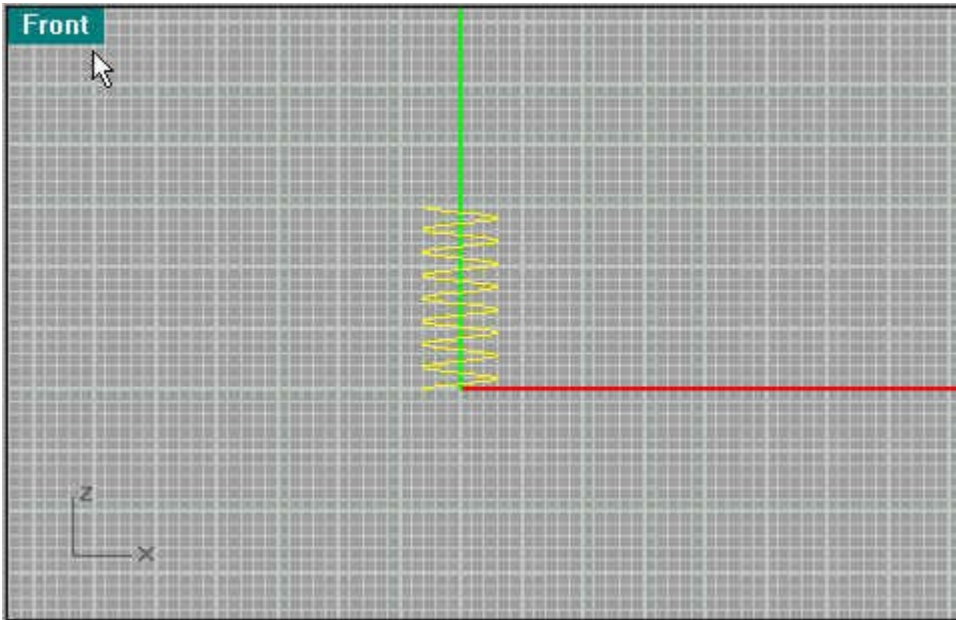
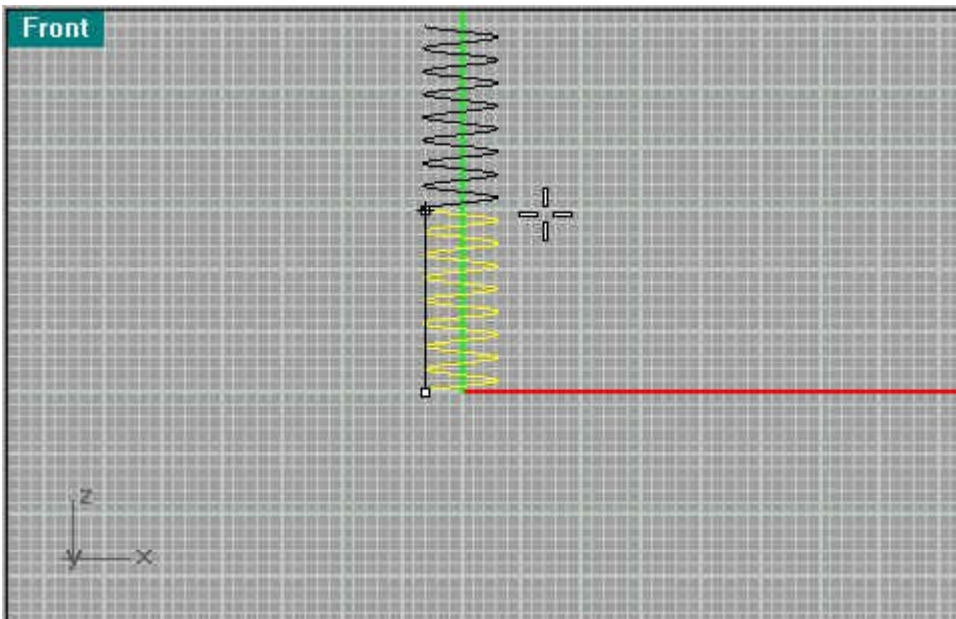


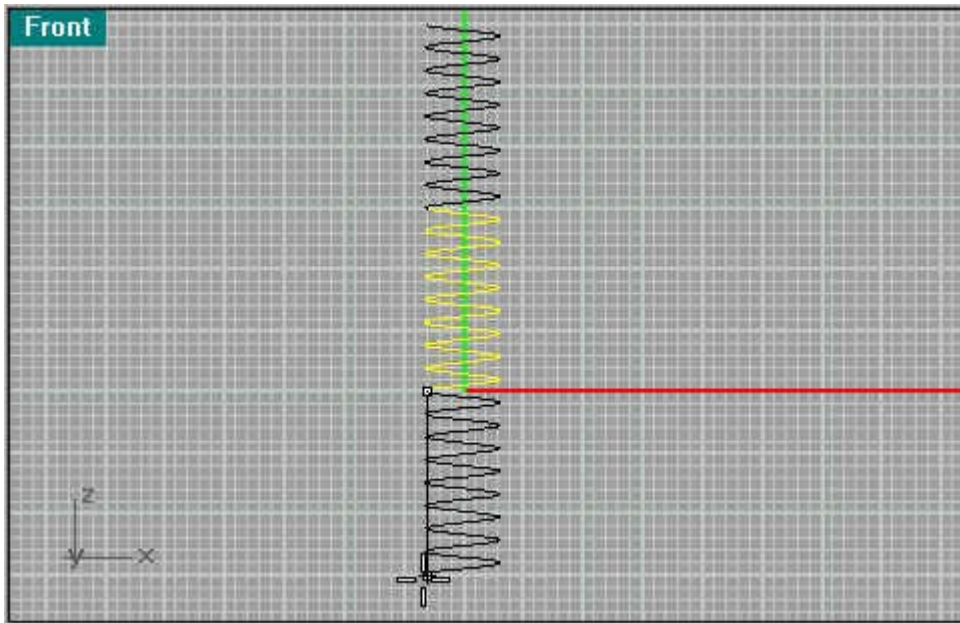
How to make a spring

Create a Helix using **Curve/Helix** command. Use the sample pics to get your perspective as to size. In this case, 15 units high, 3 units radius and 8 turns.

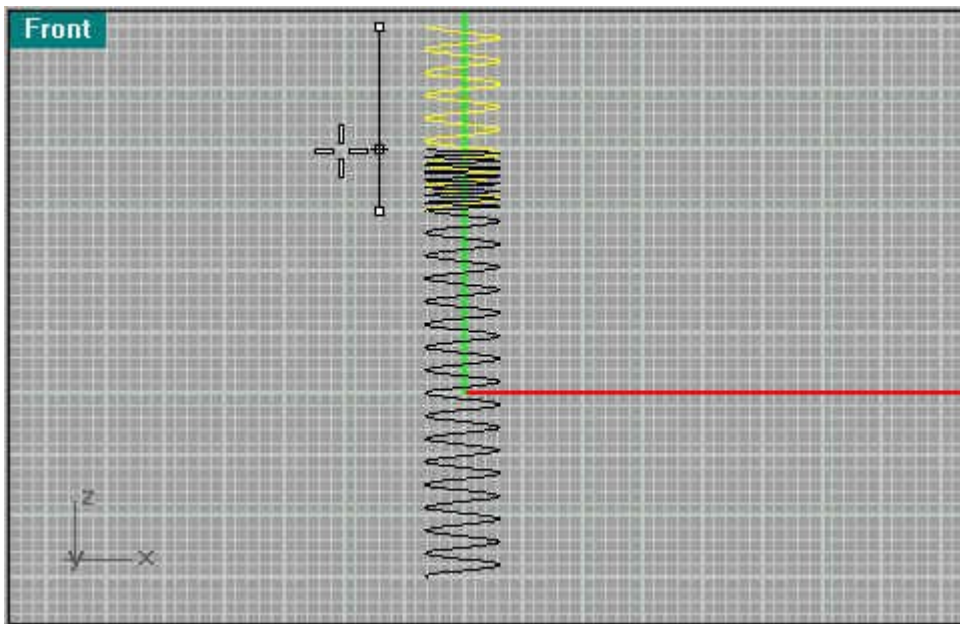


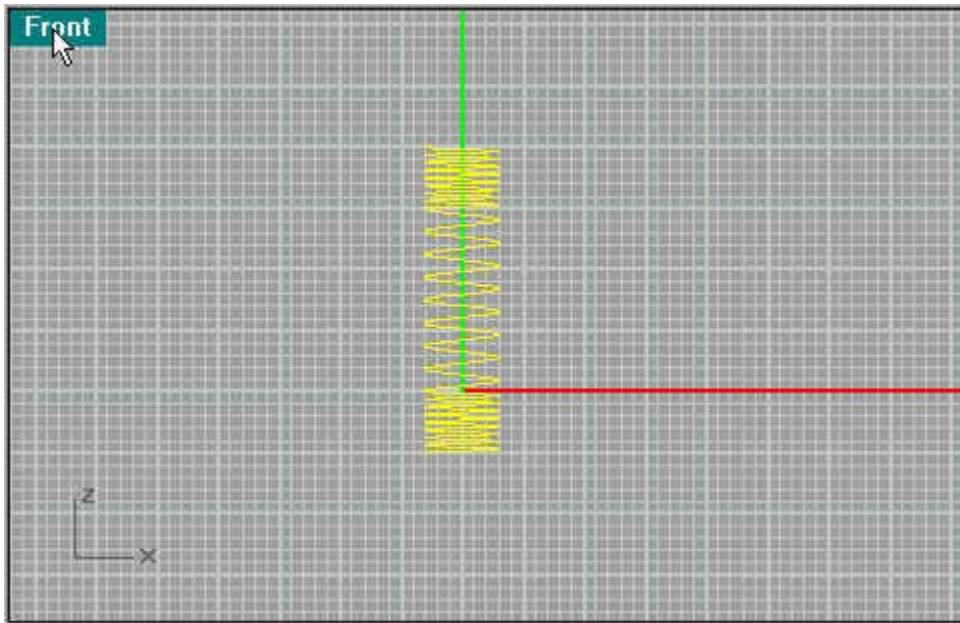
Next use the "**copy**" command to duplicate the springs and line them on top of each other.



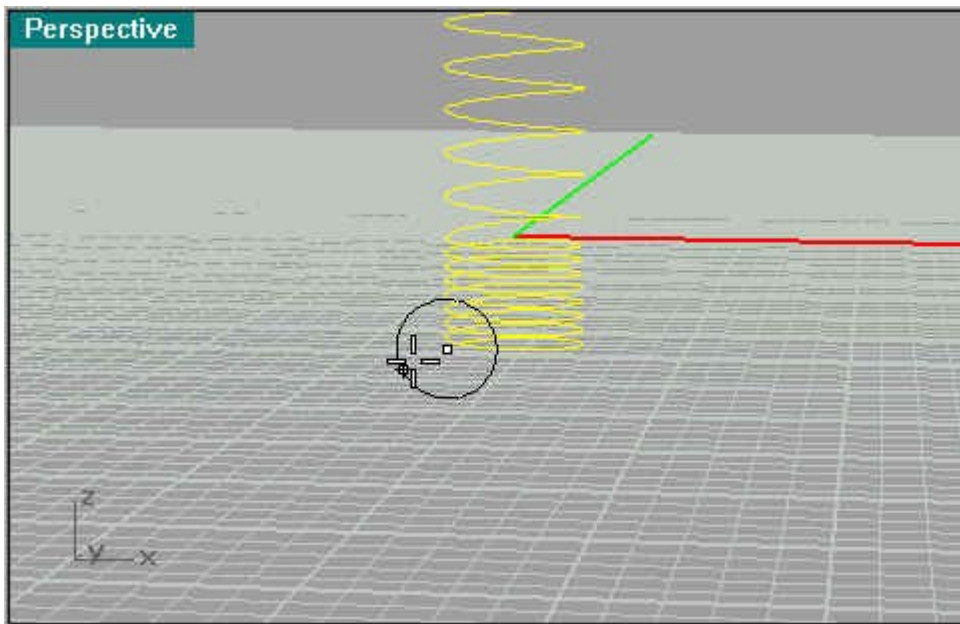


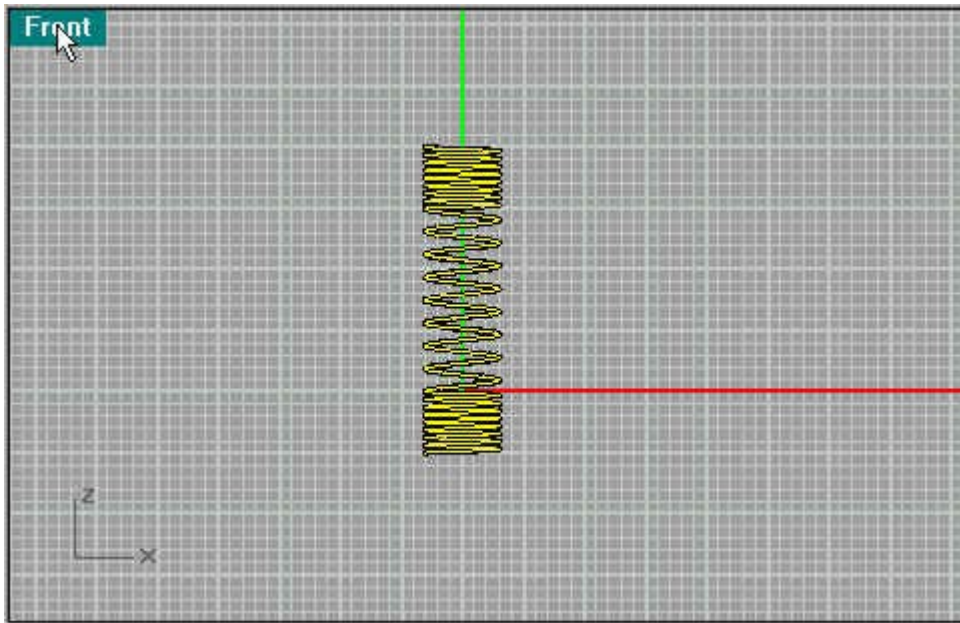
Now compress the top and bottom spring using **Transform/Scale/Scale 1-D**. Then join the 3 segments into one.





Next use the Pipe command by using **Solid/Pipe**. Use .2 units as a radius for this sample on both ends.





That's it. The pipe may be in 3 segments so just join it and you have a complete spring.

