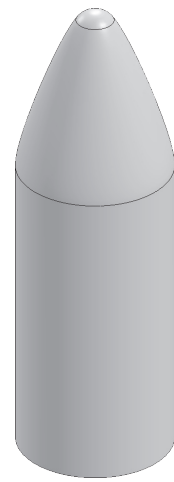


# Delta IV Heavy Payload Fairing

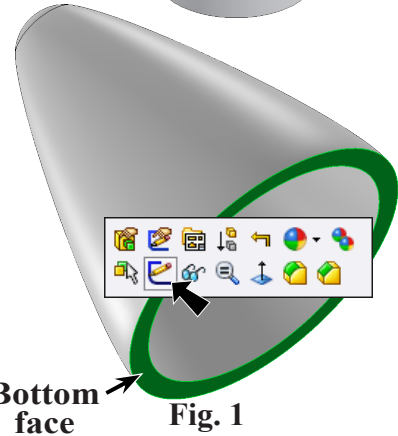
## A. Open Nose Cone Save As PAYLOAD FAIRING.

- Step 1. Open your NOSE CONE file.
- Step 2. Click File Menu > Save As.
- Step 3. Key-in PAYLOAD FAIRING for the filename and press ENTER.



## B. Extrude.

- Step 1. Rotate view to view **bottom face**, hold down middle mouse button (wheel) and drag to rotate view, **Fig. 1**.



- Step 2. Click the **bottom face** and click **Sketch** on the Context toolbar, **Fig. 1**.

- Step 3. Unselect the face.

- Step 4. Click **Convert Entities** on the Sketch toolbar.

- Step 5. In the Convert Entities Property Manager:
  - under Entities to Convert, **Fig. 2**
  - click **both bottom edges**, **Fig. 3**
  - click OK **twice**.

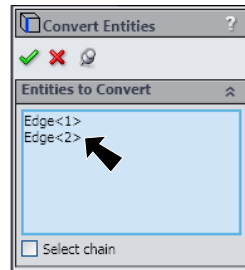
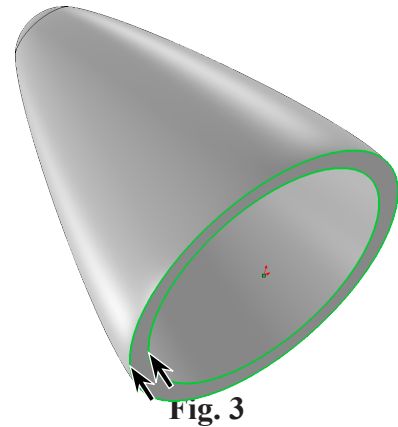


Fig. 2



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

- Step 7. Click **Extruded Boss/Base** on the Features toolbar.

- Step 8. In the Property Manager set:
  - under Direction 1, **Fig. 4**
  - Depth** **2**
  - click OK

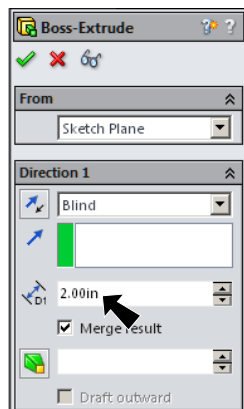


Fig. 4

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

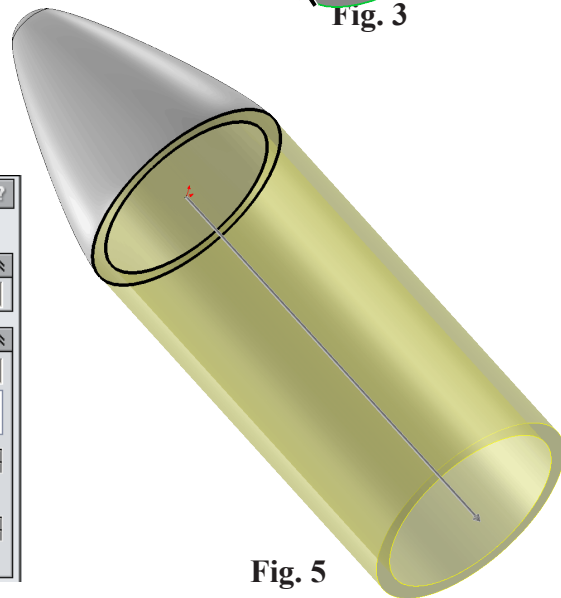


Fig. 5