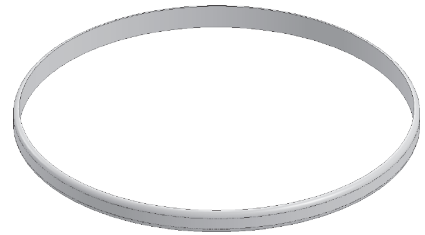




# Delta IV Heavy Strut Ring



## A. Ring.

Step 1. Click File Menu > New, click **Part** and OK.  
 Step 2. Click **Top Plane**  in the Feature Manager and click **Sketch**  on the Context toolbar, **Fig. 1**.

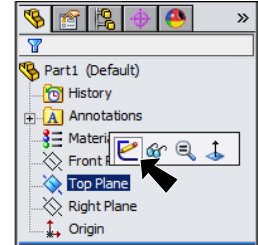


Fig. 1

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

Step 4. Sketch **two circles** starting at the Origin , **Fig. 2**.

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

Step 6. Dimension **inside circle diameter 1** and offset **.015**, **Fig. 2**. The .015 offset should be **outside** the 1 diameter circle.

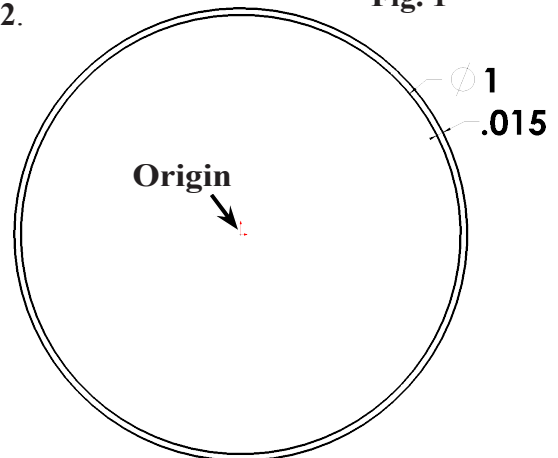

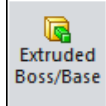




Fig. 2

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

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

Step 9. In the Property Manager set:  
 under Direction 1, **Fig. 3**  
 End Condition **Mid Plane**  
**Depth**  **.06**  
 click OK .

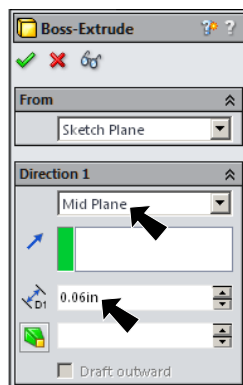


Fig. 3

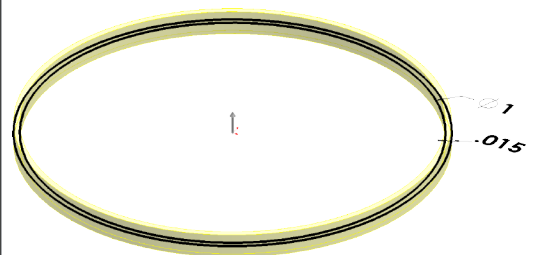


Fig. 4



## B. Save as "STRUT RING".

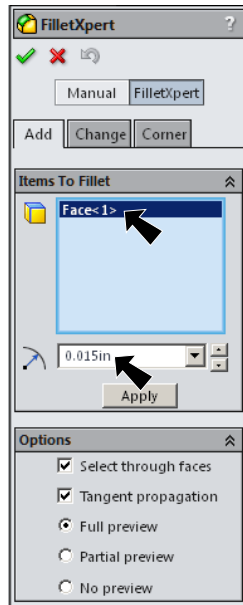
Step 1. Click File Menu > Save As.  
 Step 2. Key-in **STRUT RING** for the filename and press ENTER.

### C. Fillets.

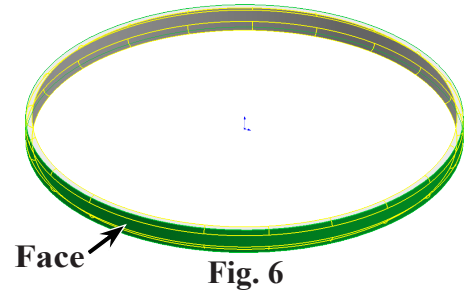
Step 1. Click **Fillet**  on the Features toolbar.

Step 2. In the Fillet Property Manager:  
select **FilletXpert**, **Fig. 5**

**Radius**  **.015**  
click **outside cylindrical**  
**face**, **Fig. 6**  
click **OK** .



**Fig. 5**



**Fig. 6**

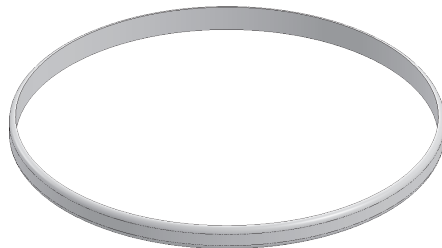
### D. Appearance Color.

Step 1. Click PhotoView 360 Menu > Edit Appearance.

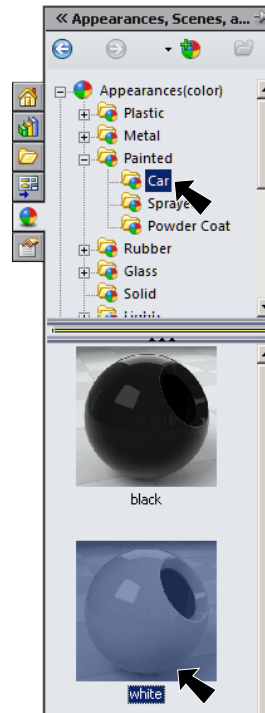
Step 2. In the Appearances Task pane, expand **Painted**, click **Car** and in the lower pane select **white**, **Fig. 7**.

Step 3. In the Appearances Property Manager click **OK** , **Fig. 8**.

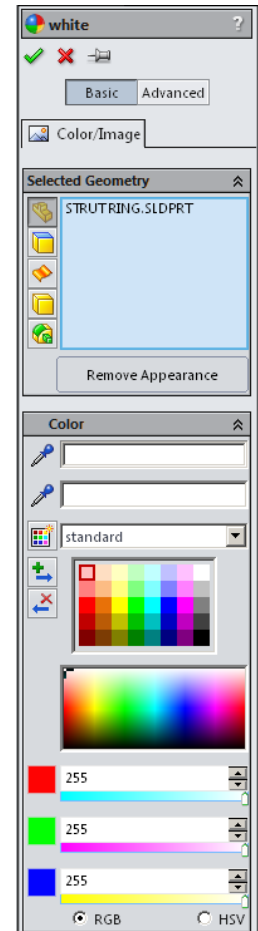
Step 4. Save. Use **Ctrl-S**.



**Fig. 9**



**Fig. 7**



**Fig. 8**