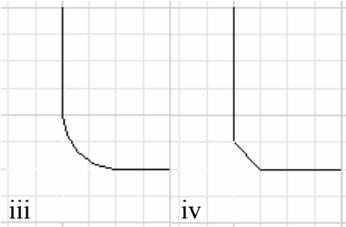
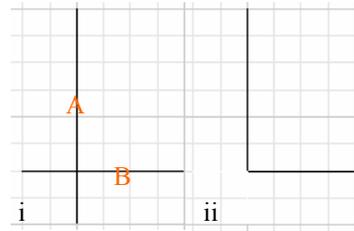


Trimming Geometrics

Before beginning, remember Undo is Ctrl+Z, and trims are in: Edit >> Trim >> ...

(i) Draw two intersecting lines. Trim Corner and click at A and B. (ii) The clicked sides stay, the rest goes away.



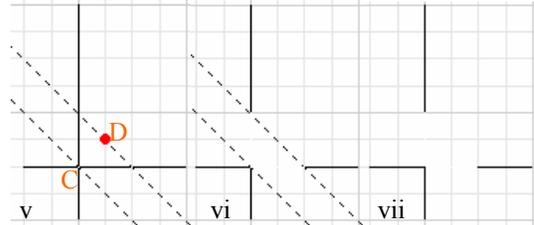
Undo. (iii) Trim Round and select the Arc Radius in the Edit Bar. Click at A and B as before.



Undo. (iv) Trim Bevel and select the Bevel Lengths in the Edit Bar. Click at A and B as before.



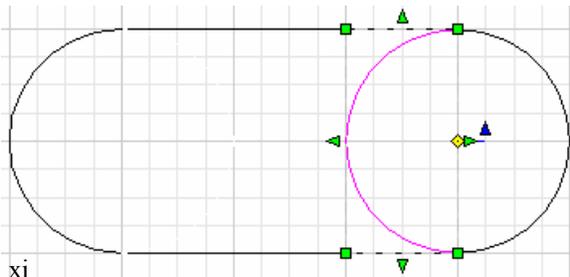
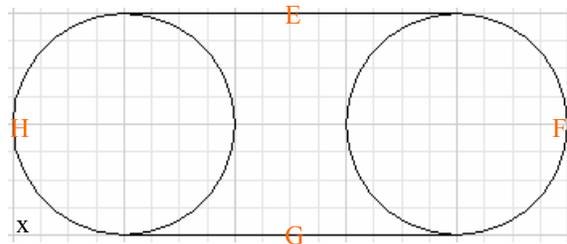
Undo. Trim Channel allows removal of anything within the "channel". (v) Trim Channel and create a channel by clicking at C and D. (vi) Click lines within the channel to trim them away. (vii) Right-Click to clear the channel.



Undo. Trim Break is the most commonly used trimming tool. (viii) Trim Break and select one line to be the "break." (ix) Click the intersecting line on the side that is to stay.

NOTE: As with Trim Channel's channel, Trim Break's break remains to allow the trimming of multiple lines.

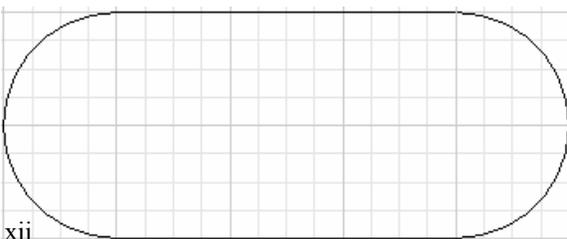
(x) Draw two circles connected by two lines. Trim Divide divides entities at their intersections to permit their manual manipulation. Trim Divide and click anywhere on entities E and F, F and G, G and H, and H and E.



(xi) Select the parts to be removed and delete.

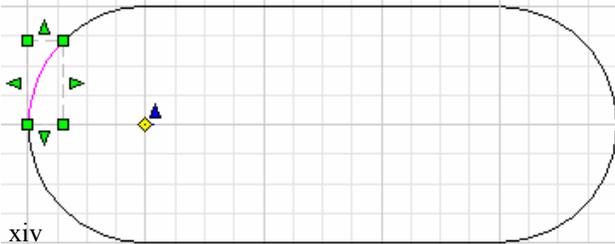
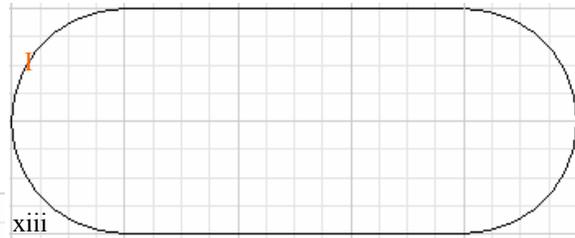
NOTE: Divided parts are also transformable.

(xii) The remaining divided parts.



NOTE: If Ctrl is depressed when using Trim Divide, only the first element selected is split.

Trim Subdivide divides entities into 2 or more segments. (xiii) Trim Subdivide, choose 4 Segments to Create from the Edit Bar, and select the curve at I.

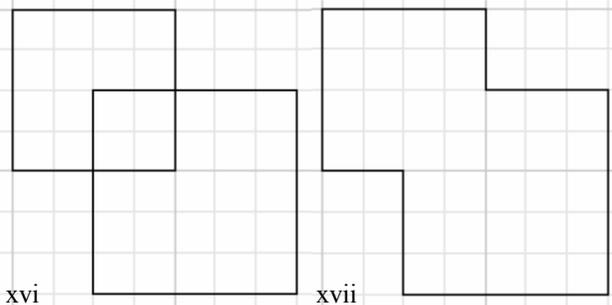
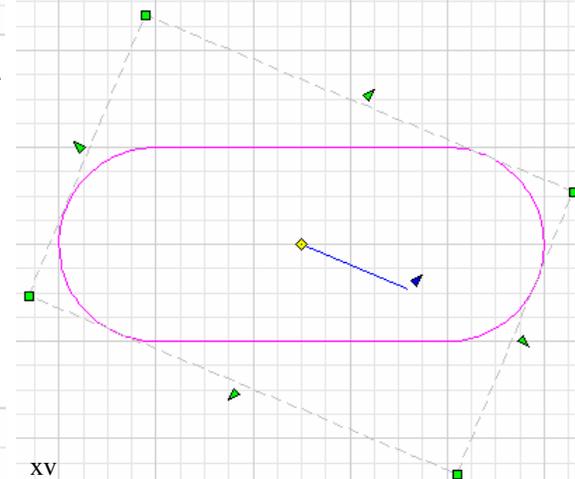


(xiv) The segments may now be selected and manually manipulated as entities.

NOTE: All segments may be snapped to.

Trim Join joins connected lines, arcs, and polylines to form a new entity. Trim Join, select one segment and then the one next to it. Repeat this until a single entity is formed. (xv) There is now only a single entity.

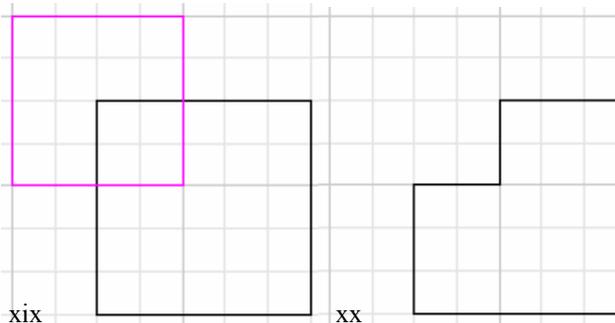
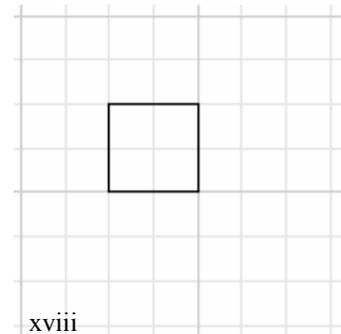
NOTE: If Ctrl is pressed when using Trim Join, all lines, arcs and polylines connected in a series will be joined.



(xvi) Draw two intersecting polygons. Trim Union and select each polygon. (xvii) The overlapping parts are removed thus uniting the polygons.

Undo. Trim Intersection and select each polygon. (xviii) The non-overlapping parts are removed thus leaving only the intersecting portions of the polygons.

NOTE: Trim Union, Trim Intersection, and Trim Difference take only two polygons at a time to create a single polygon.



Undo. Trim Difference cuts one polygon from the other. (xix) Trim Difference, select the polygon to be cut out, and select the polygon to be cut. (xx) The first polygon has been cut out.

>>End Trimming Geometrics.