SetViewNormalto_3Points.vbs
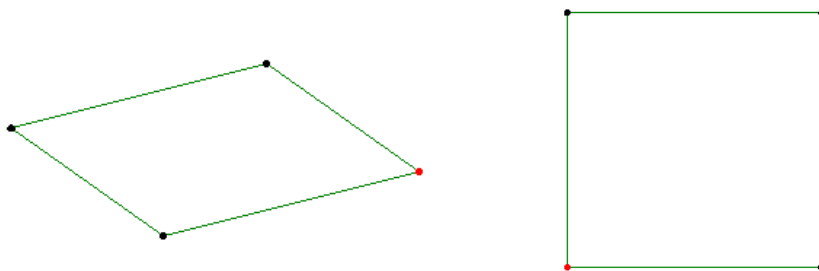
Description

This script will set the model view perpendicular to a plane defined by three selected points. This may be useful when using the 'Graph through 2D' tool if the surfaces elements of interest are arbitrarily orientated, since it is important when using the 'Graph through 2D' tool to ensure the model view is exactly perpendicular to the plane of the elements.

The script can be run as follows:

1. Select three points that define the plane to which you wish to view perpendicular to.
2. Click 'File->Script->Run Script' and select the script file "SetViewNormal.vbs". Click OK.

Notes

1. THIS SCRIPT IS NOT PART OF LUSAS SOFTWARE AND AS SUCH IS NOT QUALITY APPROVED OR SUPPORTED. IT IS PROVIDED ON AN AS IS BASIS FOR DEMONSTRATION PURPOSES ONLY.
2. If a user defined local coordinates system has been 'set active' (denoted by a black dot next to the local coordinate name in the Attributes treeview), then this should be set **inactive** while the script is run (i.e. right clicking on the local coordinate name in the attribute treeview and click 'set active').
3. The new view will be resized to fit in the screen