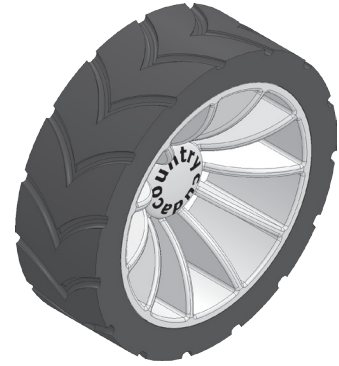


Wind Up Car Wheel Assembly





A. Insert Rim and Tire.

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

Step 2. Select your **RIM** file and click Open from the Open dialog box.

Step 3. In the Begin Assembly Property Manager set:

click **Keep Visible** , **Fig. 1**

Click OK  in the Property Manager. This will place Rim origin at the assembly origin and fix the position so Rim cannot move. This fixed component should have a **(f)** before its name in the Feature Manager  (f) RIM<1> .

Step 4. Click **Browse** in the Property Manager, **Fig. 1**.

Step 5. Select your **TIRE** file and click Open.

Step 6. Click approximately where Tire is positioned in **Fig. 2**.

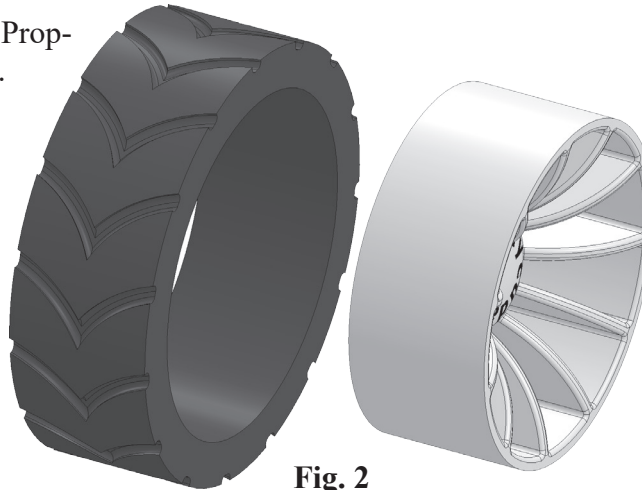


Fig. 2

Step 7. Click OK  in the Property Manager when done.

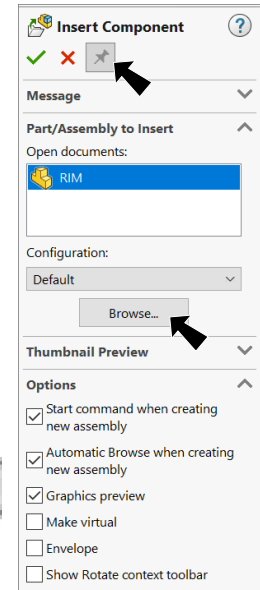




Fig. 1



B. Save as "WHEEL ASSEMBLY".


Step 1. Click File Menu > Save As.

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


C. Mate: Tire to Rim.

Step 1. Click **Right Plane**  in the Feature Manager and click **Mate**  on the context toolbar, **Fig. 3**.

Step 2. Expand the flyout Feature Manager design tree (click ) in the top left corner of the graphics area, expand **TIRE** and click **Right Plane** , **Fig. 4**.

Step 3. Click Add/Finish Mate  to add a **Coincident** mate.

Step 4. Click a **cylindrical face of in Rim** and a **cylindrical face of Tire**, **Fig. 6**.

Step 5. Check **Lock Rotation** and Add/Finish Mate  in Mate pop-up toolbar to add a **Concentric** mate, **Fig. 7**.

Step 6. Click **OK**  in the Property Manager.

Step 7. Save  (Ctrl-S).

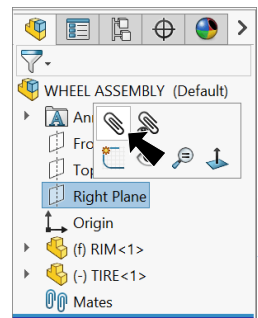


Fig. 3

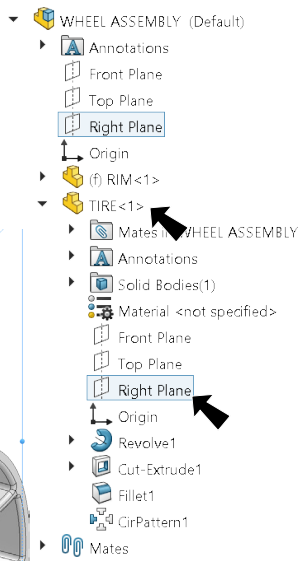


Fig. 4

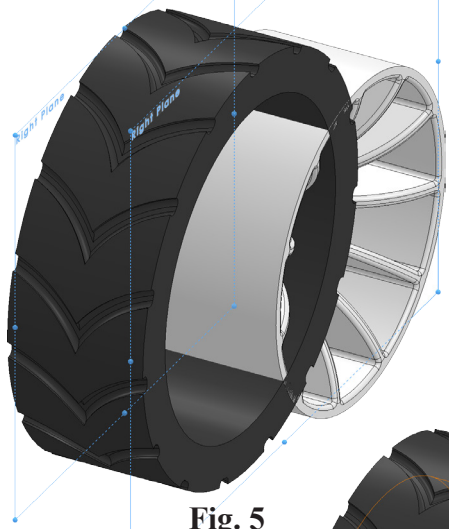


Fig. 5



Fig. 6



Fig. 7



Fig. 8