

ViaCAD

Getting Started Tips

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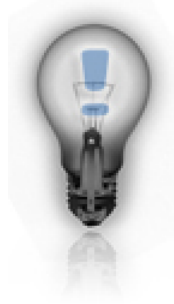
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Getting Started Tips

Getting Started Tips



About this tutorial

Application: ViaCAD / Shark FX



Description: In this document we cover tips for beginners getting started with ViaCAD or Shark. Topics covered include:

- Mouse Functions
- Viewing Data
- Selecting Objects
- Modifying Objects
- Snaps
- KeyBoard Short Cut Keys
- Work Planes
- Tool Palettes
- Setting Text and Dimension Attributes

Level: Beginner.

Mouse Functions

Left Button

Click to specify locations or select objects.

Click with Space Bar to pan drawing.

Right Button (Optional)

Click in drawing area to get drawing view contextual commands.

Click over object to get object context sensitive commands.

Press Control Left Button to emulate a Right Button on Mac.

Press to terminate sequence of points. (Multi-Line & Spline)

Wheel Button (Optional)

Scroll the wheel forward or backwards to zoom **at** the cursor location.

Reverse the zooming direction in Preferences Dialog box.

Press and hold the Scroll wheel to rotate the view. If something is selected, that becomes the point of rotation.

Double click to zoom extents.

Viewing Data

View Orientation

Access the View Menu to change the view to Top, Left Side, Right Side, Front, Back, Isometric, and Trimetric views.

Right Click to display the Drawing contextual menu which has a View option for Side, Front, Back, Isometric, and Trimetric.

View Tool Palette

Access the View Tool Palette to dynamically pan, zoom and rotate the view.



Display Modes

Select Wireframe, or Shaded display modes from the lower left corner of the primary tool palette.



Selecting Objects

Arrow Tool

Select left to right to pick objects only if their extents lie within selection box.

Select right to left to pick objects if any portion of the object lies within the select box.

Double click on the Arrow Tool icon to select everything in the drawing.

Deep Select Tool

Use to select nested objects such as objects within groups.

Selection Masking

Use the Window:Select Mask dialog box to filter selected objects by type, color, or layer. The mask settings stay in effect until a new tool is chosen.

Modifying Objects

Arrow Tool

Use it to dynamically move the entire object or to move selected defining points.

Nudging

In Preferences:General set the Nudge distance to a non zero value. Pressing the arrow keys will now move selected objects. Pressing Shift Arrow key will multiple the nudge distance by 10.

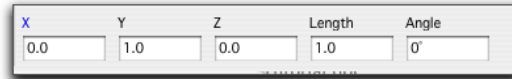
Deep Select Arrow Tool

Use to modify nested objects such as objects within groups.

Automatically turns on and off displays object handles.

Data Entry Window

The Data Entry Window is located at the top middle of the screen.



It is used to explicitly create or modify geometry through parameter fields. These fields are accessible with your mouse-cursor by clicking within the box, or by hitting the Tab key to toggle between the boxes. You can enter easy, as well as complicated, mathematical expression in the Data Entry window. Examples include:

$3'' + 2\text{cm}$

$3 * 25.4$

$3 + \text{sqrt}(25)$

$14 + \cos(45) * 3$

Resolution

Change the object resolution (display smoothness) with the Edit:Resolution command located in the menu. Set the default resolution for curves surfaces or solids in the Preferences dialog located in the File menu bar.

Right click on an object to display the object context sensitive menu which has a option for quickly change the display resolution.

Snaps

Alignment Locking

Press the “x”, “y”, or “z” key to constrain the snap along an alignment.

Snap Display (Mac Only)

You can adjust the background color, transparency, and text color for snap text using the File:Preferences:Snap dialog box.

Snap Filters

Display the Window:Snaps dialog box to turn on and off snap filters such as endpoints, midpoints, centers, and along axis construction lines.

Snap Settings

Display the File:Preferences:Snaps dialog box to adjust the snap radius and angles.

Keyboard Short Cuts

View Orientation Keys

- A Right Side View
- S Front View
- D Top View
- F Isometric View
- G Trimetric View

View Zooming Keys

- W Zoom to user specified area
- E Zoom to object extents

Construction Lines

- Shift H Horizontal construction line at cursor.
- Shift V Vertical construction line at cursor.

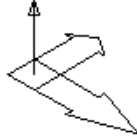
Work Planes

AutoWork Plane Orientation

The Work Plane will automatically adjust to be parallel to the viewing plane if the user defined work plane is perpendicular to the view plane.

Work Plane Display

From the menu, select WorkPlane:Show Work Plane to see the current orientation of the Work Plane.



“C” Key

Press the “C” key to assign the work plane with respect to the current snap information.

If your cursor is over a curve, the Work Plane normal is assigned to the curve tangent at the current snap point.

Snaps

Snaps are projected into the work plane unless they reference another object point or alignment.

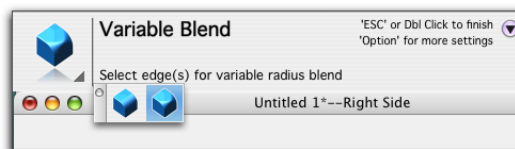
Tool Palettes

Tear Offs

The main tool palette has tear away tool palettes. Press, hold, and move the mouse to tear away a tool palette. Tool palette positions are remembered from session to session.

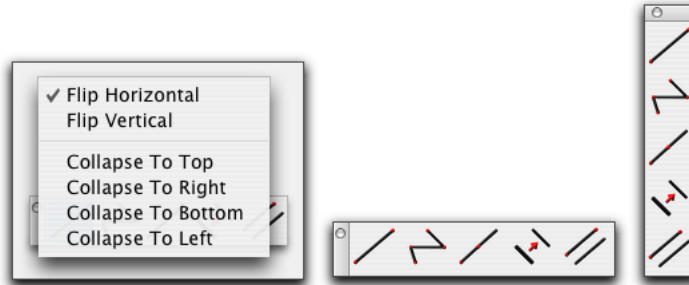
Sub Tool Options

Some tools have further sub tools accessible from the large icon in the upper left area known as the Tool Bar. By default these are on and displayed whenever a tool with more options is accessed. You can move this palette to another screen position.



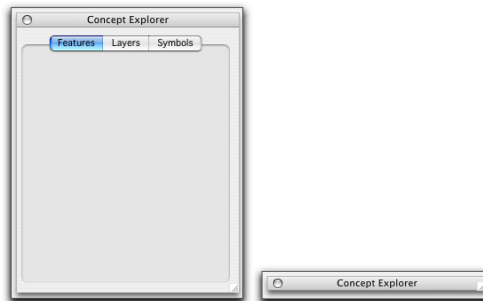
Horizontal or Vertical Orientation

Press the Right button over the title bar of any tool palette. You will receive a menu of options that control the horizontal or vertical orientation of the palette.



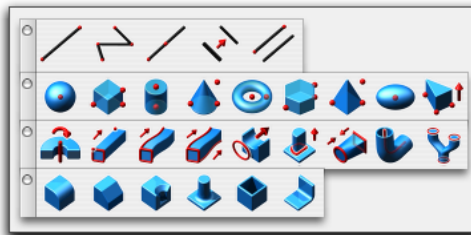
Palette Collapse

Press the Right button over the title bar of any tool palette. You will receive a menu of options that control palette collapsing. Palette Collapse will automatically open and close a window to its title bar as you move the mouse into the window.



Palette Snapping

Palette will snap tight as you drag the window next to other palettes.



Setting Text and Dimension Attributes

Setting Text Font Size



Select the Text tool. Then pick the desired font size, style, and color. The next time you create a text, the text will have these default attributes.

Setting Dimension Font Size



Select the Dimension tool. Then pick the desired font size, style, and color. The next time you create a dimension, the dimension will have these default attributes.

Eye Dropper Tool

Use the Eye Dropper Tool to copy text and dimension attributes from one object to another.

With the eye dropper tool, press the option key (control key on PC) to display a dialog box that allows you to filter what gets copied. This lets you control the line font, color, layer, and render material properties.

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