Assembly Structure Introduction

The assembly structure is based on the part-numbering found in files- 02_Design Management.

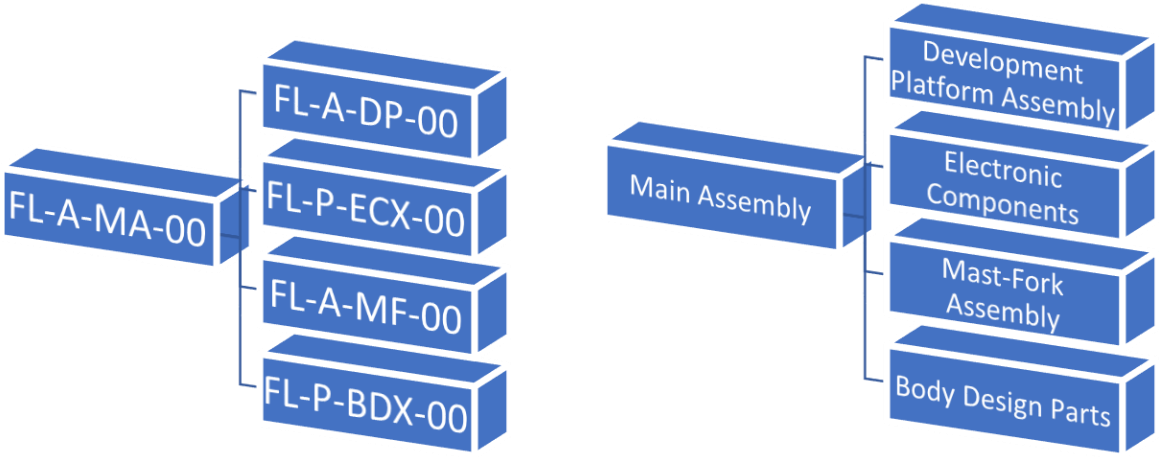
All of this is to ensure parts are easily found and incorporated into the product from the beginning, which results in a better workflow.

Also this will separate constraints as for example detail constraints like placement of a motor wont be on the same level as the mounting platform meaning they cant fuck each other up. This gives better overview.

Therefor Parts are named: FL-P-XxX-xx

And Assemblies: FL-A-Xx -xx

We will an assembly-tree, where we can work from the bottom up, where big items or systems come at the lowest position and the master or top assembly is, where all the details are incorporated.

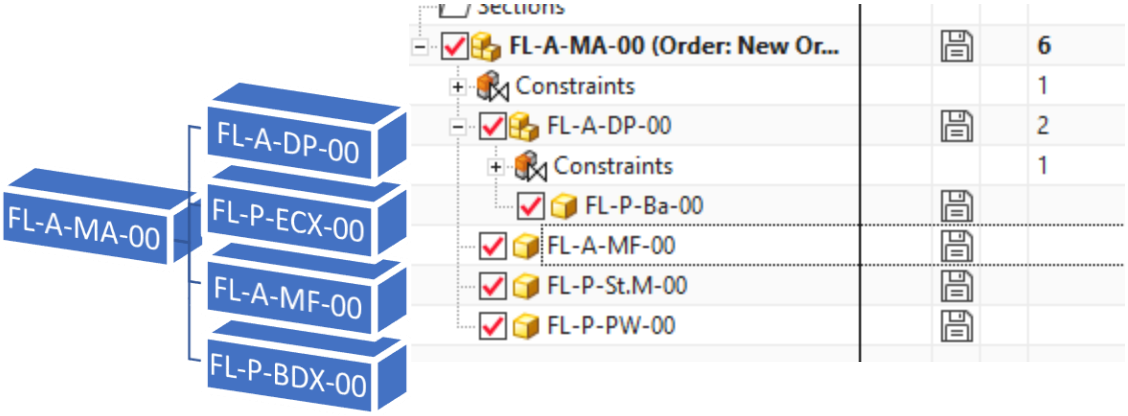


When creating new part´s they can be directly added and created inside the Main Assembly (FL-AMA-0X).

For example:

For subassembly level select subassembly and add:

This Structure inside Nx looks like :



As seen Electronic Components and Body Design Components should be directly placed in the main Assembly although being saved in their group folder: As the files lay in different folders nx needs to know their location through a Assembly load options file. This is practical when working with bigger projects.

When switching between projects or working on semester

Project the load options file must be loaded at each start

Under preferences -> assembly load options -> from search

Folders -> open from file -> select file

Or use find command -> assembly load options