

WAIKATO SOLIDWORKS USER GROUP MEETING 14 MAY 2002

WHERE WAS EVERYONE?

Feature works

We ran thru some basics on this and it seems worth pursuing if you're converting a lot of models from other packages and still want full feature functions and sketches.

Approach as if rolling the model back like dismantling back to the beginning. As you dismantle the model it adds the last recognition to the top of the model tree so think about how it would have been modeled and start taking it apart. Like do fillets first. Then hole arrays. Then extrudes. As with everything the more you use it the easier it gets. It does warn you if the next recognition would cause yet unrecognized features to be lost.

What's new in 2001+

We skimmed thru the manual and tried out a few things. Try these out, Say you want to select elements surrounding other elements you don't want (which makes it difficult to drag a window). If all the elements are 'connected', right click on one to bring up the dialogue and select the option to **select chain**. This will select all the elements connected to the first. Handy!

Have you ever been frustrated by **dimensioning angled lines** and the god damn dimension keeps toggling to the orientation you don't want? Try a right click. This will lock the orientation that's active. Another right click unlocks.

We came across a trick that we thought you all knew but we'll tell you anyway. **Ctrl/TAB** toggles between all open SW models and drawings. Makes it a lot quicker selecting models for your drawings without tiling windows.

File extensions won't appear in the File list in SW if you have **hide file extensions** ticked in MS explorer. View. Options. What a hassle. We think SW should sort it out so extensions always appear regardless of Windows settings.

Did you know that you could link text boxes in drawings with models **file properties**? This can automate populating your title block and brings up the possibility of using this data as search criteria from other software.

General discussion highlighted the fundamentals to **keep sketches simple** it makes any subsequent alteration much easier. Also **fully define your sketches**, it's lazy not to and leads to hassles later in your model.

Have you found it odd when defining a radius in a sketch that if you hit enter after redefining the size, the bloody **sketch fillet** dialogue closes. When your doing fillets you redefine the radius hit enter and it stay's in **fillet** dialogue. Weird or is it me with bad habits?

Mike Paauwe has created a SolidWorks users web site where we can exchange ideas etc. www.sunz.org.nz Make the most of it. We think it's an excellent way to keep the SW community talking to each other.