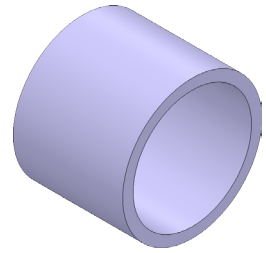




Wind Up Car Idler Spacer



A. Extrude.

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**.

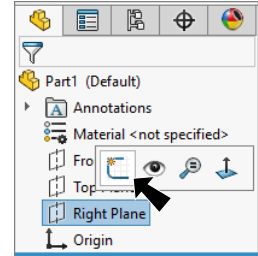


Fig. 1

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

Step 4. Sketch **two circles** starting at the Origin , **Fig. 2**.

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

Step 6. Dimension **diameters 8 and 6.8**, **Fig. 2**.

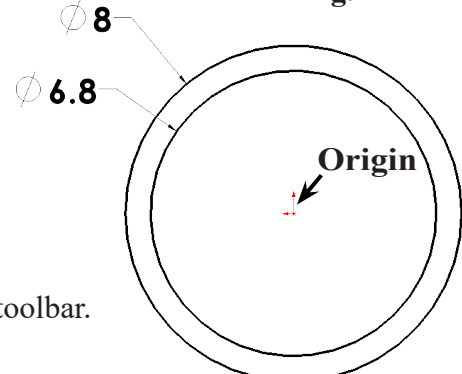


Fig. 2

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**

Depth  **6.3**
click OK .

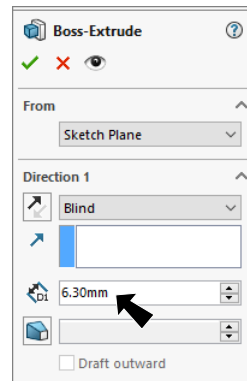


Fig. 3

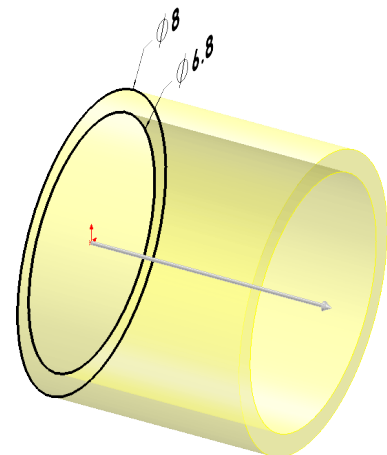


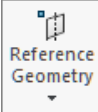
Fig. 4


B. Save as "IDLER SPACER".

Step 1. Click File Menu > Save As.

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

C. Mate References.

Step 1. Click **Reference Geometry**  on the Features toolbar and **Mate Reference** from the menu.

Step 2. In the Mate Reference Manager: under Primary Reference Entity, **Fig. 5** click a **cylindrical face**, **Fig. 6** click OK .

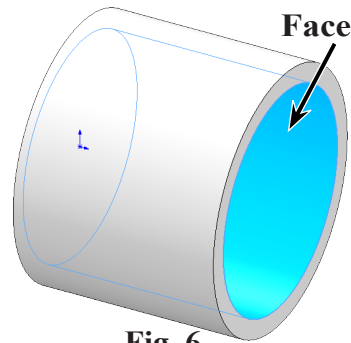
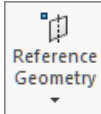


Fig. 6

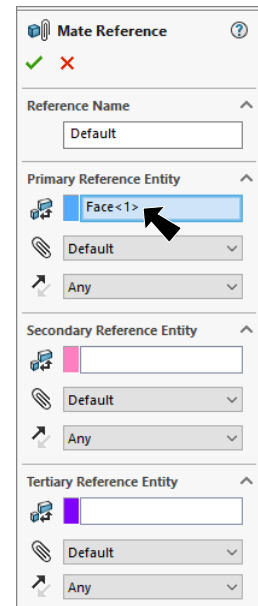


Fig. 5

D. Appearance.

Step 1. Click part, click **Appearance Callout**  on the context toolbar and click **IDLER SP...** , **Fig. 5**.

Step 2. In the Appearances Task pane, expand **Plastic**, click **High Gloss** and in the lower pane select **white high gloss plastic**, **Fig. 6**.

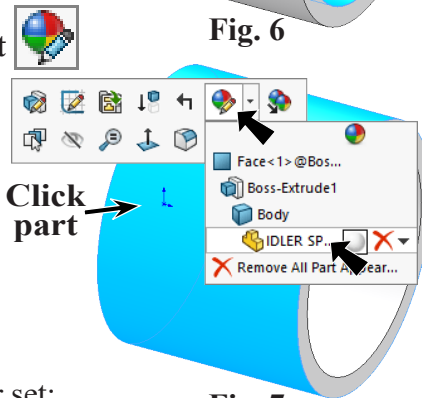



Fig. 7

Step 3. In the Appearances Property Manager set: under Color, **Fig. 7** set **RGB values**
R 185
G 182
B 227
 click OK .

Step 4. Save  (**Ctrl-S**).

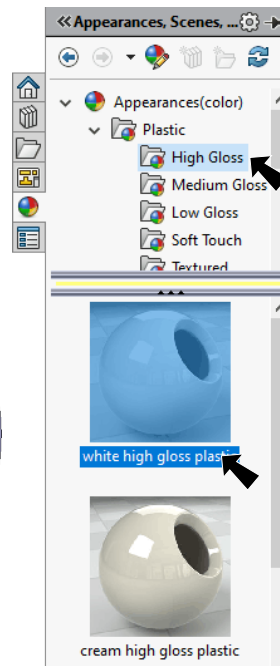


Fig. 8

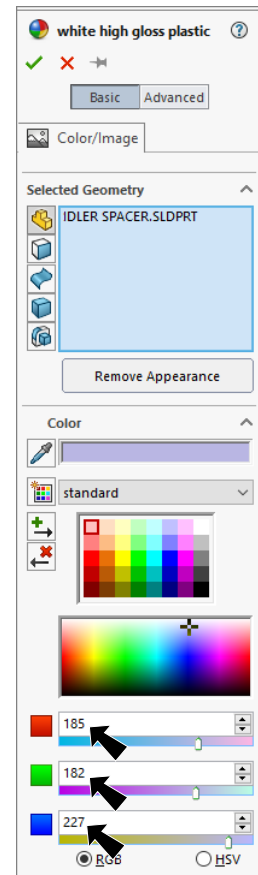


Fig. 9

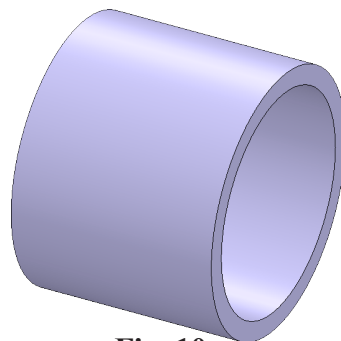


Fig. 10