Assembly Basics

- An assembly contains two or more parts.
- In an assembly, parts are referred to as *components*.
- Mates are relationships that align and fit components together in an assembly.
- Components and their assembly are directly related through file linking.
- Changes in the components affect the assembly.
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Assembly Basics

- The first component placed into an assembly is fixed.
- A fixed component cannot move.
- If you want to move a fixed component, you must **Float** (unfix) it first.
- **Tutor1** is added to the FeatureManager design tree with the symbol \( \checkmark \).
- The symbol \( \checkmark \) indicates a fixed component.