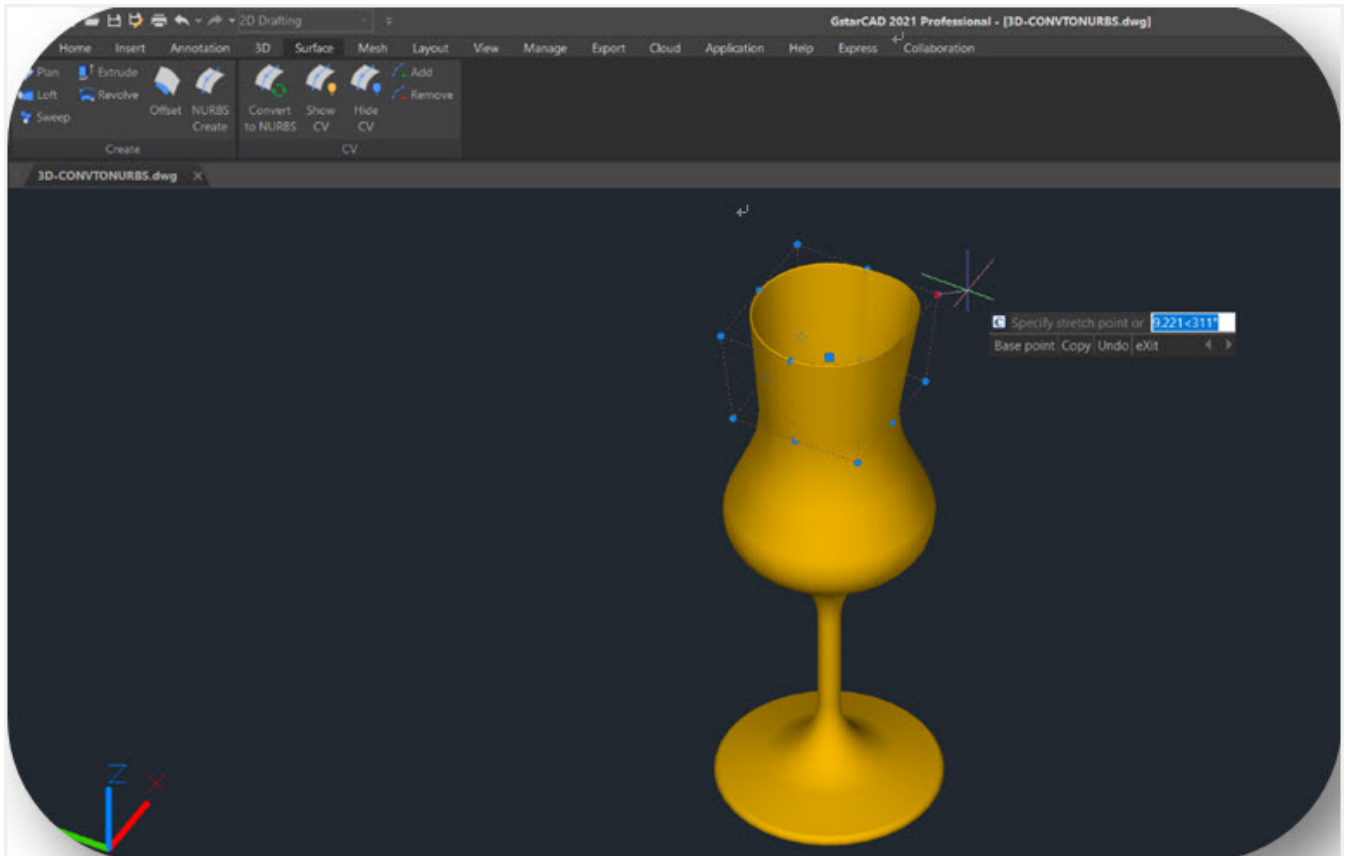


# CONVTONURBS command

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The **CONVTONURBS** command or click Ribbon- Surface – Convert to NURBS to convert solid and procedural surfaces to NURBS surfaces. You can also convert meshes to NURBS surfaces after converting them to a solid or surface by **CONVTOSOLID** or **CONVTOSURFACE** command.



There are a series of new functionalities for NURBS control vertices editing and display, such as

**SHOW CV** : Shows control vertices. You can adjust the NURBS surfaces by clicking the control vertices, you will get 4 options (Base, Copy, Undo, Exit) in your command line and dynamic input box.

**Base** : Moves your control vertices according to the base point and second point you choose.

**Copy** : Copies a new NURBS surface and move it, the original surface won't be deleted.

**Undo** : Cancels the previous step.

**Exit** : Stops adjusting control vertices.

**HIDE CV** : Hides control vertices.

**ADD** : Adds control vertices. After selecting the object, you will get 2 options (Knots, Direction) to add

control vertices and set the position.

**Knots** :Turns off the display of control vertices and allows you to place a point directly on a surface. This option only displays if you select a surface; it does not display for splines.

**Direction** : Specifies whether to add control vertices in the U or V direction. This option only displays if you select a surface; it does not display for splines.

**REMOVE** : Removes control vertices.

**DELOBJ** : System Variable, when sets the value to 0, the defining objects won't be deleted, when the value is -3, there will be a two options for users to choose delete or not, when it is 3, the defining objects will be deleted.

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