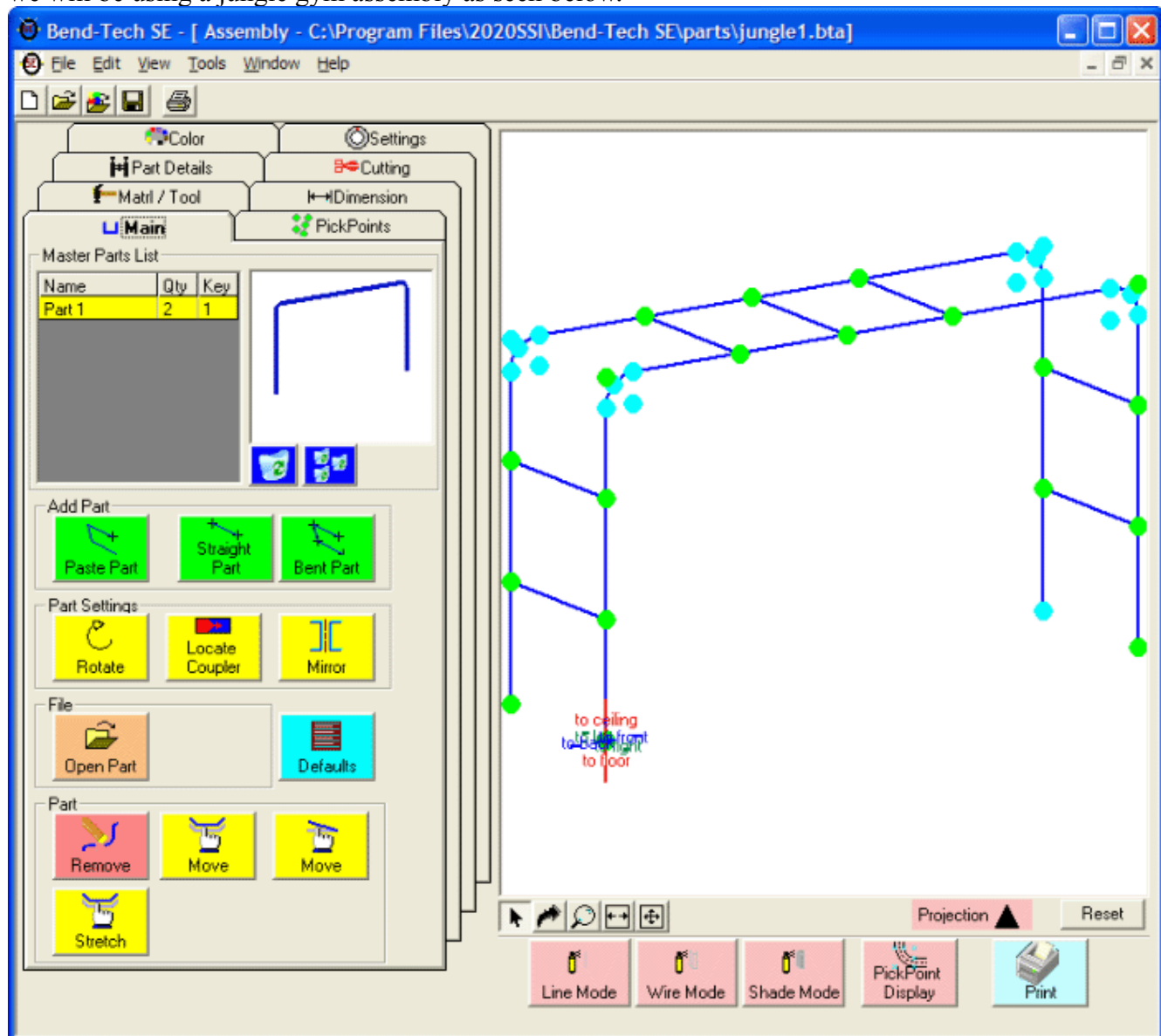


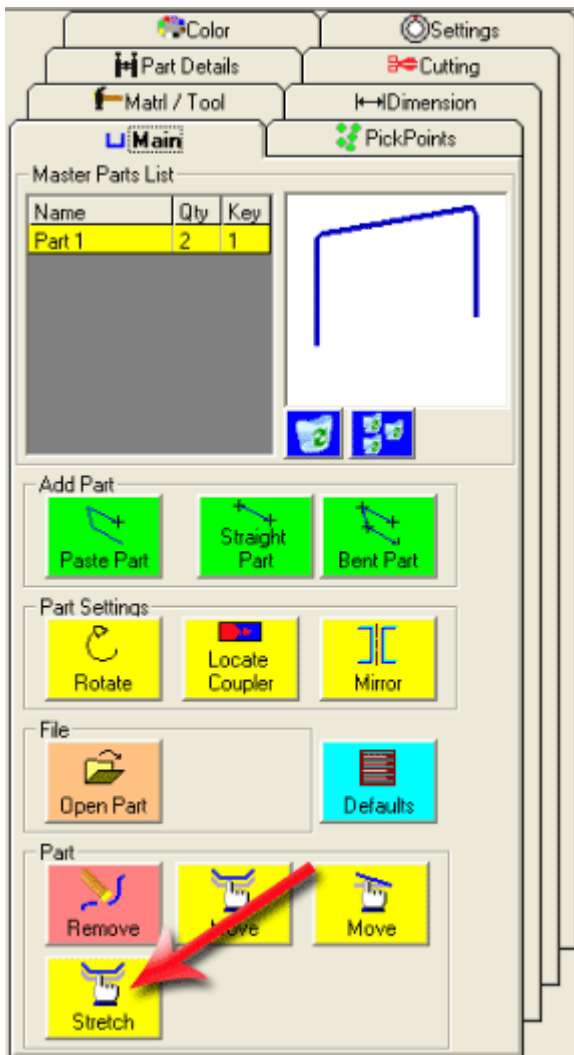
## The Stretch Function

In release 4.0 we have also added the functionality to stretch assemblies. To demonstrate this feature we will be using a jungle gym assembly as seen below.

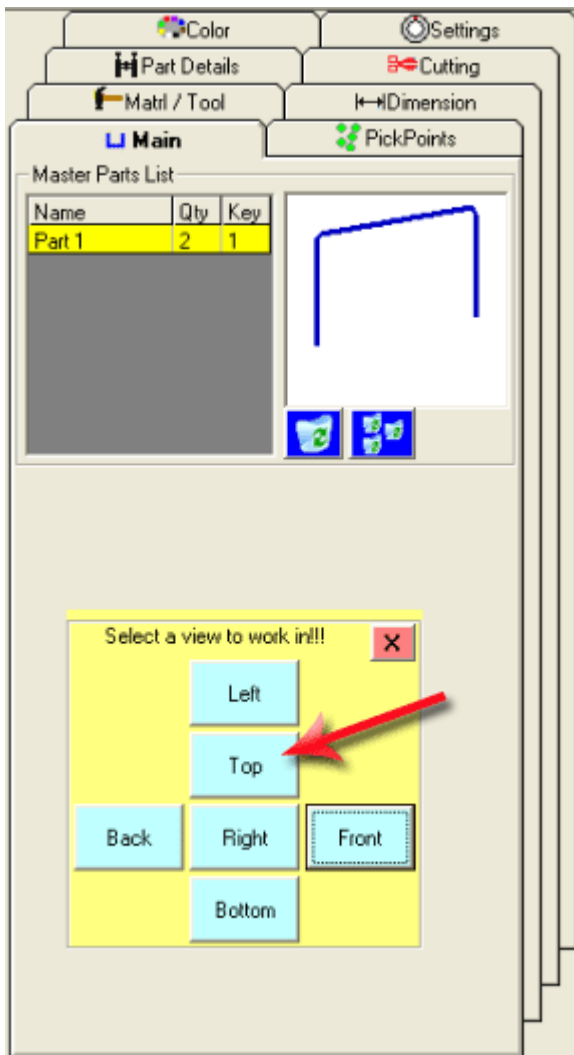


The jungle gym is 60" long and 16" wide. Say we wanted to stretch it to 20" wide.

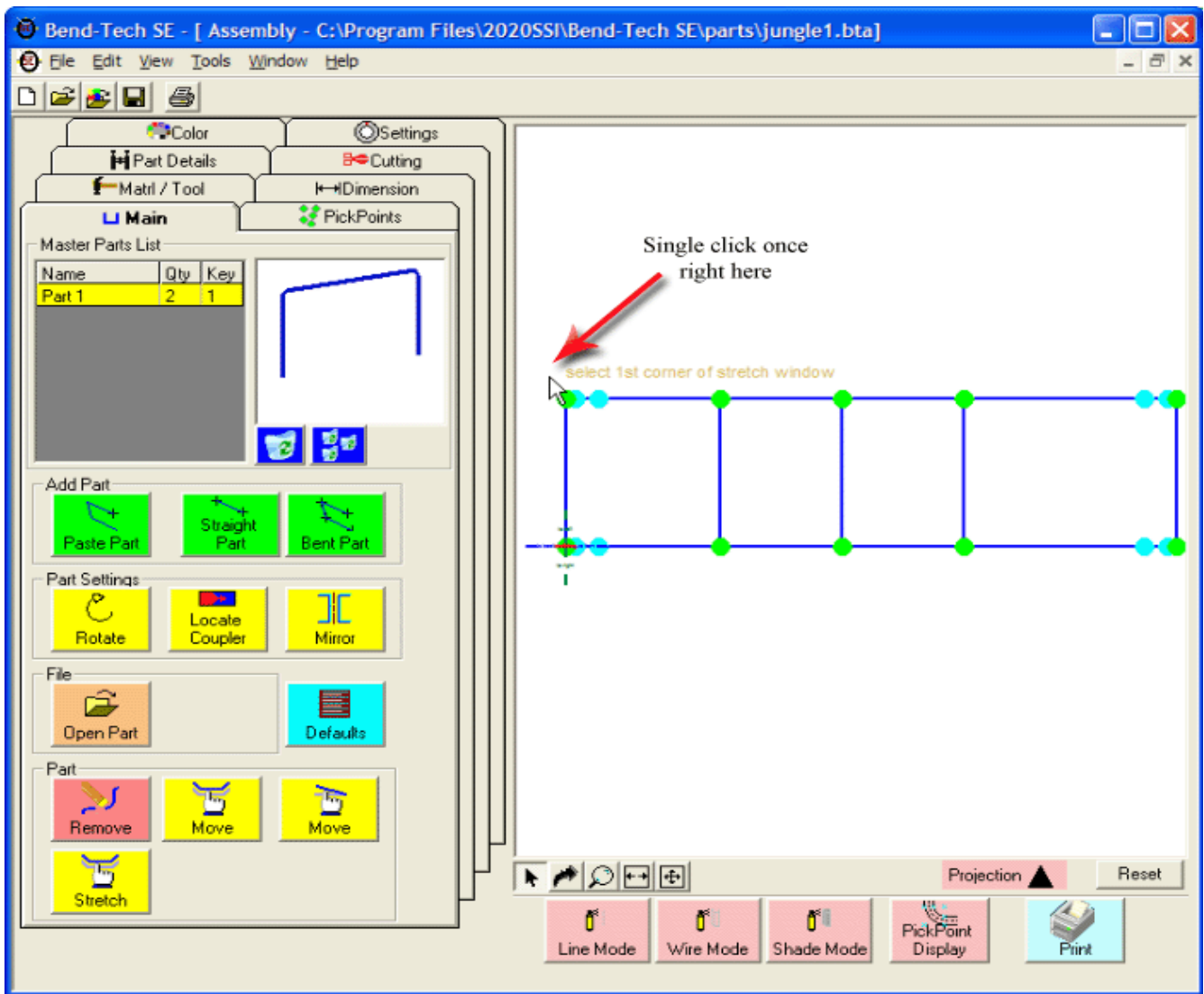
1) Click the "Stretch" button located on the "Main" tab.



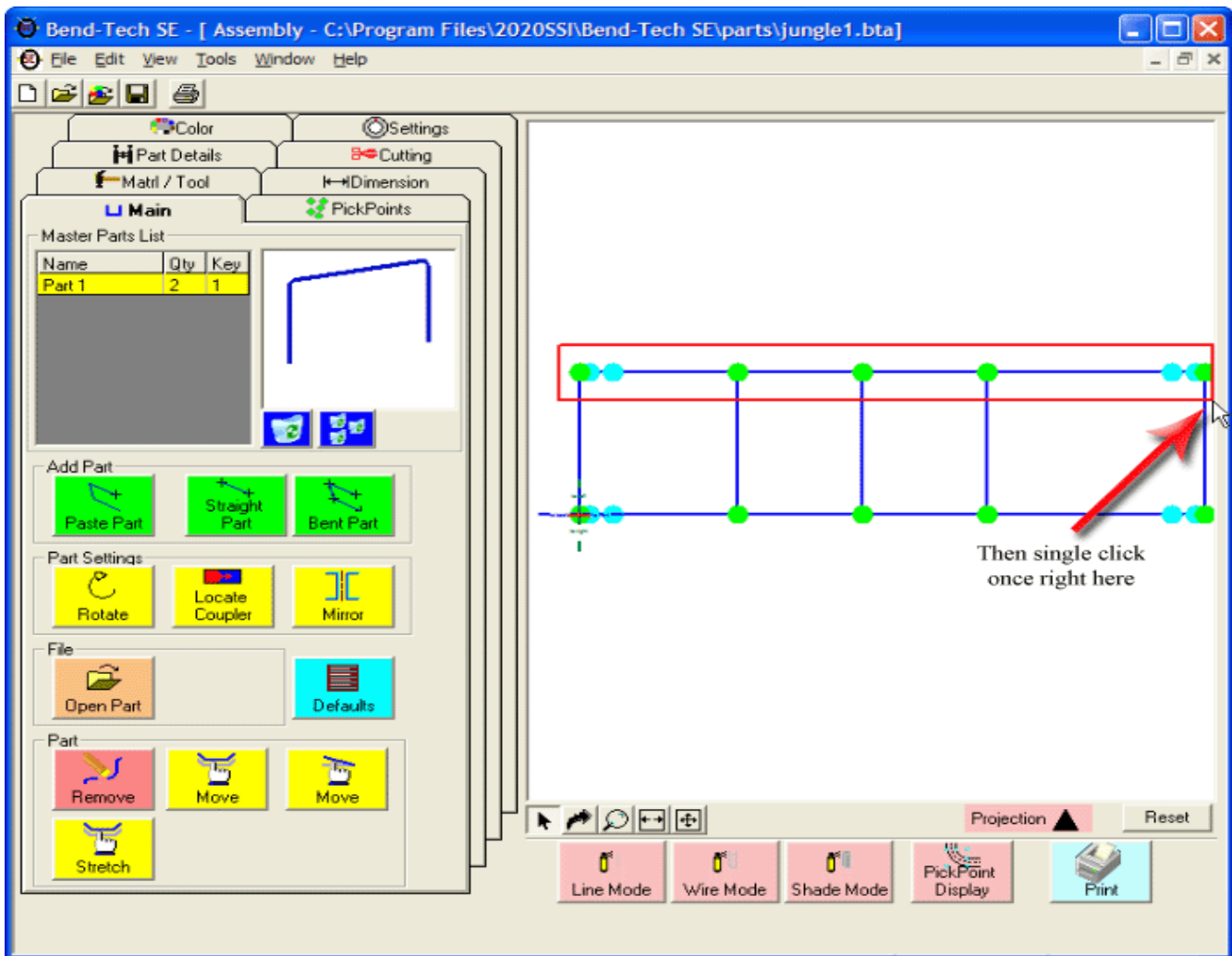
2) The bottom portion of the "Main" tab will change to look like the image below. Click on the "Top" button to view the assembly from the top.



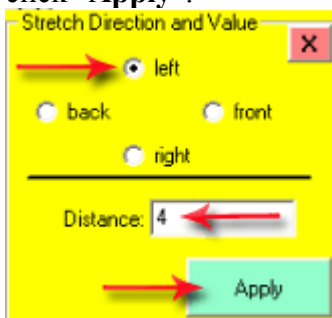
3) Move your cursor over to the assembly drawing and you will see the phrase "select 1st corner of stretch window" attached to it. We will be creating a single square over the part of the assembly we want to stretch. The first click will select one corner of your square:



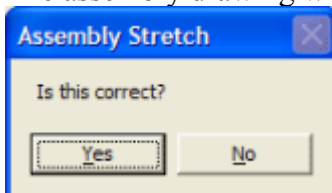
4) The second click will select the opposite corner.



5) The following window will appear. Click on the "left" radio button, set the "Distance:" to "4", then click "Apply".

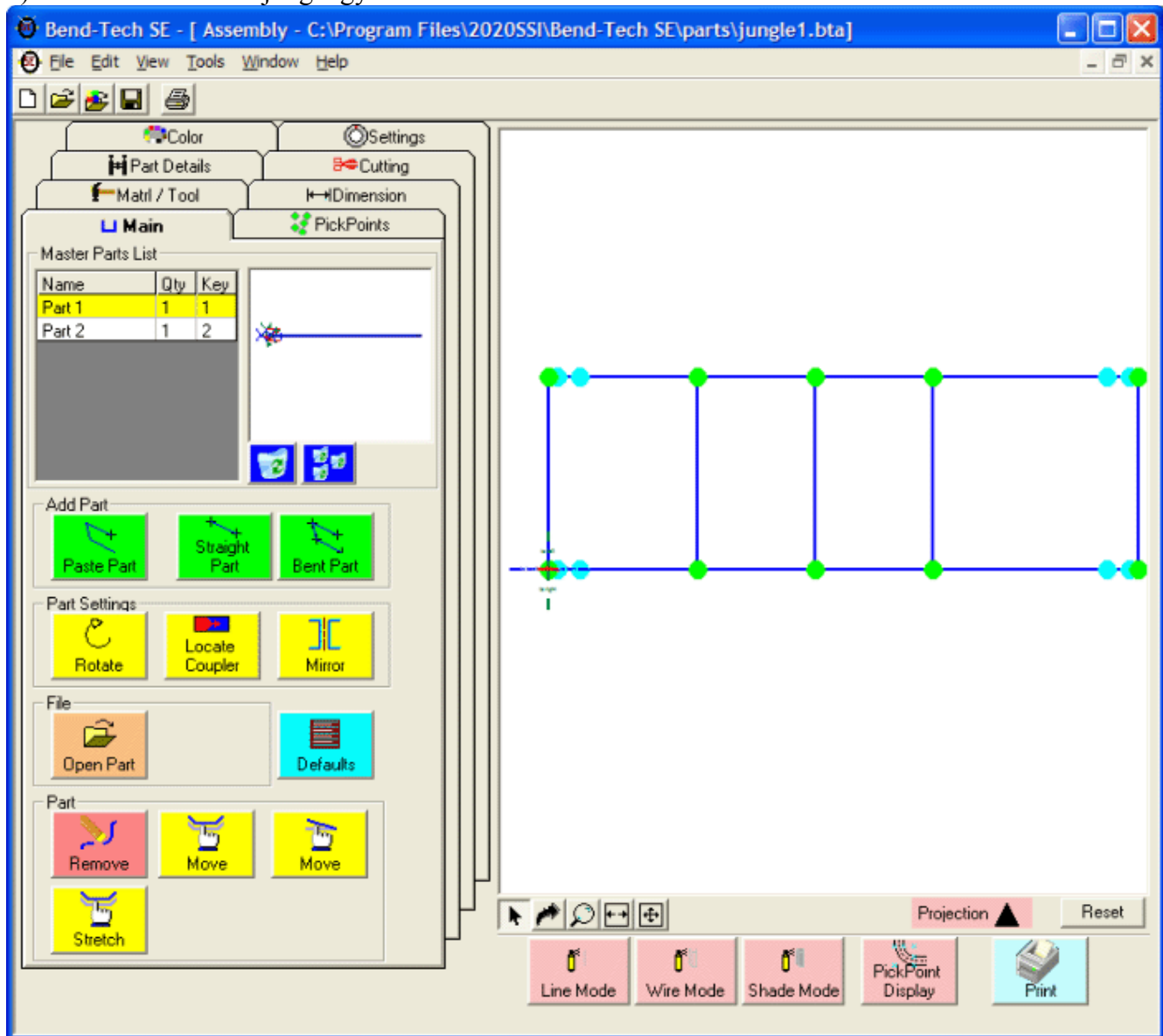


The assembly drawing will update with your change and you will see the following pop-up window.



Choosing "Yes" will fully apply the changes, but choosing "No" will undo the changes.

6) Click "Yes" and the jungle gym is now 4" wider.



Before the stretching, all our straight parts had a length of 16":

Name	# Bends	Length	Weig ▲
Part 1	2	129.318	67.2
Straight 1	0	16	8.32
Straight 2	0	16	8.32
Straight 3	0	16	8.32
Straight 4	0	16	8.32
Straight 5	0	16	8.32

After stretching, each straight part is now 20":

### Part Details

Name	# Bends	Length	Weight ▲
Part 1	2	129.317	67.2
Straight 1	0	20	8.32
Straight 2	0	20	8.32
Straight 3	0	20	8.32
Straight 4	0	20	8.32
Straight 5	0	20	8.32

