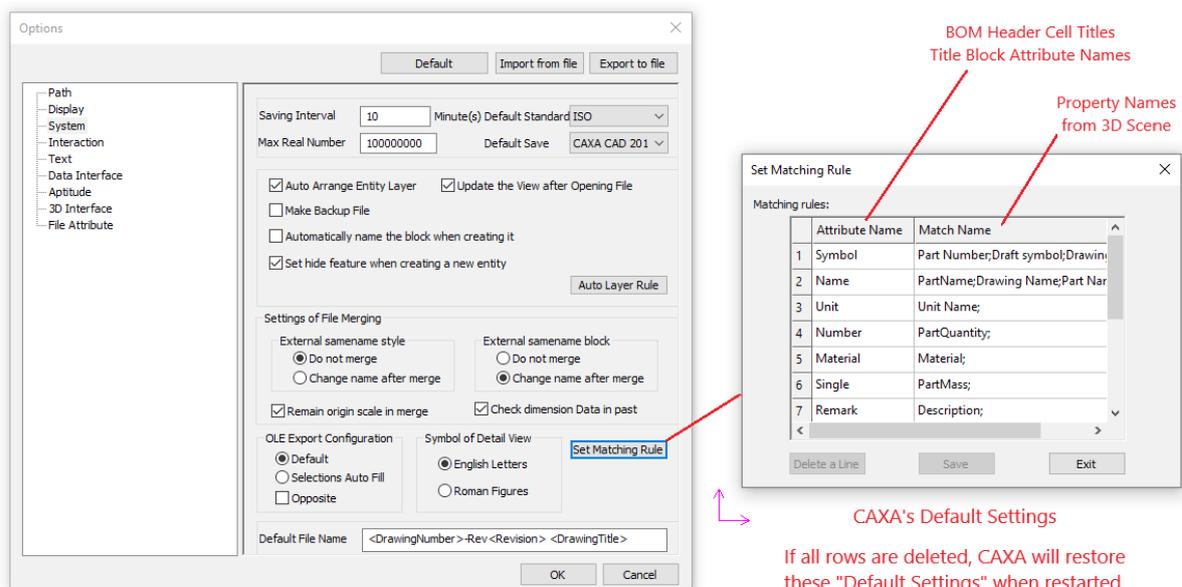


IRONCAD DRAFT - OPTIONS – SYSTEM – SET MATCHING RULE

For reference purposes only, the “Attribute Names” and “Matching Property Names” shown below are provided by **Default** within CAXA. If all “Matching Rules” are deleted (including custom), then these Defaults will be reinstated the next time that IRONCAD is restarted.

Attribute Name (BOM Header Cell Title) (Title Block Attribute Name)	Matching Property Name (Property Name from 3D Scene) (Attribute or Property Name from 2D Drawing)
Symbol	Part Number; Draft symbol; Drawing No.; Drawing Code
Name	PartName; Drawing Name; Part Name; Pattern name
Unit	Unit Name
Number	PartQuantity
Material	Material
Single	PartMass
Remark	Description
Source	PartSource
Drawing Name	PartName
Drawing No.	Part Number
Weight	PartMass
Paper	Paper Size
Scale	Paper Scale



CAXA’s Default Settings

CAXA's Default Settings aren't applicable to our BOM Styles and Title Blocks, so can all be deleted and replaced with the following. These are based on our "Standard" BOM Style.

Attribute Name (BOM Header Cell Title) (Title Block Attribute Name)	Matching Property Name (Property Name from 3D Scene) (Attribute or Property Name from 2D Drawing)
QTY	PartQuantity
PART NAME	FrameName, PartName
PART NUMBER	Part Number, PartNumber
REV	Revision
PART DESCRIPTION	Description, PartDescription
MATERIAL DESCRIPTION	MaterialDescription
MATERIAL SPECIFICATION	MaterialSpecification
STANDARD	MaterialStandard
GRADE	MaterialGrade
DESIGNATION	MaterialDesignation
HEIGHT	ShapeHeightY
WIDTH	ShapeWidthX
LENGTH	ShapeLengthZ
PATH	3DCurveLength
START	StartTaper
END	EndTaper
MASS	PartMass
VOLUME	PartVolume
DENSITY	MassDensity
AREA	SheetMetalNeutralSurfaceArea
BEND ANGLE	SheetMetalBendAngleMax
BEND RADIUS	SheetMetalBendRadiusMin
K-FACTOR	SheetMetalKFactor
THICKNESS	SheetMetalThickness
NOTE	Note
DrawingNumber	Part Number, PartNumber
DrawingTitle	Description, PartDescription
Revision	Revision
RevisionDate	RevisionDate

To view a list of the Part Properties available from the 3D Scene, use the “Import 3D BOM” or “Update 3D BOM” tools in the “3D Interface” Tab of the Ribbon.

Select the BOM Source (3D Scene) at the top of the Dialog Box. This will then list in the left column (Attribute name) all of the “Header Cell Titles” from the current BOM Style. Then in the right column (Attribute definition) use the drop-down lists to display the available Properties from the selected 3D Scene.

