

Chapter 1: NX Open Concepts & Architecture

- Sessions and Parts
- Objects and Tags
- Factory Objects
- Object Collections
- The Builder Pattern
- Exploring NX Open By Journaling

Chapter 2: Positions, Vectors, and Points

- Point3d Objects
- Vector3d Objects
- Smart Points

Chapter 3: Curves

- Lines
- Associative Line Features
- Arcs and Circles
- Associative Arc Features
- Conic Section Curves
- Studio Splines
- Sketches

Chapter 4: Simple Solids and Sheets

- Creating Primitive Solids
- Sections
- Extruded Bodies
- Revolved Bodies

Chapter 5: Object Properties & Methods

- NX Object Properties
- Curve and Edge Properties
- Face Properties

Chapter 6: Units & Expressions

- Units
- Expressions
- Creating Expressions
- Using Expressions to Define Features

Chapter 7: Assemblies

- Introduction
- The Obligatory Car Example
- Trees, Roots, and Leaves
- Components and Prototypes
- Cycling Through An Assembly
- Indented Listings
- Component Positions & Orientations
- Object Occurrences
- Creating an Assembly
- Changing Reference Sets
- Other Topics

Chapter 8: Drawings & Annotations

- Drawings
- Sheets & Sheet Properties
- Views & View Properties
- Base view, Projected Views
- Creating views through view wizard
- Dimensions (Linear, Radial, Angular)
- GD&T
- Notes
- Title Blocks

Chapter 9: Selecting NX Objects

- Selection Dialogs
- Select Object Blocks
- Selecting Faces, Curves and Edges using Collectors

Chapter 10: Block UI Styler

- When to Use Block-Based Dialogs
- How Block-Based Dialogs Work
- The Overall Process
- Using Block UI Styler
- Using controls, group and properties.
- Getting integer, double & string input
- Getting point3d, vector3d inputs in dialog.
- Getting bodies, faces and edges selection through dialog.
- The initialize, Apply, Okay and update event handling.

Chapter 11: Using Remote applications

- Client side programming
- Server side programming
- Getting things done on the remote NX system

Chapter 12: Exceptions

- Exceptions
- Example: Unhandled Exceptions
- Handling an Exception
- Exception Properties
- NX Exceptions
- Avoiding Exceptions
- The Finally Block

Chapter 13: Troubleshooting

- Using the NX Log File
- Invalid Attempt to Load Library
- is not a member of NX Open
- Unable to Load Referenced Library
- Failed to Load Image

Chapter 14: Post Training Support

- Project support
- Resume writing & Interview preparations
- Job assistance & career guidance