

## **BtoCAD2009 Pro additional functions**

Compared to BtoCAD2009 Standard Version, there are two more toolbars added to BtoCAD2009 Pro Version. Below is the list for the additional functions:

### **I. Solids**

1. Wedge: Draws a wedge;
2. Pyramid: Draws a pyramid, or tetrahedron;
3. Box: Draws a box;
4. Cone: Draws a cone;
5. Cylinder: Draws a cylinder;
6. Sphere: Draws a sphere;
7. Dish: Draws the lower half of a sphere;
8. Dome: Draws the upper half of a sphere;
9. Torus: Draws a torus;
10. Revolve: Creates a solid by revolving a two-dimensional object about an axis;
11. Extrude: Creates unique solid primitives by extruding existing two-dimensional objects;
12. Slice: Slices a set of solids with a plane;
13. Section: Uses the intersection of a plane and solids to create a region;
14. Interfere: Creates a composite 3D solid from the common volume of two or more solids.

### **II. Solids Editing**

1. Union: Creates a composite region or solid by addition;
2. Subtract: Creates a composite region or solid by subtraction;
3. Intersect: Creates solids or regions from the intersection of solids or regions;
4. Extrude Face: Extrudes selected faces on a solid object to a specified height or along a path;
5. Move Faces: Moves selected faces on a solid object to a specified height or distance;
6. Offset Faces: Equally offsets faces on a solid object by a specified distance or point;
7. Delete Faces: Deletes or removes faces, including fillets or chamfers on a solid object;
8. Rotate Faces: Rotates one or more faces on a solid object around a specified axis;
9. Taper Faces: Tapers faces on a solid object with a specified angle;
10. Copy edges: Copies 3D edges on a solid object as an arc, circle, ellipse, line, or spline;
11. Copy Faces: Copies faces on a solid object as a region or a solid body;
12. Color Edges: Changes the color of individual edges on a solid object;
13. Color Faces: Changes the color of individual faces on a solid object;
14. Clean: Removes all redundant edges and vertices on a solid object;
15. Check: Validates a 3D solid object as a valid ACIS solid;
16. Separate: Separates 3D solid objects with disjointed volumes into independent 3D solid objects;
17. Imprint: Imprints geometry on a face of a solid object;
18. Shell: Creates a hollow, thin wall with a specified thickness on a solid object.