Solid Edge
Assembly class syllabus

Day 1

Assembly Methods and Relationships

 Interface, building methods / theory (bottom-up / top-down), applying relationships

 Rapid part placement using *Flashfit, Capture Fit* and reference planes, Coordinate Systems

Editing/changing Assemblies

 Editing components and relationships, controlling updates, move and replace component parts, relationship management

Display Tools

 Activate/inactivate, show/hide/search, configurations, named views, shortcut keys, color manager, part colors

Day 2

Designing parts in the Assembly

 Bottom up / top down design, both methods combined, creating Inter-Part Associativity, Links and using the Manager

Assembly Features

 Adding or removing material on parts from the assembly: impact and non-impact to the parts, new patterns and mirrored parts.

Assembly Systems' Libraries

 "capture" assembly intent with relationships between multiple parts for ease in grouped-component placement

Day 3

Adjustable Assemblies

 Use multiple instances of identical sub-assemblies – with different part positions - within the same assembly file

Family of Assemblies (FOA)

 Creating assembly families: using *Alternate Part Positions* for different versions of the same assembly, creating different versions of an assembly file via component and/or position changes. Component reordering and level changes within assemblies, restructure assemblies.

Design Verification

 Physical properties, IntelliMotion (interference checking and motion simulation), Sensors, Inspection tools

FRAMES / Structural and piping components

 PATHS, Frames and structures associative workflow

<u>Day 4</u>

<u>Simplified Parts and Assemblies</u>
 Parts with features hidden for faster solving and display - thus faster and more efficient assembly load times. Assemblies can be visually modified to show their simplest structure- without any real changes to the assembly file

<u>Assembly Management</u>
 Large assembly files, managing many levels of sub-assemblies and components, using Revision Manager, file properties, searching for files, routing, reports, Pathfinder, Viewer

<u>WIRE HARNESS</u>
 Paths, wires, bundles and harness design within assemblies- for fully associated components and wire placement design- in a highly automated process

Note: This is an abbreviated syllabus, and not in exact presentation order.