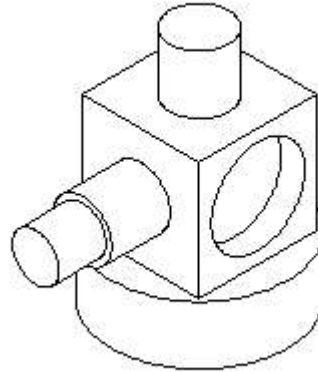


Exercitiul 21



Command: vpoint
Current view direction: VIEWDIR=0.0,0.0,1.0
Specify a view point or [Rotate] <display compass and tripod>: 1.5,2,1
Regenerating model.

Command: ucs
Current ucs name: *WORLD*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/OBject/Face/View/X/Y/Z] <0,0,0>:
200,150

Command: box
Specify corner of box or [Center] <0,0,0>:
Specify corner or [Cube/Length]: c
Specify length: 100

Command: zoom
Specify corner of window, enter a scale factor (nX or nXP), or
[All/Center/Dynamic/Extents/Previous/Scale/Window] <real time>:
Specify opposite corner:

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]

<World>: n
Specify origin of new UCS or [ZAxis/3point/Obj ect/Face/View/X/Y/Z] <0,0,0>:
50,50,100

Command: cylinder
Current wire frame density: ISOLINES=4
Specify center point for base of cylinder or [Elliptical] <0,0,0>:
Specify radius for base of cylinder or [Diameter]: 25
Specify height of cylinder or [Center of other end]: 50

Command: cylinder
Current wire frame density: ISOLINES=4
Specify center point for base of cylinder or [Elliptical] <0,0,0>: 0,0,100
Specify radius for base of cylinder or [Diameter]: 75
Specify height of cylinder or [Center of other end]: 50

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/Obj ect/Face/View/X/Y/Z] <0,0,0>: y
Specify rotation angle about Y axis <90>:

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/Obj ect/Face/View/X/Y/Z] <0,0,0>: z
Specify rotation angle about Z axis <90>:

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/Obj ect/Face/View/X/Y/Z] <0,0,0>:
0,-50,50

Command: cylinder
Specify center point for base of cylinder or [Elliptical] <0,0,0>:
Specify radius for base of cylinder or [Diameter]: 25
Specify height of cylinder or [Center of other end]: 50

Command: cylinder
Current wire frame density: ISOLINES=4

Specify center point for base of cylinder or [Elliptical] <0,0,0>: 0,0,50
Specify radius for base of cylinder or [Diameter]: 20
Specify height of cylinder or [Center of other end]: 40

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/OBject/Face/View/X/Y/Z] <0,0,0>:
50,0,-50

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/OBject/Face/View/X/Y/Z] <0,0,0>: y
Specify rotation angle about Y axis <90>:

Command: cylinder
Current wire frame density: ISOLINES=4
Specify center point for base of cylinder or [Elliptical] <0,0,0>:
Specify radius for base of cylinder or [Diameter]: 40
Specify height of cylinder or [Center of other end]: -20

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/OBject/Face/View/X/Y/Z] <0,0,0>: x
Specify rotation angle about X axis <90>:

Command: ucs
Current ucs name: *NO NAME*
Enter an option [New/Move/orthoGraphic/Prev/Restore/Save/Del/Apply/?/World]
<World>: n
Specify origin of new UCS or [ZAxis/3point/OBject/Face/View/X/Y/Z] <0,0,0>:
0,-50,50

Command: subtract
Select solids and regions to subtract from ..
Select objects: 1 found
Select objects:
Select solids and regions to subtract ..
Select objects: 1 found

Command: hide
Regenerating model.

Command: <Switching to: Layout1>
Regenerating layout.
Regenerating model.

Command: hide
Regenerating layout.

Command: mspace
Command: solprof
Select objects: Specify opposite corner: 5 found
Select objects:
Display hidden profile lines on separate layer? [Yes/No] <Y>:
Project profile lines onto a plane? [Yes/No] <Y>:
Delete tangential edges? [Yes/No] <Y>:
5 solids selected.

Command: <Switching to: Model>
Regenerating model.

Command: _saveas