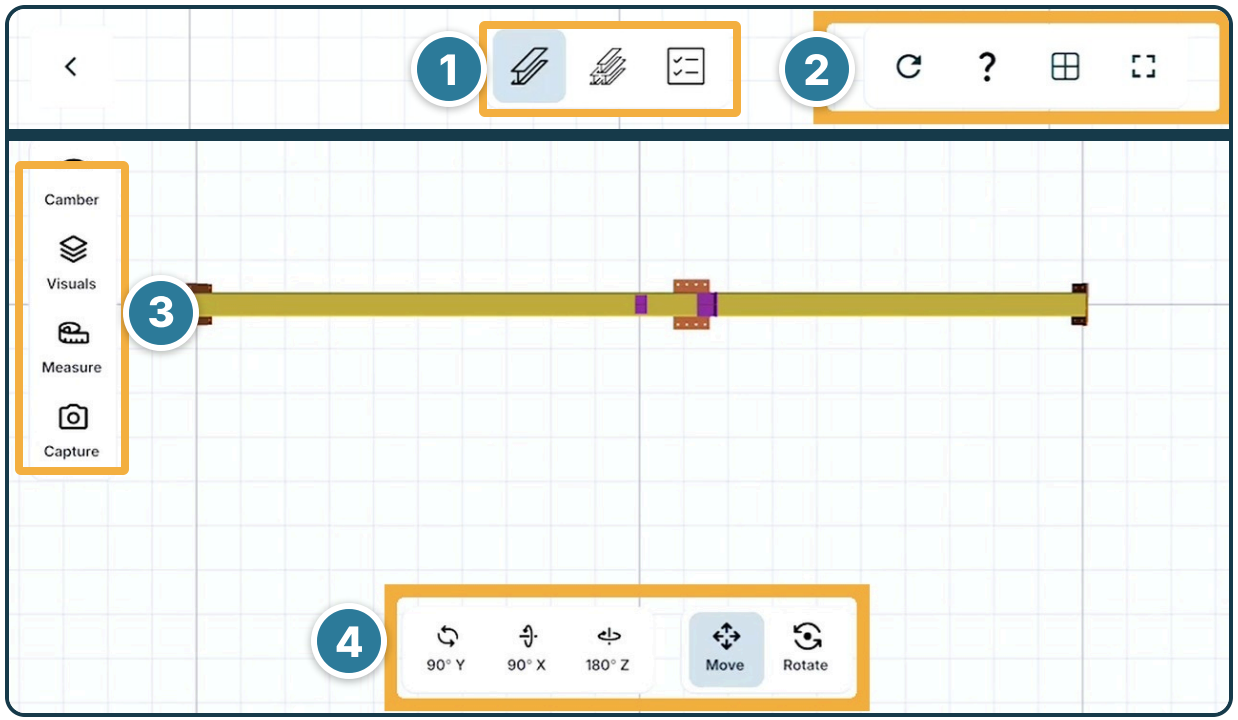
3D Viewer: the toolbars

CHEAT SHEET 1 OF 3

Open it: **Project** → **Assembly** → tap **3D Viewer**



1 Assembly view

Top centre

- **Assembly** this part only
- **Project** whole job in 3D
- **Task** pass, fail or flag pieces, comment, report

2 View

Top right

- **Refresh** back to start position
- **Help** open the guide
- **Grid** top / side / diagonal
- **Full screen** hide toolbars

3 Tool menu

Left side

- **Camber** see page 2
- **Visuals** see page 2
- **Measure** see page 3
- **Capture** see page 2

4 Rotate & move

Bottom

- **90° Y / 90° X / 180° Z** turn it
- **Move** slide, no rotation
- **Rotate** spin on centre

Camber

For curved assemblies like long beams and girders. Bends the model to match the drawing.

1. Tap **Camber** (left toolbar)
2. Follow the steps at the top
3. Enter the camber value from the drawing (in or mm)
4. Set **break points**: 1 to 6. More = smoother curve
5. Tap ✓ to apply

Visuals

See part details, or isolate the part you're working on.

1. Tap **Visuals**: the parts list opens
2. Tap a part (list or model) to see its tag: ID, grade, size
3. Tap ⋯ beside a part to **Hide** or **Isolate** (also bottom-left buttons)
4. Search the list by part mark

Capture

Photo of the screen: the 3D model or the AR hologram on the real assembly.

1. Tap **Capture**

Use it to record what you see, flag a problem or show progress.

Saved to: Assets and the WebPortal

FABSTATION

3D Viewer: measure tools

CHEAT SHEET 3 OF 3

Setting a point

1. **Zoom in** on the spot first
2. **Press & hold** ~2 sec until the circle fills
3. **Drag** to the point, **release** to set

Works the same in every measure tool. Check the tool tip at the top of the screen.

Custom

1. Set point 1
2. Set point 2
3. Distance shows between them



Hole Corner Edge

Running

1. Set points along the assembly
2. All measured from the **blue** reference part

Change reference:

Ref Part →

Change Part → tap part →

Point

1. Set one point on the part
2. Distance to each edge of the part shows

Angle

1. **Vertex**: where the angle meets
2. **Terminal 1**
3. **Terminal 2**

Check the vertex is in the right corner.

Layout

1. Tap a surface
2. Layout dimensions show

Several can show at once. Use the rotate buttons to turn the part.

Layout angle

1. Tap a surface
2. Layout angles show

Setting

1. **Length:** Metric / Imperial, unit, precision
2. **Angle:** regular / reflex, degrees or rise/run
3. **Display:** tooltip, XYZ lines, snap icon

Set once before you start. It stays saved.