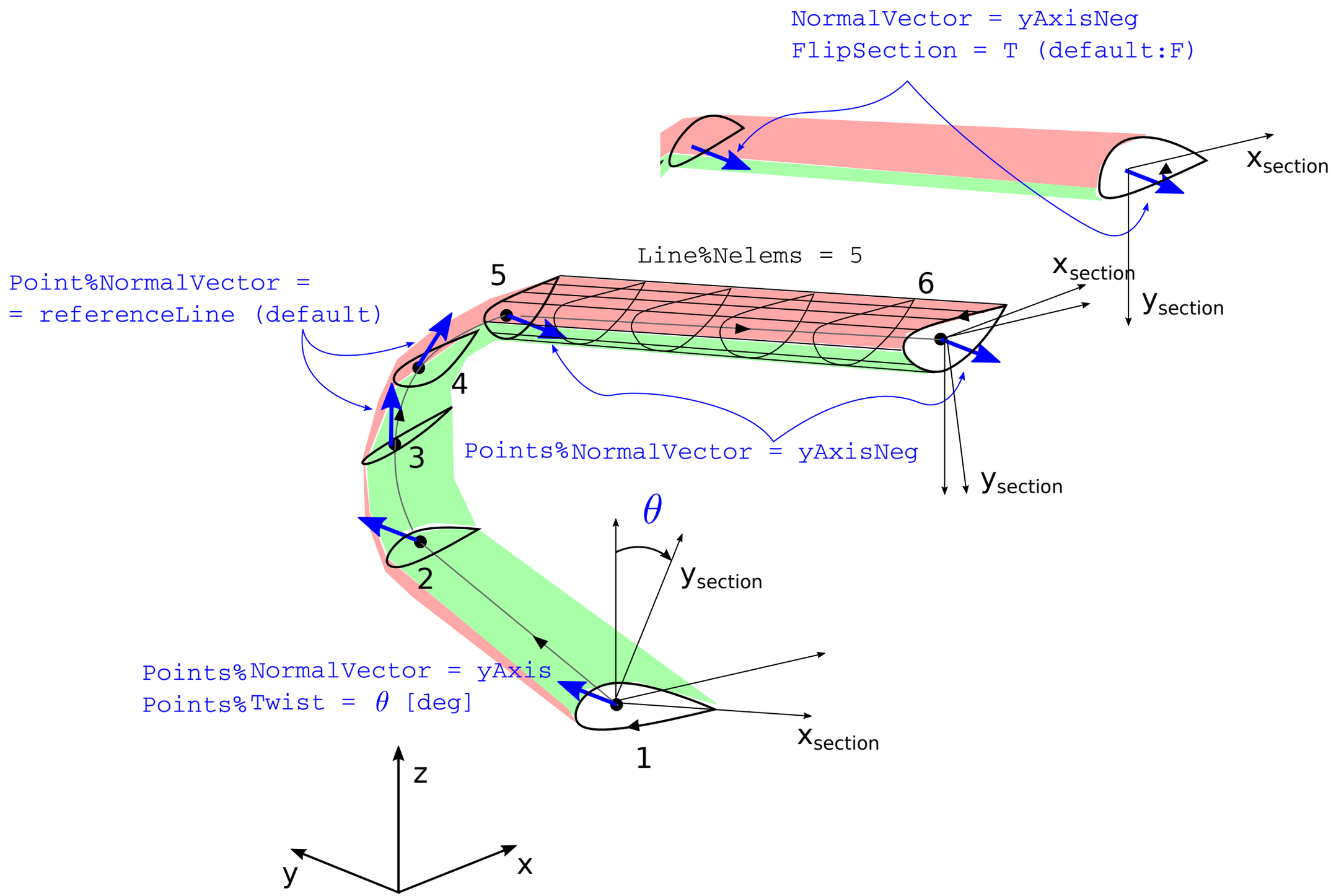
NormalVector = yAxisNeg
FlipSection = T (default:F)
x section
Line%Nelems = 5
5
6
x section
y section
Point%NormalVector =
= referenceLine (default)
4
3
Points%NormalVector = yAxisNeg
y section
θ
y section
2
Points%NormalVector = yAxis
Points%Twist = θ [deg]
x section
1
z
y
x