

How-To Guide

SAP 3D Visual Enterprise Author

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Detail Views

Document History

Document Version	Description
1.0	First version

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1 Introduction

This guide describes how to do the following:

- Create detail views
- Modify detail views using the *Tool Assistant*
- Show and hide detail views
- Delete detail views

2 Detail Views

Detail views are multiple zoomed areas of specific regions within the 3D scene, allowing you to view objects in more detail:

- Each detail view supports all camera operations
- They can be resized and repositioned
- Detail views appear as special callouts when closed

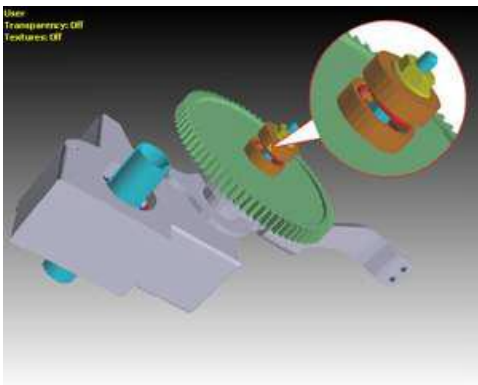
2.1 Creating a Detail View

1. Open the `Reallight Transmission` model and display the `Drawing` toolbar. To find the model, navigate to `Files` panel -> `My 3D Models` tab page.
2. Orient the model in the way to show the area you want to see in more detail, and click `Detail View` on the `Drawing` toolbar.
3. Click in the center of the area that you want to see, and drag the cursor out from that point until you have covered the area that you want.

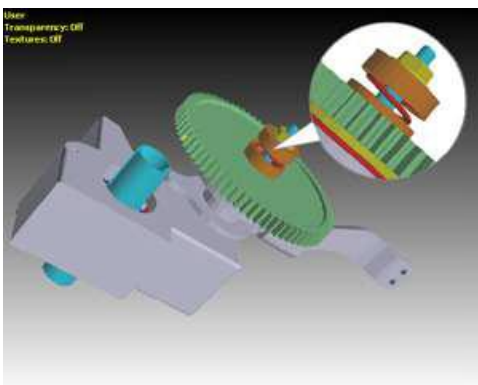
Note

The larger the size of the circle that you draw, the smaller is the initial view of the area. However, this can be modified.

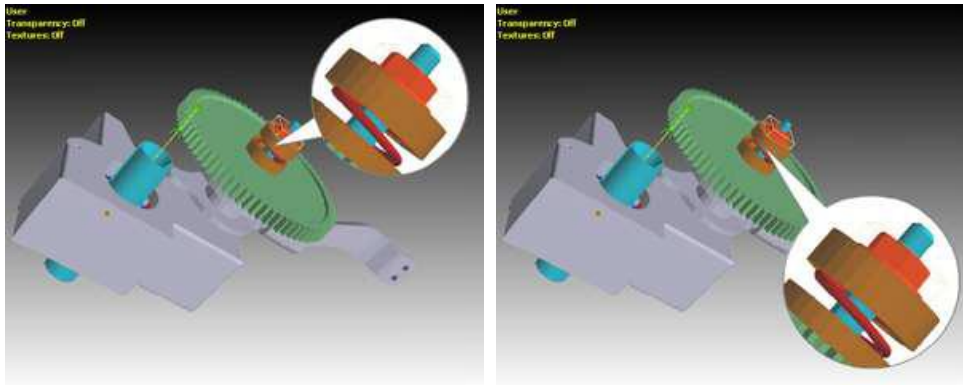
4. Drag the cursor to the point where you want the view located. The detail view is displayed in the scene.



5. Zoom, rotate, and pan the object within the detail view.

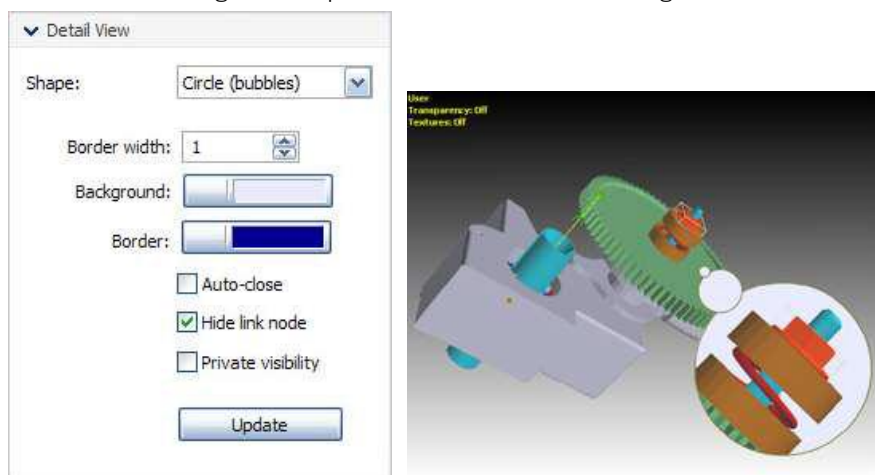


6. Select objects within the detail view, and drag the edges of the detail view to move and resize it.



Selected object within detail view/Detail view resized and moved

Modify the view's placement, shape, border, and color from within the *Drawing* panel in the *Tool Assistant*. Here we have change the shape, border width, and the background and border colors.

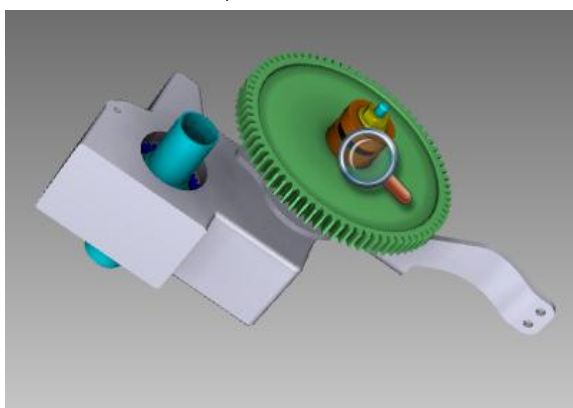


7. Now you can create Model View or Step View that contain current state of this Detail View.



2.2 Showing and Hiding a Detail View

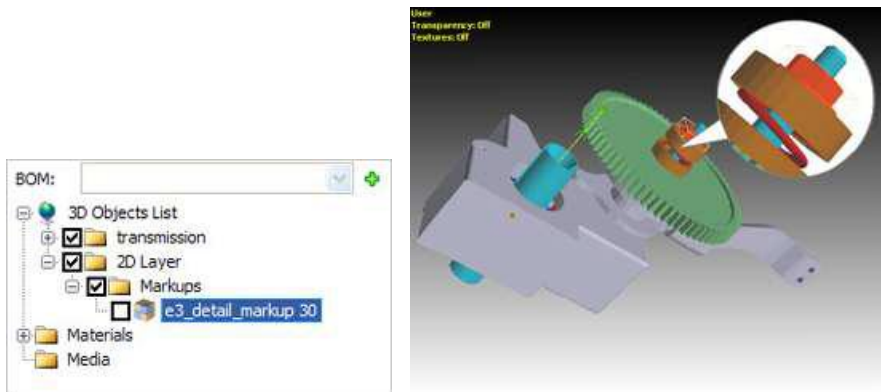
1. Click *Auto-Close* and then click *Update* in the *Tool Assistant*.
2. Click within the viewport. Note that the detail view is hidden and replaced with a small black markup icon.



3. Click the markup icon in the viewport to toggle between showing and hiding the detail view.

2.3 Deleting a Detail View

1. Expand the *2D Layer > Markups* node in the Scene tree and select the detail view node.



Expanded Markups mode/Selected detail view

2. Right-click the node and click *Delete Objects*. The detail view is removed from the scene.



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