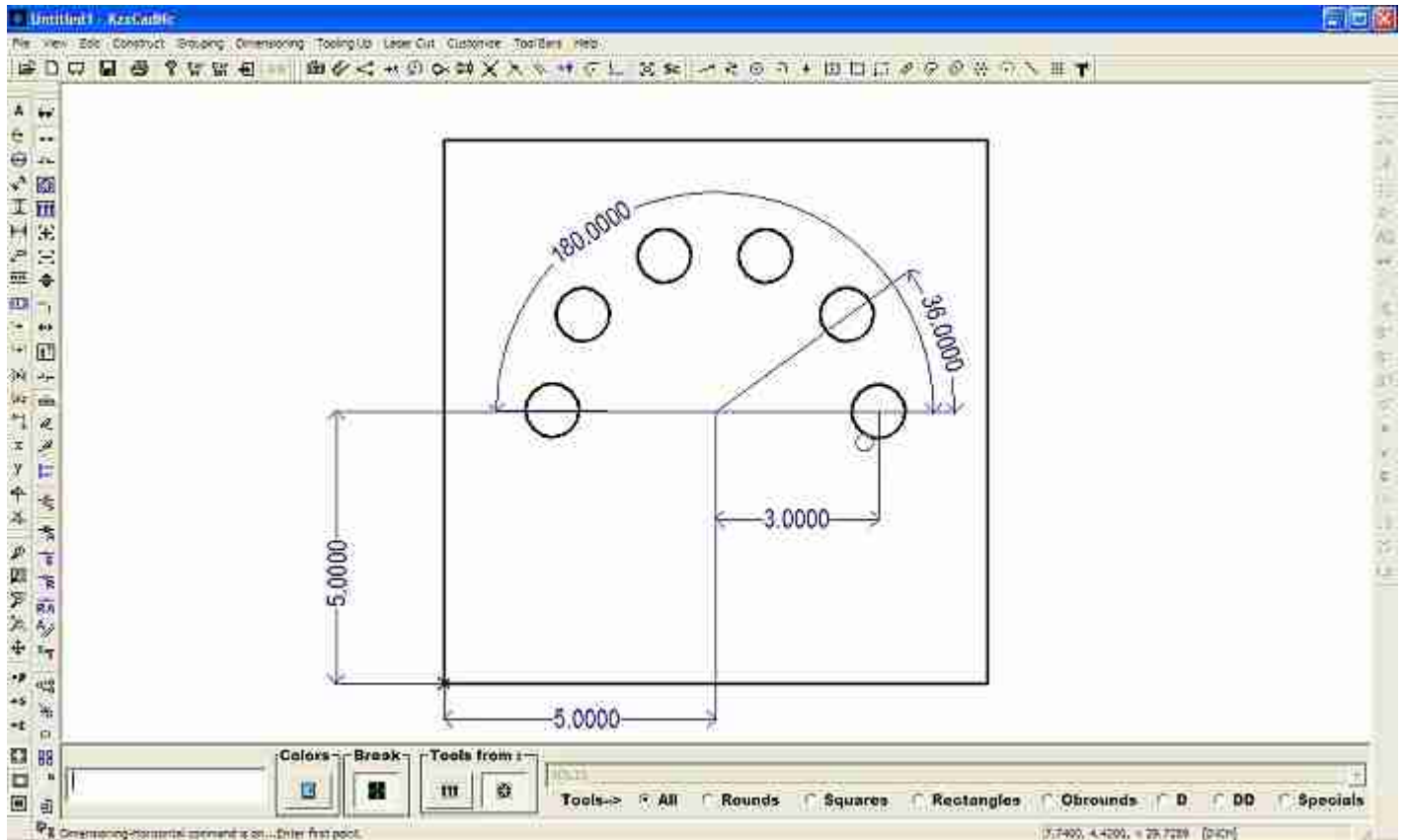


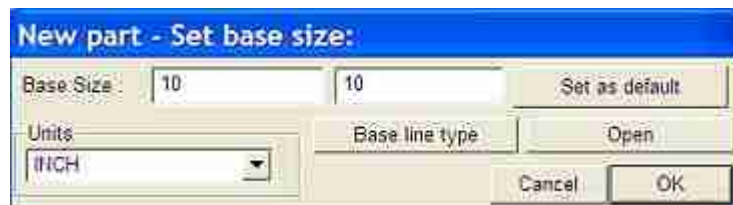
# ARC ARRAY TUTORIAL

As shown below arc array made of 1.0 diameter hole with a spacing (36DEG) with an output of 6 holes will be our tutorial.



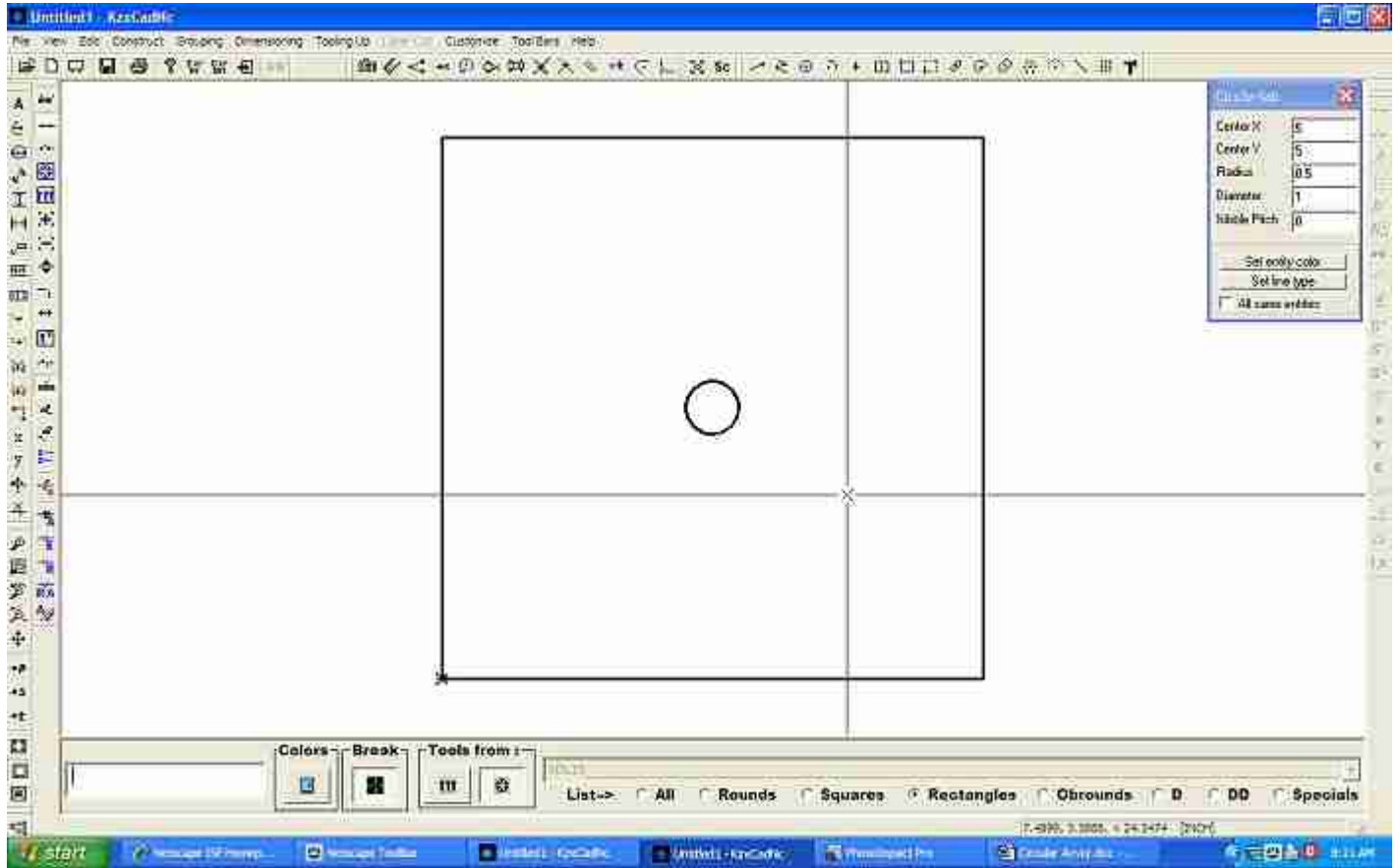
## The initial base

Got menu File-New Part to initiate our base and set the base size to 10.000, 10.000 and the system to inches then click the OK button as shown below:



## Drawing the 1.0 diameter hole

Go to menu Construct-Circle then type 5, 5 and press enter to locate the center of round hole and last type 0.50 and press “R” in your keyboard as shown and explained below:

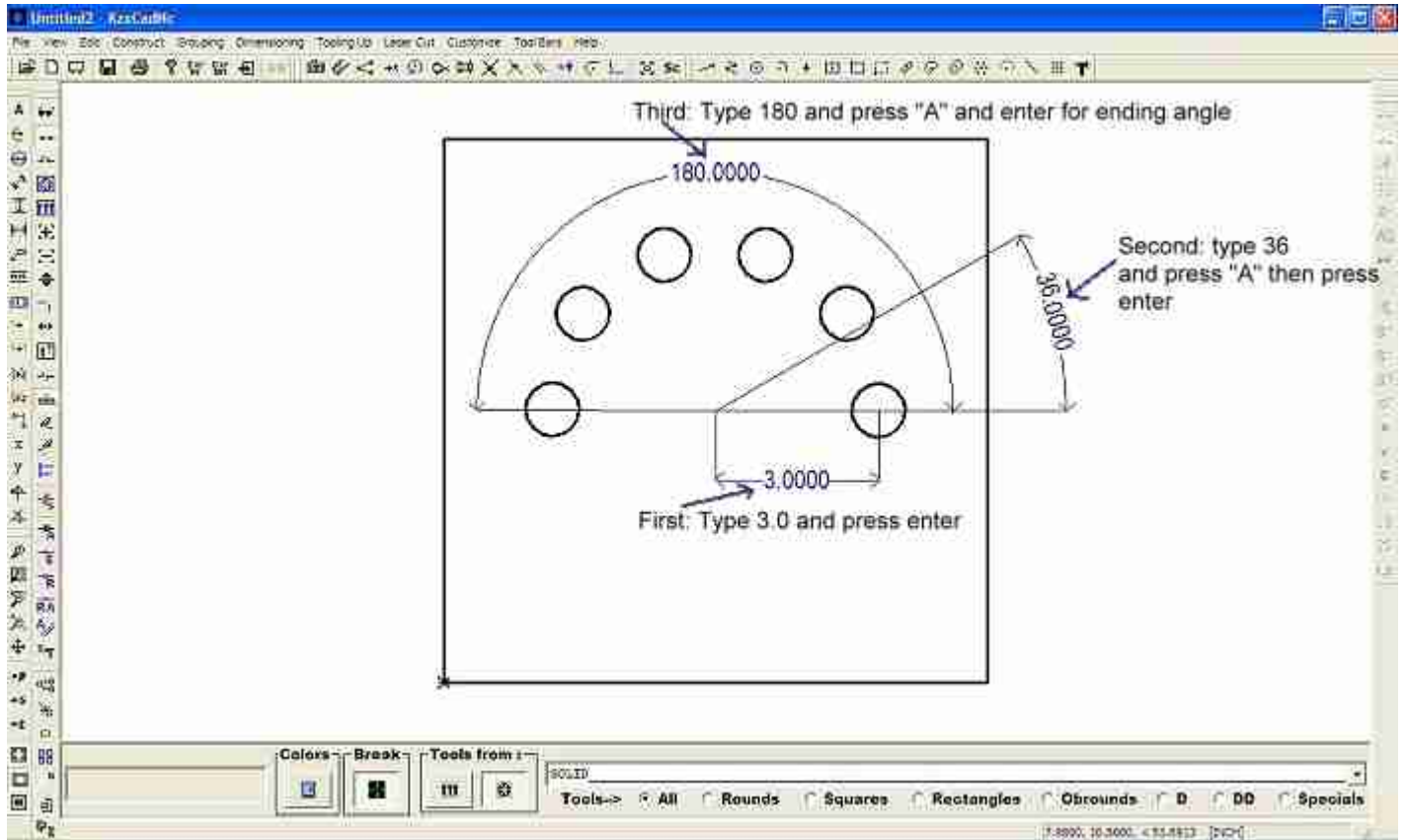


NOTE: To locate the center of the circle as in first step you can always type 5 and press “X” and then type 5 again and press “Y” which is a quick way of locating geometry as well.

Remember you can also move your origin point to any point in your work area to locate any object, just press the letter “O” turn your snaps on and left mouse click once to move it.

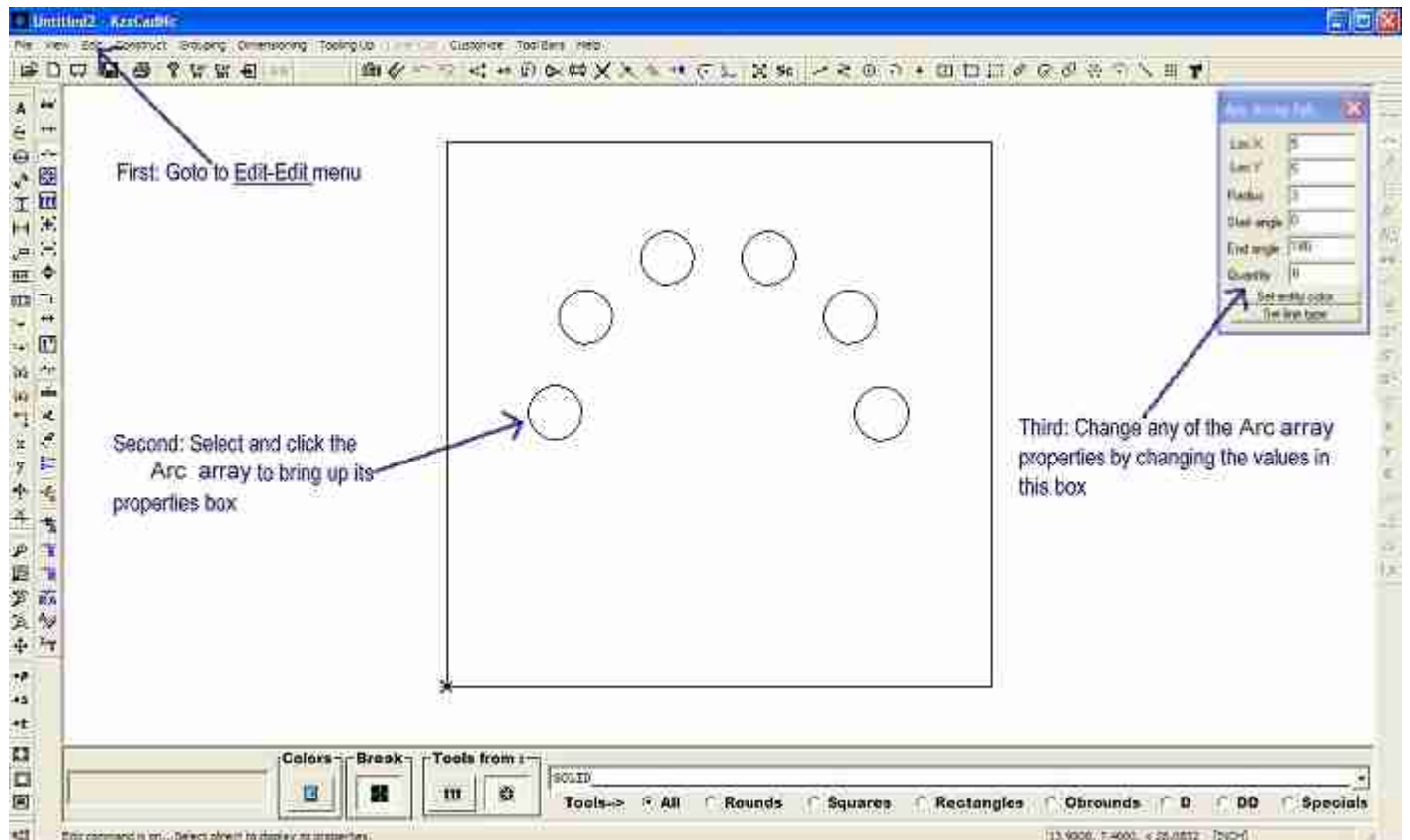
## Constructing the Arc Array

Go to menu Construct-Arc Array then turn your snaps on and select the circle with a left mouse click then type 3, 0 and press enter then type 36 and press "A" to lock the angle and press enter again, now move your cursor in circular motion to increase the number of hole to 6, type 180 and press "A" again to lock the ending angle and press enter as shown below:



## Editing the Arc array

To change any of the properties go to menu Edit-Edit and changes the values in its properties box as shown below:



Note: Right click the linear array once to bring up the circle's properties box and right click a second time to show up the grid's properties box. On the second click the cursor will change shape to indicate you are selecting the linear array instead of the circle.