

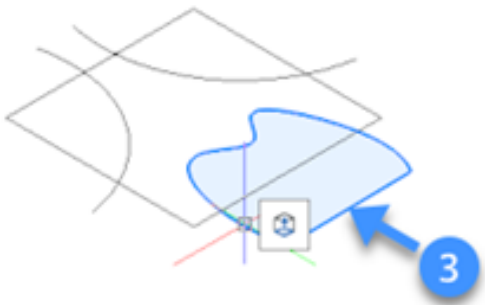
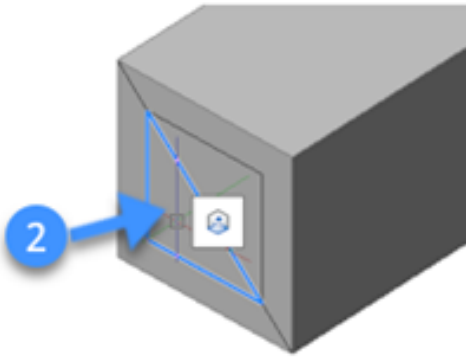
# EXTRUDE

EXTRUDE 2D 3D 3D EXTRUDE

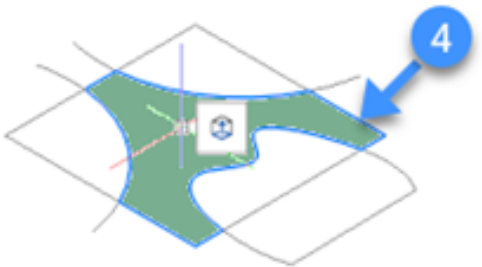
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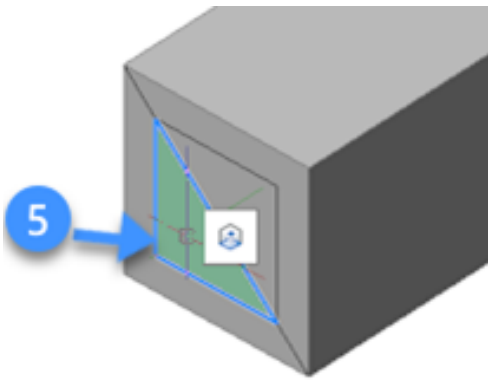
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1 2 3



XY 4 5





## EXTRUDE

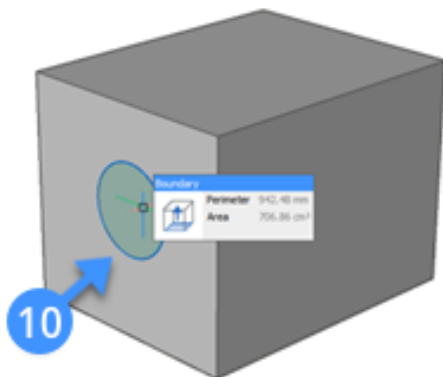
- 1.
2. QUAD<sup>000000</sup>
3. [/////////] <123.45>
- 4.

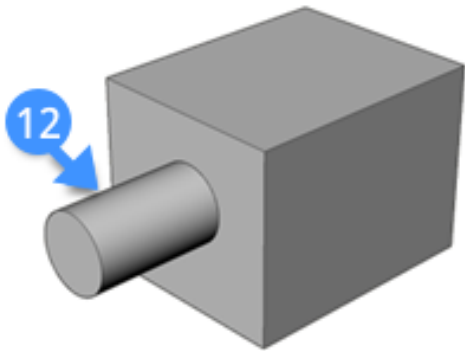
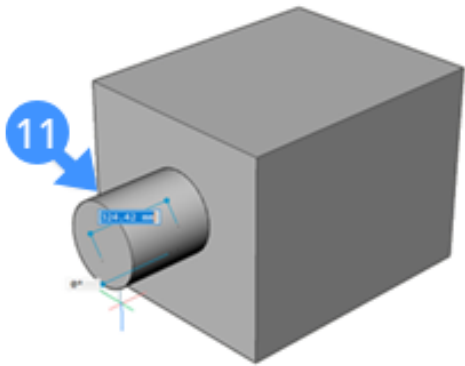


- 6 3D EXTRUDEOUTSIDE EXTRUDEINSIDE INTERSECTED ENTITIES

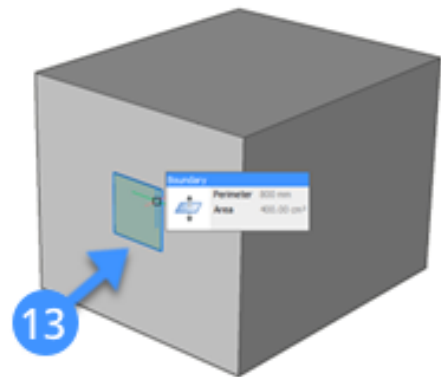
0= 1 2

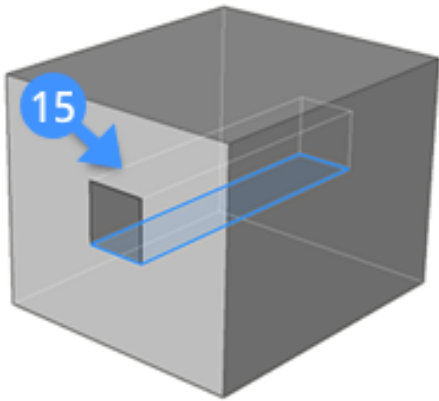
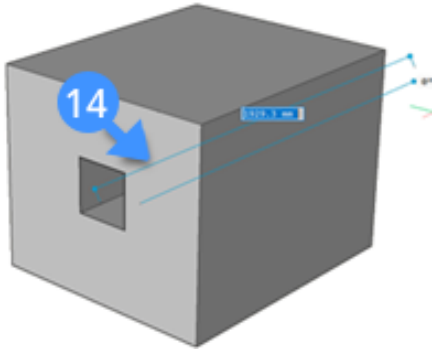
- 0
- 1 BIM



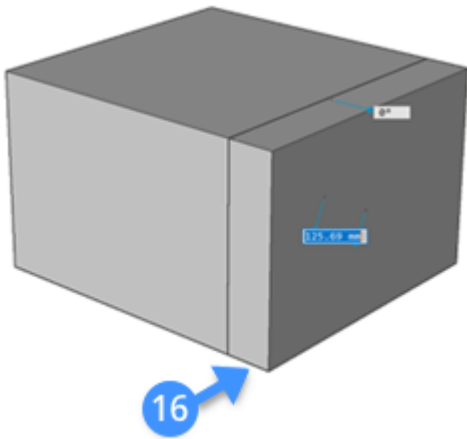


- "BIM" = 1 13 14 15

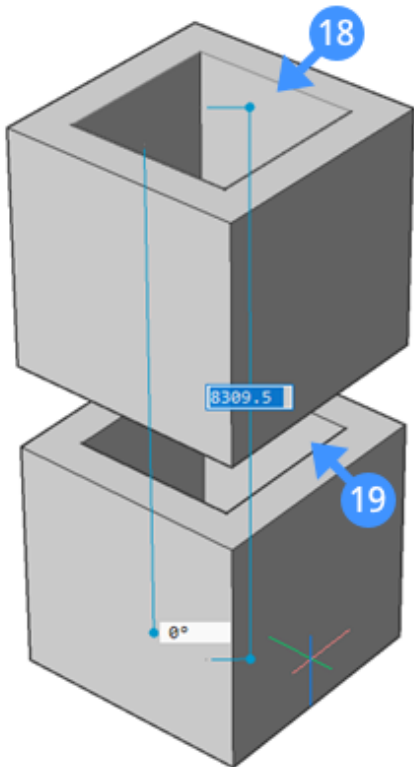
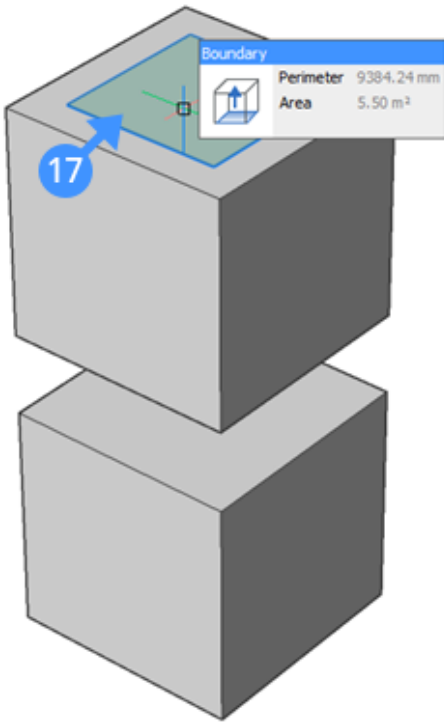




- 7 16

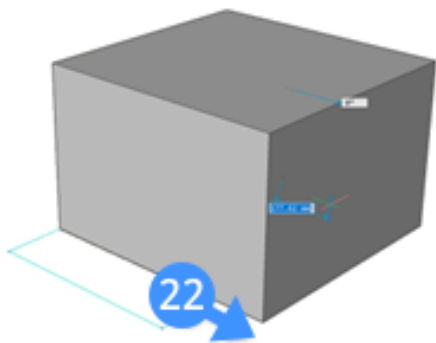
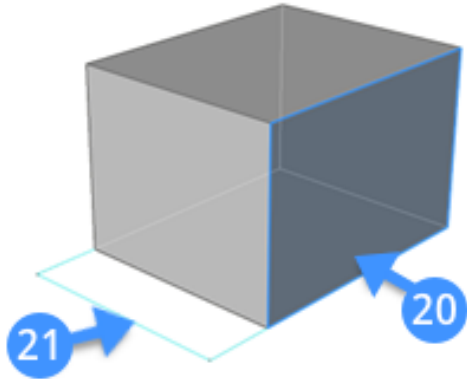


- 8 3D  
17 18,19

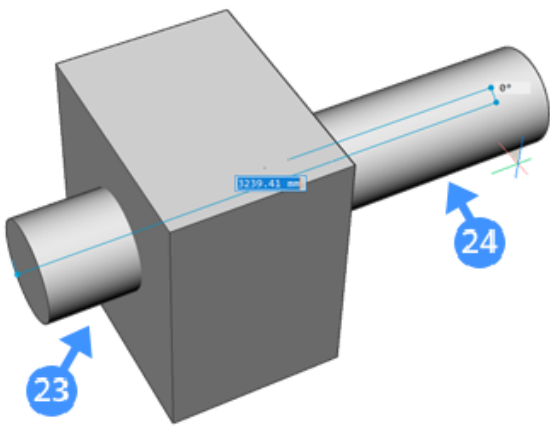


• 9

20 21 22



- 2324



**B EXTRUDE Both sides**

- 
- 
- 
- Enter

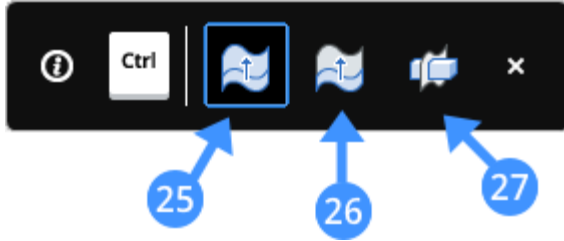
EXTRUDE 2D 3D



## EXTRUDE

### EXTRUDE3D

- 1.
2. <sup>123.45</sup>
3. [////////] <123.45>
- 4.



- 25 UNITESURFACES UNITESURFACES ON UNITESURFACES OFF /

- 0
- 1 BIM
- 26
- 27 SLICE

5.

6. Enter

28 29

