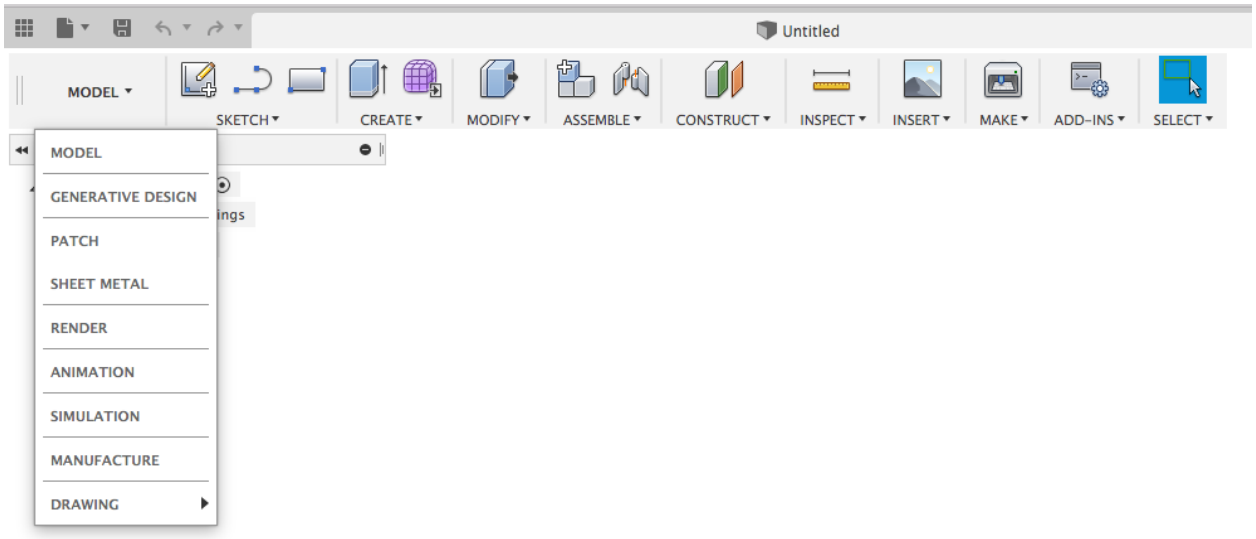
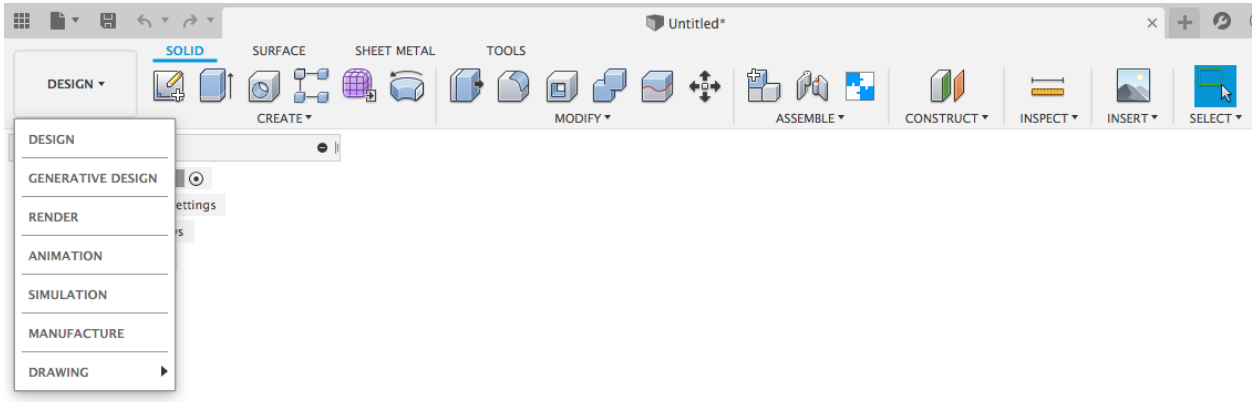
1. Workspaces

The new toolbar improves on the existing one giving the organization of tools a sense of hierarchy. We've also updated the names of a few environments so that they are more identifiable and relate better to the tools that belong in them.

The old toolbar had 9 workspaces: Model, Generative Design, Patch, Sheet Metal, Render, Animation, Simulation, Manufacture (previously called CAM), and Drawing.



The new toolbar now has 7 workspaces: Design (previously called Model), Generative Design, Render, Animation, Simulation, Manufacture, and Drawing.

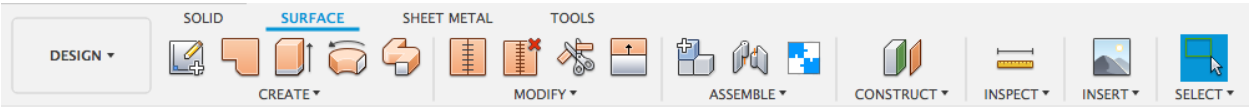


2. Tabs

So where did the 2 (Patch and Sheet Metal) workspaces go? The answer is tabs.

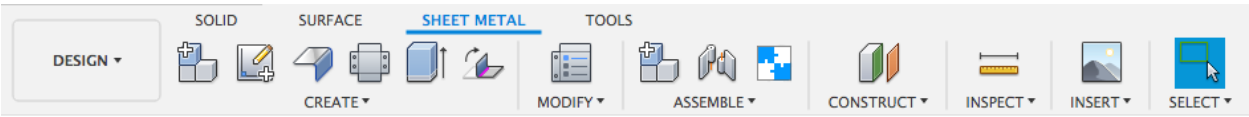
“Patch” is now Surface Tab

The Patch Workspace is now a tab called Surface within the Design workspace.



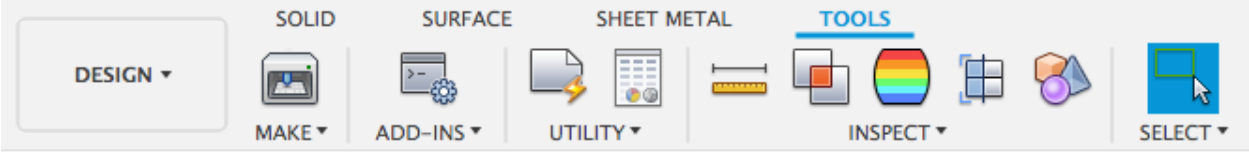
Sheet Metal Tab

The Sheet Metal Workspace is now also a tab called Sheet Metal within the Design workspace.



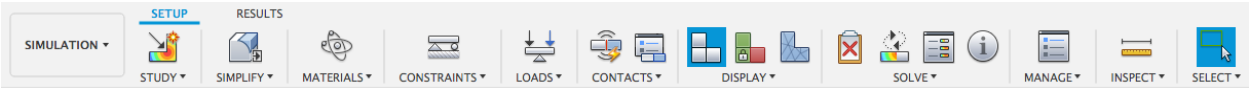
Solid tab now contains all of your modeling tools within the Design workspace.

Tools tab contains other commands like 3D Print and Add-ins.

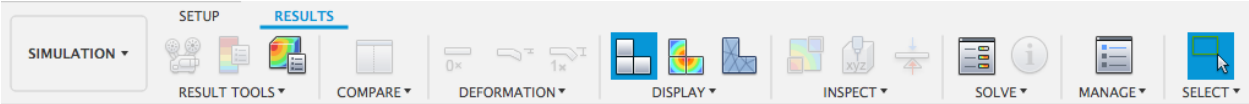


The simulation workspace has 2 tabs.

The setup tab contains all of your study setup tools.

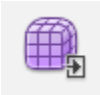


The results tablets your view of your study results.

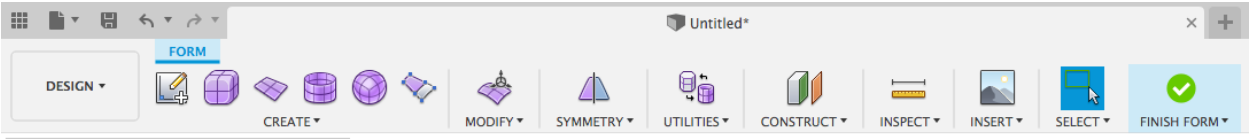


3. Contextual Tabs

Contextual tabs are tabs that become active in context to the command you invoke. They are not visible until the command they are associated with is selected.

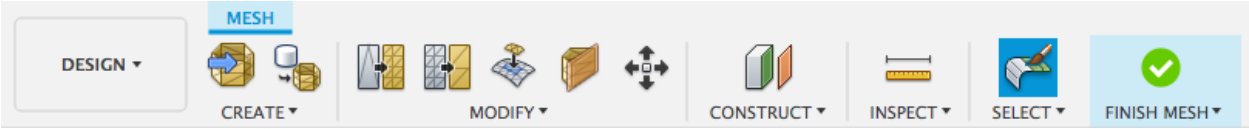


Form, previously known as Sculpt, is now also a contextual tab, and can be accessed within the Design workspace > Solid Tab > Create panel > **Create Form**.



Notice that contextual tabs are highlighted blue, and are the only tab visible. In the form tab, you'll find all of your form tools.

The **Mesh** environment is accessed the same way as Form. Design workspace > Solid Tab > Create panel > **Create Mesh.**

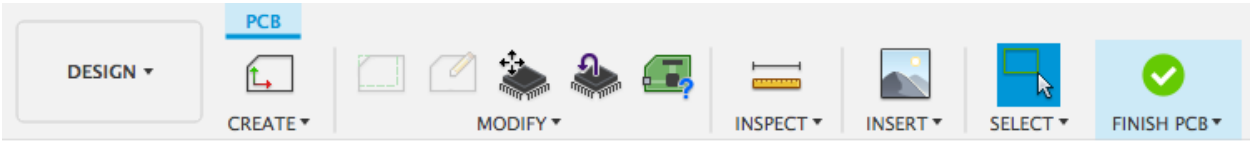


Base feature is accessed within the Design workspace > Solid Tab > Create Panel > **Create Base feature**.

Base feature is a direct modeling sandbox within a history modeling experience, and is also a contextual tab, however, it is slightly different in that Base feature gives you access to both

modeling tools as well as surfacing tools. This is why there is a Base feature Solid and Base feature Surface tab.

 The **PCB** environment is accessed the same way as Form. Design workspace > Solid Tab > Create panel > **Create PCB.**



 **Flat Pattern** can be accessed within the Design workspace > Sheet Metal Tab > Create Panel > **Create Flat Pattern**.

Edit Title Block can be accessed by double clicking the title-block of your drawing in the 2D Drawing workspace.

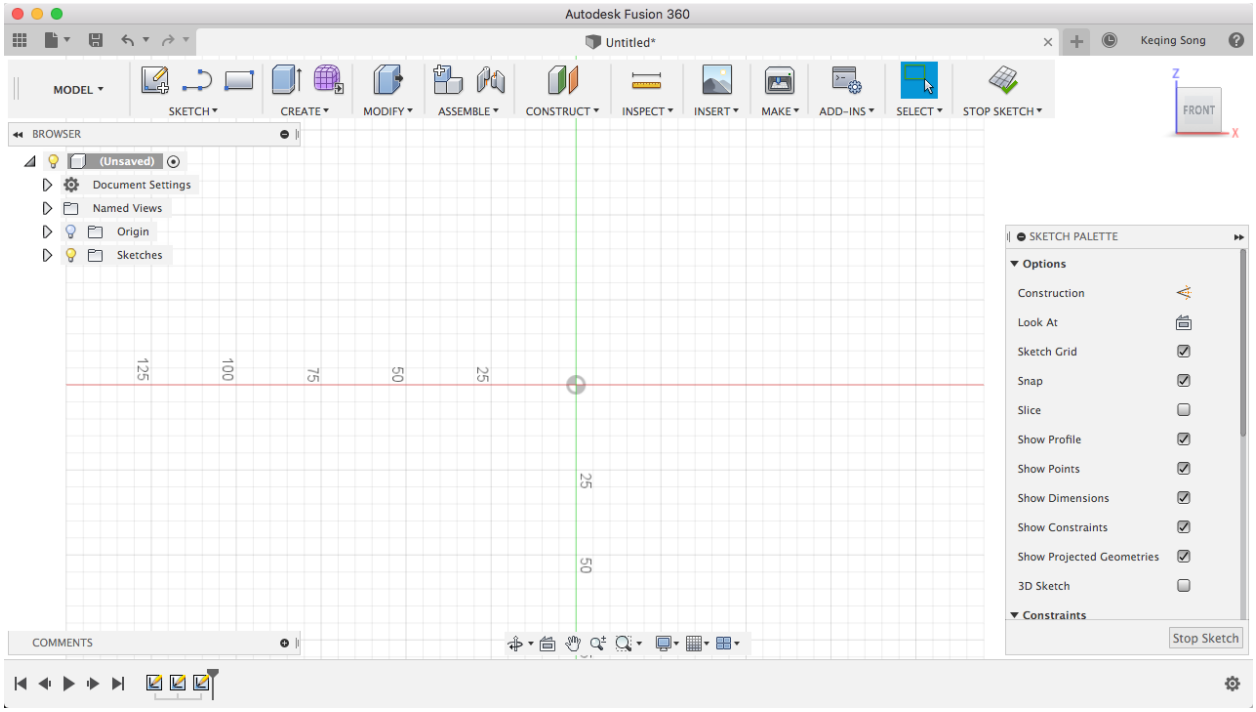
 **Sketch** Is also a contextual tab, and can be accessed in many areas in the Design workspace. The most common place is within the Solid Tab > Create Panel > Create Sketch.

Since you are able to create a sketch within multiple tabs as well as contextual tabs, Sketch is a special case, and is shown with the other non-contextual tabs also visible.

4. Sketch

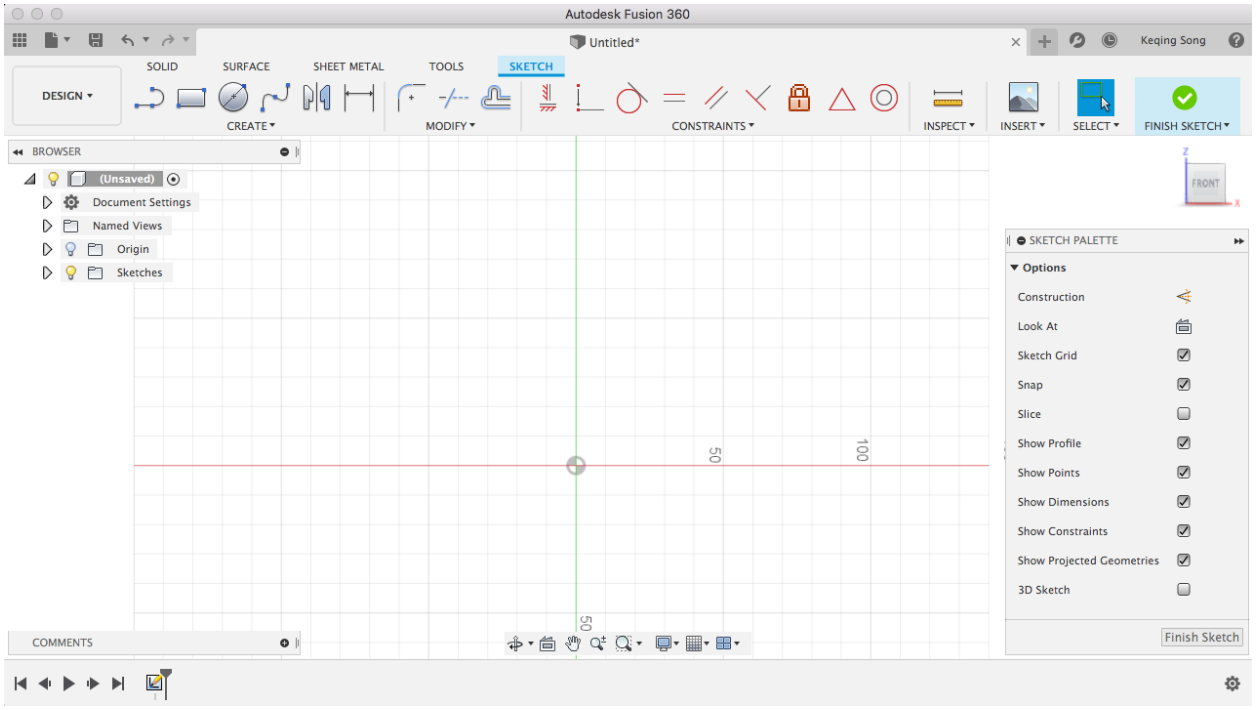
Old Sketch Behavior

Sketching tools in the old toolbar had very little space for them to expand, especially if you wanted to add more sketch tools to the toolbar. It was also not very obvious for newcomers regarding how to get out of sketch mode once they are done sketching.



New Sketch Behavior

With the notion of tabs, Create Sketch will reveal a **new Sketch contextual tab** with a dedicated toolbar that contains the most commonly used sketch tools in the toolbar by default. The sketch toolbar also has all of the sketch constraints visible in the toolbar by default. Lastly, the tab itself is highlighted blue, as well as the Finish Sketch button, letting you know that you are currently in a temporary mode.



The difference between the Sketch contextual tab and other contextual tabs is that you are still able to go to other tabs while the Sketch tab is active. This is because you're able to invoke modeling commands (for example, Extrude) even when your sketch is active, and doing so will automatically take you out of Sketch mode and into the command itself.

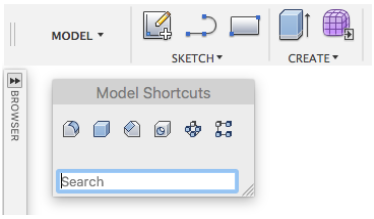
The benefits of the new sketch tab include:

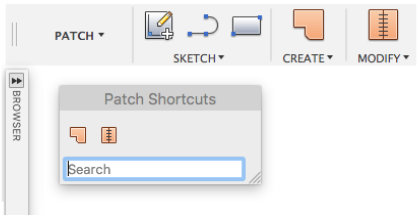
- More space for your favorite Sketch tools
- Constraints are now in the toolbar, and can be assigned with hotkeys
- Sketch tab and Finish button are highlighted for better clarity

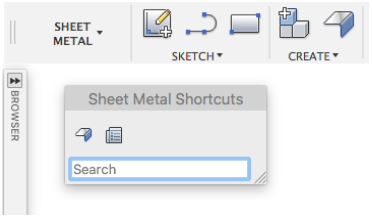
5. Shortcuts

S key Shortcuts

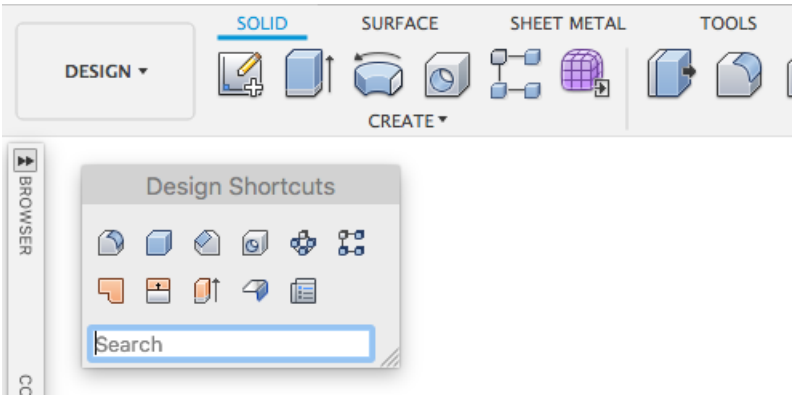
Previously in the old toolbar, Model, Patch, and Sheet Metal had their own S key shortcuts.



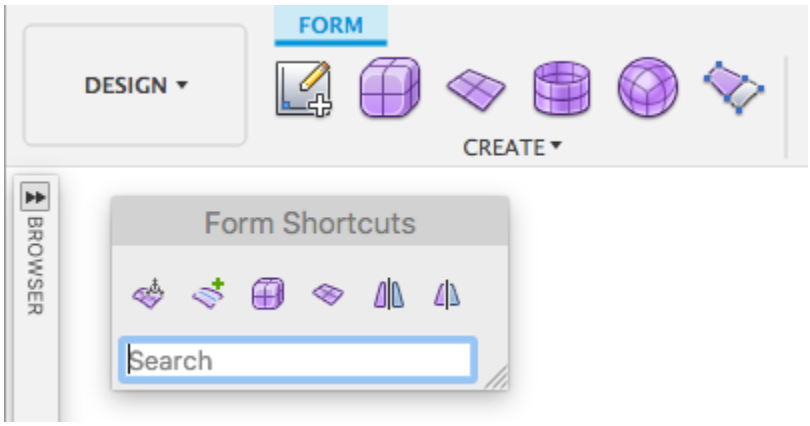




In the new toolbar, since Surface and Sheet Metal are both tabs within the Design workspace, The Design workspace will have an unified S key shortcut.



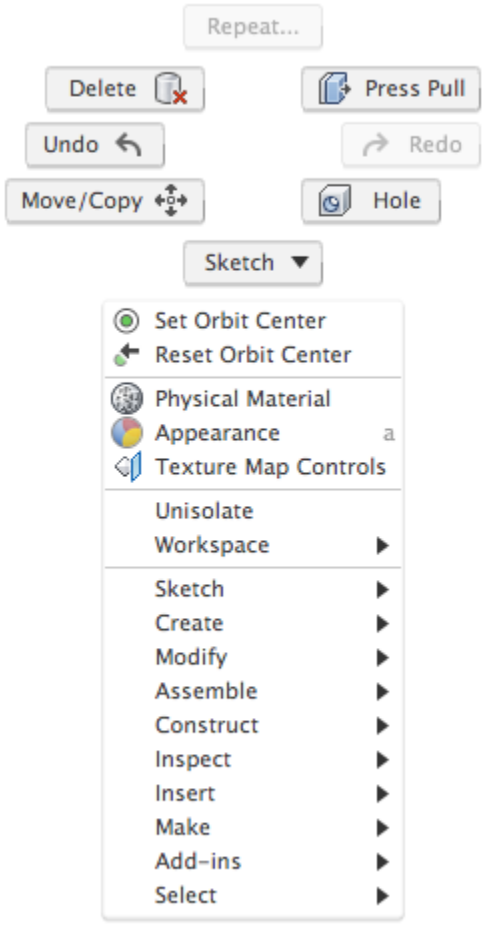
Contextual tabs will still retain their own S key shortcuts. For example, Form is a contextual tab, and can contain all of your favorite Form tools in its own S Key shortcut dialog.



Right-click Menu

The old right-click menu has a few updates as well. Whereas the marking menu remains unchanged, the context menu now has navigation controls, replacing the material options. Also instead of the expandable panel menus, you now get access to your saved S key shortcuts.

Old Menu



New Menu