

## How to use the Scorpion King 3D-PDF building instructions

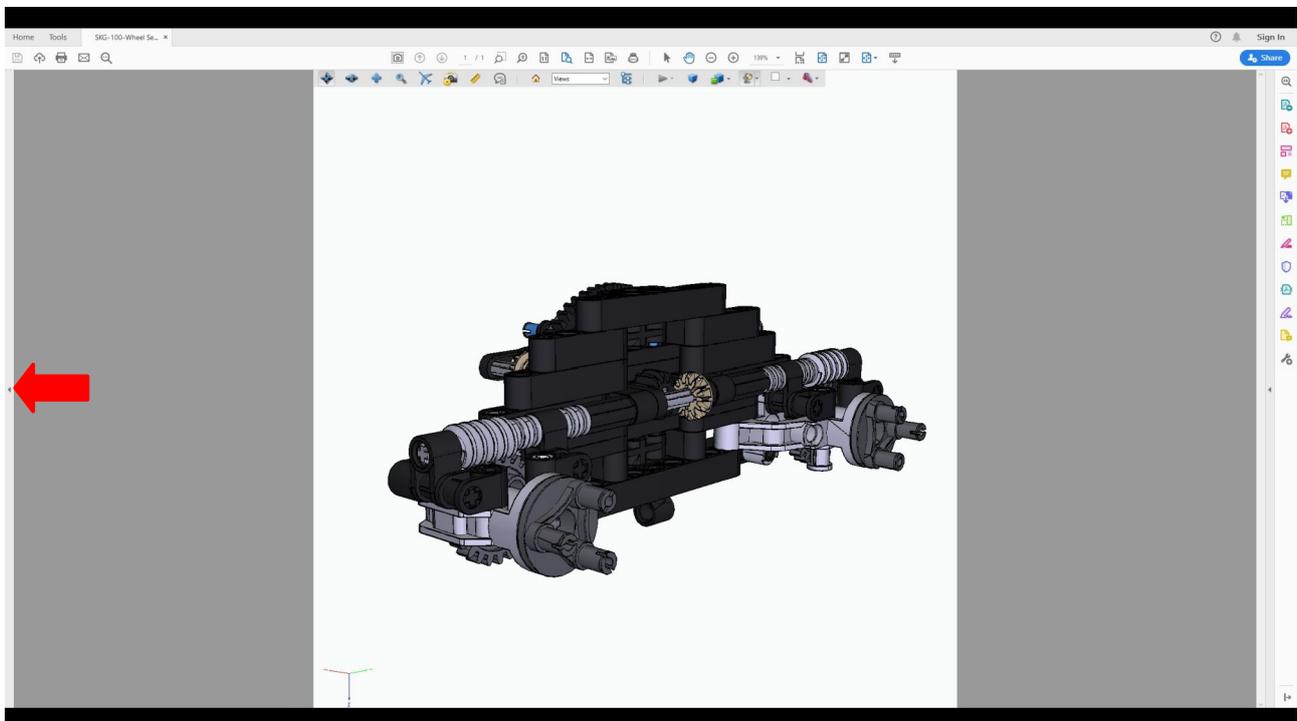
If you open a 3D-PDF in Acrobat Reader for the first time, then you have to follow the next steps:  
See also the PDF: Instructions how to open 3D files.

- Click *Options* to *Trust this document always*
- Click the Question mark
- Click *Edit* and then in the window click *Preferences*
- In the next window click *3D & Multimedia*
- Click the box in front of *Enable playing of 3D content*
- Click the Question mark again if screen stays empty

Now you can start!

You will build the model in separate sub-assemblies and build those together in the proces.

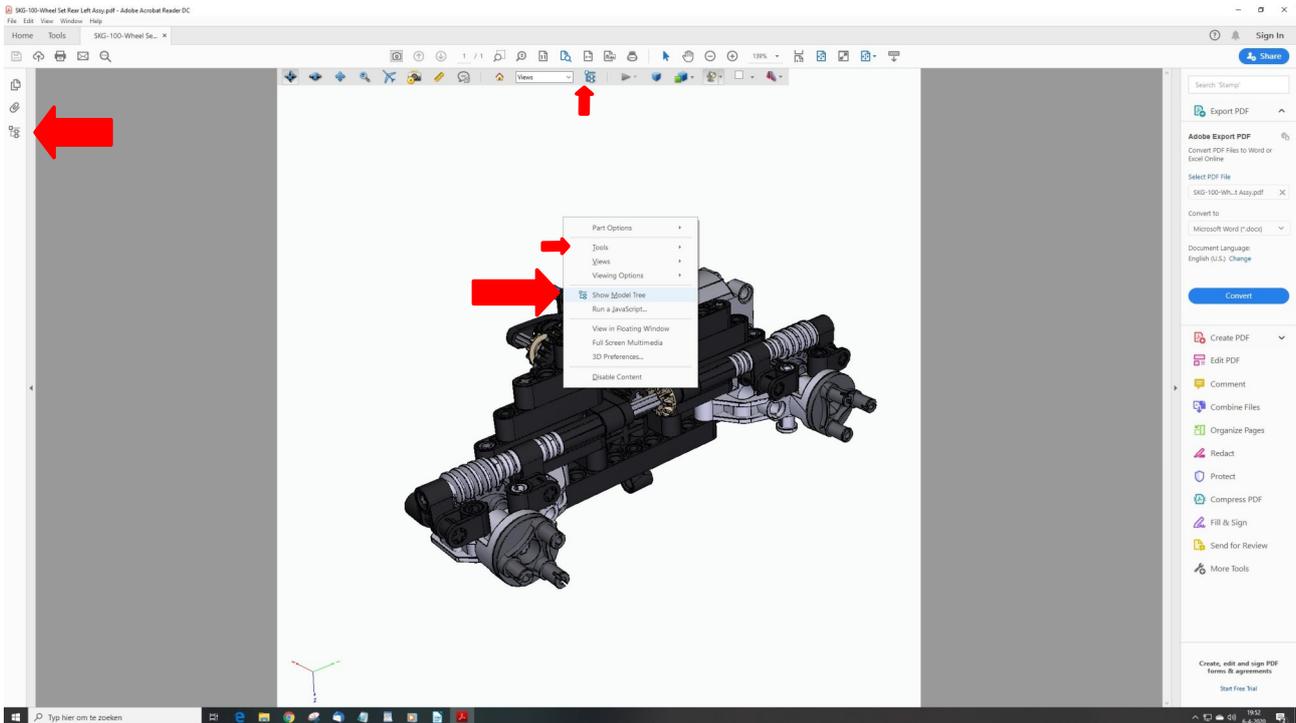
Open the first Sub-Assembly: SKG-100-Wheel Set Rear Left Assy.



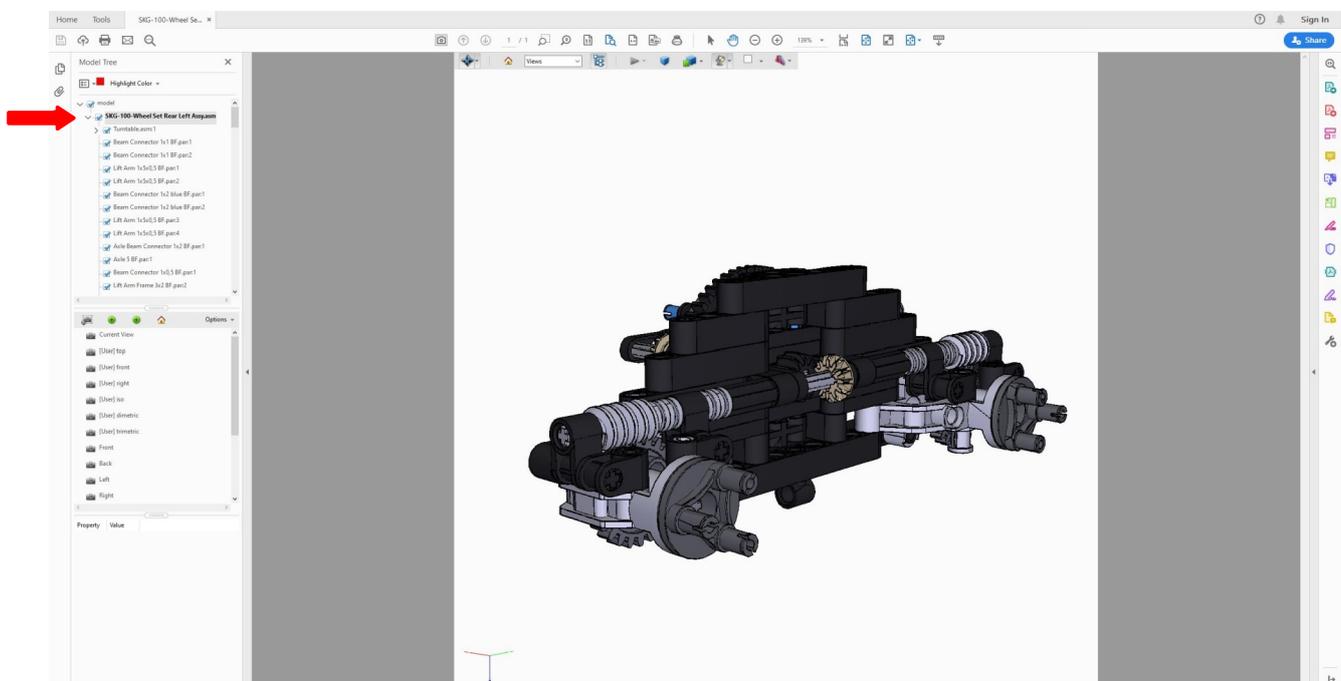
If the model at your screen looks different, then first go to the end of these instructions for different render modes. Sometimes you have to click in the screen again to show the model.

Click the small grey arrow to open the *Side-Bar* where you will see the Model Tree symbol

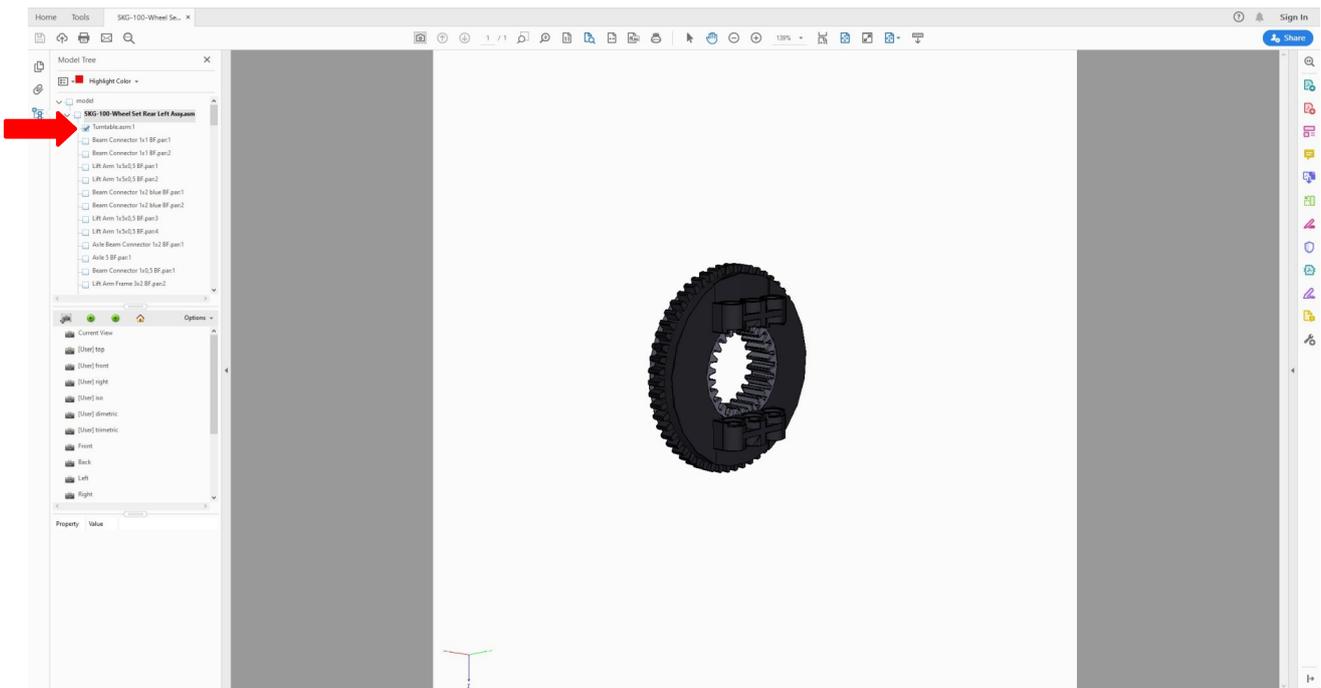
Click one of these two possibilities to open the Model Tree. The Model Tree shows a list of all parts and sub-assemblies in the building sequence.



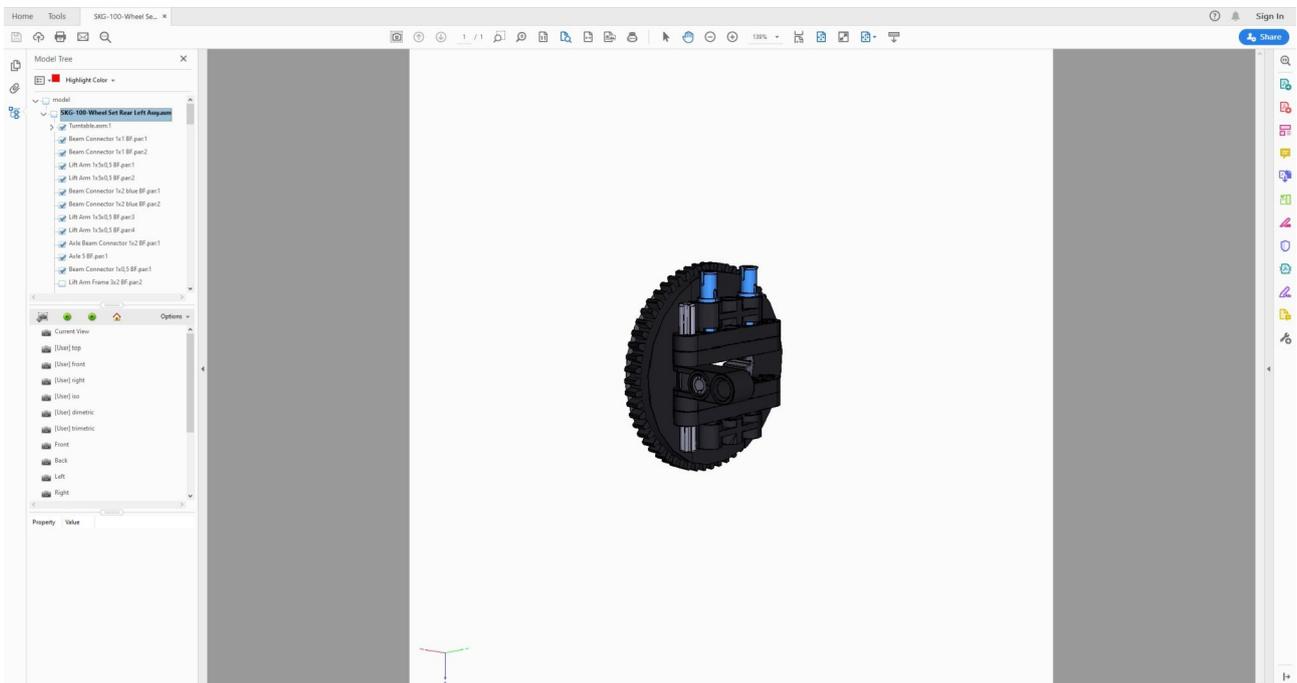
If the Model Tree does not show, then right-click somewhere in the screen and in the window select *Show Model Tree*. There are possibilities to open more Toolbars where you also can toggle the Model Tree: in the window above, click *Tools* and then at the bottom of the next window *Open Toolbar*. You can also open the extended toolbar.



Click the small grey pointer to show all the parts of this sub-assembly. Now click the small blue pointer in front of *SKG-100-Wheel Set Rear Left Assy* text, to hide everything.

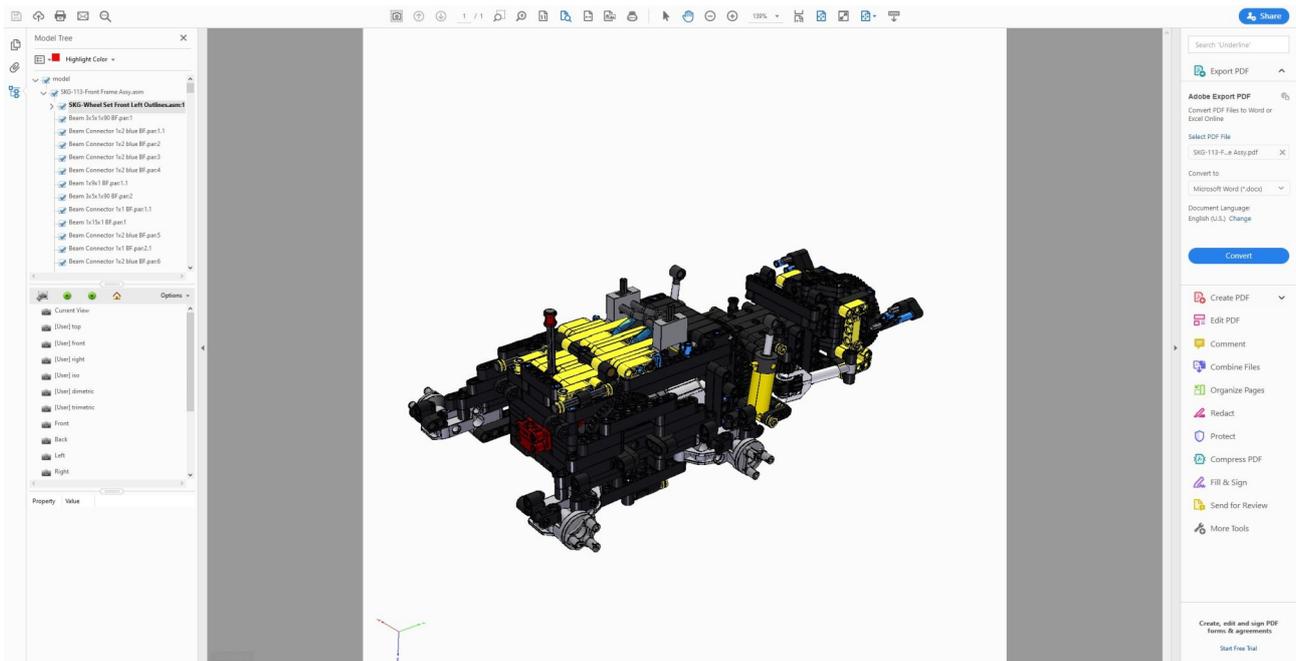
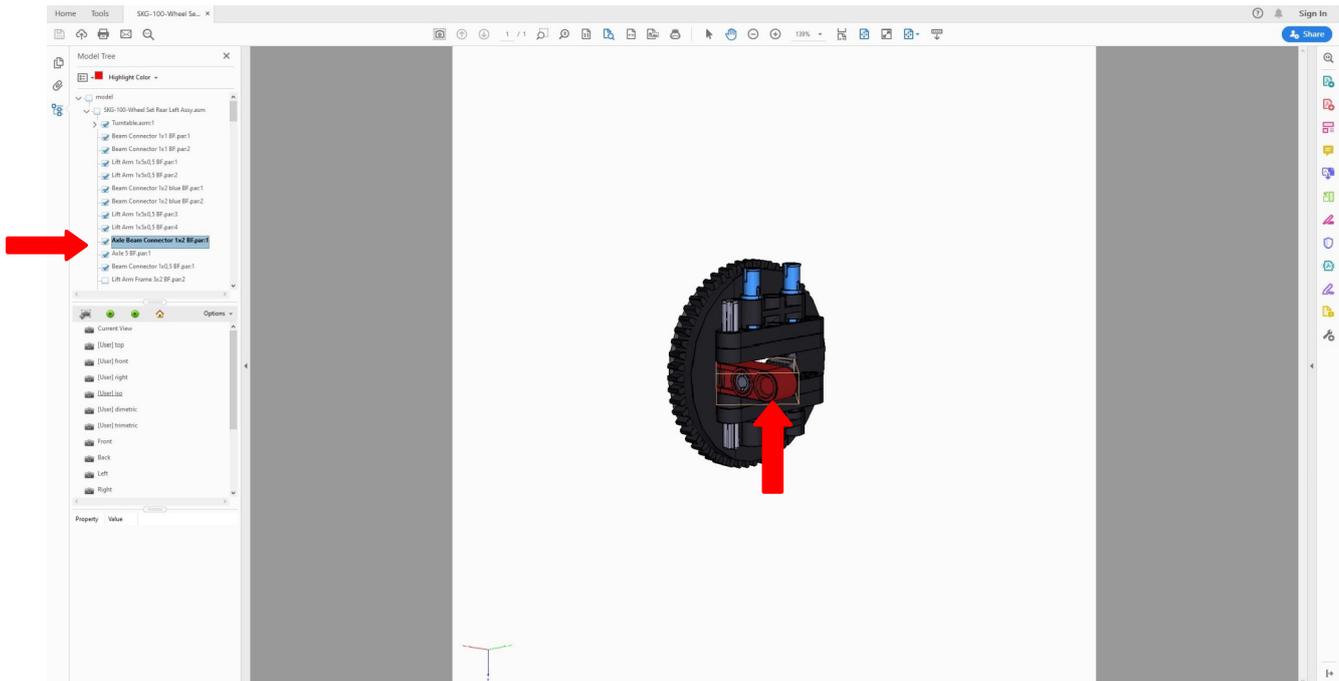


Then click the box in front of the first part to show it again on the screen. Here it is also zoomed-in. By clicking the next boxes you can start building, because all the parts will show in the right sequence!

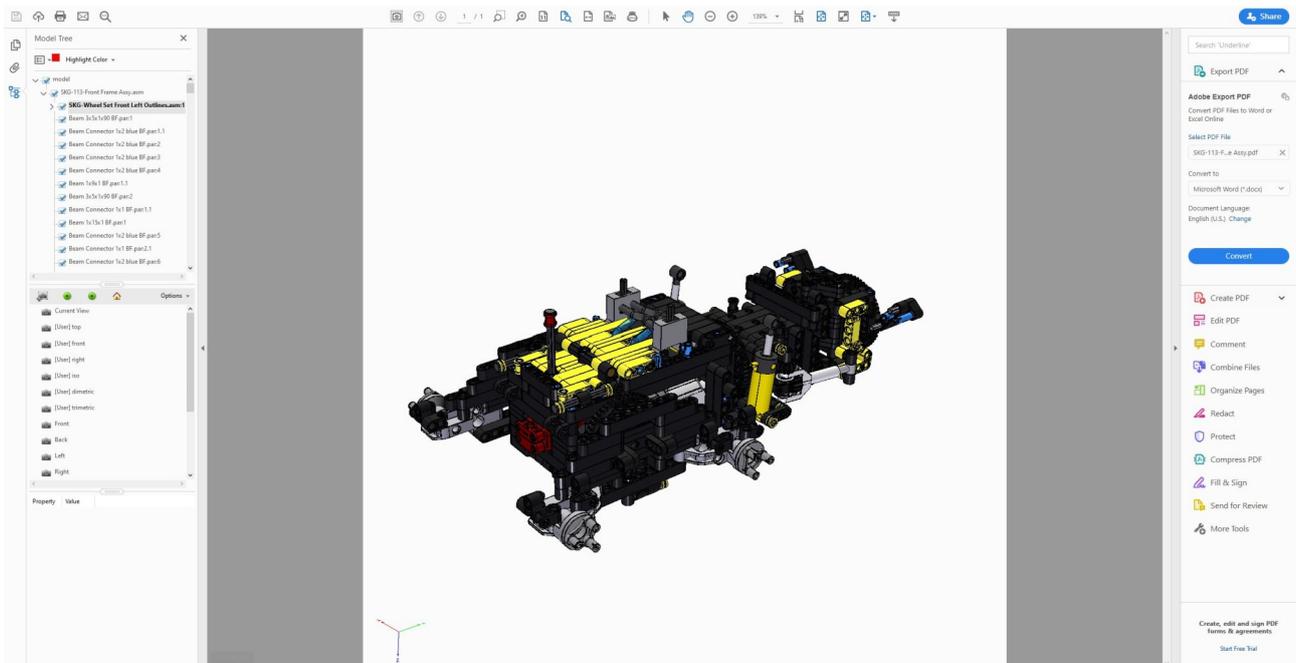


For example, here you see the first 12 parts assembled. With the mouse keys and the control key you can zoom, rotate and move the model. This can also be done in the toolbar above the model

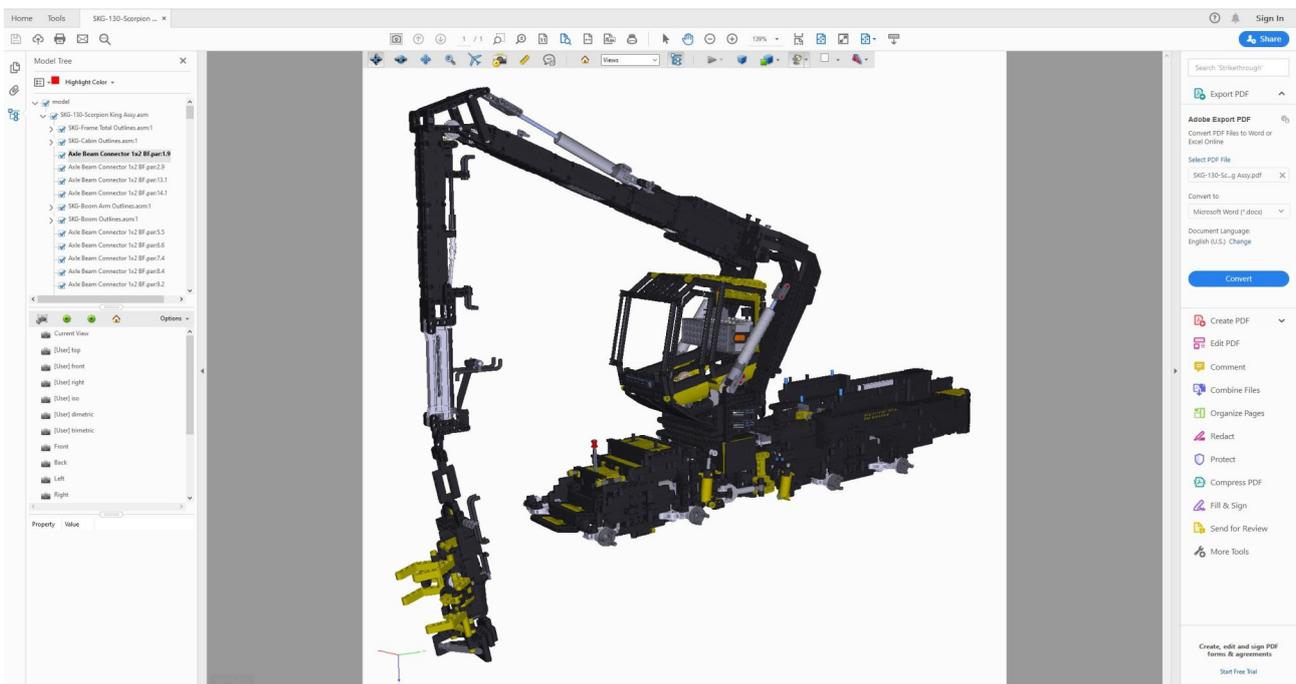
Sometimes it can be difficult to see where a certain part is, then click at the part in the Model Tree and it will highlight in the model. You can also change the *Highlight Color*.



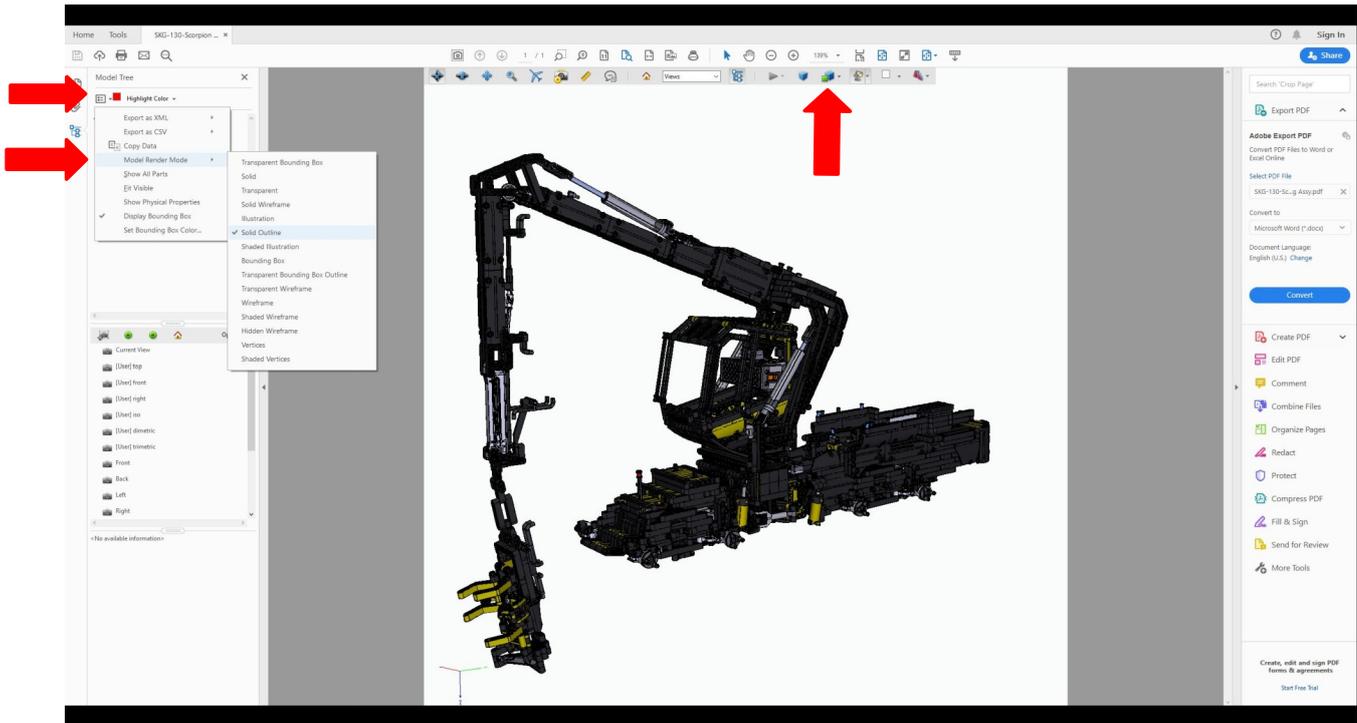
After finishing the first assembly you can start with the next, and so on. Here you see for example the SKG-113-Front Frame Assy



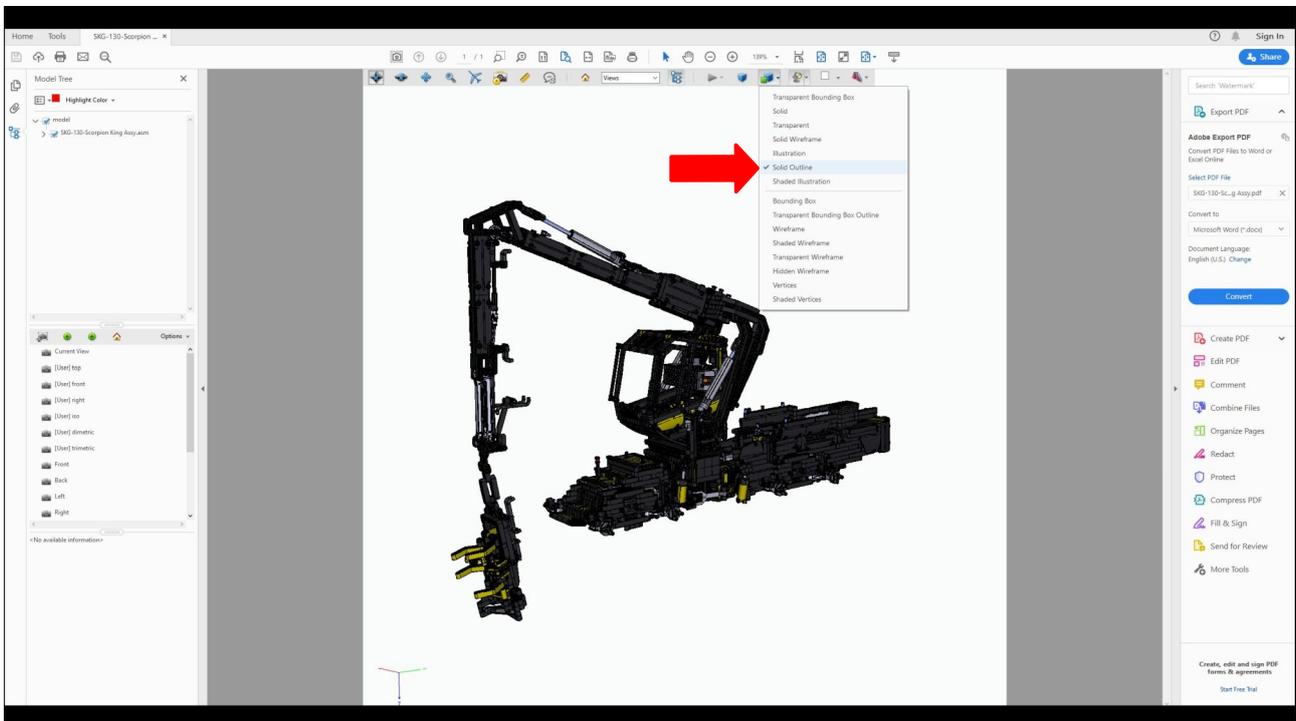
Then you see sub-assemblies and parts together in this SKG-113-Front Frame Assy. The sub-assemblies you have build before, so you don't have to see their parts now (here the SKG-Wheel Set Front Outlines). To prevent the computer from getting slow, there are a great number of parts removed from the sub-assemblies before placing them here and you see the text *Outlines* behind the name now.



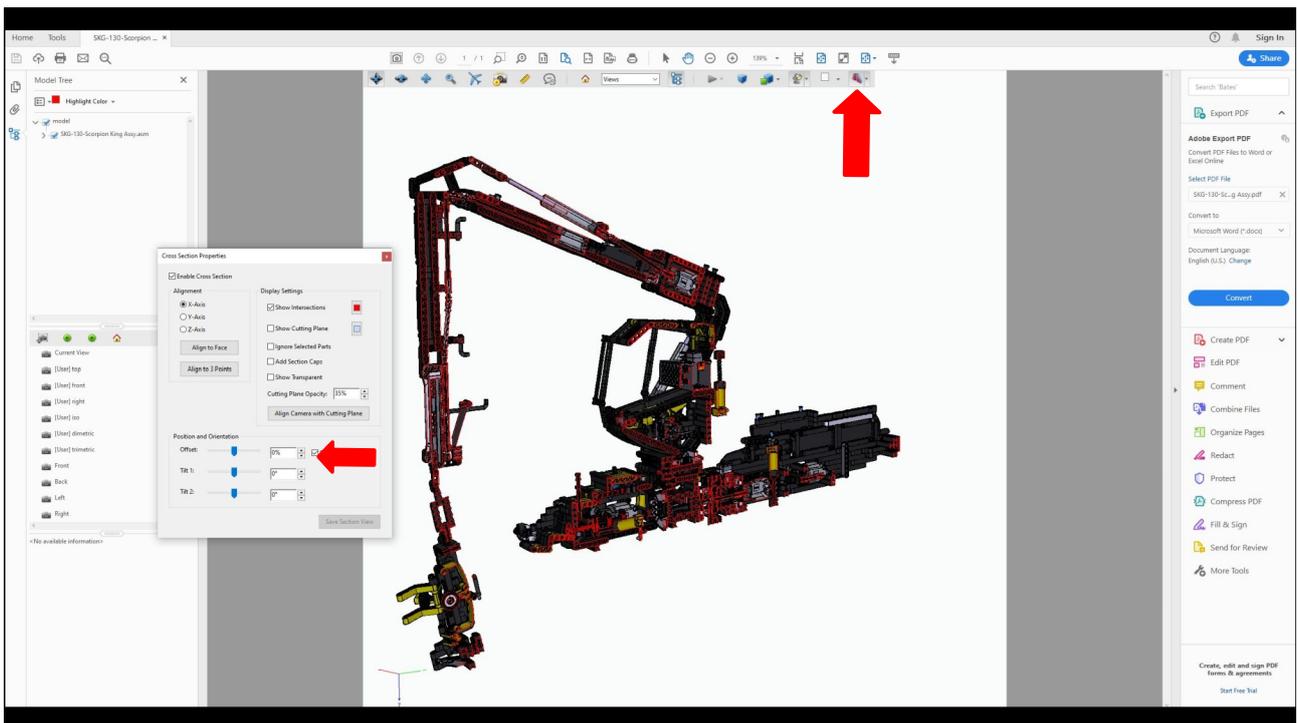
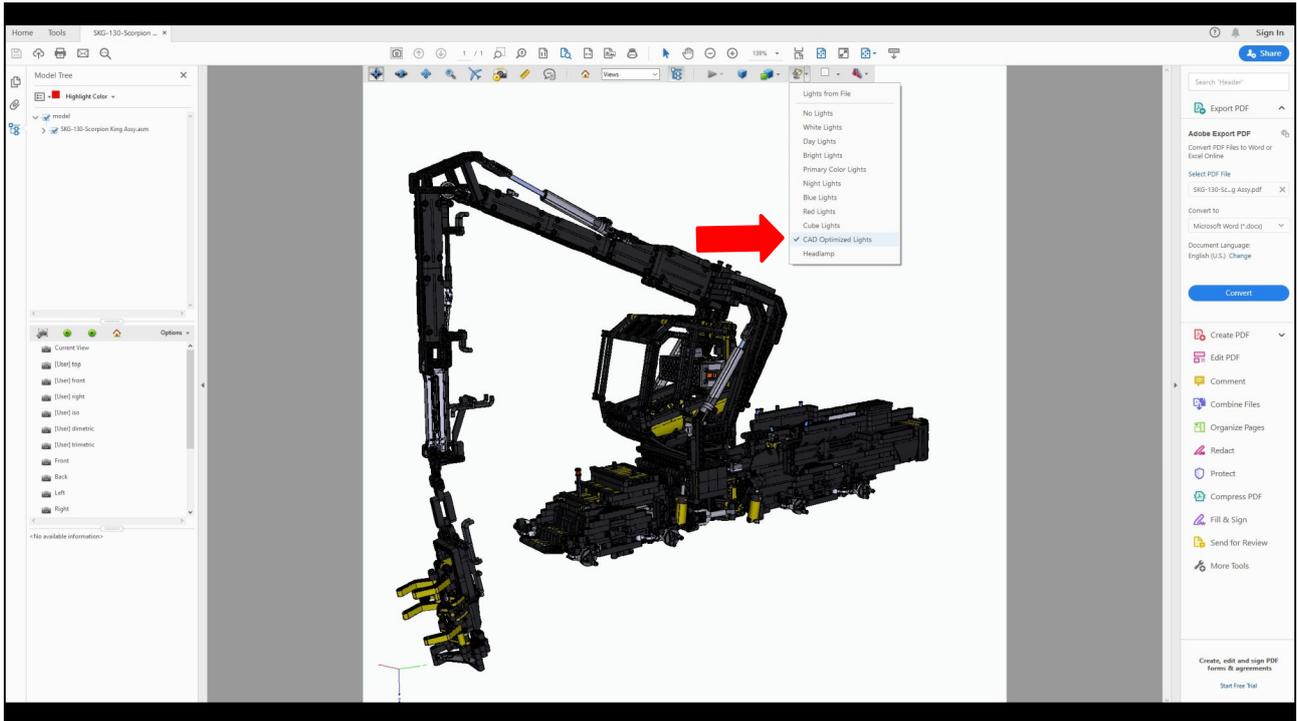
This is the finished model at the screen, but a lot of parts are removed, for example all the pins and large sub-assemblies.



If your model appears different on the screen, you can change that by first clicking the symbol at the left top in the Model Tree window, or in the extra toolbar at the top and then choose Model Render Mode. In the next window you do have a choice of renderings. Here you see the Solid Outline view.



You can also change the lighting in the extra toolbar. I used CAD Optimized Lights here, see next picture. For opening this toolbar see at the beginning.



And you can also make section views (top arrow) and by moving this slider (arrow below left) you can slice through the model where you want it in the x, y, or z direction. Here it is the Y-Axis, see in the window.

Depending on your computer, the large assemblies might be a bit slow, but please be patient.

Wish you succes in building the Scorpion King!

Martin