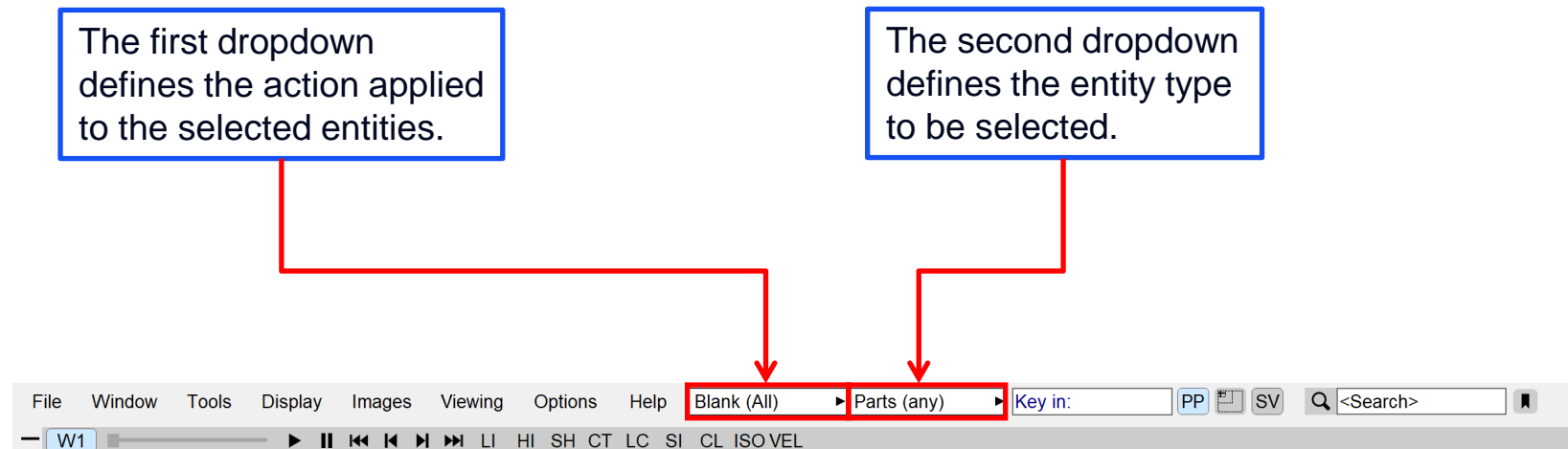


Quick Pick & Predictive Picking






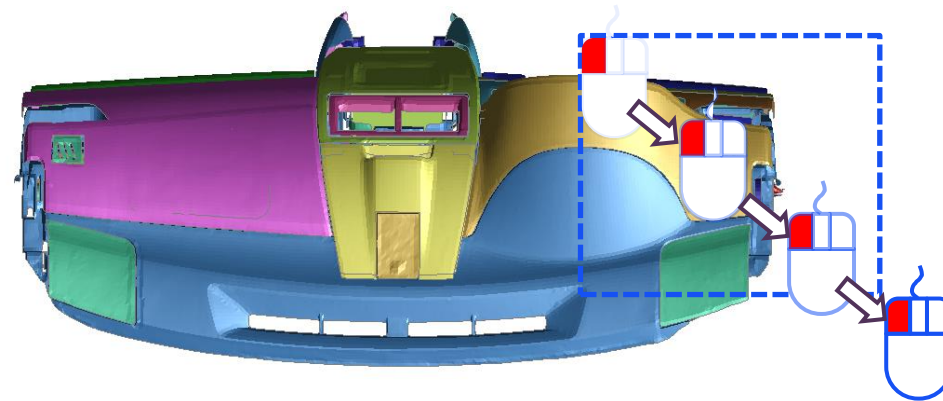
Quick Pick Function

- Quick Pick allows a range of operations to be allowed through the use of screen picking with the mouse.
- When D3PLOT is first loaded, this is automatically set to Blank – Part, so left click will blank parts.
- The function has two dropdowns to make selections from, both of which are located at the top, centre of the graphics areas.
- The “Key in” option allows typing in entities ID’s (e.g. Part ID).



Mouse Functions

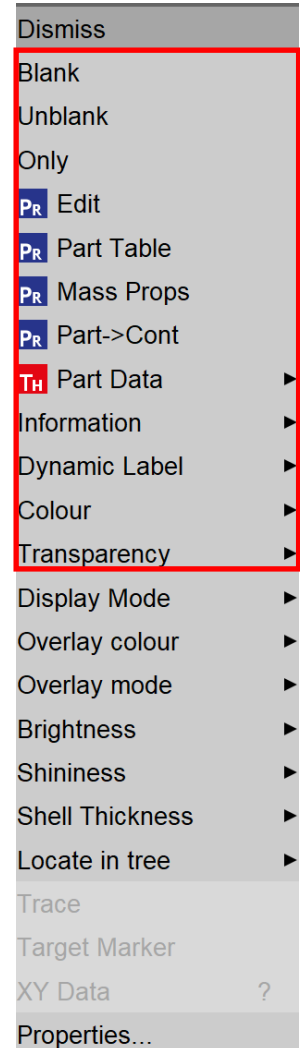
- **Left Click** – Applies the action to the entity. 
- **Middle Click** – Undoes the last application of quick pick. 
- **Right Click** – Opens a popup panel giving further quick pick actions. 
- **Selecting multiple entities** – To select multiple entities it is possible to left/right click and drag a box over an area to apply the action to all entities of the selected type within the box.



Actions Available for Selected Entities

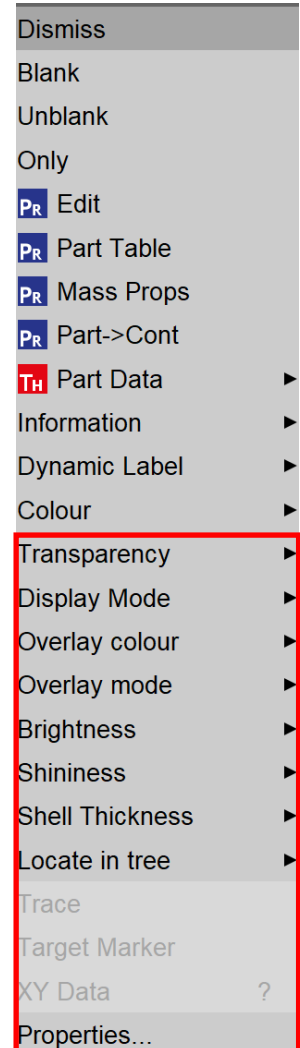
- **Blank** – Blanks the selected items.
- **Unblank** – Unblanks the selected items.
- **Only** – Blanks everything except the selected items.
- **Information** – Provides a list of the item's properties.
- **Edit** – Maps the editing panel for the selected part in PRIMER.
- **Part Table** – Maps the part table for the selected part in PRIMER.
- **Mass Props** – Maps the mass properties panel for the selected part in PRIMER.
- **Part->Cont** – Maps the contact viewer panel for the selected part in PRIMER.
- **Colour** – Sets the colour of the selected items to the one set in the pop up menu.
- **Transparency** – Sets the transparency of the selected items, to the value set in the pop up menu.

Note: For the actions that are associated with PRIMER, the model will need to be open in a linked PRIMER session. If this has not yet been done, the user will first be prompted to start the PRIMER link, and may need to reselect the action.



Actions Available for Selected Entities

- **Display mode** – Select the display mode for each individual part (e.g. wireframe).
- **Dynamic Label** – Set which labels to display for the selected part(s).
- **Overlay colour** – Set the colour for the selected part and/or overlay to the one set in the pop up menu.
- **Overlay mode** – Choose the overlay mode for the selected part.
- **Brightness** – Set the brightness for the selected part to the value set in the pop up menu.
- **Shininess** – Set the shininess for the selected part to the value set in the pop up menu.
- **Locate in Tree** – Highlights the selected parts in the part tree.
- **Find** – Invoke find feature for the selected entity.
- **Trace** – Adds trace lines to the selected node(s).
- **Target marker** – Allows target markers to be added to the model.
- **Properties** – Displays the properties panel within D3PLOT.

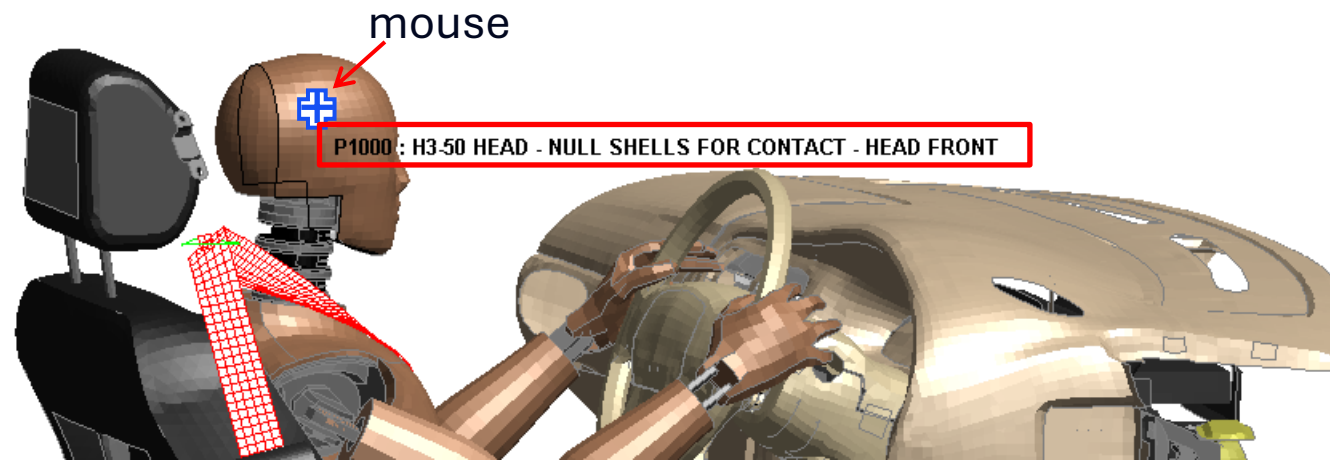


Predictive Picking Function

- Predictive Picking - D3Plot highlights and labels the entity that would be picked, if the user were to left-click onto the entity with the mouse.

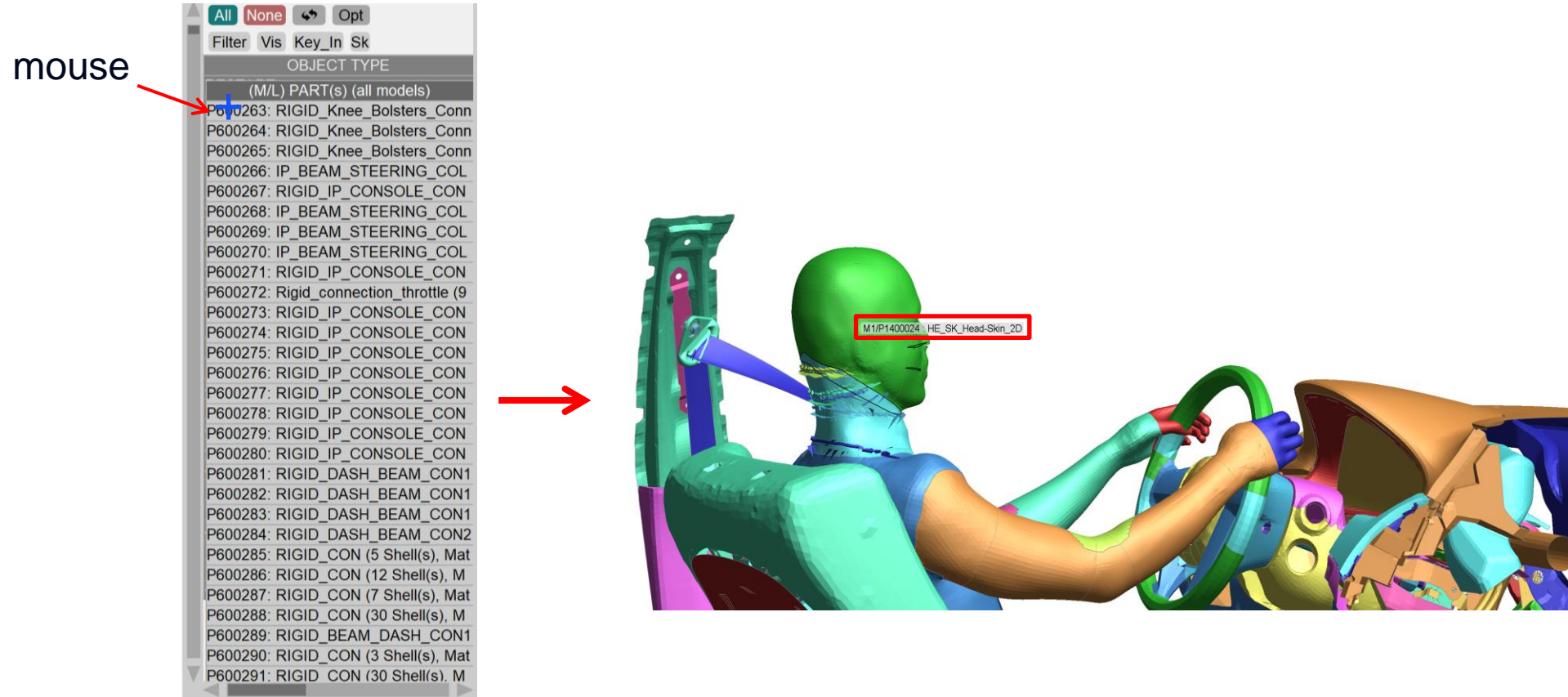
Predictive picking may be toggled on/off using the 'PP' button (located in the top toolbar), or using the 'P' button on a keyboard.

Blank (All) ▶ Parts (any) ▶ Key in: **PP**



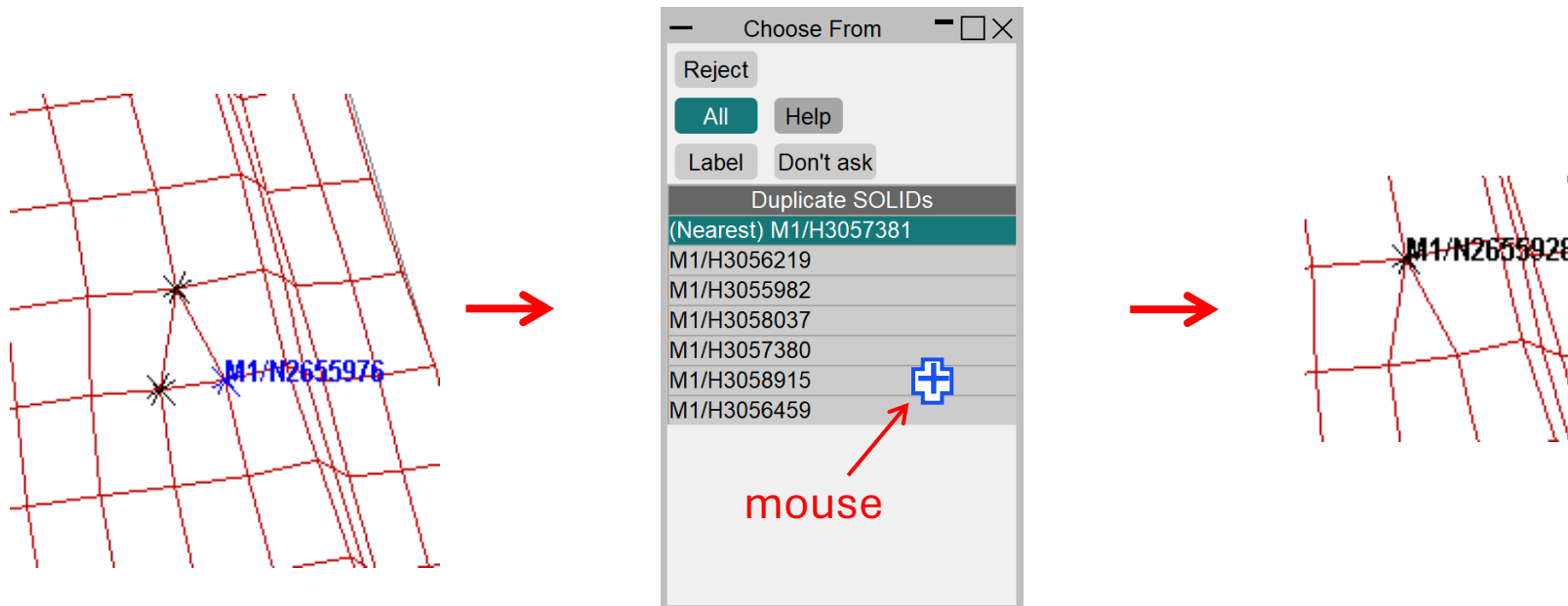
Predictive Picking Function

- The same Predictive Picking sketch/labelling occurs when the user hovers over an entity in an Selection Menu with the mouse.



Predictive Picking Function

- When a screen-pick is ambiguous, D3PLOT highlights the closest entity (default selection) in blue. Hovering over an entity in the ambiguous menu causes that entity to be sketched.



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