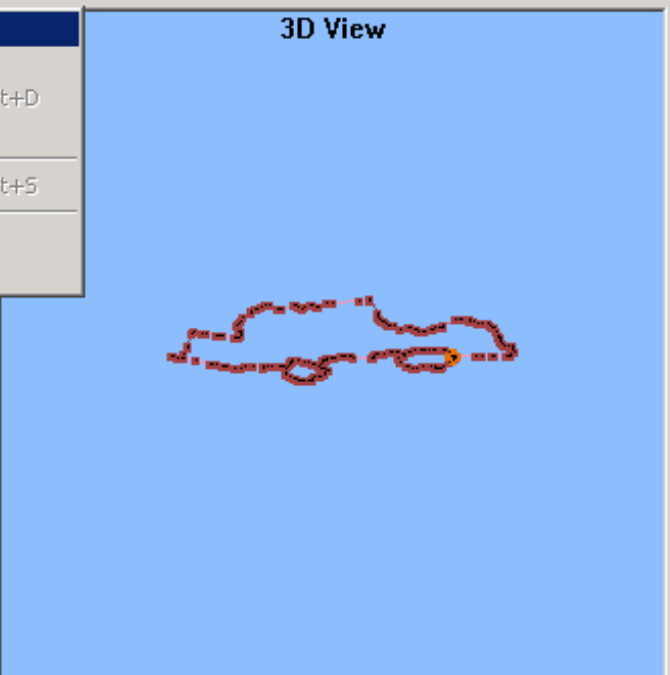
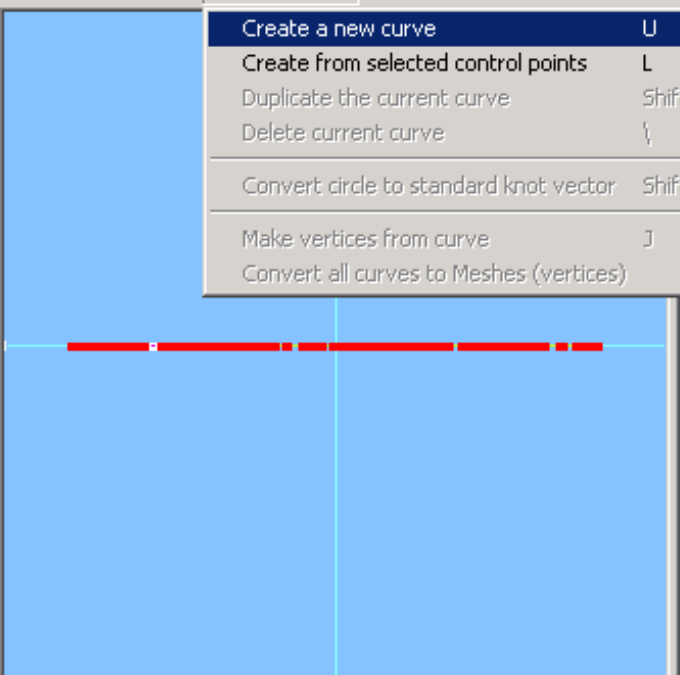
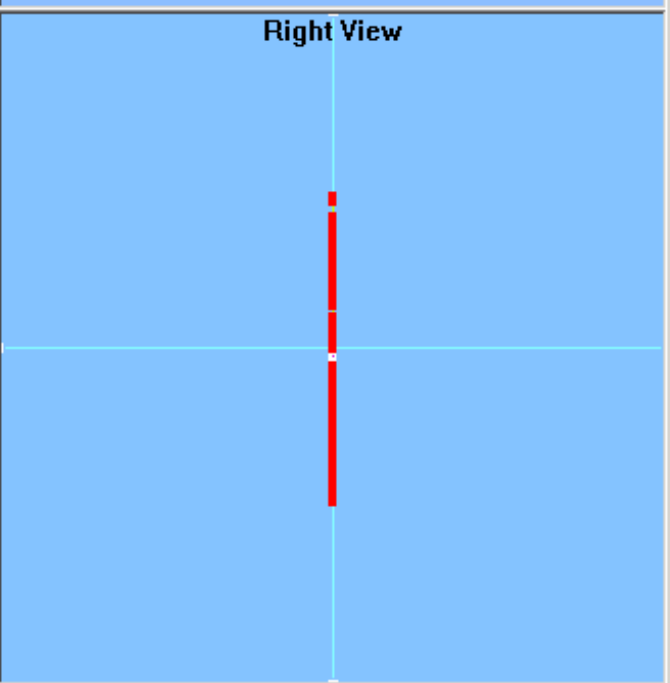
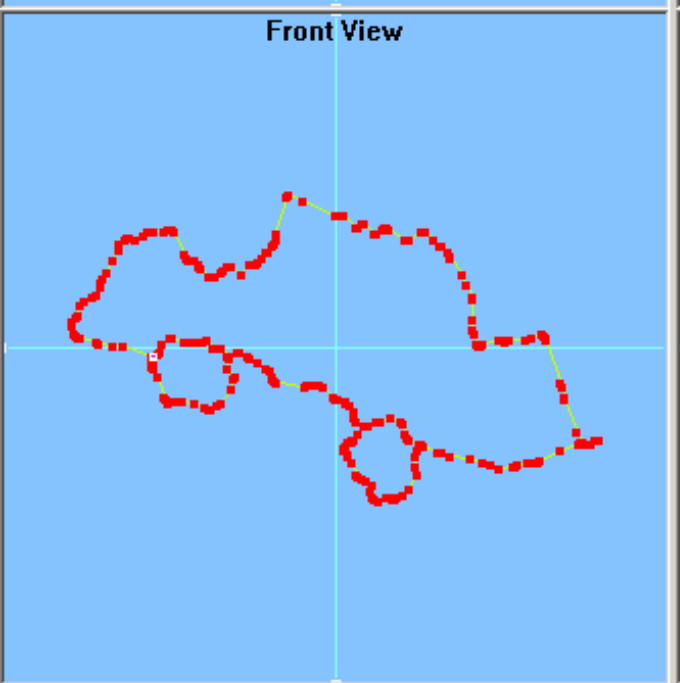


- Create a new curve U
- Create from selected control points L
- Duplicate the current curve Shift+D
- Delete current curve \
- Convert circle to standard knot vector Shift+S
- Make vertices from curve J
- Convert all curves to Meshes (vertices)



Objects: vertices, triangles (vertice range
0: 2272, 1136 (1 - 2272) (1 - 1136)

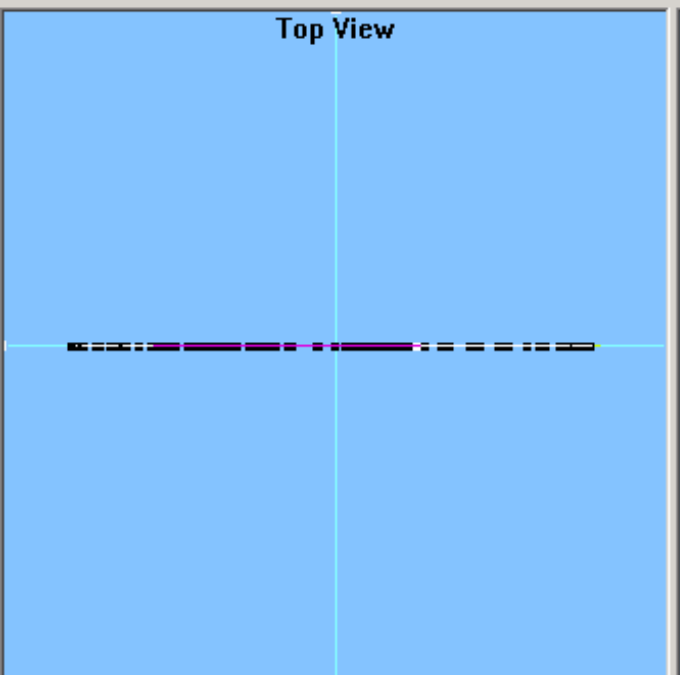


Vertices: (x, y, z)

1:	(-0.554,	-0.028,	-0.000)
2:	(-0.556,	-0.028,	-0.000)
3:	(-0.556,	-0.028,	0.000)
4:	(-0.554,	-0.028,	0.000)
5:	(-0.554,	-0.028,	0.000)
6:	(-0.556,	-0.028,	0.000)
7:	(-0.556,	-0.028,	-0.000)
8:	(-0.554,	-0.028,	-0.000)
9:	(-0.556,	-0.030,	-0.000)
10:	(-0.556,	-0.028,	-0.000)
11:	(-0.556,	-0.028,	0.000)
12:	(-0.556,	-0.030,	0.000)
13:	(-0.556,	-0.030,	0.000)
14:	(-0.556,	-0.028,	0.000)
15:	(-0.556,	-0.028,	-0.000)
16:	(-0.556,	-0.030,	-0.000)
17:	(-0.329,	-0.030,	-0.000)
18:	(-0.349,	-0.003,	-0.000)
19:	(-0.349,	-0.003,	0.000)
20:	(-0.329,	-0.030,	0.000)
21:	(-0.329,	-0.030,	0.000)
22:	(-0.349,	-0.003,	0.000)
23:	(-0.349,	-0.003,	-0.000)

Create a new curve (to plot points, hold down the 'Control' key and then left-click when in 'Edit' mode)

Vertices: 2,272 (2,272 selected) Triangles: 1,136 (1,136 selected) FPS: 251.4 (3.977ms)

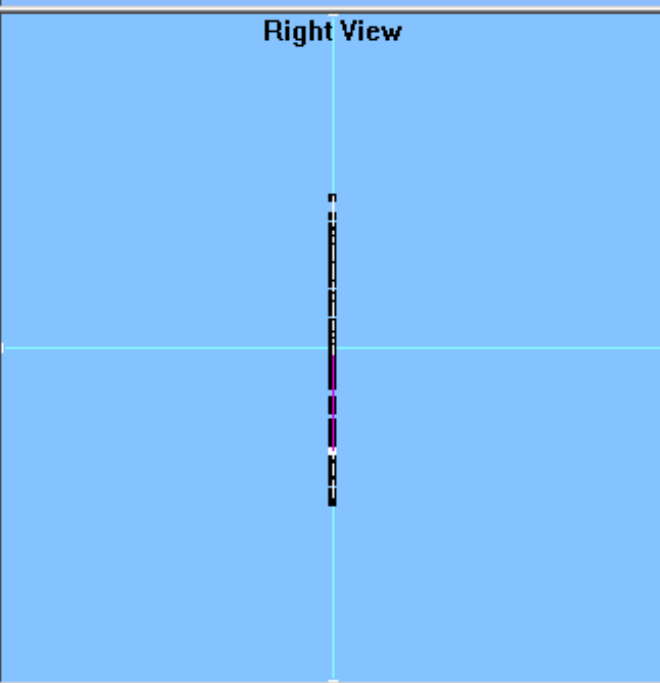
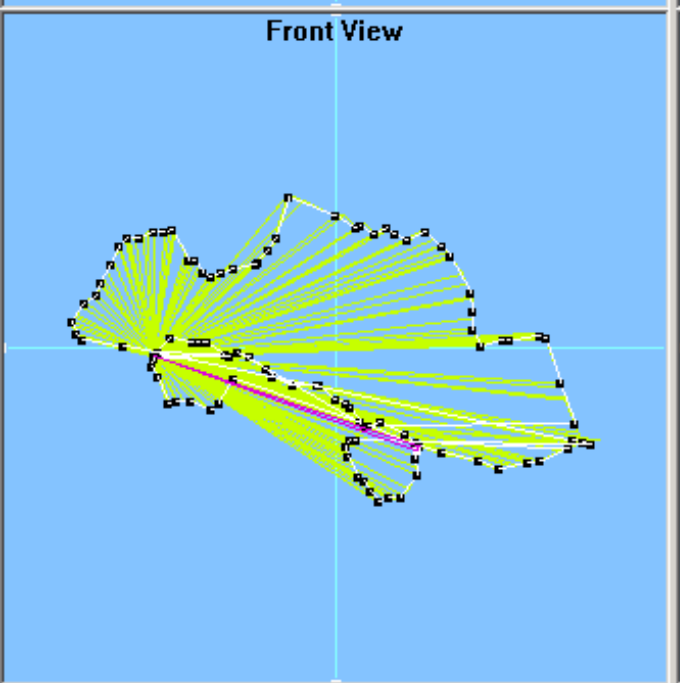


Zoom view to selection	F2 or *
Zoom views to selection	F3
Zoom view around everything	/
Reset all views	Ctrl+F4
Show 3D view only	Ctrl+F5
Show 2D views	Ctrl+F6
● Show Lists	Ctrl+F7
Show object centers	F4
Show 2D vertices	F5
✓ Show 3D vertices	F6 or .
✓ Show 2D curves	Shift+F5
✓ Show 3D curves	Shift+F6
✓ Hilite current vertice & triangle	F7
Render selection only	F8
● Render selection	F9
Render all	F10

Objects: vertices, triangles (vertice range

0: 2272, 1136 (1 - 2272) (1 - 1136)

<2272-sided Polygon>: 0, 2270 (2273 - 22

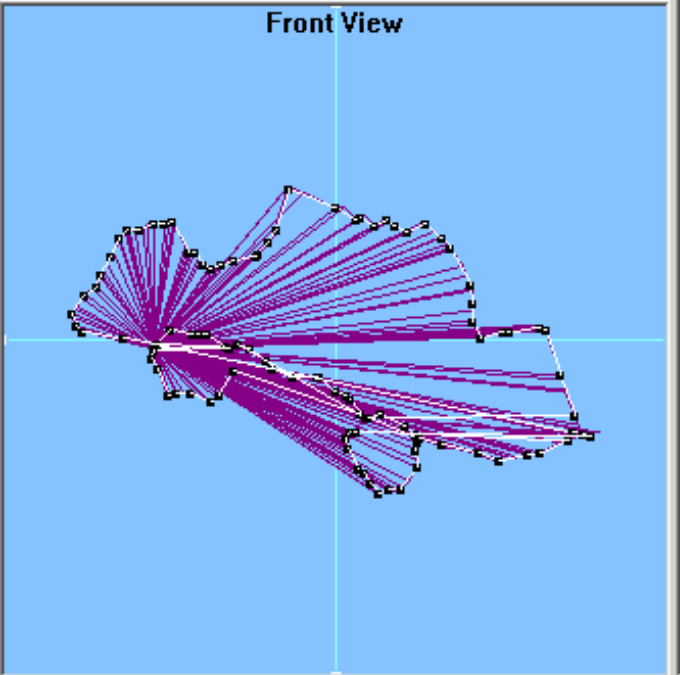
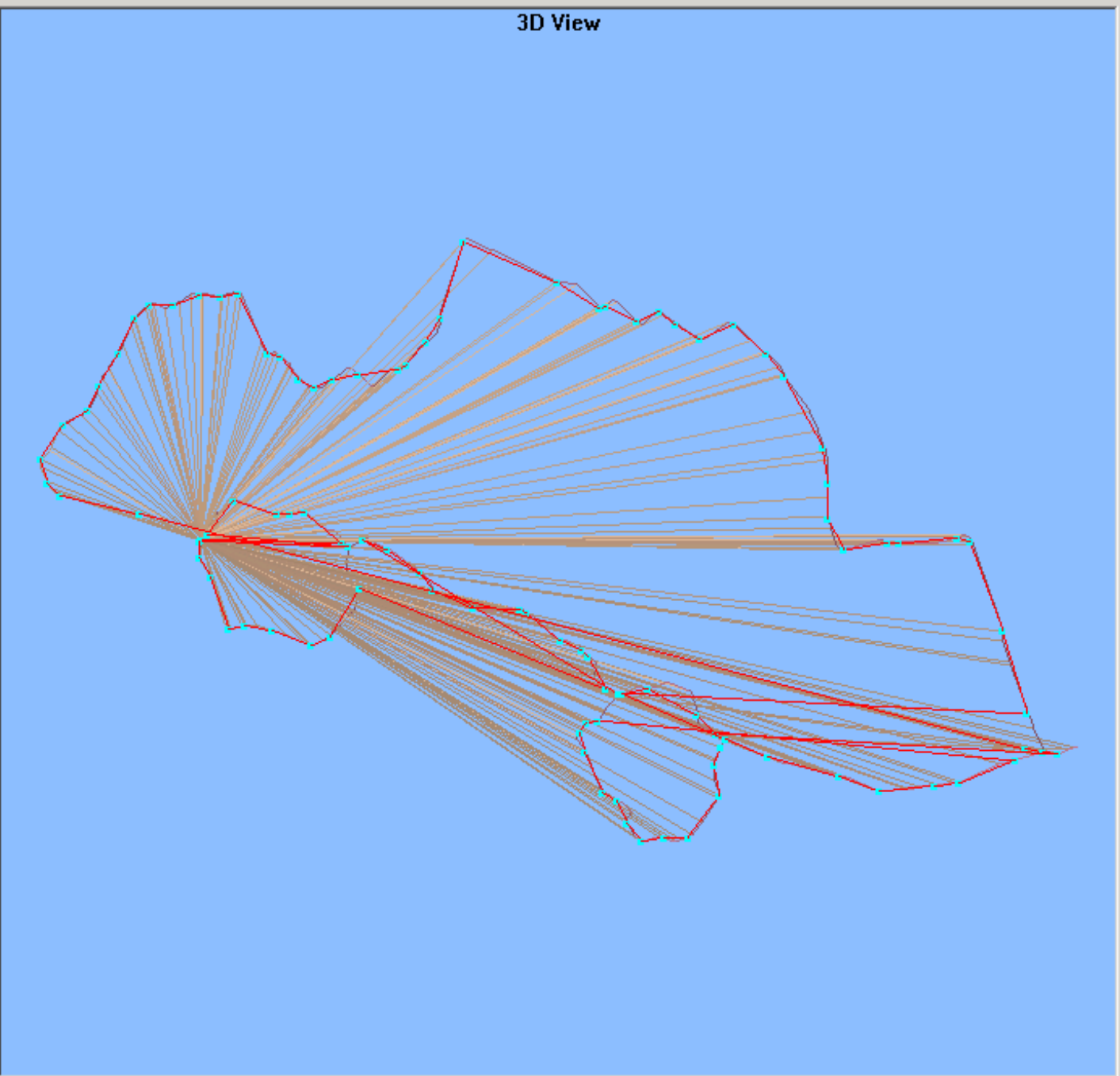
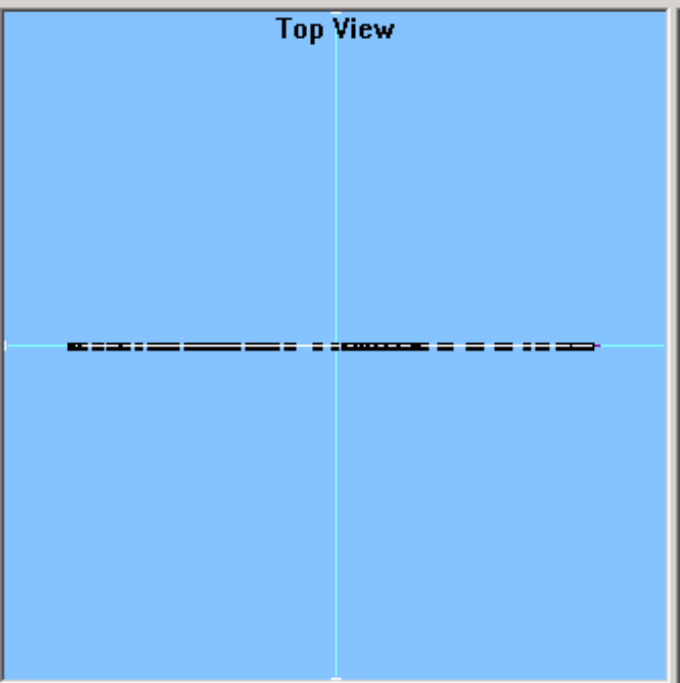


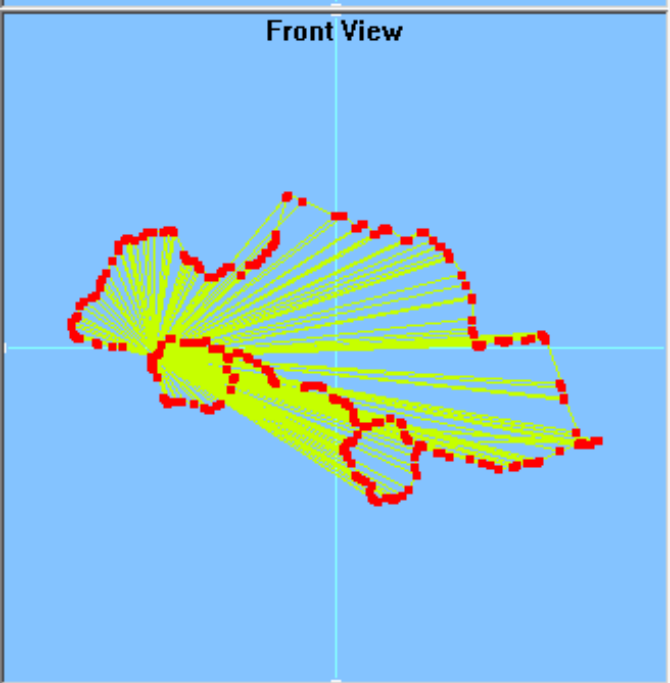
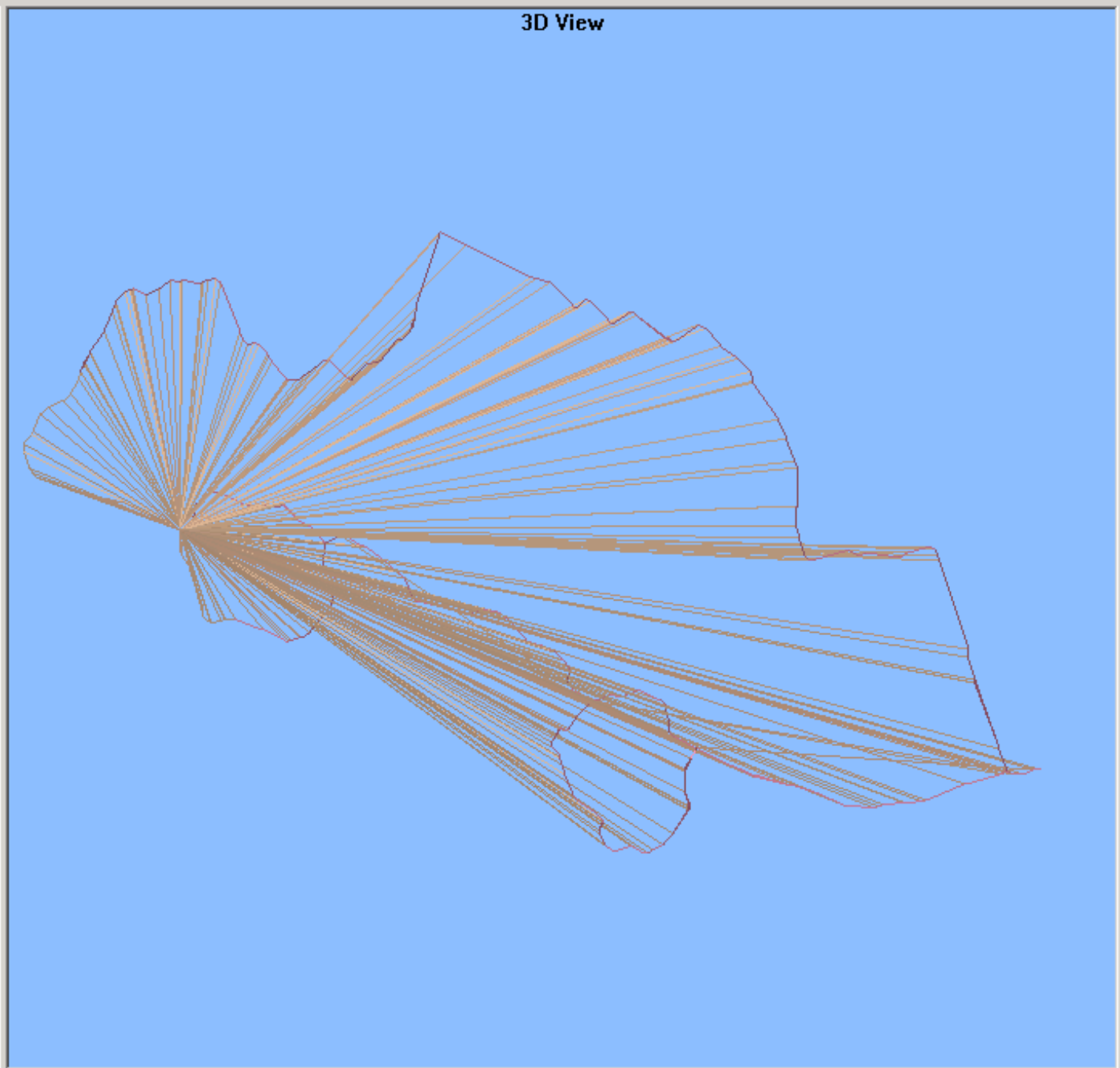
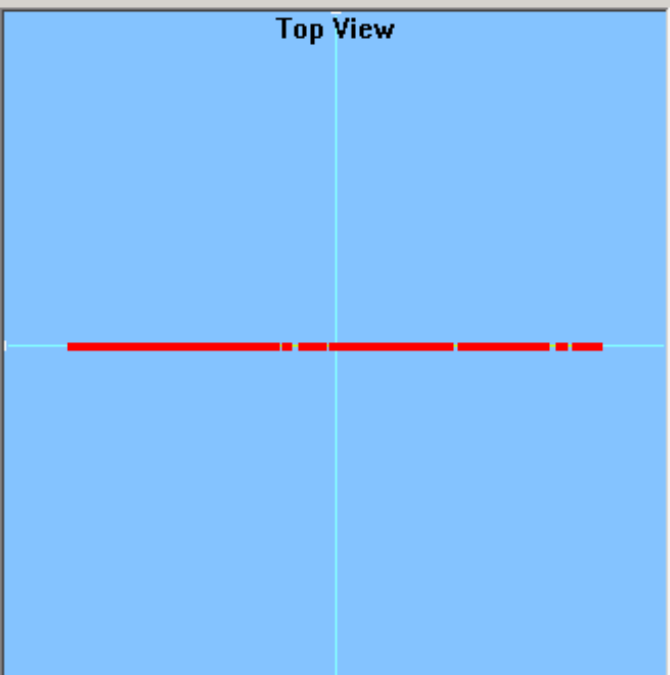
Vertices: (x, y, z)

2250:	(0.243, -0.327, -0.000)
2251:	(0.243, -0.327, 0.000)
2252:	(0.241, -0.329, 0.000)
2253:	(0.241, -0.329, 0.000)
2254:	(0.243, -0.327, 0.000)
2255:	(0.243, -0.327, -0.000)
2256:	(0.241, -0.329, -0.000)
2257:	(0.243, -0.327, -0.000)
2258:	(0.250, -0.307, -0.000)
2259:	(0.250, -0.307, 0.000)
2260:	(0.243, -0.327, 0.000)
2261:	(0.243, -0.327, 0.000)
2262:	(0.250, -0.307, 0.000)
2263:	(0.250, -0.307, -0.000)
2264:	(0.243, -0.327, -0.000)
2265:	(0.250, -0.307, -0.000)
2266:	(0.259, -0.296, -0.000)
2267:	(0.259, -0.296, 0.000)
2268:	(0.250, -0.307, 0.000)
2269:	(0.250, -0.307, 0.000)
2270:	(0.259, -0.296, 0.000)
2271:	(0.259, -0.296, -0.000)
2272:	(0.250, -0.307, -0.000)

Zoom the view to the current selection

Vertices: 2,272 (0 selected) Triangles: 3,406 (2,270 selected) FPS: 8.315 (120.3ms)





Magnify the selection: zoom in Ctrl+ : scale vertices Shift+ : scale in a direction Ctrl+ : scale in directions F2/F3: fit selection /: fit all numpad 5: fit all 3D