

Rocket 3D Print

Engine Assembly

A. Insert Casing, Nozzle and Retainer Cap.

- Step 1. Click File Menu > New, click **Assembly** and OK.
- Step 2. Click **Keep Visible** in the Property Manager, **Fig. 1**.
- Step 3. Click **Browse** in the Property Manager, **Fig. 1**.
- Step 4. Select your **Engine Casing** file and click Open.
- Step 5. Click OK with in the Property Manager. This will place Casing origin at the assembly origin and fix the position so Casing cannot move. This fixed component should have a (f) before its name in the Feature Manager.

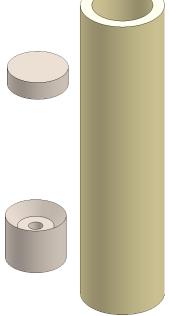


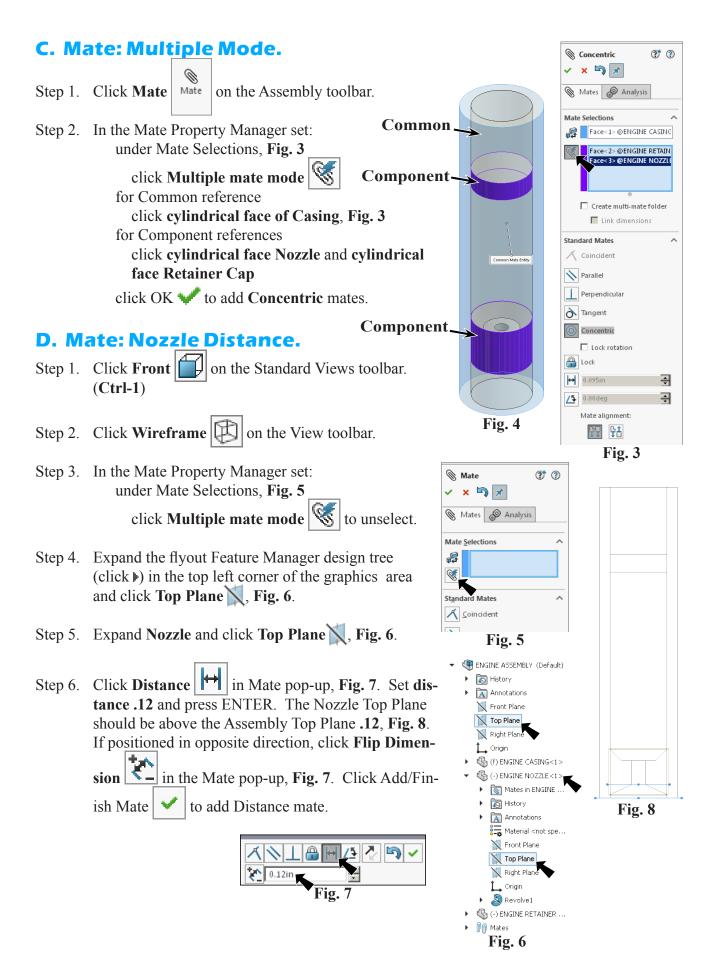




B. Save as "ENGINE ASSEMBLY".

- Step 1. Click File Menu > Save As and Yes to Rebuild Now.
- Step 2. Key-in **ENGINE ASSEMBLY** for the filename and press ENTER.





E. Mate: Retainer Cap Distance.

- Step 1. Expand the flyout Feature Manager design tree and click **Top Plane**, **Fig. 9**.
- Step 2. Expand Retainer Cap and click Top Plane , Fig. 9.
- Step 3. Click **Distance** in Mate pop-up, **Fig. 10**. Set **distance 1.55** and press ENTER. The Retainer Cap should be above the Assembly Top Plane **1.55**, **Fig. 11**. If positioned in opposite direction, click **Flip Dimension** in the Mate pop-up, **Fig. 7**. Click Add/Finish Mate to add Distance mate.
- Step 4. Click OK in the Property Manager when done.



- Step 5. Click **Shaded With Edges** on the View toolbar.
- Step 6. Save. Use Ctrl-S.

