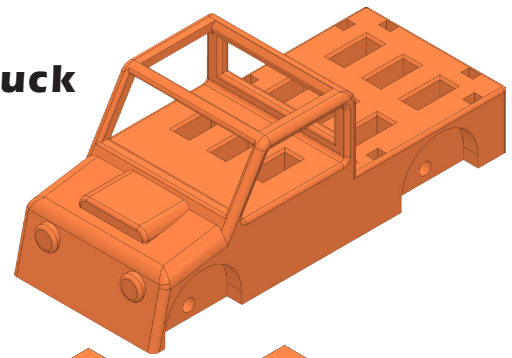


Stake Bed Pickup Truck Truck



A. Cut Extrude1 Sketch1 Axle Hole.

Step 1. Open your **Truck part** file (not the multibody file).

Step 2. Click the **side face of Truck** and click **Sketch** on the context toolbar, **Fig. 1**.

Step 3. Click **Normal To** on the Standard Views toolbar. (Ctrl-8)

Step 4. Click **Circle** (S) on the Sketch toolbar.

Step 5. Sketch circle for front axle, **Fig. 2**.

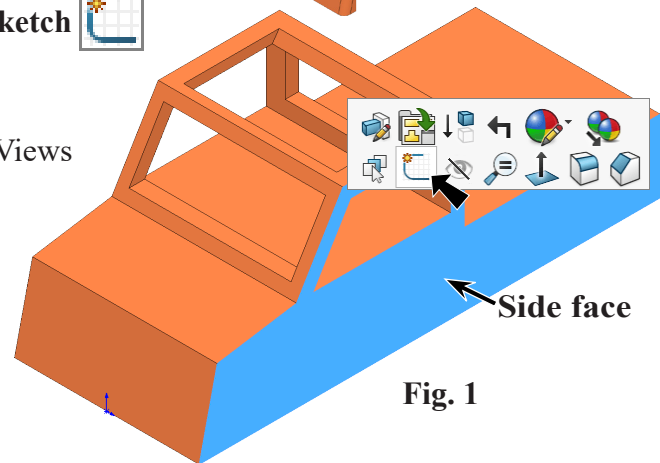


Fig. 1

Step 6. Click **Smart Dimension** (S) on the Sketch toolbar.

Step 7. Add dimensions, **Fig. 2**.

Step 8. Click **Isometric** on the Standard Views toolbar. (Ctrl-7)

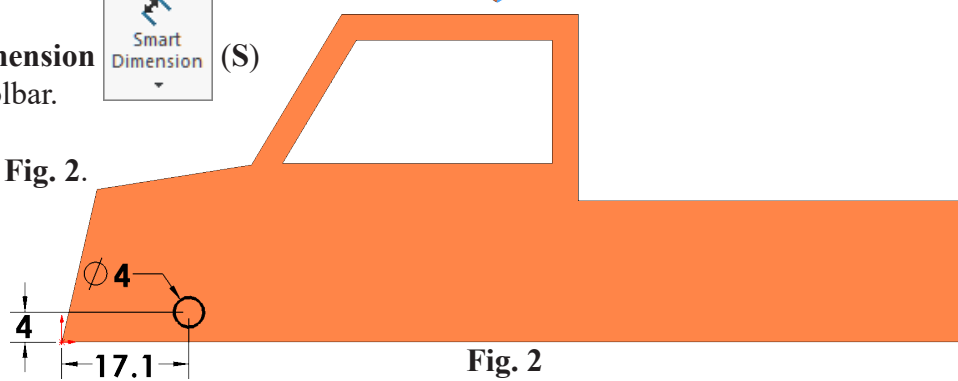


Fig. 2

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

Step 10. Click **Extruded Cut** on the Features toolbar.

Step 11. In the Cut-Extrude Property Manager set:
under Direction 1, **Fig. 3**
End Condition **Blind**

Depth 11.2
click OK

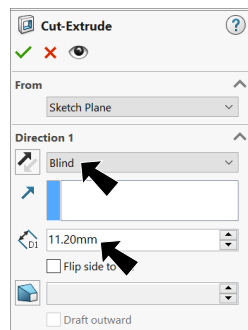


Fig. 3

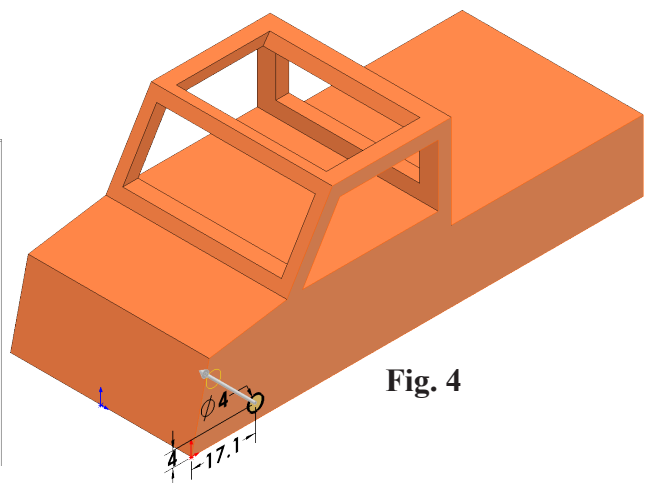


Fig. 4

B. Cut Extrude2 Sketch2 Wheel Well.

Step 1. Click the **side face of Truck** and click **Sketch**

 on the context toolbar, **Fig. 5**.

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 at front axle centerpoint**, **Fig. 6**.
To wake up centerpoint, hover cursor over circular edge.

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

Step 6. Dimension **diameter 26**, **Fig. 6**.

Step 7. Click **Line**  (L) on the Sketch toolbar.

Step 8. Zoom in and sketch the **3 lines**, **Fig. 7**. Sketch vertical line from circle left quadrant point  down to bottom edge across bottom edge and back up to right quadrant point .

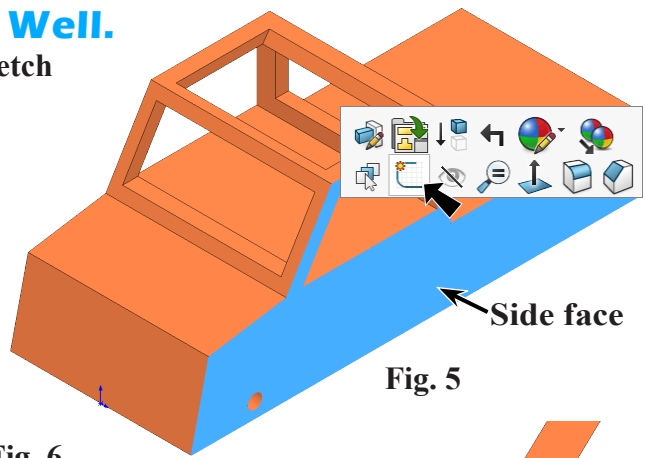


Fig. 5

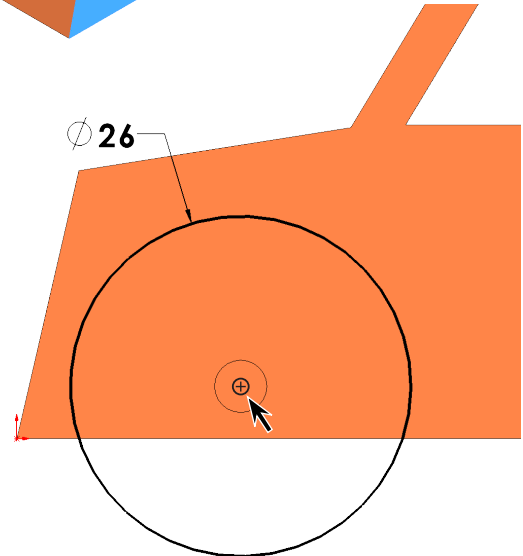


Fig. 6

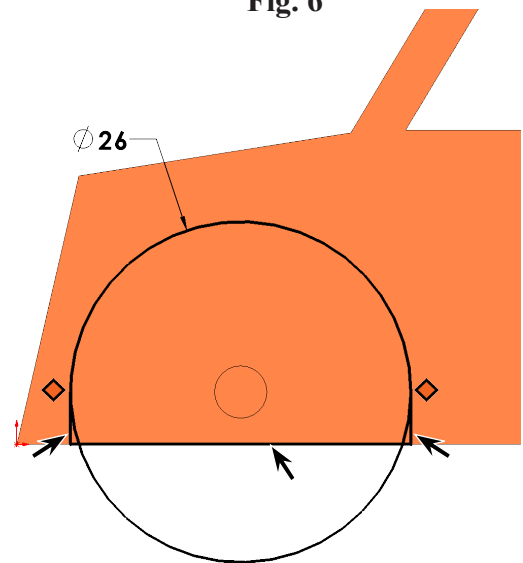
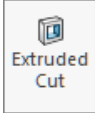


Fig. 7

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

Step 10. Click **Extruded Cut**  on the Features toolbar.

Step 11. In the Cut-Extrude Property Manager set:

under Direction 1, **Fig. 8**
End Condition **Blind**

Depth  **5**

under Selected Contours
click **3 contours**, **Fig. 9**

click **Isometric**  on the
Standard Views toolbar

click **OK**  .

Step 12. Save  (Ctrl-S).

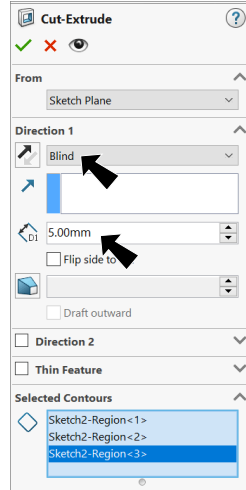


Fig. 8

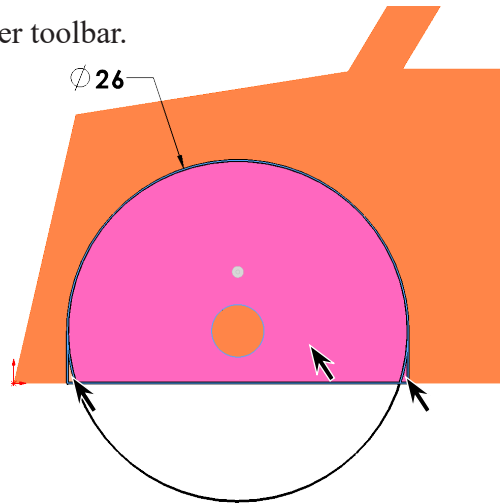


Fig. 9

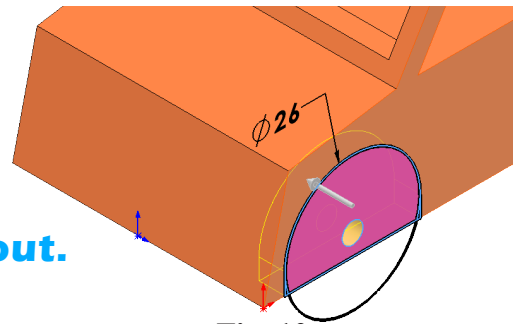


Fig. 10

C. Cut Extrude3 Sketch3 Axle Knock-out.

Step 1. Click the **side face of wheel well** and click **Sketch**

 on the context toolbar, **Fig. 11**.

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

Step 3. Sketch **circle at front axle centerpoint**, **Fig. 12**.
To wake up centerpoint, hover cursor over circular edge.

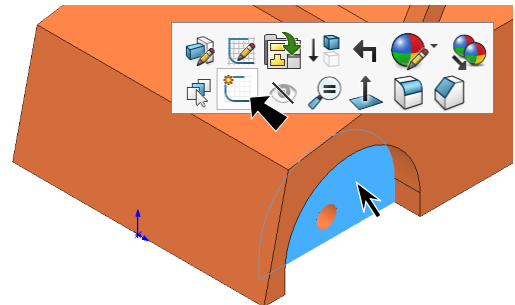




Fig. 11

Step 4. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 5. Dimension **diameter 5.5**, **Fig. 12**.

Step 6. Click **Line**  (L) on the Sketch toolbar.

Step 7. Sketch the **3 lines**, **Fig. 12**. Sketch vertical line from circle left quadrant point  down to bottom edge across bottom edge and back up to right quadrant point .

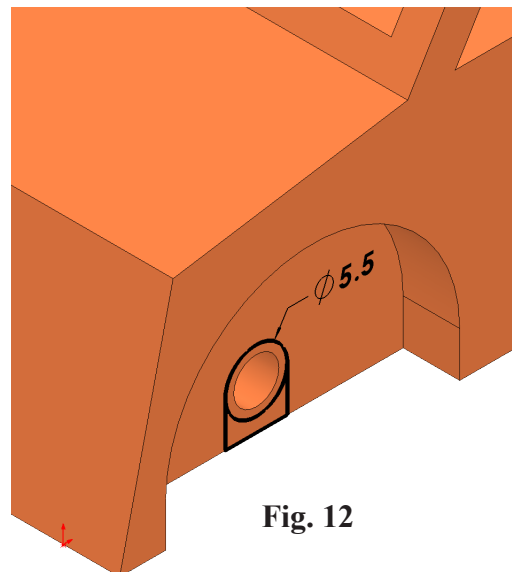



Fig. 12

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

Step 9. Click **Extruded Cut**  on the Features toolbar.

Step 10. In the Cut-Extrude Property Manager set:

under From, **Fig. 13**
Start Condition **Offset**

Depth  4.05

Reverse Direction 

under Direction 1
End Condition **Blind**

Depth  2.7

under Selected Contours
click the **3 contours**,
Fig. 14

click OK .

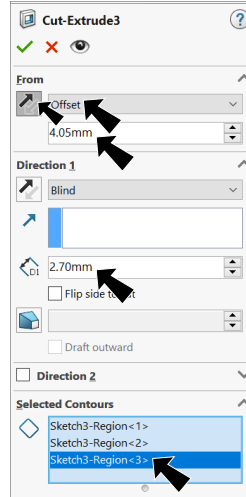


Fig. 13

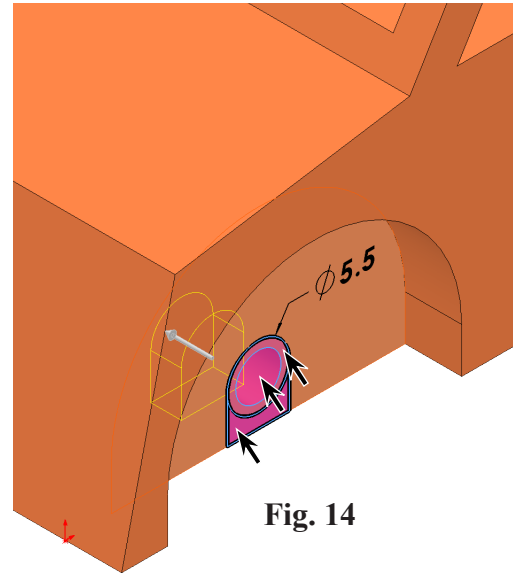


Fig. 14

Step 11. Save  (Ctrl-S).

D. Linear Pattern1 Axle Holes and Wheel Wells.

Step 1. **Ctrl click all three Cut-Extrudes** in the Feature Manager to select the three features, **Fig. 15**.

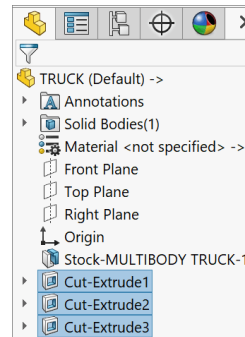


Fig. 15

Step 2. Click **Linear Pattern**  on the Features toolbar.

Step 3. In the Linear Pattern Property Manager set:

under Direction 1, **Fig. 16**
click **bottom horizontal edge**, **Fig. 17**

Spacing  80.3

Number of Instances  # 2

under Features and Face
the three Cut-Extrudes
were preselected

click OK .

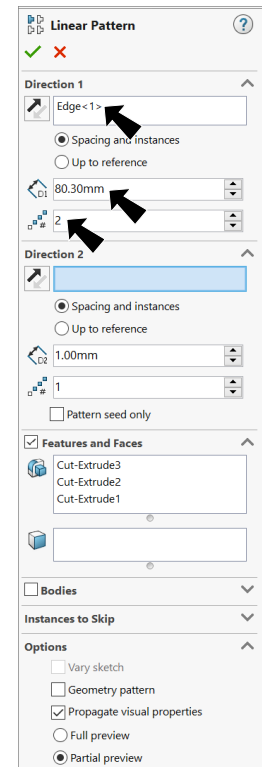


Fig. 16

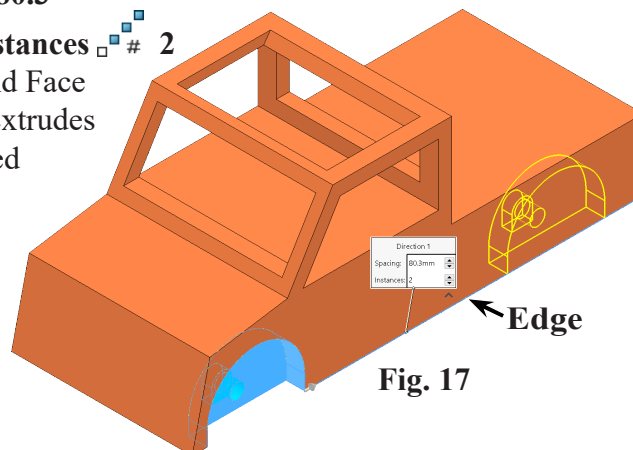


Fig. 17

E. Mirror.

Step 1. **Ctrl click Right Plane**  and all 4 features in the Feature Manager to select plane and features, **Fig. 18.**

Step 2. Click **Mirror**  on the Features toolbar.

Step 3. In the Mirror Property Manager click **OK** , **Fig. 19.**

Step 4. Save  (**Ctrl-S**).

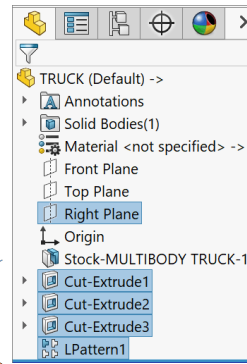


Fig. 18

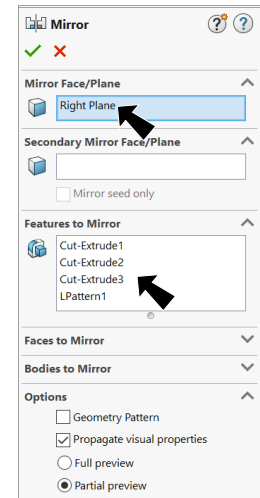


Fig. 19

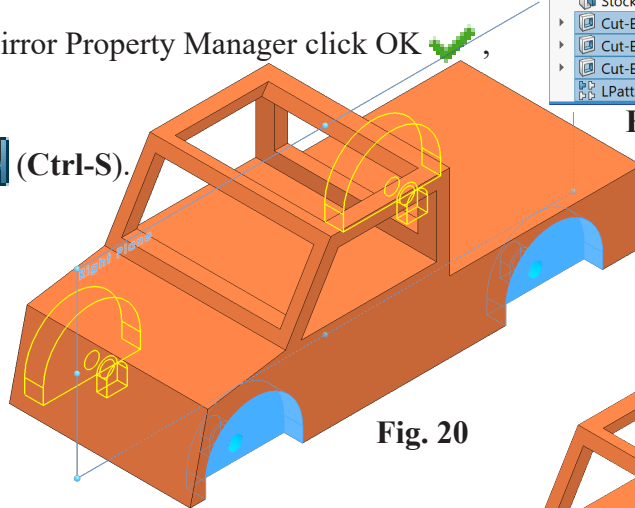







Fig. 20

F. Cut Extrude4 Sketch4 USB Drive Slots Bed.

Step 1. Click the **top face of Truck bed** and click **Sketch**  on context toolbar, **Fig. 21.**

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)

Step 3. Click **Centerline**  in the **Line flyout**  on the Sketch toolbar.

Step 4. Sketch vertical centerline up from **Origin** , **Fig. 22.**

Step 5. Click **Point**  on the Sketch toolbar.

Step 6. Sketch **point on centerline and point to left**, **Fig. 23.**

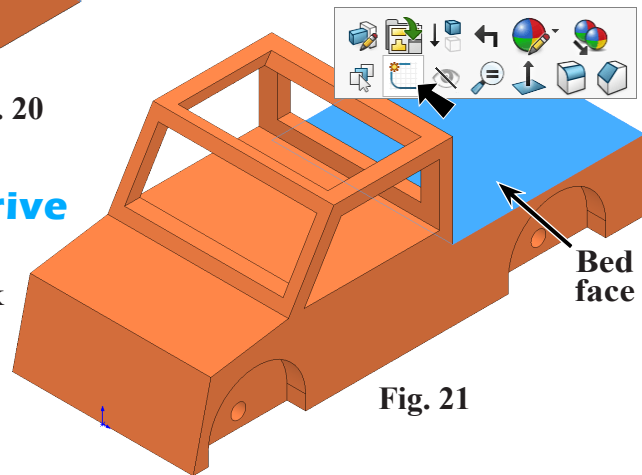


Fig. 21

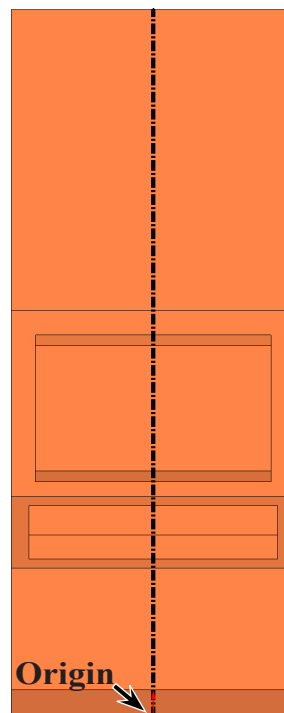


Fig. 22

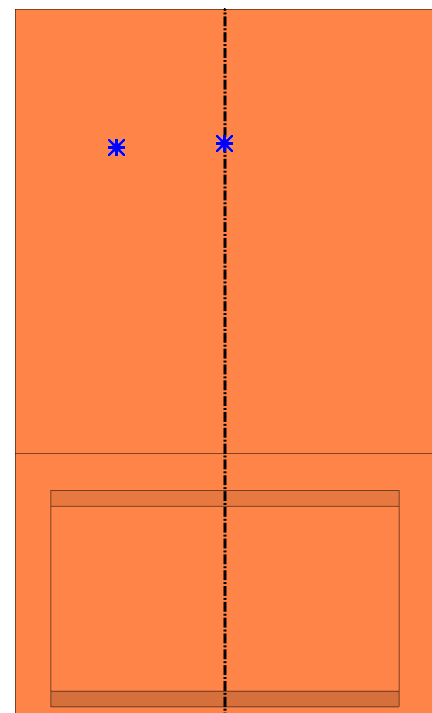


Fig. 23

Step 7. **Unselect Point tool.**
To unselect, **right click graphics area and click Select** from menu.

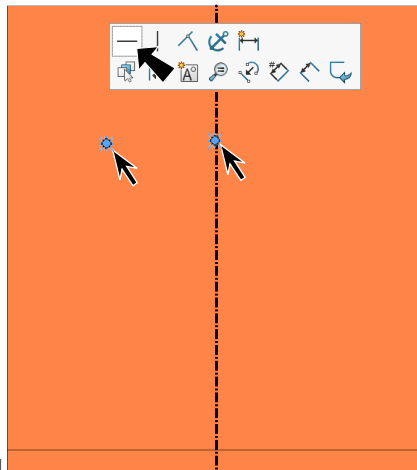


Fig. 24

Step 8. **Ctrl click both points** to select both. Release Ctrl key and click **Make Horizontal** on the context toolbar, Fig. 24.

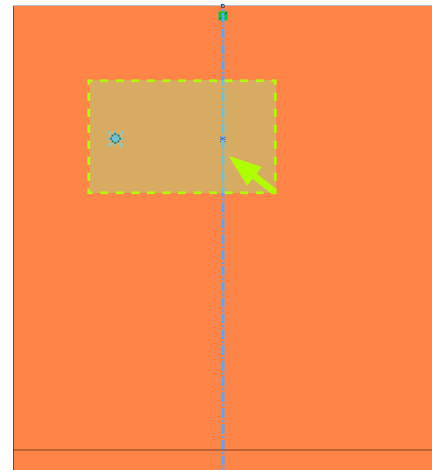


Fig. 25

Step 9. **Drag a selection to left** select all geometry, Fig. 25.

Step 10. Click **Mirror Entities** on the Sketch toolbar,.

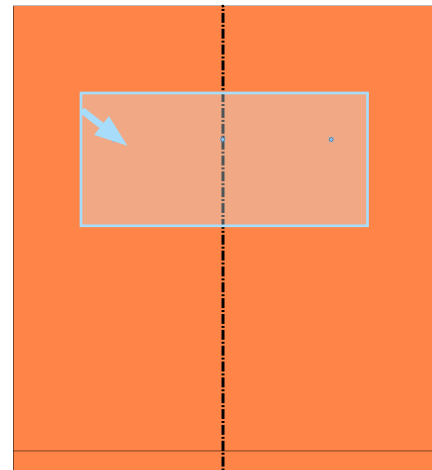


Fig. 26

Step 11. **Drag a selection to right** select all points, Fig. 26.

Step 12. Click **Linear Sketch Pattern** on the Sketch toolbar.

Step 13. In the Linear Pattern Property Manager set:

under Direction 1, Fig. 27
click **centerline**, Fig. 28

Spacing 21.3

Reverse Direction

Number of Instances 2

under Entities to Pattern
points were pre-selected

click **OK**.

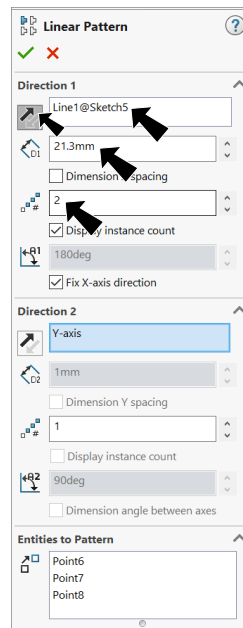


Fig. 27

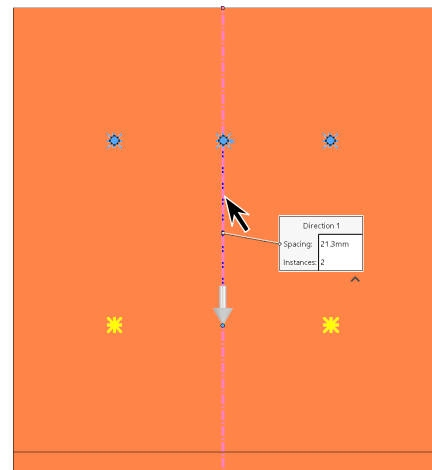




Fig. 28

Step 14. Click **Center Rectangle**  in the **Rectangle flyout**  on the Sketch toolbar.

Step 15. Sketch center rectangle at first point on centerline, **Fig. 29**.

Step 16. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 17. Add dimensions, **Fig. 30**.

Step 18. Click **Isometric**  on the Standard Views toolbar. (Ctrl-7)

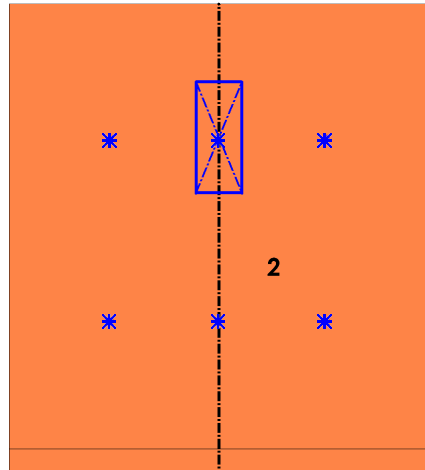


Fig. 29

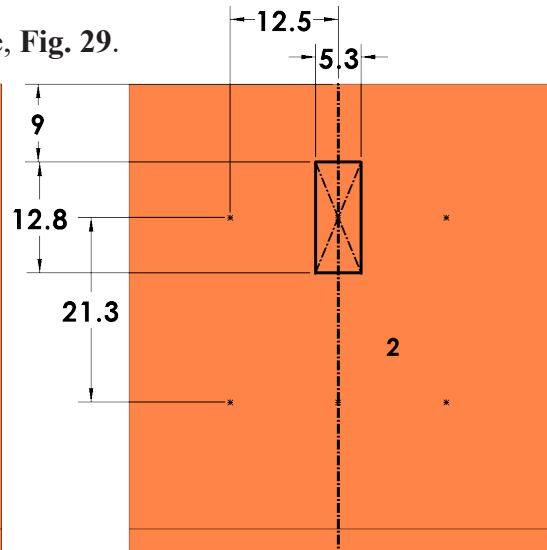



Fig. 30

Step 19. Click **Features**  on the Command Manager toolbar.

Step 20. Click **Extruded Cut**  on the Features toolbar.

Step 21. In the Cut-Extrude Property Manager set:
under Direction 1, **Fig. 31**
End Condition **Through All**
click OK .

Step 22. Save  (Ctrl-S).

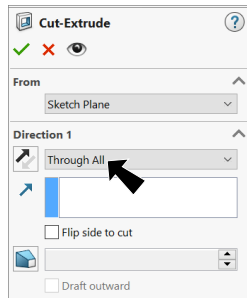


Fig. 31

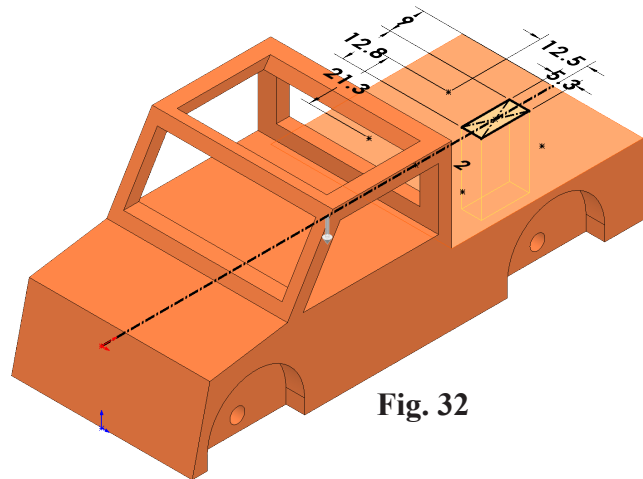


Fig. 32

G. Chamfer1.

Step 1. Click **Chamfer**  in the **Fillet flyout**  on the Features toolbar.

Step 2. In the Chamfer Property Manager set:
under Chamfer Type, **Fig. 33**

select **Angle Distance** 
under Chamfer Parameters

Distance  .7

Angle  45°

click **top edges of cut**, **Fig. 34**

click **OK** .

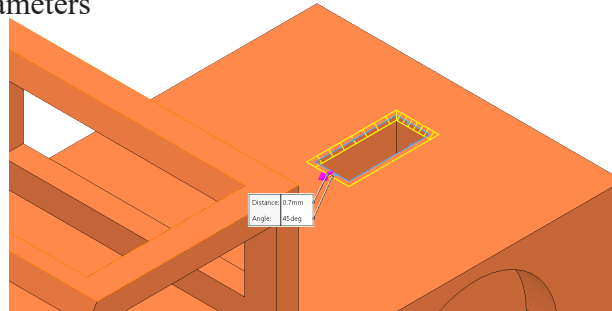


Fig. 34

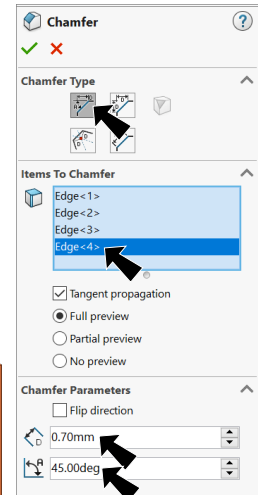
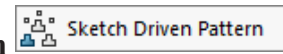




Fig. 33

H. Sketch Driven Pattern1.

Step 1. Expand **Cut Extrude4** in the Feature Manager. **Ctrl click Sketch4, Cut Extrude4 and Chamfer1** to select sketch and features, **Fig. 35**.

Step 2. Click **Sketch Driven Pattern**  in the **Linear Pattern flyout**  on the Features toolbar.

Step 3. In Sketch Driven Pattern Property Manager set:
under **Selections**, **Fig. 36**
Sketch4 was preselected
under **Features and Faces**
Cut Extrude4 and Chamfer1 were preselected
under **Options**
check **Geometry pattern**
click **OK** .

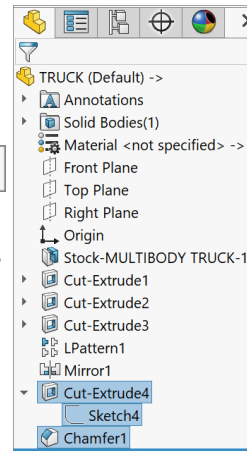


Fig. 35

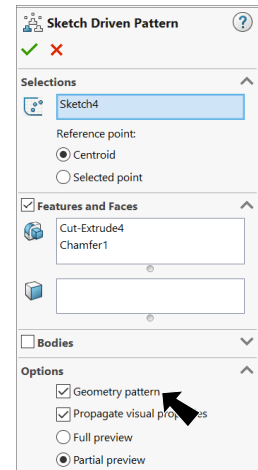


Fig. 36

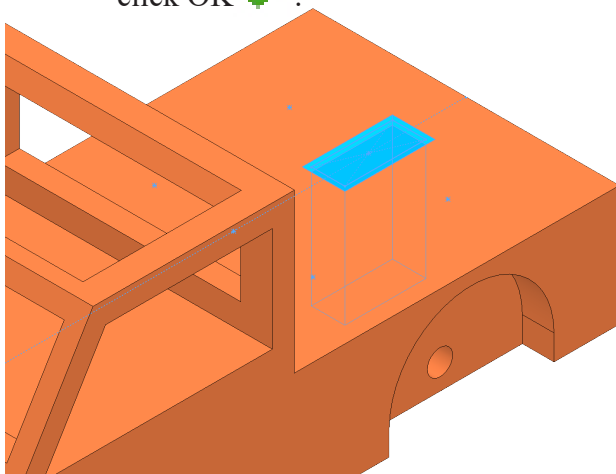


Fig. 37

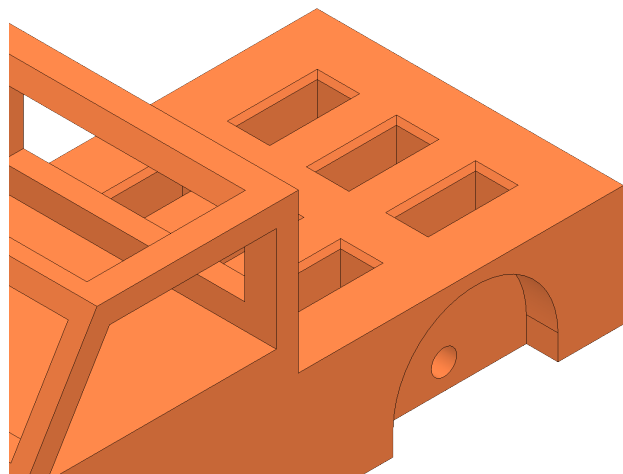



Fig. 38

I. Cut Extrude5 Sketch5 USB Drive Slots Cab.


Step 1. Click the **top face inside of Truck cab** and click

Sketch  on the context toolbar, **Fig. 39**.

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)

Step 3. Click **Centerline**  in the **Line flyout**  on the Sketch toolbar.

Step 4. Sketch vertical centerline up from Origin


, **Fig. 40**.


Step 5. Click **Center Rectangle**  in the **Rectangle flyout**  on the Sketch toolbar.

Step 6. Sketch **center rectangle on centerline at sunroof**, **Fig. 41**.

Step 7. Click **Point**  on the Sketch toolbar.

Step 8. Sketch **point to left of rectangle**, **Fig. 42**.

Step 9. **Unselect Point tool**. To unselect, **right click graphics area and click Select**  from menu.

Step 10. **Ctrl click point and centerpoint of rectangle** to select both. Release Ctrl key and click **Make Horizontal**  on the context toolbar, **Fig. 43**.

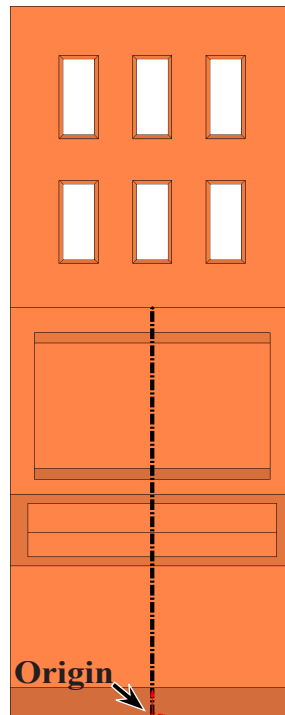
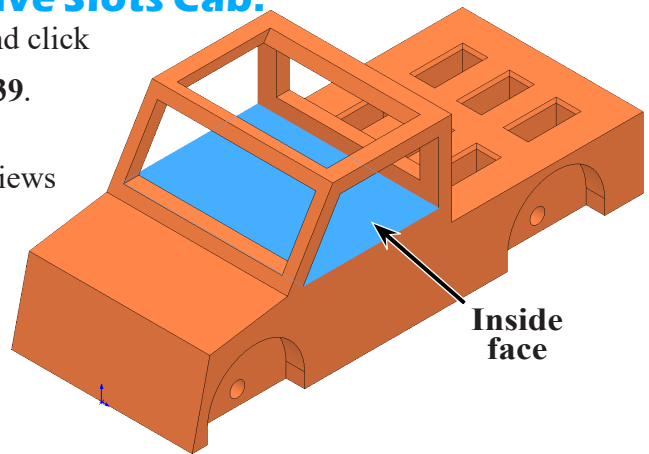


Fig. 40

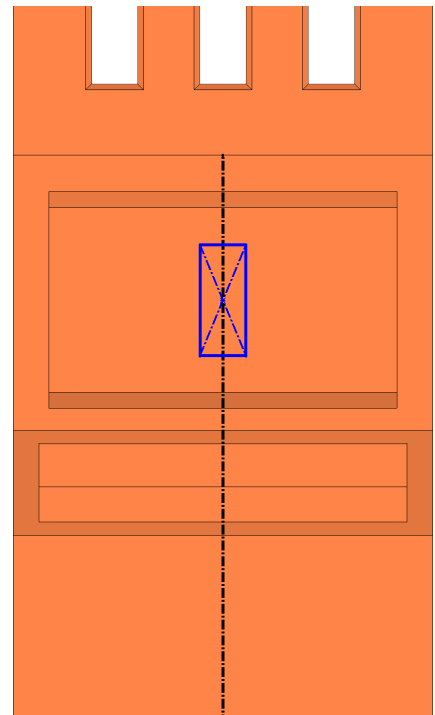


Fig. 41

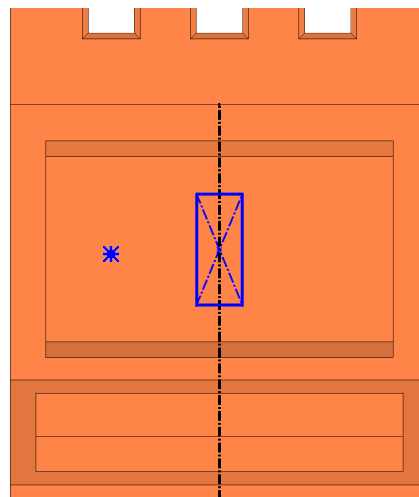


Fig. 42

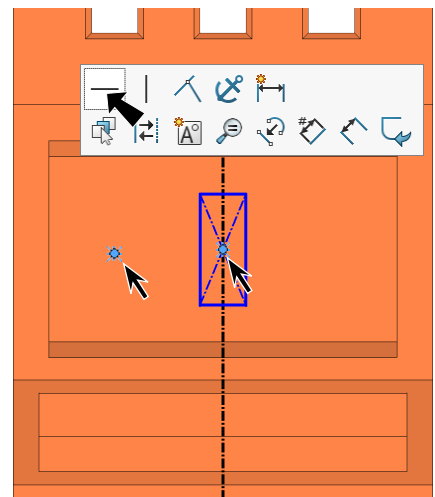
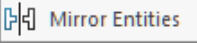



Fig. 43

Step 11. **Ctrl click point and centerline** select both, **Fig. 44.**

Step 12. Click **Mirror Entities**  on the Sketch toolbar.

Step 13. Click **Smart Dimension**  (S) on the Sketch toolbar.

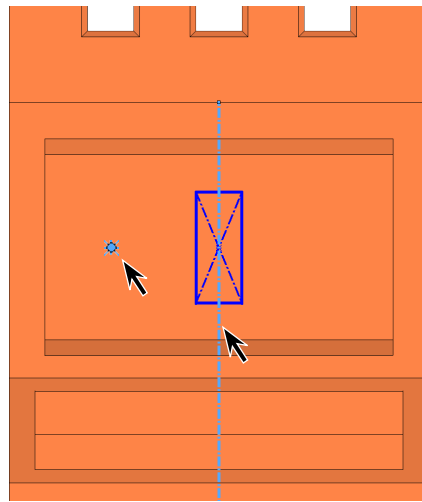


Fig. 44

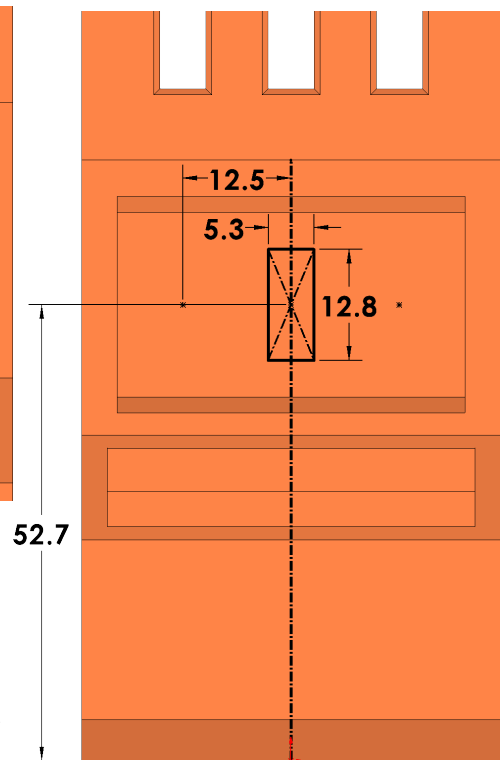
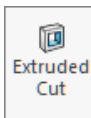



Fig. 45

Step 14. Add dimensions, **Fig. 45.**

Step 15. Click **Trimetric**  on the Standard Views toolbar.

Step 16. Click **Features**  on the Command Manager toolbar.

Step 17. Click **Extruded Cut**  on the Features toolbar.

Step 18. In the Cut-Extrude Property Manager set:
 under Direction 1, **Fig. 46**
 End Condition **Through All**
 click OK .

Step 19. Save  (Ctrl-S).

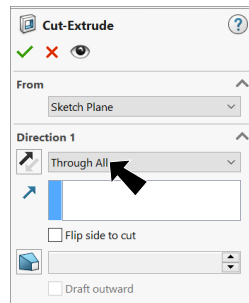


Fig. 46

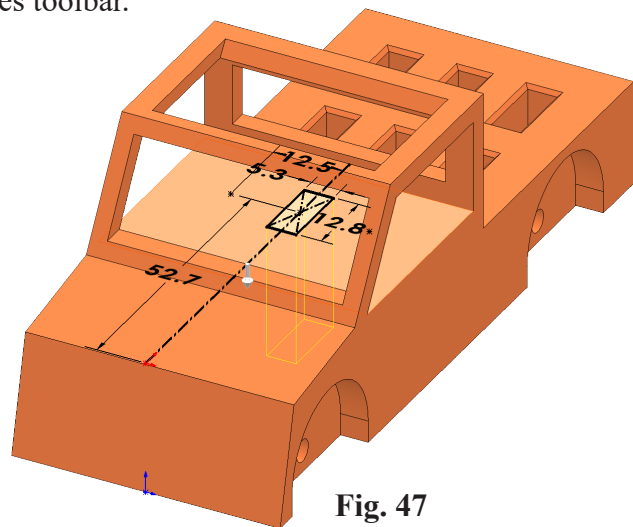


Fig. 47

J. Chamfer2.

Step 1. Click **Chamfer**  in the **Fillet flyout**  on the Features toolbar.

Step 2. In the Chamfer Property Manager set:
under Chamfer Type, **Fig. 48**

select **Angle Distance** 

Distance  .7

Angle  45°

click **top edges of cut**,
Fig. 49

click OK .

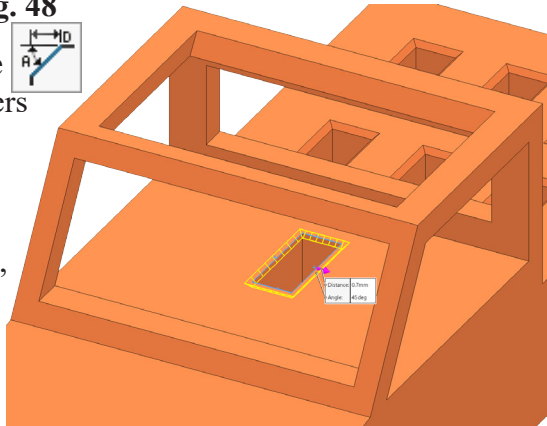


Fig. 49

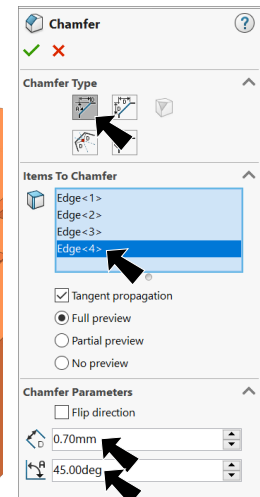




Fig. 48

Step 3. Save  (Ctrl-S).

K. Sketch Driven Pattern2.

Step 1. Expand **Cut Extrude5** in the Feature Manager.
Ctrl click **Sketch5**, **Cut Extrude5** and **Chamfer2**
to select sketch and features, **Fig. 50**.

Step 2. Click **Sketch Driven Pattern**  in the **Linear Pattern flyout**  on the Features toolbar.

Step 3. In the Sketch Driven Pattern Property Manager set:
under Selections, **Fig. 51**

Sketch5 was preselected
under Features and Faces

Cut Extrude5 and Chamfer2 were preselected

click OK .

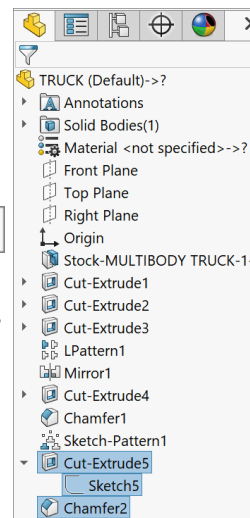


Fig. 50

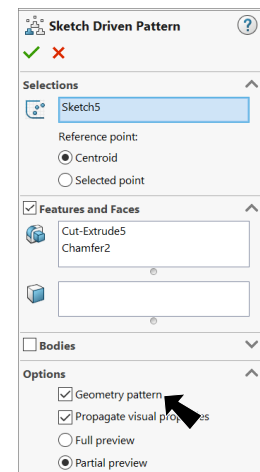



Fig. 51

Step 4. Save  (Ctrl-S).

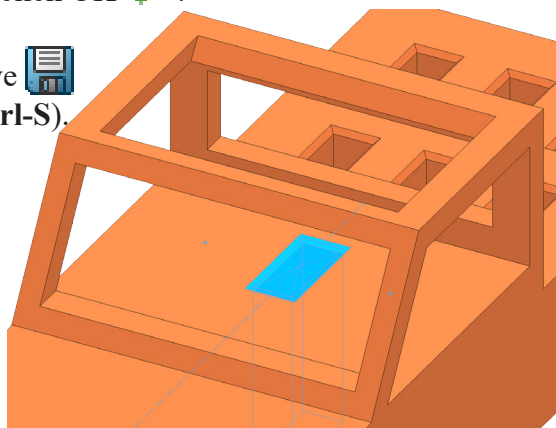


Fig. 52

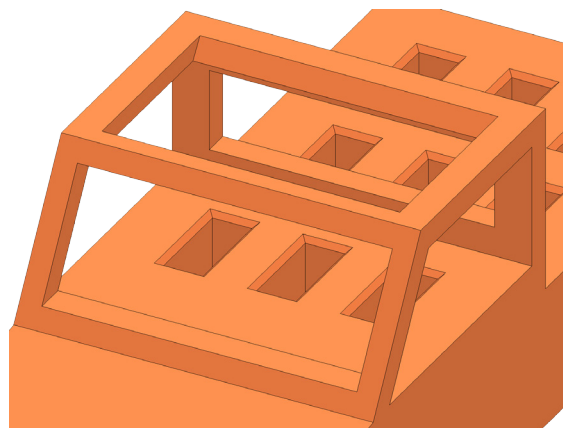


Fig. 53

L. Cut-Extrude6 Sketch6 Stake Holes.


Step 1. Click the **top face of Truck bed** and click **Sketch**

 on the context toolbar, **Fig. 54**.

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)


Step 3. Click **Centerline**  in the **Line flyout**  on the Sketch toolbar.


Step 4. Sketch vertical centerline up from Origin


, **Fig. 55**.

Step 5. Click **Center Rectangle**  in the **Rectangle flyout**  on the Sketch toolbar.

Step 6. Sketch **3 rectangles**, **Fig. 56**.

Step 7. **Unselect Rectangle tool**. To unselect, **right click graphics area** and click **Select**  from menu.

Step 8. **Ctrl click the left side line of both rectangles on left side** to select both. Release Ctrl key and click **Make Collinear**  on the context toolbar, **Fig. 57**.

Step 9. **Ctrl click a short side line of each rectangle** to select three lines. Release Ctrl key and click **Make Equal**  on the context toolbar, **Fig. 58**.

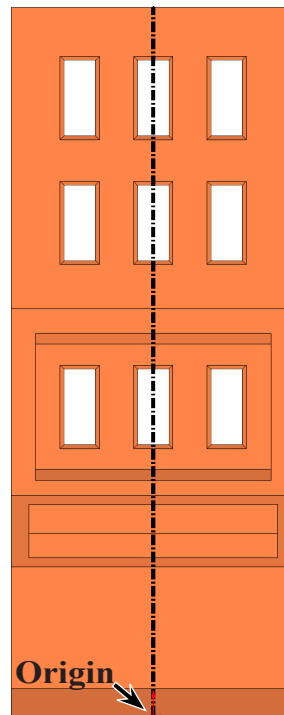
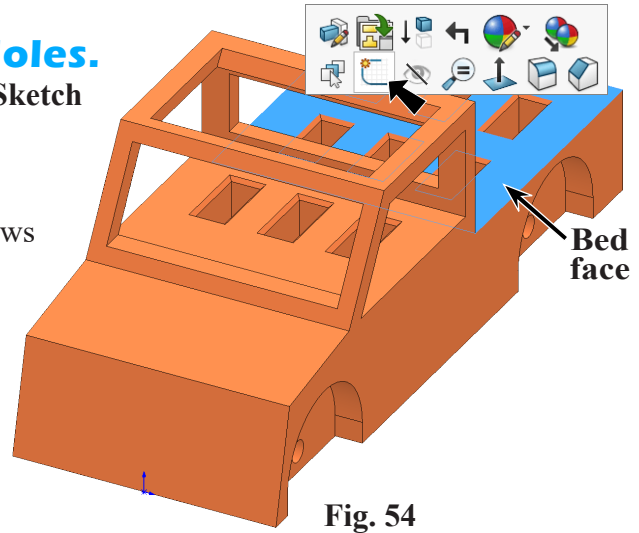


Fig. 55

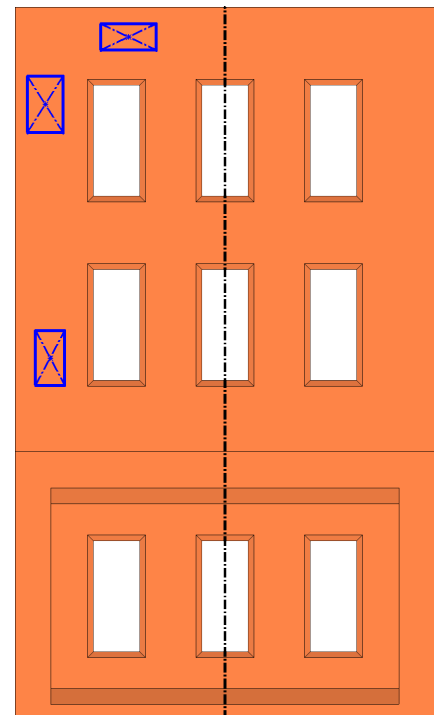


Fig. 56

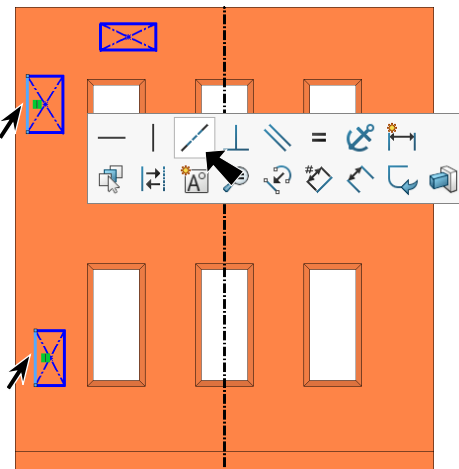


Fig. 57

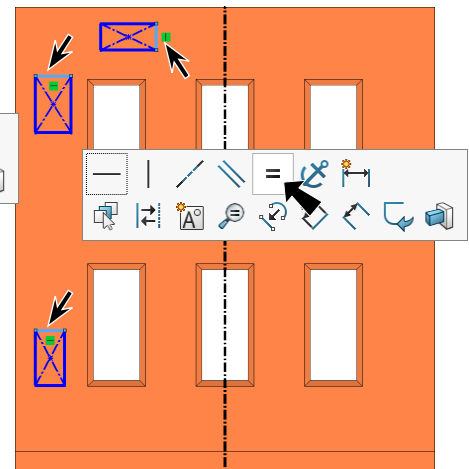



Fig. 58

Step 10. **Ctrl** click a long side line of each rectangle to select three lines. Release **Ctrl** key and click **Make Equal**  on the context toolbar, **Fig. 59**.

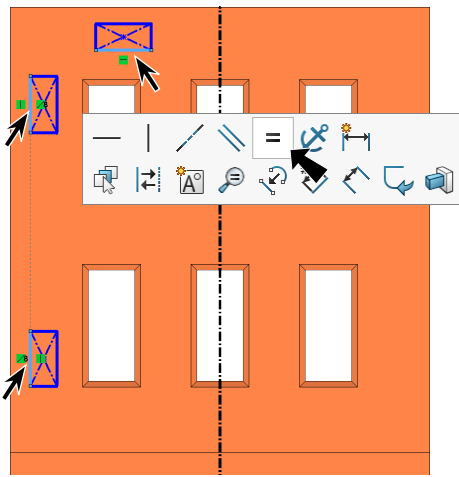


Fig. 59

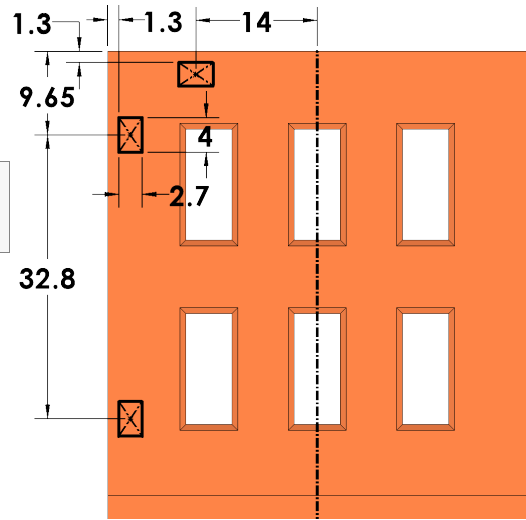
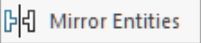


Fig. 60

Step 11. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 12. Add dimensions, **Fig. 60**.

Step 13. Click **Mirror Entities**  on the Sketch toolbar.

Step 14. In Mirror Property Manager: under Entities to mirror, **Fig. 61**

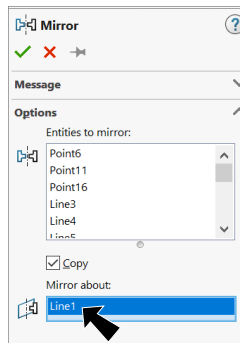


Fig. 61

drag a selection over rectangles, **Fig. 62**
 click in Mirror about box
 click the **centerline**
 click OK .

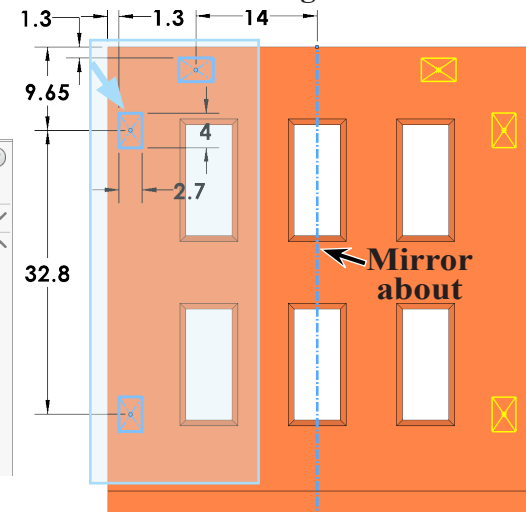





Fig. 62

Step 15. Click **Isometric**  on the Standard Views toolbar. (**Ctrl-7**)

Step 16. Click **Features**  on the Command Manager toolbar.

Step 17. Click **Extruded Cut**  on Features toolbar.

Step 18. In the Cut-Extrude Property Manager set: under Direction 1, **Fig. 63**
 End Condition **Blind**
 Depth  3.9
 click OK .

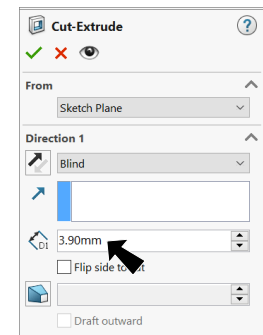


Fig. 63

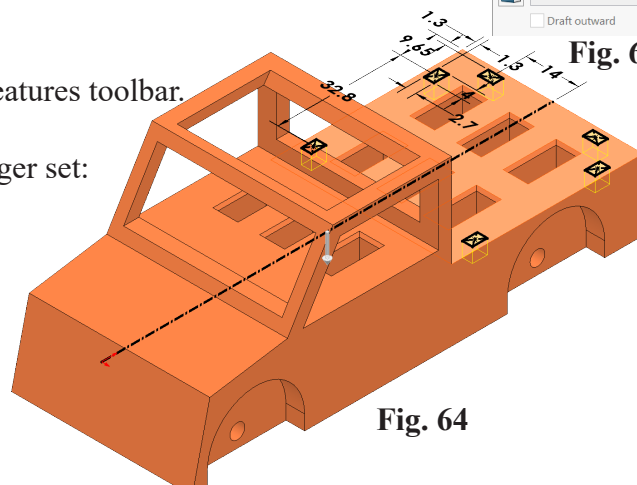


Fig. 64

M. Boss-Extrude1 Sketch7 Hood Scoop.

Step 1. Click **Top Plane**  in the Feature Manager and click **Sketch**  on the context toolbar, **Fig. 65**.

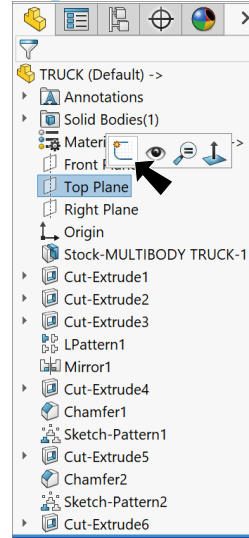


Fig. 65

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)

Step 3. Click **Center Rectangle**  in the **Rectangle flyout**  on the Sketch toolbar.

Step 4. Sketch center rectangle with top edge coincident with bottom front edge of windshield, **Fig. 66**.

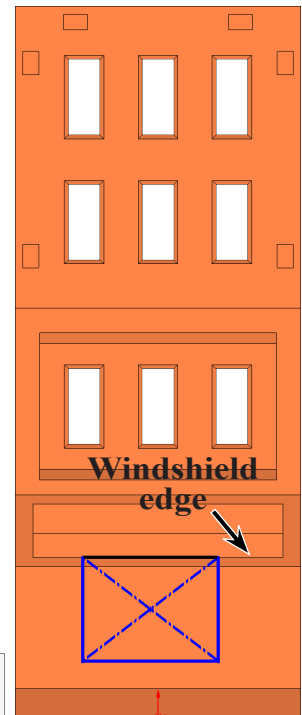





Fig. 66

Step 5. **Unselect Rectangle tool.** To unselect, **right click graphics area and click Select**  from menu.

Step 6. **Ctrl click centerpoint of rectangle and Origin**  to select both. Release Ctrl key and click **Make Vertical**  on the context toolbar, **Fig. 67**.

Ctrl click centerpoint and Origin

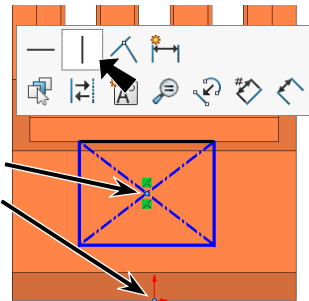


Fig. 67

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

Step 8. Add dimensions, **Fig. 68**.

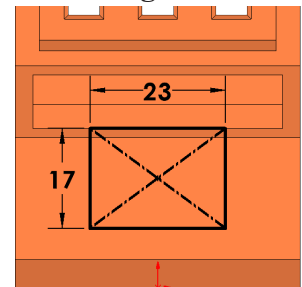


Fig. 68

Step 9. Click **Isometric**  on the Standard Views toolbar. (**Ctrl-7**)

Step 10. Click **Features**  on the Command Manager toolbar.

Step 11. Click **Extruded Boss/Base**  on Features toolbar.

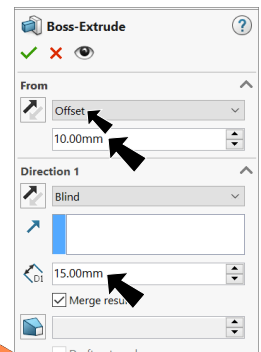


Fig. 69

Step 12. In the Boss-Extrude Property Manager set:
under From, **Fig. 69**

Start Condition **Offset**

Depth  **10**

under Direction 1, **Fig. 70**

End Condition **Blind**

Depth  **15**

click OK .

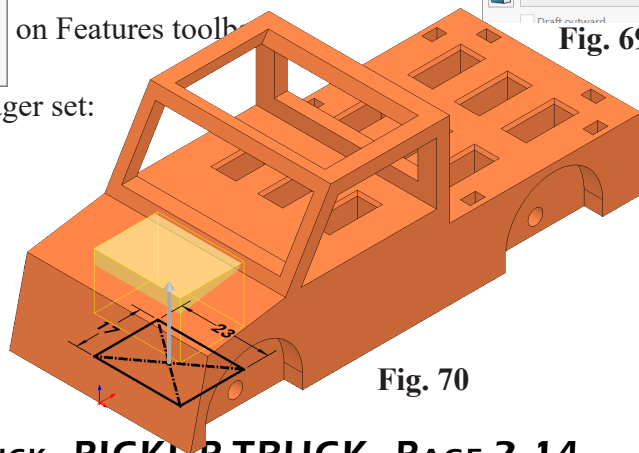




Fig. 70

N. Boss-Extrude2 Sketch8 Headlights.

Step 1. Click **Front Plane**  in the Feature Manager and click **Sketch**  on the context toolbar, **Fig. 71**.

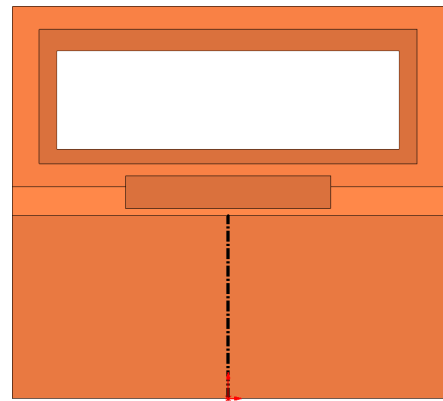
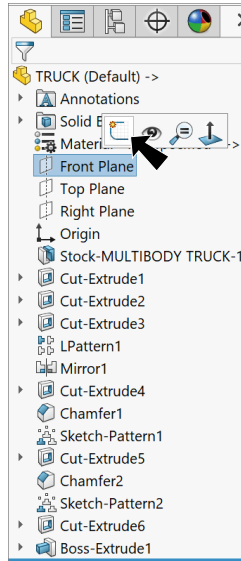






Fig. 72

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)

Step 3. Click **Centerline**  in the **Line flyout**  on the Sketch toolbar.

Step 4. Sketch vertical centerline from **Origin**  , **Fig. 72**.

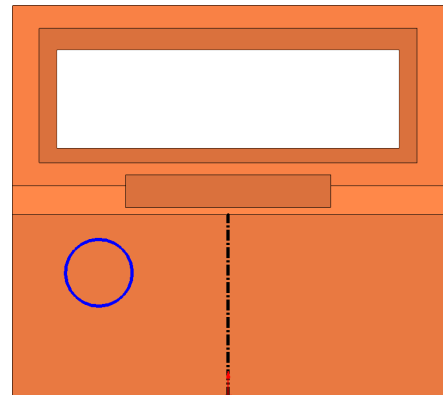


Fig. 73

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

Step 6. Sketch circle for headlight, **Fig. 73**.

Step 7. **Unselect Circle Tool**. To unselect, **right click graphics area and click Select**  from menu.

Step 8. Drag a selection to select all, **Fig. 74**.

Step 9. Click **Mirror Entities**  **Mirror Entities** on Sketch toolbar.

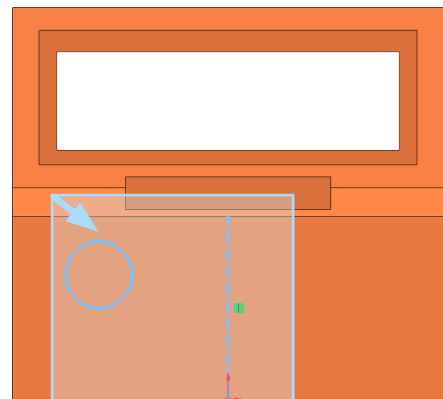


Fig. 74

Step 10. Click **Smart Dimension**  (S) on Sketch toolbar.

Step 11. Add dimensions, **Fig. 75**.

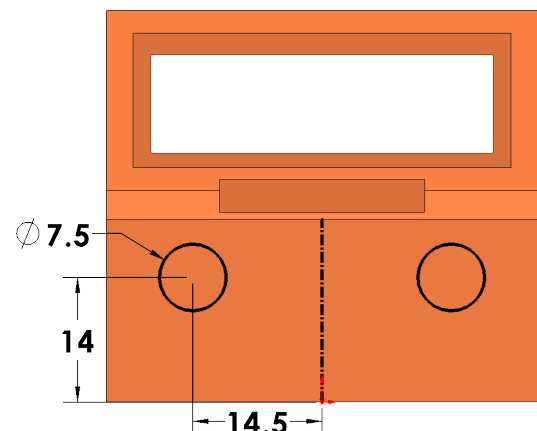


Fig. 75

Step 12. Click **Isometric**  on the Standard Views toolbar.

Step 13. Click **Features**  on the Command Manager toolbar.

Step 14. Click **Extruded Boss/Base**  on the Features toolbar.

Step 15. In the Boss-Extrude Property Manager set:

under From, **Fig. 76**

Start Condition **Offset**

Depth  1.5

Reverse Direction 

under Direction 1, **Fig. 77**

Reverse Direction 

End Condition **Up To Next**

click OK .

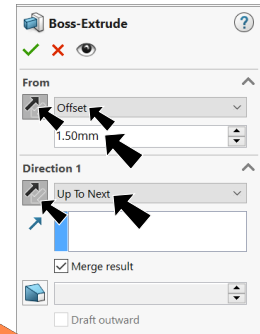


Fig. 76

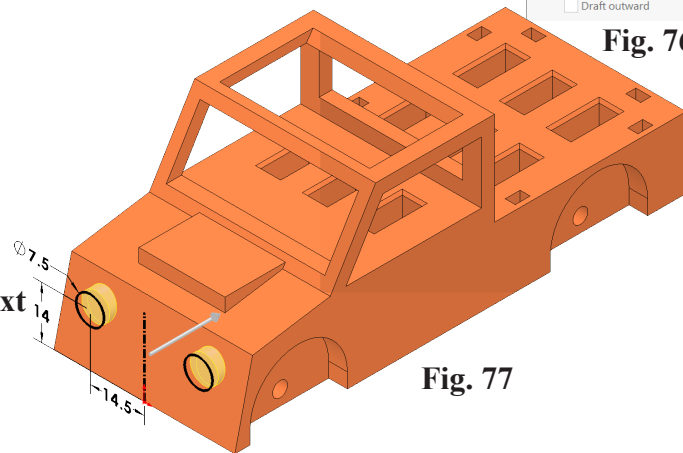





Fig. 77

Step 16. Save  (Ctrl-S).

O. Boss-Extrude3 Sketch9 Tail Lights.

Step 1. Rotate view to rear, **Fig. 78**. To rotate view, **Shift** click the **Y** axis of the **Reference Triad**  one time.

Step 2. Click the **rear face of bed** and click **Sketch**  on the context toolbar, **Fig. 78**.

Step 3. Click **Centerline**  in the **Line flyout**  on the Sketch toolbar.

Step 4. Sketch **vertical centerline up from Origin** , **Fig. 79**.

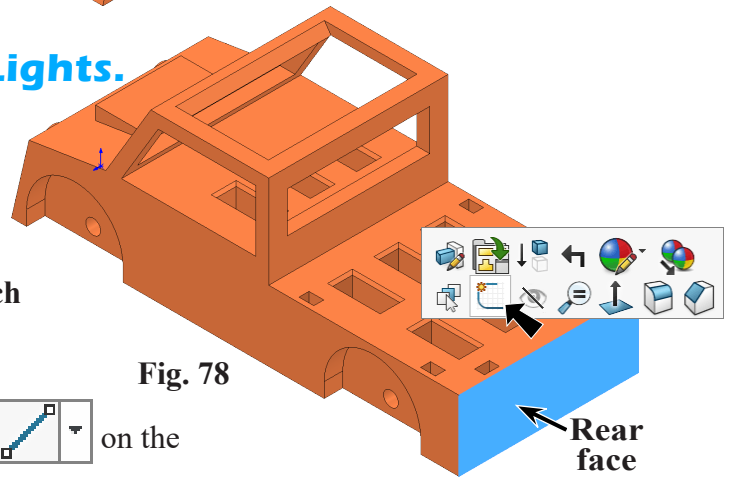


Fig. 78

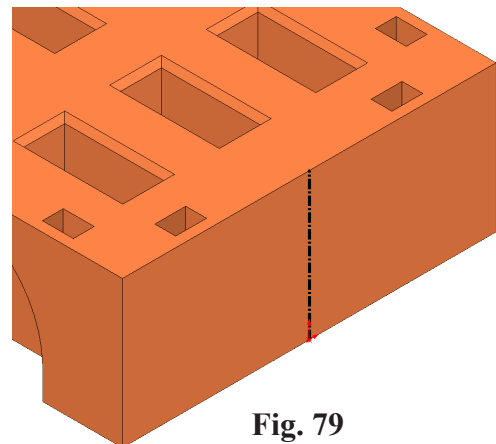



Fig. 79

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

Step 6. Sketch circle for tail light, **Fig. 80**.

Step 7. **Unselect Circle Tool**. To unselect, **right click graphics area and click Select**  from menu.

Step 8. Drag a selection to select centerline and circle, **Fig. 81**.

Step 9. Click **Mirror Entities**  **Mirror Entities** on the Sketch toolbar.

Step 10. Click **Smart Dimension**  (S) on the Sketch toolbar.

Step 11. Add dimensions, **Fig. 82**.

Step 12. Click **Features**  on the Command Manager toolbar.

Step 13. Click **Extruded Boss/Base**  on the Features toolbar.

Step 14. In the Boss-Extrude Property Manager set:

under Direction 1, **Fig. 83**

End Condition **Blind**

Depth  **1.5**

click OK .

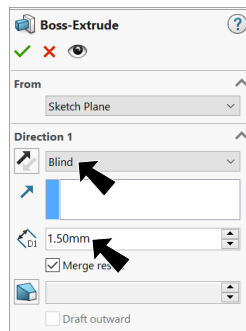


Fig. 83

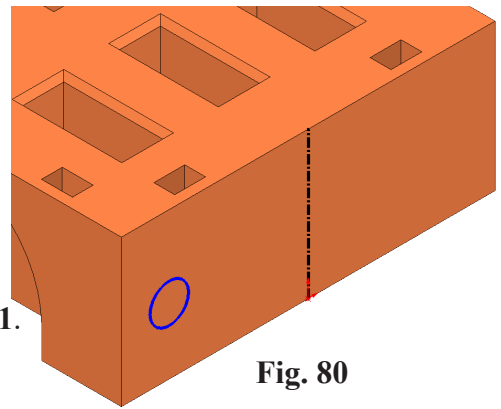


Fig. 80

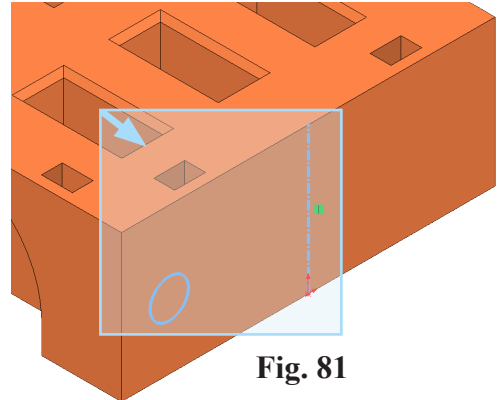


Fig. 81

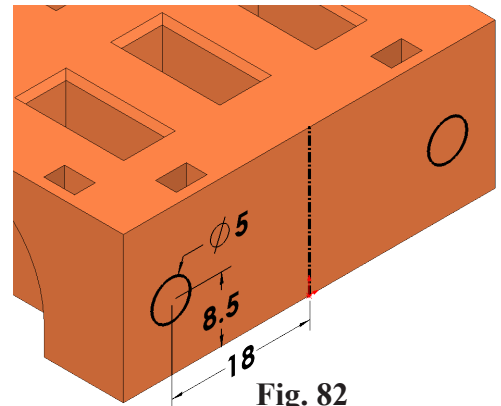


Fig. 82

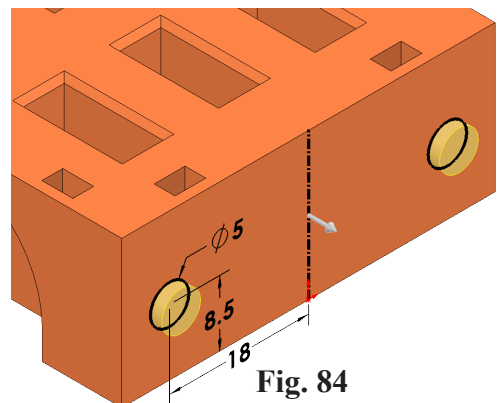



Fig. 84

P. Cut-Extrude7 Sketch10 Sunroof Storage.

Step 1. Click **Right Plane**  in the Feature Manager and click **Sketch** on the context toolbar, **Fig. 85**.

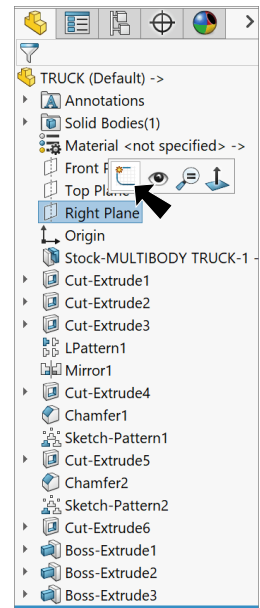




Fig. 85

Step 2. Click **Normal To**  on the Standard Views toolbar. (**Ctrl-8**)

Step 3. Click **Convert Entities**  on the Sketch toolbar.

Step 4. In the Convert Entities Property Manager:
 under Entities to Convert, **Fig. 86**
 click **top edge of bed**, **Fig. 87**
 click **OK** .

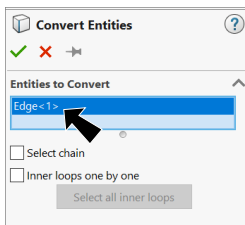


Fig. 86

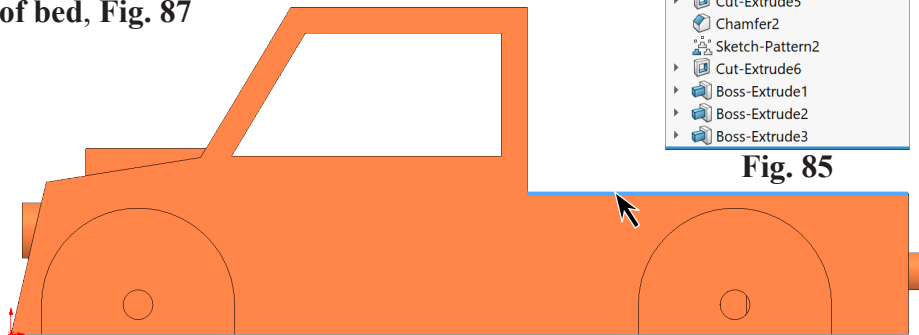




Fig. 87

Step 5. Click **Line**  (**L**) on the Sketch toolbar.

Step 6. Sketch the **3 lines**, **Fig. 88**.

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

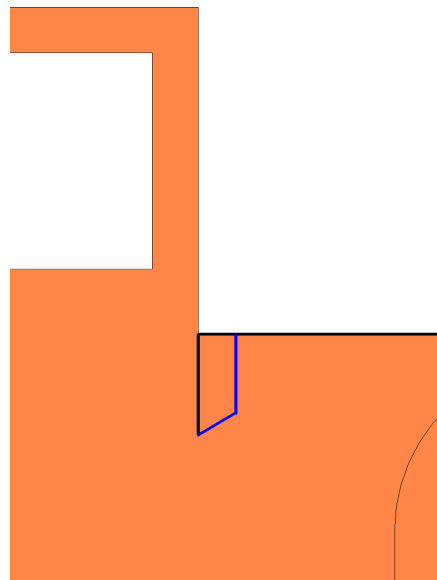


Fig. 88

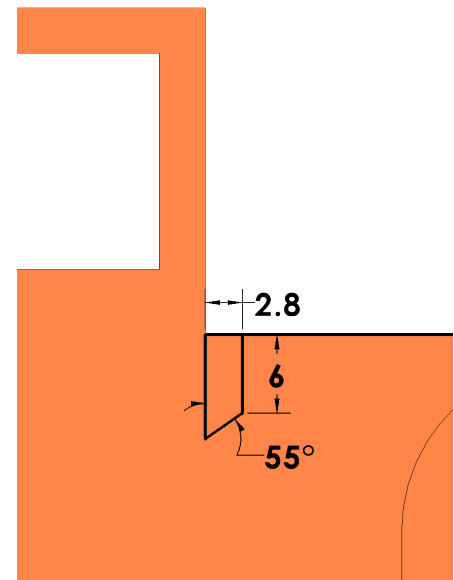

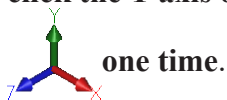


Fig. 89

Step 8. Add dimensions, **Fig. 89**.

Step 9. Rotate view to view rear, **Fig. 90**. To rotate view, click **Isometric**  on the Standard Views toolbar (**Ctrl-7**), then in bottom left corner of graphics area **Shift** click the **Y axis** of the Reference Triad



one time.

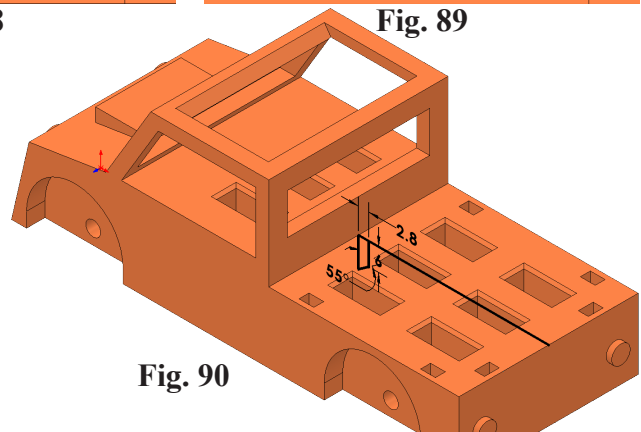





Fig. 90

Step 10. Click **Features**  on the Command Manager toolbar.

Step 11. Click **Extruded Cut**  on the Features toolbar.

Step 12. In the Cut-Extrude Property Manager set:
under Direction 1, **Fig. 91**
End Condition **Mid Plane**

Depth  **40.5**
under Selected Contours
click the **region**, **Fig. 92**
click OK .

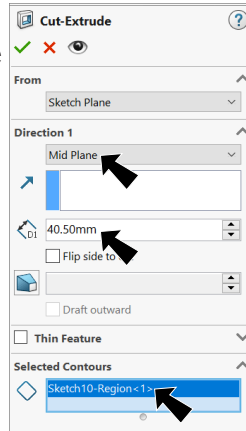


Fig. 91

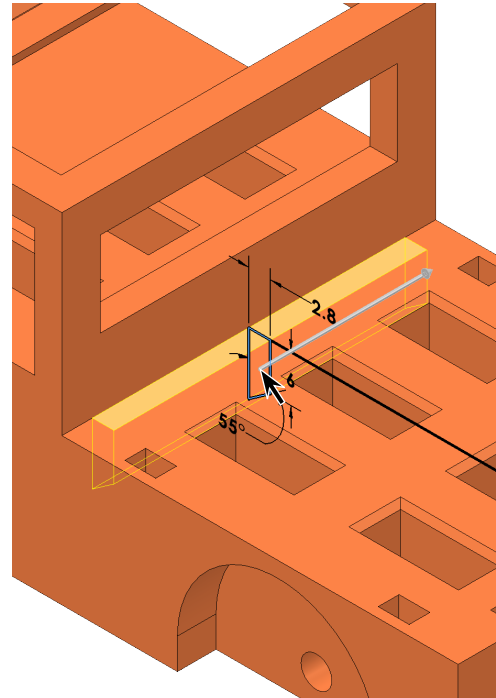



Fig. 92




Q. Chamfer3.

Step 1. Click **Chamfer**  in the

Fillet flyout  on the Features toolbar.

Step 2. In the Chamfer Property Manager set:
under Chamfer Type, **Fig. 93**

select **Angle Distance** 
under Chamfer Parameters

Distance  **.7**
Angle  **45°**
click **top edges of cut**,
Fig. 94
click OK .

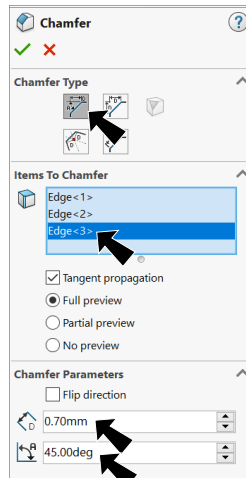


Fig. 93

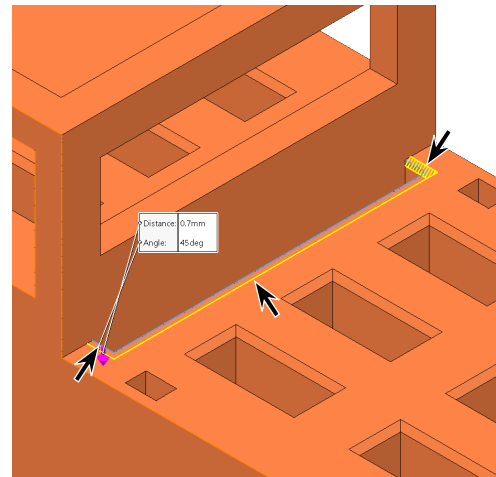


Fig. 94

Step 3. Save  (Ctrl-S).

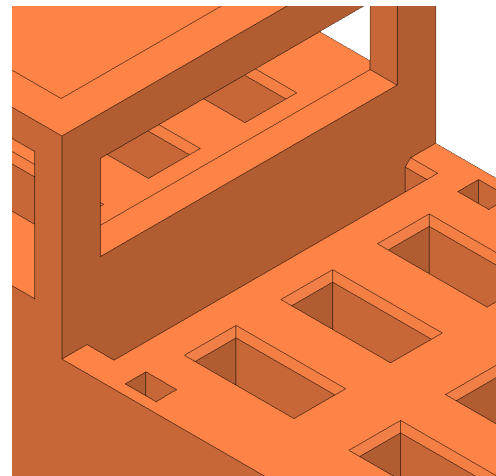


Fig. 95

R. Fillets.

Step 1. Click **Fillet**  on the Features toolbar.

Step 2. In the Fillet Property Manager set:
select **FilletXpert**, Fig. 96

Radius  4

click top edges of hood and top front/rear edge of cab (5),
Fig. 97

click Apply

Radius 4

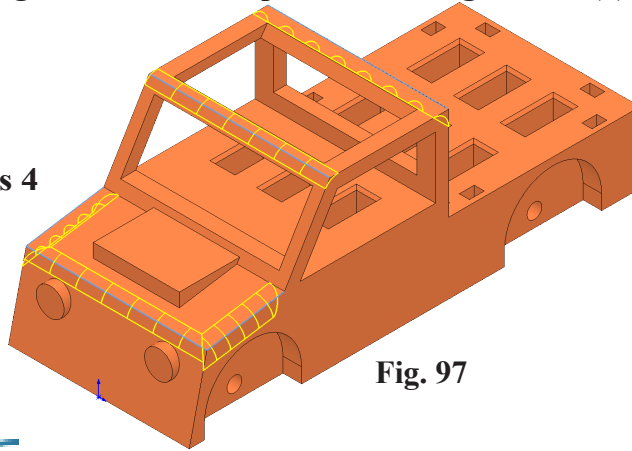


Fig. 97

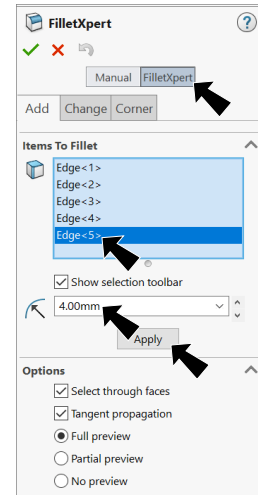


Fig. 96

Radius  3, Fig. 98

click top edges hood scoop (2), Fig. 99

click Apply

Radius 3

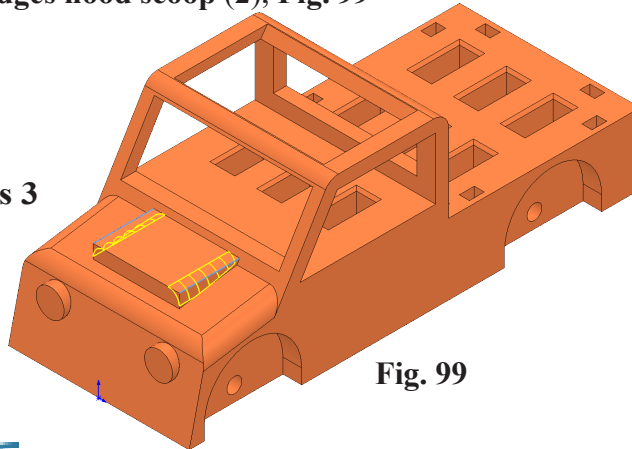


Fig. 99

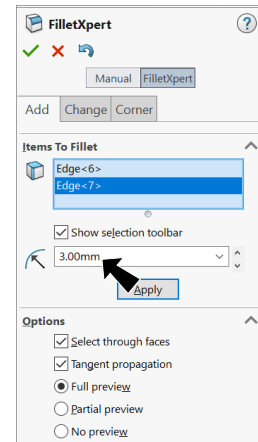


Fig. 98

Radius  2, Fig. 100

uncheck **Tangent propagation**

click front edges of front quarter panels and side of cab (8),
Fig. 101

click Apply

Radius 2

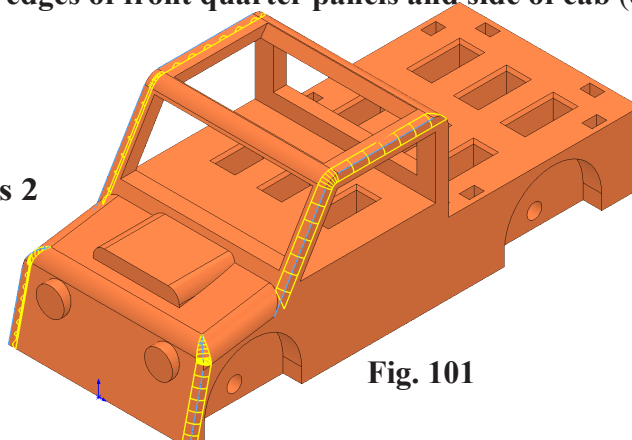


Fig. 101

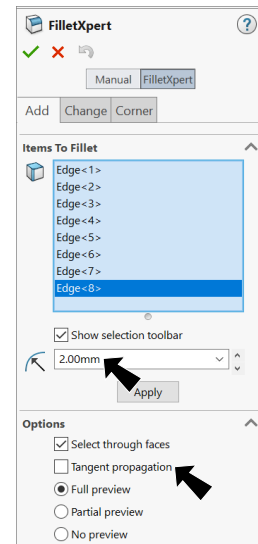



Fig. 100

Radius  1.5, Fig. 102
 check Tangent propagation
 click top inside corners of door windows and rear edges of
 rear quarter panels (6), Fig. 103
 click Apply

Radius 1.5

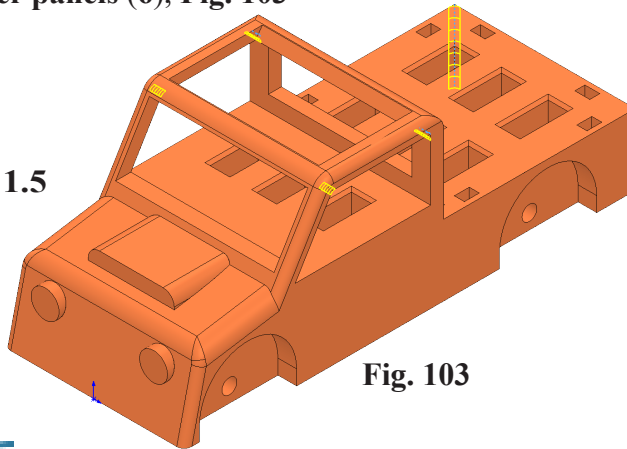



Fig. 103

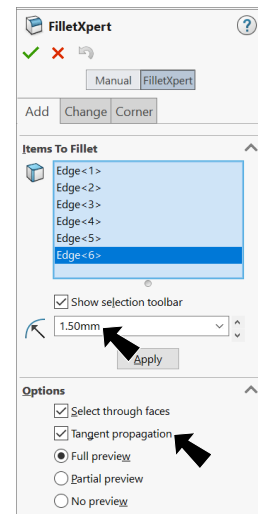



Fig. 102

Radius  1.2, Fig. 104
 right click bottom outside edge of door window and click
 Select Loop from menu and rear edges of cab (1 loop and 2
 edges), Fig. 105
 click Apply

Radius 1.2

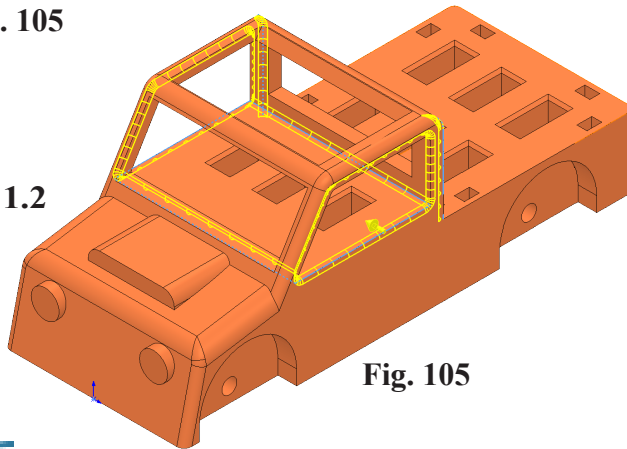



Fig. 105

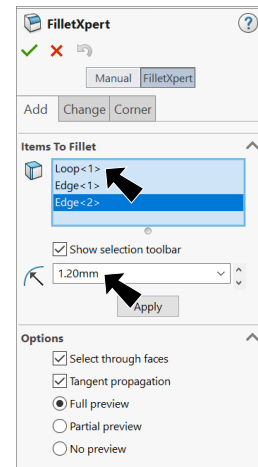


Fig. 104

Radius  1
 click hood scoop front edges, front edges of windshield, bottom inside edge of
 windshield, all edges rear window and bed edges and light edges (18), Fig. 106
 click Apply

Radius 1

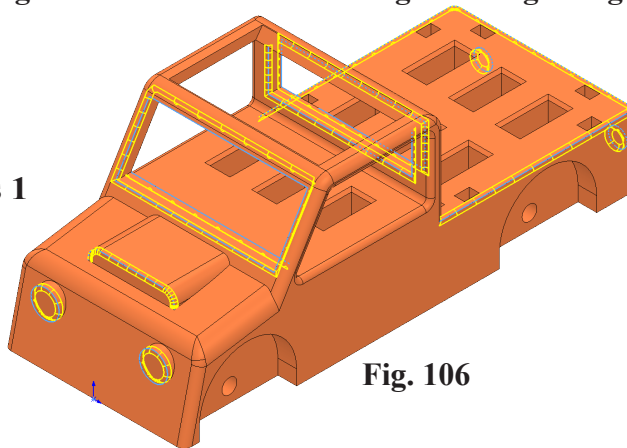



Fig. 106

Radius  .6

click **inside bottom front and rear edge of sunroof (2)**, **Fig. 107**

click OK .

Step 3. Save  (Ctrl-S).

Radius .6

7

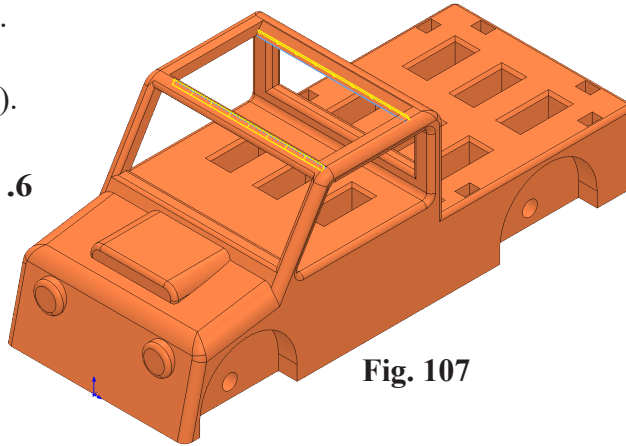


Fig. 107

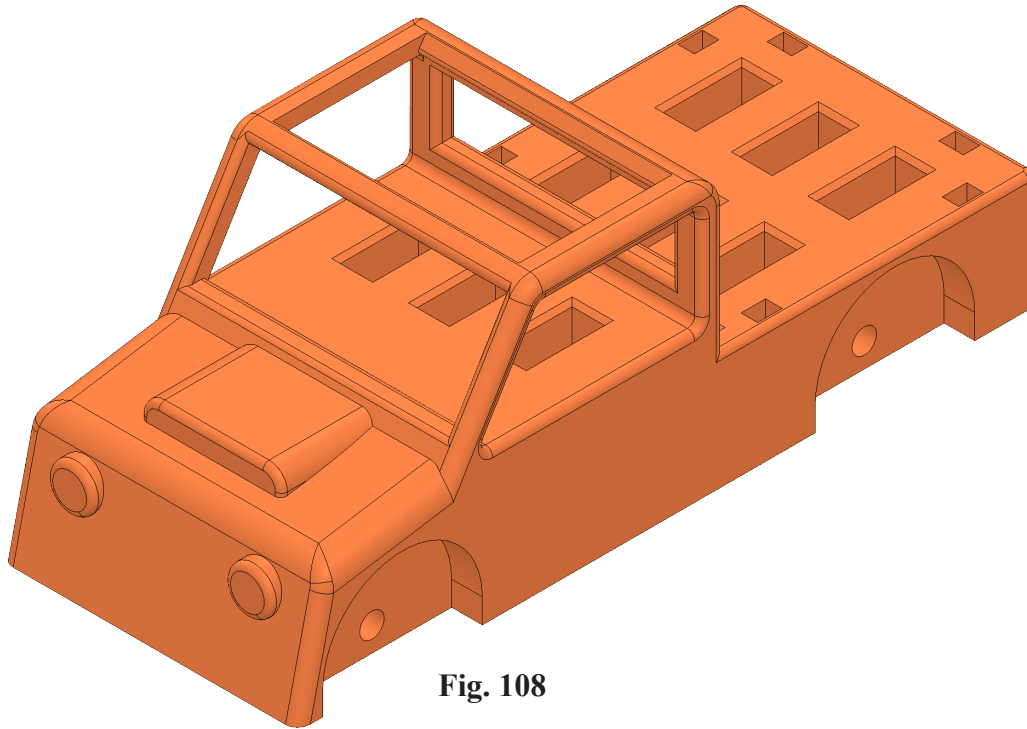


Fig. 108