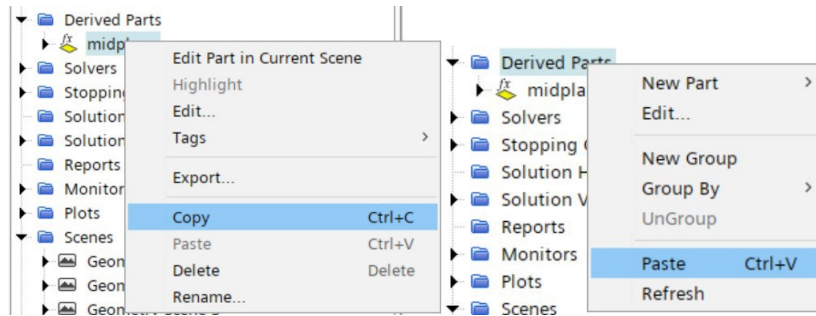


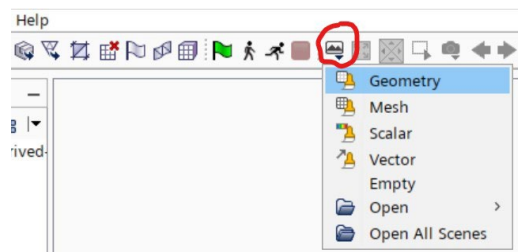
Start with a midplane and a tube surface part (with whatever name you have; here it is called tube).

1. Make a copy of the midplane. (Right click on midplane, choose Copy. Right click on Derived Parts, click Paste).



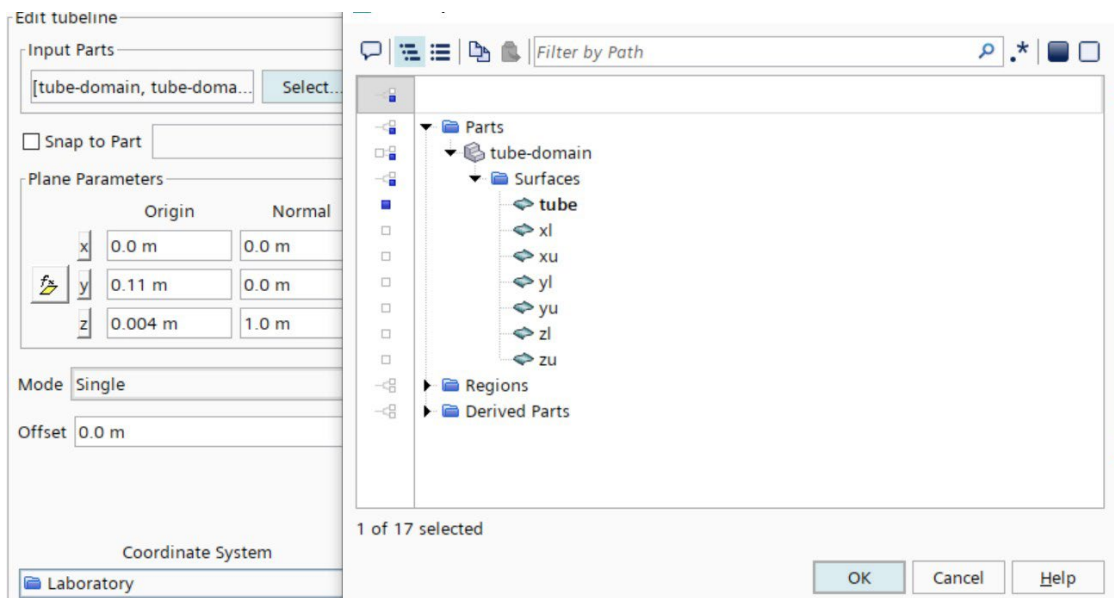
2. Rename "Copy of midplane" to "tubeline".

3. Create a Geometry scene.

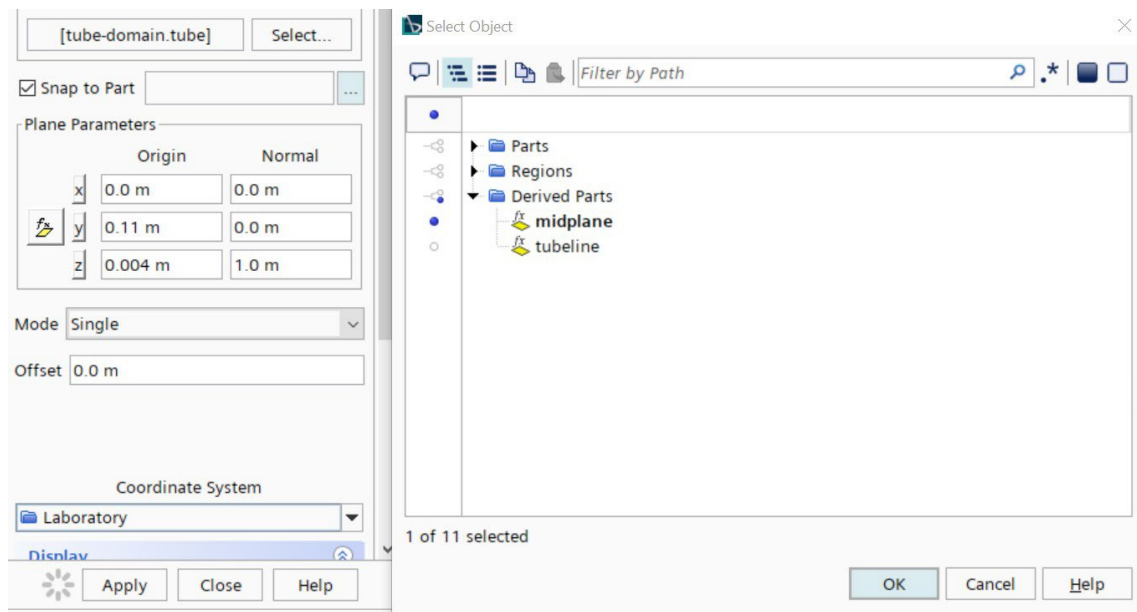


4. Right click on tubeline and "Edit Part in Current Scene". Choose No Displayer and click OK.

5. Input Parts: select Parts -> tube (only; no other parts).



6. Click Snap to Part box and select Derive Parts: midplane. Click apply and then Close.



You should get something that looks like the following.

