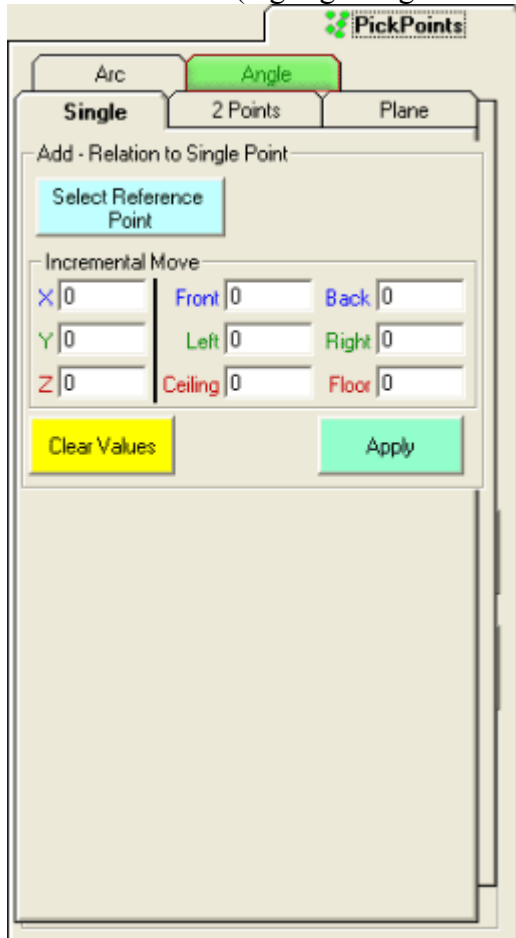


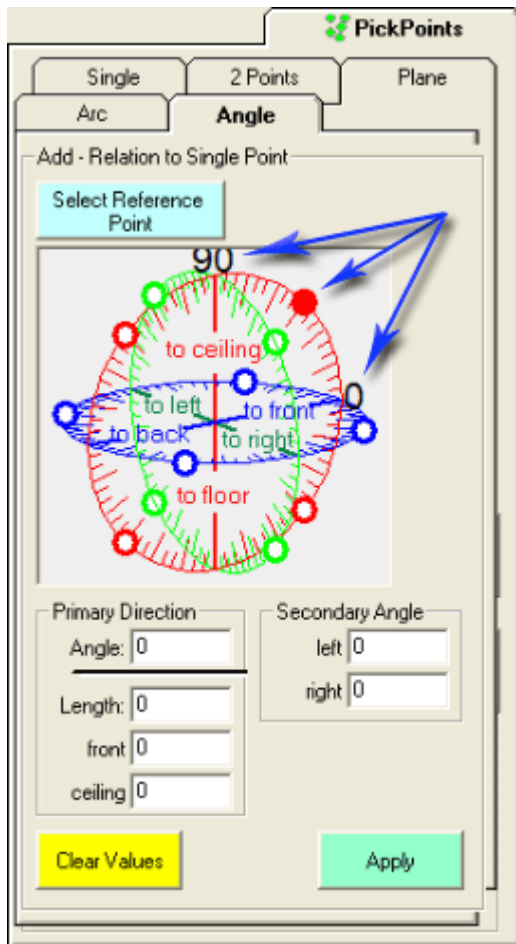
PickPoints: The Angle Tab

the TRI-GLOBE

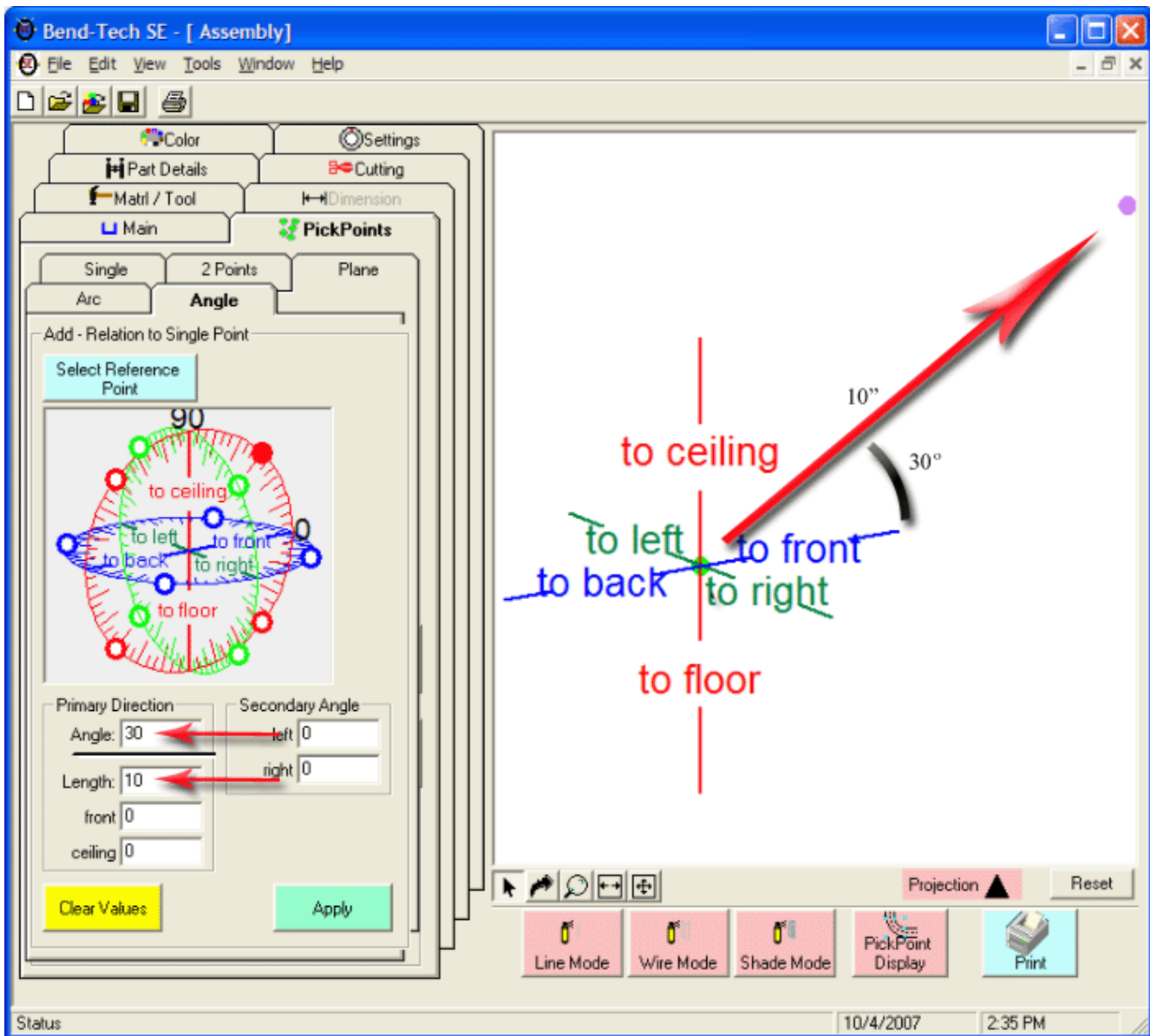
One of the new ways to set pick points in version 4.0 is with the "**Angle**" tab located on the "**PickPoints**" tab (highlighted green below).



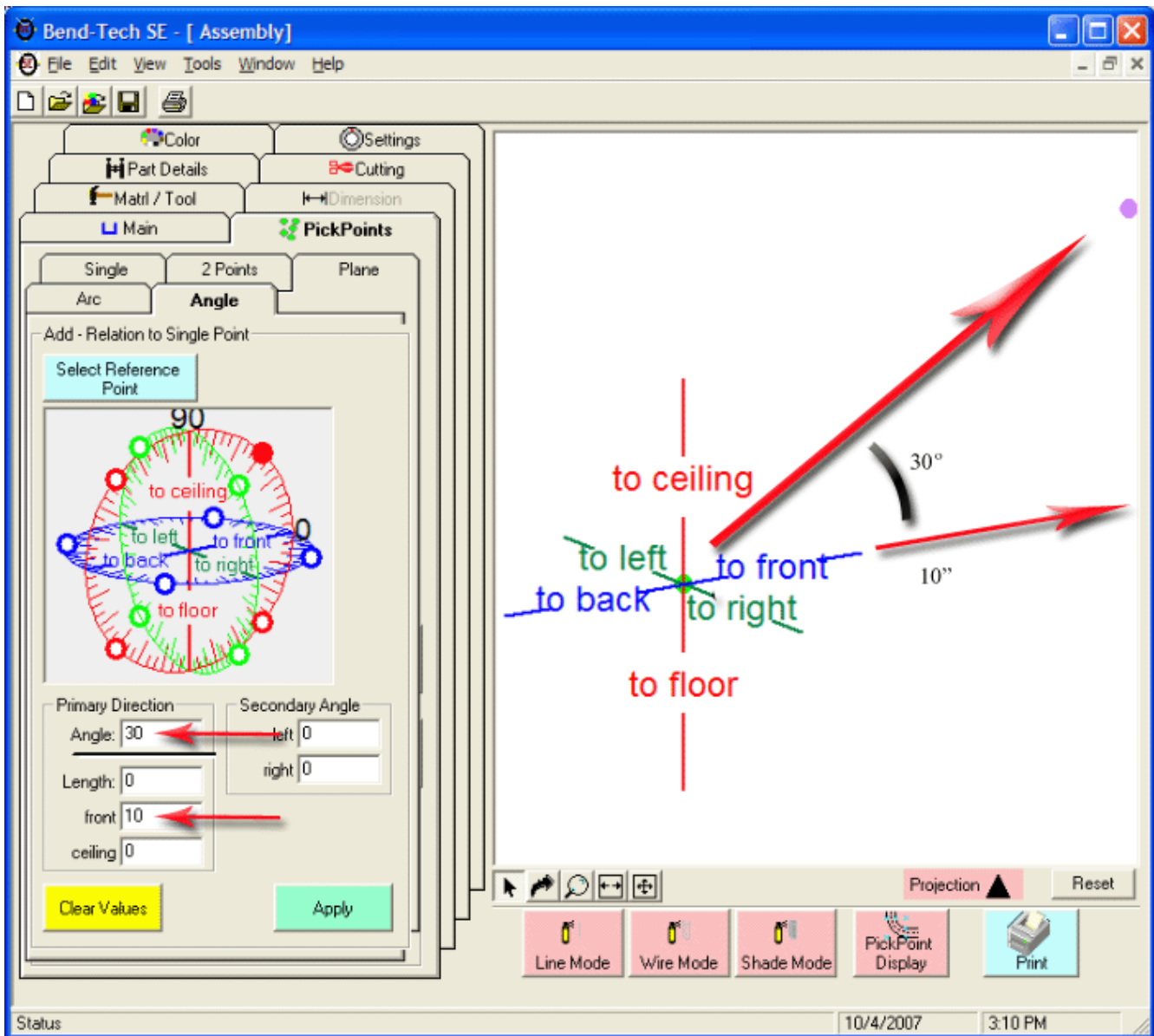
When you select the "**Angle**" tab you will see the Tri-Globe displayed inside the tab with a series of 3 circles embedded on it. Each circle passes through exactly 2 axes, and clicking one of the buttons selects a range of 90 degrees. For instance, if you click the upper right red button it will fill in, and you will see a value of "0" to the **front** and "90" to the **ceiling** representing the degree of the angle you enter below.



From here you can set the angular length. This will be the distance between your Reference Point and your new PickPoint.:



Or if you only know that your angle is 30 degrees and that you need to go 10" to the front, just type those values in. The same is true if you need to go to the ceiling. (Note that when you type a value into one of the three "Length", "front" or "ceiling" fields, the other two values are automatically set to zero.)



You can also enter a second angle if you need the pick point to move to the left or right.