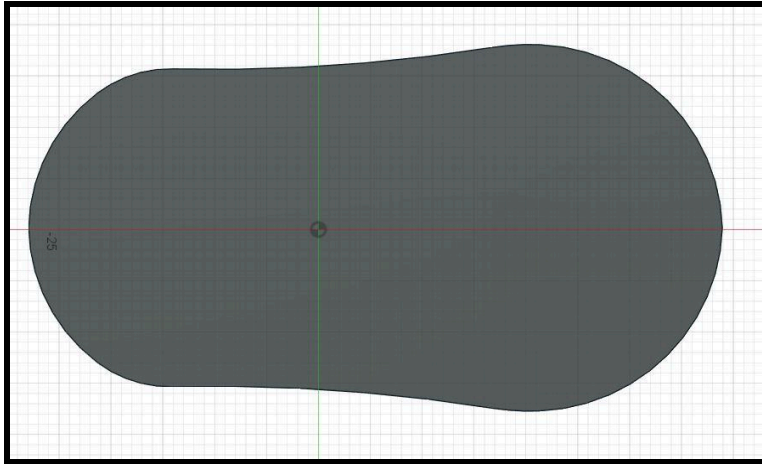
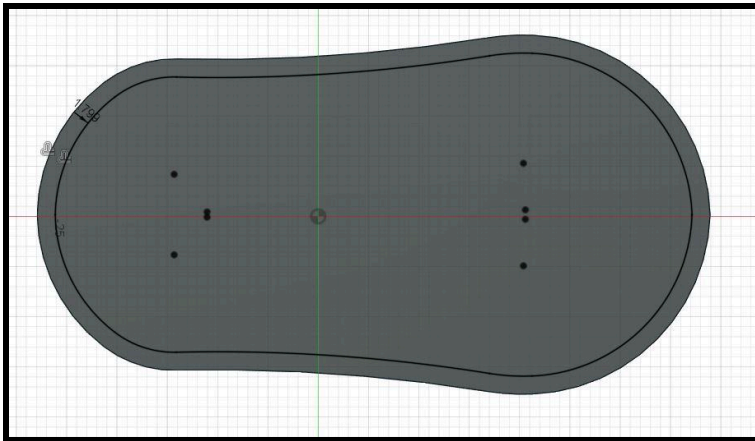


Quick Tutorial for putting speed-holes in parts

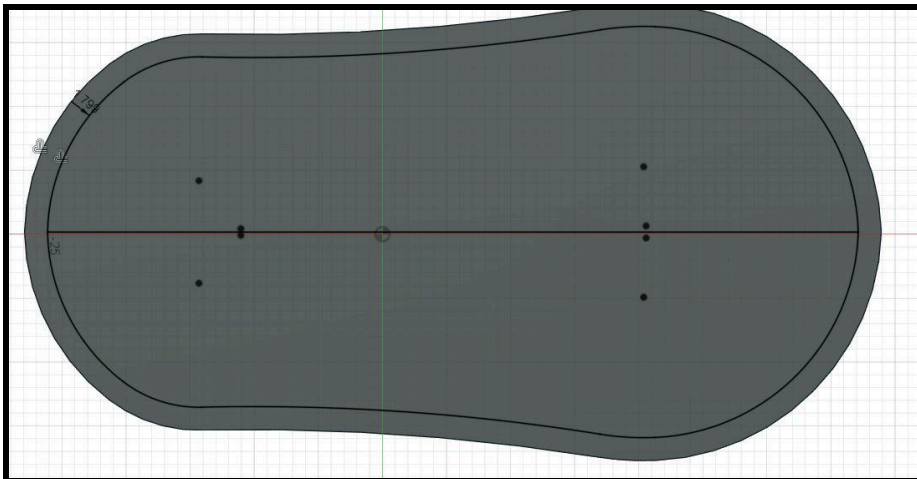
1) Choose the bottom of the part and start a sketch



2) Offset the outer ring of the base so that it's out of the way of anything above

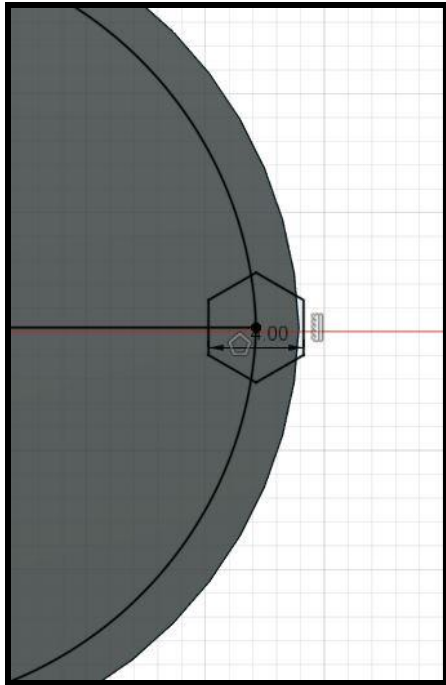


3) Draw a centerline across the sketch

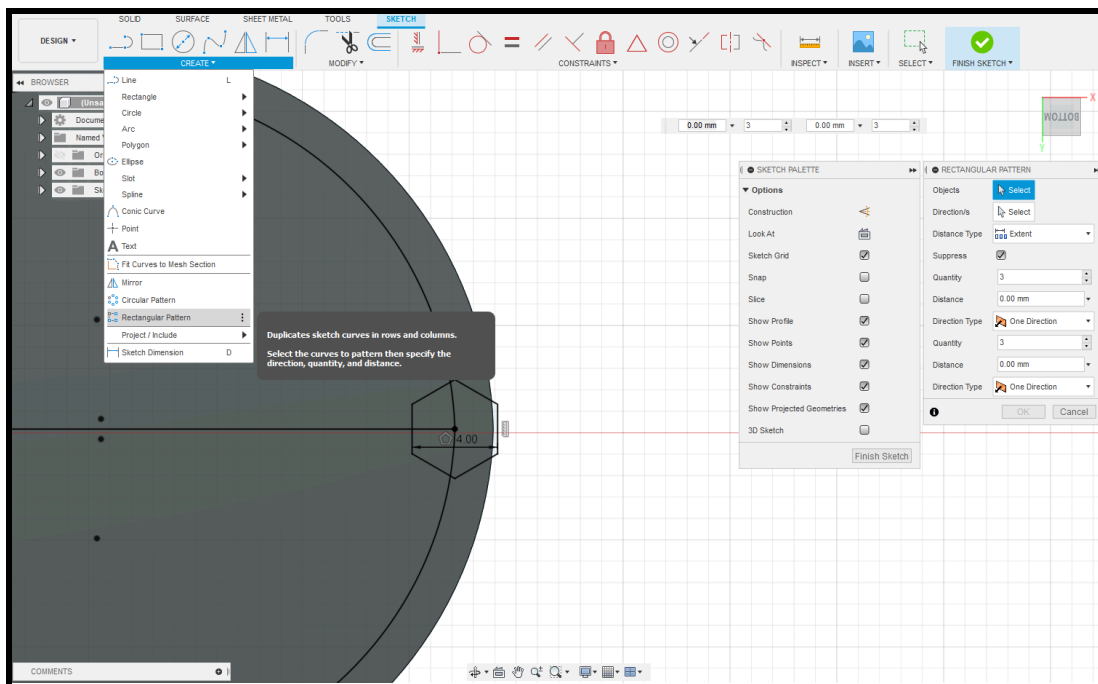


4)

- 5) Start a polygon hex hole and dimension it, be sure to horizontal/vertical constrain one of the edges

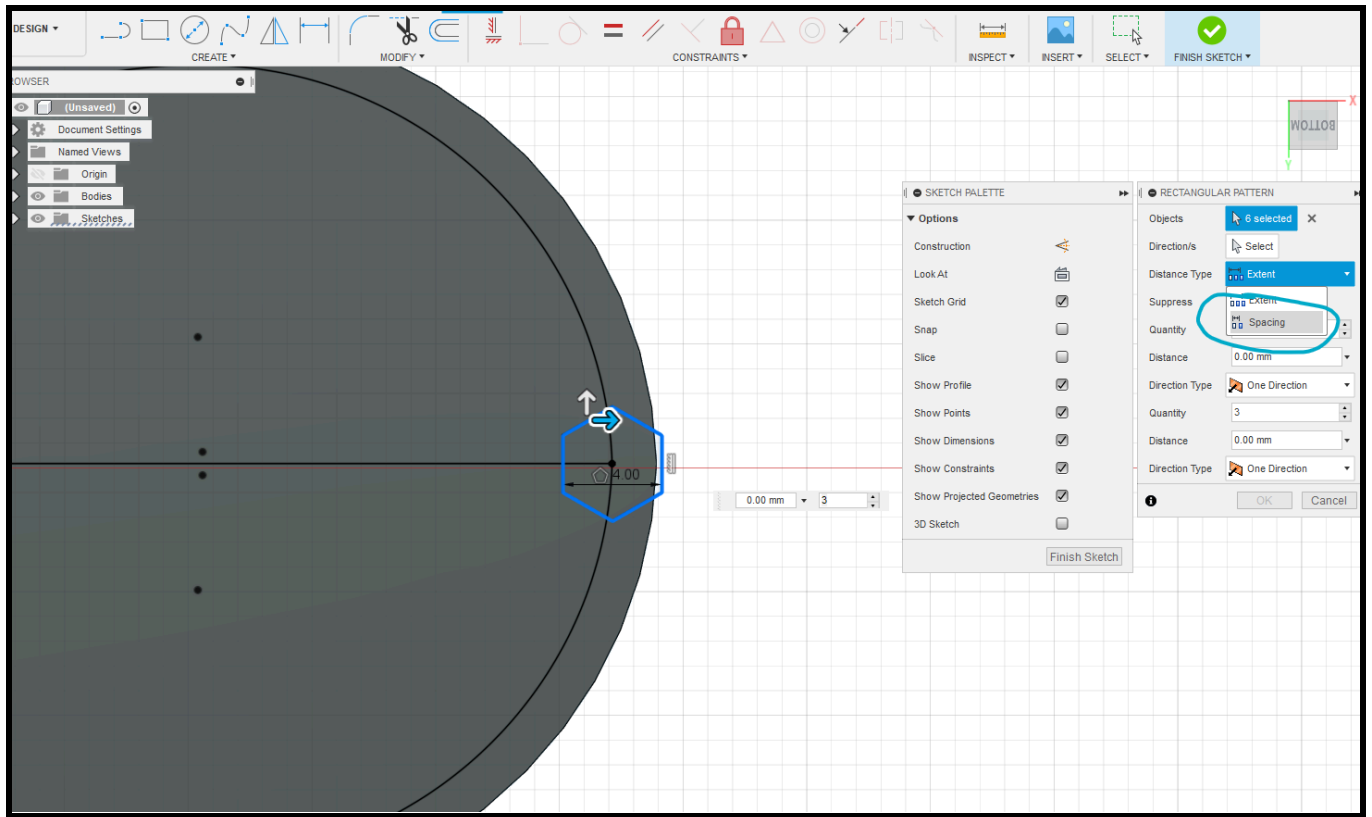


- 6) Start a Rectangular pattern under “Create”

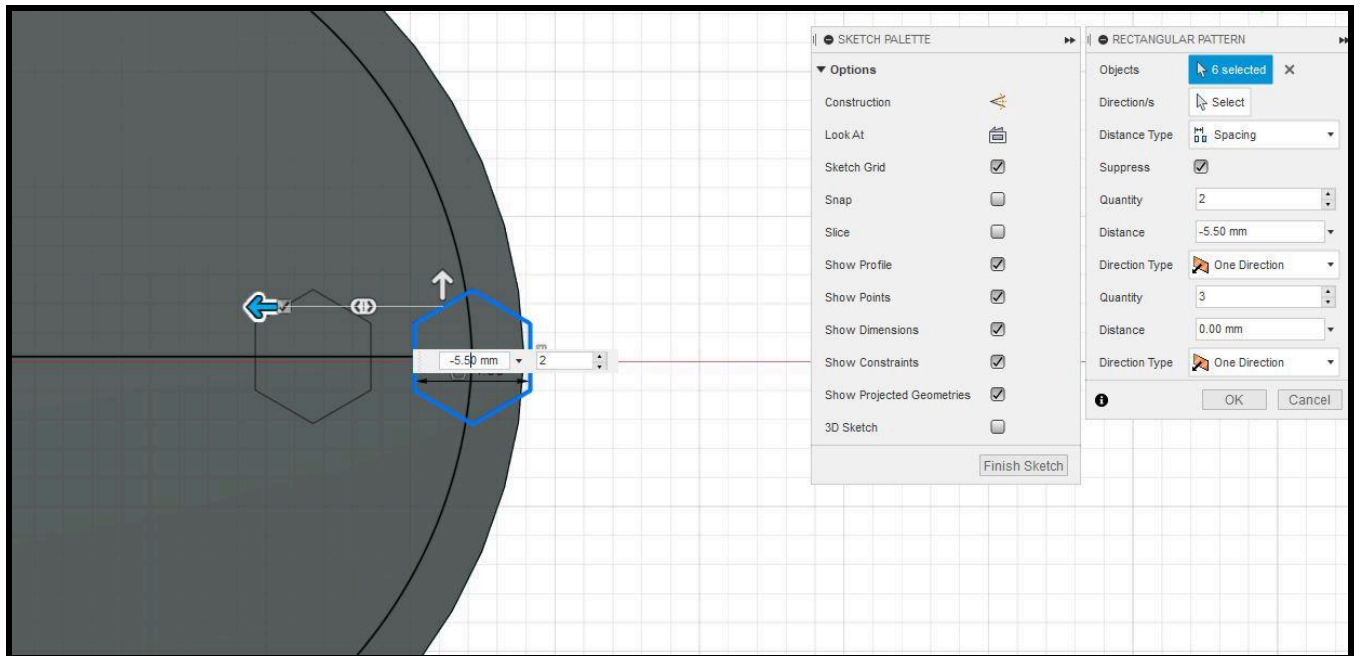


- 7)

8) Choose “spacing” instead of “extent” to set the dimensions

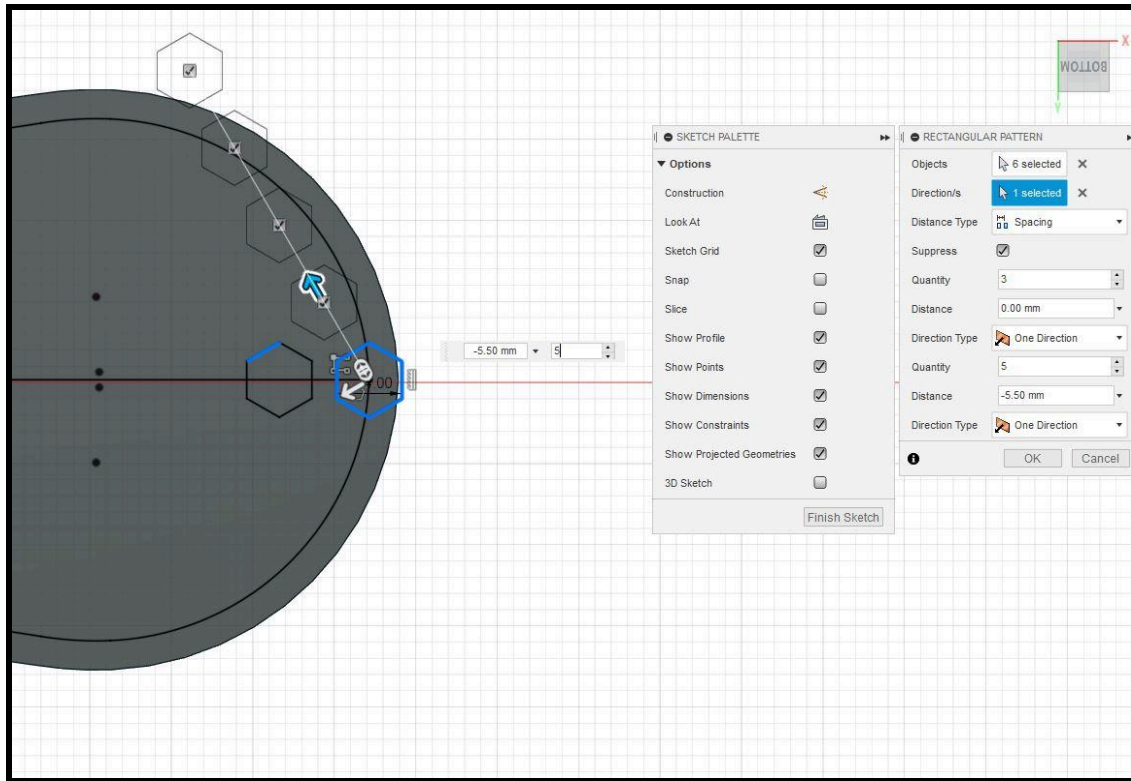


9) Pattern one hexagon horizontally, this is so you have an object to reference a direction later on

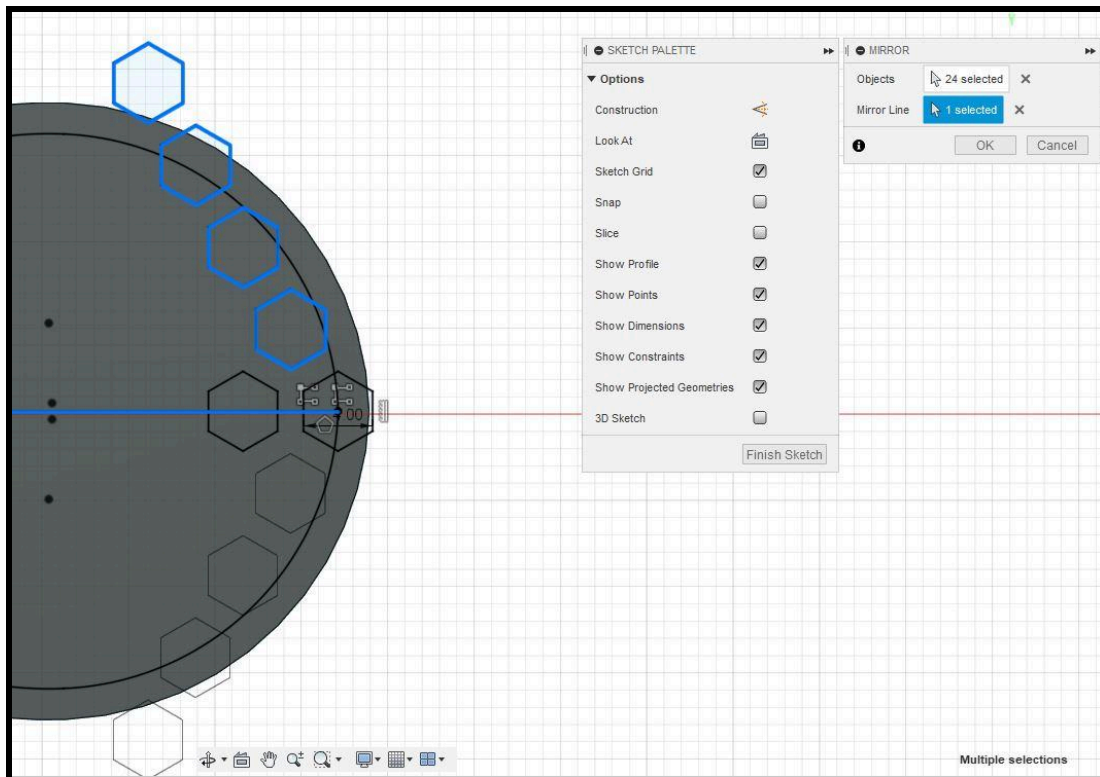


10)

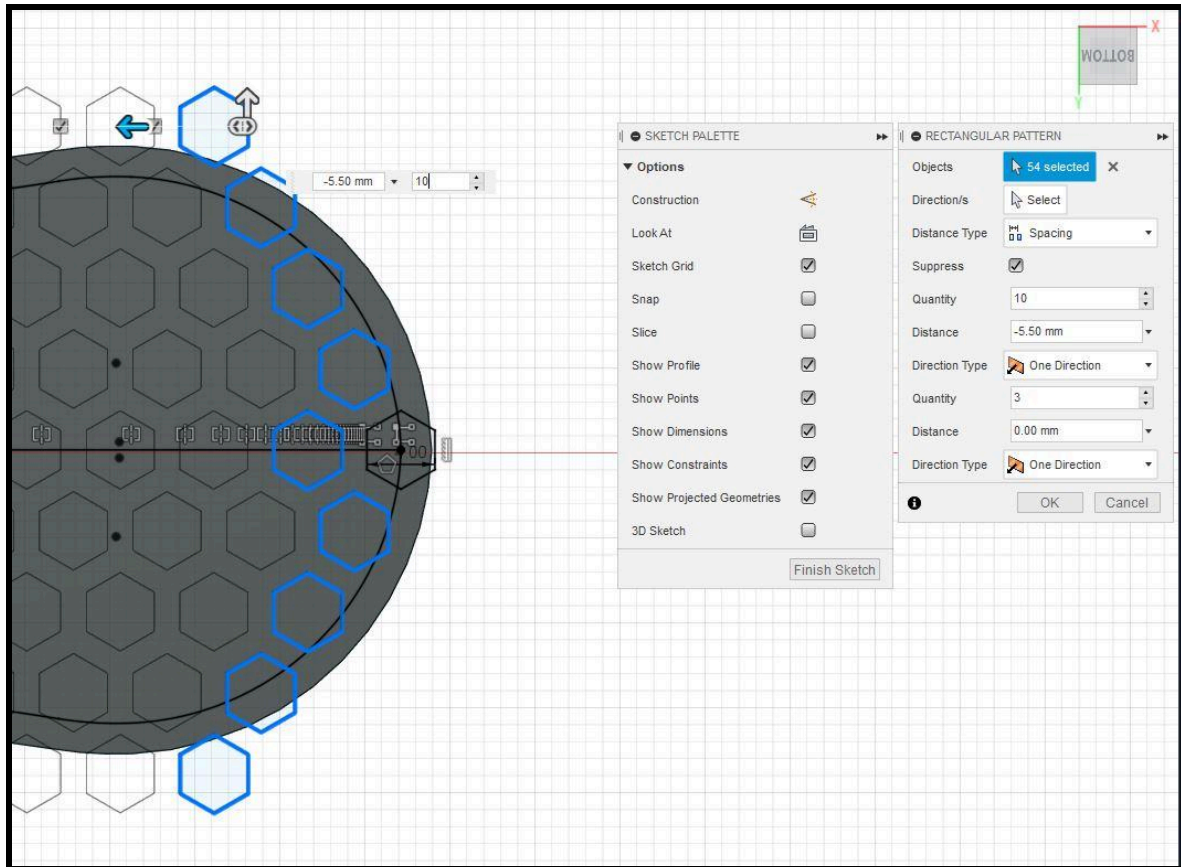
10) Pattern the original hexagon sideways with the same spacing you set the other one. Choose the direction to be one of the angled sides of the reference hexagon.



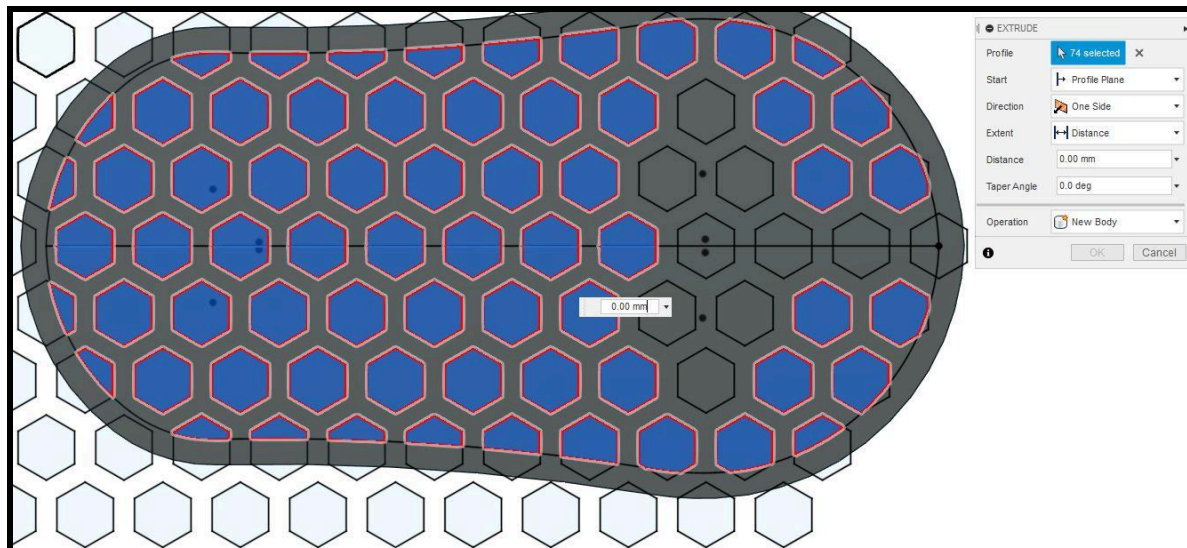
11) Mirror the hexagons across the centerline of the part



- 12) Start another rectangular pattern, choose all the hexagons you wish to pattern across, and set the quantity to extend across the entire base



- 13) Choose which hexagons you want to extrude through, make sure you aren't cutting into any features above. Leave some parts alone so people have places to put the mouse feet.



And done

