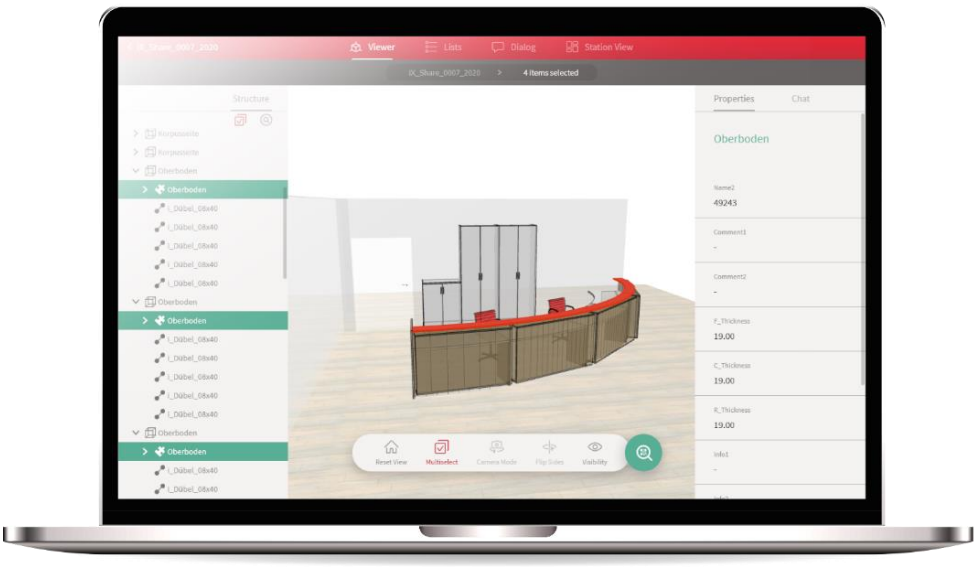
iX Scout
3D view



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Creation date: 18.06.2021 Version used: imos iX 2021

Content

1. Introduction 3
2. 3D view 3
2.1 Reset view 3
2.2 Multiple selection 4
2.3 Part 4
2.3.1 Top view 4
2.3.2 Switch side 4
2.4 Visibility 5
2.4.1 Isolate 5
2.4.2 Isolate and Lock Elements 5
2.4.3 Display Isolated Elements Exploded 6
2.4.4 Hide room/ wall 7
2.4.5 Hide selection 7
2.4.6 Show all 7
2.4.7 x-ray view 8
3. Sidebars 9
3.1 Structure tree 9
3.2 Properties 10
3.3 Chat 11
3.3.1 Channels 11

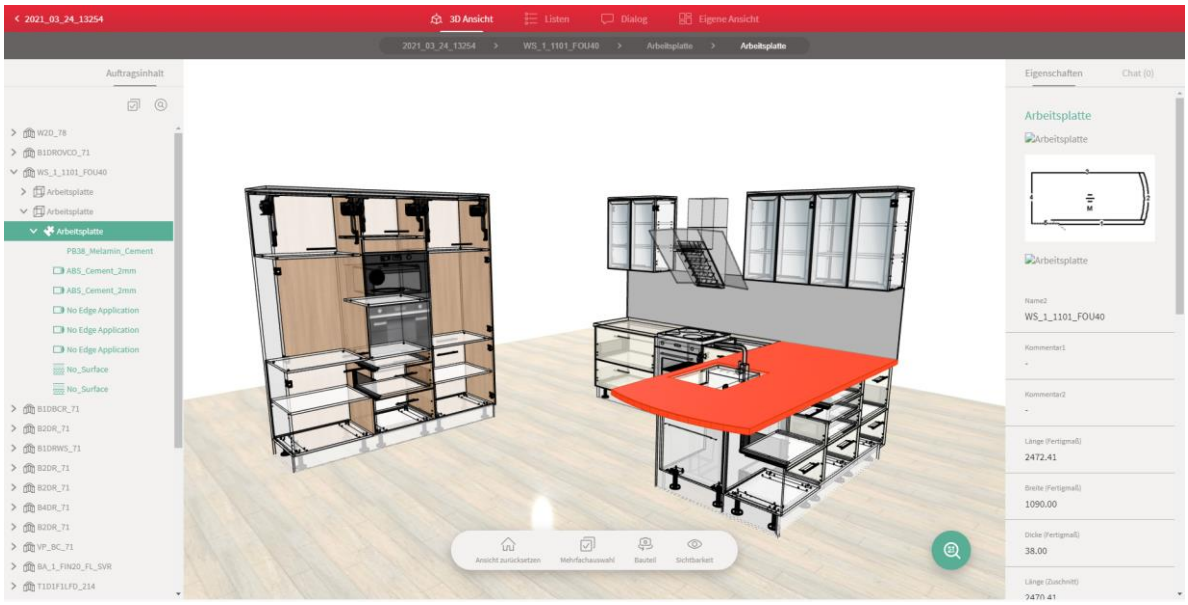
1. Introduction

On the "3D View" page, all elements of the order are visually displayed as a 3D model in a viewer. Next to the viewer are the sidebars, which contain the elements structure tree and the corresponding properties.

2. 3D view

In the 3D view, the order is displayed in three dimensions with all its elements.

Each part element can be selected by clicking or tapping on it. All other elements, such as the part's parent article, can be selected in the structure tree in the sidebar. This is described in chapter 3.

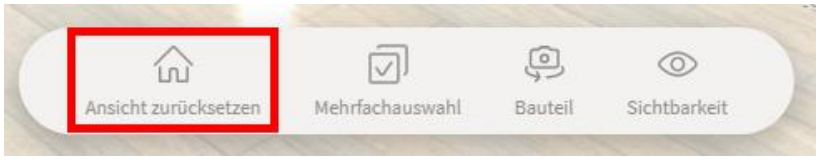


The selected item is highlighted in red. The surrounding scene is given a transparency to show the selection.

The functions menu is in the lower part of the 3D view. All interaction functions that the area allows can be found here.

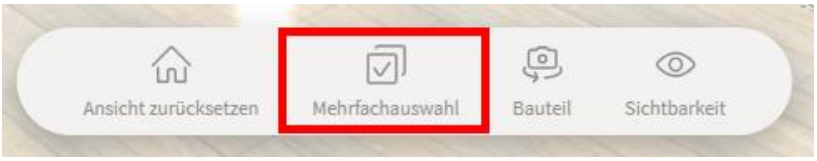
2.1 Reset view

Resets the view to its original state. If the user loses the overview or wants to get back to the starting point quickly, this button brings the desired result.



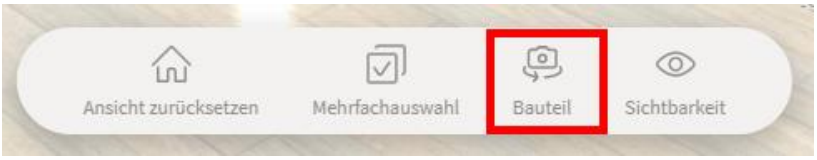
2.2 Multiple selection

By activating the "Multiple selection" switch, several elements can also be selected at the same time.



2.3 Part

The part group is only available when a single part is selected. If several parts or one or more articles are selected, this group appears greyed out.



2.3.1 Top view

The selected part is isolated and the camera is positioned perpendicular to the part surface. Rotation is not possible in this mode.

2.3.2 Switch side

To show the flip side of the part, click the button “Switch side”. The camera will change its position accordingly.



2.4 Visibility

2.4.1 Isolate

This button isolates one or more selected objects. All objects available in the structure tree, for example articles, assemblies, parts, etc., can be isolated.

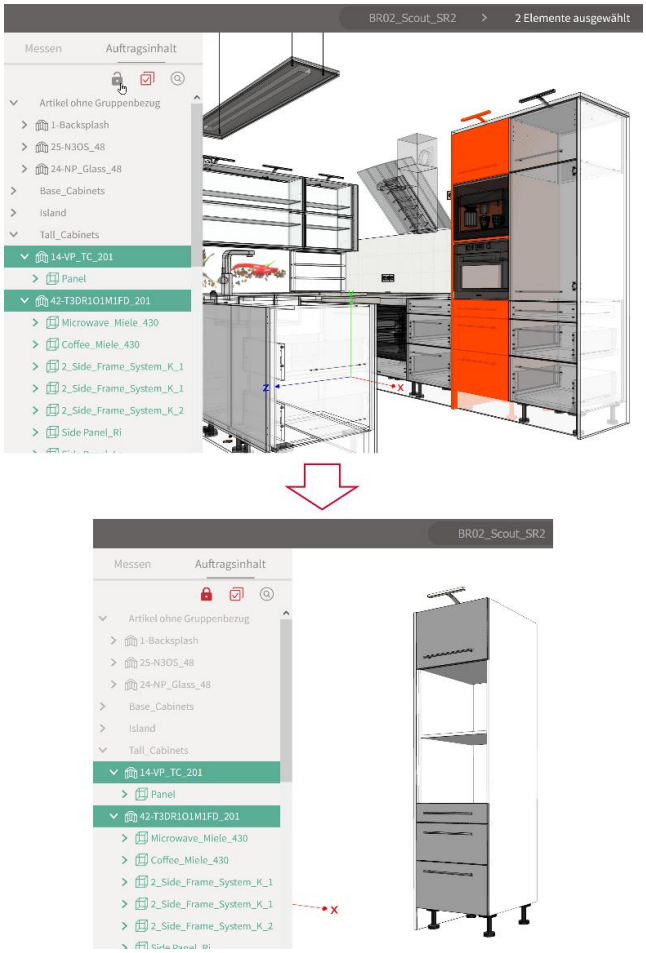
Another click shows all other elements again.



2.4.2 Isolate and Lock Elements

If you want to focus on selected articles or components in the 3D viewer for an extended period, simply lock your selection.

Additionally, locked elements can be displayed as 'exploded'. (See 'Display Locked Elements Exploded'.)



Procedure:

1. Select one or more elements.
2. Click 'Lock' in the Elements sidebar menu. Selected elements will be isolated and locked. The 'Explosion' switch in the drawing area menu will also become active.
3. To return to the standard view, click 'Unlock' in the Elements Sidebar menu. This will undo the isolation and selection of the elements.

2.4.3 Display Isolated Elements Exploded

In the 3D Viewer, you can display isolated elements in an exploded view. An exploded drawing illustrates the interaction of components by showing the object disassembled into its individual parts.

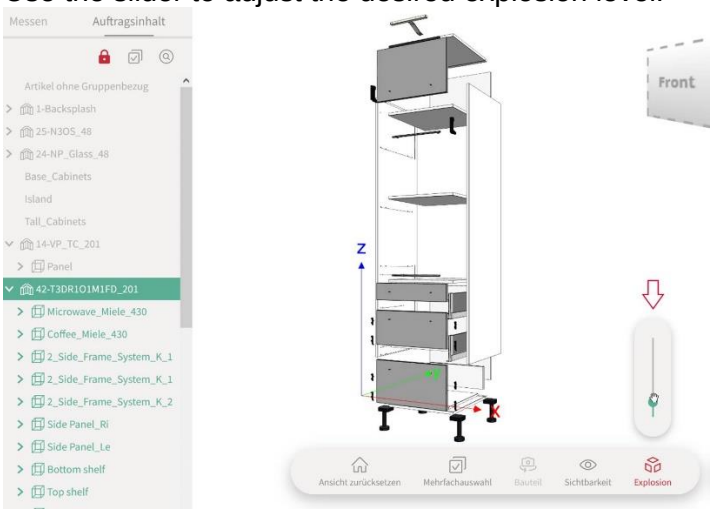
Additionally, an exploded drawing can make it easier to select measurement points if they are close together.

Procedure:

1. Select one or more elements.
2. Click 'Lock' in the Elements Sidebar menu. The elements will be isolated and locked. The 'Explosion' switch in the drawing area menu will also become active.



3. Click 'Explosion' in the drawing area menu.
4. Use the slider to adjust the desired explosion level.



5. To return to the standard view, click 'Unlock' in the Elements sidebar menu. This will undo the explosion, isolation, and selection of the elements.

2.4.4 Hide room/ wall

If the room has been transferred as well, it will be displayed accordingly in the 3D view. You can use the "Show/Hide Room Elements" switch to hide or display all room elements as needed. Room elements include walls and decorations. Note that individual room elements cannot be hidden separately.



2.4.5 Hide selection

This button hides one or more selected objects. Room elements such as walls are excluded from this.

2.4.6 Show all

With this switch all hidden elements are shown again.



2.4.7 x-ray view

Represents the construction in a transparent wireframe model. This representation gives a good overview of the construction inside.

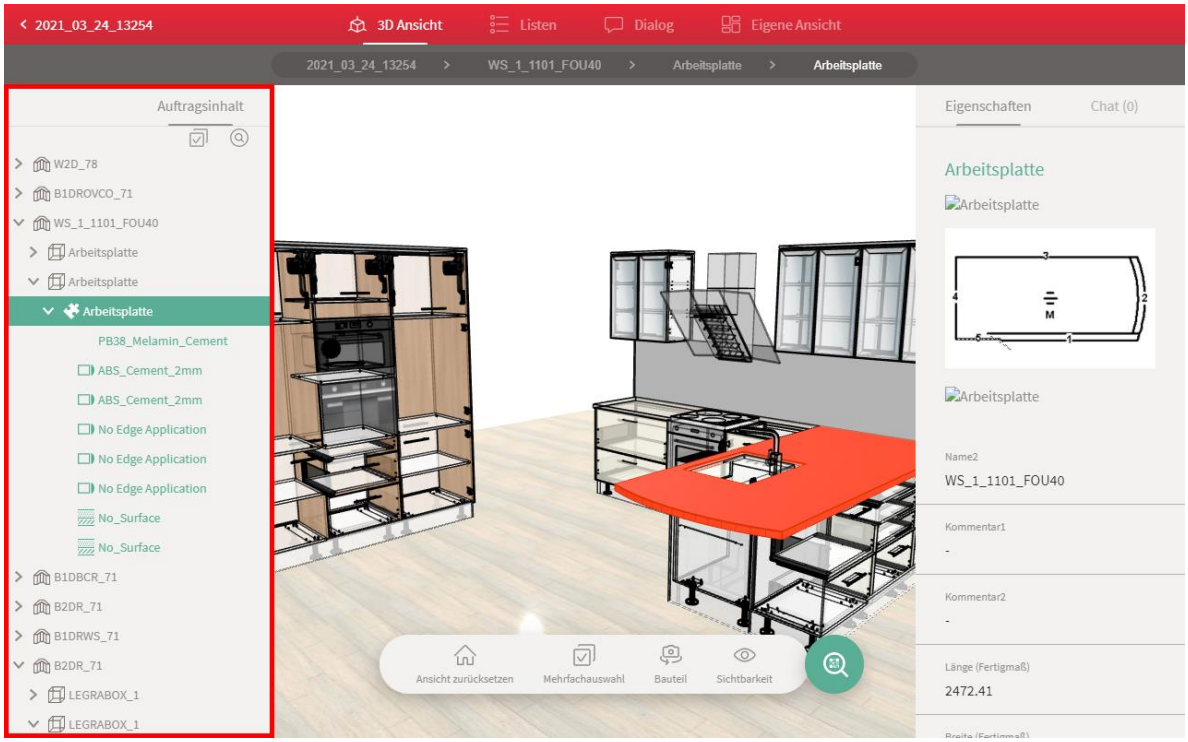


3. Sidebars

3.1 Structure tree

The structure tree (also called scene graph) shows all order content in a hierarchical structure. The top level is the articles. The article name is displayed next to the icon for the article. With a selection in the tree, the 3D view reacts and highlights the corresponding 3D object. The right sidebar loads the corresponding object properties. Conversely, if an object is selected in the 3D view, the element is selected in the tree as well.

Below the articles are the assemblies, which in turn contain the parts and connectors. Below the parts are the material, the edges, the surface and any existing CNC programs.

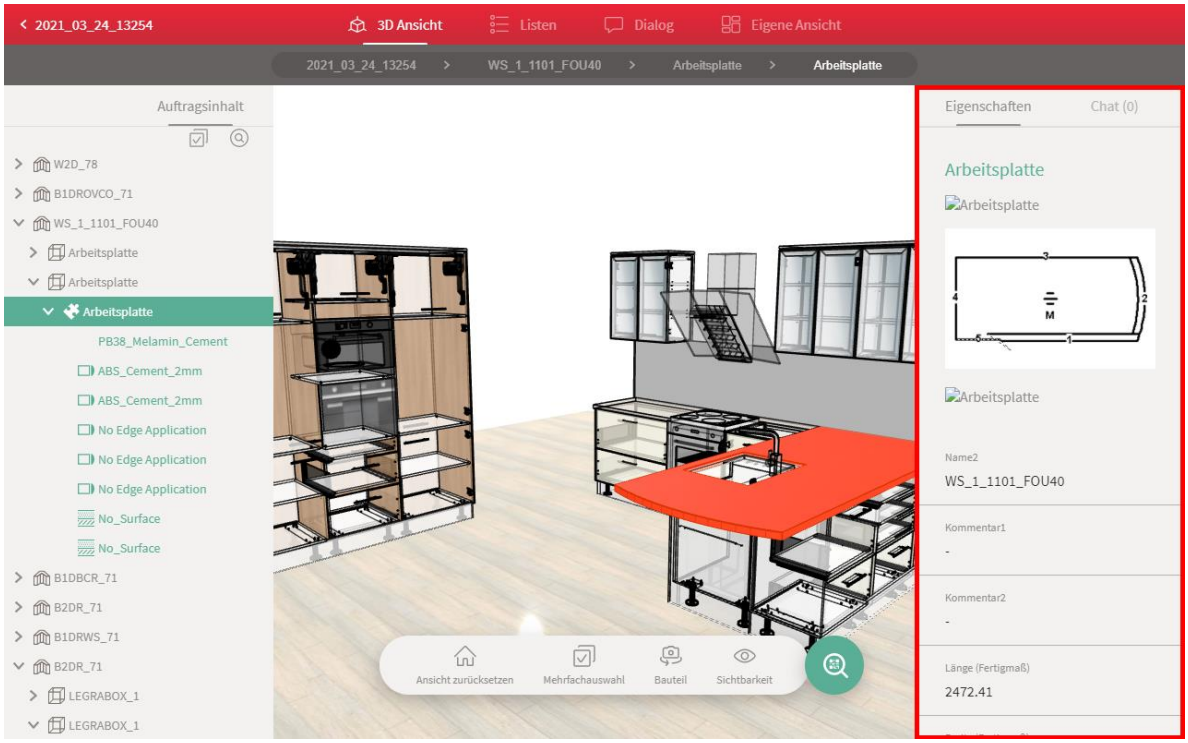


3.2 Properties

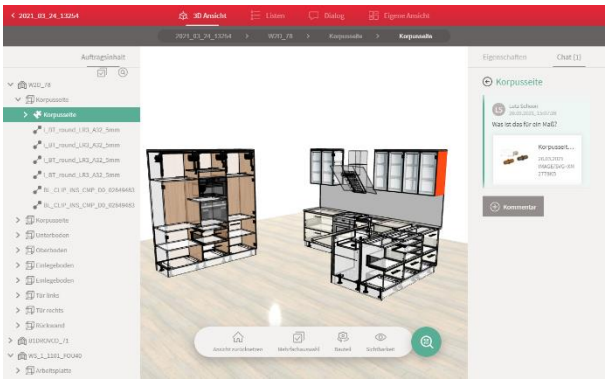
The properties sidebar lists the properties of an element that is currently selected in the 3D view or the structure tree. Depending on the type of the selected element, different content is shown.

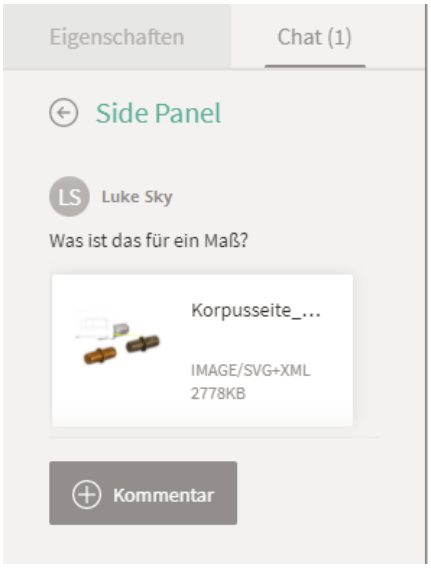
In addition to the properties, available images are also displayed. For articles, for example, the article related drawing from the Document Manager is shown.

In the case of multiple selection, it is reduced to the property fields that the selected elements share and whose value is identical.



3.3 Chat





The chat component is iX Scout's communication tool. The user does not only have access to chat messages on the Dialog page (see document C114_iX_Scout_-_Dialog), but also in the right sidebar of the 3D view page.

Messages written and sent from the sidebar in the 3D view are always related to an element of the order. Order related messages cannot be written here.

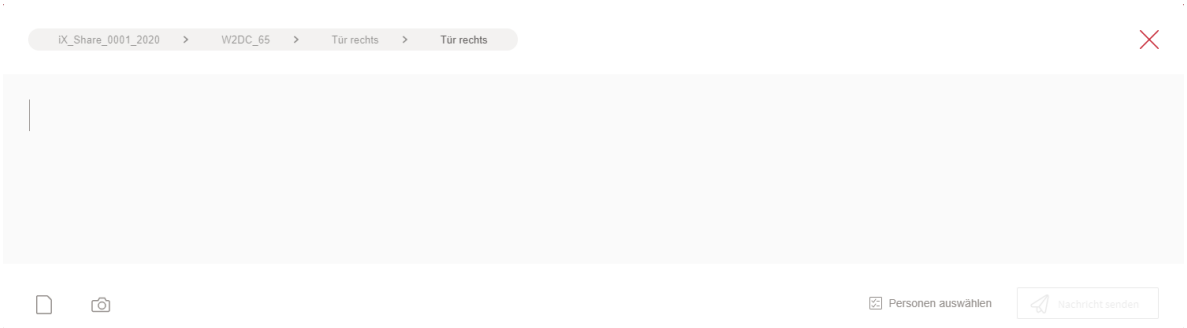
3.3.1 Channels

Messages are organized into channels. A new message opens a channel. For example, a message related to a door will open a new channel “Door”. All further messages related to this door are kept in this channel.

Next to the title "Chat" you can see an indicator with the number of messages. If no element is selected, this indicator shows the number of channels present. From this, it can be inferred for how many and which elements messages were written.

When an element is selected, the indicator shows the number of messages in the element's channel.

In order to compose a new message, the element concerned (for example an article) is selected first. Via the "Comment" button, the user accesses the input mask of the chat.



In the upper area you can see the reference (path to the element). It is sent together with the message and provides a clue to the subject of the message. This is described in more detail in the document C114_iX_Scout_-_Dialog.

The input mask offers various interactions. Text can be written in the text area.

Below that are buttons that can be used to attach a file or take a picture directly with the device camera. The captured image is automatically treated as a file attachment.

On the lower right side there is the possibility to add individual persons as recipients. The Send button completes the process and sends the message.