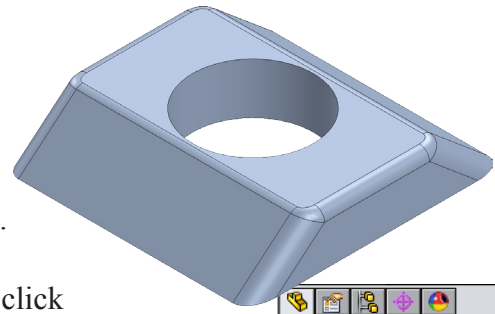




JSS Socket



A. Sketch.

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

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

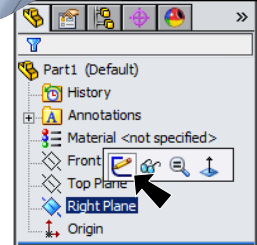


Fig. 1

Step 3. Click **Line**  (L) on the Sketch toolbar.


Step 4. Draw an trapezoid with top and bottom lines horizontal away from the Origin , **Fig. 2**.



Fig. 2

Step 5. **Right click graphics area and click Select** from menu to unselect Line tool.



Step 6. **Ctrl click the bottom side line of the trapezoid and the Origin**. Release Ctrl key and click **Make Midpoint**  from the Context toolbar, **Fig. 3**.



Fig. 3

Step 7. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 8. Add dimensions, **Fig. 4**.

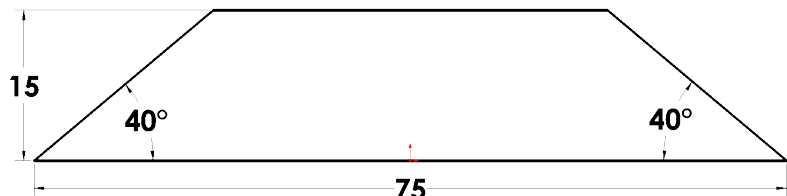
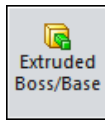


Fig. 4

Step 9. Click **Features**  on the Command Manager toolbar.

Step 10. Click **Extruded Boss/Base** on the Features toolbar.



Step 11. In the Property Manager set:
under Direction 1, **Fig. 5**
End Condition **Mid Plane**

Depth **D1** **73**
click OK

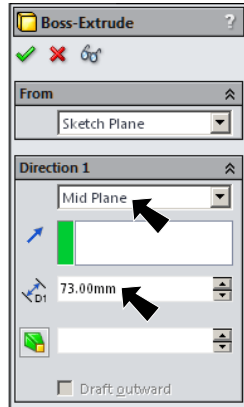


Fig. 5

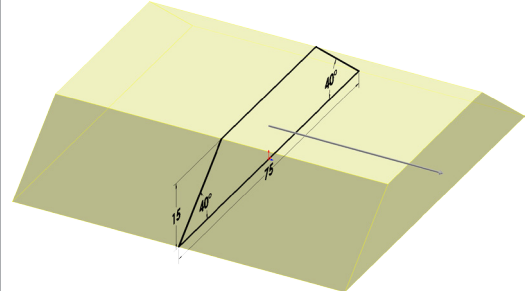


Fig. 6

B. Save as "SOCKET".

Step 1. Click File Menu > Save As.

Step 2. Key-in **SOCKET** for the file-name and press ENTER.

C. Cut Hole (Socket).

Step 1. Click **Top face** and click **Sketch** on the Context toolbar, **Fig. 7**.

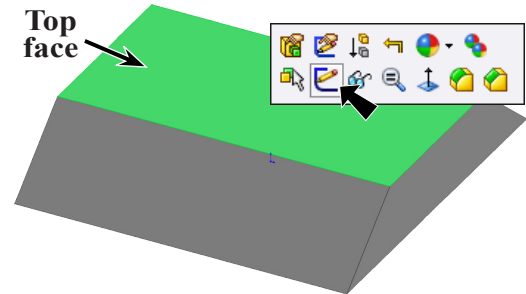


Fig. 7

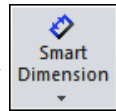
Step 2. Click **Circle** (S) on the Sketch toolbar.



Step 3. Draw a circle at the Origin , **Fig. 8**.



Step 4. Click **Smart Dimension** (S) on the Sketch toolbar.



Step 5. Dimension **diameter 35.5**, **Fig. 8**.

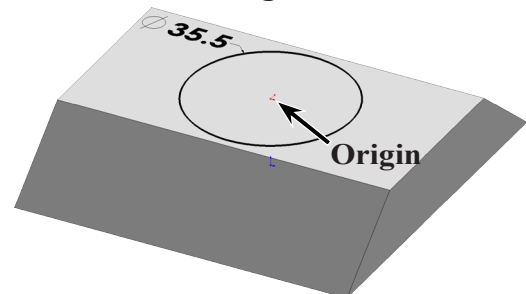
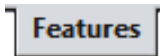
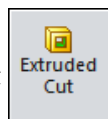


Fig. 8

Step 6. Click **Features** **Features** on the Command Manager toolbar.



Step 7. Click **Extruded Cut** on the Features toolbar.



Step 8. In the Cut-Extrude Property Manager set:
under Direction 1, **Fig. 9**
End Condition
Through All

click OK

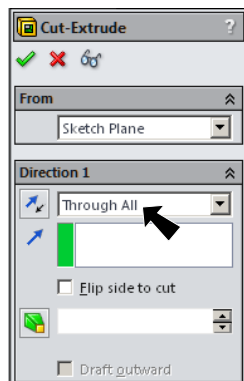


Fig. 9

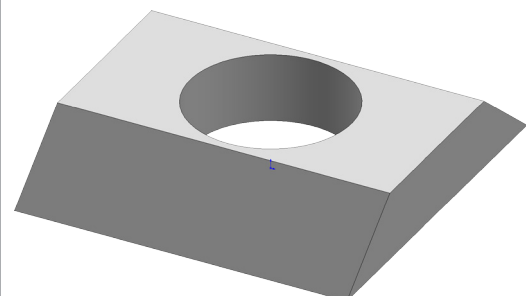
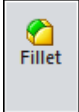


Fig. 10

Step 9. Save. Use **Ctrl-S**.

D. Fillets.

Step 1. Click **Fillet**  on the Features toolbar.

Step 2. In the Fillet Property Manager:

select **FilletXpert**, Fig. 11

Radius  **5**

click a **slanted edge**, Fig. 12

click **Connected to start**

loop, 3 Edges  on Fillet pop-up toolbar, Fig. 12 and Fig. 13

click **Apply**, Fig. 11.

Step 3. Set **Radius**  **3** Fig. 14

click a **top edge**, Fig. 15

click **OK** .

Step 4. Save. Use **Ctrl-S**.



Fig. 11

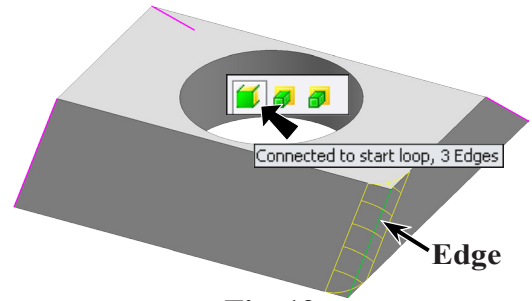


Fig. 12

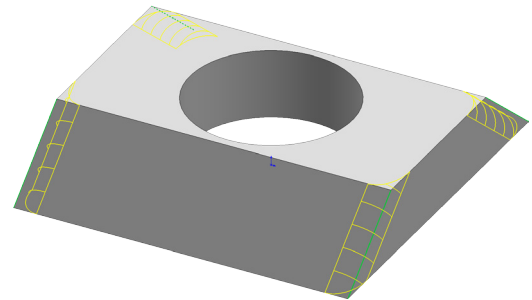


Fig. 13

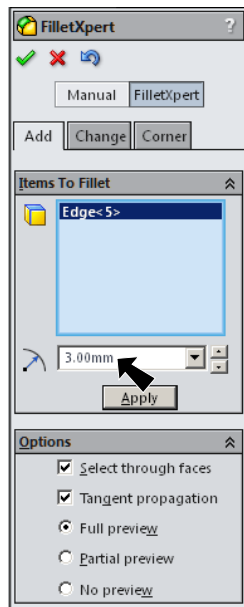


Fig. 14

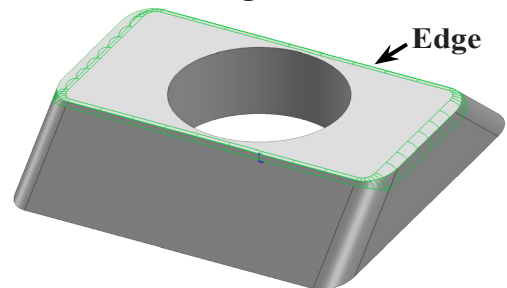


Fig. 15

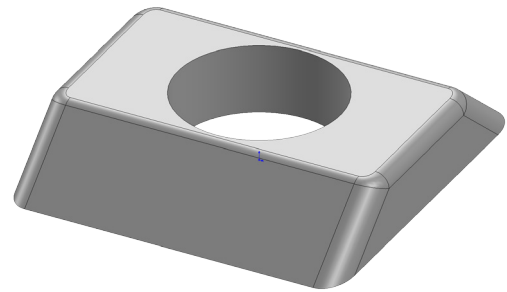



Fig. 16

E. Material PS HI (Polystyrene).

Step 1. Right click Material  in the Feature Manager and click Edit Material, Fig. 17.

Step 2. Expand Plastics (click +) in the material tree and select PS HI. Click Apply and Close.

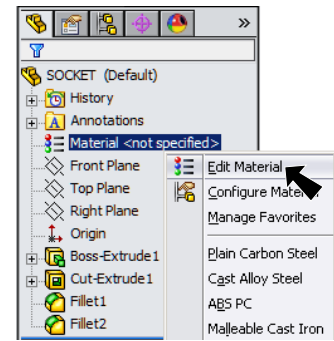


Fig. 17

F. Appearance Color.

Step 1. Click the Part, click Appearance Callout  on the Content toolbar and click SOCKET , Fig. 18.

Step 2. In the Appearances Property Manager

under Color, Fig. 19

set RGB values

R 199

G 220

B 255

click OK .

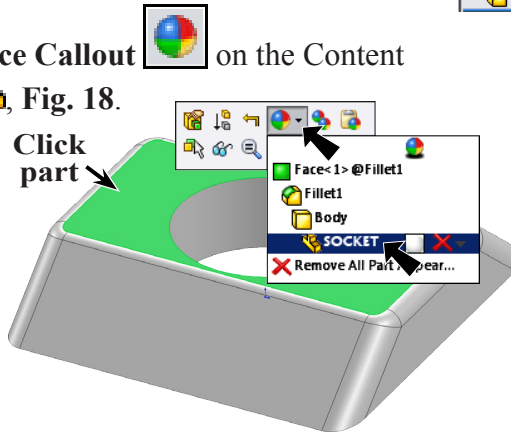


Fig. 18

Step 3. Save. Use Ctrl-S.

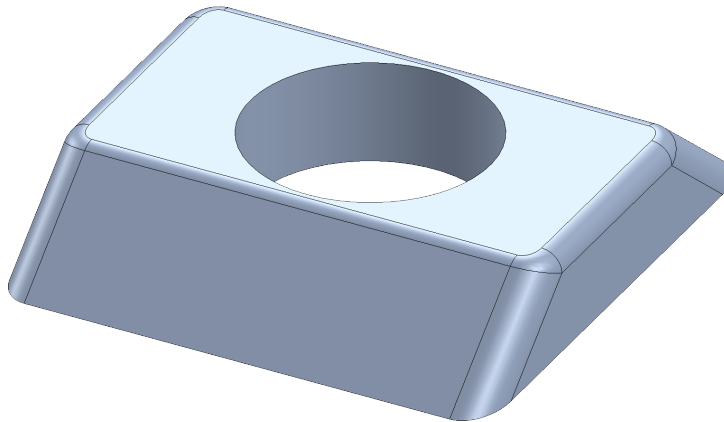


Fig. 20

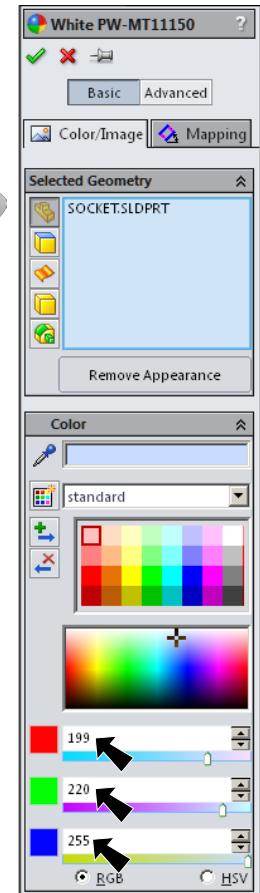


Fig. 19