

- ▶ Utilize One “Table” for all Hole Types.
- ▶ Maintains Designer Options.
  - “Holes”, Extrudes, Punches.
  - “Top Down” and “Bottom Up” Methodologies.
- ▶ Hole Characteristics are Pre-Defined.
  - Detailer does not need to “Guess”.
- ▶ Consistent with the “All Manufactured Parts are Assemblies” concept.

- ▶ Create “Hole” Parts.

- Insert into Sheet Metal Part. (Designer)

- Balloon as a BOM Item. (Detailer)

- Note: Hole Parts can be Pre-Created as Library items, additional “Custom” holes can be created on an as needed basis and added to the Library.

# “Hole” Part









