TUTORIAL VIDEO 02

02 The model tree, visibility and groups

Find your way round the model tree: search it, hide and isolate parts, change a part's colour, and build a node group from a selection in the 3D view -- with undo for every step.

Tutorial files	folder `02_Model_tree_visibility_groups` — open `sshape_0000.rad` first
Video	Watch video 02 on YouTube
Download files	Download the tutorial files (97 MB)

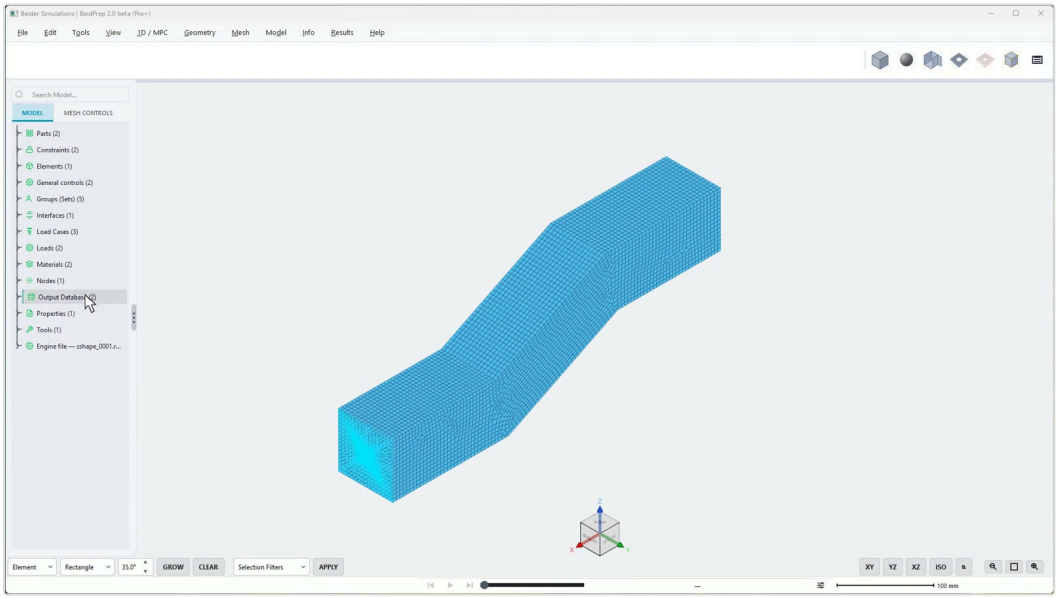
1 Opening, The tree

video 0:00

This video shows the model tree.

You will find cards, show and hide parts, and fill a group from the 3D view.

The model tree lists every card of the deck, sorted by category.



The screen at 0:11 in the video.

2 Search, Clear, Eye

video 0:11

1. Type in the search box above the tree.

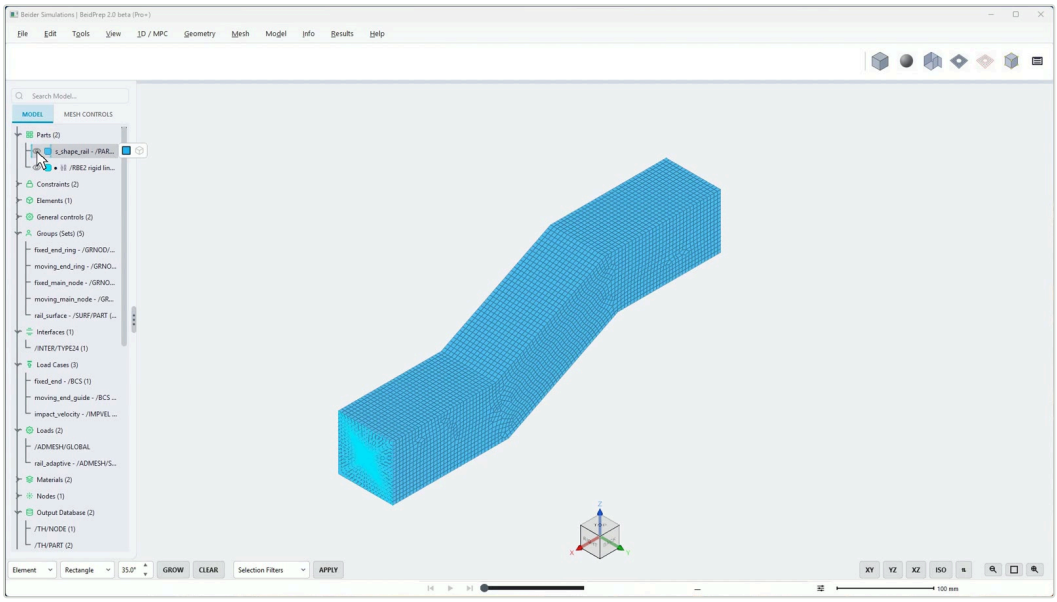
   Only the rows that match are kept.

   Clear the box, and the whole tree is back.

   Each part row carries an eye.

2. Click it to hide the part, and click again to show it.

In the video: **part** in Search box.



The screen at 0:24 in the video.

3 Isolate, Show All, Change Color

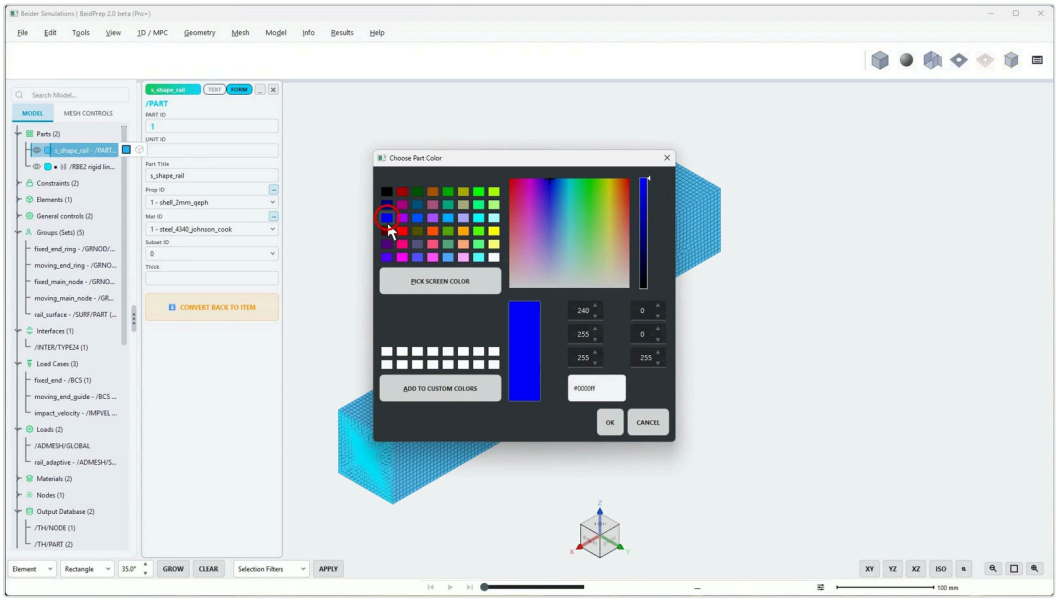
video 0:24

A right click on a part offers more.

Isolate shows this part only.

Show All brings every part back.

Change Color picks the colour the part is drawn in.



The screen at 0:35 in the video.

4 Hiding is only view, Card editor, Groups

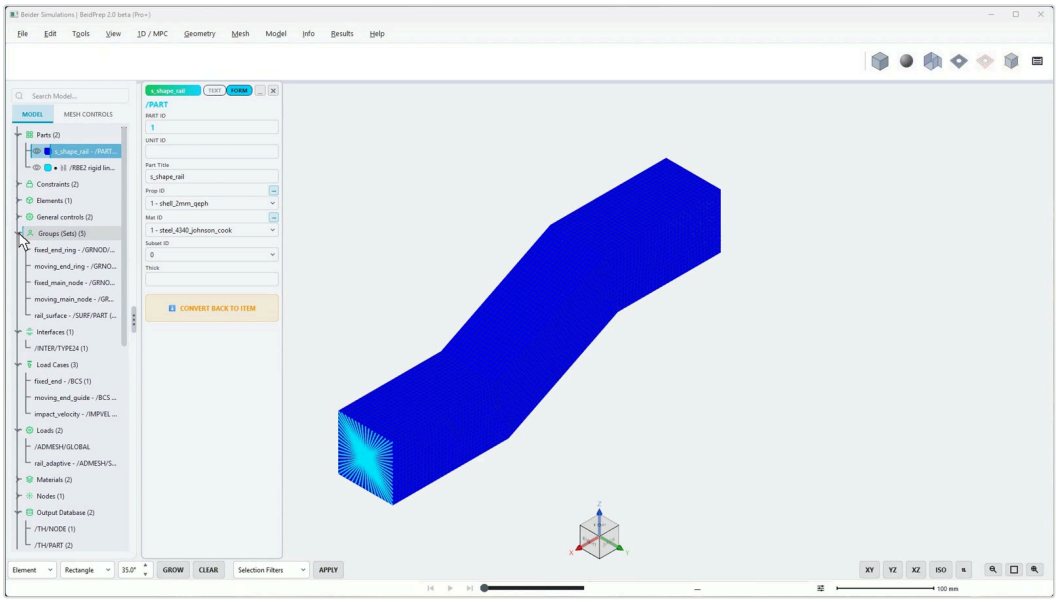
video 0:36

Hiding changes only what you see.

Hidden parts stay in the deck, and are exported as usual.

1. Click a card in the tree, and it opens in the card editor, beside the tree.

   Groups collect nodes, elements, parts or surfaces under one number, so a load or a contact can name them all at once.



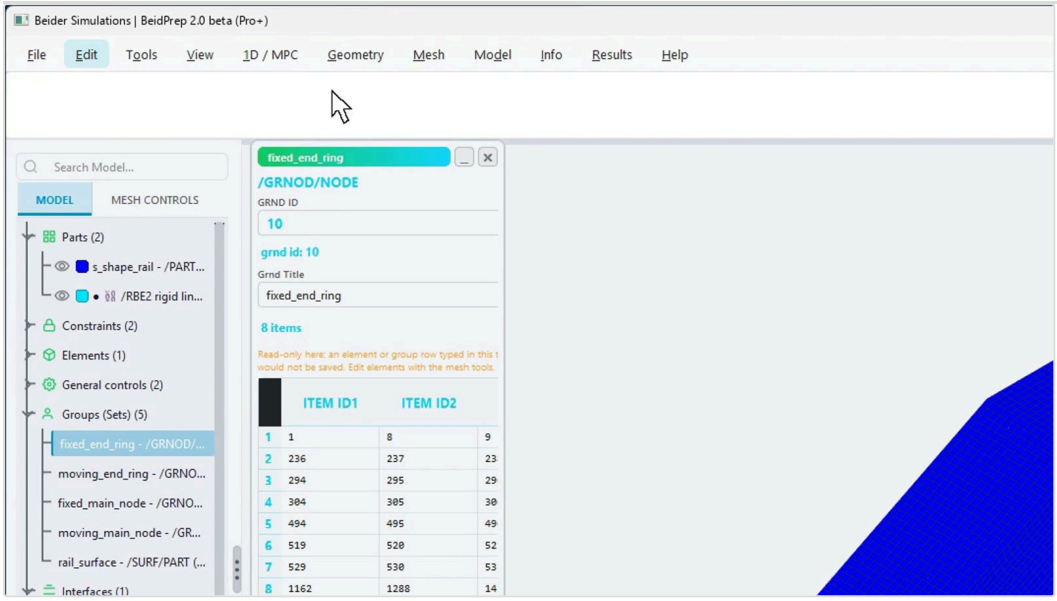
The screen at 0:54 in the video.

5 Node group, Select nodes, Add from Selection

video 0:54

1. Open the node group of the fixed end.
2. Set the selection bar to Node, and select nodes in the 3D view.
3. Click Add from Selection.

   Nine nodes go in, on a new row: the Edit menu offers to undo adding them.



The screen at 1:09 in the video.

6 Read-only table, Undo

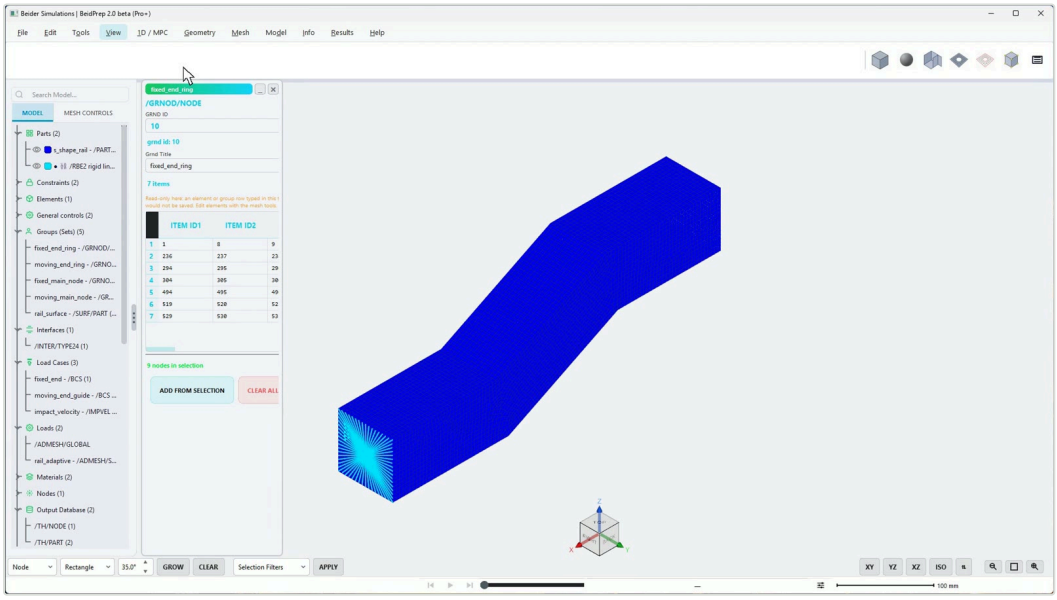
video 1:09

The table itself is read-only.

A number typed into it would not be saved, as the note above it says.

Nodes go into a group from the 3D view.

Control Z takes them out again.



The screen at 1:21 in the video.

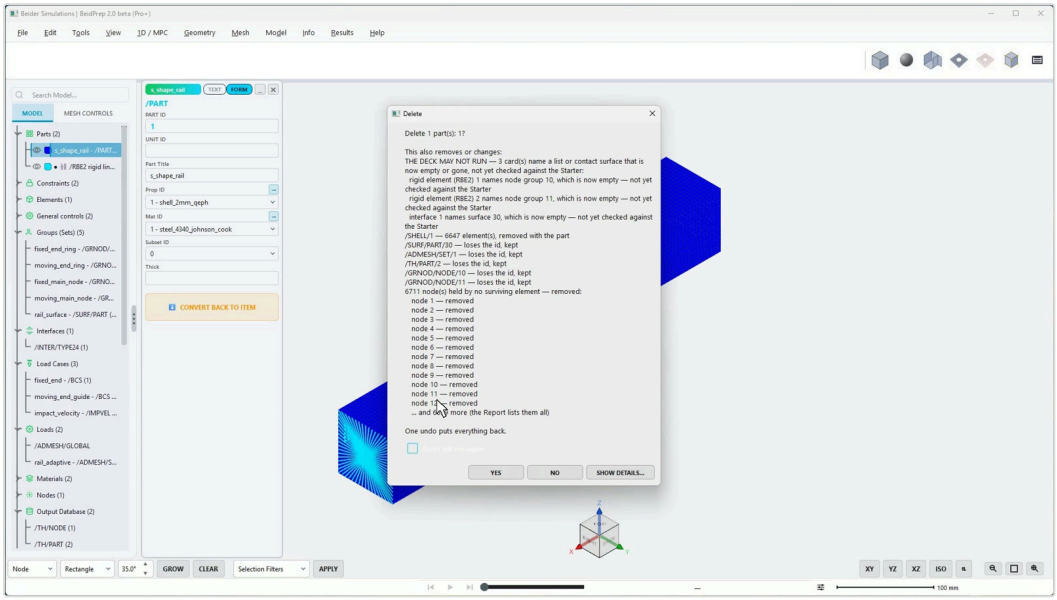
7 Delete asks first

video 1:22

1. Select a part in the tree and press Delete.

This delete would break the deck, so BeidPrep stops and asks.

The box lists what else goes, and warns that three cards would name an empty group or surface.



The screen at 1:34 in the video.

8 Delete with Yes, Undo the delete

video 1:34

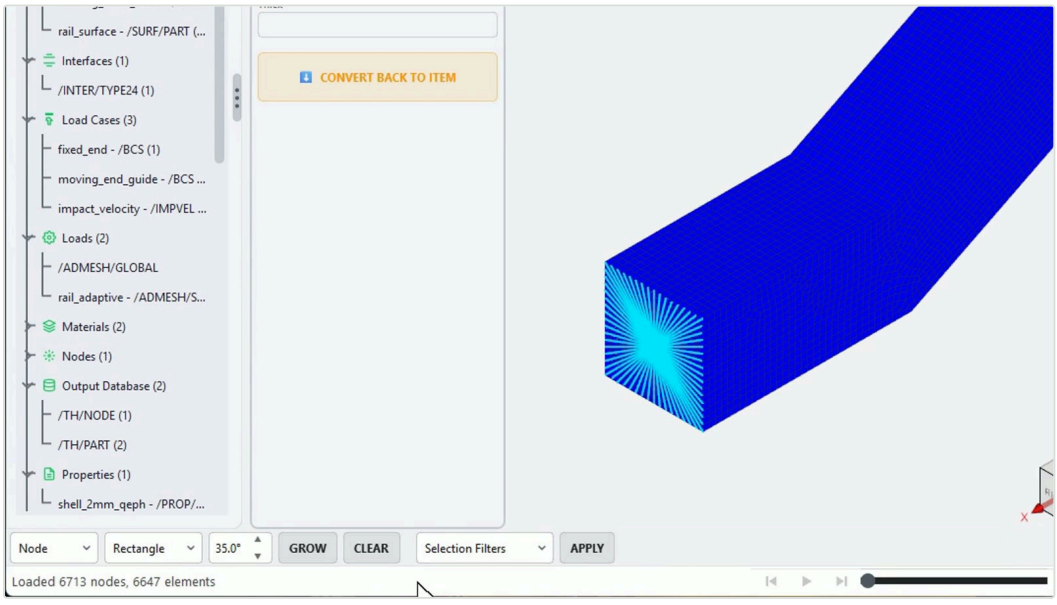
1. Leave Don't ask me again unticked, so the box keeps guarding the deck.

   Yes removes the part, with every node and element that only it used.

   The status line says what went.

   Control Z brings everything back, as the box said.

   Each of these edits is one step on the undo list.



The screen at 1:53 in the video.

Steps and pictures are taken from tutorial video 02. Every picture is a frame of the video.