

Angle:

I=1, 0° from X axis

J=0, 90° from Y axis

K=0, 90° from Z axis

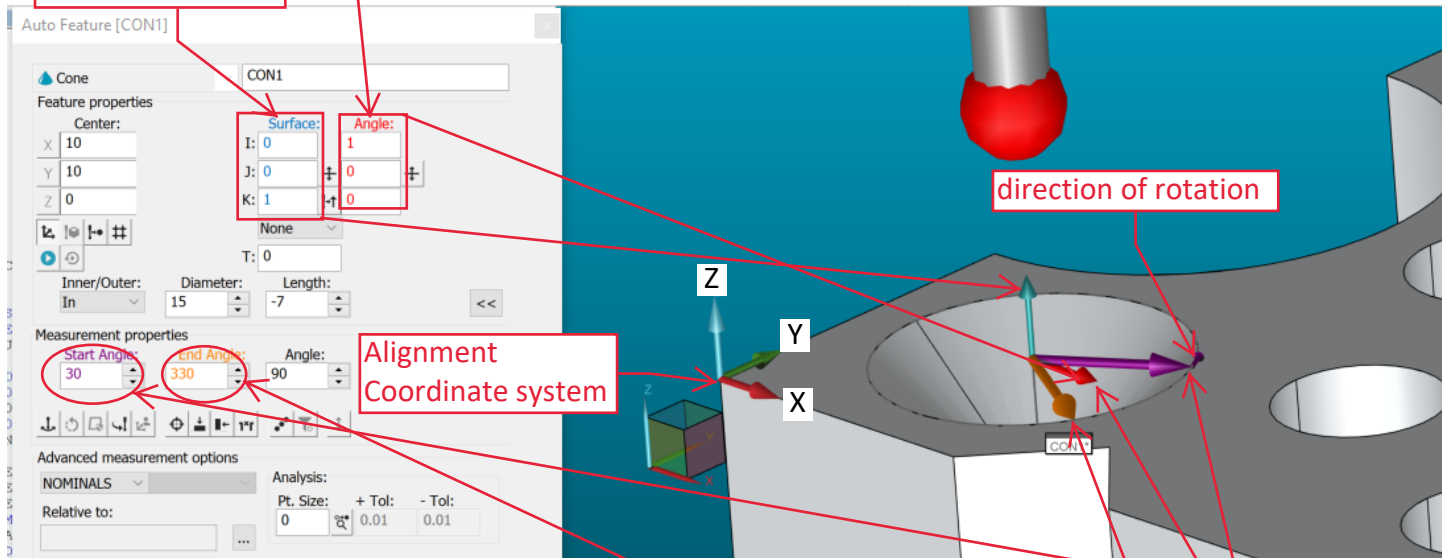
For Circle, Cylinder, Sphere, and Cone features, the Angle boxes define the 0° position about the normal vector. The start and end angles are calculated relative to this vector. If the vectors are not perpendicular, the angle vector is adjusted to the normal vector.

Surface:

I=0, 90° from X axis

J=0, 90° from Y axis

K=1, 0° from Z axis



direction of rotation

Alignment Coordinate system

30° Start Angle

0°

330° End Angle