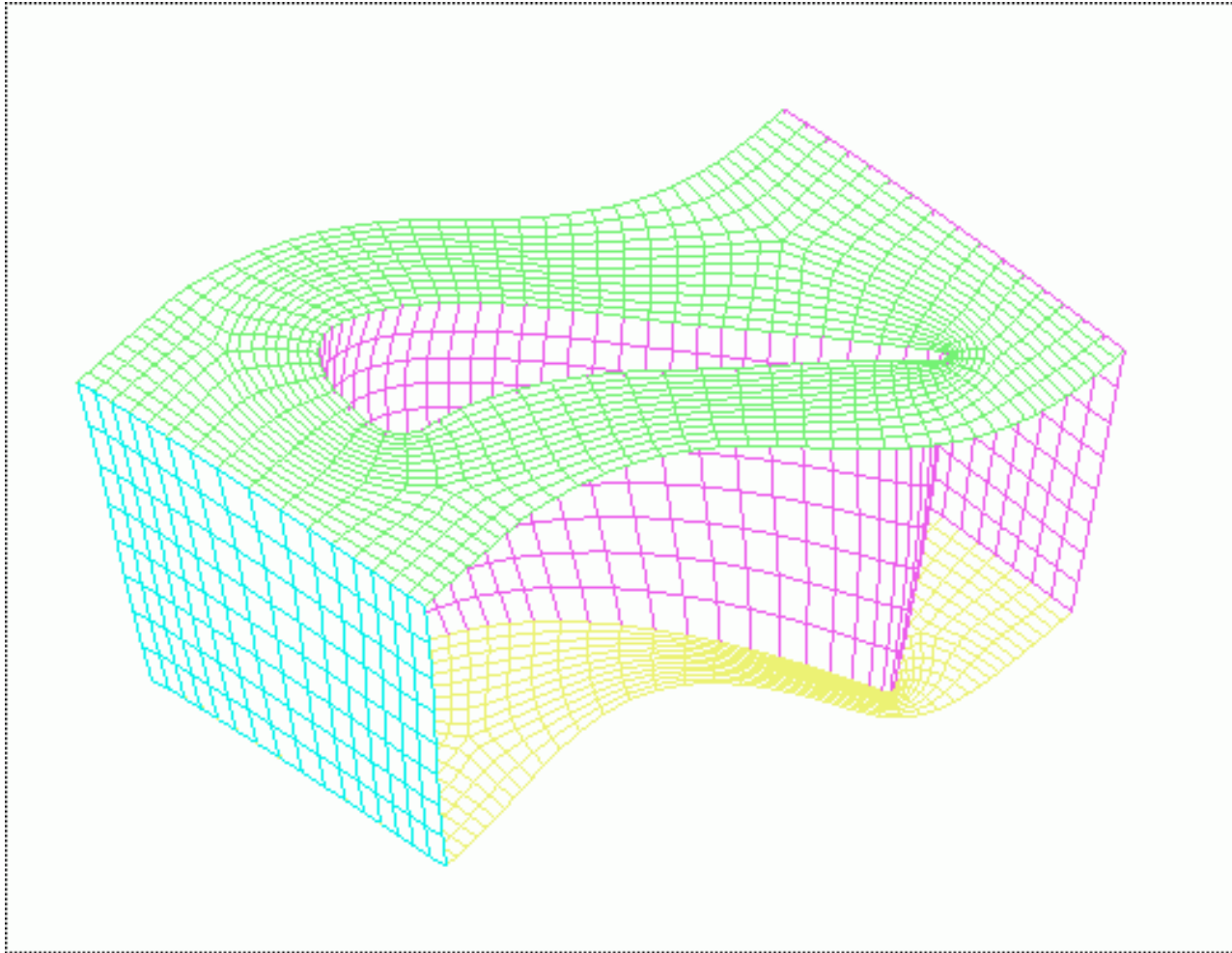
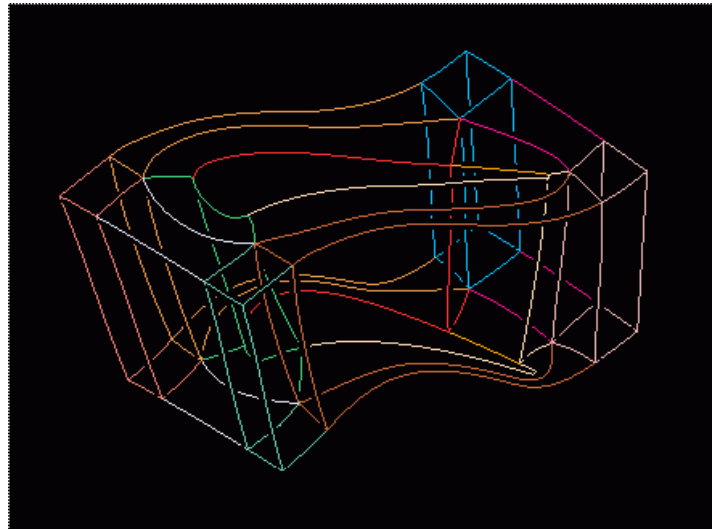


Grid Viewer



Viewing Grid

- When grid is imported into GridPro the block edges are displayed



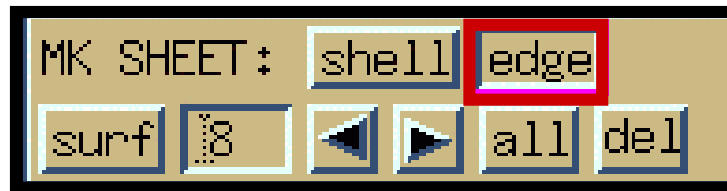
- Blocks can be turned on or off by clicking on the **blk** button



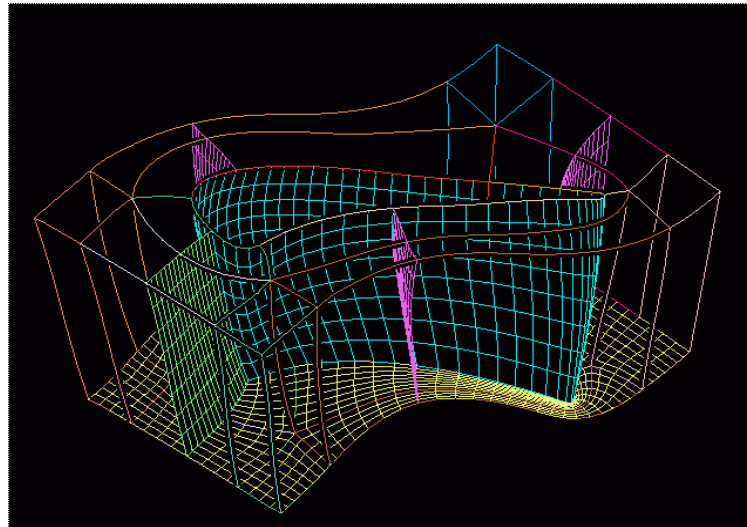
Displaying Sheets

- Grid sheets through blocks can be displayed in any i, j, k direction

Step 1: To display sheet click on the **edge** button in the **MK SHEET** sub-command panel

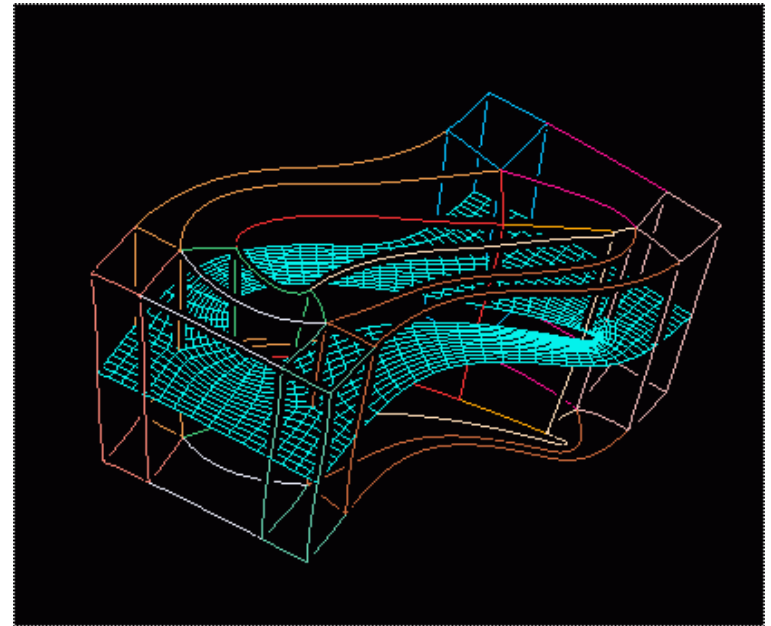
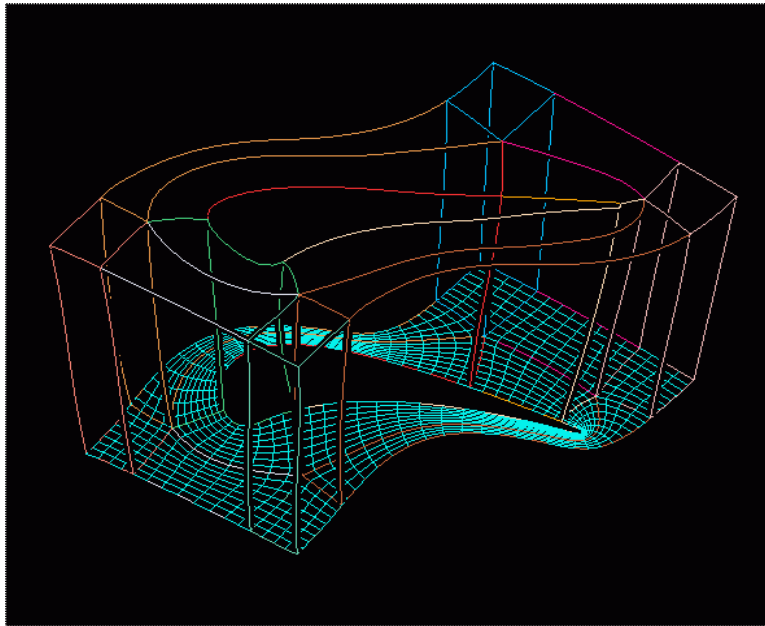


Step 2: Click on a block edge and sheet is automatically displayed



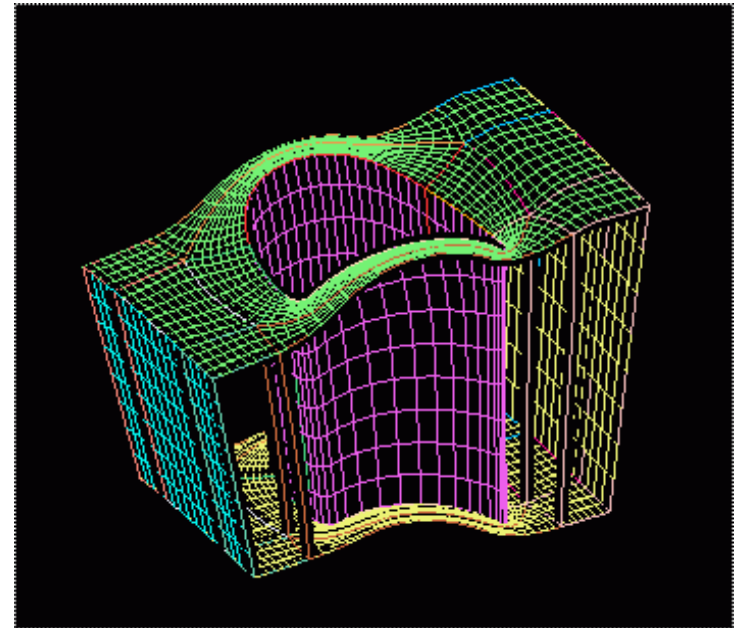
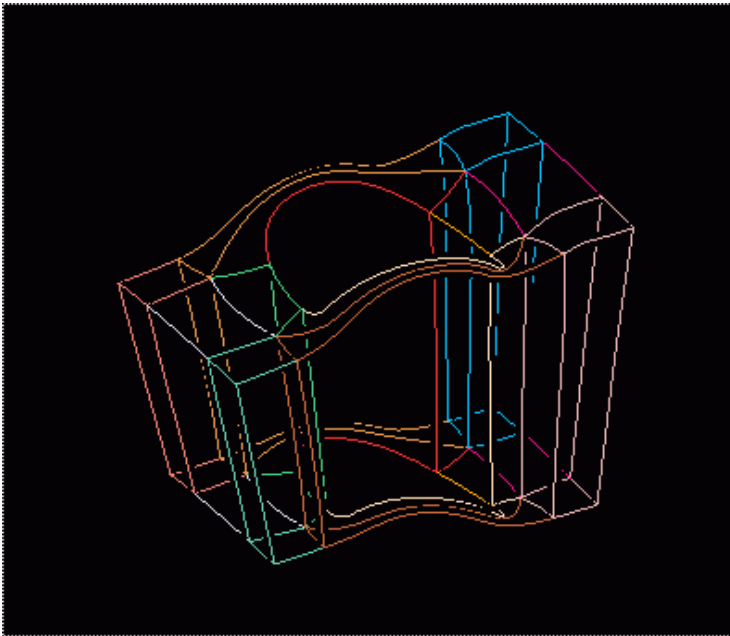
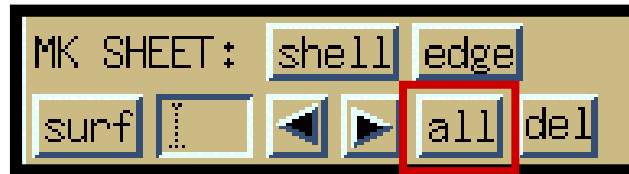
Scrolling Sheet

- The grid sheet can be stepped through the block in any i, j, k direction by clicking on the step buttons
- Only the current sheet (in light blue) can be scrolled



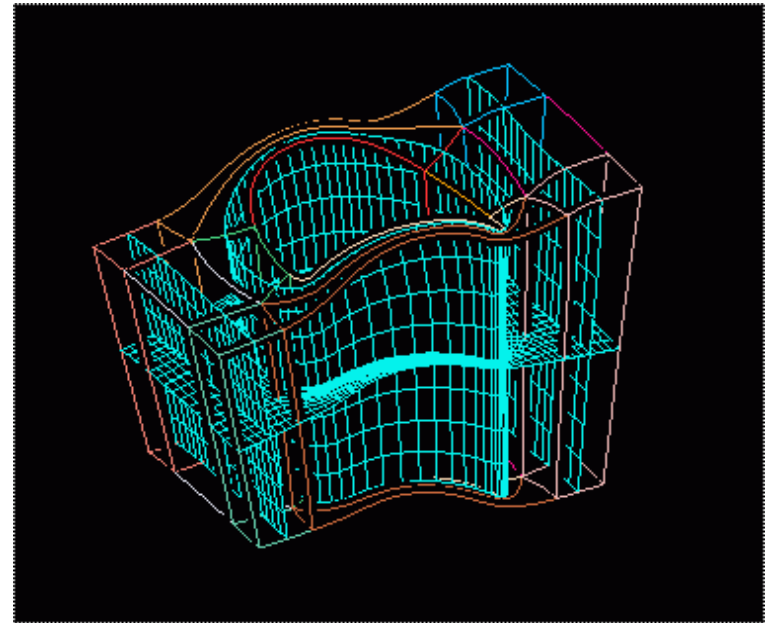
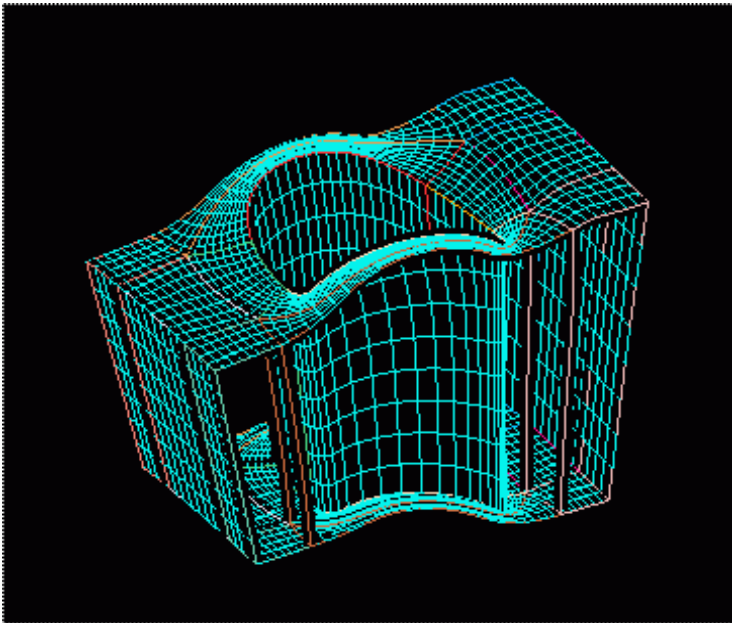
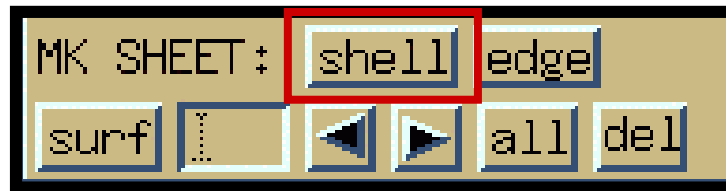
Displaying All Sheets

- All sheets can be displayed on bounding and model surfaces by clicking on **all** in the **MK SHEET** sub-command panel



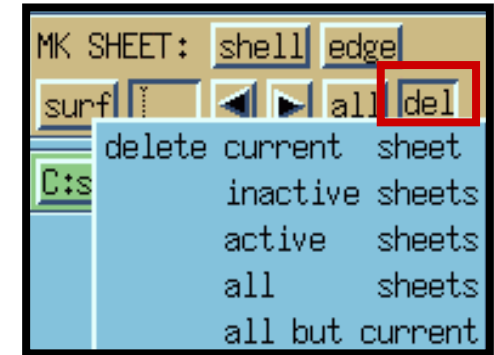
Shell

- A single sheet representing the shell of the blocks can be displayed by clicking on the **shell** button in the **MK SHEET** sub-command panel

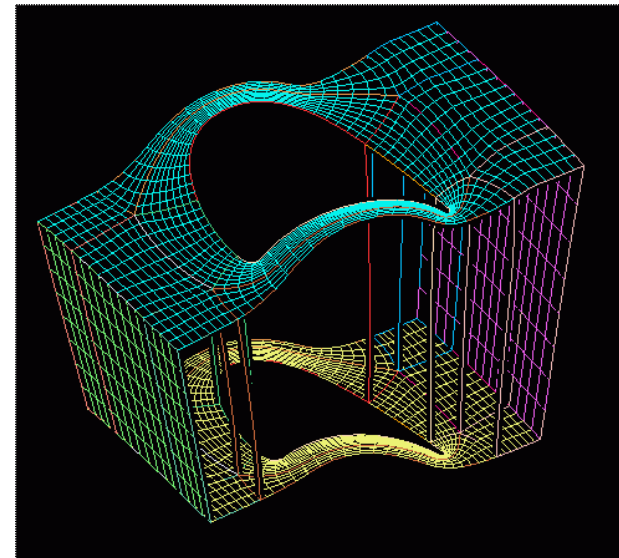
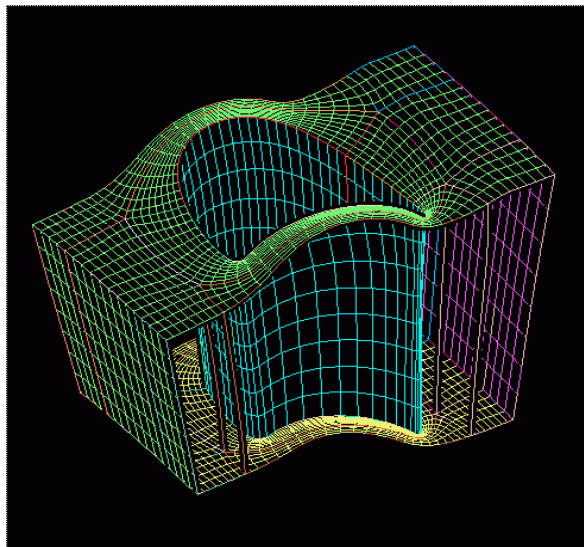


Deleting Sheets

- All or selected sheets can be deleted by using the **del** in the **MK SHEET** sub-command panel

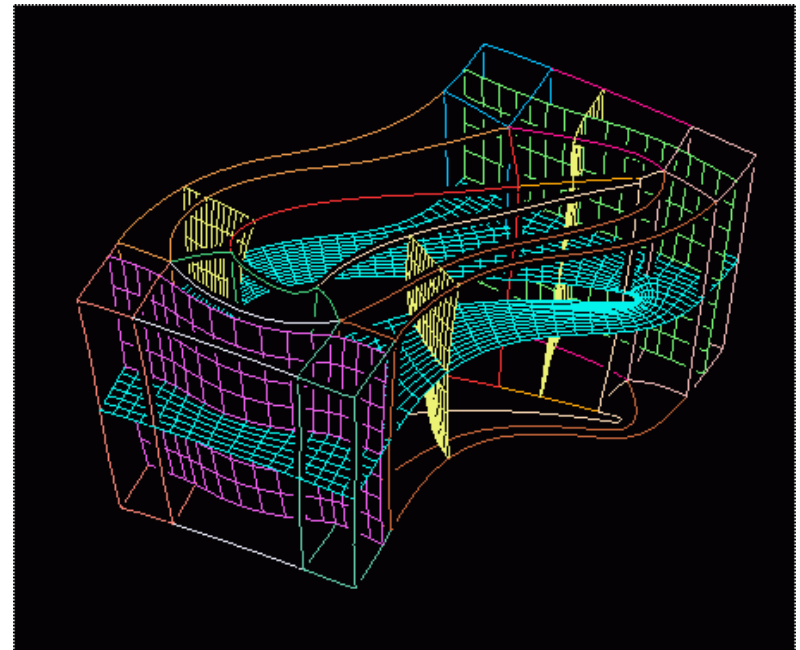
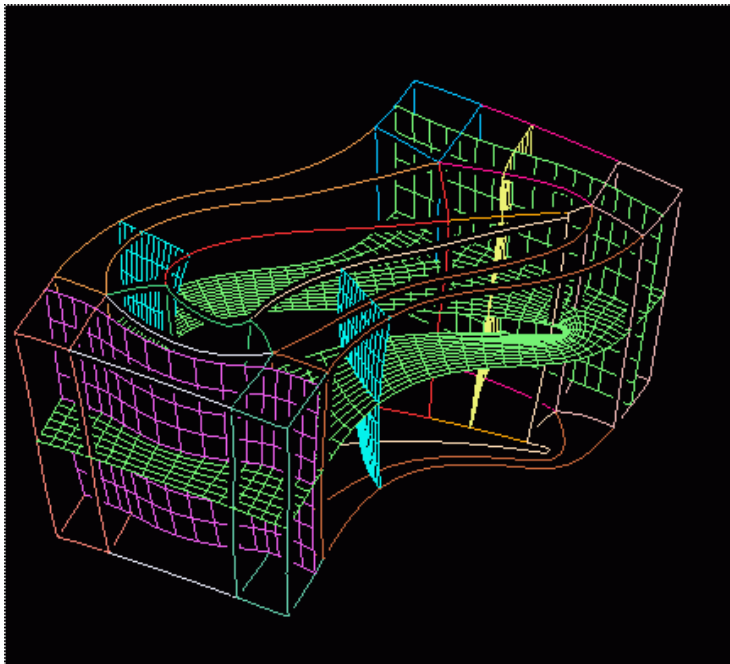
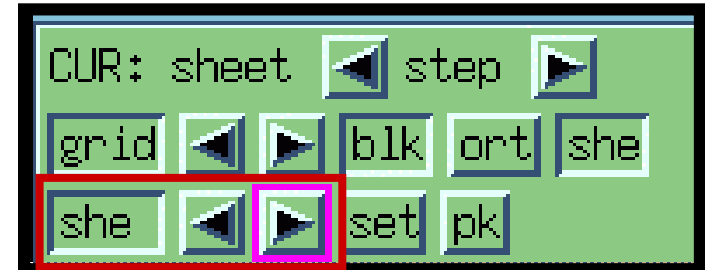


Example: Deleting current sheet



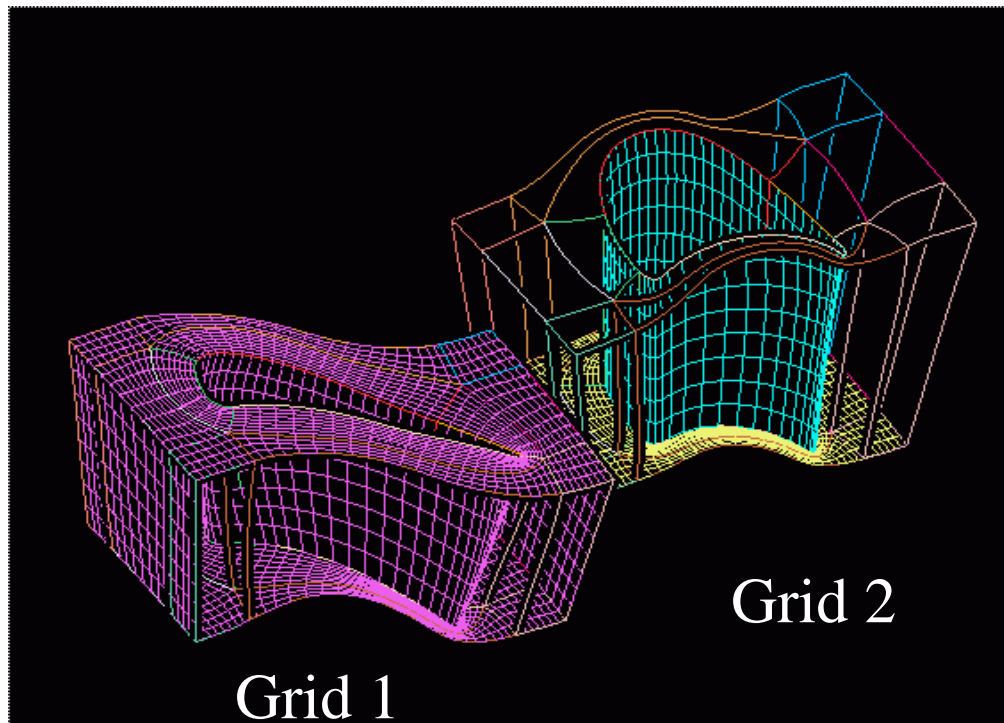
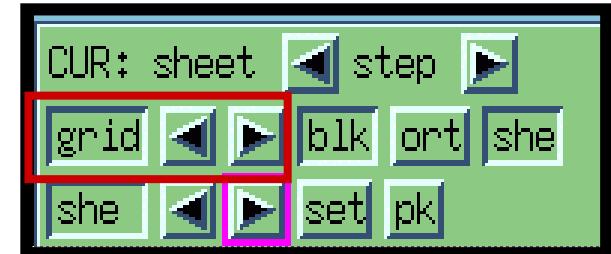
Selecting Current Sheet

- The current sheet can be selected by scrolling through different sheets using the scroll sheet buttons



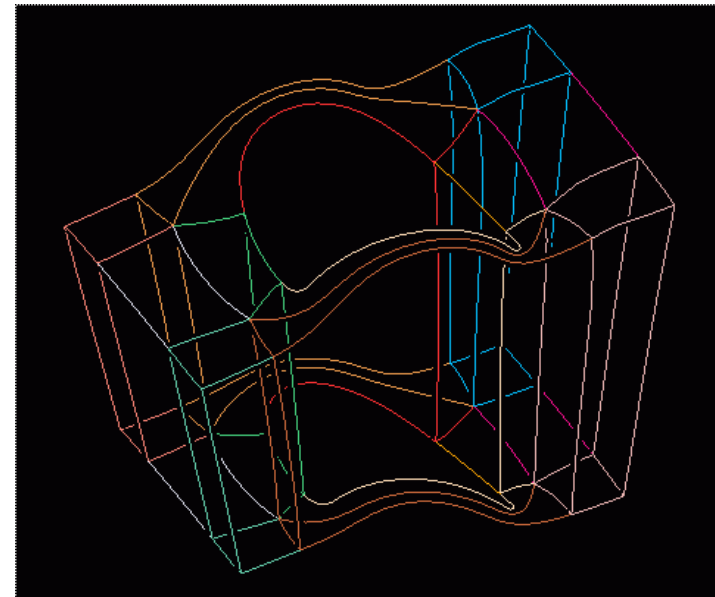
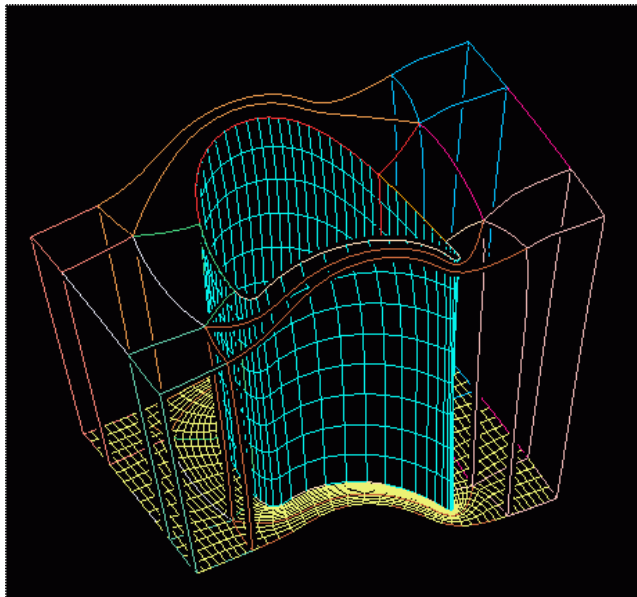
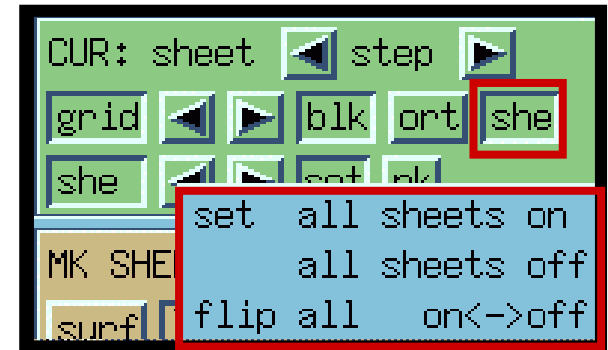
Viewing Grids

- Two grids can be loaded into gridpro and the user can choose which grid to look at



Turning on/off Grid Sheets

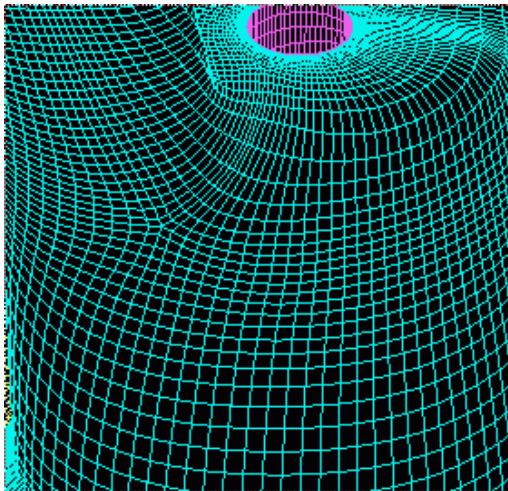
- Grid sheets can be turned on or off using the **she** or **set** button



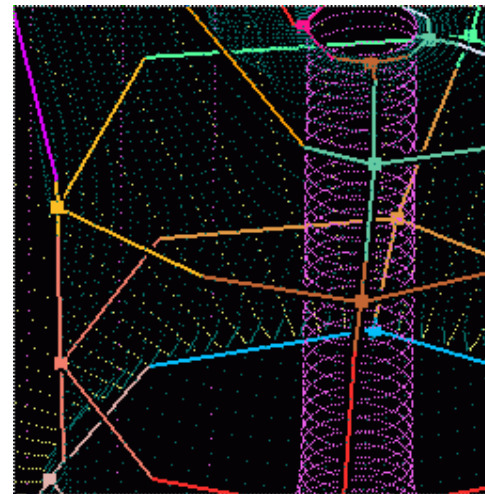
Trimming Away Sheets

- Sheets can be trimmed away so to allow viewing inside the volume

Step 1: Click on the (-) button in the **Trim Sheet** menu and the sheet skeleton will be displayed



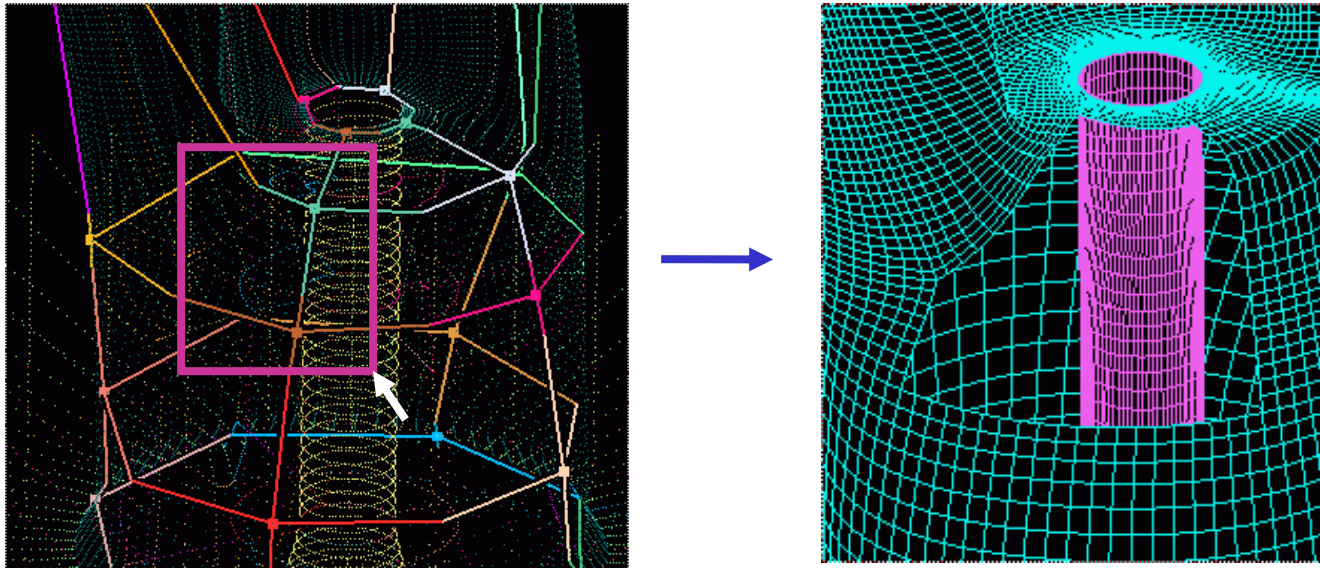
Sheet to be trimmed



Sheet Skeleton

Contd...

Step 2: Hold down right mouse button and draw a box around sheet location



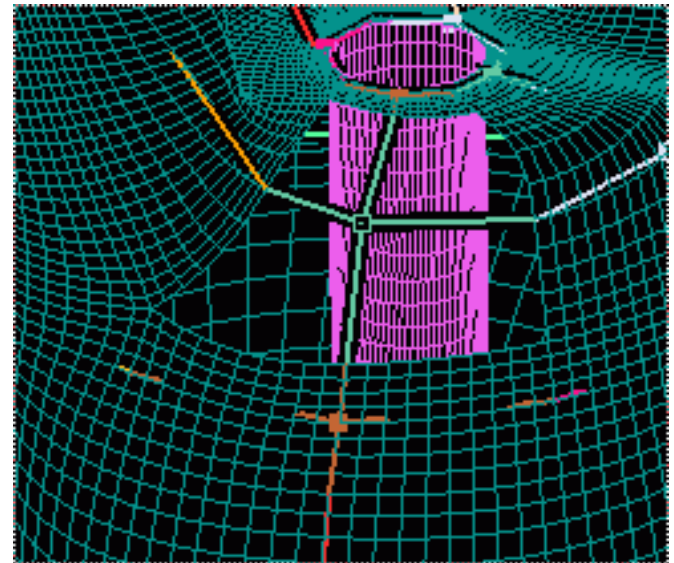
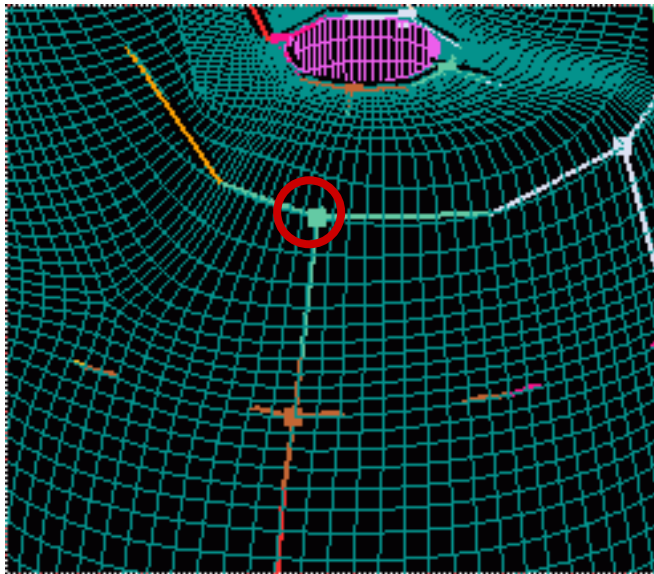
- The trimmed sheet can be displayed again by using the (+) button and implementing the same steps

Contd...

- Single portions of the sheet can be added or subtracted using the **SF** button

Step 1: Click on the **SF** button and skeleton will be displayed

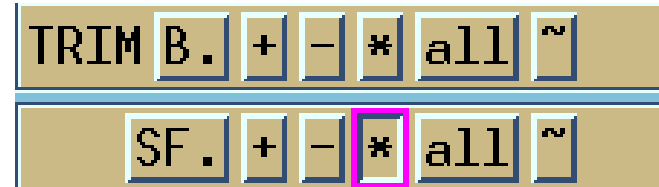
Step 2: Click on skeleton point



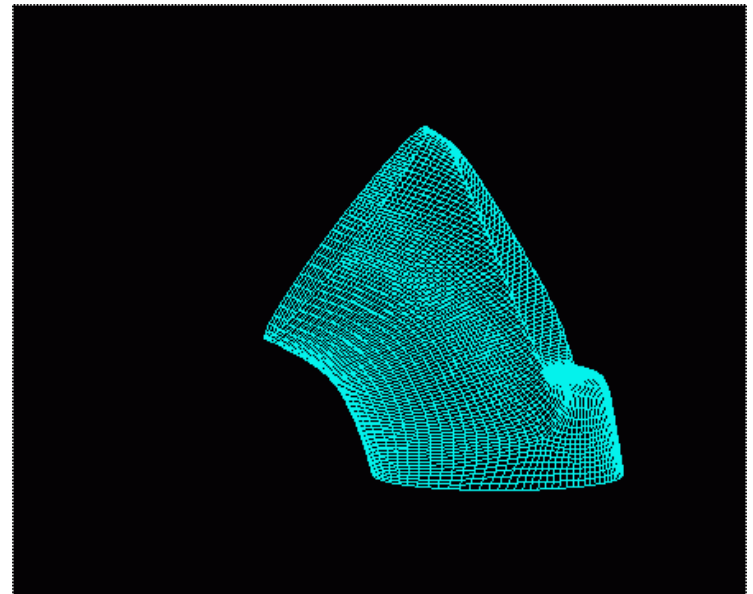
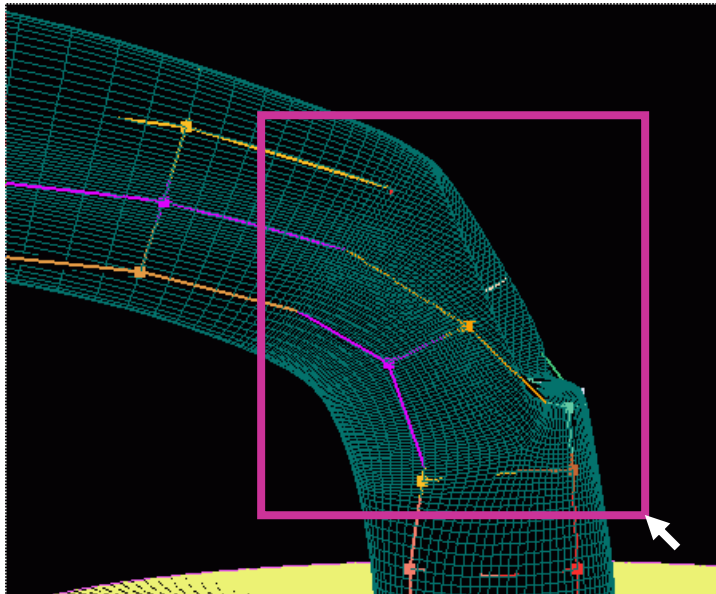
Trimming Sheet Using Intersection Function

- Selected portion of sheet can be trimmed by using intersection function

Step 1: Click on intersection button

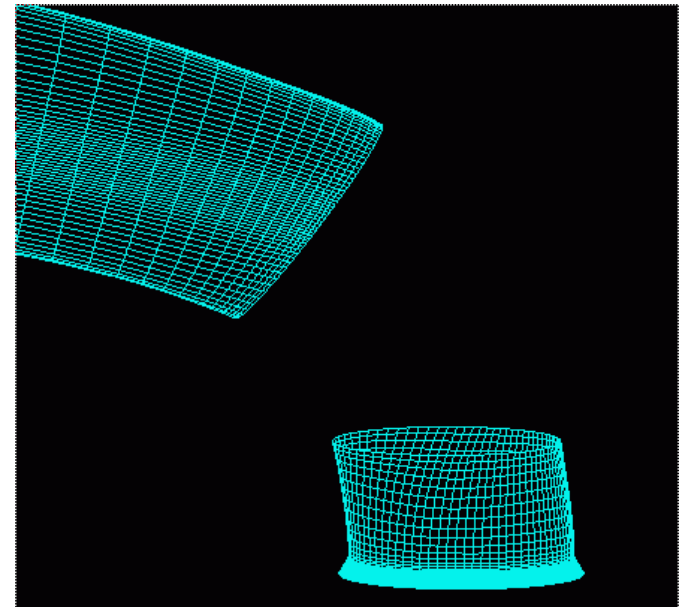
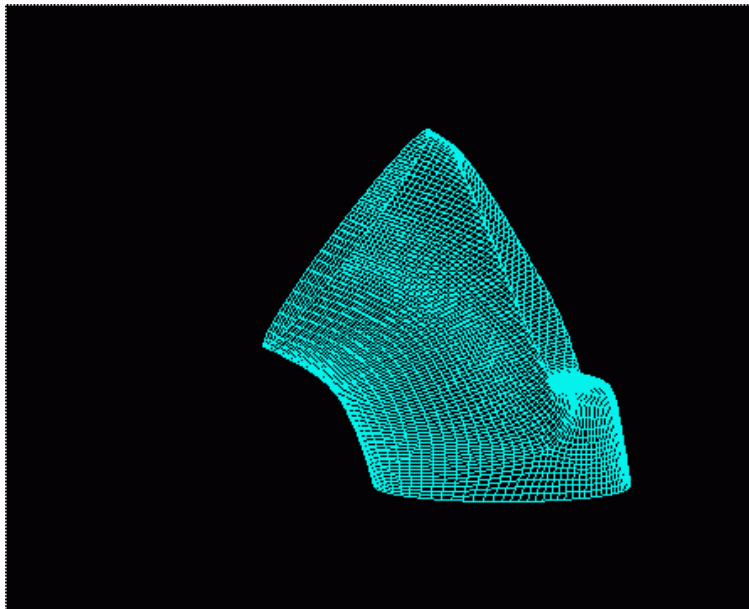
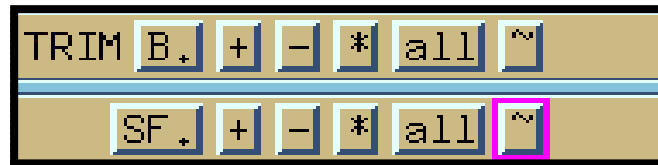


Step 2: Hold down the right mouse button and drag a box around face area you want displayed



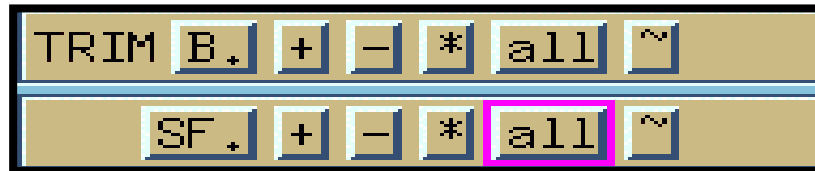
Reverse Trim Display

- The complement of the trimmed surface can be displayed by clicking on the (~) button



Redisplaying Sheets

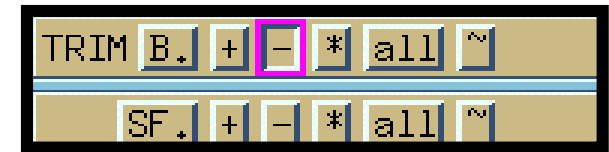
- All of the trimmed sheets can be returned to their original display mode by clicking on the **all** button



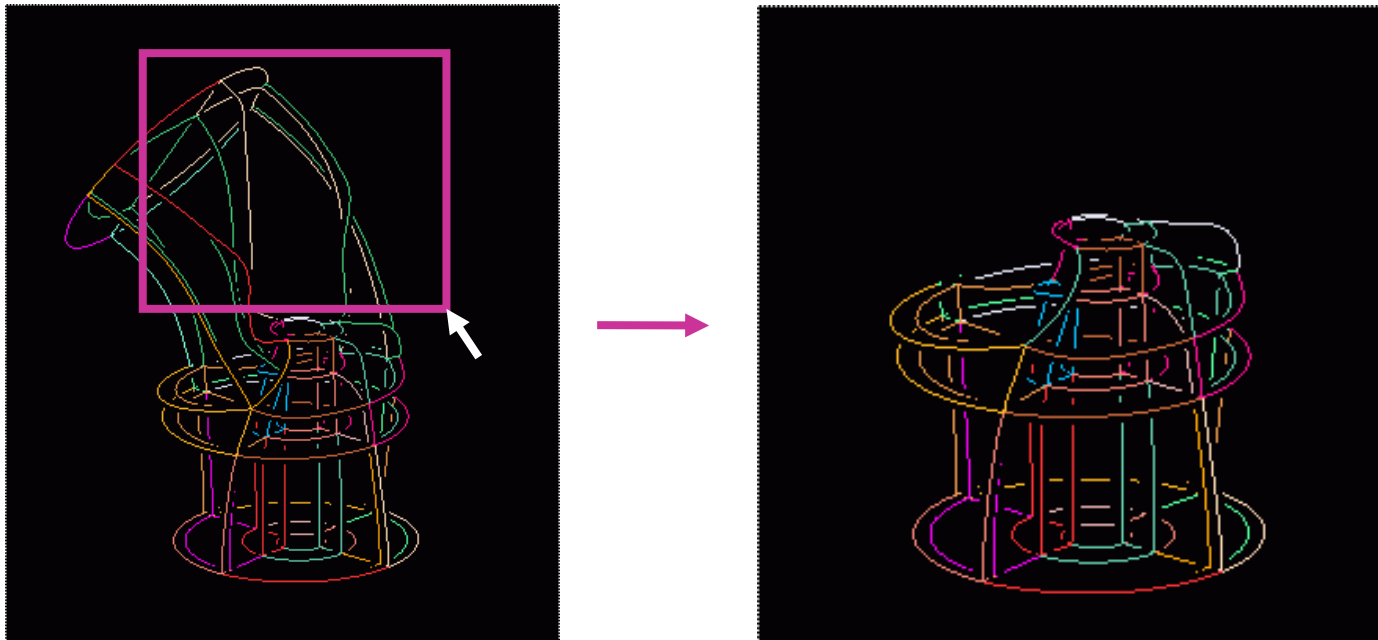
Trimming Blocks

- Blocks can also be trimmed away

Step 1: Click on the (-) button in the **Trim Block** sub-command panel



Step 2: Draw a box around the blocks while holding down right mouse button and blocks will be trimmed away



Contd...

- Individual blocks can be added or removed using the **(B.)** button
- All of the buttons such as (+), (*), (~) and **all** are used in the same way as trimming faces

Exporting Trimmed Blocks

- Trimmed blocks can be exported using the **grid/save trimmed blk** command

