



SOLID EDGE ADVANCED ASSEMBLY TRAINING

Duration : 2 Days

Objectives

The objective of this course is to teach users the basic commands and tools necessary for sheet metal by using Solid Edge 3D Publishing. After completing this course users will be able to:

- ✓ Apply all of the relationships used to construct assembly model
- ✓ Assemble and edit parts that already exist
- ✓ Create path within assembly
- ✓ Understand advanced assembly commands

Pre-requisites

This guide is designed for new users of Solid Edge 3D Publishing. It is recommended that you have a working knowledge of:

Microsoft® Windows® 7, Microsoft® Windows® 8 or Microsoft® Windows® 10 and Solid Edge Fundamentals

TRAINING PROGRAMME DAY 1

Chapter 1: Additional Relationships

- Insert Component command
- Assembly command
- Match Coordinate Systems
- Rigid relationship

- Cam and Path relationship
- Range
- Assembly Relationship Assistant
- Assembly Relationship Manager

Chapter 2: Assembly features and Editing

- Assembly based features
- Assembly patterning
- Duplicate Component
- Move Components
- Editing Assemblies
- Replace Part
- Repair missing files

Chapter 3: Designing in the context of an assembly

- Bottom Up Design vs. Top Down Design
- Create in Place
- Associative modelling through Inter-Part Linking
- Assembly Restructure

Chapter 4: Additional Assembly Design Tools

- Fastener System command
- System Libraries

Chapter 5: Working with large assemblies

- Selection Tools
- Display Tools
- Queries
- Zones
- Configurations
- Simplified Parts
- Simplified Assemblies
- Limited Update
- Limited Save
- Update options

TRAINING PROGRAMME DAY 2

Chapter 7: Explode and section views

- Creating exploded views
- Creating flow lines
- Simple Animation of exploded views
- Creating section views

Chapter 9: Assembly Reports

- Types of Reports
- Creating Assembly Reports
- Item numbers in assemblies
- Occurrence Properties

Chapter 11: Virtual components in assemblies

- Virtual components
- Creating virtual components
- Using the Virtual Component Editor
- Publishing virtual components

Chapter 6: Inspecting assemblies

- Physical Properties
- Drag Component
- Motion
- Sensors
- Interference Checking

Chapter 8: Alternate assemblies

- Alternate components
- Creating and modifying new alternate assemblies
- The difference between alternate assemblies and alternate positions
- How to work with alternate positions

Chapter 10: Adjustable parts and assemblies

- Adjustable Parts
- Adjustable Parts in Assemblies
- Adjustable Assemble

