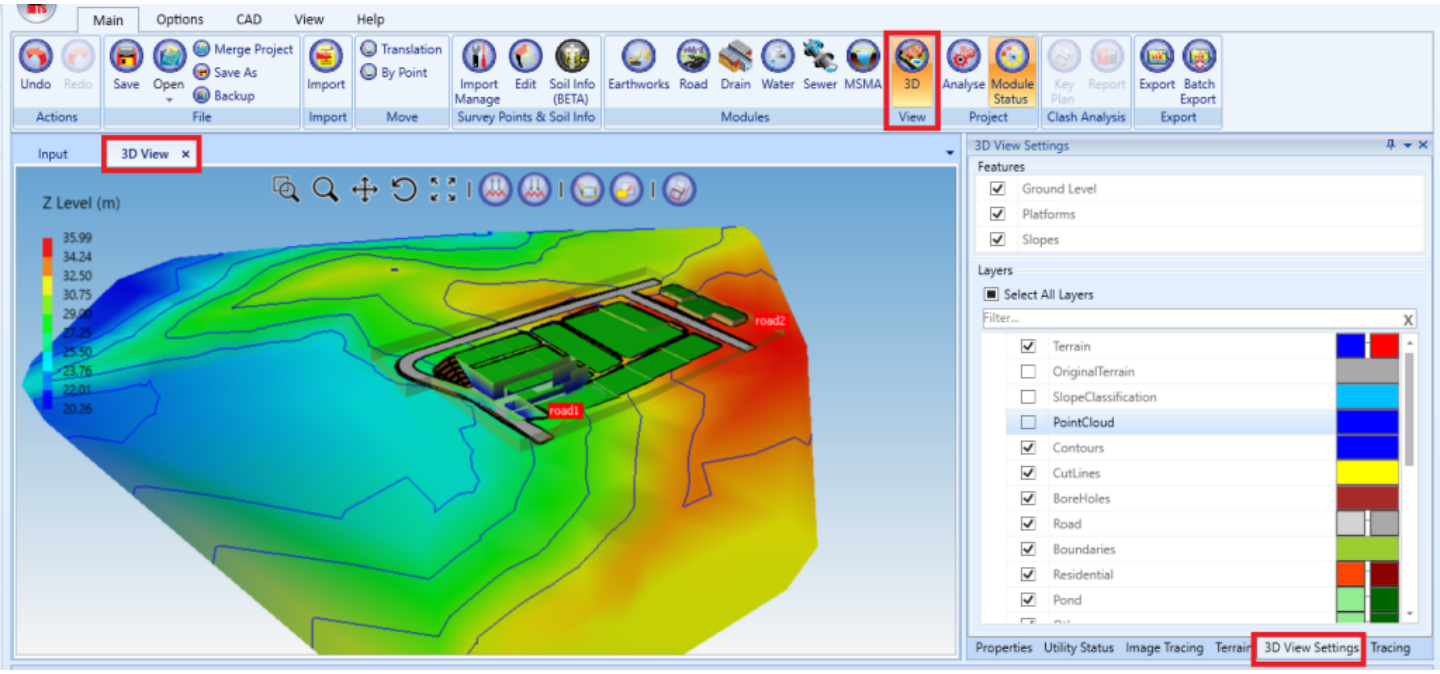
3D View Settings

RHS Panel · https://mes100.com/docs/3d-view-settings/

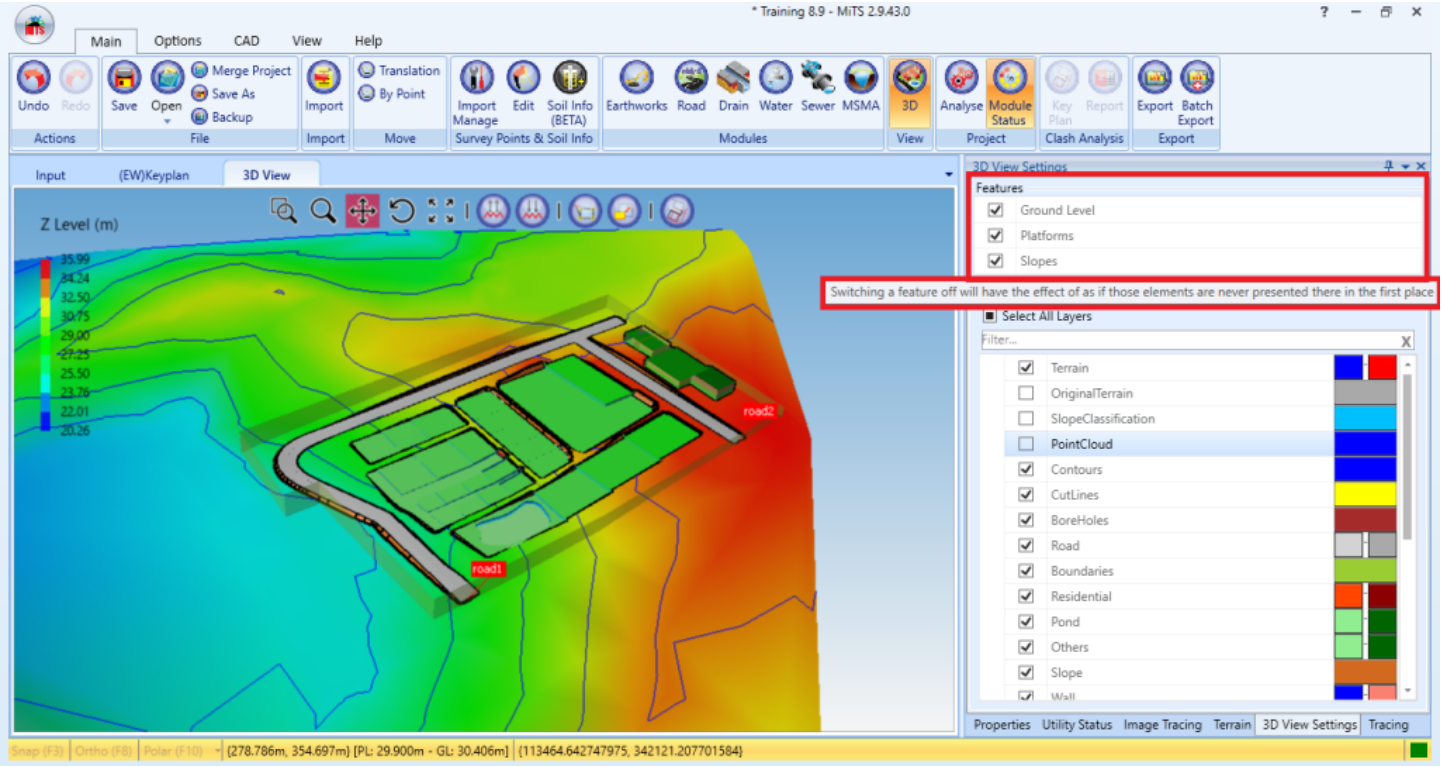
To activate the 3D View Settings, firstly user needs to click on the 3D button in the view tab. Then, the 3D View Settings will appear at the RHS tab.



In 3D view Settings, there are Feature and Layers Section

Features

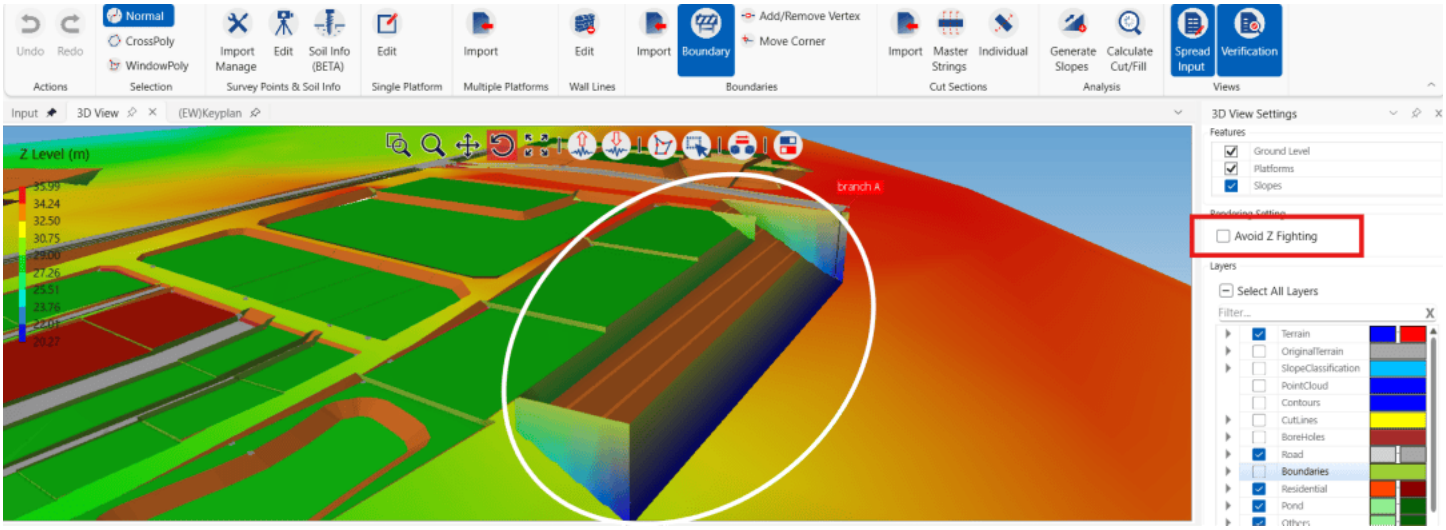
- Turning off a feature will cause the elements to behave as if they have never been created or existed in the first place.



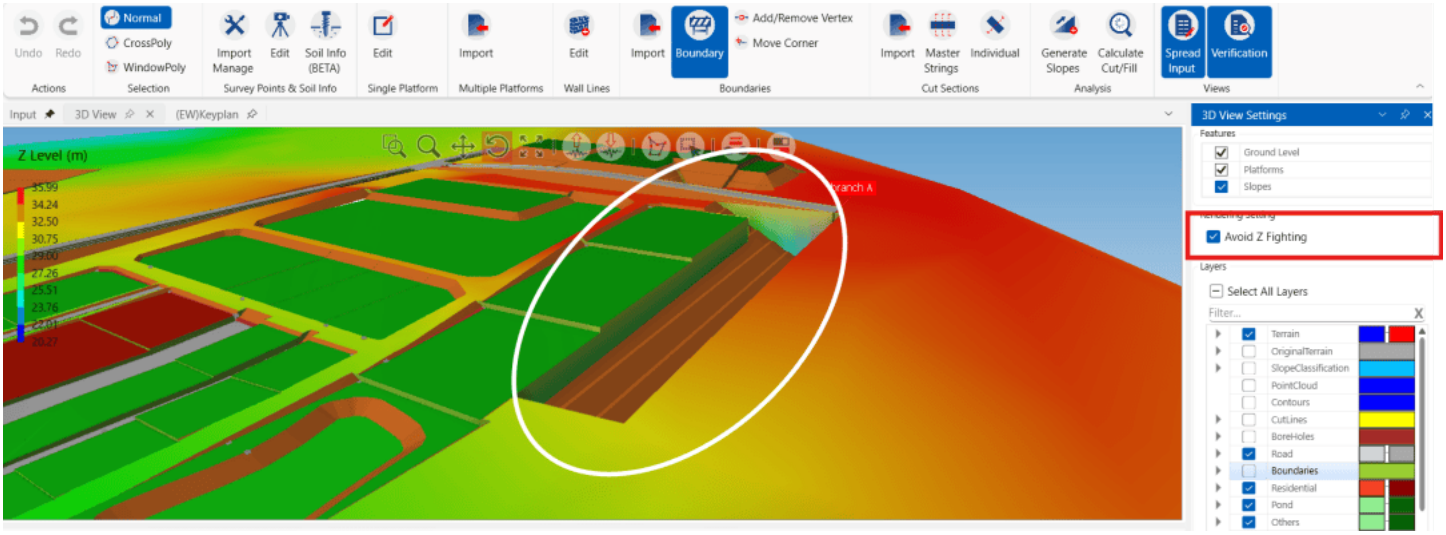
Rendering Setting

Avoid Z Fighting

Automatically adjusts the rendering of overlapping or closely positioned surfaces to prevent flickering artifacts in the 3D view



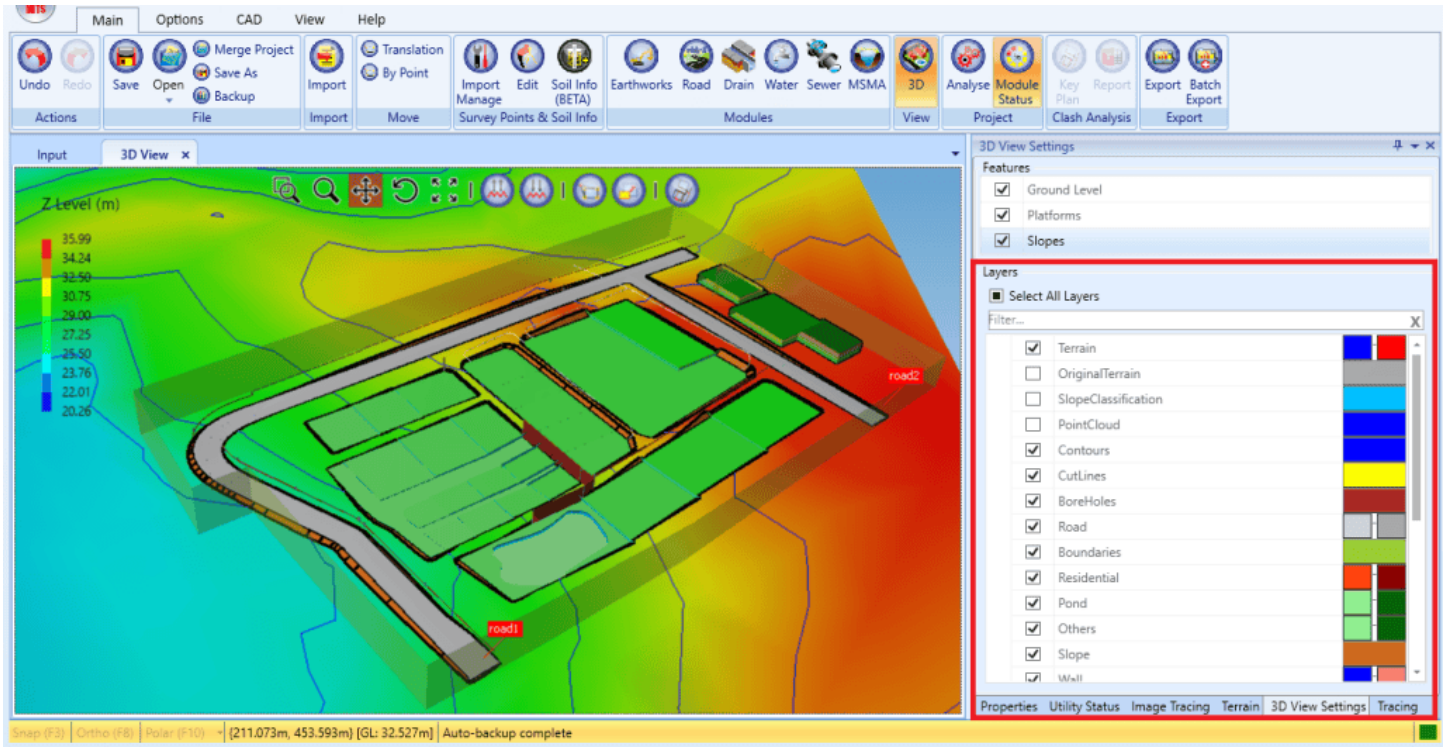
Uncheck Avoid Z Fighting (The Overlay Layer will be displayed at the top)



Check Avoid Z Fighting (The Entity Layer will be displayed at the top)

Layers

- Layers can be turned off by unticking them, making them invisible in the 3D view.
- However, if the user switches off the feature, the layers included within it will be hidden, even if the layers are turned on.



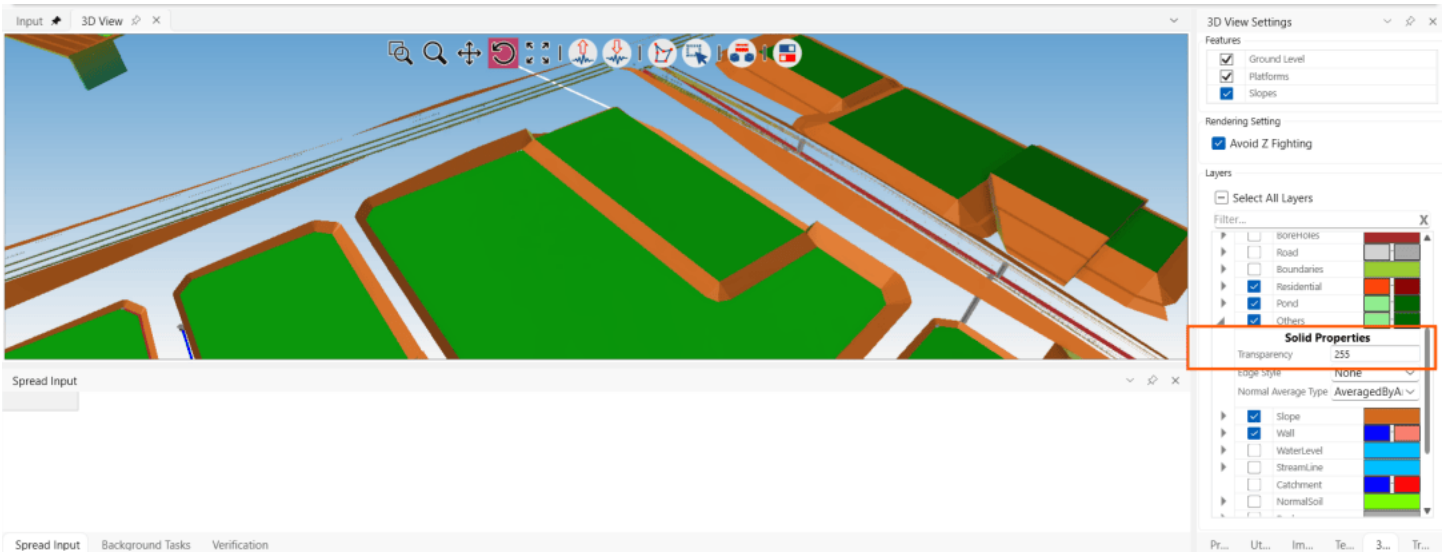
For further reference, user may refer video tutorial below;

Embedded media: https://www.youtube.com/embed/EbNFJSE-Ym8?version=3&rel=1&showsearch=0&showinfo=1&iv_load_policy=1&fs=1&hl=en-US&autohide=2&wmode=transparent&enablejsapi=1

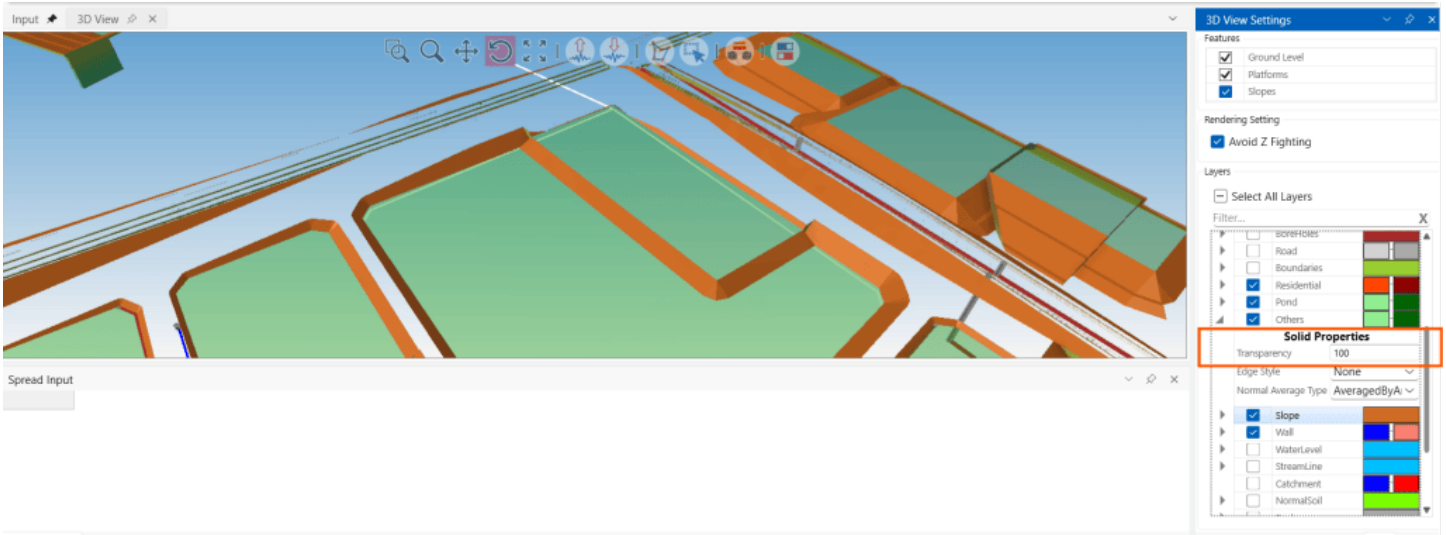
Solid Properties

Transparency

Adjust the transparency to control how see-through an object appears in 3D view for clearer visual 3D presentation



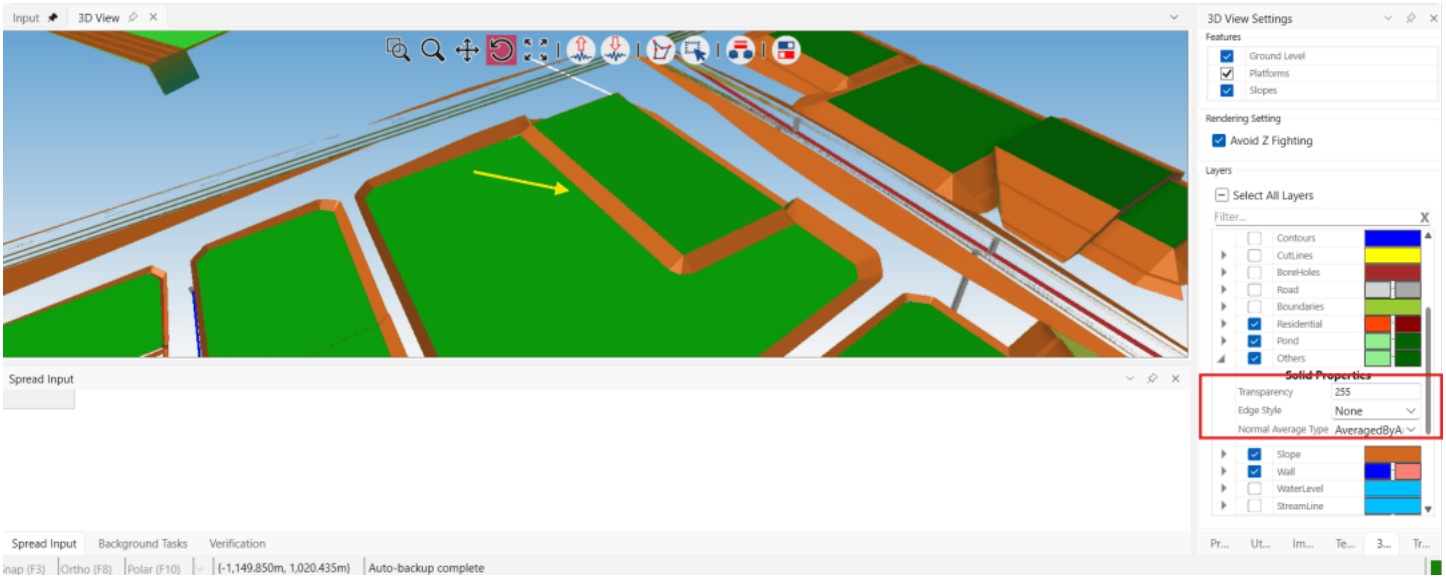
Transparency: 255 (Clearer and solid hatch)



Transparency: 100 (Partial visibility of the hatch)

Edge Style

1. None: No edges are shown; only surfaces are visible
2. Free / Sharp: Displays visible edges to enhance object outlines and improve clarity



Edge Type: None (No edge outlined)



Edge Type: Free / Sharp (All edges on the layers will be outlined)

Related



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I’m the Benevolent Dictator for Life for MiTS Software cum Editor of this website. Read more here.

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