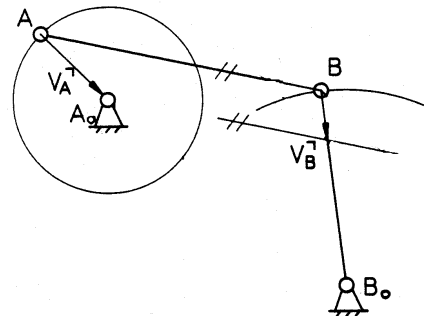


Exercise 1.7:

- a) Graphic analysis of the velocity of a crank-and-rocker
- b) Analysis using the PC-Program SAM 6.0



a) Graphic analysis of a 6-link mechanism	b) Analysis using the PC-Program SAM 6.0
<p>Please make a sketch on a sheet of paper (DIN A4) with the given coordinates in mm:</p> <p><math>A_0 (0/0)</math>  <math>A (-30/30)</math>  <math>B (90/10)</math>  <math>B_0 (100/-80)</math></p> <p>For <math>n = 10 \text{ s}^{-1}</math> is <math>\omega = 2\pi n = 62.83 \text{ s}^{-1}</math></p> <p>Velocity is given by  <math>v_A = \omega r = 62.83 \text{ s}^{-1} \times 42,4 \text{ mm} = 2665.7 \text{ mm/s}</math>  <math>v_A = 2.7 \text{ m/s}</math></p> <p>Now take the length of <math>v_A</math> equal to the length of the crank <math>A_0A</math>.</p> <p>Your scale for velocities is:  <math>1 \text{ cm} \equiv 0.64 \text{ m/s}</math></p> <p>Now find the vector of the rotated velocity <math>v_B</math> and its value by using the parallel line.</p> <p>What is the Result in [m/s] ?</p>	<p>Create the crank-and-rocker with the given coordinates (s. left). Use the <b>Input motion</b>:</p> <p>Motion 360 [deg]  Time 0.1 [s]  Intervals 36 [-]  (Time T means the time for one revolution. So for the given <math>n = 10 \text{ s}^{-1}</math>, the time <math>T = 1/n = 0.1 \text{ s}</math>)</p> <p>Now calculate with the <b>Abacus</b> icon, <b>Node Data</b> click to points A and B <b>Absolute: <math>\sqrt{\text{Velocity}}</math></b> and let the mechanism move by using the <b>Windmill</b> icon. Show the coupler curve of the points A and B by using: <b>Display</b> and <b>Path</b>. Then show the Hodograph by using: <b>Display</b> and <b>Hodograph</b>. Look at the <b>Graph of Selected items</b></p>