Sketch Relations

Description: Sketch relations help to define a sketch entity by relating them or constraining them to other sketch entities. Sketch relations can either be added or assumed by SolidWorks through built in features (the polygon tool).

Note: All relations can be seen and edited by using the display/delete relation icon. Selecting multiple entities will make the property manager window pop up and will display the relations between the selected entities (ctrl + left click selects multiple entities).

— <u>H</u> orizontal	Sketch entities such as a line or point will remain horizontal with respect to current coordinate axis.
<u>V</u> ertical	Sketch entities such as a line or point will remain vertical with respect to current coordinate axis.
Parall <u>e</u> l	Two or more sketch entities will remain parallel to each other.
Perpendic <u>u</u> lar	Sketch entities will remain 90 degrees from each other.
Collinear	Two or more line segments will align along the same line.
✓ Coincident	A point or vertex will lie on a line, arc, or ellipse.
<u>Midpoint</u>	A point or vertex will remain at the midpoint or center of a line.
✓ Mer <u>q</u> e	Combines two sketch points.
Intersection	A point will remain at the intersection of two lines.
Concentric	Two circles or arcs will share a common centerpoint.
Coradial	Two circles or arcs share a common centerpoint and radius.
<u></u> Tangent	Two sketch entities will remain tangent to each other. For example a line that intersects an arc or circle at a single point.
= Egual	Set two entities to have the same length or radius. Note: Equal entities will update when the major dimension is changed.
Equal Curve Length	Set two arc segments (or arc length and line length) equal.
<u>Symmetric</u>	Two sketch entities such as lines, arcs, or ellipses remain equidistant to a centerline.
Eix	The entities size and location are fixed in space. Note: <u>For debugging</u> <u>purposes only</u> . Your models should <u>never</u> be turned in with fixed constraints!