

Chair Plug



A. Plug.

Step 1. Click File Menu > New, click Part and OK.

Step 2. Click **Top Plane** in the Feature Manager and click **Sketch** from the Content toolbar, Fig. 1.

Step 3. Click **Circle** (S) on the Sketch toolbar.

Step 4. Draw circle starting at Origin , Fig. 2.

Step 5. Click **Smart Dimension** (S) on the Sketch toolbar.

Step 6. Dimension circle **diameter .38**, Fig. 2.

Step 7. Click **Features** on the Command Manager toolbar.

Step 8. Click **Extruded Boss/Base** on the Features toolbar.

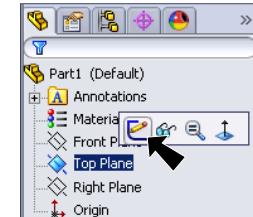


Fig. 1

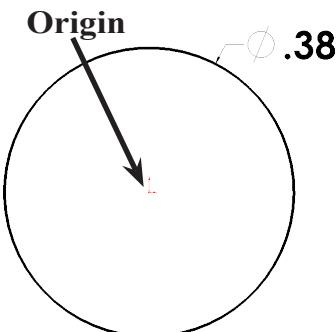


Fig. 2

Step 9. In the Property Manager set:

Depth D_1 to **.11**
click **OK** , Fig. 3 and Fig. 4.

B. Save as "PLUG".

Step 1. Click File Menu > Save As.

Step 2. Key-in **PLUG** for the filename and press ENTER.

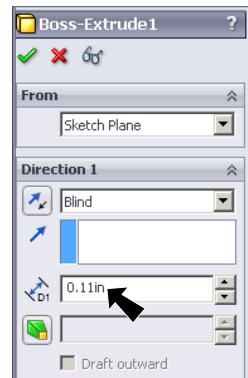


Fig. 3

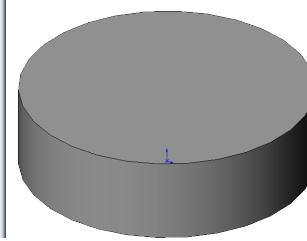
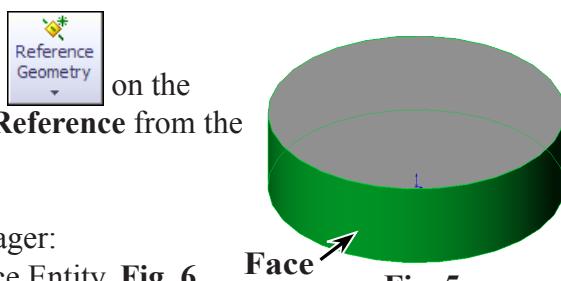


Fig. 4

C. Mate Reference.

Step 1. Click the cylindrical face to select it, Fig. 5.



Step 2. Click Reference Geometry on the Features toolbar and Mate Reference from the menu.

Step 3. In the Mate Reference Manager:
under Primary Reference Entity, Fig. 6

Fig. 5

set Mate Reference Type to Concentric
click OK ✓, Fig. 6.

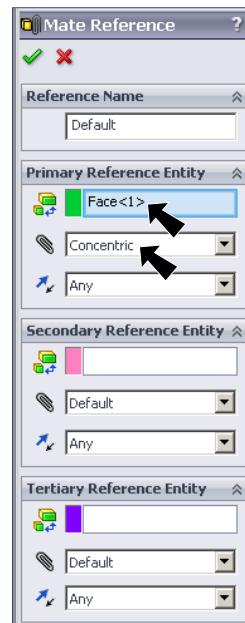


Fig. 6

D. Material Cedar.

Step 1. Right click Material in the Feature Manager and click Edit Material, Fig. 7.

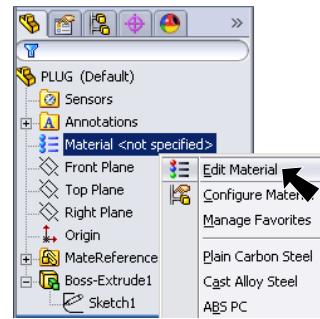


Fig. 8

E. Adjust Mapping.

Step 1. Click the Plug to select part, click Appearances Callout on the Content menu and click PLUG, Fig. 9.

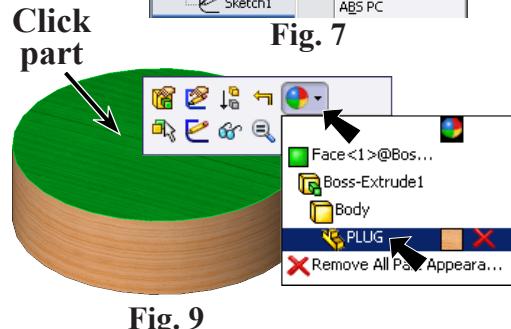


Fig. 9

Step 2. In the Property Manager, click Advanced button, Fig. 10



Fig. 10

click Mapping tab under Size/Orientation

set Width to 6
click OK ✓.



Step 3. Save. Use Ctrl-S.

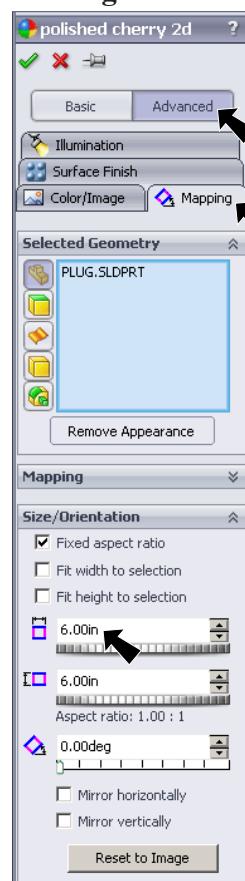


Fig. 10