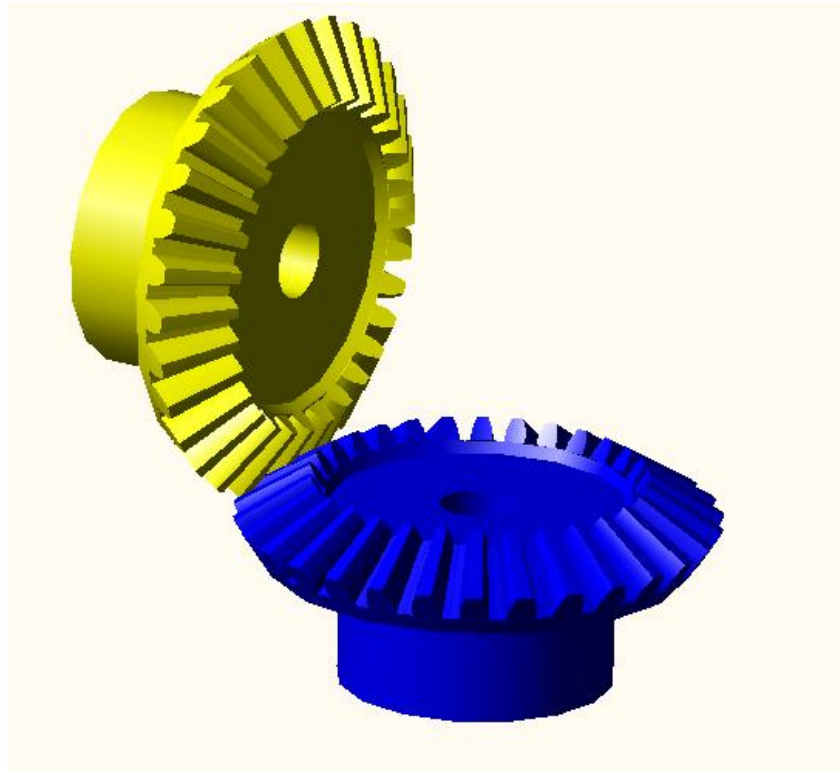
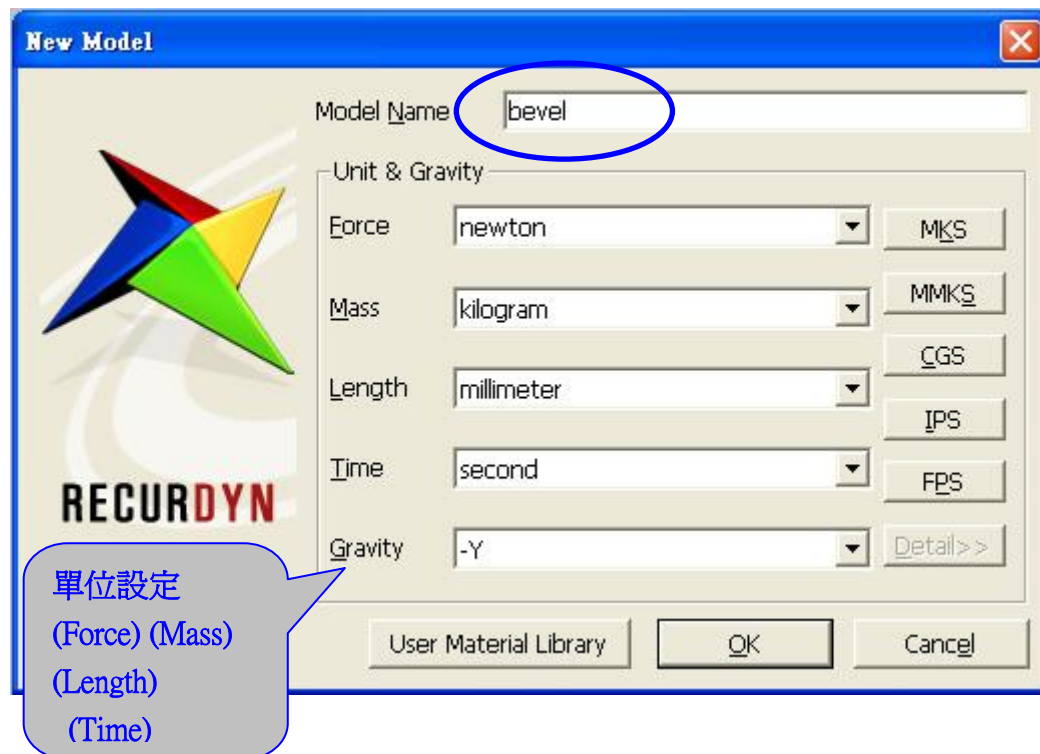


bevel



1. 輸入模型名稱，中間不要有空格，第一字需要是英文字。
「中文命名不建議使用」



輸入完後按 OK

2. 點選 SubSystem → Gear



3. 點選 Gear → Bevel



4. 將第一個斜齒輪點選在座標(0,0,0)上
(齒輪相關資訊可依使用者填入，在這邊先不改)

BevelGear [Current Unit : N/kg/mm/s/deg]

General Geometry Data Tooth Profile

Module	2.	Pv	Number of Teeth	30	
Bore Diameter	10.	Pv	Mounting Distance	40.	Pv
Hub Diameter	35.	Pv	Total Length	26.87	Pv
Outside Diameter	61.65	Pv	Crown to Back Len.	21.24	Pv
Length of Bore	23.	Pv	Hub Width	15.	Pv
Holding Surf. Dia.	37.56	Pv	Teeth Face Width	11.	Pv
☐ Spiral Angle	0.		Cutter Radius	0.	
Hand of Thread	☒ R ☐ L		Pressure Angle	20.	Pv

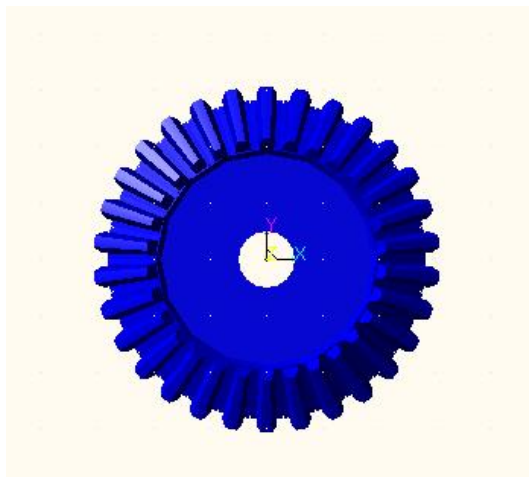
Parameter Type Factor

Addendum Factor	0.7445	Pv	Dedendum Factor	1.4435	Pv
Adden. Mod. Coeff.	0.	Pv	Delta Tooth Thick.	0.	Pv

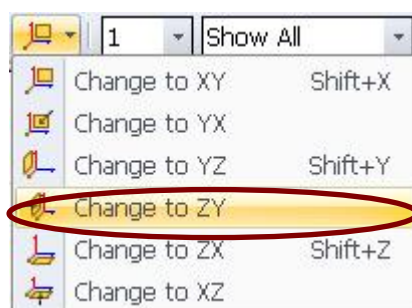
Information Draw Generate optimal arc segment

確定 取消

5. 完成第一個斜齒輪後，如下圖所示



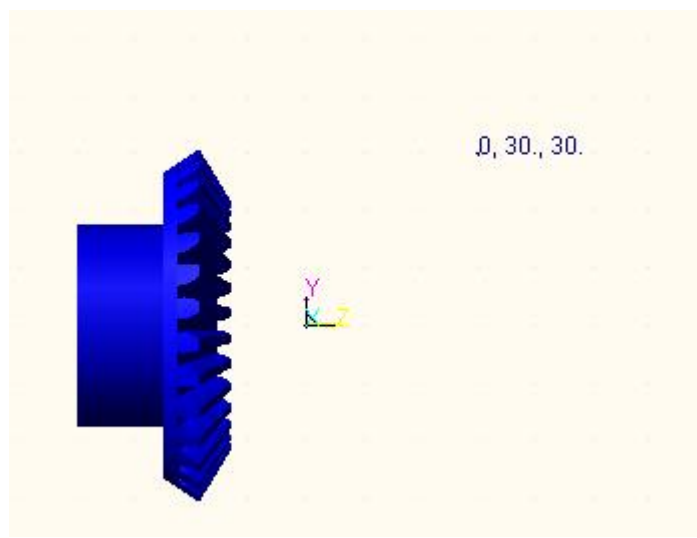
6. 點選 Change to ZY (將工作平面換到 ZY)



7. 點選 Gear → Bevel



8. 點選將第一個斜齒輪點選在座標(0,30,30)上
(齒輪相關資訊可依使用者填入，在這邊先不改)



BevelGear [Current Unit : N/kg/mm/s/deg]

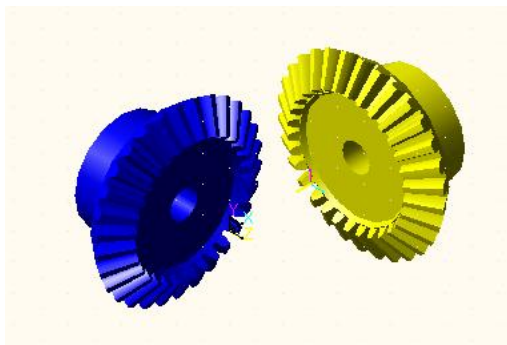
General Geometry Data Tooth Profile

Module	2.	Pv	Number of Teeth	30	
Bore Diameter	10.	Pv	Mounting Distance	40.	Pv
Hub Diameter	35.	Pv	Total Length	26.87	Pv
Outside Diameter	61.65	Pv	Crown to Back Len.	21.24	Pv
Length of Bore	23.	Pv	Hub Width	15.	Pv
Holding Surf. Dia.	37.56	Pv	Teeth Face Width	11.	Pv
☐ Spiral Angle	0.		Cutter Radius	0.	
Hand of Thread	☒ R ☐ L		Pressure Angle	20.	Pv
Parameter Type Factor					
Addendum Factor	0.7445	Pv	Dedendum Factor	1.4435	Pv
Adden. Mod. Coeff.	0.	Pv	Delta Tooth Thick.	0.	Pv

Information Draw Generate optimal arc segment

確定 取消

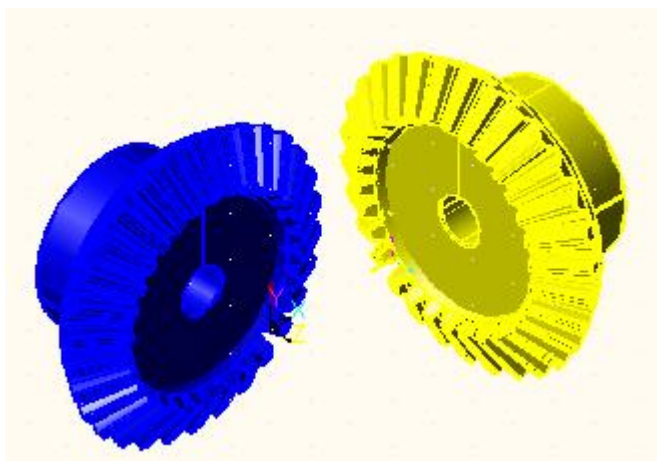
9. 完成後，如下圖所示



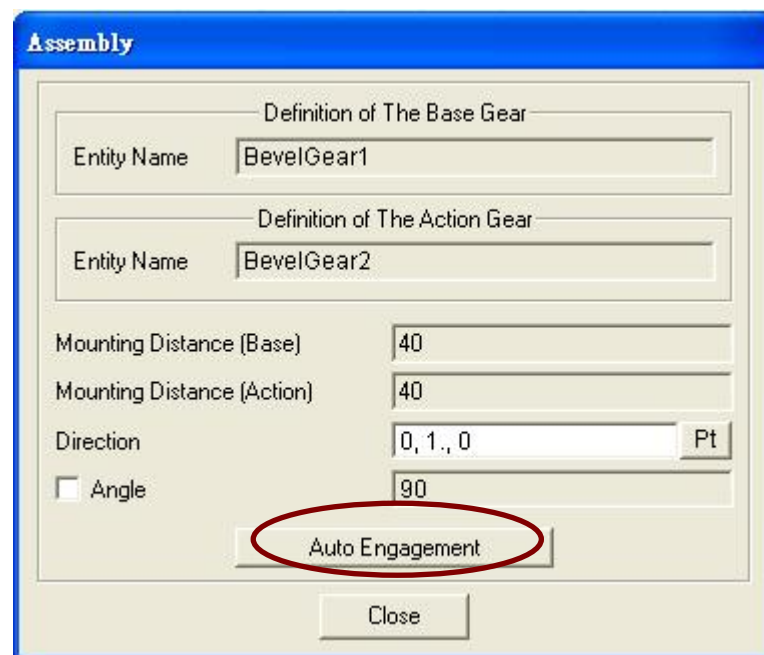
10. 點選 Gear → Assembly



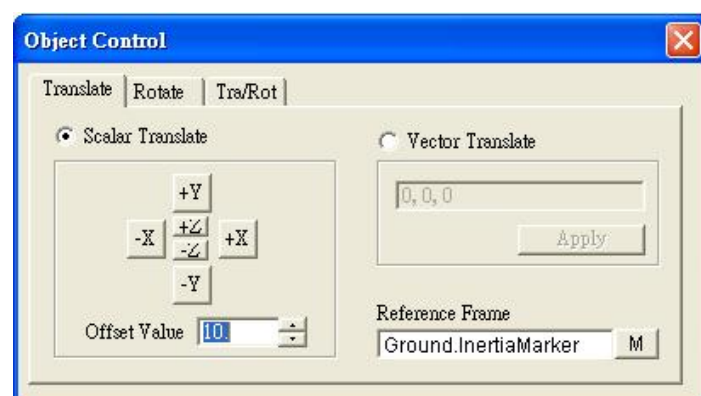
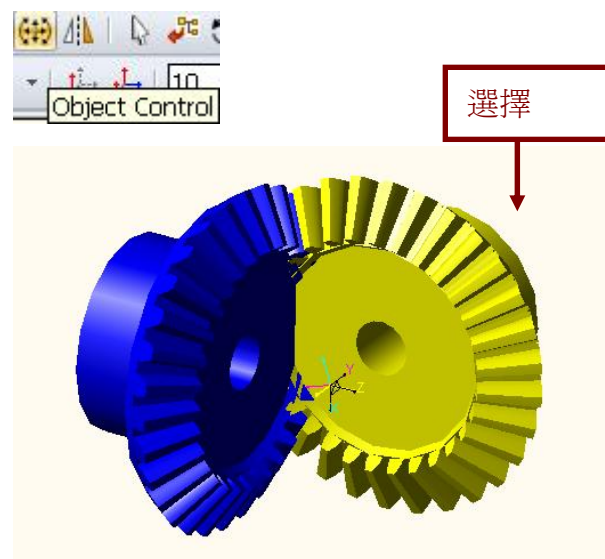
11. 依序點選兩個齒輪



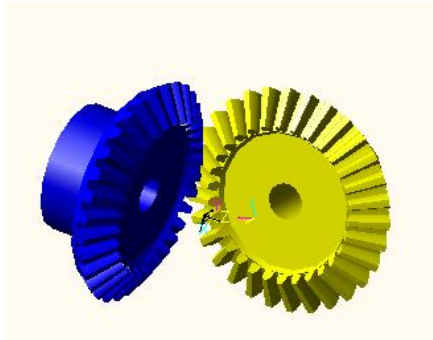
12. 點選兩齒輪後會出現 Assembly 對話窗，點選 Auto Engagement，再按 Close



13. 點選黃色(右邊)齒輪再點選 Object Control，點選+Z 10mm、+Y 10mm



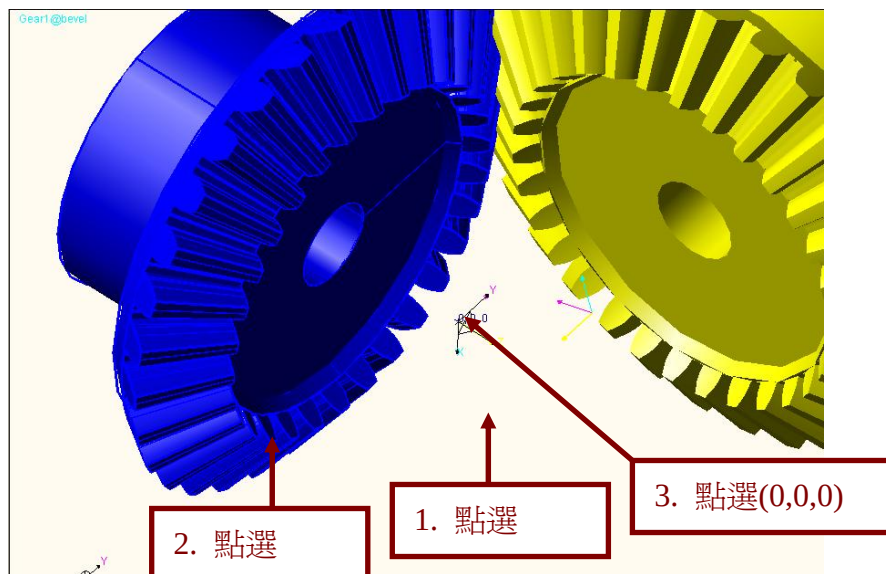
14. 完成後，如下圖所示

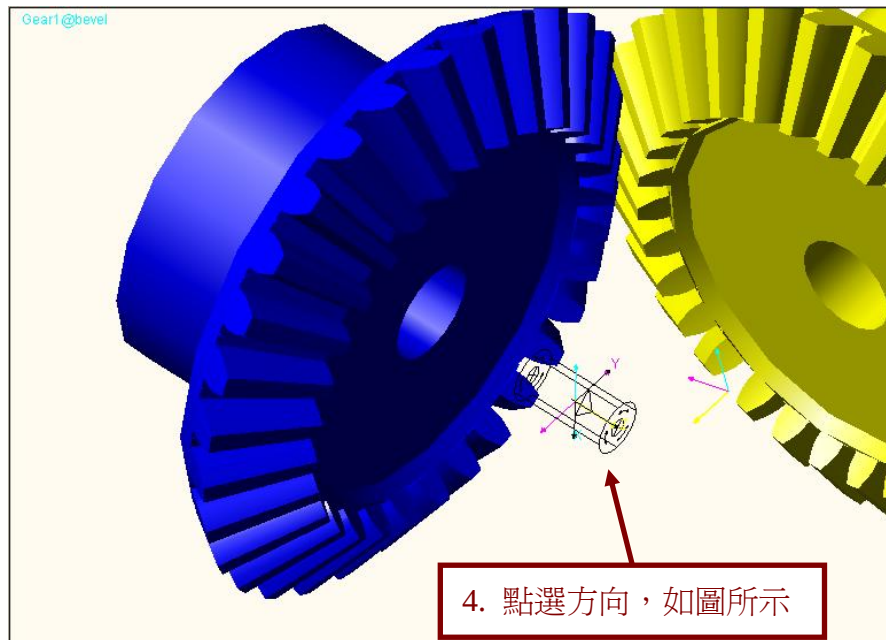


15. 點選 Joint → Revolute，子項目選 Body,Body,Point,Direction



16. 設置接頭接點以及方向

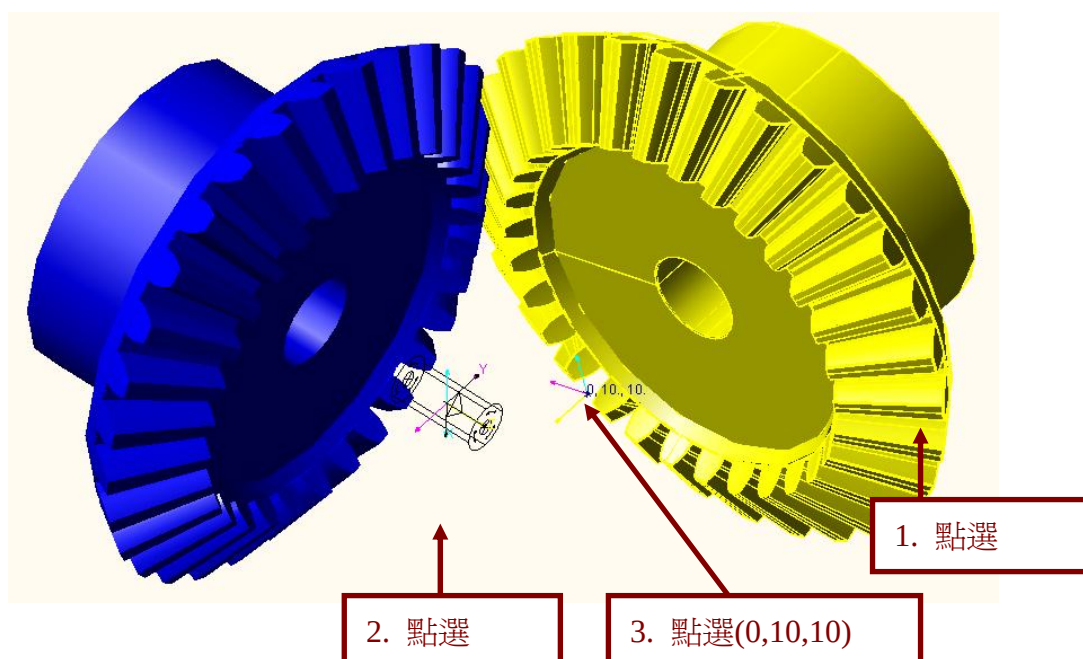


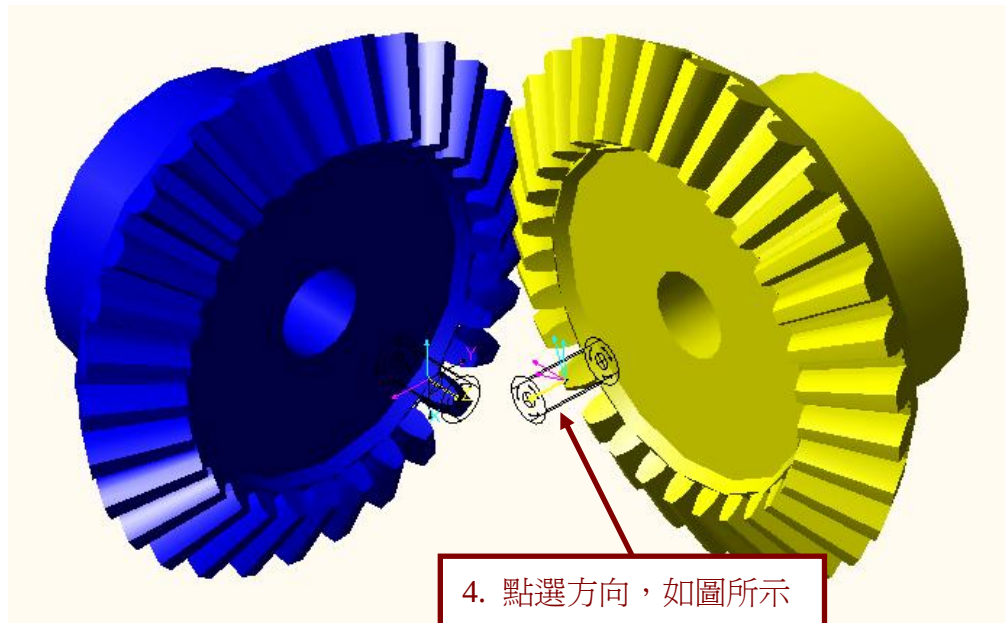


17. 點選 Joint → Revolute，子項目選 Body,Body,Point,Direction

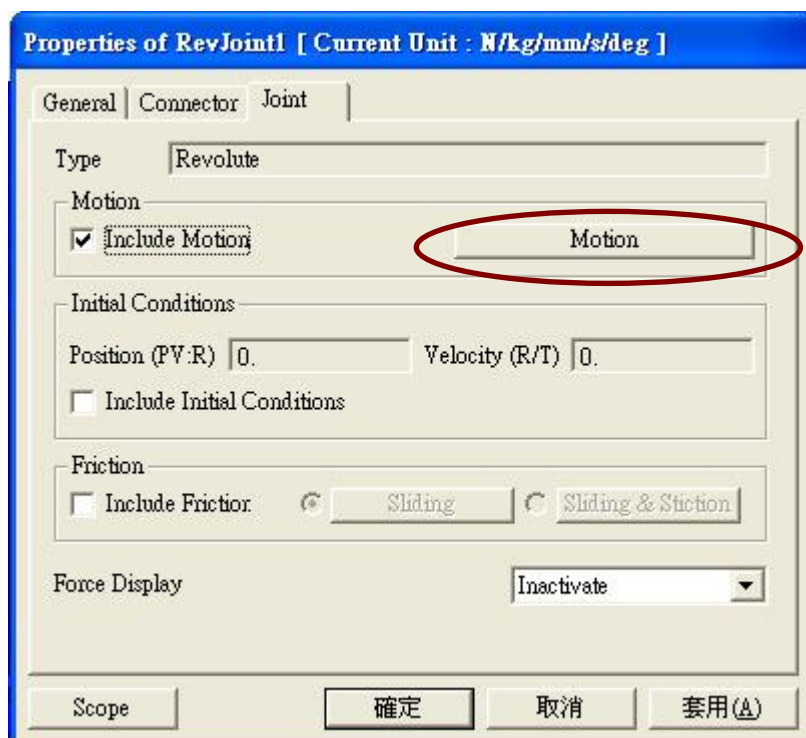


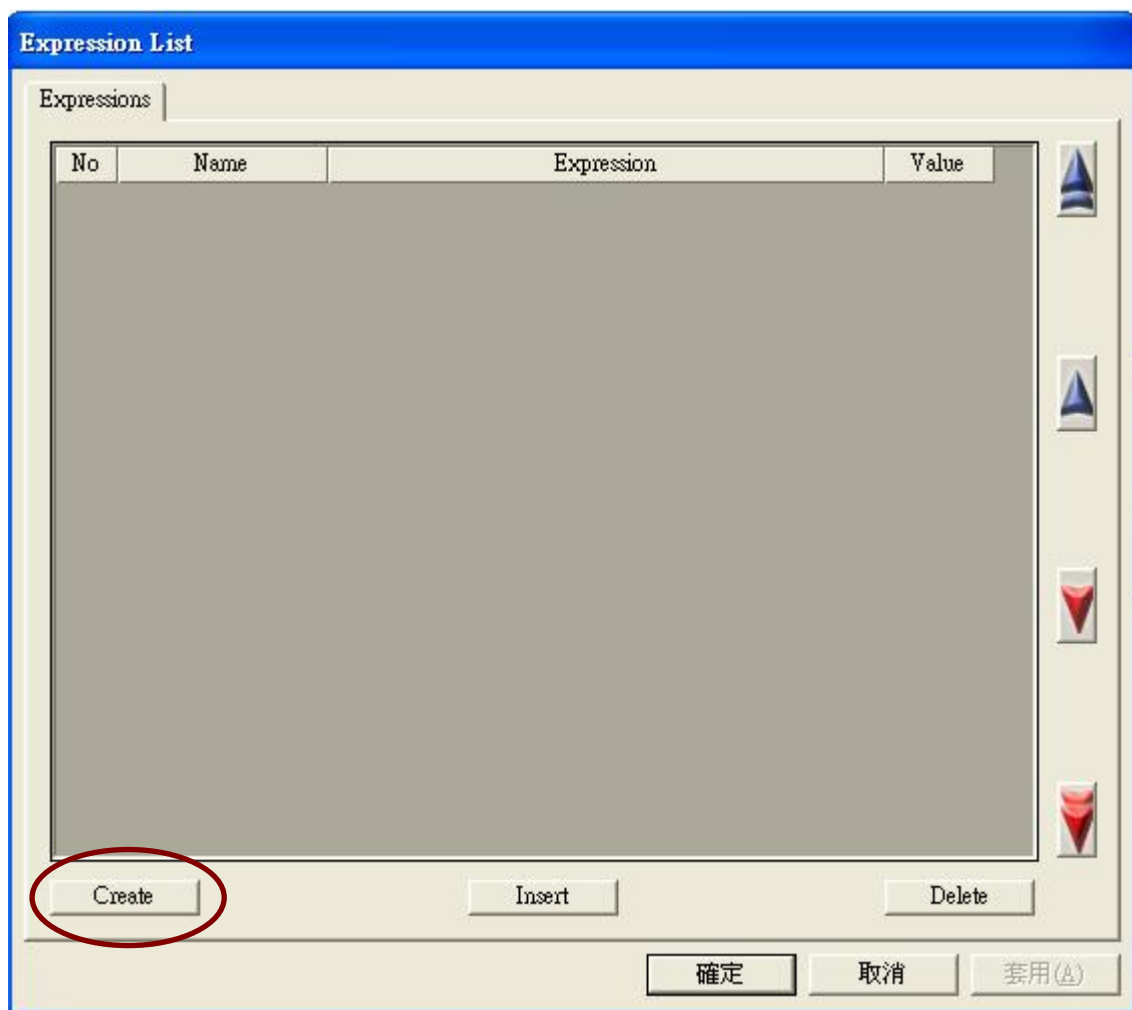
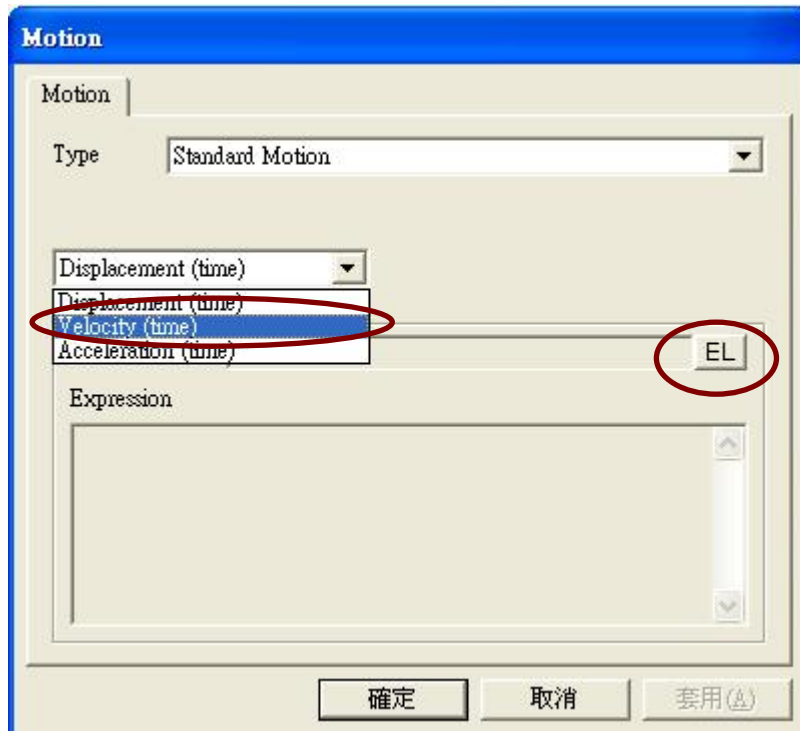
18. 設置接頭接點以及方向



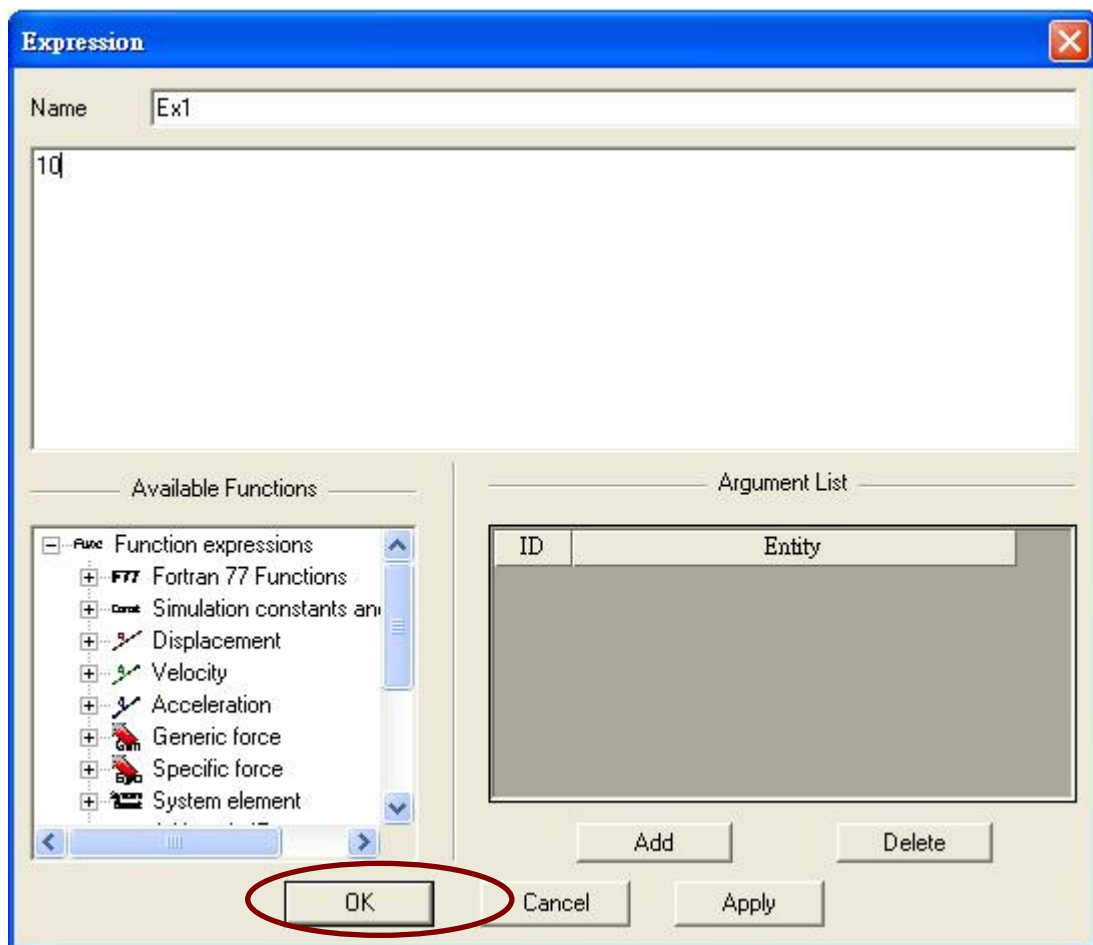


19. 點 RevJoint1 按右鍵，選擇 Property 設置 Motion，步驟如下圖所示





20. 輸入 10 後按 OK、確定、確定



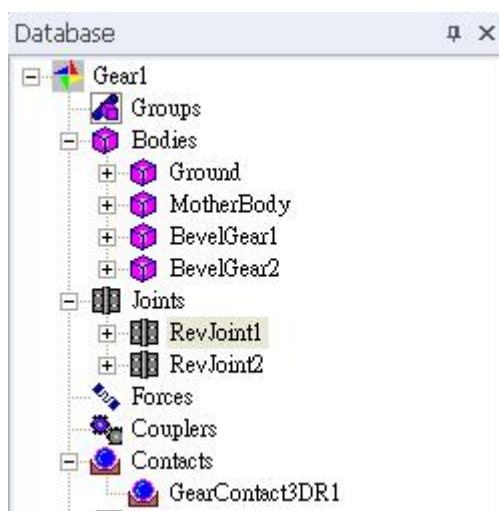
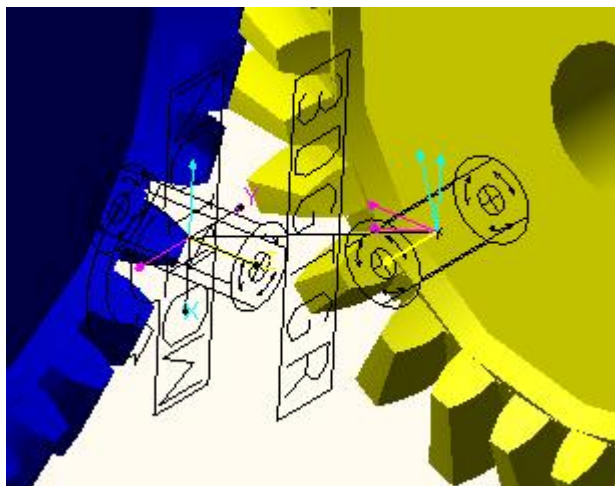
21. 完成後會出現 Motion 的標誌，如下圖所示



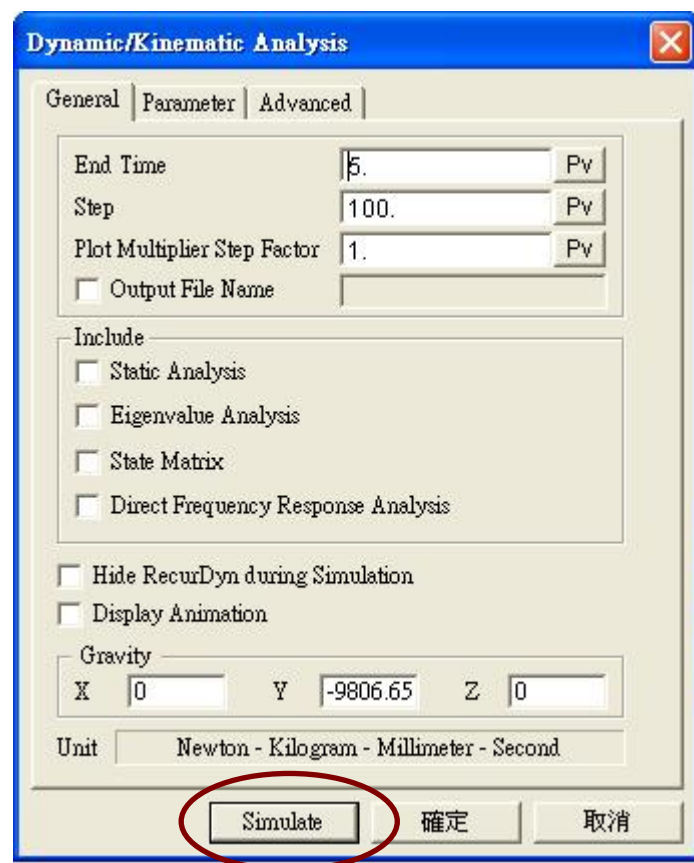
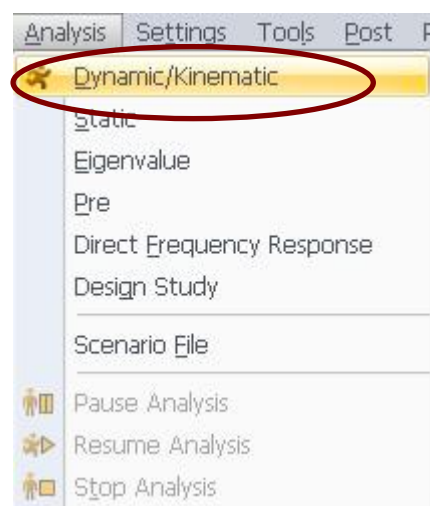
22. 點選 Gear → 3DContactR



23. 依序點兩個斜齒輪，完成後如下圖所示



24. 功能表的 Analysis → Dynamic/Kinematic 模擬



25. 模擬完後可觀看動畫以及後處理