





1. TOGGLES



2. TOGGLES THE ROTATION MODE



3. TOGGLES THE DOMINATE MODE



4. INCREASES THE SENSITIVITY OF THE 3DxDEVICE



5. DECREASES THE SENSITIVITY OF THE 3DxDEVICE



6. RESETS THE SENSITIVITY OF THE 3DxDEVICE



7. OPENS THE BUTTON CUSTOMIZATION DIALOG BOX



8. TOGGLES FAST ZOOM MODE



1. CREATE DATUM



2. ONLY CURRENT BODY



3. OUTPUT FEATURE



4. PROFILE FEATURE



5. SKETCH SOLVING STATUS



- 1. CORNER
- 2. CHAMFER
- 3. RELIMITATION TOOLBAR
- 4. TRANSFORMATION TOOLBAR
- 5. 3D GEOMETRY TOOLBAR



- 3.1 TRIM
- 3.2 BREAK
- 3.3 QUICK TRIM
- 3.4 CLOSE
- 3.5 COMPLEMENT
- 4.1 MIRROR
- 4.2 SYMMETRY
- 4.3 TRANSLATE
- 4.4 ROTETE
- 4.5 SCALE
- 4.6 OFFSET
- 5.1 PROJECT 3D ELEMENTS
- 5.2 INTERSECT 3D ELEMENTS
- 5.3 PROJECT 3D SILHOUETTE



1.EXIT



1. SKETCHER WORKBENCH

2. EXIT WORKBENCH



1. GRID



2. SNAP TO POINT



3. CONSTRUCTION/STAND ELEMENT



4. GEOMETRICAL CONSTRAINTS



5. DIMENSIONAL CONSTRAINTS



1.POINT FILTER



5. FEATURE ELEMENT



2. CURVE



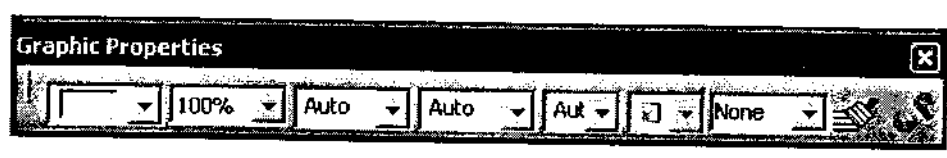
6. GEOMETRICAL ELEMENT



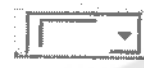
3. SURFACE



4. VOLUME



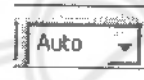
1 2 3 4 5 6 7 8 9



1.COLOR



2.OPACITY



3.THICKNESS LINE



4.SOLID



5.TYPE POINT



6.SPECIFIC RENDERING STYLE



7.LAYER



8.PAINTER



9.LAUNCH GRAPHIC PROPERTIES WIZARD



1. PROFILE

2. PREDEFINED PROFILE TOOLBAR

3. CIRCLE TOOLBAR

4. SPLINE TOOLBAR

5. CONIC TOOLBAR

6. LINE TOOLBAR

7. AXIS

8. POINT TOOLBAR



2.1 RECTANGLE



2.2 ORIENTED RECTANGLE



2.3 PALALLELOGRAM



2.4 ELONGATED HOLE



2.5 CYLINDRICAL ELONGATED



2.6 KEYHOLE PROFILE



2.7 HEXAGON



2.8 CENTERED RECTANGLE



2.9 CENTERED PARALLELOGRAM



3.1 CIRCLE USING COORDINATES



3.2 THREE POINT CIRCLE



3.3 CIRCLE



3.4 TRI-TANGENT CIRCLE



3.5 THREE POINT ARC



3.6 THREE POINT ARC
STARTING WITH LIMITS



3.7 ARC



4.1 SPLINE



4.2 CONNECT



5.1 ELLIPSE



5.2 PARABOLA BY FOCUS



5.3 HYPERBOLA BY FOCUS



LINE

5.4 CONIC



8.1 POINT BY CLICKING



8.2 POINT BY USING
COORDINATES



8.3 EQUIDISTANT POINTS



8.4 INTERSECUION
POINTS



8.5 PROJECTION POINT



1. CUT PART PLANNE



2. USUAL



3. PICKABLE VISIBLE BACKGROUND



4. DIAGNOSTICS



5. DIMENSIONAL CONSTRAINTS



6. GEOMETRICAL CONSTRAINTS



1. CONSTRAINT DEFINED IN DIALOG BOX

2. CONSTRAINT CREATION

3. CONSTRAINT CREATION

4. AMIMATE CONSTRAINT

5. EDIT MULTI-CONSTRAINT



2.1 CONSTRAINT



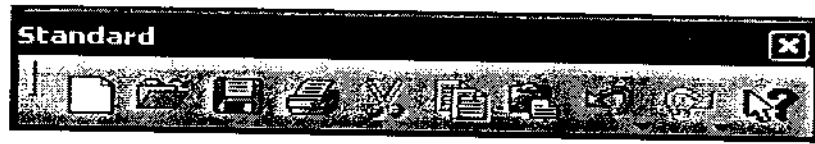
3.1 FIX TOGETHER



2.2 CONTACT CONSTRAINT



3.2 AUTO CONSTRAINT



1 2



1.1 UNDO



1.2 UNDO WITH HISTORY



2.1 REDO



2.2 REDO WITH HISTORY



1. PSC STATISTICS



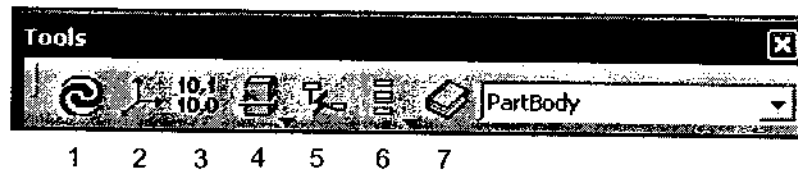
1. DISCONNECTED














2. SET PDM PROPERTIES

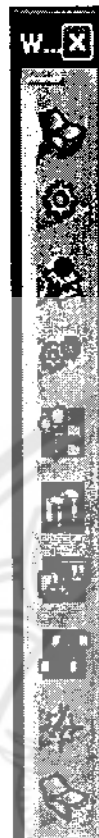
3. IDENTIFY IN PSN



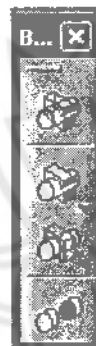




-  1 UPDATE
-  2 AXIS SYSTEM
-  3 MEAN DIMENSION
-  4 PICKABLE VISITBLE BACKGROUND
 -  4.1 NO 3D BACKGROUND
 -  4.2 UNPICKABLE BACKGROUND
 -  4.3 LOWINTENSITY BACKGROUND
 -  4.4 UNPICKABLE LOW BACKGROUND
 -  4.5 LOCK CURRENT VIEW POINT
-  5 CREATE DATUM
-  6 ONLY CURRENT BODY
 -  6.1 ONLY CURRENT OPERATED SOLID
-  7 CATALOG BROWSER



- 1. GENERATIVE SHAPE DESIGN
- 2. PART DESIGN
- 3. DRAFTING
- 4. ASSEMBLY DESIGN
- 5. PRODUCT STRUCTURE
- 6. CATALOG EDITOR
- 7. CATIA V4,V3,V2
- 8. MATERIAL LIBRARY
- 9. SKETCHER WORKBENCH
- 10. WIREFRAME AND SURFACE DESIGN



- 1. ASSEMBLE
- 2. ADD
- 3. UNION
- 4. REMOVE LUMP



2.1 REMOVE



2.2 INTERSECT



1. ADVANCED DRAFT



1. FILLETS TOOLBAR

2. CHAMFER

3. DRAFTS TOOLBAR

4. SHELL

5. THICKNESS

6. THREAD/TAB

7. REMOVE TOOLBAR



1.1 EDGE FILLET



1.2 VARIABLE RADIUS FILLET



1.3 FACE-FACE FILLET



1.4 TRITANGENT FILLET



2.1 DRAFT ANGLE



2.2 DRAFT REFLECT LINE



2.3 VARIABLE ANGLE DRAFT



7.1 REMOVE FACE



7.2 REPLACE FACE



- | | | | |
|---|-------------------|---|---|
|  | 1. FLY MODE |  | 9.6 BOTTOM VIEW |
|  | 2. FIT ALL IN |  | 9.7 NAME VIEW |
|  | 3. PAN |  | 10. SHADING |
|  | 4. ROTATE |  | 10.1 SHADING WITH |
|  | 5. ZOOM IN |  | 10.2 SHADING WITH EDGES |
|  | 6. ZOOM OUT |  | WITHOUT SMOOTH EDGES
10.3 SHADING WITH EDGES
AND HIDDEN EDGES |
|  | 7. NURMAL |  | 10.4 SHADING WITH MATERIAL |
|  | 8. VIEW CREATE |  | 10.5 WIREFRAME |
|  | 9. ISOMETRIC VIEW |  | 10.6 CUSTOMIZE VIEW
PARAMETERS |
|  | 9.1 FRONT VIEW |  | 11. HIDE/SHOW |
|  | 9.2 BACK VIEW |  | 12. SWAP VISIBLE SPACE |
|  | 9.3 LEFT VIEW | | |
|  | 9.4 RIGHT VIEW | | |
|  | 9.5 TOP VIEW | | |



- 1. BODY
- 2. GEOMETRICAL
- 3. ASSEMBLE FEATURES



1.1 BODY



1.2 BODY IN A SET



2.2 GEOMETRICAL SET



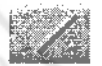
2.3 ORDERED GEONETRICAL



1. REFERENCE ELEMENTS



1.1 POINT



1.2 LINE



1.3 PLANE



1. MEASURE BETWEEN



2. MEASURE ITEM



3. MEASURE INERTIA



- 1. PADS TOOLBAR
- 2. POCKET TOOLBAR
- 3. SHAFT
- 4. GROOVE
- 5. HOLE
- 6. RIB
- 7. SLOT
- 8. ADVANCE SOLID TOOLBAR
- 9. MULTI-SECTIONS SOLID
- 10. REMOVED MULTI-SECTIONS SOLID



1.1 PAD



2.3 MULTI-POCKET



1.2 DRAFTED FILLETED PAD



8.1 SOLID COMBINE



1.3 MULTI-PAD



8.2 STIFFENER



2.1 POCKET



2.2 DRAFTED FILLETED POCKET



- 1. SPLIT
- 2. THICK SURFACE
- 3. CLOSE SURFACE
- 4. SEW SURFACE



1. TRANSLATIONS TOOLBAR

2. MIRROR

3. PATTEMS TOOLBAR

4. SCALING



1.1 TRANSLATION



1.2 ROTATION



1.3 SYMMETRY



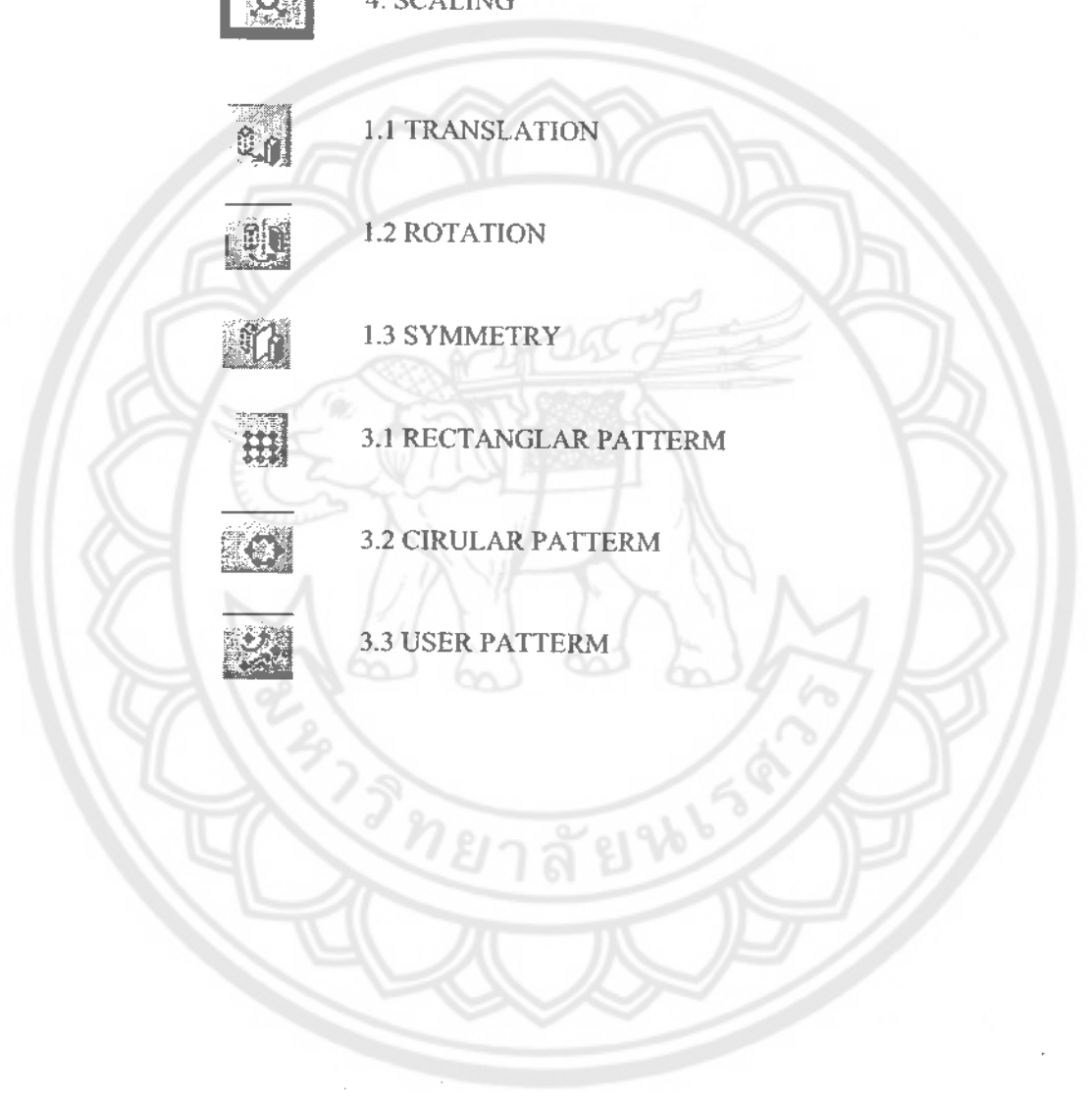
3.1 RECTANGLAR PATTERN



3.2 CIRULAR PATTERN



3.3 USER PATTERN







- 1. PROJECTIONS
- 2. SECTIONS
- 3. DETAILS
- 4. CLIPPINGS
- 5. BREAK
- 6. VIEW CREATION WIZARD



1.1 FRONT VIEW



1.2 VIEW FROM 3D



1.3 PROJECTION VIEW



1.4 AUXILLARY VIEW



1.5 ISOMETRIC VIEW



1.6 ADVANCED FRONT VIEW



2.1 OFFSET SECTION VIEW



2.2 ALIGNED SECTION VIEW



2.3 OFFSET SECTION CUT



2.4 ALIGNED SECTION CUT



3.1 DETAIL VIEW



3.2 DETAIL VIEW PROFILE



3.3 QUICK DETAIL VIEW



3.4 QUICK DETAIL VIEW PROFILE



4.1 CLIPPING VIEW



4.2 CLIPPING VIEW PROFILE



5.1 BROKEN VIEW



5.2 BREAKOUT VIEW



- 1. DIMENSIONS
- 2. TECHNOLOGICAL FEATURE DIMENSIONS
- 3. DIMENSION ELEMENT
- 4. TOLERAN

	1.1 DIMENSIONS		2.1 TECHNOLOGICAL FEATURE DIMENSIONS
	1.2 CHAINED DIMENSIONS		2.2 MULTIPLE INTRA TECHNOLOGICAL FEATURE DIMENSIONS
	1.3 CUMULATED DIMENSION		2.3 CHAINED TECHNOLOGICAL FEATURE DIMENSIONS
	1.4 SKACKED DIMENSIONS		2.4 LENGTH TECHNOLOGICAL FEATURE DIMENSIONS
	1.5 LENGTH/DISTANCE DIMENSIONS		2.5 ANGLE TECHNOLOGICAL FEATURE DIMENSIONS
	1.6 ANGLE DIMENSIONS		2.6 RADIUS TECHNOLOGICAL FEATURE DIMENSIONS
	1.7 RADIUS DIMENSIONS		2.7 DIMENSION TECHNOLOGICAL FEATURE DIMENSIONS
	1.8 DIAMETER DIMENSIONS		3.1 RE-ROUTE DIMENSIONS
	1.9 CHAMFER DIMENSIONS		3.2 CREATE INTERRUPTION
	1.10 THREAD DIMENSIONS		3.3 REMOVE INTERRUPTION
	1.11 HOLE DIMENSIONS		4.1 DATUM FEATURE
	1.12 COORDINATE DIMENSIONS		4.2 GEOMETRICAL TOLERANCE
	1.13 COORDINATE DIMENSIONS TABLE		



- 1. TEXT
- 2. SYMBOLS
- 3. TABLE



1.1 TEXT



3.1 TABLE



1.2 TEXT WITH LEADER



3.2 TABLE FROM CSV



1.3 TEXT REPLICATE



1.4 BALLON



1.5 DATUM TARGER



1.6 TEXT TEMPLATE PLACEMENT



2.1 ROUGHNESS SYMBOLS



2.2 WELDING SYMBOLS



2.3 WELD



1.RELIMITATIONS

2.TRANSFORMATIONS

3.CONSTRAINTS



1.1 CORNER



2.5 SCALE



1.2 CHAMFER



2.6 OFFSET



1.3 TRIM



3.1 CONSTRAINTS



1.4 BREAK



3.2 EDIT MULTI-CONSTRAINT



1.5 QUICK TRIM



3.3 CONTACT CONSTRAINT



1.6 CLOSE



1.7 COMPLEMENT



2.1 MIRROR



2.2 SYMMETRY



2.3 TRANSLATE



2.4 ROTETE



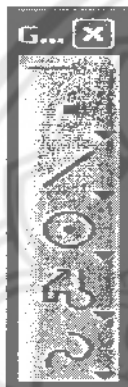
- 1.SHEETS
- 2. NEW VIEW
- 3. INSTANTIALE 2D COMPONENT



1.1 NEW SHEET



1.2 NEW DETAIL SHEET



- 1.POINT TOOLBAR
- 2. LINE TOOLBAR
- 3.CIRCLE
- 4.PROFILE
- 5.SPLINE TOOLBAR



- 1.AXIS AND THREADS
- 2. AREA FILL
- 3. ARROW



1.1 CENTER LINE



1.6 AXIS LINE



1.2 CENTER LINE WITH REFERENCE



1.3 THREAD



1.4 THREAD WITH REFERENCE



1.5 AXIS LINE AND CENTER LINE



- 1.SELECT
- 2.FREE ROTATION



1.1 SELECT TRAP



1.2 INTERSECTING TRAP



1.3 POLYGON TRAP



1.4 PAINT STROKE SELECT



1.5 OUTSIDE TRAP SELECTION



1.6 INTERSECTING OUTSIDE TRAP SELECTION



1.UPDATE



1. MEASURE BETWEEN



2. MEASURE ITEM





1. NEW



2. OPEN



3. SAVE



4. PRINT



5. CUT



6. COPY



7. PASTE



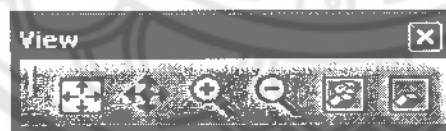
8. UNDO



9. REDO



10. WHAT'S THIS ?



1. FIT ALL IN



4. ZOOM OUT



2. PAN



5. HIDE/SHOW



3. ZOOM IN



6. SWAP VISIBLE SPACE



1. GRID



2. SNAP TO POINT



3. ANALYSIS



4. SHOW CONSTRAINTS



5. CREATE DETECTED CONSTRAINTS



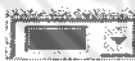
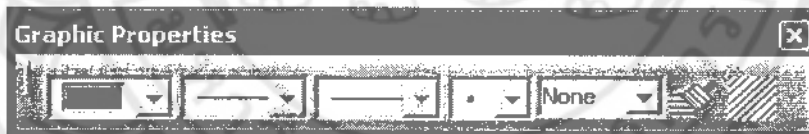
6. FILTER GENERATED ELEMENTS



7. DISPLAY VIEW FROM AS SPECIFIED FOR EACH VIEW



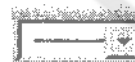
8. DIMENSION SYSTEM SELECTION MODE



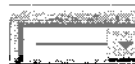
1. COLOR



6. PAINTER



2. THICKNESS LINE



3. SOLID



4. TYPE POINT



5. LAYER