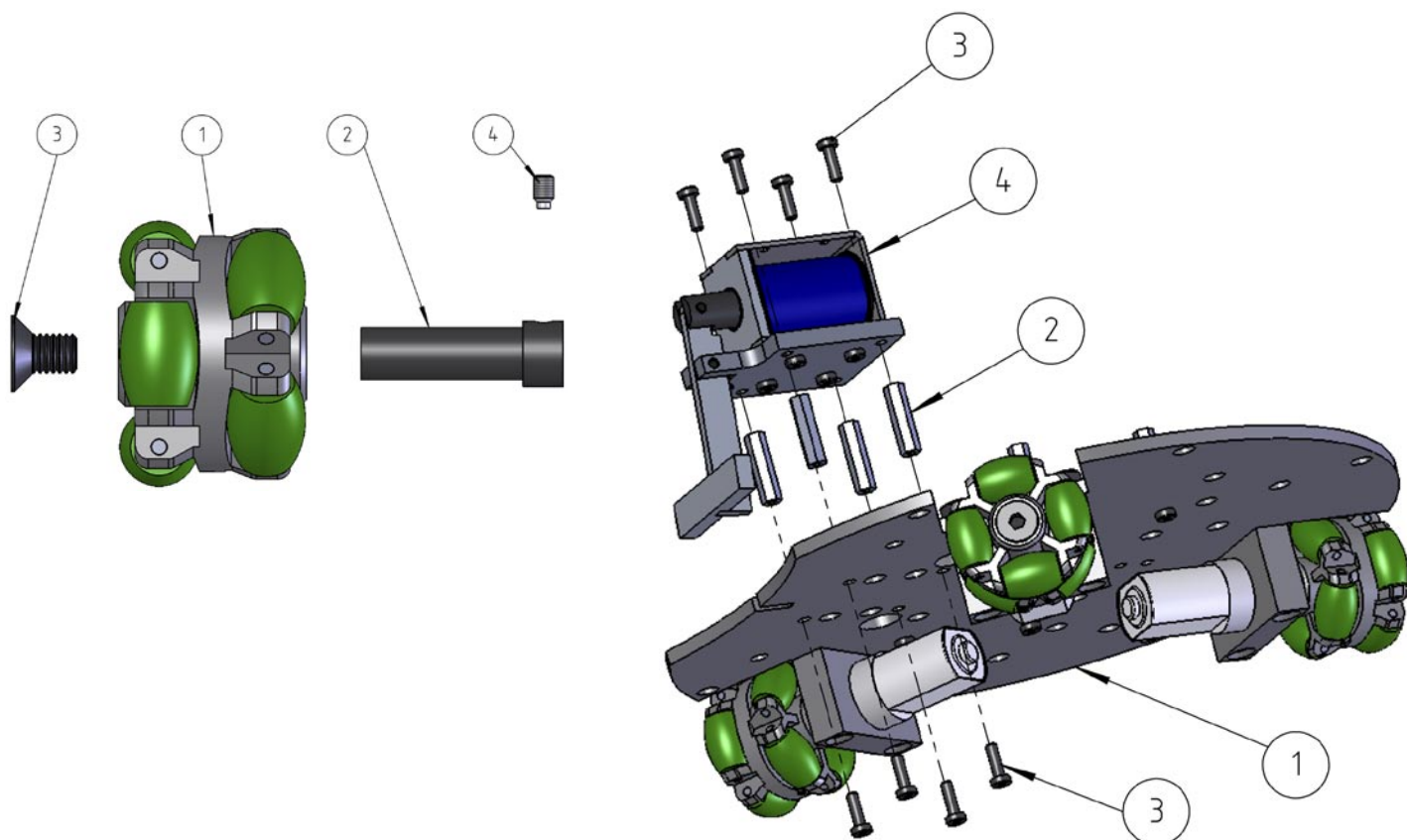
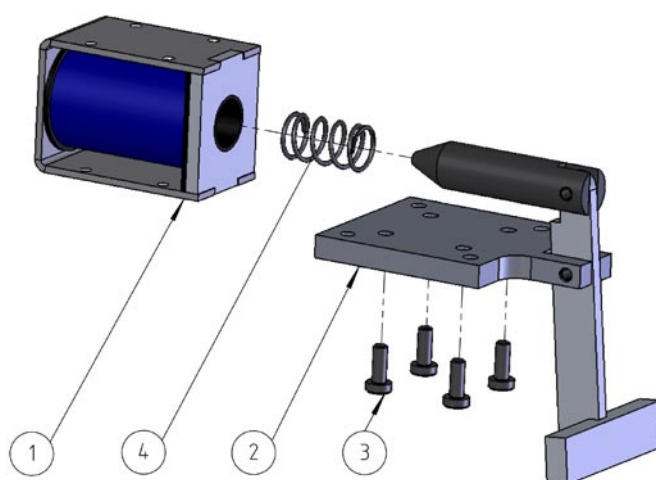


RC-SOCCERBOT

3D-CAD assembly animations



Preface

We worked with largest care in the collocation of texts and images.
Nevertheless mistakes can not be completely excluded.

The publisher is grateful for improvement proposals and references to mistakes.

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Introduction

This instruction describe the use of the RC-SOCCERBOT Order No. R1001 3D-CAD assembly animations. You'll find them in the download area of the homepage www.graupner-robotics.com.

The filenames of the *.EXE files have references in its chapter numbering to the teacher accompanying book Order No. R1001.110, which is the complete accompanying document around the robot RC-SOCCERBOT to use it successfully in school lessons.

In the operation instruction of the robot, the assembly is described in chapter 3 in the same type and manner.

In order to run the animations or to use them, no additional software is necessary!

In the following, the use of the *. EXE 3D-CAD assembly animations based on both files ***5_4_Assembling_the_striker.exe*** and ***5_10_Fixing_the_plastic_cover.exe*** is described.

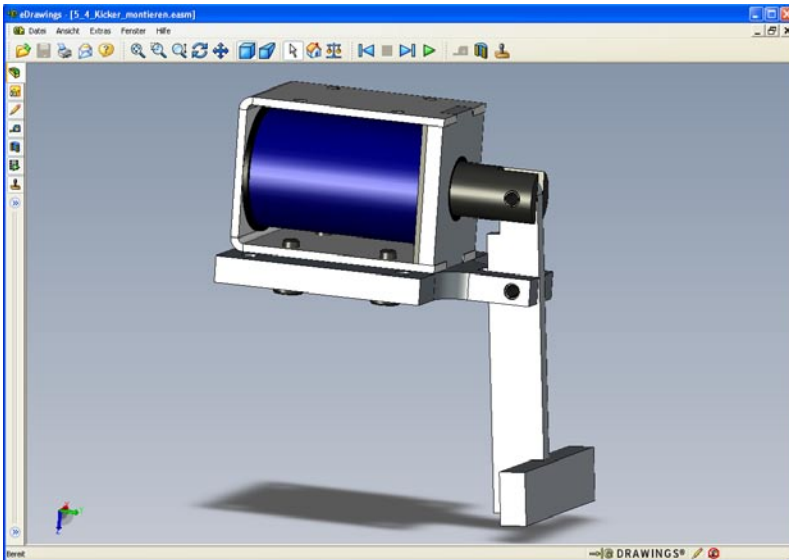
It is assumed that you downloaded yourself the files of the assembly animations.

„Click“ or „double click“ has always reference to the left mouse key.



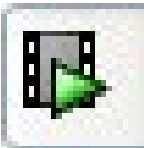
Open the assembly animations

Open the file **5_4_Assembling_the_striker.exe** using a double click. Following window is opened. If you move the mouse over the striker, the single components are indicated.

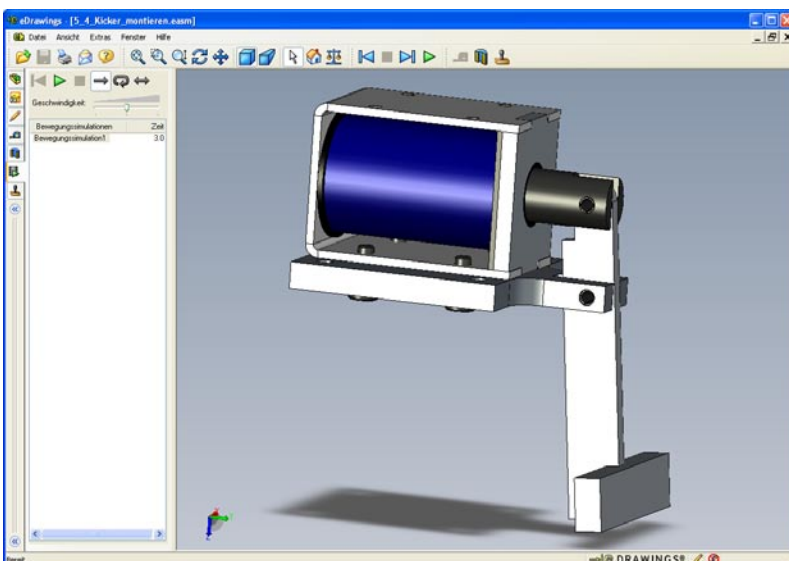


Run the assembly animations

Click on the represented symbol of the left vertical toolbar.



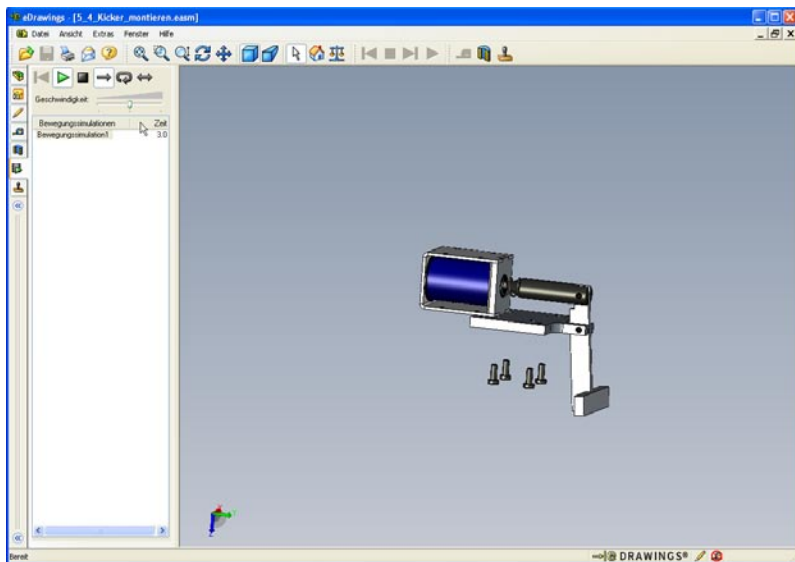
Following window is opened.



Click on the following symbol to start the animation.



Click on the symbol above again to start the animation as often you want.



Following functions can be activated in this window.



Run the animation.



Explosion view of the animation.



The animation interrupts and persists in the current view.



After start, the animation will pass through once.



After start, the animation will pass through endlessly in a loop.

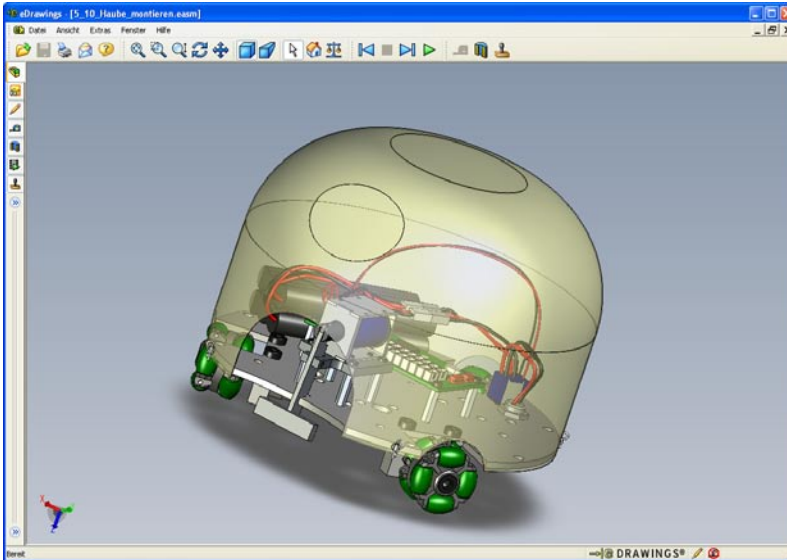


After start, the animation will pass through endlessly from ahead to the rear and back again.

Use of the assembly animations

Indicate components fading out and/or transparent

Open the file **5_10_Fixing_the_plastic_cover.exe** using a double click. Following window is opened.

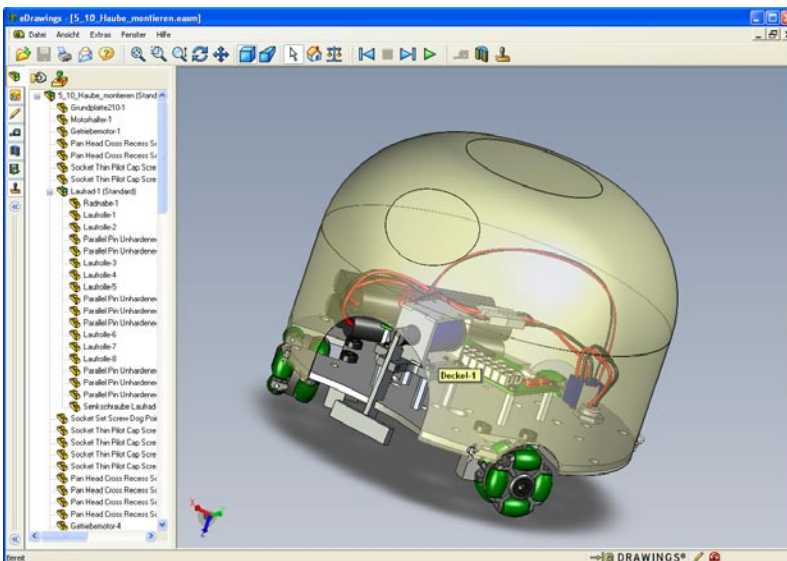


Change into the components view

Click on the represented symbol of the left vertical toolbar.

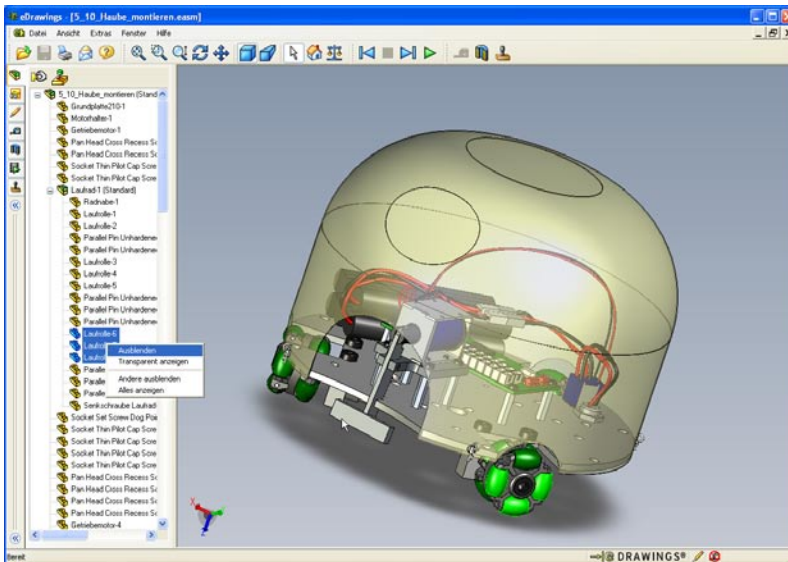


Following window is opened.

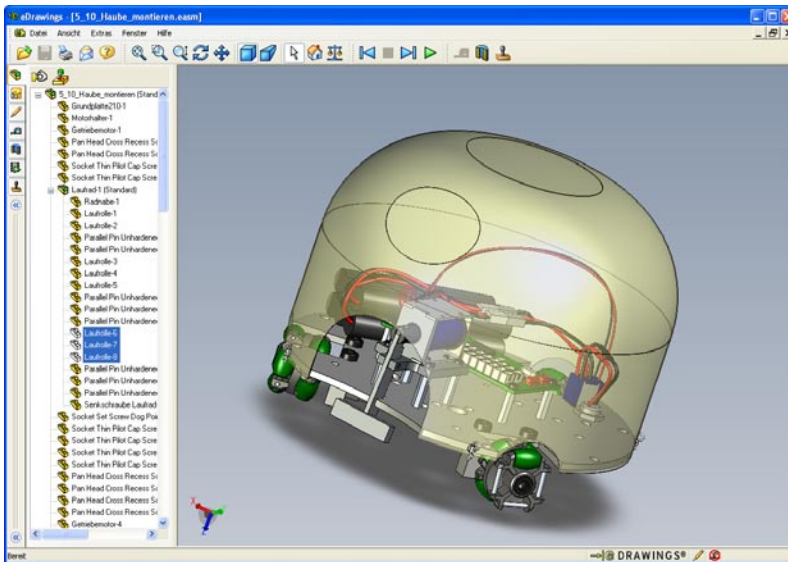


Use of the assembly animations

Now all components can be selected. If a component is clicked on, it will be indicated green. With the right mouse key can be selected now on the component whether it is supposed to be faded out or is supposed to be indicated transparent. In the example roll 6 “Laufrolle 6“, roll 7 “Laufrolle 7“ and roll 8 “Laufrolle 8“.



The next image shows the view with faded out rolls „Laufrollen“. See the remained shaft pins, they are a separate component.



Horizontal toolbar

In the horizontal toolbar, further functions are available. These functions are very easy to test and use.



Adapt the view to the window.



Enlarge a part of the view.



Click and towards the top zooms in the view, click and towards the bottom zooms out the view.



Turn the building group in the three-dimensional room.



Shift and/or move the building group.



Pointer for the selection.



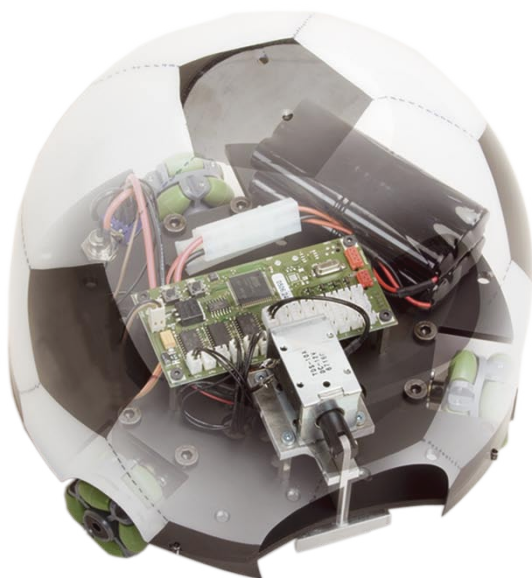
Change to the origin view.



Start round circumspection of the building group.



Indicate a cut of the building group.



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