

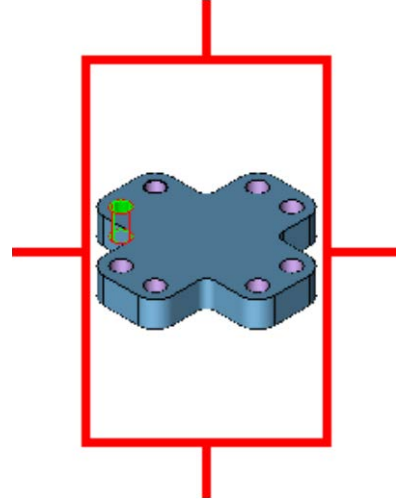
KEYCREATOR 3D Direct Modeling Software

KeyCreator Lesson KC8502

Using the Examine View

Let's work with some additional powerful options provided by the KeyCreator Comparison Tools.

We'll use the "TestIs" and "TestWas" files that you created in lesson KC8501. (If you didn't do lesson KC8501 yet, guess what? You better get crackin!)

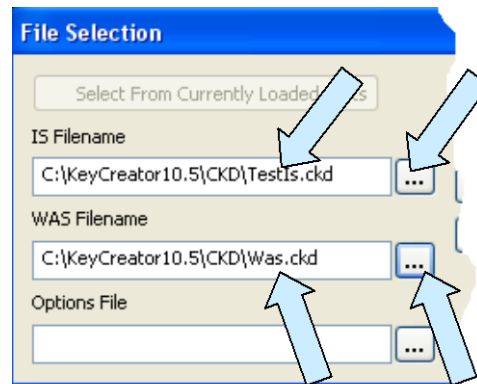


Click on the VALIDATE PARTS Icon.

A Dialog Box appears.

Click on the browse button to the right of the IS Filename Field and select the "TestIs" file that you created previously.

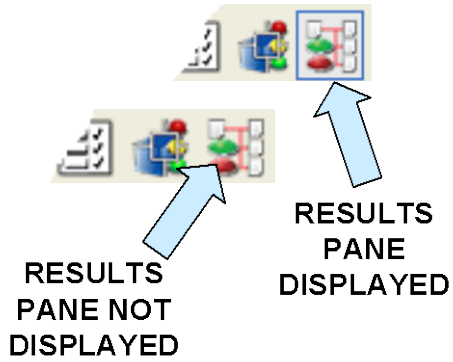
Then, use the browse button to the right of the WASFilename Field and select the "TestWas" file that you created previously. Click on the OK Button.



Notice that both files appear on the screen in a side by side layout.



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If you click on the TOGGLE DIFFERENCE RESULTS Icon so that it is active, a list of differences appears in a separate pane at the right side of the screen.

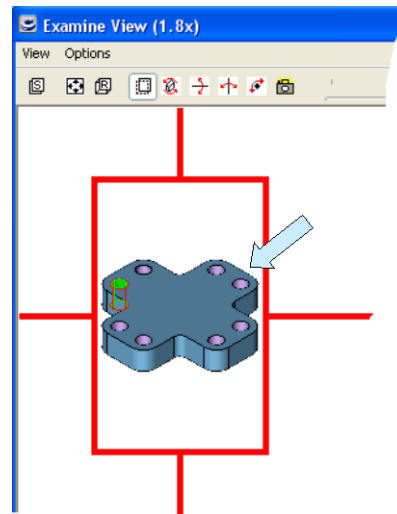
Difference	Value
[-] RootFolder	2
[+] [Lightbulb] Solid Face.184	
[+] [Lightbulb] Solid Face.189	

Your right pane should look like this:



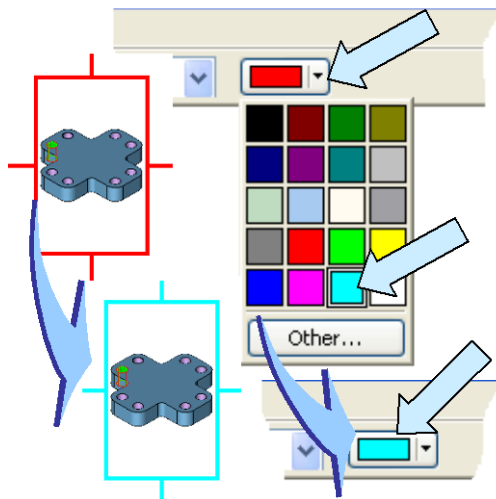
Click on the EXAMINE VIEW Icon.

A new window appears on the screen.



You will see a special viewport at the intersection of vertical and horizontal crosshairs. Both the TestIs and TestWas models are superimposed in the same spot.

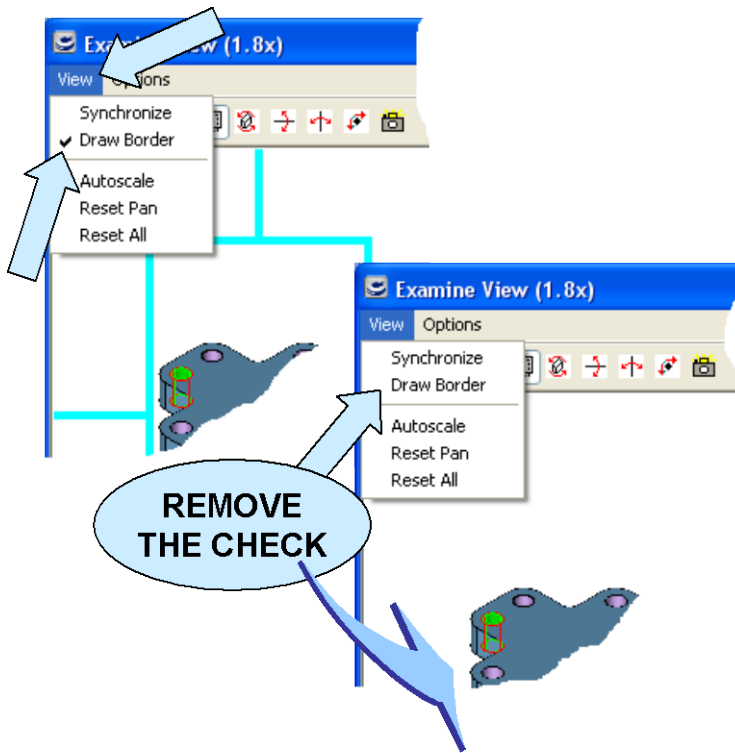
Note: **The Is geometry in question is highlighted in green** and **the Was geometry is highlighted in red.**



Basic tools are provided on the horizontal toolbar at the top of the screen.

The first thing we can do is click on the crosshairs color to change it to cyan. (Or any other color including the standard palette or custom colors that you can create by clicking on the Other Button.)

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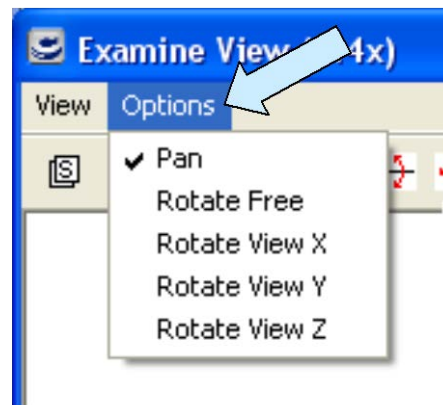
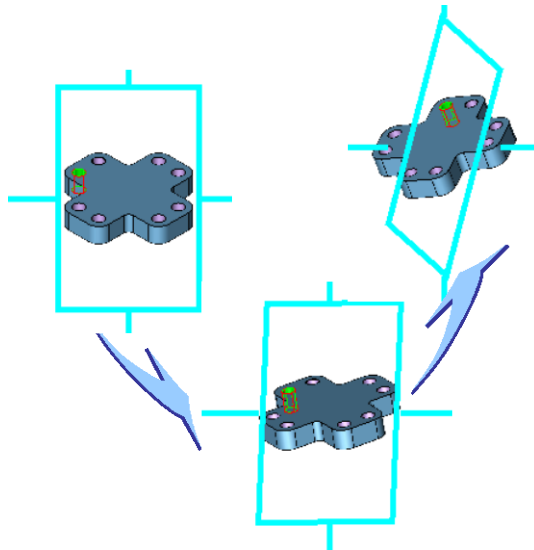
Click on the VIEW Pull-down Menu.

Click to remove the checkmark in front of the Draw Border and you get an examine view without the crosshairs and frame.

Notice the other options for scaling and panning the view.

Next, click on Options.

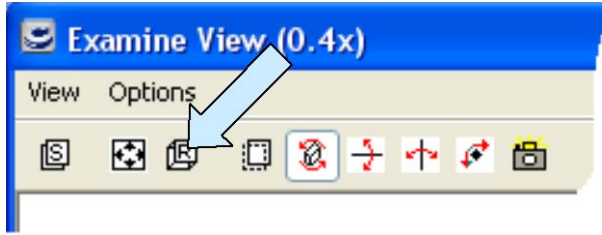
By default Pan is selected.
Click on the Rotate Free Option.



As you move your cursor, the superimposed parts dynamically rotate in space. This is extremely handy when you want to examine more closely the deviation between two surfaces.

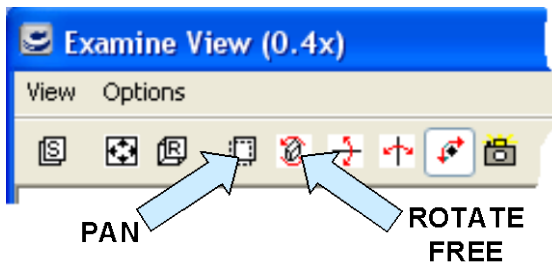
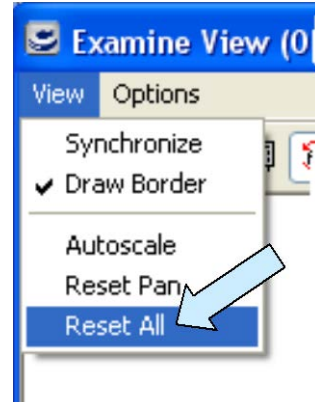
You'll notice the other options that let you rotate around selected axes.

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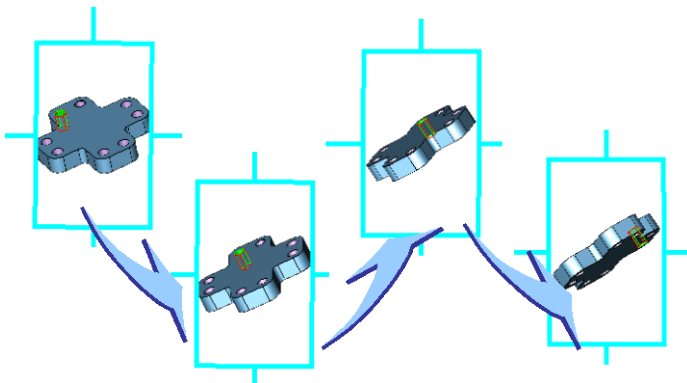
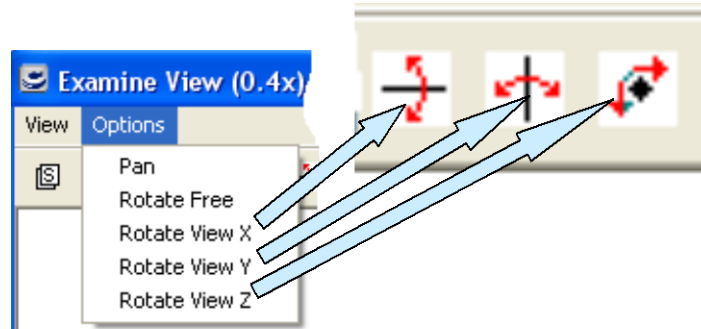
You can quickly revert to the original view by clicking on the RESET Icon.

To revert back to the original magnification, click on the VIEW Pulldown Menu and then on the RESET ALL Option.



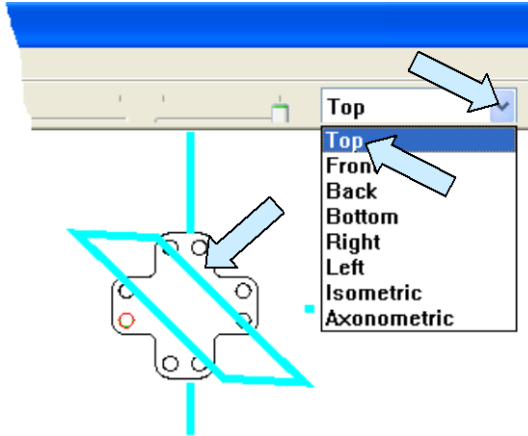
You can also use the Icons on the main toolbar instead of using the options in the Pulldown Menu

The three Axis-Constrained Rotation Functions are especially useful when examining more complex models.



Here we are rotating around View Y.

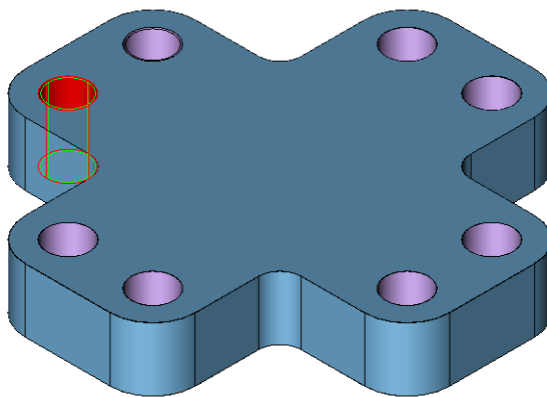
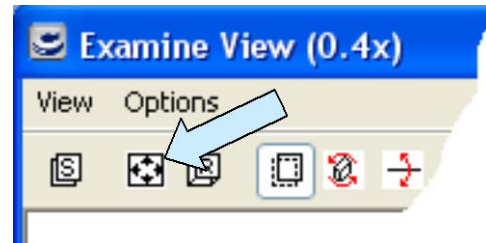
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Click on the Pulldown Arrow to the Right of the VIEW Field and select a view other than the Isometric View.

Here, we've selected the Top View.

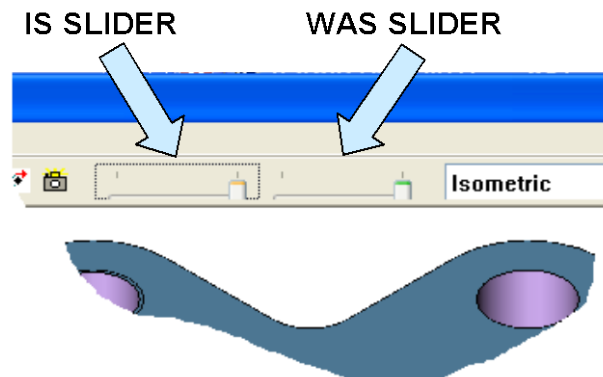
When you are done, revert back to the Isometric View and remove the border. Then, click on the AUTOSCALE Icon.



Your screen should look like this.

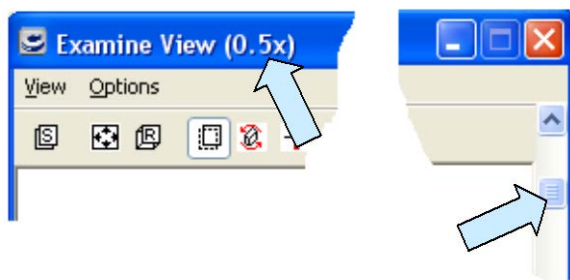
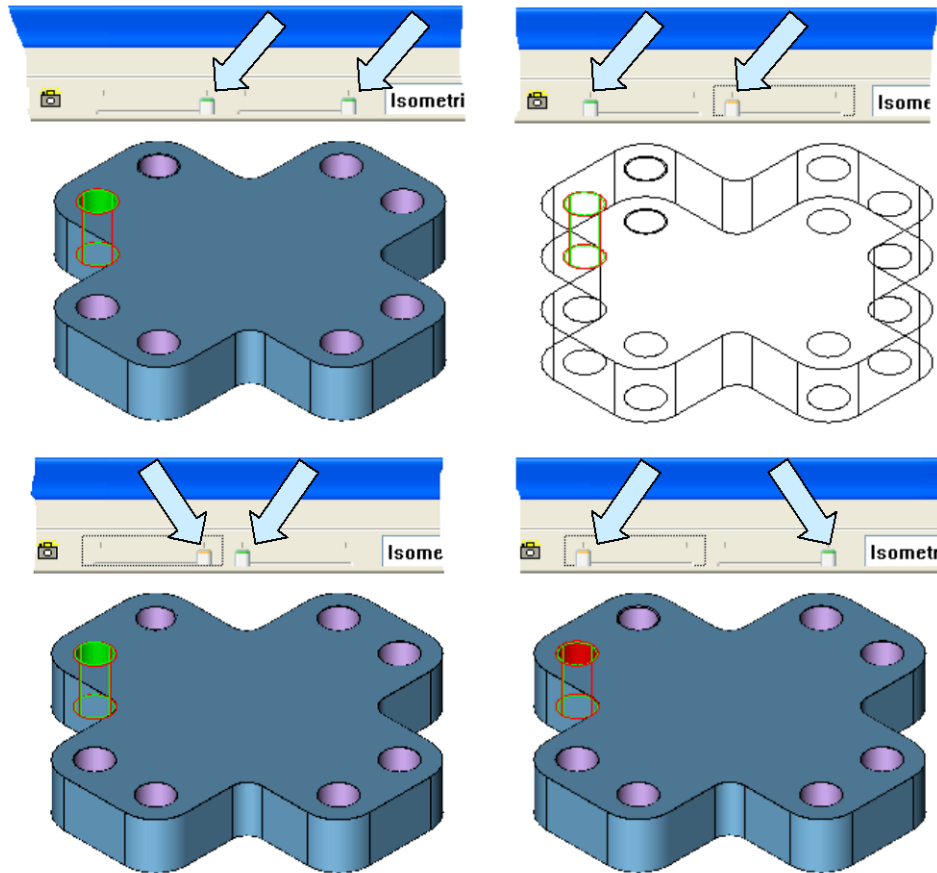
Notice that there are two slider controls in the middle of the main toolbar.

The left slider controls the transparency of the IS part and the right slider controls the transparency of the WAS part.



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By manipulating the sliders you can look at the superimposed parts in an infinite range of transparencies. For a simple case like the mismatched holes in this part this is overkill. However, if you are analyzing mismatch on complex geometry this is a real asset.



Finally, position your cursor on the slider on the right side of the screen.

Notice in the illustration to the left, with the slider near the top the magnification is 0.5X and the image is quite large.

Drag the slider downward and the multiplier will increase and the image will get progressively smaller.