Block Drawing Plane

The “Define Drawing Plane” button should work just like arc. One or two buttons will appear and allow the user to define a drawing plane by selecting 3 points or 2 lines. More options can be added afterwards. If we can implement a way to also define a current axis system, the new axis system will be redefined when changing the drawing plane with this command.

To lock the plane, the user will have to push the “Block Drawing Plane” button and the plane defined with the “Define Drawing Plane” command will be locked. Notice that moving the mouse over other faces will not redefine the drawing plane. This button should change its icon with a lock, for example, when it is active. This will allow the user to detect magic points only from elements (vertices, center points, etc) that are found in this drawing plane. All 2D geometry drawn will also be projected into this drawing plane. If the user wants to disable this option, he just needs to click this button again. This will allow drawing in the tridimensional space.

One more feature regarding the current drawing plane refers to the axis system. To define an axis system, the user can click on the “Define Axis System” button that works similar to arc. For the beginning, we could define it with the help of 3 points and 2 lines. More options can be added later.

These buttons will be included in the “Drawing Area” tab.