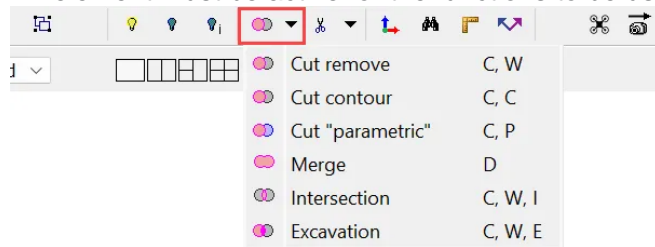


4.1.16 Cut (mutually (boolean))

An element must be active for the functions to be used.



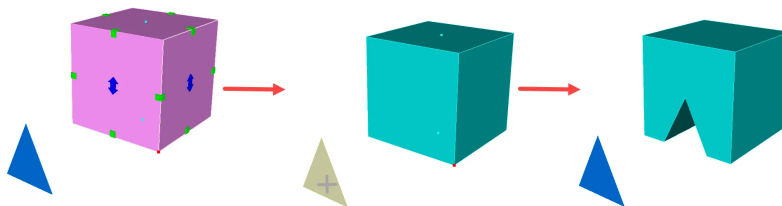
Cut remove **C**, **T**

Activate "hard" element ? Select cutting function **C**, **W** ? click the element to be cut
? [make active element invisible](#) **U**



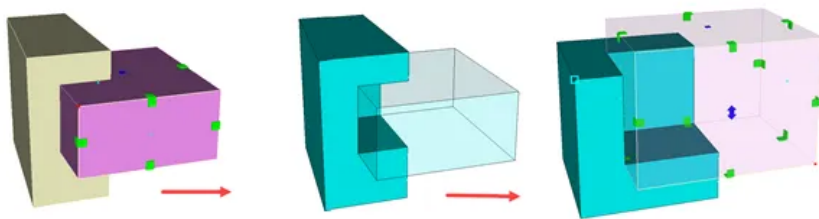
Cut contour **C**, **C**

Activate element ? key **C** ? key **C** ? activate surface / contour ? surface is extended in width and cut with the element



Cut "parametric" **C**, **P**

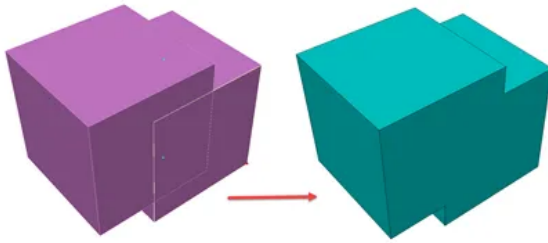
Activate element ? select cutting function **C**, **P** ? click the element to be cut



Merge **D**

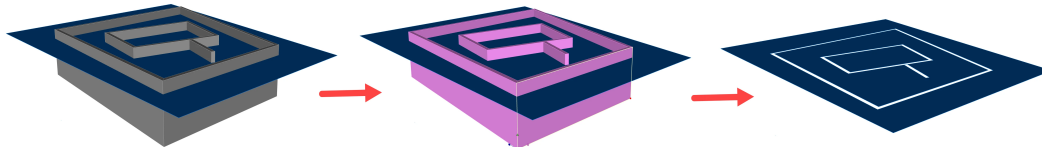
Activate both elements ? select function **D**

If the elements have different attributes (e.g. colour) the attributes are taken from the first activated element.



Cut all elements **C**, **W**, **A**

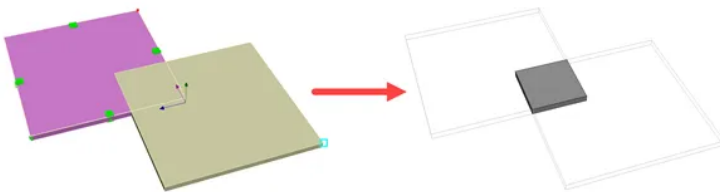
Activate elements that are to be cut into the non-activated visible elements --> C, W, A



Intersection **C**, **W**, **I**

Activate element ? Select function **C**, **W**, **I** ? Select second element.

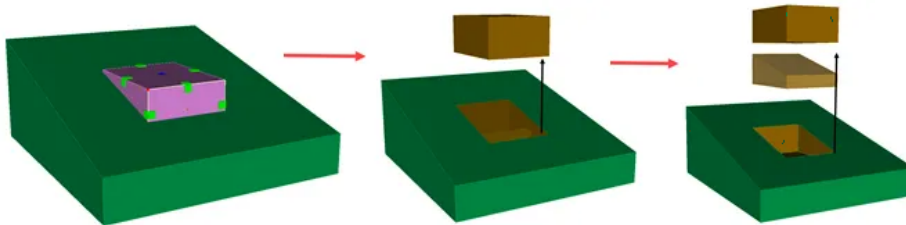
The intersection remains as a volume, the two cutting volumes are displayed as a wireframe model. A wire model can be made into a volume again with **W**.



Excavation **C**, **W**, **E**

Activate element ? Select cutting function **C**, **W**, **E** ? Click on terrain (element with type terrain).

The excavation remains as an additional element. The cut and excavation take on the colour of the cutting element.



Additional options:

When a function is executed, the function options based on it, including keyboard shortcuts, are described at the bottom left of the window.

C Contour, **D** Cut, **X** Plane XY, **Y** Plane YZ, **H** Horizontal, **P** Parametric, **V** Vertical 2P, **2** 2 Planes, **M** Mesh, **3** Points, **W** Remove Cut