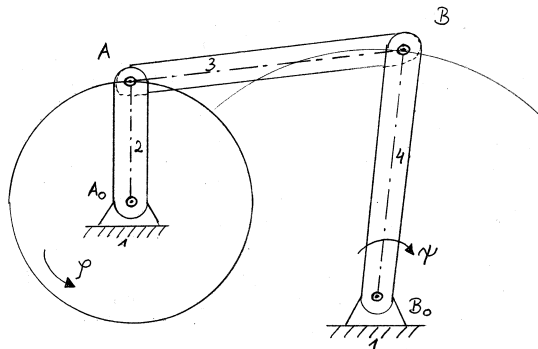
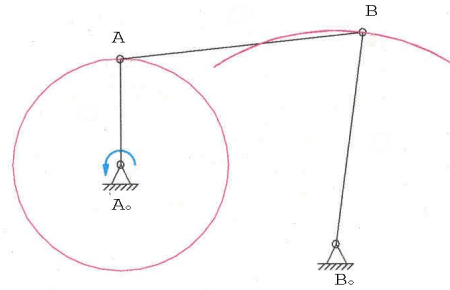


- Exercise 1.3: a) Graphic analysis of a Crank-and-rocker  
 b) Analysis using the PC-Program SAM 6.0



a)



b)

a) Graphic analysis of a crank-and-rocker	b) Analysis by the PC-Program SAM 6.0
<p>Please make a sketch on a sheet of paper (DIN A4) with the given coordinates:  <math>A_0(0/0)</math>,  <math>A(0/40)</math>,  <math>B_0(80/-30)</math>,  <math>B(90/50)</math>.            Start in the BDC position and show the positions of the mechanism at 45 degree steps.</p>	<p>Download the Demo-version of SAM 6.0 <a href="http://www.artas.nl">www.artas.nl</a>            Then first familiarise yourself with the program using the <b>Help</b>-function.</p> <ol style="list-style-type: none"> <li>1. Start SAM 6.0</li> <li>2. Help</li> <li>3. Contents</li> <li>4. A Guided Tour</li> <li>5. Running a sample project</li> <li>6. Building a new mechanism</li> </ol> <p>Now start to create the crank-and-rocker with the given coordinates: <math>A_0(0/0)</math>, <math>A(0/40)</math>, <math>B_0(80/-30)</math>, <math>B(90/50)</math>. Take the preset <b>Input motion</b>, use the <b>Abacus</b> icon to calculate and animate the mechanism using the <b>Windmill</b> icon.</p>

