

10 ADVICE FOR SKETCHES DRAWING



1. Colors

- **Entities colors** – can be changed in system by command **Facilities**
- **Blue** – sublevel sketch, its shape is not defined well, there are not dimensions or linkages
- **Green** – marked (active) entity,
- **Black** – entities are strictly defined (size and shape)you can create 3D model
- **Red** – sketch has more geometrical linkages than we need
- **Grey** – sketch is not active, it is closed

2. Cursor symbols – during the drawing of entities observe the changing symbols of cursor depending on its position

3. Auxiliary graphical system– it displays auxiliary lines, related to entities, which have been drawn and they point out the state of automatic linkage drawn entity

4. Ending the command of chosen entity:

- doubleclick LTM
- push **Esc** of keyboard
- by choice of other entity in Command Manager

5. Cancellation of drawn entities– push **Delete** of keyboard

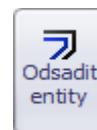
6. Checking more than one entity:

- push **Ctrl**.
- by window – drawing LTM over marked area of thr groups of entities

7. Copying of entities

- Checked entities you can copy to the clipboard (**CtrlC**) and put them into required position labeled by cursor
- If you push **Ctrl** key and move required entity (sketch) to other position, the entity will be

8. Drawn entities and manipulation with them– working is possible only with topical entity. Linkages and context menu are pictured and the points, which are highlighted can help you change the size of entity or move it, if its linkage is not defined.



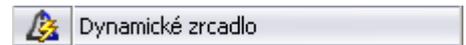
9. Simplification

Use commands for copying of entities f.e.

For symmetrical sketches by axis



or



which you can find in the main menu , **Tools/Tools for sketches**

10. Function of A key in command Straight line

Pushing (shortly) A key you will create consequent tangential arc by drawing of the pencil tip to drawing straight line. Push **A key** before the pencil tip drawing.

EXERCISES



