

## SOLID BODIES SUB-FOLDERS MANAGEMENT

▼ Solid Bodies(56) ▼ SUBFOLDER2(8) Body-Move/Copy2[12] Body-Move/Copy2[13] Body-Move/Copy2[14] Body-Move/Copy2[15] Body-Move/Copy2[16] Body-Move/Copy2[20] Body-Move/Copy2[21] Body-Move/Copy2[22] Body-Move/Copy2[1] Body-Move/Copy2[2] Body-Move/Copy2[3] Body-Move/Copy2[4] Body-Move/Copy2[5] Body-Move/Copy2[6] Body-Move/Copy2[7] Body-Move/Copy2[8] Body-Move/Copy2[9] Body-Move/Copy2[10] Body-Move/Copy2[11] Body-Move/Copy2[23] Body-Move/Copy2[24] Body-Move/Copy2[25] Chamfer1 Chamfer2 Body-Move/Copy2[17] Body-Move/Copy2[18] Body-Move/Copy2[19] Description [1] CPattern1[2] CPattern1[3] CPattern1[4]

To keep your Solid Bodies and Surface Bodies folders organized you can rename the bodies at any time, and it will remain that name until that body is modified into two or more bodies (the resulting bodies will be named per the feature that created them. A limitation is you cannot reuse that original body name at this point or later in the tree.

Another way to organize the folders is to add specific bodies to a new folder.

- 1. Select the bodies
- 2. Right click
- 3. Select Add to New Folder

And to answer your next question, yes, you can nest folders inside of other folders.