

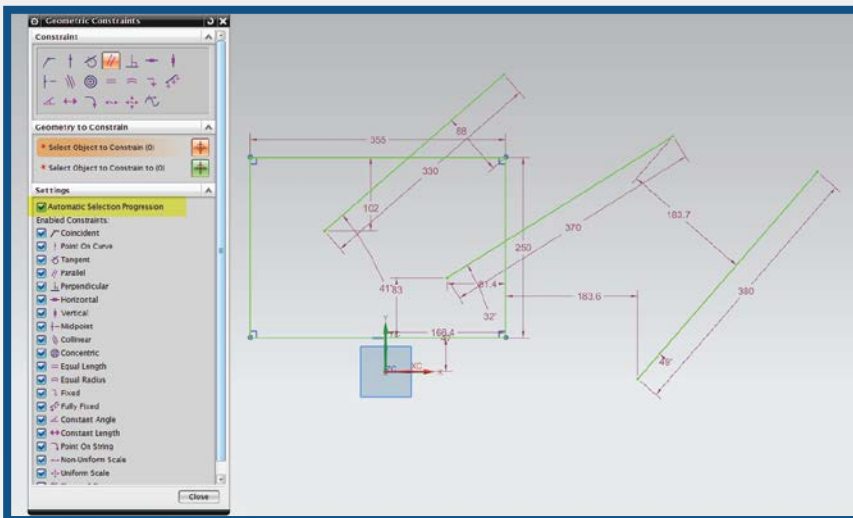
Sketch Constraints

From NX8.5, the way the Sketch Constraints have changed.

In the past, you would select you geometry and then choose the constraints to apply to them.

Now you get a dialog which asks you to select the constraint first and then pick the geometry to apply the constraint to. This can be a bit counter-intuitive compared to the previous way of applying constraints.

One thing to help is to turn on the 'Automatic Selection Progression'. This way you do not need to click OK to advance to the 'Select Object to Constrain to'.



◀ There is no default (we do get asked a bit) that will turn on the old method.

However the old method is sort of still there. Once you select a sketch object the shortcut toolbar will appear which has the possible constraints as buttons. As you select more objects, the types of constraints applicable will change to suit. Select the appropriate constraint and it will apply it to the select objects. If it disappears, you can RMB on a selected object and it will reappear.

