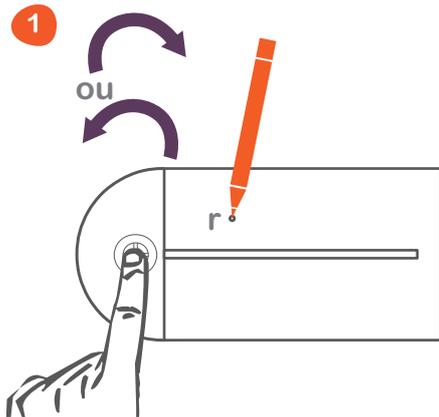


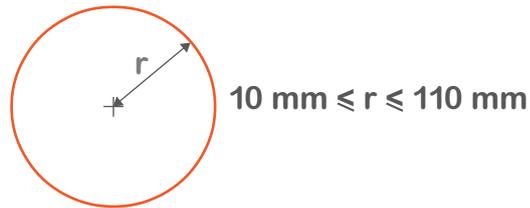
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Notice d'utilisation

Tracer un cercle

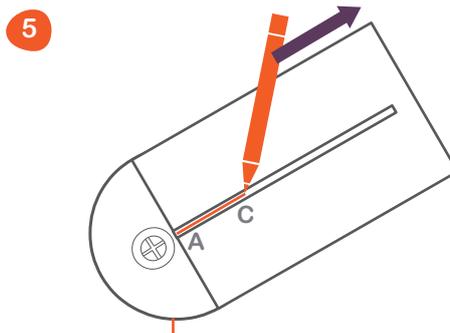
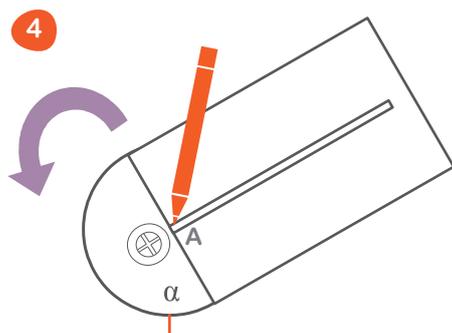
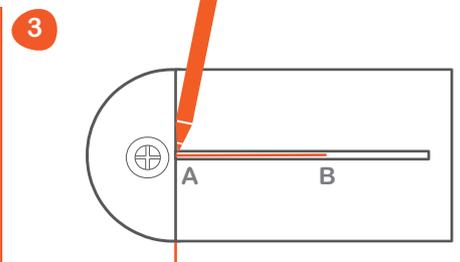
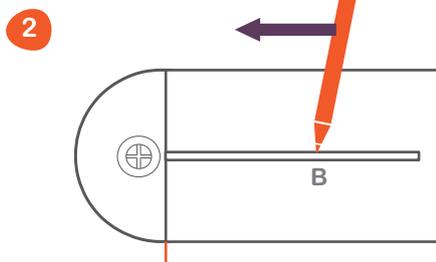
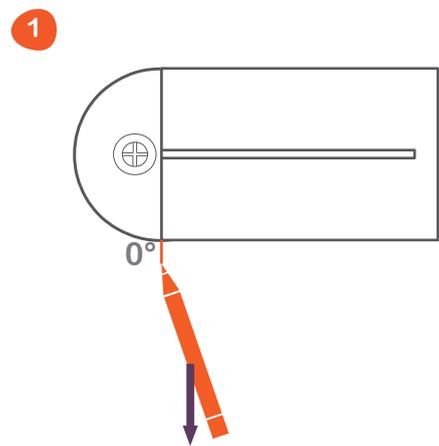


2 Résultat :

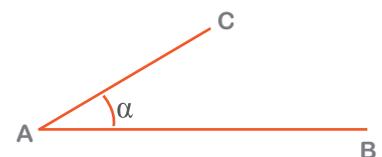


Remarque : il est possible de tracer un cercle entier sans lever le crayon.

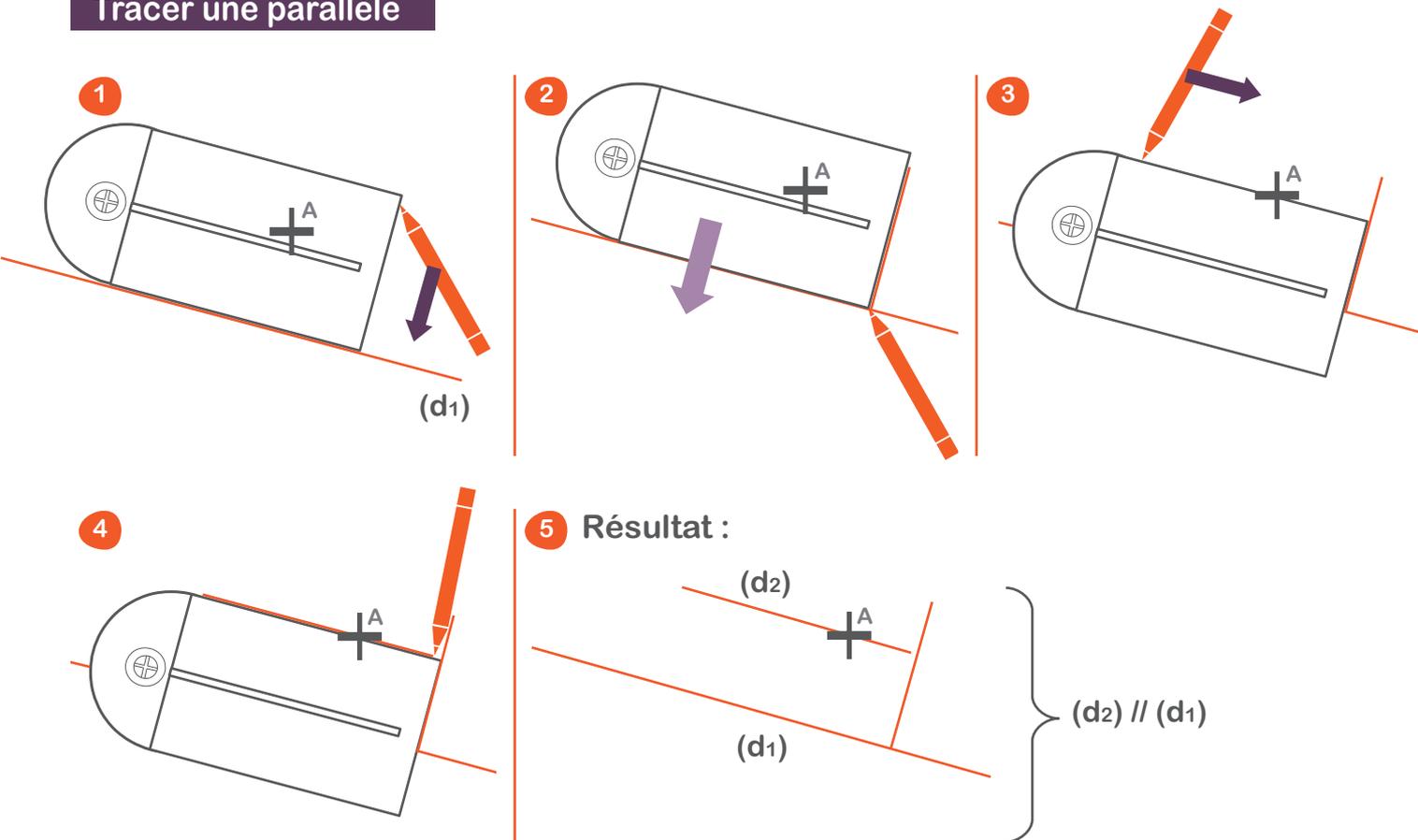
Tracer deux segments formant un angle



6 Résultat :

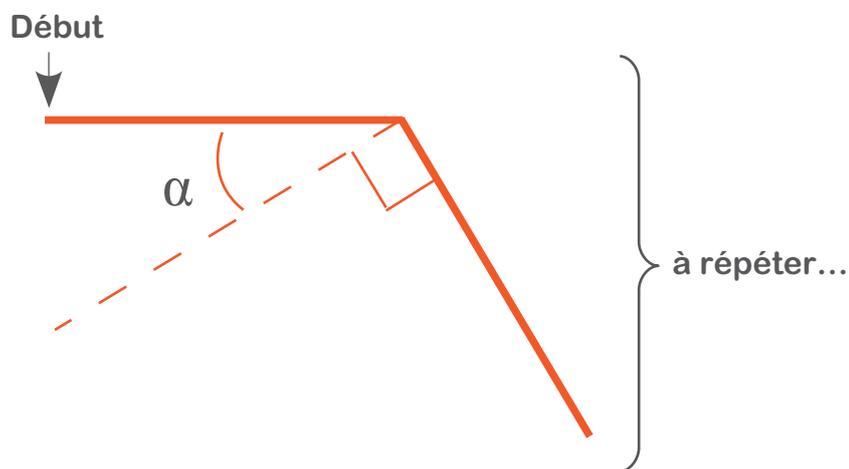


Tracer une parallèle



Tracer un polygone régulier

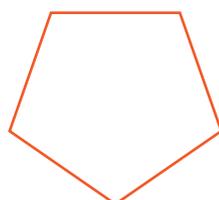
Principe :



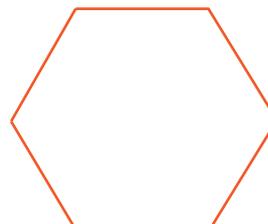
Choix de l'angle α : (n = nombre de côtés)

Formes	n	α°
Carré	4	0
Pentagone	5	18
Hexagone	6	30
Heptagone	7	38,5
Octogone	8	45
Ennéagone ou Nonagone	9	50
Décagone	10	54
Hendécagone	11	57
Dodécagone	12	60
Polygone à n côtés	n	$90 - (360/n)$

Exemples :



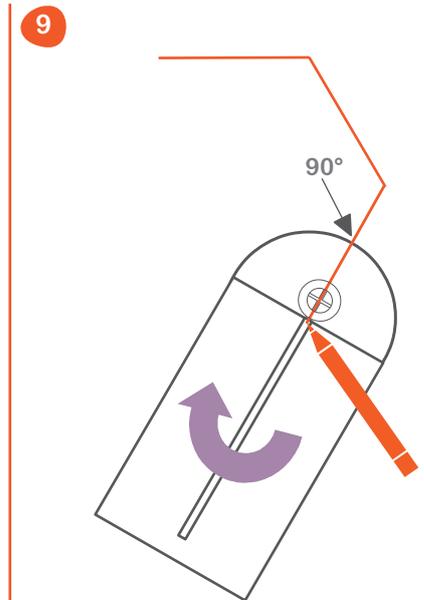
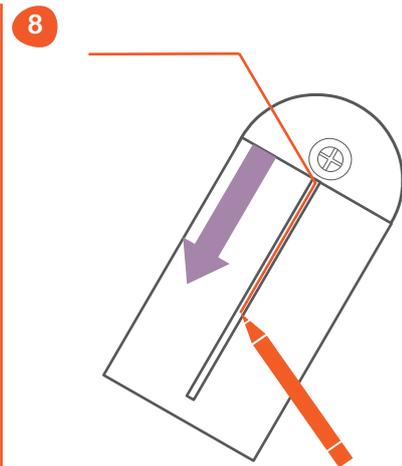
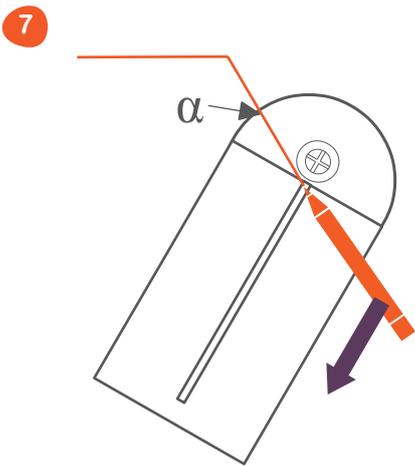
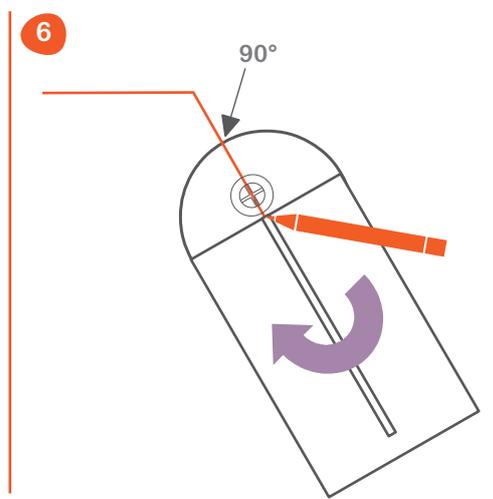
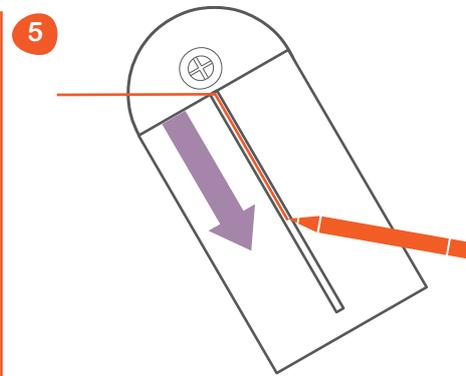
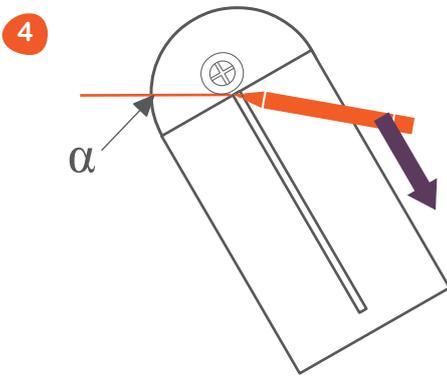
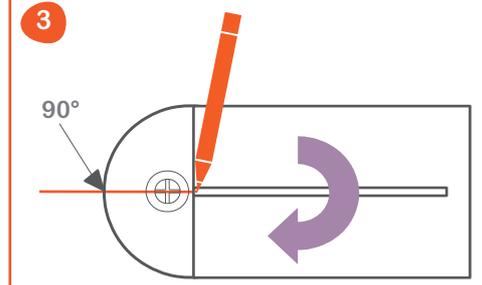
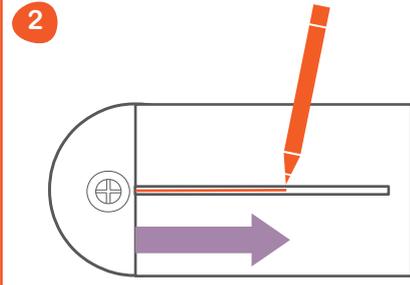
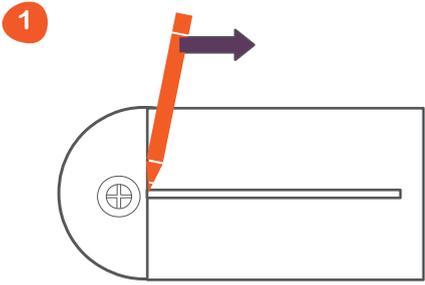
n = 5



n = 6

Tracer un polygone régulier

Avec le **thaMographe**



et ainsi de suite...



Pour plus d'informations,
flashez et visualisez
nos vidéos
de démonstration.