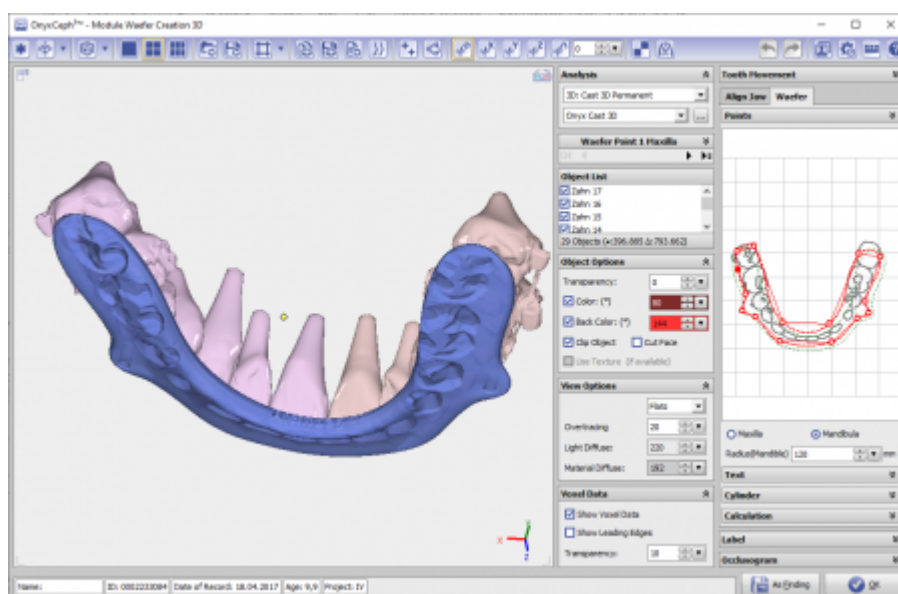


Waefer Creation 3D

First Steps

1. Define three points for the waefer plane on each the upper and lower jaw
2. Define 2D outline for upper and lower surface with left click in sketch on the right
3. Optionally place additional points for texts and holes
4. Compute Waefer object, export using the object list
5. Save as project and new finding

Module user interface



References

Screenshots
3D Views
Videos
Links

From:
<http://www.onyxwiki.net/> - [OnyxCeph³™ Wiki]

Permanent link:
http://www.onyxwiki.net/doku.php?id=en:waefer_creation_3d&rev=1559900581

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