

Length: 3 days

Prerequisites: Mechanical design experience; completion of SOLIDWORKS Essentials or similar experience.

Description: The goal of this course is to teach you how to use SOLIDWORKS Electrical to optimize your drawings and designs for manufacturability so you can maximize quality, avoid rework and decrease time to market.

TOPICS COVERED IN THIS COURSE ARE:

ELECTRICAL

1: Projects

- Projects
- Locations
- Zooming and Scrolling

2: Single Line Diagrams

- Archived projects
- Opening an existing project
- Line diagram symbols
- Adding cables
- Drawing tools

3: Cabling

- Detailed cabling
- Adding manufacturer parts
- Terminal Strip
- Pin to Pin Connections
- Using Copy and Paste

4: Creating Schematics

- Schematics
- Drawing multiple wires
- Schematic symbols
- Symbol properties
- Creating new symbols

5: Cross Referencing the Single Line Diagram

- Cross referencing drawings
- Inserting multiple terminals
- Location outlines

6: Control Drawings

- Drawing single wires
- Using the cross reference list
- Using functions
- Inserting single terminals
- Function outlines

7: Managing Origin-Destination Arrows

- Replacing wires
- Origin-destination arrows

8: Managing Origin-Destination Arrows

- Adding a new scheme
- Adding/Inserting/Editing a PLC mark

9: Managing Origin-Destination Arrows

- Creating macros
- Using macros

10: Editing the PLC Drawing

- Associate cable cores
- Adding a part manually
- Assigning a part
- Wire style manager
- Numbering wires

11: Reports

- Using the report manager
- Drawing terminal strips

12: Adding a Cabinet

- Adding a cabinet
- Insert component
- Inserting rails and ducts

13: Inserting Components in the Cabinet

- Inserting electrical components
- Converting a part to an electrical component
- Inserting terminals

14: Adding Door Components

- Smart components
- Inserting smart features

15: Propagating 2D Changes to 3D

- Changes in SOLIDWORKS Electrical 2D
- Changes at the assembly level

16: Routing Wires

- Routing path
- Route wires

17: Routing Cables

- Inserting components
- Associating components
- Adding cable glands
- Set origin/destination of cables
- Route cable