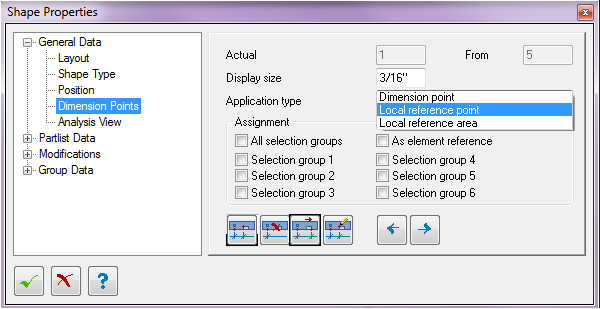


Dimension Points: Manually added "Dimension Point under PS3D properties dimension points.

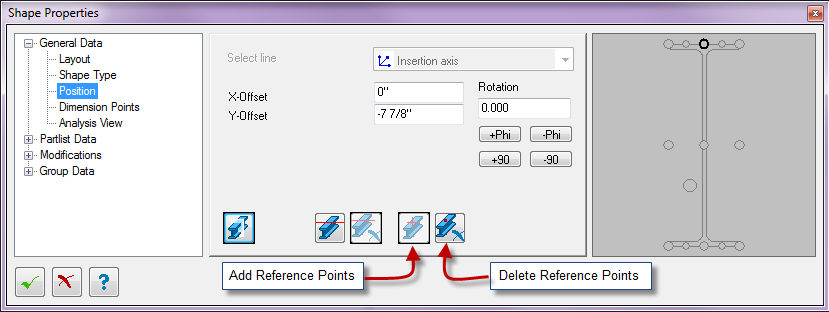
Local Reference Point: Manually added "Local references Point" under PS3D properties dimension points.

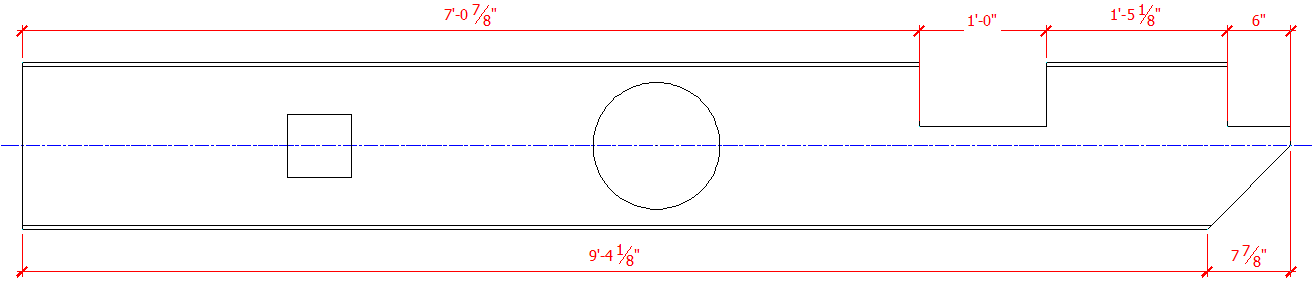
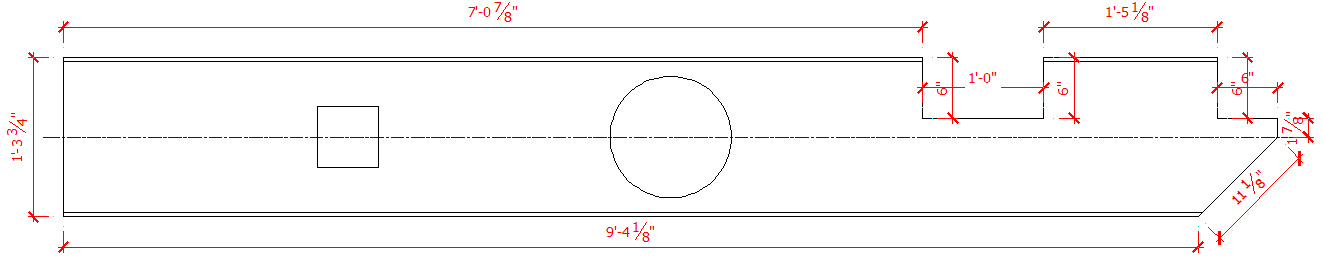
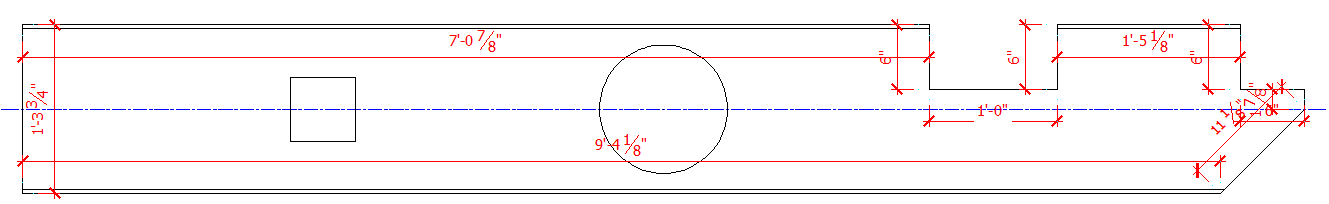
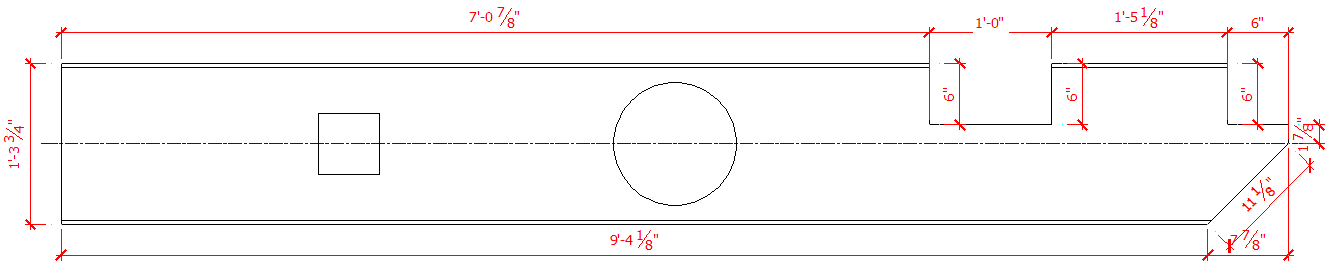
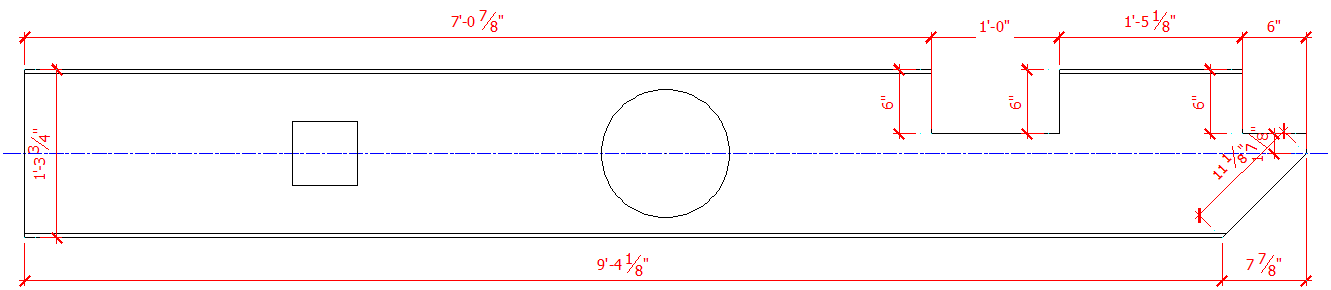


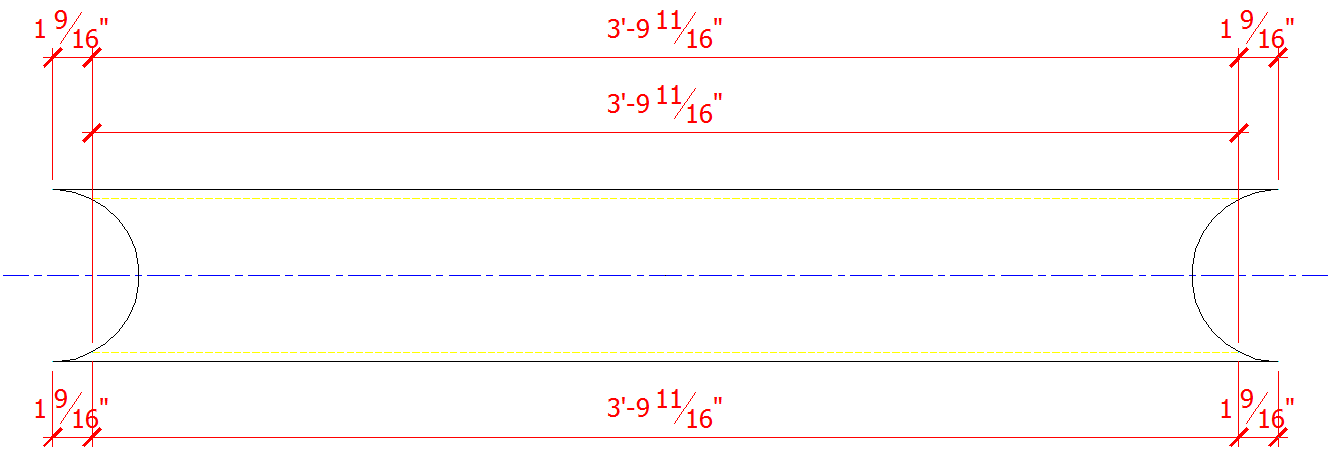
Local Reference Area: Dimension point will start at "local reference Area" (under PS3D properties dimension points).

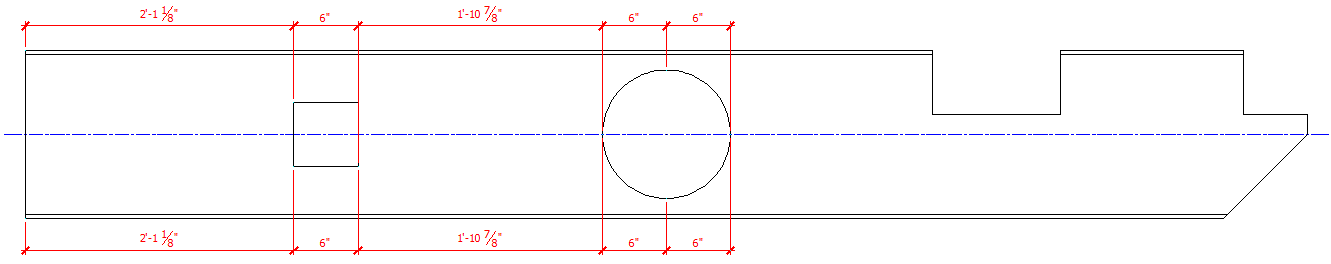
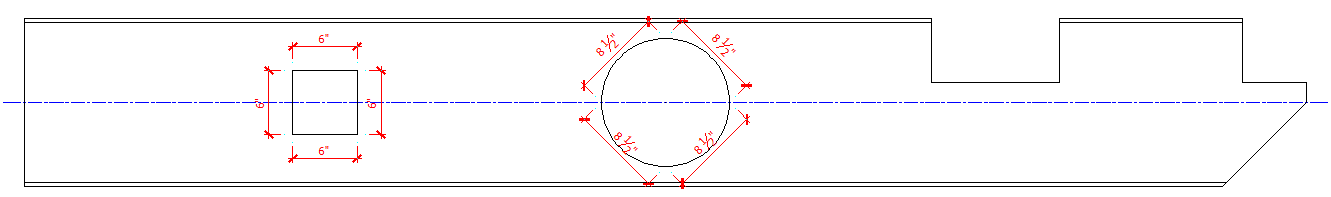
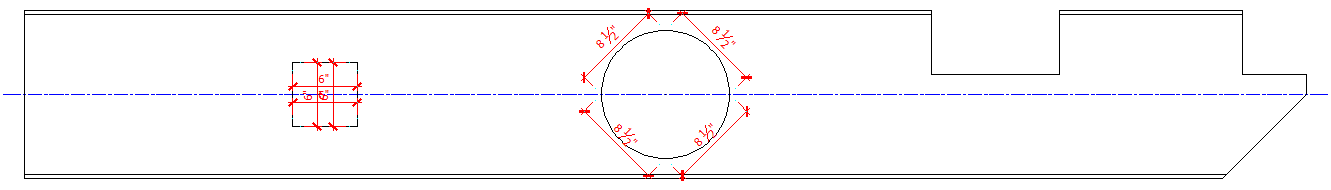
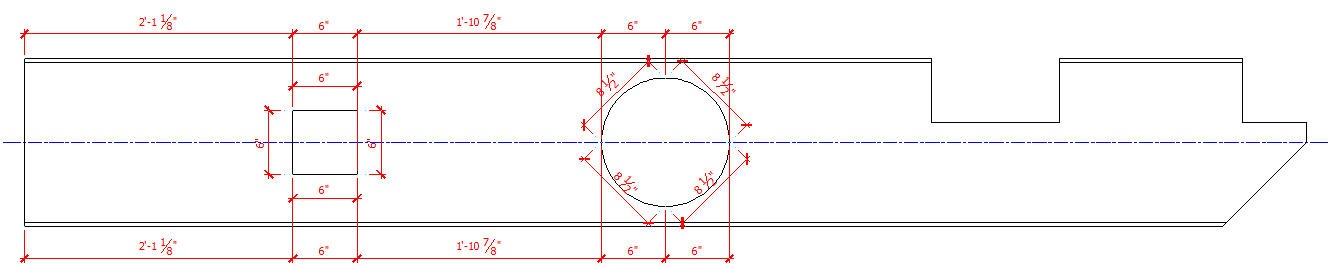
Edge: Dimension will move to the nearby point, insertion or Reference point (Apply for shape only)

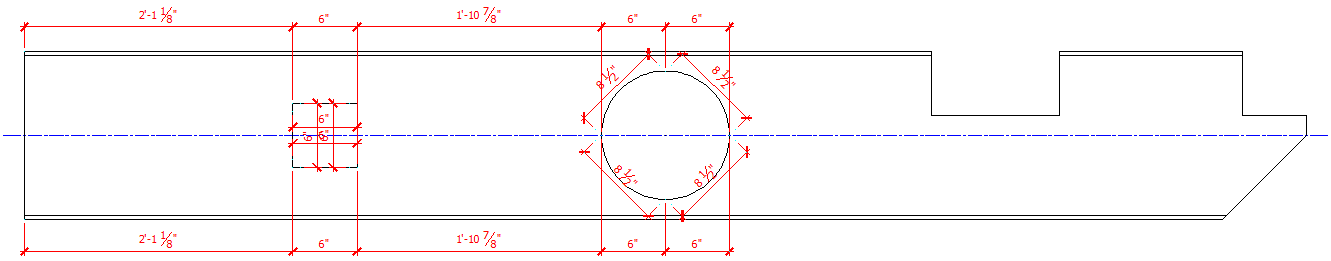
Manual Reference Point: Reference Point are added from the PS3D properties – Position



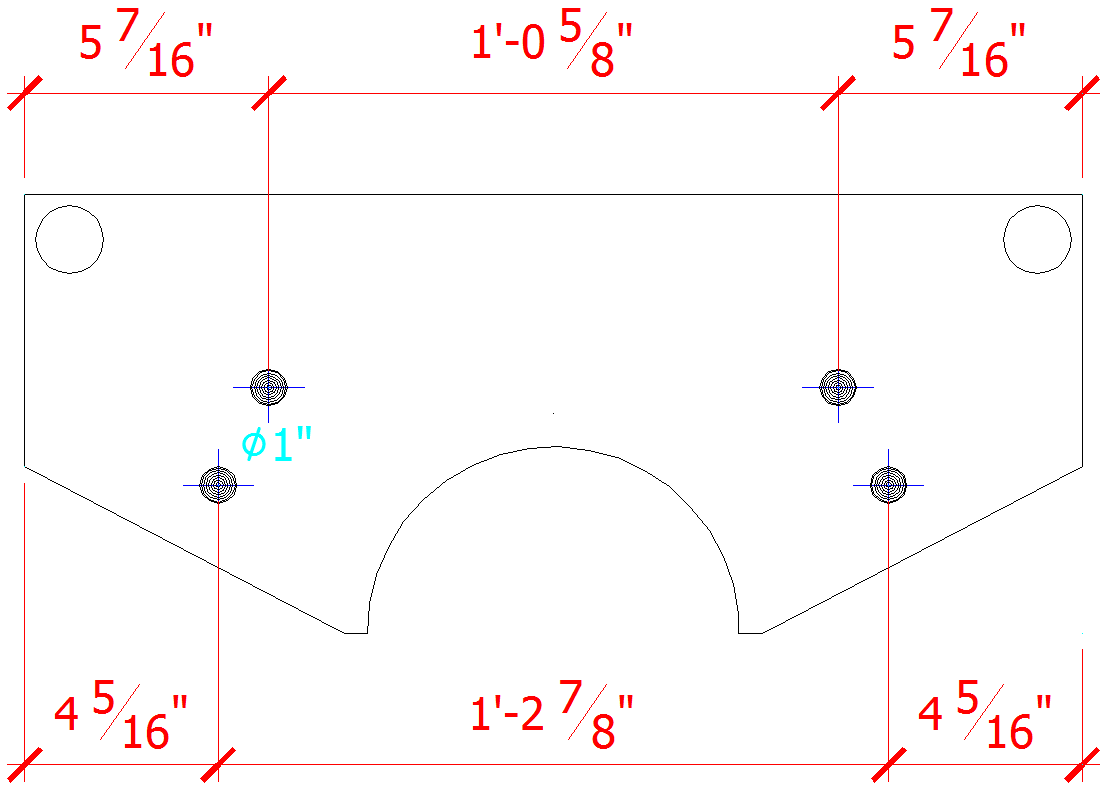
* ***Add Dimension Group:*** 
  + ***User Group***
    - ***Associate with Object :*** 
      * ***Do not Dimension--->*** Current dimension will be off
      * ***Dimension--->*** Current dimension will be turned on
      * ***Al l--->*** Not used
      * ***Only edge points--->***Not used
* ***Add Modification:*** 
  + ***Outer Contour:***
    - ***Associate with Object :***
      * ***Standard--->*** Dimension the shape from start to end including all outer edges.
      * ***Single Outside--->*** Will dimension all outer edges/faces for shape, plates, openings and cutouts. (The dimension will be aligned to each edge/face.) Plus all dimensions will be placed outside.
      * ***Single Inside--->*** Will dimension all inner edges/faces for shape, plates, openings and cutouts. (The dimension will be aligned to each edge/face.) Plus all dimensions will be placed inside. 
      * ***Standard+Single Outside--->*** All Outer edges will be dimension (The dimension will be aligned to each edge/face plus a horizontal dimension will be added.) Plus all dimensions will be placed outside. 
      * ***Standard+Single Inside--->*** All inner edges will be dimension (The dimension will be aligned to each edge/face plus a horizontal dimension will be added.) Plus all dimensions will be placed inside. 
      * ***Min/Max--->*** Options more used for dimensioning round shapes. Inner and outer edge of the round shape will be dimension.



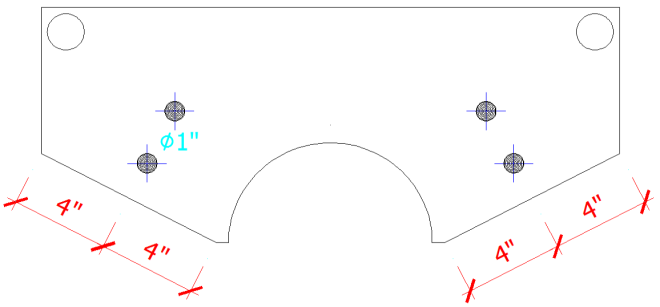
* + - * ***Standard+Min/Max--->***
  + ***Inner Contour:***
    - ***Associate with Object :***
    - ***Standard--->*** Will Dimension the element form start to end including all inner edges.
    - ***Single Outside--->*** Will dimension all Inner edges/faces for shape, plates, openings and cutouts. (The dimension will be aligned to each edge/face.) Plus all dimensions will be placed outside. (Doesn’t apply for arc to circular cutout).
    - ***Single Inside --->*** Will dimension all inner edges/faces for shape, plates, openings and cutouts. (The dimension will be aligned to each edge/face.) Plus all dimensions will be placed inside. (Doesn’t apply for arc to circular cutout).
    - Standard+Single Outside ---> Starting from the insertion point all Outer edges will be dimension (The dimension will be aligned to each edge/face plus a horizontal dimension will be added.) Plus all openings and cutouts dimensions will be placed outside. (Doesn’t apply for arc to circular cutout).
    - ***Standard+Single Inside--->*** All inner edges will be dimension (The dimension will be aligned to each edge/face plus a horizontal dimension will be added.) Plus all openings and cutouts dimensions will be placed i. (Doesn’t apply for arc to circular cutout).



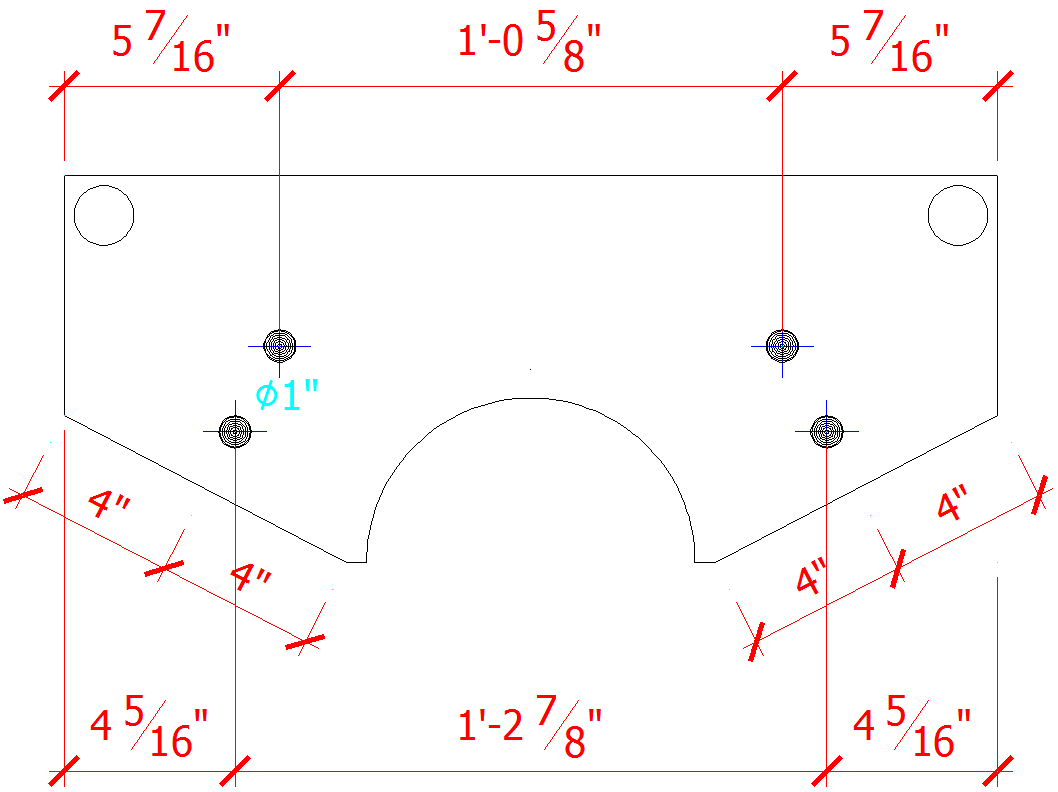
* + - ***Min/Max--->***
    - ***Standard+Min/Max--->***
  + ***Holes as Top View and Holes as Side View:***
    - ***Associate with Object :***
    - ***Together--->*** All holes will be dimension horizontally and vertically up to the nearest edge.



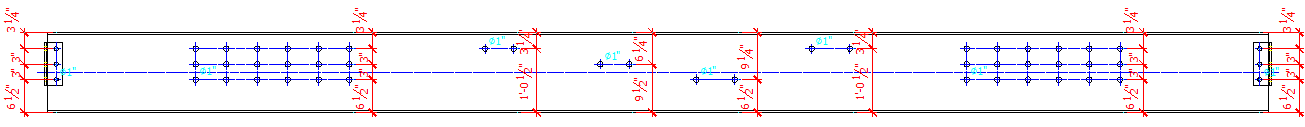
* + - ***Edge Assignment--->*** Dimension holes to the nearest edges regardless of the edge orientation. The dimension will display in line with the referenced edge.

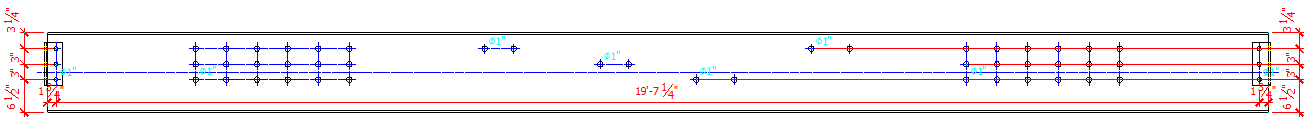
******

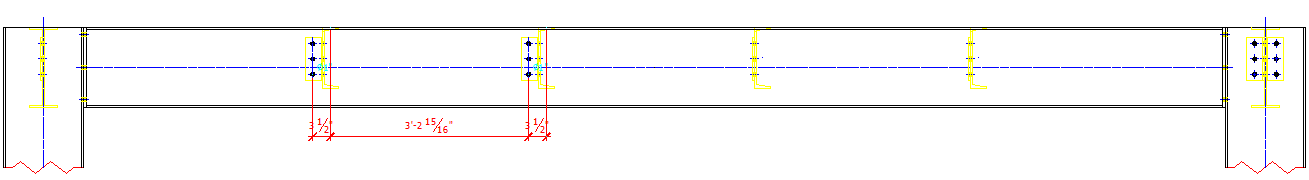
* + - ***Together + Edge--->***All holes will be dimension horizontally and vertically up to the nearest edge plus dimension will display in line with the referenced edge.

******

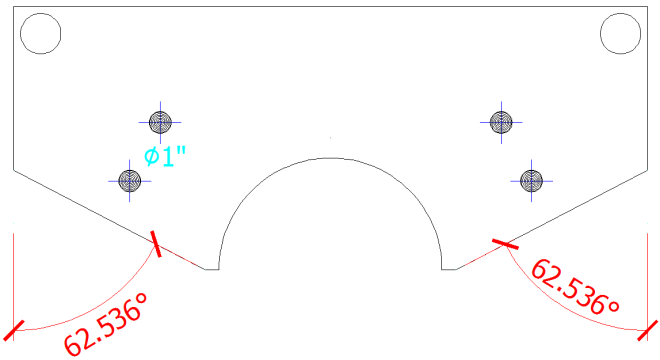
* + - ***Hole Groups--->*** All holes will be dimension as Groups.

******

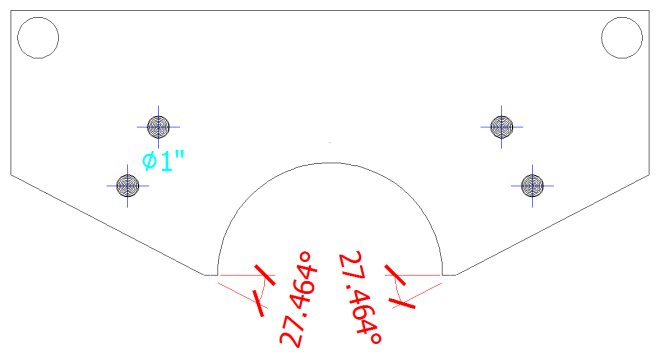
* ***Hole Groups + Edges--->*** Holes will be dimension as groups plus dimension will display in line with the referenced edge.******
  + - ***Connection Shape--->*** Dimension points will start from the connecting shape reference point.



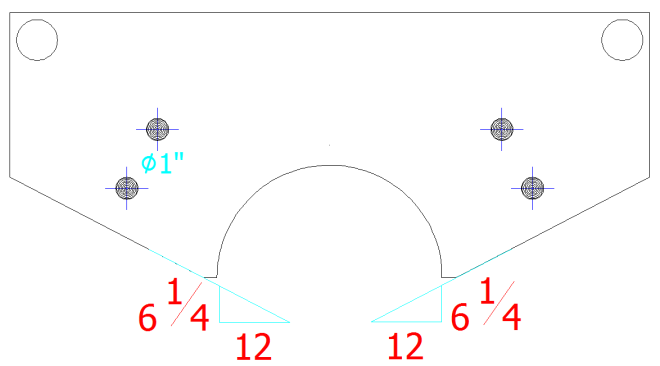
* + ***Cut Angle:***
    - ***Associate with Object :***
* ***Angle to Vertical--->***Cut edges will be dimension using Angular Dimension (Vertical Dimension).

***2***

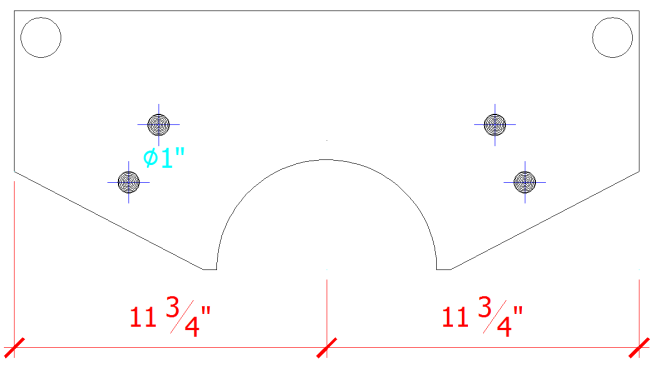
* ***Angle to Horizontal--->***Cut edges will be dimension using Angular Dimension (Horizontal Dimension).

******

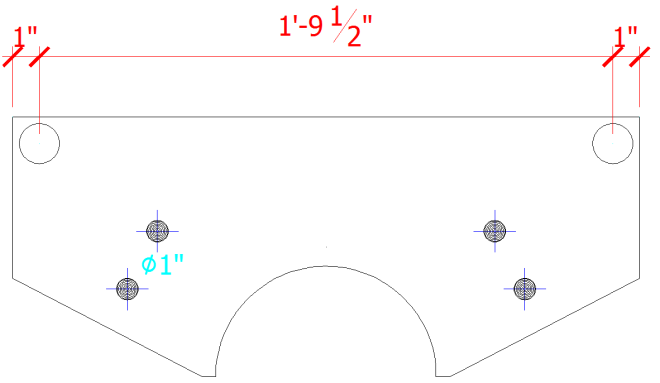
* ***Bevel Symbol--->***Bevel dimension will be turn on.

******

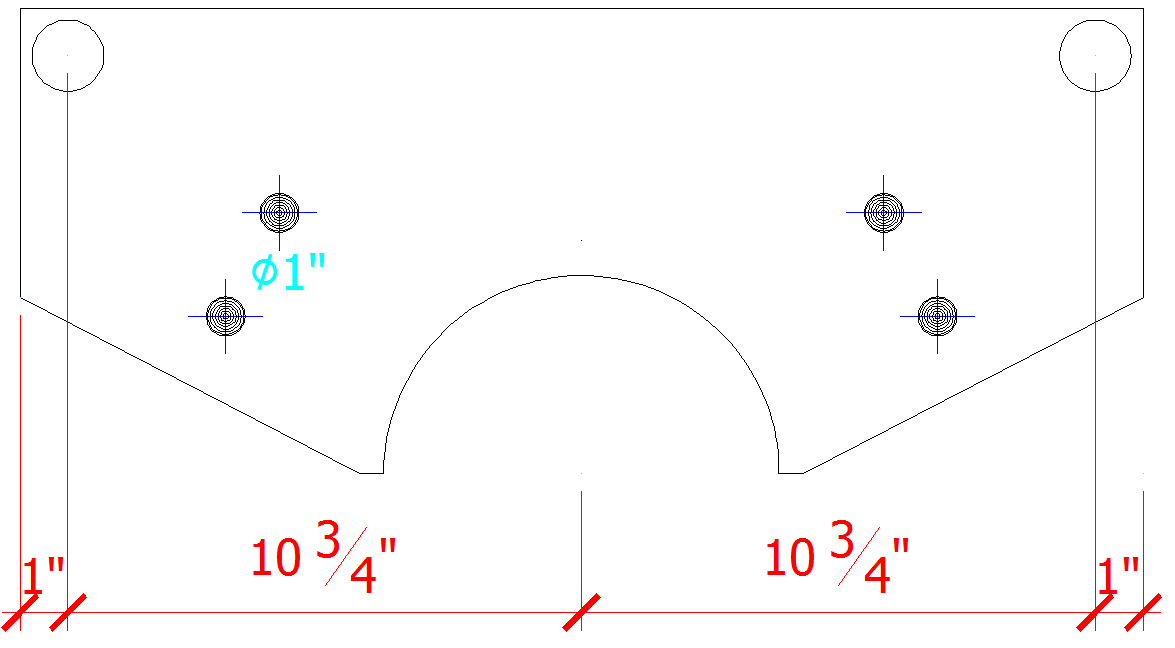
* + ***Redius Centerpoint:***
    - ***Associate with Object:***
* ***Outer Contour--->***All Outer radius cuts will be dimension from the center point.

******

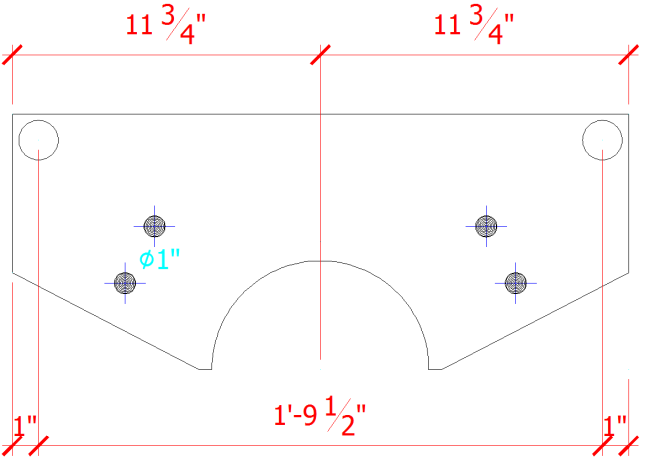
* ***Inner Contour--->*** All inner radius cuts will be dimension from the center point.

******

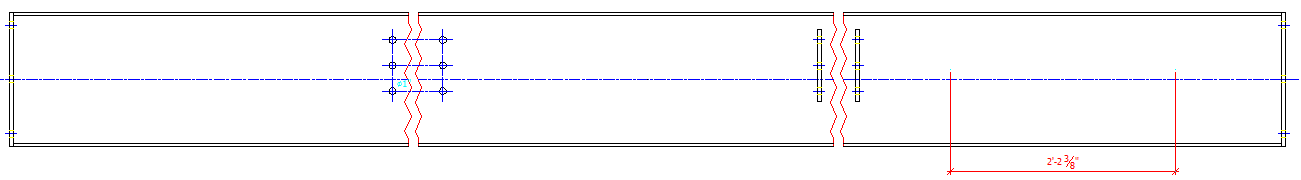
* ***Together--->*** All inner and other cuts will be dimension from the center.

******

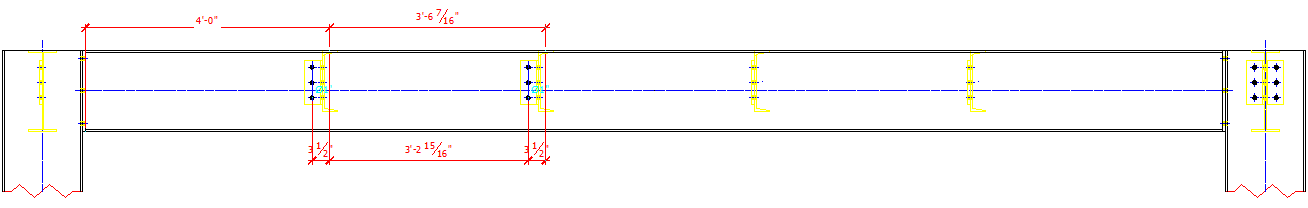
* ***Separate--->*** All inner and other cuts will be dimension from the center but with different dimension line.

******

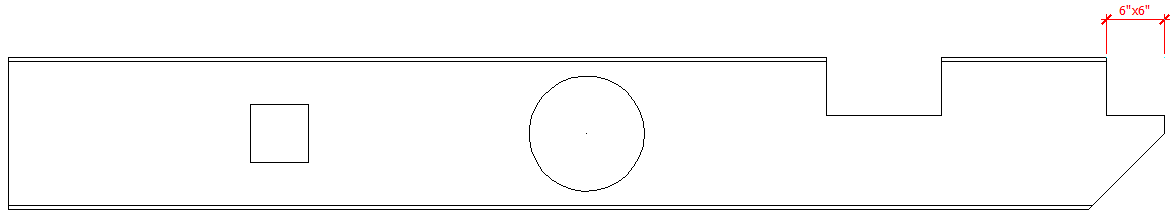
* + ***Add special Group:***
    - ***Reference points:***
* ***Dimension--->*** All manual references point will be dimension.

******

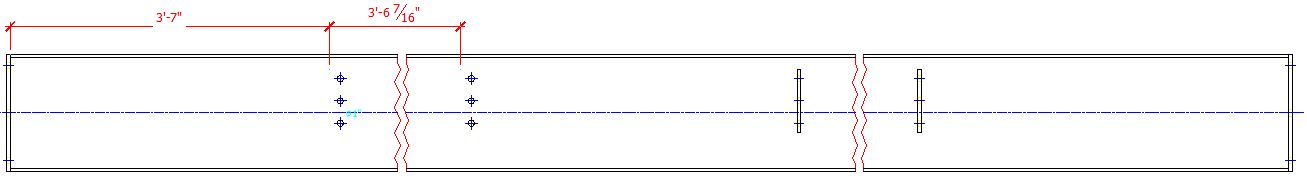
* ***Local Reference Plane:***
* ***Dimension--->*** Connecting shape reference point will be dimension. This dimension works in hand with “Holes as Top view” or “Holes as Side view” as well as Miscellaneous Reference Points options.

******

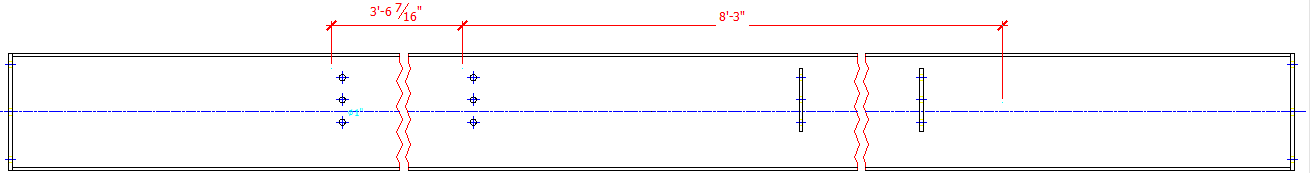
* + - ***Us Cope:***
* ***Dimension--->*** Will dimension any other edge cuts done using cope, notch and polycuts

******

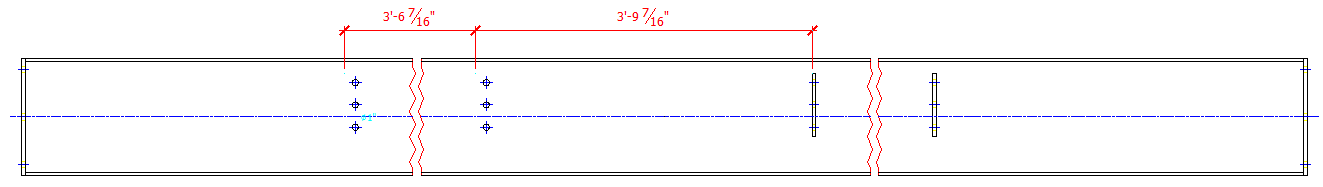
* + - Referenced
* ***Standard ---->*** dimension point starting from the opposite side of Default reference point.



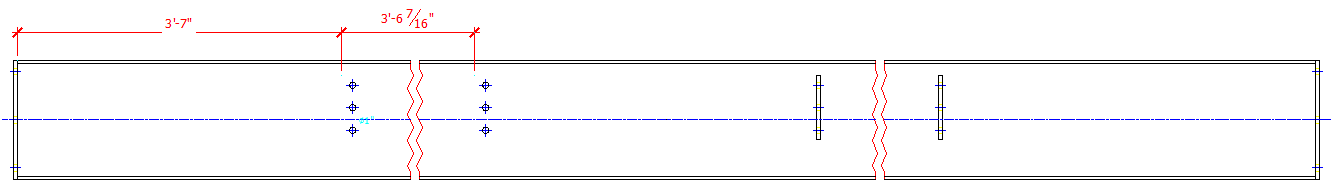
* + References point ----> 1st insertion point of shape (apply only for shape)



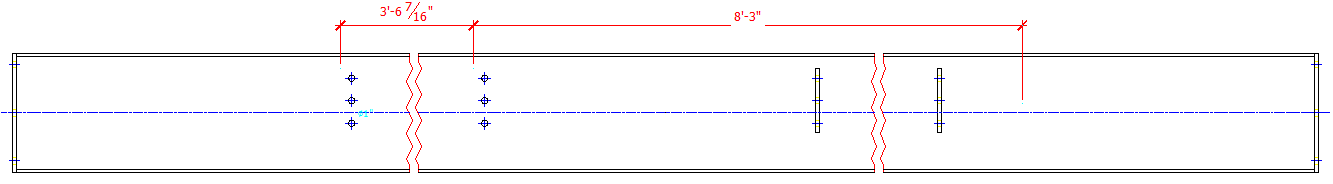
* + Nearest References Point ---> Manually added "Local references Point" under PS3D properties dimension points



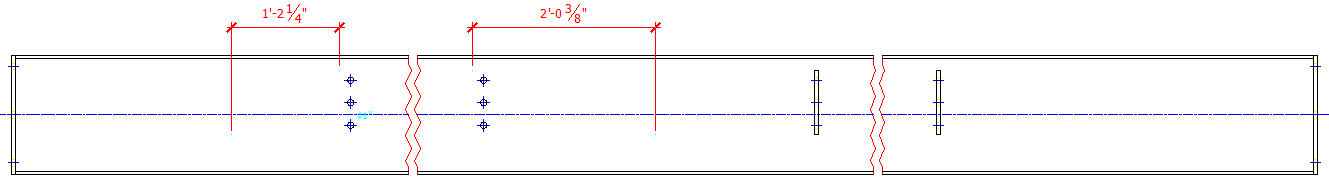
* + Edge of part---> Will dimension to the nearby point, insertion point or end point (apply for shape only)



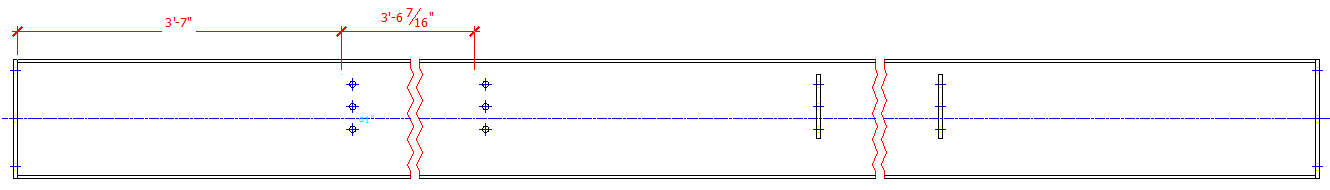
* + Near reference points ---> Will dimension to the nearby Edge Reference point Reference (work if reference points are add from the PS3D - Position)



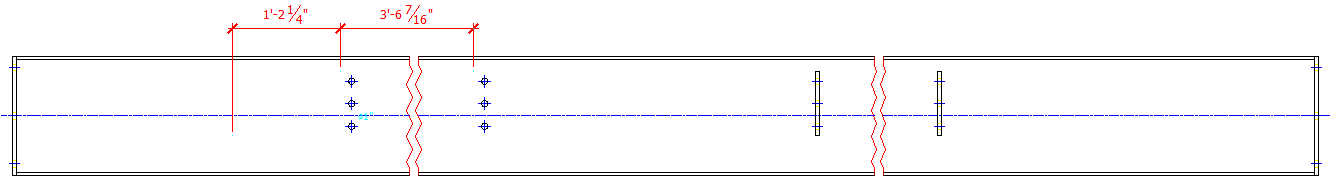
* + Edge Reference zone ---> Dimension will start from the nearby reference area.



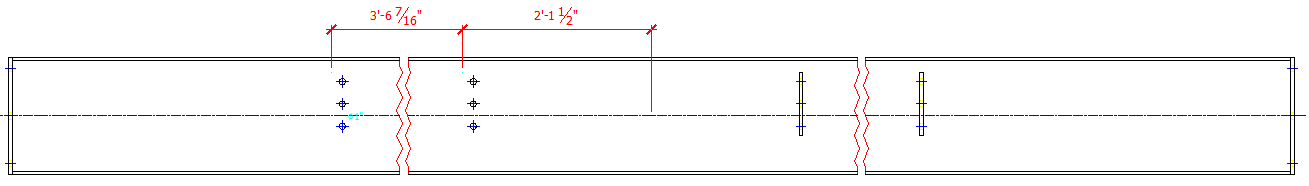
* + Start of part ---> Dimension point begins at start of shape.



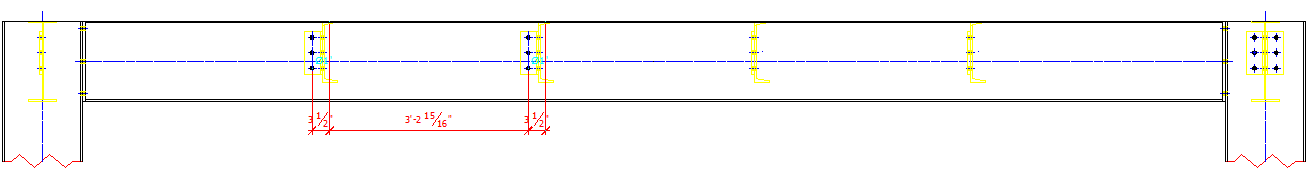
* + Start Reference zone ---> Dimension point will start at "local reference Area" (under PS3D properties dimension points)1st point



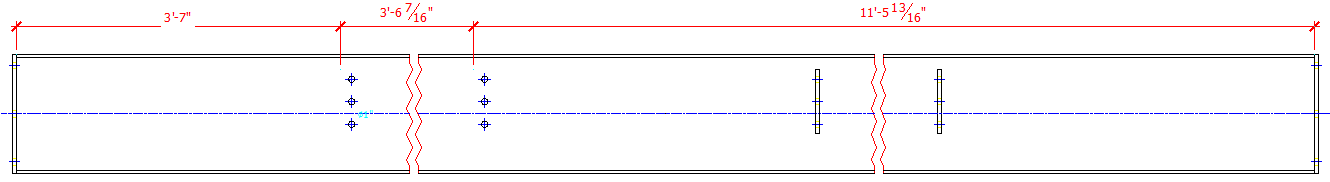
* + Pat mid ---> Dimension point will start at middle of the shape



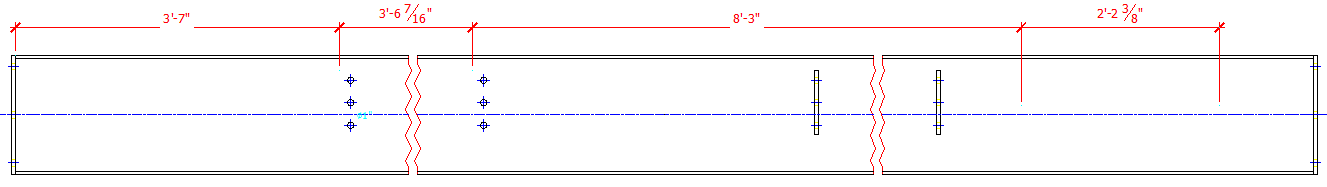
* Connection shape---> All supporting connection holes will be dimension starting from the supporting references point.



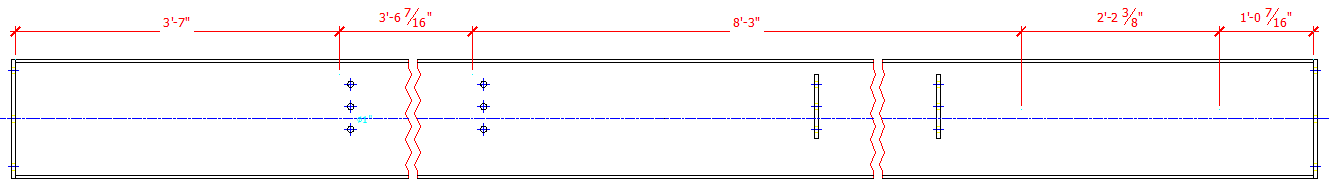
* Additional dimension line
  + NO---> no additional dimension will be added
  + Part ---> Additional dimension will be till the end of the shape.

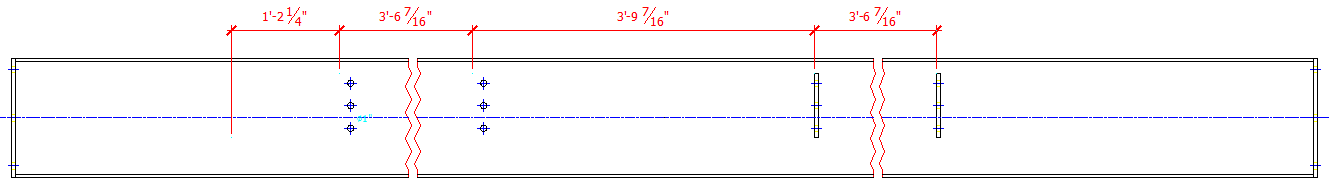


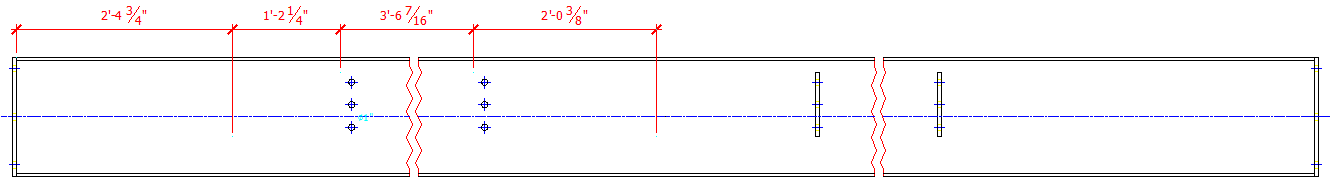
* + Reference points ---> Dimension all reference Points



* + Part + reference Point ---> All reference points including the end of the shape will be dimension.



* + Reference Points ---> All local references points will be dimension. 
  + Reference zones ---> All local reference point will be dimension.



* + Ref.points and –zones ---> All local reference point and local reference zone will be dimension

