Pro/ENGINEER Wildfire 5.0 Update from Pro/ENGINEER Wildfire 4.0

Overview

|	
Course Code	TRN-2230-T
Course Length	1 Day

In this course, you will learn how to utilize the core functionality enhancements in Pro/ENGINEER Wildfire 5.0. First, you will become familiar with the enhancements to Sketcher, such as sketching datum features, parallelograms, and chamfers. Next, you will explore enhancements to Part mode, including creating trajectory ribs, point patterns, and the all-new resolve mode. You will also learn about new and enhanced Assembly capabilities such as the accessory window, the new explode interface, and enhancements to component repeat and restructure. Finally, you will examine the new ribbon interface for 2–D drawings, and review Sheetmetal enhancements such as patterning and mirroring wall features. At the end of each module, you will complete a skills assessment. The questions are used to help reinforce your understanding of the module topics and form the basis for review of any topics, if necessary.
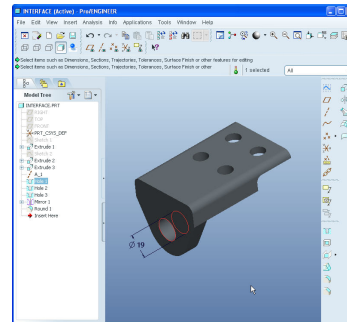
Course Objectives

- Describe the Interface Enhancements for Pro/ENGINEER Wildfire 5.0
- Utilize the Sketcher Enhancements for Pro/ENGINEER Wildfire 5.0
- Utilize the Part Modeling Enhancements for Pro/ENGINEER Wildfire 5.0
- Utilize the Assembly Modeling Enhancements for Pro/ENGINEER Wildfire 5.0
- Resolve model failures in Pro/ENGINEER Wildfire 5.0
- Utilize the Drawing Enhancements for Pro/ENGINEER Wildfire 5.0
- Utilize the Sheetmetal Enhancements for Pro/ENGINEER Wildfire 5.0
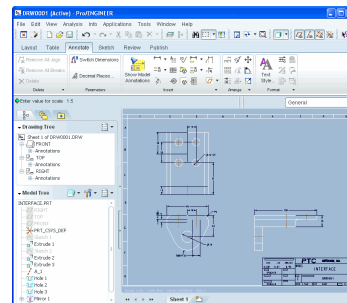
Prerequisites

- Introduction to Pro/ENGINEER Wildfire 4.0 or equivalent experience.

Audience

- This course is intended for people who have already upgraded to Pro/ENGINEER Wildfire 5.0 from Pro/ENGINEER Wildfire 4.0.

Agenda

Day 1

Module	1	Interface Enhancements
Module	2	Sketcher Enhancements
Module	3	Part Modeling Enhancements
Module	4	Resolving Failures
Module	5	Assembly Enhancements
Module	6	Drawing Enhancements
Module	7	Sheetmetal Enhancements

Course Content

Module 1. Interface Enhancements

    i.   New Skin and Screen Colors
    ii.   Dashboard Updates
    iii.   Floating Input Windows
    iv.   Menu Manager Enhancements
    v.   Viewing and Editing Model Properties
    vi.   Insert Position Enhancements
    vii.   Utilizing Undo and Redo Operations
    viii.   Creating Layer States
    ix.   Managing and Editing Appearances

Knowledge Check Questions

Module 2. Sketcher Enhancements

    i.   Sketching Rectangles and Parallelograms
    ii.   Sketching Ellipses
    iii.   Sketching Chamfers
    iv.   Thickening Edges
    v.   Utilizing Constraints
    vi.   Sketching with On-the-Fly Constraints
    vii.   Sketching Geometry Datums
    viii.   Locking Sketcher Entities
    ix.   Sketcher Dimension Enhancements

Knowledge Check Questions

Module 3. Part Modeling Enhancements

    i.   Lightweight Hole Display
    ii.   Using Dynamic Edit
    iii.   Creating Trajectory Ribs
    iv.   Intersect at Surface Round Transition
    v.   Creating Curvature Continuous Rounds
    vi.   Using the Draft Analysis Option
    vii.   Measuring Volume Enhancements
    viii.   Creating Point Patterns
    ix.   Direction Patterning with Multiple Direction Types
    x.   Creating Axes from Coordinate Systems
    xi.   Creating On-Surface Coordinate Systems
    xii.   UDF Enhancements
    xiii.   Creating UDFs Using On-Surface Coordinate Systems

Knowledge Check Questions

Module 4. Resolving Failures

i. Understanding and Identifying Failures
ii. Analyzing Geometry Failures
iii. Analyzing Open Section Failures
iv. Analyzing Missing Part References Failures
v. Analyzing Missing Component Failures
vi. Analyzing Missing Component Reference Failures
vii. Analyzing Invalid Assembly Constraint Failures
viii. Understanding Resolve Mode Tools
ix. Recovering Models

Knowledge Check Questions

Module 5. Assembly Enhancements
i. Generic Instance Enhancements
ii. Assembly Feature Enhancements
iii. Component Operation Enhancements
iv. Repeating Component Placement
v. Restructuring Assemblies
vi. Utilizing the Accessory Window
vii. Creating and Managing Explode States
viii. Animating Explode States
ix. Creating Explode Lines
x. Simplified Representation Enhancements
xi. Defining Simplified Reps using the Component Chooser
xii. Envelope Enhancements
xiii. Creating and Using an All Solid Surfaces Shrinkwrap Envelope
xiv. Creating a Default Envelope Simplified Rep
xv. Mechanism Enhancements
xvi. Creating Generic Gear Connections
xvii. Creating Dynamic Gear Connections
xviii. Creating Belt Connections

Knowledge Check Questions

Module 6. Drawing Enhancements
i. Understanding the Drawing Ribbon User Interface
ii. Exploring Drawing Ribbon Commands
iii. Utilizing the Drawing Tree
iv. Managing Drawing Sheets
v. Showing, Erasing, and Deleting Annotations
vi. Dimension Enhancements
vii. Detailing Enhancements
viii. Printing Enhancements

Knowledge Check Questions

Module 7. Sheetmetal Enhancements

i.   Punch Form Enhancements

ii.   Utilizing Punch Model Annotations

iii. Flatten Form Enhancements

iv.   Patterning Walls

v.   Mirroring Walls

vi.   Csys Follow Surface Option

vii. Miscellaneous Wall Enhancements

Knowledge Check Questions