Working with alpines

To create an alpine in FLCT is a repetitive and time-consuming procedure if created manually and it will quickly flood the layout list with components.

To get around this there is a dedicated alpine component available in FLCT.

Expand the Alpines section and drag-and-drop the desired alpine.

The alpine have 3 editable properties; slope angle, number of levels (n) and the cc distance (distance between center points of the wheel bends).