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# **taperable***<sub>h</sub>elix*Documentation

***Release 0.8.17***

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## PACKAGE DOCS 0.8.17

```
class taperable_helix.HelixLocation(radius=None, horz_offset=0, vert_offset=0)
```

```
radius:  Optional[float] = None
         radius of helix if none h.radius
```

```
horz_offset:  float = 0
              horizontal offset added to radius then x and y calculated
```

```
vert_offset:  float = 0
              vertical added to z of radius
```

```
class taperable_helix.Helix(radius, pitch, height, taper_out_rpos=0, taper_in_rpos=1, inset_offset=0, first_t=0, last_t=1)
```

This class represents a taperable Helix.

The required attributes are radius, pitch and height. These attributes create simple single line helix. But the primary purpose for Helix is to create a set of helical “wires” using non-zero values for taper\_rpos, horz\_offset and vert\_offset to define solid helices that can taper at each end to a point.

This is useful for creating internal and external threads for nuts and bolts. This is accomplished by invoking helix() multiple times with same radius, pitch, taper\_rpos, inset\_offset, first\_t, and last\_t. But with different HelixLocation radius, horz\_offset and vert\_offset.

Each returned function will then generate a helix defining an edge of the thread. The edges can be used to make faces and subsequently a solid of the thread. This can then be combined with the “core” objects which the threads are “attached” using a “union” operator.

```
radius:  float
         radius of the basic helix.
```

```
pitch:  float
         pitch of the helix per revolution. I.e the distance between the height of a single “turn” of the helix.
```

```
height:  float
         height of the cylinder containing the helix.
```

```
taper_out_rpos:  float = 0
                 taper_out_rpos is a decimal number with an inclusive range of 0..1 such that (taper_out_rpos * t_range)
                 defines the t value where tapering out ends, it begins at t == first_t. A ValueError exception is raised if
                 taper_out_rpos < 0 or > 1 or taper_out_rpos > taper_in_rpos. Default is 0 which is no out taper.
```

```
taper_in_rpos:  float = 1
                 taper_in_rpos: is a decimal number with an inclusive range of 0..1 such that (taper_in_rpos * t_range)
                 defines the t value where tapering in begins, it ends at t == last_t. A ValueError exception is raised if
                 taper_out_rpos < 0 or > 1 or taper_out_rpos > taper_in_rpos. Default is 1 which is no in taper.
```

**inset\_offset:** float = 0

inset\_offset: the helix will start at  $z = \text{inset\_offset}$  and will end at  $z = \text{height} - (2 * \text{inset\_offset})$ . Default 0.

**first\_t:** float = 0

first\_t is the first t value passed to the returned function. Default 0

**last\_t:** float = 1

last\_t is the last t value passed to the returned function. Default 1

**helix** (*hl=None*)

This function returns a Function that is used to generates points on a helix.

It takes an optional HelixLocation which refines the location of the final helix when its tapered. If HelixLocation is None then the radius is Helix.radius and horz\_offset and vert\_offset will be 0. If its not None HelixLocation.radius maybe None, in which case Helix.radius will be used. and HelixLocation.horz\_offset will be added to the radius and used to calculate x and y. The HelixLocation.vert\_offset will be added to z.

This function returns a function, f. The function f that takes one parameter, an inclusive value between first\_t and last\_t. We then define  $t\_range = \text{last\_t} - \text{first\_t}$  and the  $\text{rel\_height} = (\text{last\_t} - t) / t\_range$ . The rel\_height is the relative position along the “z-axis” which is used to calculate function functions returned tuple(x, y, z) for a point on the helix.

Credit: Adam Urbanczyk from cadquery [forum post]([https://groups.google.com/g/cadquery/c/5kVRpECcxAU/m/7no7\\_ja6AAAJ](https://groups.google.com/g/cadquery/c/5kVRpECcxAU/m/7no7_ja6AAAJ))

**Parameters** **hl** (Optional[HelixLocation]) – Defines a refined location when the helix is tapered

**Return type** Callable[[float], Tuple[float, float, float]]

**Returns** A function which is passed “t”, an inclusive value between first\_t and last\_t and returns a 3D point (x, y, z) on the helix as a function of t.

## INSTALLATION

### 2.1 Stable release

To install taperable-helix, run this command in your terminal:

```
$ pip install taperable-helix
```

This is the preferred method to install taperable-helix, as it will always install the most recent stable release.

If you don't have `pip` installed, this [Python installation guide](#) can guide you through the process.

### 2.2 Test release from testpypi

To install taperable-helix from testpypi, run this command in your terminal:

```
$ pip install --index-url https://test.pypi.org/simple/ taperable-helix
```

### 2.3 From sources

The sources for taperable\_helix can be downloaded from the [Github repo](#).

You can either clone the public repository:

```
$ git clone git://github.com/winksaville/py-taperable-helix taperable-helix
$ cd taperable-helix
```

Or download the tarball

```
$ curl -OJL https://github.com/winksaville/py-taperable-helix/releases/v0.8.17.tar.gz
```

Once you have a copy of the source, you can install it with:

```
$ python setup.py install
```

Or if you want to install in editable mode for development:

```
$ make install-dev
$ pip install -e . -r dev-requirements.txt
```

## 2.4 Uninstall

```
$ pip uninstall taperable-helix
```



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## CHAPTER THREE

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### USAGE

To use `taperable_helix` in a project:

```
import taperable_helix
```



## CONTRIBUTING

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

### 4.1 Types of Contributions

#### 4.1.1 Report Bugs

Report bugs at [taperable-helix issues](#)

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

#### 4.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” and “help wanted” is open to whoever wants to implement it.

#### 4.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “enhancement” and “help wanted” is open to whoever wants to implement it.

#### 4.1.4 Write Documentation

taperable\_helix could always use more documentation, whether as part of the official taperable\_helix docs, in docstrings, or even on the web in blog posts, articles, and such.

### 4.1.5 Submit Feedback

The best way to send feedback is to file an issue at [taperable-helix issues](#)

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 4.2 Get Started!

Ready to contribute? Here's how to set up [taperable-helix](#) for local development.

1. Fork the *taperable\_helix* repo on GitHub.

2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/taperable_helix.git
```

3. Instantiate an (virtual) environment which supports python3.7, isort, black, flake8 and bump2version. Using *make install-dev* will install appropriate development dependencies:

```
$ <instantiate your virtual environment if necessary>
$ cd taperable_helix/
$ make install-dev
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
$
$ Now you can make your changes locally.
```

5. When you're done making changes, check that your changes are formatted correctly and pass the tests:

```
$ make format
$ make test
```

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in `README.rst`.
3. The pull request should work for Python 3.7 and 3.8.

## 4.4 Tips

To run a particular test execute *pytest* with the test file to run followed by a `::xxx` where *xxx* is the test name. See [pytest usage](#) for more info:

```
$ pytest tests/test_taperable_helix.py::test_helix_torp_0pt1_tirp_0pt9_ho_0pt2
```

## 4.5 Deploying

A reminder for the maintainers on how to deploy. Make sure all your changes are committed. Then run and validate that [test.pypi.org](#) is good:

```
$ bump2version patch # param maybe: major | minor | patch
$ make push-tags
$ make release-testpypi
```

Finally, assuming [test.pypi.org](#) is good, push to [pypi.org](#):

```
$ make release
```



**CREDITS**

This code originated from a [post](#) by Adam Urbanczyk to the [CadQuery](#) forum.

## 5.1 Development Lead

- Wink Saville <[wink@saville.com](mailto:wink@saville.com)>

## 5.2 Contributors

None yet. Why not be the first?





## INDICES AND TABLES

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