



new!

- PTC Product Focus:** A) [What's New in Assembly for Wildfire 3.0](#)
B) [Windchill Maintenance Releases Benefits End Users](#)

new!

- Tips of the Month:** A) [Mastering the Search Tool](#)
B) [PDMLink and ProjectLink iCal \(iCalendar\) Feature](#)

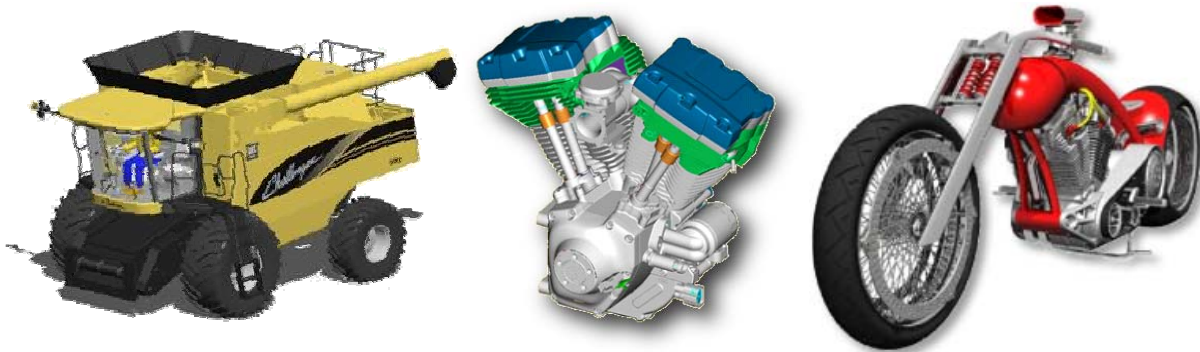
Announcements: [Most Recent Announcements](#)

Upcoming Events & Training Schedule: [Events & Training Schedule](#)

PTC Product Focus

What's New in Assembly for Wildfire 3.0

Assembly mode of Wildfire 3.0 is one of the most enhanced areas of this release. In this newsletter, we'll look closely at three enhancements, but there are MANY more.

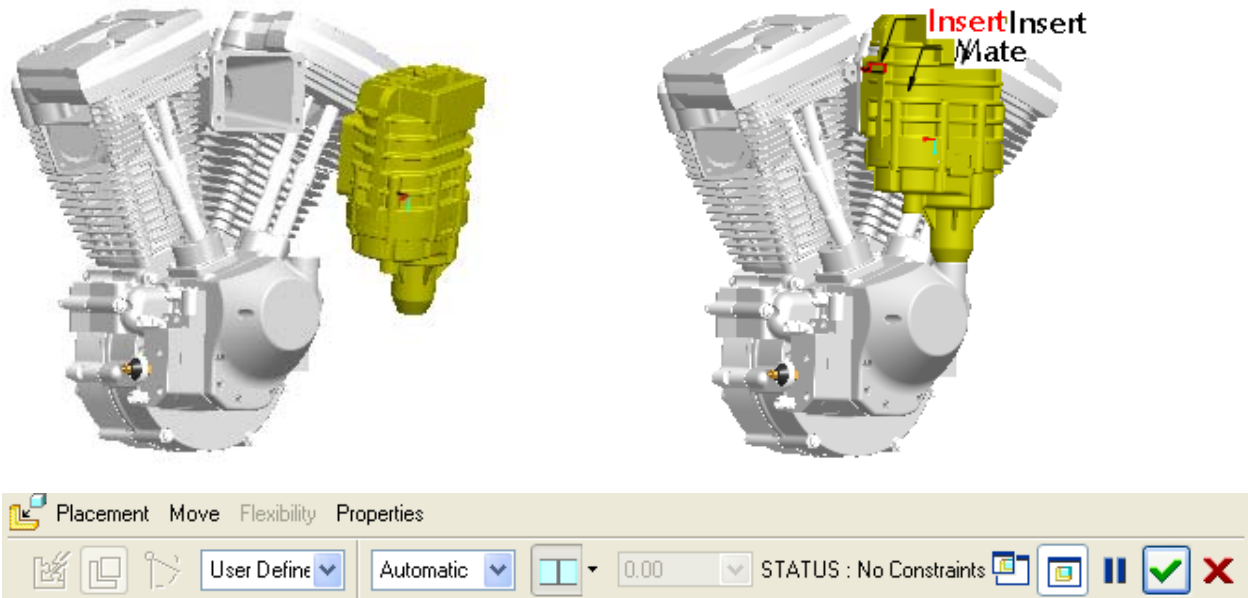


Component Placement Dashboard Interface - With the Component Placement dashboard, you can quickly place components using standard geometric constraints and using component interfaces from the part and in the assembly. All placement constraints appear in the Model Tree. You can query the model to understand how a part was assembled without having to completely edit the component's location. In addition, Mechanism connections are available when you start placing components.

During component placement, you can perform the following operations:

- Specify the *motion axis limits* of components placed with *mechanism* constraints.
- Use shortcut menus for default and fixed constraints. Use the Right Mouse Button.
- Use drag handles to position parts with offset constraints.
- Snap offset constraints to coincident or offset with shortcut menu commands.

- Move components into exact positions.
- Access dragging operations from mechanism to move the component in the remaining degrees of freedom.

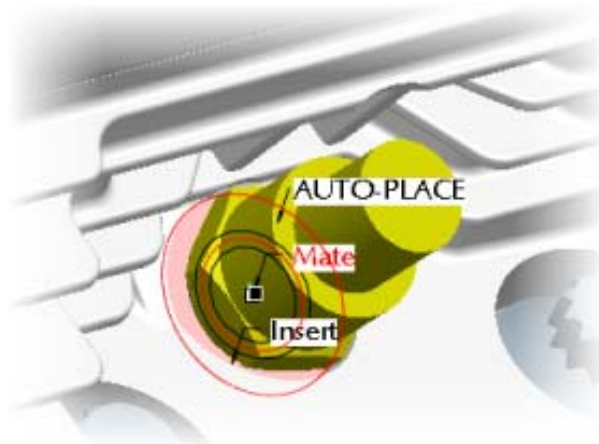
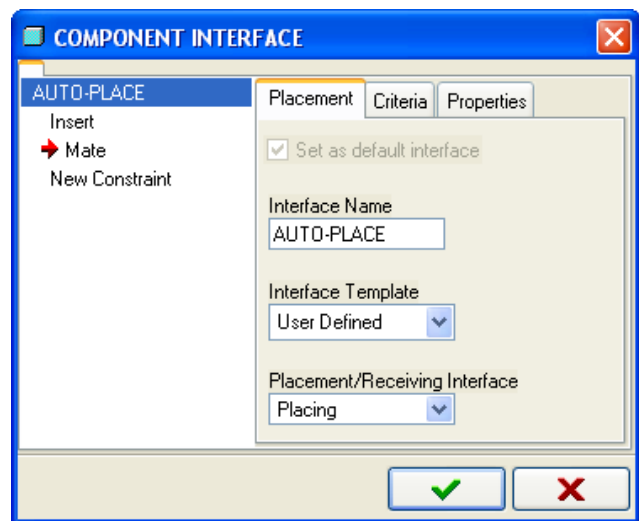
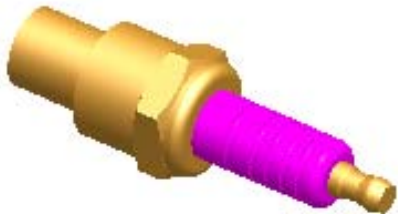
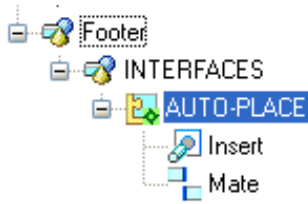


Enhancements to Component Interface - Enhancements to Component Interfaces now make it easier and more powerful to define and place components, features and UDFs in assembly.

You can use the Interface Definition dialog box to configure interfaces in components and assemblies to use for automatic assembly of components. Nested interfaces define super sets of existing component interface definitions. Simple geometry placement constraints and advanced criteria speed the process of defining assembly constraints.

Mechanism connections can be stored as component interfaces to define the fit and function of a moving component.

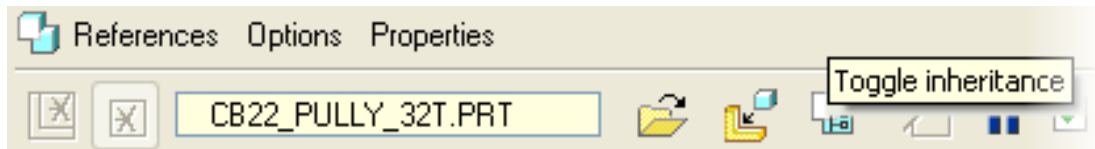
Component interfaces are displayed in the Model Tree for individual components as well as for subassemblies and assemblies. Placement notes can be created in the graphics window to assist assembly.



By combining these Interfaces with standard geometry features (holes, extrusions, etc) into a User-Defined Feature (UDF), the productivity benefits extend even further. On another note, UDF's in Wildfire 3.0 can also include Manufacturing Annotations, which embed machining strategy intelligence into machined-feature UDF's like holes.

Enhancements to Data Sharing features in a new dashboard offer many benefits:

- Consolidates Data Sharing features, such as Merge, Cutout, and Inheritance
- Allows changing of multiple feature types at any point
- Offers a user-friendly user interface with easy access to commands
- Supports object-action workflow for increased productivity



MORE Wildfire 3.0 Assembly Enhancements - Other excellent enhancements include the new Replace interface, component mirror methods, full mechanism dragging with real-time collision detection, new Envelope Manager interface, Mechanism Skeletons, Copy/Paste, Redo/Undo, and improved performance for regeneration as well as multi-threaded retrieval with streaming graphics preview.

To find out more about Pro/ENGINEER's Assembly capabilities, and more. Just visit our [Website](#). Specifically, you can browse all new Assembly functions in Wildfire 3.0 [HERE](#).

[Back To Top](#)

PTC Product Focus

Windchill Maintenance Releases Benefits End Users

[Click Here To View](#)

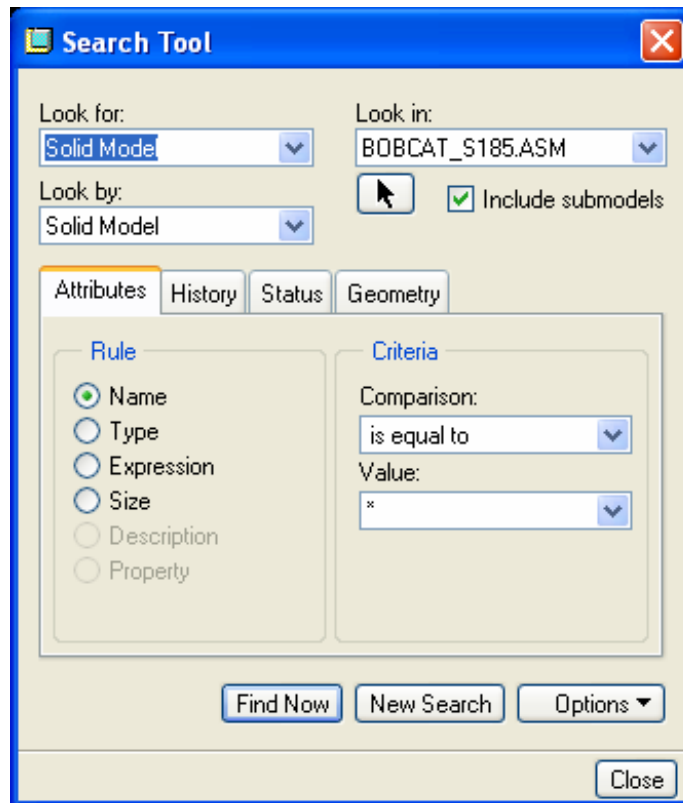
[Back To Top](#)

Tips of the Month

Mastering the Search Tool



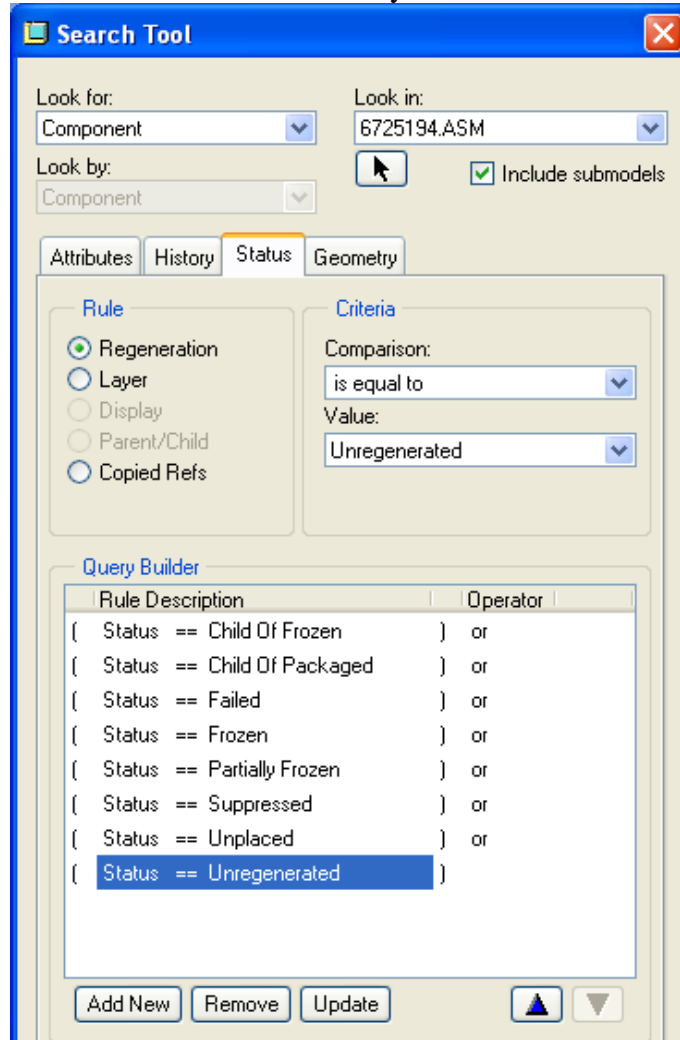
The binoculars icon in Pro/ENGINEER. This is one way of invoking the Search Tool. You find this command in the Edit drop-down menu, Find. Control-F is a quick shortcut, adhering to Windows standard. There are numerous situations where this tool comes in handy. First let's look at using it in an assembly. Ever get tired to picking components manually out of the model tree?



In an assembly, this is the fastest way to locate any component that you wish to find for selection in a Simplified Rep (or Style State, or other function). Some of the search filters include:

Attributes	Status
- Model name	- Regeneration
- Expression	-Layer
- Component Type	-Display
-Size	-Parent/Child
History	Geometry
- ID	- Zone
- Number	-Distance
- Failed Feat	-Exterior components
- Last Feat	

In many assembly designs, there are components that may be having issues, and require some love, **but you may not know about it**. For better downstream reuse and robustness, especially before release or collaboration, these issues should be resolved. This will result in a much cleaner assembly, ensure accuracy, and give you more confidence. One quick way to find all the needy components is to run a search on the assembly like this...



Note: This search would automatically find every component in your assembly with a problematic regeneration status, causing you retrieval and regeneration issues....

Using the Search Tool in an intelligent Simplified Rep.

In order to keep a Search filter persistent in a Simp Rep, you must use Definition Rules (Rule Actions) when setting it up. When you create a new Simp Rep, select the top-right icon in the dialog box to create Rule Actions. The Rule Action may be to Exclude, Master, etc, and the “Condition” is what you define with the Search Tool.



In this context it will be displayed as the Rule Editor. This will automate the filtering process with your search criteria continuously updating based on changes to the assembly. There is no need to re-create the rules or re-run your search. They can also be combined (explained later).

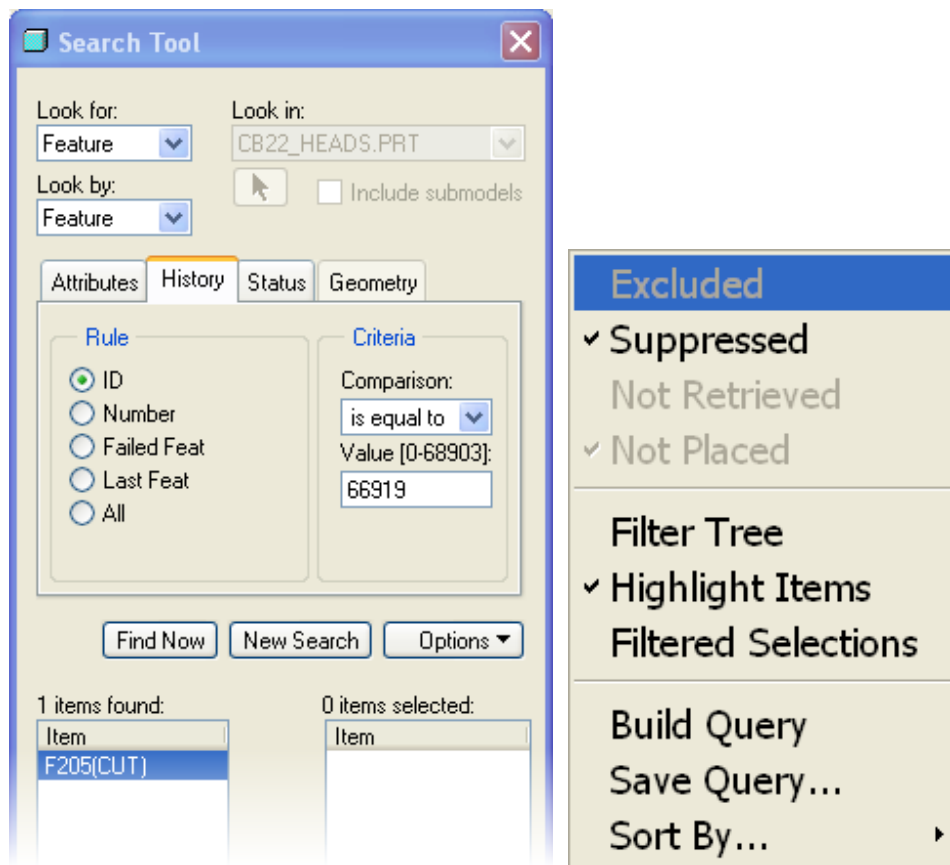
Good Examples?

1. Show only “Exterior Components”
2. Exclude all “Released” components
3. Show only Parent and Child references of “X” component
4. Exclude components with parameter “type” = “hardware”
5. Show only components within 3 inches of the “Y” subassembly.
6. Show me Released parts modeled by Lee Goodwin (of course, this would be an empty assembly ☺)

Note: See the Pro/E Help System topic “To Create Simplified Representations Using Definition Rules”

Other applications of the Search Tool.

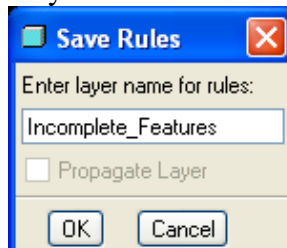
There are plenty of other situations where Find can help you out. In order to find the location of a feature in the model tree, you can select it on screen. But, what if that feature is in a pattern, group, or the model tree is so long that it is off the screen? When the Search tool is used to find a feature, by ID for example, then it will highlight and your model tree will navigate to it automatically.



By selecting the Options button in the Search Tool, you may opt to “Filter Tree” which will show only your resulting features in the model tree.

In order to search using multiple criteria, you must use the Build Query option.

Lastly, by selecting Save Query, you may store a custom search as a layer in your design.



[Back To Top](#)

Tips of the Month

PDMLink and ProjectLink iCal (iCalendar) Feature

[Click Here To View](#)

[Back To Top](#)

Announcements

Educational Resource Library

Learn things you always wanted to do - but didn't know you could.

This one stop educational resource library will help you learn more about PTC Solutions and provide you with technical materials developed by the product experts to help you become more productive.

Get tutorials, how-to videos and expert advice for:

- Pro/ENGINEER
 - Conceptual and Industrial Design
 - Detailed Design
 - Simulation/Analysis
 - Production
 - Design Collaboration
- Windchill PDMLink
- Windchill ProjectLink
- Pro/INTRALINK
- PTC Online Tools

Check out the [Educational Resource Library](#) today.

PTC Tips & Techniques Newsletter Archives

Miss an issue! Can't find that awesome technique you read about? Fear not, you can click on the link below and go through our Customer PTC E-Newsletter archives.

[Click Here To Access](#)

It's better than finding the Covenant of the Ark!

PTC Tips & Techniques Webcasts: Work Smarter. Not Harder.

Click below to see regularly scheduled Tips & Techniques technical Webcasts that are designed to provide you with the most popular time-saving tricks that Pro/ENGINEER users of all skill levels will find useful. Get more out of your maintenance dollars!

[Tips & Techniques: Work Smarter Not Harder!](#)

E-PROFILES IS HERE!!

We have been eagerly anticipating the debut of the new electronic version of Profiles Magazine and now it is here! This new web site will supplement the print edition of the magazine and will

provide new useful features not feasible with paper media. e-Profiles will provide you with 24x7, worldwide access to key information previously available exclusively in the print version. "Tips & Tricks," a popular feature pioneered by Pro/USER, has also moved to the web and will be expanded as the site matures.

Please take a few minutes to check out this new web site. We don't think you will be disappointed.

<http://profilesmagazine.com/>

[Back To Top](#)

Upcoming Events & Training Class Schedules

Upcoming, 2007 Your local Pro/Engineer User Groups
<http://www.ptcuser.org/rugs/>

June 3 - 6, 2007 Tampa, Florida
PTC/USER International Conference
<http://www.ptcuser.org/>

Events

Our seminars and conferences seek to provide you with relevant information regarding product development trends in your industry as well as innovative software learning experiences. Think of them as a constructive day off where you can share experiences and swap ideas with your peers.

If you can't manage to get away, we'll bring it to you. Check back often for regularly scheduled live webcast events.

[You're Invited to Attend...](#)

Please visit the [PTC Education Services](#) website for the latest training information including course descriptions, schedules, locations, and pricing.

- Attend a course at any PTC Center and receive a **free** copy of Pro/ENGINEER Wildfire Student Edition!

<http://www.ptc.com/services/edserv/index.htm>

Live Instructor-Lead Virtual PTC Training Courses

Virtual Classrooms provide interactive learning with a trained PTC instructor in convenient and manageable sessions that last approximately 4 hours over a series of days. It's easy to join a class right from your desk using a phone or voice-over IP technology.

Sessions are performed just like a traditional ILT (including interactive exercises where you and the instructor can work on lab exercises together) and feature some of our most popular ILT courses. These sessions cover the exact same material as the traditional ILT in-center courses. Also look for some of our most frequently requested mini-topics delivered in the same format that are only an hour - two hours in duration.

If you have any questions about these sessions or would like to see getting other courses, not on this list, on the schedule please feel free to contact me for more details. They are a great way to bring training to you without you having to worry about location or being out from work for long stretches.

You can register for these sessions just as you would for any normal ILT class either by:

1. calling order admin at <http://www.ptc.com/services/edserv/training/registra.htm> or
2. you can go to PTC University directly at <http://www.ptc.com/learning> and submit a registration request directly. All you have to do is search the catalog by typing in “virtual” in the search field and you will see a listing.

PTC

Note: This PTC E-Newsletter will continue to be used for the following:

- 1) Inform you on events related to PTC products (user groups, conferences, training schedules, etc.)
- 2) Educate you on solutions that are available at PTC
- 3) Tips & Techniques using PTC Products

Note: These messages are compiled in the local PTC office and will be distributed via e-mail.

[Back To Top](#)