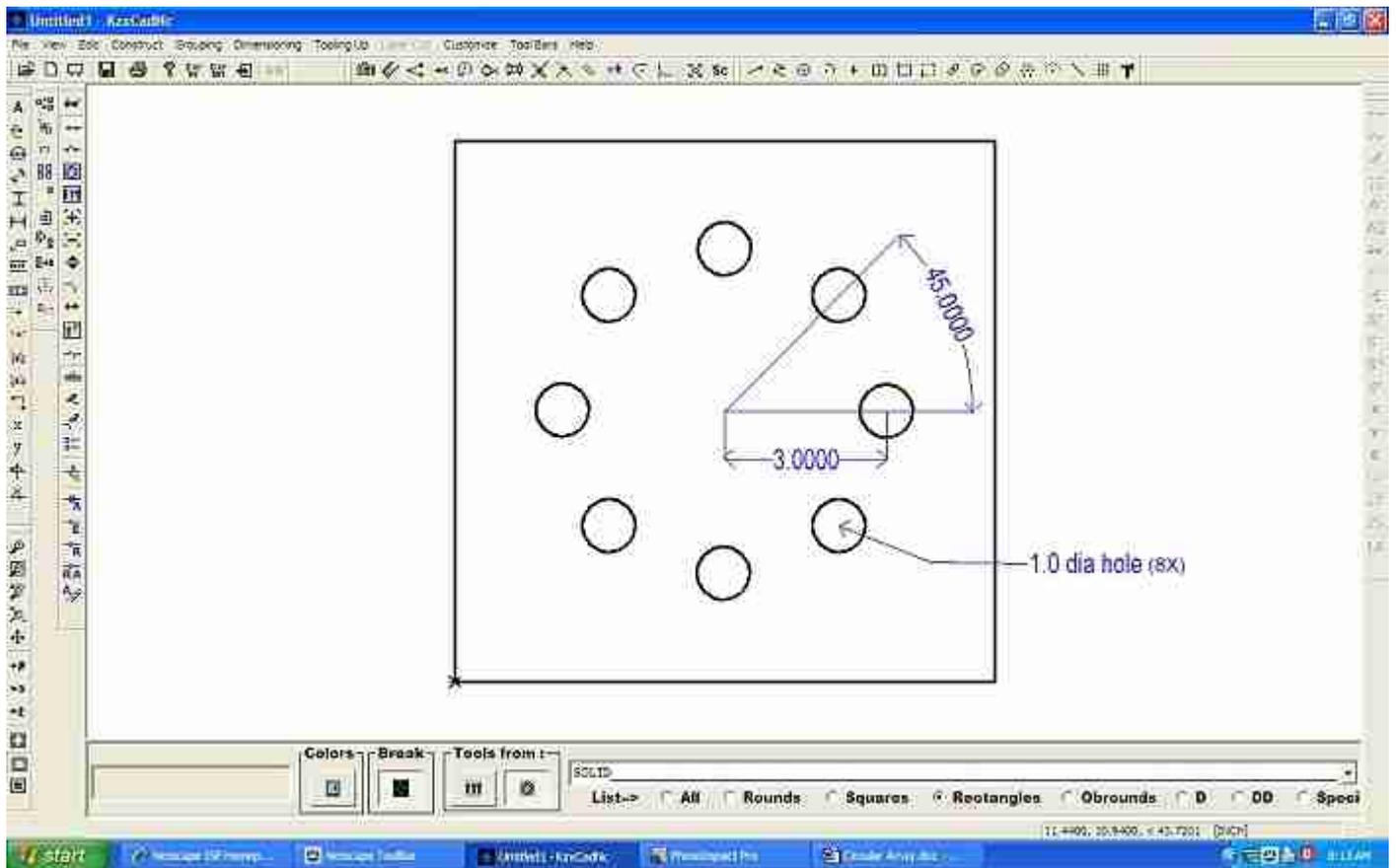


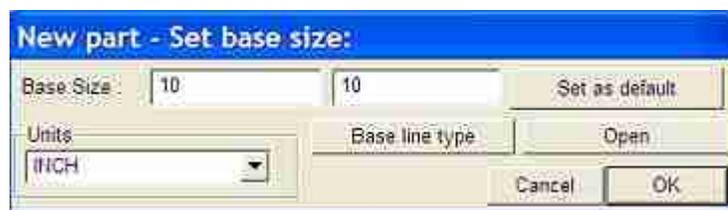
CIRCULAR ARRAY TUTORIAL

As shown below a circular array made of 1.0 diameter hole with 3.0 radius and a 45 angle spacing with an output of 8 holes will be our tutorial.



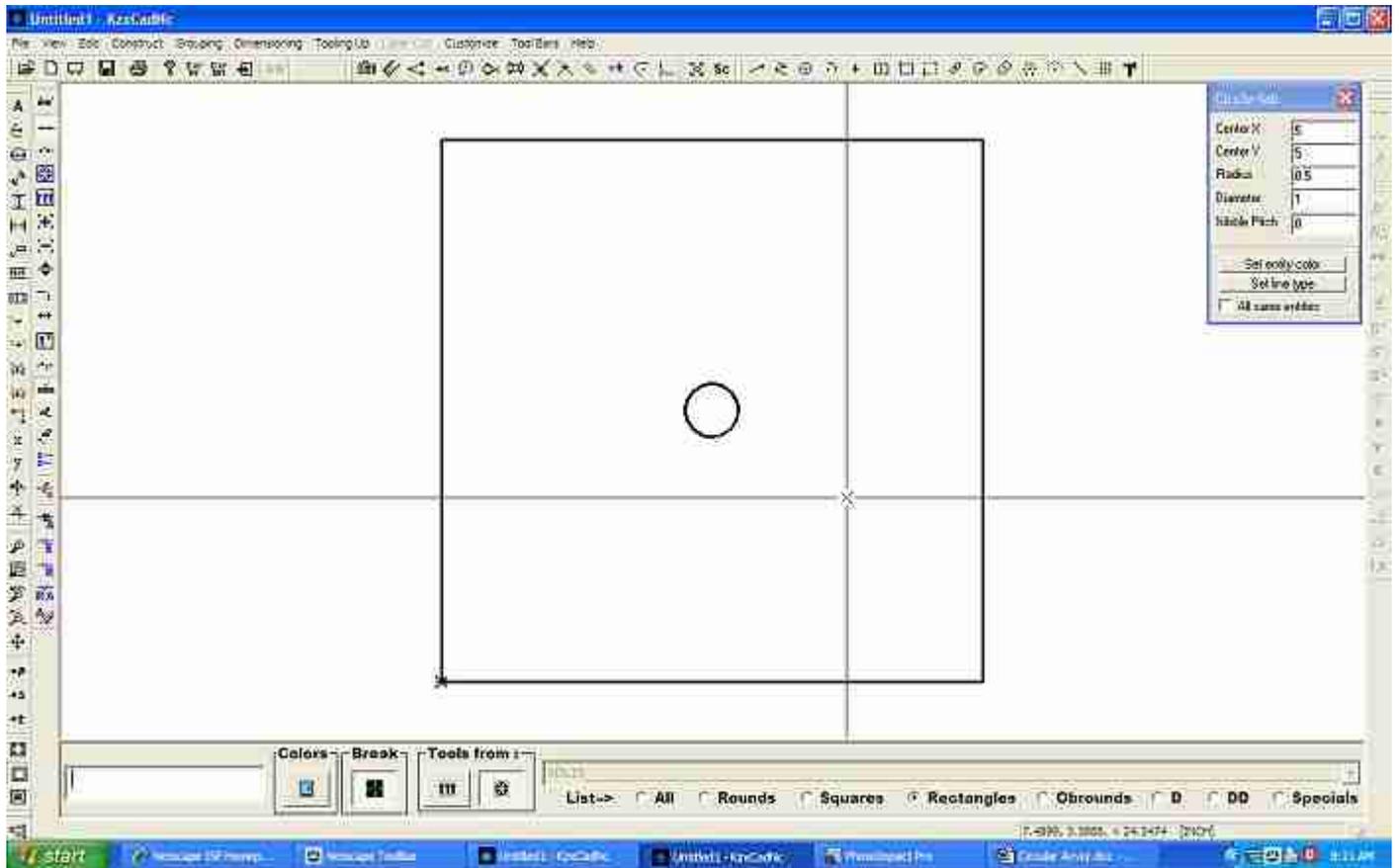
The initial base

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 press “O” to locate your starting origin point and located on the middle point of the leftmost line, next type 5, 0 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:

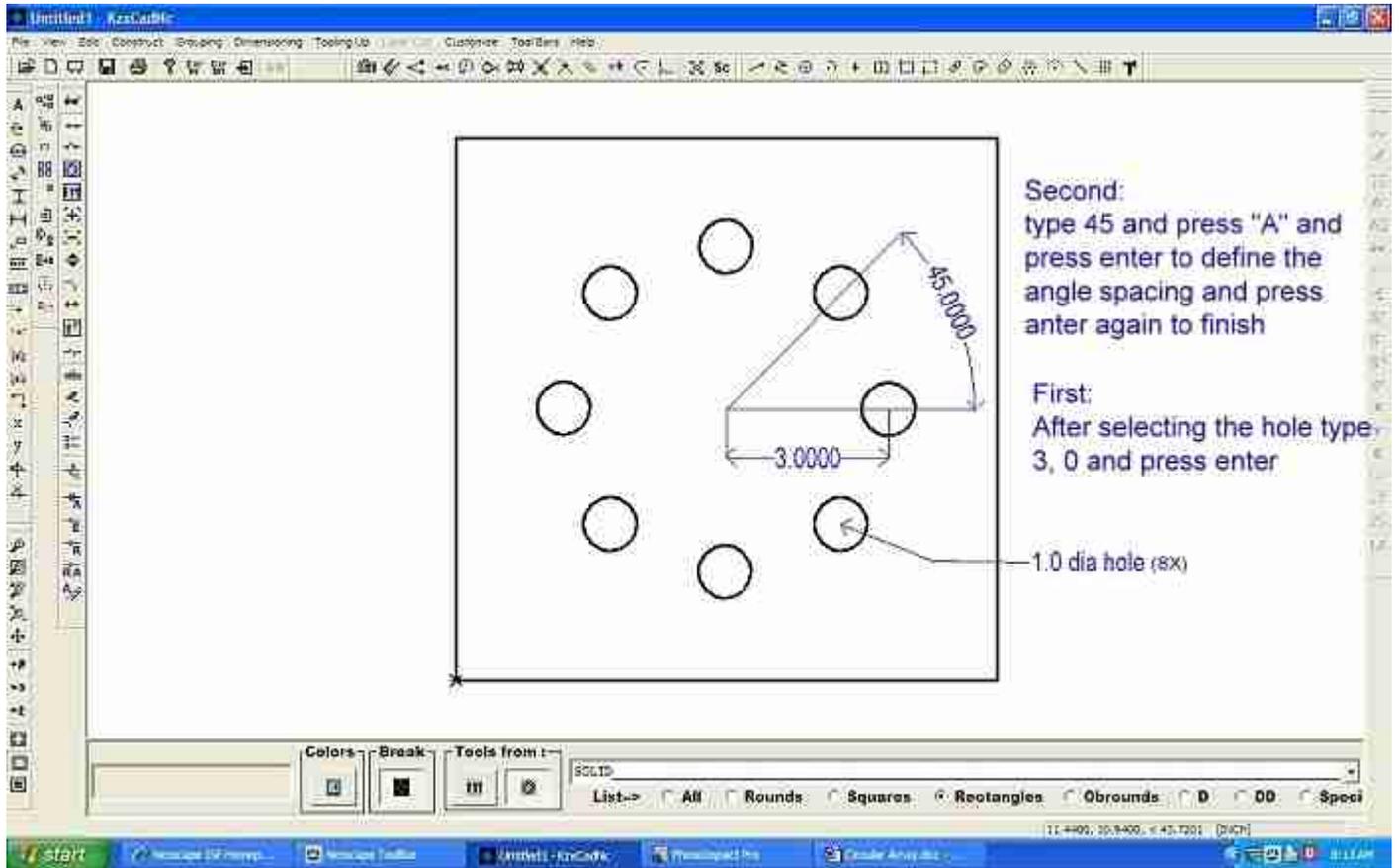


NOTE: To locate the center of the circle as in first step you can always type 5 and press “X” and then type 5 again and press “Y” which is a quick way of locating geometry as well.

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.

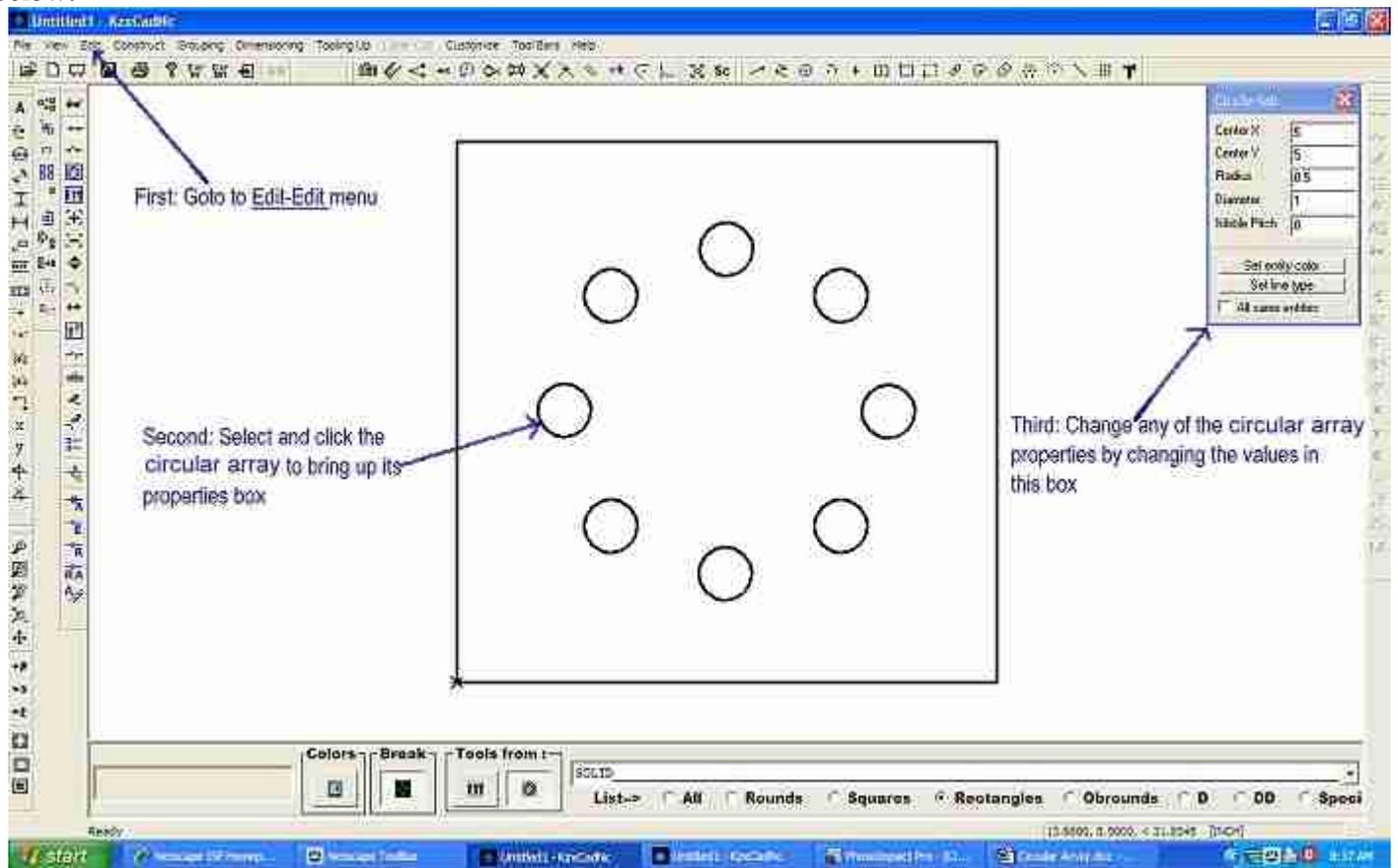
Constructing the circular array

Go to menu Construct-Circular Array then turn your snaps on and select the circle with a left mouse click then type 3, 0 and press enter then type 45 and press "A" then press enter to define the spacing between the holes next press enter again to finish your circular array as shown below:



Editing the circular 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 grid 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 grid instead of the circle.