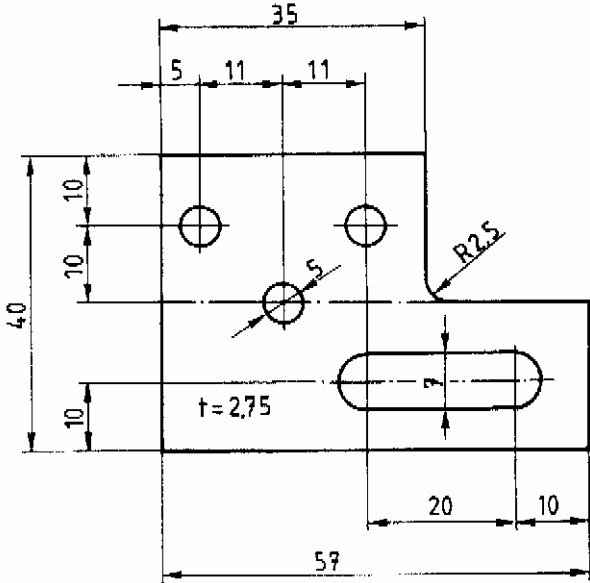


Übung : Beschlagblech 1



Übung : Beschlagblech 1 / Commandfile

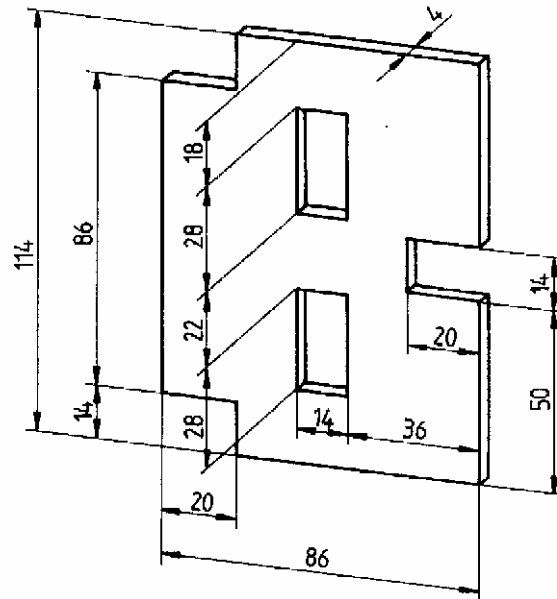
```
; UTILITY > COMMAND FILE ... > Read Commandfile setup-para

; Hilfsgeometrie
Comment "Construct"
Select Layer Construct
Insert Point Free Loc [0,0,0]

; Hauptgeometrie
Comment "Wireframe"
Select Layer Wireframe
Insert Line Free Org * Dy 40 Dx 35 Dy -20
Insert Line Free Org * Dx 57 Dy End * End *
Insert Fillet Radius 2.5 * *
Join Pcurve Chn * Go
Insert Slotprofile Height 7 Innerwidth 20 LeftEnd Ref End * Dxy -30 10
Insert Circle Diameter 5 Ref End * Dxy 5 -10 Dxy 11 -10 Dxy 11 10

; Solid-Geometrie
Comment "Solids"
Select Layer Solids
Change View Cplane Cpname ISO
Insert LinearSweep Solid Depth 2.75 * * Group * Go
Blank Parameter All
Render View ShadeNowire
```

Übung : Beschlagblech 2



Übung : Beschlagblech 2 / Commandfile

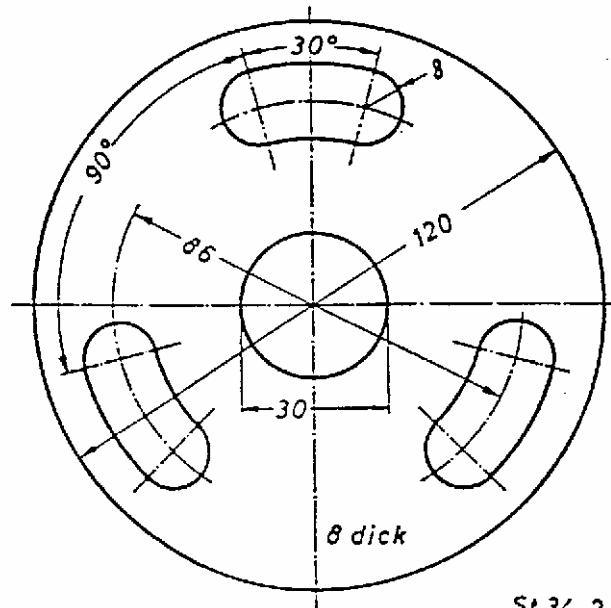
```
; UTILITY > COMMAND FILE ... > Read Commandfile setup-para

; Hilfsgeometrie
Comment "Construct"
Select Layer Construct
Insert Point Free Loc [0,0,0]

; Hauptgeometrie
Comment "Wireframe"
Select Layer Wireframe
Insert Rectangle Height 114 Width 86 Vertex Org *
Insert Rectangle Height 14 Width 20 Vertex End *
Insert Rectangle Height -14 Width 20 Vertex End *
Insert Rectangle Height 14 Width -20 Vertex Ref End * Dy 50
Insert Rectangle Height -28 Width -14 Vertex Ref End * Dxy -36 -18
Insert Rectangle Height -28 Width -14 Vertex Ref End * Dy -22
Subtract Profile * * * * Go

; Solid-Geometrie
Comment "Solids"
Select Layer Solids
Change View Cplane Cpname ISO
Insert LinearSweep Solid Depth 4 * Flip * * Go
Blank Parameter All
Render View ShadeNowire
```

Übung : Scheibe



St 34-2

▽▽Scheibe mit Langlöchern

Übung : Scheibe / Commandfile

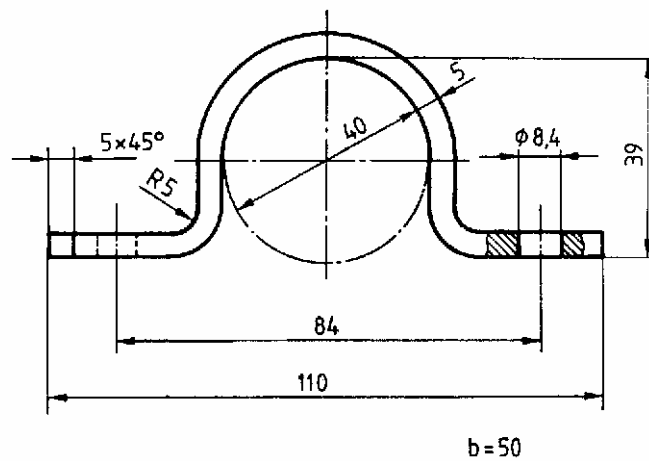
```
; UTILITY > COMMAND FILE ... > Read Commandfile setup-para

; Hilfsgeometrie
Comment "Construct"
Select Layer Construct
Insert Point Free Loc [0,0,0]
Insert Refline Fromy 30 Org *
Insert Circle Diameter 86 UConstruction Org *

; Hauptgeometrie
Comment "Wireframe"
Select Layer Wireframe
Insert Circle Radius 8 Intof * * Intof * *
Insert Arc Radius Org * Intof * * Intof * *
Insert Arc Radius Org * Intof * * Intof * *
Trim Curve Corner * * * * * * * *
Join Pcurve Chn * Go
Duplicate Entity * Rotate Number 3 Circular Axis Z Org *
Insert Circle Diameter 120 Org *
Insert Circle Diameter 30 Org *

; Solid-Geometrie
Comment "Solids"
Select Layer Solids
Change View Cplane Cpname ISO
Insert LinearSweep Solid Depth 8 * * Group * Go
Blank Parameter All
Render View ShadeNowire
```

Übung : Rohrschelle 1



Übung : Rohrschelle 1 / Commandfile

```
; UTILITY > COMMAND FILE ... > Read Commandfile setup-para

; Hilfsgeometrie
Comment "Construct"
Select Layer Construct
Insert Point Free Loc [0,0,0]
Insert Refline XY Org *
Insert Circle Diameter 40 UConstruction Org *

; Hauptgeometrie
Comment "Wireframe"
Select Layer Wireframe
Insert Line Free Ref Intof * * Dxy 55 -39 Dx Intof * * Dy Intof * *
Insert Fillet Radius 10 * *
Duplicate Entity * * * Mirror Plane X Org *
Insert Arc Bisect End Only Lin * *
Echo Layer Wireframe
Join Pcurve Chn * Go
Offset Curve Pcurve Distance 5 * Go
Insert Line Pair End * * * *
Join Pcurve Chn * Go

; Solid-Geometrie
Comment "Solids"
Select Layer Solids
Insert LinearSweep Solid Center Depth 50 * Go
Chamfer Entity Nochain Symmetric 5 Flat Edges * * * * Go
Insert Cylinder Solid Diameter 8.4 Ends Ref Org * Dx 42 Dy Mid *
Duplicate Entity * Mirror Plane X Org *
Comment "Main_Solid"
Select Layer Main_Solid
Subtract Solid * * * Go
```


Übung : Rohrschelle 2 / Commandfile

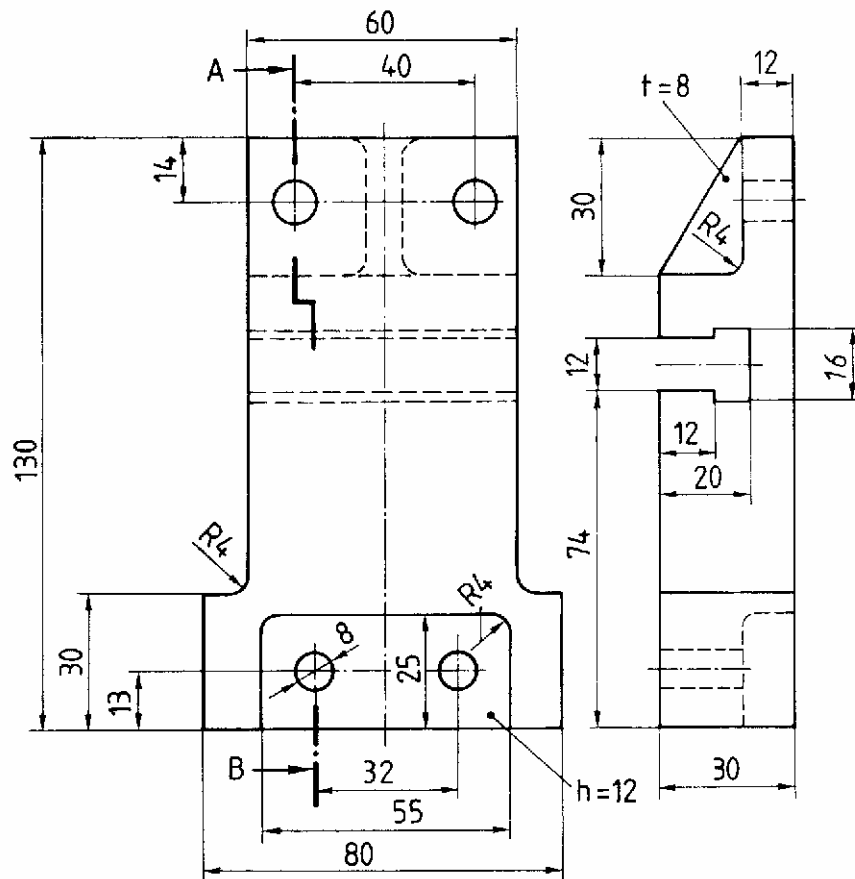
```
; UTILITY > COMMAND FILE ... > Read Commandfile setup-para

; Hilfsgeometrie
Comment "Construct"
Select Layer Construct
Insert Point Free Loc [0,0,0]
Insert Refline XY Org *
Insert Circle Diameter 60 UConstruction Org *
Generate Line Length 6 Normal Location UConstruction * ...
... Ref Org * Dx 60 Go

; Hauptgeometrie
Comment "Wireframe"
Select Layer Wireframe
Insert Line Free Realength 0.1 * End * Dx Intof * *
Duplicate Entity * Mirror Plane Y Org *
Insert Line Free Ref Org * Dxy 87 -43 Dy End *
Echo Layer Wireframe
Insert Fillet Radius 11 * *
Insert Fillet Radius 10 * * * *
Insert Fillet Radius 3 * *
Join Pcurve Chn * Go
Offset Curve Pcurve Distance 5 * Go
Insert Line Pair End * * * *
Join Pcurve Chn * Go

; Solid-Geometrie
Comment "Solids"
Select Layer Solids
Change View Cplane Cpname ISO
Insert LinearSweep Solid Center Depth 50 * Go
Echo Layer Construct
Insert Cylinder Solid Diameter 8.4 Height 16 Direction Y Center ...
... Ref Org * Dx 46
Comment "Main_Solid"
Select Layer Main_Solid
Subtract Solid * * Go
```

Übung : Spannplatte



Übung : Spannplatte / Commandfile

```

; UTILITY > COMMAND FILE ... > Read Commandfile setup-para

; Hilfsgeometrie
Comment "Construct"
Select Layer Construct
Insert Point Free Loc [0,0,0]
Select Cplane Cpname FRONT
    
```

```
Change View Cplane Cpname FRONT
Insert Line Pair UConstruction Org * Dy 130
Generate Line Length 80 Normal Location UConstruction * End * Go
Generate Line Length 60 Normal Location UConstruction * End * Go
Generate Line Length 32 Normal Location UConstruction * ...
... Realength 13 * Go
Generate Line Length 40 Normal Location UConstruction * ...
... Realength 14 * Go
Insert Line Pair UConstruction Org * Dz -30

; Hauptgeometrie
Comment "Wireframe"
Select Layer Wireframe
Insert Line Free End * Dy 30 Dx End * End *
Insert Fillet Radius 2.5
Duplicate Entity Onlay Wireframe Mirror Plane X Org *
Insert Line Pair End * * * *
Insert Circle Diameter 8 End * *
Insert Circle Diameter 8 End * *
Echo Layer Wireframe
Join Pcurve Chn * Go

; Solid-Geometrie
Comment "Solids"
Select Layer Solid
Include Layer Construct
Change View Cplane Cpname ISO
Insert LinearSweep Solid * Group * Group * Vector Line * Go
Insert Slot Between * * Rectangular Height 12 Width 55 ...
... Org * Depth 25 Go
Insert Notch Entryface * * Rectangular Height 30 Width 26 Depth 18 Go
Insert Notch Entryface * * Rectangular Height 30 Width 26 Depth 18 Go
Change Parameter * 30 * 26
Regenerate Model Accept
Define Cplane Name Fase Points End * * *
Split Entity Trim * Plane Z Ref End * Dz 1 Go
```