



Wind Up Car Right Body

A. Mirror Left Part.

- Step 1. Open your **LEFT BODY** part file.
- Step 2. Click **Right Plane**  in the Feature Manager to select the Plane, **Fig. 1**.
- Step 3. Click Insert Menu > Mirror Part.
- Step 4. In the Insert Part Property Manager set:
 under Transfer, **Fig. 2**
 check **Solid bodies**
 uncheck **Planes**
 under Visual Properties
 check **Propagate from original**
 click OK  .

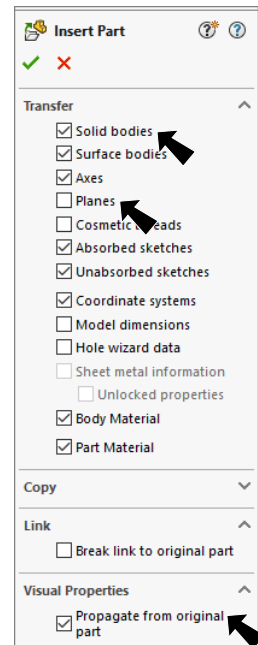
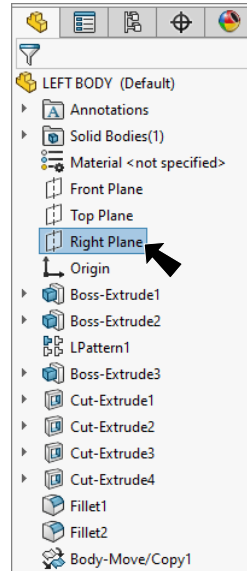
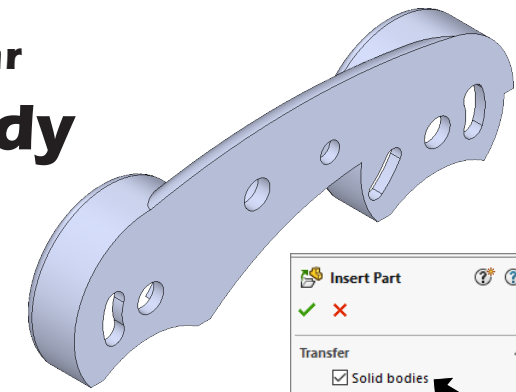





Fig. 2

B. Save as "RIGHT BODY".

- Step 1. Click File Menu > Save As.
- Step 2. Key-in **RIGHT BODY** for the filename and press ENTER.

C. Cut Idler Hole.

- Step 1. Click the **side face of body** and click Sketch  on the context toolbar, **Fig. 3**.
- Step 2. Click **Normal To**  on the Standard Views toolbar. (Ctrl-8)
- Step 3. Click **Circle**  (S) on the Sketch toolbar.
- Step 4. Sketch **circle centered at the Idler hole**, **Fig. 4**.

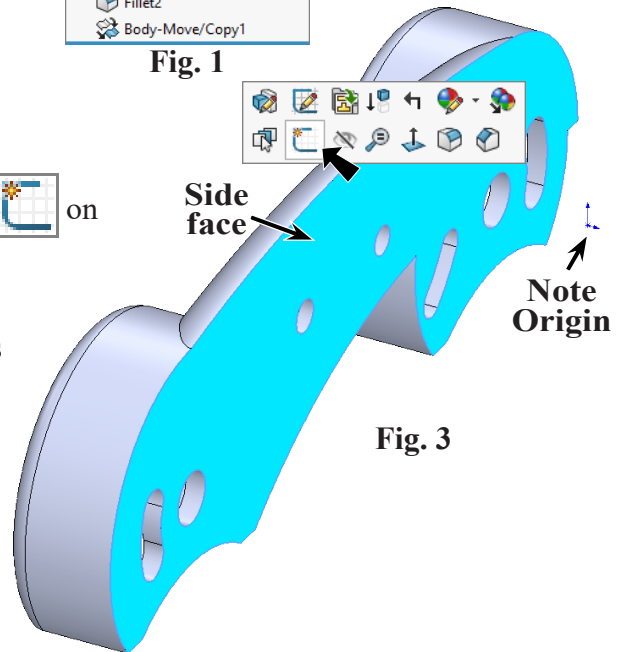


Fig. 3

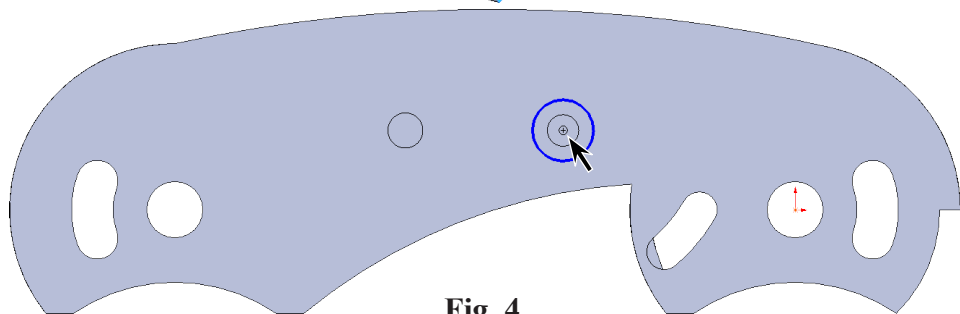


Fig. 4

Step 5. Click **Smart Dimension**



(S) on the Sketch toolbar.

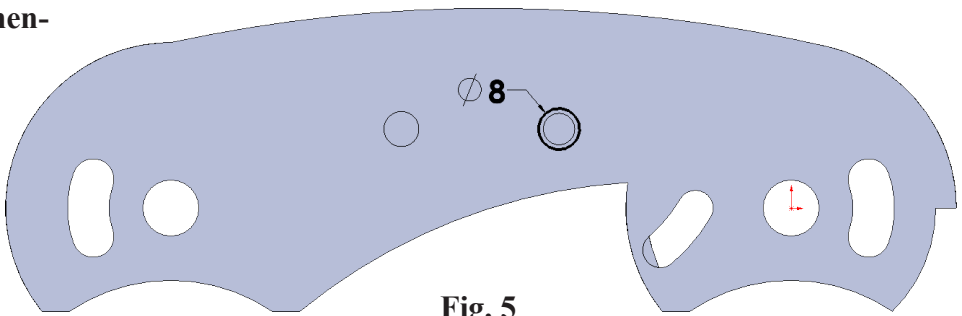
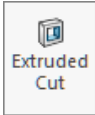



Fig. 5

Step 6. Dimension **diameter 8, Fig. 5.**

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

Step 8. Click **Extruded Cut**  on the Features toolbar.

Step 9. In the Cut-Extrude Property Manager set:
under Direction 1, **Fig. 6**
End Condition **Up To Surface**
click **inside bottom face of hole, Fig. 7**
click OK .

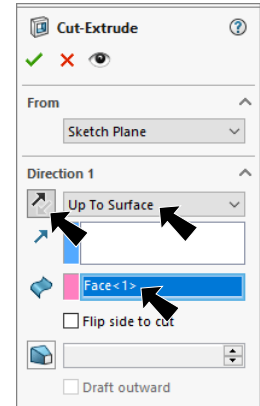


Fig. 6

Step 10. Save  (Ctrl-S).

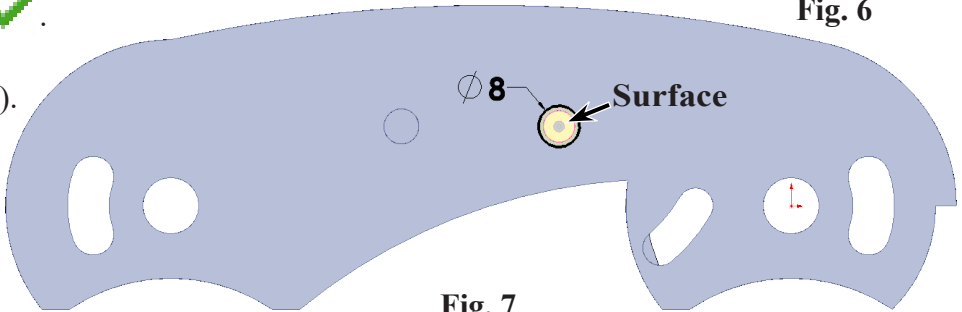


Fig. 7

D. Cut Spring Axle Hole Wizard.

Step 1. Click **Hole Wizard**  on the Features toolbar.

Step 2. In the Property Manager on the Type tab set:
under Hole Type, **Fig. 8**

select **Counterbore** 

under Standard:

select **ANSI Metric**

under Type:
Hex Bolt

under Size:

select **M10**
check **Show custom sizing**

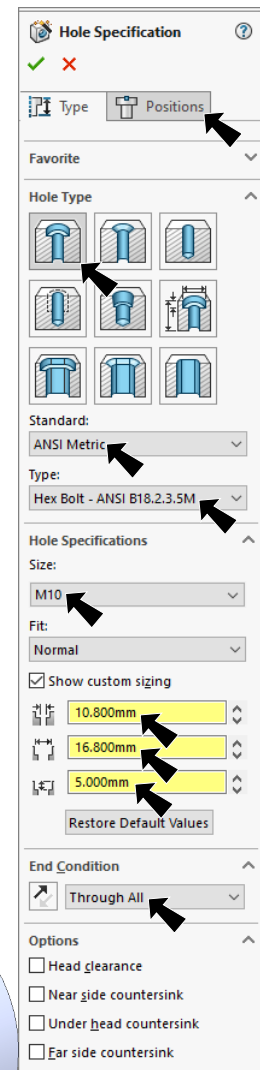
Through Hole Diameter  10.8

Counterbore Diameter  16.8

Counterbore Depth  5

under End Condition **Through All**

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



Step 3. Rotate view to view outside face of body and click **outside face** of body for face for holes, **Fig. 9**.

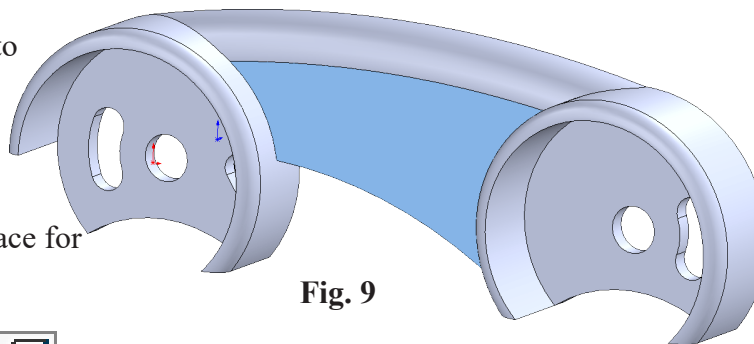



Fig. 9

Fig. 8

Step 4. Click **Right**  on the Standard Views toolbar. (**Ctrl-4**)

Step 5. Hover cursor over edge of Spring Axle hole to display centerpoint. Then, click centerpoint to create a coincident  mate with hole, **Fig. 10**.

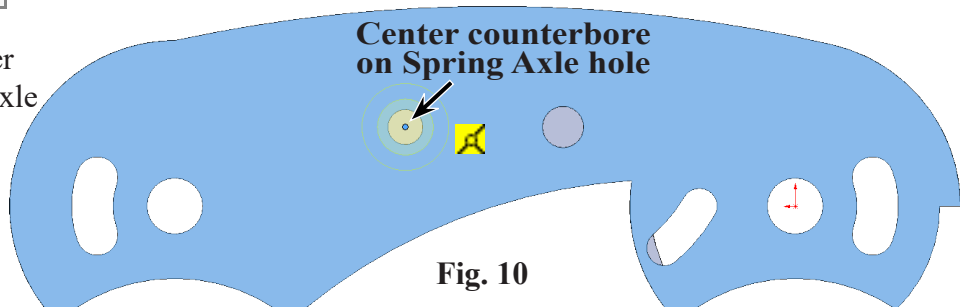



Fig. 10

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

Step 7. Use **Previous View**  on the Standard Views toolbar. (**Ctrl-Shift-Z**) to confirm counterbore, **Fig. 11**.

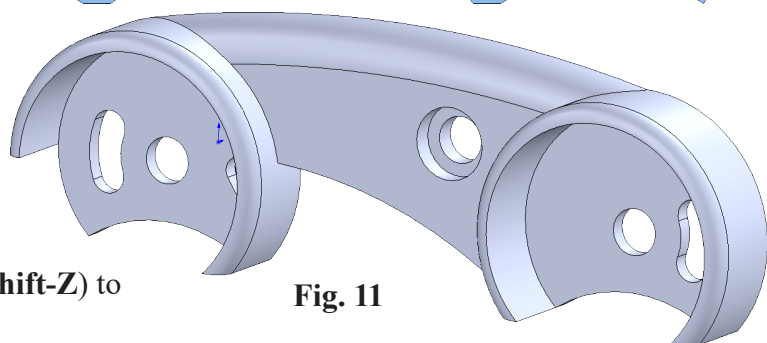


Fig. 11

E. Mate References Cross Member Slots.

Step 1. Click **Right Plane**  in the Feature Manager to select Plane, **Fig. 12**.

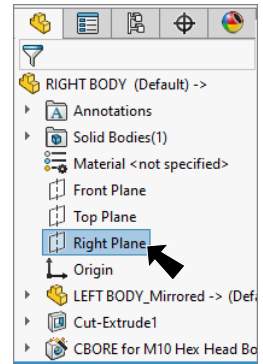

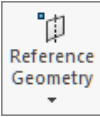



Fig. 12

Step 2. Click **Isometric**  on the Standard Views toolbar. (**Ctrl-7**)

Step 3. Use **Up Arrow** key **two times** to rotate view slightly, **Fig. 14**.

Step 4. Click **Reference Geometry**  on the Features toolbar and **Mate Reference** from the menu.

Step 5. In the Mate Reference Manager:

under **Primary Reference Entity** , **Fig. 13**
Right plane was preselected

Mate Reference Type  **Coincident**

under **Secondary Reference Entity** 

click in Entity box 

and click **top curved face of rear Slot cut**, **Fig. 14**

Mate Reference Type  **Concentric**

under **Tertiary Reference Entity** 

click in Entity box 

and click **bottom curved face of rear slot cut**

Mate Reference Type  **Concentric**

click OK .

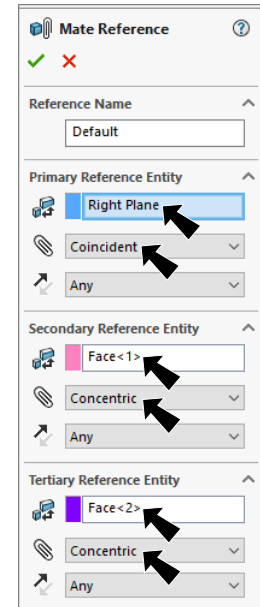


Fig. 13

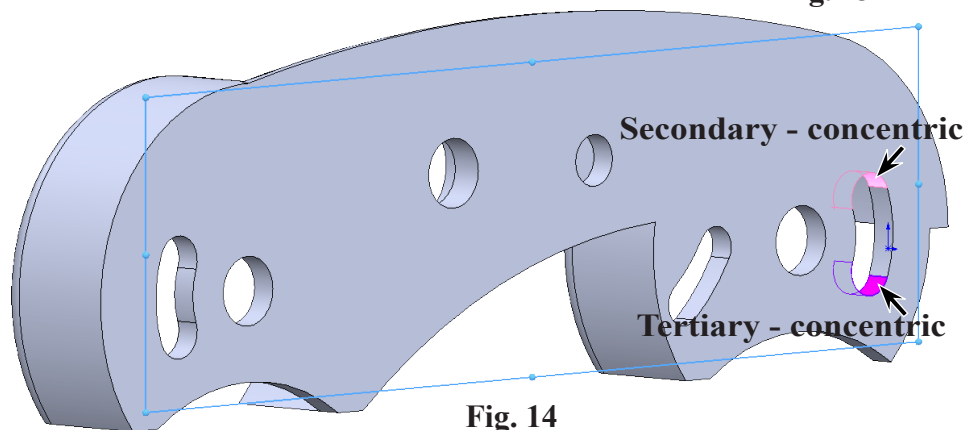


Fig. 14

Step 6. Click **Right Plane**  in the Feature Manager to select Plane, **Fig. 15**.

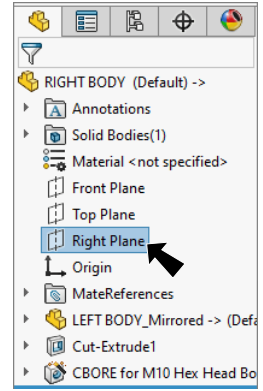
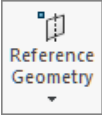



Fig. 15

Step 7. Click **Reference Geometry**  on the Features toolbar and **Mate Reference** from the menu.

Step 8. In the Mate Reference Manager:
 under **Primary Reference Entity** , **Fig. 16**
Right plane was preselected

Mate Reference Type  **Coincident**

under **Secondary Reference Entity** 

click in Entity box 

and click **bottom curved face of front Slot cut**, **Fig. 17**

Mate Reference Type  **Concentric**

under **Tertiary Reference Entity** 

click in Entity box 

and click **top curved face of front slot cut**

Mate Reference Type  **Concentric**

click OK .

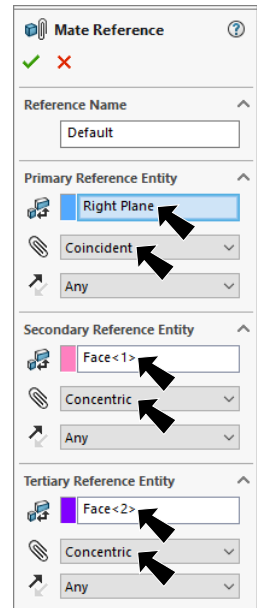


Fig. 16

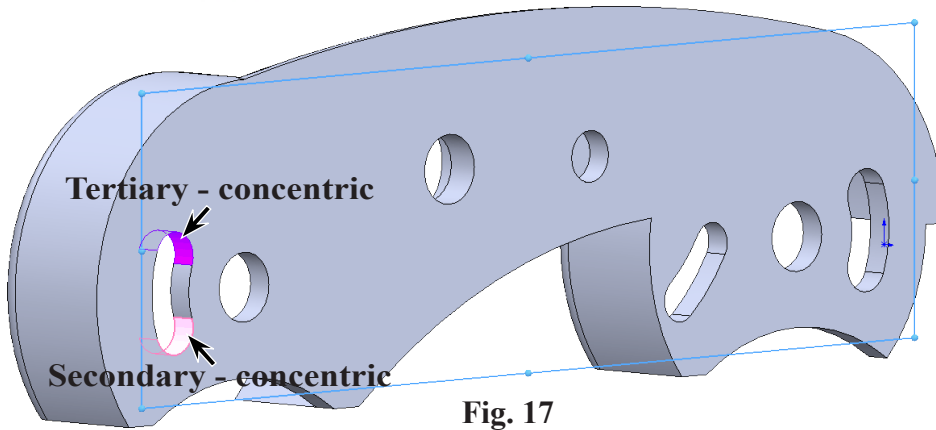

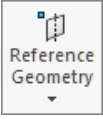



Fig. 17

F. Mate References Axle Holes.

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

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. 18**
Right plane was preselected
Mate Reference Type  **Coincident**
 under **Secondary Reference Entity**

click in Entity box 
 and click **cylindrical face of an Axle hole, Fig. 19**
 click OK  .

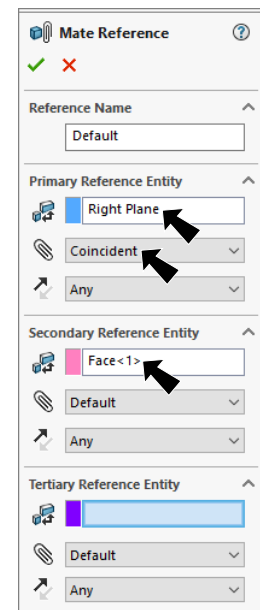
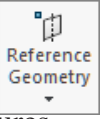


Fig. 18

Step 4. Click **Right Plane**  in the Feature Manager to select Plane.

Step 5. Click **Reference Geometry**  on the Features toolbar and **Mate Reference** from the menu.

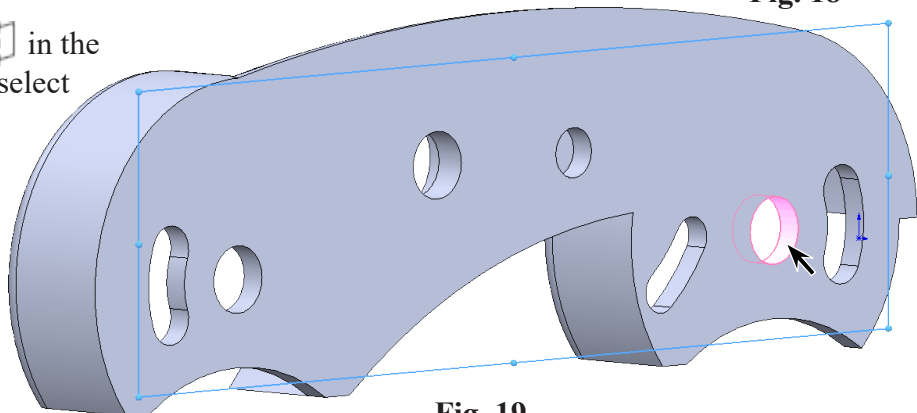



Fig. 19

Step 6. In the Mate Reference Manager:
 under Primary Reference Entity, **Fig. 18**
Right plane was preselected
Mate Reference Type  **Coincident**
 under **Secondary Reference Entity**

click in Entity box 
 and click **cylindrical face of the other Axle hole, Fig. 20**
 click OK  .

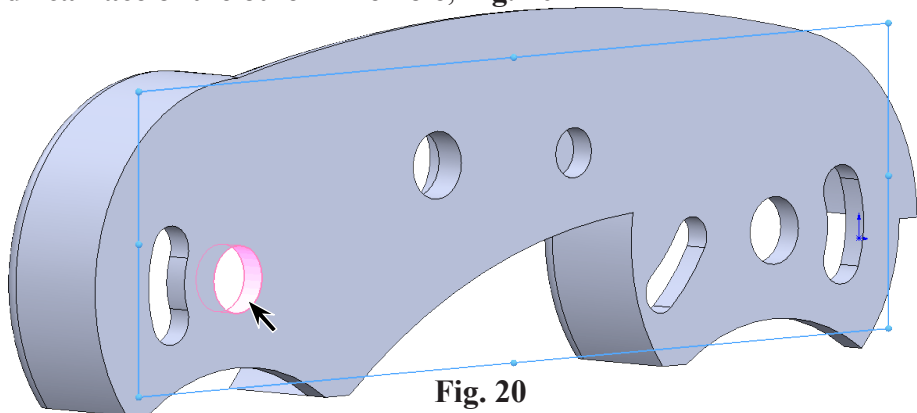

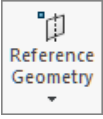



Fig. 20

G. Mate References Idler.

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

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. 21**
Right plane was preselected
Mate Reference Type  **Coincident**
under **Secondary Reference Entity**

click in Entity box 
and click **cylindrical face of Idler hole**, **Fig. 22**
click OK  .

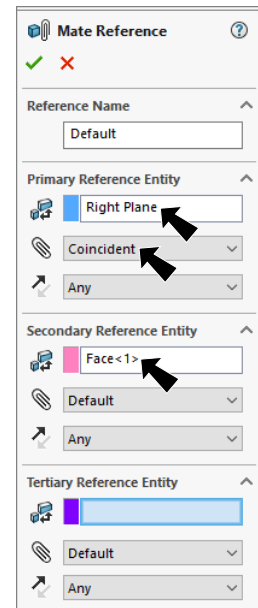


Fig. 21

Step 4. Save  (Ctrl-S).

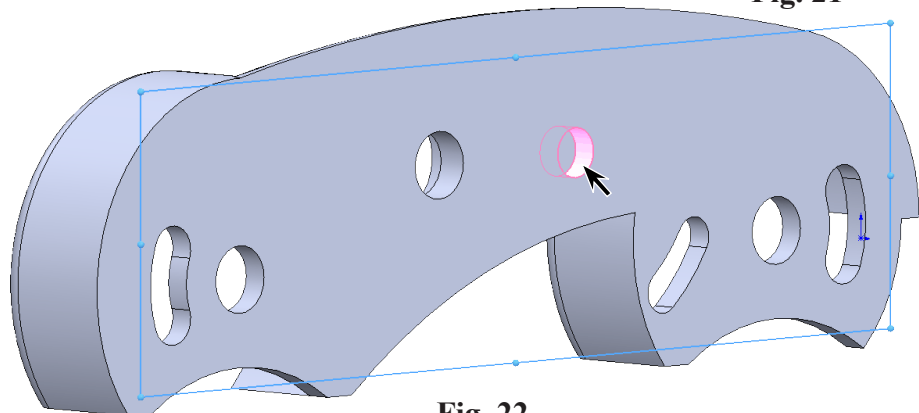


Fig. 22