

Learn the User Interface

https://drivetrainhub.com

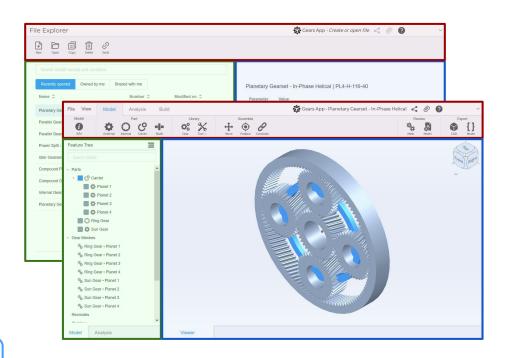
## **Overview**

Learn how to navigate the fully web-based interface of the Gears App, including tips for quickly modeling and reviewing complex gear systems.

#### **Table of Contents**

- 1. Views
- 2. Model
  - a. Ribbon
  - b. Feature Tree
  - c. 3D Viewer
  - d. Modelers

**TIP:** Firefox or Chrome internet browser is recommended.



# VIEWS

## **Views**

Explorer - Gears App landing page. Lists any existing models.
Create, open, copy, and delete models from this view.

 Model - Define a system of gears defined in three-dimensional space, including gear geometry, constraints, and load cases. Review gear mesh and system kinematics and powerflow.

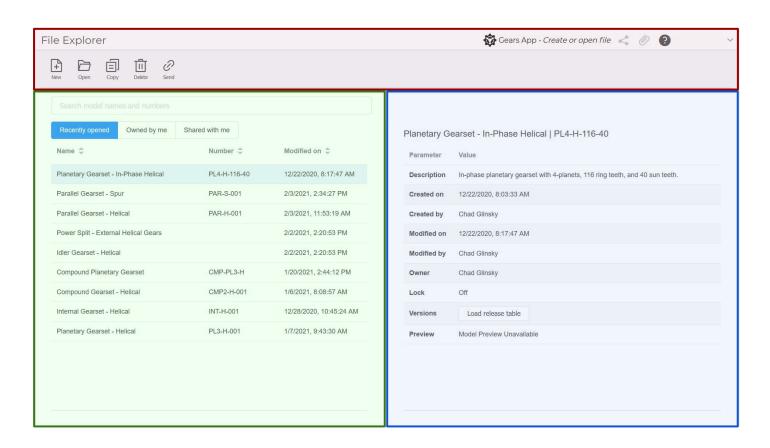
3. **Release** - Same as *Model* view, but for released model versions.

## **Explorer**

**Ribbon** 

Models

**Model Info** 

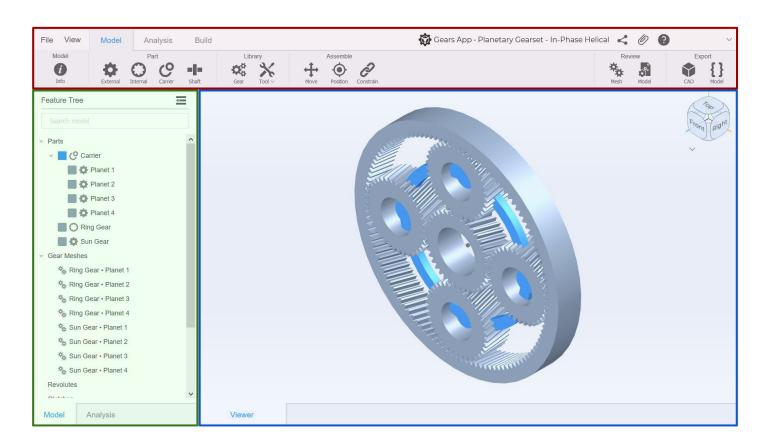


## Model

Ribbon

**Feature Tree** 

**3D Viewer** 

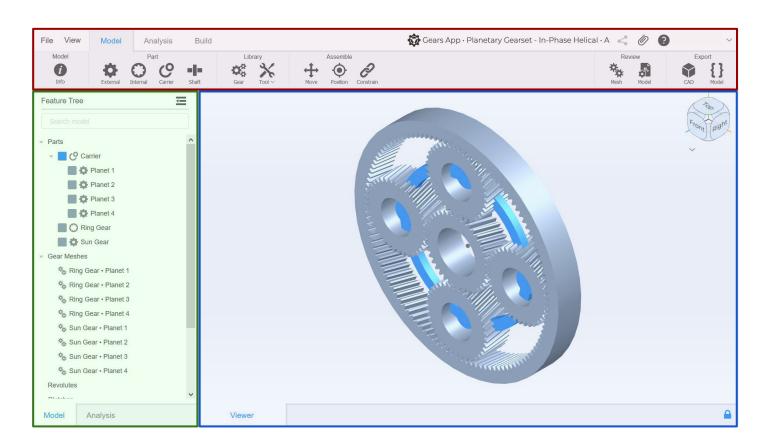


## Release

Ribbon

**Feature Tree** 

**3D Viewer** 



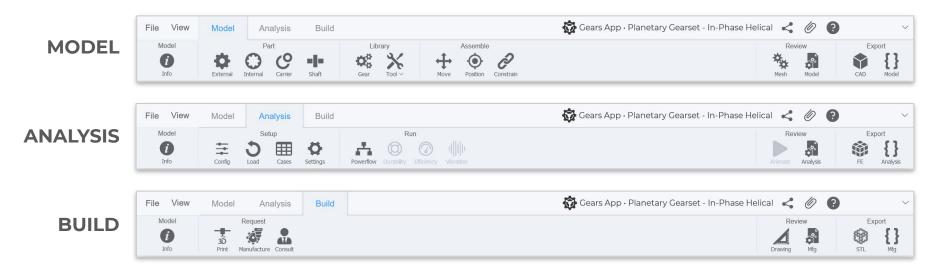
## MODEL

## Ribbon

This is organized into three tabs, defining a natural workflow to *Model*, *Analyze*, and *Build* gear systems. Each tab divides its functionality between the left and right side.

The left side of the ribbon has functionality to create & modify the model.

The right side of the ribbon has functionality to review & export the model.



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### **Feature Tree**

This is organized into two tabs, defining a natural hierarchy to manage data for *Model* and *Analysis*.

Its *Model* tab displays all parts, constraints, and loads present in the model.

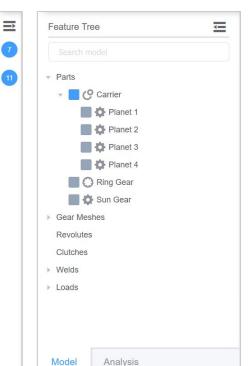
Its *Analysis* tab displays all configurations, duty cycles, and load cases.

**TIP:** Hide the Feature Tree to expand the 3D Viewer and see the number of parts and constraints.

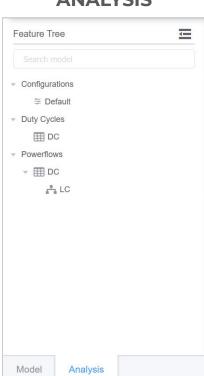
**TIP:** Add gears to the reference frame of a shaft or carrier by drag-and-drop in the Feature Tree.

**TIP:** Right-click items in the Feature Tree to access the relevant modeling features for that item.

#### MODEL



#### **ANALYSIS**



## **3D Viewer**

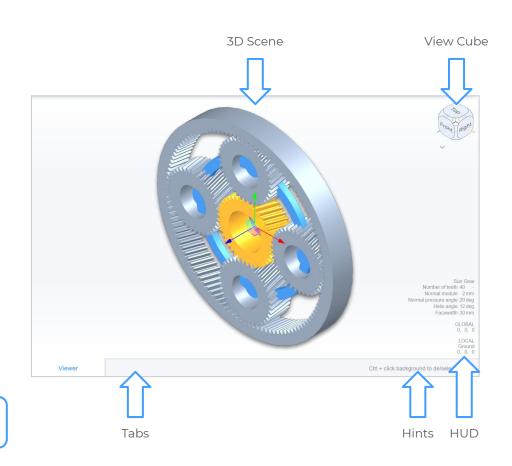
This large area of the interface provides accurate three-dimensional rendering of the gear system.

Rotate, zoom, and pan the scene and specify exact views with the View Cube.

Interactively edit a model with various mouse click events.

Interactively review model data with the Heads Up Display (HUD) in the lower right.

**HINT:** Tabs are dynamically created in the area of the 3D Viewer to model parts, review gear mesh, reports, etc.

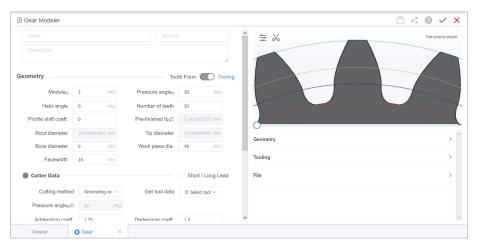


## **Modelers**

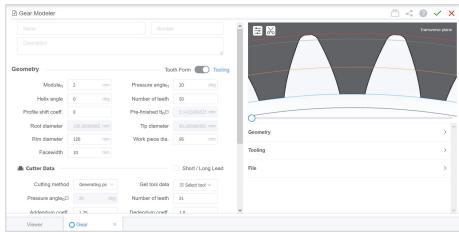
Modelers exist to interactively model specific items. Below are the modelers for parts.

\*Carrier Modeler not shown here.

#### **EXTERNAL GEAR**



#### **INTERNAL GEAR**

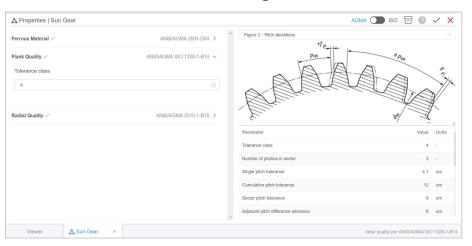


**HINT:** Every gear created is automatically added to the Gear Library, an organization-wide collection of gears.

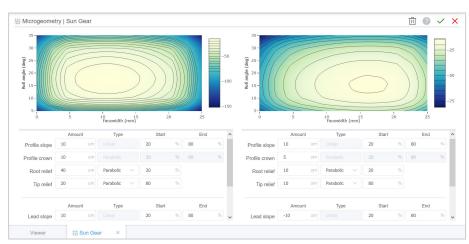
## **Modelers**

Below are the modelers for gearing data.

### **MATERIAL & QUALITY**



#### **MICROGEOMETRY**



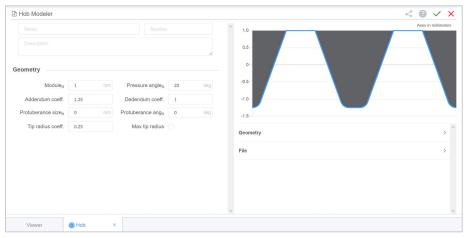
**HINT:** Gear properties and microgeometry apply at the library-level, i.e. all instances of the gear.

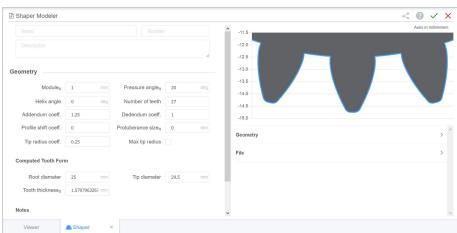
## **Modelers**

Below are the modelers for tooling data.

\*Basic Rack Modeler not shown here.

## HOB SHAPER





**HINT:** Every tool created is automatically added to its Tool Library, an organization-wide collection of tools.

## What Next?

- → Sign up and start using Gears App.
- → Keep learning with the <u>Tutorial Series</u>.