

The purpose of these instructions is to help the Engineers understand how to add Die Options to the Fab-Dynamic Blocks and ensure changes meets the expectations of the block operation

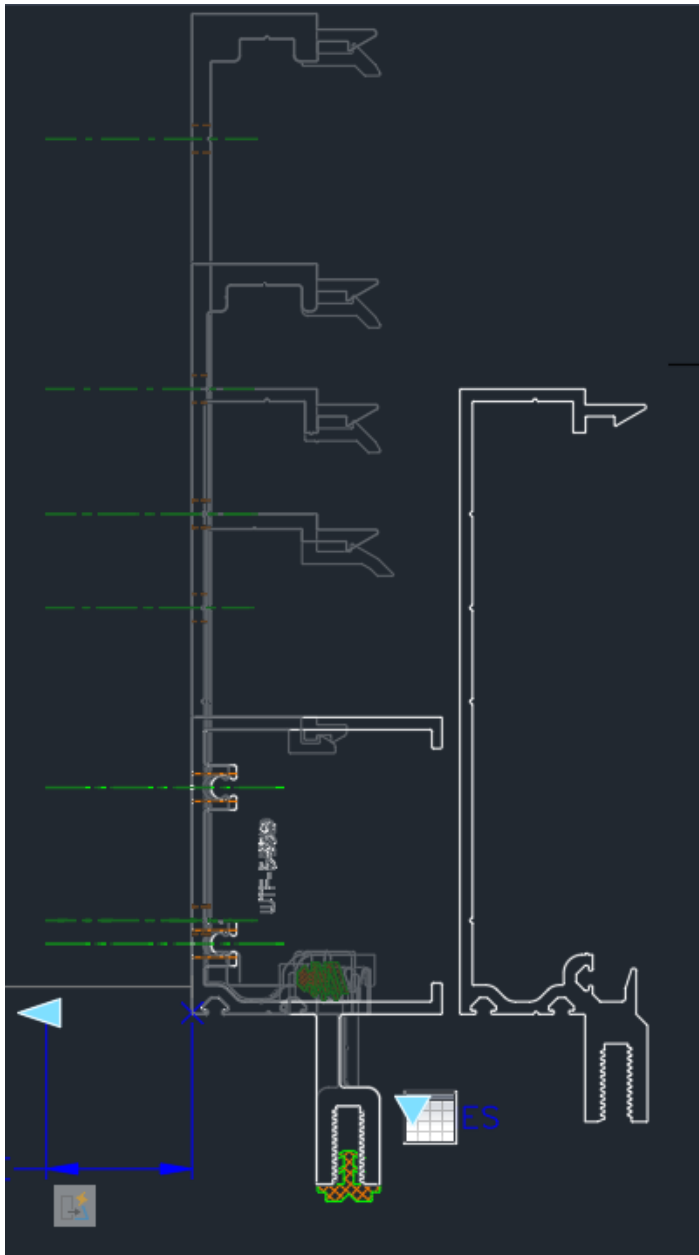
**IMPORTANT! Do not add unitized system dies to this block. CAD files are sent outside Waltek and would exposed all of our dies to a third party.**

Begin by Opening the block in the block editor with BEDIT command or another way that autocad allows.

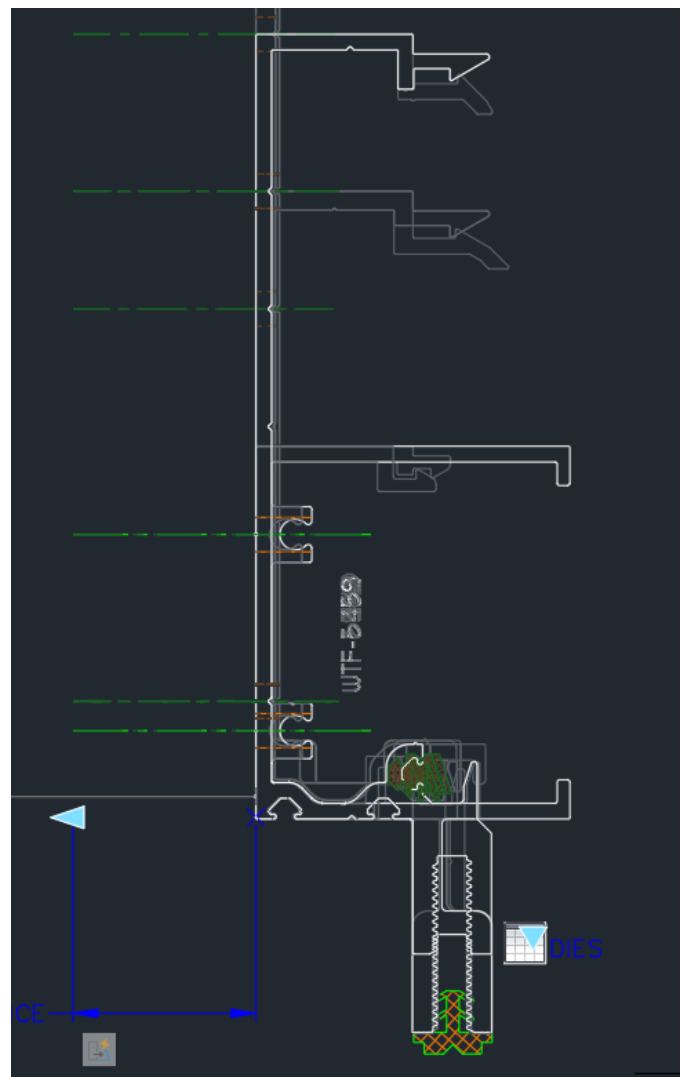
Run BVMODE and set to 1. This will display all objects for all visibility states.

Insert your new die as shown on the right in **FIGURE A.1**

Align the new die with the existing Dies **FIGURE A.2**



**Figure A.1**



**Figure A.2**

Run **BVSTATE** command and add a new state, name the state the Die Name as shown in **Figure B.1**

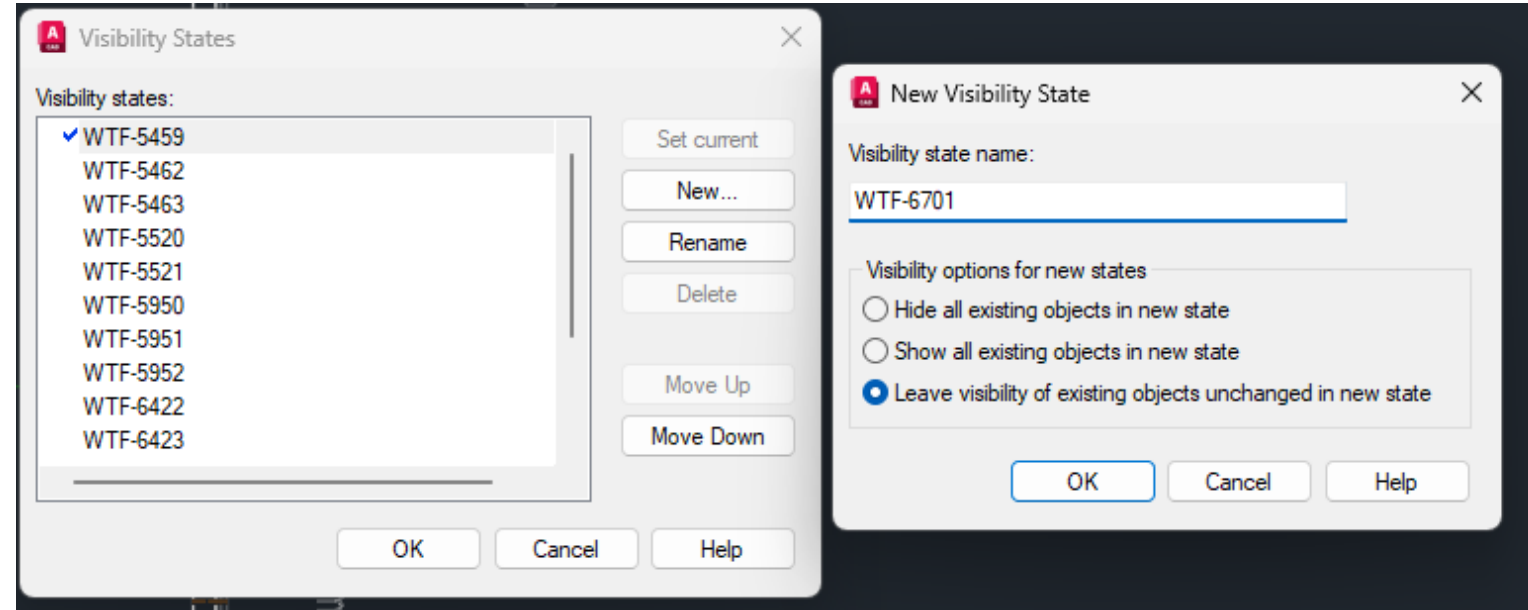
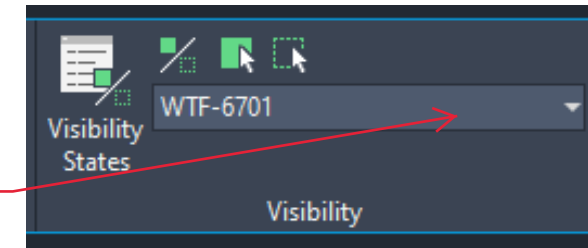


Figure B.1

After Creating new visibility layer, make sure it is the currently Selected visibility with this dropdown.



On Die Object run "**\_bvhide \_a**" Hides in all other states then "**\_bvshow \_c**" Will only show in the Currently selected state.

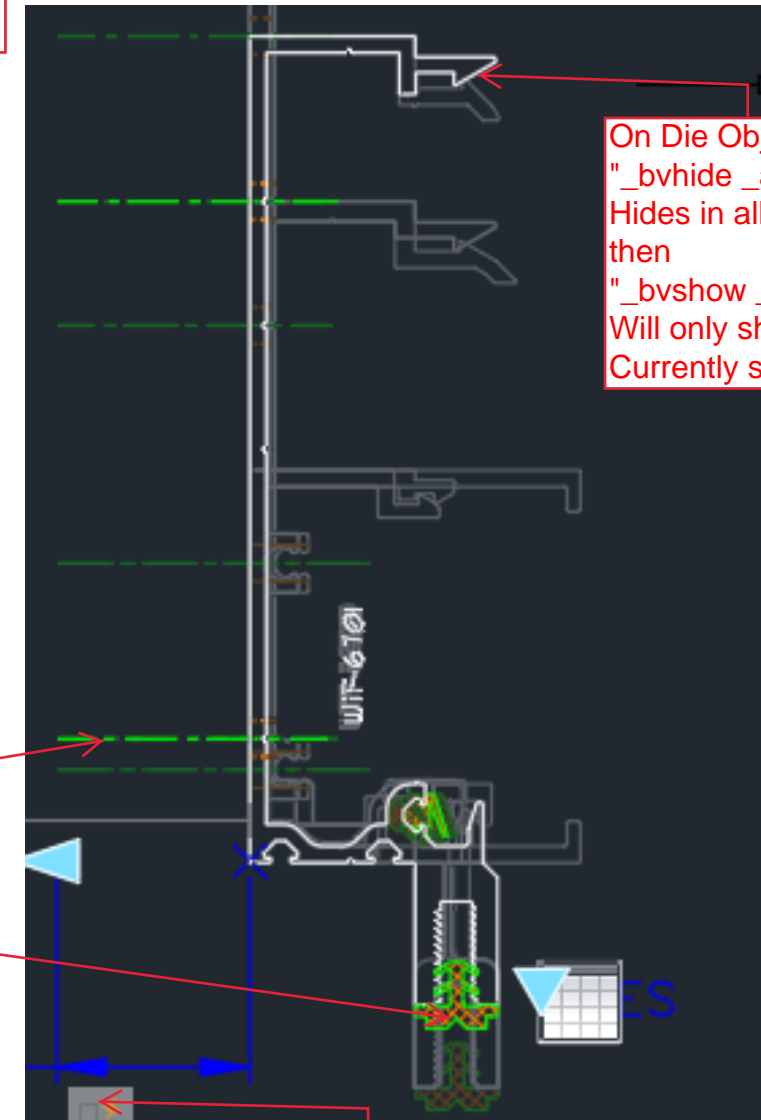
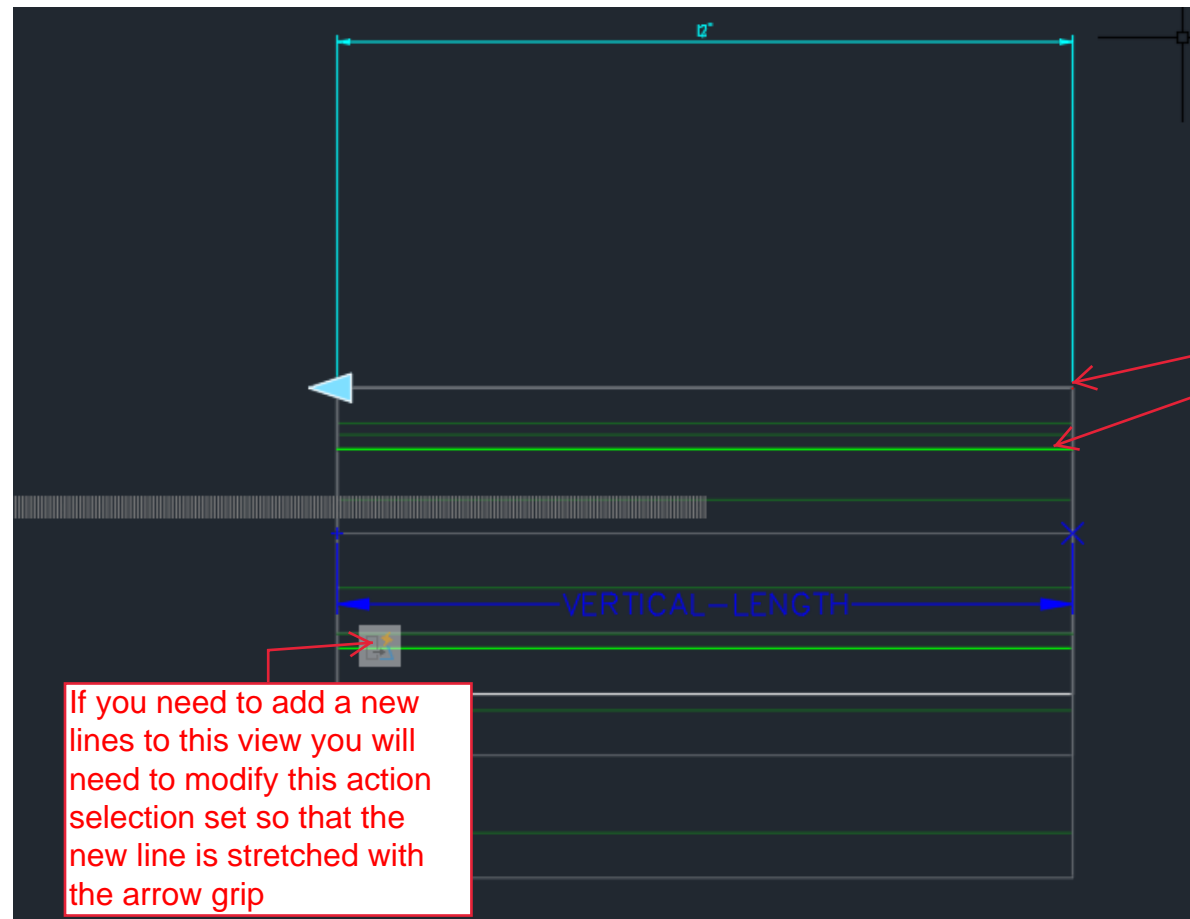


Figure B.2

If there is already an existing gasket or line that matches the new die it is simpler to just run "**\_bvshow \_c**" on the item you want to appear with the die.

If you need to add a new hole centerline, you will need to modify this action selection set so that the new line is stretched with the arrow grip



Full size view portion of the Fab-Dynamic-Vertical Block

Figure B.3

Next you will need to edit the block properties table using "\_btable" command, the table can be opened many other ways also. **Figure C.1** and its notes will describe the changes that are needed.

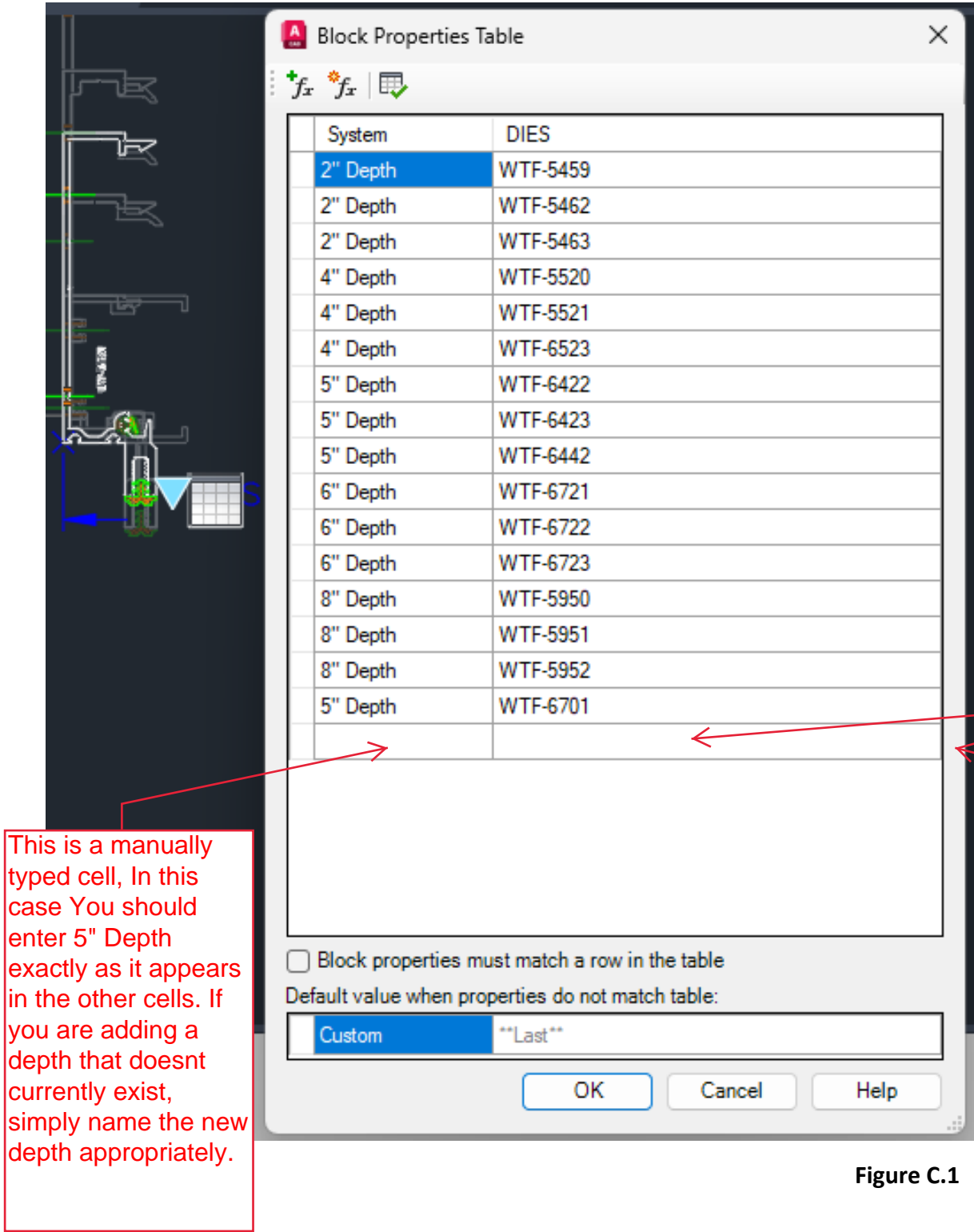


Figure C.1

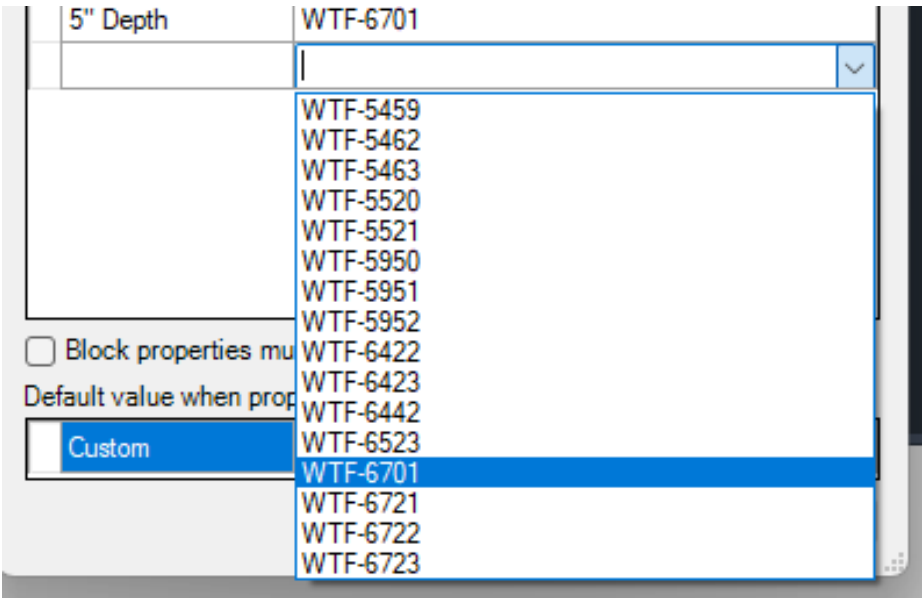


Figure C.2

To set this cell you will see the dropdown in FIGURE C.2. You will select the Die Name you are adding

Click Into either cell in this row to create a new row

Lastly you will need to Test your changes to the block, ensuring your new die displays correctly and also make sure that the other die views were not changed during the process. After all visibility state have been reverified make sure to save a new Block file into Q:\STD\FABS\Dynamic Blocks place previous file into the "Old Block Versions" Folder