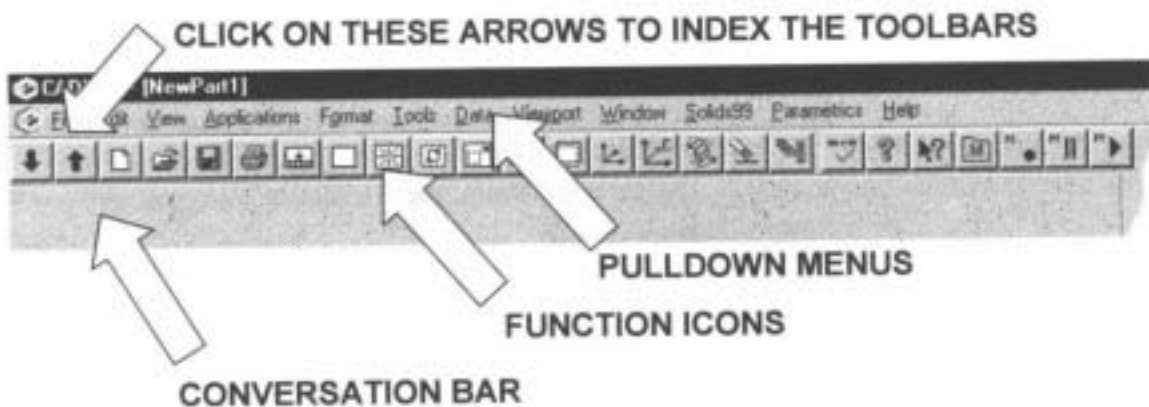


Chapter One

Getting Acquainted With CADKEY

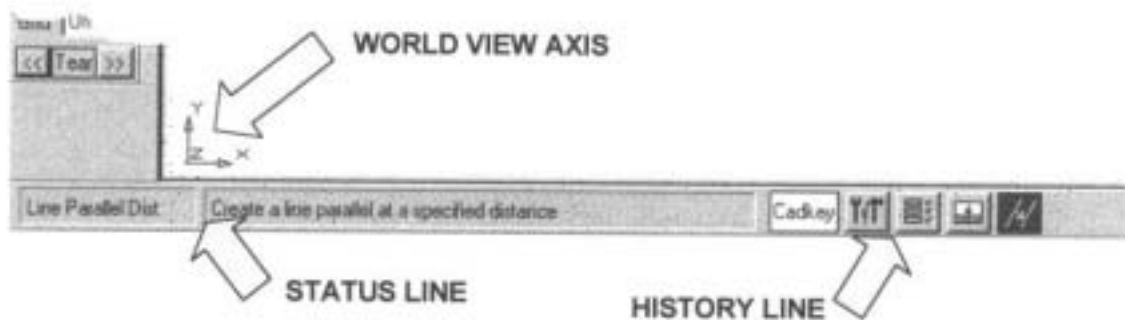
Before we start creating some basic models, let's take a few minutes to explore the CADKEY interface. Open the CADKEY application that you have installed on your computer. Let's look at the top portion of the screen. I've illustrated this area below.



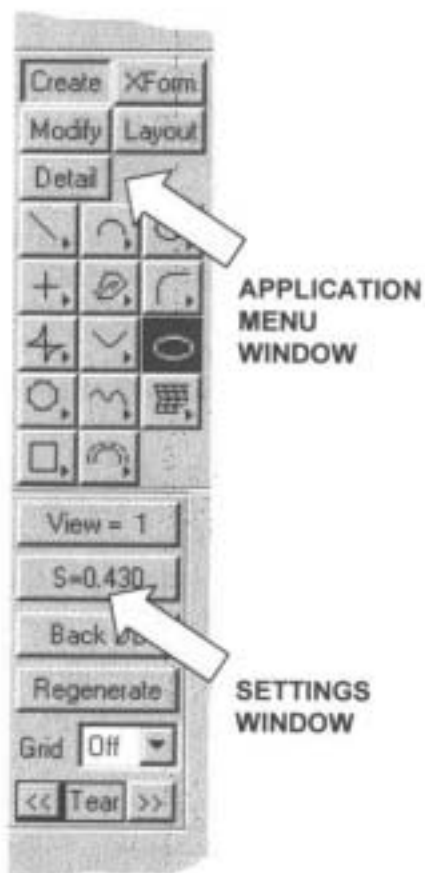
You'll notice the standard layout of Pull-down Menu Options across the top of the screen. Immediately below this is the main Toolbar. If you click on the up and down arrows located at the left end of the Toolbar, you'll find that you can index through four different toolbars. These are populated with many of the functions that are often used in CADKEY. You can use these Toolbars as is or easily modify them. We'll review how to do this as soon as we finish our initial review of the interface.

Just below the main Toolbar is a blank gray area called the Conversation Bar. As you work in CADKEY, the software will provide you with Options to select from in this area, prompt messages to guide you through operations, and entry fields to provide data to the application about the model or drawing that you are creating. Hence the name "Conversation Bar!"

At the very bottom of your screen is an area called the Status Line-History Line. I've illustrated it below.



As you click on various icons, they will appear on the History Line. After the space on the line fills with icons, the leftmost icon is bumped off as a new icon is added to the right end. When you select an icon by clicking on it, a description of the function is provided in the Status Line. You'll also notice a World View Axis in the lower left corner of the central work area on your screen. This area is often referred to as the Viewport.

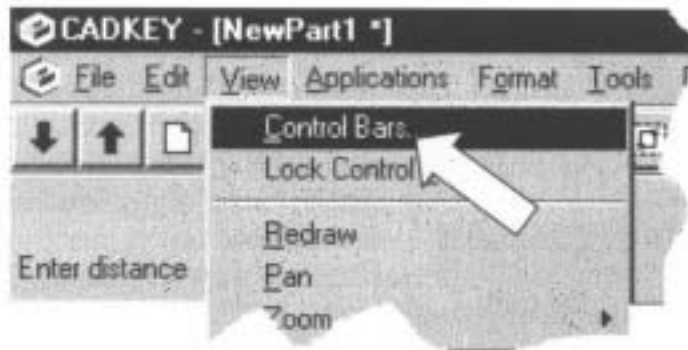


Let's look at the left side of the screen. The upper area is the Application Menu Window and the lower area is the Settings Window.

Notice the "<<TEAR>>" at the bottom of the Settings Window. If you click on the "<<" or the ">>" you can scroll through a total of six settings boxes.

If you move the cursor over the "TEAR" and depress the left mouse button, you can drag the current visible Status Box into the Viewport. You can repeat this process to drag all six boxes.

As you become more adept at using CADKEY, you'll find that you can reassemble the entire interface to suit your needs. Although we won't cover these options in this book, I've introduced this topic in case you accidentally modify your interface and want to return it to the starting configuration!

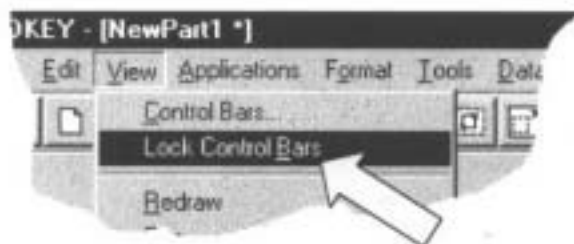
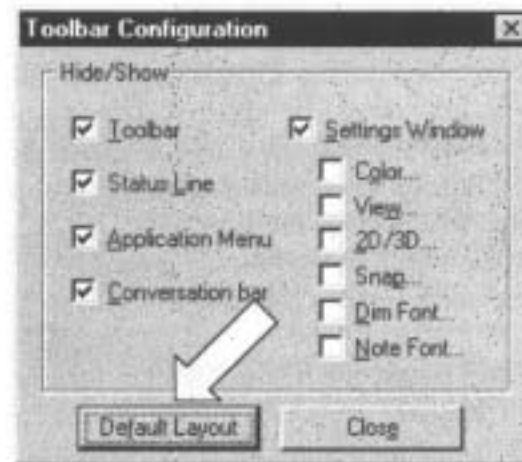


To do this, simply click on the VIEW Pull-down Menu.

Then, click on the CONTROL BARS Option.

A small Dialog Box appears. Click on the DEFAULT LAYOUT Button at the bottom of the box and then click on the CLOSE Button.

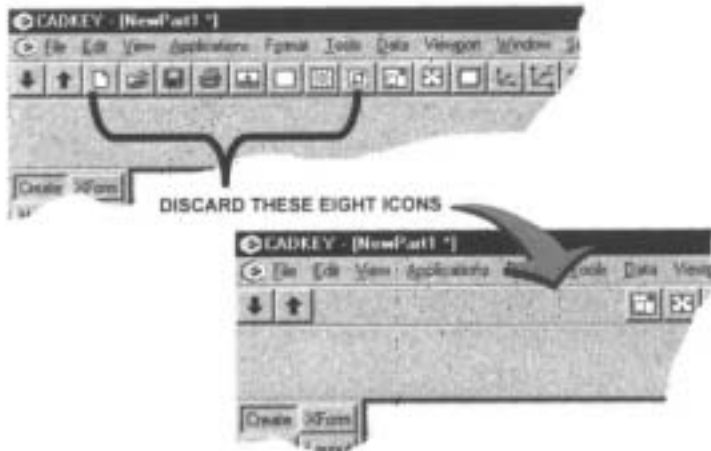
Your interface will rebuild to the default layout.



If you don't want to inadvertently drag windows like the SETTINGS window out of their docked locations, you can click on the LOCK CONTROL BARS Option in the VIEW Pull-down Menu.

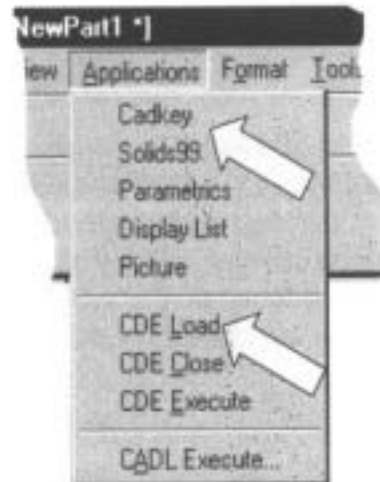
Let's make some changes to the basic CADKEY configuration prior to our first model build. First, we'll customize the main Toolbar. To do this, depress the SHIFT Key while you simultaneously move the cursor over the first Icon on the main Toolbar. With the SHIFT Key still depressed, depress the LEFT MOUSE BUTTON and drag the first Icon into the Viewport. (The cursor will change to a symbol that looks like a hand holding an eraser.) Release the LEFT MOUSE Button and the Icon will be discarded.

Repeat this with the first eight Icons to practice the maneuver. Don't PANIC! First of all, we can easily replace these Icons if we so desire. More importantly, most CADKEY users don't use these since there are more important Icons to position in this valuable real estate!

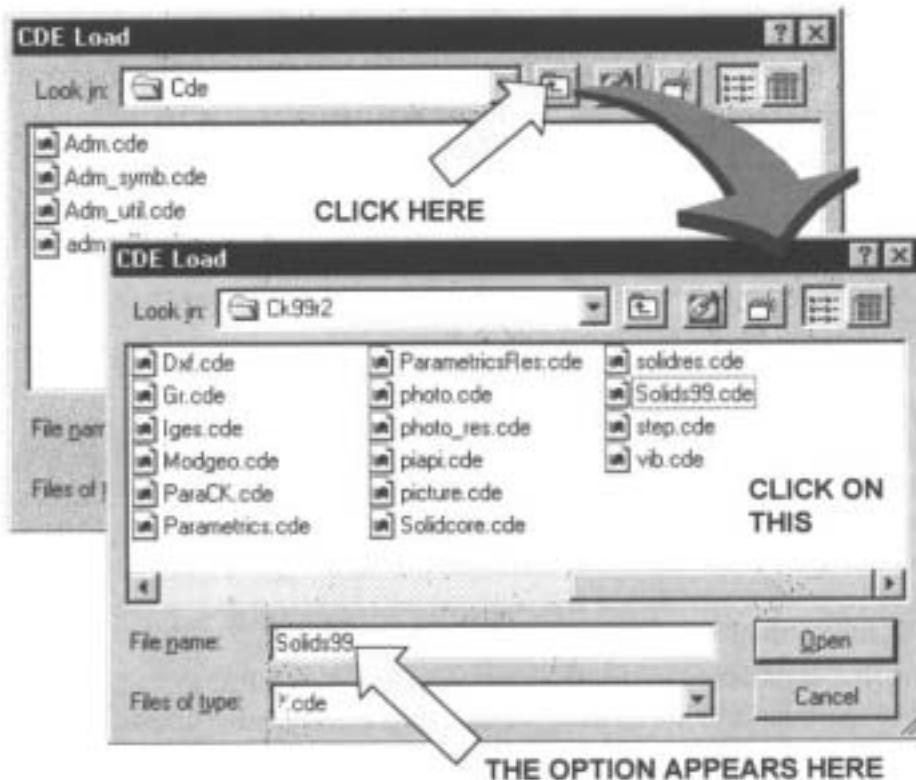


If you click on the FILE Pulldown Menu, you'll find the functions of the first few Icons (PART NEW, OPEN PART FILE, SAVE PART FILE, PRINT/PLOT) as Options in the Pulldown List.

Next, click on the APPLICATIONS Pulldown Menu. If you have done a complete installation of the software you will see both the CADKEY and the SOLIDS Options in the Application List. If you have Parametrics you will also see the PARAMETRICS Option in the list. If the SOLIDS Option, for instance, is not in the list, you can click on the CDE LOAD Option.

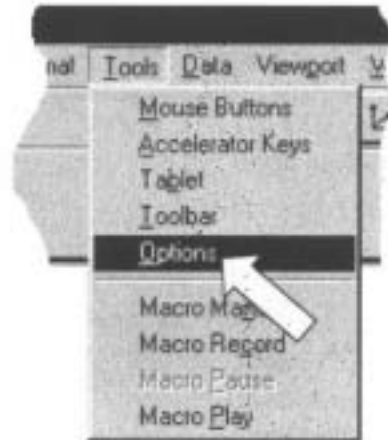


Click on the INDEX-UP Icon in the Dialog Box to look in the main CADKEY Folder. Select the SOLIDS.cde.



This will now place the SOLIDS Option in the APPLICATION Pull-down List for this session of CADKEY only. A better way to do this is to permanently add the application to this stack so that it is automatically available every time you load CADKEY.

To do this, click on the TOOLS Pull-down Menu. Then, click on the OPTIONS Entry in the Pull-down List.



A large Dialog Box appears. (I've shown a truncated snapshot of the box to the left.)

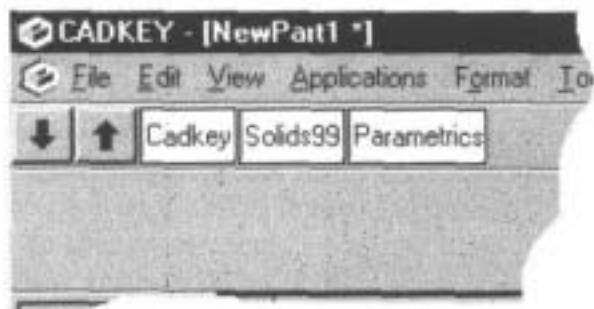
In the lower area of the Dialog Box you will find an Entry Field for Automatically Loaded CDE's. If the SOLIDS.cde is not in this field, click on the ADD Button to the right and follow the same procedure outlined on the previous page to add it to the list. Click on the OK Button when you are done.

The Dialog Box that we have just used sets Configuration Options for the CADKEY System. These Options are written to a configuration file when you exit your CADKEY session.

Now, let's populate the blank area on your main Toolbar with some Application Buttons. Look at the HISTORY LINE. If you see a "CADKEY" Button there, depress the SHIFT Key while you simultaneously position the cursor over the "CADKEY" Button on the HISTORY LINE and depress the LEFT MOUSE BUTTON. Now, drag the "CADKEY" Button up to the empty left end of the main TOOLBAR and release the LEFT MOUSE BUTTON. The CADKEY Button should now be on your Toolbar.

Next, click on the APPLICATION Pulldown Menu and click on the SOLIDS Option. A "SOLIDS" Button should appear on the History Line. Repeat the above process to place a "SOLIDS" Button on the main Toolbar.

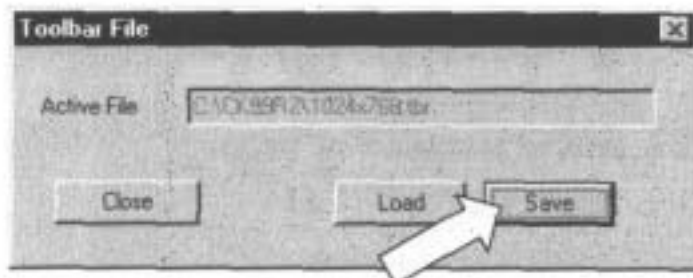
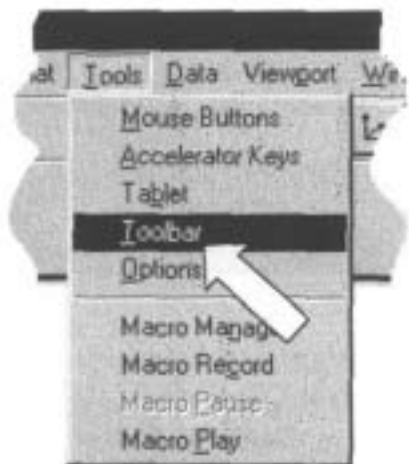
If you have CADKEY PARAMETRICS, repeat the entire above process and place a "PARAMETRICS" Button on your main TOOLBAR.



The left end of your main TOOLBAR should now look like this:

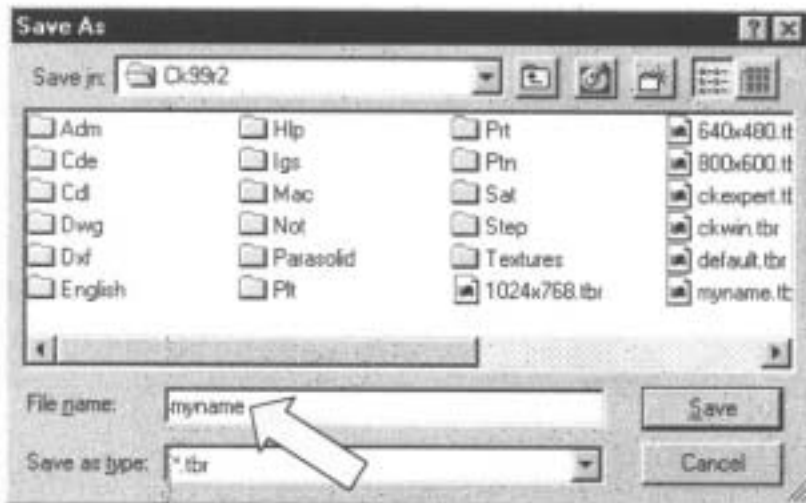
Now, if you click on the CADKEY Button, a palette of Wireframe Tools appears in the APPLICATION Menu. Similarly, if you click on the SOLIDS Button, a palette of Solids Tools appears. This gives you quick access to the different modules that are available in CADKEY.

Now, let's save our special toolbar. (The saved toolbar will have all of the existing Icons on all four indexed strips. This includes ones that you started with plus the new ones that you added.) Click on the TOOLS Pulldown Menu. Then, click on the TOOLBARS Option.



A small Dialog Box appears. Click on the SAVE Button.

Enter a name for the Toolbar File.

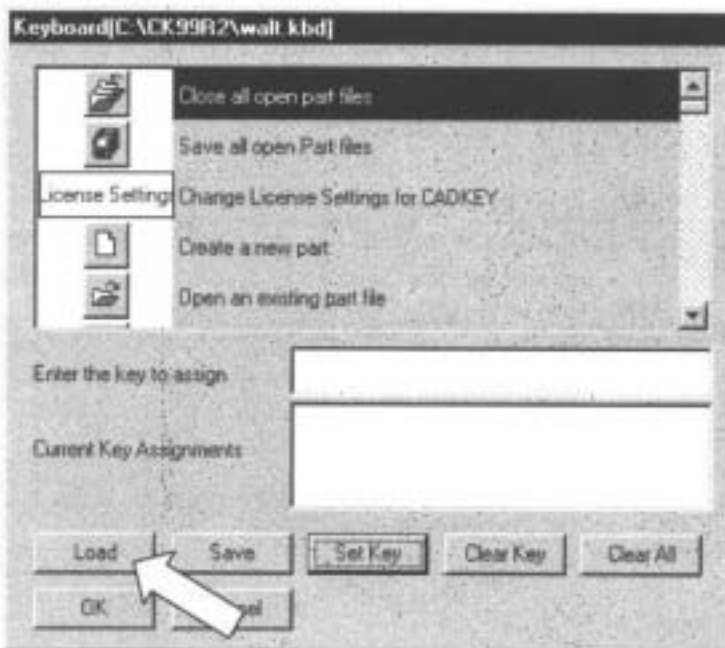
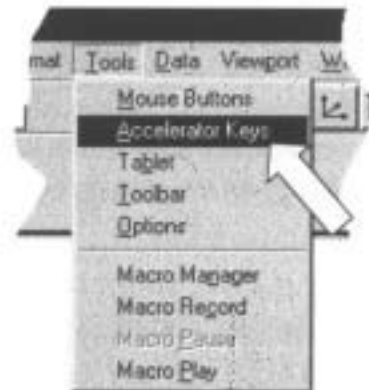


(You might want to use your name. When multiple users access the same seat of CADKEY, they can each have their own unique configurations. Since on a good day you can usually remember your own name, this approach is a good idea!) Click on the SAVE Button.

Next, let's load the CKDOS Keyboard File. (CADKEY installs with a default CKWIN Keyboard file that is less user-friendly than the CKDOS one. Most accomplished CADKEY users take advantage of the CKDOS Keyset. Also, all of the lessons in this book and every one of my books are based on using the CKDOS set, so let's install it now to avoid confusion and to get you off on the right foot.)

To do this, once again click on the TOOLS Pulldown menu.

Next, click on the ACCELERATOR KEYS Option.



Now, click on the LOAD Button at the bottom of the large Dialog Box that appears.