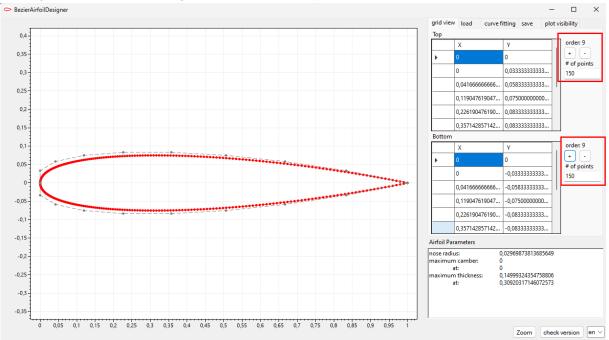
Bezier-Airfoil-Importer

Generate import file:

Import files must be generated using BezierAirfoilDesigner by Marc Frank using specific settings.

- 1. Chose load tab to load a *.dat file.
- 2. Go to grid view tab and change the order to 9 for top and bottom.



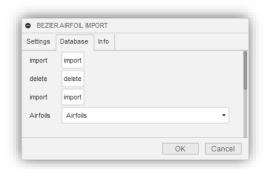
- 3. Use curve fitting tab to generate the data.
- 4. Click save tab and chose .bez.dat 1



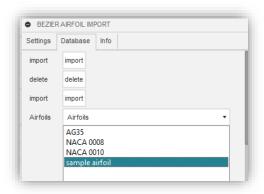
This will generate a *.dat file containing exactly 19 Coordinates, for example:

Import/delete airfoil to/from Database:

1. Chose batabase tab to import a bez.dat file.



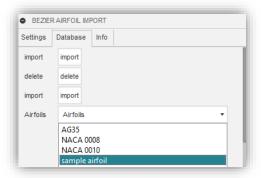
It will then be listed in the dropdown menu:



- 2. To delete an airfoil you must first select it from the dropdown menu and then click delete.
- 3. The second import option is for choosing a directory containing airfoils. All airfoils from the directory will be imported at once.

Import airfoil to fusion 360:

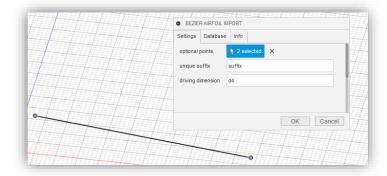
1. Go to Database tab und chose an airfoil from the dropdown menu.



2. Switch to settings:

optional points:

You can chose two points from a sketch to specify where to place the leading and trailing edge. Otherwise the airfoil will be sketched to xy-plane.

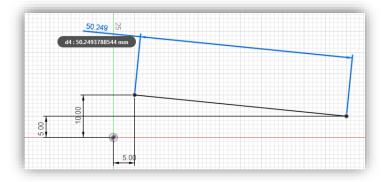


unique suffix:

The import will create parameterised sketch dimensions for each point. Since each parameter needs a unique name choose a suffix that will be added to each parameter of this import. If you want to import another airfoil the suffix must differ from the previous import to not cause an error.

driving dimensions:

You can enter a driving dimension to scale the sketch from. In this example "d4" would be a good parameter to choose:



3. Click OK.

