

## PickPoints - Plane

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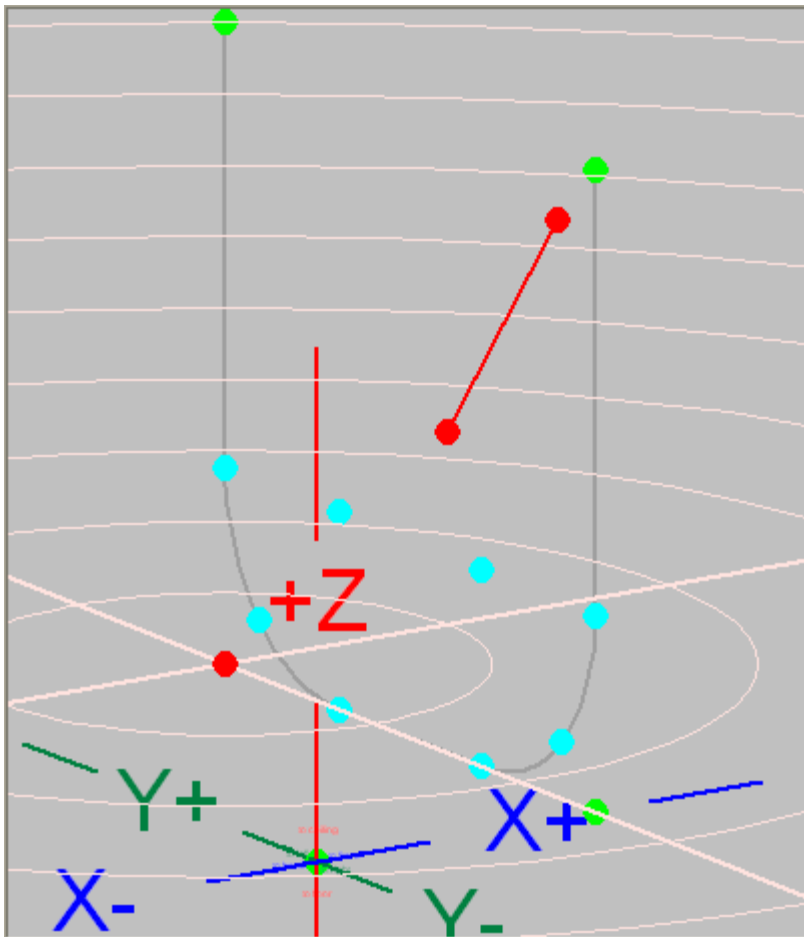
This thread will cover creating a PickPoint with the Plane method.

The idea of PickPoint Plane is to cover the scenario of wanting a point an exact distance away from a base point and you don't know where the point will intersect the line.

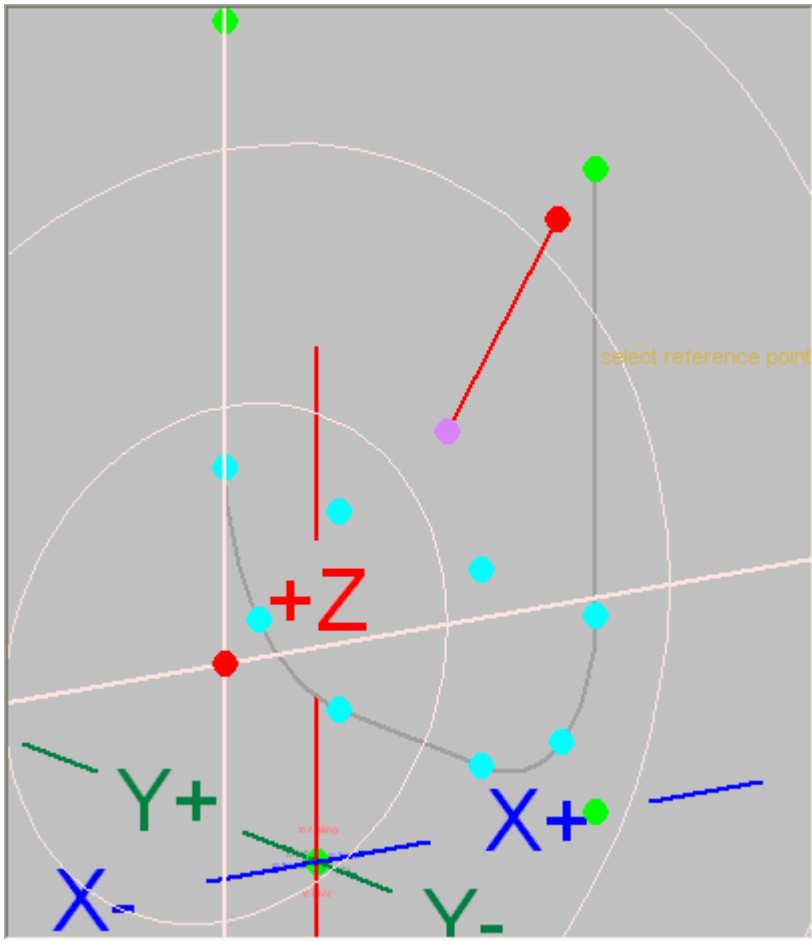
This method locates a point at the intersection of a plane and a line.

Direction of the Plane: The plane resides in 1 of 3 directions; Z, Y & X.

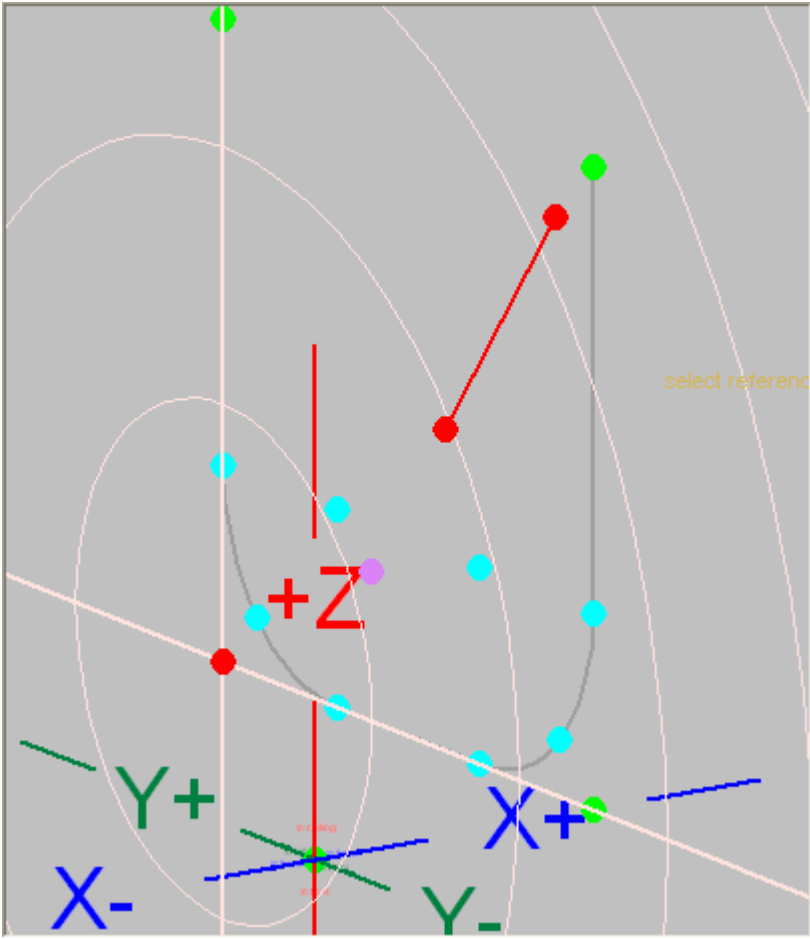
Z Plane:



Y Plane:

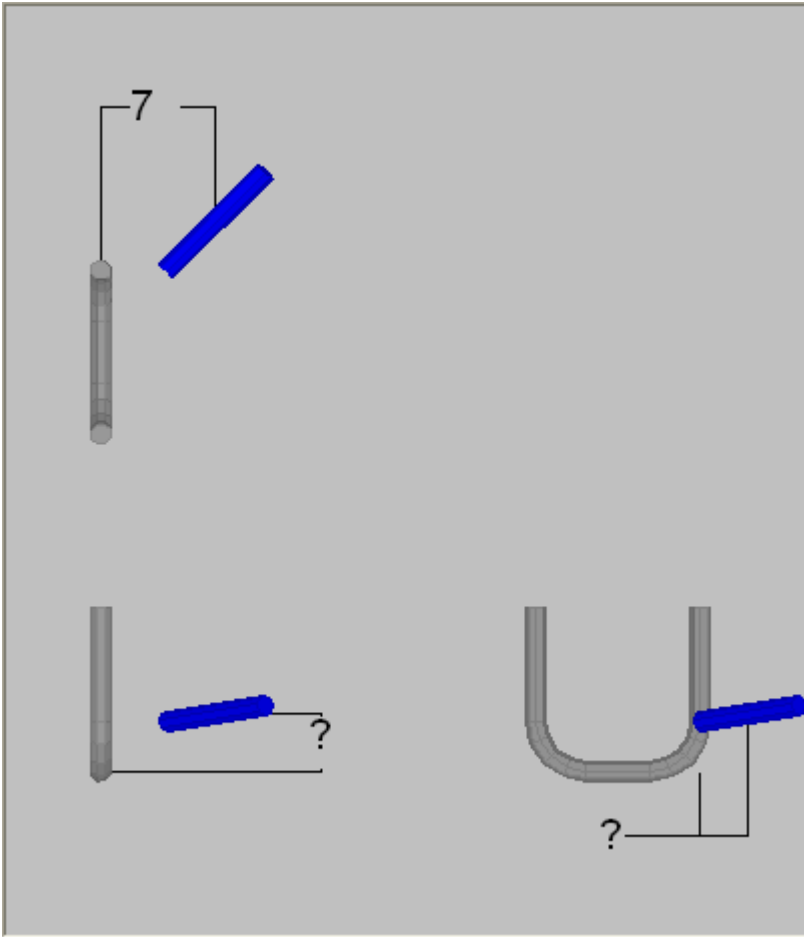


X Plane:



In our example shown here we want a point on a line 7 inches away from our part (select a point on the part). We don't know the height or the left to right locations, we just want it on the line 7 inches back from the part.

Note: This a 3 view print.

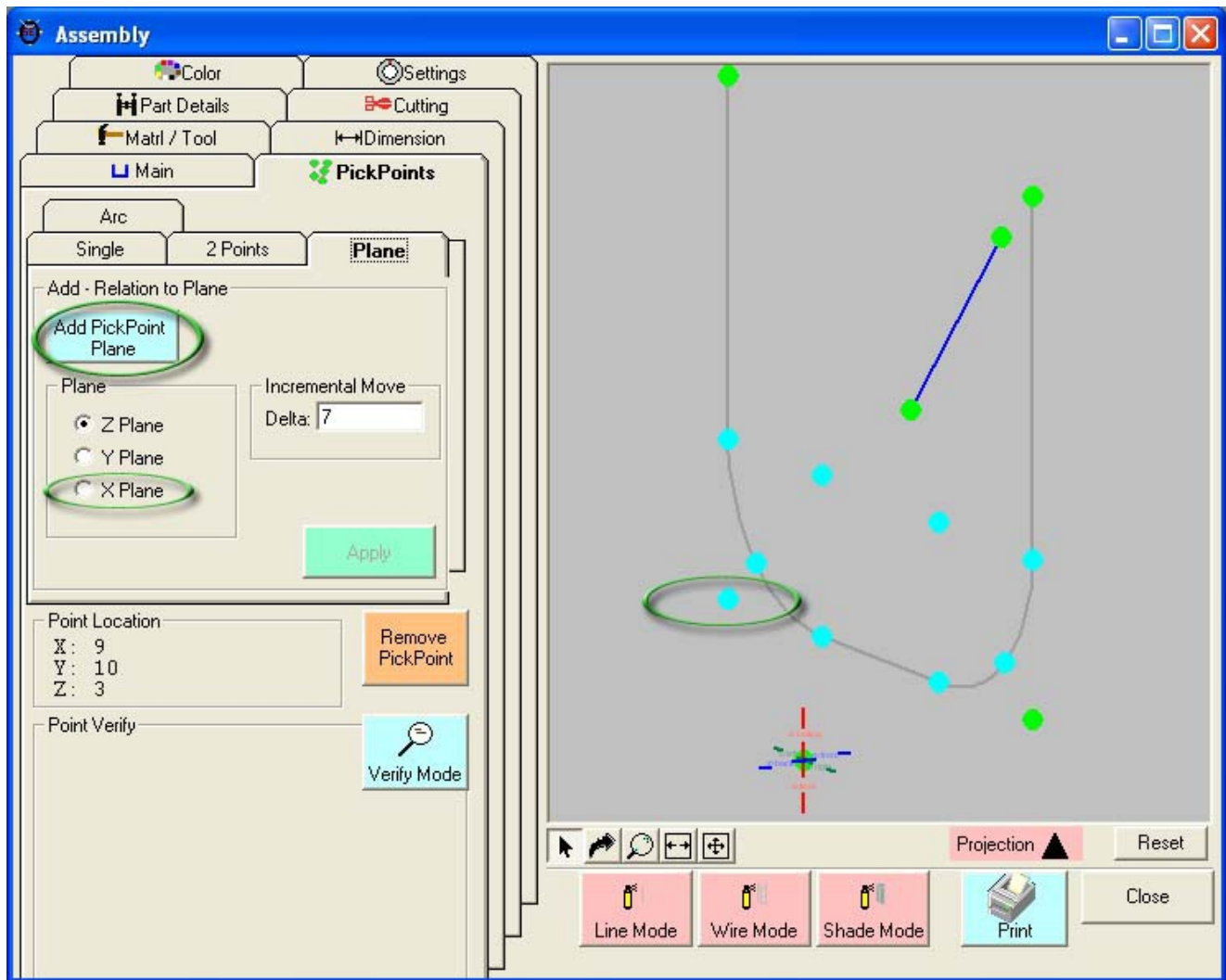


Lets get started.

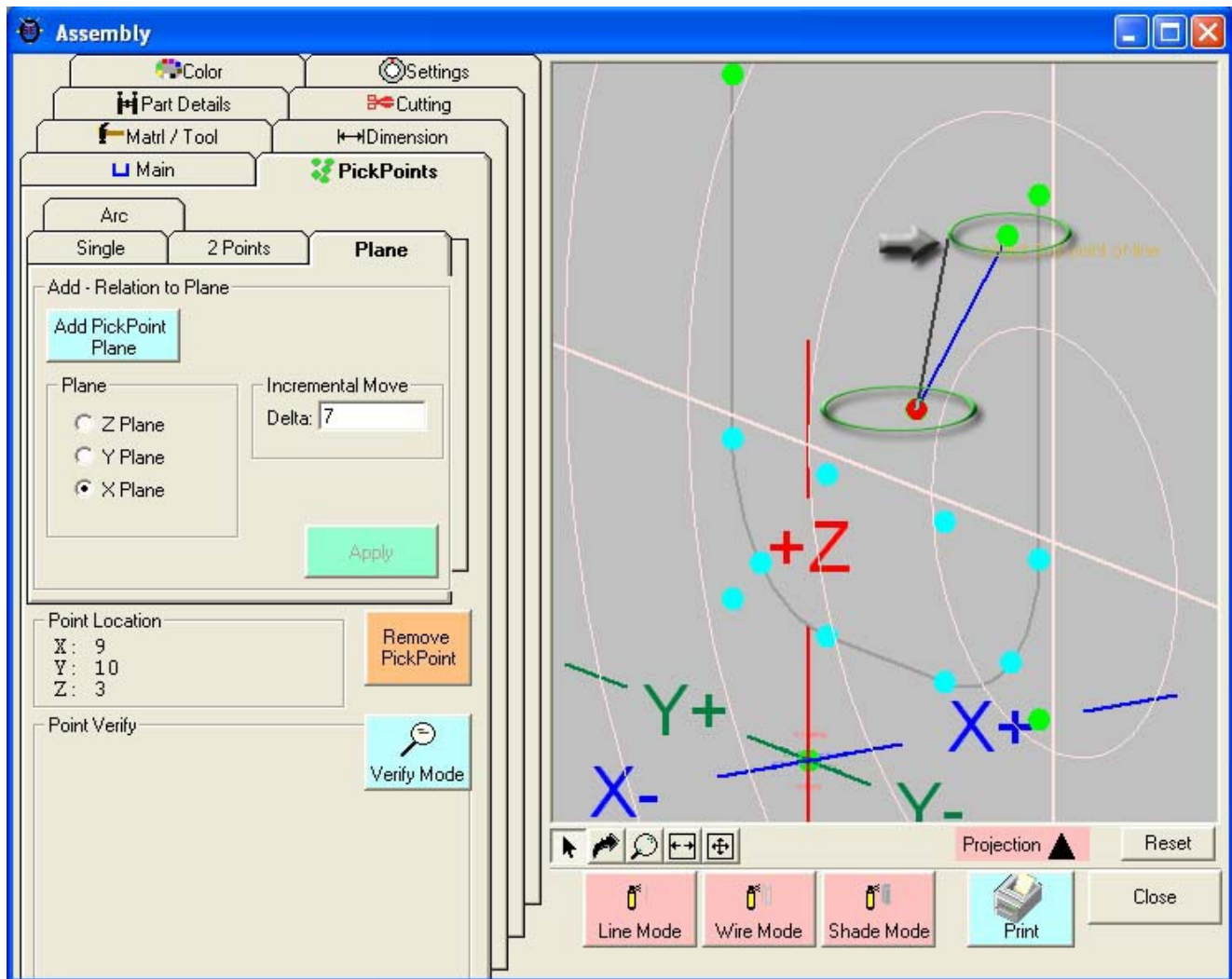
Step 1) Select the "**PickPoint**" tab and the "**Plane**" tab within it.

Step 2) Select the "**X Plane**" option. Note: This select can be made at anytime.

Step 3) Select the base "**PickPoint**". This point does not need to be in the plane (it can be), you just need to know the distance from this point.

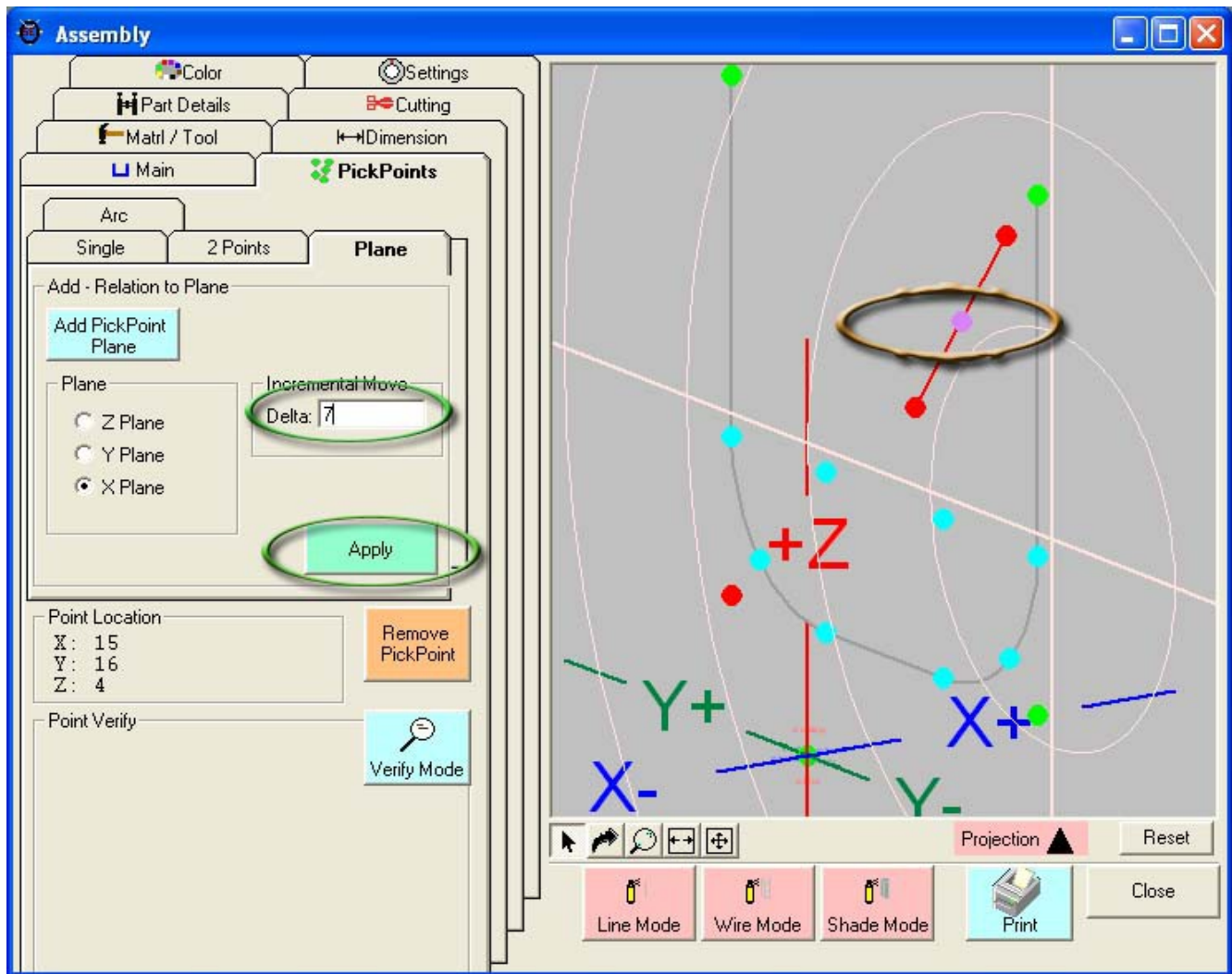


Step 4) Select the 2 "PickPoints" representing the line that will intersect your plane. Note: These selections can not be the same as the base PickPoint that was selected in Step 3.



Step 5) Enter in the "**Delta**" Distance value from the base point. In our case it is "7".

Step 6) If the magenta point looks to be in a good location, select the "**Apply**" command button.



NOTE: The delta distance entered does not need to rest between the 2 points selected for the line. As you can see in the following picture the value of 2 was entered and the point falls off the end of the line.

