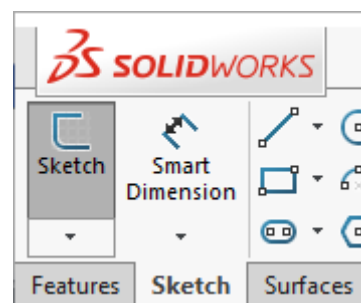
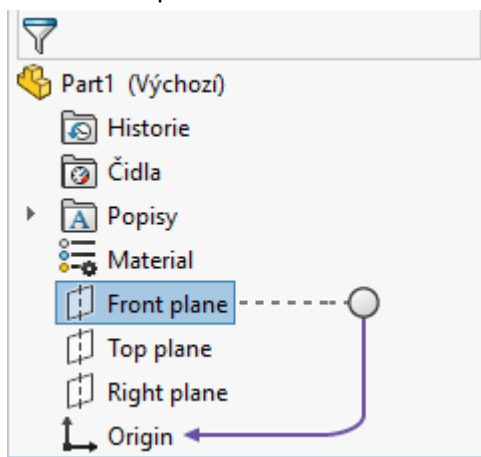


## Opener



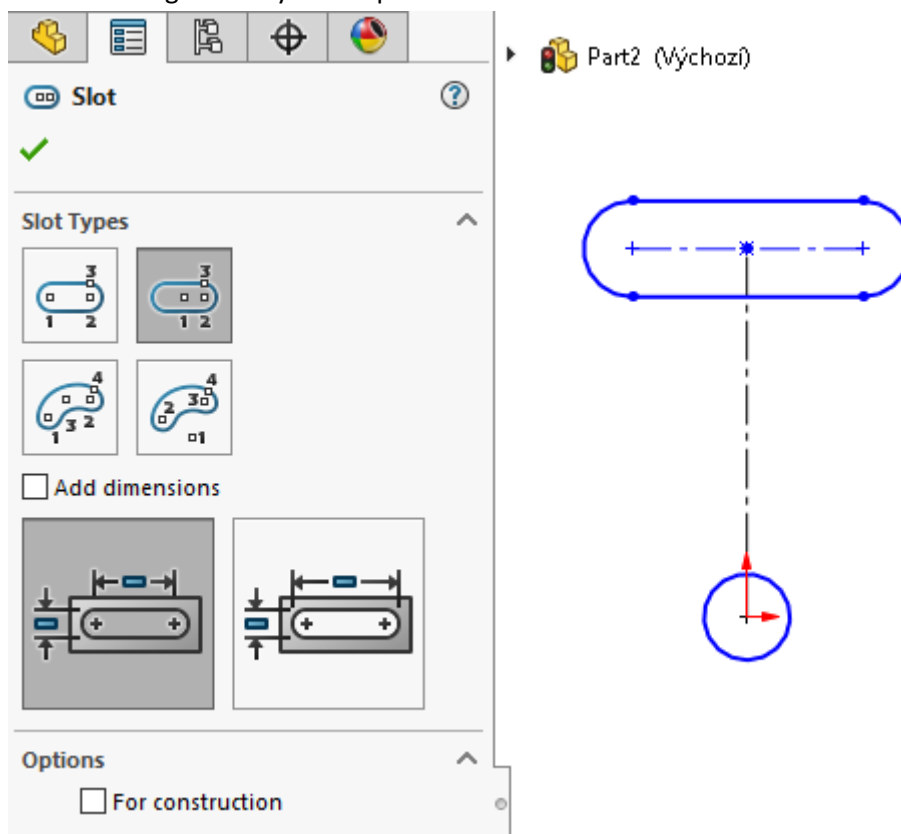
1. Open New File - Part
2. Select Front plane and Sketch



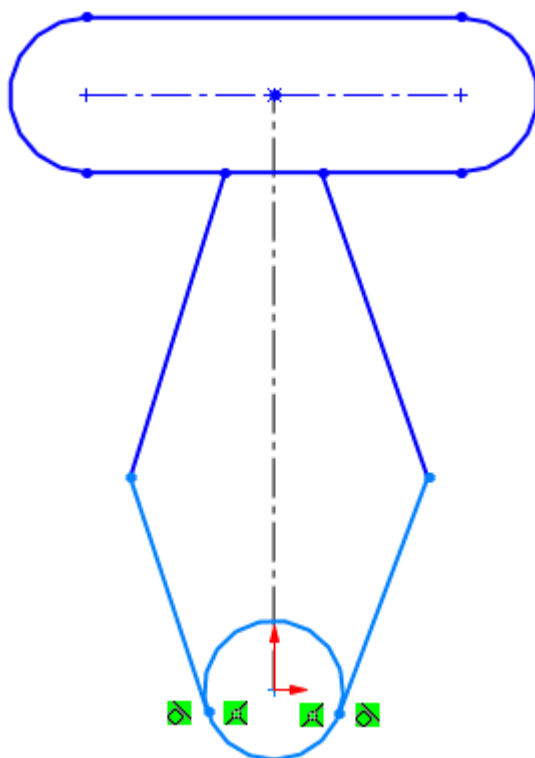
3. Draw the axis from the Origin point



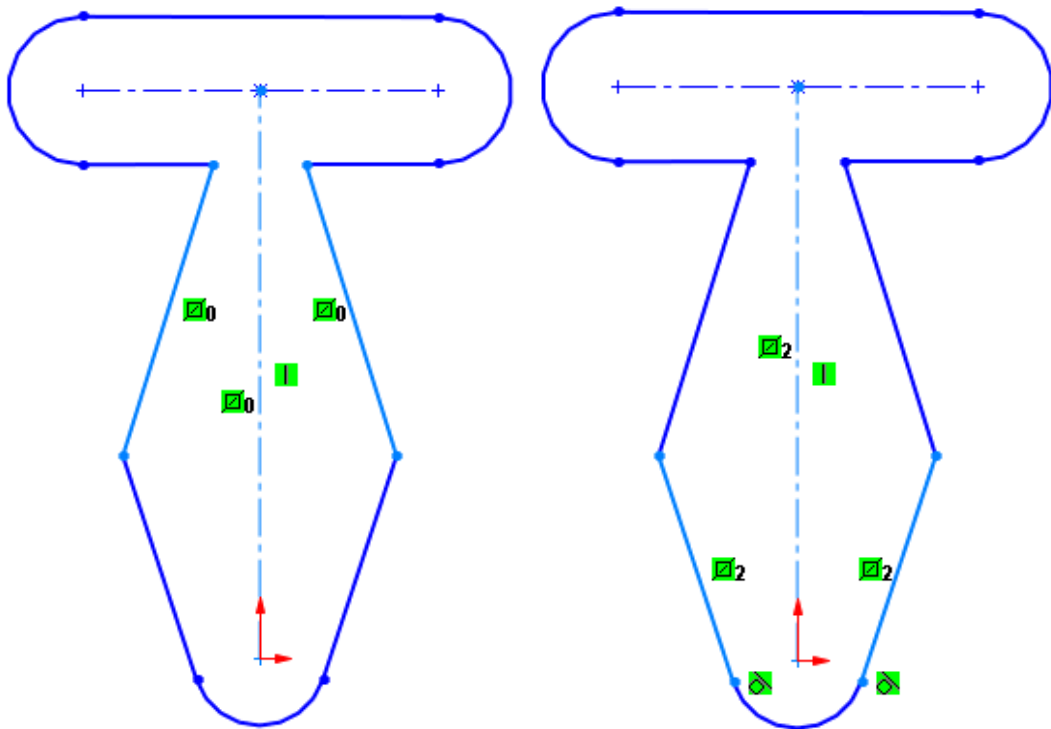
4. Draw Circle and Straight slot by Centerpoint



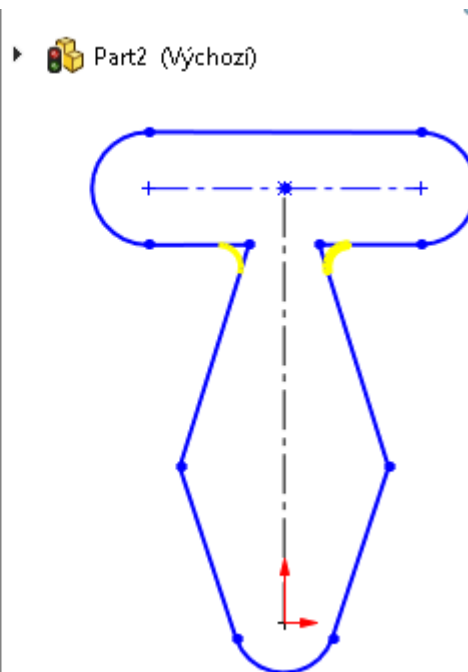
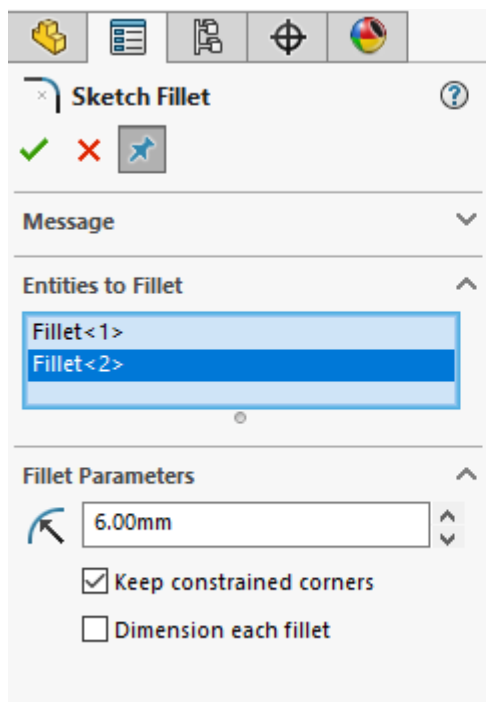
5. Draw the remaining contour edges, assign Tangent Snaps to the circle and edges

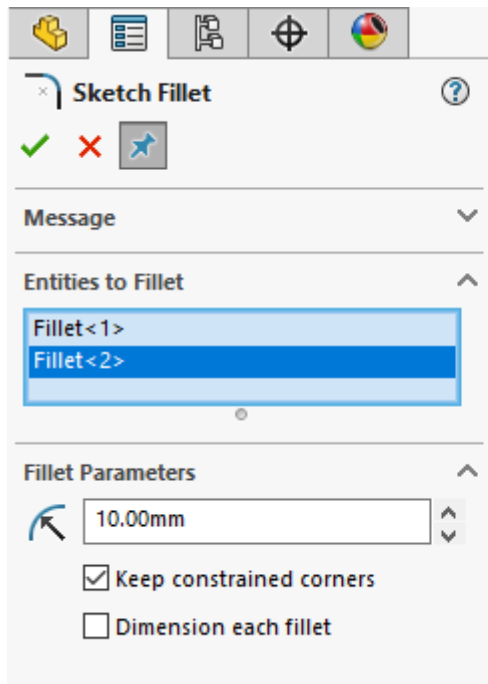


- Use the Trim Entities command to remove excess edges. Assign Symmetric Snap to the appropriate edges and axis and circle from Straight Slot and axis

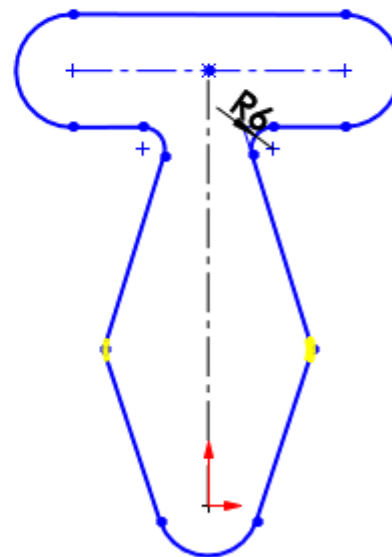


- Use Sketch Fillet and add the radiuses

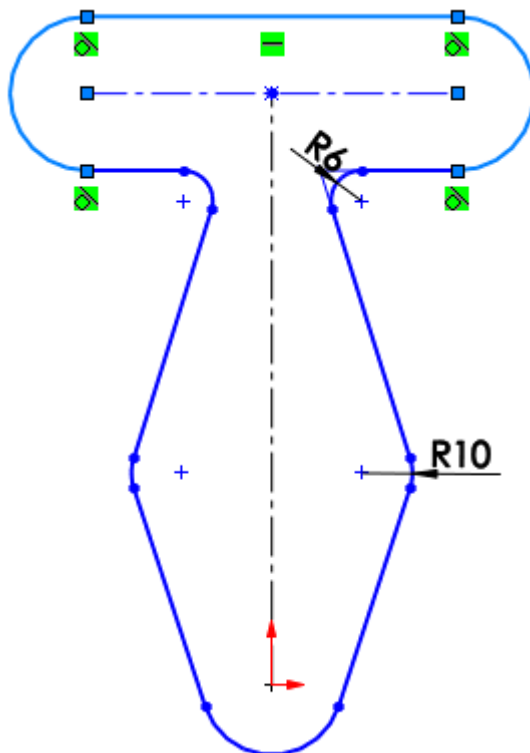




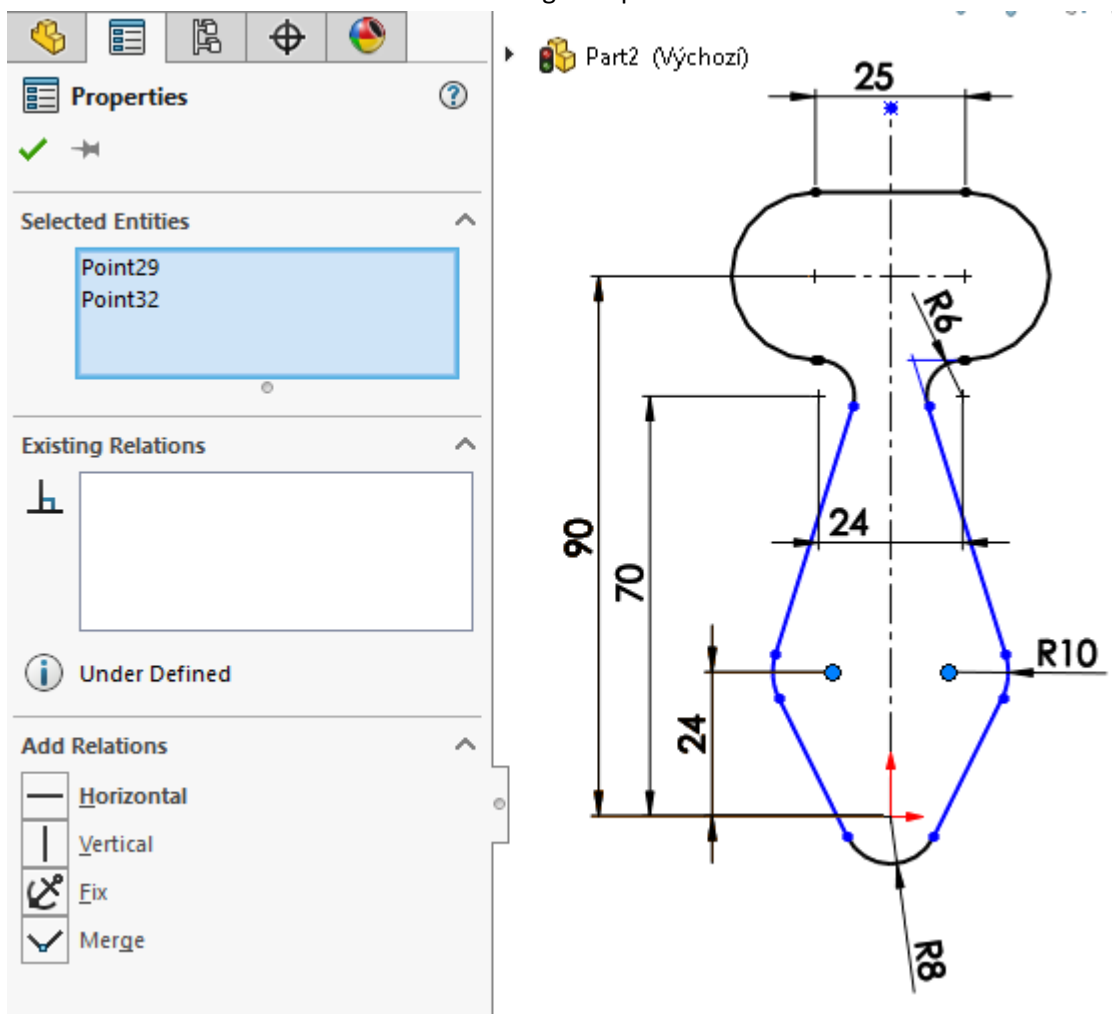
Part2 (Výchozí)



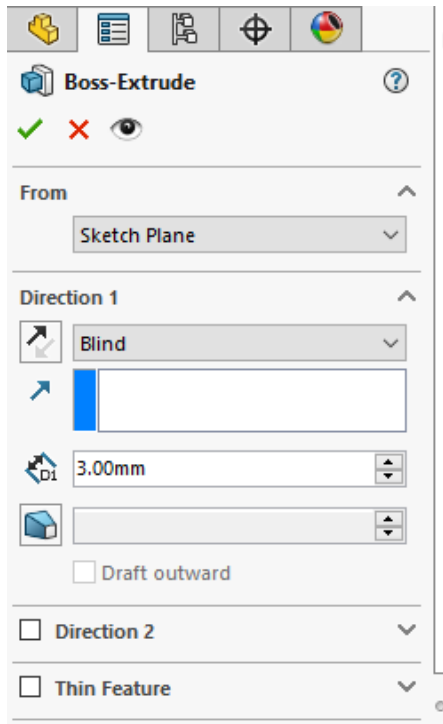
#### 8. Add Tangent Snaps and Horizontal Snaps



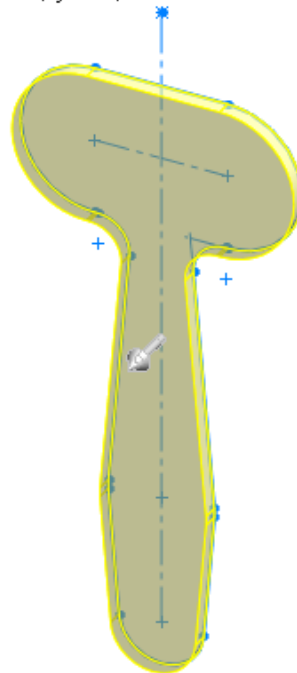
9. Create dimensions of the elements. Add Merge Snap to the center of the R10



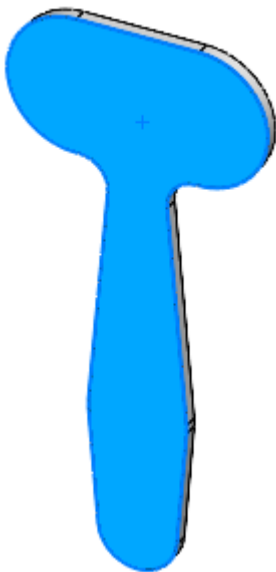
10. Exit the sketch and use Extrude Boss



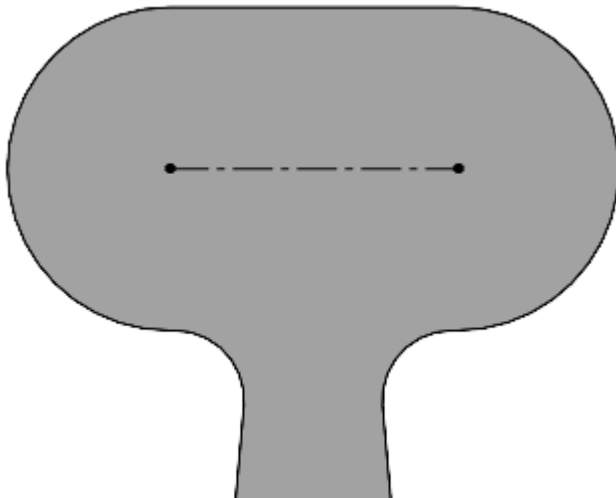
Part2 (Výchozí)



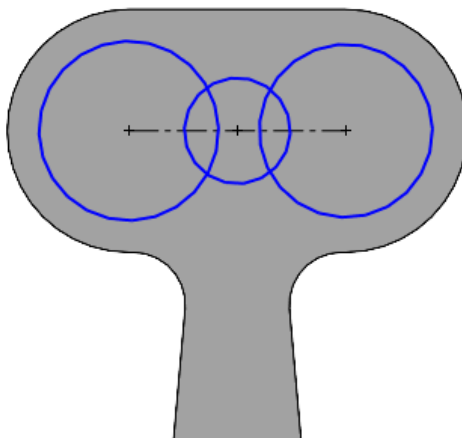
11. Select part surface and Sketch



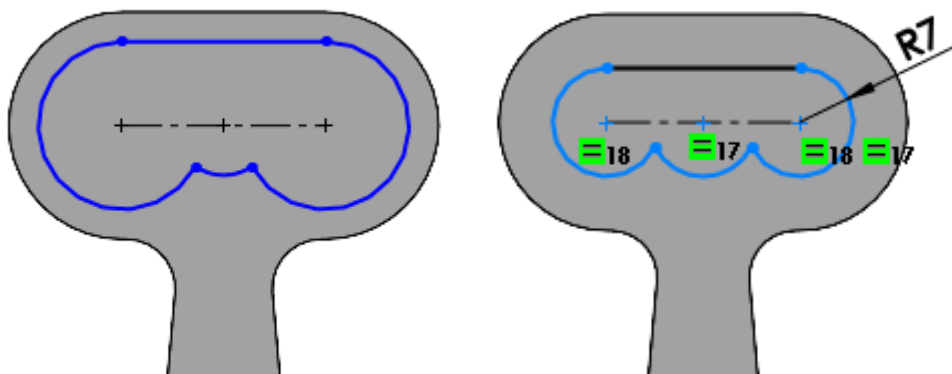
12. Draw an axis between the centers of the contour circles



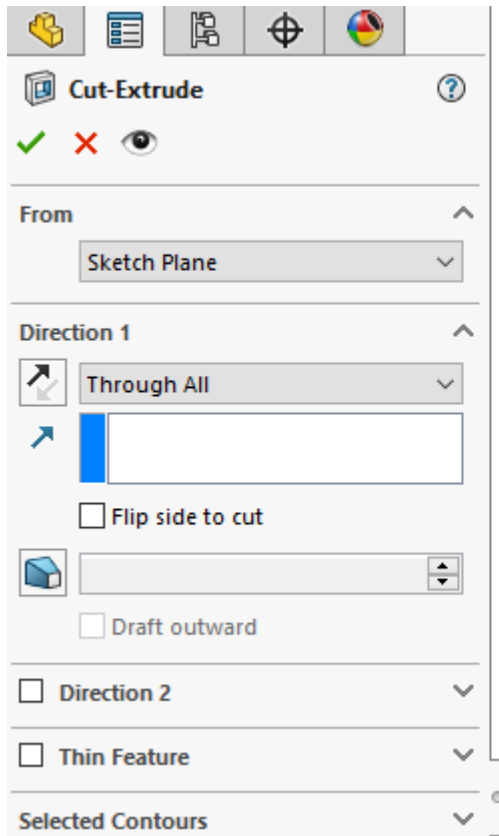
13. Draw a circle from the ends and in the center of the axis



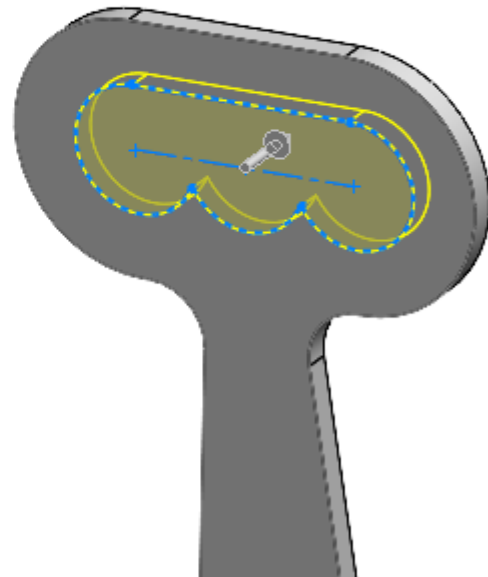
14. Connect the end circles with a straight line and use Trim Entities to remove the excess edges.  
Add Equal Snaps to the circles. Create dimensions



15. Make an Extrude Cut and set Through All

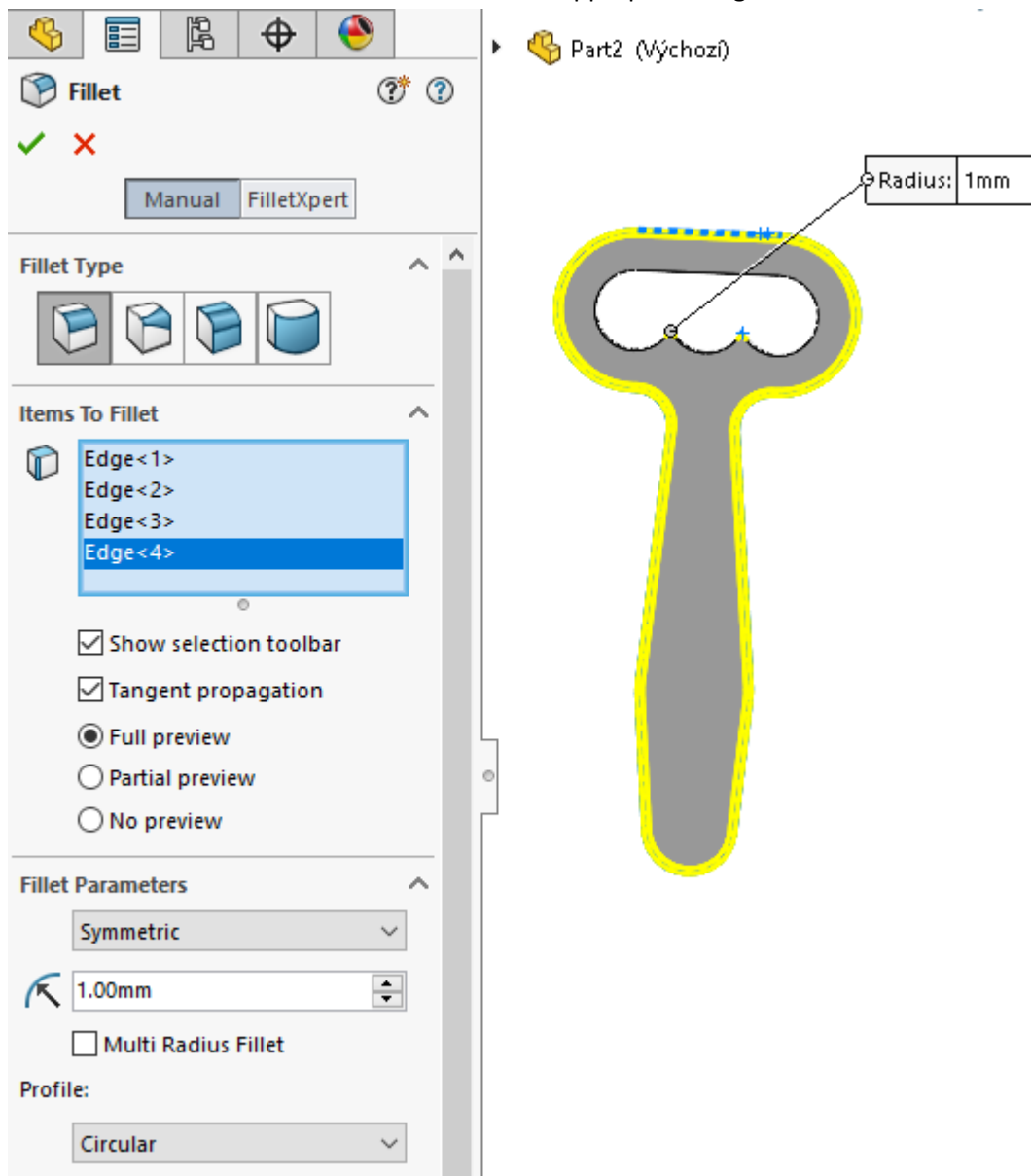


Part2 (Výchozí)





16. Create a radius with the Fillet command on the appropriate edges



17. Save - The part is done

