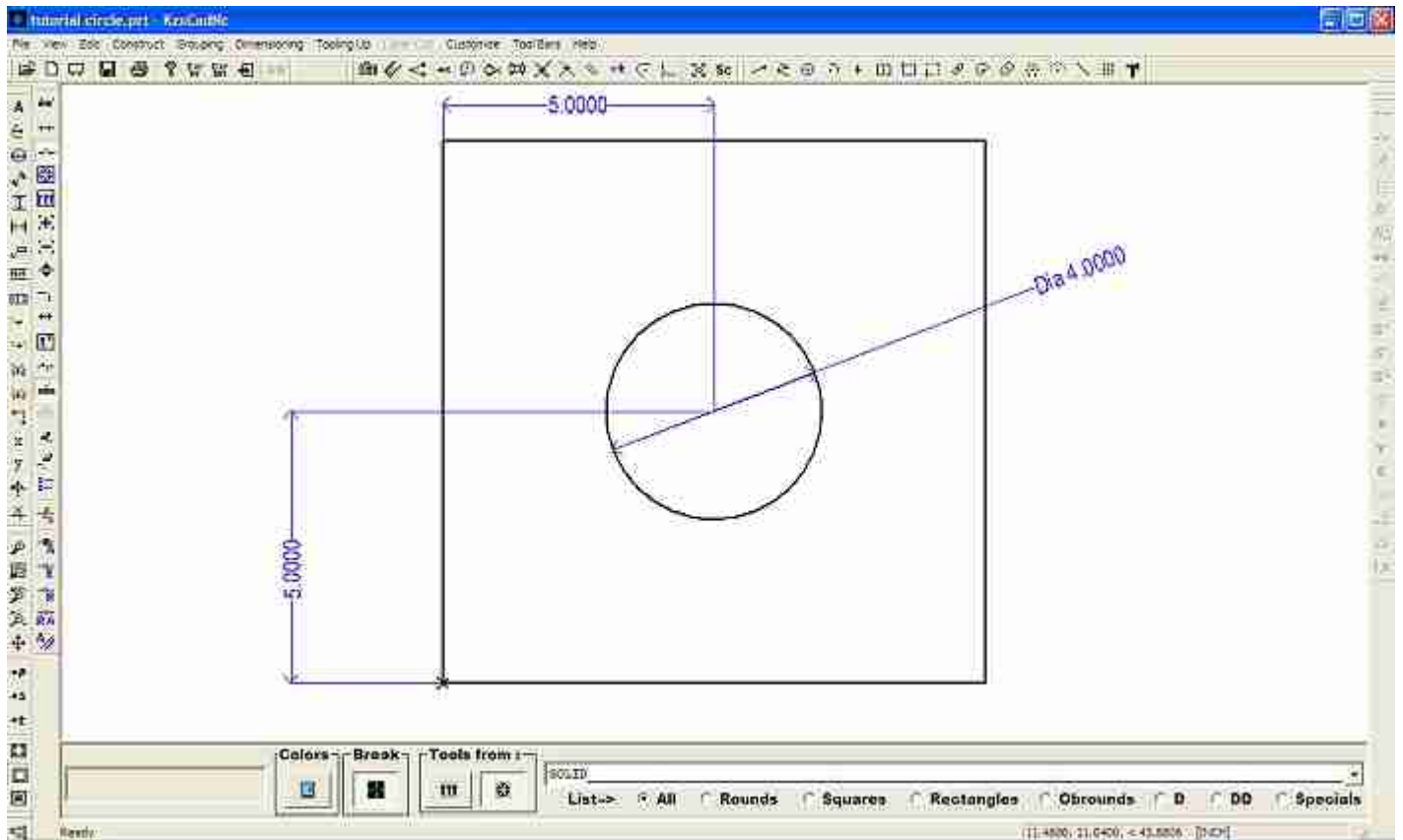


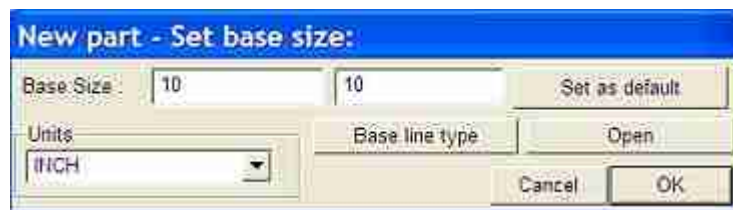
CIRCLE TUTORIAL

The part below will be our tutorial part and final product



The initial base

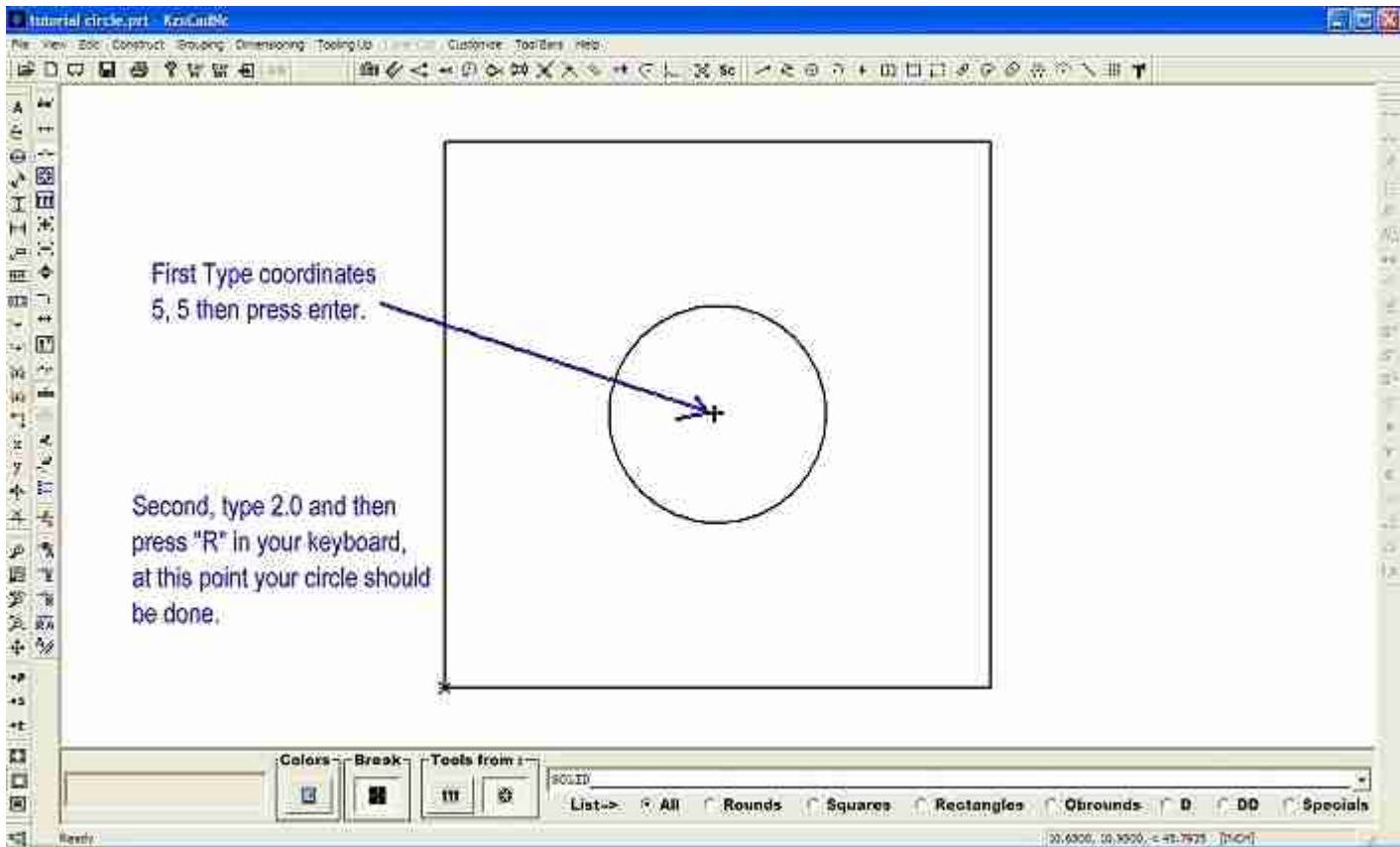
Got menu File-New Part to initiate our base and set the base size to 10.000, 10.000 and the system to inches then click the OK button as shown below:



Add the 4.0dia hole

You should be looking at a 10 X 10 base part. There are two ways to add the 4.0Dia hole:

1. Go to menu Construct-Circle then mouse click the work area to activate it and type the coordinates points (5, 5) and press enter. The center of your circle should be located right in the middle of the base, now type 2.0 and press the letter "R" (R = Radius) in your keyboard and your circle should be done, please look at the image 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.

- The second method is as follow; Go to menu Construct-Circle then mouse click the work area to activate it then turn your snaps on with a right mouse click, your cursor should start jumping from entity to entity's snap points, when located in the bottom line middle's point press "X" in your keyboard to lock your cursor at that point which is 5 in X direction. At this point your cursor should be able to move just in one direction, Y direction.

Now turn your snap points on again with a single right mouse click and locate your cursor in the middle of the leftmost line so your cursor end at 5.0 in Y direction and then press "Y" in your keyboard to locate the circle's center at coordinates 5,5.

To finish the circle just type 2 and press the letter "R" in your keyboard as explained in image below:

