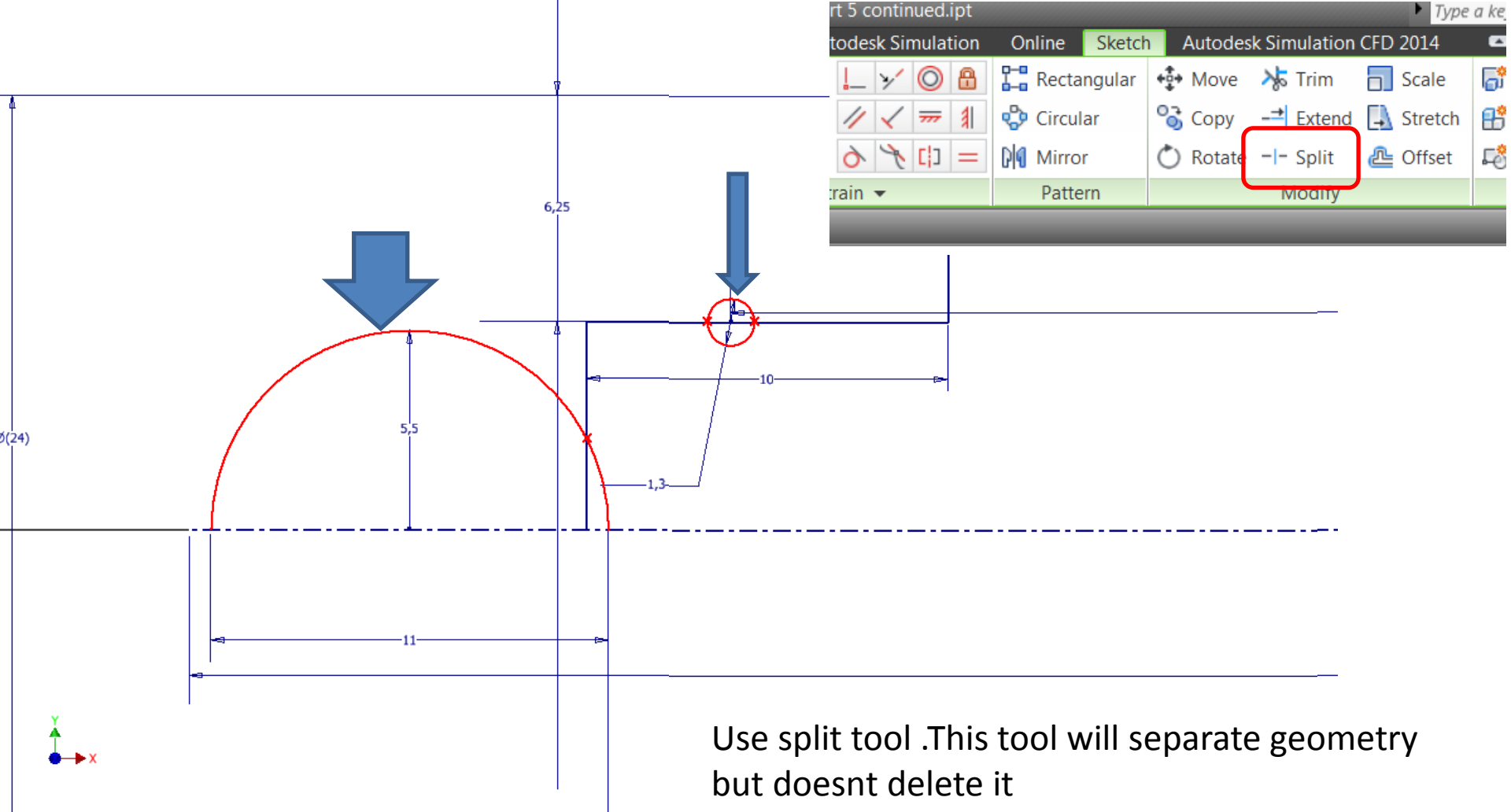


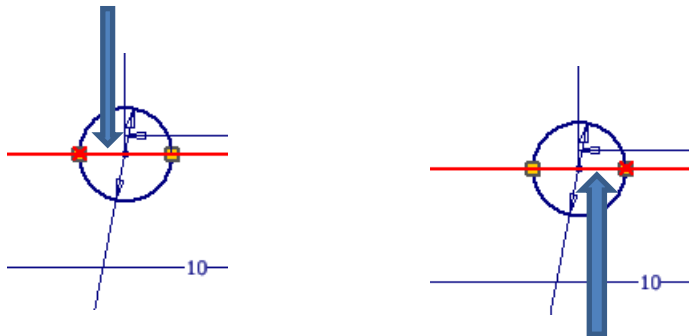
1. Pick the End of Part (red ball with x) and Drag it until below the sketch
2. Double click the sketch1 to edit

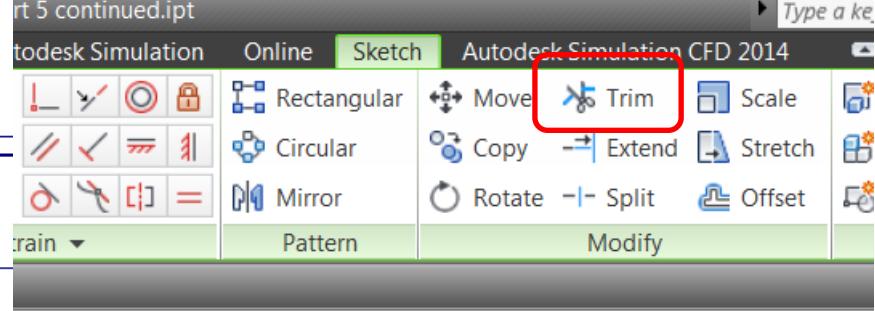
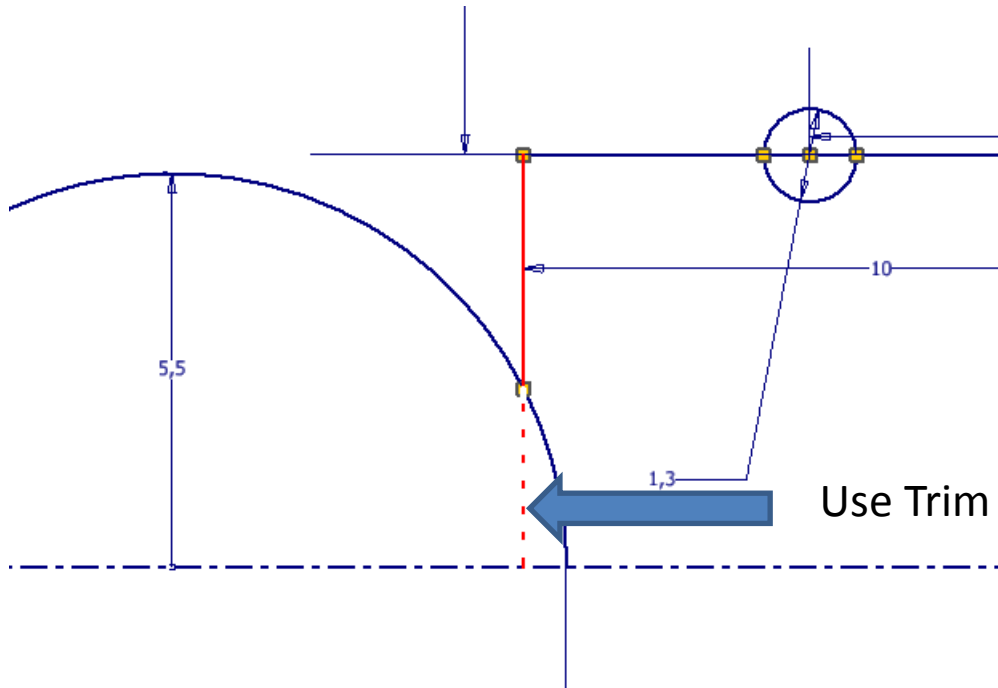


Use split tool .This tool will separate geometry but doesnt delete it

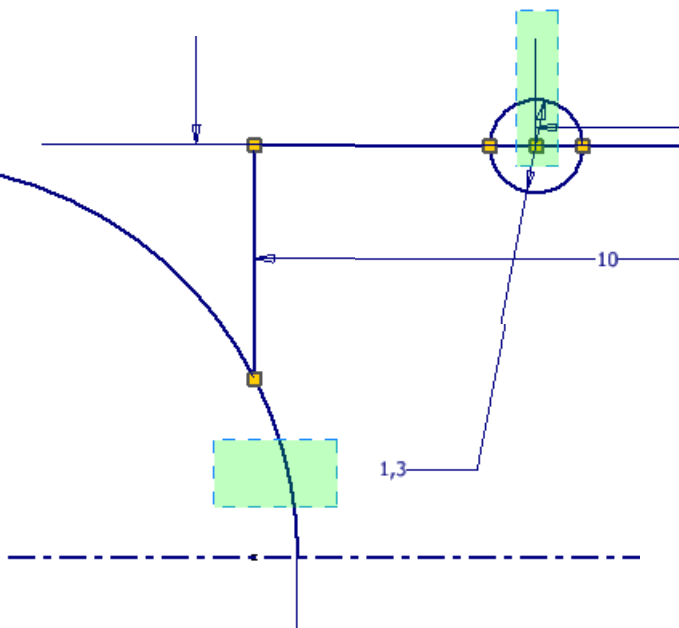
- 1- arc
- 2- little circle
- 3- line inside de circle (left side)
- 4- line inside de circle (right side)

Click exactly where arrows are pointing





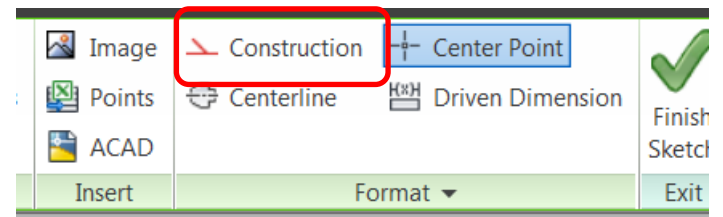
Use Trim to cut the excess



Now, drag a selection box and catch the geometry as you see on picture on the left. (catch the arcs and lines ou split before)

Turn it to construction geometry:

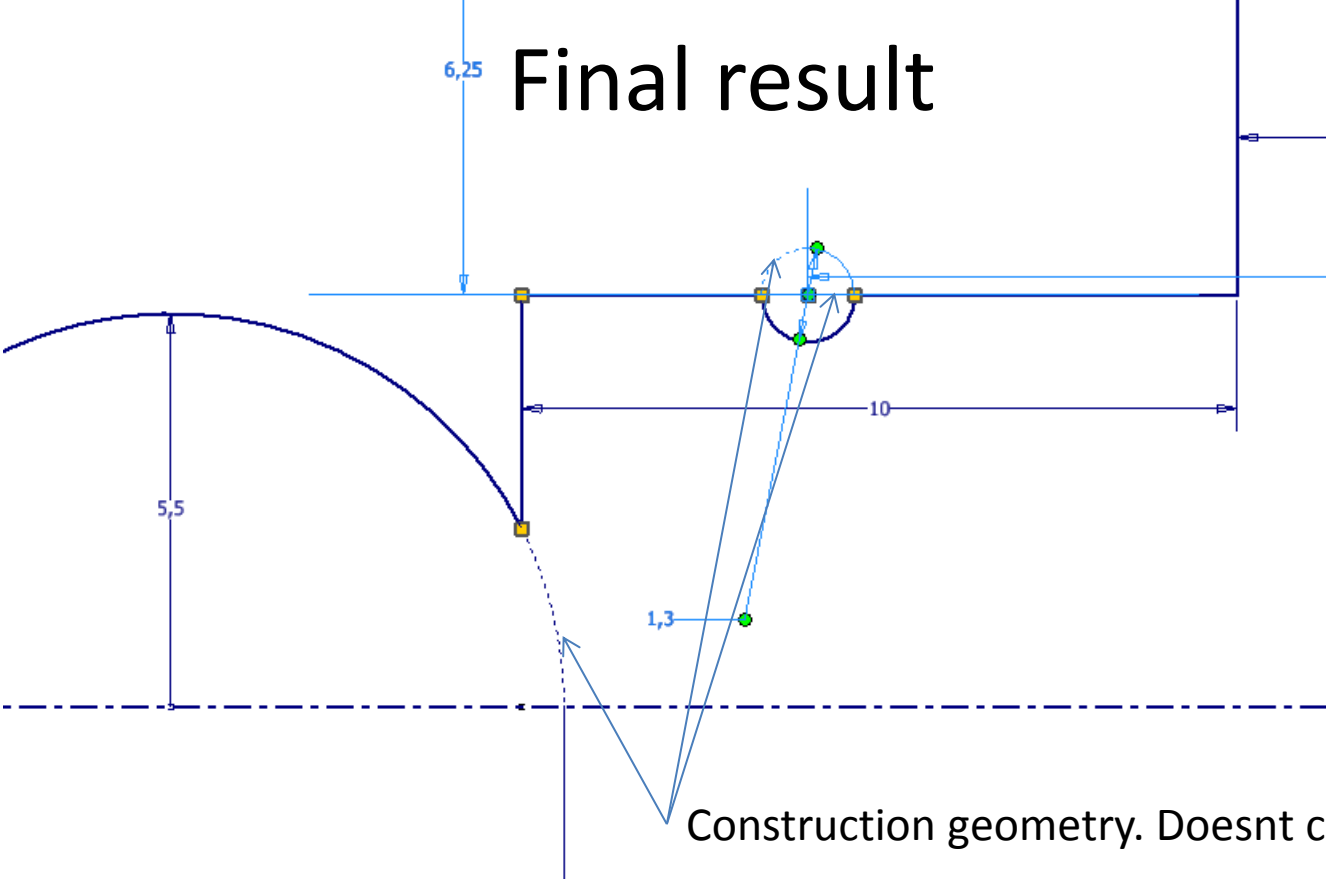
Make the box to select geometry and select "Construction"



Make it for these two cases.

Tip: always drag the selection boxes from right to left

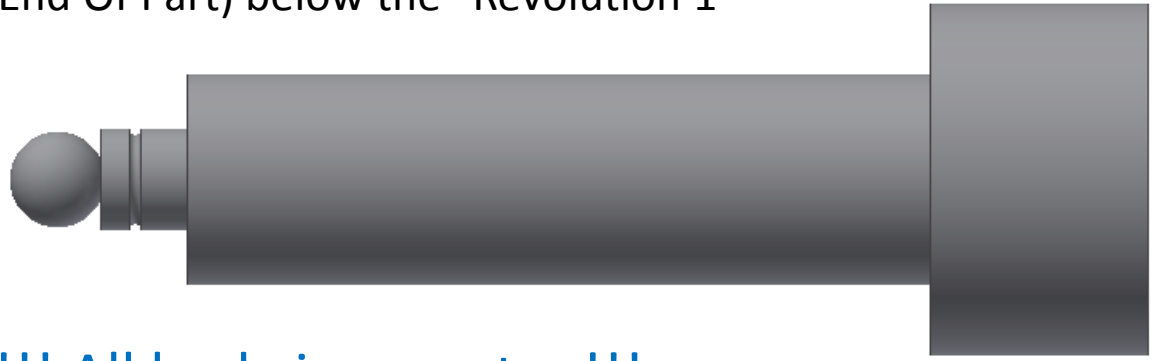
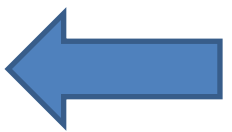
# Final result



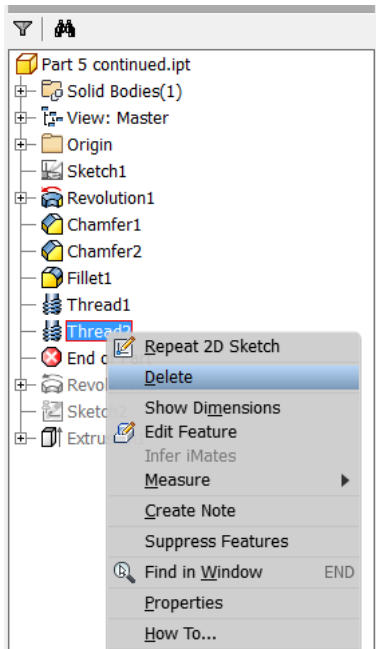
Construction geometry. Doesnt count as profile geometry

- Part 5 continued.ipt
- Solid Bodies(1)
- View: Master
- Origin
- Sketch1
- Revolution1
- End of Part
- Chamfer1
- Chamfer2
- Fillet1
- Thread1
- Thread2
- Revolution2
- Sketch2
- Extrusion1

Drag the EOP (End Of Part) below the "Revolution 1"

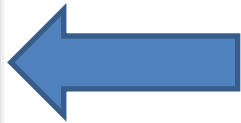


Surprise!!! All body in one step!!!

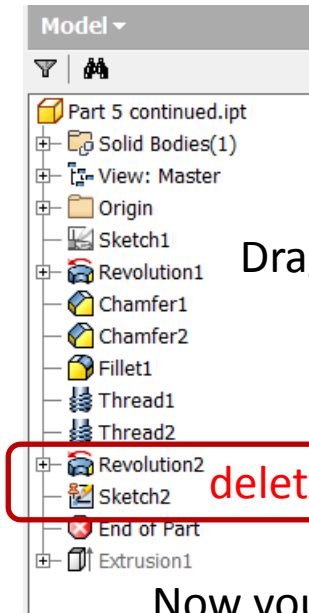


1

Drag EOP below the threads.



Delete thread 2... its repeated



2

Drag EOP below "Sketch 2".

Now you dont need revolution 2  
The sketch its empty, delete it

3

Drag EOP to the end

Final result.... LIKE A BOSS!!!

