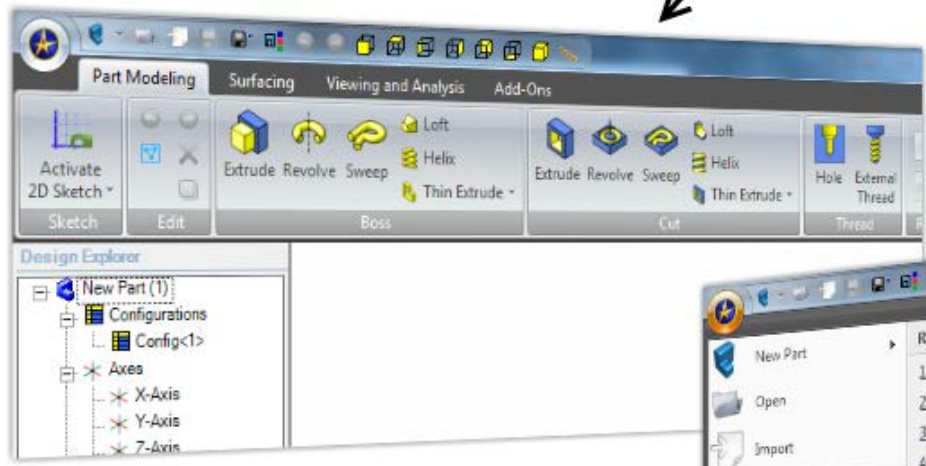


# Alibre Design 2012

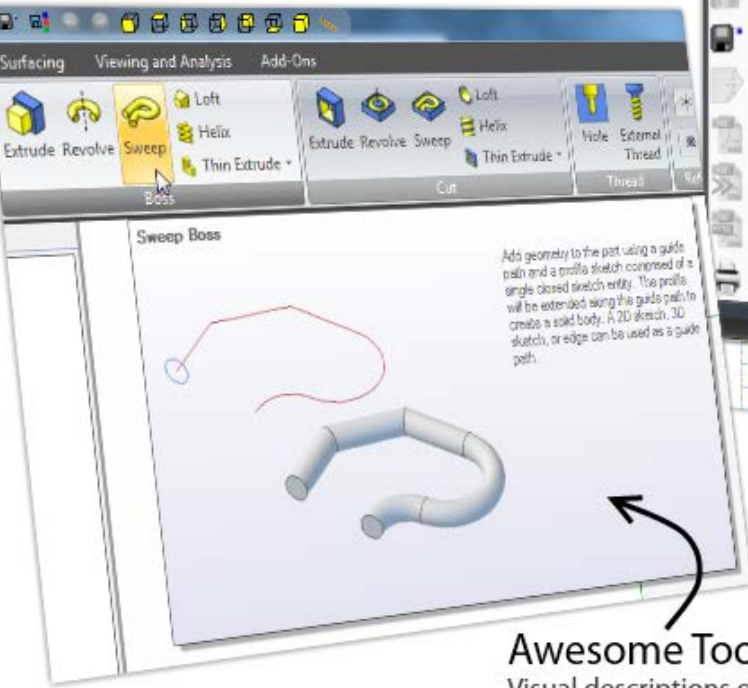
## Feature Brochure

LISTA STUDIO srl  
www.lista.it  
Borgo Belvigo 33  
36016 Thiene Vi Italy  
tel. 0445,382056 info@lista.it

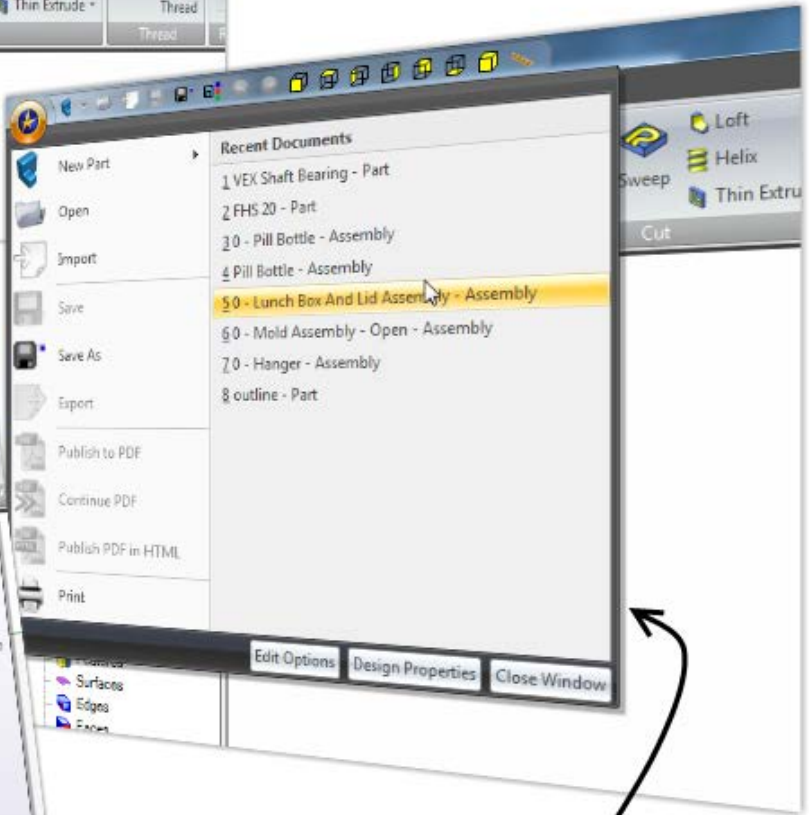
This document is not comprehensive. Certain features have yet to be added, such as new Surfacing tools.



**New Ribbon Interface**  
 Completely redone ribbon interface provides quick access to applicable tools instantly. You may use traditional toolbars instead if you wish.

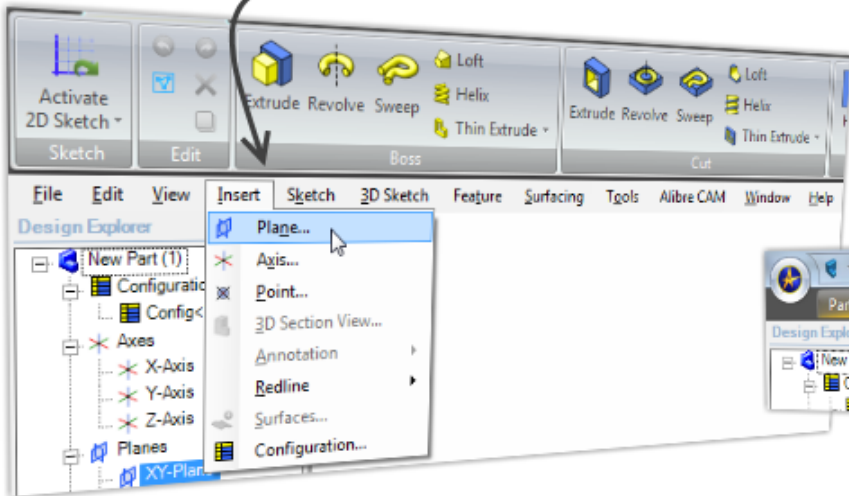


**Awesome Tool Tips**  
 Visual descriptions of tools.

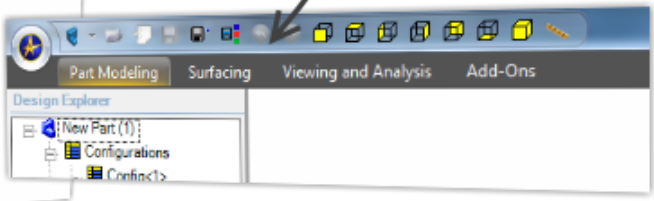


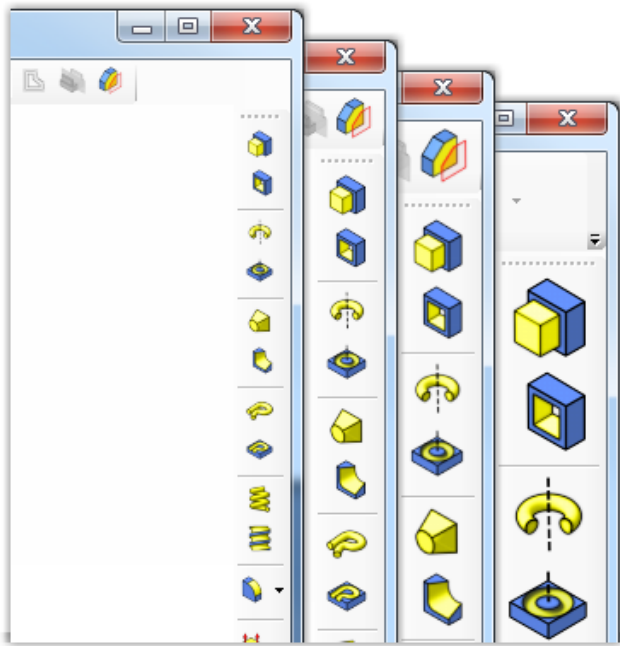
**Gem Menu & Expanded MRUs**  
 Options, Design Properties, and more MRUs in one beautiful menu.

**Traditional Menu Still Available**  
 Just Press "Alt" and the old menus pop up



**"Minimum UI" Mode**  
 Expand or contract the ribbon to get the largest possible work area.





### Customizable Icon Sizes

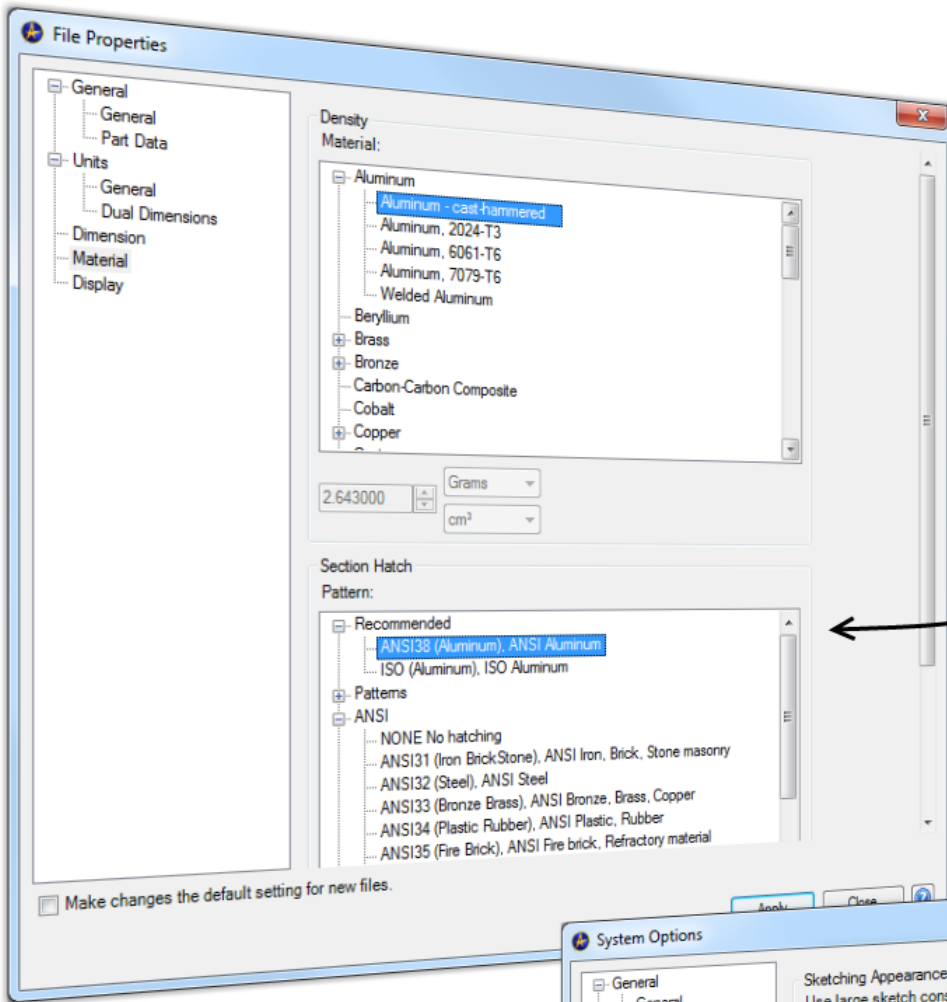
Users on high resolution monitors that want to use traditional toolbars can adjust the size of the icons to make everything more visible.



### Customizable Skins

Make the UI look how you want it.





### Set 2D Hatch Properties in the 3D Part.

Now items in 2D have correct hatch properties wherever they are used.



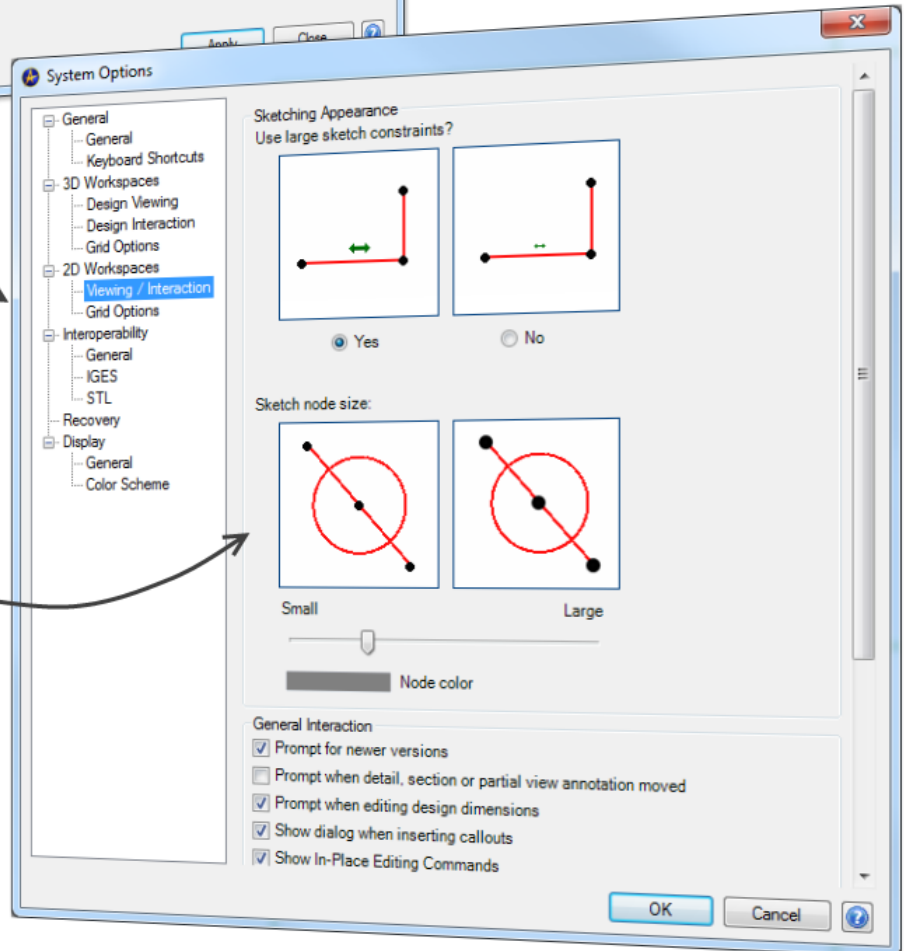
### Options Tree Replaces Tabs

New tree structure is easier to navigate and add to in the future.



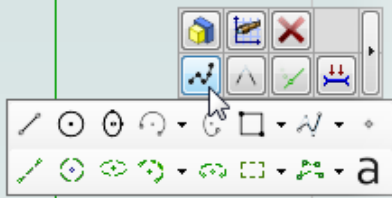
### Visual Options

Options that change the appearance of things now have visual previews.



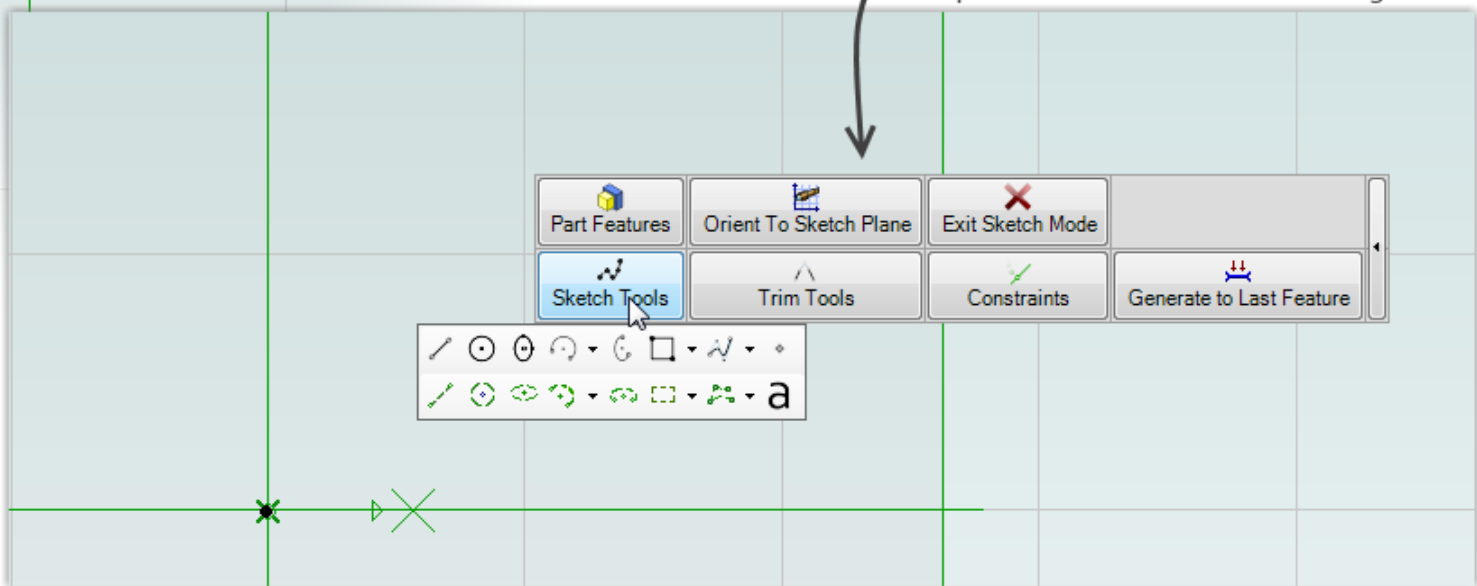
## New Cursor-Centric Menu

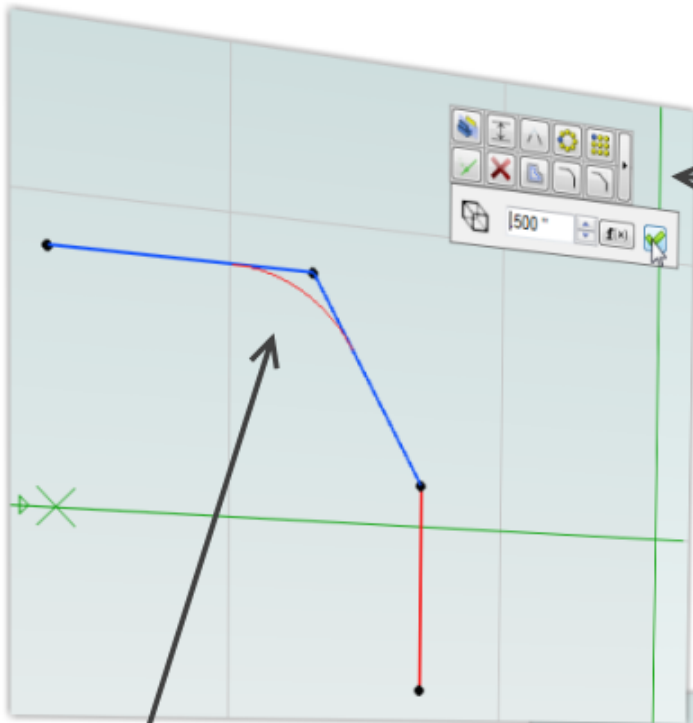
Click the Middle Mouse button at any time to pull up this menu. Easily change tools, enter features, and perform other common operations without ever leaving your design space.



## Expandable Menu

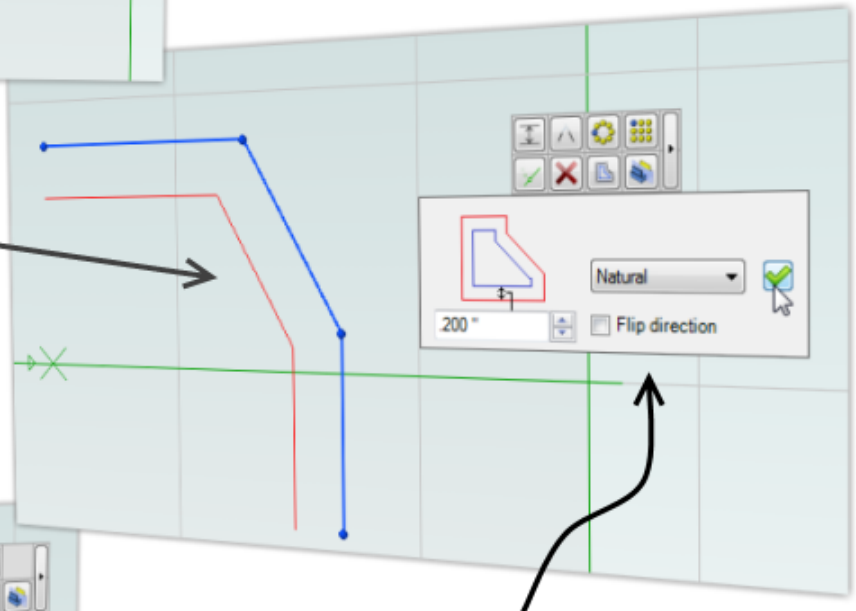
Still new? Use the expanded menu for text tips. Contract via the arrow on the right.



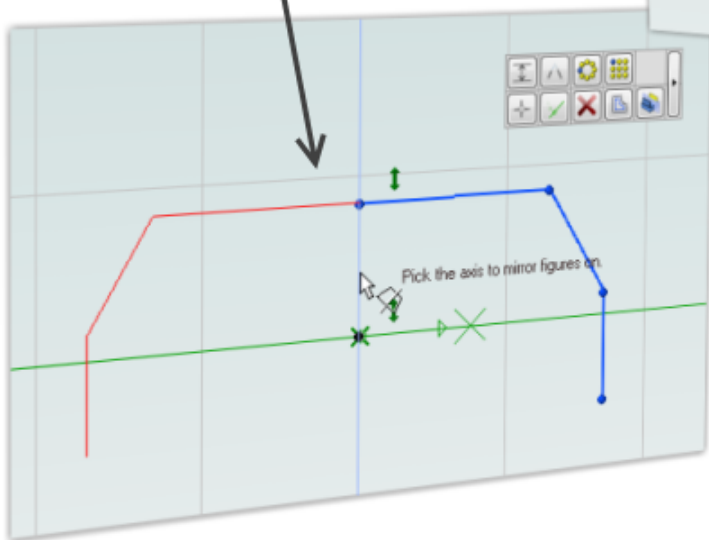


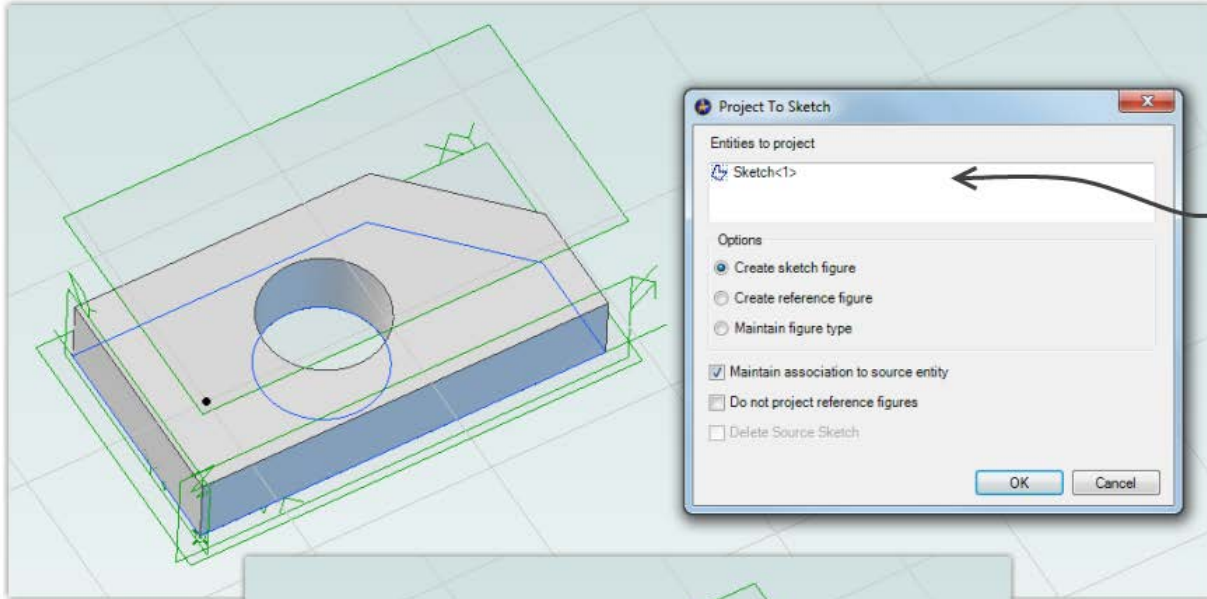
**Context Sensitive Menus**  
Based on what you select different combinations of tools will be shown. In this case there are 2 figures selected, so we'll add the Fillet and Chamfer tools.

**2D Realtime Previews**  
Chamfers, Fillets, Offsets, and Mirrors now have real-time previews.

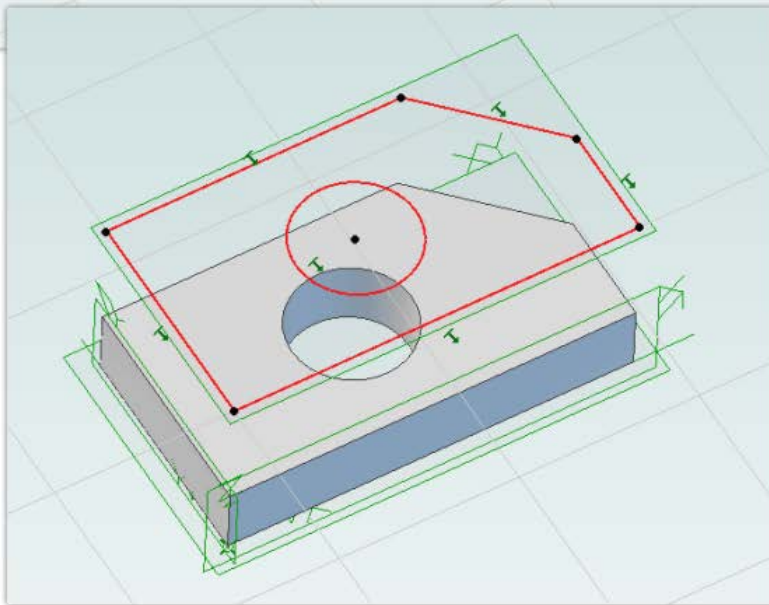


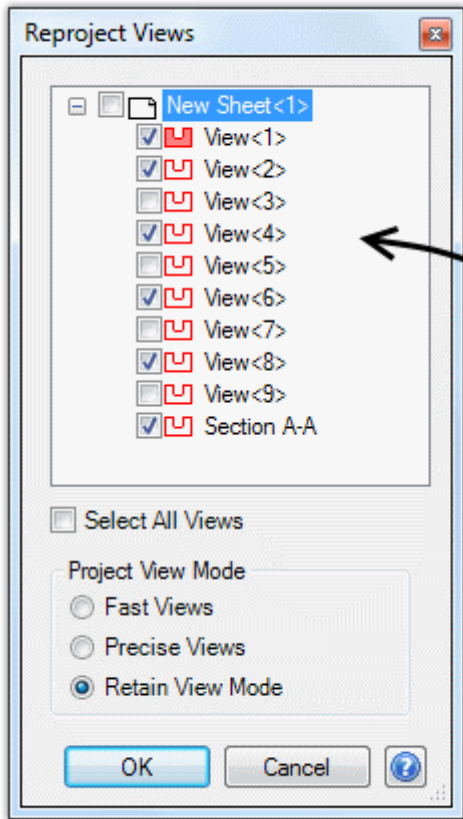
**Less Dialogs, More Direct Editing**  
Many tools on this menu completely replace their dialog equivalent, allowing you to do everything from the menu.





**Project Sketch to Sketch**  
Now you can project existing sketches to new sketches to drive new features. Associativity is optional.



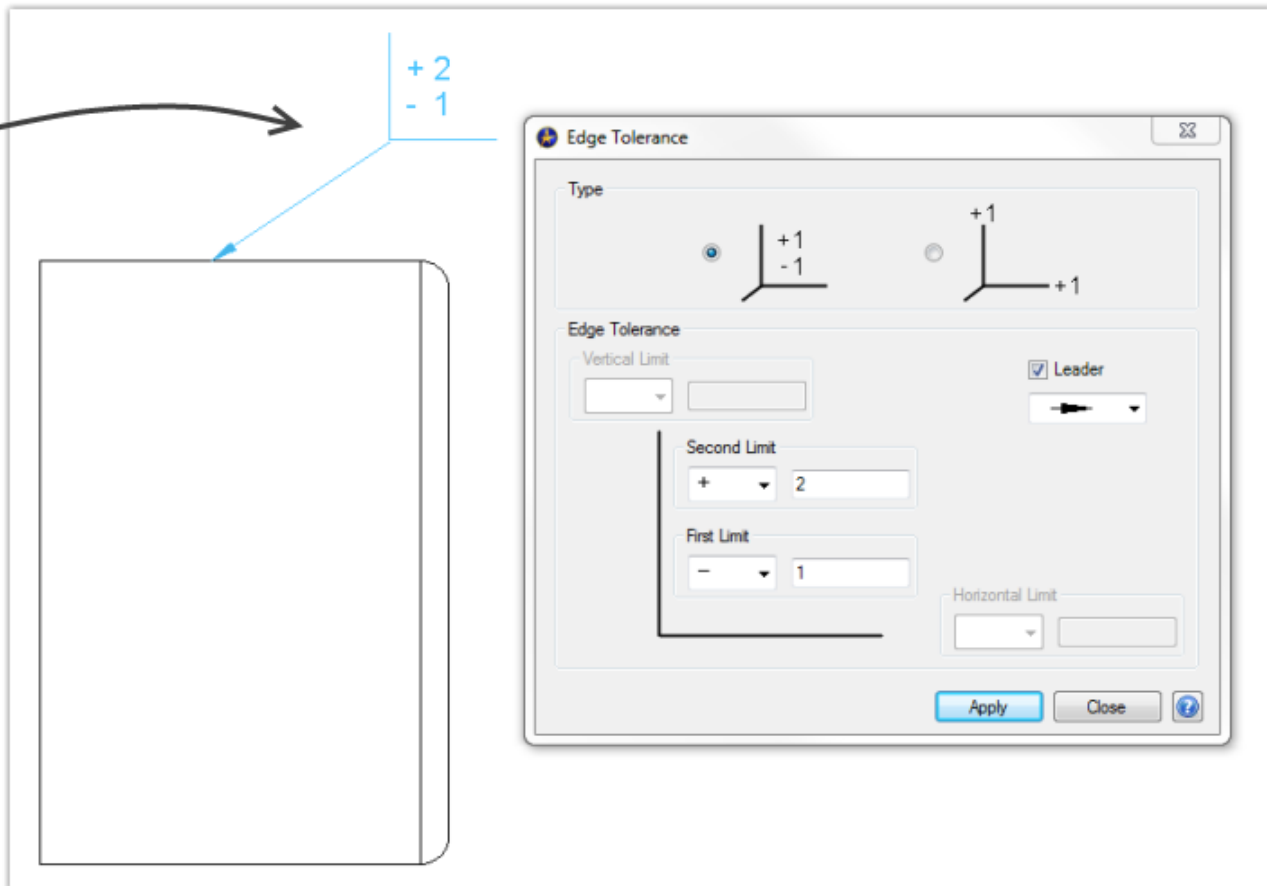


## Select Views to Reproject

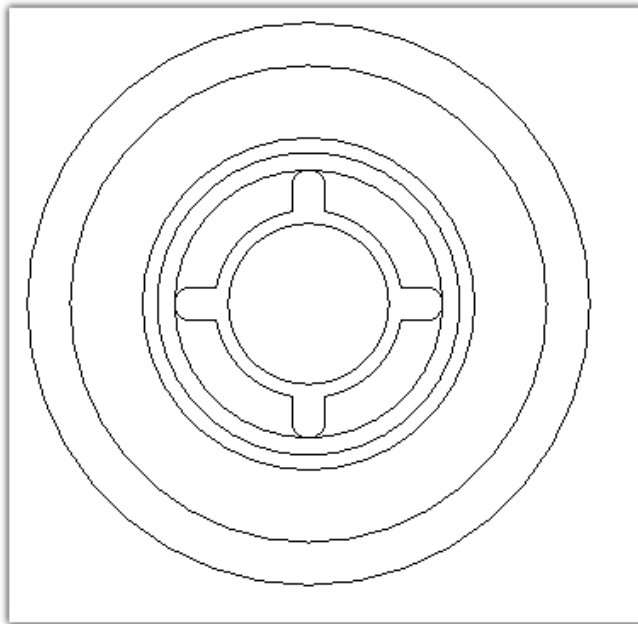
Ever made a change that's only shown in one drawing view, but you have to wait for all your views to reproject? No more! Select which views you want to reproject.

## Edge Tolerance

New support for the ISO 13715 edge tolerance family of annotations.

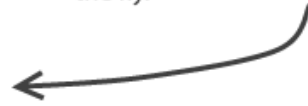




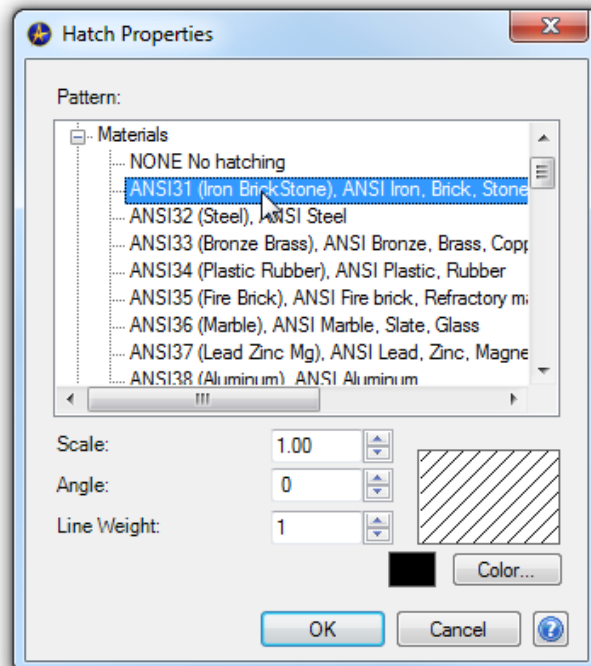
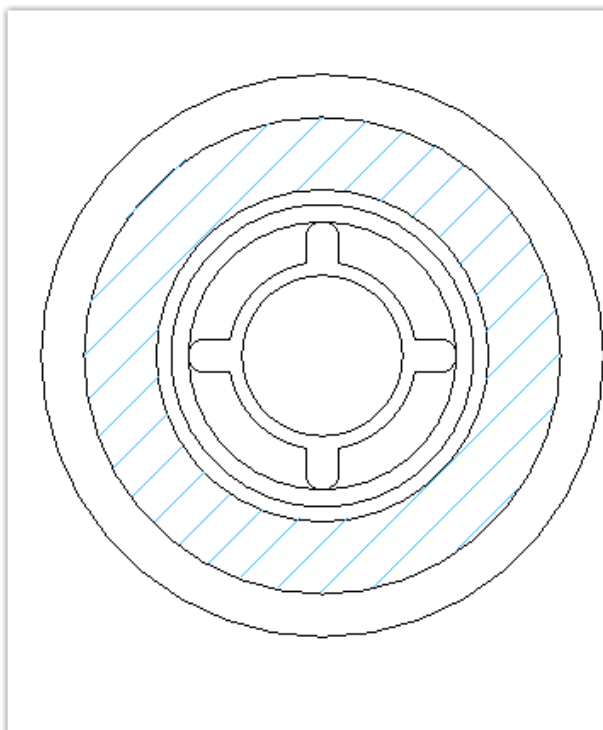
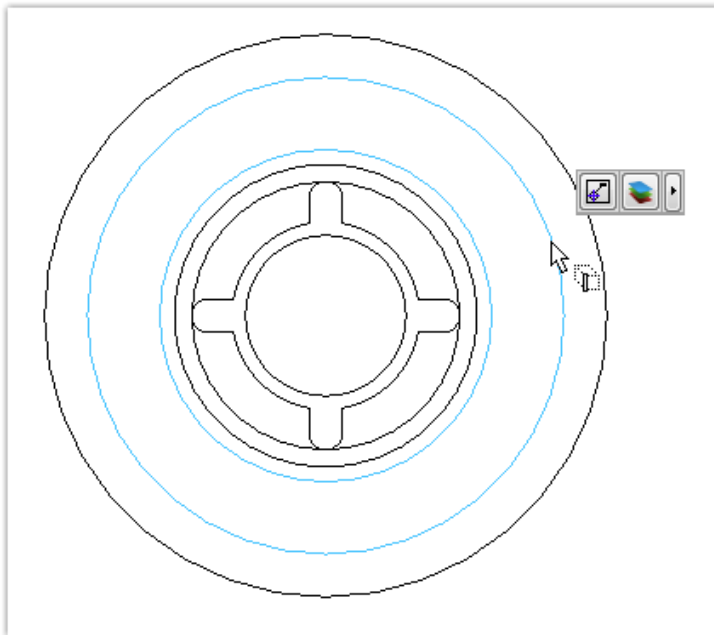
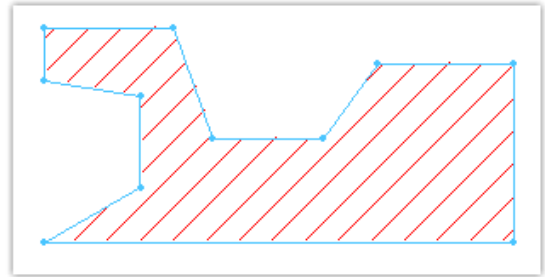


## Arbitrary Hatching in 2D

Now you can select projected figures and create arbitrary hatches between them, on the fly.

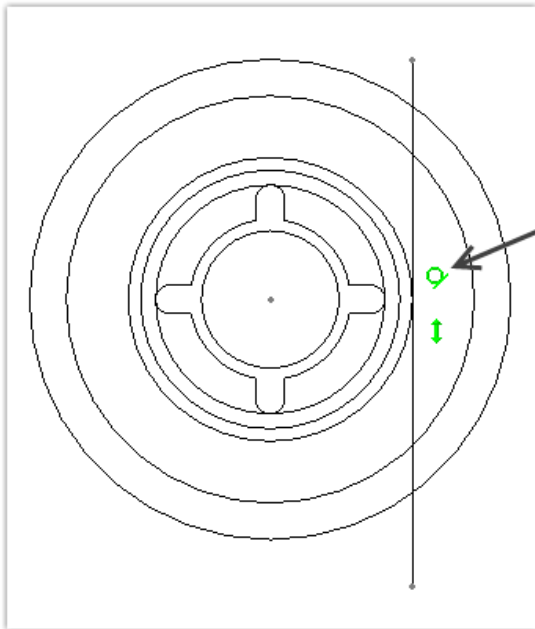
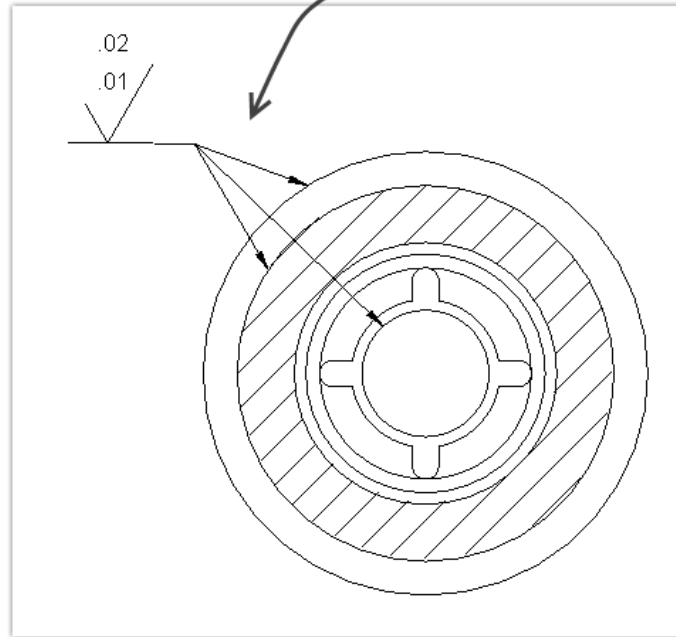


You can also draw your own figures and use the sketch as the boundary for a hatch.



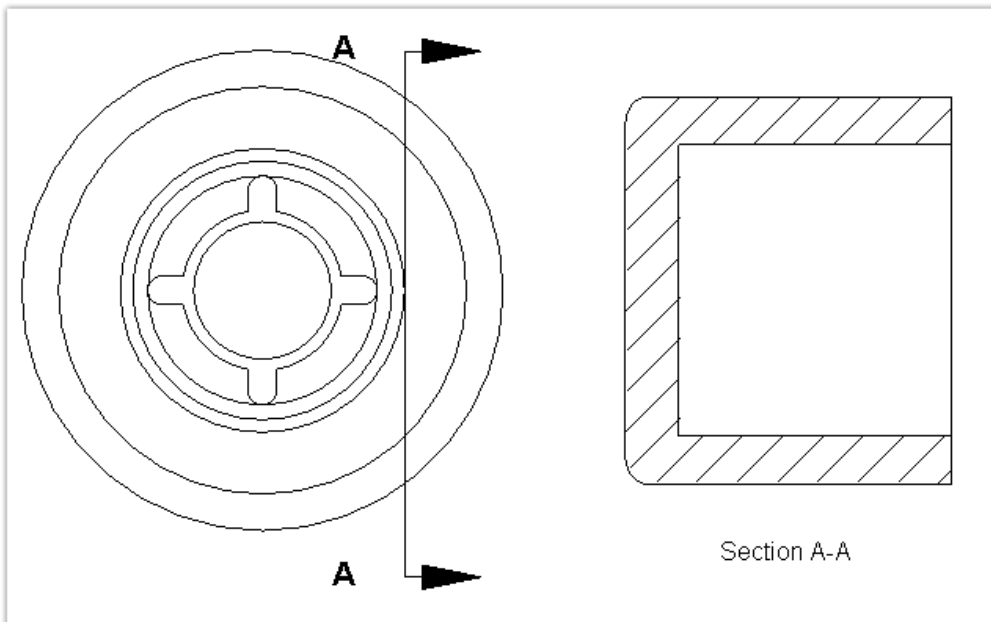
## Multiple Leader Lines for Annotations

Now you can create multiple leader lines for annotations that support leader lines.

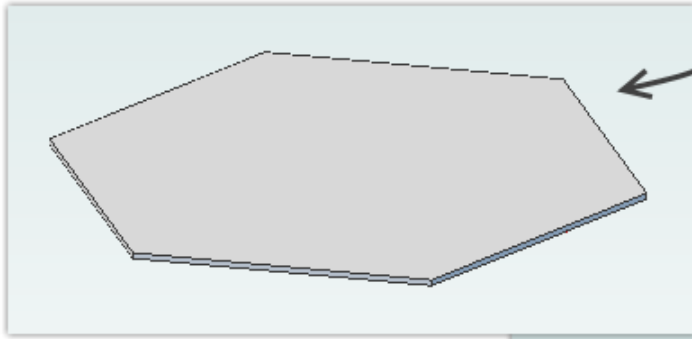


## Constraint Relationships Now Maintained for Custom Views

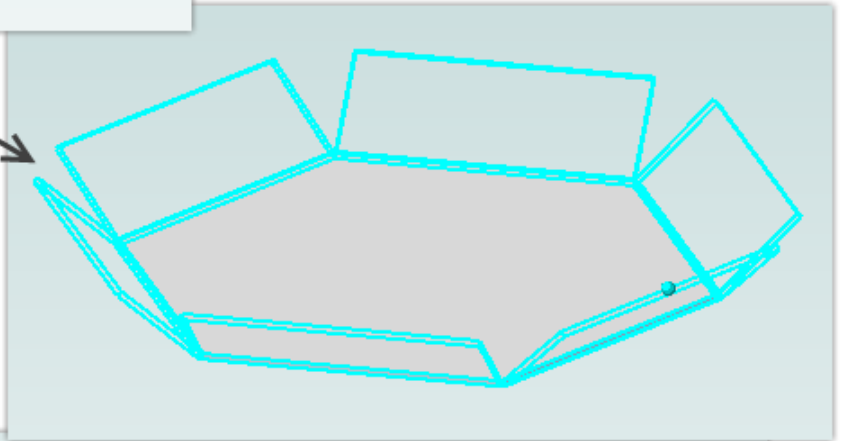
Now when you make sketch constraints on figures that define views, for example a section line, and apply constraints, they will be honored even if the view is updated. "Make this section line always go through the middle of the part", for example, is now possible. Applies to all custom views that are based on figures.



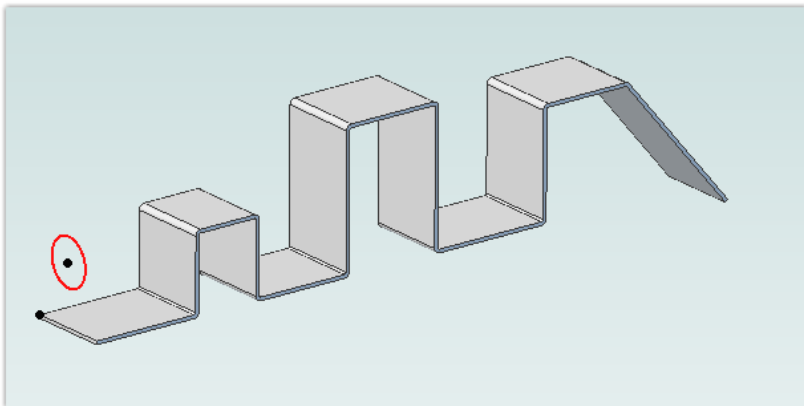
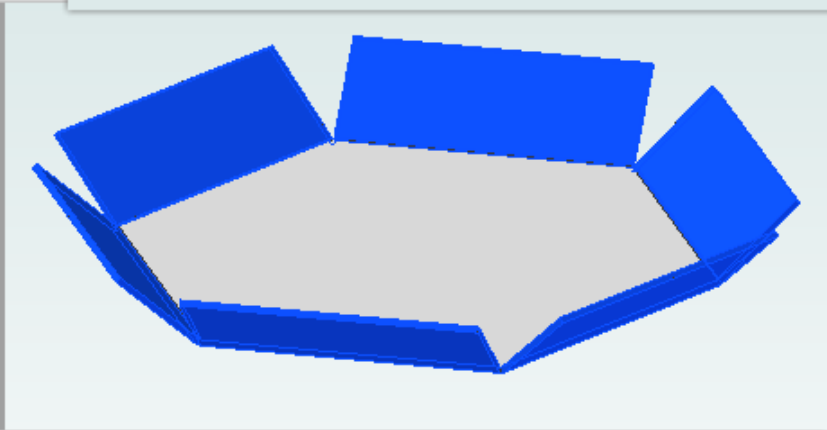
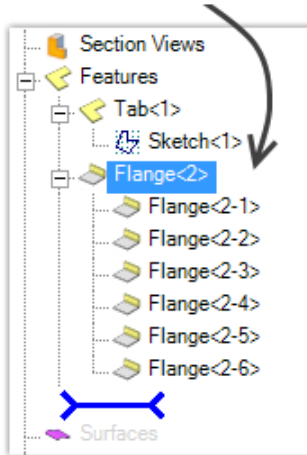
**Create Flanges on Multiple Edges**  
Now you can select more than one edge during flange creation.



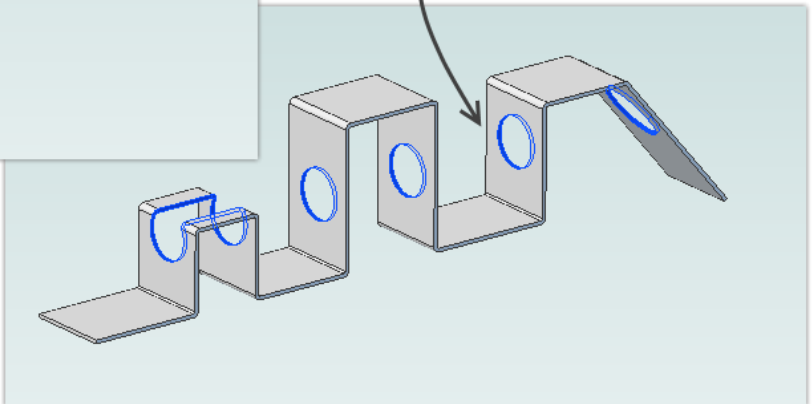
Previews for all flanges are shown.



**Manage Flanges as Groups**  
Multi-Flanges are editable from a single feature.

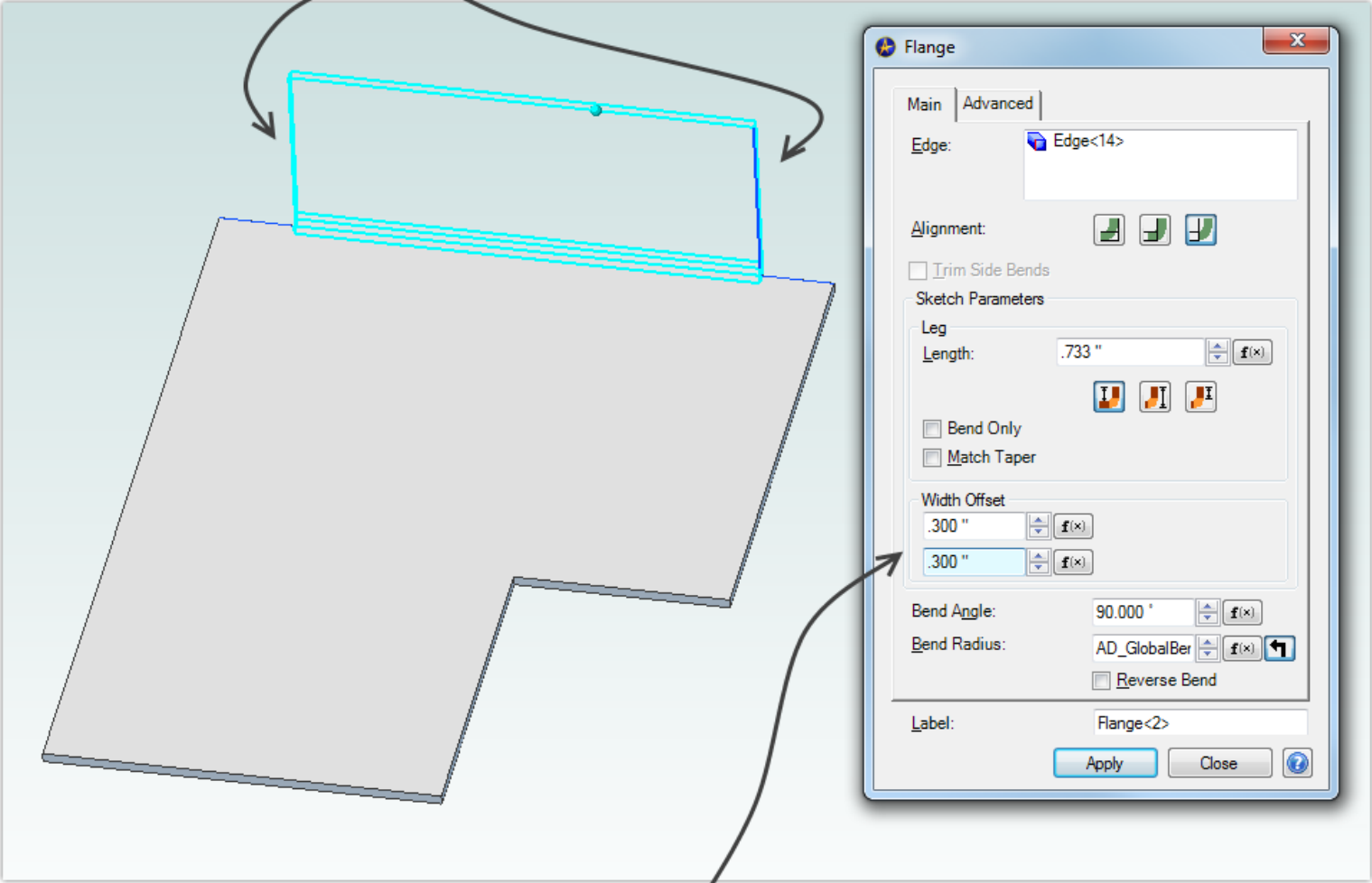


**Sheet Metal Cuts**  
Now you can use sketches to cut through any geometry, not just a flat face. No more unbending flanges to make cuts. No more guessing profiles. Cut through lofted flanges as well.

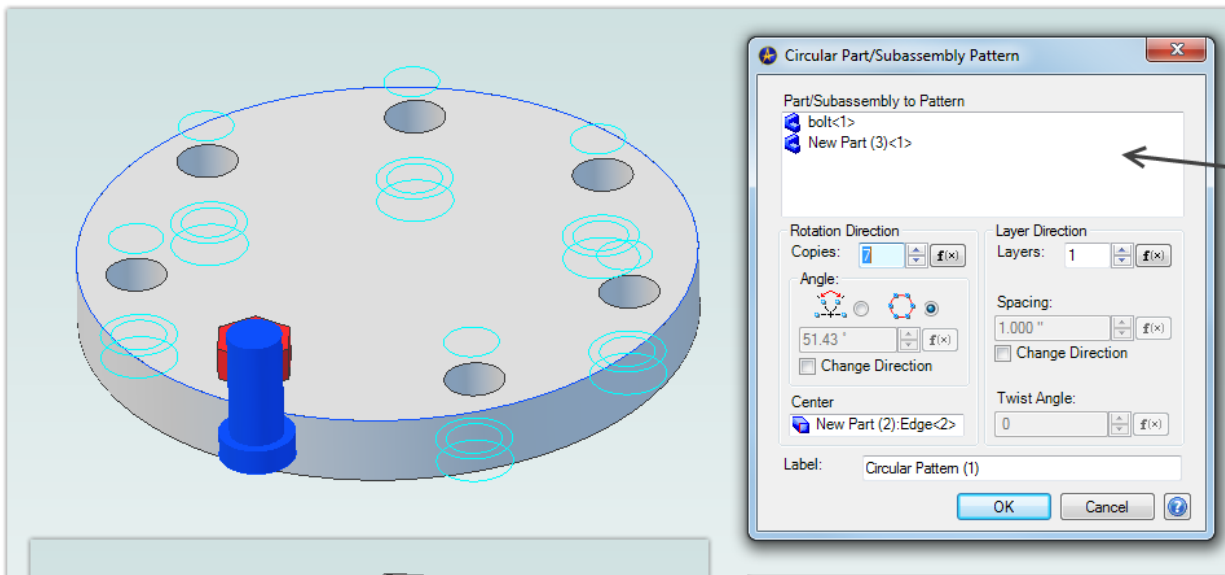


# Create Flange Offsets in the Dialog

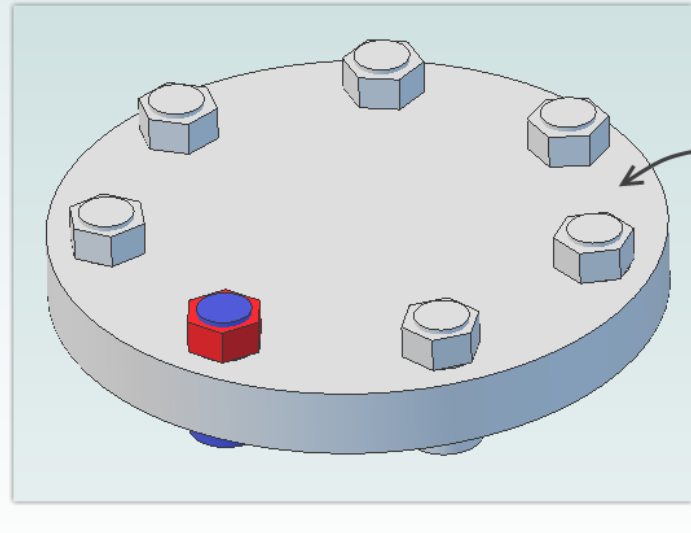
No more editing sketches after the fact. Do it all right here.



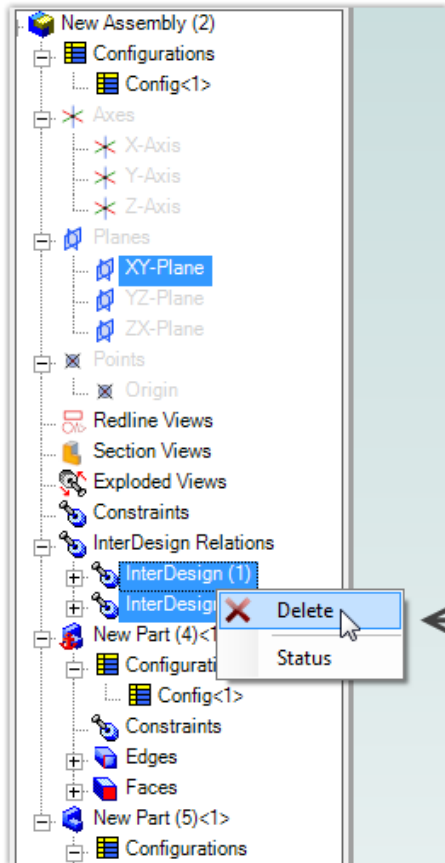
Change the Offsets Here



**Pattern Multiple Items in Assemblies**  
 Linear and Circular Patterns now support multi-part and subassembly input.



Instances Update if Original is Changed



**Inter-Design Constraint Visibility**  
 Now you can see and manage all interdesign constraints at the assembly level.