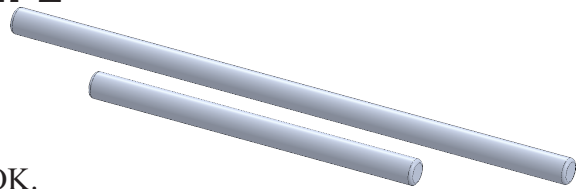






CO2 Rail Car E Axles



A. Axle.

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**.

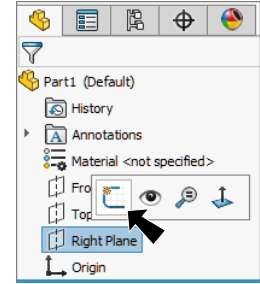


Fig. 1

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

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

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

Step 6. Dimension circle **diameter 3.18**, **Fig. 2**.

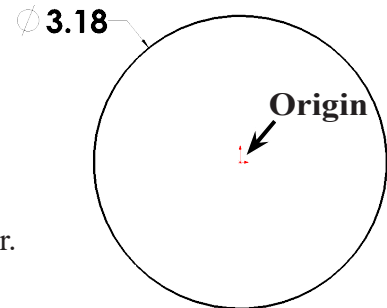




Fig. 2

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

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

Step 9. In the Property Manager set:
under Direction 1, **Fig. 3**
End Condition **Mid Plane**
Depth  **43**
click OK .

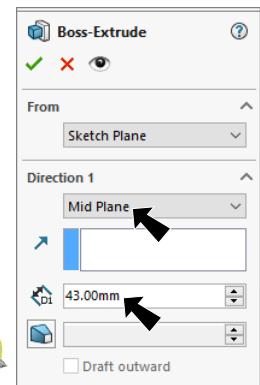



Fig. 3

Step 10. Click **Zoom to Fit**  (F) on the View toolbar.

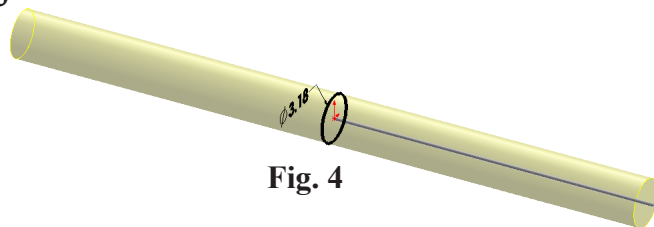


Fig. 4

B. Save as "FRONT AXLE".

Step 1. Click File Menu > Save As.

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

C. Fillet Edges.

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

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

set **Radius**  **.4**

click **cylindrical axle face**, **Fig. 6**

click **OK** .

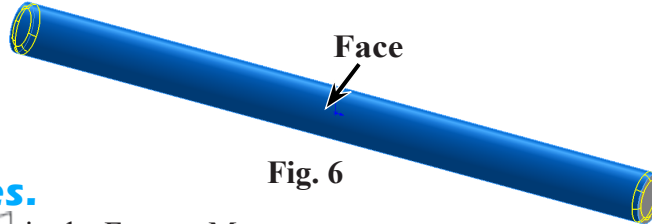


Fig. 6

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

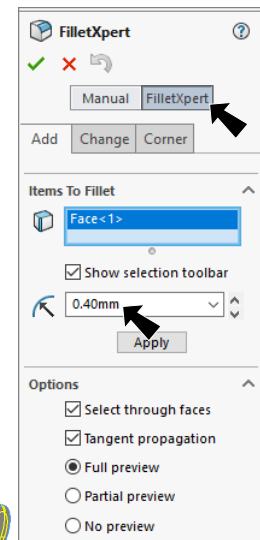
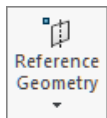


Fig. 5

D. Mate References.

Step 1. Click **Right Plane**  in the Feature Manager to select the Plane, **Fig. 7**.

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

Step 3. In the Mate Reference Manager set:
under **Primary Reference Entity**, **Fig. 8**

Mate Reference Type  **Coincident**

under **Secondary Reference Entity**

click in Entity box 

and click **cylindrical face of axle**, **Fig. 9**

click **OK** .

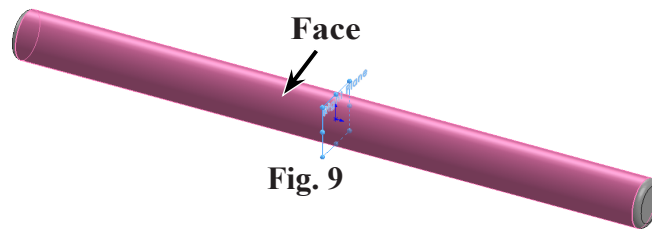


Fig. 9

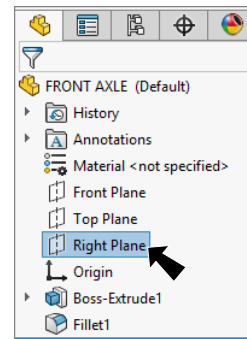


Fig. 7

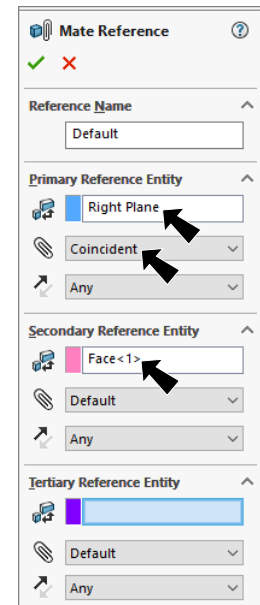


Fig. 8

E. Material Aluminum.

- Step 1. Right click **Material** in the Feature Manager and click **Edit Material**, Fig. 10.
- Step 2. Expand **Aluminum Alloys** in the material tree and select **1060 Alloy**, Fig. 11. Click **Apply** and **Close**.

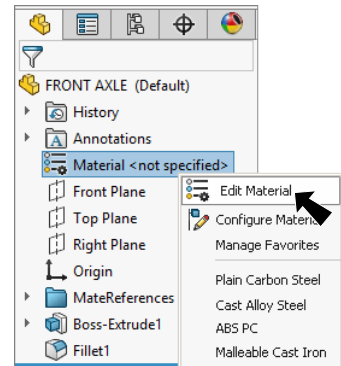


Fig. 10

F. Save as "REAR AXLE".

- Step 1. Save. Use **Ctrl-S** to save **FRONT AXLE**. **Very important to save here.**
- Step 2. Click File Menu > Save As.
- Step 3. Key-in **REAR AXLE** for the filename. You now have two axle files, **FRONT** and **REAR**. Next, we change length of **REAR** axle.

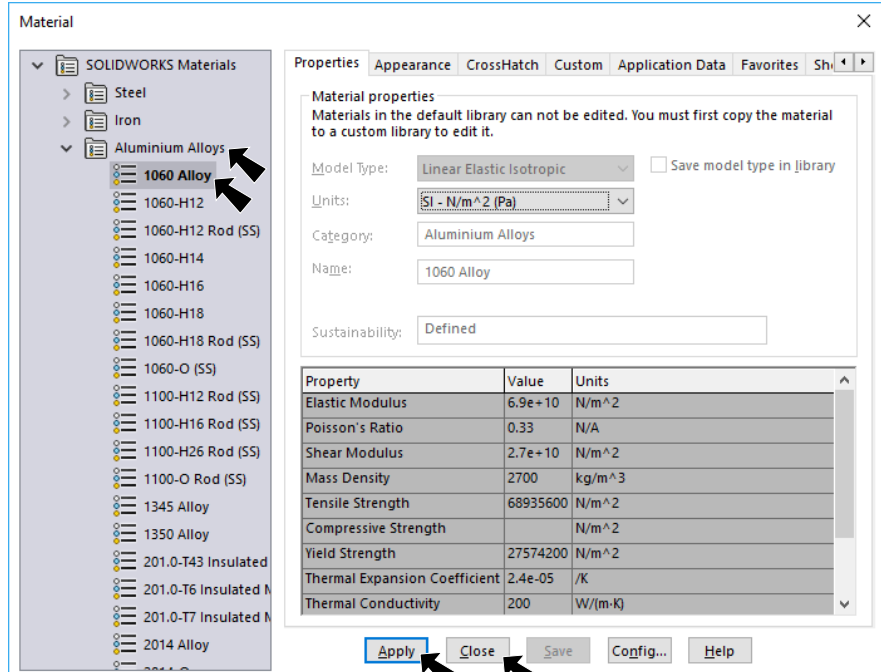


Fig. 11

G. Change Extrude Depth.

- Step 1. Click **Boss-Extrude1** in the Feature Manager and click **Edit Feature** in the content toolbar, Fig. 12.
- Step 2. In the Property Manager change:
Depth D1 **73.5**
 click **OK**, Fig. 13.

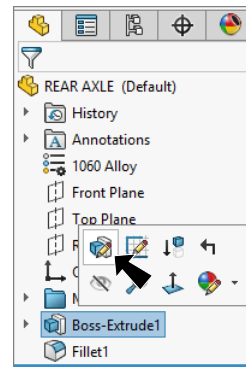


Fig. 12

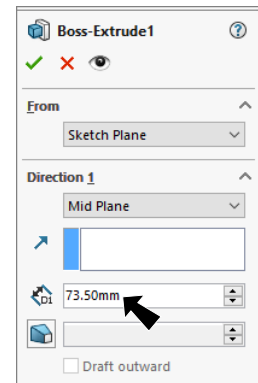


Fig. 13

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

You should have 2 axles:
FRONT 43 mm
REAR 73.5 mm

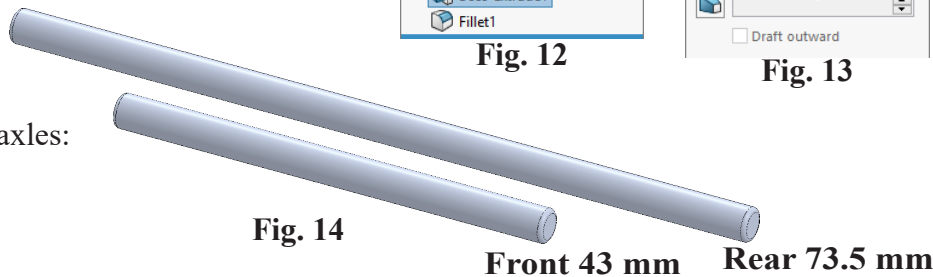


Fig. 14