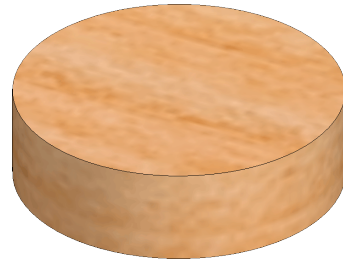




# Chapter 11

## Chair Plug



### A. Plug.

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**.

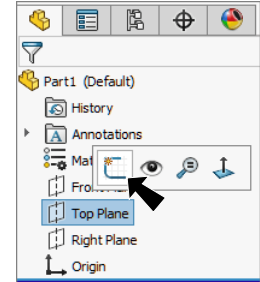


Fig. 1

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

Step 4. Sketch circle starting at Origin , **Fig. 2**.

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

Step 6. Dimension circle **diameter .375**, **Fig. 2**.

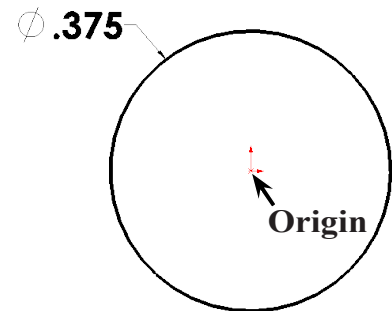



Fig. 2

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

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

Step 9. In the Boss-Extrude Property Manager set:  
under Direction 1, **Fig. 3**

**Depth**  **.1**  
click OK .

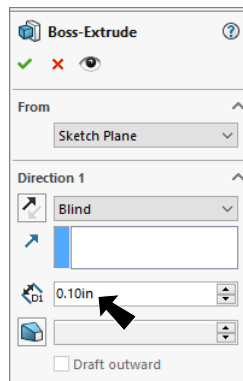


Fig. 3

### B. Save as "PLUG".

Step 1. Click File Menu > Save As.

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

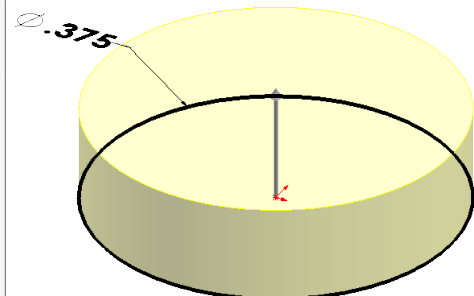
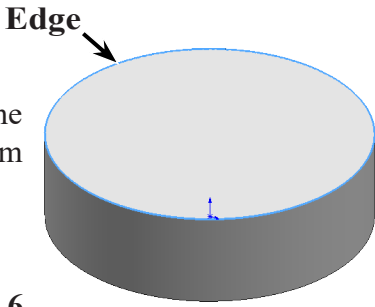
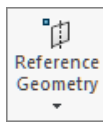


Fig. 4

### C. Mate Reference.

Step 1. Click the **top cylindrical edge** to select it, **Fig. 5**.



Step 2. Click **Reference Geometry** on the Features toolbar and **Mate Reference** from the menu.

Step 3. In the Mate Reference Manager:  
 under **Primary Reference Entity**, **Fig. 6**  
 confirm edge is selected  
 click OK ✓.

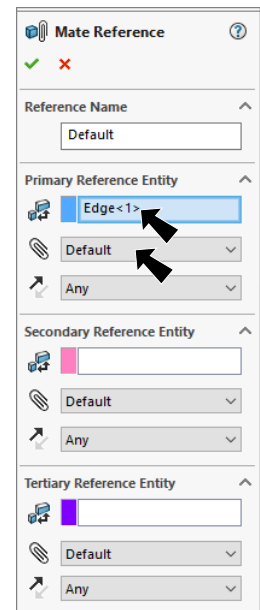
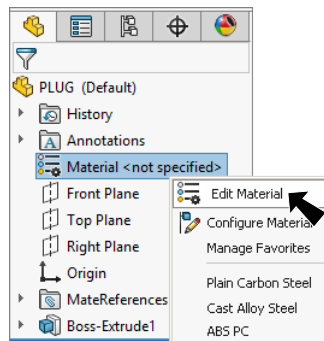


Fig. 6

### D. Material Cedar.

Step 1. **Right click Material** in the Feature Manager and click **Edit Material**, **Fig. 7**.



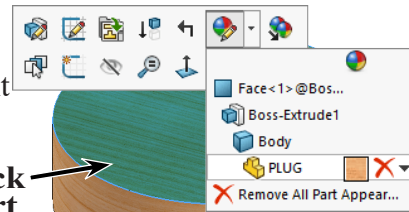
Step 2. Expand **Woods** in the material tree and select **Cedar**, click **Apply** and **Close**.



Fig. 8

### E. Adjust Mapping.

Step 1. Click the Plug to select part, click **Appearances Callout** on the context toolbar and click **PLUG**.



Step 2. In the Property Manager, click **Advanced button**, click **Mapping tab** under **Size/Orientation**

Click part

Fig. 9

set **Width** **6**  
 click OK ✓.



Fig. 11

Step 3. Save. Use **Ctrl-S**.

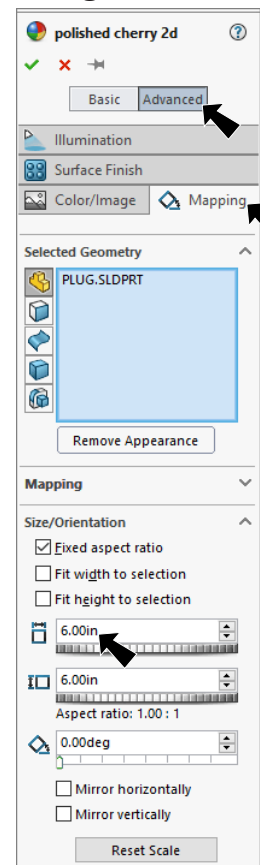


Fig. 10