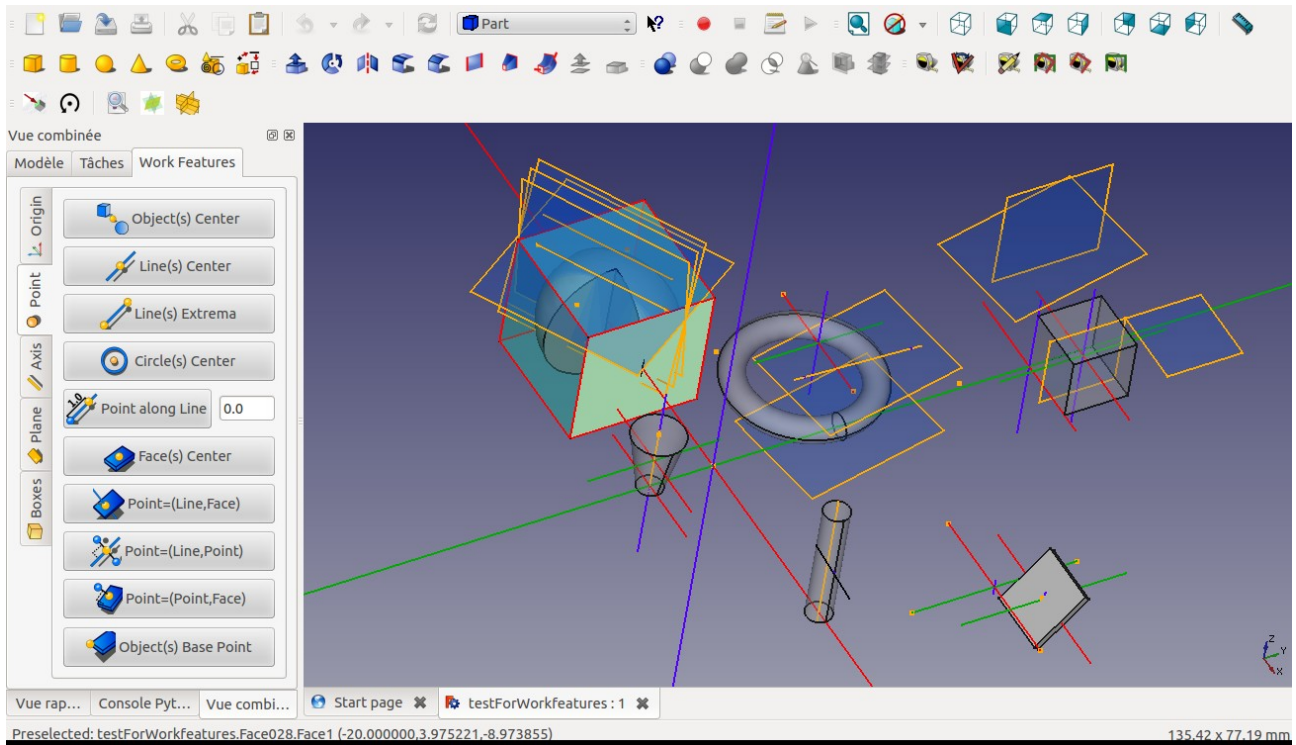


# Work features for FreeCAD : releases Documentation



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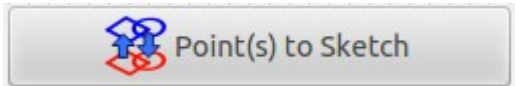
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## Release of 2015-02-26 :

### Addition :

into Point TAB :

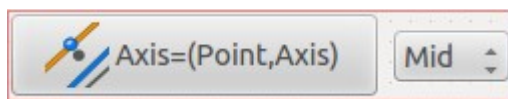


Transform Point(s) in Sketch's Point(s) by projection onto the Sketch's Plane:

- First select an existing Sketch;
- Select as much as Points needed;

Then click on this button.

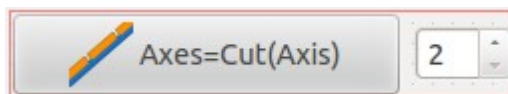
into Axis TAB :



Create an Axis parallel to an Axis and crossing a Point.

The Point will be at :

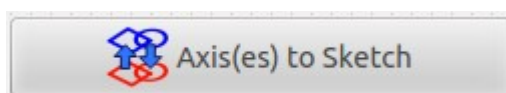
- Start of the line;
- Mid of the line;
- End of the line.



Create Axes:

Cut the selected Line in 2(n) parts and create 2(n) Axes.

The number indicates in how many parts to cut.

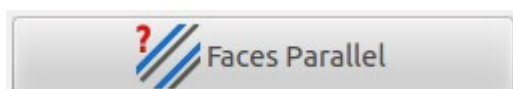


Transform Line(s) in Sketch's Line(s) by projection onto the Sketch's Plane:

- First select an existing Sketch;
- Select as much as Lines needed;

Then click on this button.

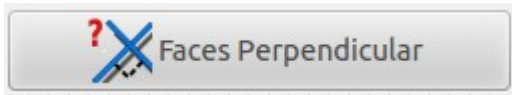
a new Check TAB:



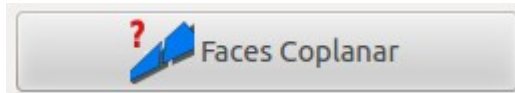
Check if two faces are Parallel:

- Select the 2 faces/planes and

Click this button



Check if two faces are Perpendicular:  
- Select the 2 faces/planes and  
Click this button



Check if two faces are Coplanar:  
- Select the 2 faces/planes and  
Click this button

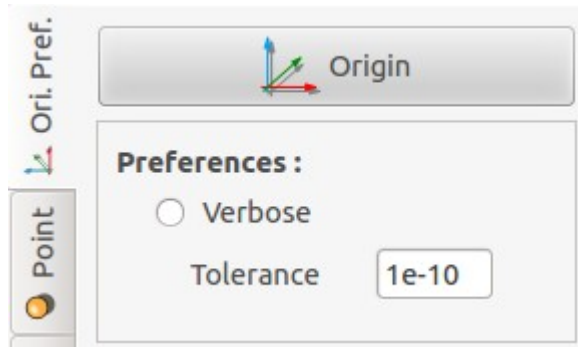
## Release of 2015-03-08 :

New icon for the macro WORK FEATURE :



### Addition :

into Ori. Pref. TAB :



Possibility to set the tolerance (ie for comparison with Zero)

into Axis TAB :



Create an Axis Perpendicular to an Axis, crossing a Point and Parallel to a Plane.  
-Select one Plane, one Axis and one Point ON the previous Axis.

into Circle TAB :



Create Arcs:

Cut the selected Circle(s) or Arc(s) in 2(n) parts and create 2(n) Arcs.

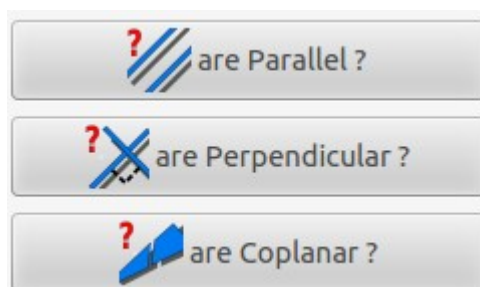
The number indicates in how many parts to cut.

- First select as many Circles and Arcs you want
- Second set the number of parts
- Third push this button

The function is not yet developped for Cylinders.

### Correction :

into Check TAB:



Functions available for two faces or two Edges

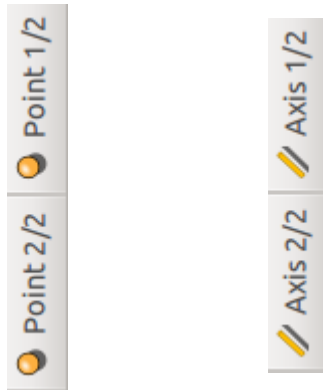
## Release of 2015-03-09 :

add of missing icons and link with buttons

## Release of 2015-03-15 :

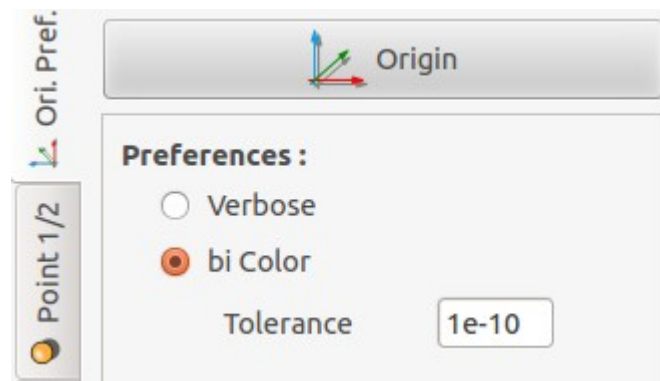
### Modification :

Cut in two parts TAB "Points" and TAB "Axis"



### Addition :

into "Ori. Pref." TAB :

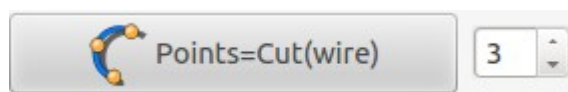


### **bi Color flag**

Change the successive lines to be bicolor (red and white) for the following functions:

- in "Axis 1/2" TAB:  
Axes=Cut(Wire)
- in "Circle" TAB:  
Arcs=Cut(Circle)

into "Points 1/2" TAB :



### **Points = Cut (wire)**

Create Points by Partition:

Cut the selected wire(s) in 2(n) parts and create 2(n) Points with function discretize.

The number indicates in how many parts to cut.

Wires can be:

Line

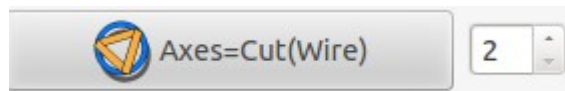
Circle

Arc

Ellipse

An object must also be selected before any Wire to cut all its edges!

into "Axis 1/2" TAB :



### **Axes=Cut(Wire)**

Create Axes by Partition:

Cut the selected wire(s) in 2(n) parts and create 2(n) Axes with function discretize.

The number indicates in how many parts to cut.

Wires can be:

Line

Circle

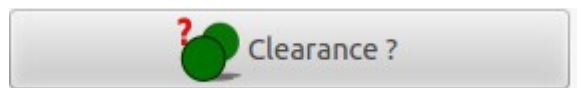
Arc

Ellipse

An object must also be selected before any Wire to cut all its Edges!

NB: You can change the successive lines to be bicolor (red and white) in "Ori. Pref." TAB

into "Check" TAB :



### **Clearance ?**

Check for two Objects Clearance distance:

Quick measurements between parallel faces and similarly placed objects

- Select the 2 Objects and

Click this button

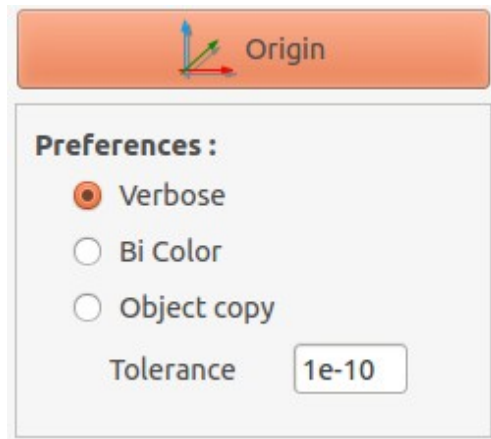
## Release of 2015-03-31 :

### Modification :

Cut in two parts TAB "Plane"

### Addition :

into "Ori. Pref." TAB :



### **Object copy flag**

Force the duplication of the Parent Object for the following functions:

- in "Axis 2/2" TAB:

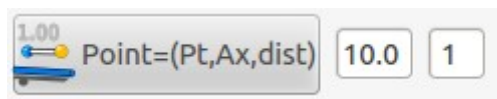
    Axes=(Axis,Pt,dist)

    If an Edge of a Cube is selected the Cube is duplicate with the corresponding Edge at the defined distance from the original.

- in "Plane" TAB:

    Plane=(Plane,dist)

into "Points 2/2" TAB :



### **Point=(Point,Ax,dist):**

Create a Point along the given Axis, at a given distance of the selected Point. The Axis indicate the direction along where the Point is duplicate.

(you can also select several axes to define different directions)

- First select a Point (you can select several points) and one or several Axis
- Second push this button

NB:

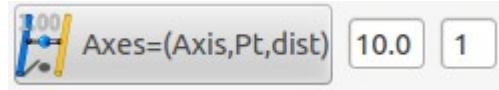
- The distance between points can be defined first.

Positive number in one direction and negative in the other one.

The second number indicates the number of Points to create.



into "Axis 2/2" TAB :

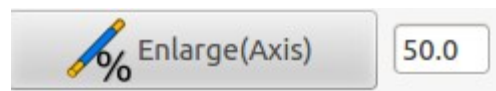


**Axes=(Axis,Pt,dist):**

- Create an Axis parallel to a given Axis, Point at a given distance.  
The Axis is created along the Plane defined by the given Axis and Point.
- First select an Axis (or several Axes) and a Point  
(you can also select several points to define different Planes)
  - Second push this button

NB:

- The distance to the Axis created can be defined first.  
Positive number in one direction and negative in the other one.  
The second number indicates the number of Axes to create.  
With option "Object copy" in "Ori. Pref." TAB
- If an Edge of a Cube is selected the Cube is duplicate with the corresponding  
Edge at the defined distance from the original.  
Several Edges of the cube can be selected.



**Enlarge(Axis):**

- Extend an Axis at two extrema.
- First select an Axis (or several Axes)
  - Second push this button

NB:

- The percentage of the extension can be defined first.

into "Plane 1/2" TAB :



**Plane=(Plane,dist):**

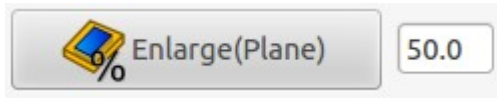
- Create a Plane parallel to a Plane at a given distance.
- First select a plane or several Planes
  - Second push this button

NB:

- The distance to the plane created can be defined first.  
Positive number in one direction and negative in the other one.  
The second number indicates the number of planes to create.  
With option "Object copy" in "Ori. Pref." TAB
- If a Face of a Cube is selected the Cube is duplicate with the corresponding Face at the defined distance from the original.

Several Faces of the cube can be selected.

into "Plane 2/2" TAB :



**Enlarge(Plane):**

Extend a Plane in each dimension.

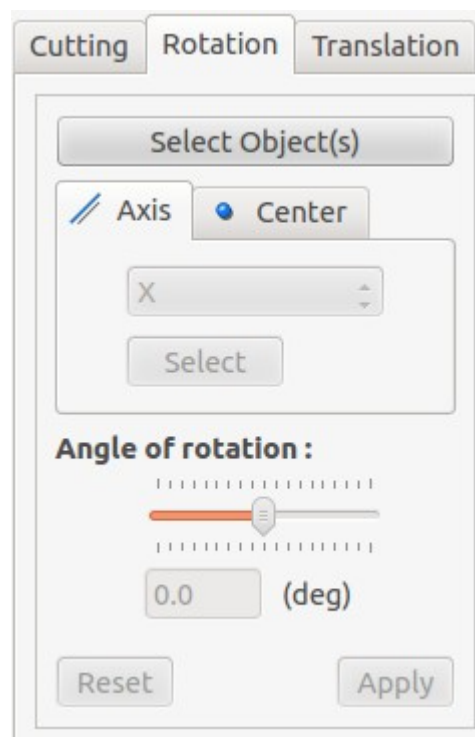
- First select a Plane (or several Planes)
- Second push this button

NB:

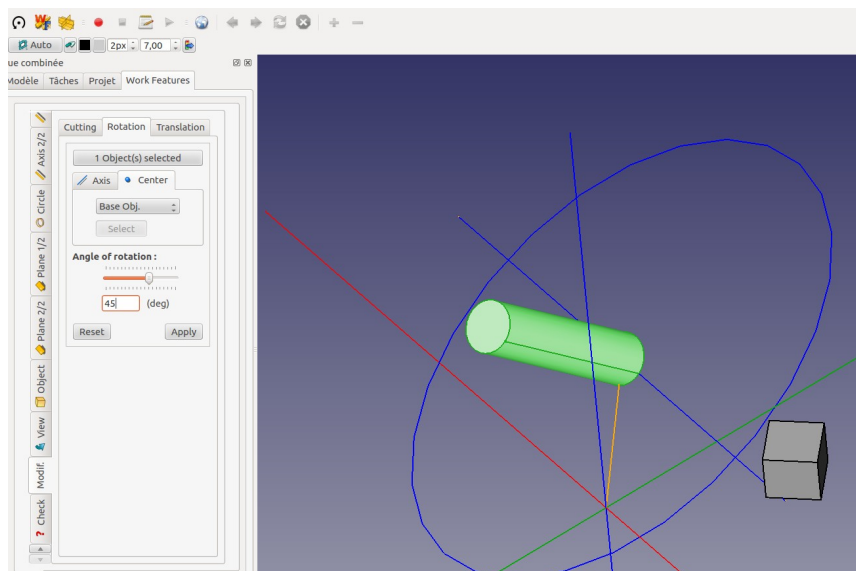
- The percentage of the extension can be defined first.

—

into "Modif." TAB :



**A new rotation tool** with selection of Axis and center of rotation



Cutting Rotation Translation

Select Object(s)

**Starting Point (Blue) :**

To select

Select

0.0 0.0 0.0

☐ Obj. Copy 1

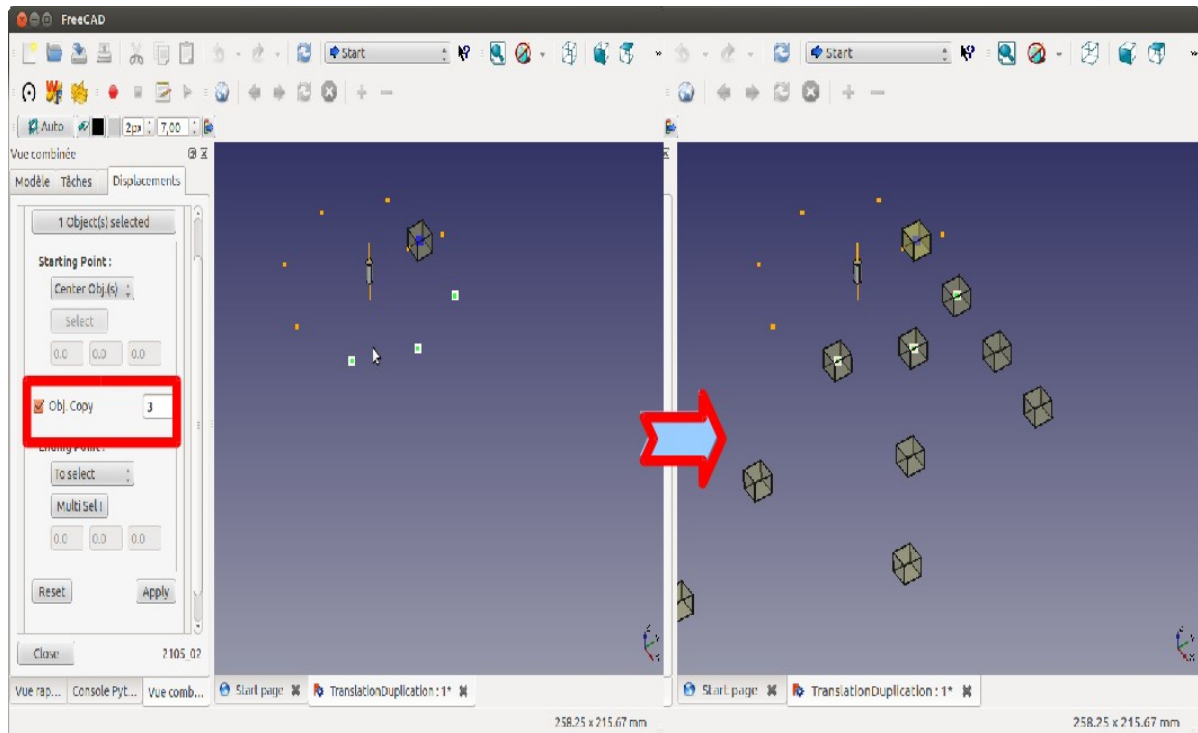
**Ending Point(s) (White) :**

To select

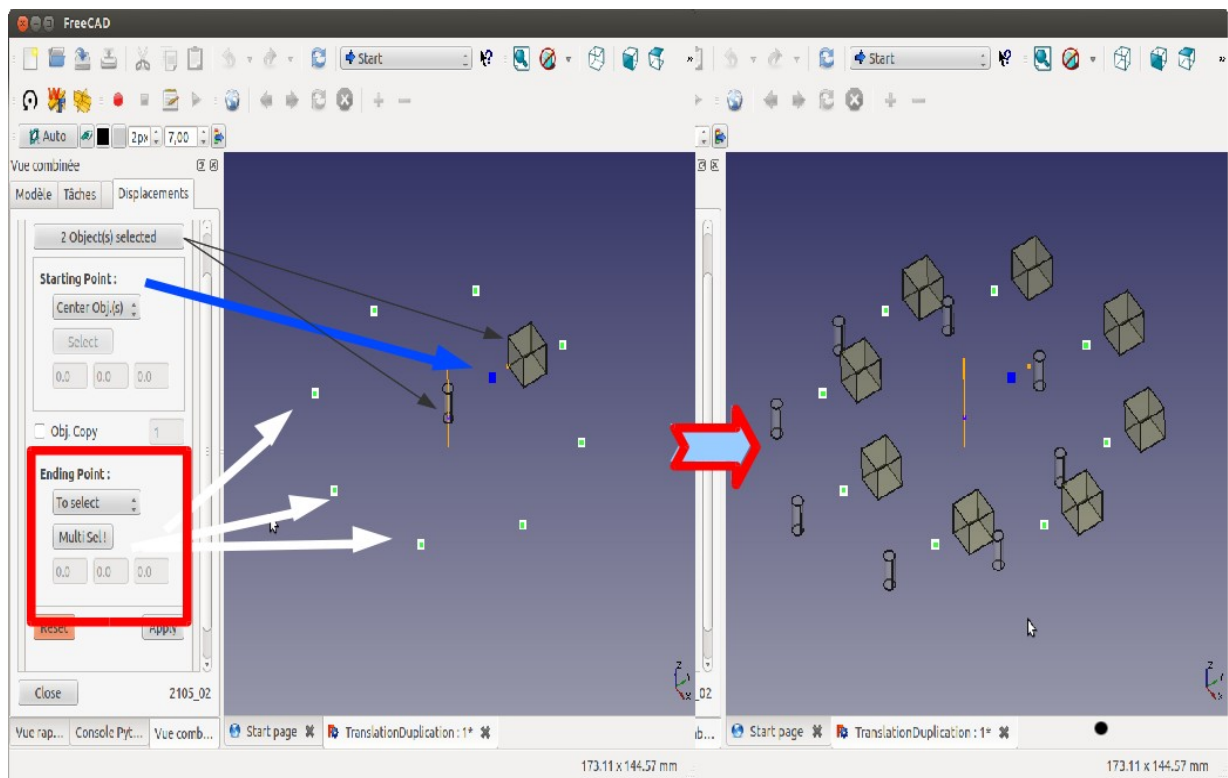
Select

0.0 0.0 0.0

Reset Apply



**A new translation tool with duplication**



## Release of 2015-04-03 :

Traceback (most recent call last):

File "/home/jo/.FreeCAD/Macros/start\_WF.FCMacro", line 16, in <module>

import WorkFeature

File "/home/jo/.FreeCAD/Macros/WorkFeature/\_\_init\_\_.py", line 53, in <module>

from WF\_ObjRot\_2015 import \*

File "/home/jo/.FreeCAD/Macros/WorkFeature/WF\_ObjRot\_2015.py", line 8, in  
<module>

import ObjRotGui\_2015 as ObjRotGui

<type 'exceptions.ImportError'>: No module named ObjRotGui\_2015

### **Modification :**

**WF\_ObjRot\_2015.py**

**line 8** import ObjRotGui\_2015 as ObjRotGui (deleted)

**line 9** import \_\_init\_\_ as func (changed into)

## Release of 2015-05-23 :

### **Bug correction :**

QT Icons path for FreeCAD was replaced inducing a "not found icon" error message.

## Release of 2015-05-31 :

### Modification :

Add sub **Tab Align** into **Modif. Tab**

Modification of Tool Rotate

new angle definition by selection of Edges

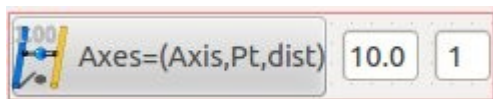
Modification of Tool Translate

Posibility to make a "deep" copy of objects

Add definition relative of ending point by user input

### Addition :

into "Axis 2/2" TAB :



#### **Axes=(Axis,Pt,Pl,a)**

Create an Axis with an Angle to a origin Axis.

- First select an Axis to rotate, then a Plane and a rotation Point
- Second push this button

or

- First select an Axis to rotate, then a rotation Axis and a rotation Point
- Second push this button

NB:

The Axis is created by rotation using :

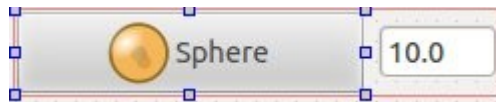
The Normal of the selected Plane as rotation Axis  
and selected Point as rotation Point.

or

The second selected Axis as rotation Axis  
and selected Point as rotation Point.

- The angle (in degrees) of rotation can be defined first.  
Positive number in one direction and negative in the other one.
- The second number indicates the number of Axes to create.

into "Object" TAB :



#### **Sphere**

Create a Sphere shell:

- First select one or several Center Point(s).
- Define Diameter if needed.

Then Click the button...

It will create Sphere shell(s) centered  
at the selected point(s).



## Dome

Create a full geodesic dome shell:

- First select one or several Center Point(s).
- Define Diameter and Frequency Parameter (Integer between 1 to 10) if needed.

Then Click the button...

It will create full geodesic dome shell(s) with a X-Y-symmetry plane for even frequencies and centered

at the selected point(s).

If Frequency Parameter = 1, the code create an icosahedron.

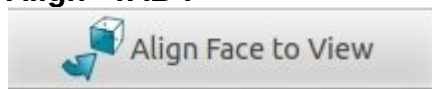
An icosahedron is a polyhedron with 20 faces.

Original code from : Ulrich Brammer

into "Modif." TAB :

**Add of Align Tab**

into "Align" TAB :



### Align Face to View

Align the face of selected object(s) to the actual view Plane.

- Click first to select a Face of one or several objects.

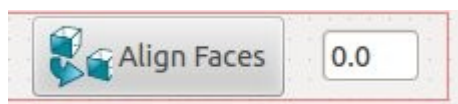
Then Click the button.

NB:

The center of rotation is the center of the bounding box if possible or the center of the Face.

if the Face of the object selected is already aligned to the view Plane, a rotation of 180 deg is applied to the object.

In this case the Axis of rotation is Z vector :  $\text{Base.Vector}(0, 0, 1)$



### Align Faces

Align the Face(s) from selected object(s) to the last Face selected.

- Click first to select a Face of an object or several Faces from several objects.
- Click second to select a Face to align to.

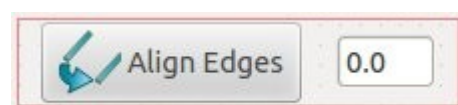
Then Click the button.

NB:

The center of rotation is the center of the bounding box if possible or the center of the Face.

if the Face of the object selected is already aligned to the last one, a rotation of 180 deg is applied to the object.

In this case the Axis of rotation is Z vector :  $\text{Base.Vector}(0, 0, 1)$



### Align Edges

Align the Edge(s) from selected object(s) to the last Edge selected.

- Click first to select an Edge of an object or several Edges from several objects.

- Click second to select an Edge to align to.

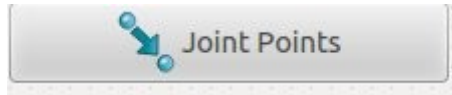
Then Click the button.

NB:

The center of rotation is the center of the bounding box if possible or the center of the Edge.

if the Edge of the object selected is already aligned to the last one, a rotation of 180 deg is applied to the object.

In this case the Axis of rotation is Z vector : `Base.Vector(0, 0, 1)`



### Joint Points

Joint Point(s) from selected object(s) to the last Point selected.

- Click first to select a Point of an object or several Points from several objects.

- Click second to select an Point to joint to.

Then Click the button.

into "Check" TAB :



### Angle

Check for two Edges/Planes angle:

Angle measurement between two Edges or two Planes

- Select the 2 Edges and

- Click this button

or

- Select the 2 Planes and

- Click this button

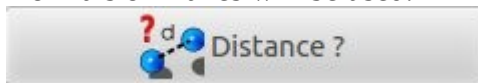
or

- Select one Edge and one Plane and

- Click this button

NB:

Normals of Planes will be used.



### Distance

Check for two Points distance:

Distances measurement and Delta values (on main Axes) between two Points

- Select the 2 Points and

Click this button



### View

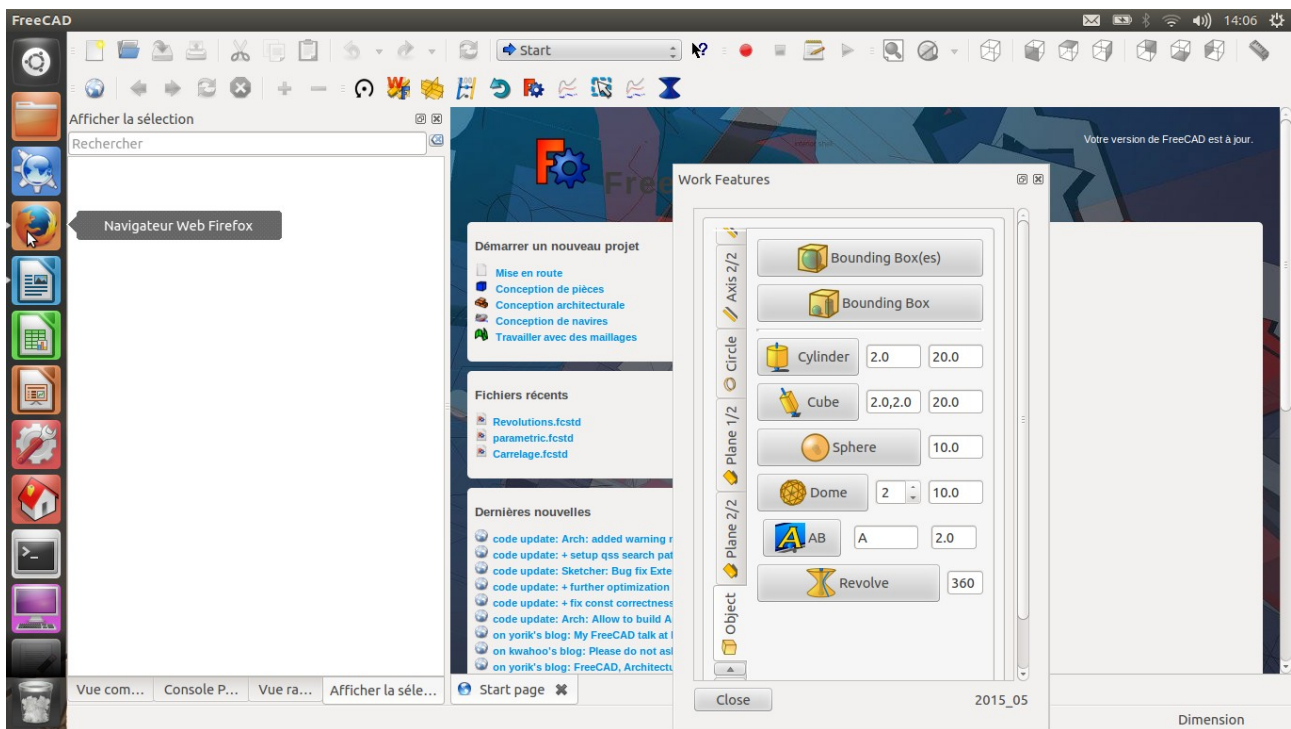
Detect the position of the camera.

The returned value is the value provided by the function `getCameraOrientation()`.



## Release of 2015-06-22 :

### Modification :



A new dock window version for Work Feature widget

### Addition :

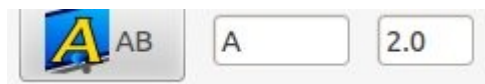
into "Circle" TAB :



**Transform Circle(s) and Arc(s) in Sketch's object(s) by projection onto the Sketch's Plane:**

- First select an existing Sketch;
  - Select as much as Circles and arcs needed;
- Then click on this button.

into "Object" TAB :



**AB:**

Create 3D Text attached to a Point.

- First select a Plane
- Then push this button

in this case the center of the text is attached to center of the Plane;  
or

- First select a Plane and a Point on the Plane
- Then push this button

NB:

Change the text and his size if needed



### **Revolve:**

Make the revolution of Edge(s) or Wire(s) around an Axis:

- Select one or several wire(s)
- Then push this button

or

- Select FIRST one Point as center of rotation and one Axis as rotation axis !
- Select one or several wire(s)
- Then push this button

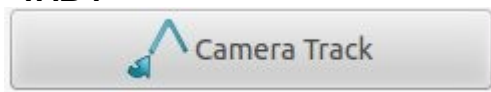
NB:

You can also define the angle of revolution if needed

If no Axis is selected the Z axis is considered as Axis of rotation !

If no Point is selected the Origin is considered as Center of rotation !

into "Check" TAB :



**Select a Wire a the camera will follow the track.**

Originalcode : Tour camera by Javier Martinez Garcia November 2014

into "Check" TAB :



### **Check for surface Area:**

Area measurement for a Plane or a set of Planes.

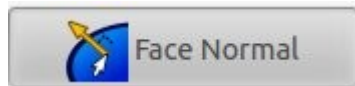
- Select One or several Planes and

Click this button

## Release of 2015-09-02 :

### Modification and addition:

into "Circle" TAB :



#### Create a normal Axis of a Face.

New handle of mesh objects.

To create a Normal at click location on a Face:

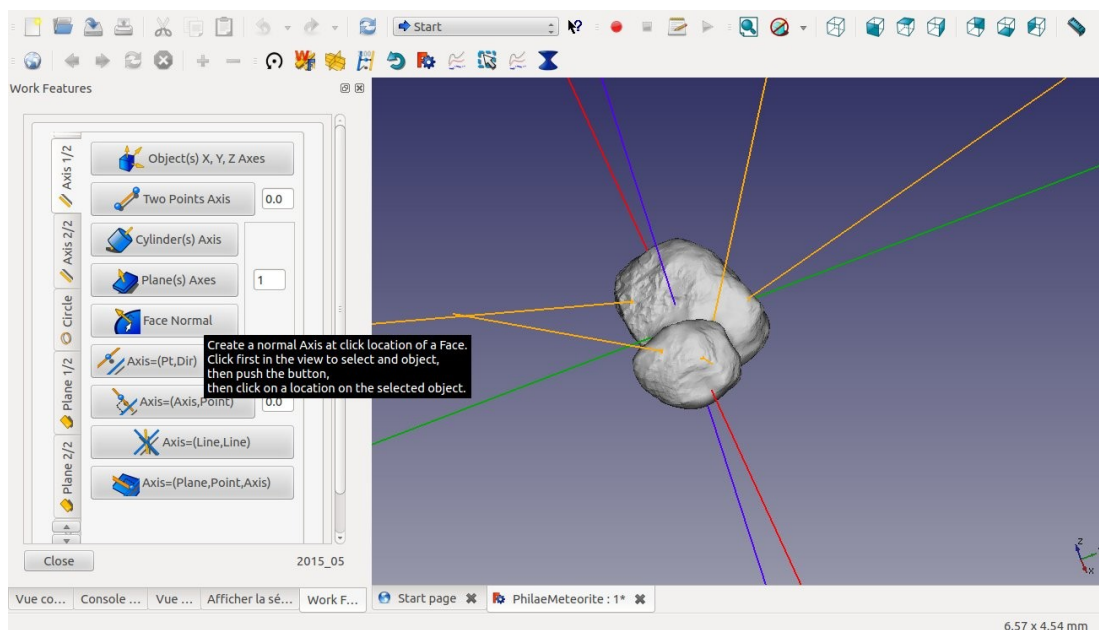
- Click first in the view to select an object,
- then push the button,
- then click on a location on the selected Face.

or

To create several Normal of the face:

- Click first in the view to select an object,
- then select one or several points of the face
- then push the button.

(These selections can also be done into the Combined View)



into "Object" TAB :



#### Section Sweep:

# Make a loft defined by a list of profiles along a wire.

Will extrude/sweep a Section along a Trajectory like sweep from Part Workbench

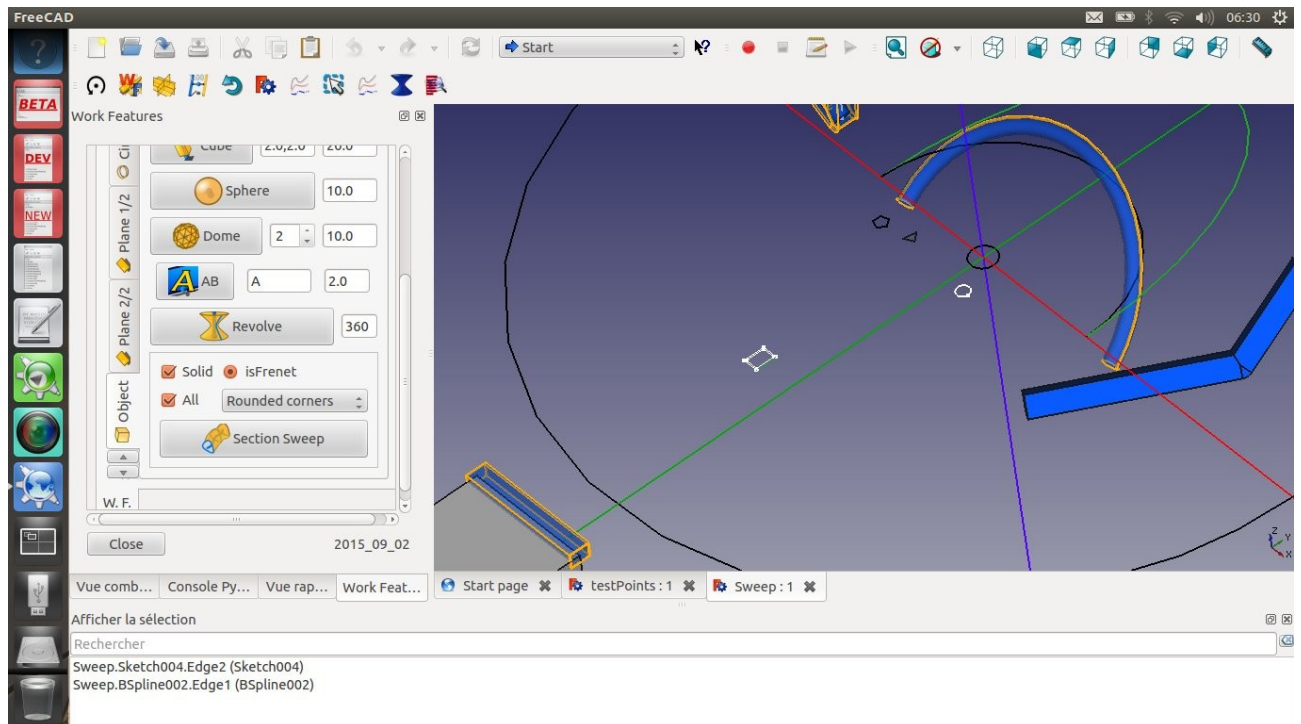
but:

- the Section center (of Mass) is move at the first point of the Trajectory and;
- the "plane" of the Section is rotate to be perpendicular to the Trajectory.

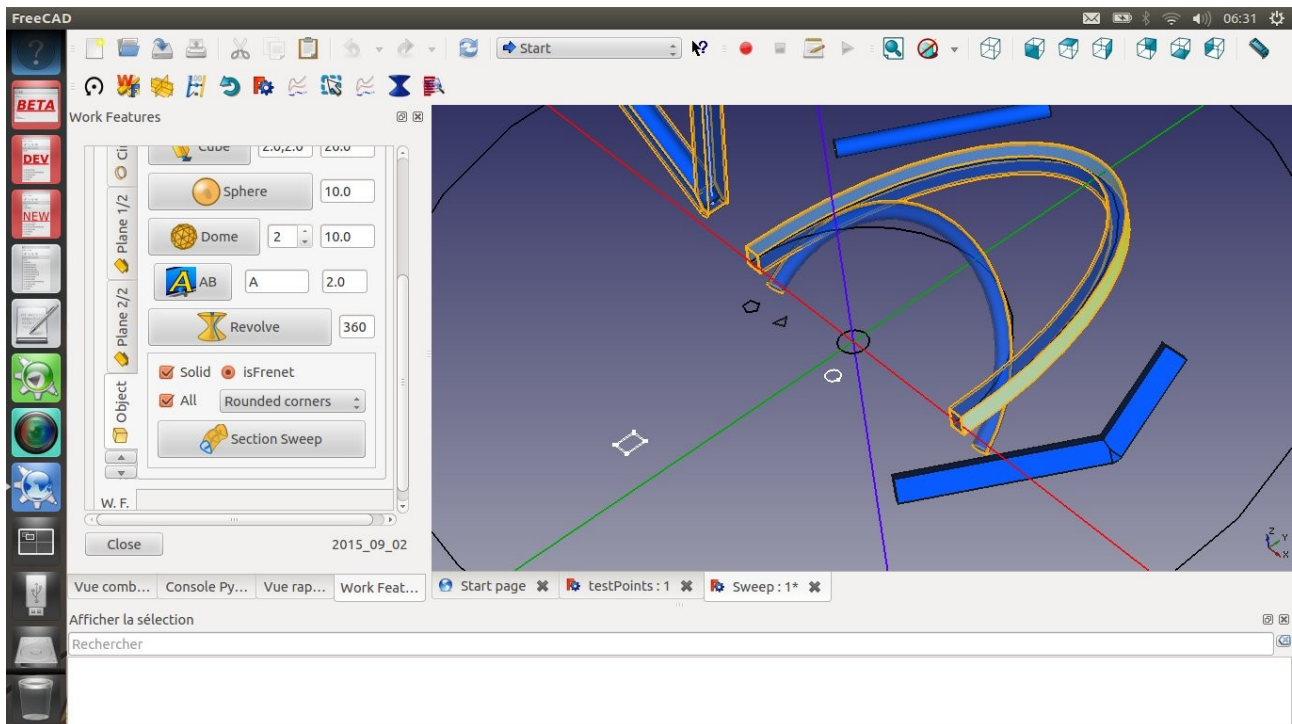
- Select first one Section wire (Closed wire will generate volumes by default)  
(This Section can be a compound from sketch to realize "tube")
- Select one or several wire(s) as Trajectory(ies)
- Then push this button

NB: You can change first:

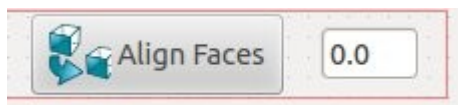
- Solid option (if toggled will generate a solid for Closed wire Section only)
- isFrenet option
- All option (means if the trajectory selected is a compound, all sub wires will be used for the sweep)
- Transition Option (Select a Transition option in case of trajectory with several wires; Transition can be:  
# 0 (default), 1 (right corners) or 2 (rounded corners).)



Hereafter the results



into "Align" TAB :



**Align the Face(s) from selected object(s) to the last Face selected.**

- Click first to select a Face of an object or several Faces from several objects. These objects will be moved.
  - Click second to select a Face to align to (the last object is fixed and will never move).
- Then Click the button.

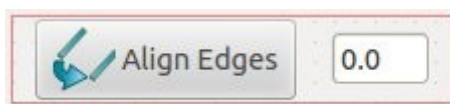
NB:

The center of rotation is the center of the bounding box if possible or the center of the Face.

if the Face of the object selected is already aligned to the last one, a rotation of 180 deg is applied to the object.

In this case the Axis of rotation is Z vector :  $\text{Base.Vector}(0, 0, 1)$

Two clicks will rotate by 180 deg the moving objects.



**Align the Edge(s) from selected object(s) to the last Edge selected.**

- Click first to select an Edge of an object or several Edges from several objects. These objects will be moved.
  - Click second to select an Edge to align to (the last object is fixed and will never move).
- Then Click the button.

NB:

The center of rotation is the center of the bounding box if possible or the center of the Edge.

if the Edge of the object selected is already aligned to the last one, a rotation of 180 deg is applied to the object.

In this case the Axis of rotation is Z vector :  $\text{Base.Vector}(0, 0, 1)$

Two clicks will rotate by 180 deg the moving objects.



**Joint Face(s) from selected object(s) to the last Face selected.**

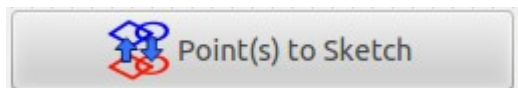
- Click first to select a Face of an object or several Faces from several objects. These objects will be moved.
  - Click second to select a Face to joint to (the last object is fixed and will never move).
- Then Click the button.

Two clicks will rotate by 180 deg the moving objects.

## Release of 2015-10-05 :

**Bug correction:** Projection of points and Edges onto an Sketch. It worked correctly when the Sketch was aligned on one of the 3 main planes (ie XY, XZ or YZ) but failed when the Sketch was aligned in an other direction.

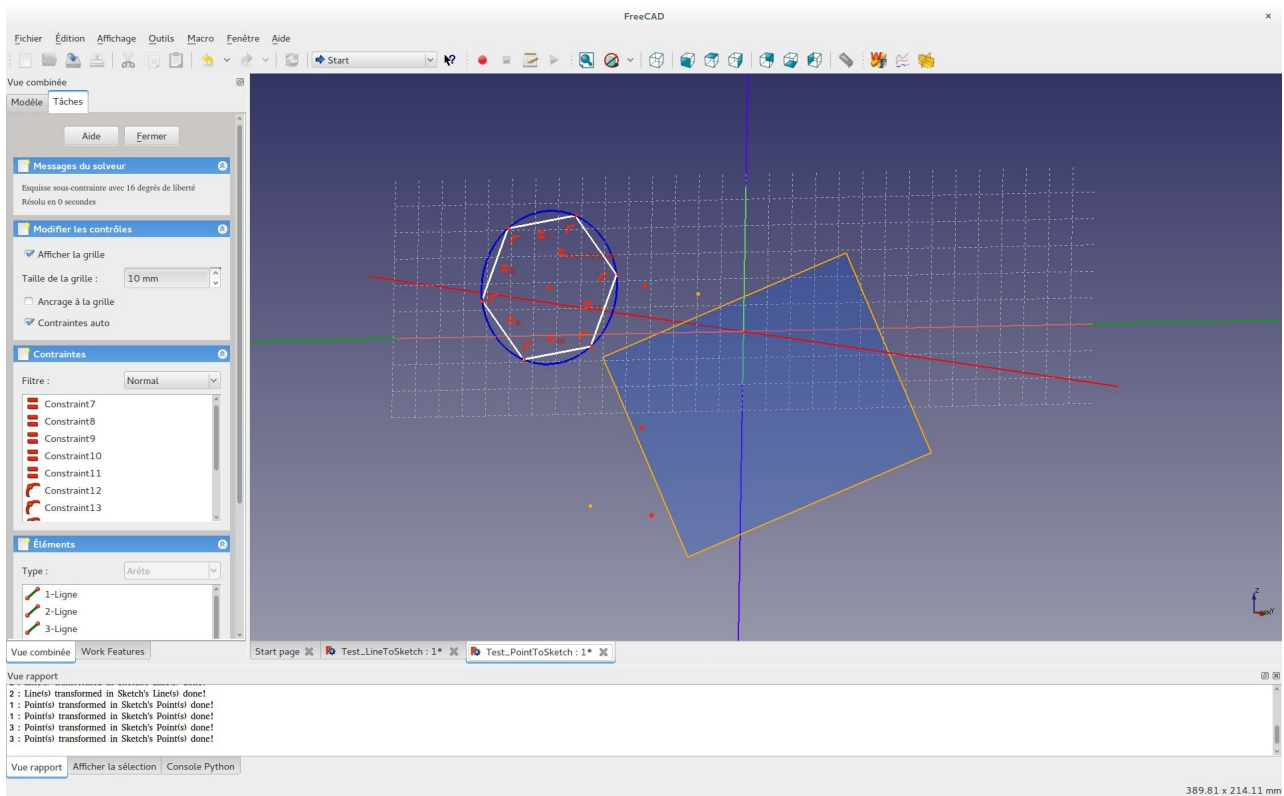
Correction done for Point and Edge (not yet for circle To Sketch, correction on going°  
into Point TAB :



Transform Point(s) in Sketch's Point(s) by projection onto the Sketch's Plane:

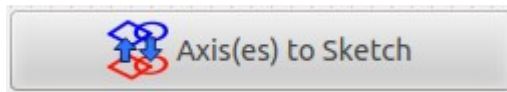
- First select an existing Sketch;
- Select as much as Points needed;

Then click on this button.





into Axis TAB :



Transform Line(s) in Sketch's Line(s) by projection onto the Sketch's Plane:

- First select an existing Sketch;
- Select as much as Lines needed;

Then click on this button.

