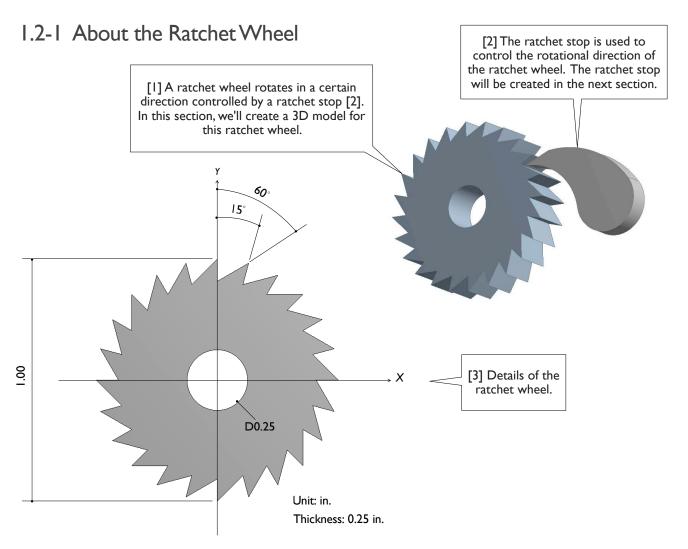
## Section 1.2

## Ratchet Wheel

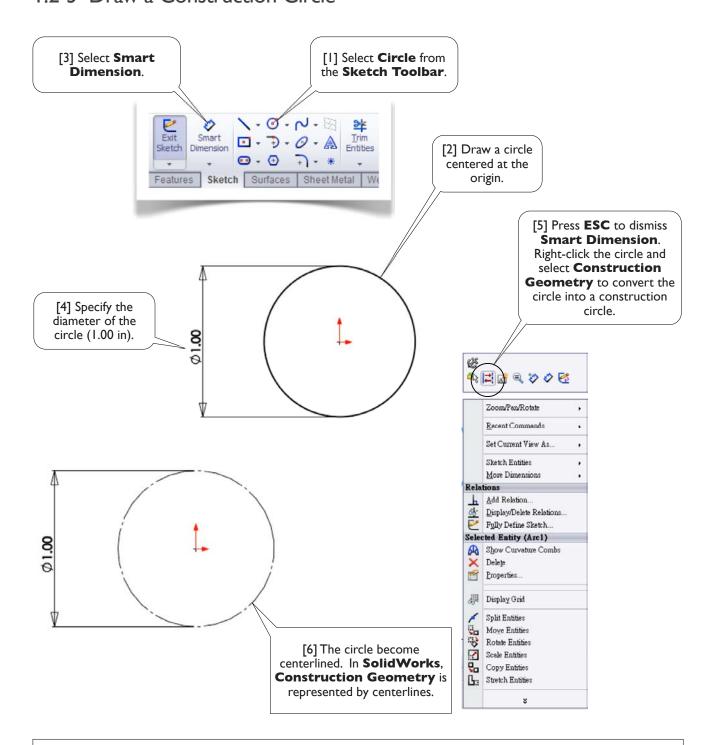




## I.2-2 Start Up

[1] Launch **SolidWorks** and create a new part (1.1-2). Set up **IPS** unit system with 2 decimal places for the length unit (1.1-3). Start a sketch on **Front** plane (1.1-4[1,2]).

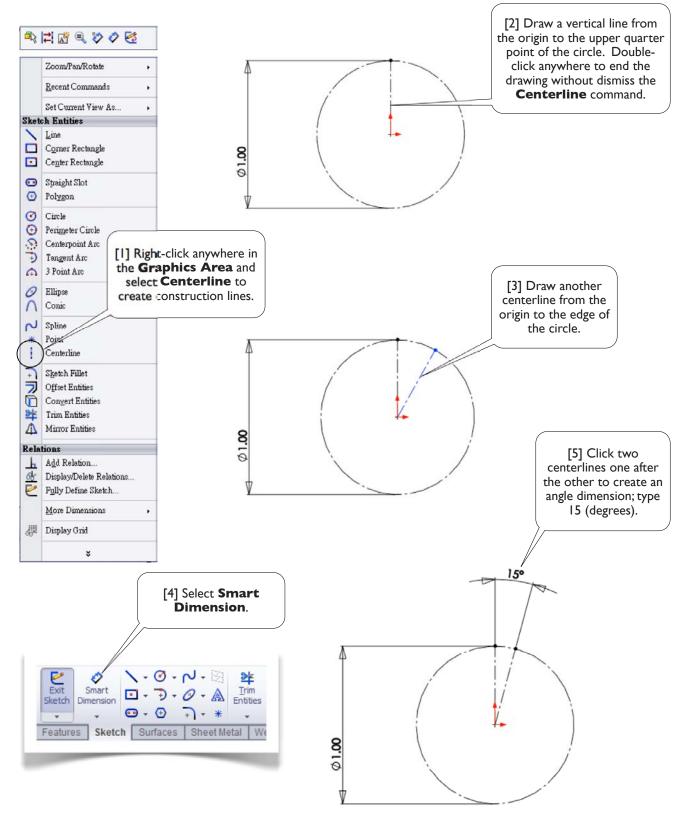
#### 1.2-3 Draw a Construction Circle



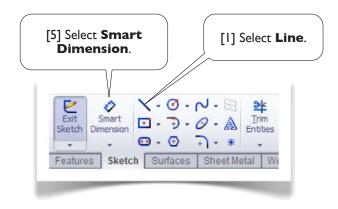
#### [7] Construction Geometry

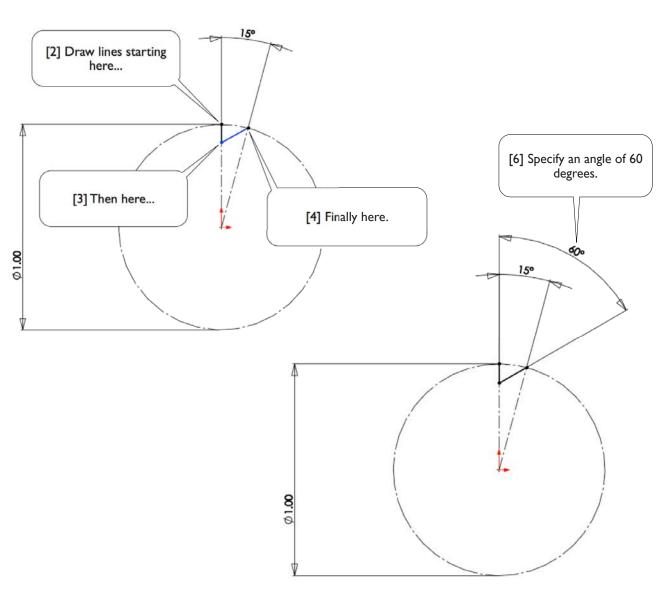
Frequently used **Construction Geometries** include construction lines and construction circles. A construction line can be finite length or infinite length. A **Construction Geometry** is used for reference only, it is not a geometric entity.

#### 1.2-4 Draw Construction Lines

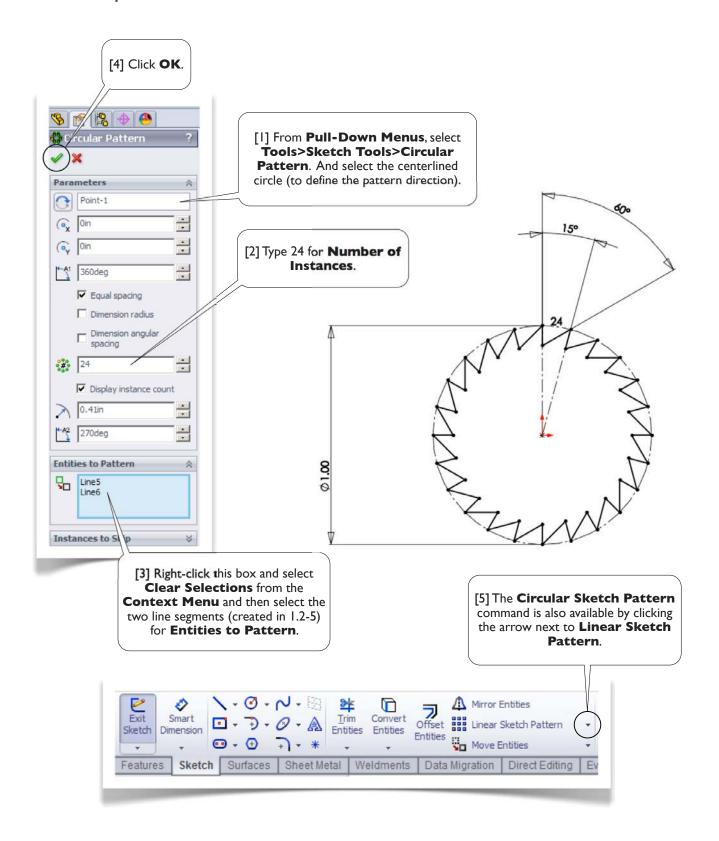


## 1.2-5 Draw a Tooth

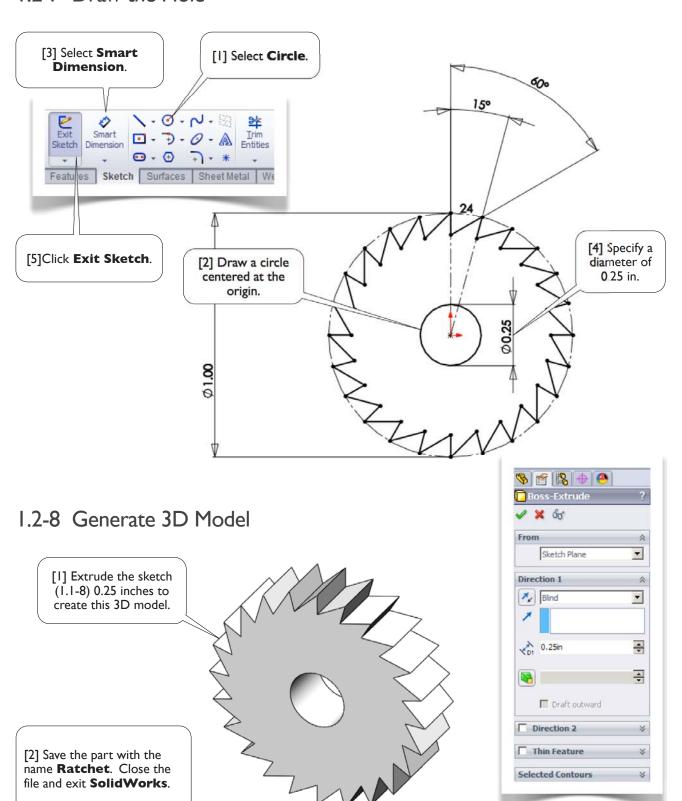




## 1.2-6 Duplicate the Tooth



#### 1.2-7 Draw the Hole

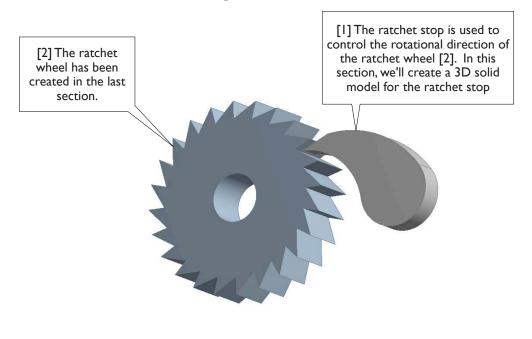


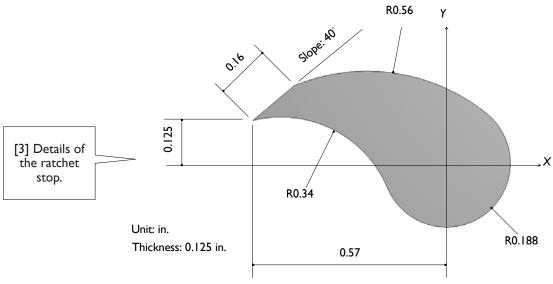
# Section 1.3

## Ratchet Stop



## 1.3-1 About the Ratchet Stop

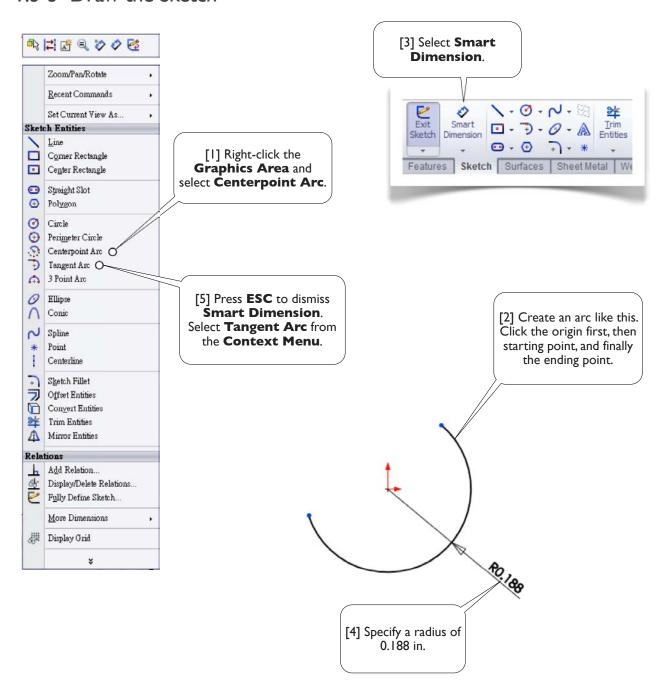


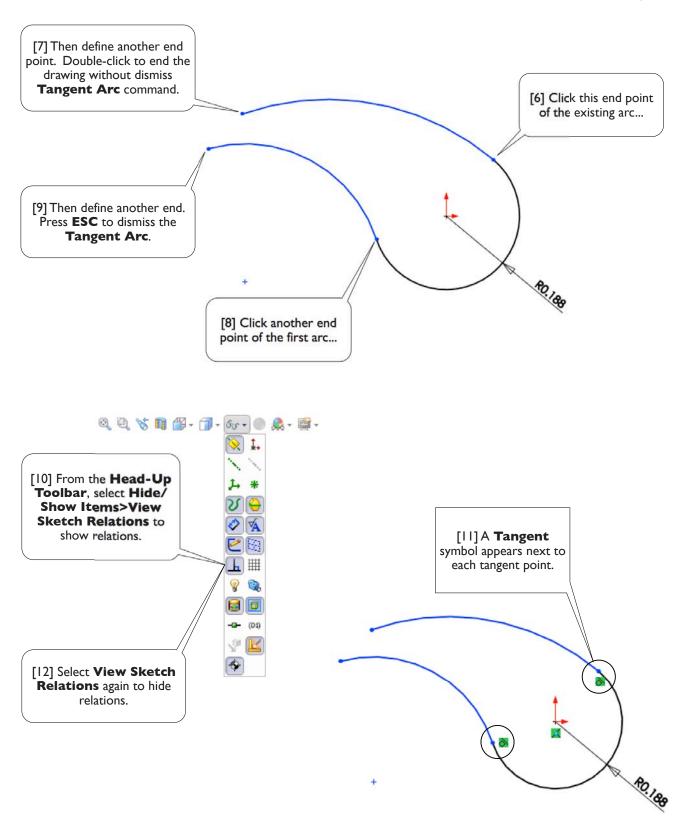


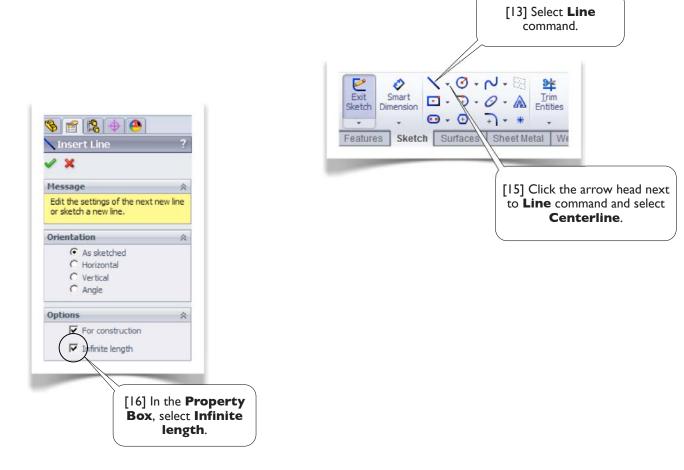
### 1.3-2 Start Up

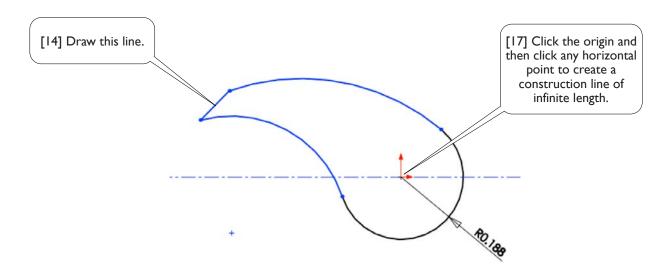
[I] Launch **SolidWorks** and create a new part (1.1-2). Set up **IPS** unit system with 3 decimal places for the length unit (1.1-3). Create a sketch on **Front** plane (1.1-4[1, 2]).

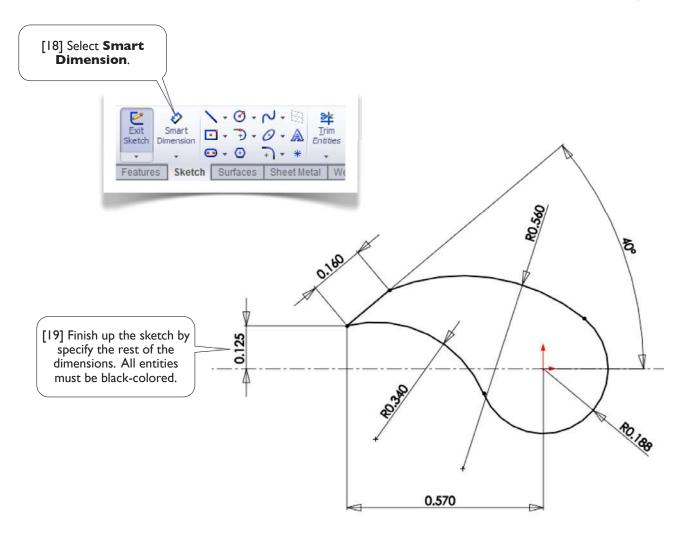
#### 1.3-3 Draw the Sketch











## I.3-4 Generate 3D Model

