



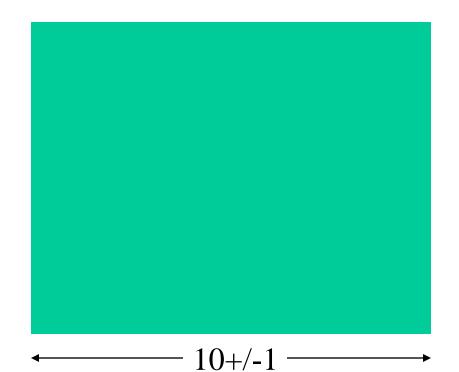
Checking distance

with regard to Rule #1





The print.... A Simple Block. Measure the thickness.





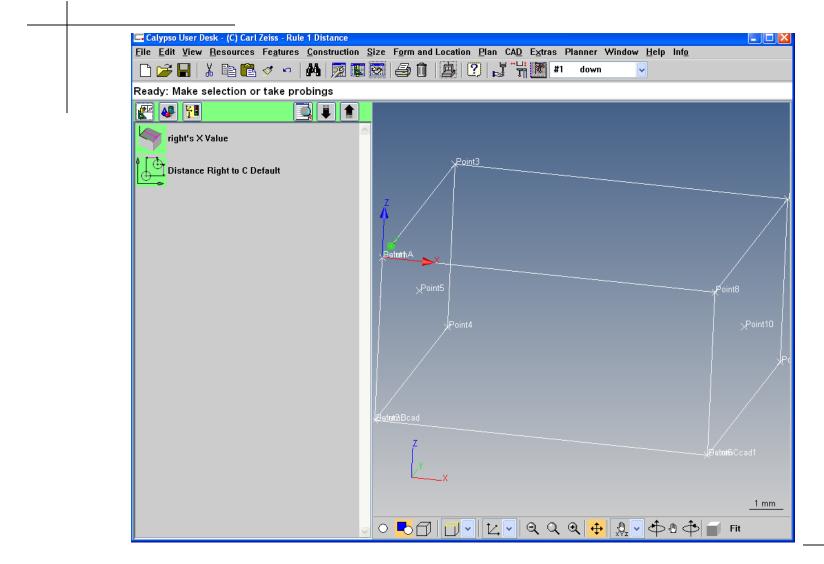


How do YOU do it now?

- Align on the left, report the X of the right?
- Distance between left and right?

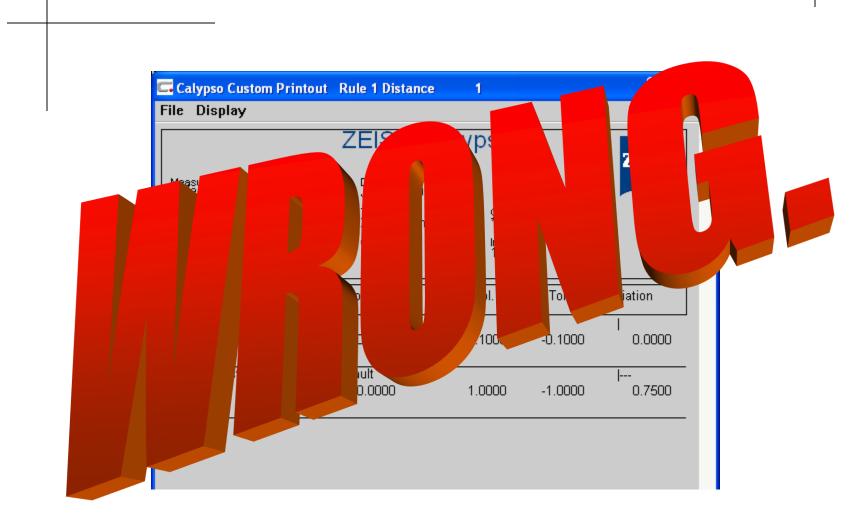








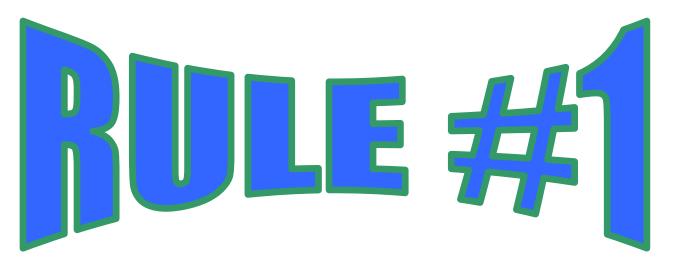








To do this right, we need to understand



Sounds important, doesn't it????







Definition Time!

"Where on limits of size extent to whi size, are allowed cross section shall l feature is controlled *k* A) The surface or surface: B) Where the actual local si the amount of such departur C) There is no requirement fc vary from the true for to the may



ecified, the cribe the orm, as well feature at each cm of an individual lowing three factors: f perfect form at MMC. f form is allowed equal to

AC limit of size is permitted to





HEY!!!

WAKE UP!





What does it

mean?



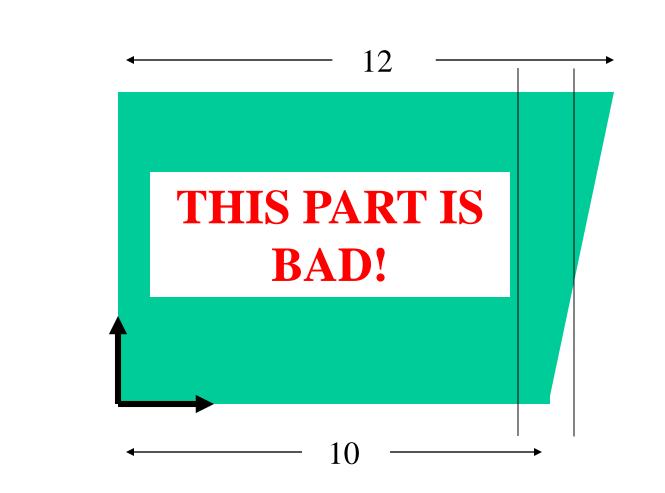


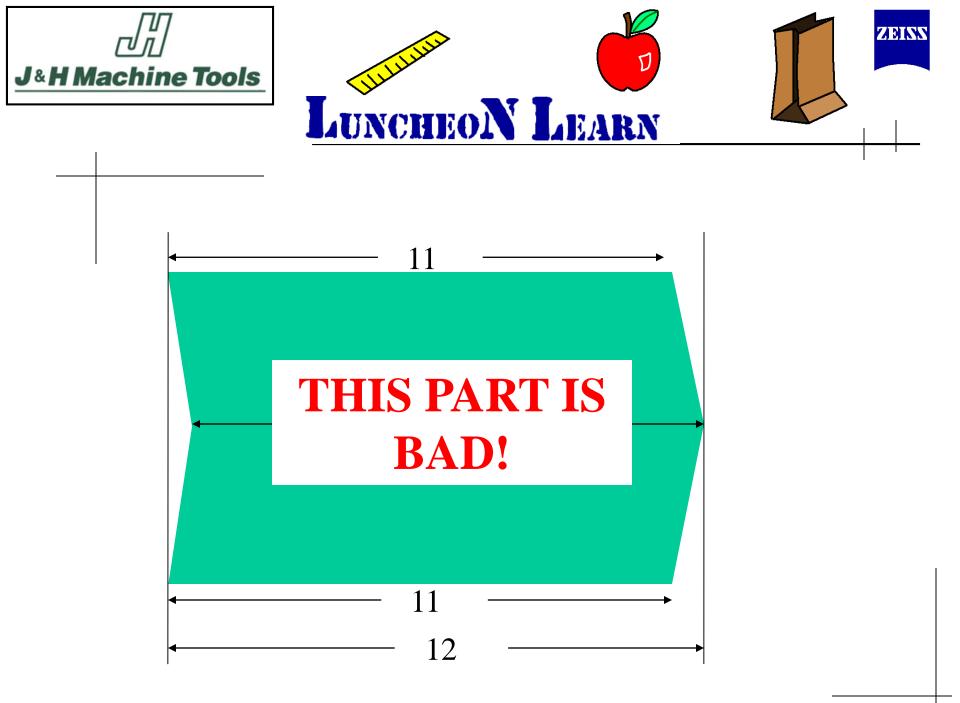
For checking distance between two parallel opposing planes, two things must happen in order for the part to be good:

- The part must be able to pass between two parallel planes at the maximum allowable distance apart.
- The "actual local size" of any cross-section on the part must be larger than the minimum allowable distance apart.



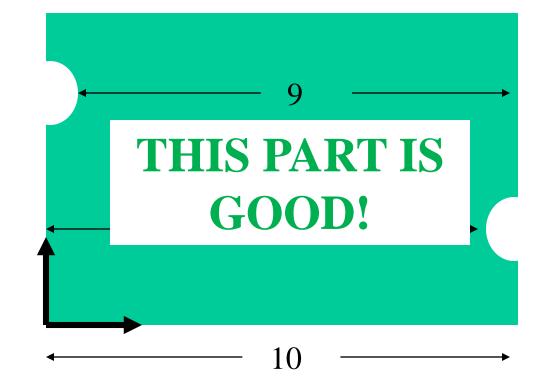






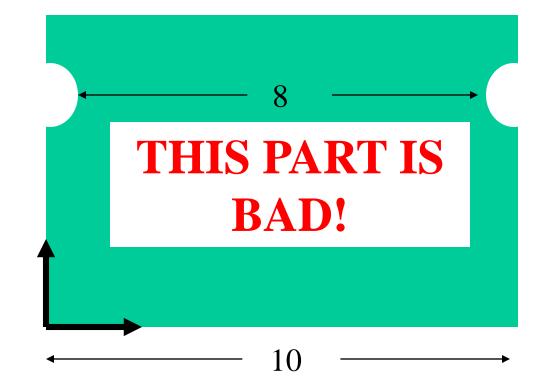
















Unfortunately, there is no "EASY BUTTON" way to report distance between planes correctly to "Rule #1".

"Rule #1" establishes a functional "go-no go" method of evaluating distance, not a solid numeric result, which CMMs are good at generating.





Let's evaluate a few methods of checking distance and rate them on a scale of 1 to 5 for ease of use (practicality) and "correctness" considering "Rule #1".

5 is easiest and most "correct"

1 is hardest and least "correct"





Method 1:

Checking the "X" value.

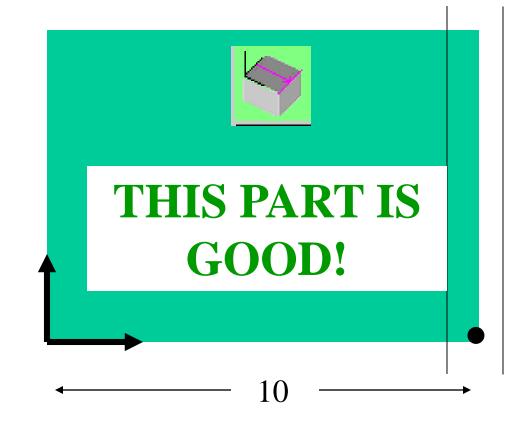




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✓ X	10.0000	10.0000			
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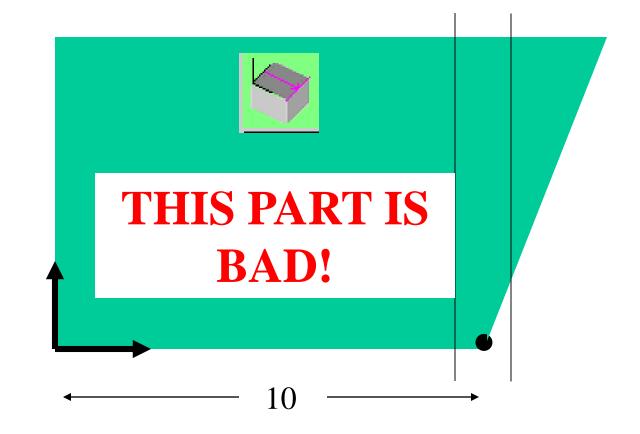






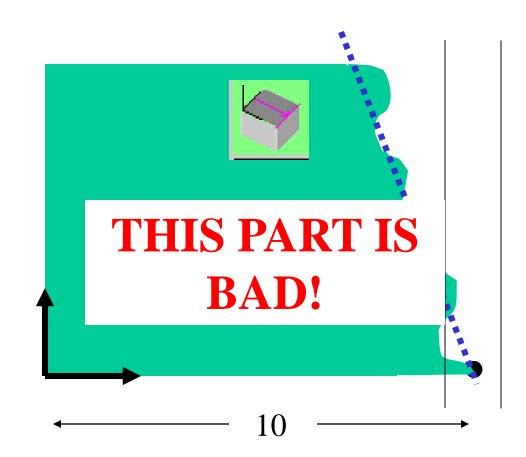






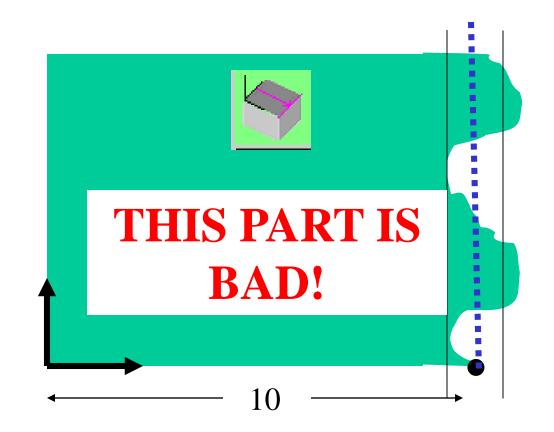






















Method 1:

Checking the "X" value.

Ease/Practicality: 5

"Correctness": 1





Method 2:

Cartesian Distance

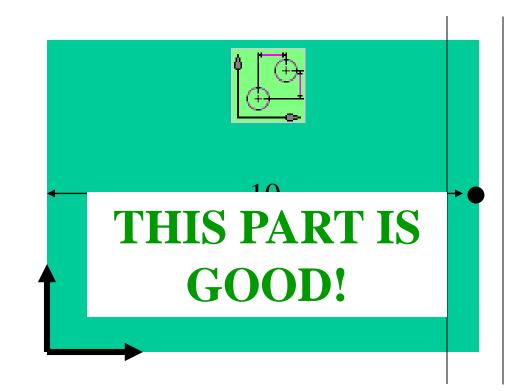




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	Upper Tolerance 1.0000 None Lower Tolerance -1.0000 None Feature 1 right	
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	Actual 10.7500	
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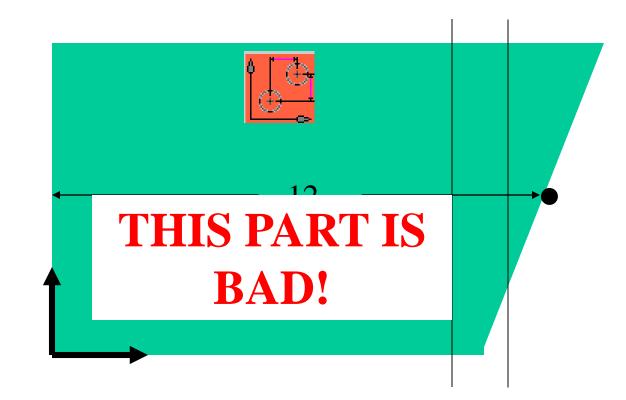






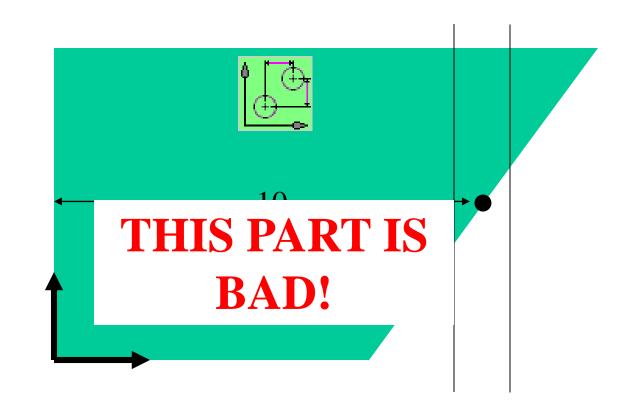






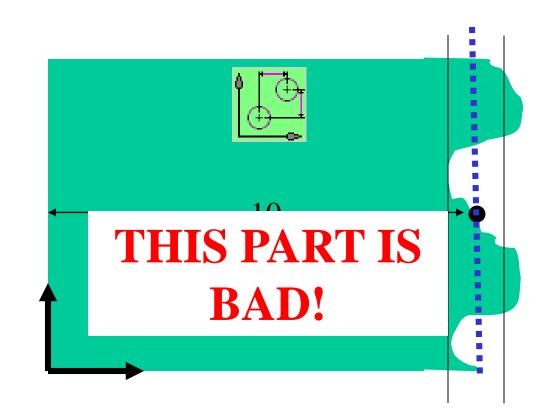






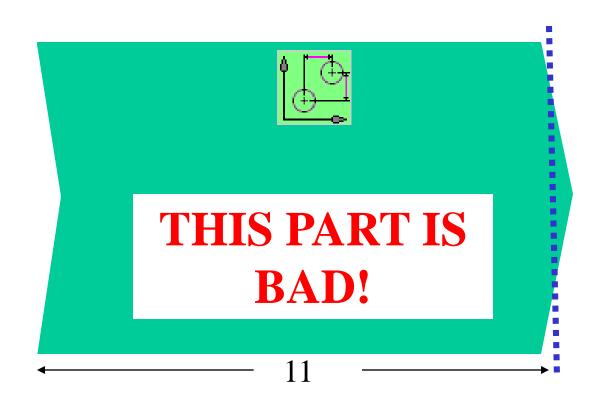
















Method 2:

Cartesian Distance

Ease/Practicality: 4

"Correctness": 2





Method 3:

Report Cartesian Distance and Parallelism



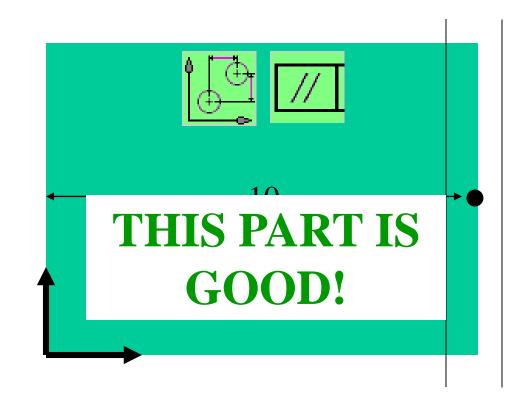


Remember...

Parallelism = Distance between two planes, parallel to the datum, that contain all points of the evaluated plane.

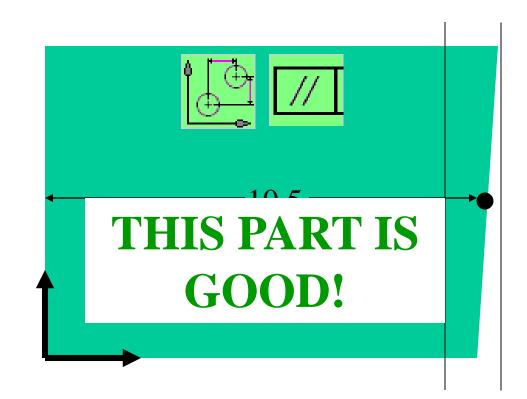






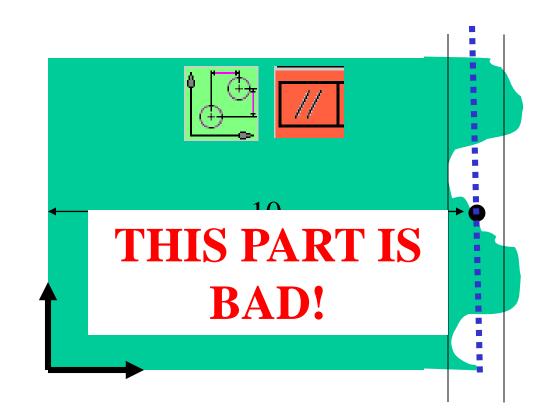






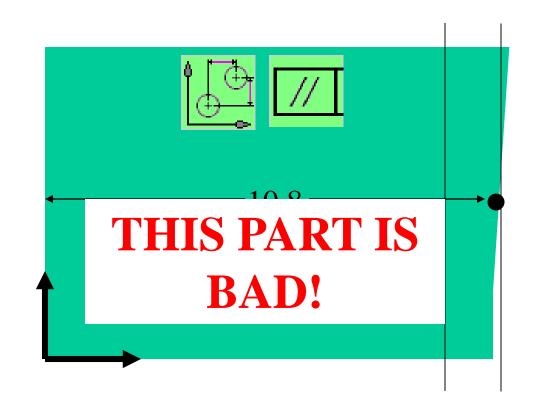






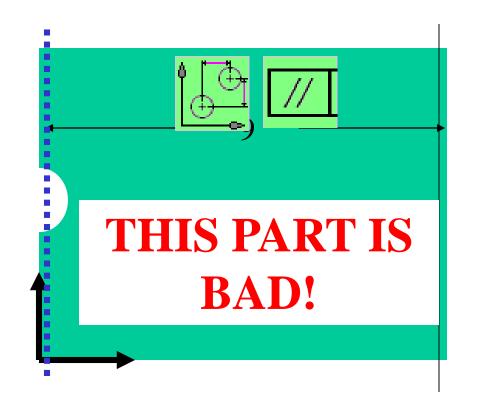






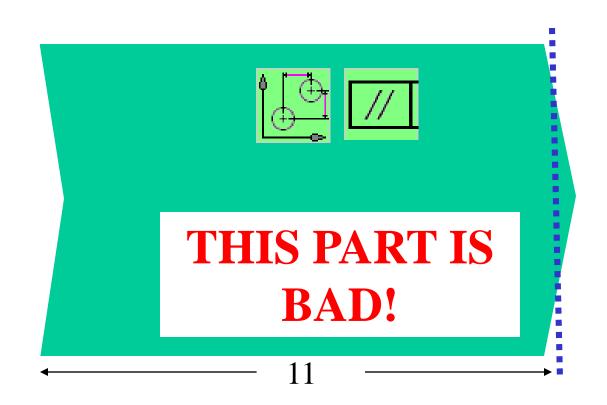
















Method 3:

Report Cartesian Distance and Parallelism

Ease/Practicality: 3

"Correctness": 3



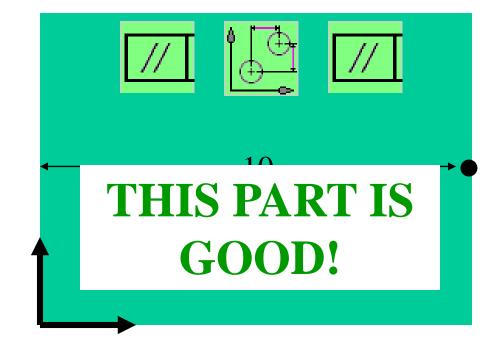


Method 4:

Cartesian Distance and TWO Parallelisms

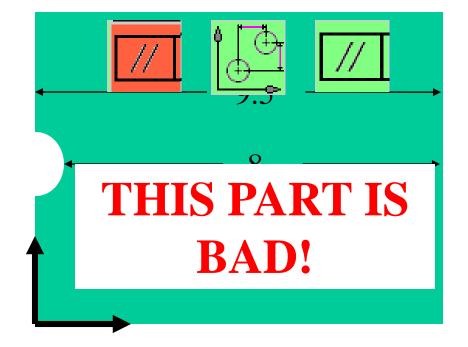






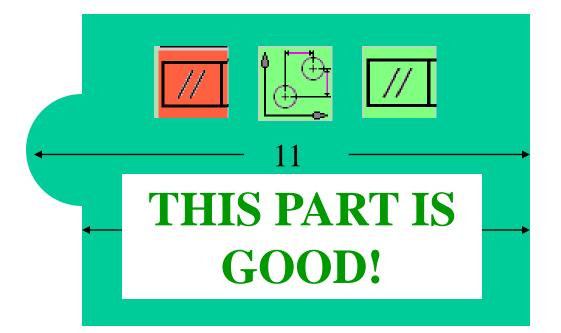






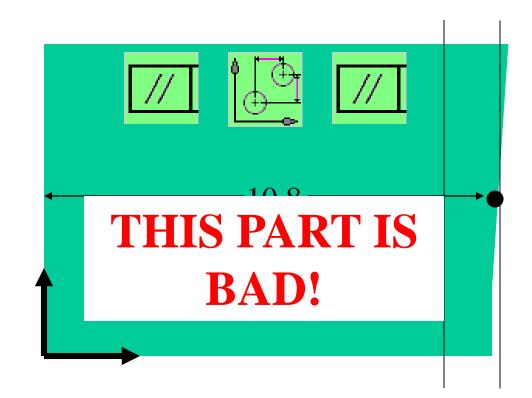






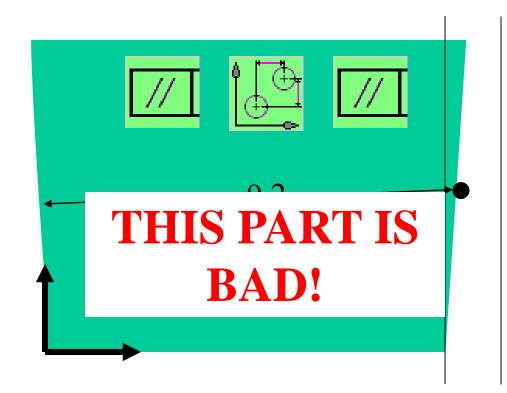






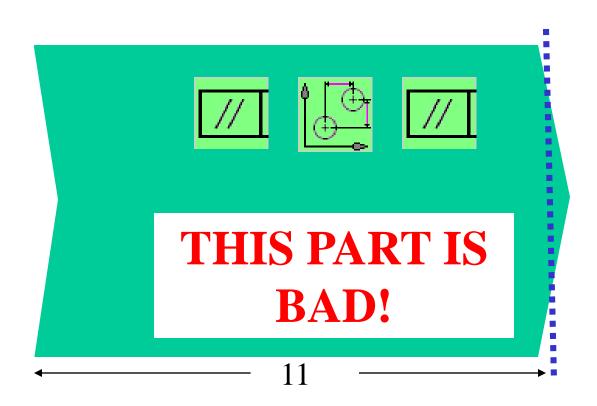
















Method 4:

Cartesian Distance and TWO Parallelisms

Ease/Practicality: 2

"Correctness": 4





Method 5:

Following the Standard





Remember how to check distance, following Rule #1:

- The part must be able to pass between two parallel planes at the maximum allowable distance apart.
- The "actual local size" of any cross-section on the part must be larger than the minimum allowable distance apart.



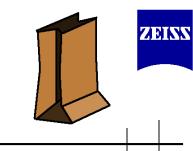


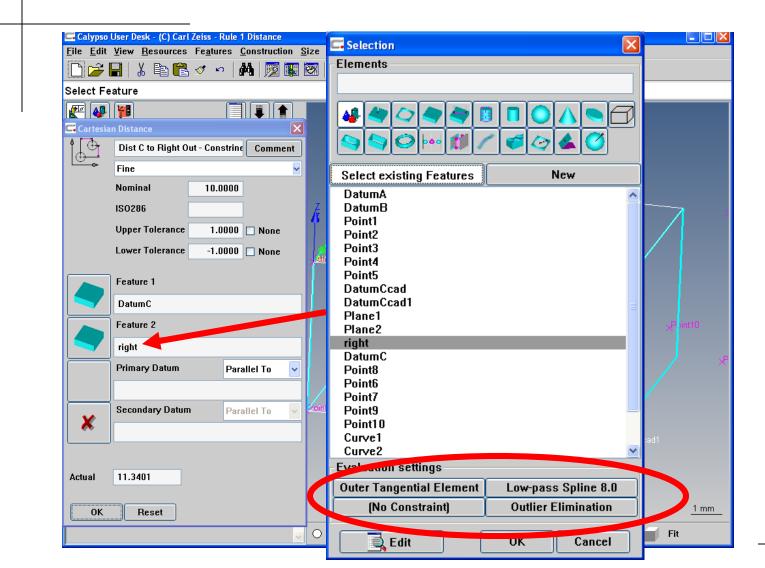
First Part:

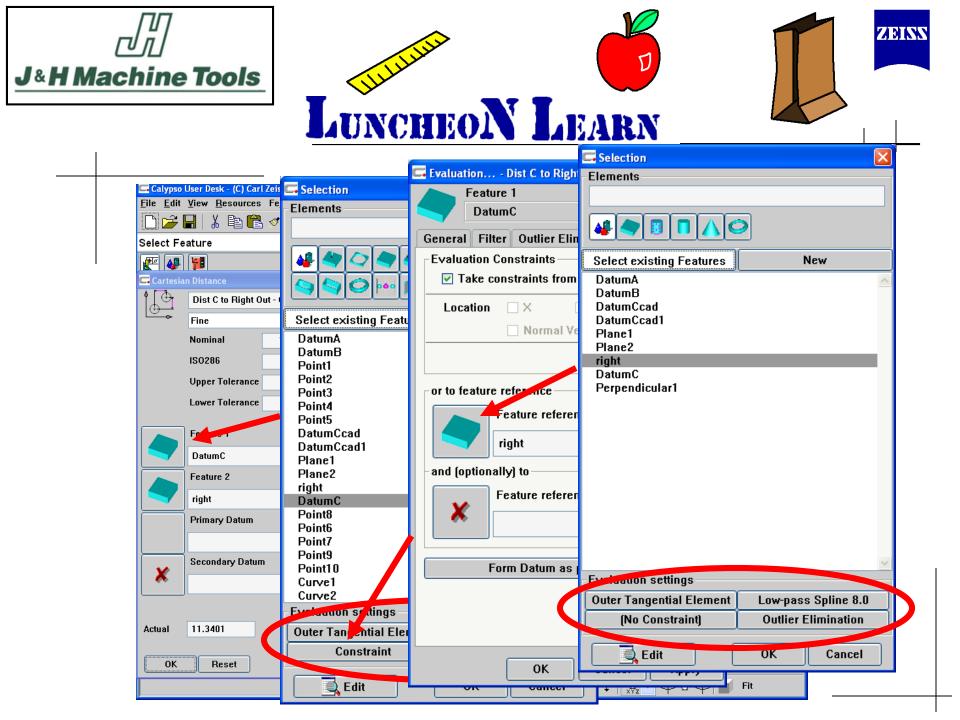
The part must be able to pass between two parallel planes at the maximum allowable distance apart.

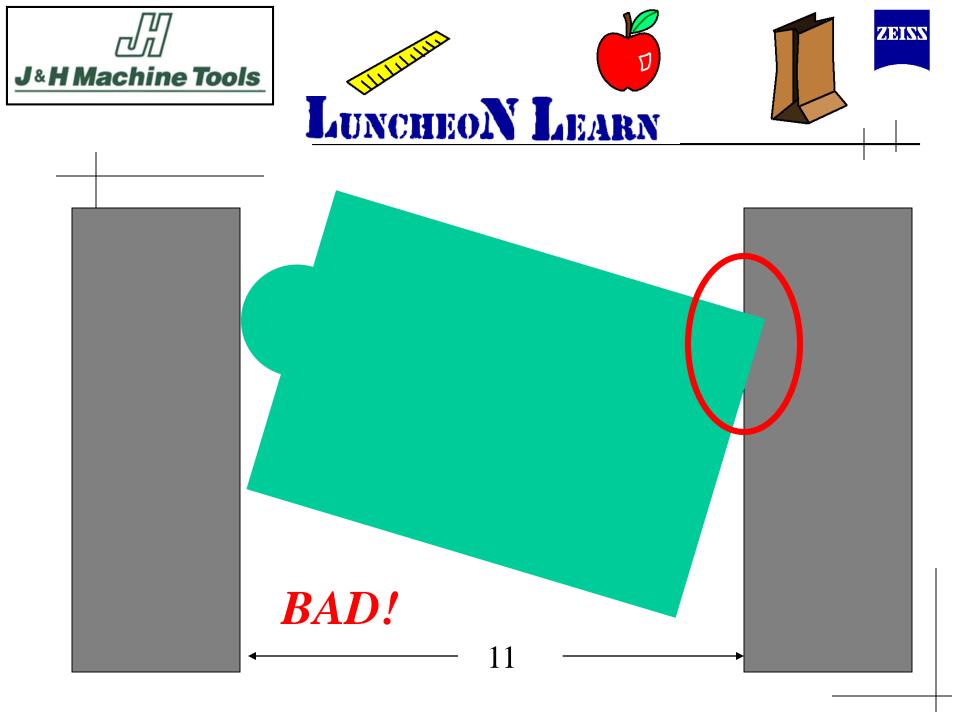






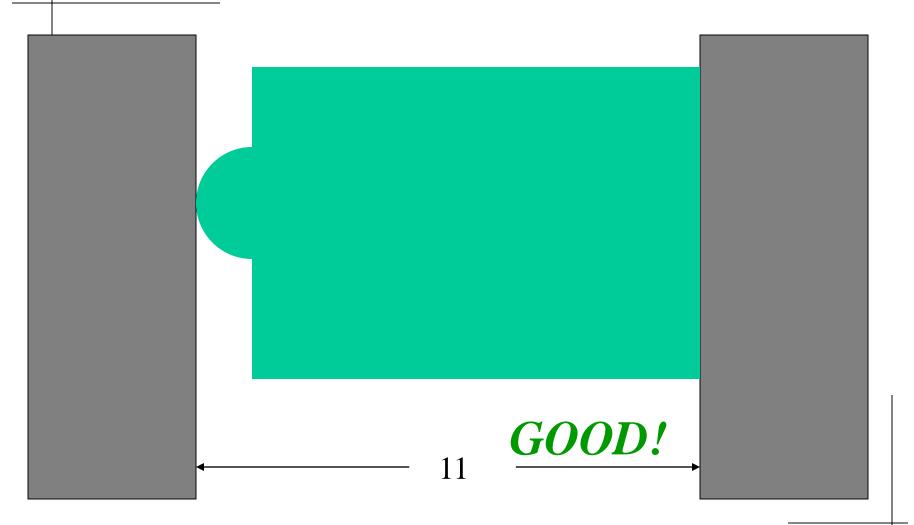
















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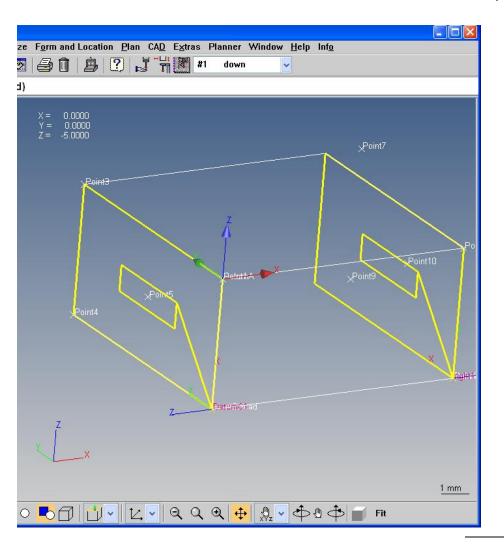
Second Part:

The "actual local size" of any crosssection on the part must be larger than the minimum allowable distance apart.





Measure the two planes with identical opposing measurement strategies.



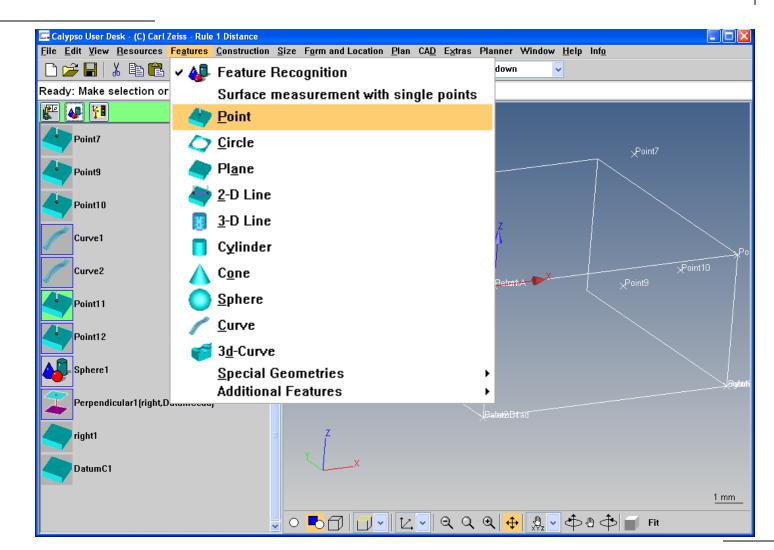


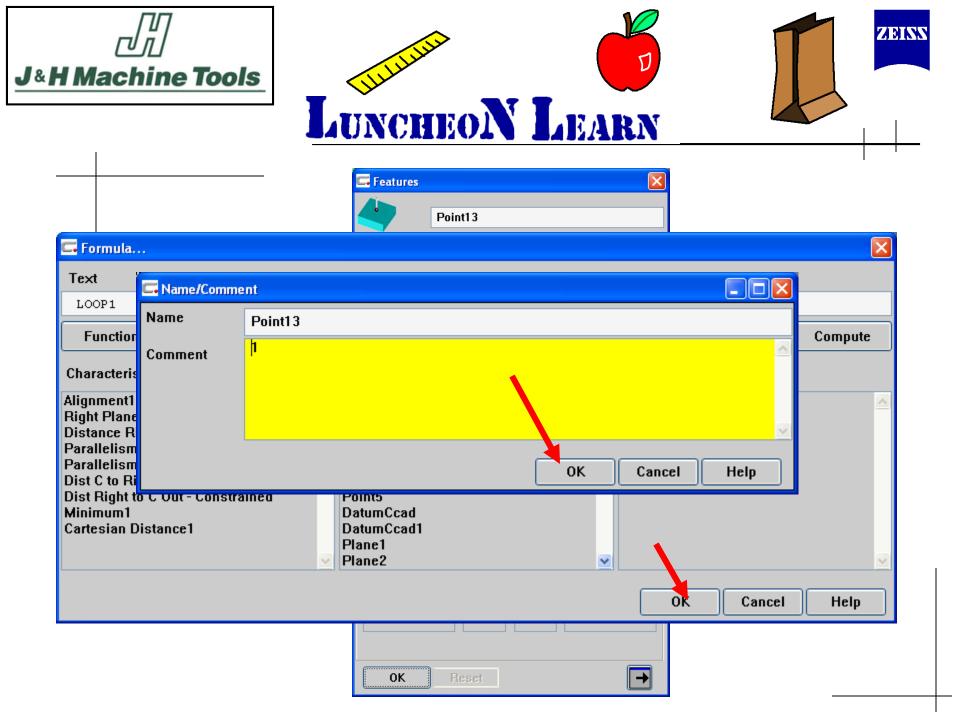


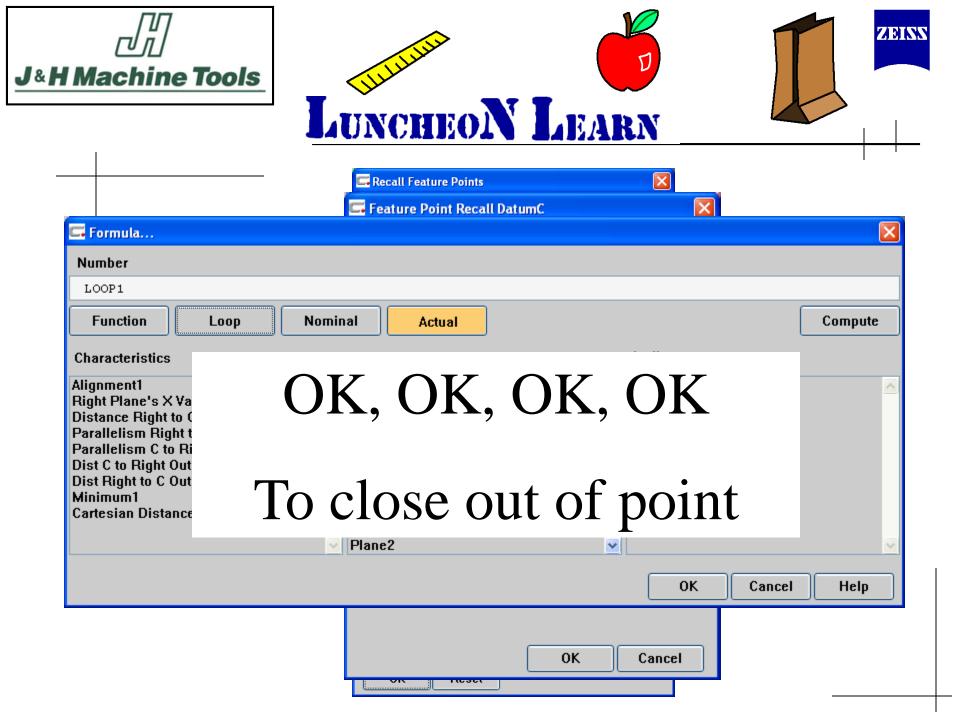
Now, we need to individually test the distance between all the points of a plane to the opposing point on the other plane. Report the smallest case.













Repeat the same procedure to create a new point for the opposing plane.

- •New point
- •Comment Formula LOOP1
- •Recall Feature Points PLANE
- •Add Limits Formula LOOP1

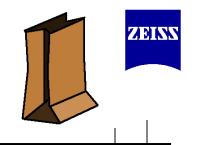




Calypso User Desk - (C) Carl Zeiss - Rule 1 Distance <u>File Edit View R</u> esources Fe <u>a</u> tures <u>C</u> onstruction <u>Size</u>	e <mark>Form and Location</mark> Plan CA <u>D</u> Extras	
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(1,5,1) Cartesian Distance1	⊥ <u>P</u> erpendicularity	🦿 <u>3</u> -D Polar
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_	Angle between Features	Simple distance



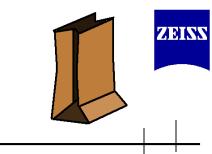




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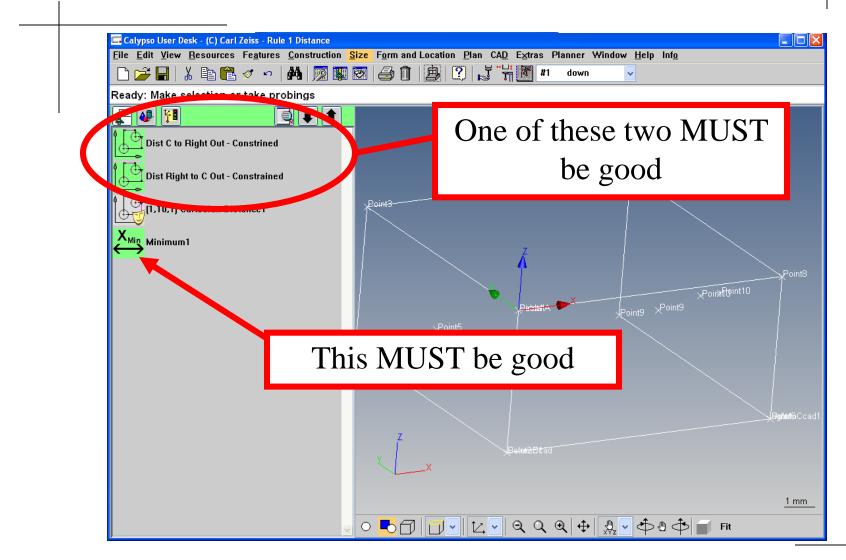




Addis end points for True Positio Extended Pitch Task Masked Warning Limit in % Set To On Name Type Value Alignmenti Control Alignmenti Alignmenti Bitto C to Right to C Out-Constrained CartDist On <	File Edit ⊻iew □ ☞ ■ a Ready: Make s			ng (Measurement Plan/Group System	Help Info
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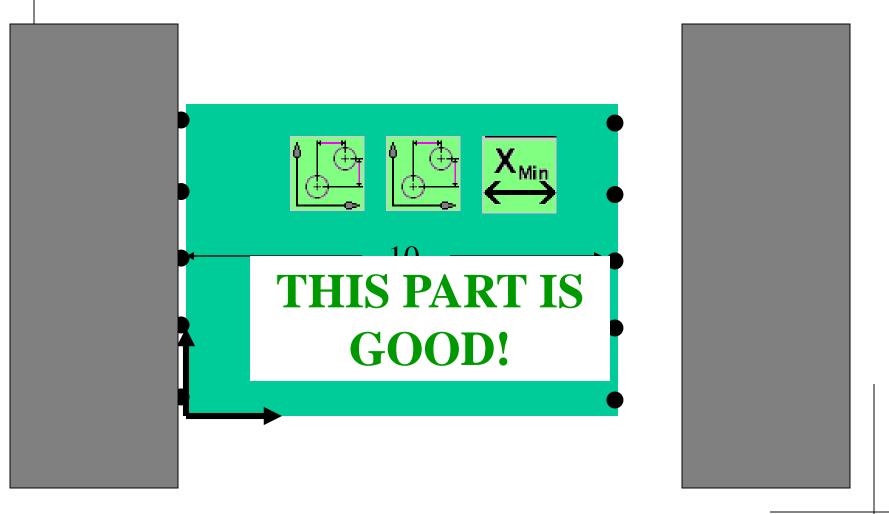
That's it.

Easy, huh?

It's really not all that bad.

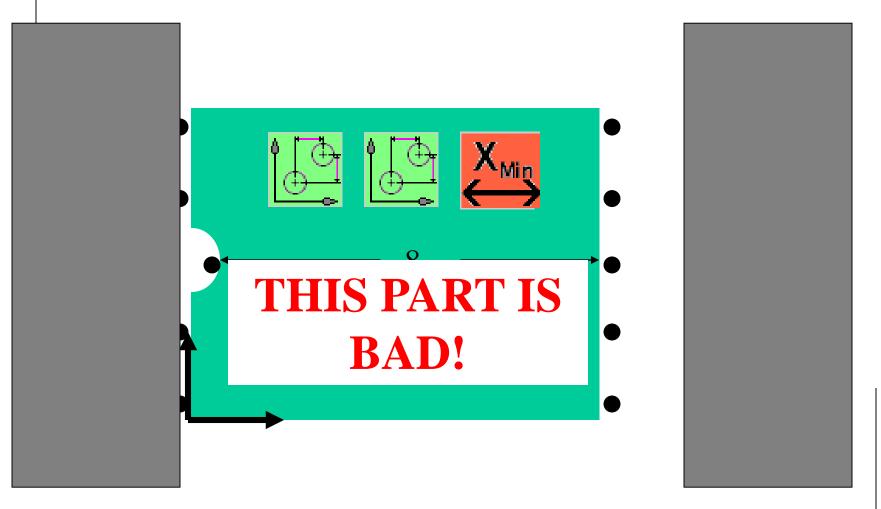






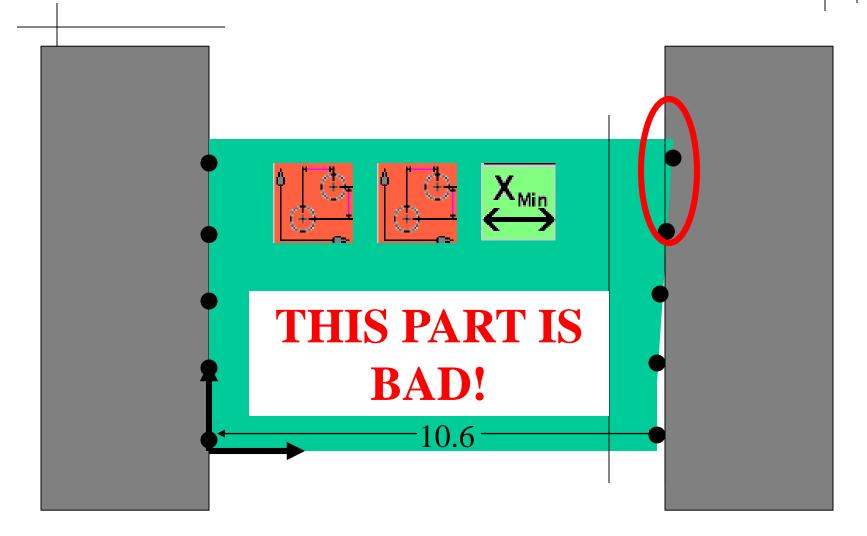






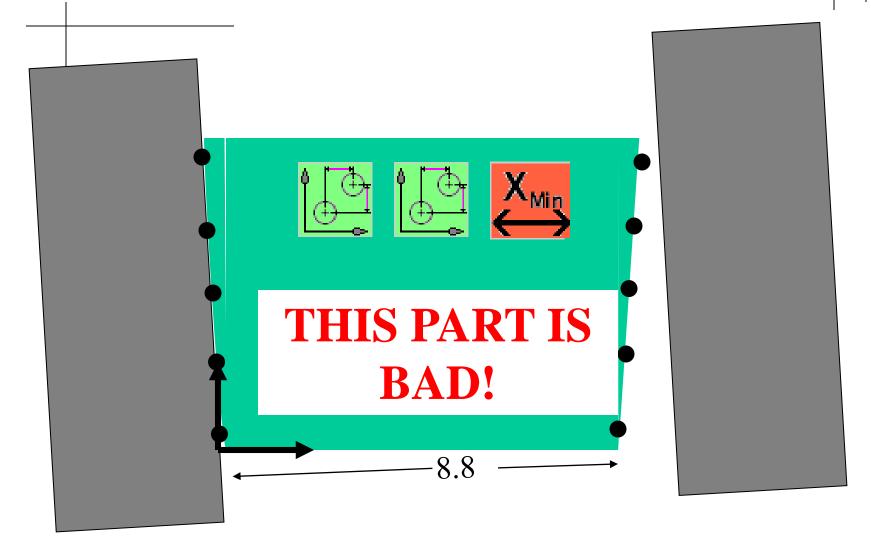


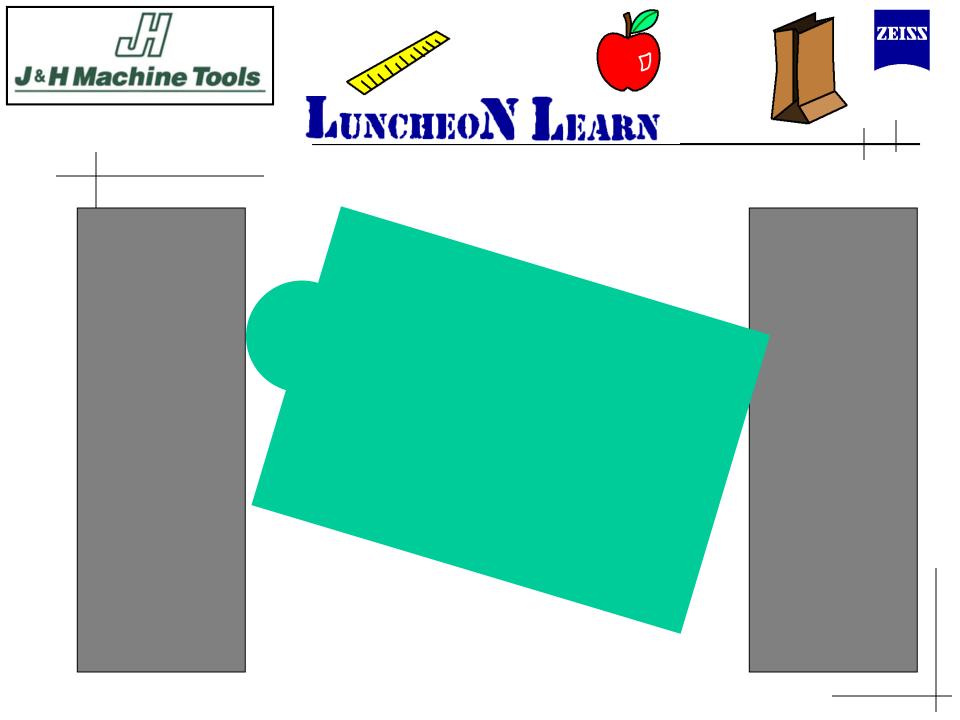






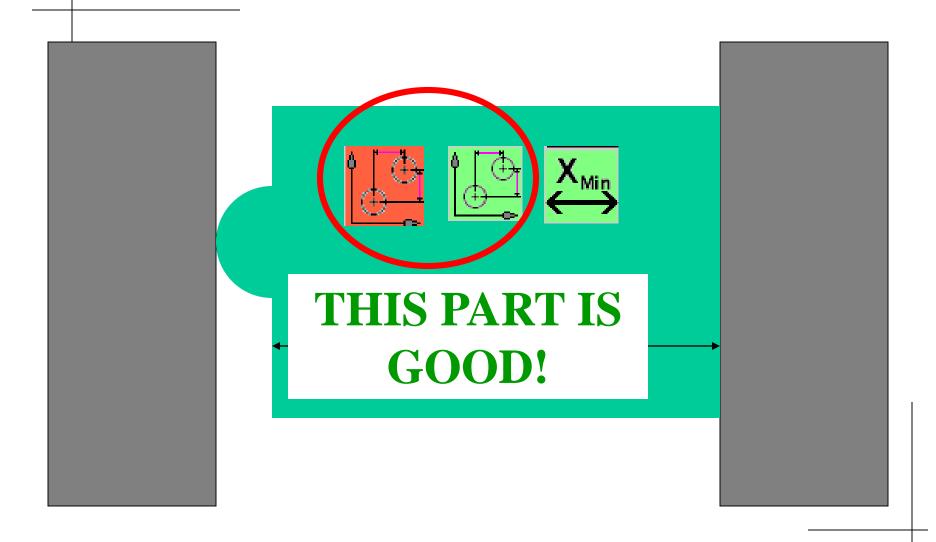






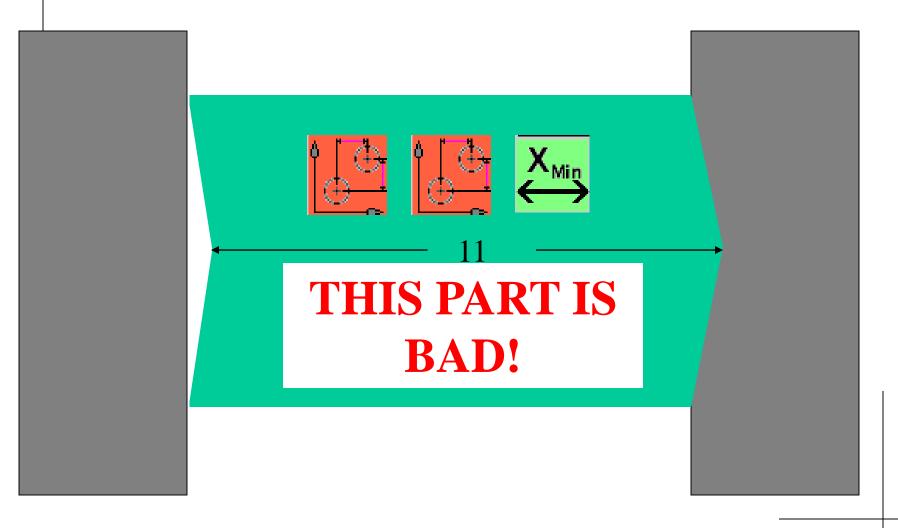












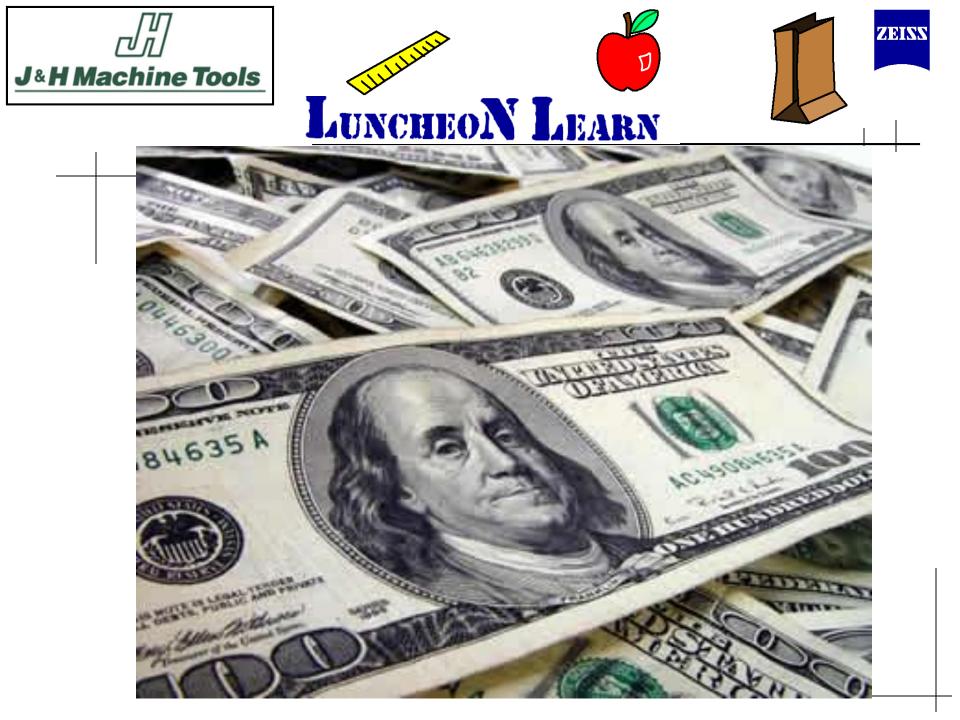


Method 5:

Following the Standard

Ease/Practicality: 1

"Correctness": 4.9







Checking distance

with regard to Rule #1

Questions?