ANGLEINSPECTOR

Measure Angles in the Model

QUICKCARD – V1.0

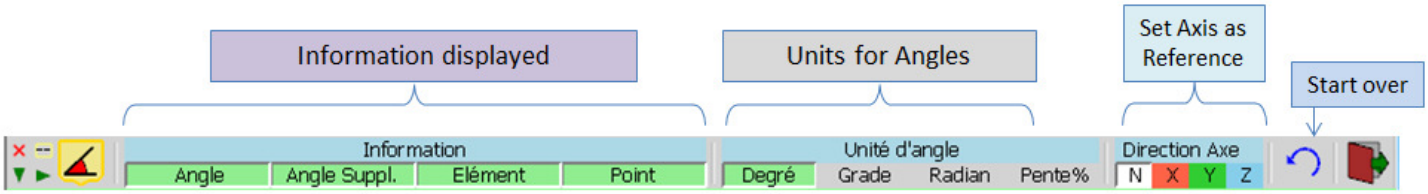
1. Overview

AngleInspector is a standalone script which allows **inspecting angle between elements of the model in one click**. Elements are Faces (normal), Edges, Guide lines, axes (model and local) and axes of polygon / arc.

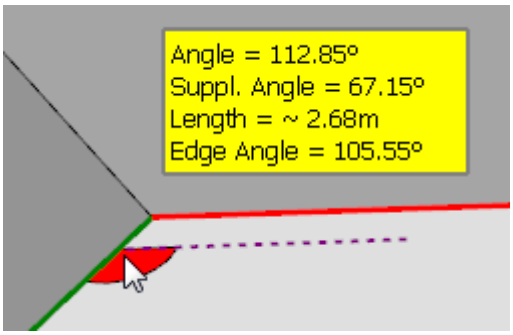
AngleInspector optionally displays information about:

- the elements: Face area, edge length and roof angle, angle at vertex
- world coordinates of points

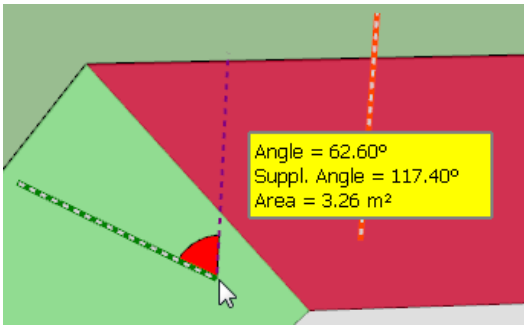
AngleInspector is part of **FredoTools, v2.4** and above. See FredoTools installation.



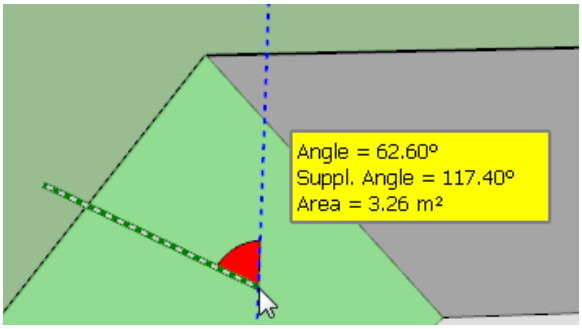
Measure of Angle and display of Information can be done on any elements whether embedded into a Group, Component or at Top Level. Unlike the Sketchup native protractor, **there is no need that the elements are adjacent**.



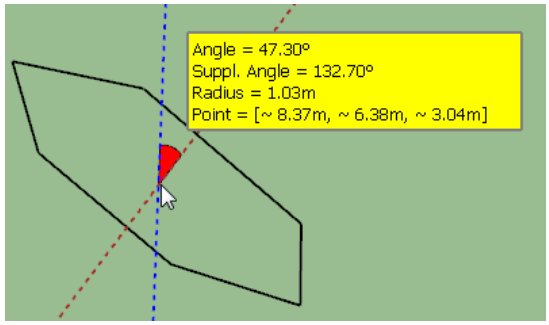
Angle between 2 Edges



Angle between 2 Faces



Angle between Face normal and Vertical Axis



Angle between Axis of a Polygon and Vertical Axis

2. Measuring Angles in 2 Steps

Step 1: Set a Reference direction

- Click on an **Edge**
- Click on a **Face** (direction is its normal)
- Click on a **Guide Line**
- Click on the **center of an Arc / Polygon** (direction is the normal)
- Click on an **Axis** or press an **Arrow key** (Ctrl-Arrow for local axis of Group / Component under the mouse) or click on corresponding palette buttons
- **Click on a Vertex, Guide point or anywhere else** in the model and **drag** (or release, move, click-release) to set a **custom direction by 2 points**.

Step 2: Measuring Angle about the Reference Direction

- Just **mouse over elements** in the model (face, edges, guide lines, axes) to display the angle.
- You can optionally show the **supplementary angle** (180° - angle)

You can choose the **unit for angle**. Note that the value is Degree is always displayed.

For setting a new reference direction, repeat step 1 above.

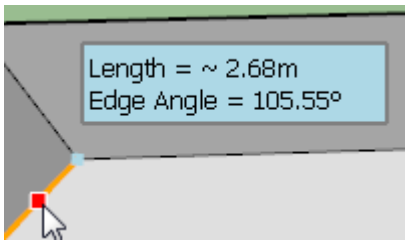
To start over, press Escape or Arrow Down.

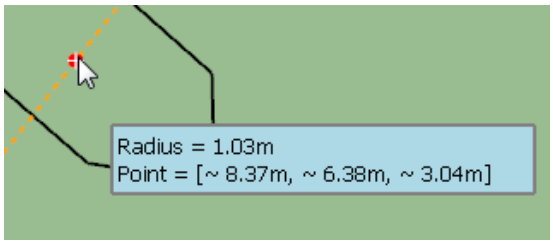
3. Other Information

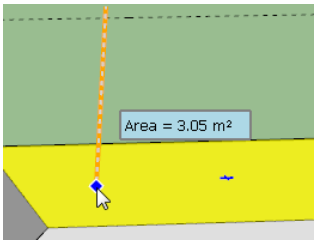
The display of other information is controlled by the button palette. Double click on button to only show the wished information. You can also combine information.

Element Information: just mouse over the element to show information:

- **Edge**: **Length** and **roof angle** is bordered by exactly 2 faces
- **Face**: **Area** of face
- **Arc / Polygon**: **Radius** (when hovering the mouse over its center)
- **Vertex**: **Angle at vertex** if the vertex has exactly 2 edges







Point Coordinates: world coordinates in current model units

- If only the display of Points is enabled, then the information is displayed for any point under the mouse
- When with other information, coordinates are only displayed for vertices, guide points and other remarkables points