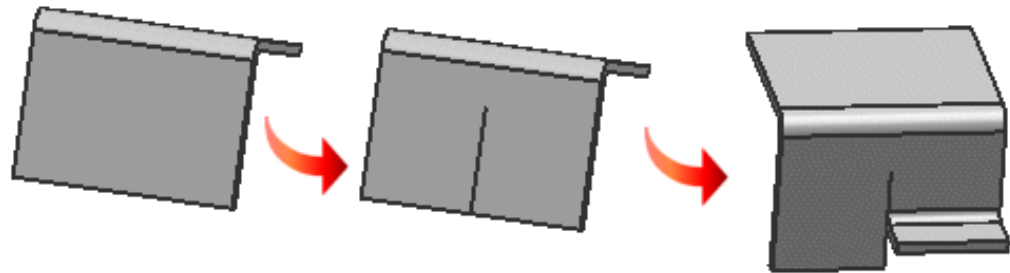


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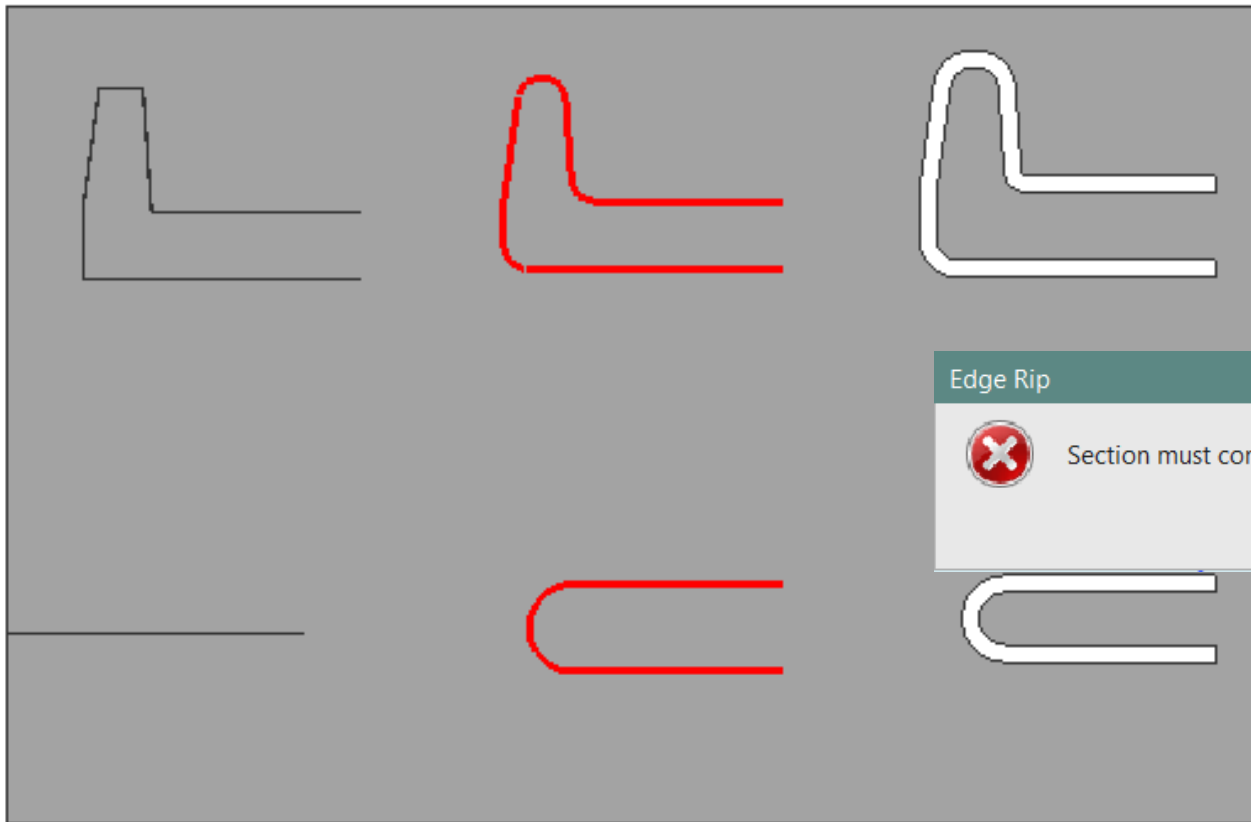
2nd issue: Edge Rip The usage of the command for cutting lines in faces has some potential (especially in interaction with **Bend** command), today the same can be done with **Normal Cutout**, but that command is area oriented, something line oriented is missing

In the current **Edge Rip** some things are missed:
only straight lines, no arcs are possible,
in reality the line is not only a line, but has a width too



Standard example from NX Docu

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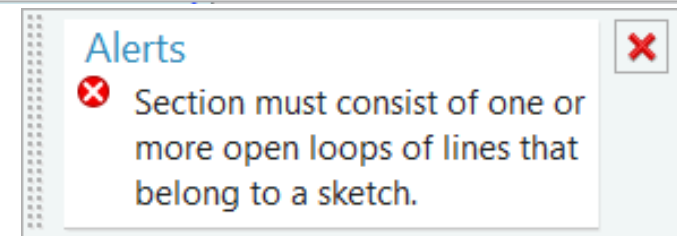
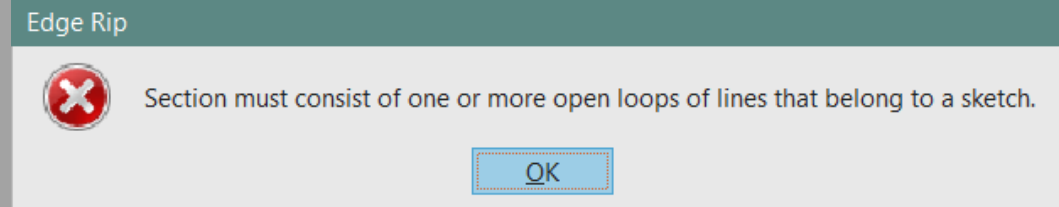


This works

This not (arcs)

That's the Workaround
(SB Normal Cutout)

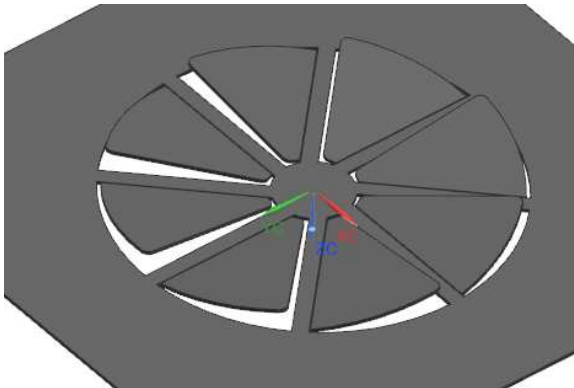
opened this Issue new as
PR 7505079
Arcs should work, the alerts,
error messages or doc **don't**
imply that arcs are **not** valid.



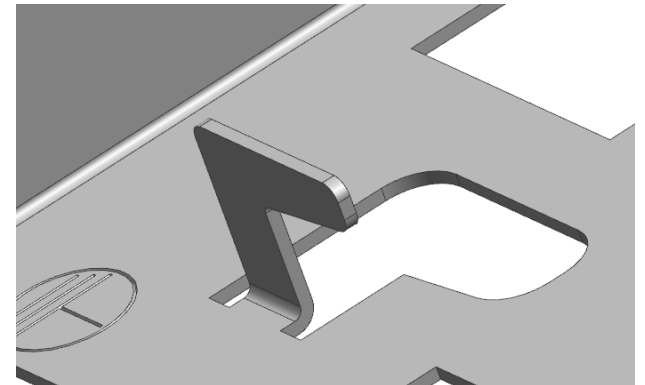
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it should be possible to give the line a width (zero is a Micron, more than zero is like a Relief)
if greater zero the ends should be (as in Relief too) round or square
nontangential connection should be accepted
an automatic rounding option should be considered too
options symmetric, left or right in reference to the curve
think about / consider crossings and junctions

Suggestion: split **Edge Rip** into 2 commands (Edge Rip and something else which represents a cut in a face: Incision, Trench, Groove, Gash, Kerf, **Curved Cutout** - whatever)

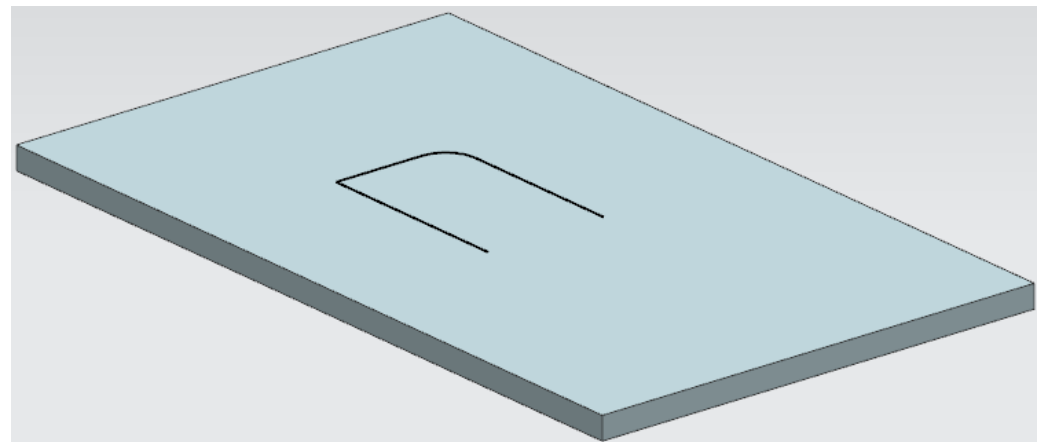
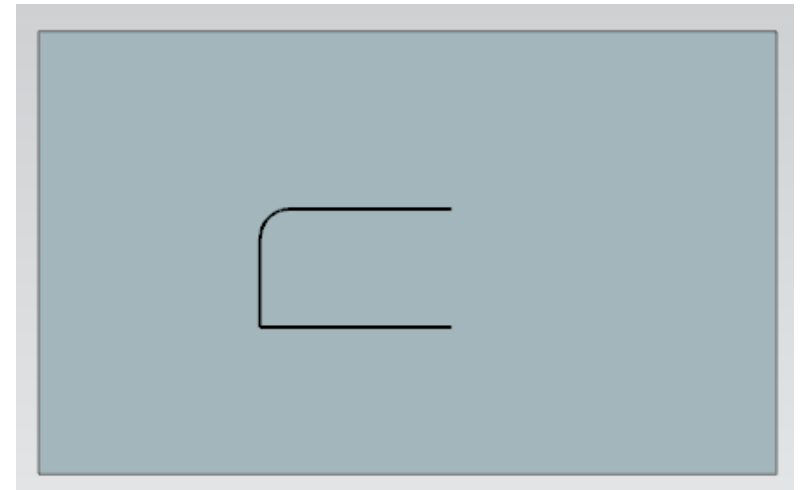
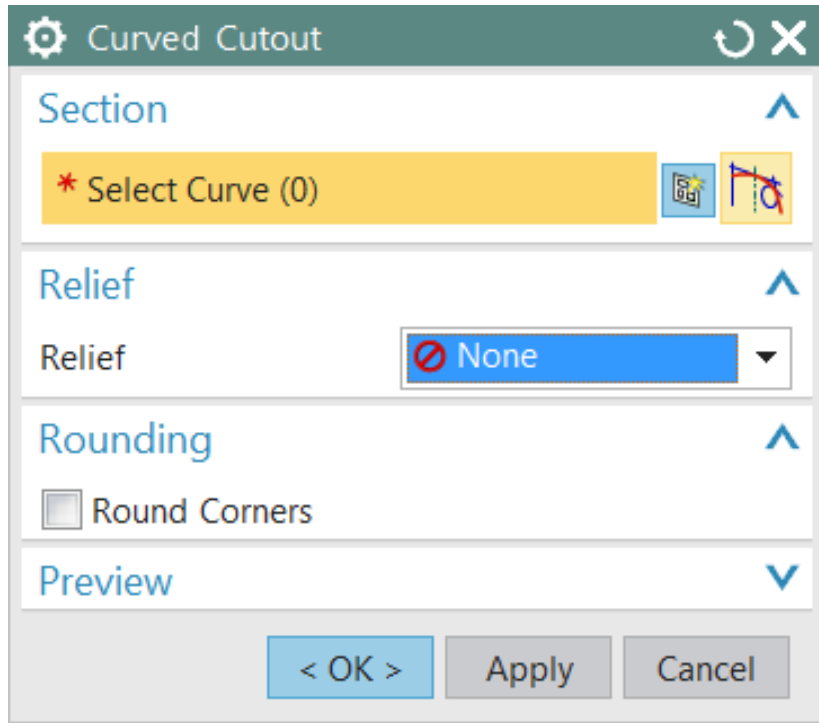


Examples from the field



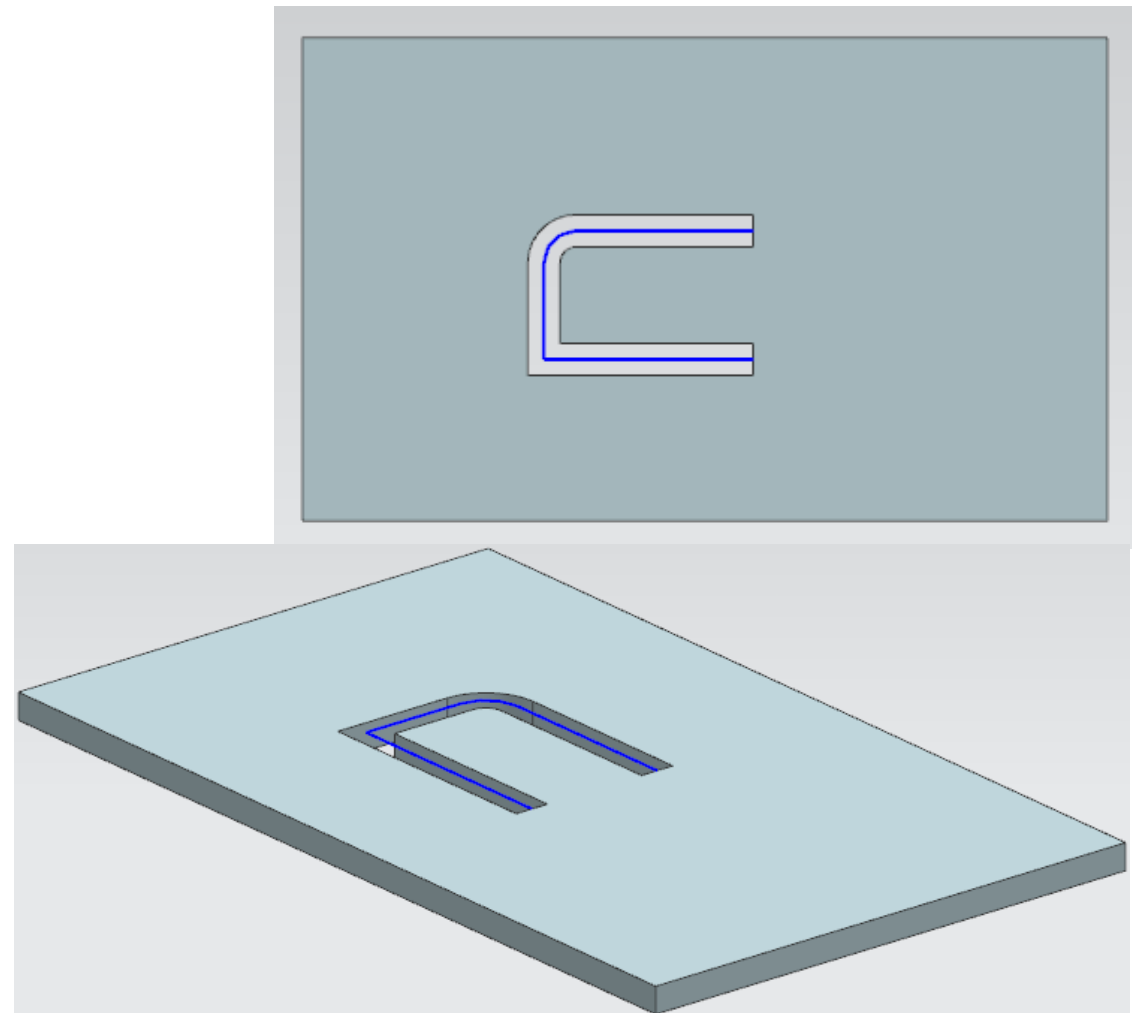
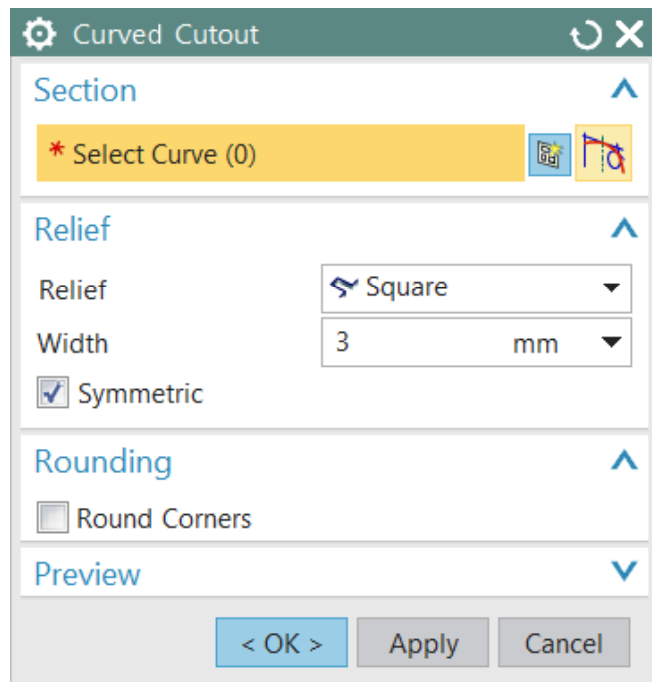
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Example 1



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Example 2



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