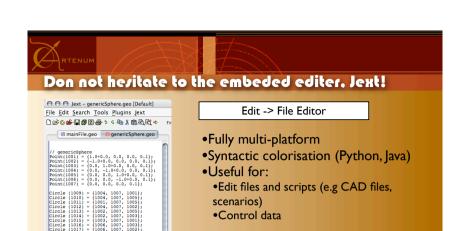


This lecture is given in parallel of the Practical Work: Open the project "SPINE_LabWork I .spis"

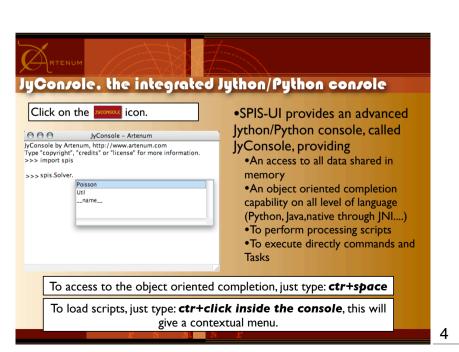
For further information, please see the SPIS Technical Note 01: USER MANUAL & QUICK START

2

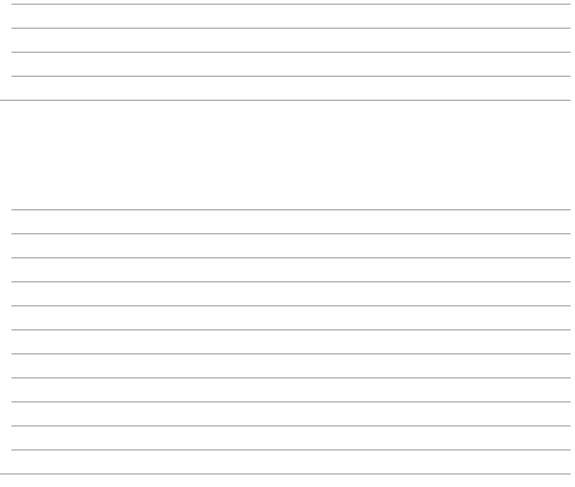


Circio (1020) = (1013, 1007, 1005); Line Loop (1022) = (1012, 1017, 1018); Ruled Surface (1022) = (1022); Line Loop (1024) = (1010, 1013, -1012); Line Loop (1024) = (1013, -1013, -1014); Ruled Surface (1026) = (1026, -1014); Ruled Surface (1026) = (1026, -1014); Line Loop (1026) = (1014, -1017, -1017); Line Loop (1010, -1014, -1017, -1017); Line Loop (1010, -1014, -1017,

1:1 - 41/41 - [UNIX] - 100%

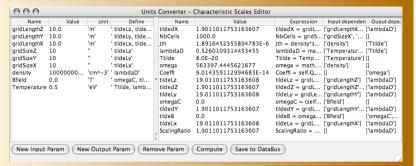


3





Unity Converter



5

- •Useful to:
- •Compute common characteristic scales, like Debye length
- •Convert units (e.g. PicUp3D's units)
- •Quit computation (like a simplified spreadsheet)

