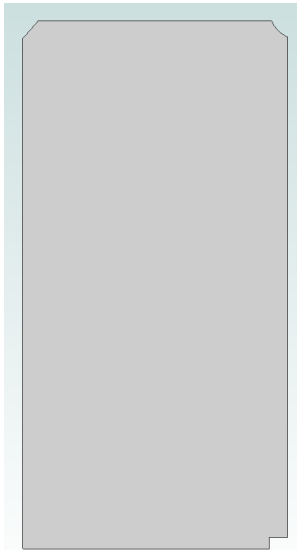


Changing your View in Alibre®

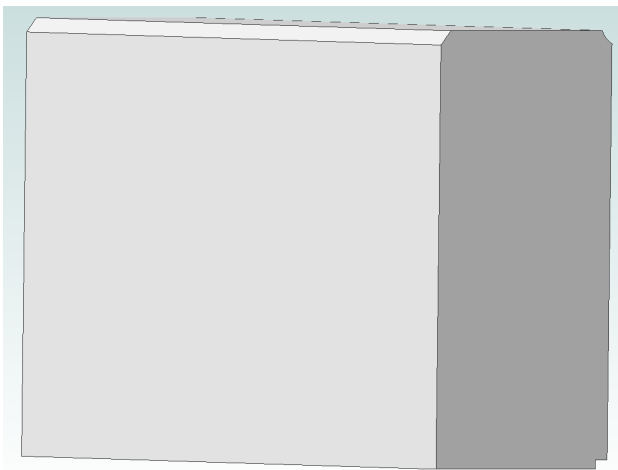
By R. G. Sparber

Copyright protects this document.¹

Maybe the most common action when in Alibre's 3D space is to turn the part around and look at it from various angles. When I first started to use this feature, it seemed that the motion was random. But I think I now see how it works.

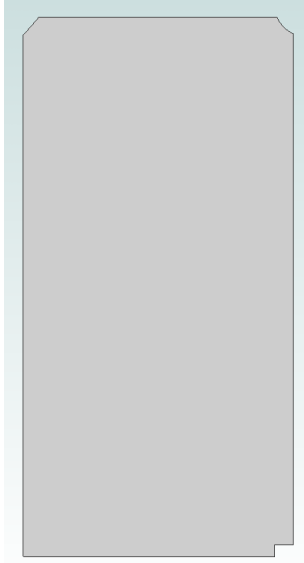


I drew a 1-2-3 block and then cut 3 of the corners in a unique way so I could see how things move.



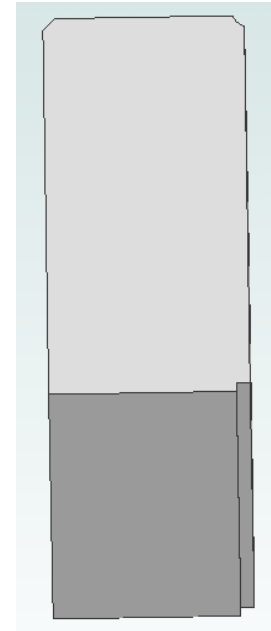
If I move my cursor to the uncut lower left corner and then hold down both left and right mouse buttons, this becomes my pivot point. The block will swing about this point. Now, if I continue to hold down both buttons and carefully slide my mouse to the right, the block will pivot as show here. It is as if my pivot point had a pinion gear on it and I was pulling a rack across it.

¹ You are free to copy and distribute this document but not change it.



Returning the block its initial end view, I then moved the cursor, with both buttons pushed, vertically.

The block tilted as can be seen here.



So the key thing to remember here is that where ever you move the cursor and push down both left and right cursor buttons, that is the point that does *not* move. Then as you drag the mouse, the part will rotate along a line defined by your starting point and your present position as if driven by a rack and pinion.

I welcome your comments and questions.

Rick Sparber

Rgsparber@aol.com

Rick.Sparber.org

