

Curve editor window (Quick sheet)

This window appears when in the main window a polygon or curve is selected and that you edit the object "edit object" either through "menu / object" or through the contextual menu (right click on to the object).

This window allows you to edit a curve point by point, either a normal curve (black), either a tracing curve (blue) or a guiding curve (red). Editing can be done either freehand or by defining for each segment its length and its angle relative to the segment which is located on the other side of the selected extremity. It is recommended making a first draft freehand prior to accurately position the segments.

Editing a normal curve is made in order to precisely define a profile before giving thickness, turning it using the ring thickening (lathe) tool creation or coating it with a hull.

Editing a tracing curve is made in order to define precisely the shape you want with saw cutting tool.

Editing a guiding curve is made in order to define precisely the direction of thickening for thicken with guiding curve.

Smoothing method
Define the smoothing method to apply to the curve.

Smoothness
Smoothness ratio to apply to the selected points

Grid
Display/Hide the grid
Set its parameters

Solid objects rendering:
(Transparent, Shaded, Wireframe)

Show/Hide the axis.
(Width, Height, Depth)

Show/Hide other objects

Edit
Undo (Ctrl + Z)
Redo (Ctrl + Y)

1 view, 4 views or 3 +1 views

Selection of points or segments and move of the rules.
Several points can be selected by pressing the shift key or dragging around the points.
Move of the rules through click and move.
Rules positioning by double click on the rule.

Zoom factor
Position of the view regarding the object(s).

Selection and freehand move of points.
Several points can be selected by pressing the shift key or dragging around the points.
Move the selected point(s) by left click on a point and dragging.

Rotation of the view

Modify the length of a segment.
The selected segment (red) will have its length modified by moving the selected extremity (red).
Displays a dialog box

Modify the angle of a segment.
The selected segment (red) will turn around the selected extremity (red).
Displays a dialog box

Delete the selected point(s).

Move (shift) of the view

Add a point between 2 selected points.
If more than 2 points are selected, several points are added, one in the middle of each pair of contiguous selected points.