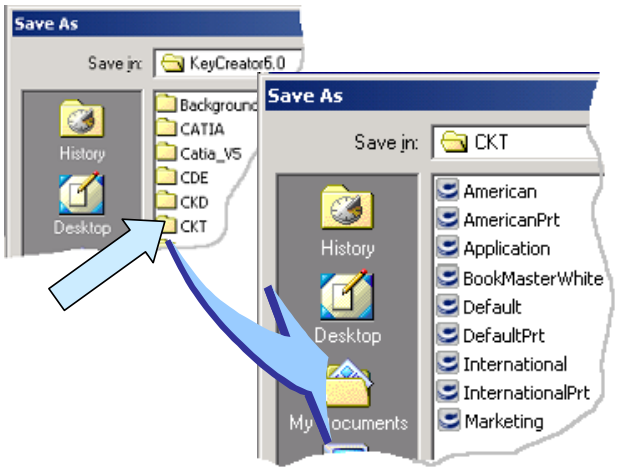


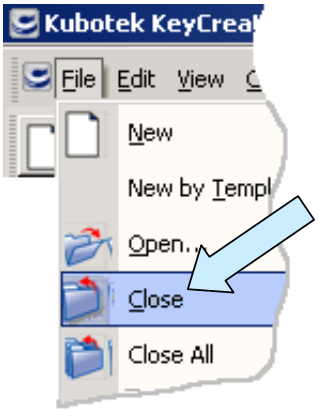
Also navigate at the top of the box over to the CKT folder.

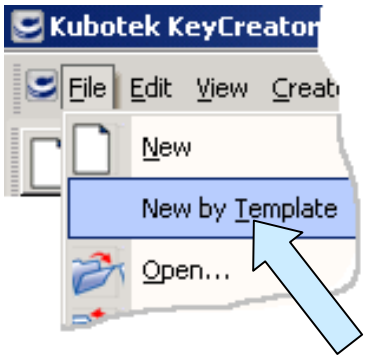
Yes, there are no Part Files in KEYCREATOR. Pattern files are also history! This is not a problem, though, since the new Design File format covers all of the options that part and pattern files provided plus much more.

Type a name for the template file in the File Name Field. Let's use "SteelBlue1." Then, click on the SAVE Button.

Now, click on the FILE Pulldown Menu and then on the CLOSE Option.

Now, once again, click on the FILE Pulldown Menu.





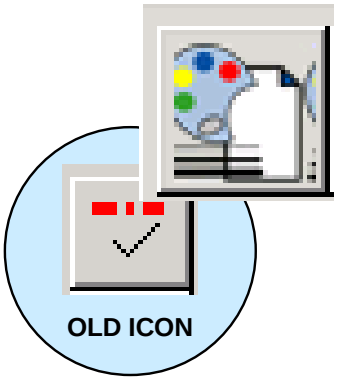
This time, click on the NEW BY TEMPLATE Option.

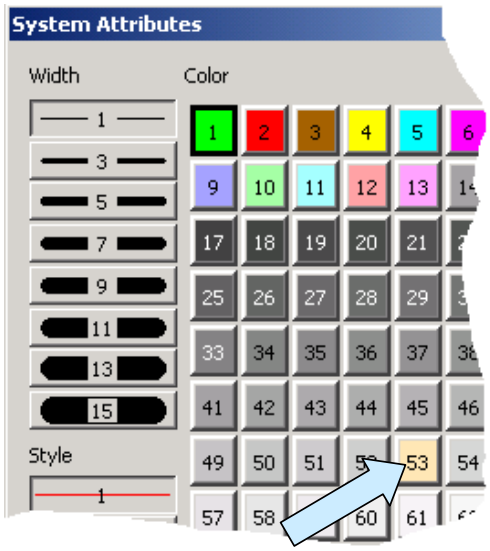
A small Flyout will appear to the right of the NEW BY TEMPLATE Option.

Click on the CHOOSE TEMPLATE Option.
A Dialog Box appears with the list of template files available.

Click on the "SteelBlue1" file and then on the OPEN Button. Notice that you now have a new file to start working in. The file has the blue background that you created.

Click on the FORMAT ENTITY SET Icon.





Notice that you also have your custom designed beige color in Color Slot 53.

You can now create a model or drawing in this file and then save it as a Design File.

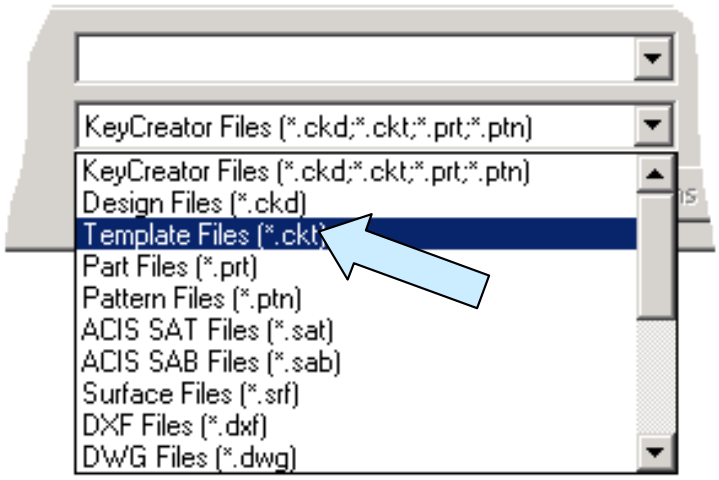
HOW TO CONVERT OLD PART OR PATTERN FILES TO KEYCREATOR DESIGN FILES

You can start your work with a template file by clicking on the FILE Pulldown Menu and then on the OPEN Option.

Then, click on the pulldown arrow next to the Files of Type field.

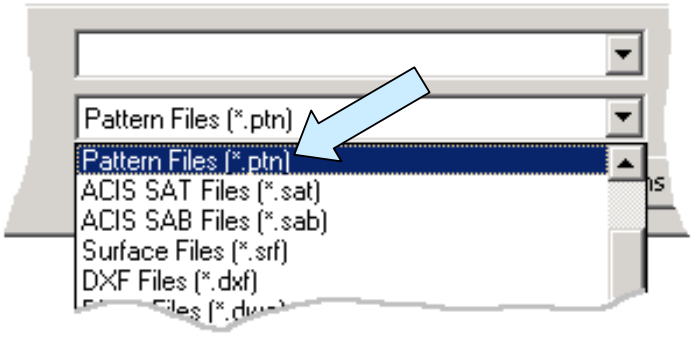
Click on the Template File Option.

The available template files will appear and you can then click on the one that you wish to use.



Notice that in this window you also are provided with Part File and Pattern File options. So if you want to use a part or pattern file from CADKEY19 or earlier, you can access it here. (You would use this approach if you want to, in effect, start with the old file on a blank screen. In the next section, we'll cover how to insert an old file into a new design file that already contains geometry.)

Let's try this to show you how it works. For our purposes, let's assume that you still have CADKEY19 loaded on your system. Let's say that you want to use one of the border layouts from the CADKEY19 pattern directory in your new KEYCREATOR application.



Click on the FILE Pulldown Menu and then on the OPEN Option.

This time, click on the pulldown arrow next to the Files of Type field and then click on the Pattern Files (*.ptn) Option.

When the OPEN Dialog Box appears, click back through the file structure to the CK19/PTN directory and then click on the laya.ptn border pattern that is supplied with CADKEY. (You can use one of your custom borders if you prefer.)

Click on the OPEN Button. KEYCREATOR presents you with a Dialog Box asking you to save the file in the new Design File Format. You can use the same name if you wish. When you click on the SAVE Button, a conversion algorithm will translate the old file into the new format. The same process occurs if you want to use an old part file.

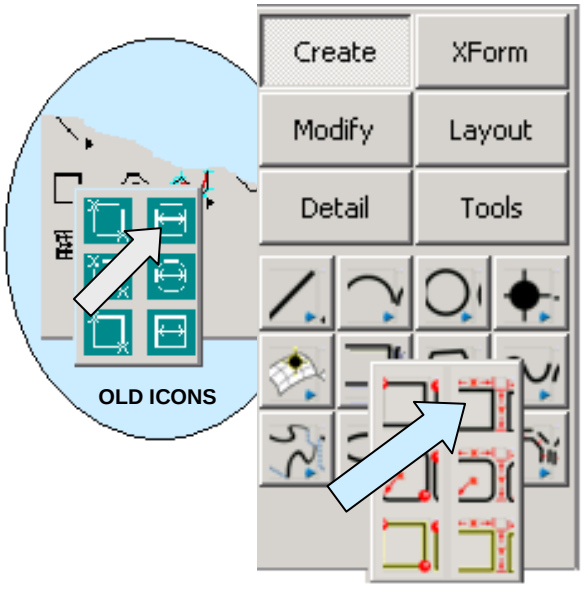
IMPORTING A PART OR PATTERN FILE INTO AN EXISTING DESIGN FILE

Let's say that you are working on a new KEYCREATOR Design File and want to use previously generated graphics (such as a border pattern) from an earlier CADKEY release in the new file.

Since you already have geometry in this file, you can't use the approach that we used in the previous example.

Let's use an example so you can see how this works.
Start by clicking on the FILE Pulldown Menu and then on the NEW Option.
Now, let's create some geometry in this file that will simulate a simple drawing.

Click on the CREATE RECTANGLE OF LINES BY WIDTH HEIGHT Icon.



You will see a series of anchoring options appear in the Conversation Bar. We'll use the default BotLeft Option.

You are prompted for a width and height.
Type 3 for dXC (Width) and hit the ENTER Key.
Then, type 2 for dYC (Height) and hit the ENTER Key.

Using the CURSOR Option, move the cursor into the viewport. You will notice that a ghost rectangle follows the cursor.

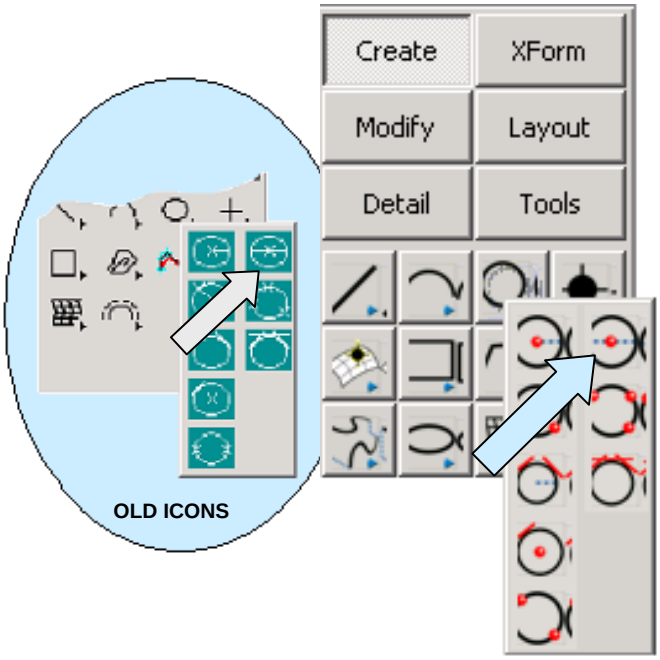
Click on the screen to place the rectangle.

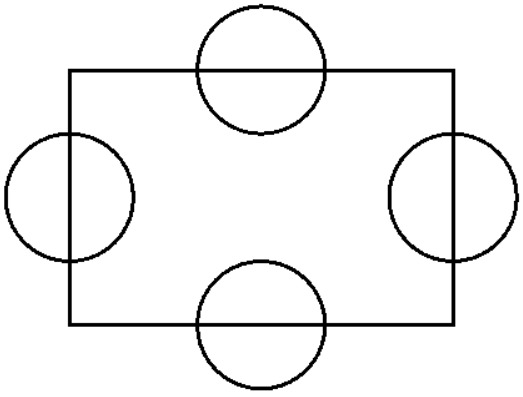
Next, click on the CREATE CIRCLE DIAMETER Icon.

Type 1 for the Diameter and hit the ENTER Key.

As you move the cursor into the viewport, a ghost circle will follow.

Using the CENTER Option, click on each of the sides of the rectangle that you previously constructed.



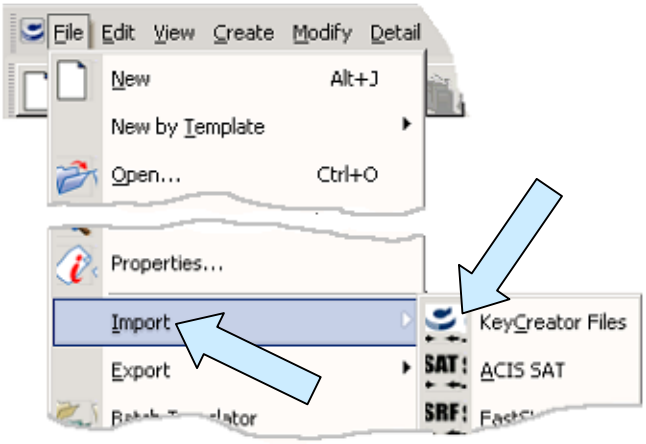


Your screen should look like this:

For the purposes of this example, let's say that this is our drawing and that we would now like to import the layb pattern from CADKEY 19 into this file.

To do this, first click on the FILE Pulldown Menu. Then, click on the IMPORT Option.

Next, click on the KEYCREATOR FILES in the flyout that then appears.

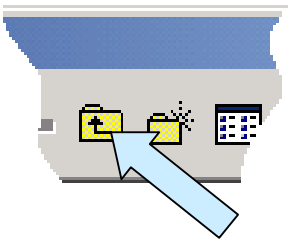


A Select File to Import Dialog Box appears.

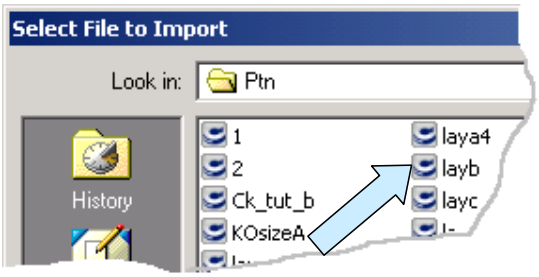
Click on the pulldown arrow to the right of the Files of Type Field.

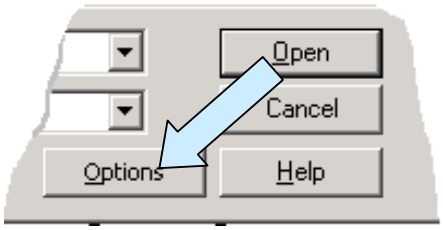
Then, click on the Pattern Files (*.ptn) Option.

Now, navigate up through the files and over to the pattern folder within CK19.



Click on the layb pattern file to select it.





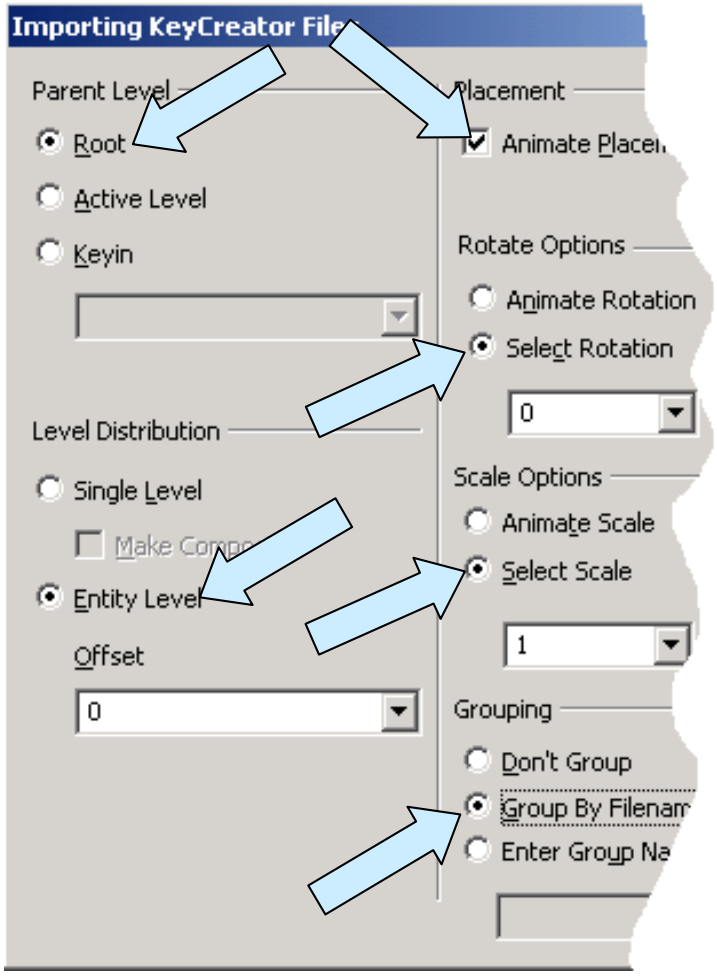
Next, click on the OPTIONS Button at the bottom of the Dialog Box. (Remember that when you imported patterns in previous CADKEY releases, you were presented with options buttons on the Conversation Bar for Level Control, Scale, and Rotation. You were also allowed to assign group information to the pattern.

You now access these options by clicking on the OPTIONS Button. Then, this Dialog Box appears.)

The left side of the box provides you with options for level control of the imported geometry. (Using the Entity Level Option preserves the unique level distributions from the original file!)

The right side of the box provides placement and grouping options.

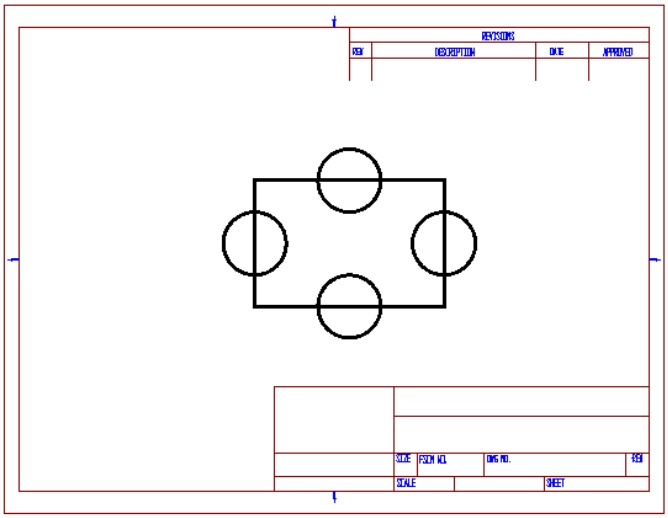
After selecting whatever options that you desire, click on the OK Button.



You are returned to the previous Dialog Box. Click on the OPEN Button in this box to get the show on the road! As you move the cursor, a ghost border moves on the screen.

Click to place it so that the drawing is centered in the border.

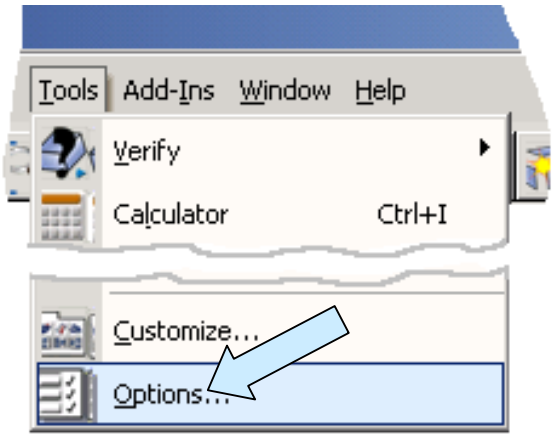
Your screen should look like this:

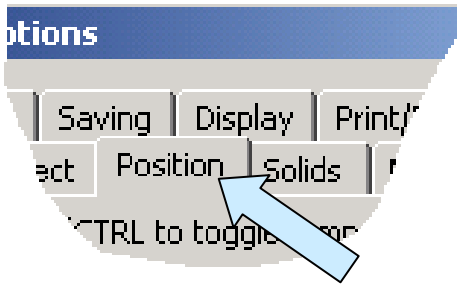


POSITION SNAP

Before we proceed to our next topic, let's talk about Position Snap. The Smart Cursor Function introduced in the past few years in CADKEY is now called POSITION SNAP and is an integral part of the main software.

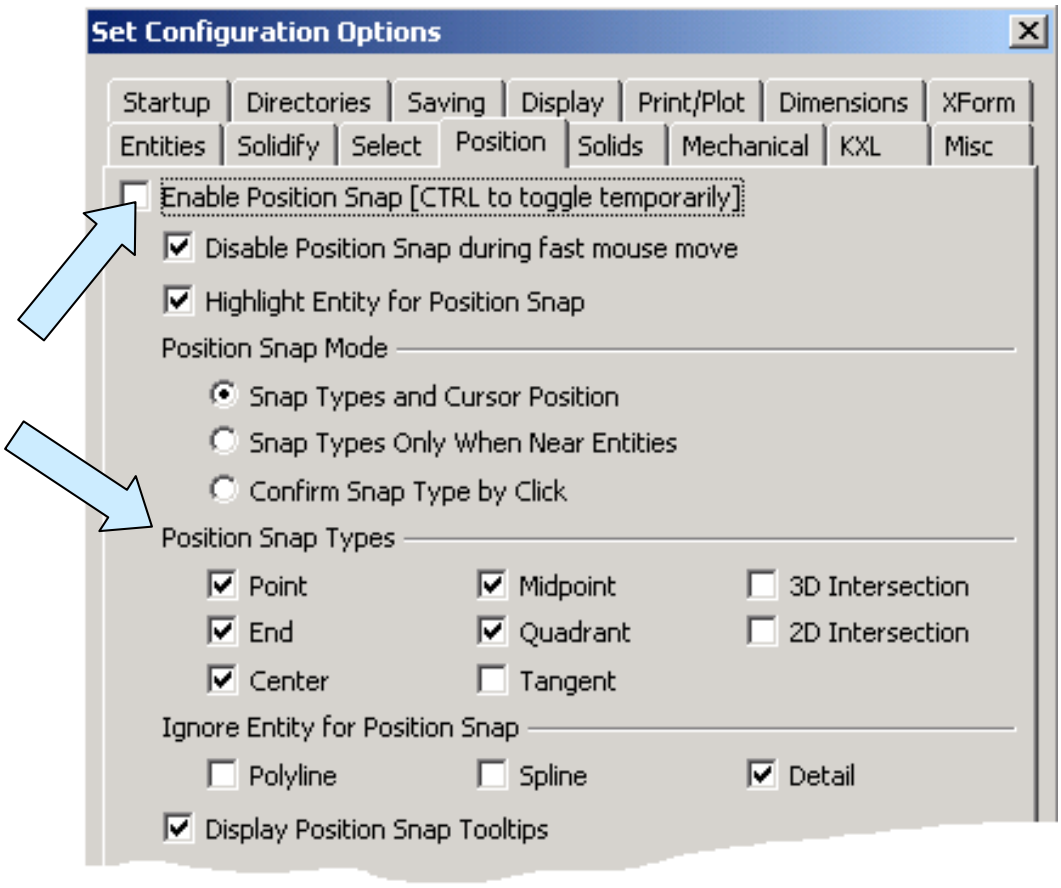
Click on the TOOLS Pulldown Menu and then OPTIONS.





Click on the Position Tab at the top of the large Dialog Box that appears.

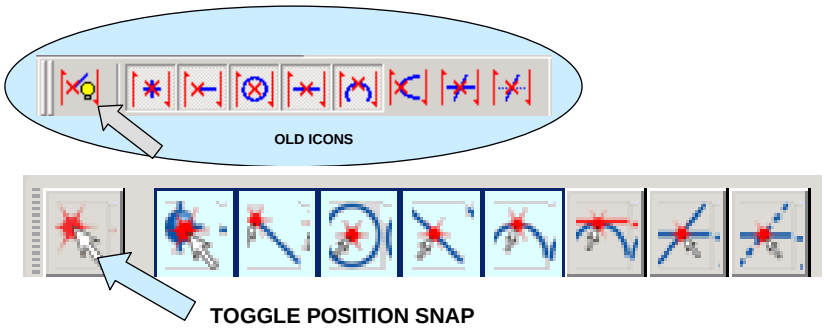
You will see an array of options for the snap cursor.



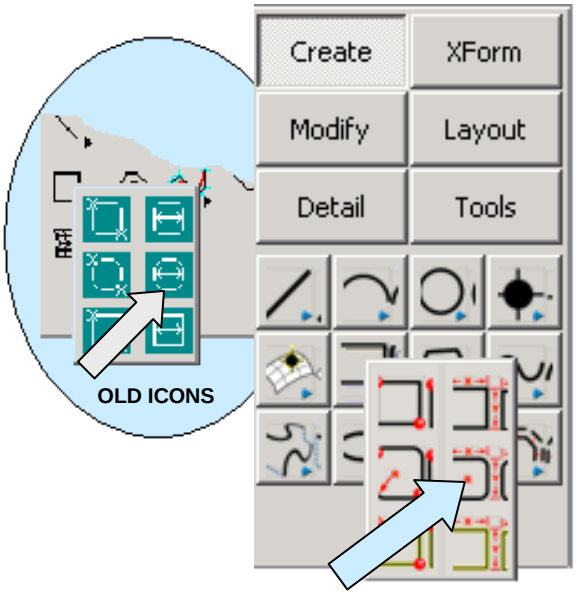
Note that if there is no check in the Enable Position Snap Box, the function will not be active. Also, note the Position Snap Types. You can click on specific conditions to customize the behavior of your snapping cursor.

Click on the OK Button to exit the Dialog Box.

Note that the T3 (Position Snap) Toolbar contains Icons that indicate status of the snap options. This gives you instant access to the most commonly used options.



A depressed Icon indicates an option is selected.



Let's look at a practical example of where programming the snap options can save you time and aggravation.

Let's begin with a new file.

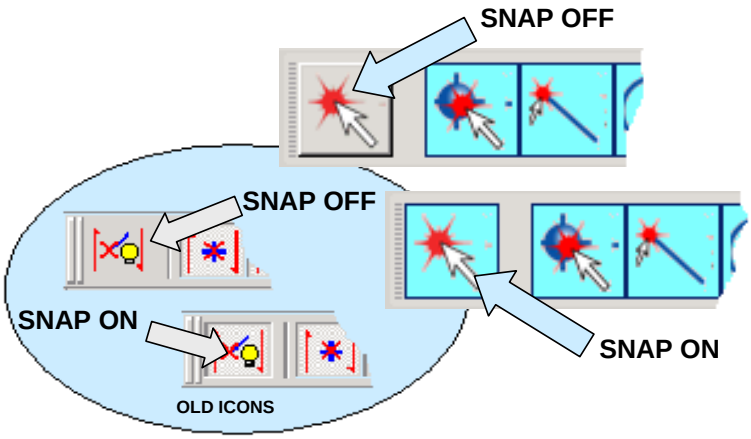
Click on the ROUNDED RECTANGLE BY WIDTH/HEIGHT Icon. This slick tool let's you create a rectangle with four equally, radiused corners in one fell swoop. (Note: Not one swell poop!)

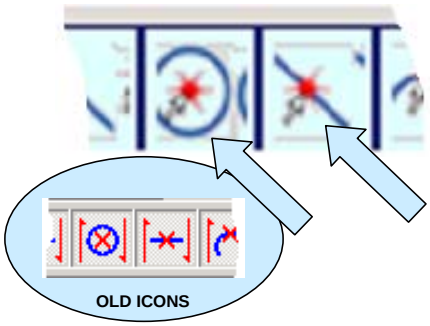
You are prompted for a corner fillet radius. Type 0.25 and hit the ENTER Key.

Using the MidCtr Anchoring Option, type 3 for the dXC value and 2 for the dYC value. Using the CURSOR Option, click anywhere on the screen.

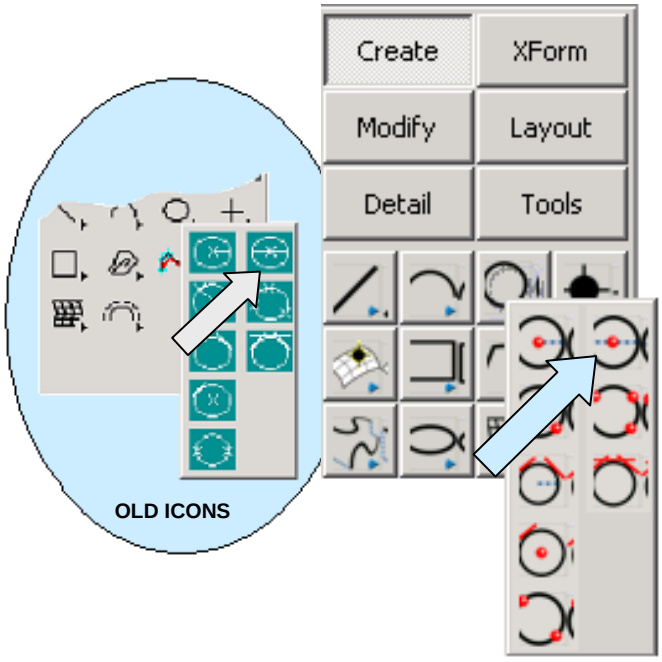
Next, we are going to create 0.25 inch diameter circles centered in each of the rectangles corner radii.

Before we start, however, take a moment to click on the TOGGLE POSITION SNAP Icon at the left end of the Position Snap Toolbar to activate the SNAP.





Also, make sure both the CENTER and the MIDPOINT Icons are activated on the Position Snap Toolbar.

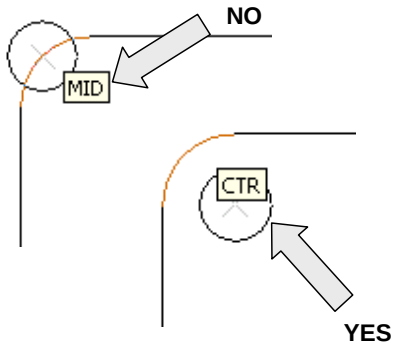


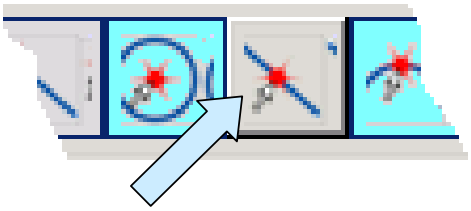
Now, click on the CIRCLE DIAMETER Icon.
Type 0.25 for the diameter.

Move the cursor over the top, left radiused corner of the rectangle.

Depending on where you are along the radius, the circle will alternate between snapping to the geometric center of the arc (The desired position) and to the midpoint of the arc. (A position that we definitely don't want!)

On smaller arcs, this toggling becomes more difficult to control.





Now, move the cursor up to the Position Snap Toolbar and deactivate the MIDPOINT Icon by clicking on it.

Then, move back over the radiused corner.

Now, the circle snaps to the geometric center of the radius regardless of where the cursor lies along the arc length!

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