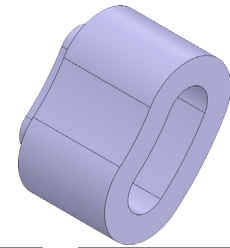


Right Pinion Guide



A. Mirror Left Part.

- Step 1. Open your **LEFT PINION GUIDE** part file.
- Step 2. Click **Right Plane** in the Feature Manager to select the Plane, **Fig. 1**.
- Step 3. Click Insert Menu > Mirror Part.
- Step 4. In the Insert Part Property Manager set:
 - under Transfer, **Fig. 2**
 - check **Solid bodies**
 - uncheck **Planes**
 - under Visual Properties
 - check **Propagate from original part**
 click OK ✓.

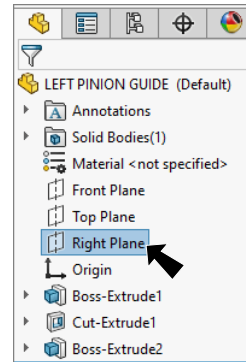


Fig. 1

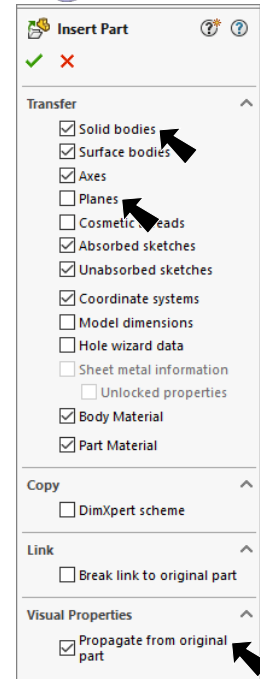


Fig. 2

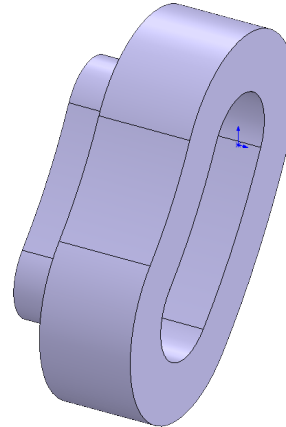


Fig. 3

B. Save as "RIGHT PINION GUIDE".

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

C. Extrude Body.

- Step 1. Select **Sketch1**. To select Sketch1, expand **Left Pinion Guide** part in the Feature Manager, expand **Sketches** folder and click **Sketch1** to select the sketch, **Fig. 4**.

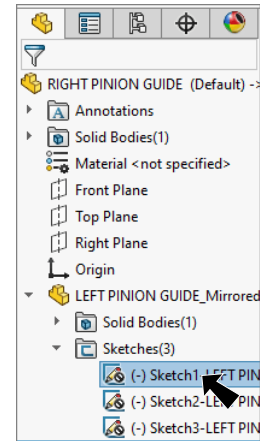
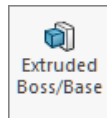


Fig. 4

- Step 2. Click **Features** on the Command Manager toolbar.

- Step 3. Click **Extruded Boss/Base** on the Features toolbar.



- Step 4. In the Boss-Extrude Property Manager:
 - under From, **Fig. 5**
 - Start Condition **Vertex**
 - click a **vertex on inside edge**, **Fig. 6**
 - under Direction 1
 - click **Blind**
 - Depth **8.5**
 - Reverse Direction
 click OK ✓.

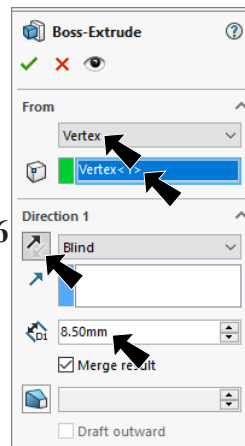


Fig. 5

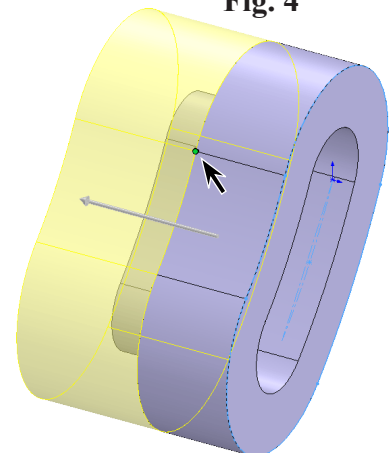


Fig. 6

C. Extrude Boss.

Step 1. Select **Sketch3**. To select, expand **Left Pinion Guide** part in the Feature Manager, expand **Sketches folder** and click **Sketch3** to select the sketch, **Fig. 7**.

Step 2. Click **Features** **Features** on the Command Manager toolbar.

Step 3. Click **Extruded Boss/Base** **Extruded Boss/Base** on the Features toolbar.

Step 4. In the Boss-Extrude Property Manager set:
under Direction 1, **Fig. 8**
Depth 12.5
Reverse Direction
click **OK**.

Step 5. Save (Ctrl-S).

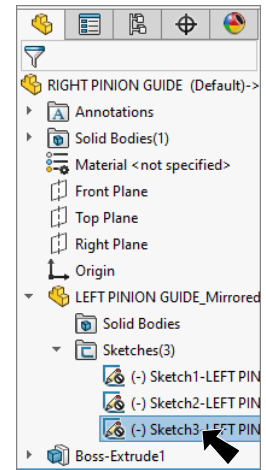


Fig. 7

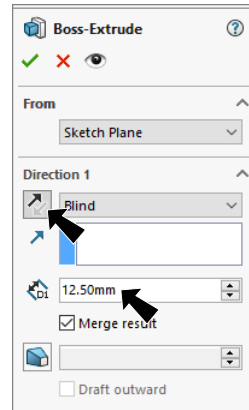


Fig. 8

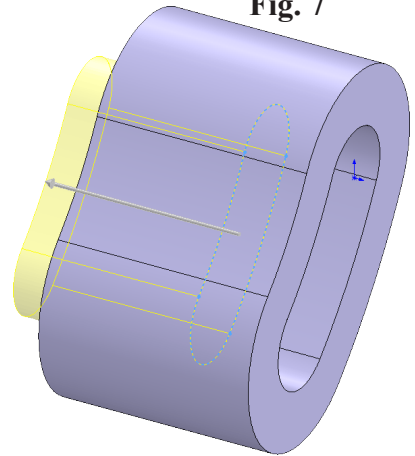
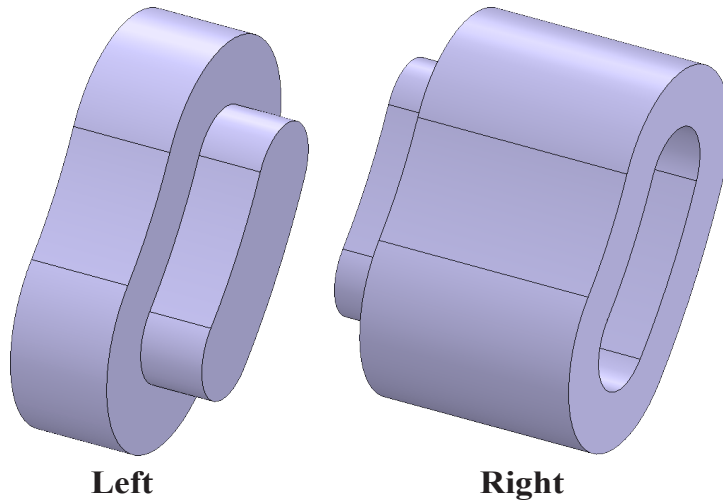


Fig. 9



Left

Right

Fig. 10