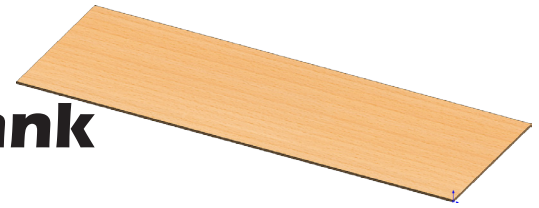




# Glider Stabilizer Blank



## A. Corner Rectangle.

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

Step 2. Click **Top Plane**  in the Feature Manager and click **Sketch**  from the Content toolbar, **Fig. 1**.

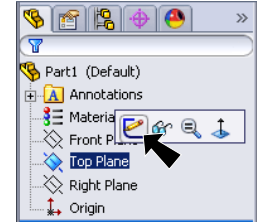




Fig. 1

Step 3. Click **Corner Rectangle**  (S) in the **Rectangle flyout**  on the Sketch toolbar.



Step 4. Draw a corner rectangle starting at the Origin , **Fig. 2**.



Fig. 2

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

Step 6. Dimension rectangle **51** by **150**, **Fig. 3**.

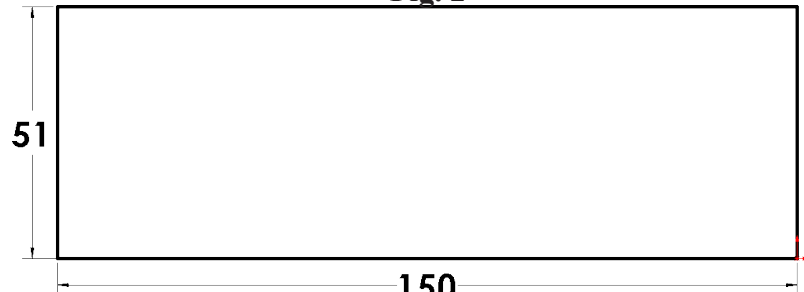




Fig. 3

Step 7. Click **Zoom to Fit**  (F) on the View toolbar.

Step 8. Click **Features**  on the Command Manager toolbar.

Step 9. Click **Extruded Boss/Base**  on the Features toolbar.

Step 10. In the Property Manager set:  
 under Direction 1, **Fig. 4**  
 End Condition **Mid Plane**  
**Depth**  **.75**  
 click OK , **Fig. 5**.

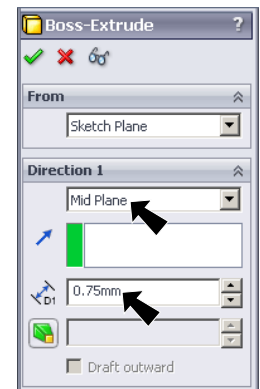


Fig. 4

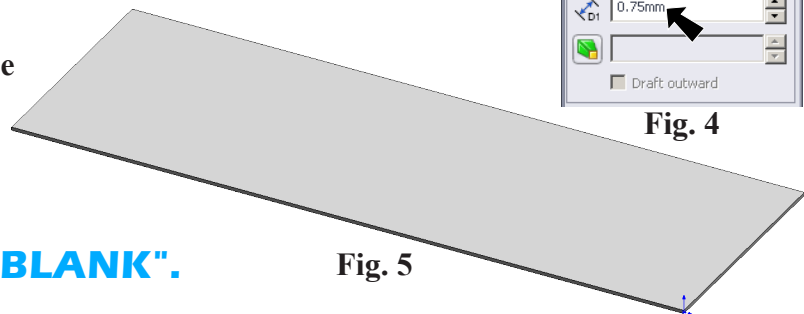



Fig. 5

## B. Save as "STABILIZER BLANK".

Step 1. Click File Menu > Save As.

Step 2. Key-in **STABILIZER BLANK** for the filename and press ENTER.

## C. Material Balsa.

Step 1. Right click **Material**  in the Feature Manager and click **Edit Material**, Fig. 6.

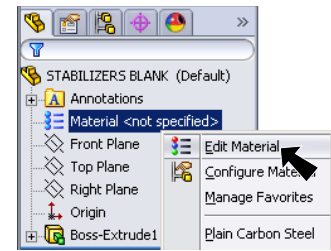


Fig. 6

Step 2. **Expand Woods** (click the +) in the material tree and select **Balsa**. Click **Apply** and **Close**, Fig. 7.

Step 3. Save. Use **Ctrl-S**.

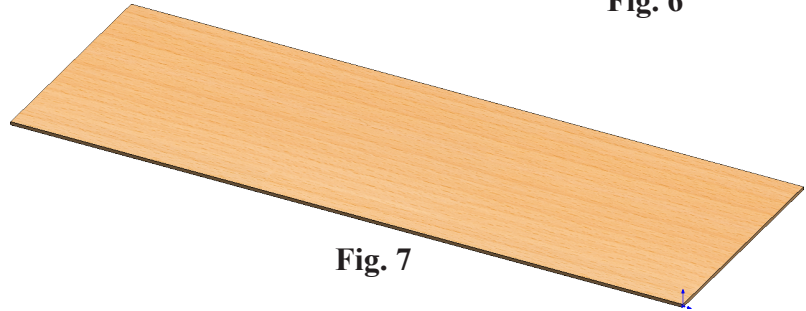


Fig. 7

You should now have 3 Blank Files:

