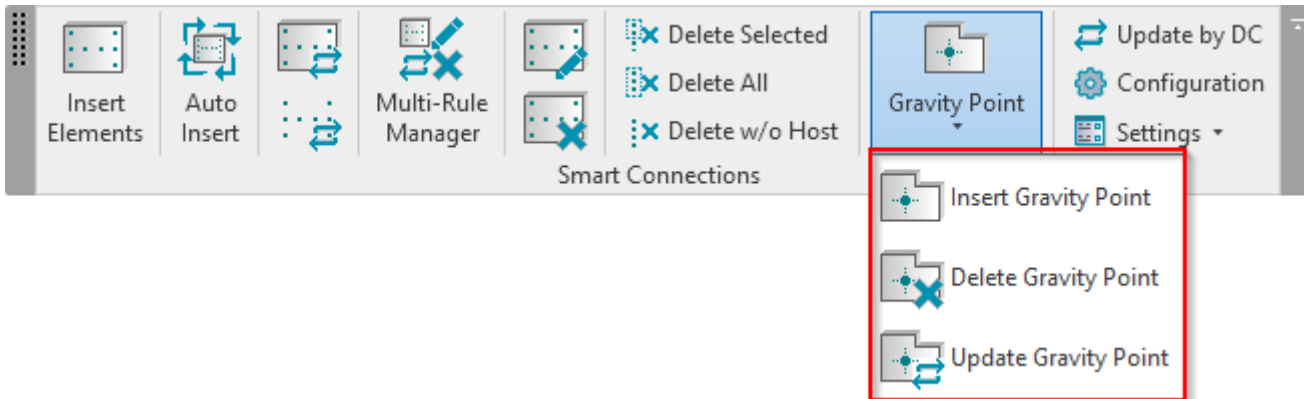


Gravity Point

Modified on: Mon, 22 Jun, 2020 at 11:12 AM



Insert Gravity Point - will insert Generic Model Family to present Gravity Point of selected element. It will also evaluate all hosted details.

Delete Gravity Point - will delete Gravity Point family.

Update Gravity Point - will update position of Gravity Point.

NOTE: To insert Gravity Point, all solids of Host and its hosted elements must have Materials with Density parameter specified.

Material Browser - C30/37 XC1

? X

