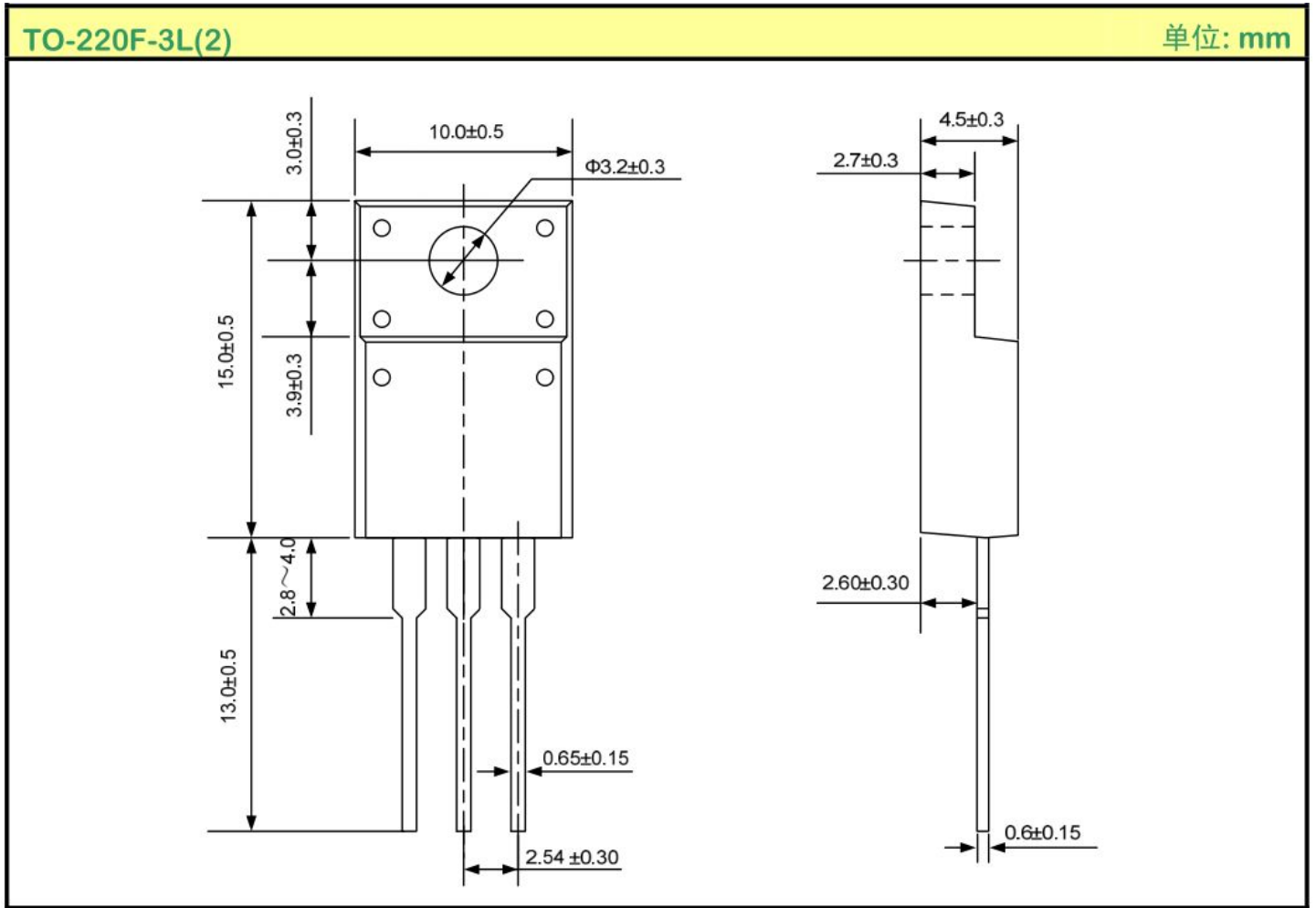
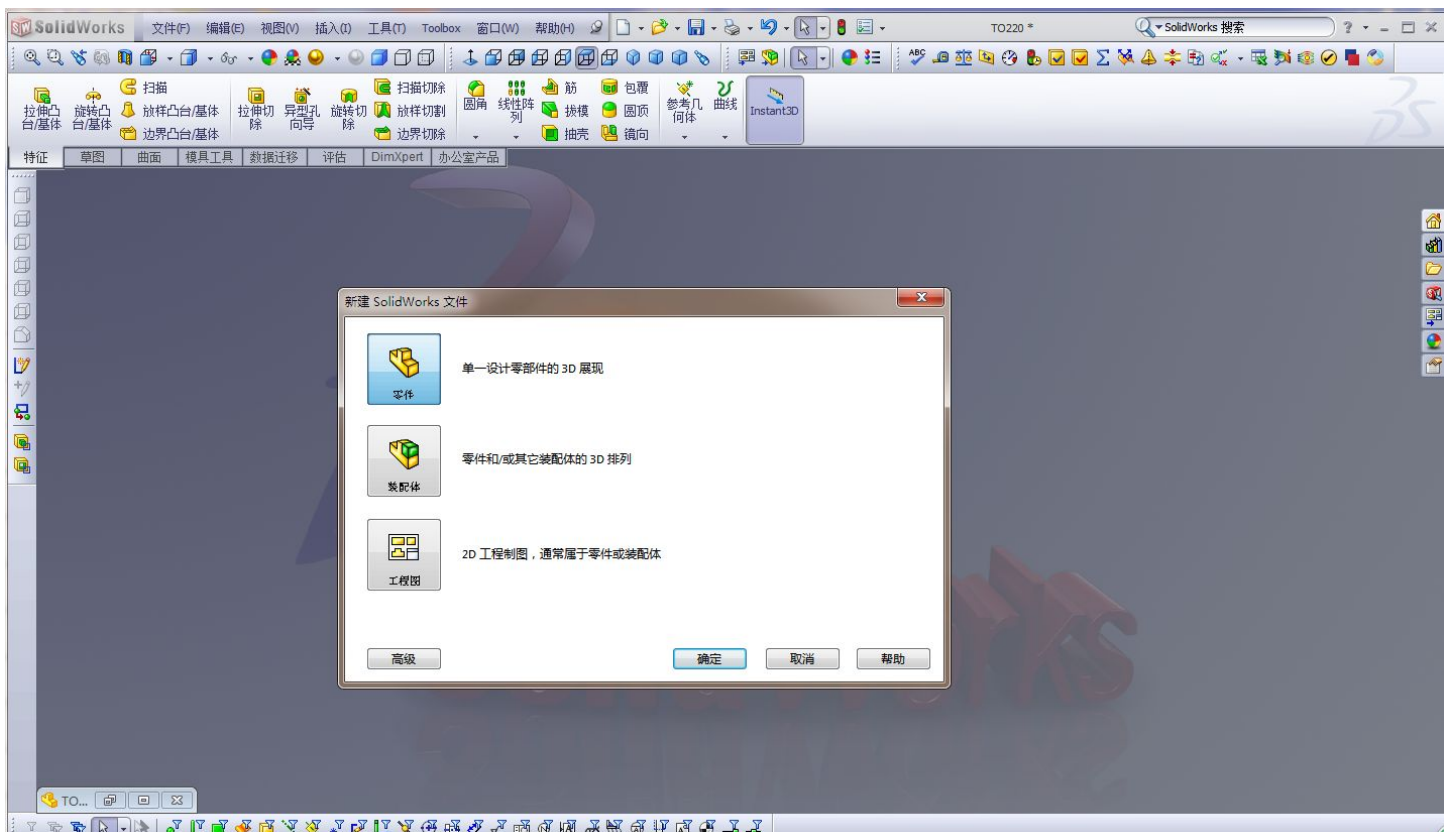


TO220 3D 封装元件的创建方法

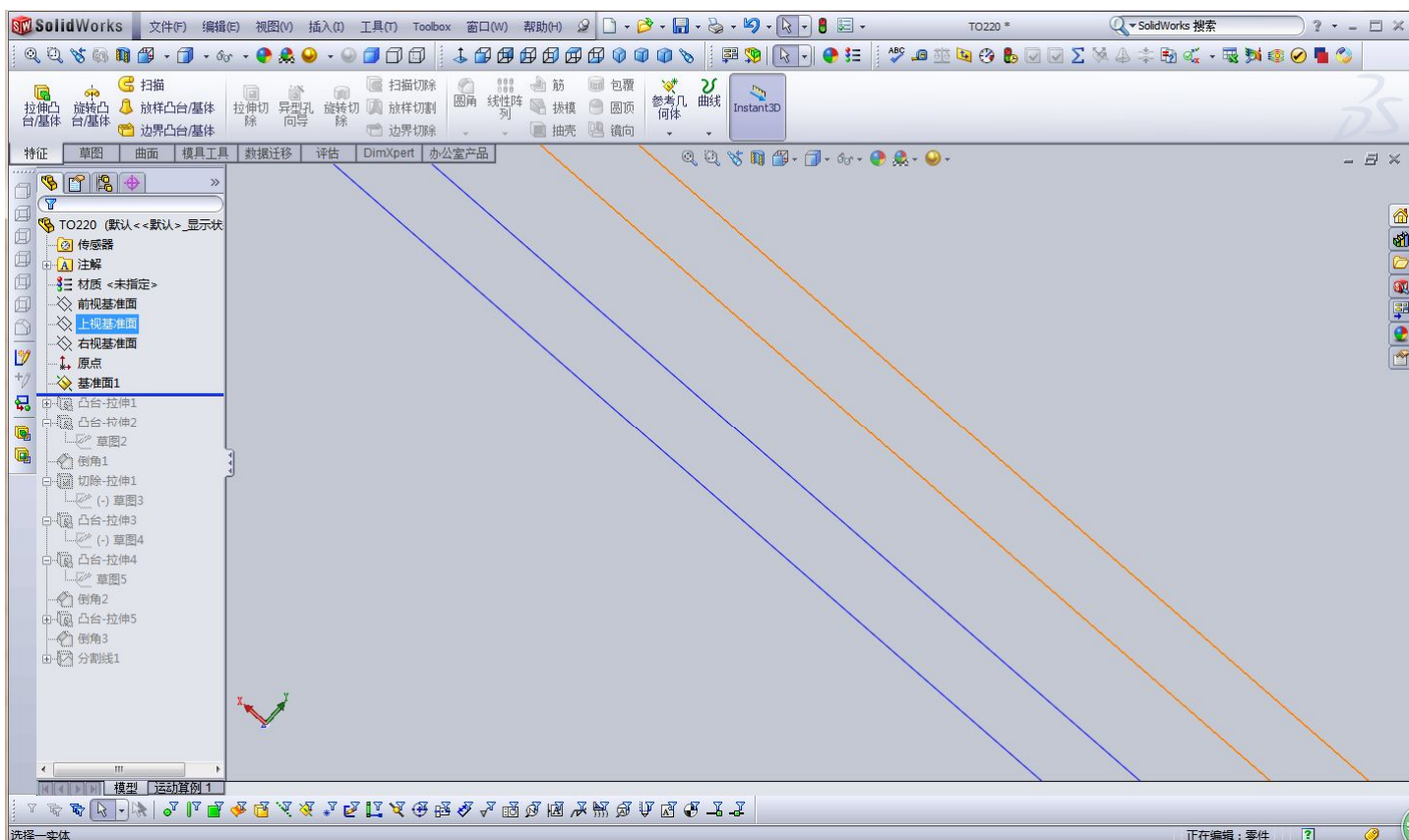
元件的尺寸（相关规格书内有）



首先用 SolidWorks 2010 新建一新零件如下图：

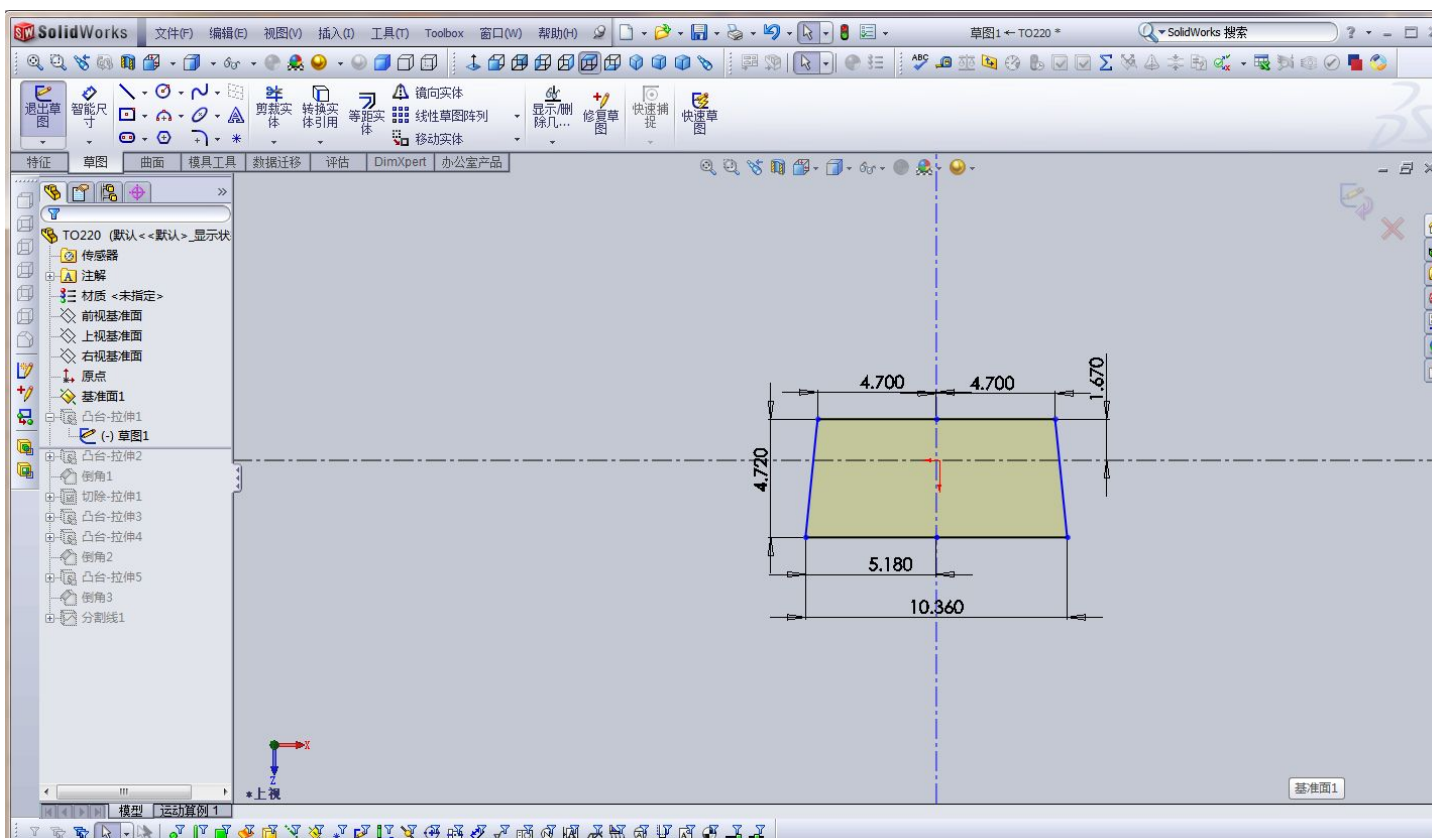


以上视基准面为参考创建基准面 1:

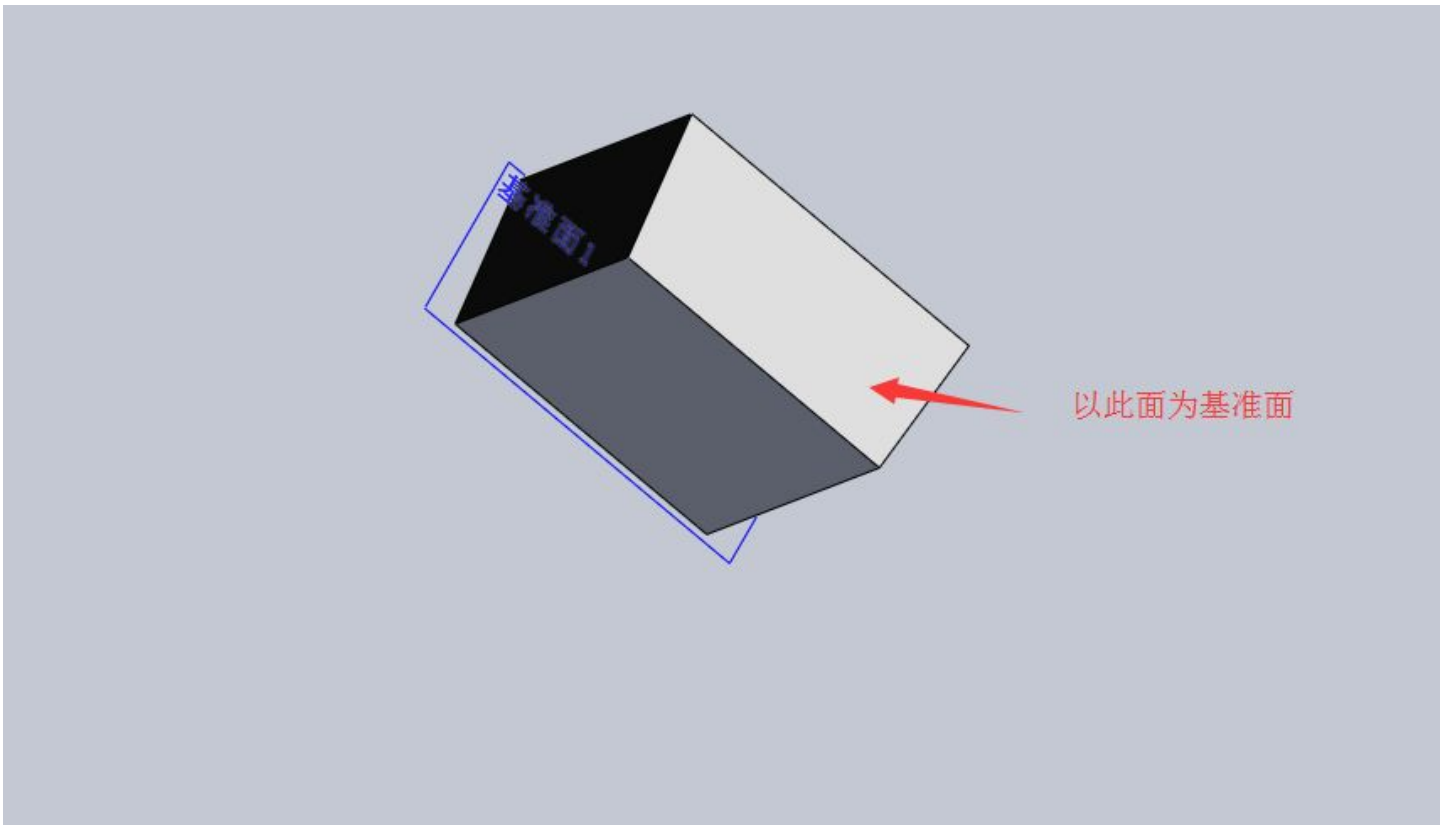
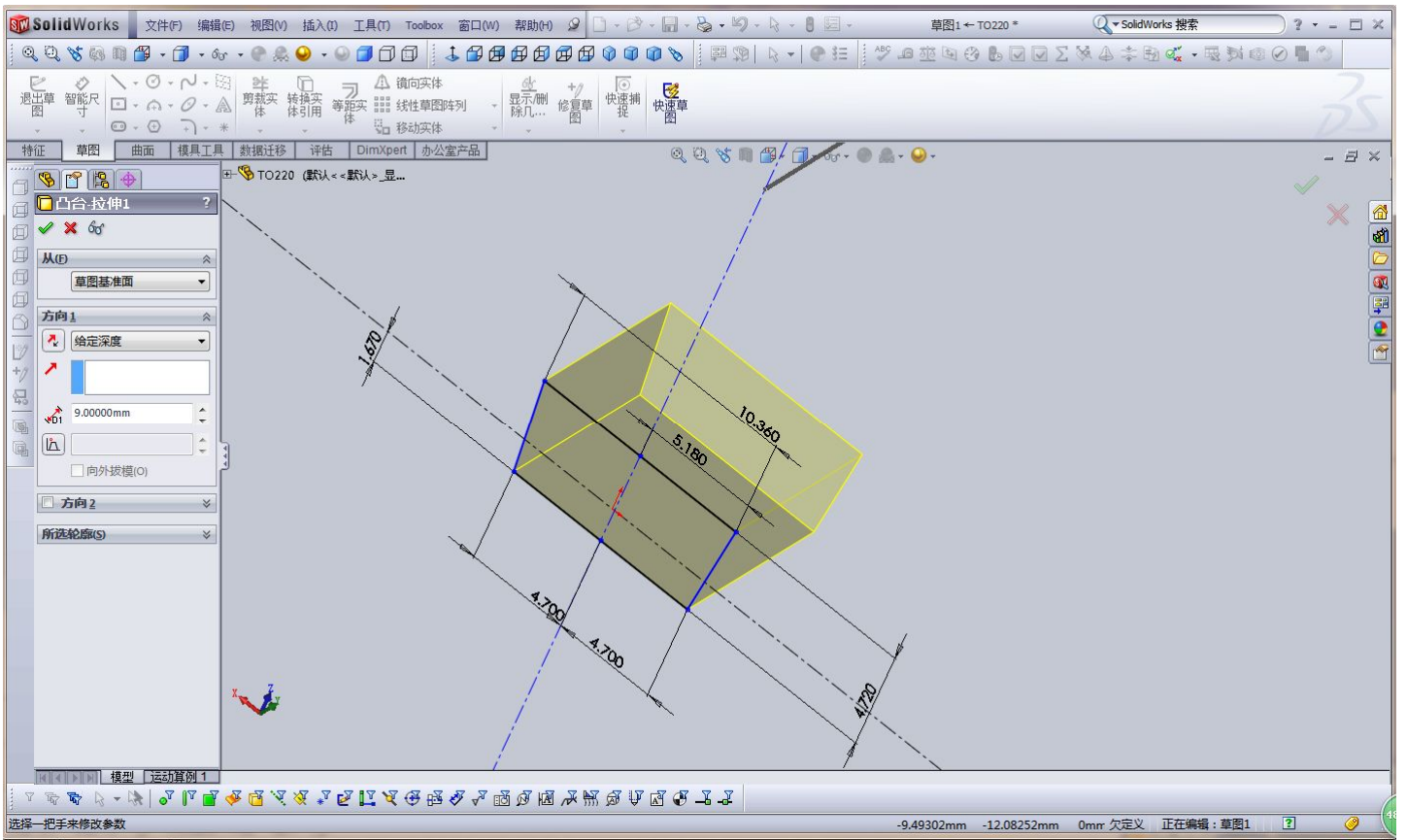


进入草图编辑: (如下图)

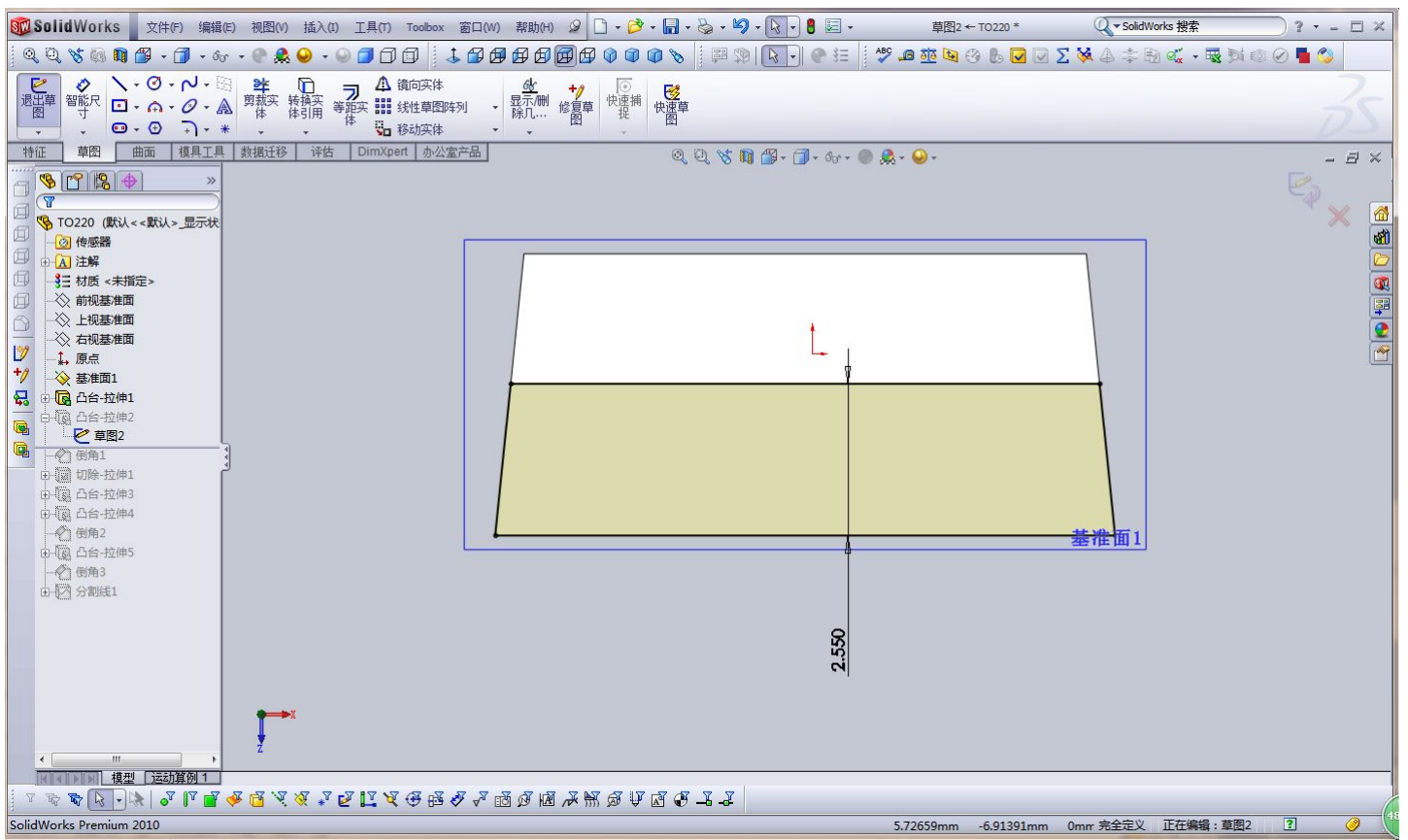
相关规格尺寸按照元件的规格书进行。



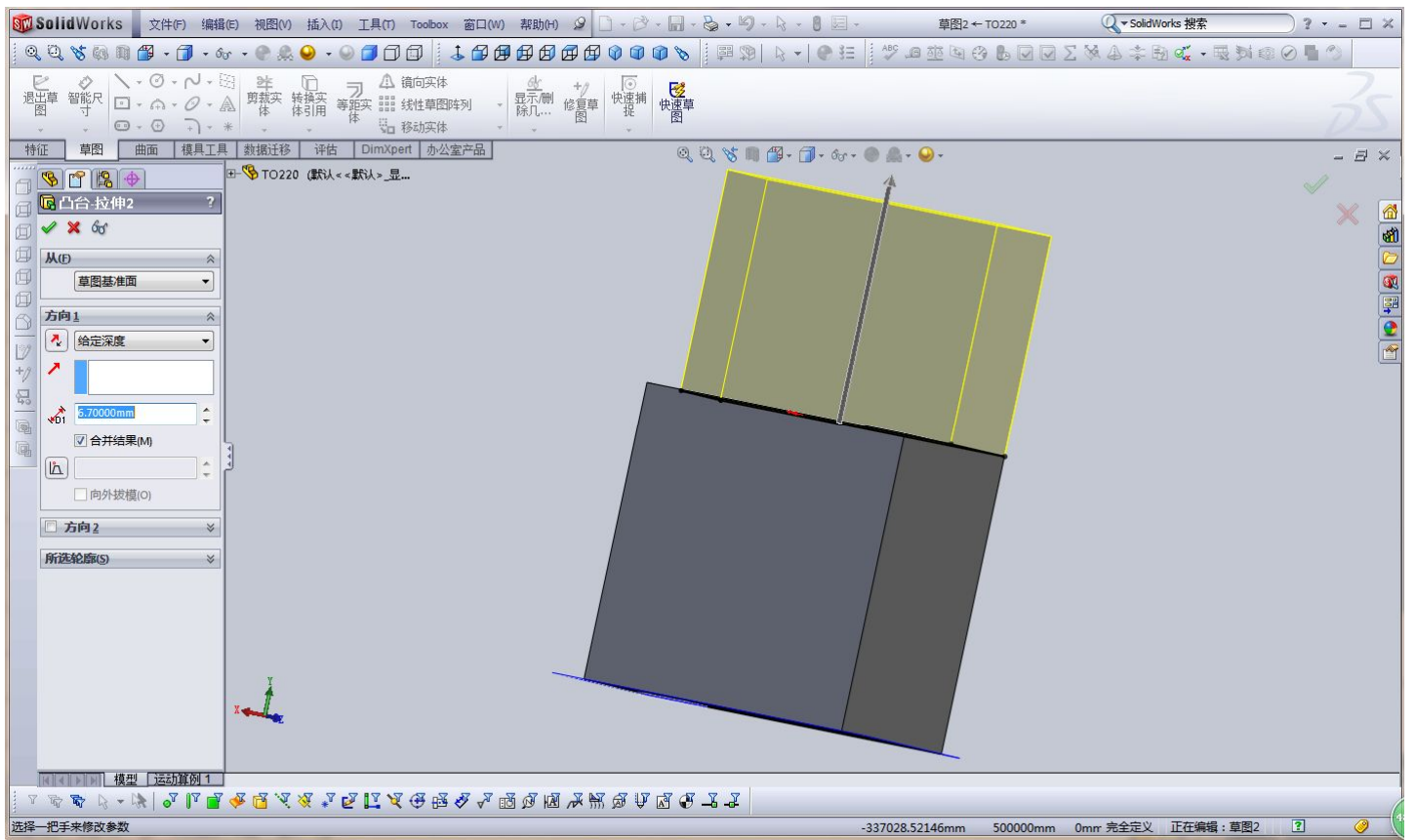
退出草图, 进行凸台拉伸, (如下图)

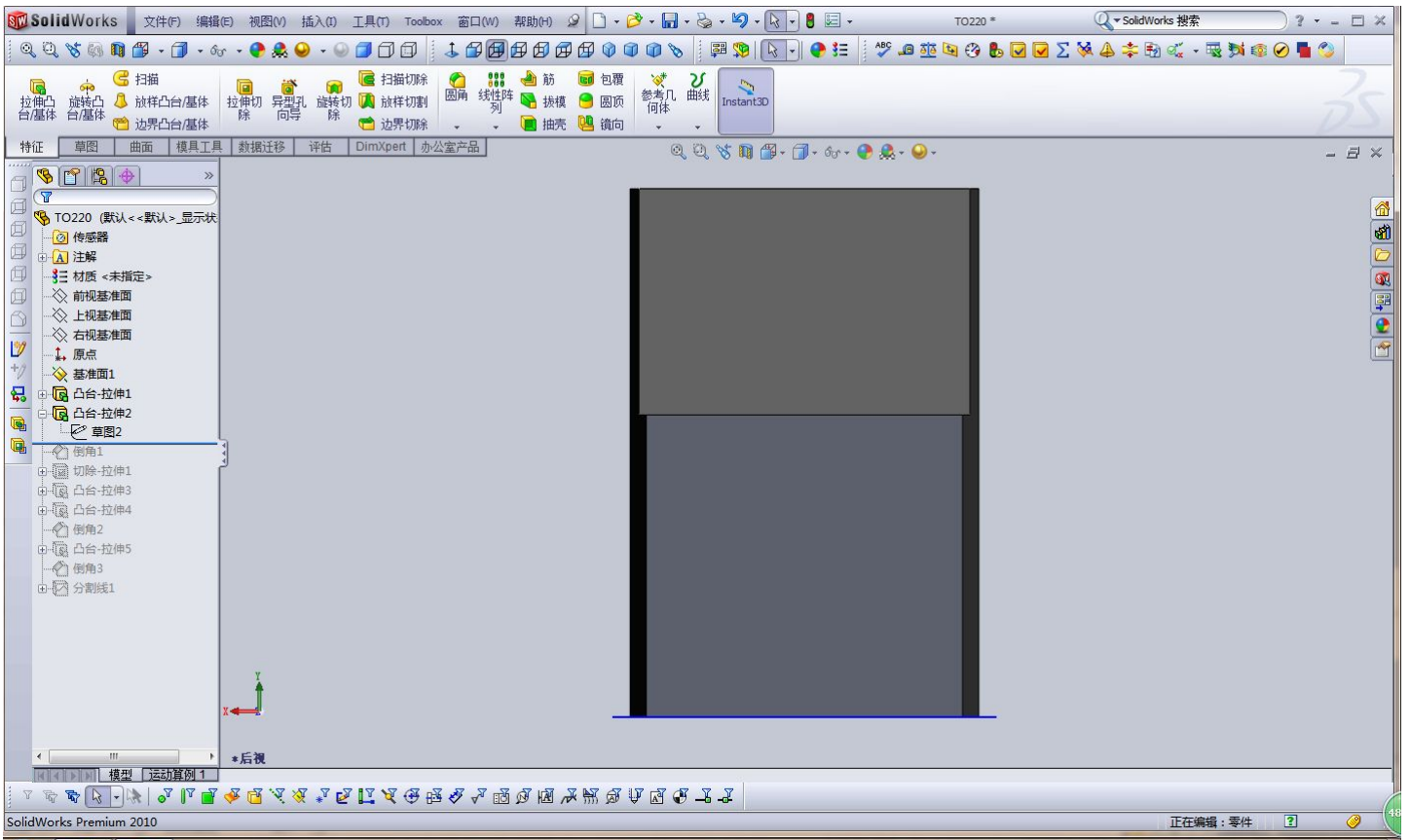


参考上图找基准面进入草图编辑：（如下图）

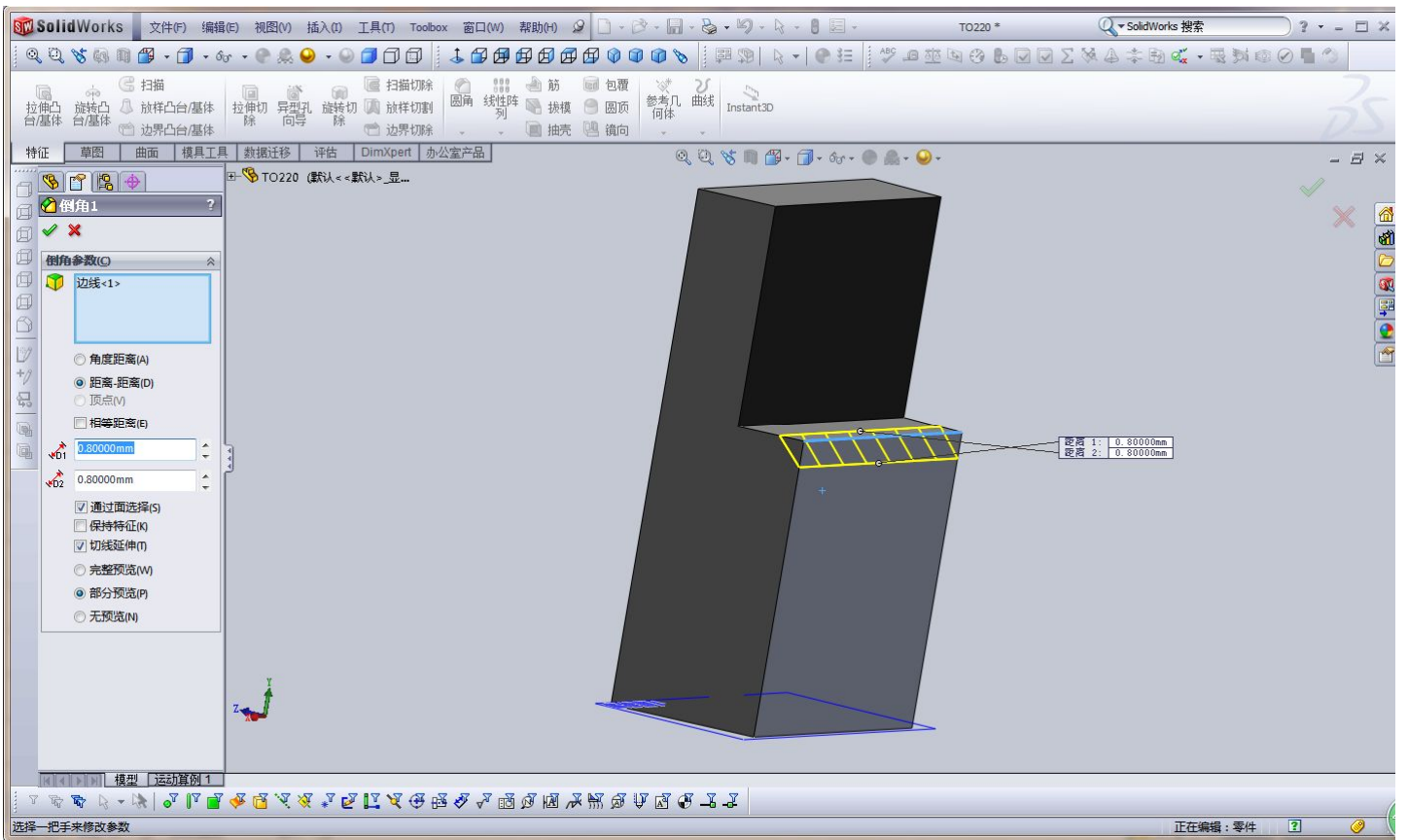


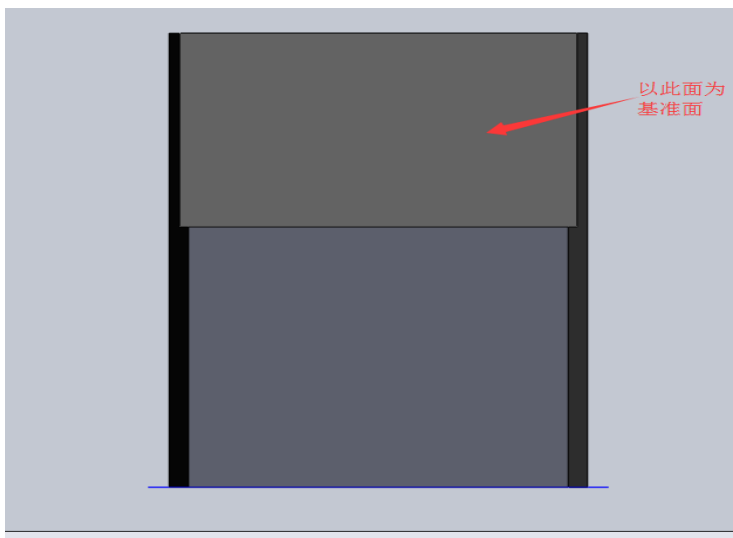
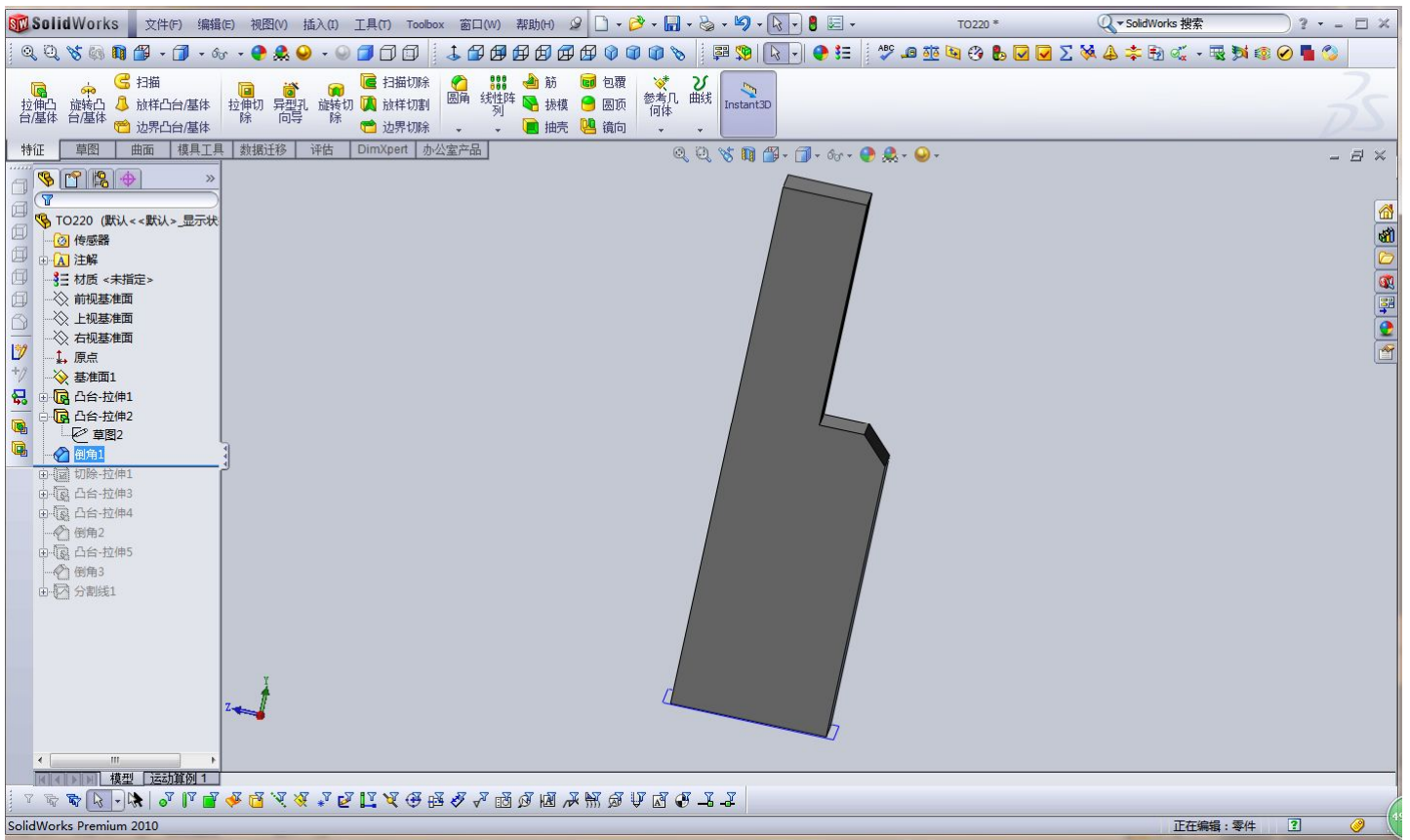
退出草图，进行凸台拉伸，（如下图）



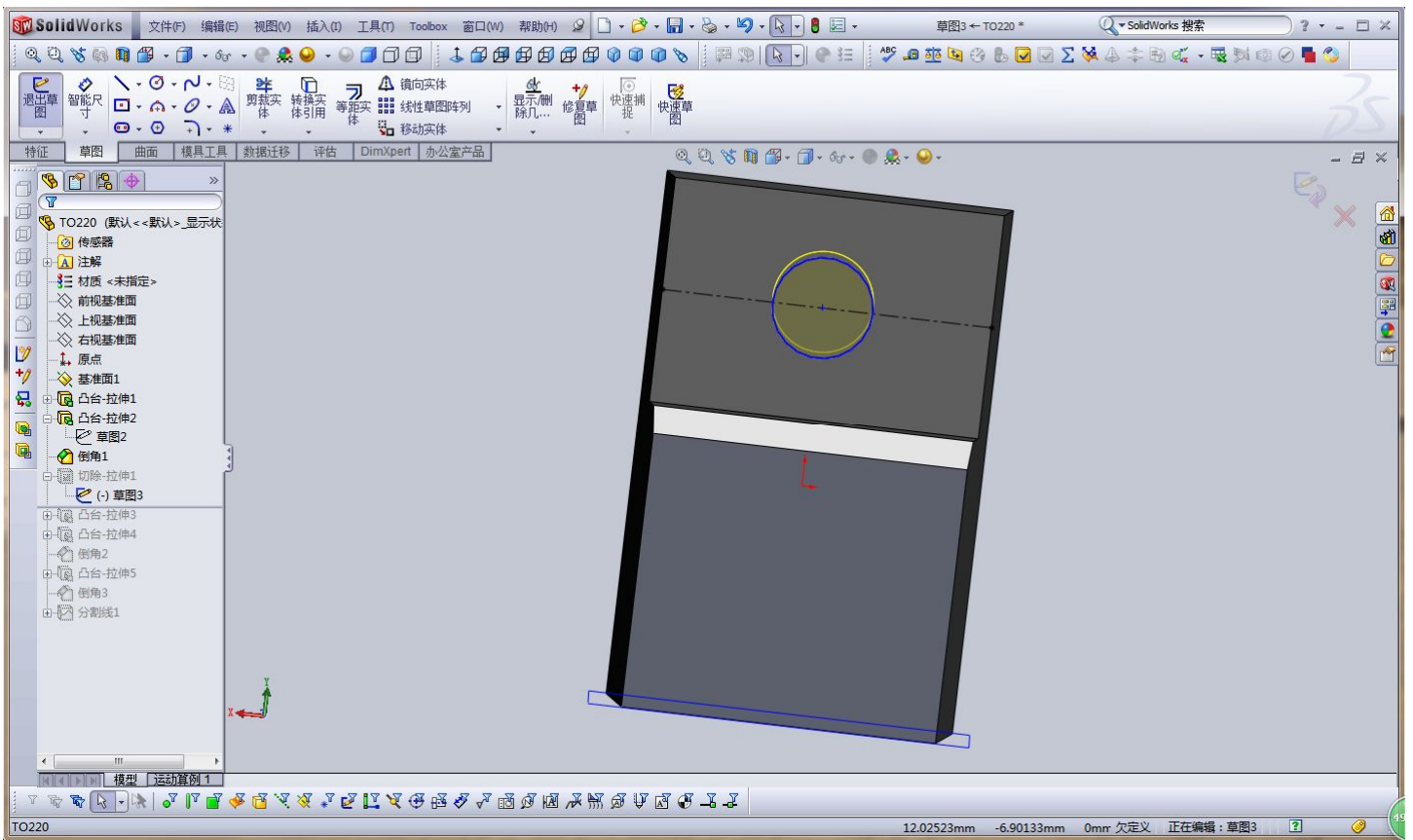


进行倒角编辑：

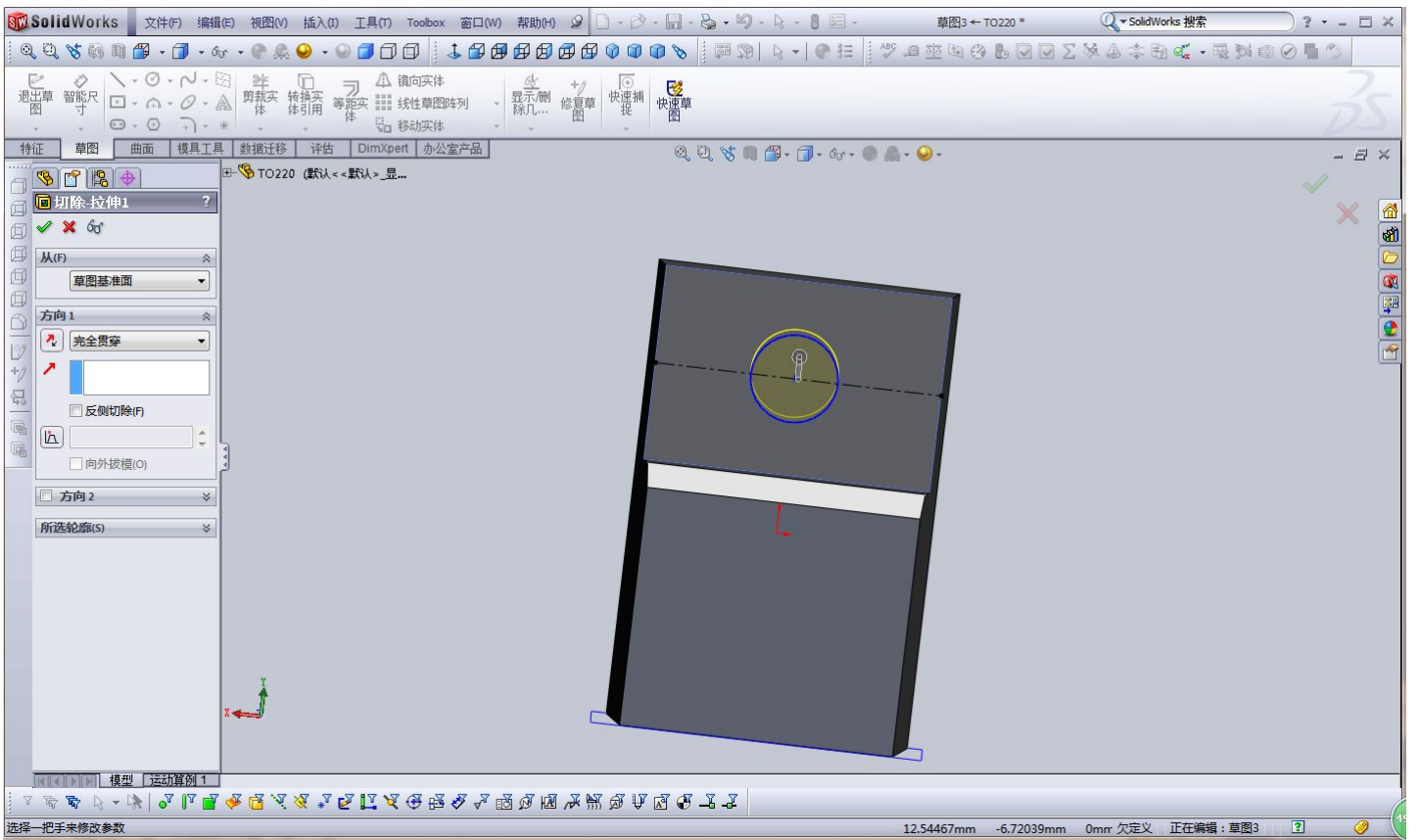


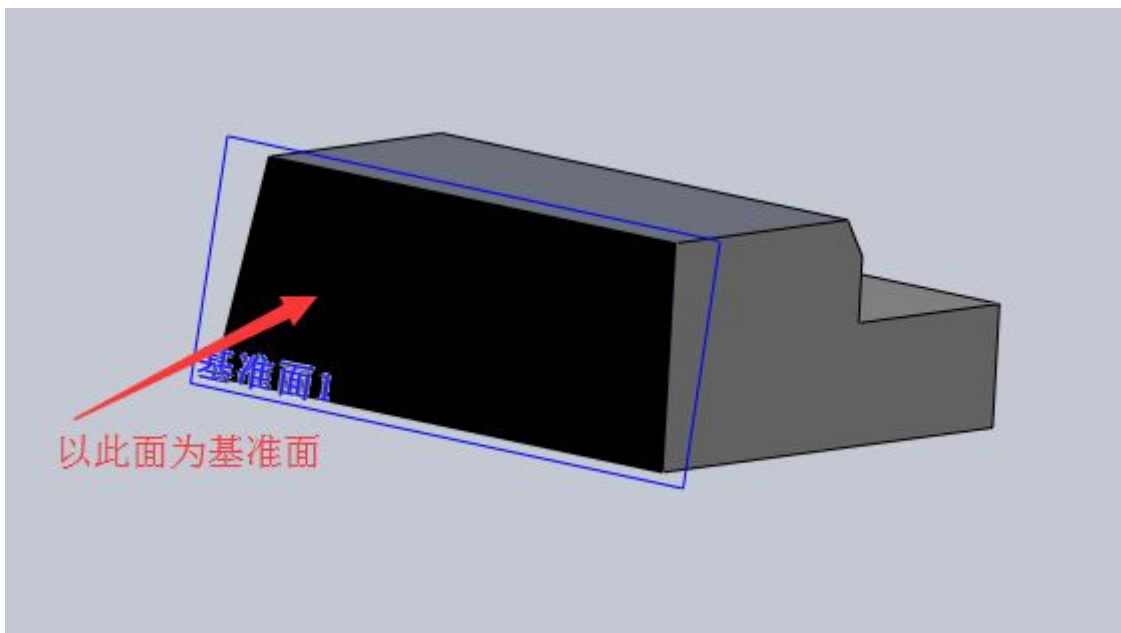
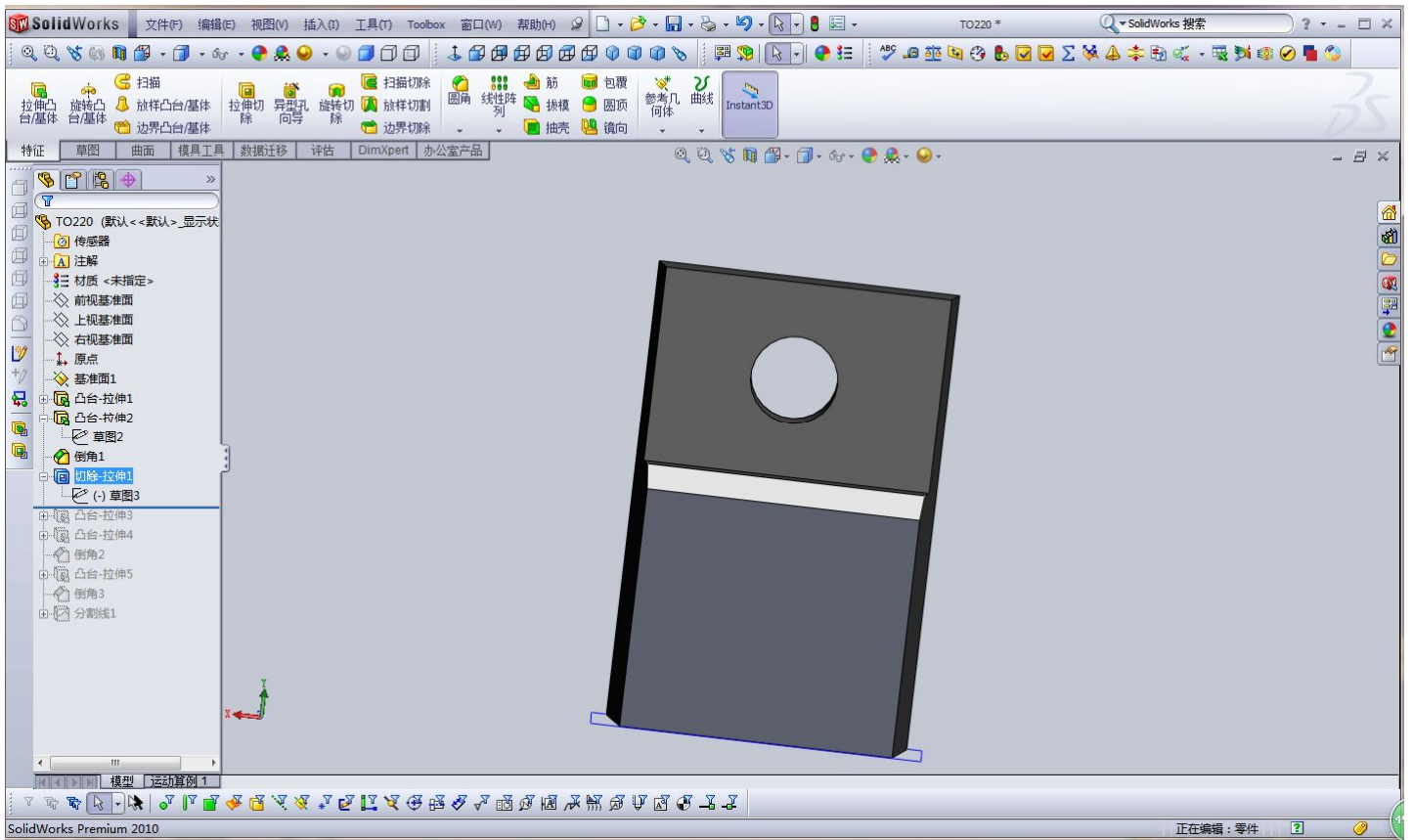


参考上图找基准面进入草图编辑画圆孔：（如下图）

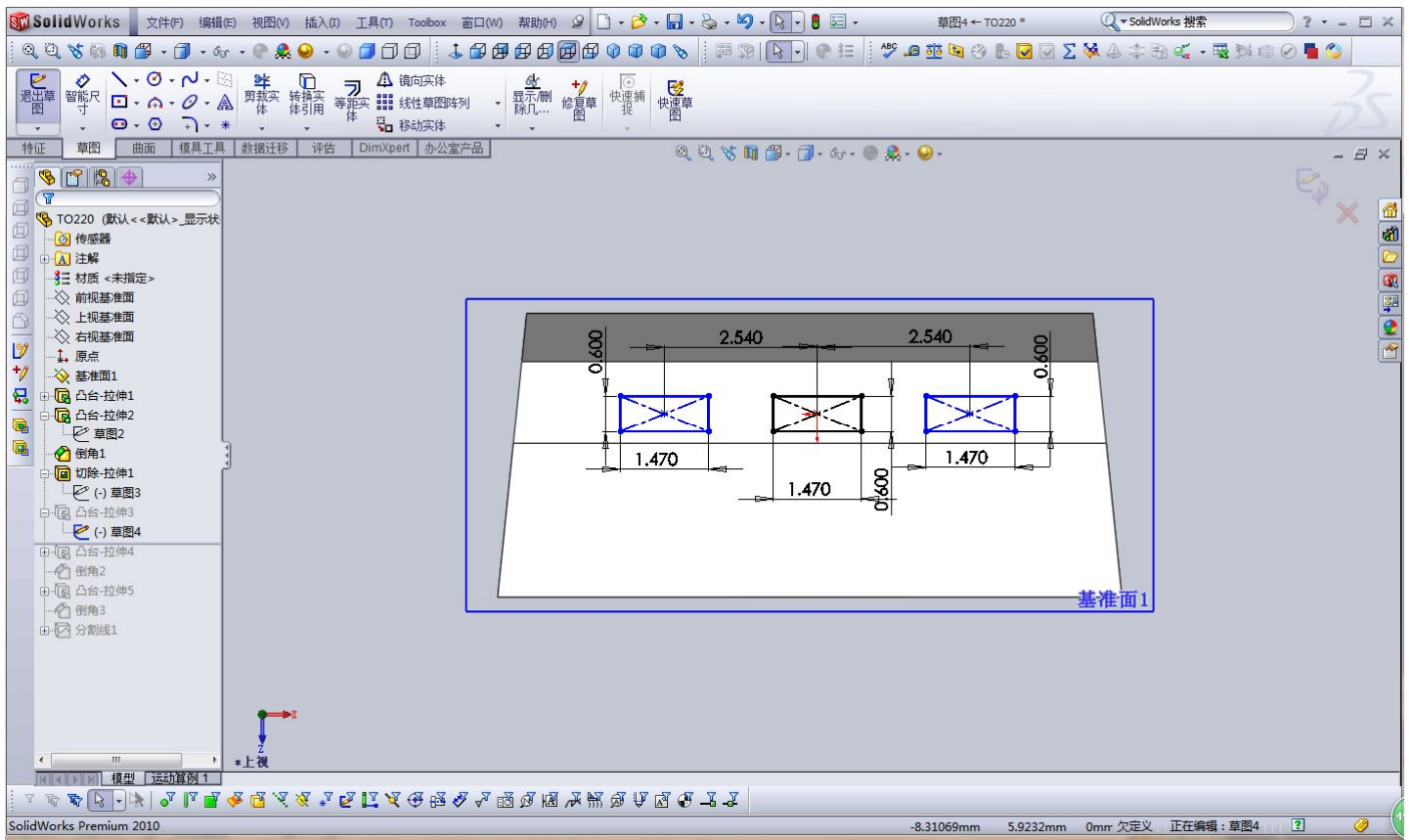


退出草图，进行切除--拉伸，（如下图）

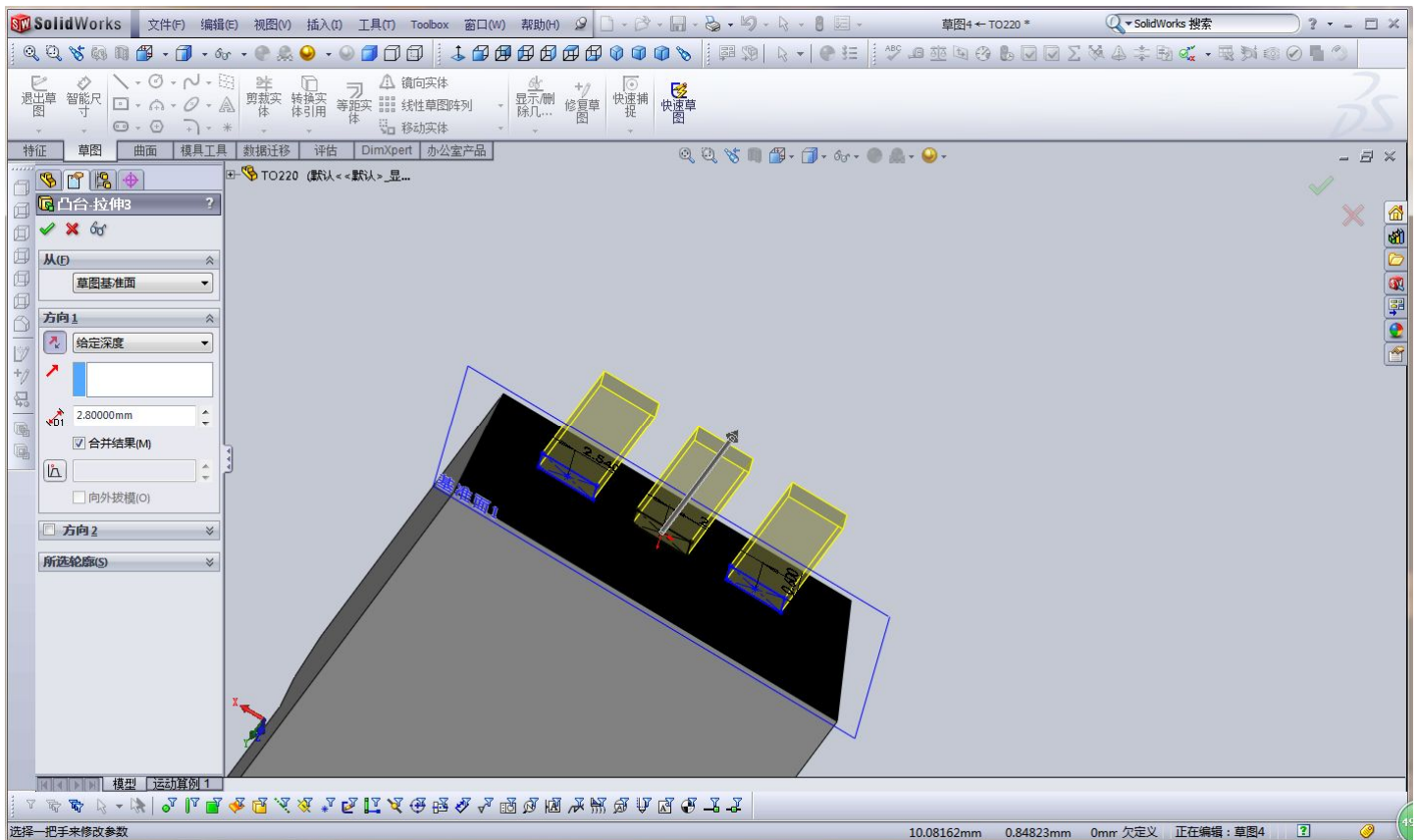


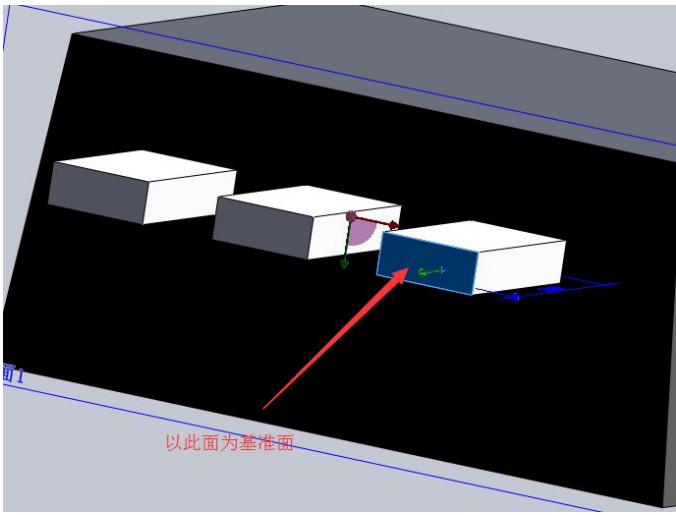


参考上图找基准面进入草图编辑画元件脚：（如下图）

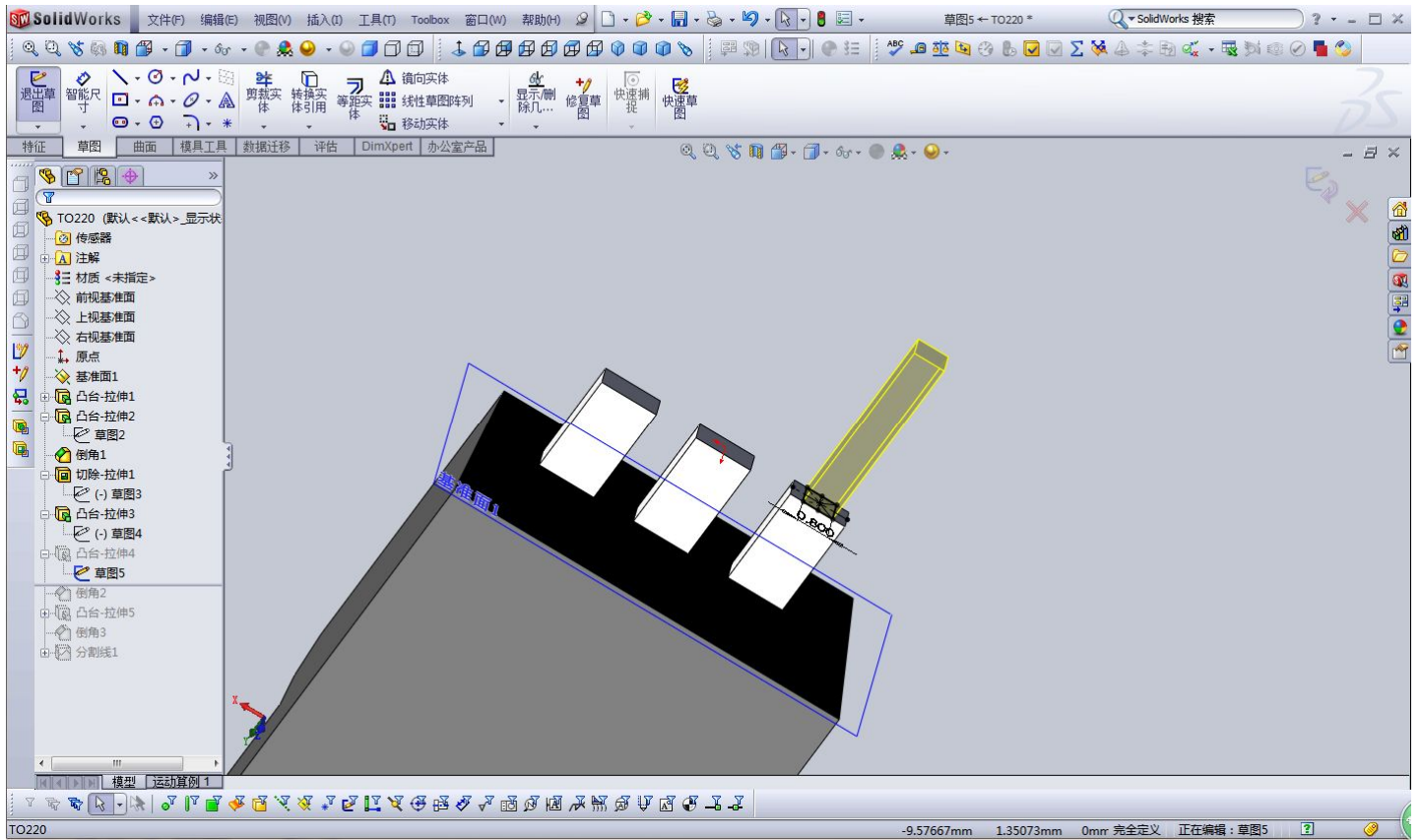


退出草图，进行凸台拉伸，（如下图）

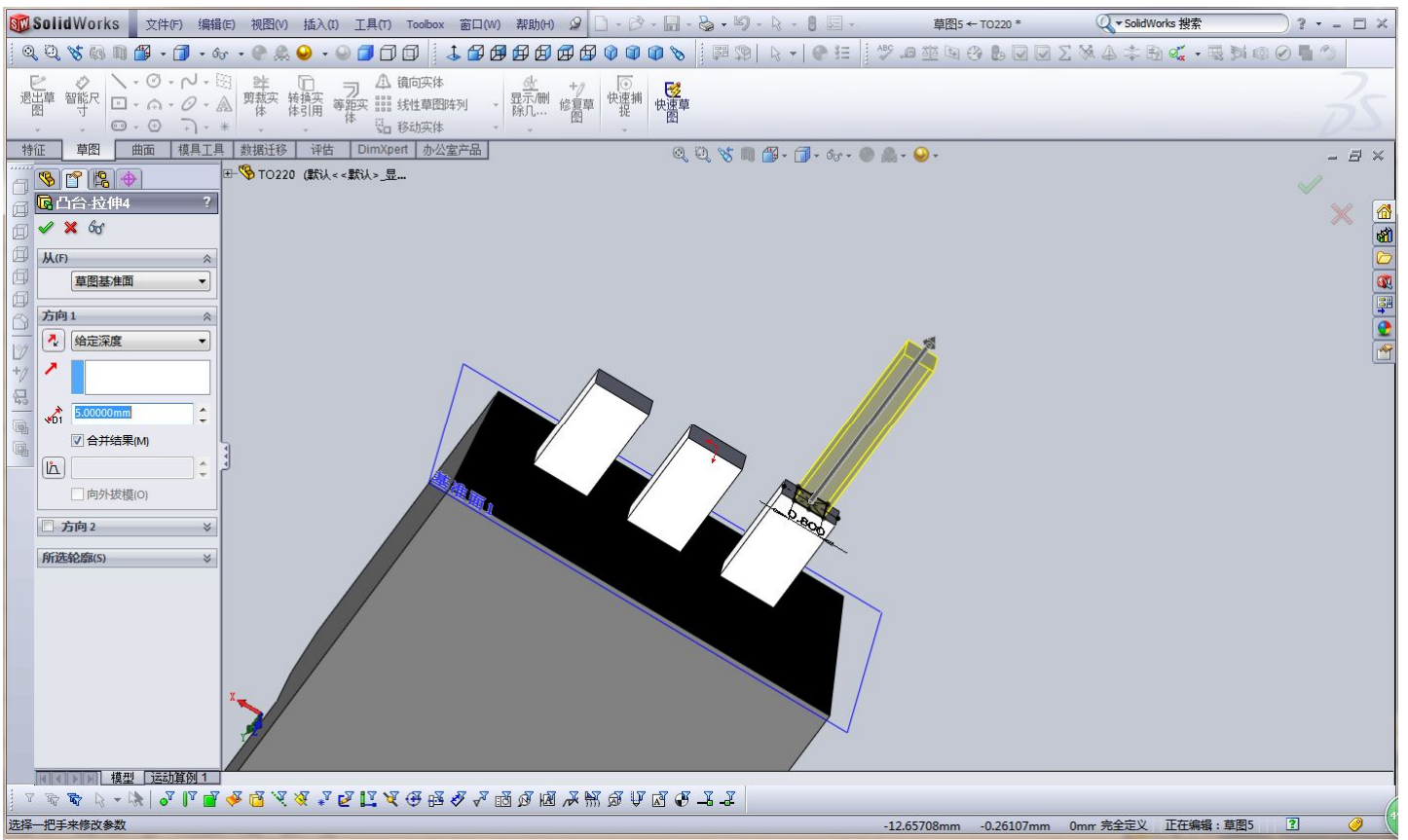




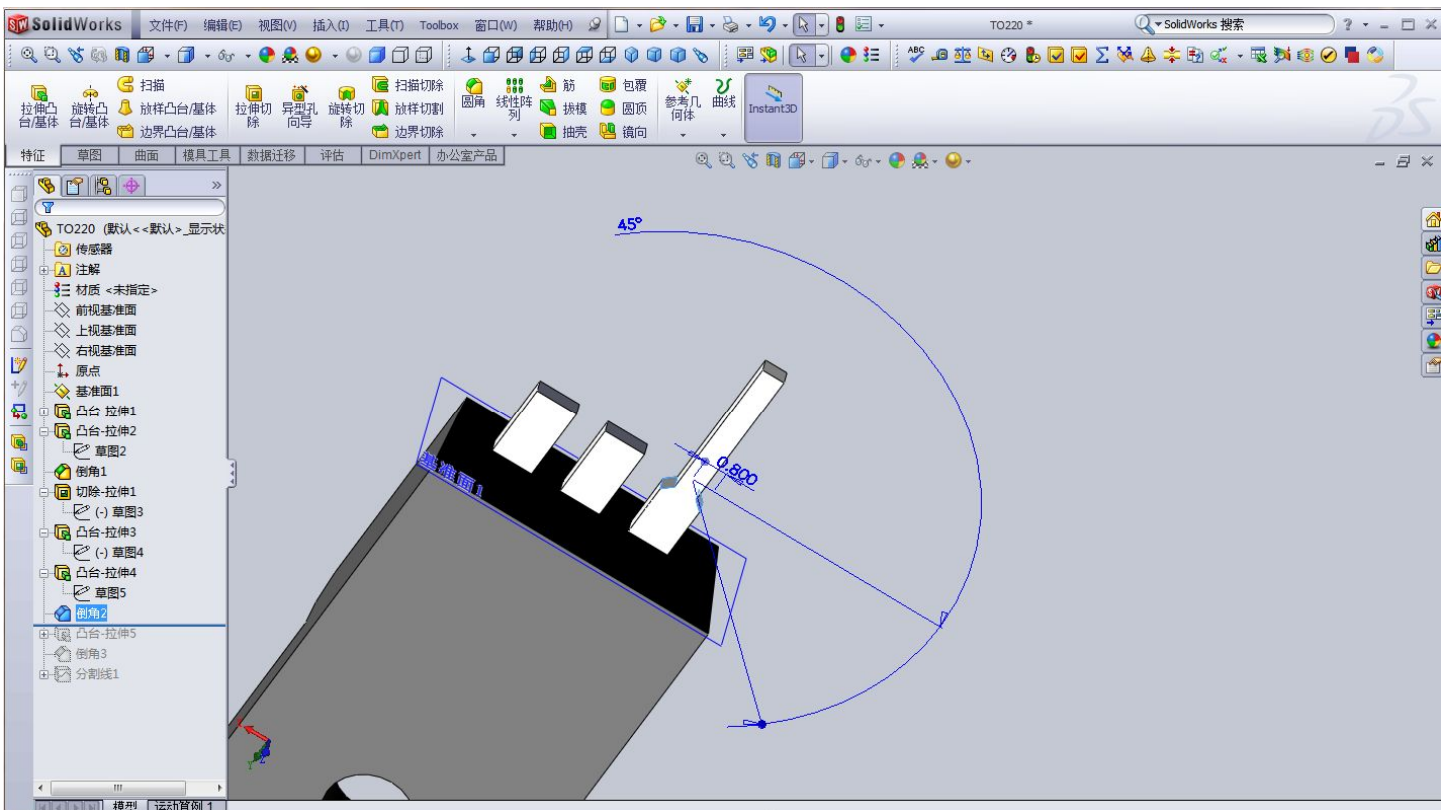
参考上图找基准面进入草图编辑画元件脚：（如下图）



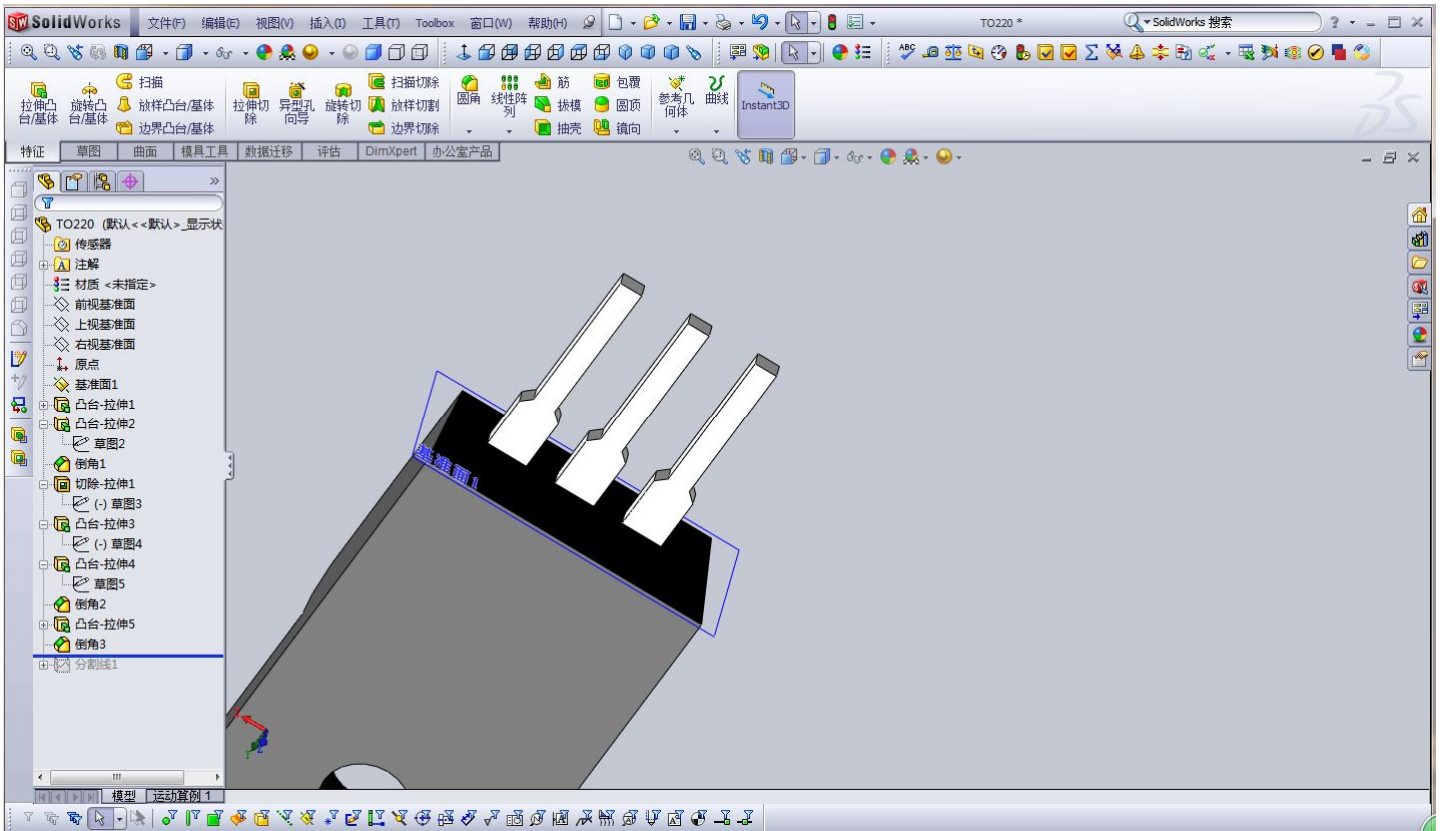
退出草图，进行凸台拉伸，（如下图）



进行倒角操作：（如下图）



重复操作将另外两个脚画好；



采用分割线工具进行标识处理：（如下图）

