

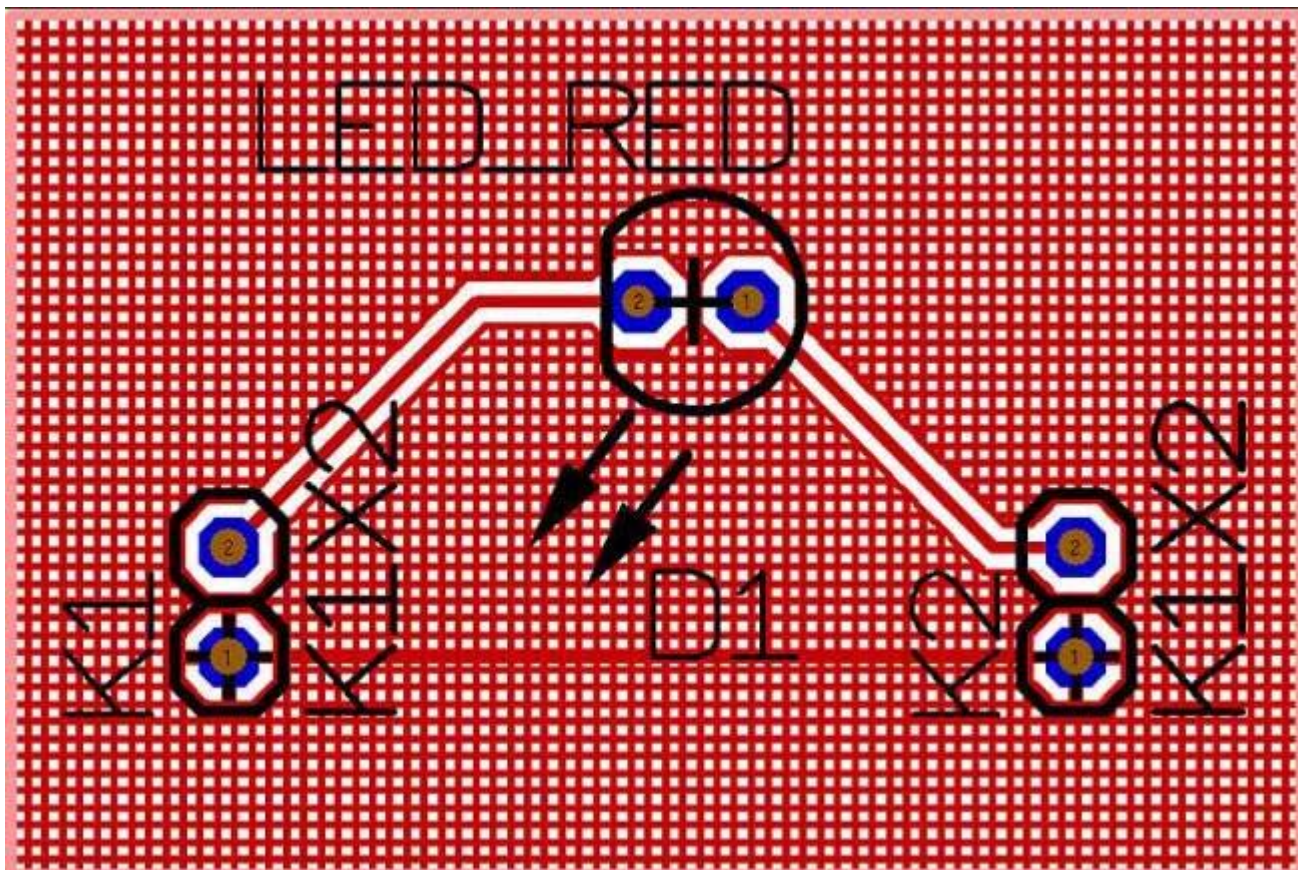
3D-view of the layout

From IBF-Wiki

This article is part of an introduction tutorial called CrashCourse2

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Currently the layout looks like that:

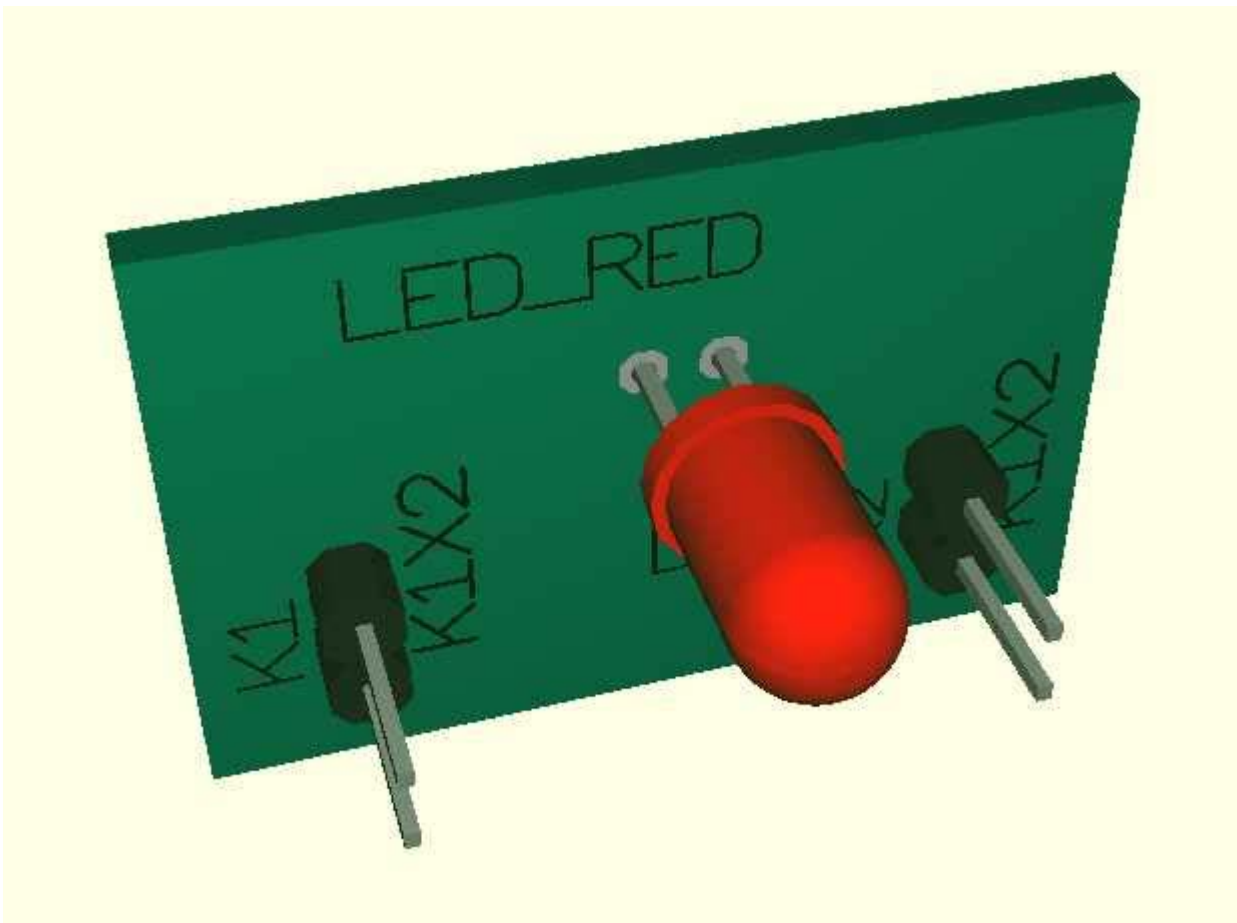


View it in 3D by menu "Actions/3D-View". After a short time of computation the result is:

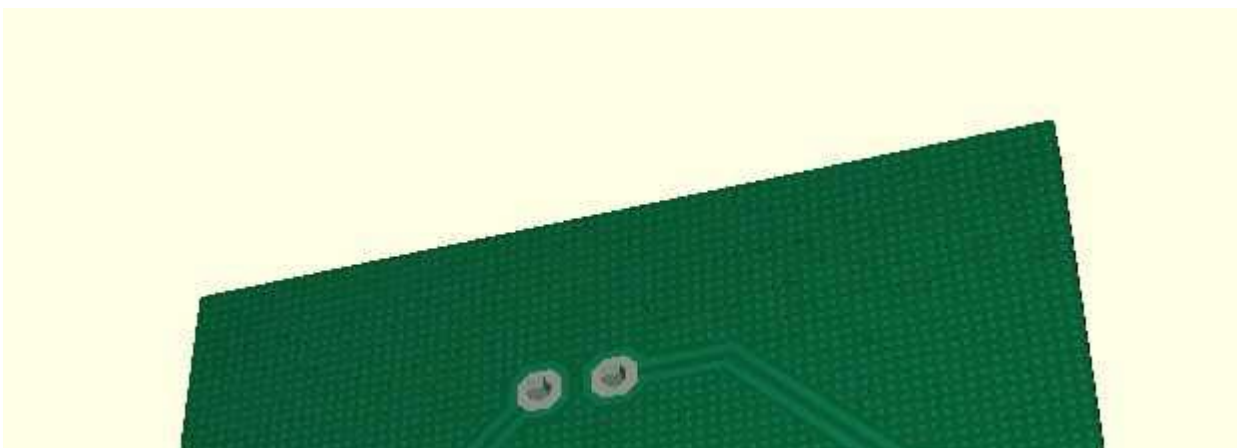


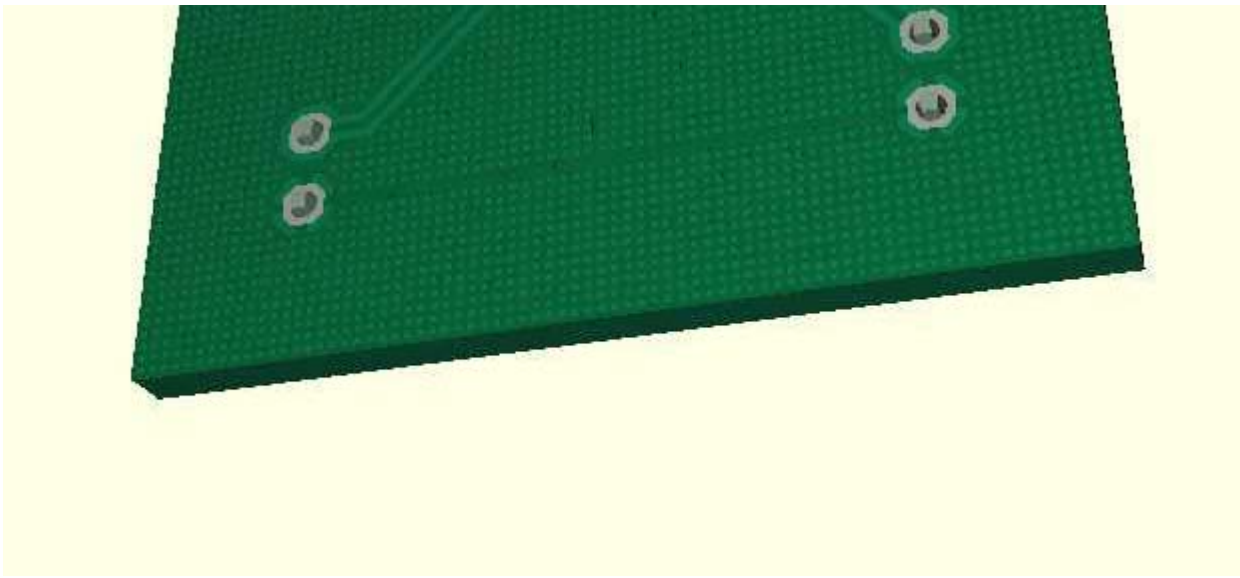


You can turn the object to all sides by **M1H** or shift it by **M2H**. Zoom in and out using the mouse wheel.



See the grid structure on the bottom side as well as the Thermal Pads and all the other things...





With a double click (**M11**) the PCB can be rotated continuously. Clicking **M11** again switches auto rotation off. During rotating you can interfere with **M1H**. Left side in the browser bar you can toggle parts visible and invisible with the small hooks. With a **M1** click onto the names you can mark the parts in blue color on the right side in the 3D view.

Please note that a solid (not gridded) groundplane currently is not displayed in 3D View. But the computation time before displaying 3D is much shorter in that case.

Next step

One step back

Back to the overview

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