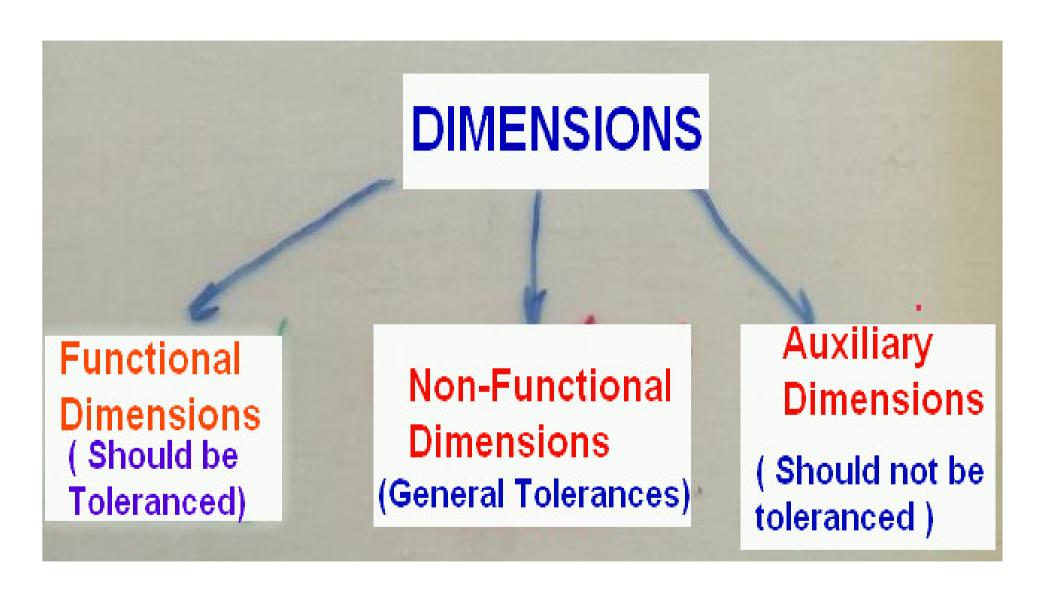
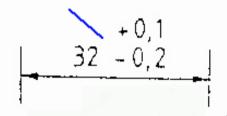
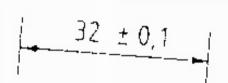


## DIMENSIONING

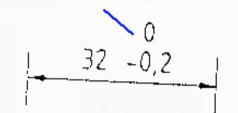


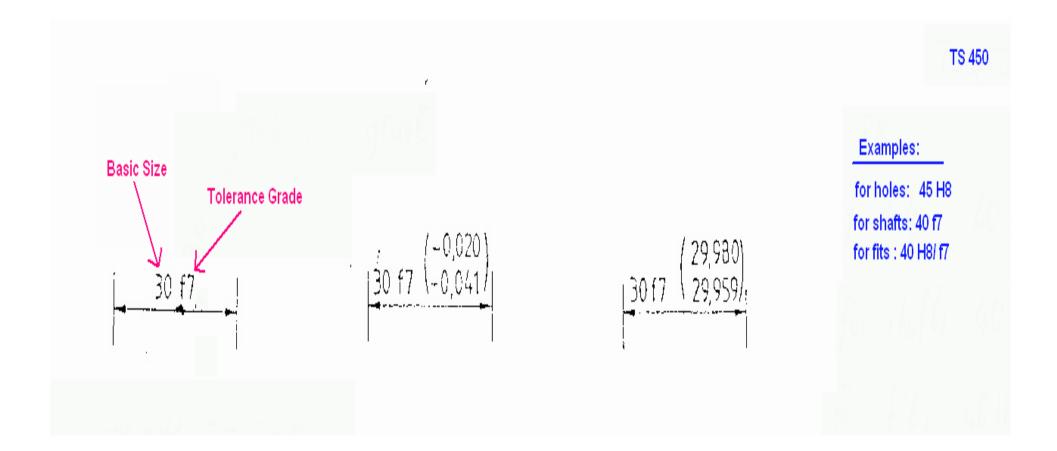
### **Bilateral tolerance**



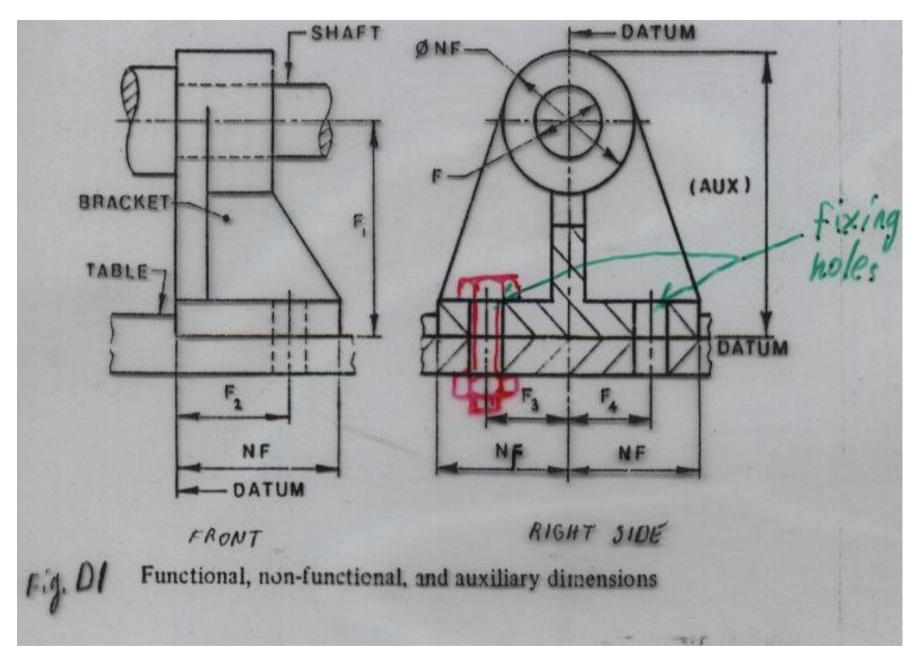


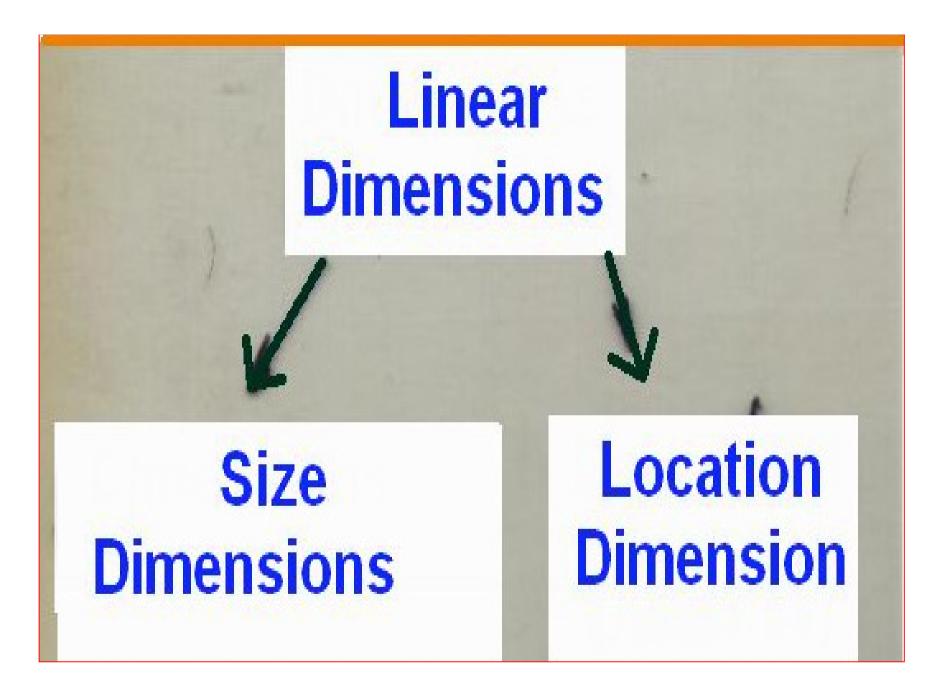
#### **Unilateral tolerance**





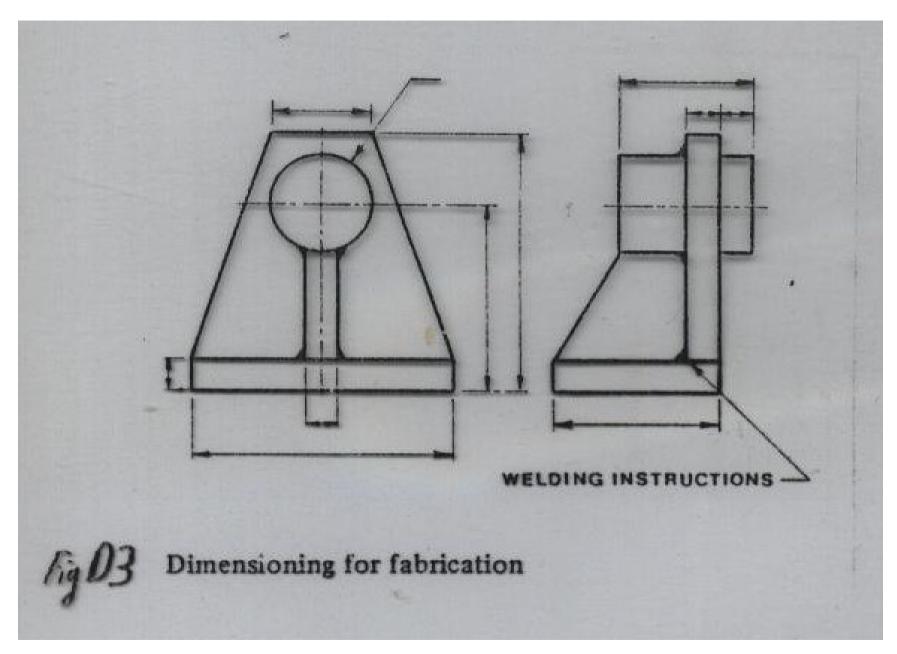
4

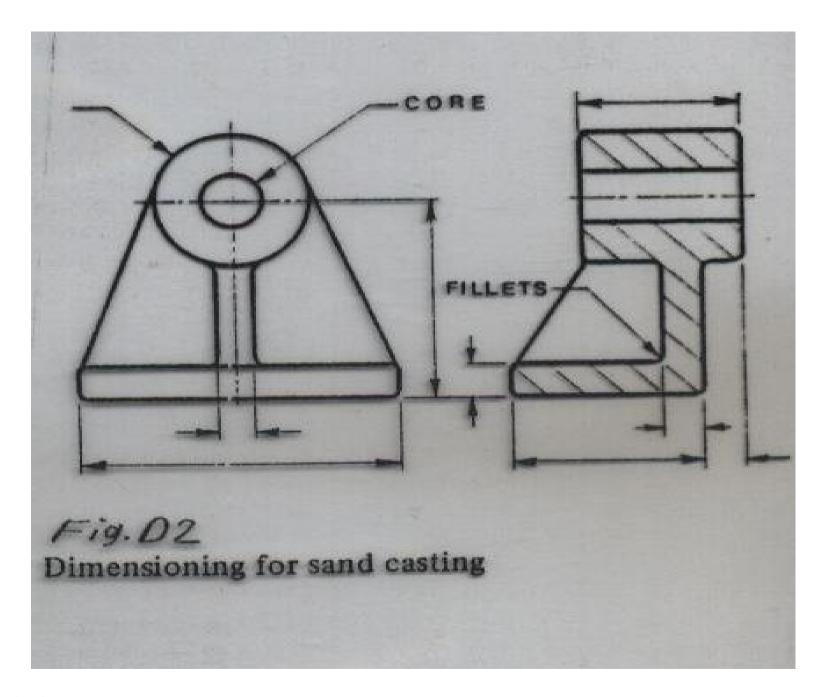


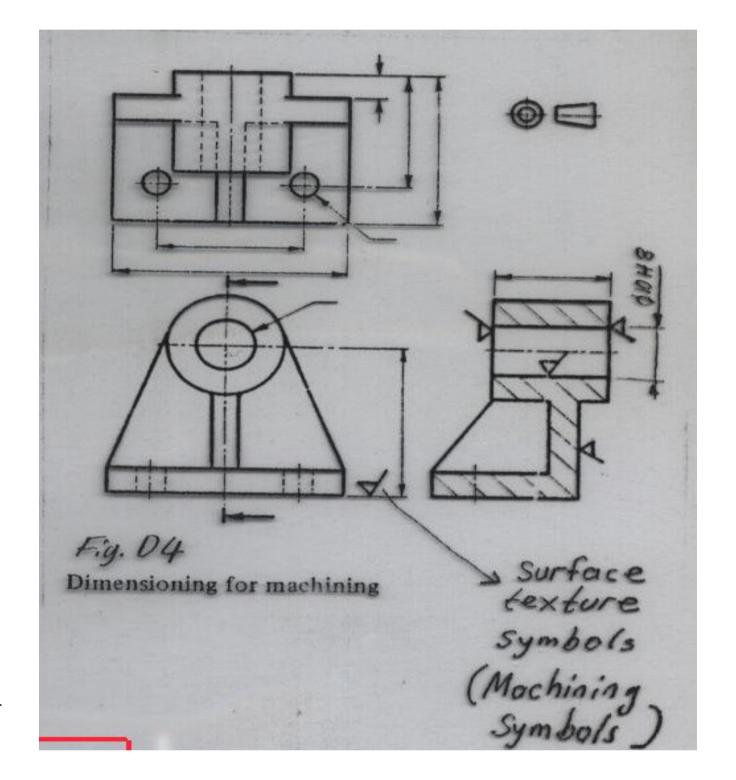


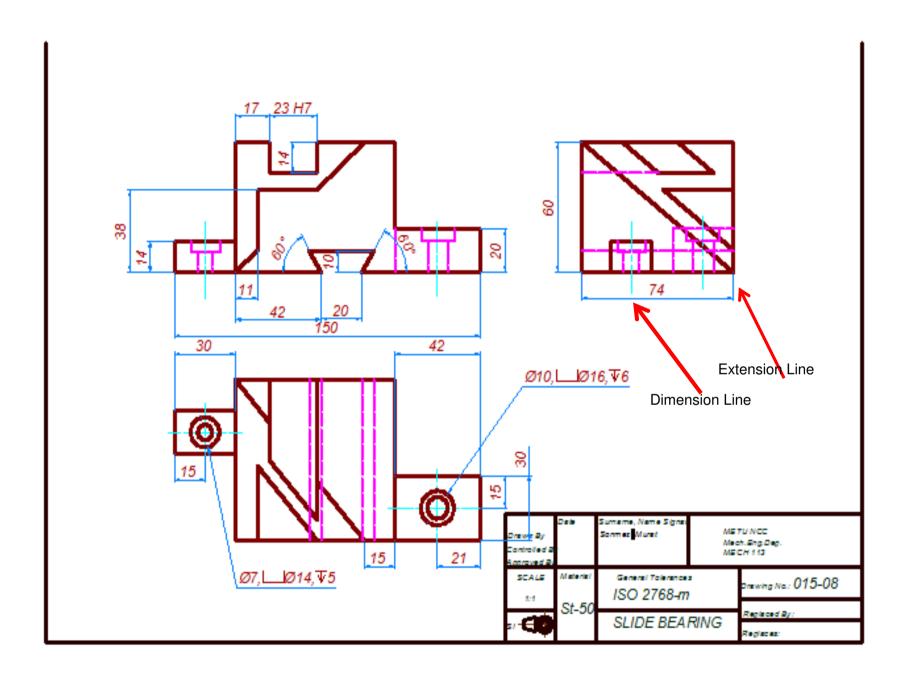
# Manufacturing Stages (from dimensioning point of view)

- Primary Stages of the Production (Req. Dimensioning for primary production)
- Secondary Stages of the Production (Req. Dimensioning for secondary production)





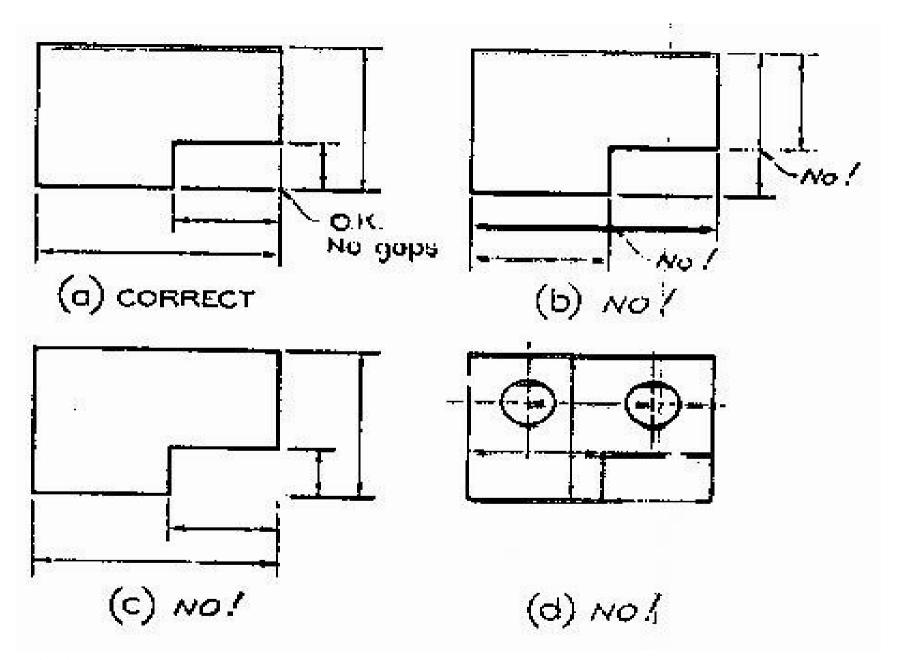


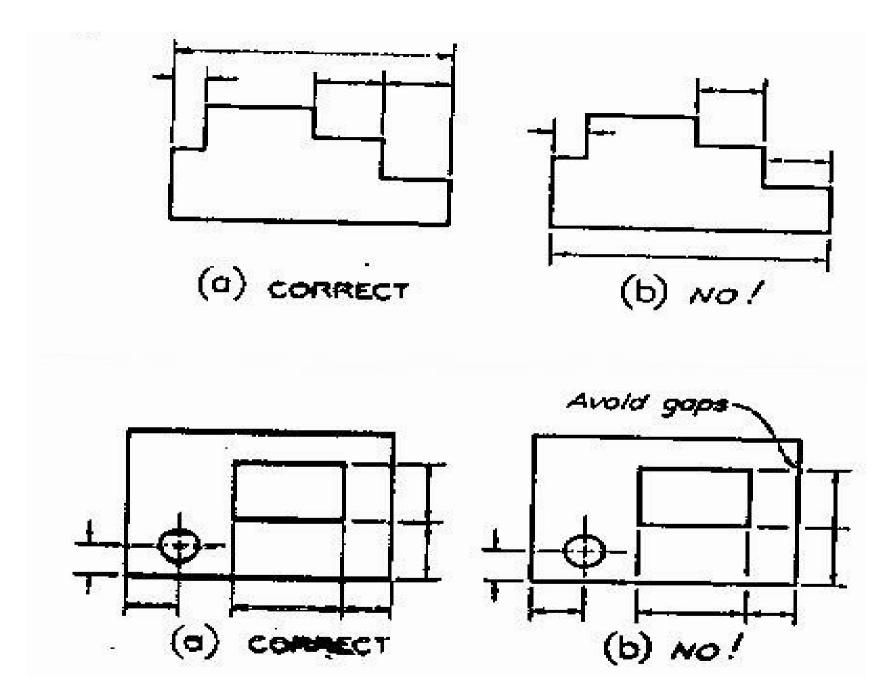


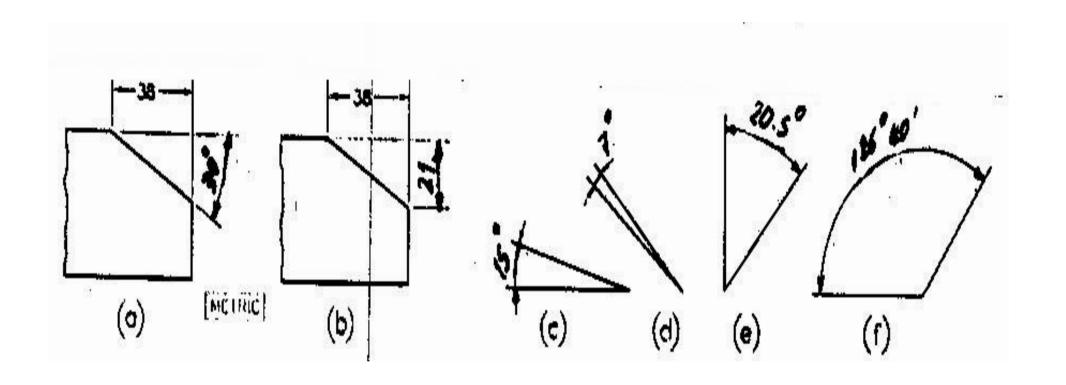
#### PLACEMENT OF DIMENSIONS

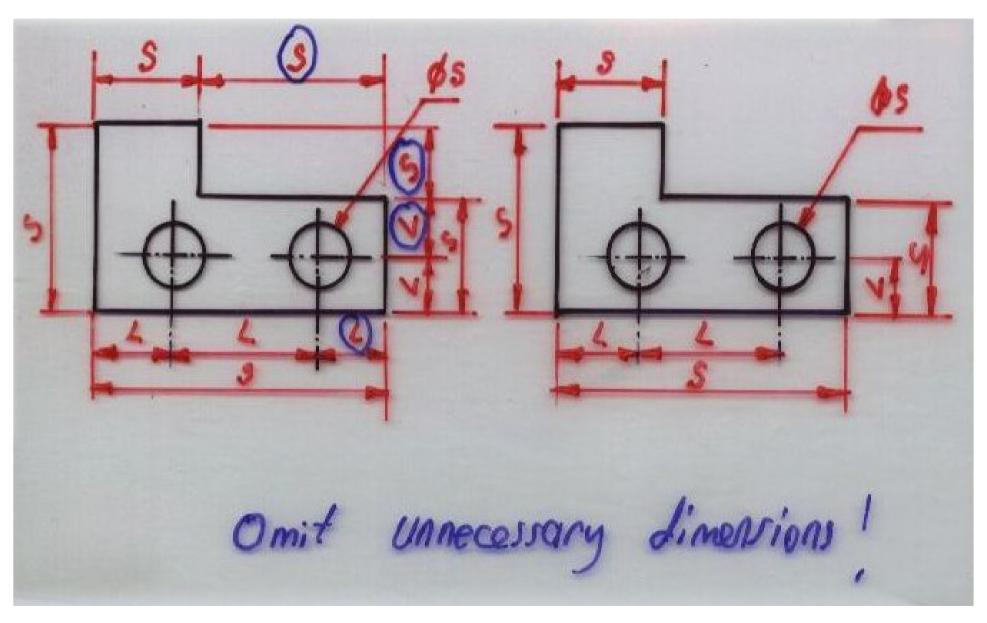
Some cautions should be taken into consideration while dimensioning:

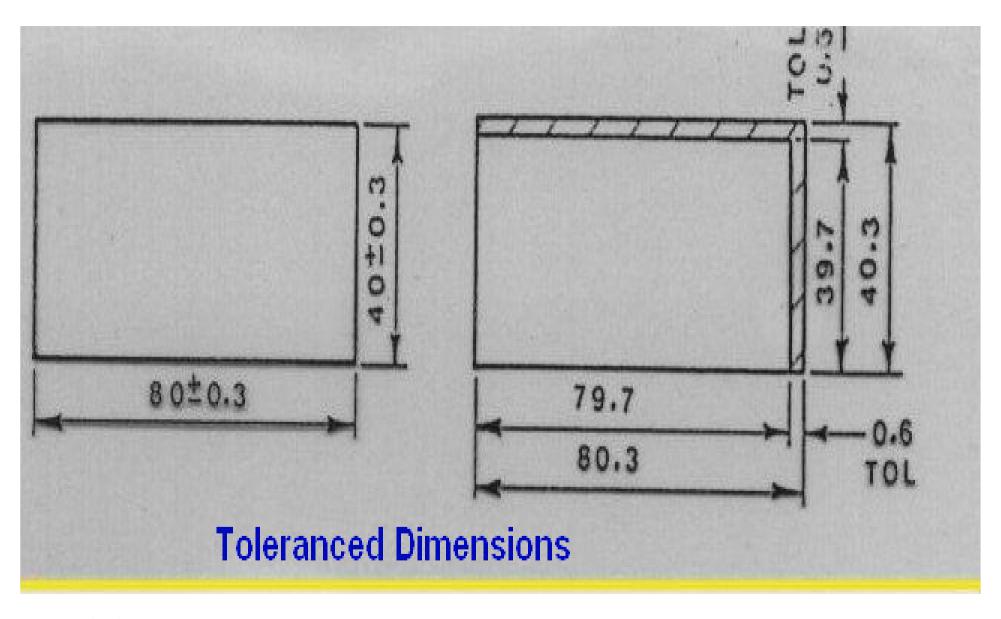
- 1. Dimensions outside the view are preferred.
- 2. Dimensions should be applied to one view.
- 3. Dimensions should be placed on the view that shows the distance in its true length.
- 4. Dimension lines should be placed, in general 10 mm (1/2 in) away from the outlines of the view.
- 5. Parallel dimension lines should be placed uniformly.
- 6. Values should be midway (auto centered) between the arrow heads, except when a centerline interferes.
- 7. Dimensions arranged in continuous form are preferred upon readability.
- 8. Place a longer dimension line outside a shorter one.
- 9. Dimensions should never be crowded.
- 10. Center lines are used to indicate the symmetry, they should be considered as part of dimensioning.
- 11. All notes must be read horizontally.
- 12. Never use a center line, a line of a view, or an extension line as a dimension line.
- 13. Never allow outline of any kind to pass through a dimension line.
- 14. Avoid dimensioning to dashed lines if possible.

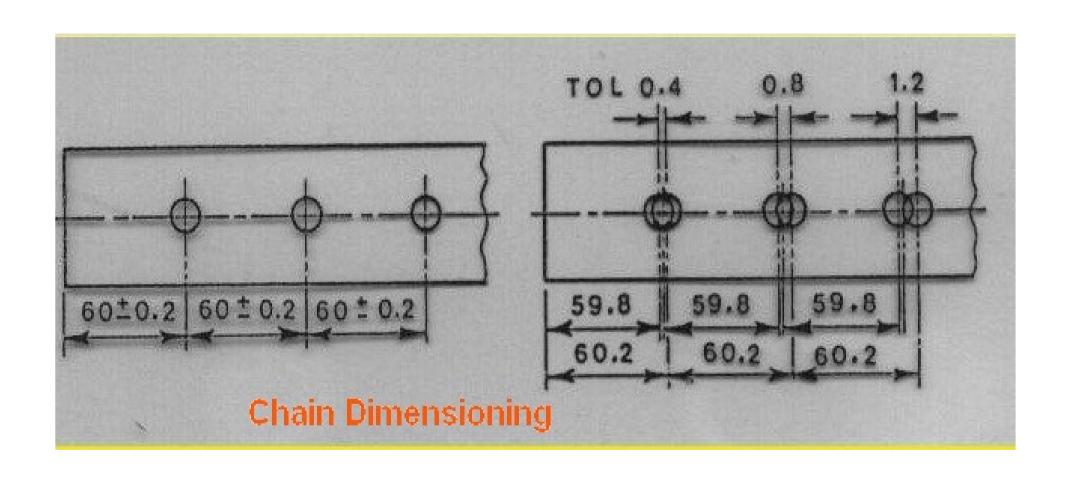


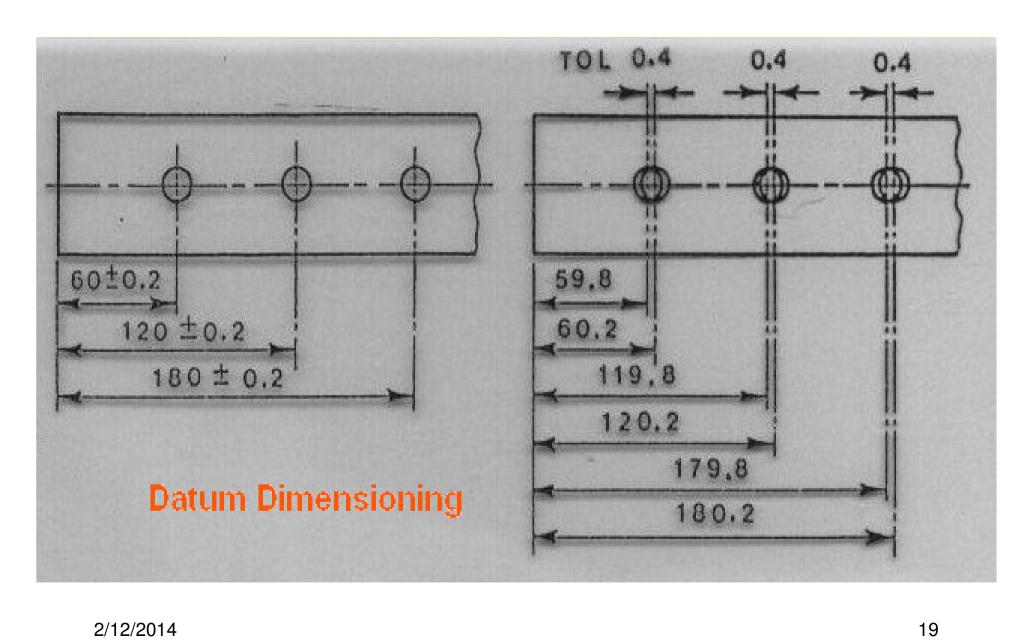


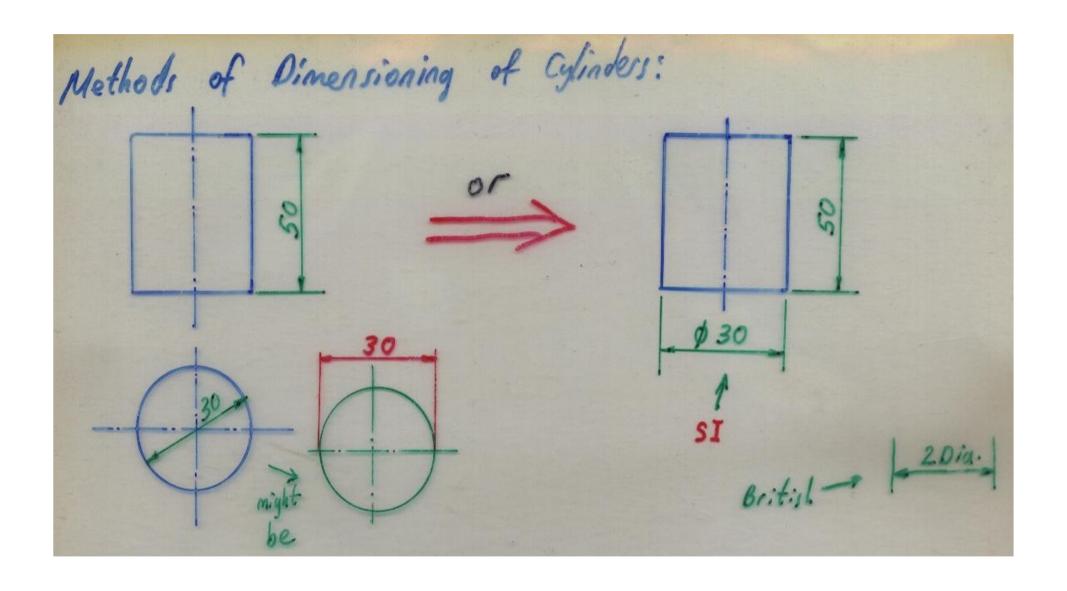


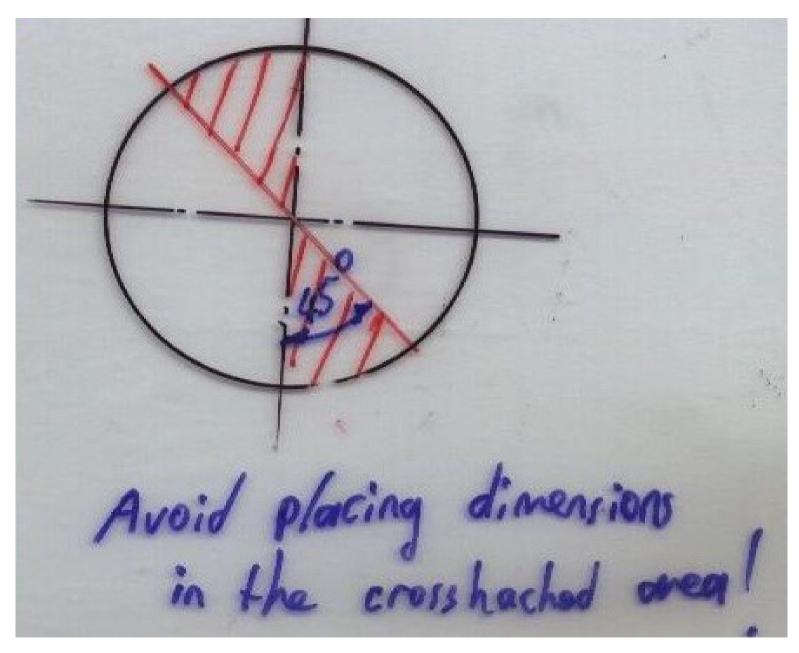


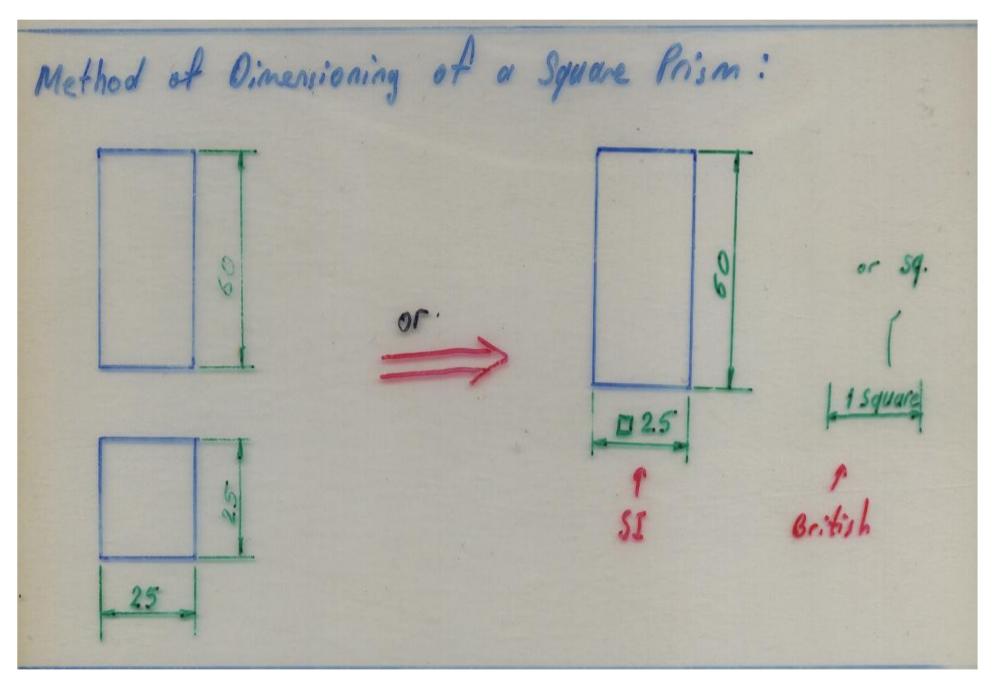


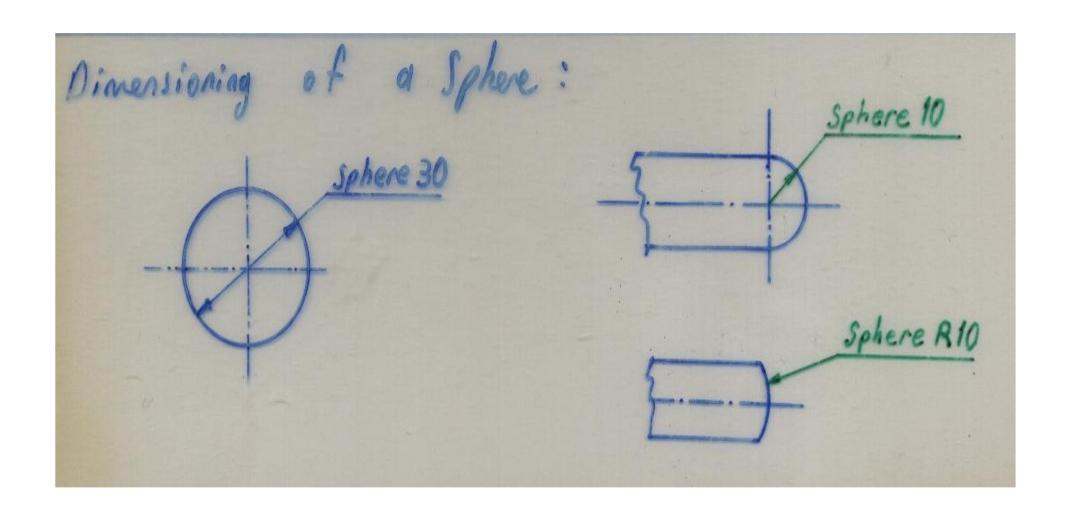


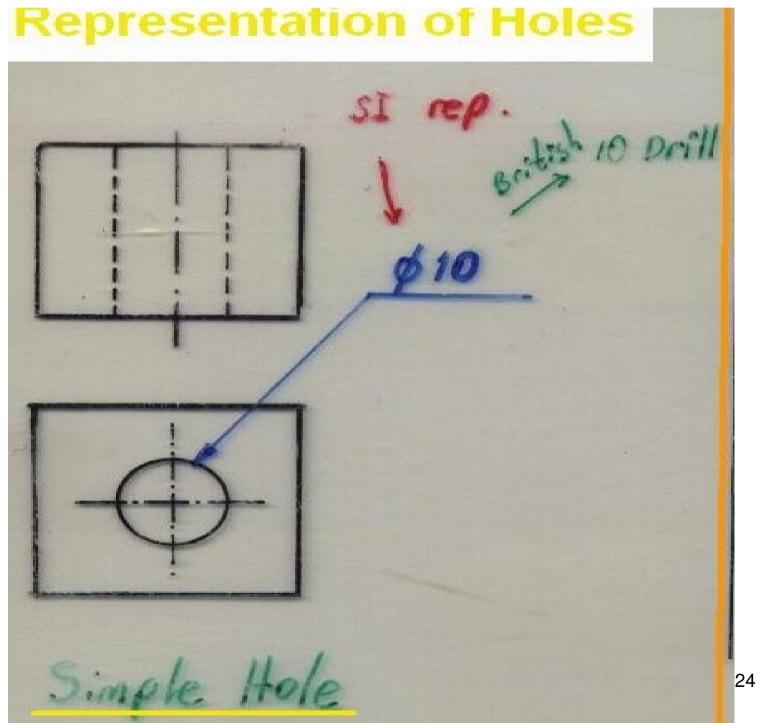


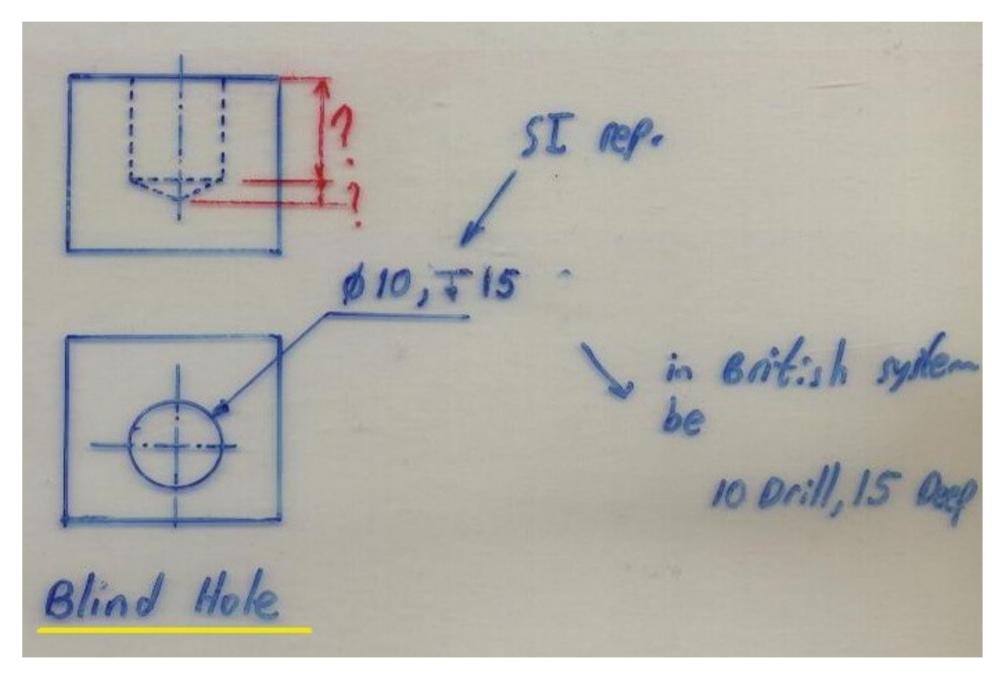


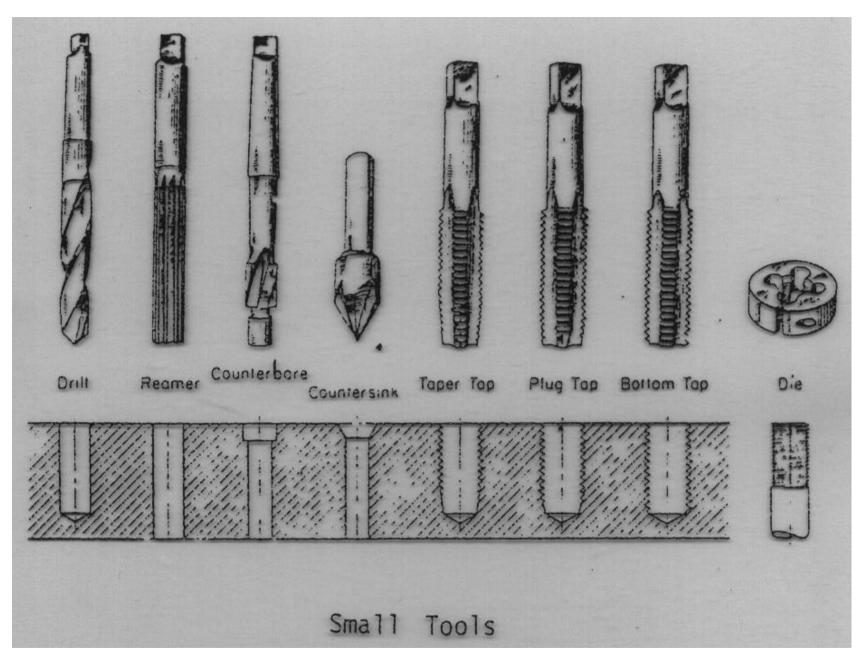


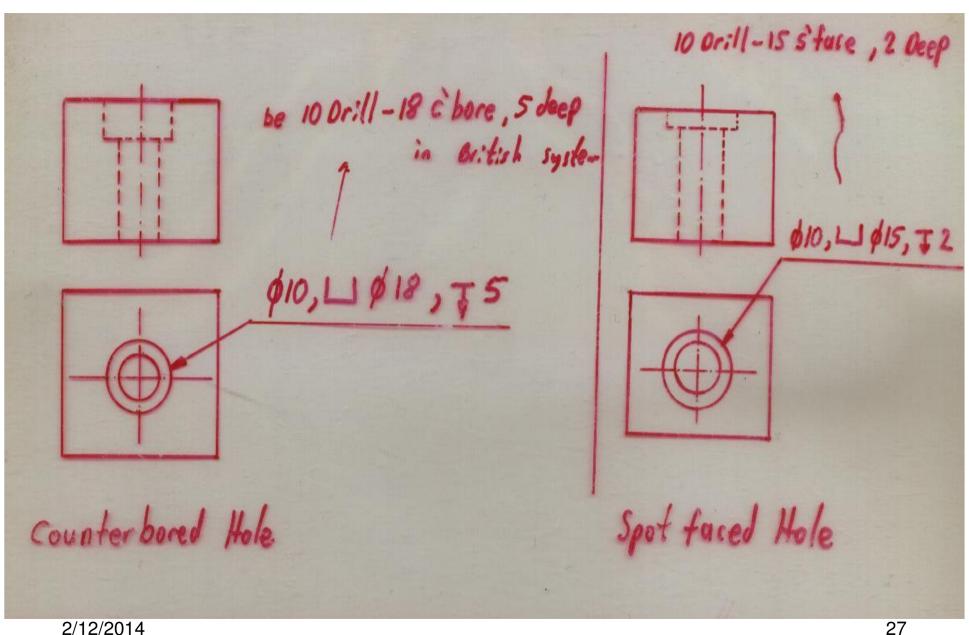


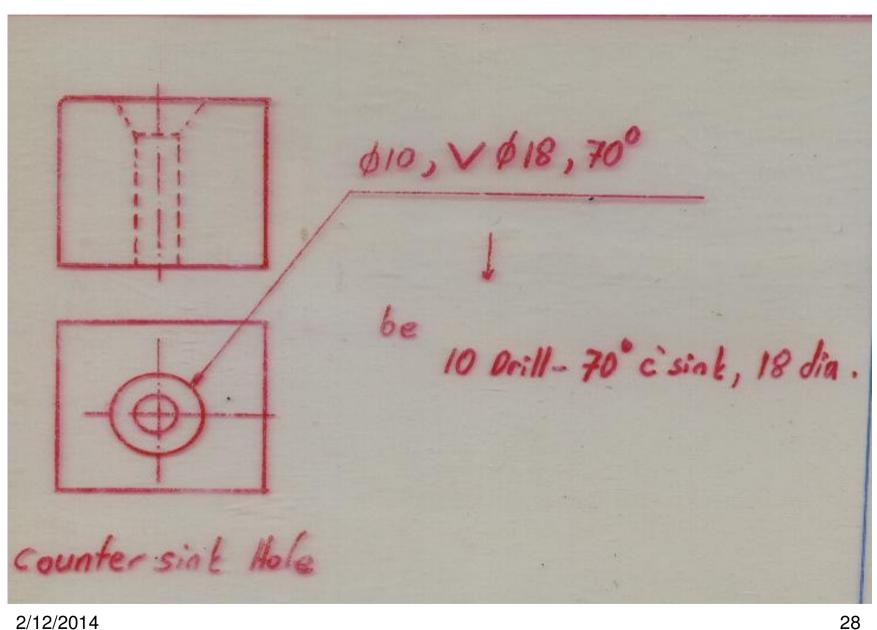


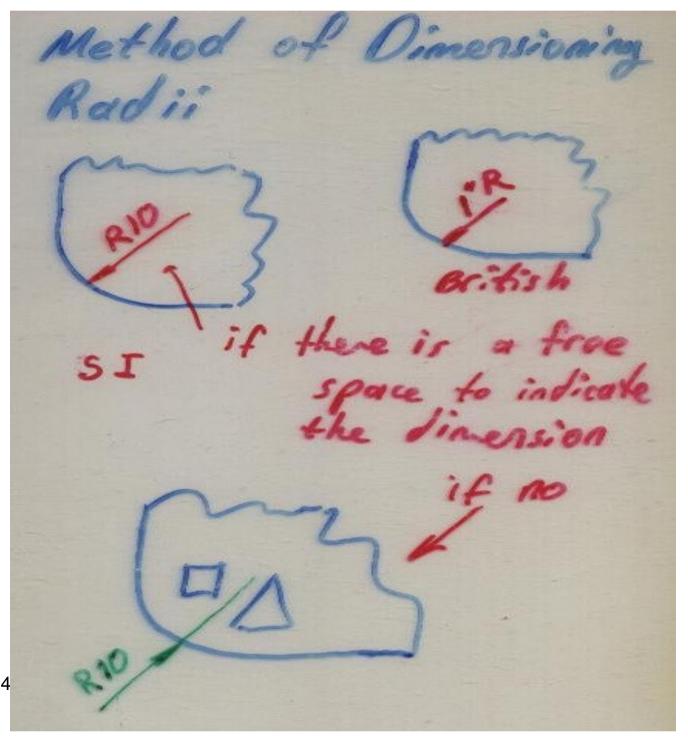


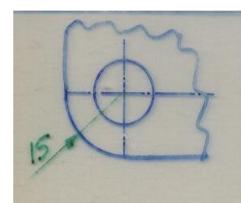












Dimension line is always directed towards the center of the arc and should be finished with one arrow had only that touches the curve.

