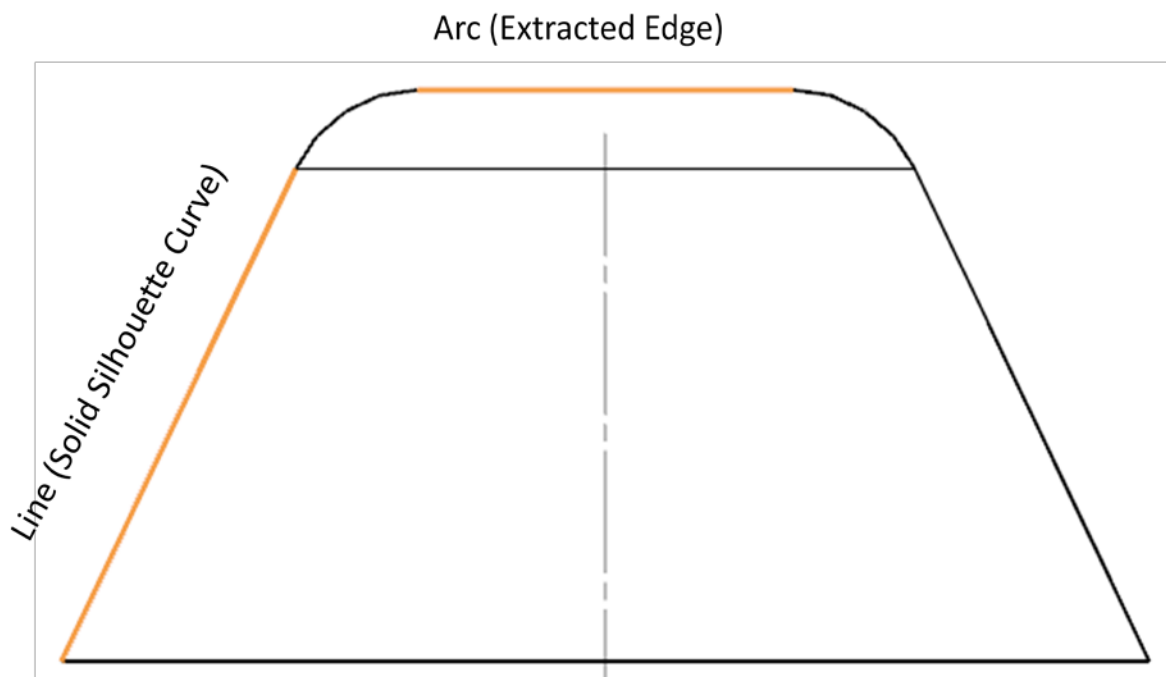


Intersection Symbol – Line and Arc Plane

Currently to create a drawing intersection symbol it requires that an intersection point can be found. Consider a cone with an end blend. We then have either an end blend edge or an extracted arc for which we currently cannot insert an intersection symbol.

Consider the following example consisting of a cone with a blend. For simplicity of the demo program I have turned on extracted edges. The figure below shows the drawing view with the entities to be selected highlighted.



The program works as follows:

- 1) The line is first selected.
- 2) The Arc is then selected
- 3) The program then determines an intersection point of the line on the plane of the arc.
- 4) A line is then created from the arc centre, length = arc radius in the direction of the intersection point on the arc plane.
- 5) The line is blanked
- 6) The intersection symbol is then created using the existing line first selected and the created second line

For the first curve selected the program is readily extended to any open curve for which the end tangent can be used to find the required intersection. For the selected arc this can also be extended to include solid/face edges and any extracted curve provided they are planar.

The program does not do any error checking or include other cases but I think it shows the possibilities

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