

A faint, white wireframe illustration of a living room is overlaid on the background. It includes a tall cabinet on the left, a sofa and coffee table in the center, and a large display cabinet on the right. A desk lamp and a potted plant are also visible in the scene.

# About Publishings

Wood Team  
25/06/13

MASTER YOUR  
MANUFACTURING PROCESS

## Tool | Option Configuration

You have to define first the Tool option settings :

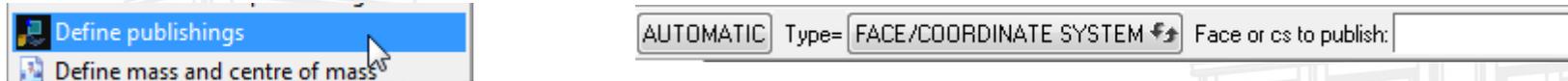
- Names of automatic publishings.
- Layer creation number.
- Some option about the display of publishing when including the component.



Publishings		Automatic publications	
<input type="radio"/>	Do not display publishings	Publishing1 X-	Left
<input checked="" type="radio"/>	Display main publishings	Publishing2 X+	Right
<input type="radio"/>	Display all publishings	Publishing3 Y-	Front
		Publishing4 Y+	Back
		Publishing5 Z-	Bottom
		Publishing6 Z+	Top
		Publication7 XM	Middle X
		Publication8 YM	Middle Y
		Publication9 ZM	Middle Z
Layer creation	: 10		

# Automatic Publishing

The function is in the menu : Assembly | Define component | Define publishings

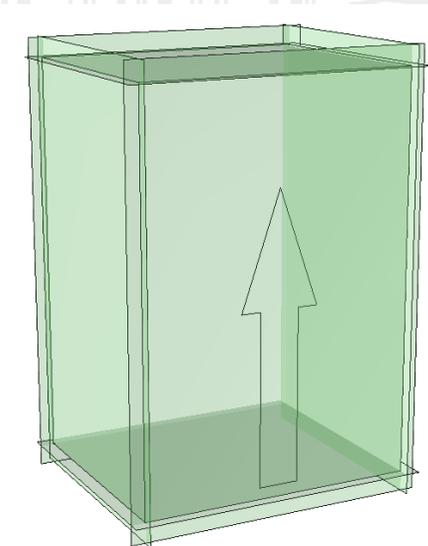
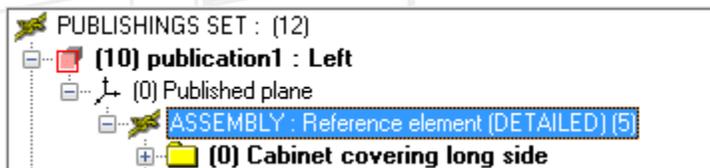


It's strongly recommended to use an alternative set dedicated to automatic publishing for performances reasons.

You can add the driver bloc itself in the alternative set and select it while creating the automatic publishing.

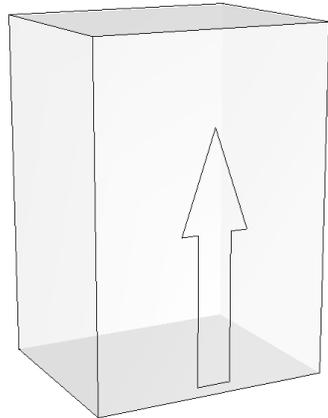


You can redefine your old auto-publishing using the main assembly with the option REDEFINE.

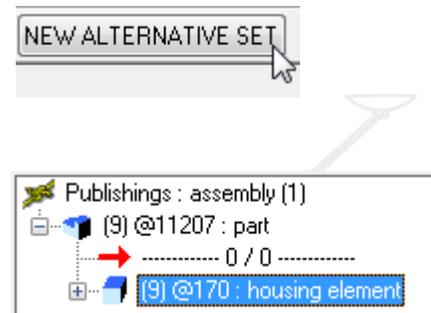


# Automatic Publishing creation

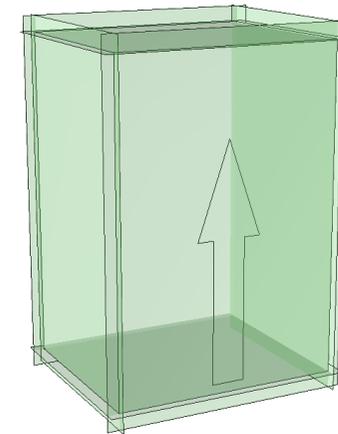
Create a driver block on the absolute coordinate system.



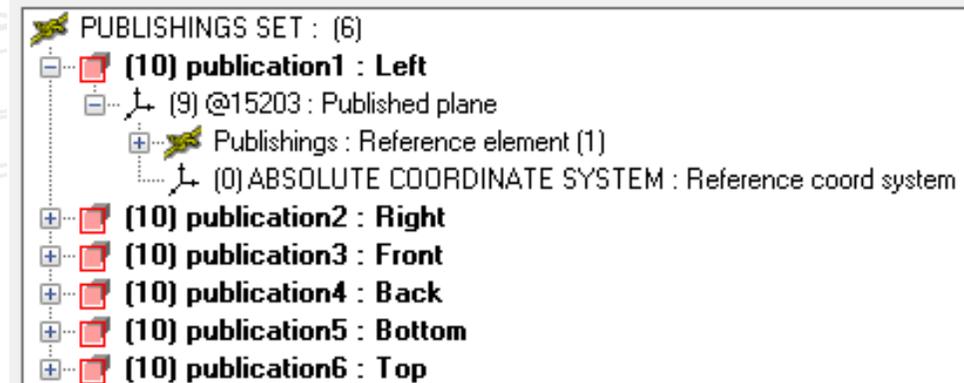
Create an alternative Set and include the driver block.



Define auto publishings on the alternative set



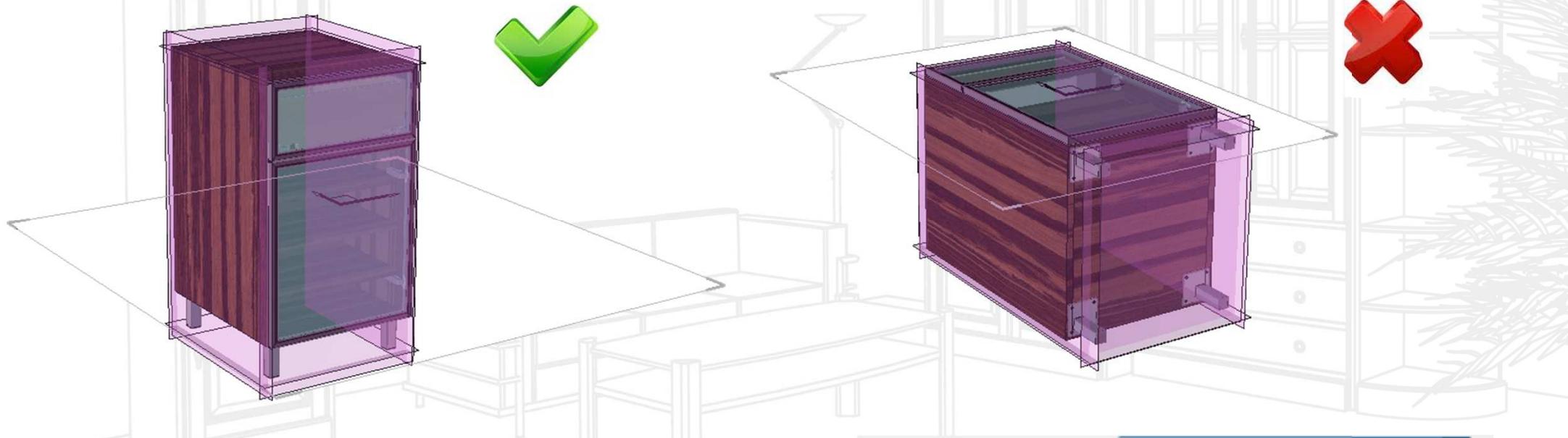
The publishings are using the predefined names in tool option.



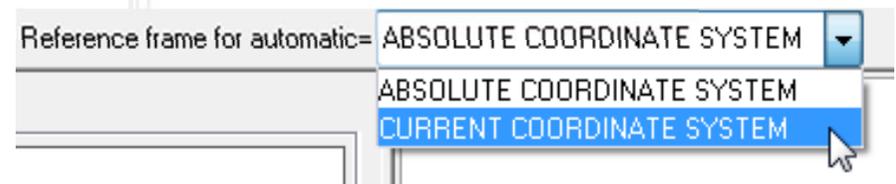
# Automatic Publishing creation

It's very important to check that the orientation Left/Right/Front... of publishings are the same on all the different components you wish to interchange.

Try to use the absolute coordinate system as a virtual ground reference when you start a new top file. Then you can always use auto publishing on the Abs CS and avoid problems of orientation when interchanging.



You can select the current CS to generate publishing if the absolute one is not matching with the good orientation.

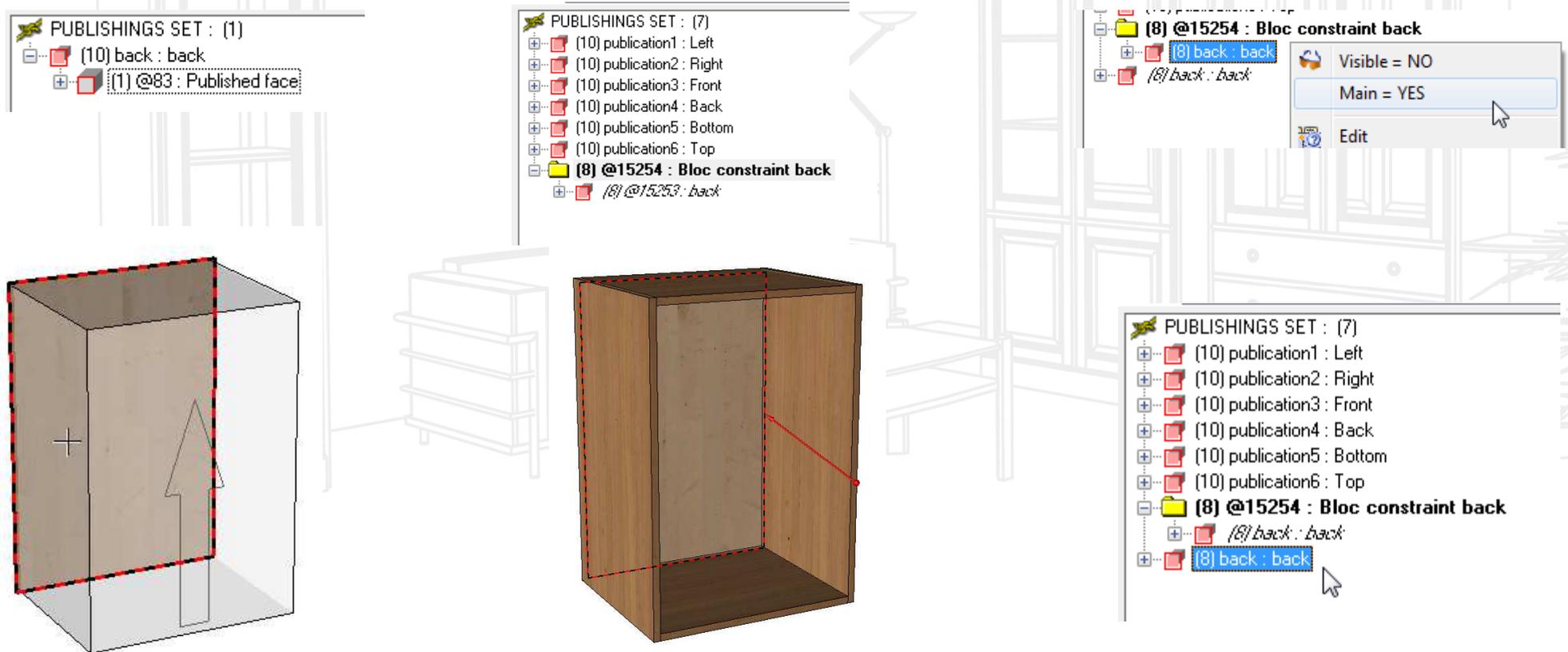


# Publishing from a component

In a file, we define as publishing a face with the name “back”.

When you include this component, you can see that the face is automatically added to the PUBLISHING SET.

You must set as Main=Yes if you want to be able to hook on it and guaranty a good further interchange.



# Manual Publishing creation

It is also possible to create manual publishing on Face/ Coordinate system or on Edge/Curve.

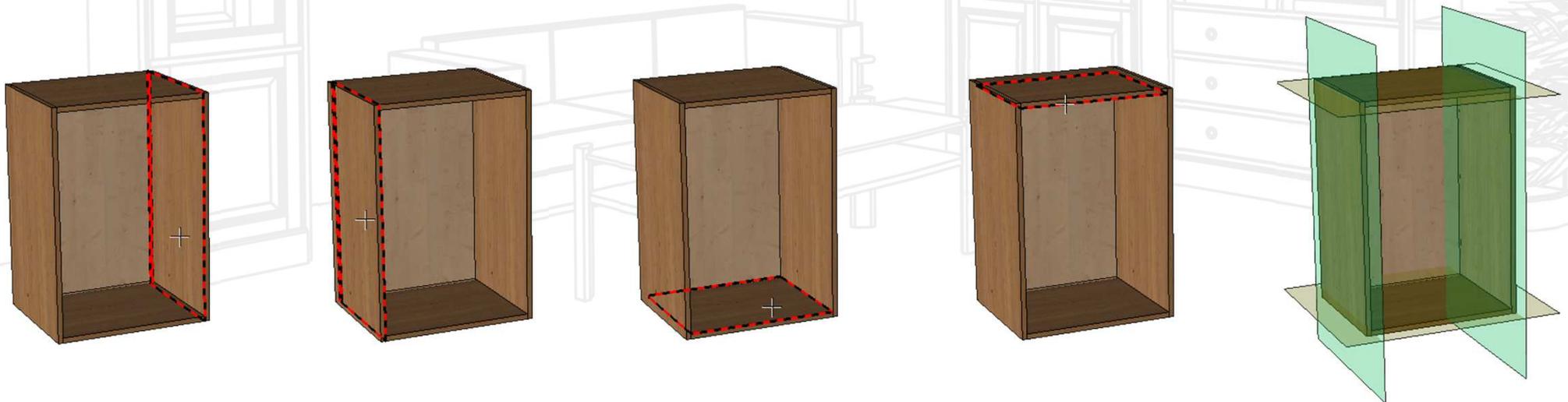


Manual publishings are interesting when you want to hook on faces which are different than the one resulting from the enclosing box used with the option AUTOMATIC.

If you want to include a door inside the cabinet and if you want to be able to interchange the cabinet, then you have to publish the required faces ( the inside faces of the cabinet).

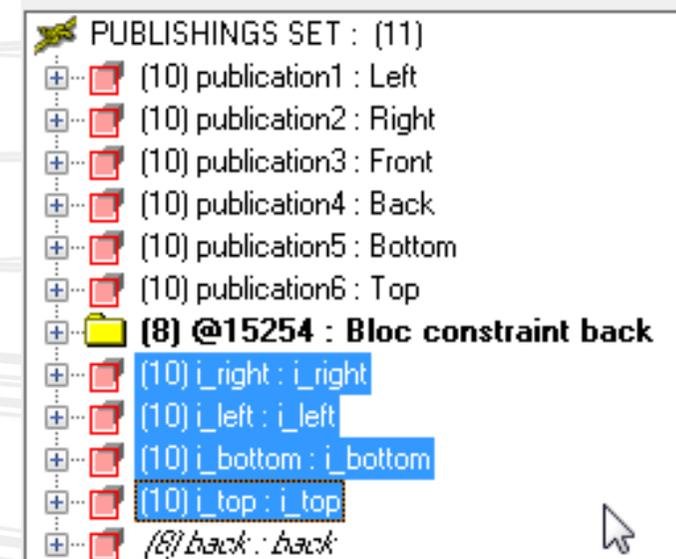
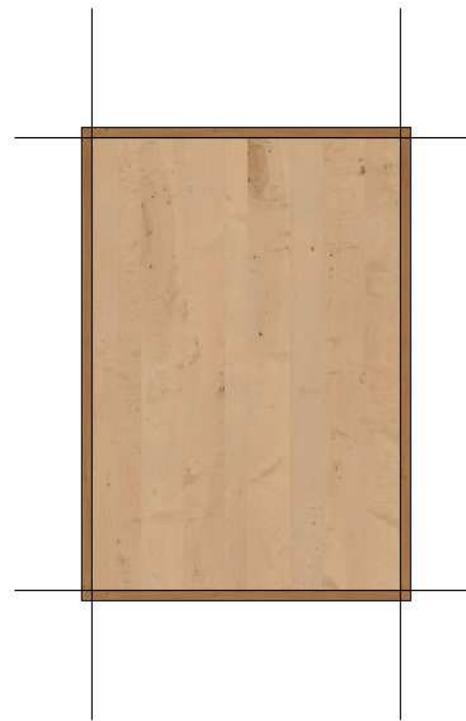
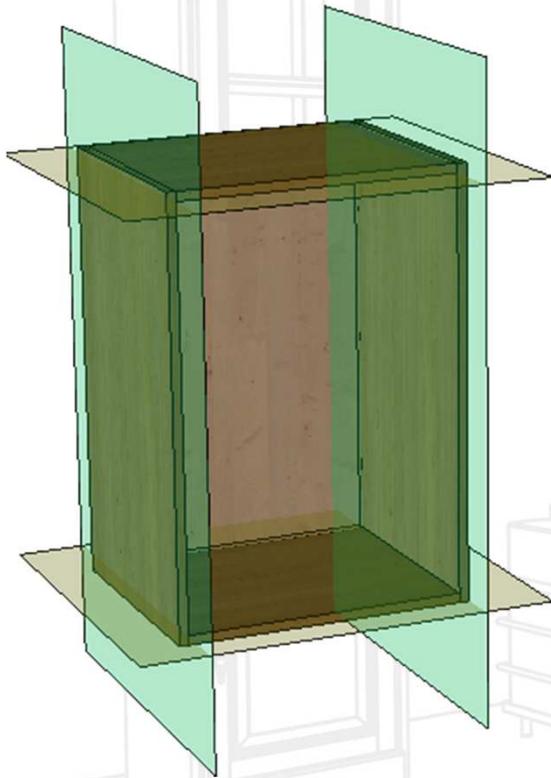


Published faces only work on part's faces belonging to the Main set.



# Manual Publishing creation

The name of the manual publishings must be the same between files in order to be able to interchange the component .

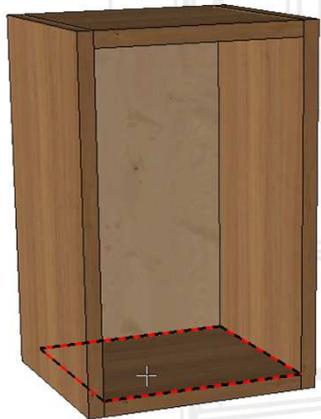


The error message unable to import publishing means that the part you used is not in the main SET. Published coordinate system does not have this limitation.

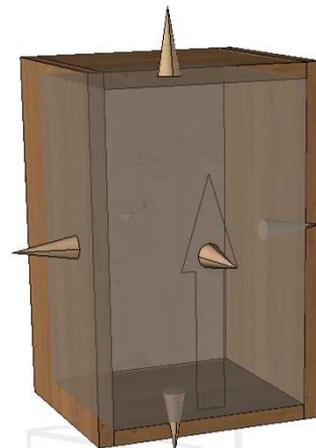


## 1<sup>st</sup> Example

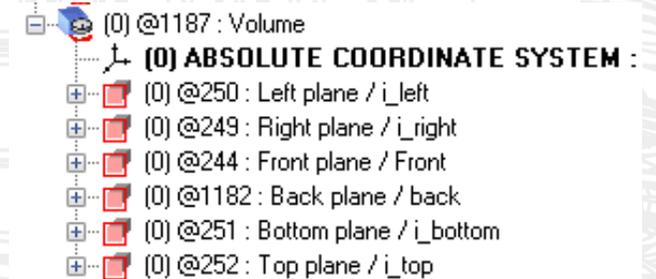
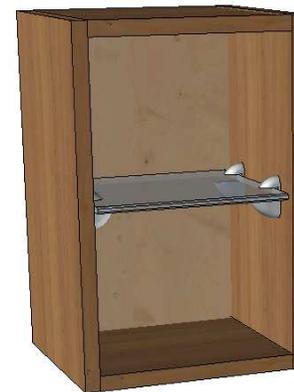
Picking the face



Geometrical analysis



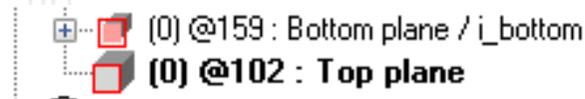
Hooking on faces or publishing following the result of the geometrical analysis



In this example the Hooking is secured for interchange, all faces are linked on a safe destination.

There is 2 different icons :

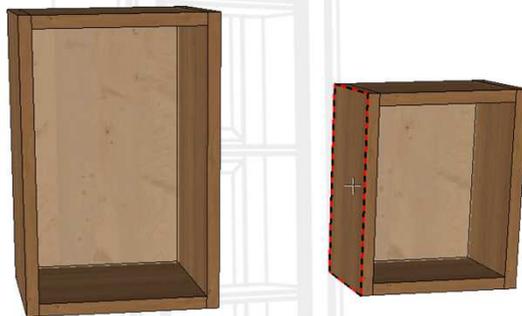
one when the bloc use publishing.  
one when the bloc use the face.



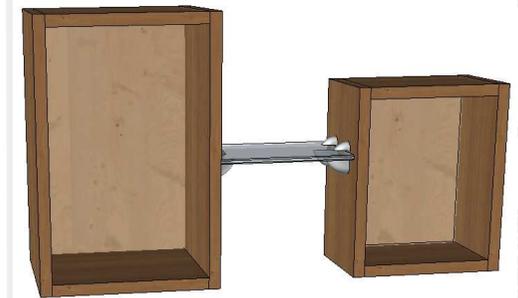
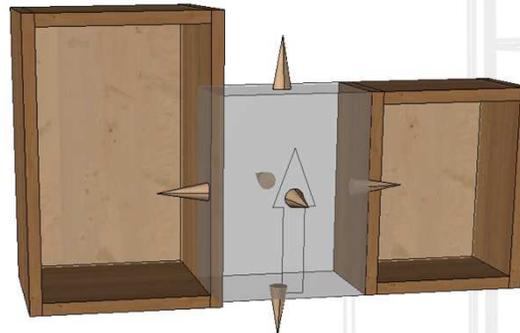


## 2<sup>nd</sup> Example

Picking the face



Geometrical analysis



Hooking on faces or publishing following the result of the geometrical analysis

- Drivers
- [0] @1104 : Volume
- (0) ABSOLUTE COORDINATE SYSTEM :
- [+] [0] @151 : Left plane / Right
- [+] [0] @242 : Right plane / Left
- [+] [0] @244 : Front plane / Front
- [+] [0] @245 : Back plane / Back
- [+] [0] @246 : Bottom plane / Bottom
- [+] [0] @247 : Top plane / Top

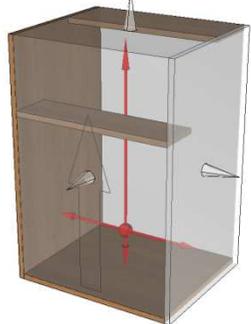
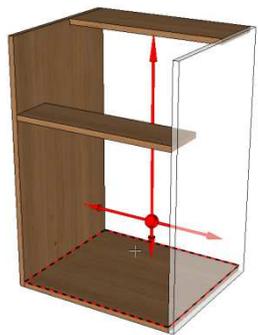
In this example the Hooking is secured between the two cabinets.

Interchanging one of the cabinets will keep the good associativity of the shelf.

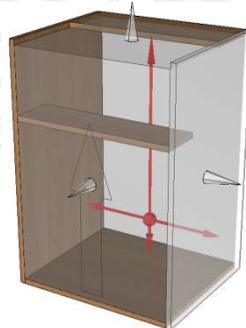
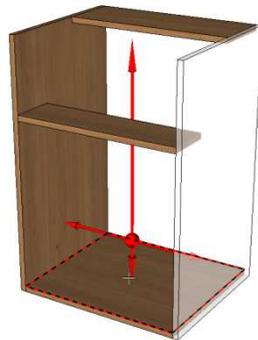
# Driver Block picking

The picked point is very important while creating a block driver, the result and the hooking will be related to the position of the picking.

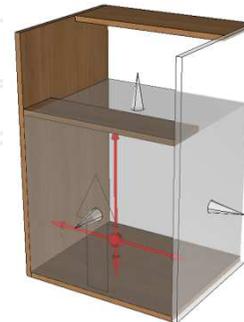
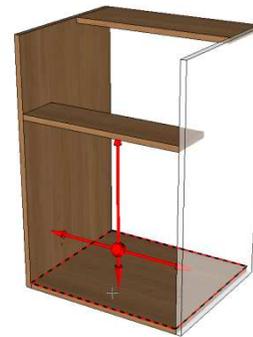
The function will analyse the surrounding parts and look for collisions faces and give priority to published face or CS if found, if not, it will hook on the face.



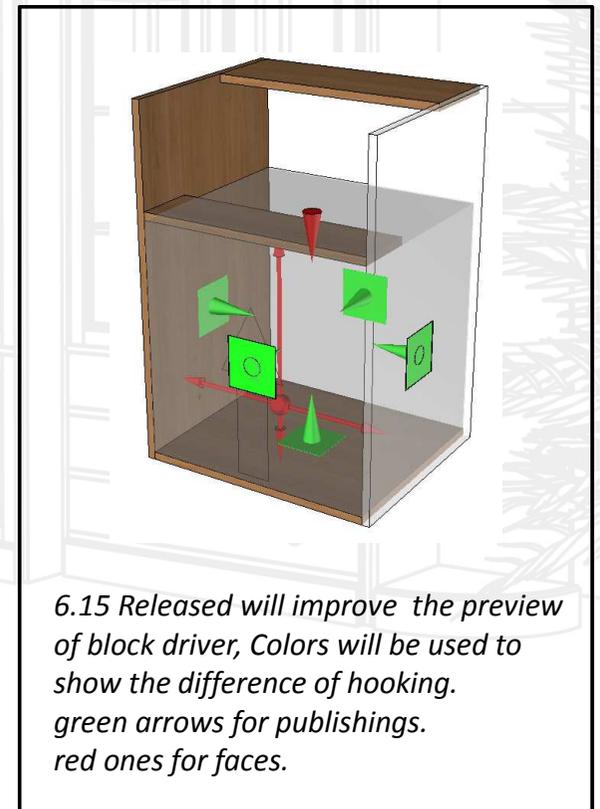
Hook on the outside



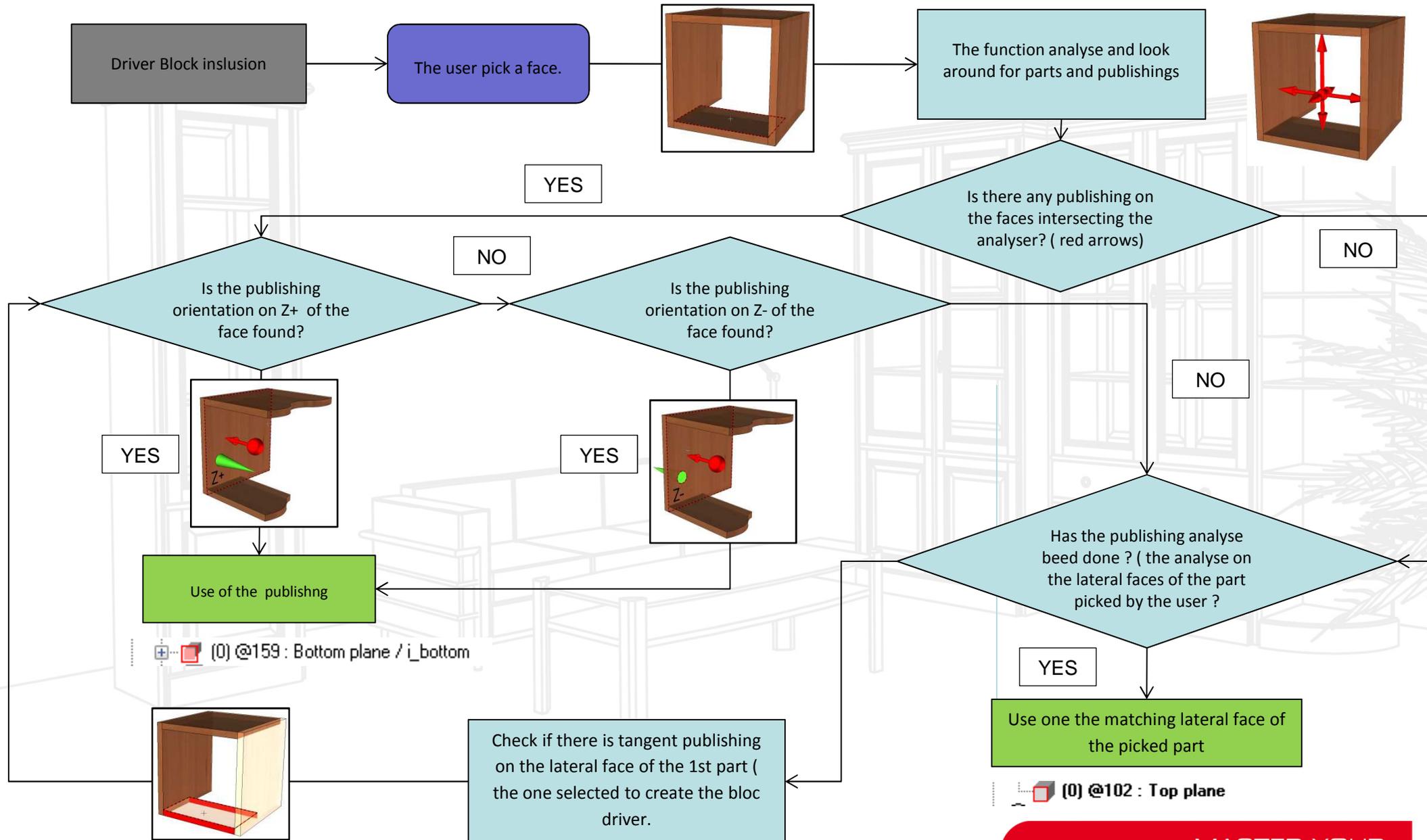
Hook in the inside



Hook in the divider



# If you want to be an expert...



# Driver Block hooking process

The picking was in the top bottom face. Because of the offset the block hook on the back face.



The picking was in the top face. Because there is no shape the block look for publishings tangent to lateral face of picking and hook on the publishings 3 and 4.





**End**

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