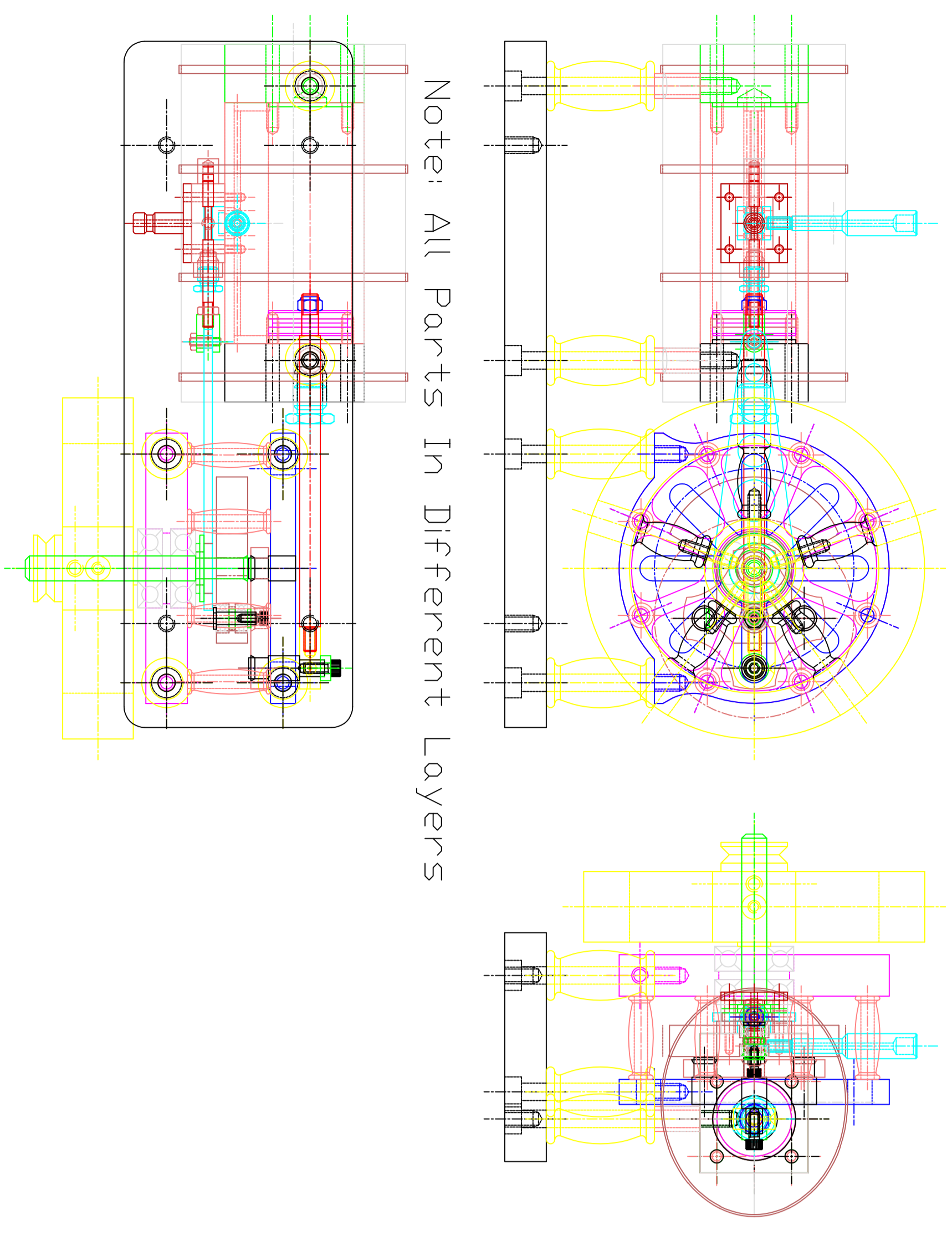
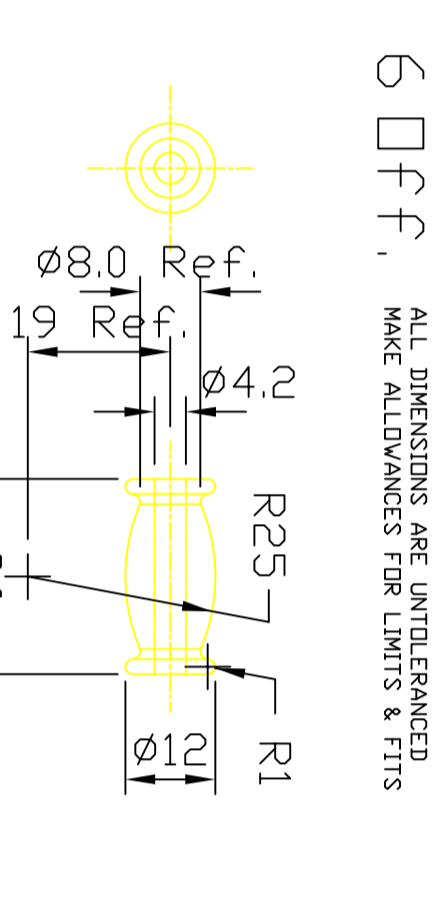


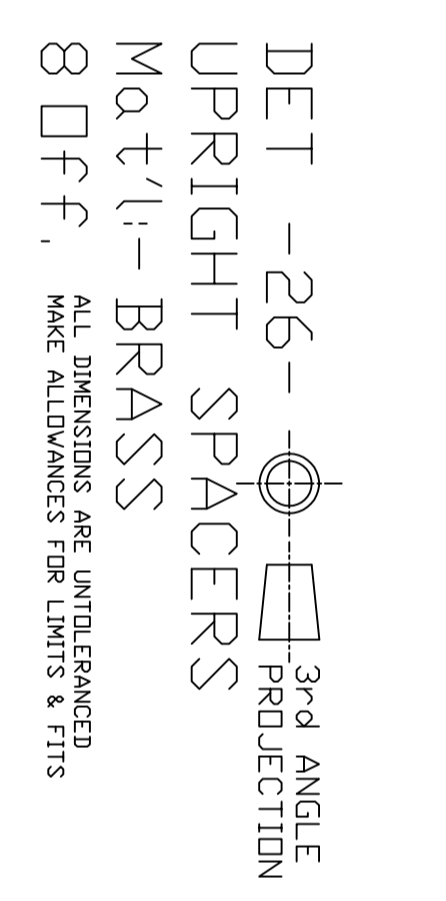
GENERAL ARRANGEMENT DRAWING
Ken's Gearless Hypocycloidal Engine



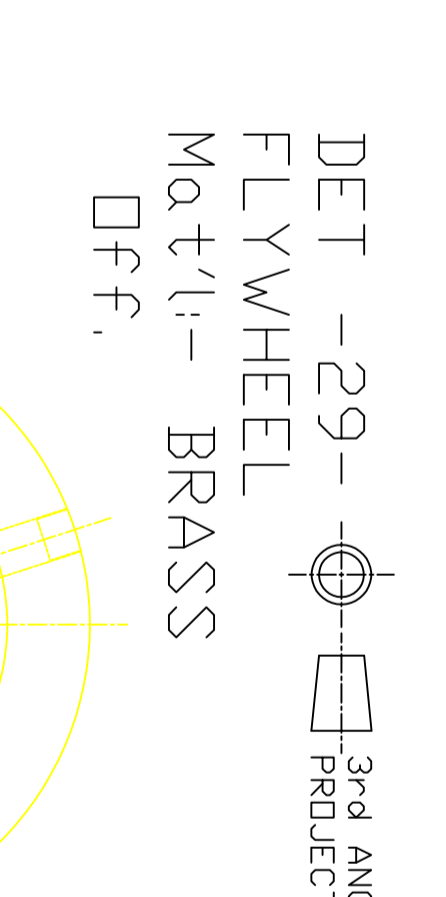
DET -24- 3rd ANGLE PROJECTION
STANDOFFS
MATERIAL: BRASS
6 DFF.



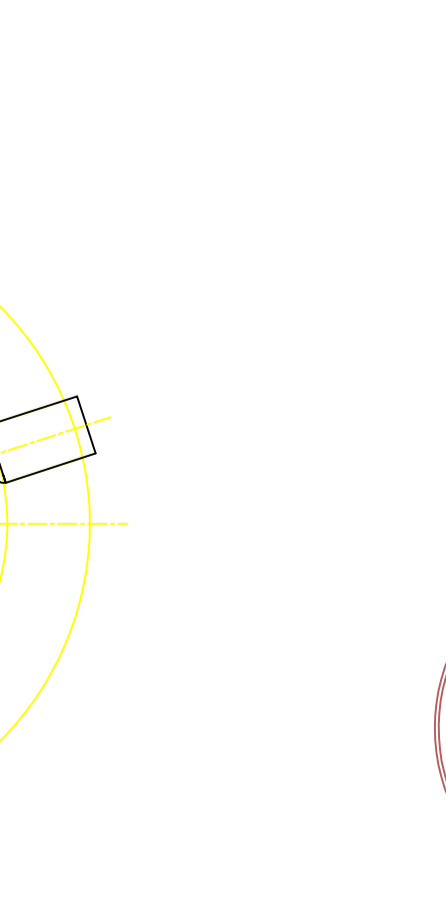
DET -25- 3rd ANGLE PROJECTION
STANDOFF SPACERS
MATERIAL: BRASS
2 DFF.



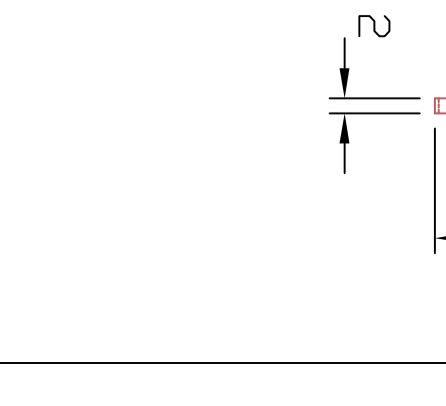
DET -26- 3rd ANGLE PROJECTION
UPRIGHT SPACERS
MATERIAL: BRASS
8 DFF.



DET -27- 3rd ANGLE PROJECTION
FAUX BARREL HOOPS
MATERIAL: WOOD
1 DFF.



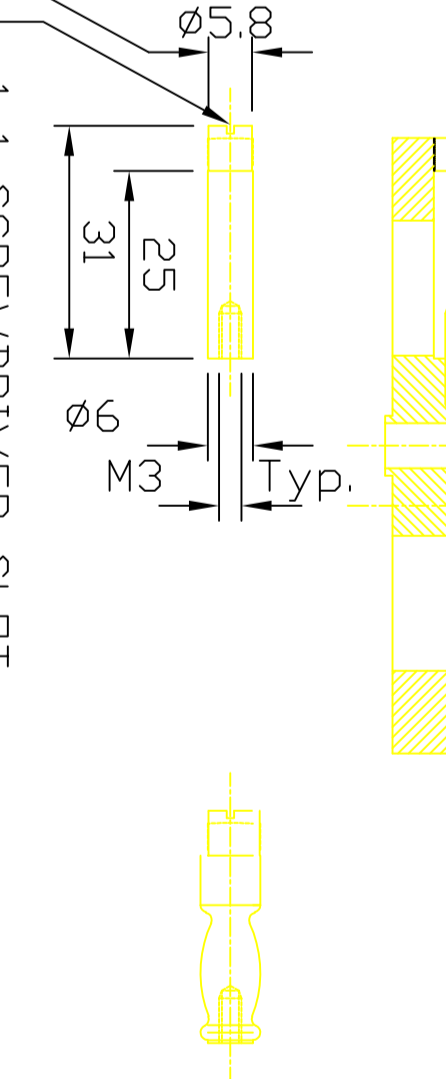
DET -28- 3rd ANGLE PROJECTION
FAUX BARREL HOOPS
MATERIAL: BRASS
4 DFF.



CONSTRUCTION NOTES

ALL DIMENSIONS ARE UNTOLERANCED MAKE ALLOWANCES FOR LIMITS & FITS OTHER THAN FOR COORDINATE DIMS - NO DECIMAL=OPEN, ONE DECIMAL=CHECK FIT SIZE WITH MATING PART TWO DECIMALS=MATING BEARING PARTS. MAKE PISTON DIAMETER 0.1 SMALLER DN Ø THAN FINISHED CYLINDER BORE MAKE PISTON RINGS A SLIDING FIT IN CYLINDER BORE AND ID: 0.1 LARGER THAN MATING PISTON PARTS. PARTS ARE IN A DIFFERENT COLOR AND LAYER, ALL DIMENSIONS IN LAYER DETAIL BY TURNING LAYERS ON AND OFF YOU CAN SEE ITS LOCATION WITHIN THE ASSEMBLY. ALL DRAWINGS OUTSIDE THE BORDER ARE TOOLING ASSEMBLY OR MACHINING CO-ORDINATES etc. DETAILS 4 & 5 CAN BE EDM WIRECUT LASER OR WATERJET CUT SIN THAT ORDER OF PREFERENCE. THE LAYER 'LASER' CONTAINS OUTLINES FOR CAM OPERATIONS. MANUFACTURE IN DETAIL NUMBER SEQUENCE - FOR EASE OF MATCHING PARTS.

DET -29- 3rd ANGLE PROJECTION
FLYWHEEL
MATERIAL: BRASS
DFF.



DET -30- 3rd ANGLE PROJECTION
BALL BEARINGS USED
BIG END
2 DFF.



DET -31- 3rd ANGLE PROJECTION
BALL BEARINGS USED
MID MAINS
2 DFF.



DET -32- 3rd ANGLE PROJECTION
BALL BEARINGS USED
SMALL END
2 DFF.

