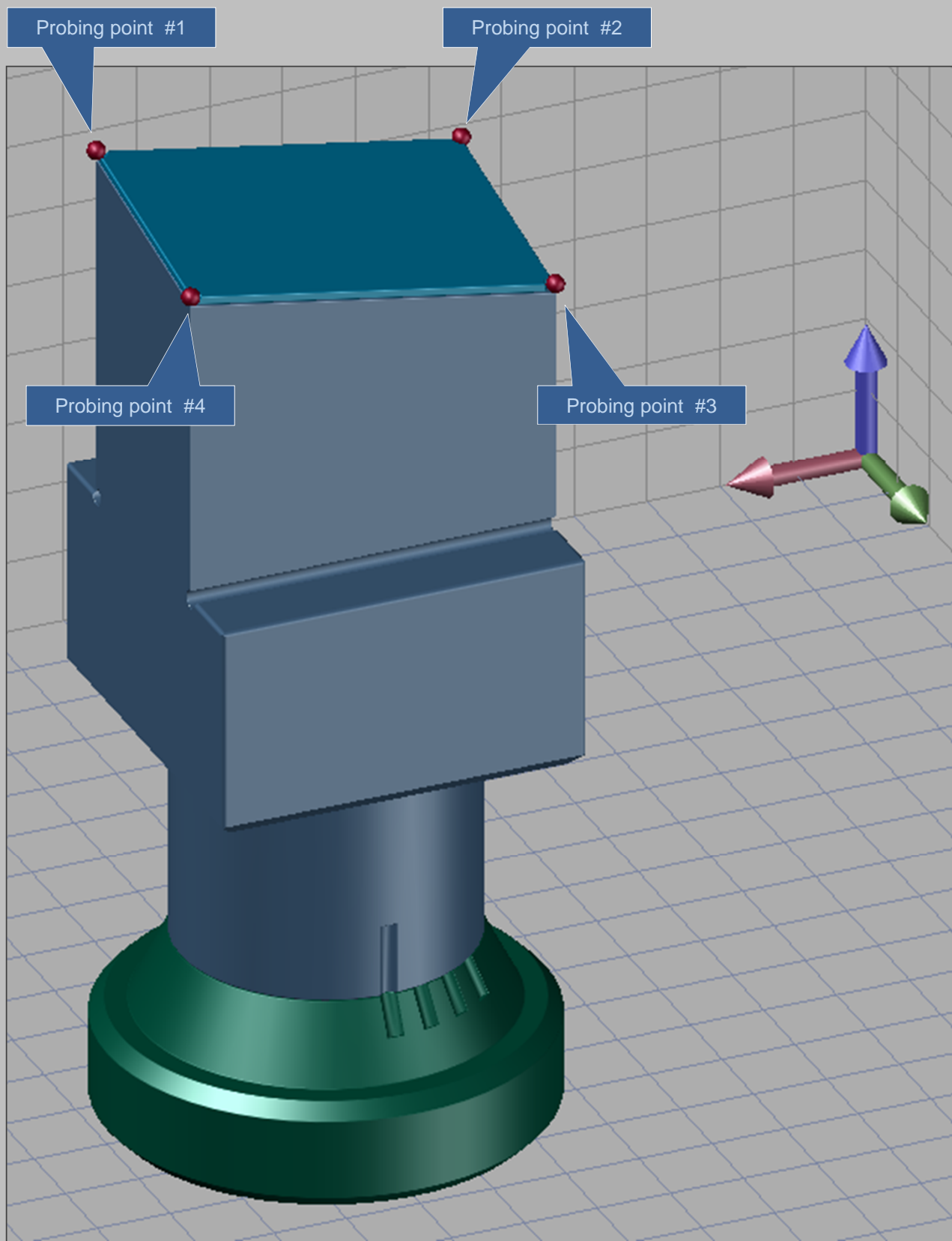
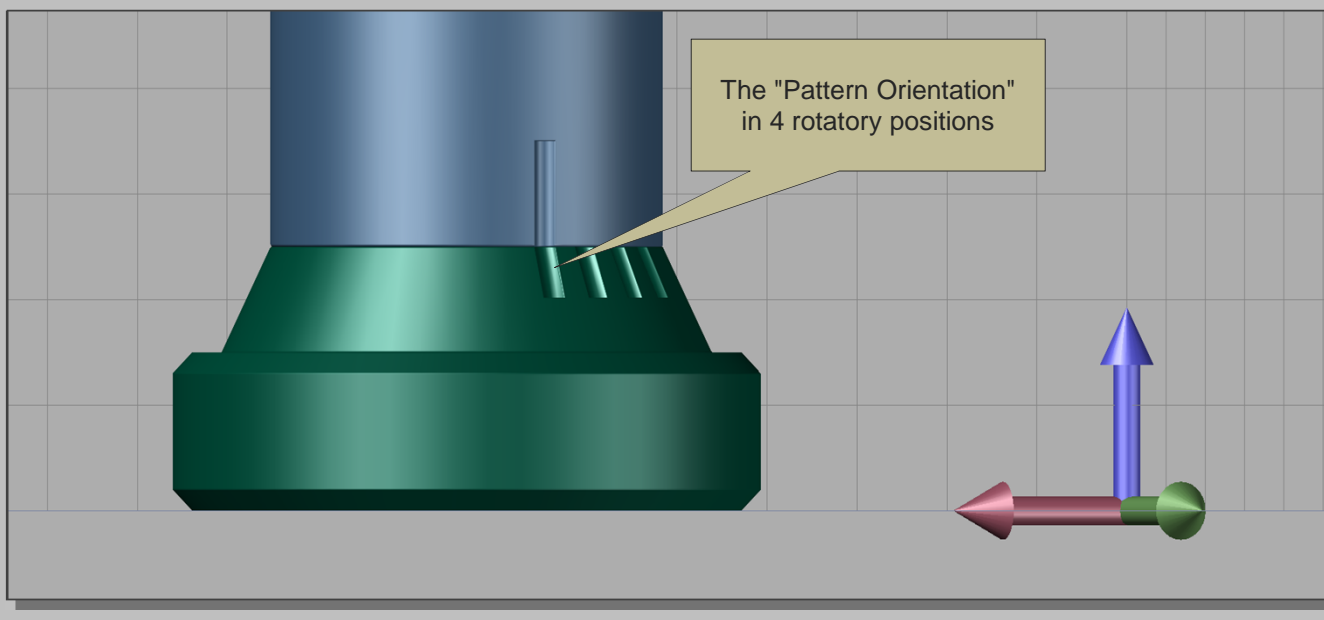
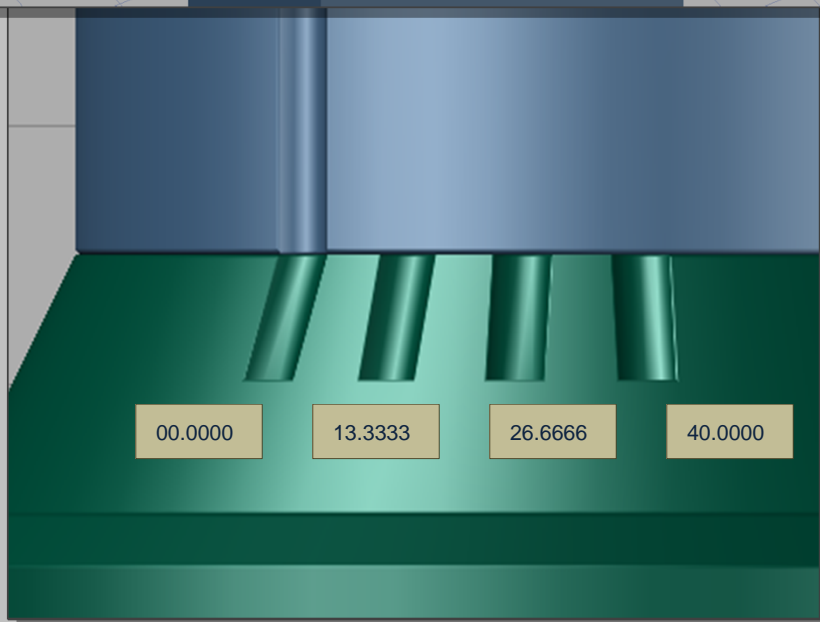
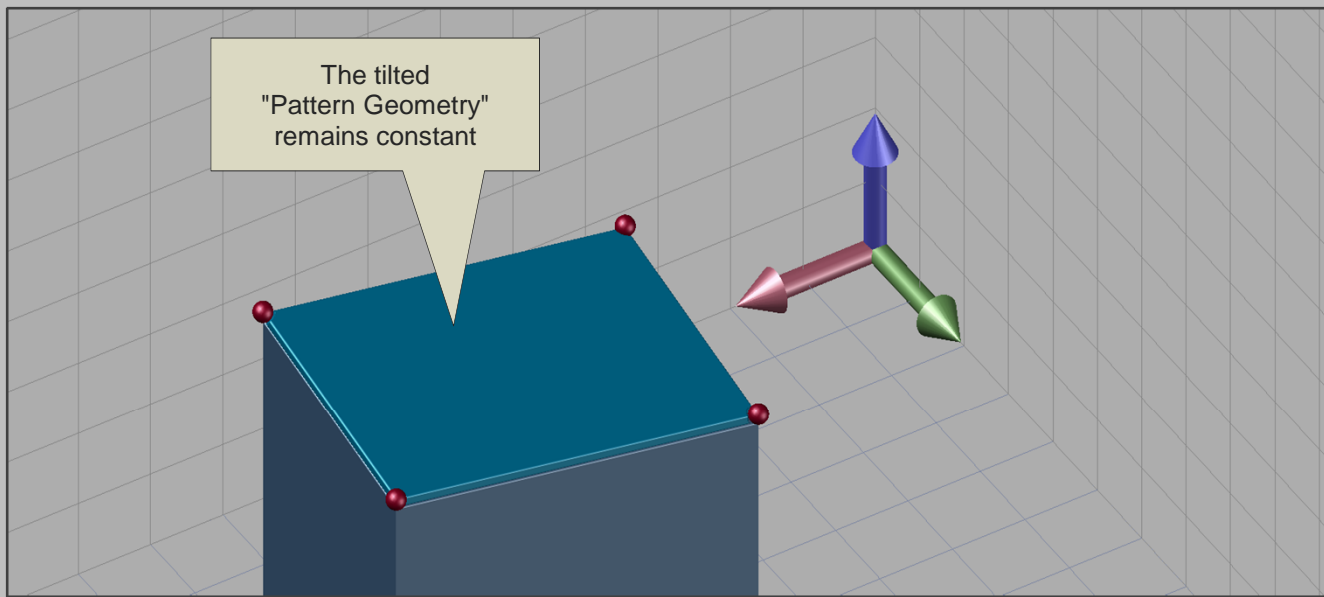


# Distance of a plane

Distance of a perfect flat "4 point plane" in Z-direction.



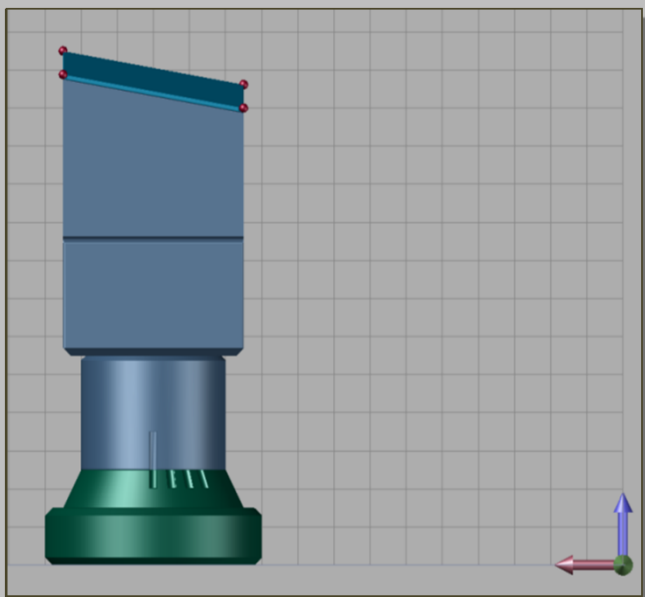
# Distance of a plane



# Distance of a plane

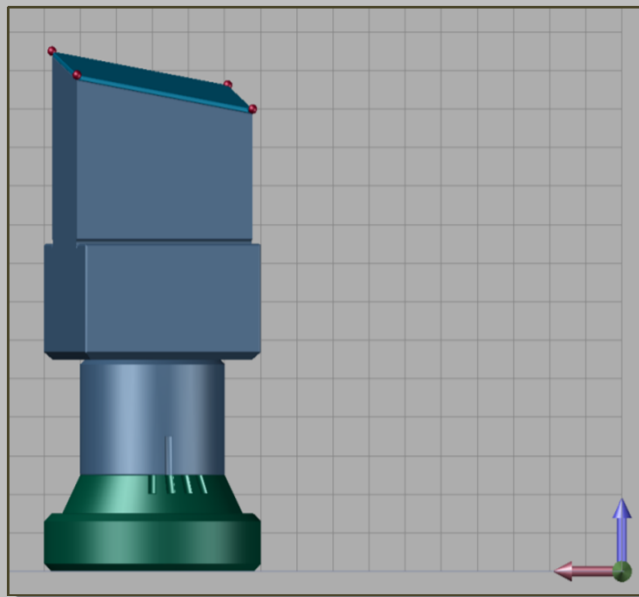
Pattern Rotation #1:

00,0000



Pattern Rotation #2:

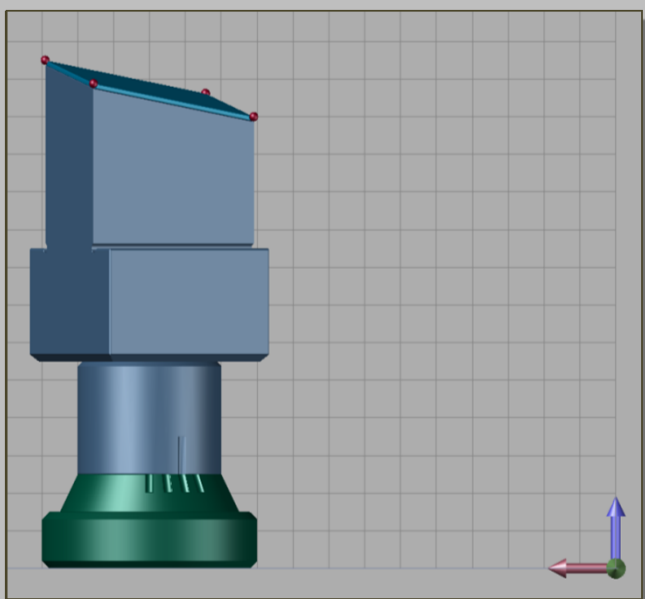
13,3333



The "Pattern Geometry" always remains constant.

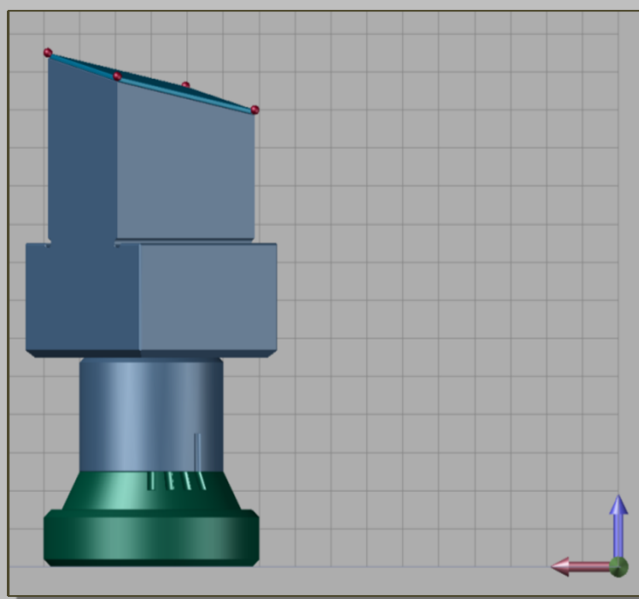
Pattern Rotation #3:

26,6666

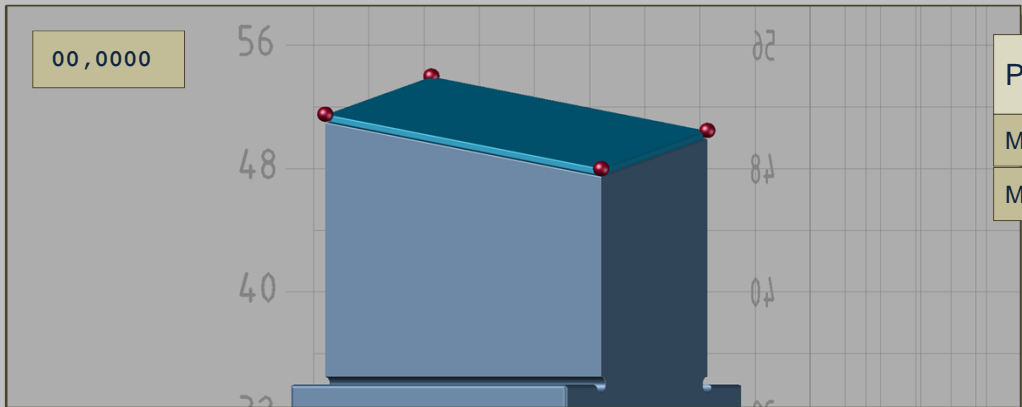


Pattern Rotation #4:

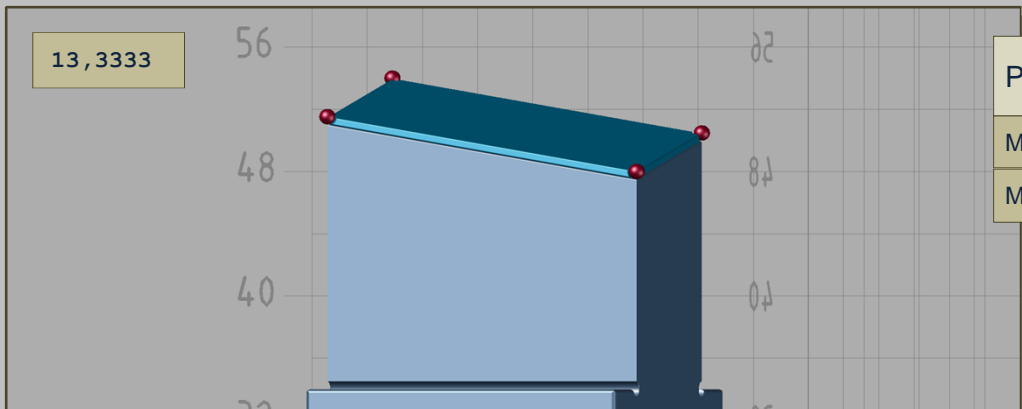
40,0000



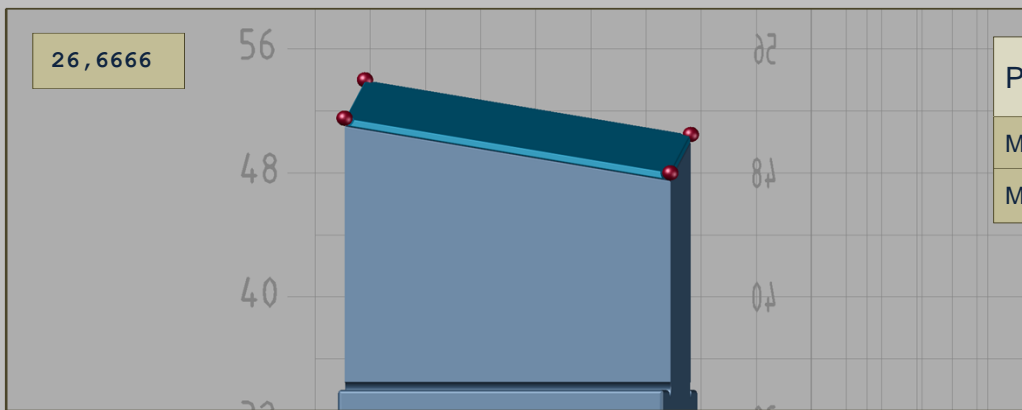
# Distance of a plane



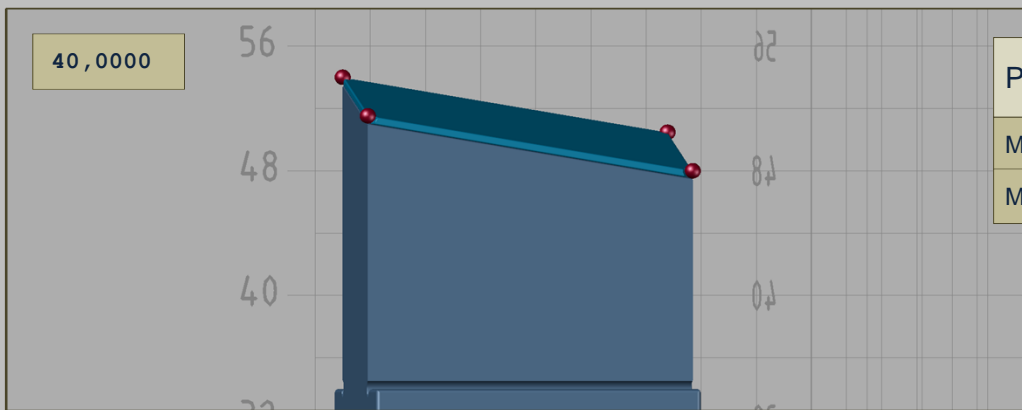
Pattern Rotation #1:	
Min. Z:	48.0000
Max. Z:	54.0000



Pattern Rotation #2:	
Min. Z:	48.0000
Max. Z:	54.0000



Pattern Rotation #3:	
Min. Z:	48.0000
Max. Z:	54.0000



Pattern Rotation #4:	
Min. Z:	48.0000
Max. Z:	54.0000

# Distance of a plane

Calculation of the "Envelope Rectangle" by CALYPSO.

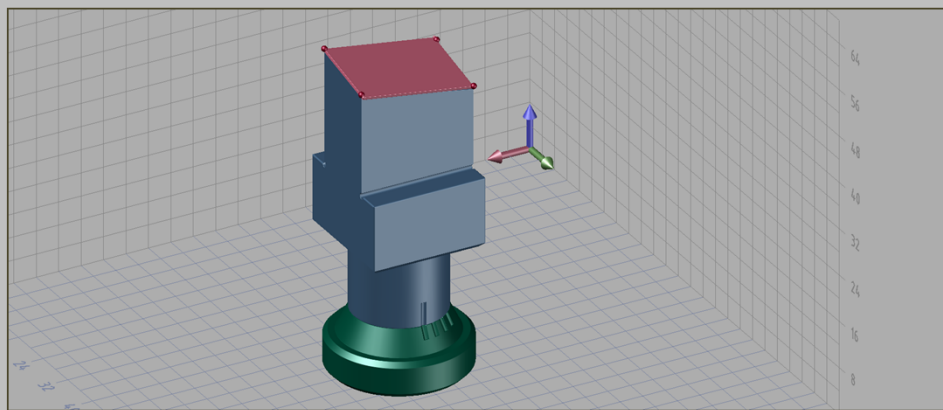
Clearance Group	Nominal Definition	Alignment
CP +Z	Recall Feature F	(Base Alignment)
Tolerance For:		
<input type="checkbox"/> X	Nominal	Actual
<input type="checkbox"/> Y	22.4389	22.4389
<input type="checkbox"/> Z	42.8287	42.8287
<input type="checkbox"/> A1 X/Z	45.1997	45.1997
<input type="checkbox"/> A2 Y/Z	-11.5297	-11.5297
Space Axis	-13.6934	-13.6934
$\pm$	-Z	-Z
Length 1	<del>27.8083</del>	<del>27.8083</del>
Length 2	<del>57.8585</del>	<del>57.8585</del>
Start Angle	0.0000	0.0000

Size

Clearance Group	Nominal Definition	Alignment
CP +Z	Recall Feature F	(Base Alignment)
Tolerance For:		
<input type="checkbox"/> X	Nominal	Actual
<input type="checkbox"/> Y	22.4389	22.4389
<input type="checkbox"/> Z	42.8287	42.8287
<input type="checkbox"/> A1 X/Z	45.1997	45.1997
<input type="checkbox"/> A2 Y/Z	-11.5297	-11.5297
Space Axis	-13.6934	-13.6934
$\pm$	-Z	-Z
Length 1	27.8083	27.8083
Length 2	57.8585	57.8585
Start Angle	0.0000	0.0000

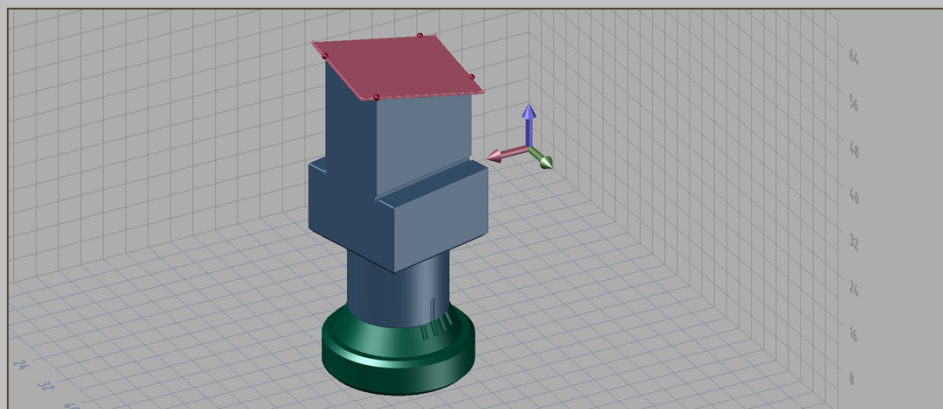
Location

# Distance of a plane



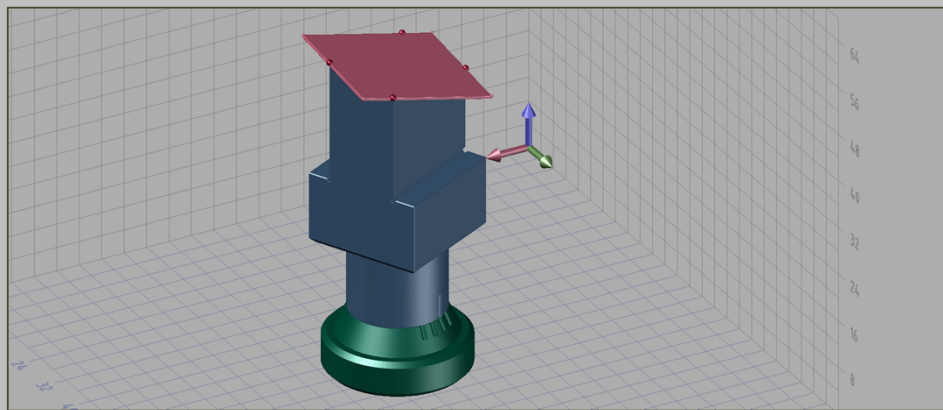
Pattern Rotation #1:

Least Squares Plane



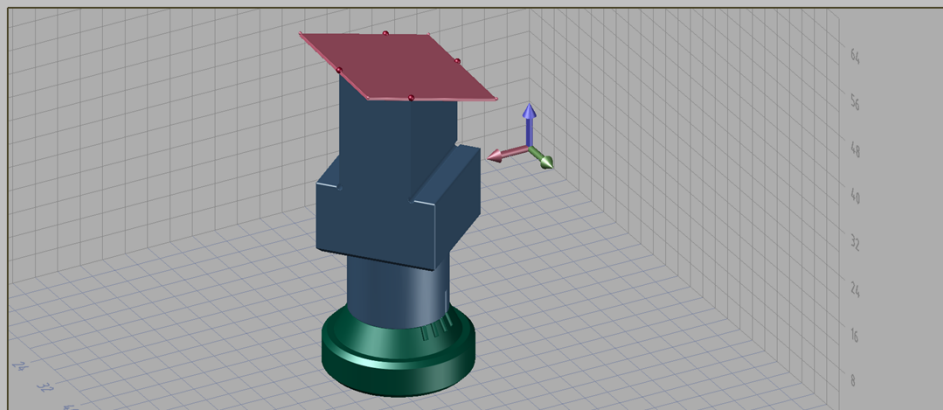
Pattern Rotation #2:

Least Squares Plane



Pattern Rotation #3:

Least Squares Plane

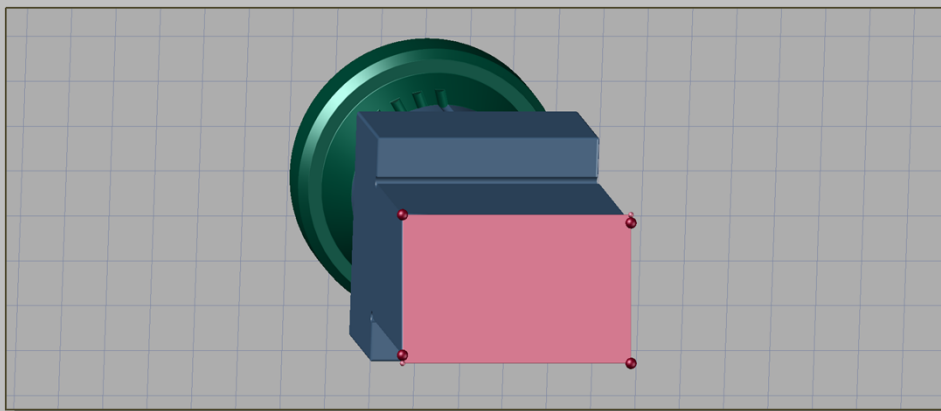


Pattern Rotation #4:

Least Squares Plane

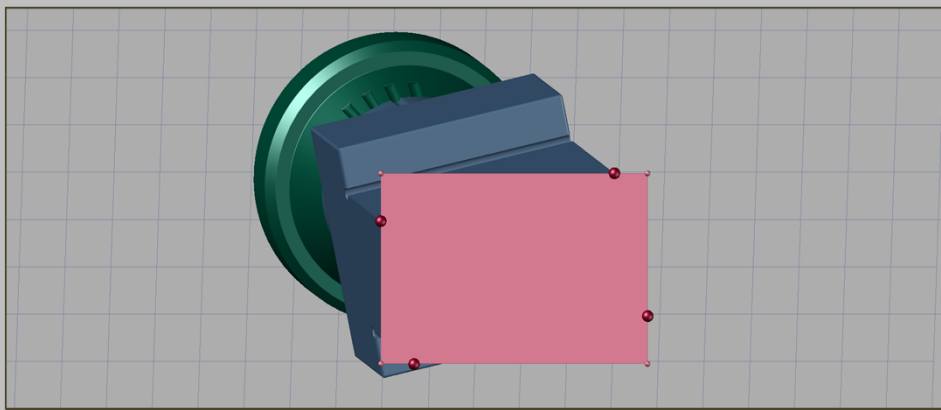
# Distance of a plane

View perpendicular to the LSQ plane.



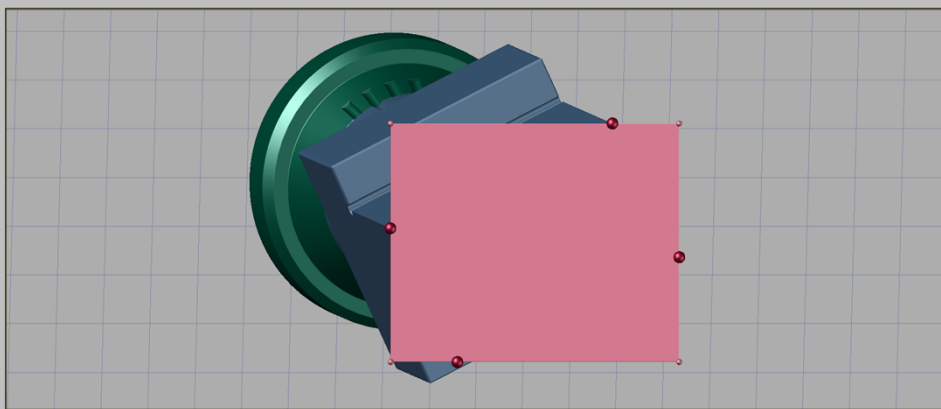
Pattern Rotation #1:

Least Squares Plane



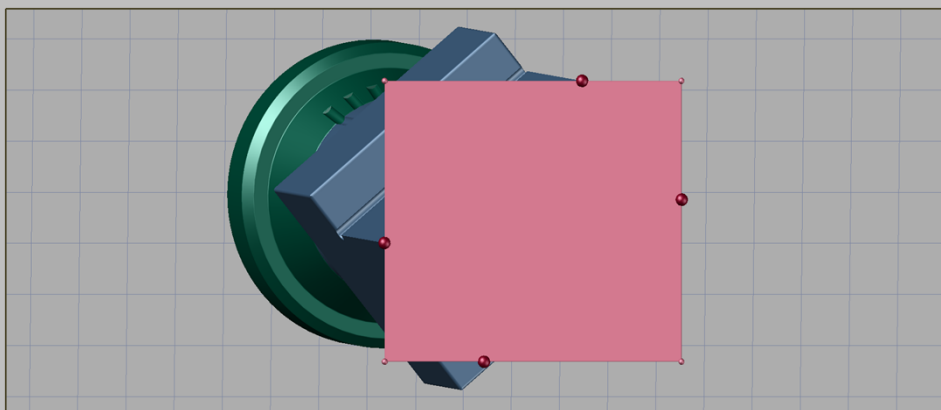
Pattern Rotation #2:

Least Squares Plane



Pattern Rotation #3:

Least Squares Plane

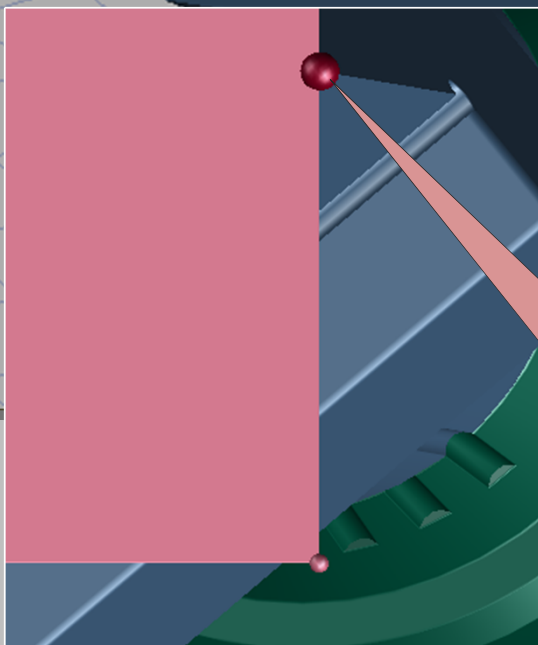
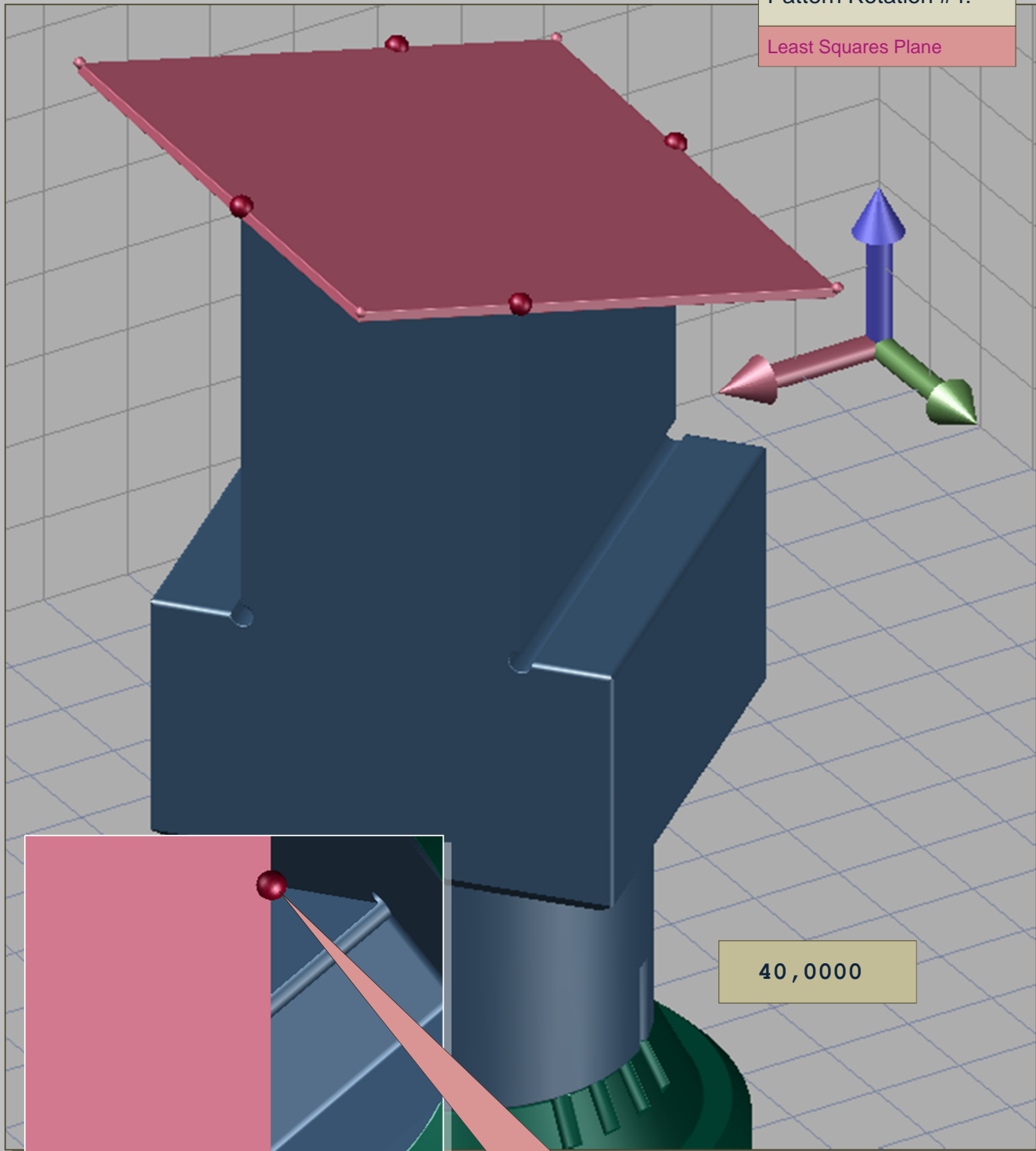


Pattern Rotation #4:

Least Squares Plane

# Distance of a plane

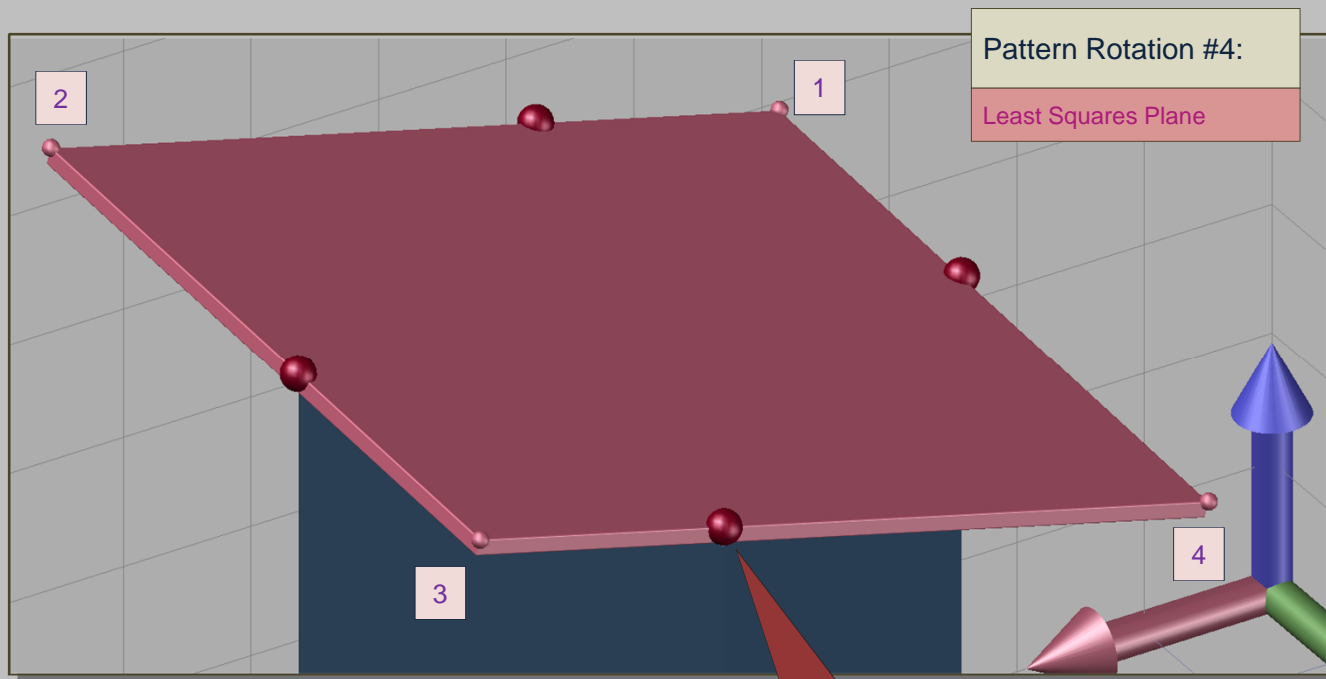
Pattern Rotation #4:  
Least Squares Plane



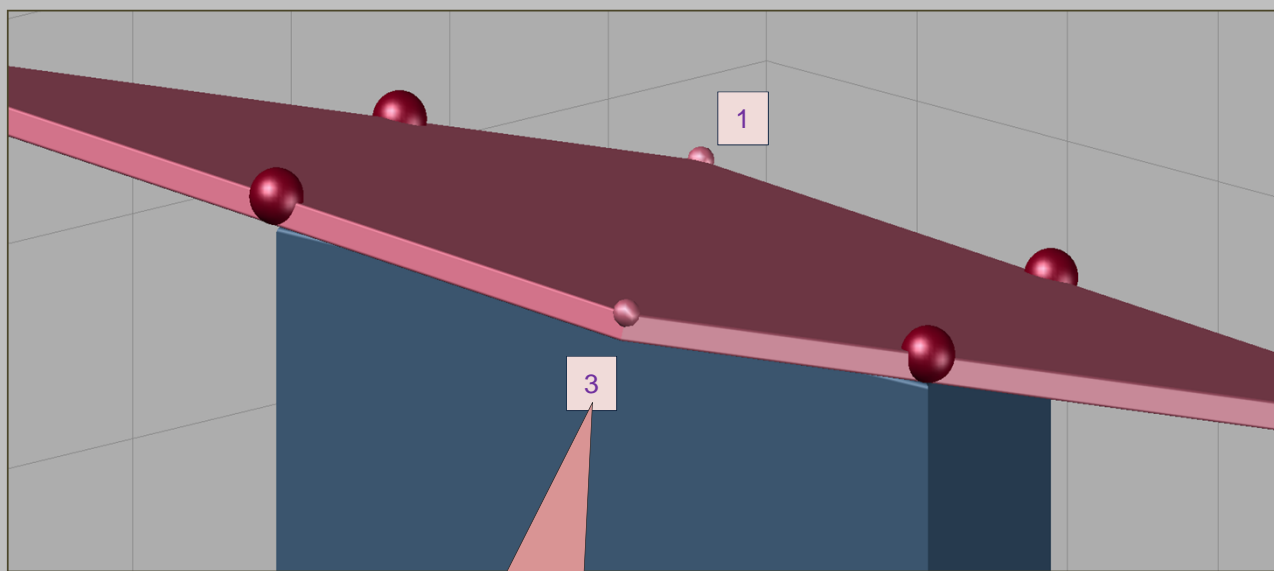
The edge of the LSQ plane touches the center of the 4 probing points.



# Distance of a plane



4 probing points defining the "Real Geometry"

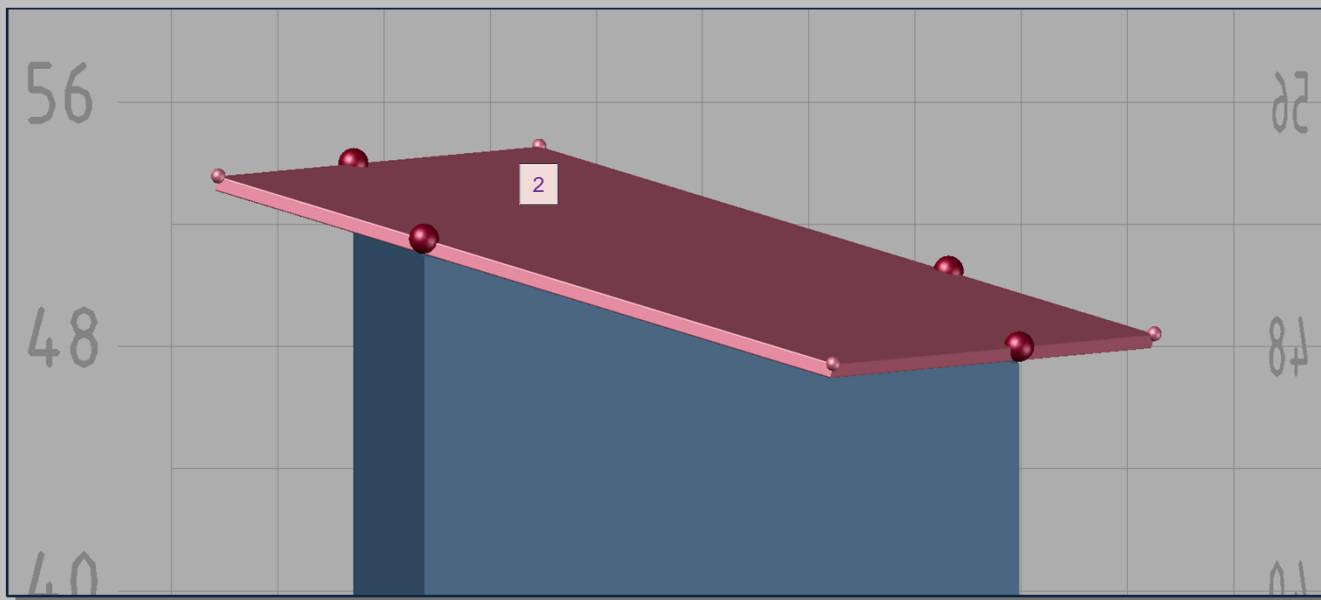


4 edge points showing the "Calculated Geometry" according CALYPSO

# Distance of a plane

Pattern Rotation #4:

Least Squares Plane



Max. point of the  
real geometry:  
**54.0000**

Max. point of the  
CALYPSO geometry:  
**54.5603**

