

North East SolidWorks User Conference

Display States

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- What are Display States
- Creating Display States
 - The different ways to manage and use Display States.
 - Linked Display States
- Difference between Configuration & Display States.
- When to use one or the other

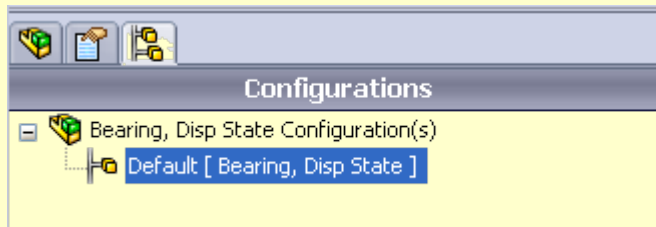
- Display States store information about how a file is graphically displayed.
 - Like configurations you can have many display states per part or assembly model.
- Display States provide a convenient and efficient way to develop and manage the way you **VIEW** a model.
- Display States **DO NOT** require rebuilds, faster.

NOTE: Switching from one configuration to another can slow performance, especially in large assemblies, because the software is essentially loading a different model. Switching from one display state to another is much faster because the model data is already loaded.

Configuration

“Form, Fit & Function”

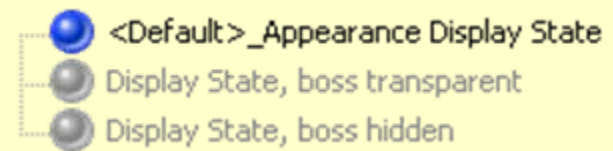
- Change Part Size
- Create Simplified Config.
- Suppress/Resolve items
- Create Design Variations



Display States

“How you see it”

- Change Transparency
- Change Appearance
- Affect Hidden/Shown



Assemblies

- Show/Hide components
- Component appearance
 - Color
 - Texture
 - Transparency
- Display mode for components
 - Shaded w or w/o Edges
 - Wireframe
 - HLR/HLV
- Component Display State (New in 2010)

Parts (new in 2010)

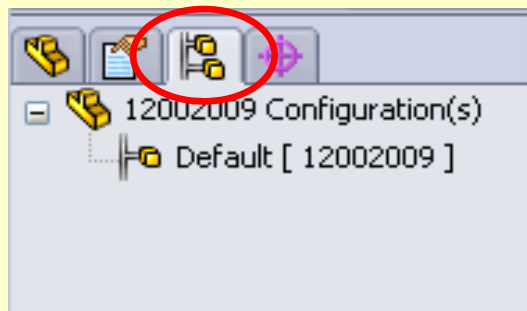
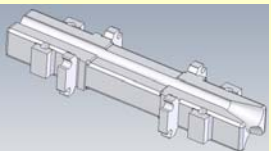
- Face appearance
- Feature appearance
- Body appearance

All above

- Color
- Texture
- Transparency

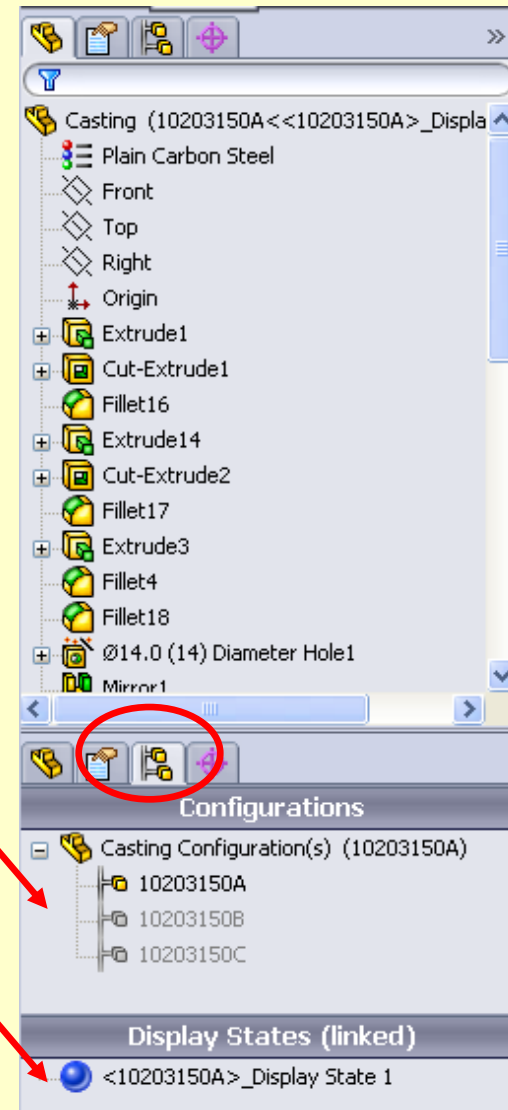
- Display states are listed in the bottom section of the ConfigurationManager.
- By Default:
 - New parts have a single default display state, which is not linked to any configuration.
 - Legacy parts have a display state for each configuration, which is linked to the configuration.

- There are a few ways to view existing configurations and display states.
 - Go to the ConfigurationManager tab
 - Or you can **split** the ConfigurationManager tab by dragging the split bar



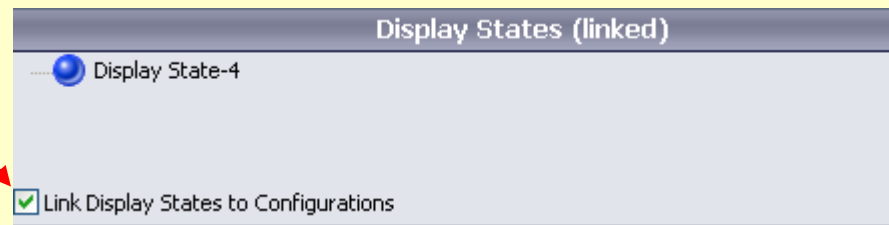
Configurations

Display States



- You can keep the Display States linked to the Configurations.
 - This will make them function similar to how they worked in past releases inside of configurations.
 - To control display states in a design table, you must link display states to configurations.
 - Hidden &/or transparent feature or models will **NOT** be indicated in the configuration, parts will change but it is not shown in the design table or anywhere else. Can be difficult to manage.

Keep link to
Configurations



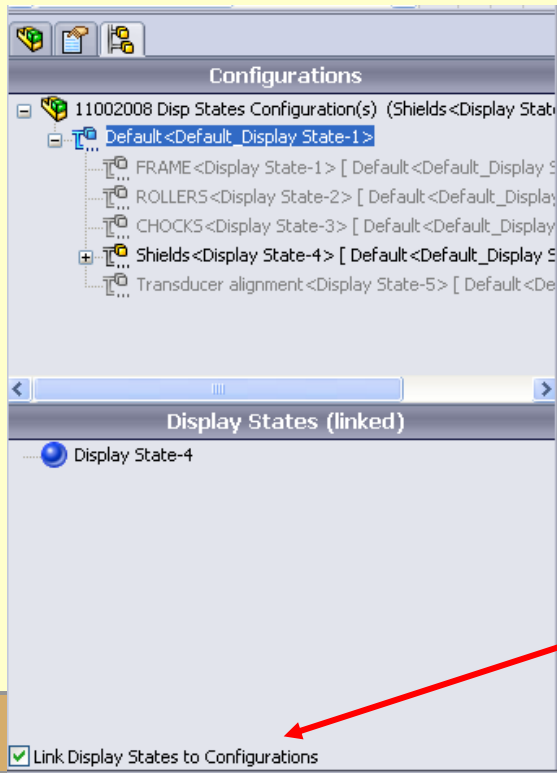
- By NOT keeping the Display State linked to a configuration it allows it to be used for any configuration.

**Do not Keep link
to Configurations
to share the use
in other config's**



Linked Display States

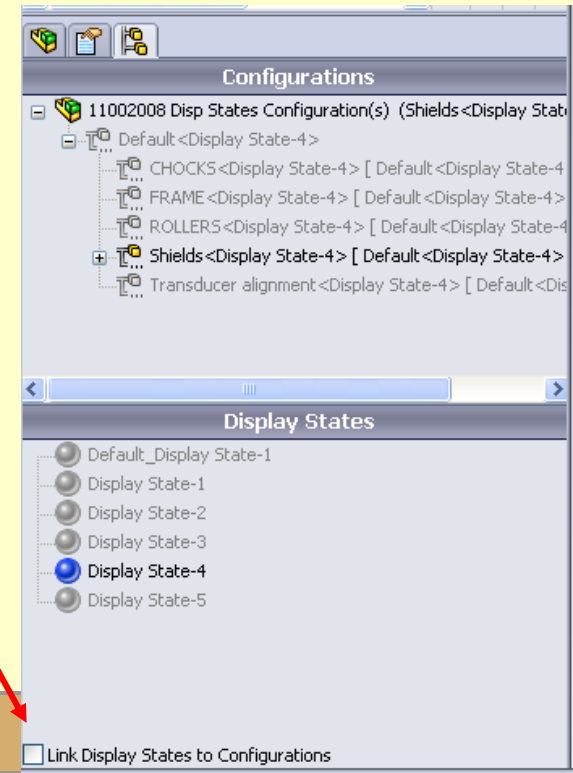
- When a display state is linked to a configuration, only the display states that are made in that configuration are available when you work with the configuration.
- When the configuration is unlinked, you can activate any of the display states stored in the model when you work with any configuration.



Linked

t, Discover

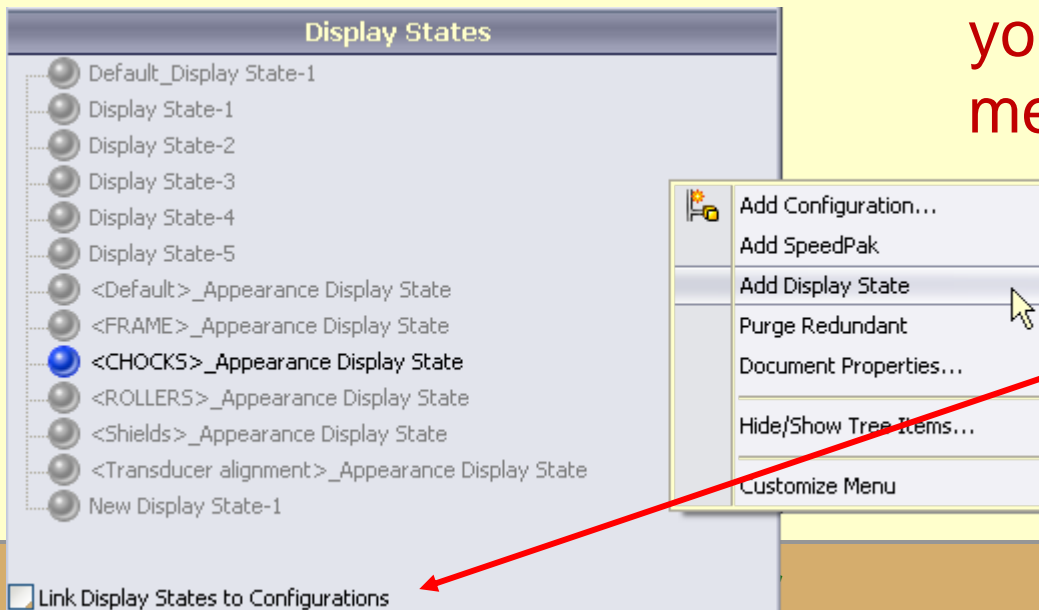
Not Linked



Link Display States to Configurations

- Right-click in an open area of the ConfigurationManager and click Add Display State.
 - The new display state is added to the list of display states at the bottom of the tab.
 - By default the new Display State will be named “Display State–x”

I would recommend that you rename it to something meaningful.

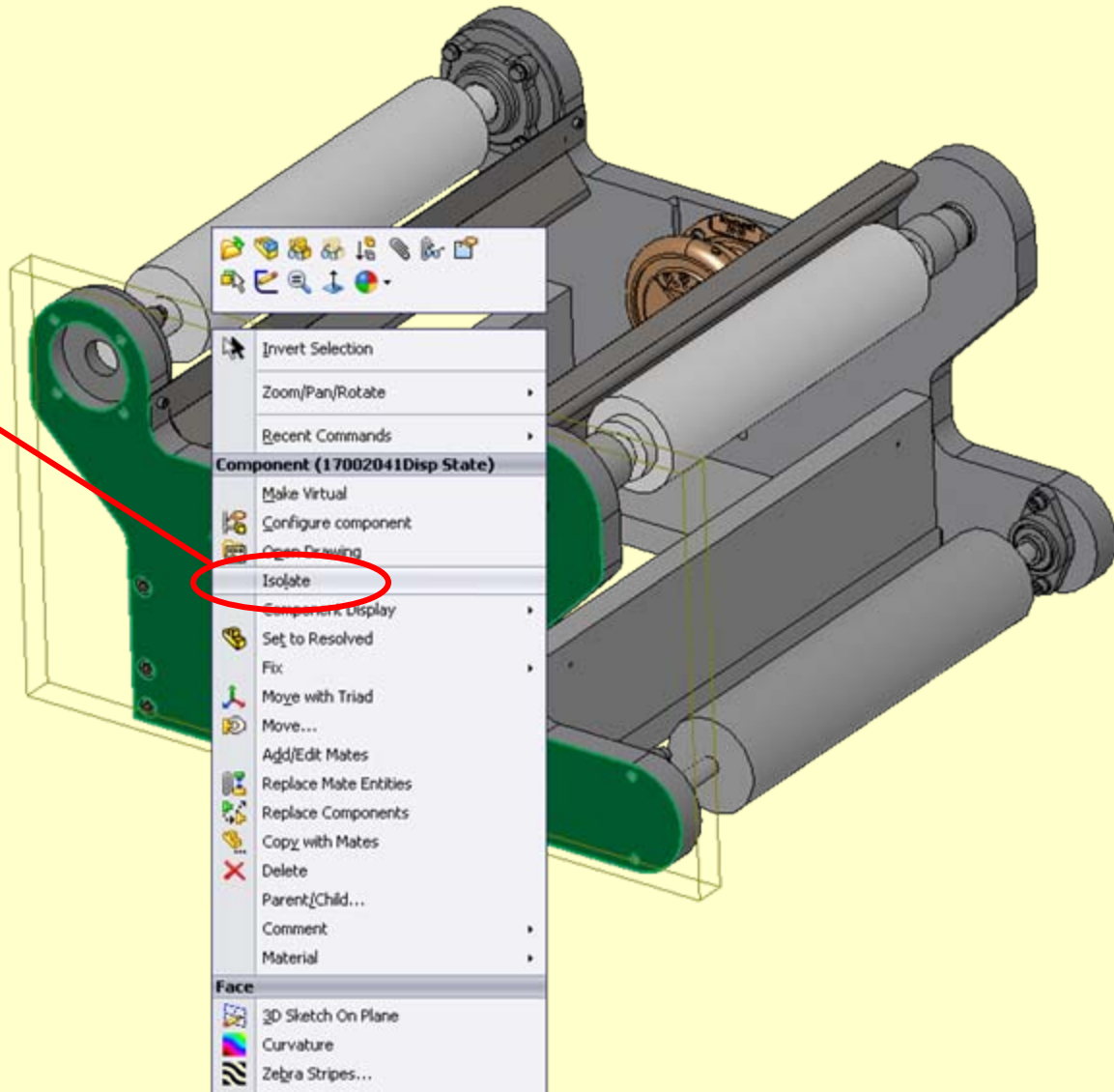


You need to decide if you are going to Link Display States to Configurations

- Isolate



You can work in Isolate mode or you can save as a new Display State



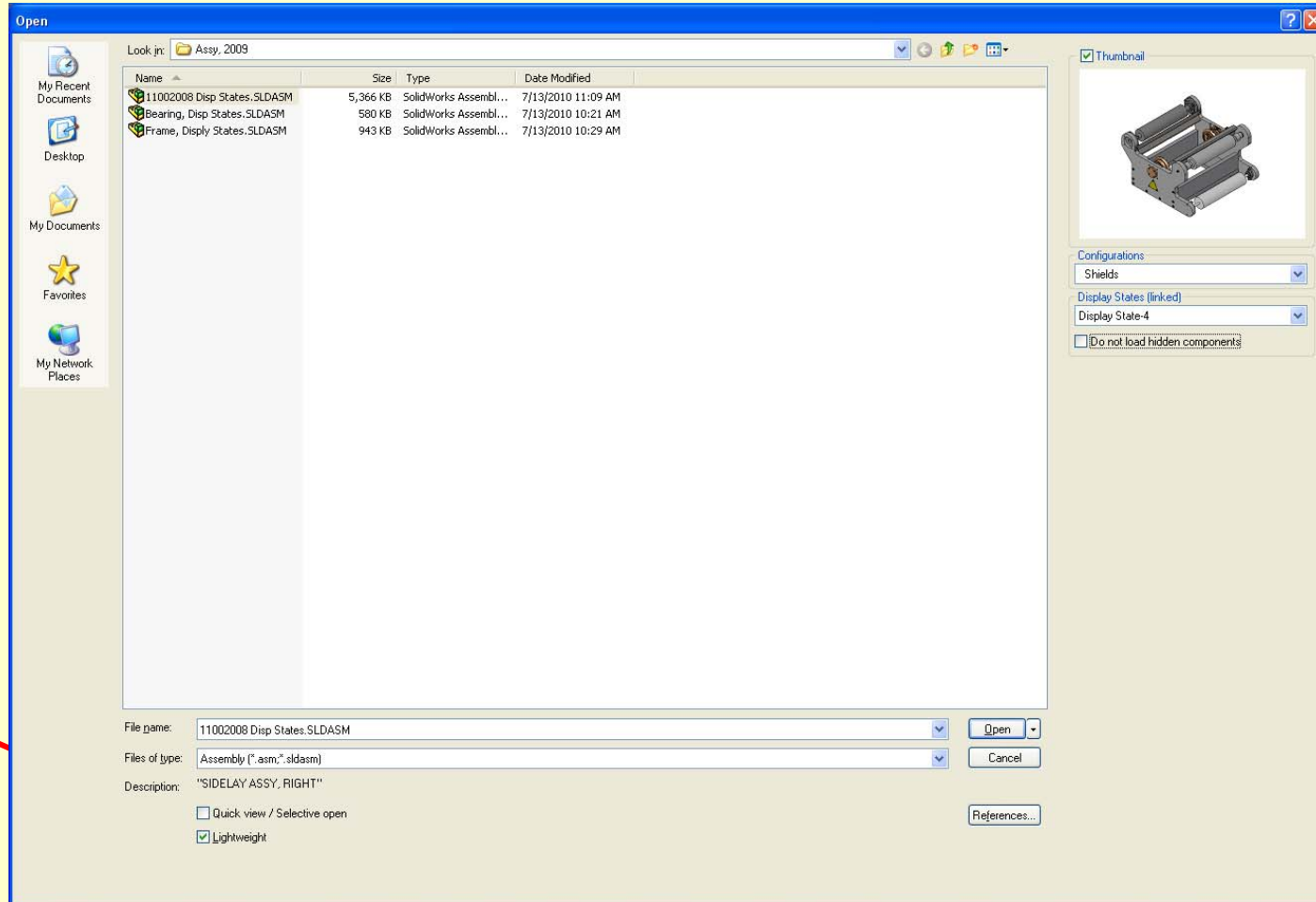
When finished simply select “Exit Isolate”

- Selective Open

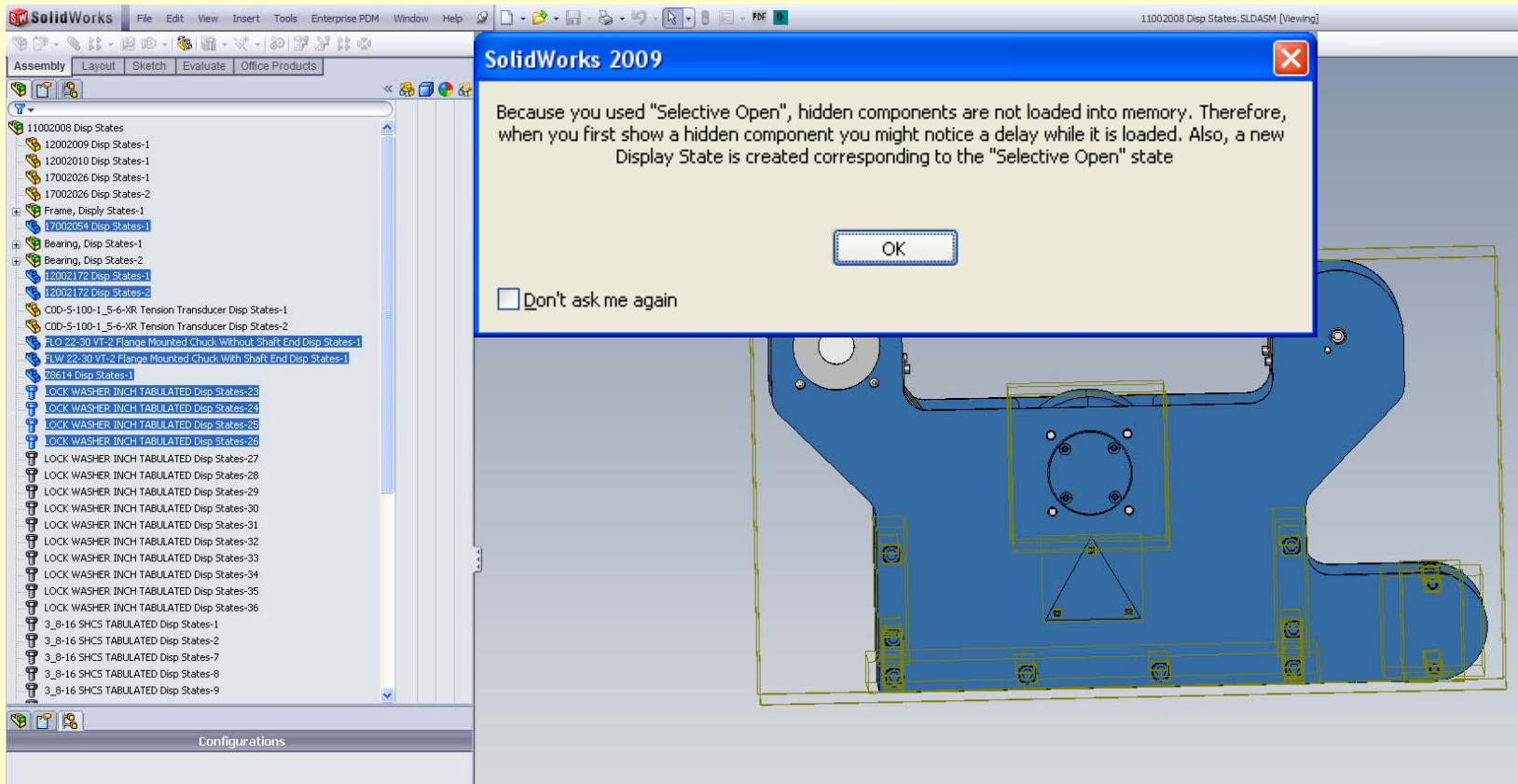
Once you select:
Quick view /
Selective Open, the
option “Do not load
hidden components”
is automatically
selected and you
cannot turn it off

Quick view / Selective open

Lightweight



- Selective Open
 - Either window select or Ctrl-select the components
 - Pick the “Open Selected” button.



- There is an option to “Clear Top Level Overrides”. Be careful it clears the overrides for all display states not just the active one.
 - It only clears overrides of subassembly files not overrides at the top level.
- In a drawing you can specify configuration &/or display state.
 - * Be careful when using display states in a drawing. If you have the drawing open and in the model select Delete Display State, the display state will be deleted from the model & now the drawing is changed and is using a different display state.
- You can make a part transparent in the Display State by holding the Shift key while LMB selecting on the part.

- You all know that you can bring a configuration of a part or assembly model into another assembly.
 - You can also specify a Display State of that configuration

- Questions?



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