



A. Sketch.

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.

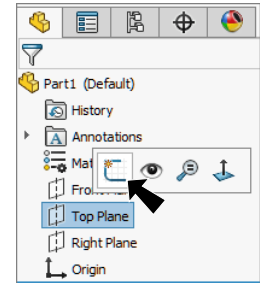


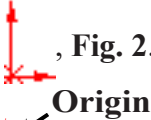


Fig. 1

Step 3. Click **Centerline**  in the **Line flyout**  on the Sketch toolbar.

Step 4. Sketch a vertical centerline down from the Origin , Fig. 2.



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

Step 6. Dimension **1.55**, Fig. 2.

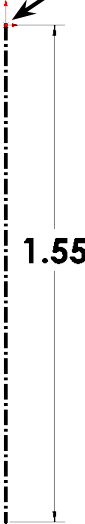


Fig. 2

Step 7. Click **Zoom to Fit**  (F) on the View toolbar.

Step 8. Click **Style Spline**  in the **Spline flyout**  on the Sketch toolbar.

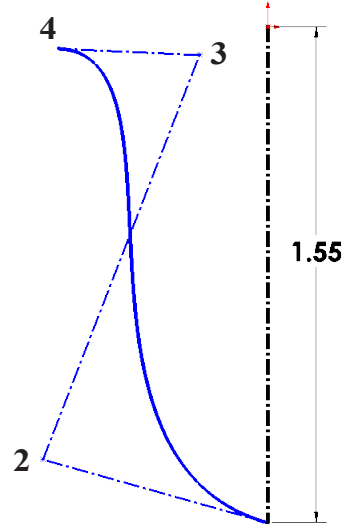




Fig. 3

Step 9. Sketch a **4 control vertex point Spline** start at bottom endpoint of centerline, Fig. 3. Press Escape to end spline.

Step 10. **Ctrl click top endpoint of Spline and Origin**  to select both. Release Ctrl key and click and click **Make Horizontal**  on the context toolbar, Fig. 4.

Ctrl click endpoint and Origin

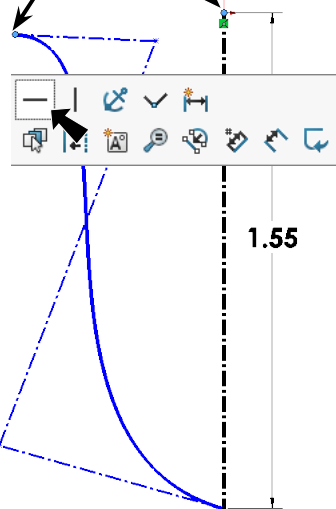



Fig. 4

Step 11. Click **top control polygon segment** and click **Make Horizontal**  on the context toolbar, Fig. 5.

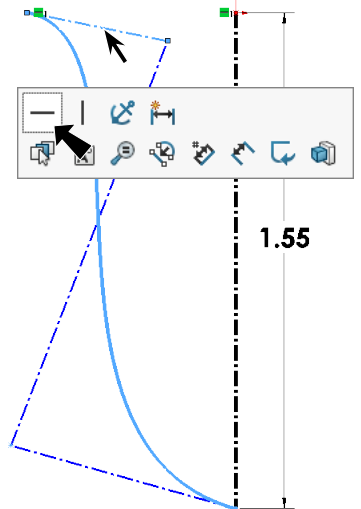




Fig. 5

Step 12. Click **bottom control polygon segment** and click **Make Horizontal**  on the context toolbar, **Fig. 6**.

Step 13. Click **Line**  (L) on the Sketch toolbar.

Step 14. Sketch **horizontal line out to left from top endpoint of Spline**, **Fig. 7**.

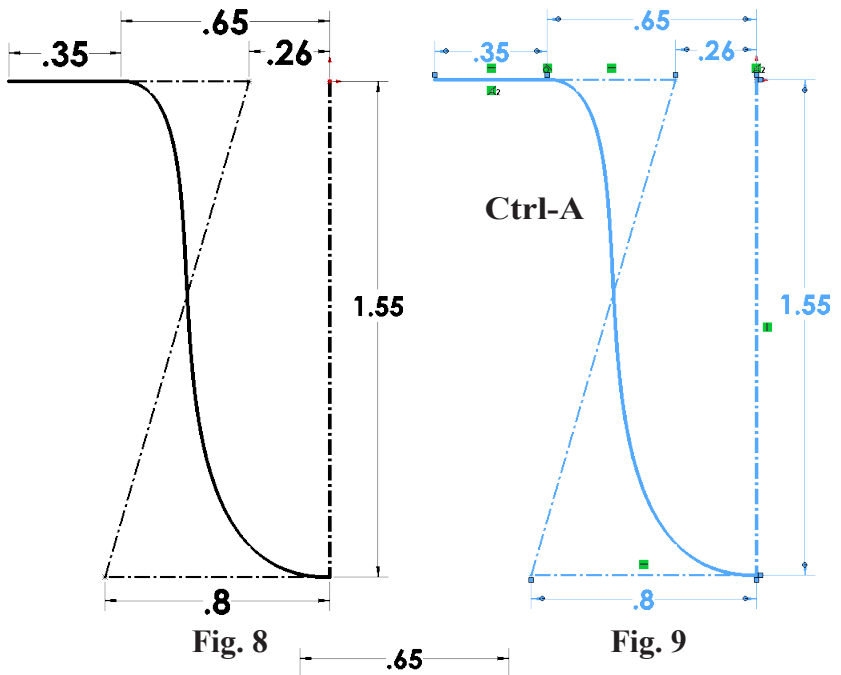
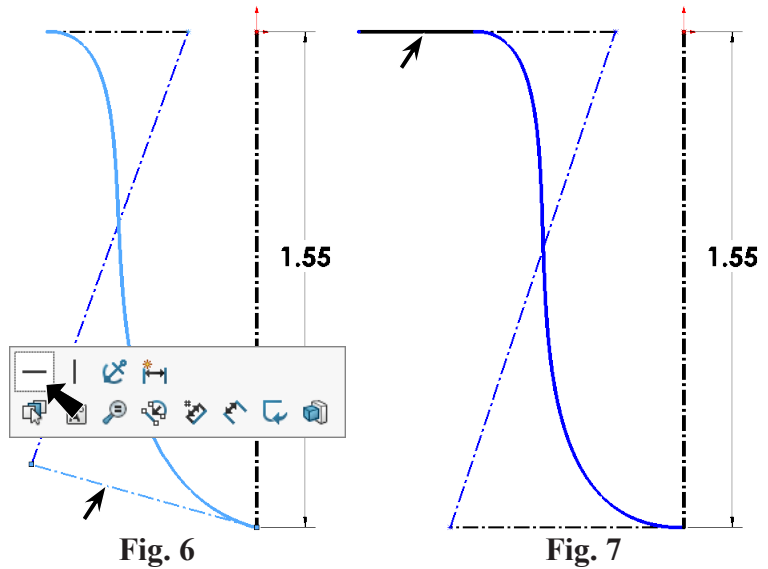
Step 15. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 16. Add dimensions. **Fig. 8**.

Step 17. **Right click graphics area and click Select** from menu to unselect Smart Dimension.

Step 18. Use **Ctrl-A** to select all, **Fig. 9**.

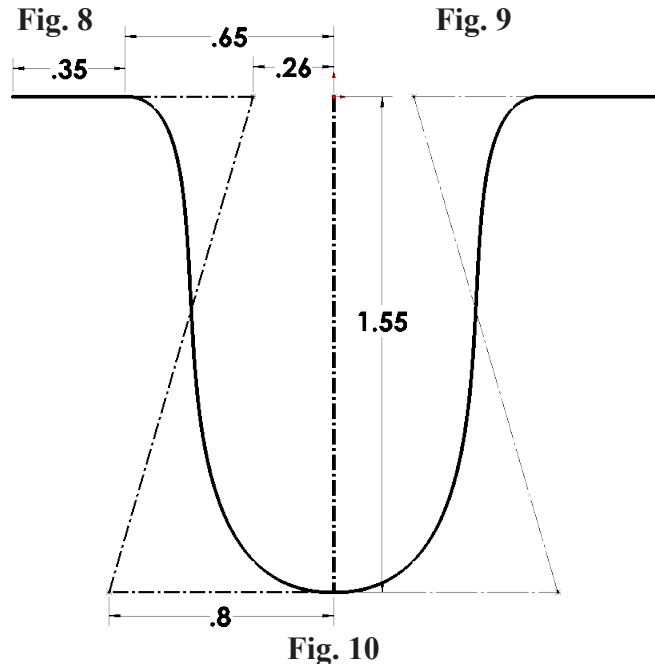
Step 19. Click **Mirror Entities**  on the Sketch toolbar, **Fig. 10**.



B. Save as "ELASTIC STRIP".

Step 1. Click File Menu > Save As.

Step 2. Key-in **ELASTIC STRIP** for the file-name and press ENTER.



C. Extrude Thin.

Step 1. Click **Features**  on the Command Manager toolbar.

Step 2. Click **Extruded Boss/Base**  on the Features toolbar.

Step 3. In the Boss-Extrude Property Manager set:
 under Direction 1, **Fig. 11**
 End Condition **Mid Plane**

Depth  **.35**
 under Thin Feature

Thickness  **.04**
 click **OK** .

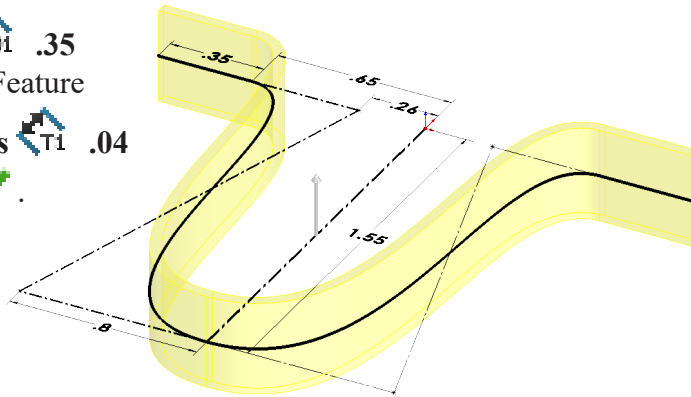


Fig. 12

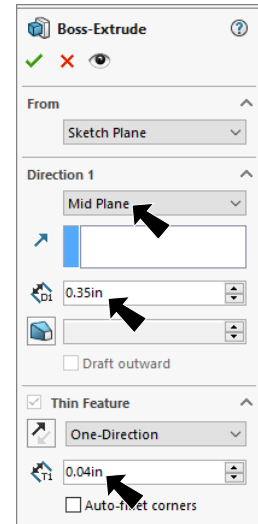



Fig. 11

D. Hole Wizard.

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

Step 2. Click **Hole Wizard**  on the Features toolbar.

Step 3. In the Property Manager, on the Type tab set:
 under Hole Type, **Fig. 13**

select **Hole** 
 under Standard:
 select **ANSI Inch**
 under Type:
 select **Screw Clearances**
 under Size:
 select **#5**
 uncheck **Show custom sizing**
 under End Condition
 End Condition **Through All**

click **Positions** tab  at top of the Property Manager.

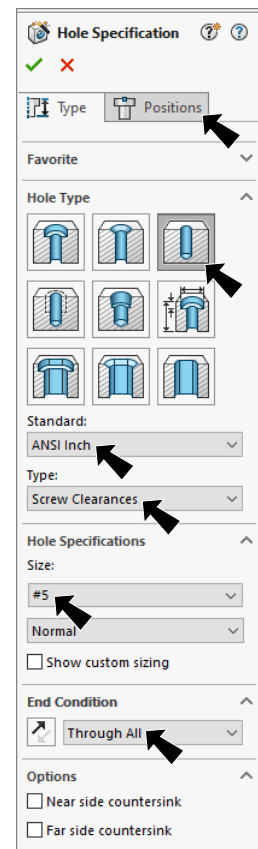
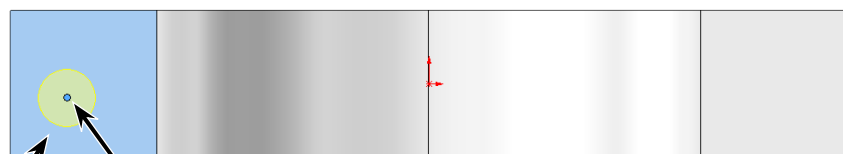


Fig. 13

Step 4. Click left flange face **one time** as face to locate hole and click flange face again to place **one Point**, **Fig. 14**.





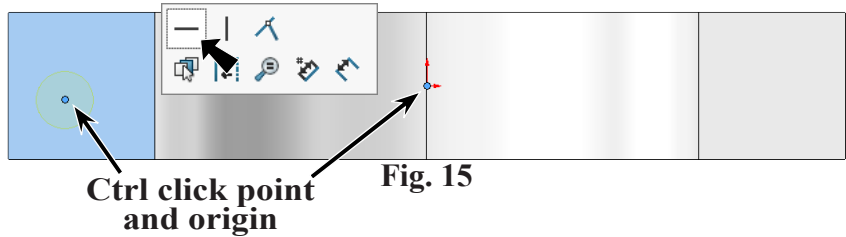
Click face..
..then Point

Fig. 14

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



Step 6. **Ctrl click Point and Origin**

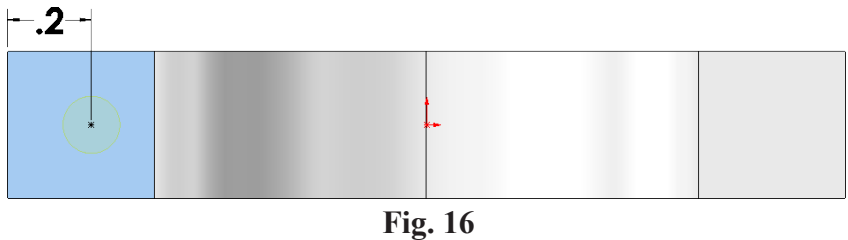
 to select both. **Release Ctrl key and click Make Horizontal**  on the context toolbar, **Fig. 15.**




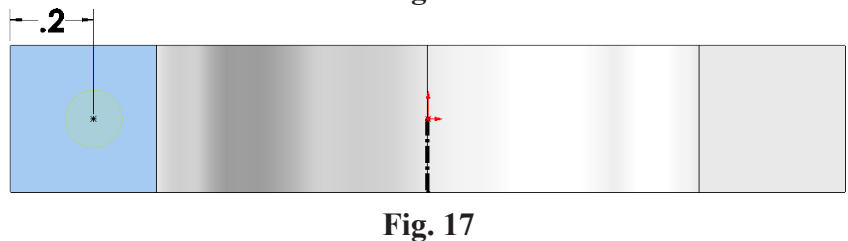
Step 7. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 8. Add **.2** dimension, **Fig. 16.**

Step 9. Click **Centerline** in the **Line flyout**   on the Sketch toolbar.

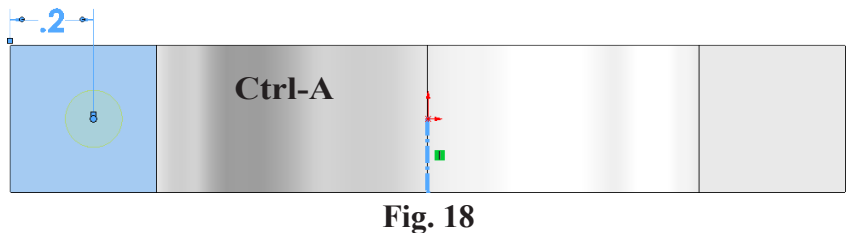


Step 10. Sketch a vertical centerline down from the Origin , **Fig. 17.**




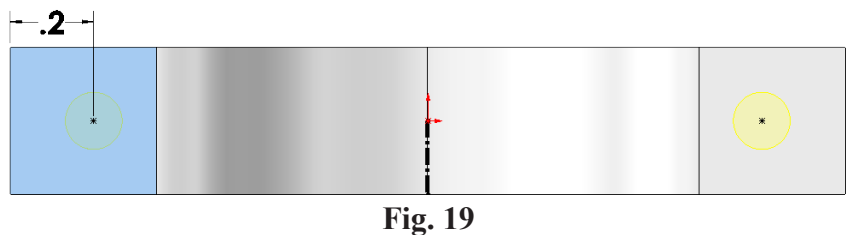
Step 11. **Right click graphics area and click Select** from menu to unselect Centerline tool.

Step 12. Use **Ctrl-A** to select all, **Fig. 18.**



Step 13. Click **Mirror Entities**  on the Sketch toolbar, **Fig. 19.**

Step 14. Click OK  in the Hole Wizard Property Manager.



Step 15. Save. Use **Ctrl-S.**

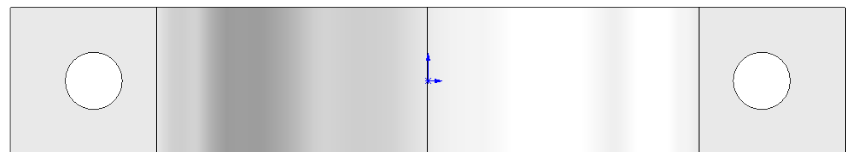


Fig. 20

E. Fillet Edges.


Step 1. Click **Trimetric**  on the Standard Views toolbar.

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

Step 3. In the Fillet Property Manager set:
select **FilletXpert**, Fig. 21

Radius  **.1**

click a **corner edge on flange**, Fig. 22

click **Connected to start virtual loop, 3 Edges**  on Fillet pop-up toolbar
click **Apply**.

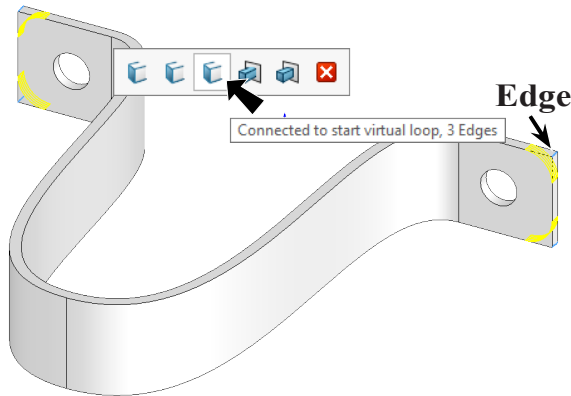


Fig. 22

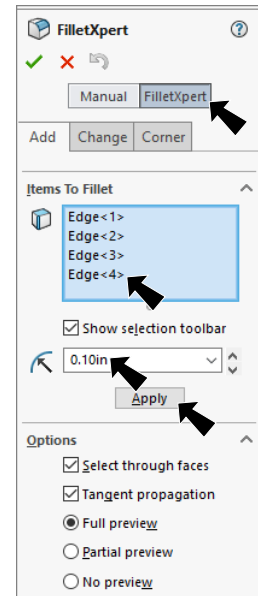


Fig. 21

Step 4. Set **Radius .01**, Fig. 23

click a **top edge**, Fig. 24

click **Virtual left face, 27 Edges**  on Fillet pop-up toolbar
click **OK** .

Step 5. Save. Use **Ctrl-S**.

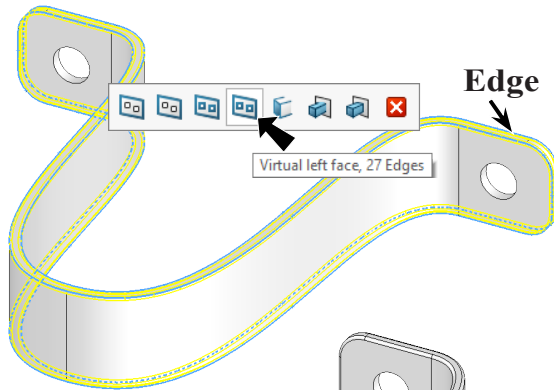


Fig. 24

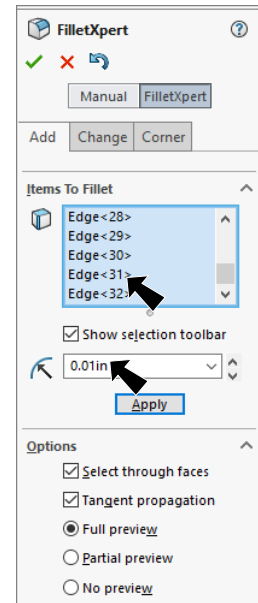


Fig. 23

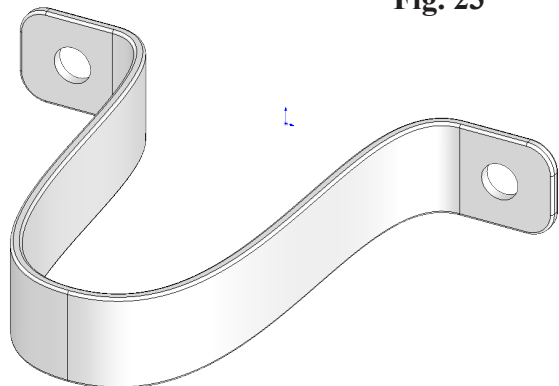



Fig. 25

F. Material Rubber.

Step 1. Right click **Material**  in the Feature Manager and click **Edit Material**, Fig. 26.

Step 2. Expand **Other Non-metals** in the material tree and click **Rubber**. Click **Apply** and **Close**.

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

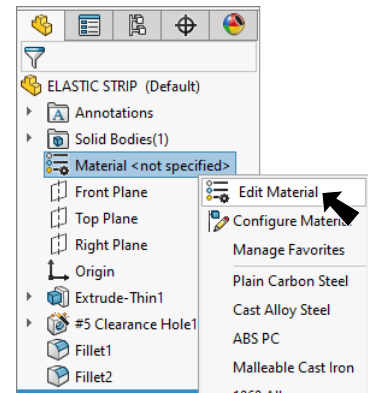


Fig. 26

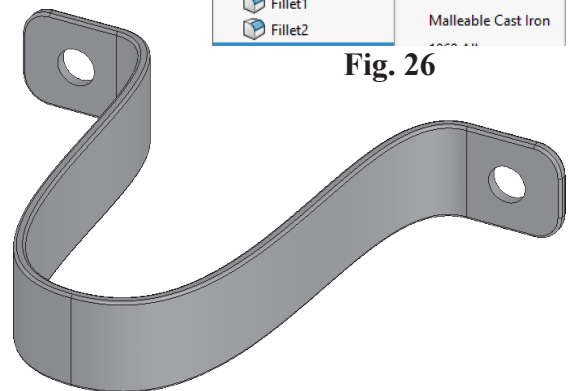


Fig. 27