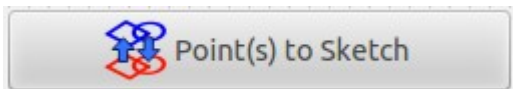


Release of 2015-02-26 :

Addition :

into Point TAB :

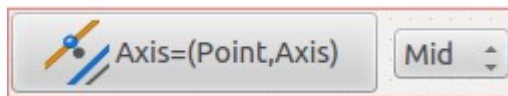


Transform Point(s) in Sketch's Point(s) by projection onto the Sketch's Plane:

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

Then click on this button.

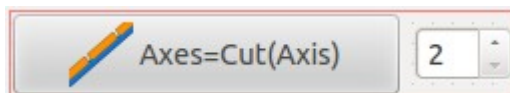
into Axis TAB :



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

The Point will be at :

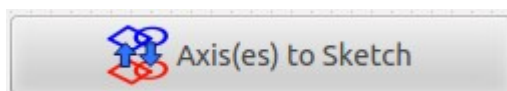
- Start of the line;
- Mid of the line;
- End of the line.



Create Axes:

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

The number indicates in how many parts to cut.

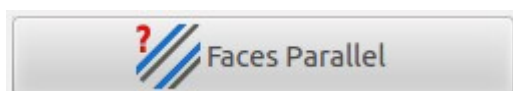


Transform Line(s) in Sketch's Line(s) by projection onto the Sketch's Plane:

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

Then click on this button.

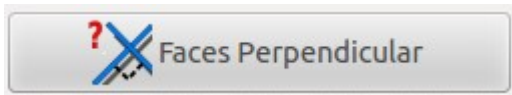
a new Check TAB:



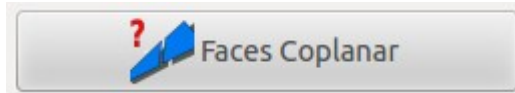
Check if two faces are Parallel:

- 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

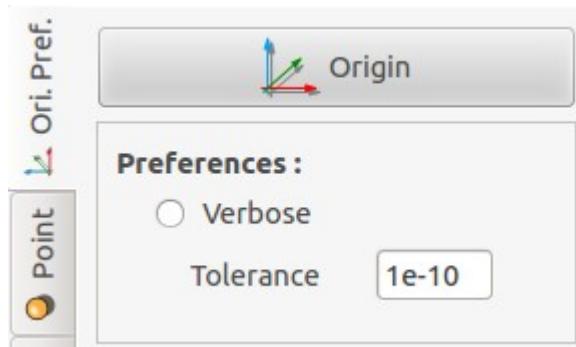
Release of 2015-03-08 :

New icon for the macro WORK FEATURE :



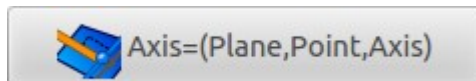
Addition :

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 :



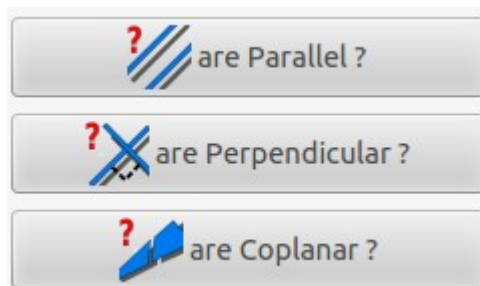
Create Arcs:

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 developed for Cylinders.

Correction :



Functions available for two faces or two Edges

