

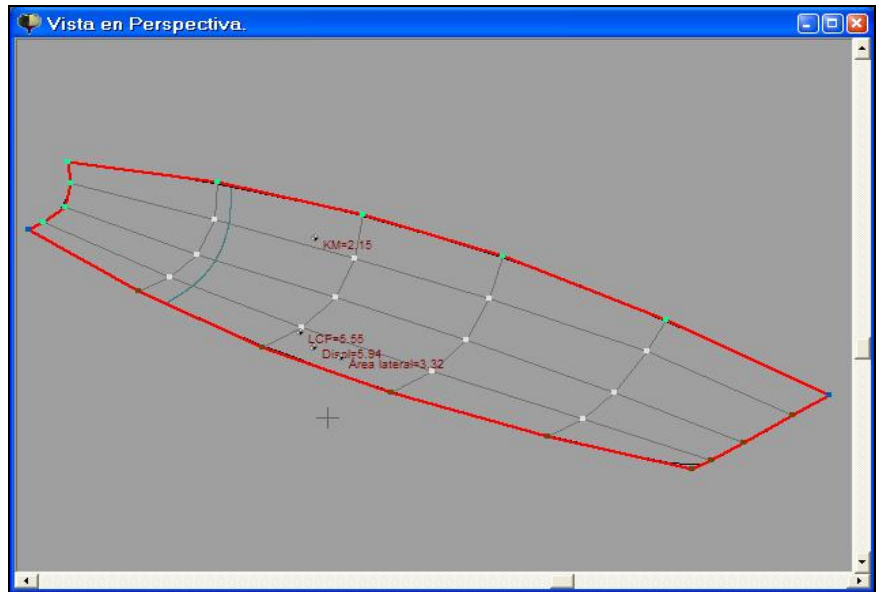
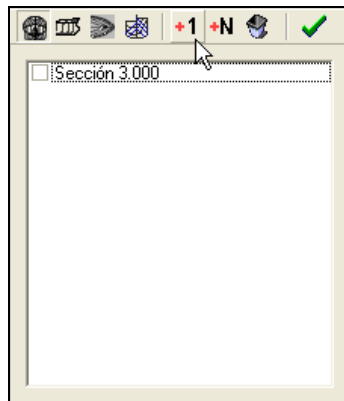
Adding Bulkheads as parts.

We present the following method for several reasons:

- 1) The ease of use.
- 2) Allows to set the amount of points that form the perimeter of the section, getting extraordinary precision, and at least the required precision.
- 3) The points that form the section are independent of hull.
- 4) The method can be extended to achieve horizontal cut sections, longitudinal slopes, etc..

Procedure:

- 1) On the abscissa desired insert a section by introducing a Menu: Calculations / Intersections / +1 (For example: Abscissa x: 3000)

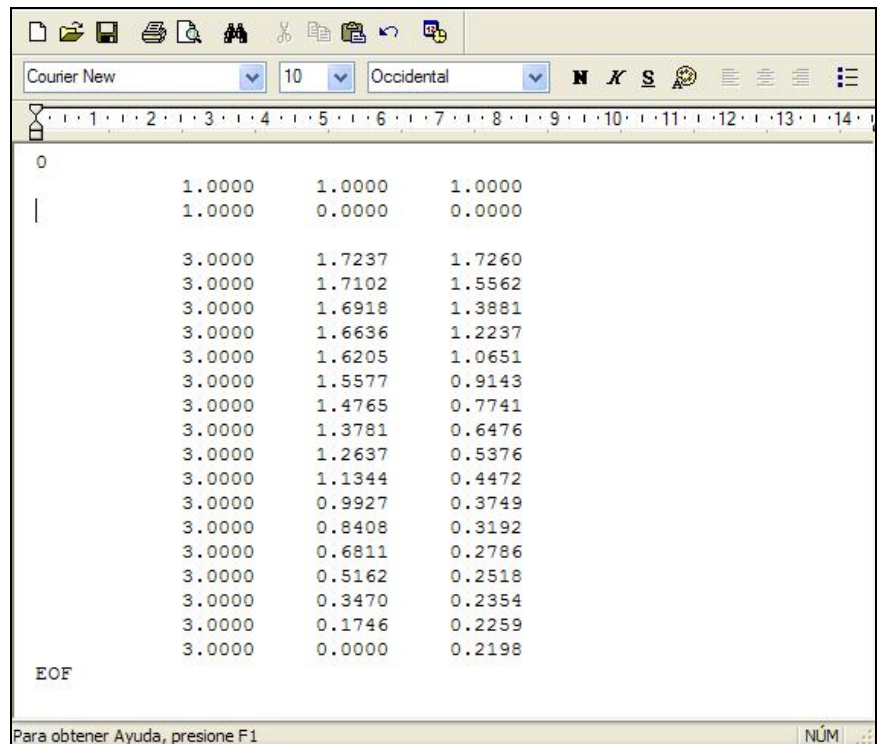


- 1) Now we Export hull as Offsets file menu option.

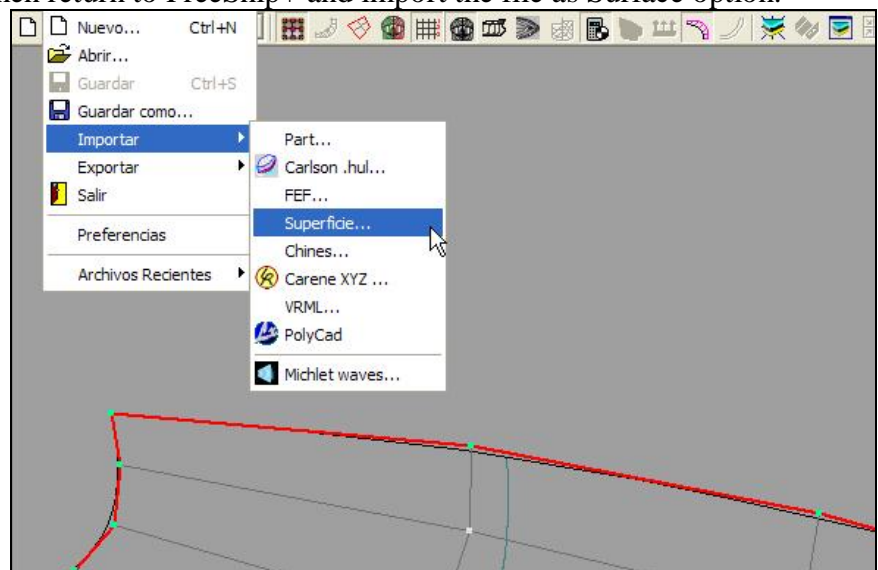
A screenshot of the 'Sección 3.000' window showing a table of hull offsets. The table has three columns: 'Longitudinal', 'Offset', and 'Offset'. The data is organized into sections, with 'KNUCKLE' labels indicating transitions between different parts of the hull. The table is titled 'Sección 3.000' and includes a 'Longitudinal' column with values ranging from 3.0000 to 10.7351. The 'Offset' columns contain values ranging from 0.0000 to 1.9332. The table is displayed in a monospaced font, and the window title is 'Sección 3.000'.

Longitudinal	Offset	Offset	
3.0000	1.7237	1.7260	KNUCKLE
3.0000	1.7102	1.5562	
3.0000	1.6918	1.3881	
3.0000	1.6636	1.2237	
3.0000	1.6205	1.0651	
3.0000	1.5577	0.9143	
3.0000	1.4765	0.7741	
3.0000	1.3781	0.6476	
3.0000	1.2637	0.5376	
3.0000	1.1344	0.4472	
3.0000	0.9927	0.3749	
3.0000	0.8408	0.3192	
3.0000	0.6811	0.2786	
3.0000	0.5162	0.2518	
3.0000	0.3470	0.2354	
3.0000	0.1746	0.2259	
3.0000	0.0000	0.2198	KNUCKLE
Longitudinal 0.262			
11.4305	0.2624	1.9332	KNUCKLE
11.3678	0.2624	1.8301	
11.3022	0.2624	1.7237	
11.2311	0.2624	1.6112	
11.1516	0.2624	1.4898	
11.0603	0.2624	1.3563	
10.9595	0.2624	1.2162	
10.8508	0.2624	1.0748	
10.7351	0.2624	0.9376	
10.6124	0.2624	0.8000	

- 2) Clean the file. First only have to be the defining points (x = 3.0000, y, z) of the section considered. Then add a '0' (Metric) or a '1' (Imperial Units) at the start of the file and an EOF at the end. Finally we add two points (or more) before defined group of points, separated by a blank line.



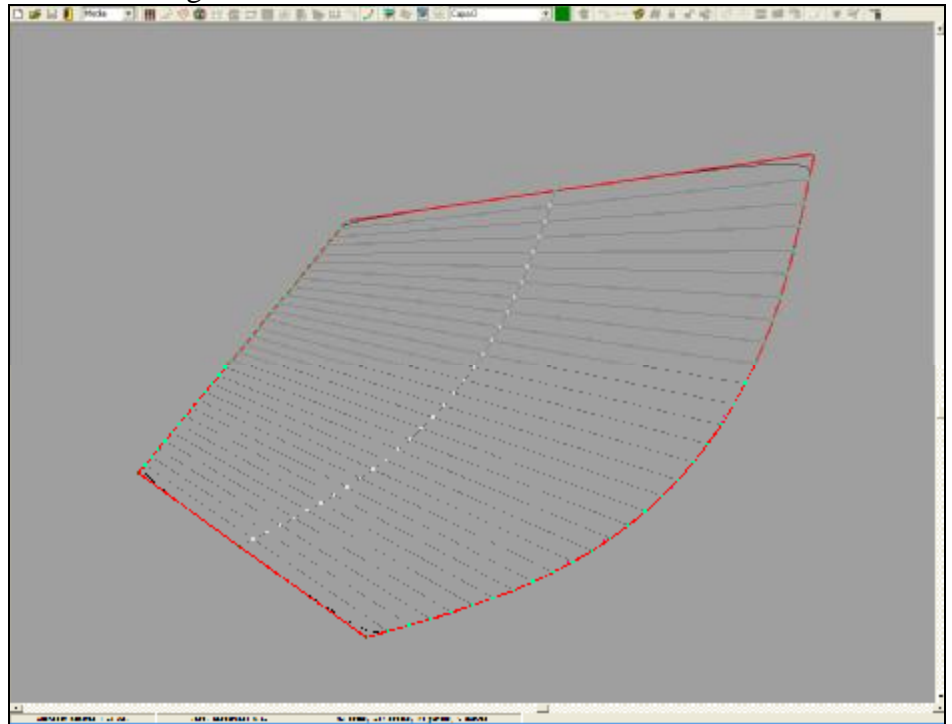
- 3) Save as Section_3.000.txt. Then return to FreeShip+ and import the file as Surface option.



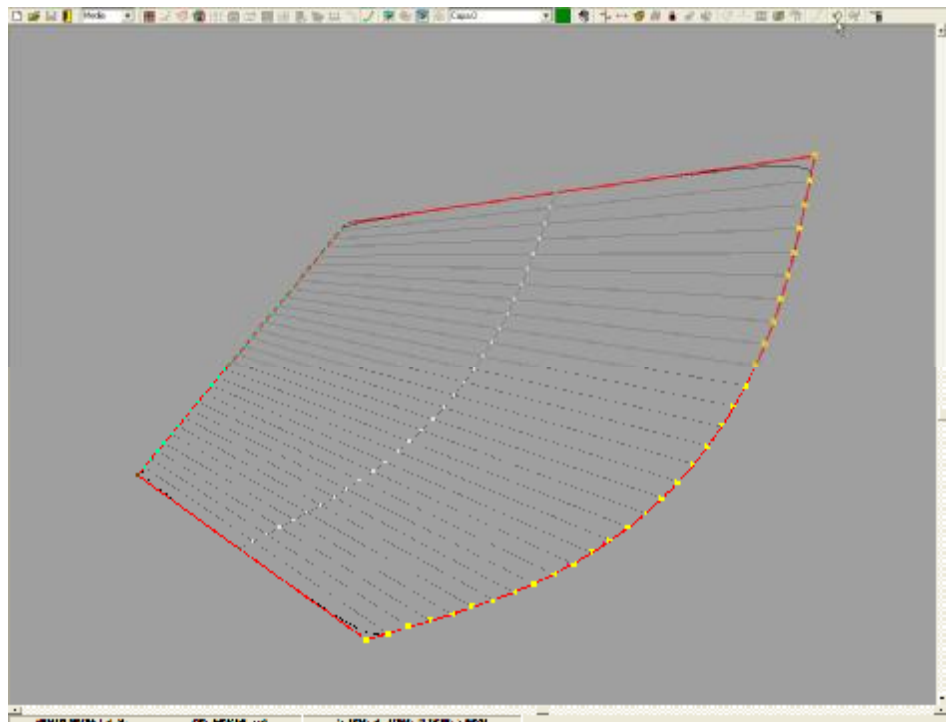
- 4) Now
As number of columns insert (1).
As number of rows insert a higher number (eg 32) which is the number of points that define the side section. The higher this number, more precision is achieved.

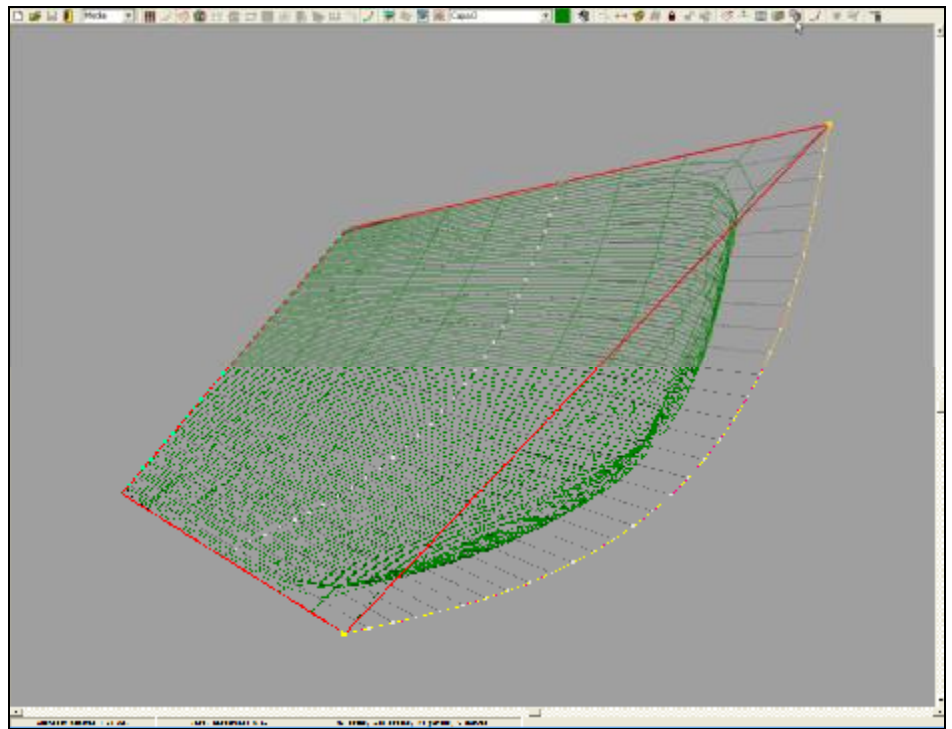
Número de columnas: <input type="text" value="1"/> OK Cancel	Número de filas: <input type="text" value="32"/> OK Cancel
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5) The result is a surface of one of the edges is the desired section.

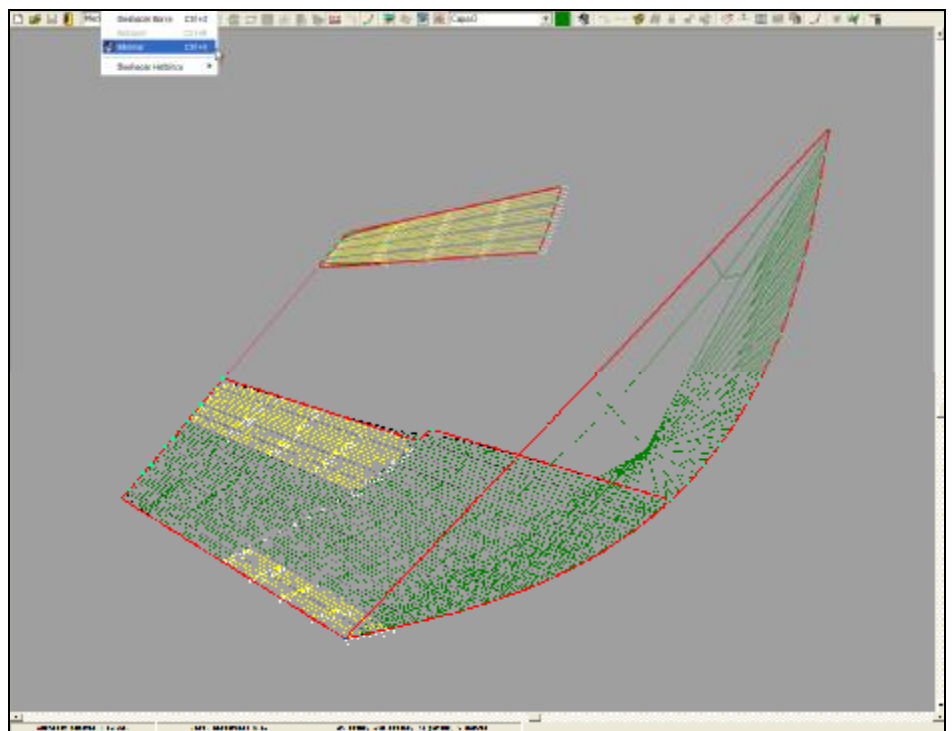


6) We select the 32 points we inserted and create the surface of the section.

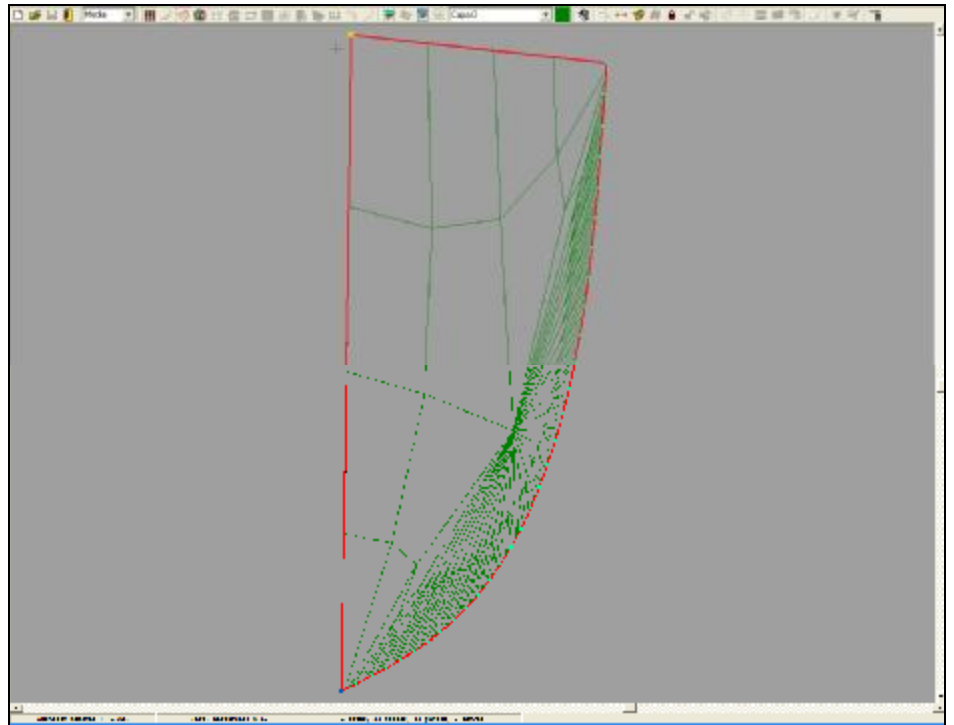




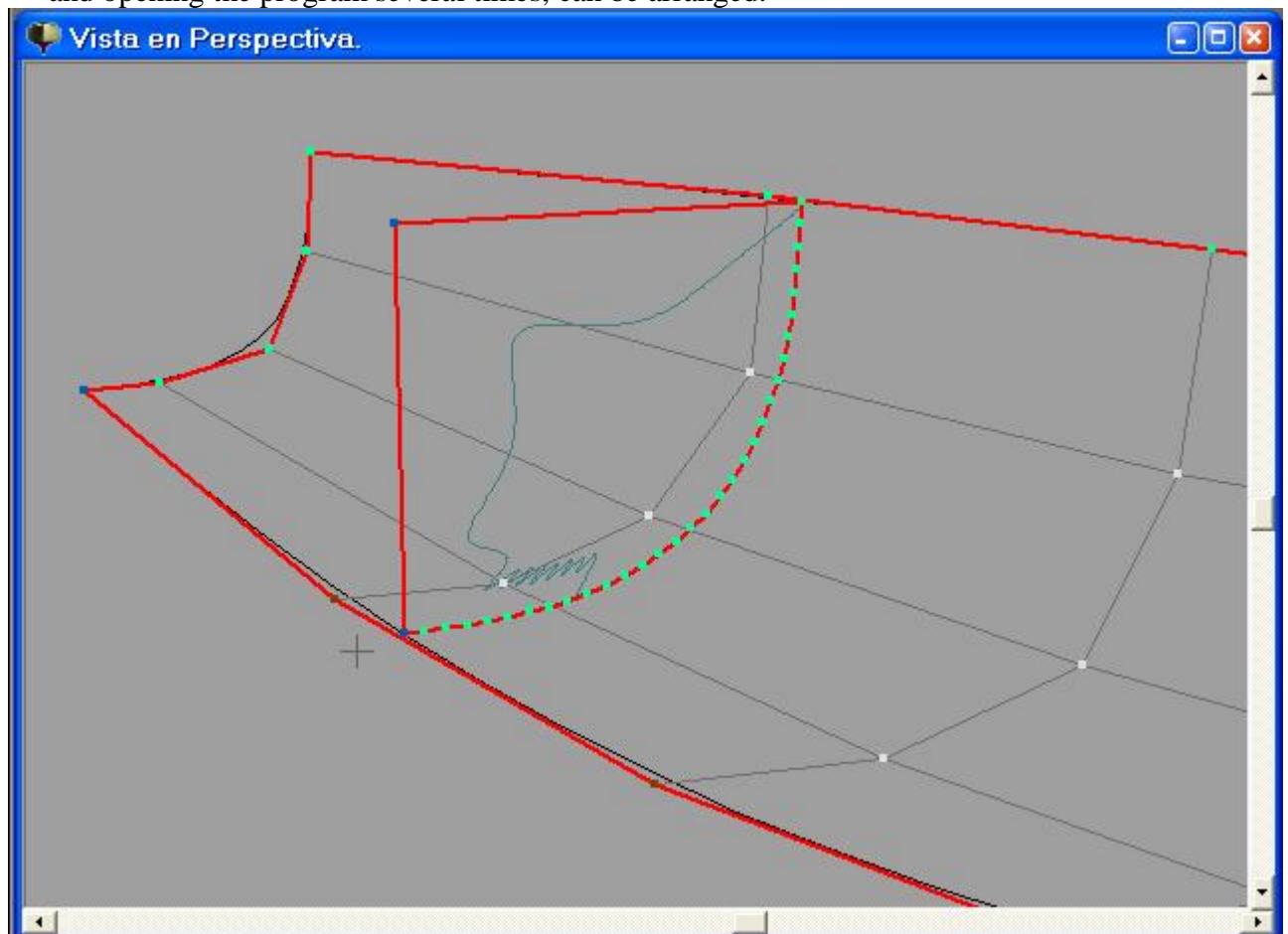
7) Now we select and remove the surface is left. Then, if you like, remove all markers.

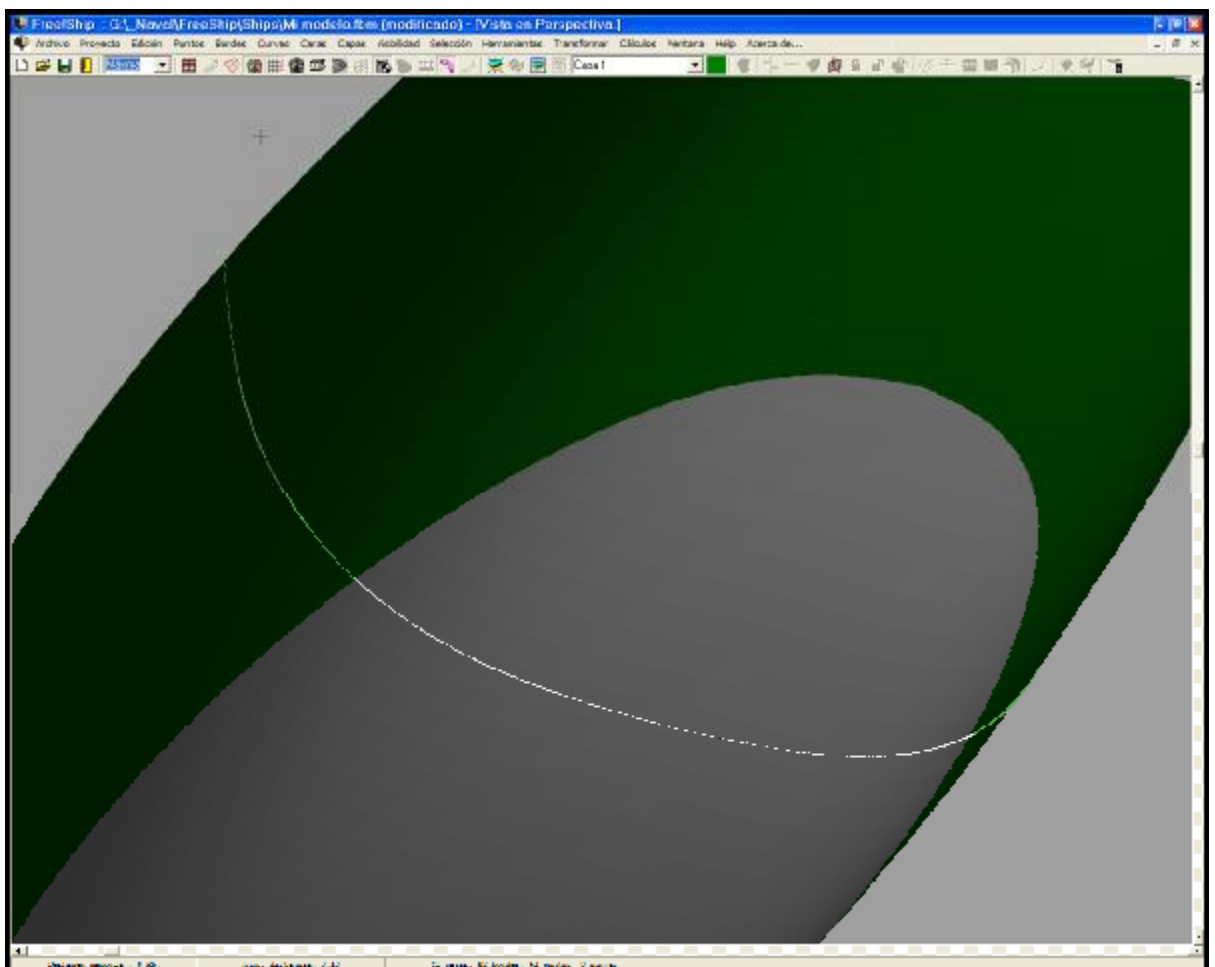
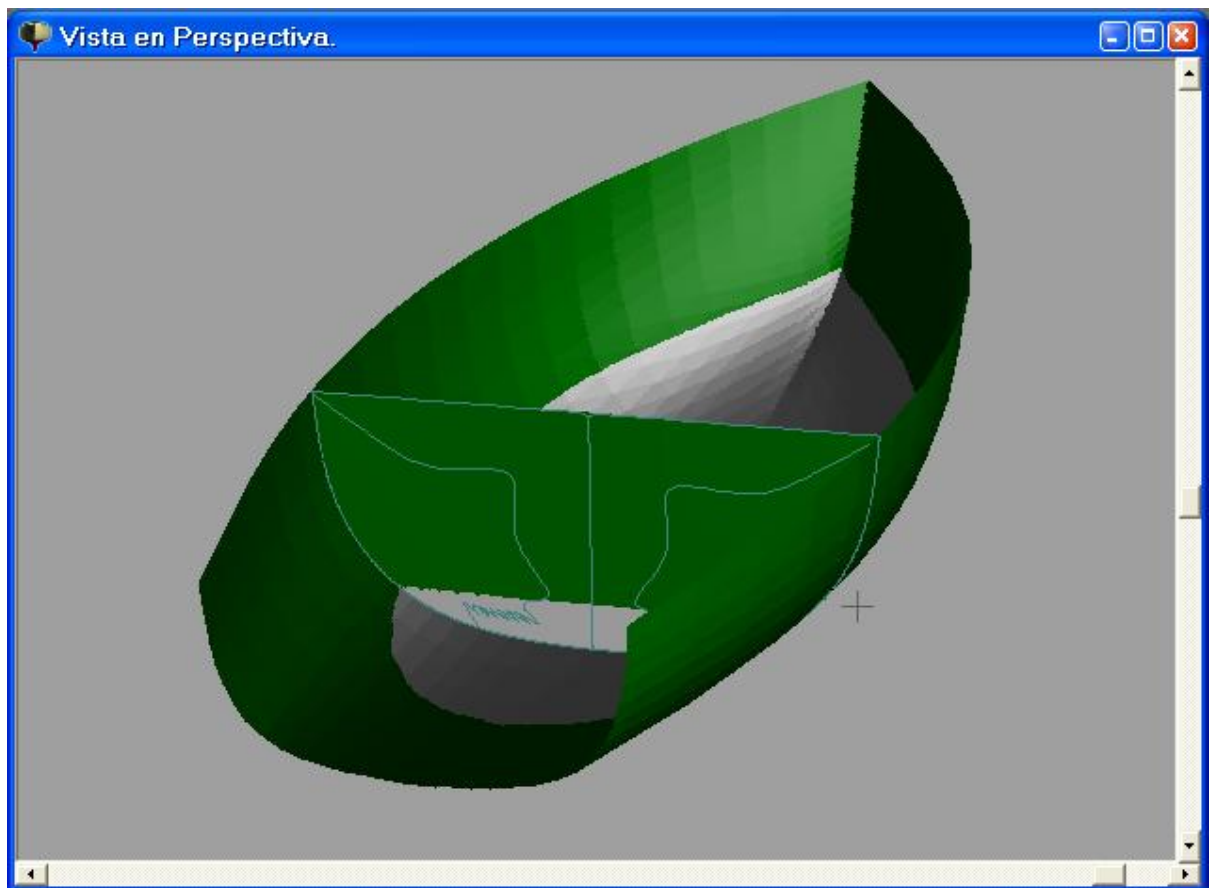


8) We insert the point with coordinates $x=3.000$, $y=0.000$, $z=Z.máx$. Now, the three points ($y=0$ $z=mín$, $y=0$ $z=máx$, and $y=máx$ $z=máx$) inside corners, so that we gain the desired section. We save as Section_3.000.part



- 9) Finally, we return on our model, where we import now the previous file as part. Sometimes the profile of intersection of the track section appears as a stranger. I also noticed that after closing and opening the program several times, can be arranged.





10) The section does not form part of the hull surface, and you can to move it.

