
DRAFTING

Exploded Views

3D Model

Turn on Model Tree Features

(This will permit use of the Local Coordinate System for Movement Direction)
Settings --> Tree Filters [*] Features

Create a new Exploded View

View --> View Manager
[Explode tab]
[New tab], enter new view name
[Close]
view will indicate EXPLD STATE:{your view name}

Move Components to Create Exploded View

Settings --> Tree Filters [*] Features
View --> Explode --> Edit Position
(Motion Reference) Csys, Select Coordinate System from Tree
Select movement direction [X] [Y] [Z]

(Motion Increments) (Transition) 1 inch increments

(If you'd like sub-assy to remain intact):
[Preferences] [*] Move With Children [Close]

(Selected Component)
Select component or sub-assy to move

Save Current View Layout to Exploded View

View --> View Manager
[Explode tab]
[Edit]
Update
[Close]

Drawing -----

Create or Modify a View to the Exploded Configuration

Properties
View States
[*] Explode components in view
Assembly explode state = {your exploded view name}