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## Appendix B ● Modeling exceptions

An exception is an unusual condition that may lead to unexpected results. This appendix lists the exceptions that may occur during specific activities in TriSpectives.

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### ● Beveling

The following exceptions can occur during the beveling process:

- To maintain smooth connectivity, TriSpectives can augment beveled edges with adjacent edges.
- You can only apply a variable blend to a single edge. TriSpectives disables the Variable blend option if you select more than one edge.
- You cannot chamfer edges on a surface that is non-conic or non-planar.
- You cannot chamfer the edges of a free-form surface such as those generated by lofting.
- When you blend the edges of a spin IntelliShape, the results depend on whether the cross-sections of the shape touch the axis of rotation. If you blend the end section edges of this kind of shape, you also blend the start section edges, and vice versa. The shape's property sheet may not show both as blended, but they are. If both end section edges and start section edges have a blend, then TriSpectives uses the larger of the two radius values.



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## ● Shelling

The following exceptions can occur during the shelling process:

- Depending on the form and position of the cross-sections, you may not be able to shell an IntelliShape created through lofting.
- The result of the shelling process depends on the order in which you added shapes to the model. For example, suppose you drop a cube on the surface of a pie shape. You could shell the pie so that the cube is left floating in space. If you drag the cube on the shelled surface of the pie, the cube may disappear when it's in the shelled part of the pie. If this happens, follow the steps below:

**1 Select the cube and drag its handles.**

Drag the handles until the cube appears as a solid outside the pie.

**2 Right-click the cube and choose Apply Last from the pop-up menu.**

The cube appears inside the pie's hollow space.

**3 Change the cube back to its original size.**