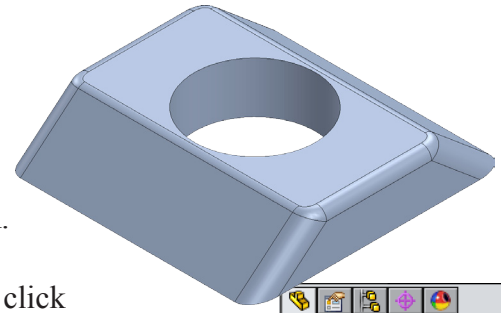
Chapter 19

JSS

Socket



A. Sketch.

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

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

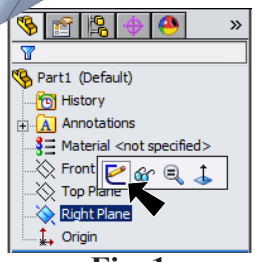


Fig. 1

Step 3. Click **Line** (**L**) on the Sketch toolbar.

Step 4. Draw an trapezoid with top and bottom lines horizontal away from the Origin, **Fig. 2**.

Fig. 2

Step 5. **Right click graphics area and click Select** from menu to unselect Line tool.

Step 6. **Ctrl click** the **bottom side line of the trapezoid** and the **Origin**. Release Ctrl key and click **Make Midpoint** from the Context toolbar, **Fig. 3**.

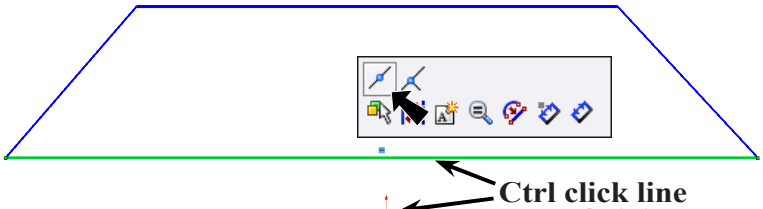


Fig. 3

Step 7. Click **Smart Dimension** (**S**) on the Sketch toolbar.

Step 8. Add dimensions, **Fig. 4**.

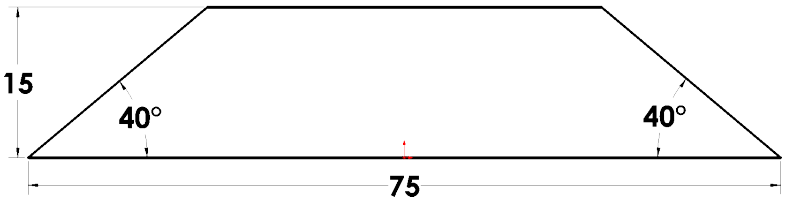


Fig. 4

Step 9. Click **Features** on the Command Manager toolbar.

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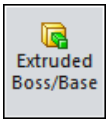
Step 10. Click **Extruded Boss/Base** 

on the Features toolbar.

Step 11. In the Property Manager set:
under Direction 1, **Fig. 5**
End Condition **Mid Plane**
Depth **73**
click OK .

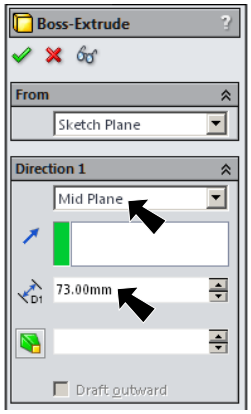


Fig. 5

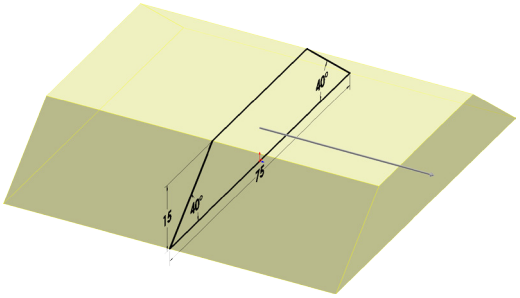


Fig. 6

B. Save as "SOCKET".

Step 1. Click File Menu > Save As.

Step 2. Key-in **SOCKET** for the file-name and press ENTER.

C. Cut Hole (Socket).

Step 1. Click **Top face** and click **Sketch** on the Context toolbar, **Fig. 7**.

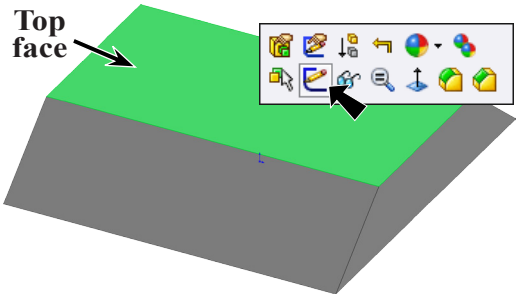
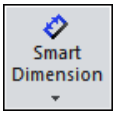


Fig. 7

Step 2. Click **Circle** **(S)** on the Sketch toolbar.

Step 3. Draw a circle at the Origin , **Fig. 8**.

Step 4. Click **Smart Dimension** 

(S) on the Sketch toolbar.

Step 5. Dimension **diameter 35.5**, **Fig. 8**.

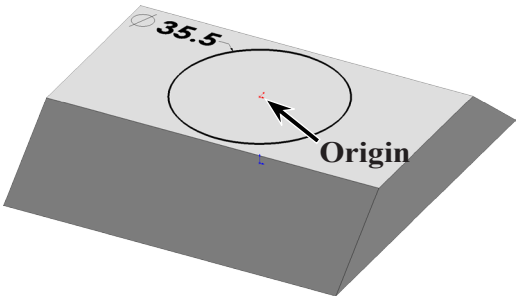


Fig. 8

Step 6. Click **Features**

on the Command Manager toolbar.

Step 7. Click **Extruded Cut**

on the Features toolbar.

Step 8. In the Cut-Extrude Property Manager set:
under Direction 1, **Fig. 9**
End Condition
Through All
click OK .

Step 9. Save. Use **Ctrl-S**.

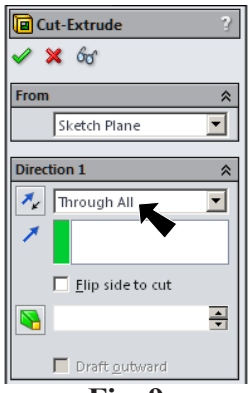


Fig. 9

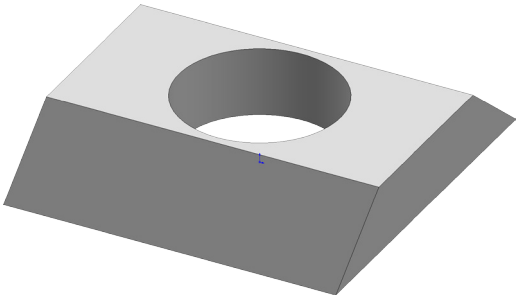


Fig. 10

D. Fillets.

Step 1. Click **Fillet**

on the Features toolbar.

Step 2. In the Fillet Property Manager:

select **FilletXpert**, **Fig. 11**

Radius **5**

click a **slanted edge**, **Fig. 12**

click **Connected to start loop**, **3 Edges** on Fillet pop-up toolbar, **Fig. 12** and **Fig. 13**

click **Apply**, **Fig. 11**.

Step 3. Set **Radius** **3** **Fig. 14**

click a **top edge**, **Fig. 15**

click OK .

Step 4. Save. Use **Ctrl-S**.

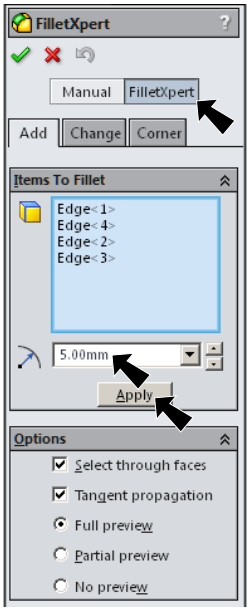


Fig. 11

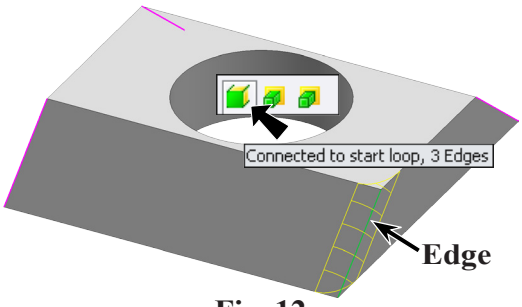


Fig. 12

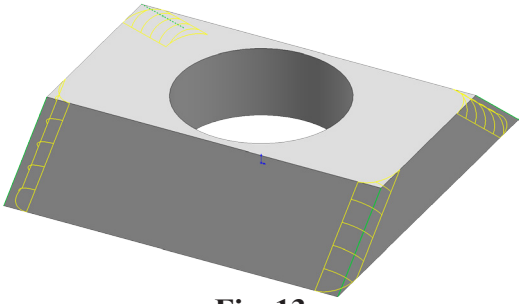


Fig. 13

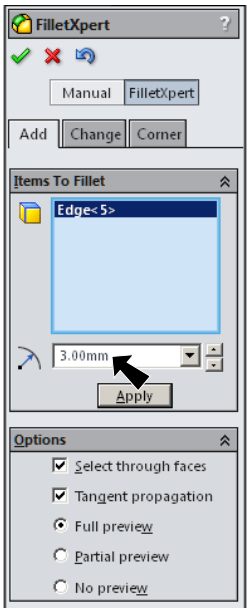


Fig. 14

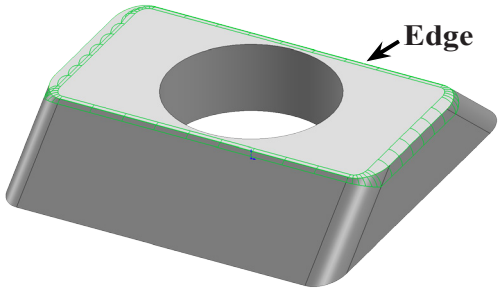


Fig. 15

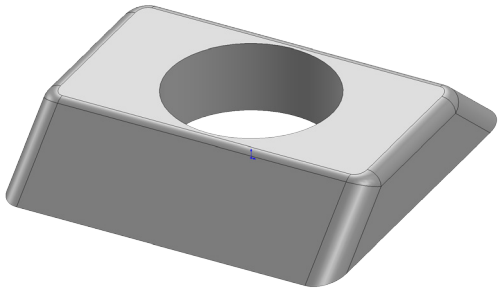


Fig. 16

E. Material PS HI (Polystyrene).

Step 1. **Right click Material** in the Feature Manager and click **Edit Material**, **Fig. 17**.

Step 2. **Expand Plastics** (click +) in the material tree and select **PS HI**. Click **Apply** and **Close**.

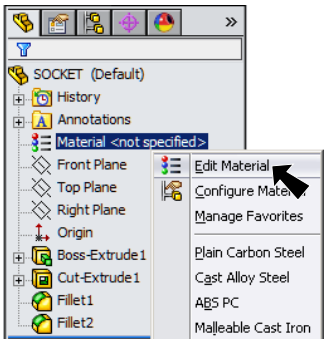


Fig. 17

F. Appearance Color.

Step 1. Click the Part, click **Appearance Callout** on the Content toolbar and click **SOCKET**, **Fig. 18**.

Step 2. In the Appearances Property Manager
under Color, **Fig. 19**
set **RGB values**
R 199
G 220
B 255
click OK .

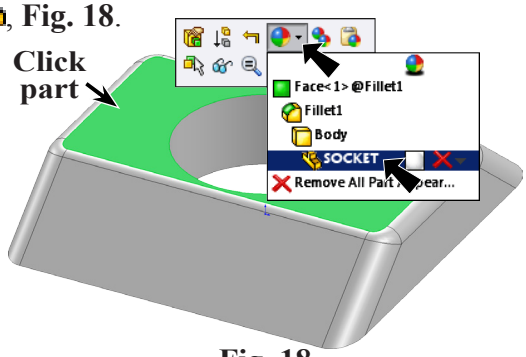


Fig. 18

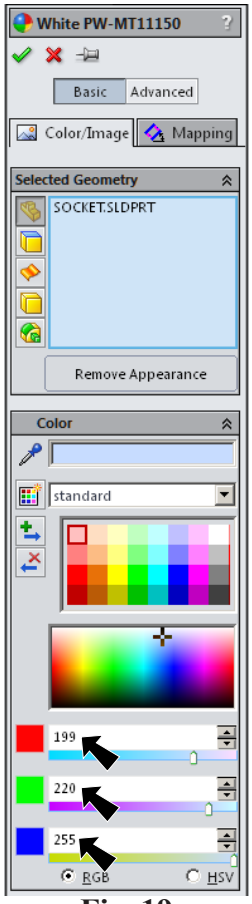


Fig. 19

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

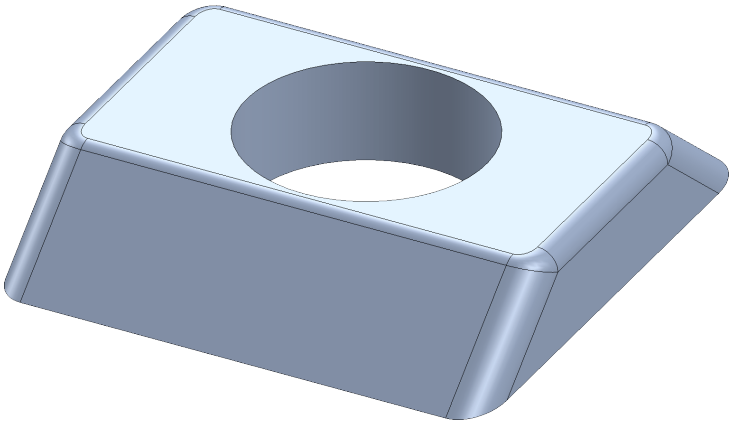


Fig. 20