

# ROTATIONAL PATTERNING OF A GROUP IN CALYPSO

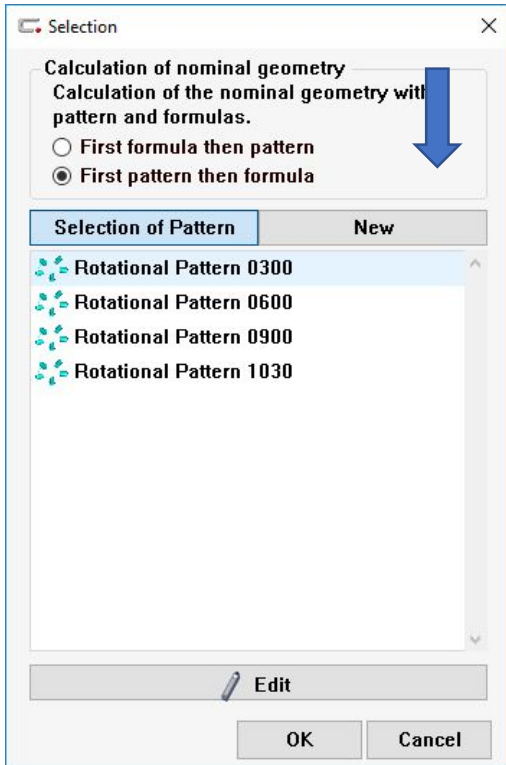
CREATE A GROUP OF FEATURES

MAKE SURE ALL STRATEGIES, EVALUATIONS AND CHARACTERISTICS ARE SET TO WHAT YOU WANT, AND THE PROGRAM HAS BEEN DRY RAN.

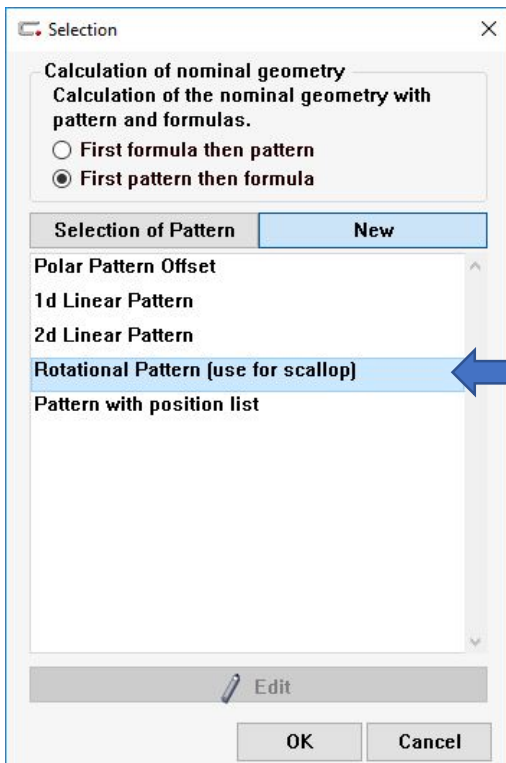
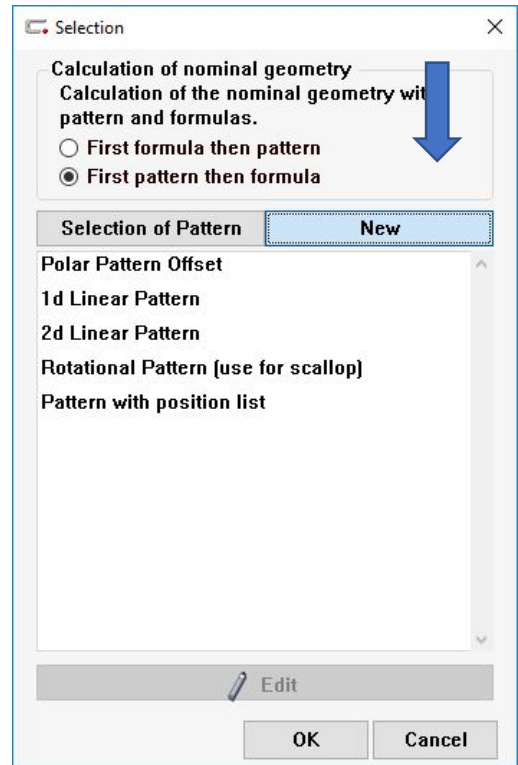
(CHARACTERISTICS WILL BE AUTOMATICALLY GENERATED TO MATCH THE NEW FEATURES)

1. HIGHLIGHT GROUP TO BE COPIED RT MOUSE CLICK SELECT COPY
2. PASTE WITH CONTENT, A SECOND WINDOW (INSERT) OPENS. CHECK BOTH RADIO BUTTONS, (WITH CHARACTERISTICS AND WITH REF. FEATURE) HIT OK TO ACCEPT
3. GOTO CHARACTERISTICS TAB AND GROUP ALL NEW CHARACTERISTICS INTO A NAMED GROUP
4. GOTO FEATURE TAB AND RENAME THE NEWLY COPIED GROUP TO MATCH THE NAME IN STEP #3
5. HIGHLIGHT THE NEW GROUP AND RT MOUSE CLICK SELECT PATTERN, A NEW WINDOW OPENS, SELECT NEW PATTERN. (SEE NEXT PAGE)

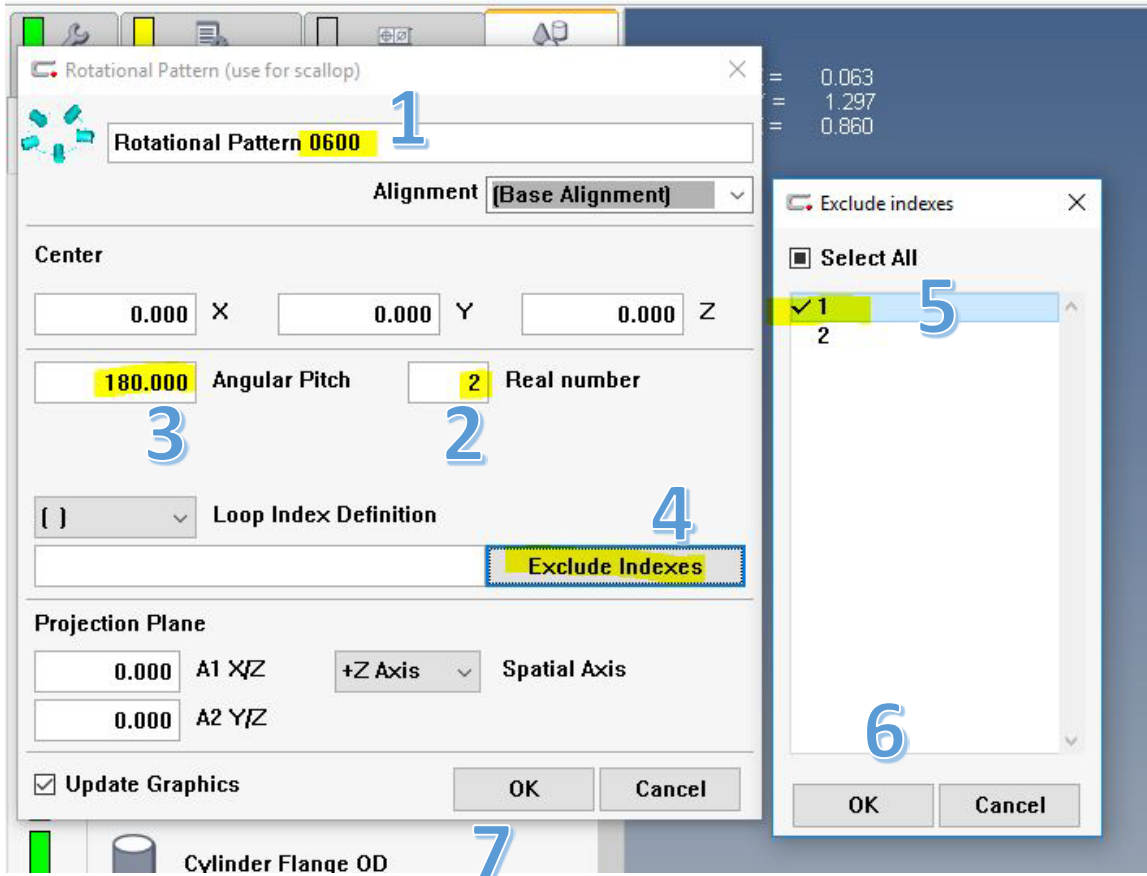
## SELECT NEW



## SELECT NEW AGAIN



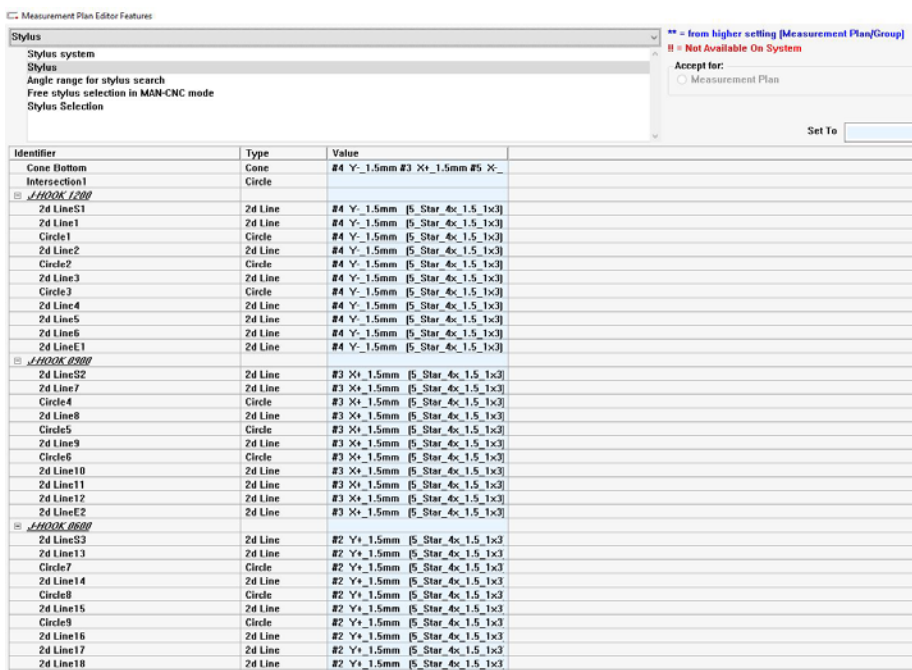
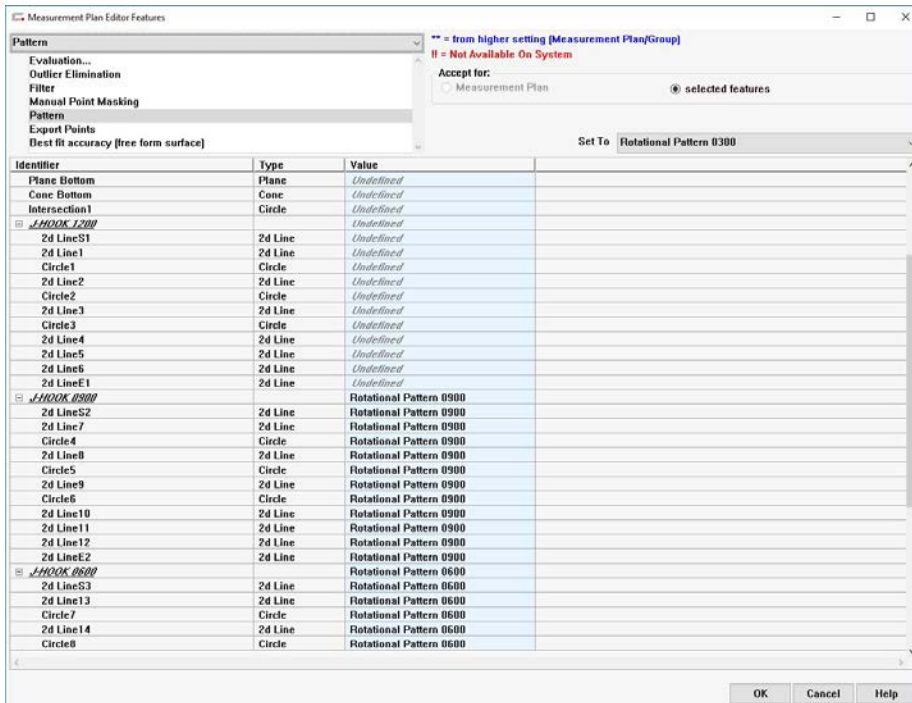
SELECT  
A NEW WINDOW OPENS  
SEE NEXT PAGE



1. RENAME PATTERN
2. INPUT NUMBER OF INSTANCES, (ORIGINAL MUST BE INCLUDED AS ONE INSTANCE)
3. INPUT ANGULAR ROTATION FROM ORIGINAL (RT HAND RULE APPLIES)
4. CLICK ON EXCLUDE INDEXES (WINDOW TO RT OPENS)
5. SELECT ORIGINAL INSTANCE (TO BE IGNORED)
6. HIT OK
7. HIT OK

IN THIS CASE AN INSTANCE OF THE ORIGINAL IS CREATED AT 180°, AND THE ORIGINAL WON'T BE SEEN OR AVAILABLE WHEN THE NEWLY CREATED GROUP IS PICKED UNDER THE FEATURE TAB

CONTINUE TO COPY AND CREATE AS MANY INSTANCES AS REQUIRED FOLLOWING THE PREVIOUS INSTRUCTIONS. ONCE COMPLETED, THE CORRECT STYLUS AND CLEARANCE GROUPS CAN BE SELECTED IN THE MEASUREMENT PLAN EDITOR, SEE FOLLOWING IMAGES.



**Clearance Group**

- Clearance Group
- Clearance Distance
- Retract Distance
- Stylus system change-Clearance Plane
- Arc motion mode
- Form-related travel within strategy
- Speed

\*\* = from higher setti  
 !! = Not Available On

Accept for:

Measurement Pl

Identifier	Type	Value
Cylinder Collar ID	Cylinder	CP +Z
TOP Plane	Plane	CP +Z
Cylinder Collar OD	Cylinder	CP +Z
Cylinder Flange OD	Cylinder	CP +Z
Plane Bottom	Plane	CP +Z
Cone Bottom	Cone	CP +Z
Intersection1	Circle	
<b>JHOOK 1200</b>		
2d LineS1	2d Line	CP +Y
2d Line1	2d Line	
Circle1	Circle	
2d Line2	2d Line	
Circle2	Circle	
2d Line3	2d Line	
Circle3	Circle	
2d Line4	2d Line	
2d Line5	2d Line	
2d Line6	2d Line	
2d LineE1	2d Line	CP +Y
<b>JHOOK 0900</b>		
2d LineS2	2d Line	CP -X
2d Line7	2d Line	
Circle4	Circle	
2d Line8	2d Line	
Circle5	Circle	
2d Line9	2d Line	
Circle6	Circle	
2d Line10	2d Line	
2d Line11	2d Line	
2d Line12	2d Line	
2d LineE2	2d Line	CP -X
<b>JHOOK 0600</b>		
2d LineS3	2d Line	CP -Y
2d Line13	2d Line	
Circle7	Circle	
2d Line14	2d Line	
Circle8	Circle	
2d Line15	2d Line	
Circle9	Circle	
2d Line16	2d Line	