




Transmitter Assembly

A. Open Transmitter Assembly File.


Step 1. Open your Transmitter Assembly file.

Step 2. Rotate view to Reverse Isometric, Fig. 1. To rotate view,

click **Isometric**  on the Standard Views toolbar (Ctrl-7), then in bottom left corner of graphics area **Shift** click the **Z** axis of the Reference Triad



two times. **Hide Bottom part Tab key** 

Step 3. **Hide BOTTOM TRANSMITTER**  part. To hide, move cursor over component in graphics area and press **Tab** key to hide., Fig. 1.

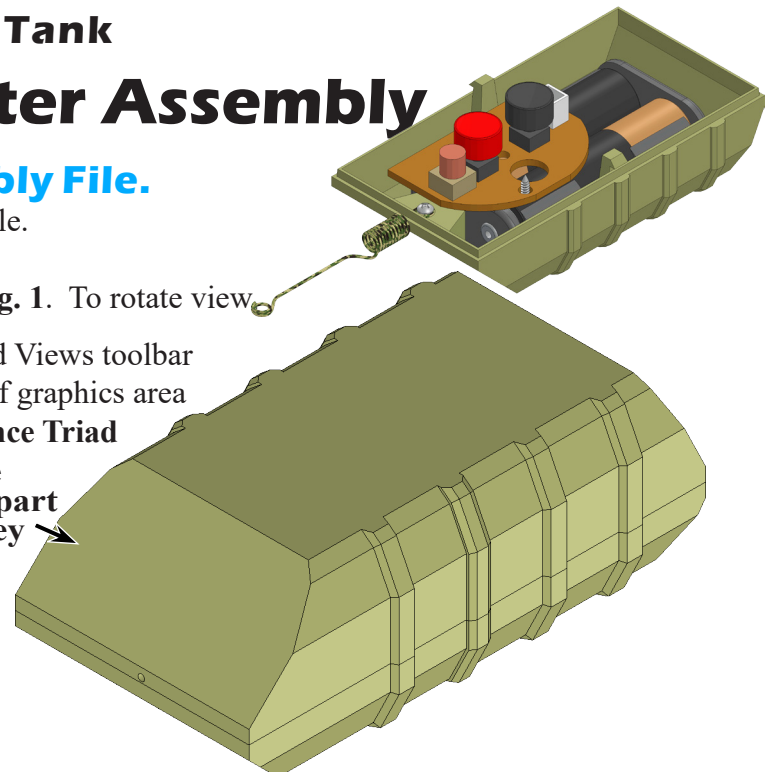
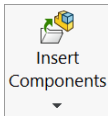


Fig. 1

B. Insert Transmitter Board.

Step 1. Click **Insert Components**



on the Assembly toolbar.

Step 2. Select your **TRANSMITTER BOARD** file.

Step 3. Place the Transmitter Board, Fig. 2.

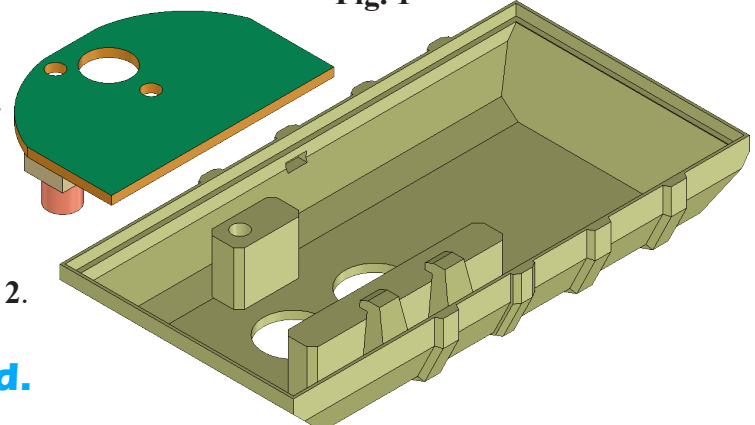



Fig. 2

C. Mate: Transmitter Board.

Step 1. Click **Mate**  on the Assembly toolbar.

Step 2. Click **cylindrical face of T Board screw hole** and **cylindrical face of Transmitter screw hole**, Fig. 3.

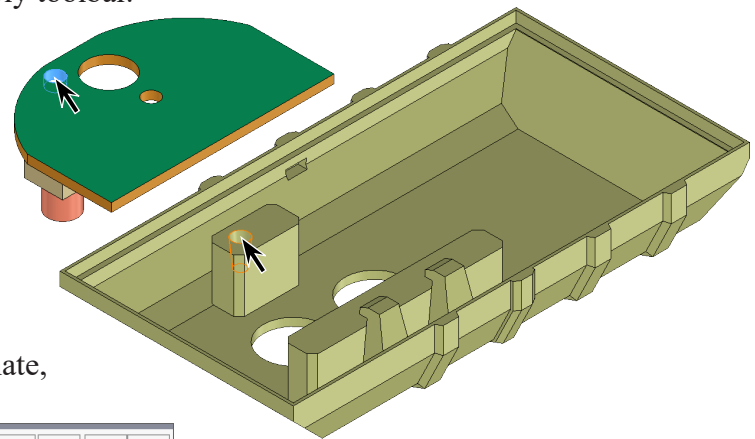


Fig. 3


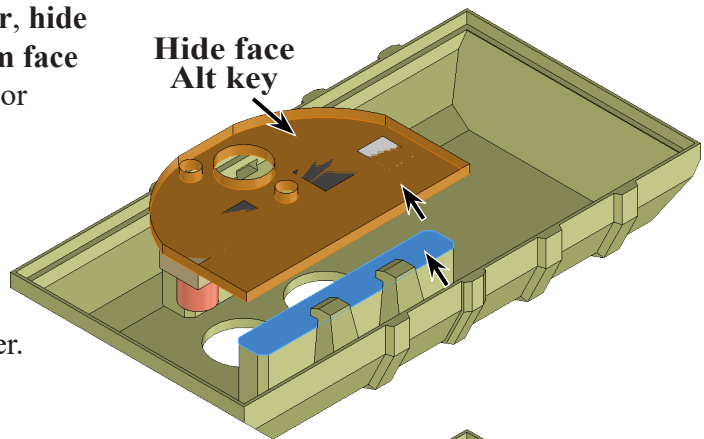

Step 3. Check **Lock Rotation** and Add/Finish Mate  in Mate pop-up toolbar to add a **Concentric** mate, Fig. 4.



Fig. 4

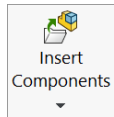
Step 4. Click **top face of post in Transmitter**, **hide top face of T Board** and click **bottom face of T Board**. To hide face, hover cursor over face and press **Alt key**, **Fig. 5**.



Step 5. Click Add/Finish Mate  to add a **Coincident** mate.

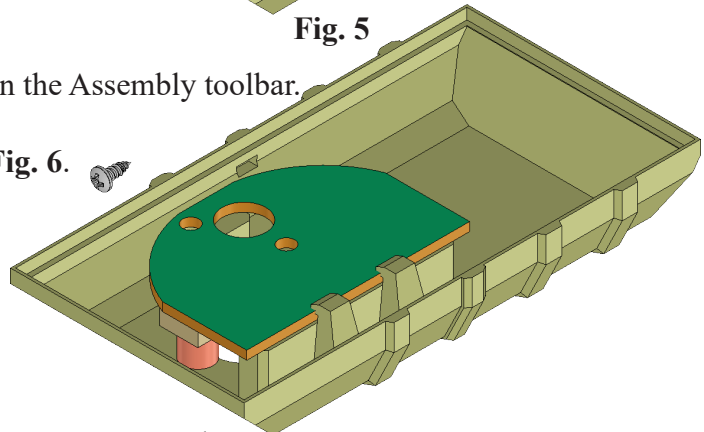
Step 6. Click OK  in the Property Manager.

D. Insert Screw.



Step 1. Click **Insert Components** on the Assembly toolbar.

Step 2. Select your **SCREW** file and place, **Fig. 6**.




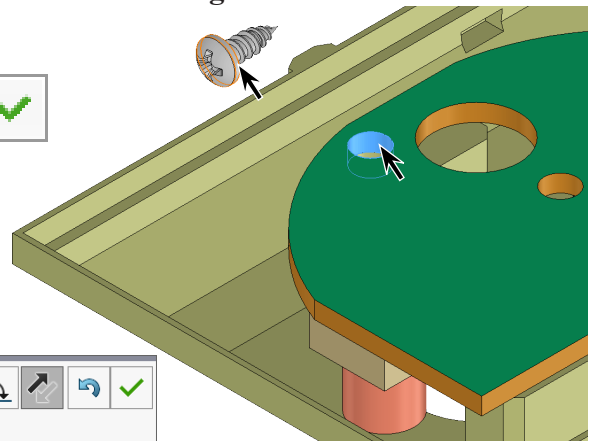
E. Mate: Screw.



Step 1. Click **Mate** on the Assembly toolbar.

Step 2. Click **cylindrical face of Screw hole in T Board** and a **cylindrical face of Screw**, **Fig. 7**.

Step 3. Check **Lock Rotation** and Add/Finish Mate  in Mate pop-up toolbar to add a **Concentric** mate, **Fig. 8**.



Step 4. Click **top face T Board** and **hide top face of Screw**, click **bottom face of Screw**, **Fig. 9**.


Step 5. Click Add/Finish Mate  to add **Tangent** mate.



Fig. 8

Fig. 7

Step 6. Click OK  in the Property Manager.

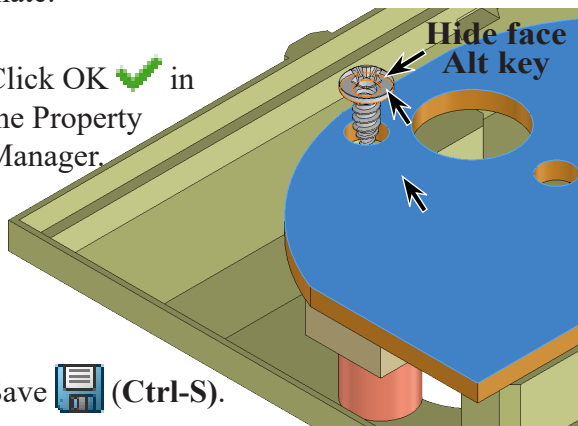


Fig. 9

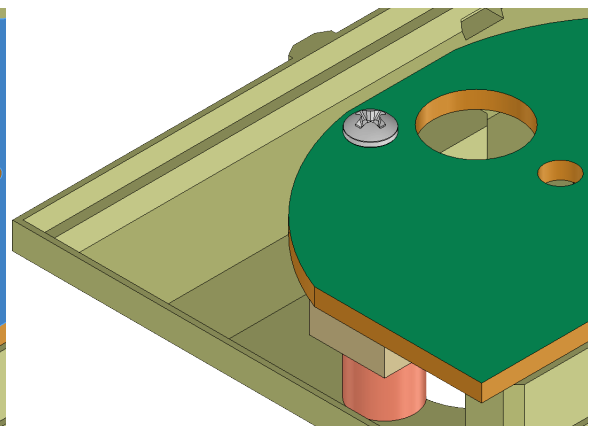



Fig. 10

Step 7. Save  (Ctrl-S).

F. Insert Button.

Step 1. Click **Isometric**  on the Standard Views toolbar. (Ctrl-7)

Step 2. **Hide TOP TRANSMITTER**  part. To hide, move cursor over component in graphics area and press **Tab** key to hide., **Fig. 11**.

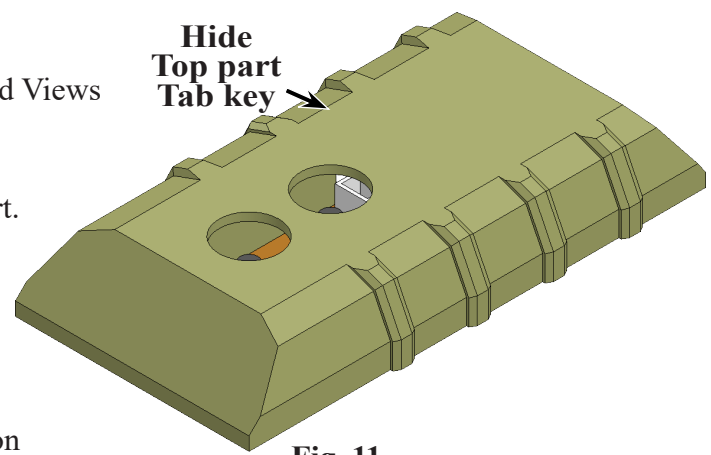
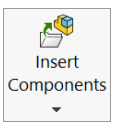


Fig. 11

Step 3. Click **Insert Components**  on the Assembly toolbar.

Step 4. Select your **BUTTON** file and place, **Fig. 12**.

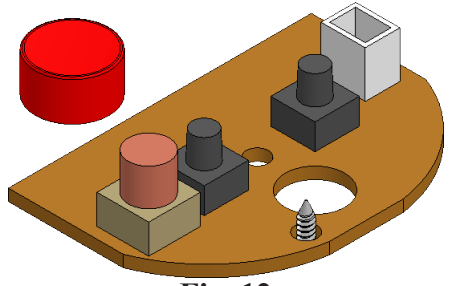








Fig. 12

G. Mate: Button.

Step 1. Click **Top Plane**  in the Feature Manager and **Mate**  on the context toolbar, **Fig. 13**.

Step 2. Expand the flyout Feature Manager design tree, expand **BUTTON** and click **Top Plane** , **Fig. 14**.

Step 3. Click **Distance**  in Mate pop-up, **Fig. 15**. Set **distance 7.5** and press **ENTER**. The Button should be positioned above, **Fig. 16**. If positioned in opposite direction, click **Flip Dimension**  in the Mate pop-up. Click **Add/Finish Mate**  to add Distance mate.

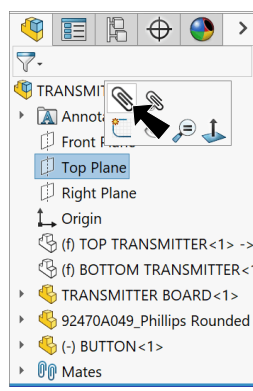


Fig. 13

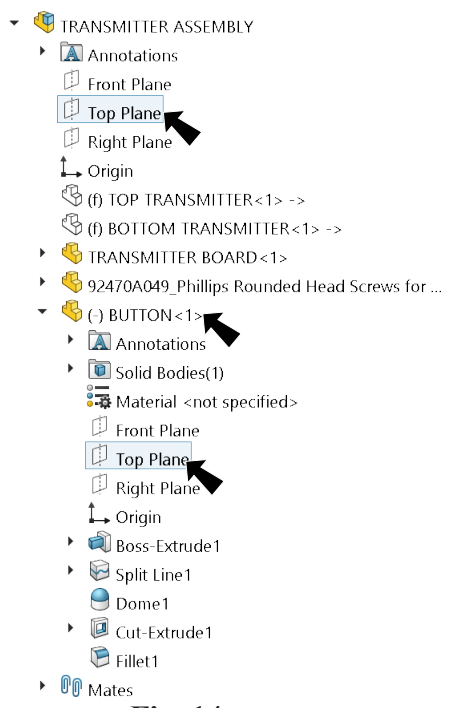


Fig. 14



Fig. 15

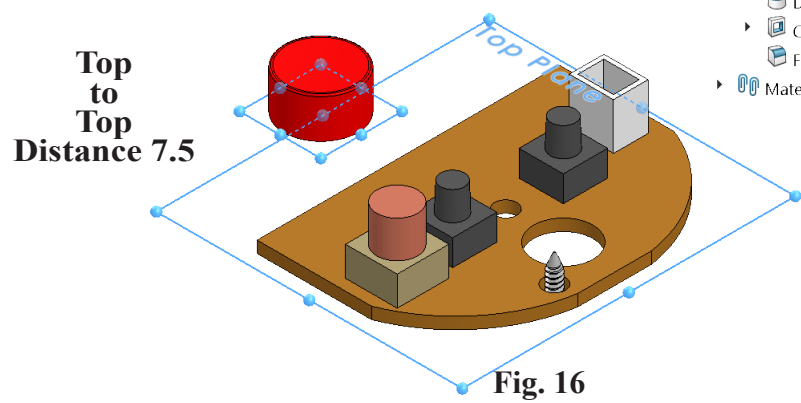


Fig. 16

Step 4. Click **cylindrical face of Button** and a **cylindrical face of forward switch extrude in T Board**, Fig. 17.

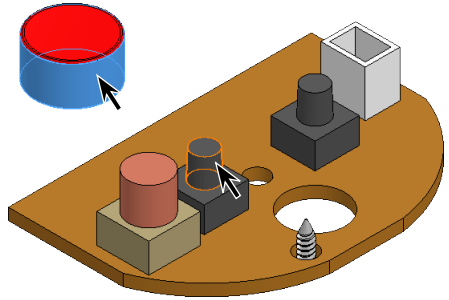


Fig. 17


Step 5. Check **Lock Rotation** and Add/Finish Mate  in Mate pop-up toolbar to add a **Concentric** mate, Fig. 18.




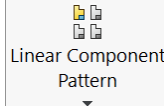
Fig. 18


Step 6. Click OK  in the Property Manager.

Step 7. Save  (Ctrl-S).

H. Mirror Button.

Step 1. Expand **T Board** in Feature Manager, **Ctrl click Front Plane**  and **Bottom**  part to select both, Fig. 19.

Step 2. Click **Mirror Components**  in the **Linear Component Pattern flyout**  on the Features toolbar.

Step 3. In the Mirror Property Manager:
 Step 1: Selections
 all was preselected
 click **Next**  to see preview, Fig. 20.

Step 4. Still in Mirror Property Manager:
 Step 2: Set Orientation
 click OK .

Step 5. Save  (Ctrl-S).

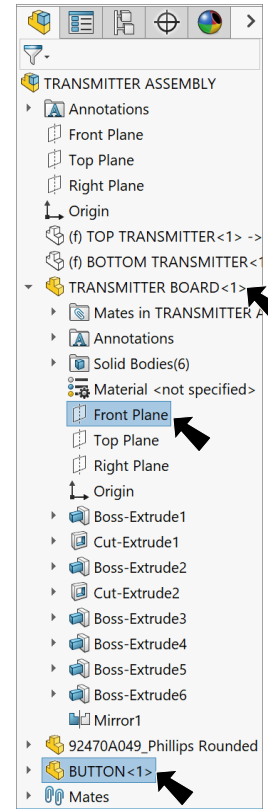


Fig. 19

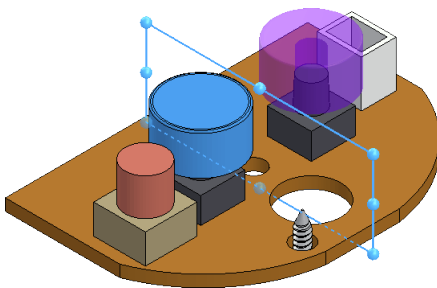


Fig. 22

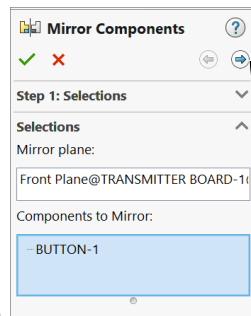


Fig. 20

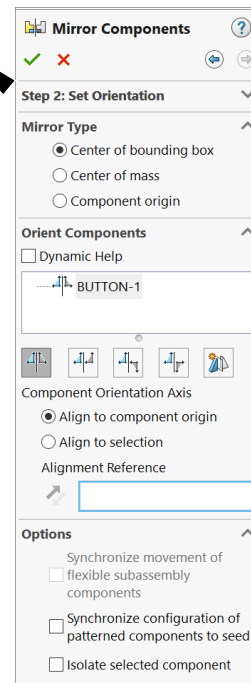




Fig. 21



Fig. 23

I. Activate Button Black Configuration.

Step 1. **Activate Button part**  **Black configuration.** To activate, click the **rear Button** in graphics area, then set configurations drop down to **Black** and click **OK**  , Fig. 24.

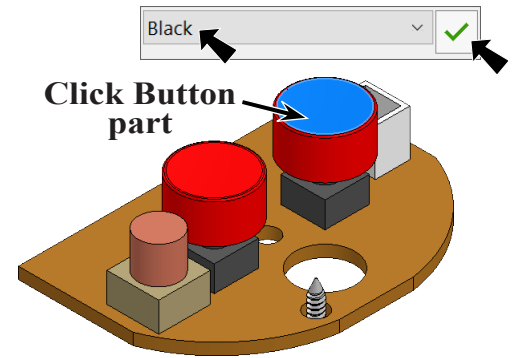


Fig. 24

J. Insert Battery Holder Assembly.

Step 1. **Isolate Bottom Transmitter**  part, Fig. 25. To Isolate, **right click Bottom Transmitter** in Feature Manager and click **Isolate** from menu.

Step 2. Click **Insert Components**  on the Assembly toolbar.

Step 3. Select your **Battery Holder Assembly** file and place the file, Fig. 26.

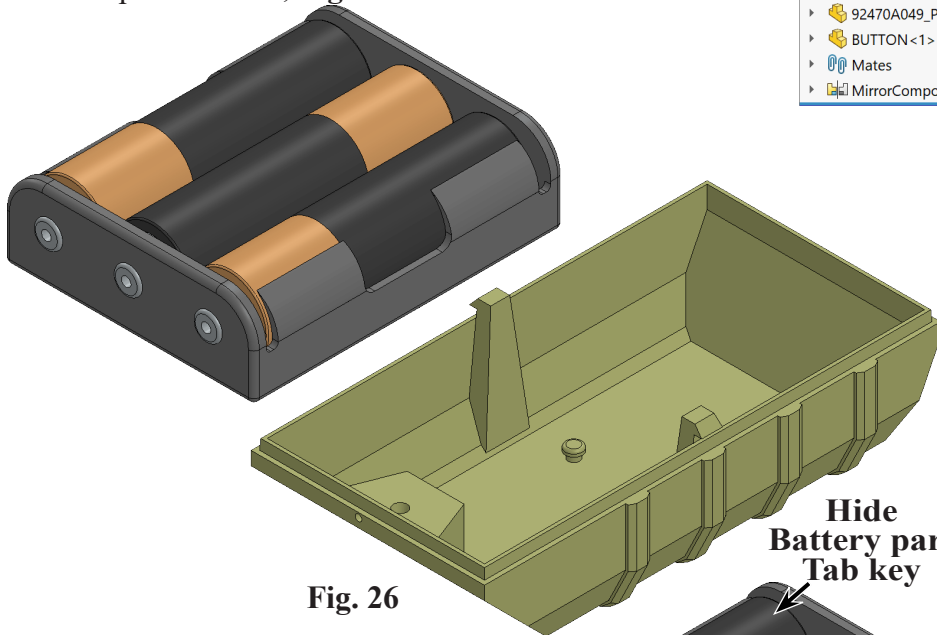


Fig. 26

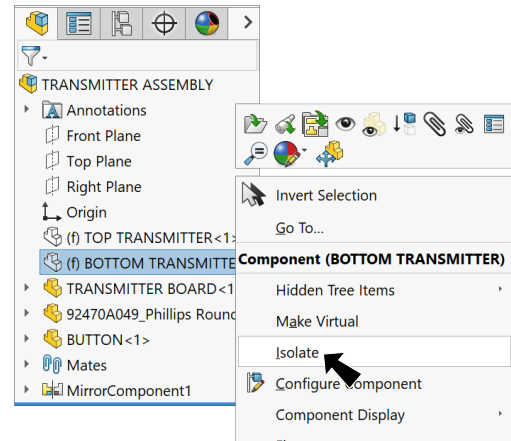



Fig. 25

Step 4. **Activate Battery Holder Assembly 2X configuration.** To activate, click the **Battery Holder Assembly** in Feature Manager, then set configurations drop down to **2X** and click **OK**  , Fig. 27.

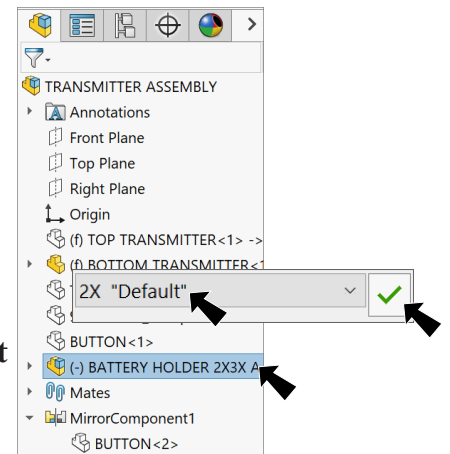
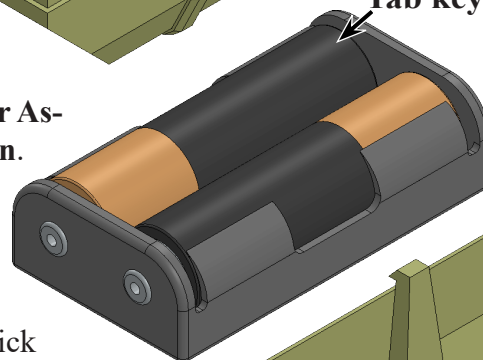



Fig. 27

Step 5. **Hide left (starboard) Battery**  part, Fig. 28. To hide, move cursor over component in graphics area and press **Tab** key.

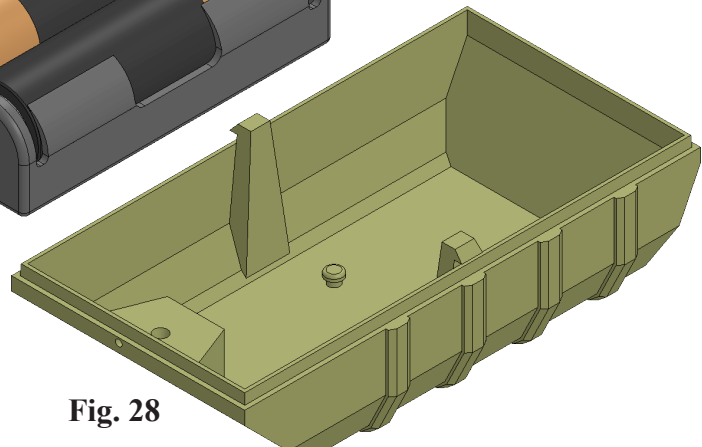
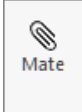


Fig. 28

K. Mate: Battery Holder Assembly.

Step 1. Click **Mate**  on the Assembly toolbar.

Step 2. Click a **cylindrical face of Battery Holder post in Bottom Transmitter** and **cylindrical face of countersink hole in Holder**, **Fig. 29**. **Tip:** Use X key to toggle on/off Filter Face (allows selection of faces only).

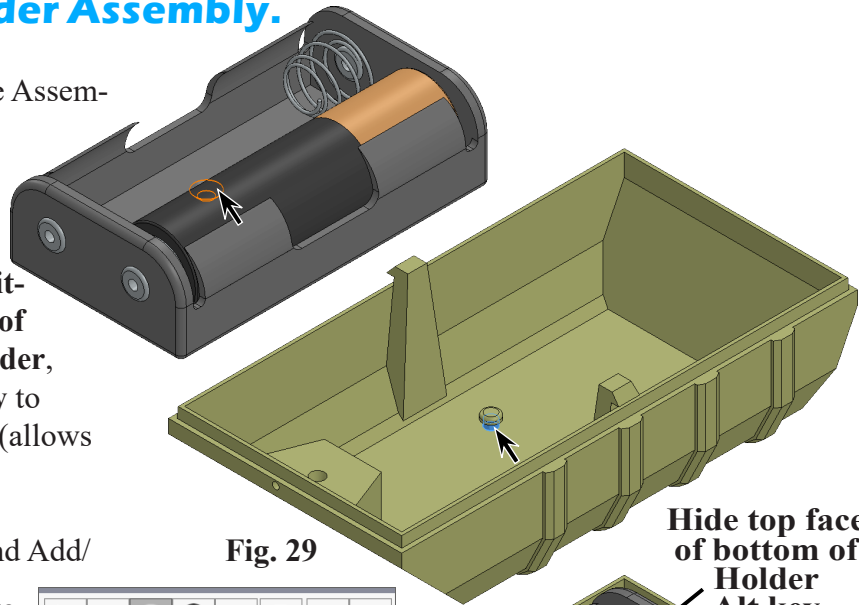


Fig. 29


Step 3. Check **Lock Rotation** and Add/Finish Mate  in Mate pop-up toolbar, **Fig. 30**.



Fig. 30

Step 4. **Hide top face of Holder**, **Fig. 31**, click **bottom face of Holder** and **top face of bottom of Bottom Transmitter**, **Fig. 32**.

Hide top face of bottom of Holder
Alt key

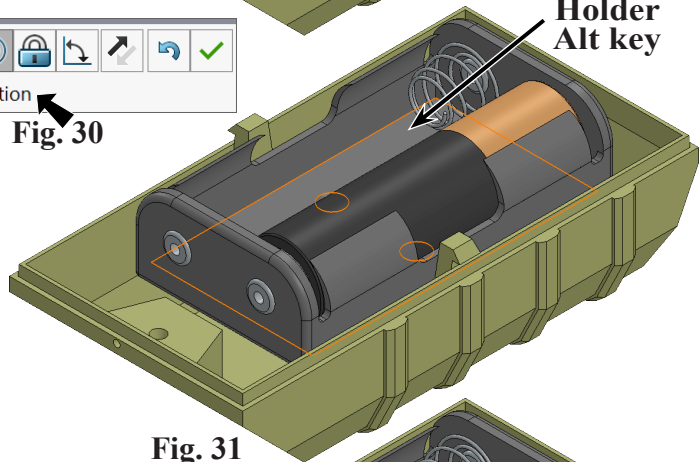




Fig. 31

Step 5. Click Add/Finish Mate  to add **Coincident** mate.

Step 6. Click OK  in the Property Manager.

Step 7. Use X key to toggle off Filter Face and **Show Battery**  part, **Fig. 34**. To show, move cursor over the component in graphics area and press **Shift - Tab**.

Click bottom face and bottom face

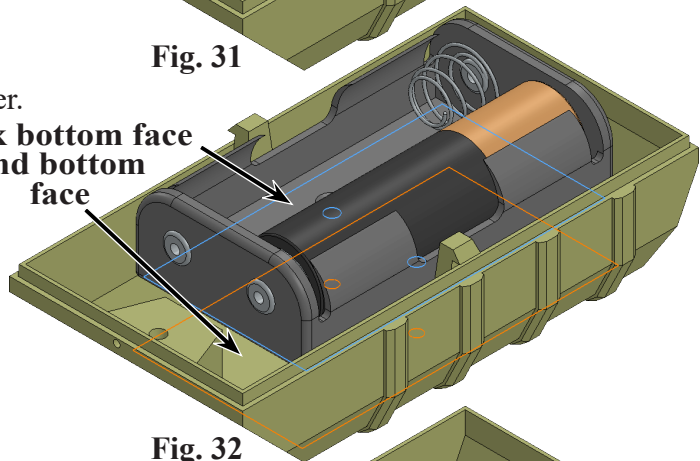


Fig. 32

Step 8. Save  (Ctrl-S).

Show Battery
Shift - Tab

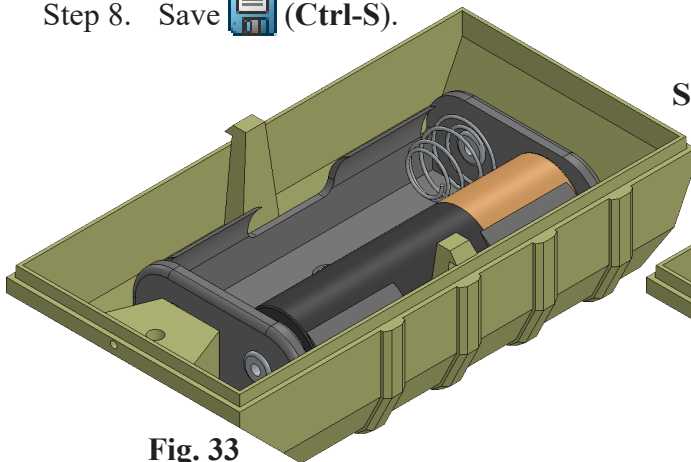


Fig. 33

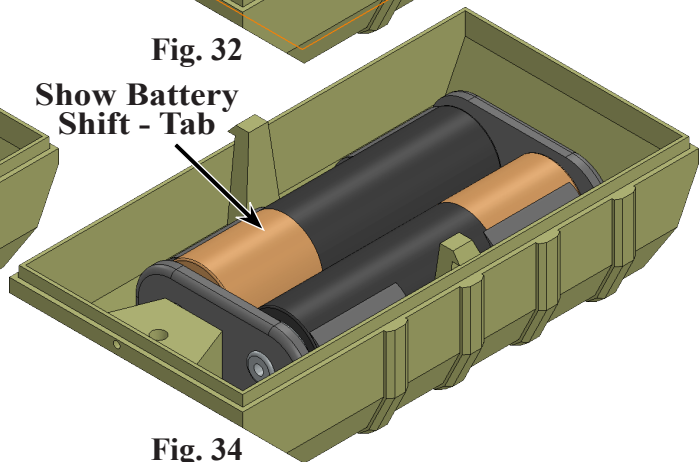
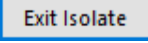



Fig. 34

L. Insert Antenna.

Step 1. Exit Isolate. To Exit, click **Exit Isolate**  on the Isolate pop-up toolbar, **Fig. 35**.

Step 2. **Show Bottom Transmitter**  part, **Fig. 36**. To show, move cursor over the component in graphics area and press **Shift - Tab**.

Step 3. Click **Insert Components** on the Assembly toolbar.

Step 4. Select your ANTENNA file and place, **Fig. 36**.

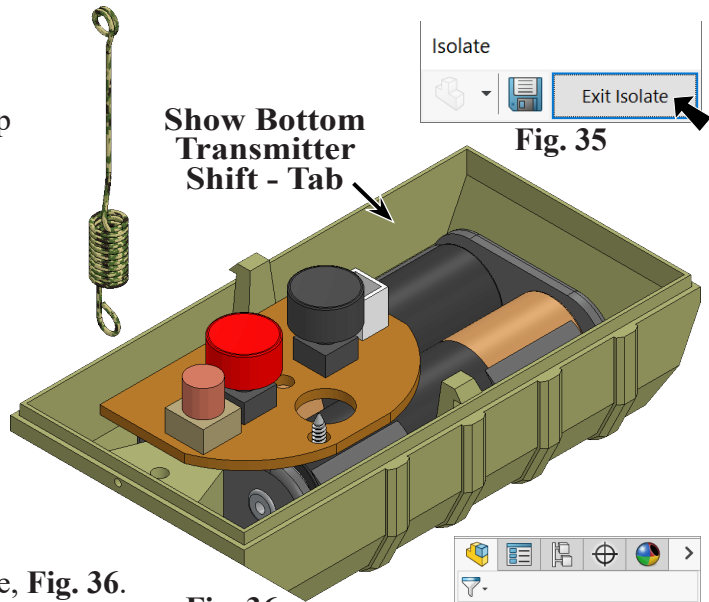







Fig. 36

M. Mate: Antenna.

Step 1. **Show Sketch1**  in the **Antenna**  part. To Show, expand **Antenna** in the **Feature Manager**. Click **Sketch1**  and **Show**  on the context toolbar, **Fig. 37**.

Step 2. Click **Mate**  on the Assembly toolbar.

Step 3. Click **cylindrical edge of Screw hole in screw boss in Bottom Transmitter** and **arc in Sketch1 in Antenna**, **Fig. 38**.

Step 4. Check **Lock Rotation** and **Add/Finish Mate**  in Mate pop-up toolbar, **Fig. 39**.

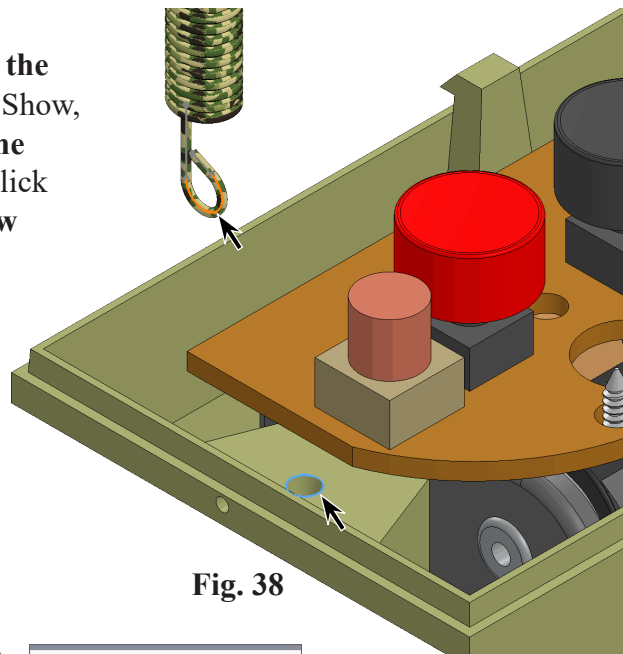


Fig. 38

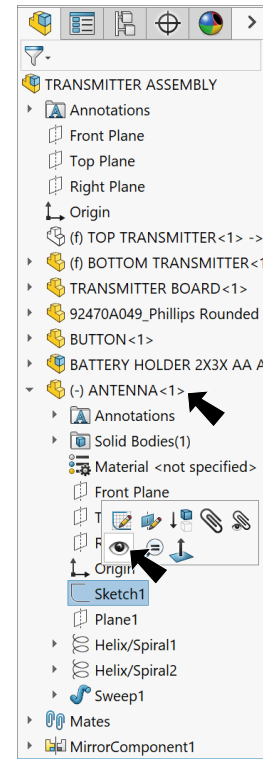


Fig. 37

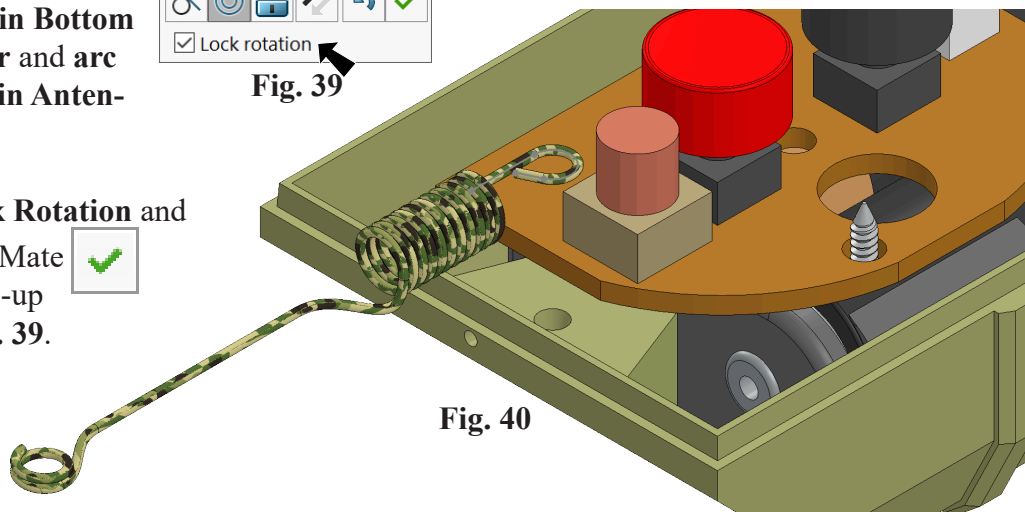




Fig. 40

Step 5. Click **top face of screw boss in Bottom Transmitter** and **cylindrical face of hook on Antenna**, Fig. 41.

Step 6. If necessary, click **Flip Mate**

Alignment  and **Add/Finish Mate**  in **Mate** pop-up toolbar, Fig. 42.

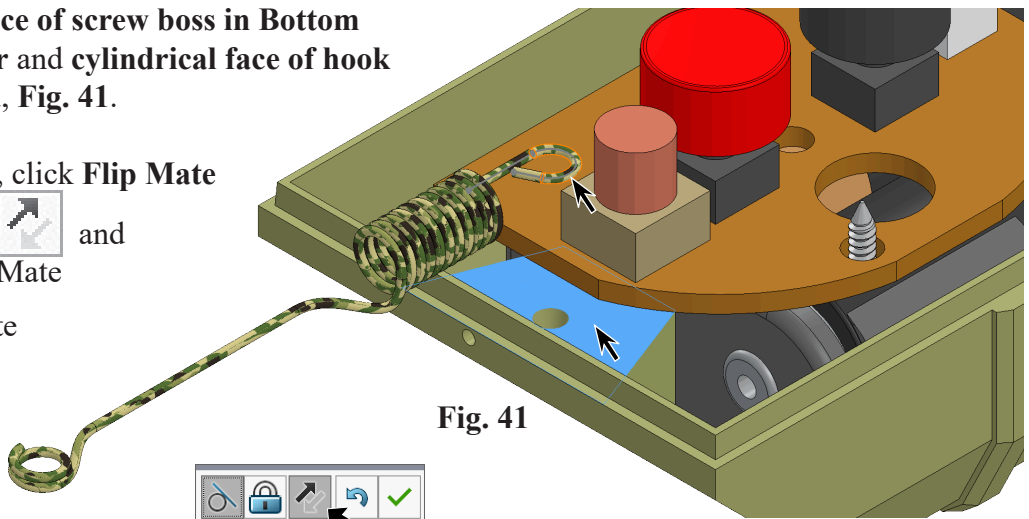


Fig. 41





Step 7. Click **OK**  in the **Property Manager**.



Fig. 42

Step 8. **Hide Sketch1** . To hide, click **Sketch1**  in graphics area and **Hide**  on the context toolbar, Fig. 44.

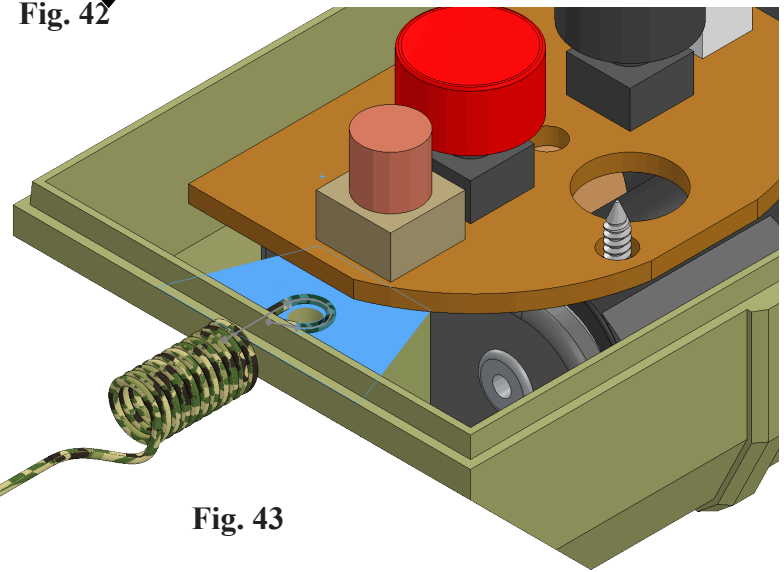


Fig. 43

Step 9. Save  (**Ctrl-S**).

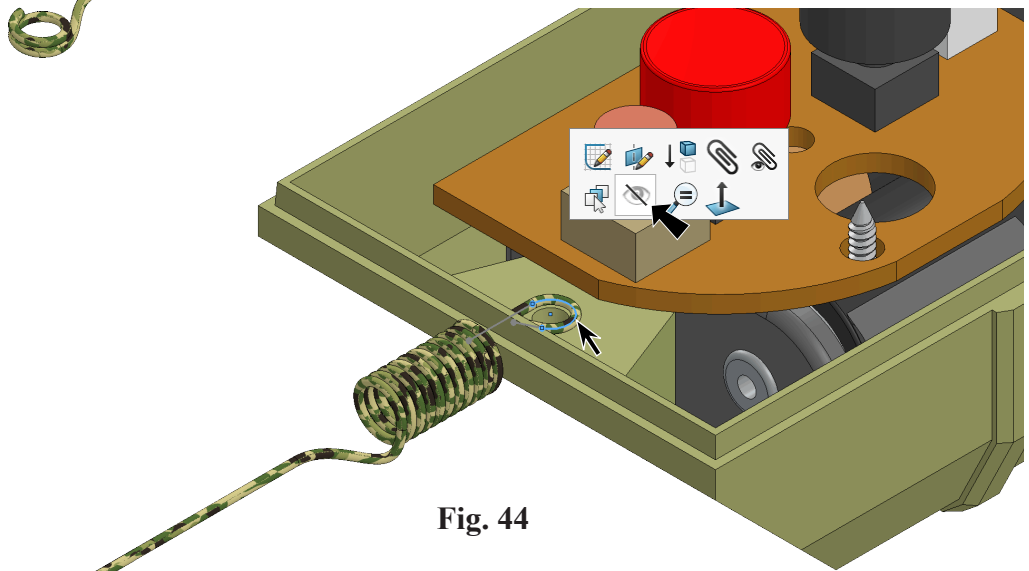


Fig. 44

N. Copy with Mates Screw.

Step 1. **Right click Screw part** in the Feature Manager and click **Copy with Mates** from menu, **Fig. 45**.

Step 2. In the Copy with Mates Property Manager:

Step 1: Select Component, **Fig. 46**

Preselected

click Next 

Step 3. Still in Copy with Mates Property Manager:

Step 2: Mates, **Fig. 47**

under Mates

Concentric2 click **cylindrical face screw hole**
in screw boss of Bottom Transmitter, Fig. 48

Coincident2 you can click to turn off

click OK  and click Cancel .

Step 4. Save  (Ctrl-S).

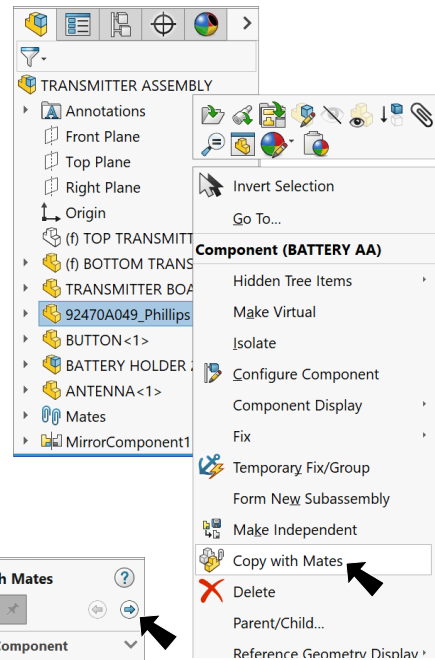


Fig. 45

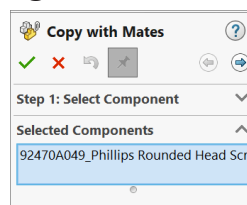


Fig. 46

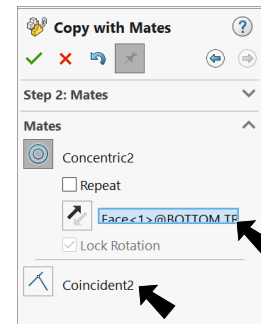


Fig. 47

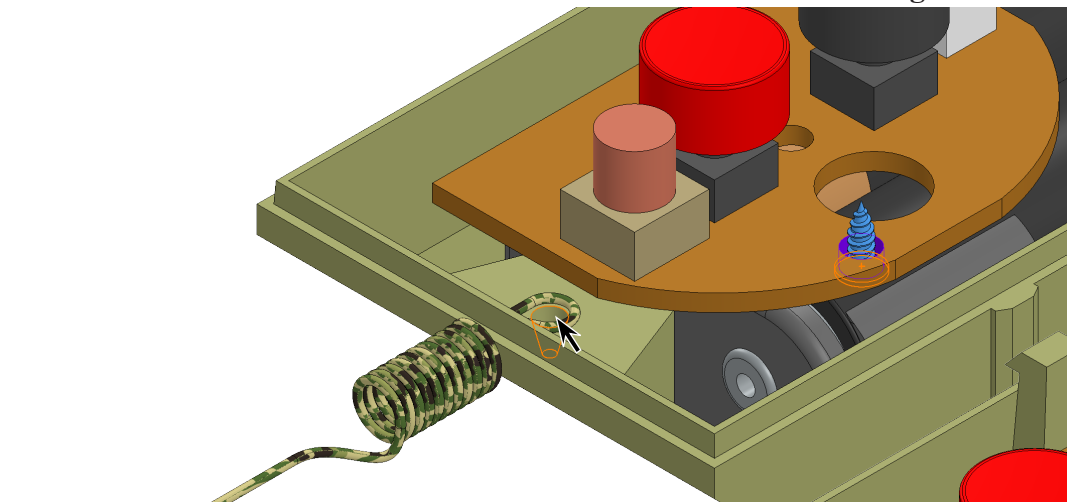


Fig. 48

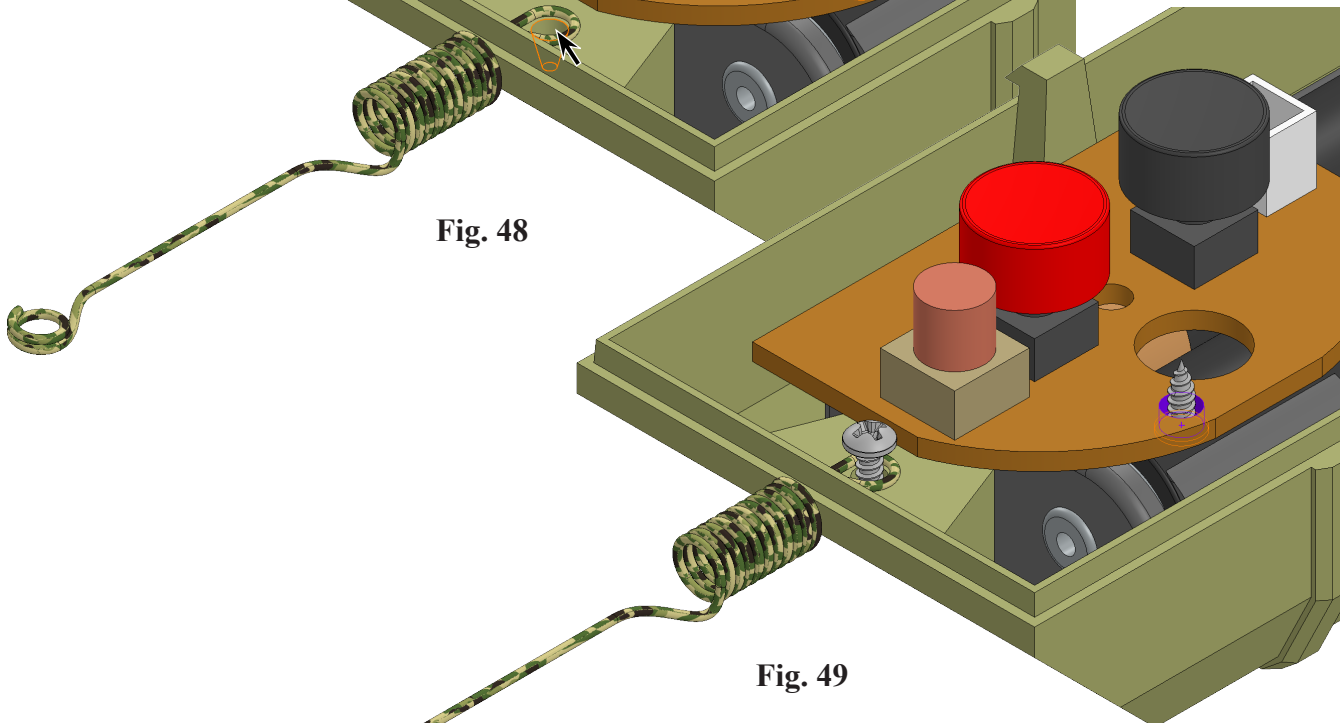


Fig. 49


O. Mate: Screw2.

Step 1. Click **Mate**  on the Assembly toolbar.

Step 2. Click **cylindrical face loop of Antenna and hide top face of Screw**, click **bottom face of Screw** Fig. 50.

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

Step 4. Click **OK**  in the Property Manager.

Step 5. **Show Top Transmitter**  part. To show, move cursor over the component in graphics area and press **Shift - Tab**.

Step 6. Save  (Ctrl-S).

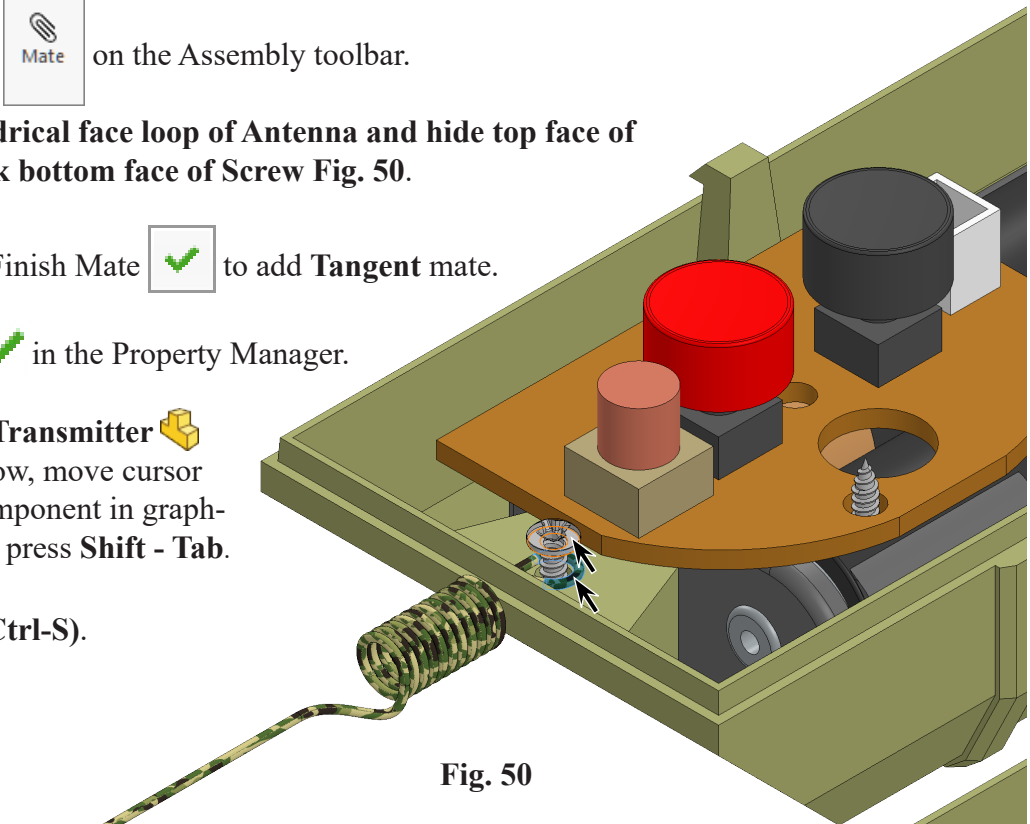


Fig. 50

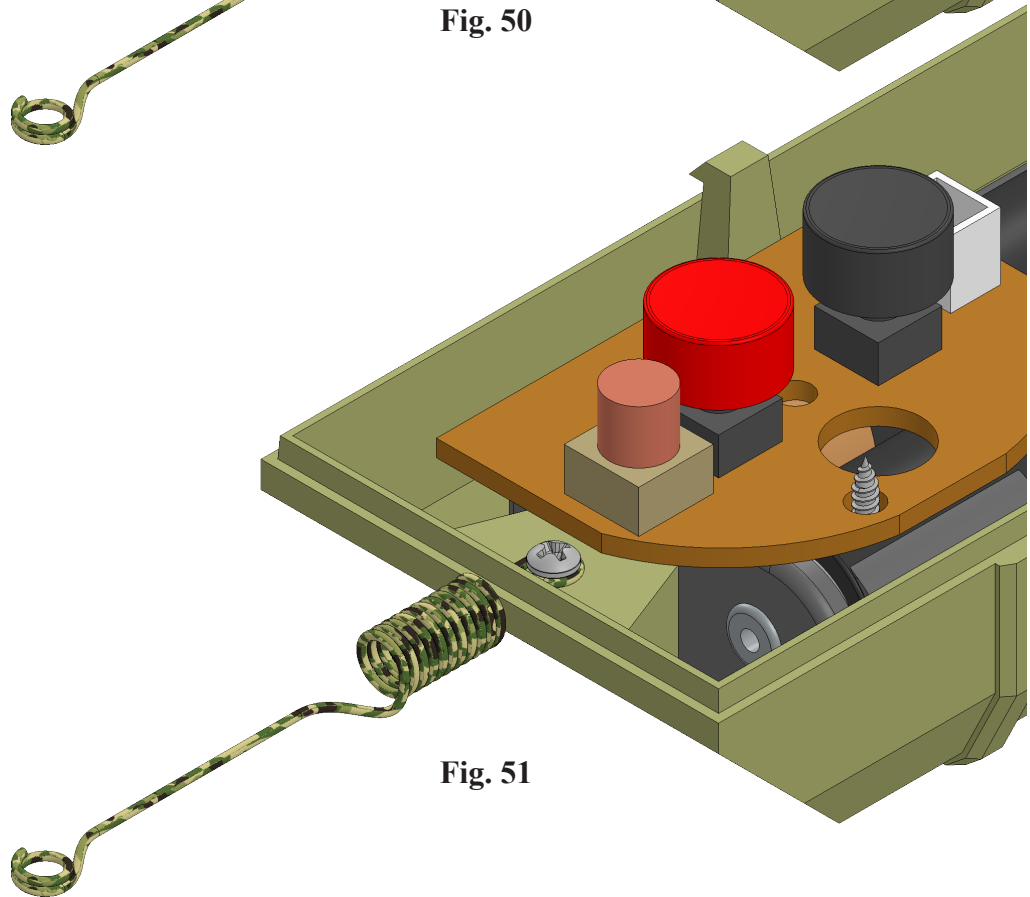


Fig. 51