

Help

of module, top-level variable and \$fn usage

```
fluence all objects inside this module  
erridden when instantiating the module  
{
```

```
1.25;
```

sphere) and three negative objects (cylinders)

```
cylinderHeight, center=true);  
highlights the object  
cylinder(d=hole, h=cylinderHeight, center=true);  
cylinder(d=hole, h=cylinderHeight, center=true);
```

