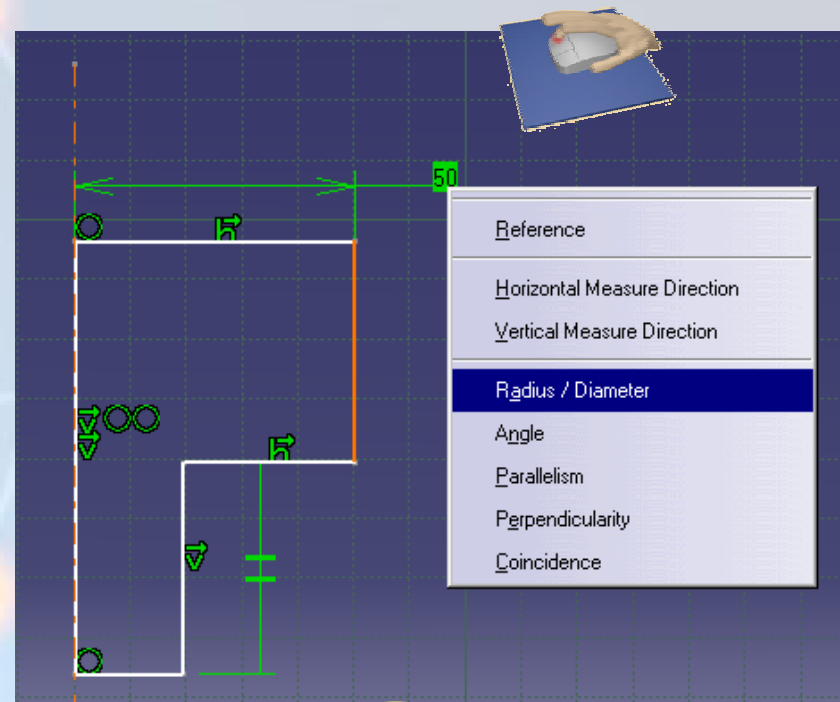
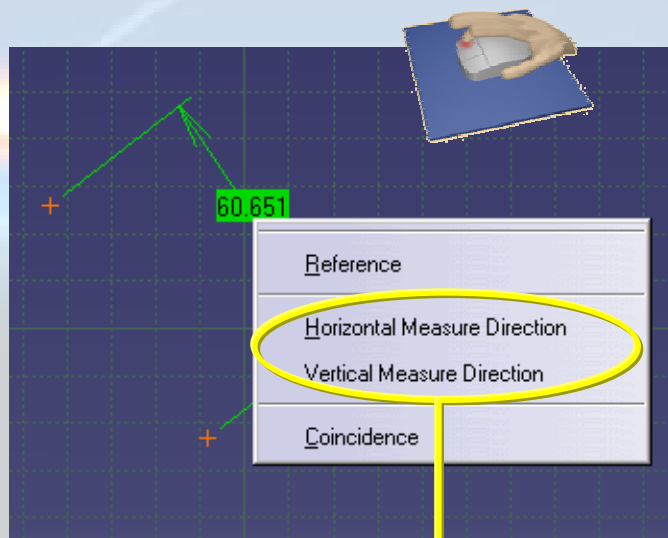


Click MB3 on the
chosen element:
select the
constraint you
want in the list

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Quick dimensioning

- Manage the orientation of the current dimension
- Change the type of the dimension

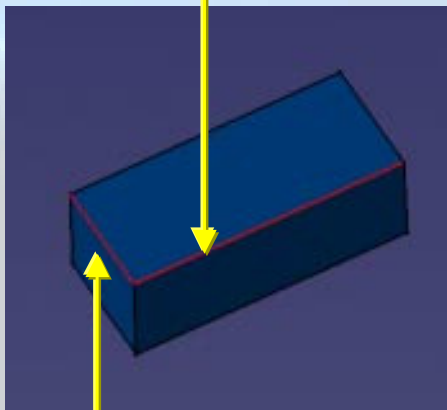


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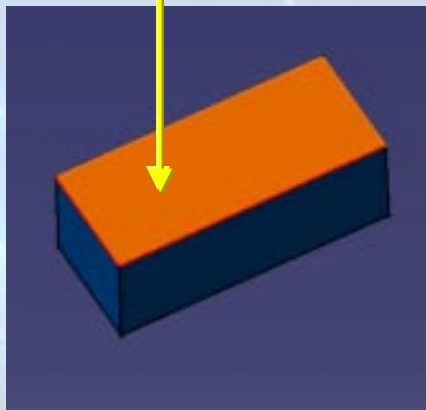
Sketch positioning

- You can pre-position the local sketch axis

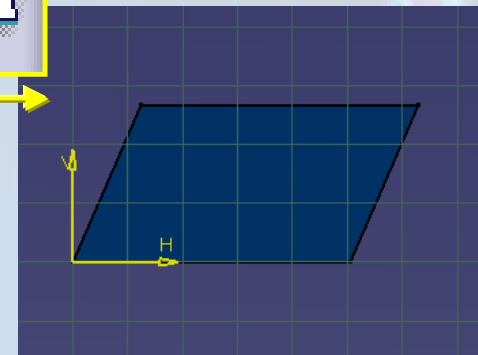
1- select one edge as Horizontal direction



3 - select the sketch plane.



4 - Go into the sketcher



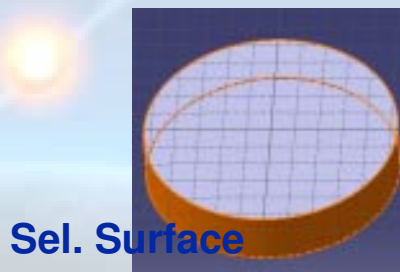
2- second edge as Vertical orientation

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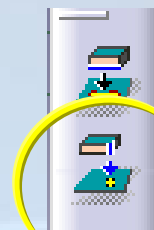
Projection / Intersection of 3D axis

- Be careful: the order of selection can change the result (Action - Object or Object - Action)

A - 1.Object

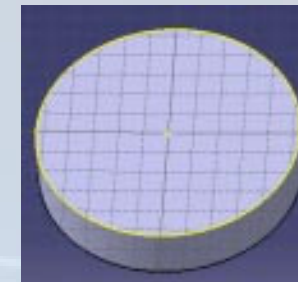


2.Action



Intersection

3. Result: circle

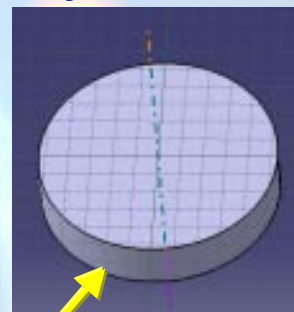


B - 1.Action



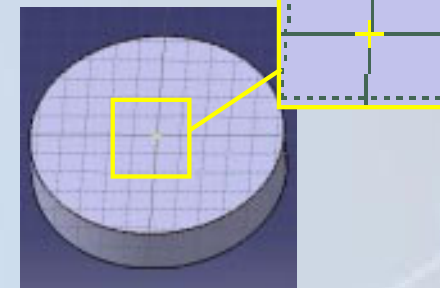
Intersection (sel.
command first)

2.Object



Sel. Surface = sel. axis

3.Result: point



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Sketch Multi-domain

- A sketch can contain several contours with functional links

