

## 2016 User Interface Quick Reference

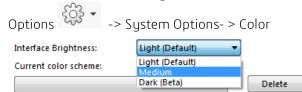


### Why the change?

The main aim of the change was to switch to vector based icons and support text/icon scaling for high resolution displays such as 4k+ (4k screen = 3840x2160 pixels, quadruple that of 1080 HD)

# Can I change the Colour/Brightness?

Yes, the user Interface Brightness can be set under - Tools->

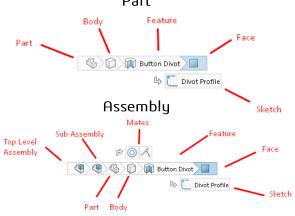


The "FeatureManager Design Tree Text" colour can also be changed below this menu under "colour scheme settings"

# What's the new pop up when picking a face in the graphics area?

These are called **Breadcrumbs** and give easy access to features, sketches, mates etc.

Part



#### What else has changed?

Apart from the colour changes, some icons and menus have changed slightly, the most noticeable icon changes are;

## Hide and Show

2015 Part 2015 Assembly 2016 Show 2016 Hide

Clip\_&<1> - Feature Manager - \(\sqrt{\chi}\) (-) Clip\_&<1>

New Sketch

Edit Sketch

Custom Properties (left) and Options (right)
2015 2016