

# MECHANISM DESIGN

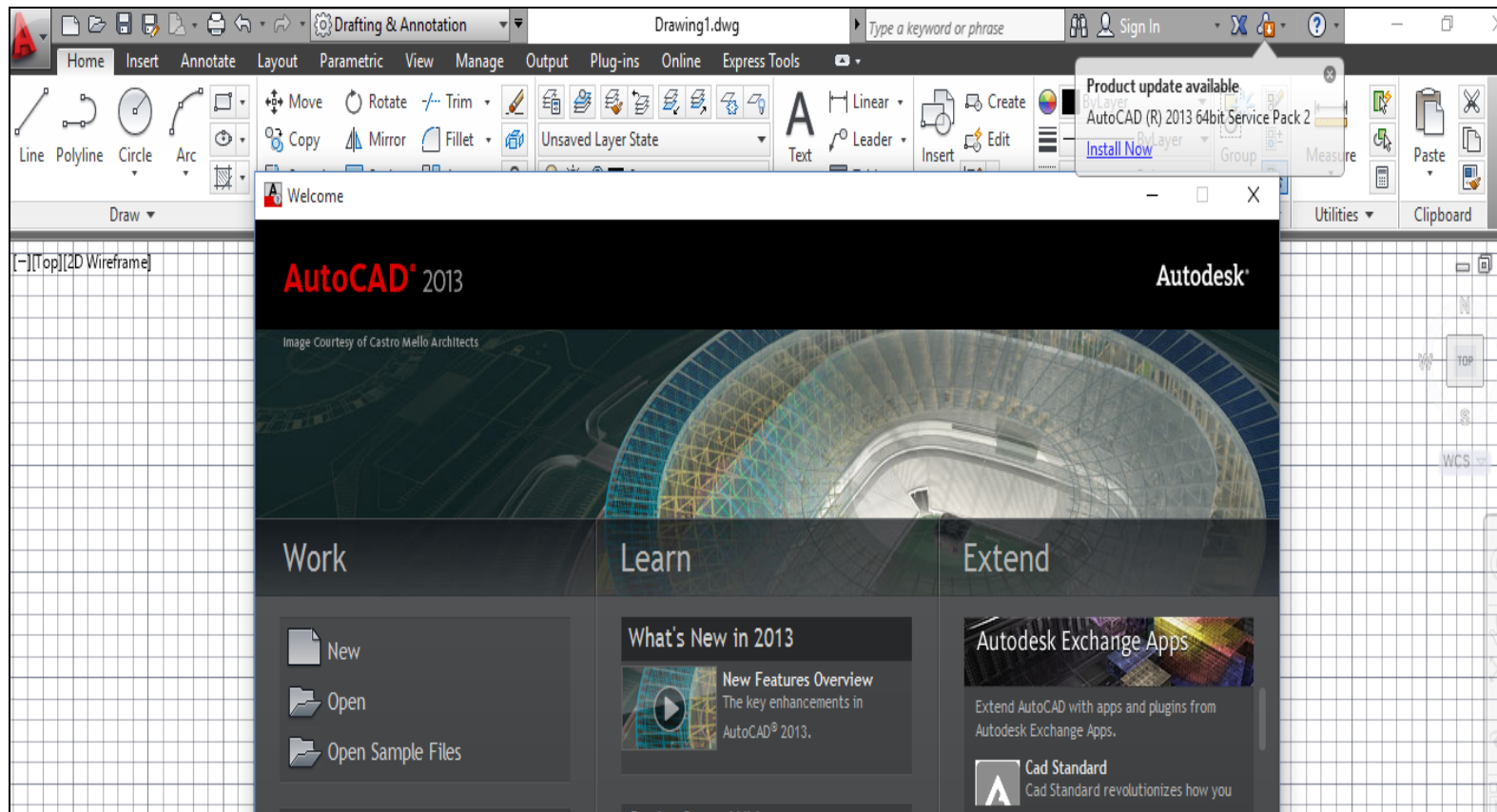
## CHAPTER 7:

# COMPUTER-AIDED MECHANISM DESIGN

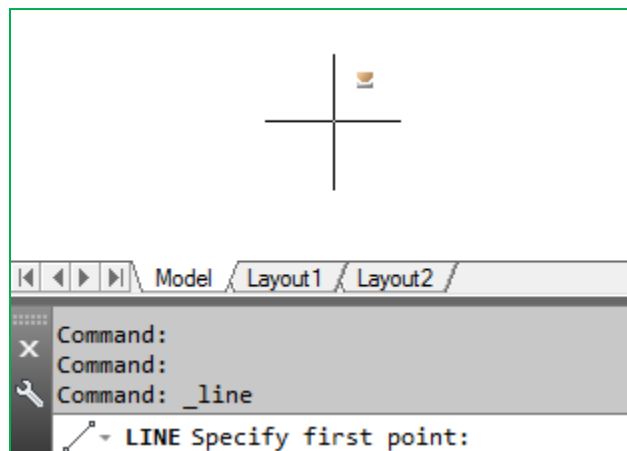
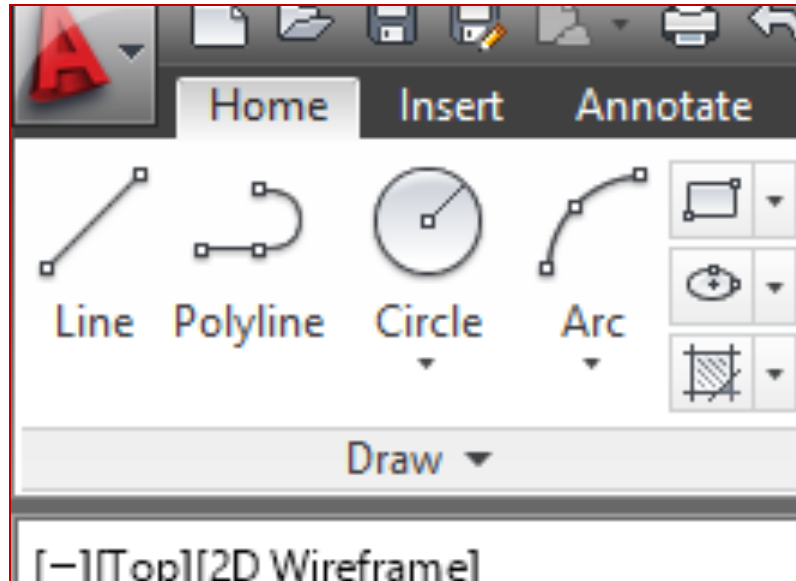
Shamsul Anuar Shamsudin

Mohd Nizam Sudin

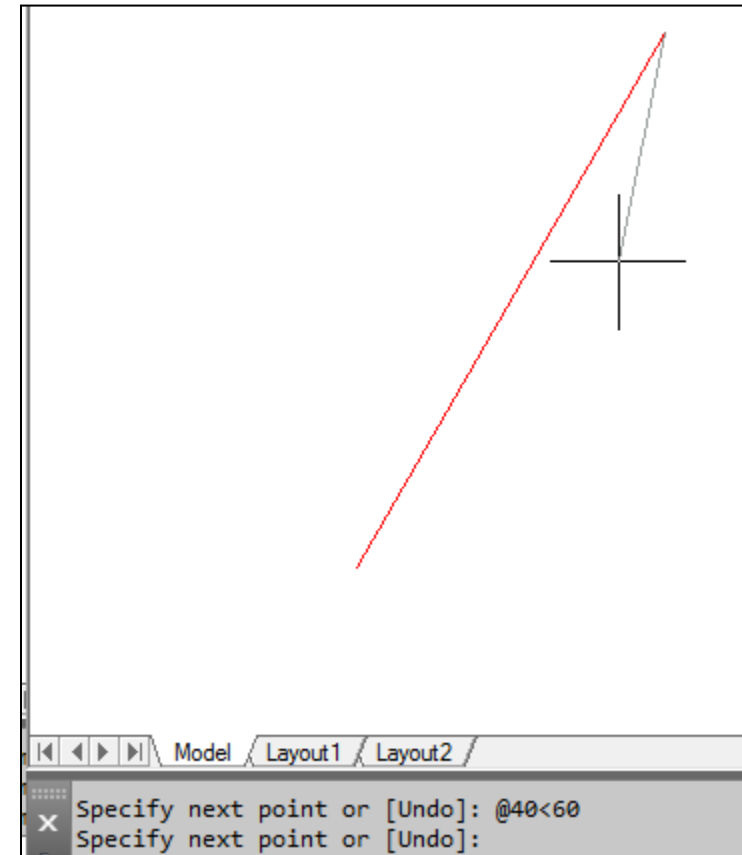
# AUTOCAD



# DRAWING

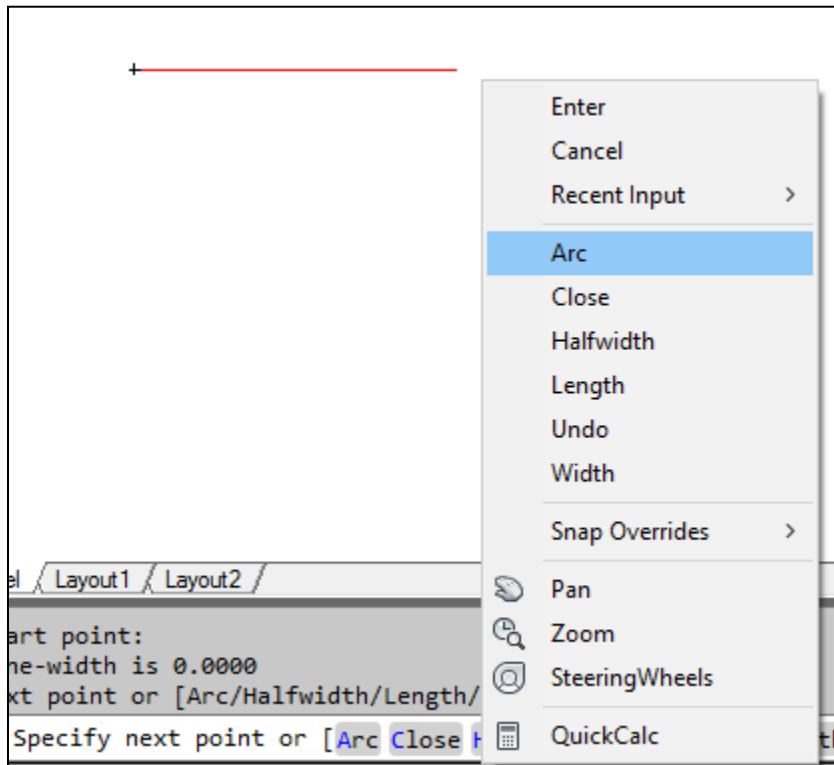


Line – use  
length and  
angle

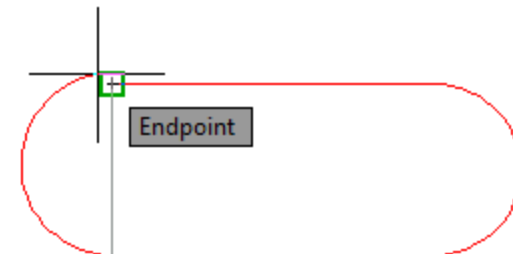


Hit **Esc** when  
done.

# POLYLINE



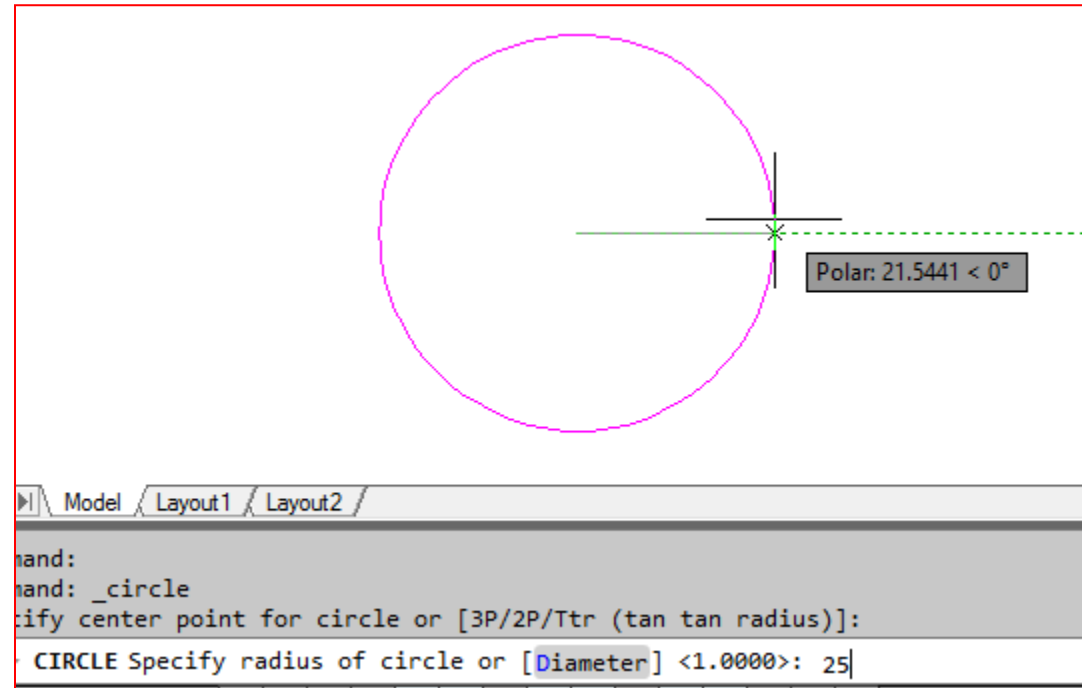
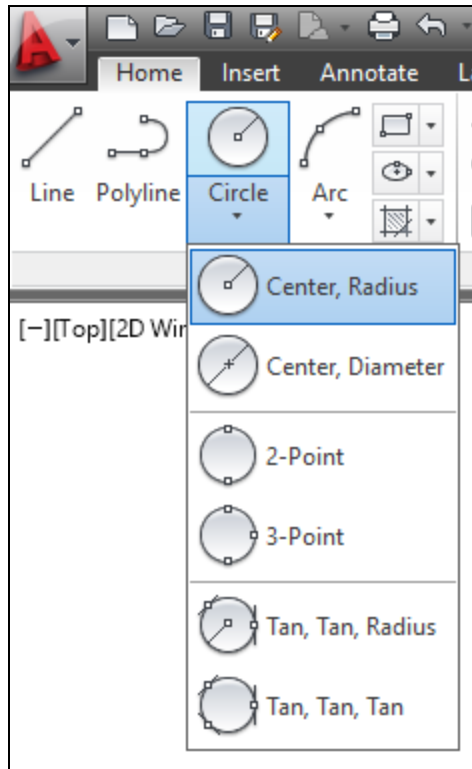
To go back to straight line, choose Line.



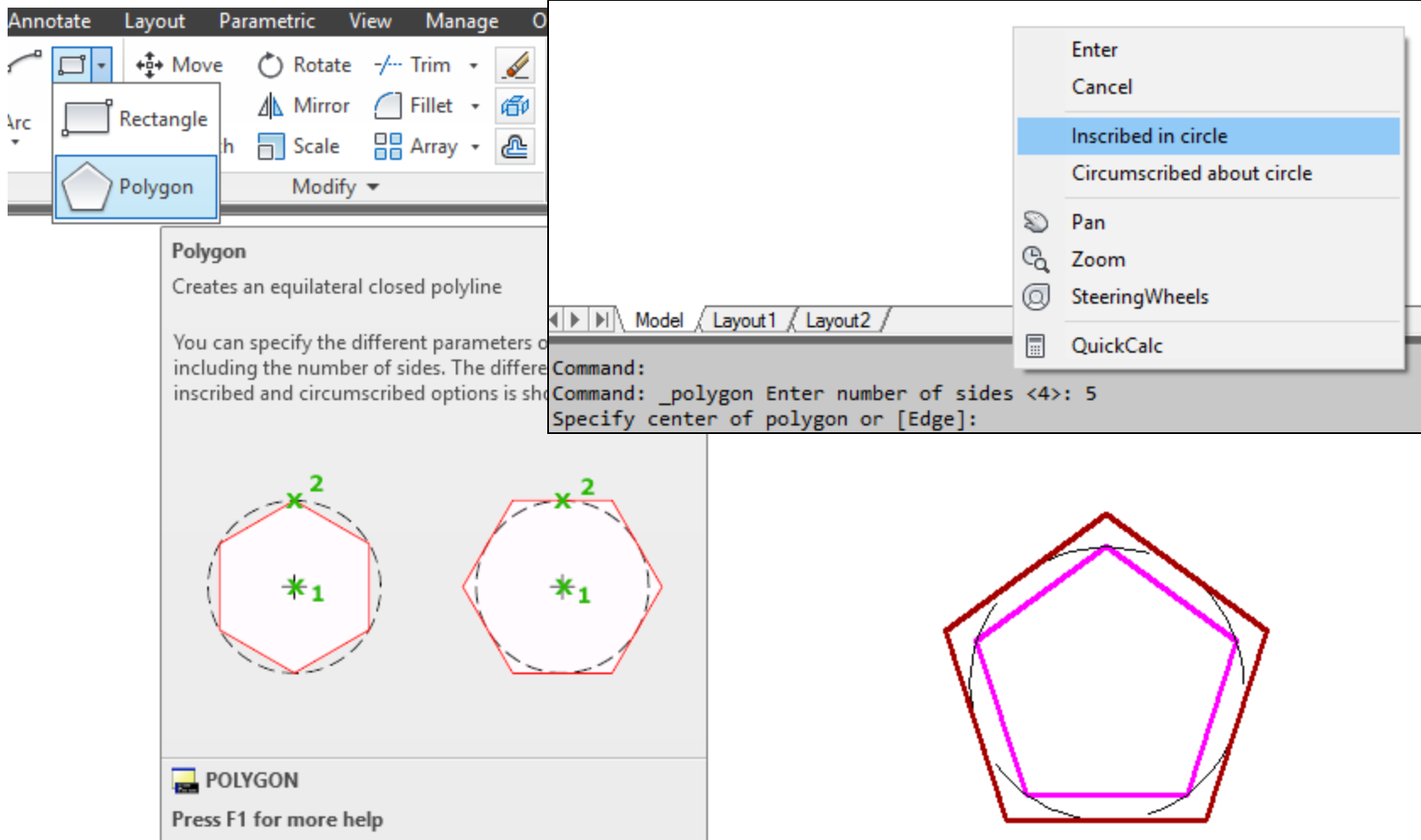
Hit **Esc** when done.

Similar to Line in many ways but capable of more. It can continue to create an arc and to change line width.

# CIRCLE



# POLYGONS



The screenshot illustrates the workflow for creating a polygon in AutoCAD. The **Home** tab is active, and the **Draw** panel is open. The **Polygon** tool is selected. A context menu is displayed, showing options: **Enter**, **Cancel**, **Inscribed in circle** (highlighted), and **Circumscribed about circle**. Below the menu, the command line shows the following sequence of commands:

```

Command:
Command: _polygon Enter number of sides <4>: 5
Specify center of polygon or [Edge]:
  
```

The **Polygon** tool tip is visible, stating: "Creates an equilateral closed polyline. You can specify the different parameters of the polygon, including the number of sides. The different options for inscribed and circumscribed are shown." Below the text, two diagrams illustrate the options: a hexagon inscribed in a circle (labeled with a green '2' at a vertex and a green '\*'1 at the center) and a hexagon circumscribed about a circle (labeled with a green '2' at a vertex and a green '\*'1 at the center). At the bottom of the tool tip, it says "POLYGON" and "Press F1 for more help".

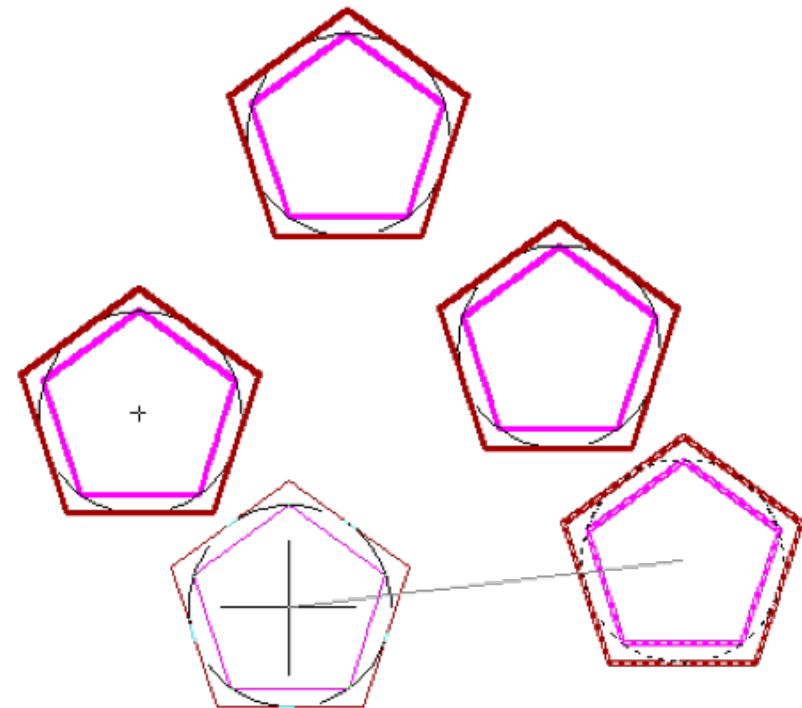
To the right of the command line, a floating menu is visible with the following options: **Enter**, **Cancel**, **Inscribed in circle** (highlighted), **Circumscribed about circle**, **Pan**, **Zoom**, **SteeringWheels**, and **QuickCalc**.

On the right side of the image, a diagram shows a red pentagon with a magenta pentagon inscribed within it, illustrating the result of the **Inscribed in circle** option.

# MODIFY

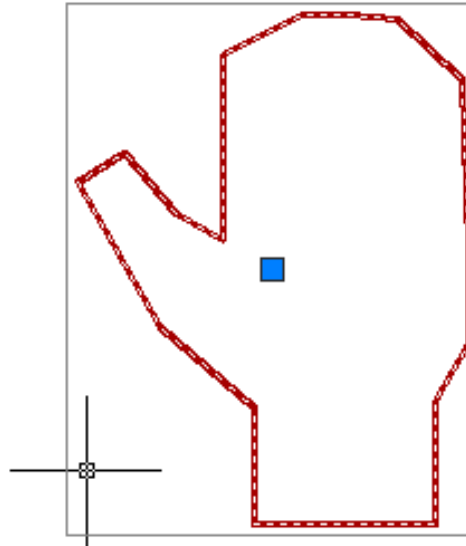
Main operations:

- ☐ Delete
- ☐ Trim
- ☐ Extend
- ☐ Lengthen
- ☐ Scale
- ☐ Move
- ☐ Copy
- ☐ Rotate
- ☐ Mirror



*Copy*

# GROUP & BLOCK



Model Layout1 Layout2

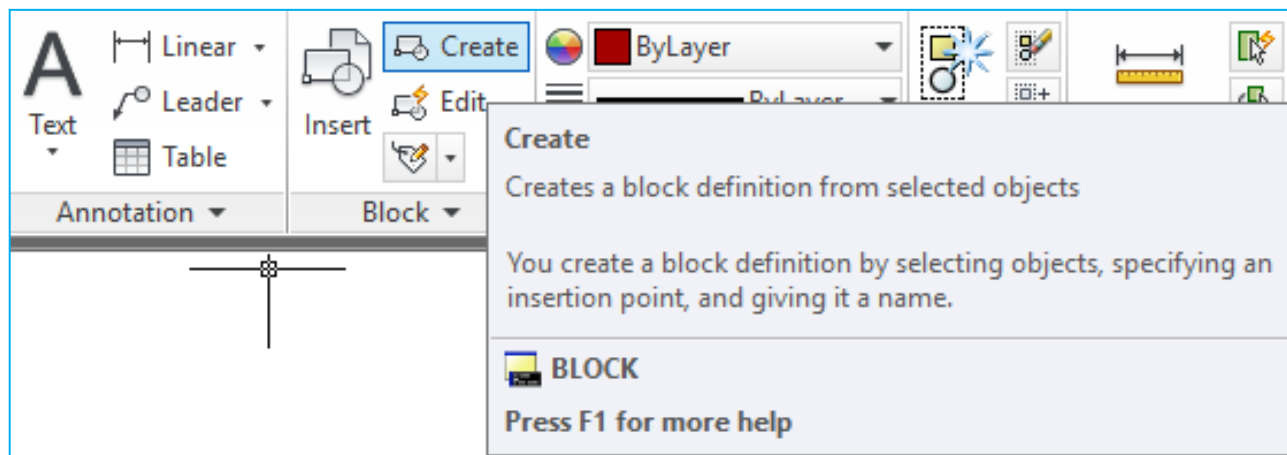
```
Specify second point or [Array/Exit/Undo] <Exit>:
Command: GROUP
Select objects or [Name/Description]: Specify opposite corner: 2 found
Select objects or [Name/Description]: N
Enter a group name or [?]: HAND1
Group "HAND1" has been created.
```



# GROUP & BLOCK

Group – Just type 'group' and follow instructions

Block – Can be **inserted** in many copy with different scales and orientations. It is more powerful.



# CREATE BLOCK



**Block Definition**

Name:

**Base point**

☐ Specify On-screen

☒ Pick point

X:

Y:

Z:

**Objects**

☐ Specify On-screen

☒ Select objects

☐ Retain

☒ Convert to block

☐ Delete

2 objects selected

**Behavior**

☐ Annotative

☐ Match block orientation to layout

☐ Scale uniformly

☐ Allow exploding

**Settings**

Block unit:

[Hyperlink...](#)

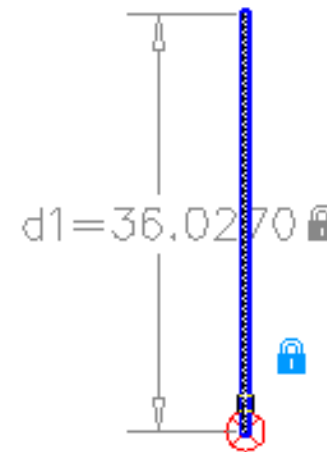
☐ Open in block editor

**Description**

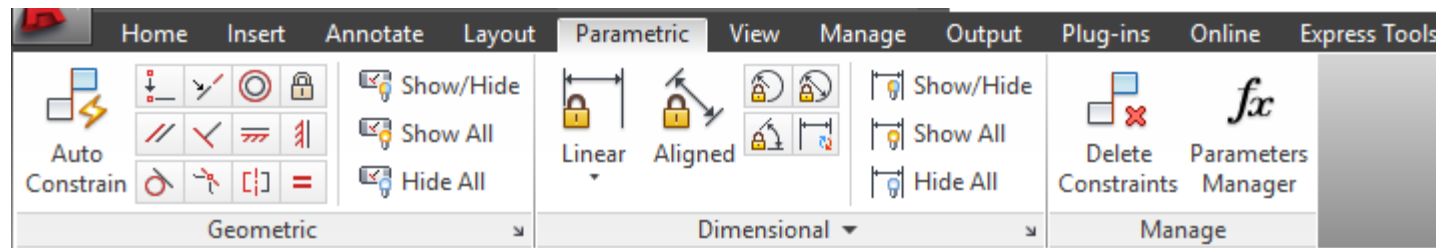
OK Cancel Help

# CREATE A LINK

1) DRAW A LINE



2) PARAMETRIC (CONSTRAINTS)

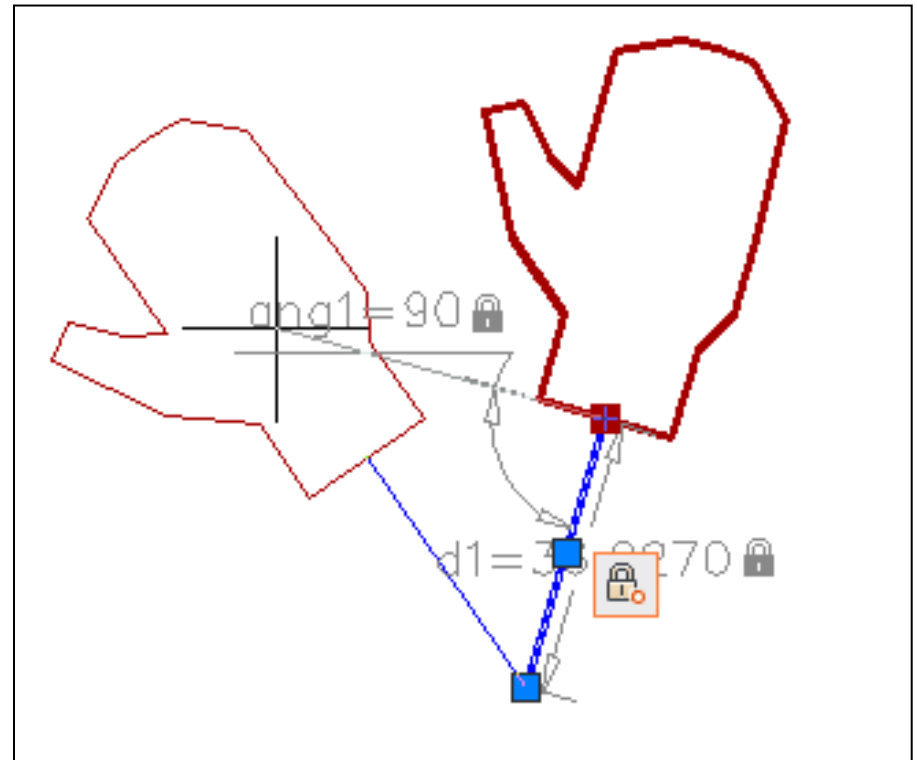
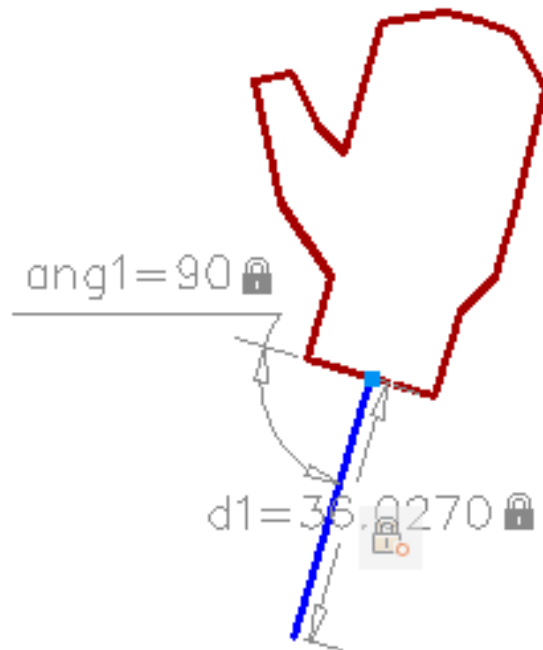


3) FIXED PIVOTS – FIX; JOINTS – COINCIDENT;  
ALIGNED ,ANGULAR, ETC.

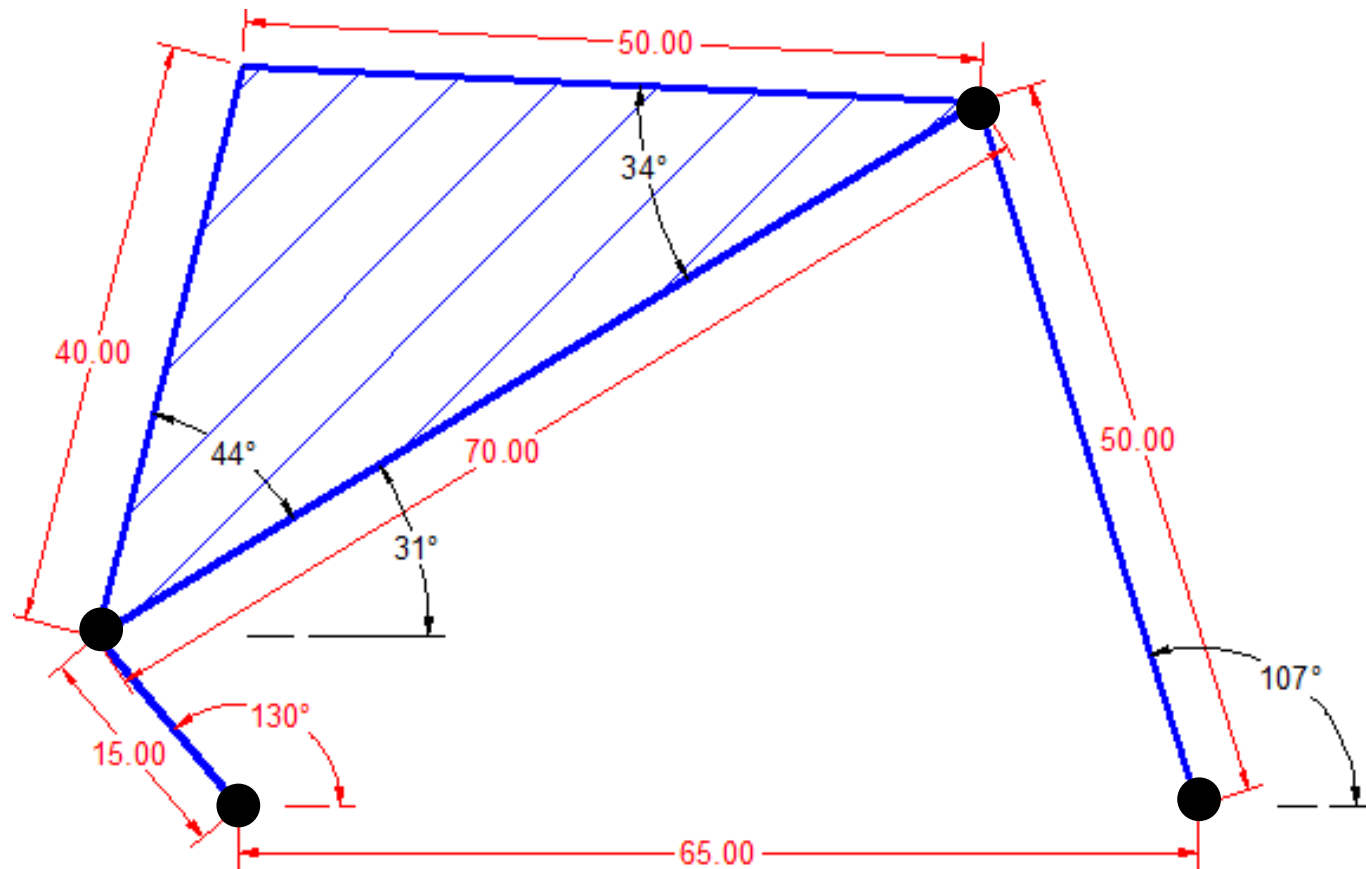
# ATTACH THE HAND

Use coincident and angular

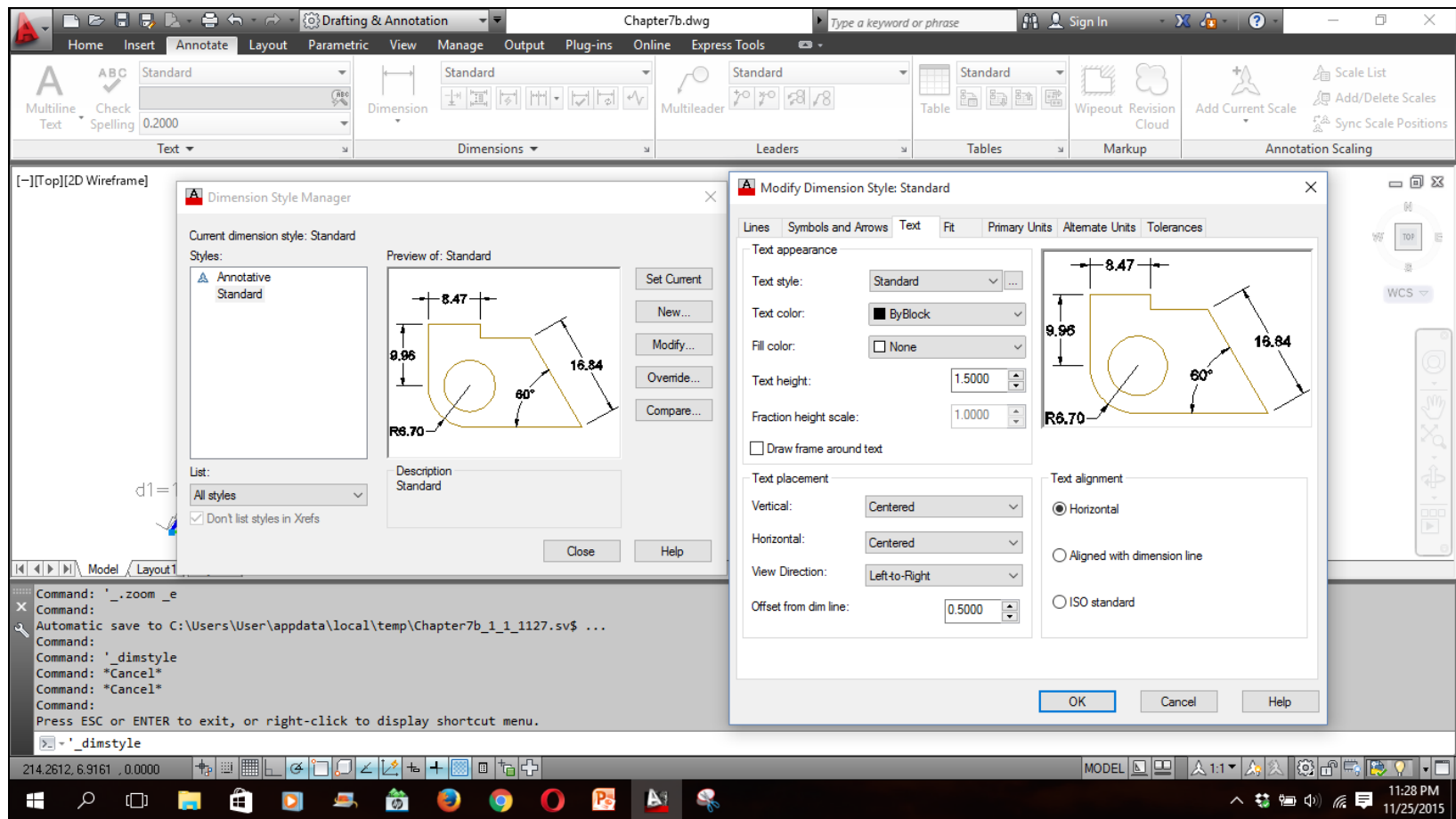
May use hand from **BLOCK** Only. You may create a Block from a Group.



# FOUR-BAR MECHANISM EXAMPLE

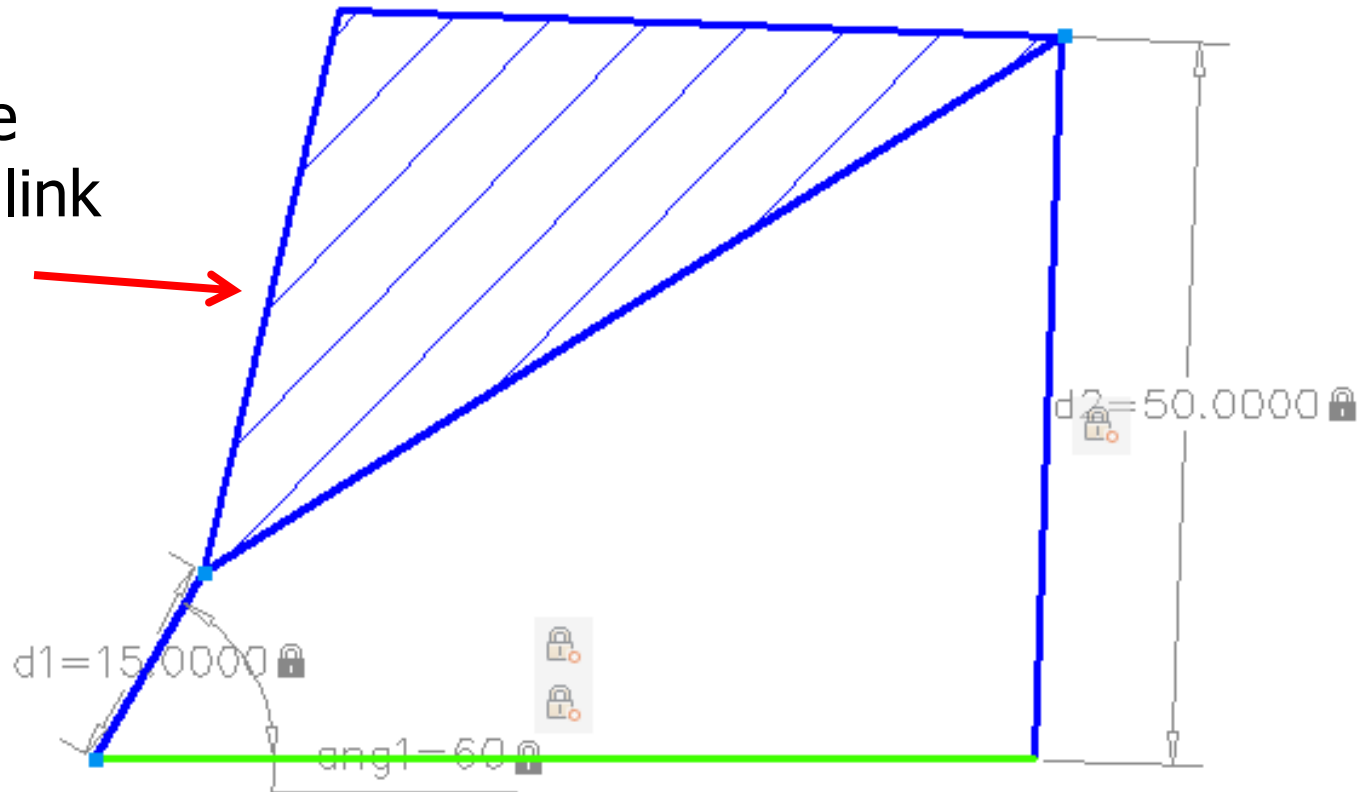


# DIMENSION SETTING - ANNOTATE

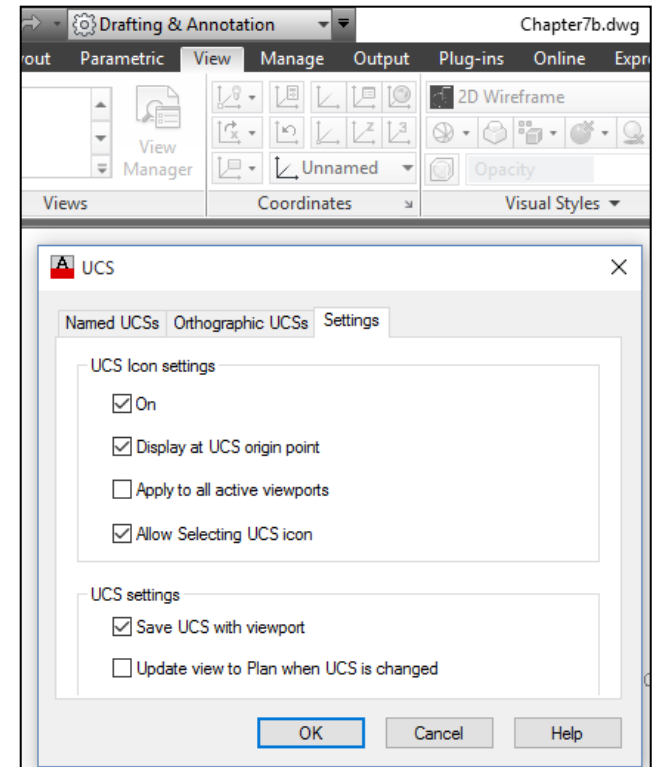
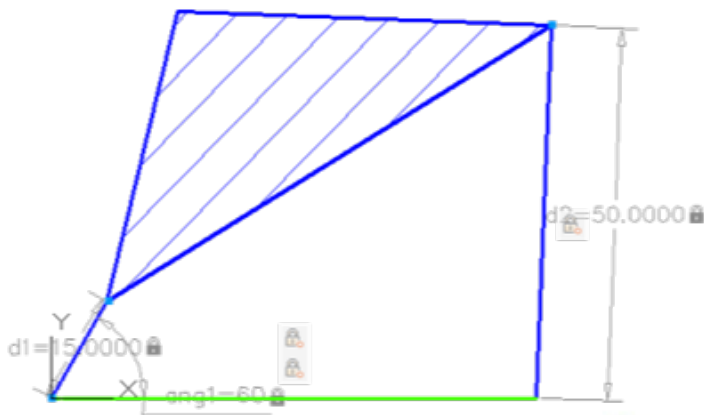
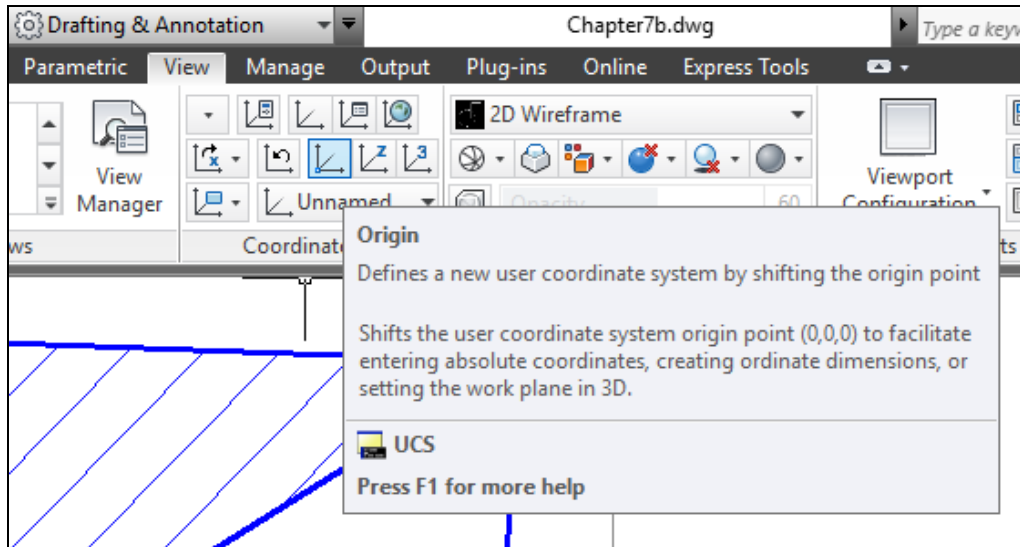


# APPLY CONSTRAINTS

Turn the ternary link into a BLOCK

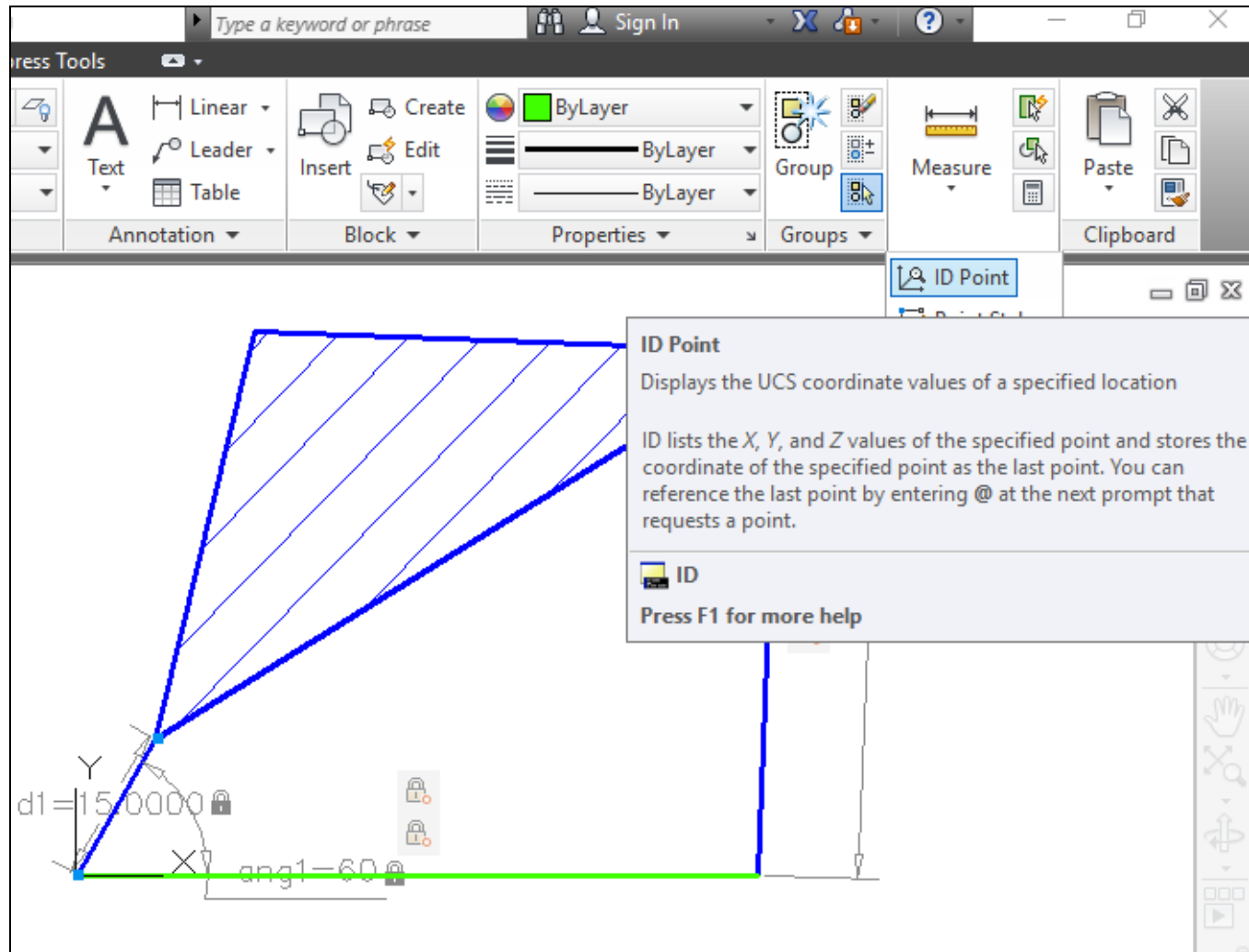


# RESETTING COORDINATE ORIGIN



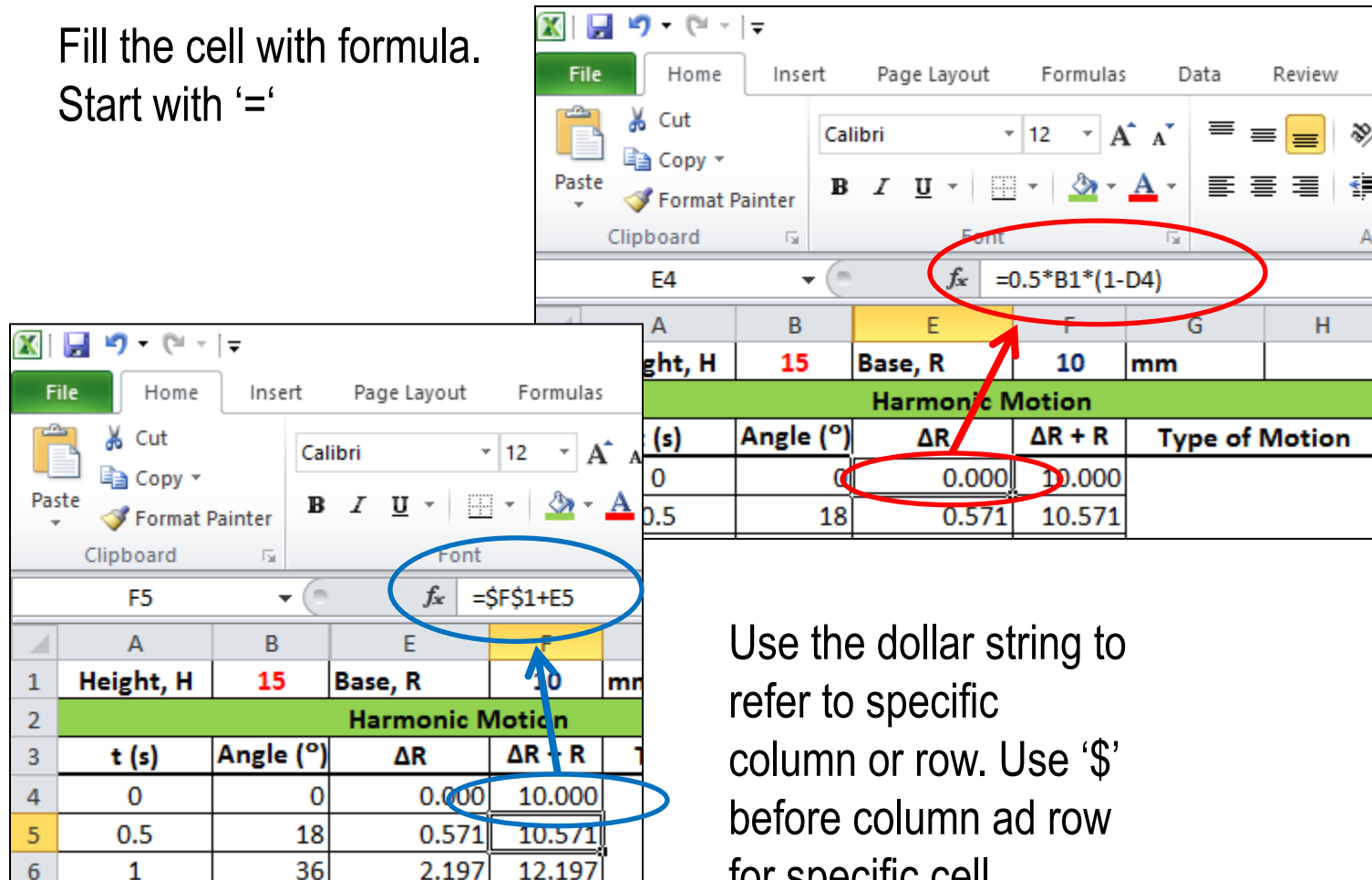


# COORDINATE OF A POINT



# MS EXCEL

Fill the cell with formula.  
Start with '='



The top screenshot shows the Excel interface with the formula bar displaying  $=0.5*B1*(1-D4)$  for cell E4. The table below it is titled 'Harmonic Motion' and contains the following data:

(s)	Angle (°)	$\Delta R$	$\Delta R + R$	Type of Motion
0	0	0.000	10.000	
0.5	18	0.571	10.571	

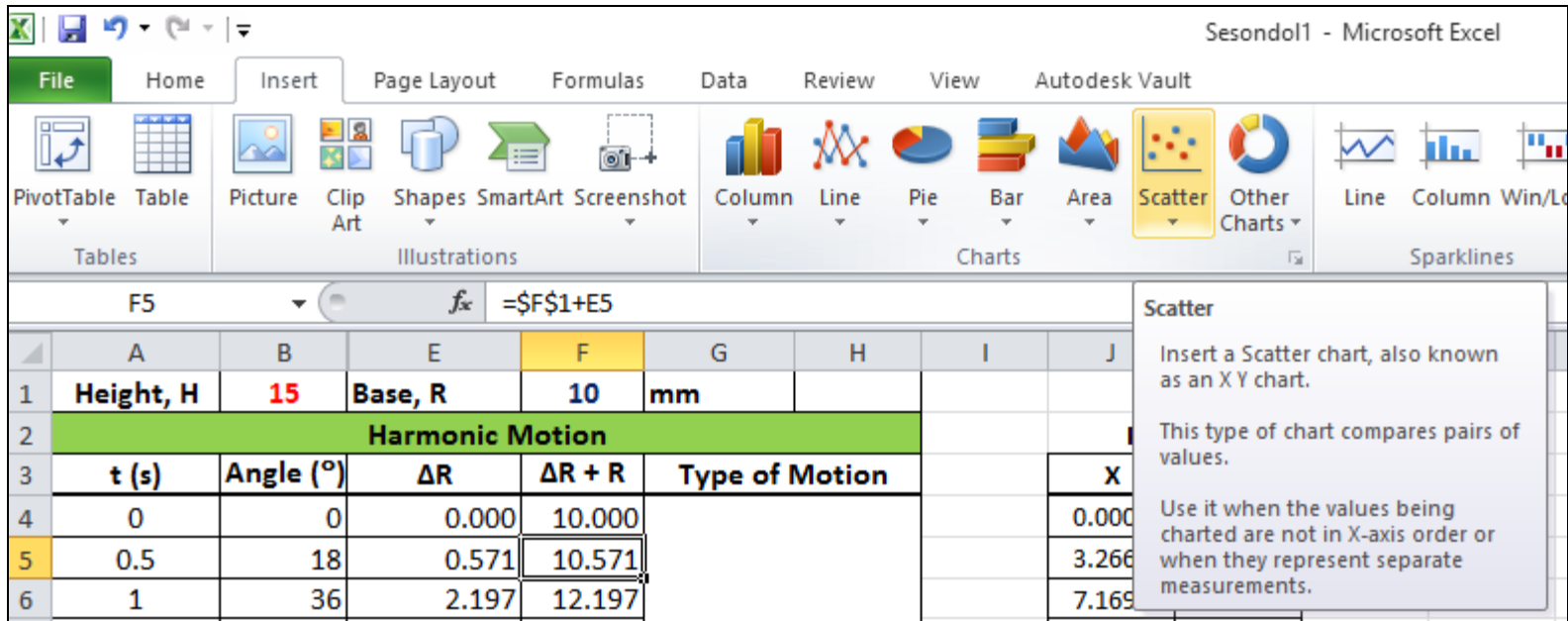
The bottom screenshot shows the Excel interface with the formula bar displaying  $=\$F\$1+E5$  for cell F5. The table below it is the same as the one above:

(s)	Angle (°)	$\Delta R$	$\Delta R + R$	Type of Motion
0	0	0.000	10.000	
0.5	18	0.571	10.571	

Use the dollar string to refer to specific column or row. Use '\$' before column and row for specific cell

# GRAPH PLOTTING

For XY plotting.  
Many other  
options here



Sesondol1 - Microsoft Excel

File Home Insert Page Layout Formulas Data Review View Autodesk Vault

PivotTable Table Picture Clip Art Shapes SmartArt Screenshot Column Line Pie Bar Area Scatter Other Charts Line Column Win/L Sparklines

Scatter

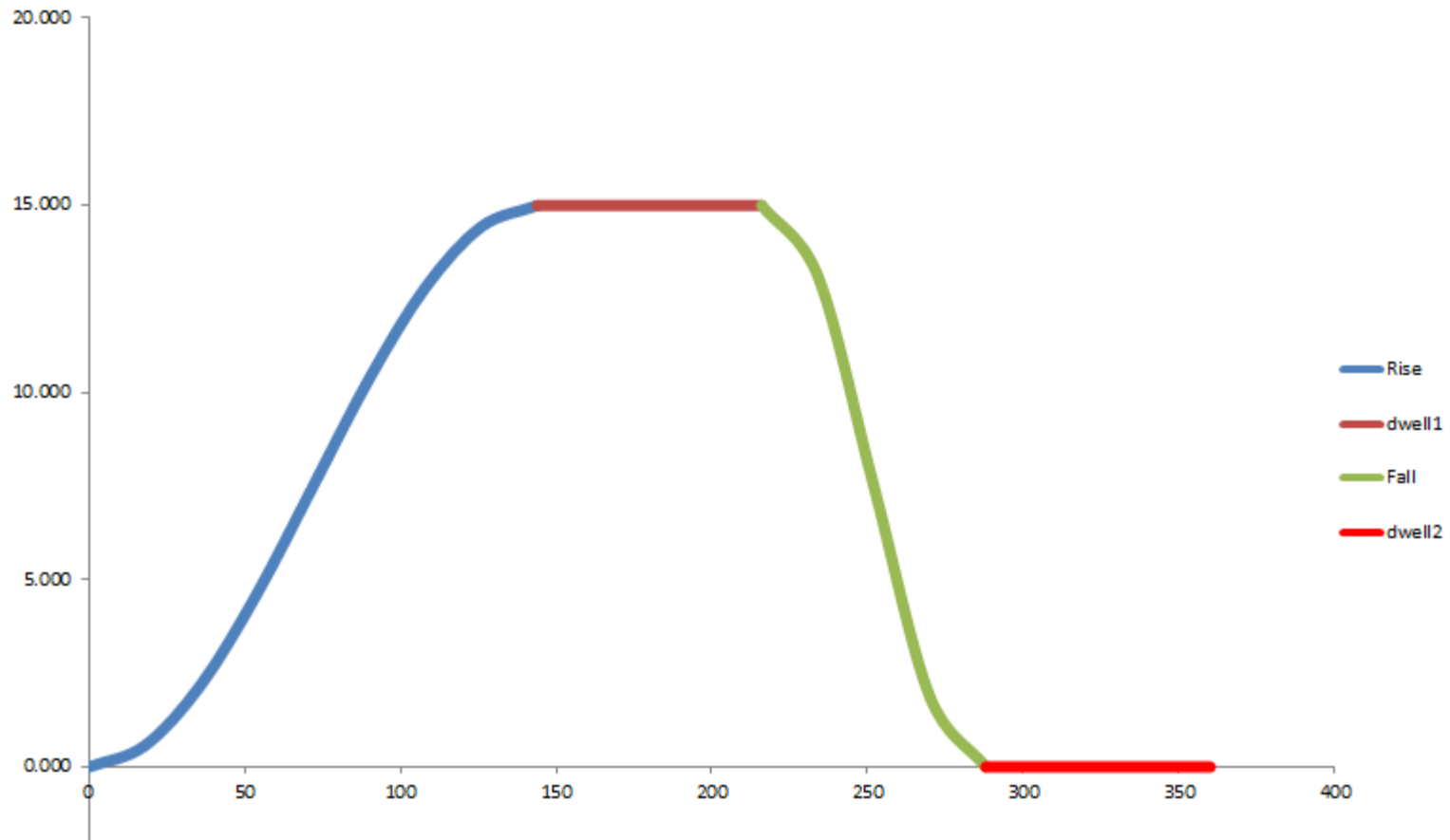
Insert a Scatter chart, also known as an XY chart.

This type of chart compares pairs of values.

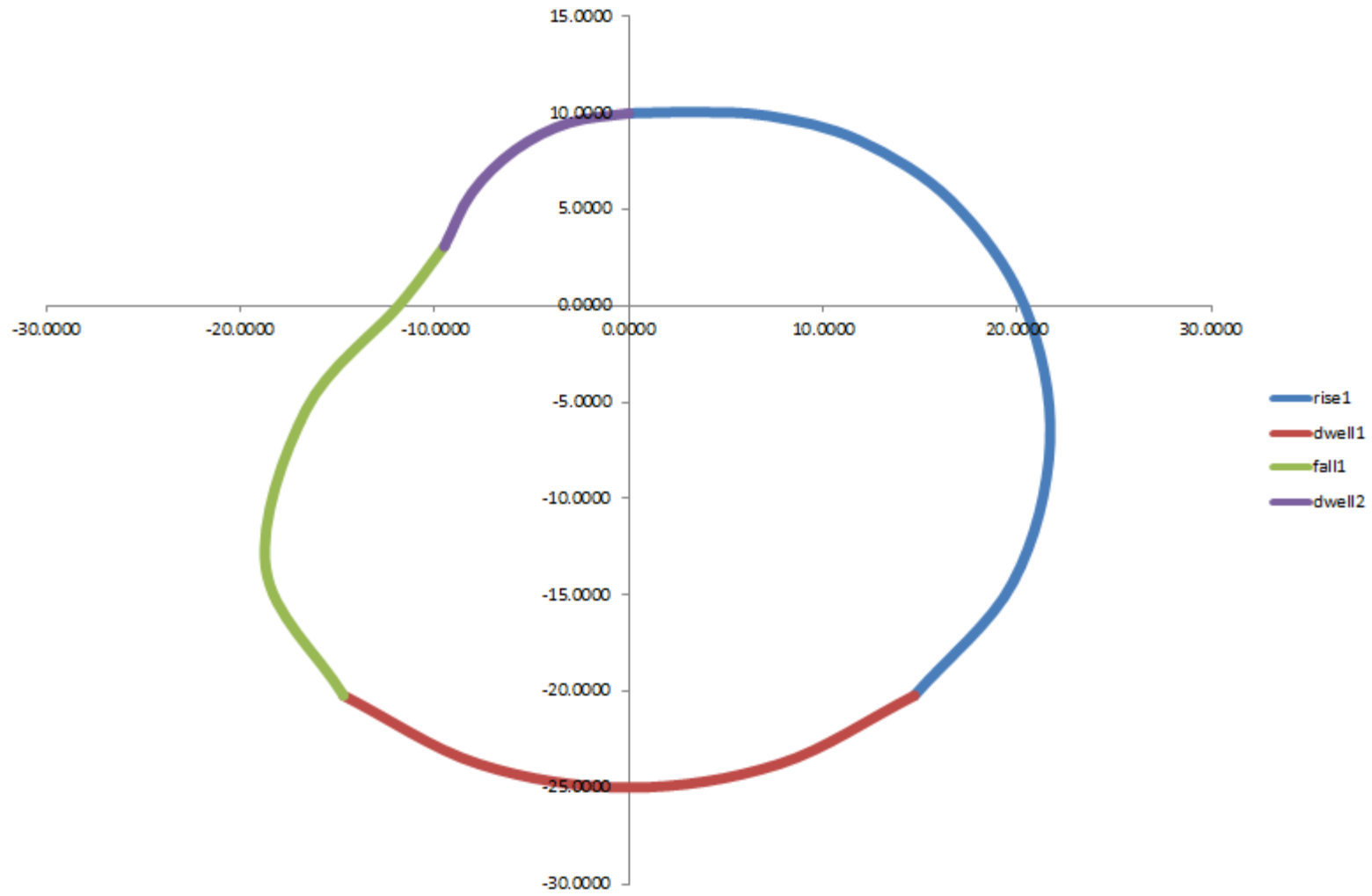
Use it when the values being charted are not in X-axis order or when they represent separate measurements.

	A	B	E	F	G	H	I	J
1	Height, H	15	Base, R	10	mm			
2	Harmonic Motion							
3	t (s)	Angle (°)	ΔR	ΔR + R	Type of Motion			X
4	0	0	0.000	10.000				0.000
5	0.5	18	0.571	10.571				3.266
6	1	36	2.197	12.197				7.169

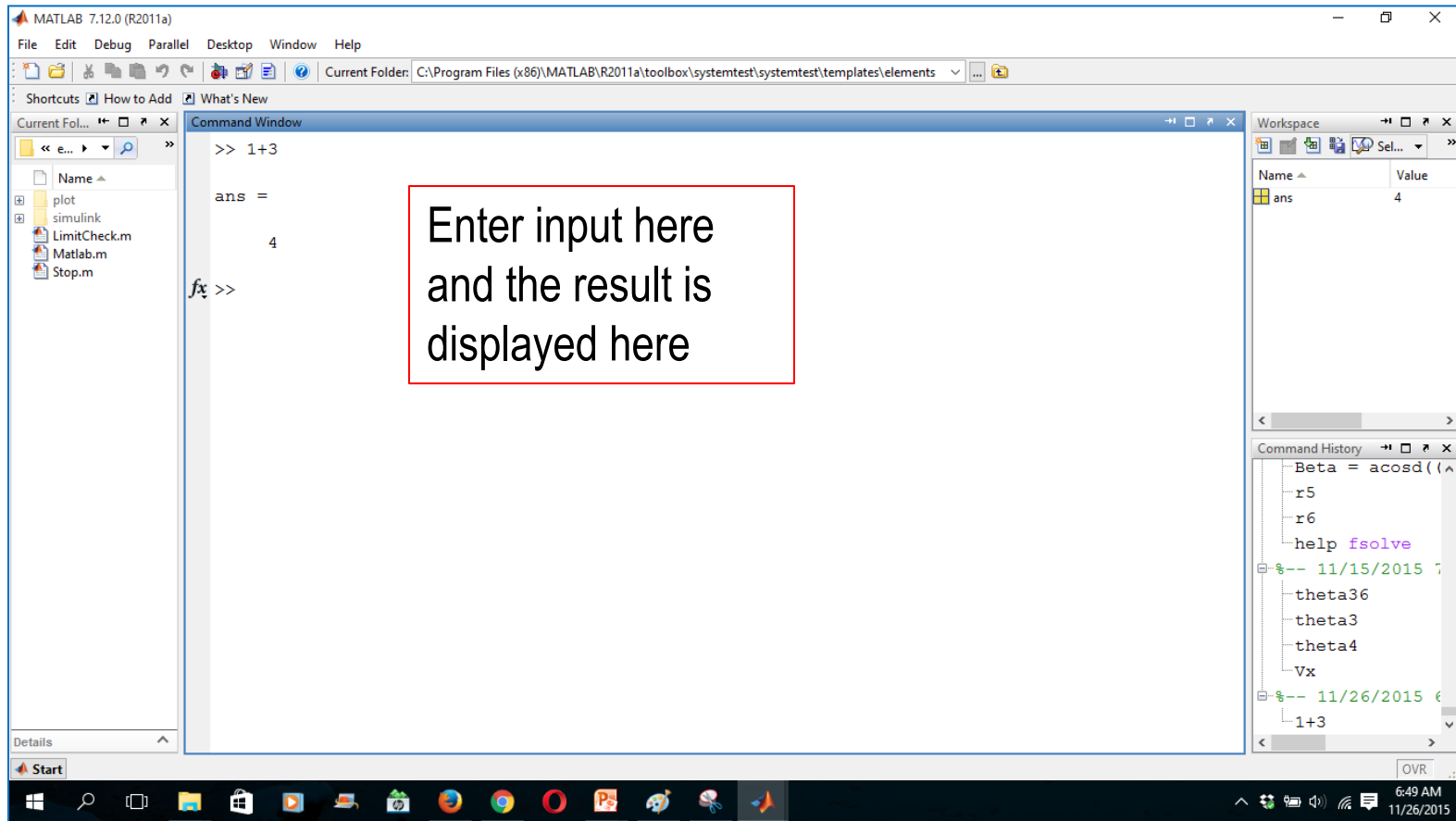
# CAM EXAMPLE: DISPLACEMENT DIAGRAM



# CAM EXAMPLE: CAM PROFILE



# MATLAB



# MATHEMATICAL EQUATIONS

```

Command Window
>> Campur = 2+5

Campur =

    7

>> Tolak = 9-15

Tolak =

   -6

>> Darab = 2*5

Darab =

    10

>> Bahagi = 27/9

Bahagi =

    3
  
```

 $+$ 
 $-$ 
 $\times$ 
 $\div$ 

```

Command Window
>> Kuasa = 2^3

Kuasa =

    8

>> Eksponensial = exp(1)

Eksponensial =

    2.7183

>> Saintifik = 1e3

Saintifik =

    1000
  
```

 $x^y$ 
 $e^x$ 
 $x \times 10^y$

# CLEANING UP

- >>home – This clears up command window. It brings up the cursor and prompt. Previous commands and display hidden above the prompt.
- >>clc – This also clears up the command window, but previous commands and output are erased entirely. However, the can still be called back by typing the variables or using the arrow up or down keys.
- >>clear – It clears up the memory. All variables and values are erased completely. The Workspace window is empty.
- >>% xx – This is to comment and MATLAB does not read it as commands. Otherwise an error warning is given.

```
>> clear
>> Saintifik
??? Undefined function or variable 'Saintifik'.
```

*Undefined  
variable  
Error  
message*

```
>> % Dude, what up?!
>> |
```

*Inserting comments  
with '%'*



# LOOKING UP

```
>> help exp
EXP      Exponential.
        EXP(X) is the exponential of the elements of X, e to the X.
        For complex Z=X+i*Y, EXP(Z) = EXP(X)*(COS(Y)+i*SIN(Y)).

        See also expm1, log, log10, expm, expint.

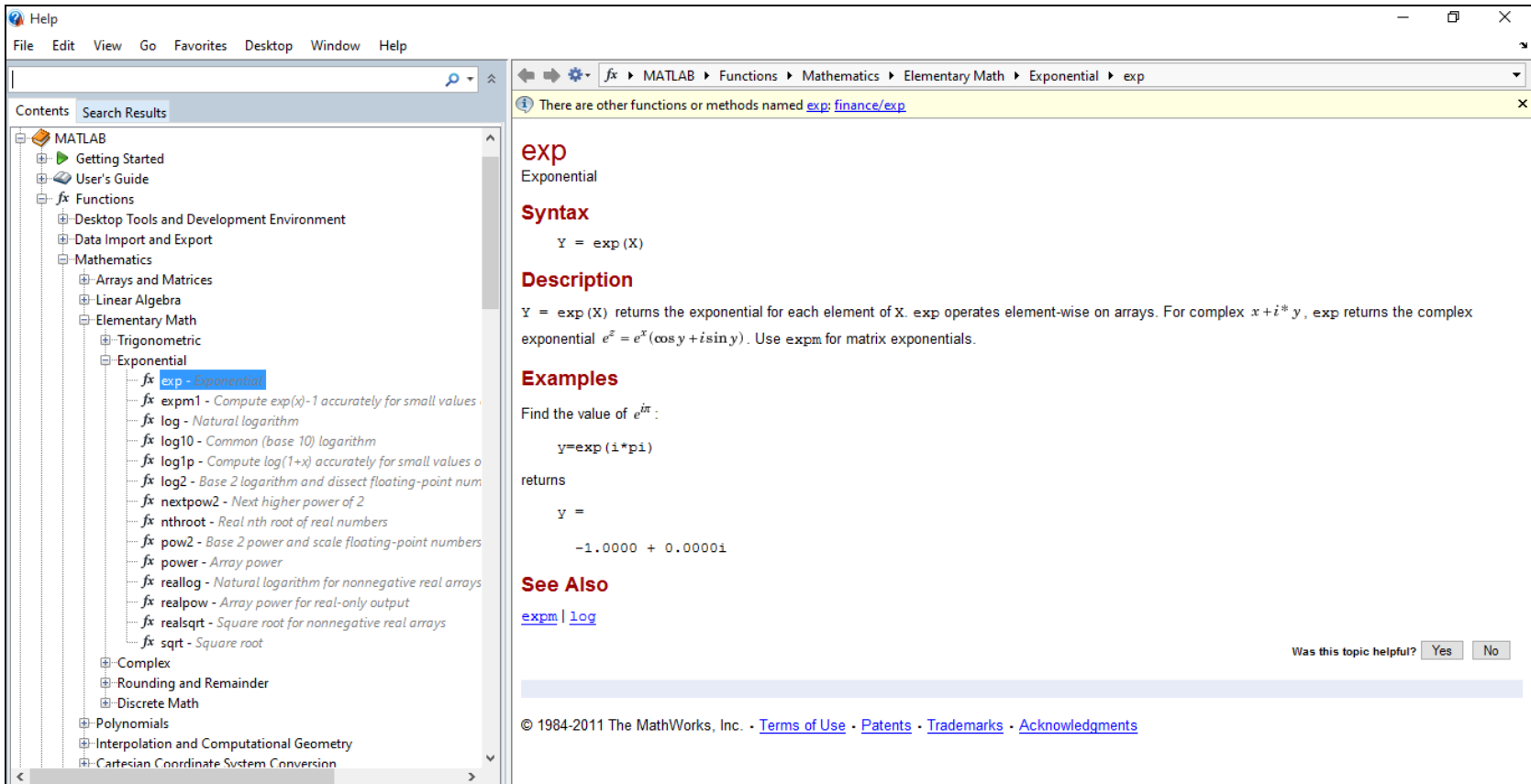
        Overloaded methods:
            zpk/exp
            tf/exp
            codistributed/exp
            fints/exp
            xregcovariance/exp

        Reference page in Help browser
            doc\_exp
```

At the prompt, type **help** '*command*' or any keyword. Some suggestions may be given. Click doc file at the bottom to read the more elaborate document in a help file.

# LOOKING UP

*Hit F1 for help document*



The image shows the MATLAB Help window. The left pane displays the 'Contents' tree with 'MATLAB' expanded, then 'Functions', 'Mathematics', 'Elementary Math', and 'Exponential'. The 'exp' function is selected. The right pane shows the 'exp' function documentation, including its syntax, description, examples, and 'See Also' section.

**exp**  
Exponential

**Syntax**

$$Y = \exp(X)$$

**Description**

$Y = \exp(X)$  returns the exponential for each element of  $X$ .  $\exp$  operates element-wise on arrays. For complex  $x + i \cdot y$ ,  $\exp$  returns the complex exponential  $e^x = e^x(\cos y + i \sin y)$ . Use `expm` for matrix exponentials.

**Examples**

Find the value of  $e^{ix}$ :

```
y=exp(i*pi)
```

returns

```
y =
```

$$-1.0000 + 0.0000i$$

**See Also**

[expm](#) | [log](#)

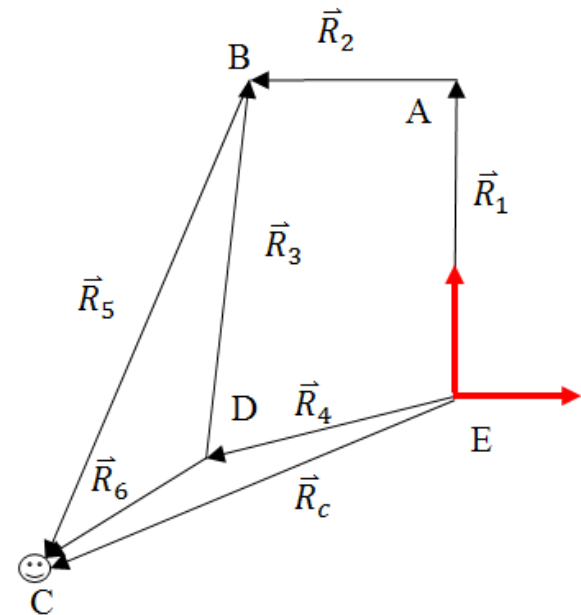
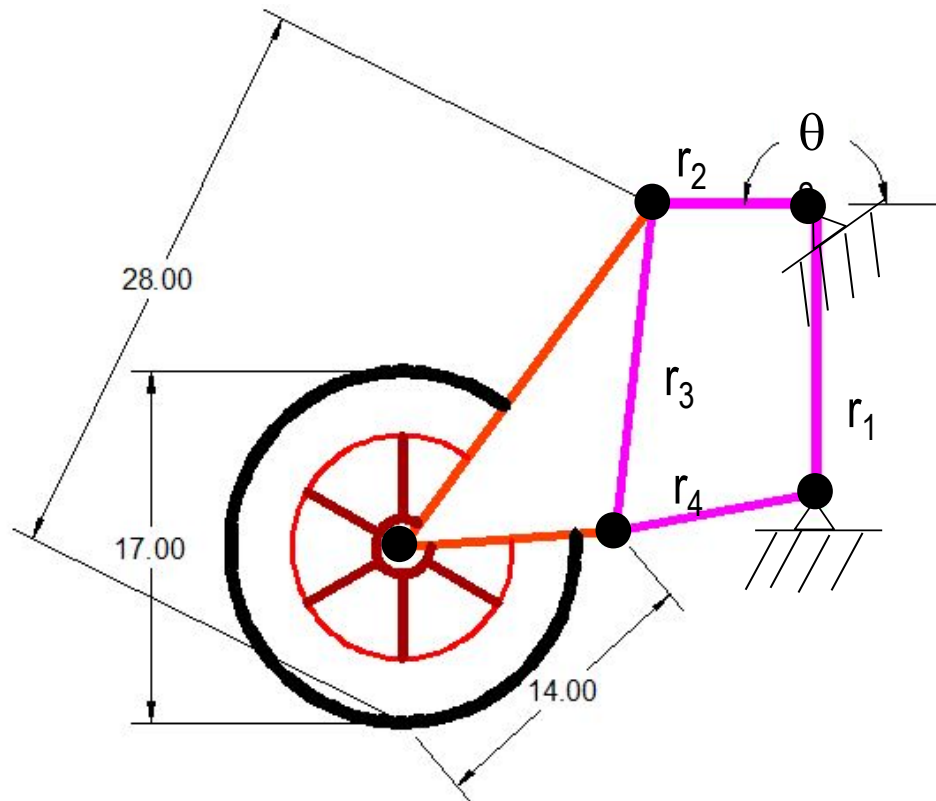
Was this topic helpful?

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You may search for commands here. It is good to check so that your variable names is not the same as built-in ones. Otherwise, you may overwrite them.

# EXAMPLE

It is a more general type of solution. Identify vector loop equations.



# THE GIVEN

Fixed variables:  $\alpha = 137.82^\circ$ ,  $\theta_1 = 90^\circ$ ,  $r_1, r_2, r_3, r_4, r_5, r_6$

Varying variables:  $\theta_2 = [165^\circ, 175^\circ, \& 195^\circ]$ ,  $\theta_3, \theta_4, \vec{R}_5, \theta_6, \vec{R}_c$

Loops:

$$(I) \quad \vec{R}_4 + \vec{R}_3 = \vec{R}_1 + \vec{R}_2 \quad (\theta_3, \theta_4) - \text{unknown}$$

$$(II) \quad \theta_6 = \theta_3 + \alpha$$

$$(III) \quad \vec{R}_5 = -\vec{R}_3 + \vec{R}_6$$

$$(IV) \quad \vec{R}_c = \vec{R}_4 + \vec{R}_6$$

Known:

$\vec{R}_0 = \begin{Bmatrix} 0 \\ 0 \end{Bmatrix}$ ,  $\vec{R}_1 = \begin{Bmatrix} 0 \\ 14 \end{Bmatrix}$ ,  $\theta_2 = 195^\circ$  (This example considers this only),  $\theta_1 = 90^\circ$ ,  $r_2 = 8$ ,  $r_3 = 16$ , and  $r_4 = 10$ .

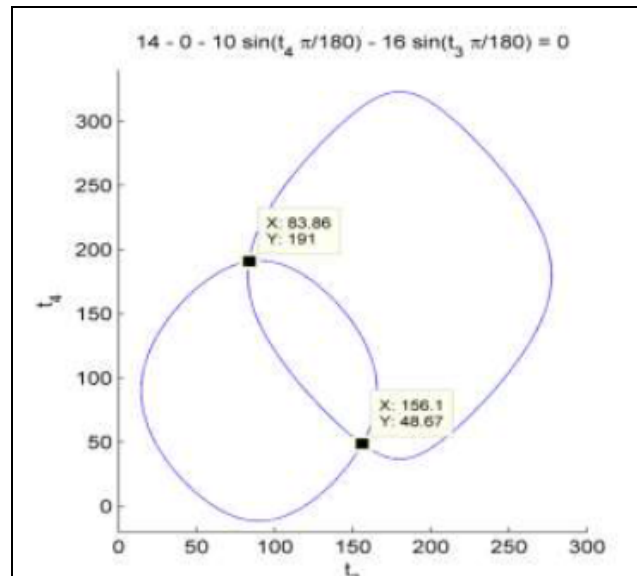
# MAIN LOOP EQUATION

$$10 \begin{Bmatrix} \cos(\theta_4) \\ \sin(\theta_4) \end{Bmatrix} + 16 \begin{Bmatrix} \cos(\theta_3) \\ \sin(\theta_3) \end{Bmatrix} = \begin{Bmatrix} 0 \\ 14 \end{Bmatrix} + 8 \begin{Bmatrix} \cos(180^\circ) \\ \sin(180^\circ) \end{Bmatrix}$$

We will use *fsolve* to get  $\theta_3$  and  $\theta_4$ . The initial guesses can be obtained from 'ezplotting' the 2 equations. In Matlab's workspace, do this.

```
>> ezplot('0 - 8 - 10*cos(t4*pi/180) - 16*cos(t3*pi/180)', [0 300 -20 340])
```

```
>> hold on; ezplot('14 - 0 - 10*sin(t4*pi/180) - 16*sin(t3*pi/180)', [0 300 -20 340])
```



*Some commands are in separate Toolboxes. If you do not install them, you could not use the commands.*

# CODING - SCRIPT

```
% MATLAB CODE FOR FOUR-BAR
% MECHANISM EXAMPLE – CAR SUSPENSION
% Clean up the workspace
clear; clc; close all

% Run fsolve to get theta3 and theta4
d2r = pi/180;
[Output1, f] = fsolve(@SolverHW16,[83*d2r 191*d2r]);
% Initial angles are from ezplot or just smart guess!

% Unpack our variables
theta3 = Output1(1);
theta4 = Output1(2);
theta3d = theta3/d2r
theta4d = theta4/d2r

% Specify the given joint/varying parameter(s)
R0 = [0; 0];

% Specify the physical/fixed parameters
theta2d = 170; % in degrees
theta2 = theta2d*d2r;
```

# CODING - SCRIPT

```
% Locate the point of interest (POI)
r5 = 28; r6 = 14;
Alpha = 137.82; % degrees
theta6 = theta3 + Alpha*d2r;
theta6d = theta6/d2r;
R6 = r6*[cos(theta6); sin(theta6)];
R5 = -R3 + R6; % From the BCD triangle ...

P5 = P3 + R6; % THE POINT OF INTEREST
P6 = P5 - R5;
hold on
plot([P3(1), P5(1), P6(1)], [P3(2), P5(2), P6(2)], 'k-', 'linewidth', 3)
hold on
plot(P5(1), P5(2), 'rp', 'linewidth', 4) % the star that shows POI

% Printing output: Optional...can be done in different ways too
disp('theta2      theta3      theta4      theta6')
OutRad = sprintf('%0.5g rad   %0.5g rad   %0.5g rad   %0.5g rad',theta2, theta3, theta4,
theta6);
disp(OutRad)
```

# CODING - SCRIPT

```

R1 = [0; 14];
R2 = 8*[cos(theta2); sin(theta2)];
r3 = 16;
r4 = 10;

% Build the unknown vectors
R3 = r3*[cos(theta3); sin(theta3)];
R4 = r4*[cos(theta4); sin(theta4)];

% Make the plot
P1 = R1;
P2 = R1 + R2;
P3 = P2 - R3;
P4 = P3 - R4;
plot([3 0 0], [0 0 3], 'b-', 'linewidth', 3)
hold on
plot([P1(1), P2(1), P3(1), P4(1)], [P1(2), P2(2), P3(2), P4(2)], ...
     'k-', 'linewidth', 3)
hold on
grid on
plot([P1(1), P2(1), P3(1), P4(1)], [P1(2), P2(2), P3(2), P4(2)], 'ro', 'linewidth', 3)
axis([-25 10 -15 20])

% Optional labeling stuff
sketch_title = sprintf('Sketch of kinematic diagram at theta2 = %d degrees', theta2d);
title(sketch_title)
xlabel('X')
ylabel('Y')
axis equal
  
```



# CODING - FUNCTION

In a separate editor, create another m-file for the function.

**Function** [F] = SolverHW16(X)

**% Unpack our variables**

theta3 = X(1);

theta4 = X(2);

**% Specify the given**

R0 = [0; 0];

d2r = pi/180;

theta2 = 170\*d2r; **% Value here must be the same as in the main code!**

R1 = [0; 14];

R2 = 8\*[cos(theta2); sin(theta2)];

r3 = 16;

r4 = 10;

**% Build the unknown vectors**

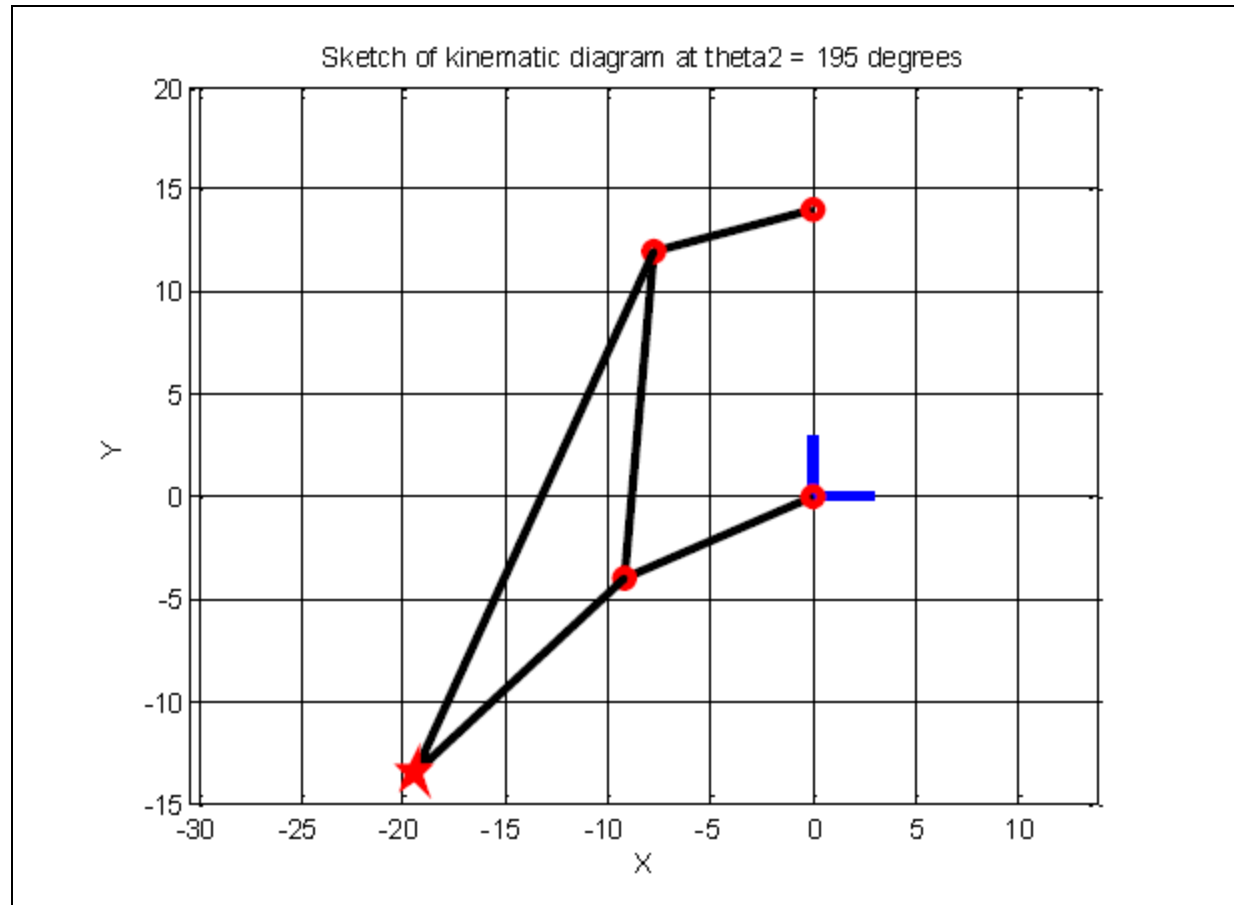
R3 = r3\*[cos(theta3); sin(theta3)];

R4 = r4\*[cos(theta4); sin(theta4)];

**% Identify the loop to solve where success when F = 0**

F = R0 + R1 + R2 - R3 - R4; **% R0 can also be left out since it is the origin.**

# PLOT OF THE OUTPUT



# THANKS A BUNCH!

## Main References:

- [1] MATLAB Help File
- [2] Myszka, David H., 2012. Machines and mechanism: applied kinematic analysis, 4<sup>th</sup> ed., Prentice Hall, New York.

## Source:

[https://en.wikipedia.org/wiki/Linkage\\_\(mechanical\)#/media/File:Gear-5-bar-right2.gif](https://en.wikipedia.org/wiki/Linkage_(mechanical)#/media/File:Gear-5-bar-right2.gif)

