Convert Entities Tool

CommandManager:	Sketch > Convert Entities flyout > Convert Entities
SolidWorks menus:	Tools > Sketch Tools > Convert Entities
Toolbar:	Sketch > Convert Entities flyout > Convert Entities

The **Convert Entities** tool is used to generate sketched entities by projecting the existing edges of the model on to the current sketching plane. To generate the sketched entities, choose the **Convert Entities** tool from the **Convert Entities** drop-down in the **Sketch CommandManager**; the **Convert Entities PropertyManager** will be displayed, as shown in Figure 1. Select the face/faces or edge/edges of the solid/surface model; the edges of the selection will be projected to the current sketching plane as sketch entities. Figure 2 shows a model with projection of its face on the sketching plane.

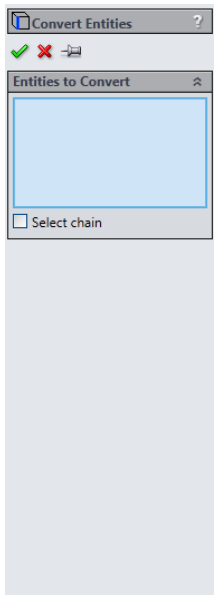

Figure 1 *The* ***Convert Entities PropertyManager***

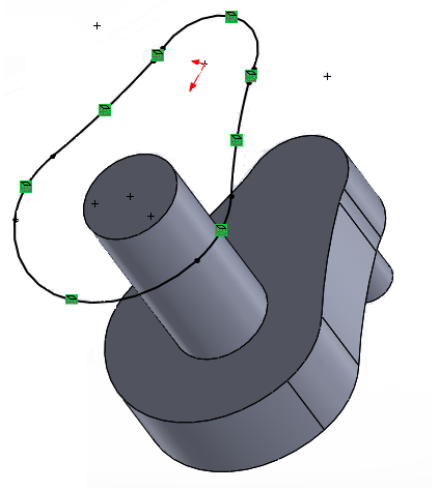

Figure 2 *The model with projection of its face on the sketching plane*