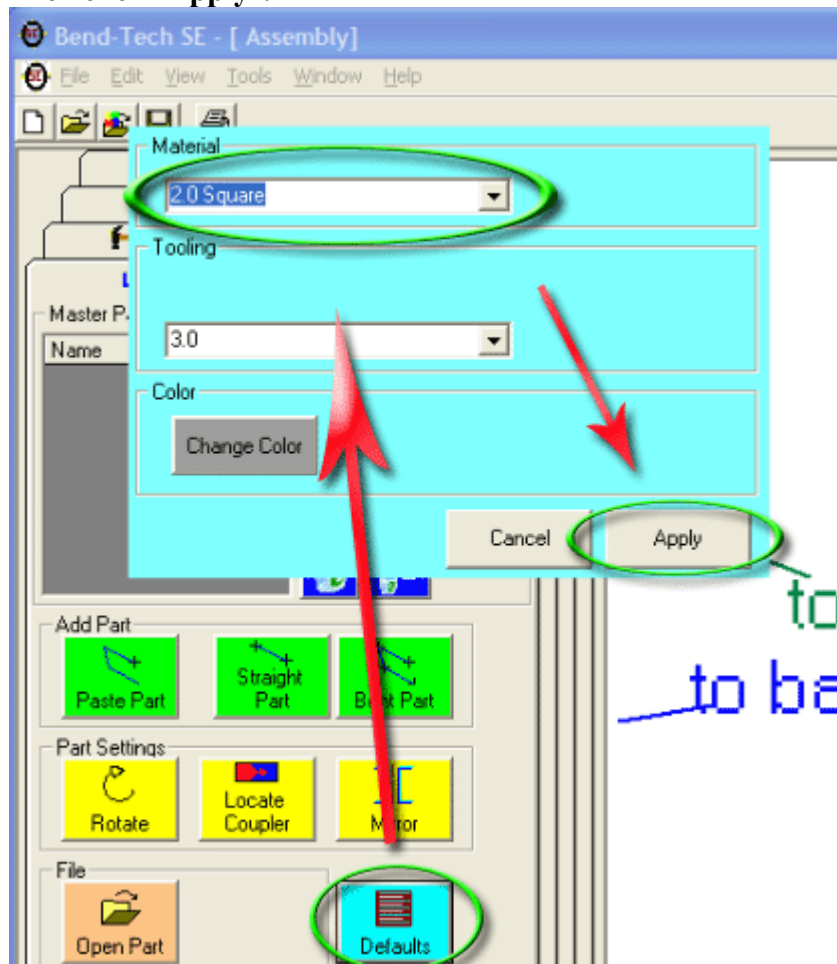


## Making a part with square tubing

If you haven't already, please read the thread entitled "[Adding Square Tubing in the Material Library](#)" before continuing with this thread.

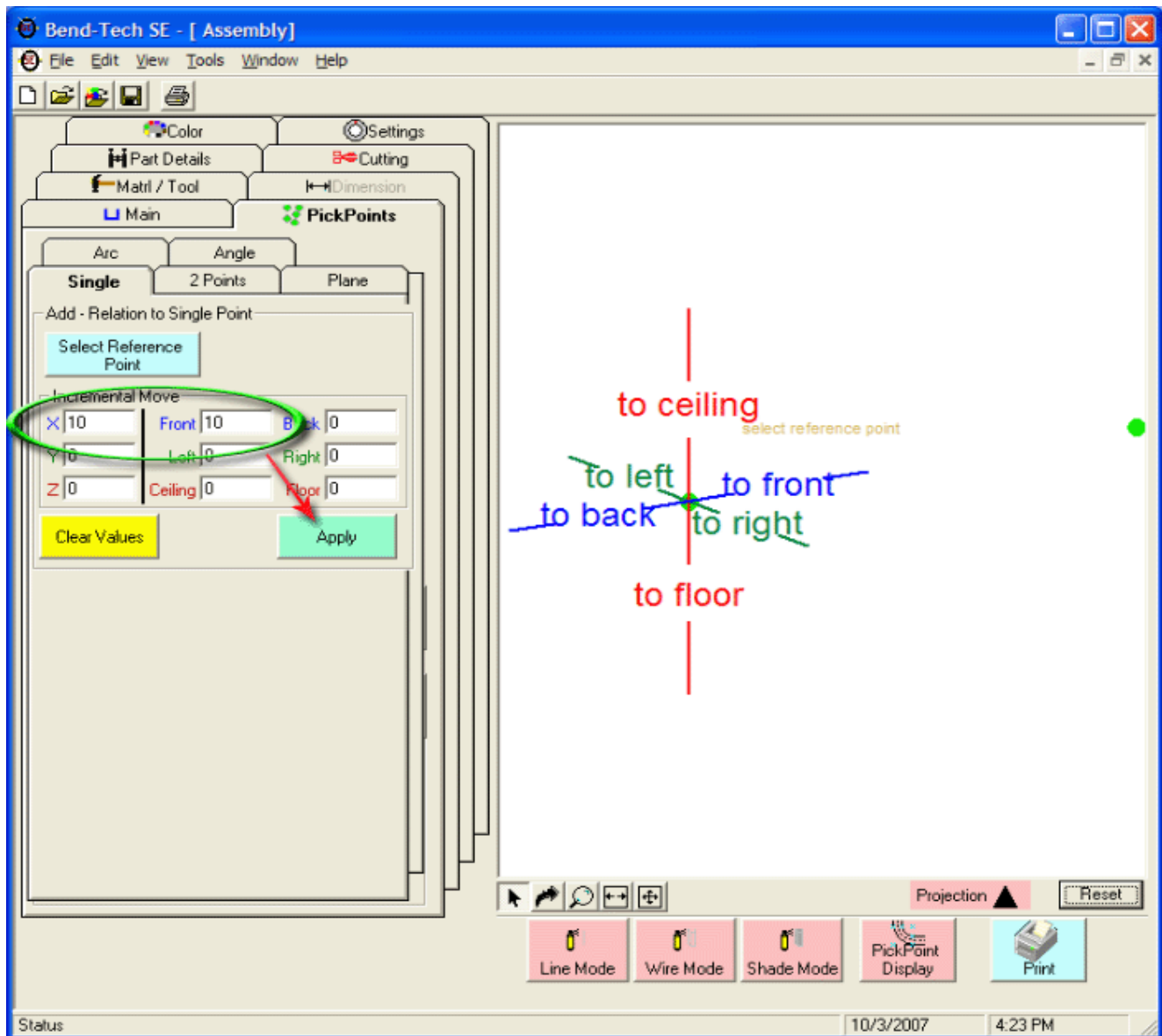
After you've added or modified material in your material library, you can now make use of square tubing in the assembly, 3D, and XYZ interfaces.

You can click on the "**Default**" button on the "**Menu**" tab to change your material to square tubing. Then click "**Apply**".

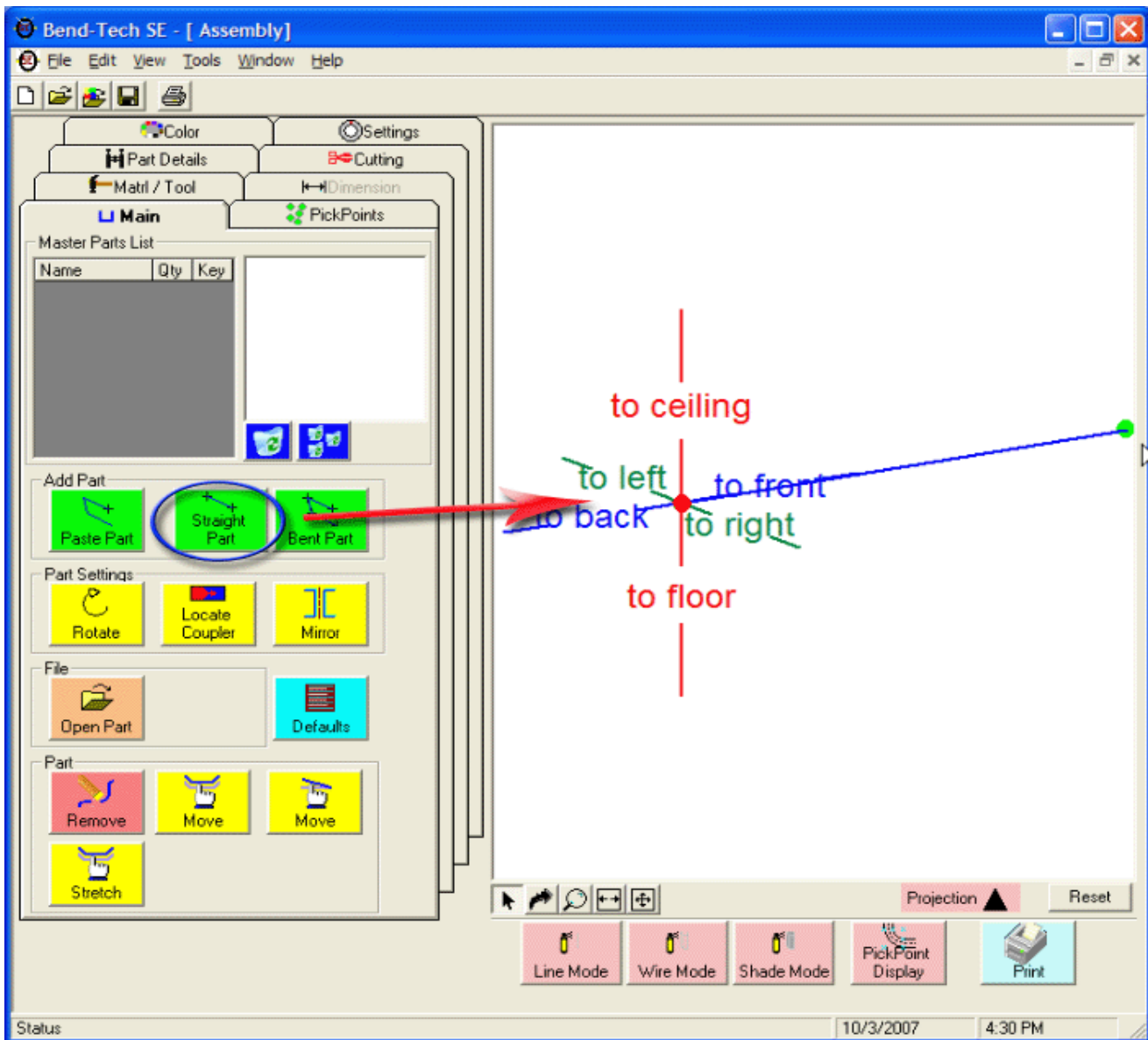


From here we will create a simple straight part using this square tubing.

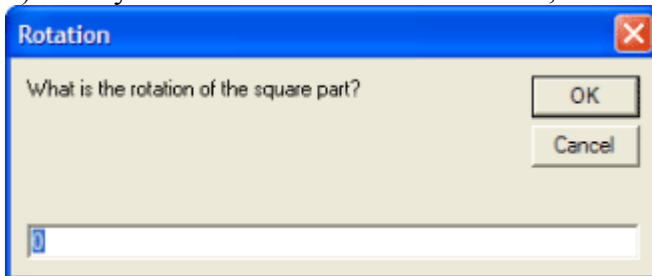
1) On the "**PickPoints**" tab, go to the "**Single**" tab. Enter "**10**" in either the "**X**" or "**Front**" field and click "**Apply**".



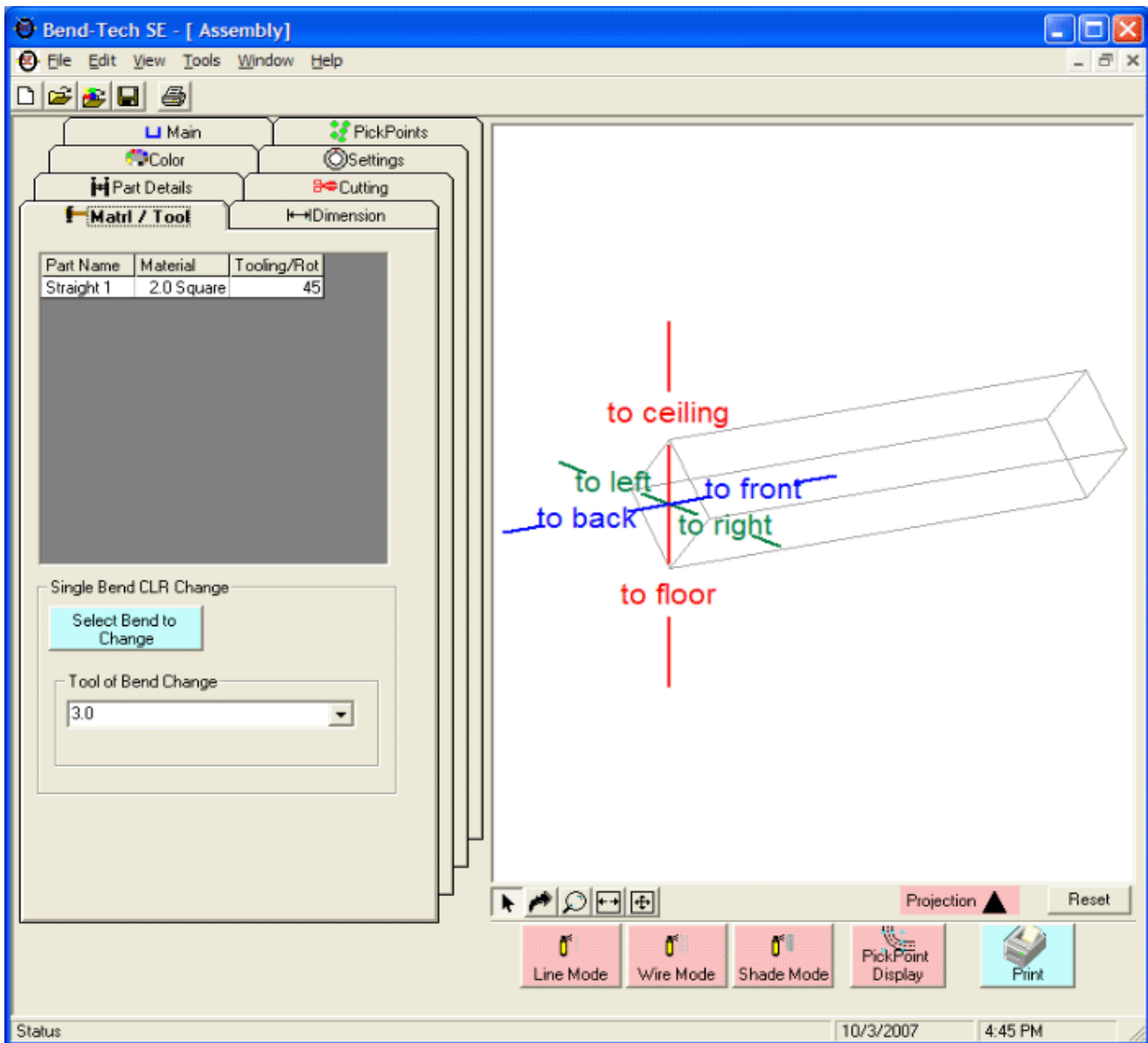
2) Go to the "Main" tab, click "Straight Part", and connect the PickPoints in the picture.



3) After you click on the second PickPoint, the following window will appear.

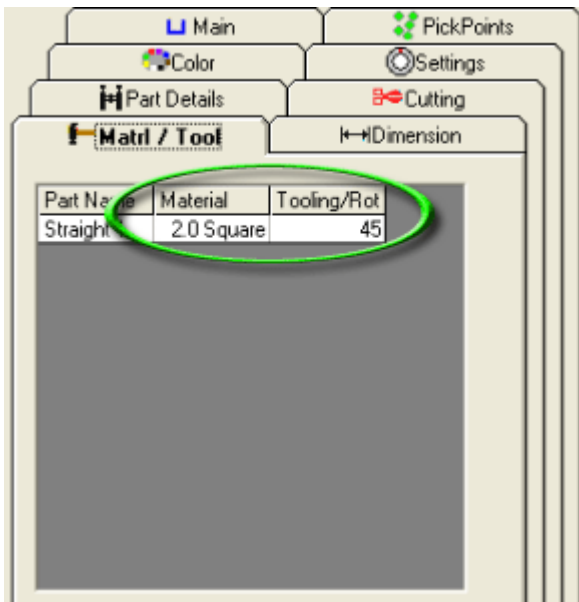


4) This allows you to choose a rotation value for the part from 1 to 90. We will enter a value of "45" and then click "Ok". Then click on the "Matrl/Tool" tab and you will be able to see your square tube.



Notice how none of the flat sides of the square tube run parallel to any axis - this is due to the rotation.

5) You can also change the rotation here and change material if you want.



Alternatively, you can leave your default as it is, create your part(s), then move to the "Matl/Tool" and change the material there for each individual part.

6) You can cut round tube to the square tube. NOTE: the square tube doesn't have any cutting template ability at this time.

