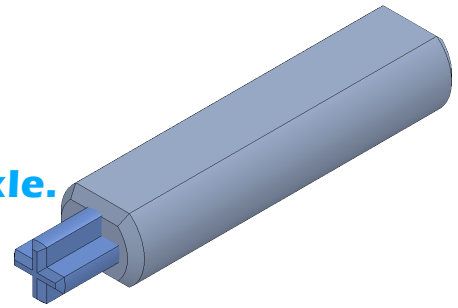


E's Small Car Driver Axle





A. Open Driven Axle and Save as Driver Axle.

Step 1. Open your **DRIVEN AXLE**.

Step 2. Click File Menu > Save As.

Step 3. Key-in **DRIVER AXLE** for the filename and press ENTER.

B. Change Extrude Depth.

Step 1. Click **Boss-Extrude1**  in the Feature Manager and click **Edit Feature**  in the context toolbar, **Fig. 1**.

Step 2. In the Boss-Extrude Property Manager change:
under Direction 1, **Fig. 2**

Depth  **26.75**
click OK .

Step 3. Save  (Ctrl-S).

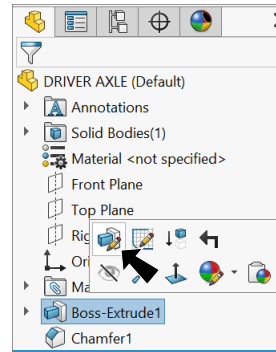


Fig. 1

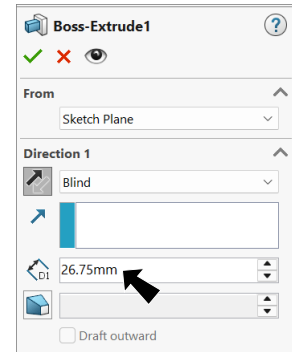


Fig. 2

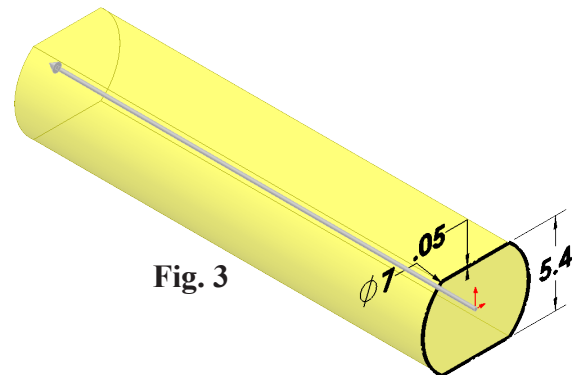
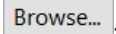
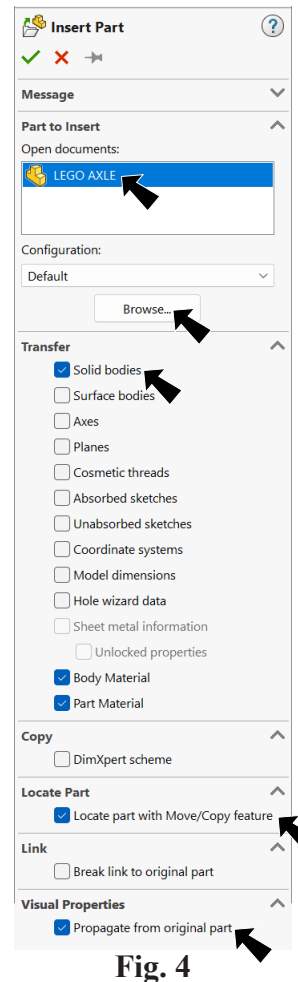



Fig. 3

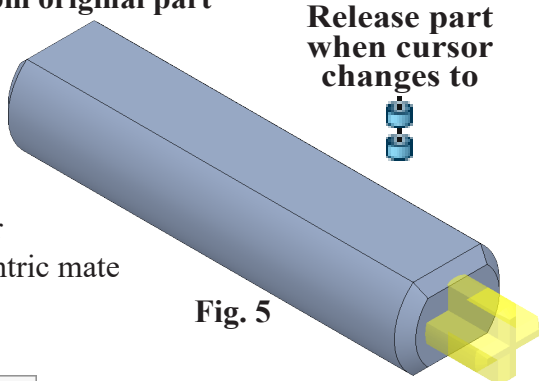
C. Insert Lego Axle into Part.



Step 1. Click Insert Menu > Part.

Step 2. In the Insert part Property Manger set:
 click **Browse** button , **Fig. 4**
 select your **LEGO AXLE** and Open
 under Transfer
 check **Solid bodies**
 under Locate Part
 check **Locate with Move/Copy feature**
 under Visual Properties
 check **Propagate from original part**




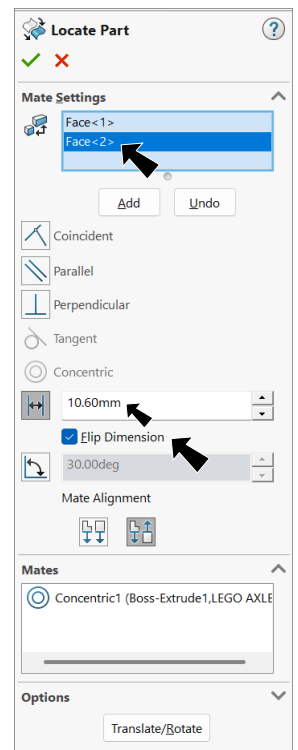
Step 3. In the graphic area position Lego Axle over cylindrical face of Driver Axle, **Fig. 5**. When Axle snaps into place and cursor changes to indicate Concentric mate , click to release Axle.




Step 4. Check Add/Finish Mate  in Mate pop-up toolbar to add a **Concentric**  mate, **Fig. 6**.

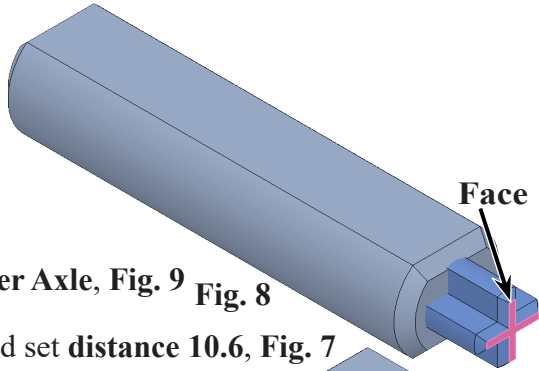




Step 5. Back in Locate Part Property Manger:
 under Mate Setting, **Fig. 7**
 in Entities to Mate  box
 click **right end face of Lego Axle**, **Fig. 8**
 Rotate view to left end of Axle, **Fig. 9**.



To rotate view, **Ctrl-Shift** click the **Y axis** of the **Reference Triad** .

click **left end face of Driver Axle**, **Fig. 9** **Fig. 8**



click **Distance**  and set **distance 10.6**, **Fig. 7**
 check **Flip Dimension**
 click **OK** .

Step 6. Save  (Ctrl-S).

