



Part 2,1 details the iLogic code required to complete the Head Design Files.

Open the Head.ipt file, and follow the tutorial.

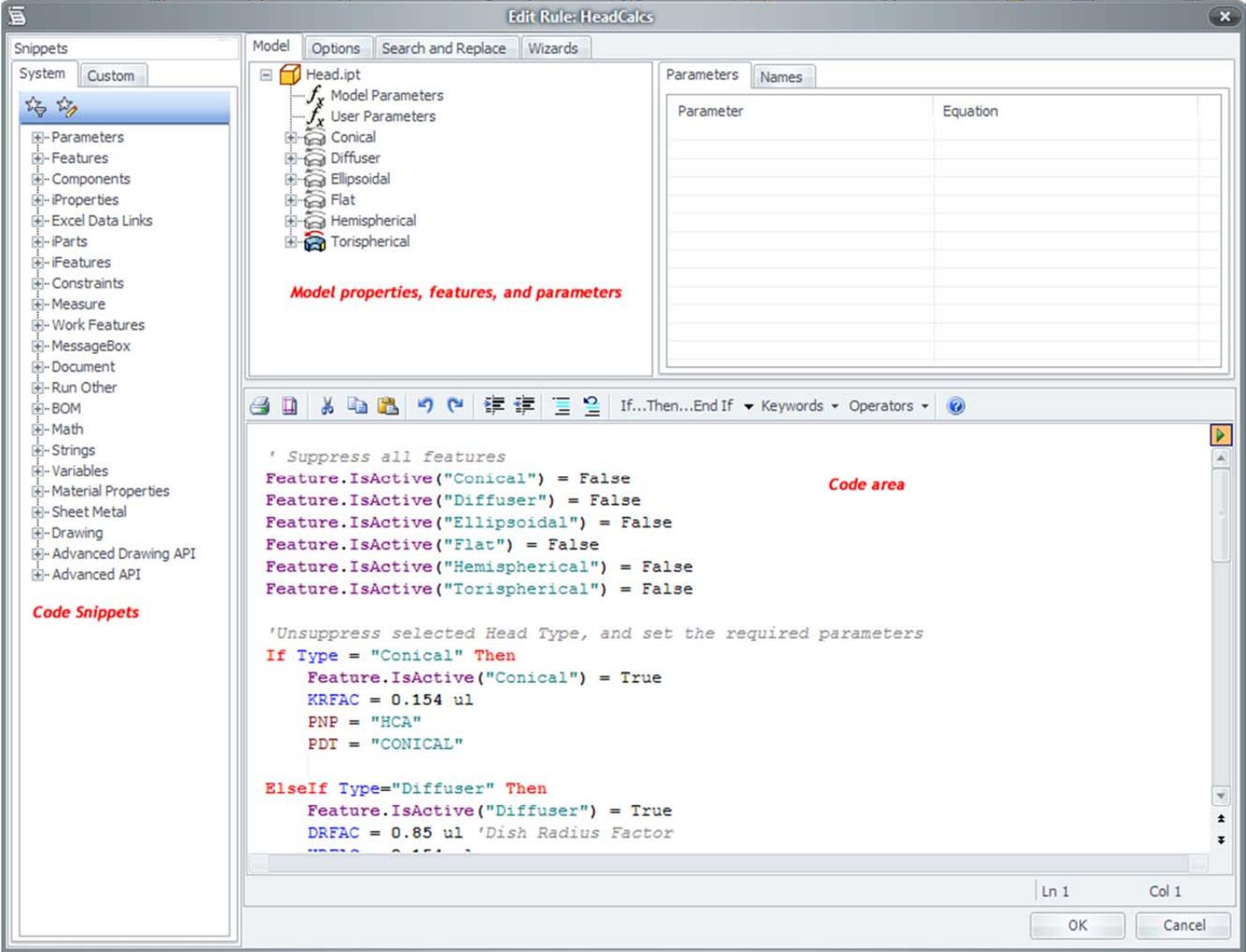
You can download the files [here](#). Extract the contents to the iLogicTutorial workspace.

iLogic Code

We are now ready to write the iLogic code for the head.

- 1. Add a new rule (Manage->Add Rule)

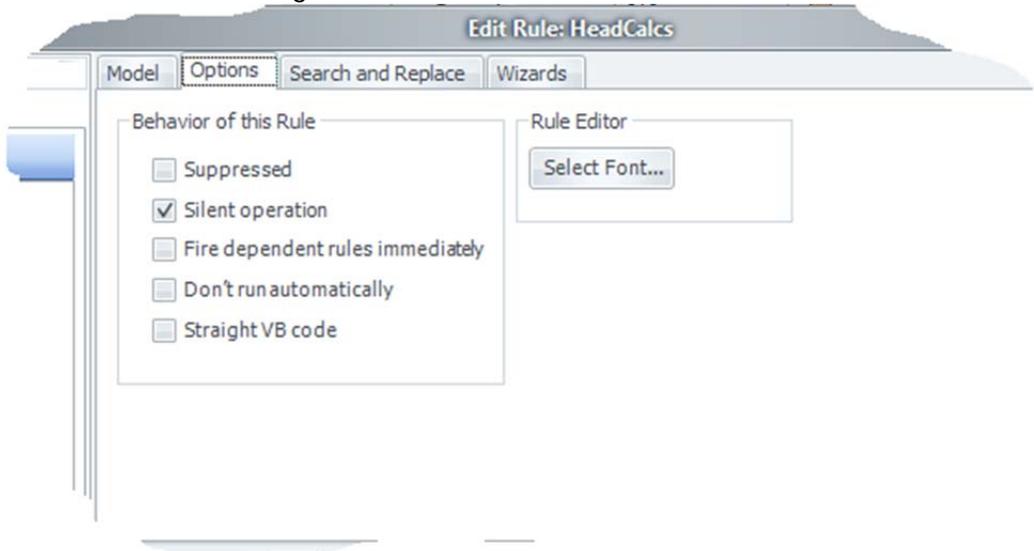
- a. Rule Name: HeadCalcs



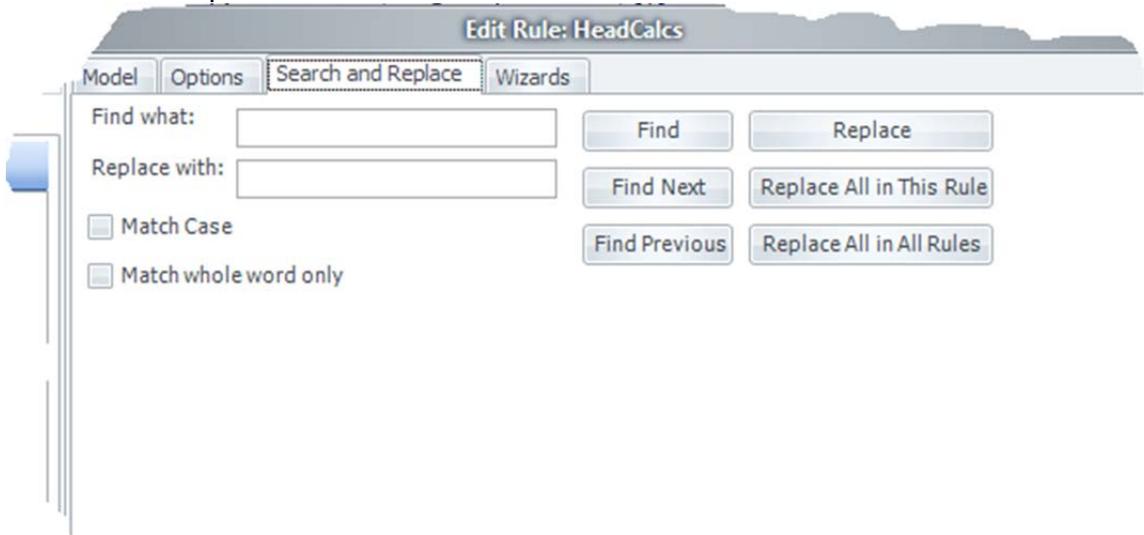
- i. The interface

- (1) Code Snippets
Contains all the functions, methods, and properties available in the programming interface

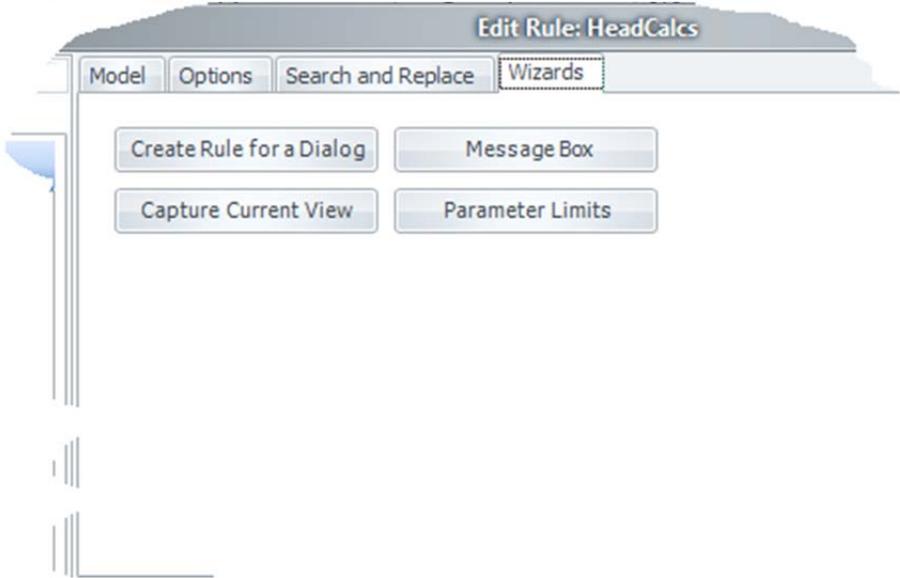
- (2) Model Properties, Features, and Parameters
Allows access to all the part properties, features, and parameters
 - (a) Right-click an item in the list to insert it's current state in to the code area
- (3) Options Tab
Controls how the illogic code is executed



- (4) Search and Replace Tab
Search and Replace text in the Code Window



- (5) Wizards Tab
Various wizards to aid in developing a new or modifying existing iLogic Code



ii. Writing the Code

- (1) Ensure that all Features are suppressed.
`Feature.IsActive("<FeatureName>") = False`

This can easily be done by clicking the feature in the model tree and selecting **Capture Current State**. Keep only the **Feature.IsActive(<FeatureName>) = False** lines.

- (2) Unsuppress Selected Head Type and set required parameters
`If <Property> = "<FeatureName>" then`
`'set <FeatureName> IsActive property to true`
`'set required dimensional properties`
`'set Part Number Prefix, optional`
`'set Part Description Text, optional`
`Elseif ... then`
`...`
`Elseif ... then`
`...`
`End If`

- (3) Define Part Number and Description, optional
`iProperties.Value("Project", "Part Number") =`
`"<CustomPartNumber>"`
`iProperties.Value("Project", "Description") =`
`"<CustomPartDescription>"`

This concludes the Head Development tutorial. In Part Three, we will design the Shell.

