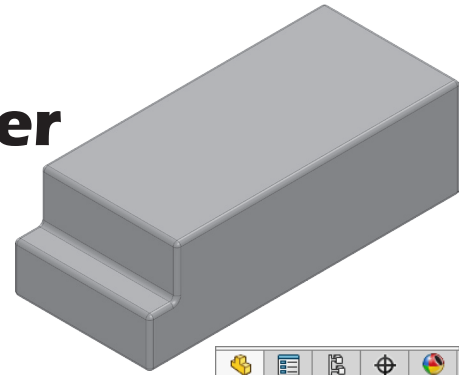


Bike Horn Battery Holder



A. Extrude 1.

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

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

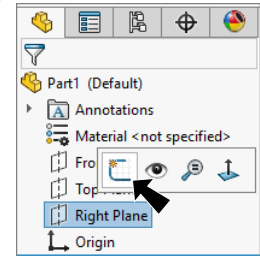
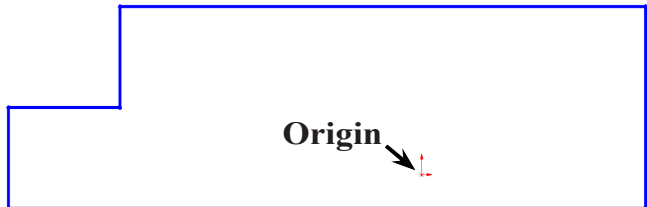


Fig. 1

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

Step 4. Sketch lines with **Origin** inside, **Fig. 2**.

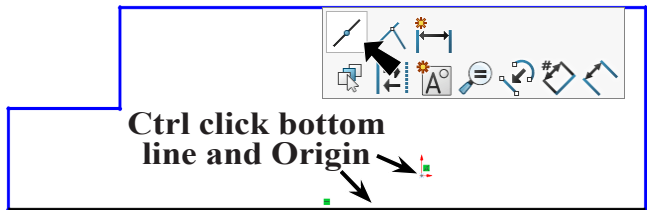


Origin

Fig. 2

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

Step 6. **Ctrl click bottom line and Origin** to select both. Release Ctrl key and click **Make Midpoint** on the context toolbar, **Fig. 3**.



Ctrl click bottom line and Origin

Fig. 3

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

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

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

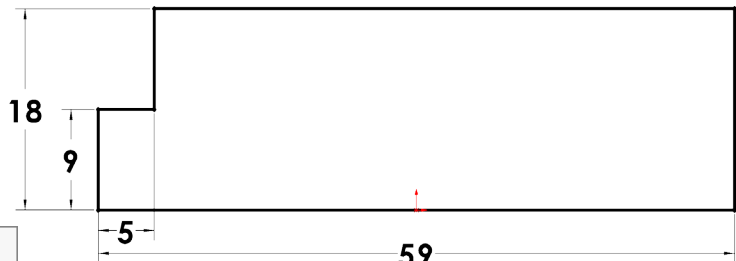


Fig. 4

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

Step 11. In the Boss-Extrude Property Manager set:

under Direction 1, **Fig. 5**

click **Mid Plane**

Depth 25

click OK.

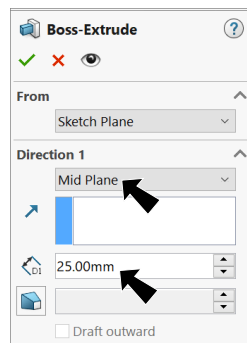


Fig. 5

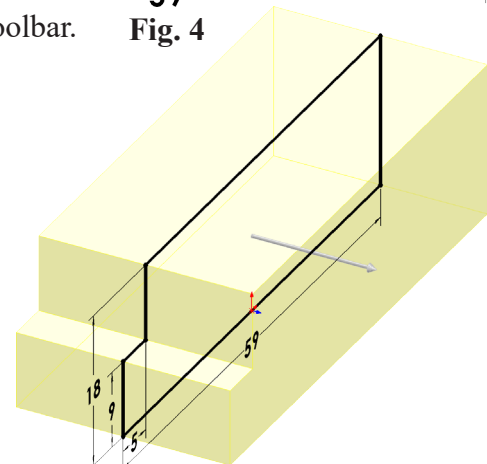


Fig. 6

B. Save as "BATTERY HOLDER".

Step 1. Click File Menu > Save As.

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

C. Extrude 2.

Step 1. Click **Top Plane**  in the Feature Manager and click **Sketch**  on the context toolbar, **Fig. 7**.

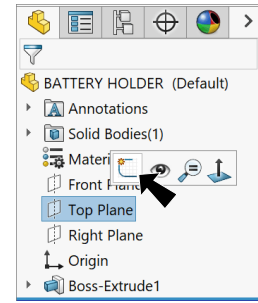




Fig. 7

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)

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

Step 4. Sketch **circle** above Origin , **Fig. 8**.

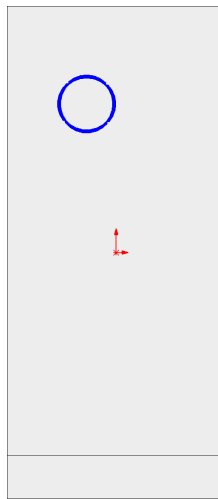



Fig. 8

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

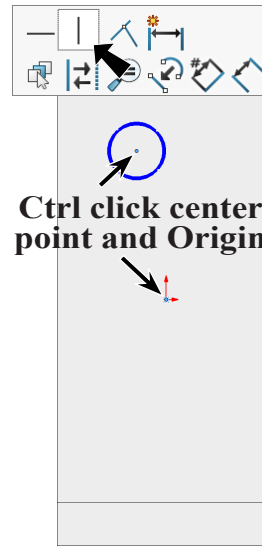




Fig. 9

Step 6. **Ctrl click centerpoint of circle and Origin**  to select both. Release Ctrl key and click **Make Vertical**  on the context toolbar, **Fig. 9**.

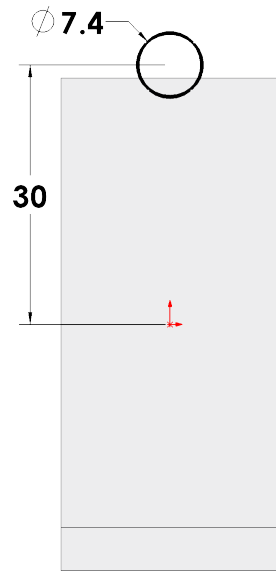


Fig. 10

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

Step 8. Add dimension, **Fig. 10**.

Step 9. Click **Right**  on the Standard Views toolbar. (**Ctrl-4**)

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

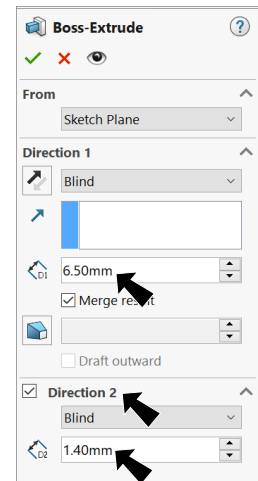


Fig. 11

Step 11. In the Boss-Extrude Property Manager set:
under Direction 1, **Fig. 11**

Depth  **D1** 6.5
under Direction 2

Depth  **D2** 1.4
click OK .

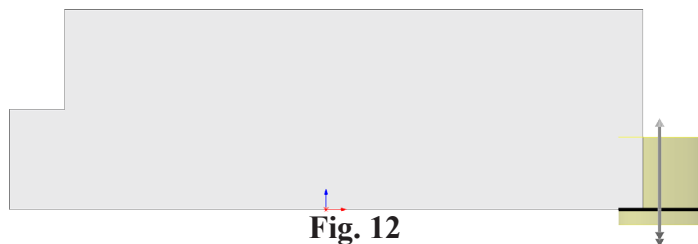




Fig. 12

D. Fillet Edge.

Step 1. Click **Isometric**  on the Standard Views toolbar. (**Ctrl-7**)

Step 2. Click **Fillet**  on the Features toolbar.

Step 3. In the Fillet Property Manager set:
select **FilletXpert**, **Fig. 13**

Radius  **.7**
drag a selection across
all, Fig. 14
click **OK** .

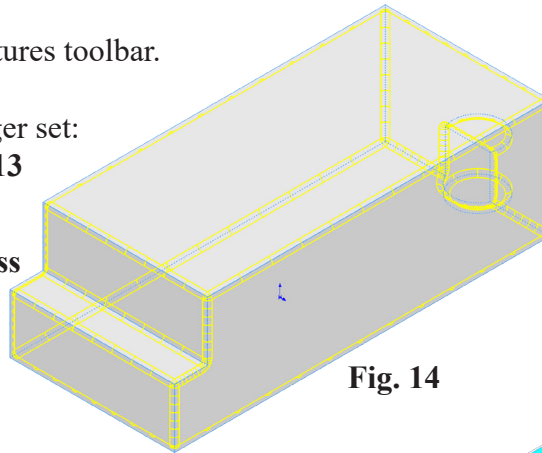


Fig. 14

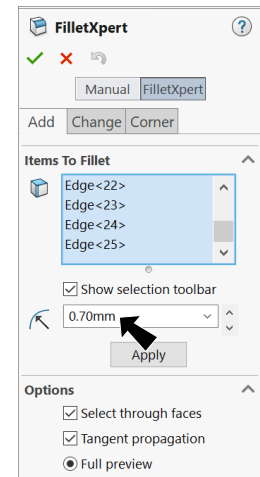




Fig. 13

E. Appearance.

Step 1. Click part, click **Appearance Callout**  on the context toolbar and click **BATTERY...** , **Fig. 15**.

Step 2. In the Appearances Property Manager set:
under **Color**, **Fig. 16**
click a **gray swatch**
click **OK** .

Step 3. Save  (**Ctrl-S**).

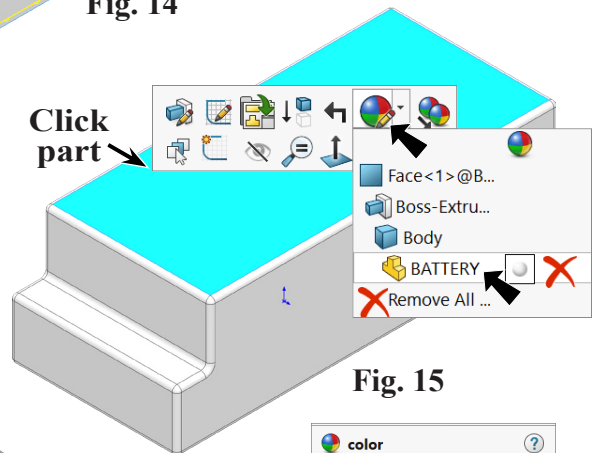


Fig. 15

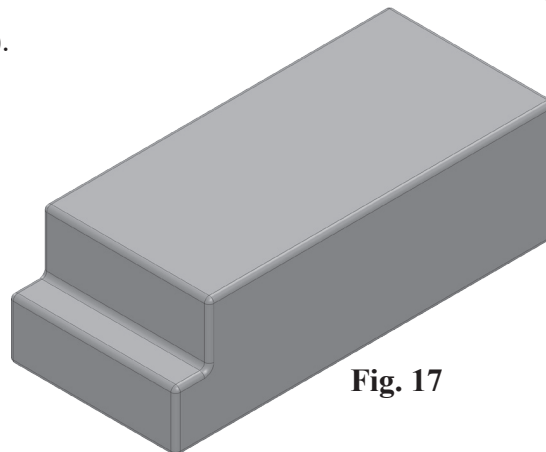


Fig. 17

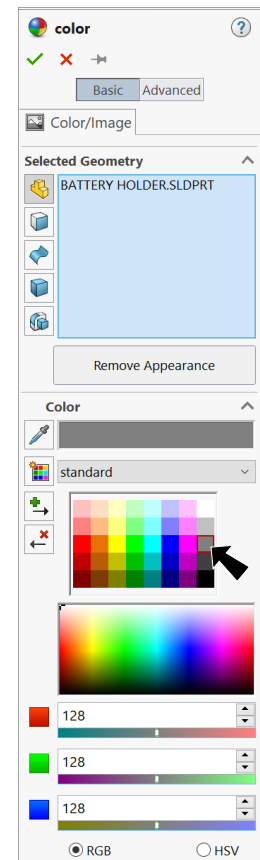


Fig. 16