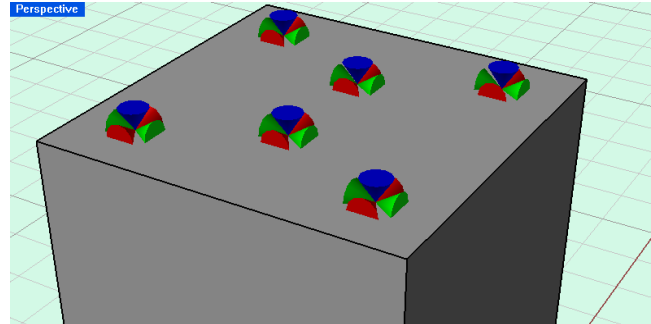


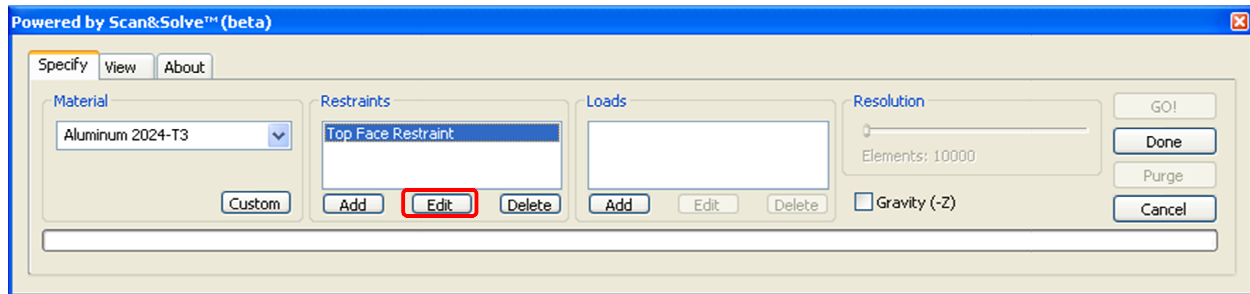
Scan&Solve™ Cheat Sheet for Editing Restraints

Restraint Glyphs

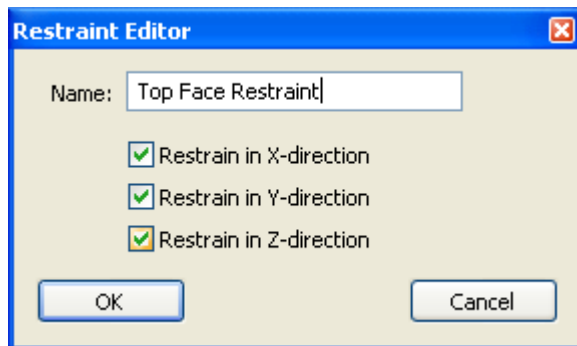
A restraint glyph consists of pairs of opposing cones aligned with the axis that is restrained. The cone pairs are also color coded to indicate the restrained axis. **Red** for X-fixed, **Green** for Y-fixed, and **Blue** for Z-fixed. The restraint glyphs will be distributed over the faces that have restraints applied.



Editing Restraints



[Edit] displays the Restraint Editor, allowing the selected restraint to be modified:



[Restraining in X-direction] the face will be fixed in the X-direction, but may be free to move in the other directions unless they too are restrained.

[Restraining in Y-direction] the face will be fixed in the Y-direction, but may be free to move in the other directions unless they too are restrained.

[Restraining in Z-direction] the face will be fixed in the Z-direction, but may be free to move in the other directions unless they too are restrained.

Restraints may be **mixed** by selecting combinations of X, Y, and Z-restraints.