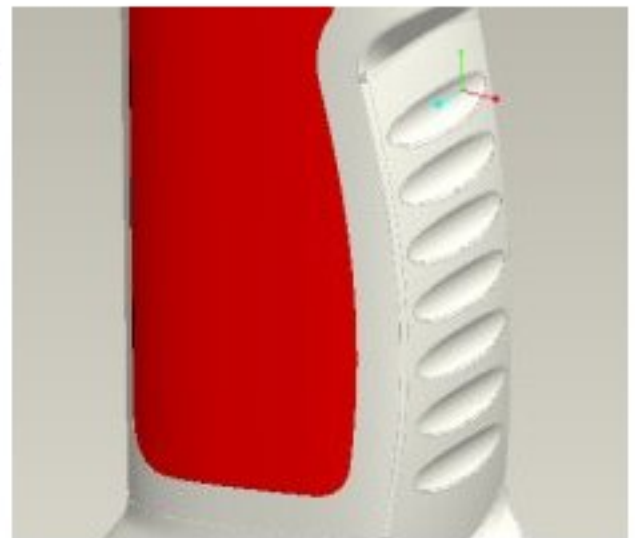


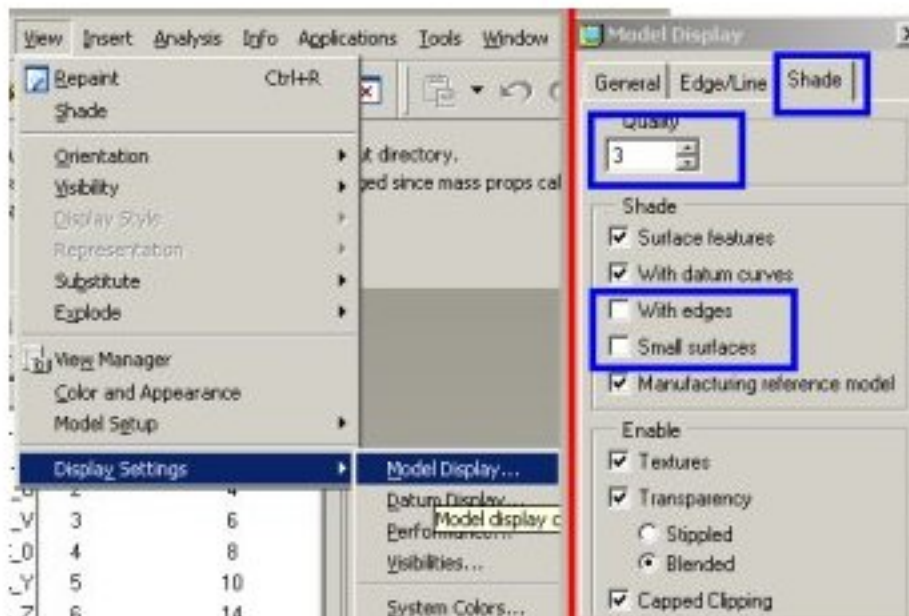
This Chapter of Tips&tricks introduces:

- *how to configure display of Pro/E to set best environment while working with surfaces
- *how to obtain "black edges" display in Pro/E

By default Pro/E decreases number of details displayed on screen. This is good if You consider performance but not enough while working on "curved" shapes.



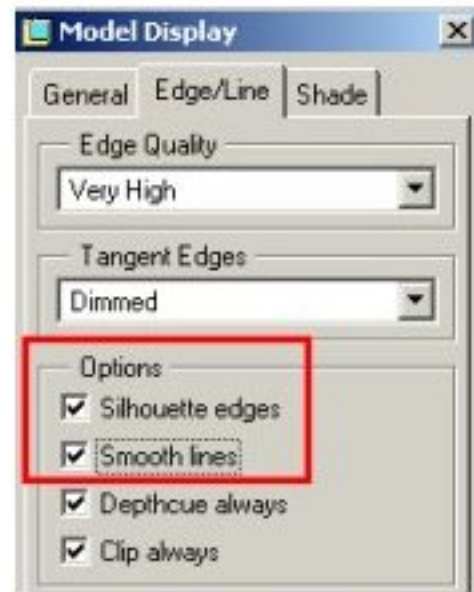
To change default display setting turn on Model Display menu" View > Display Settings > Shade - this lap contain interesting settings



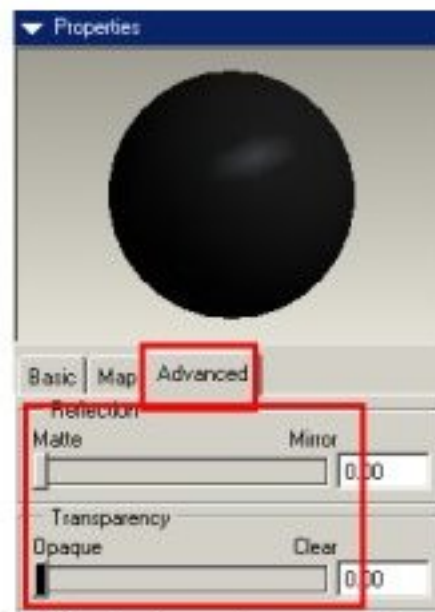
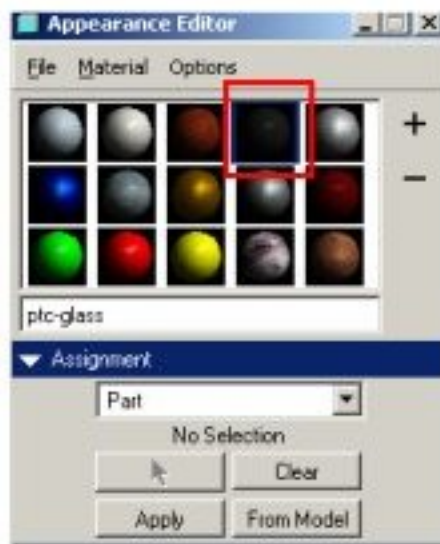
In the "Quality" field insert following value - 10.

Mark options:

- *With edges
- *Small surfaces



The Quality of displayed geometry can be still tuned a little by use of following options in Edge/Line lap: Silhouette edges and Smooth lines as in picture above.



Choose black Color. In "Advanced" change the settings for "Reflection" i "Transparency" as it is introduced on the picture.

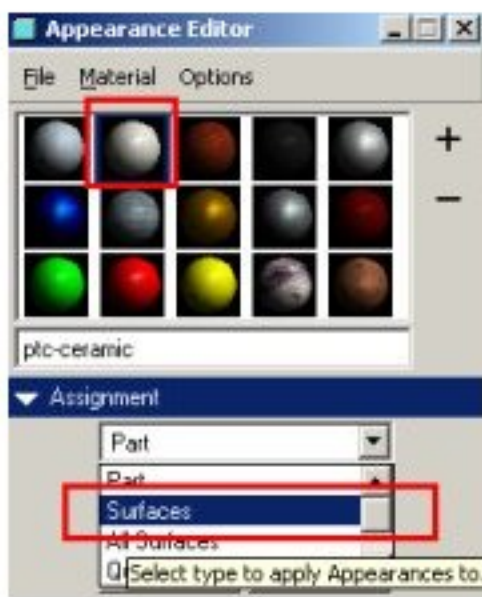
Then apply this color for whole part Part > Apply

Fairly interesting trick possible to be done in Pro/E is displaying black edges(the colour could be different).

To have set this, firstly skip to View > Color and Appearance menu

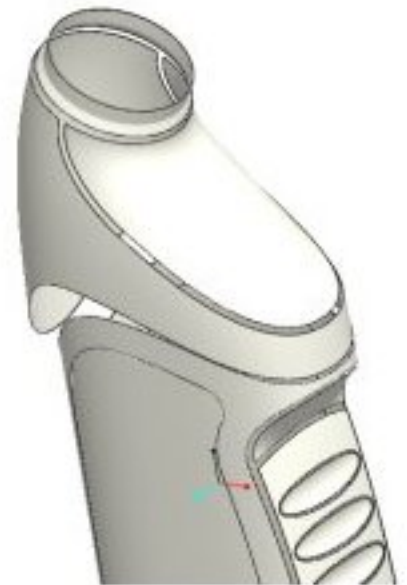


As a result to this, hole model will be displayed in black. Yeah, it is still not as intended, but we are very close



Choose now another color from available pallet.

Change "Assignment" to Surfaces, pick one, RMB > Solid Surfaces, Apply intended color for model!



As a result all edges apart of tangent ones, will be displayed in black color. However there is disadvantage of using this method. All changes introduced in to the model after this trick will result with black surfaces.