



# YUSHIN EOAT Automated Design Tool User Manual

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## A. Introduction

### A1. Checking the Operating Environment

(1) The Design Support Tool has been confirmed to work under the following operating environments.

Item	Details
Recommended OS	Windows7 (64bit)
CPU	Core i3 or better
Memory	4GB or more
HDD/SSD	3GB or more free space
Monitor Size	1024 x 768 or greater resolution
Language	Japanese, English, Chinese
3D CAD File Import Format	IGES, STEP

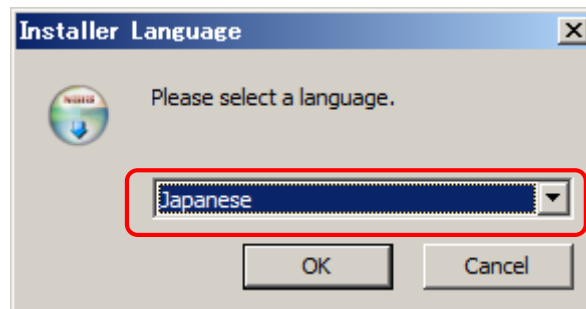
Note) 3D CAD software not required. It should only be made available if the user would like to check the output 3D chuck backing plate using their own CAD software

### A2. Molded Item Preparation

(1) Prepare the relevant 3D CAD molded item data. The data should be in "IGES" or "STEP" format.

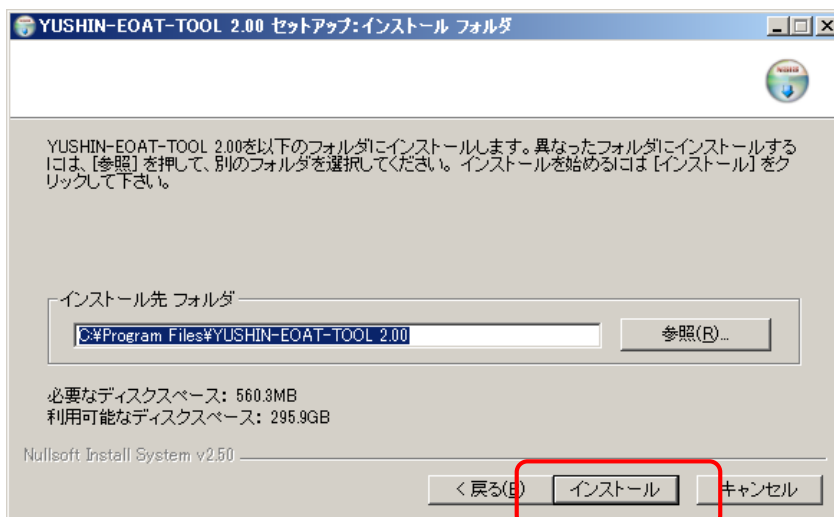
### A3. Installation

(1) Select the language for the installation.

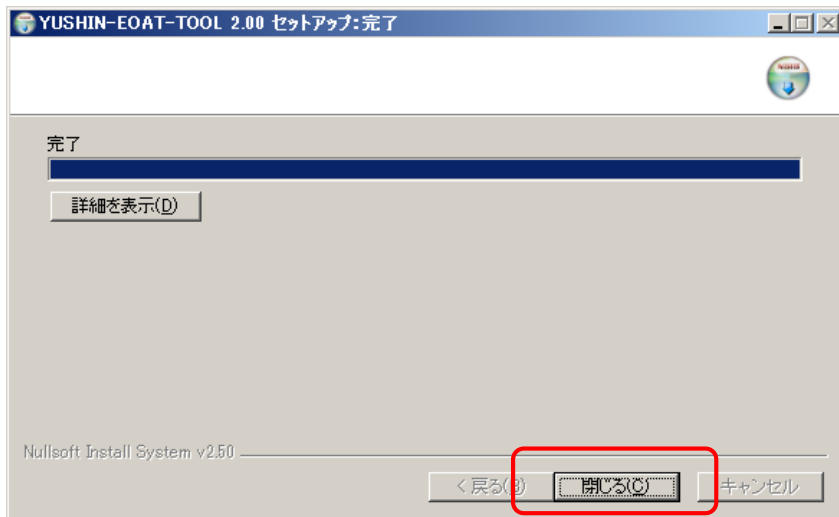


(2) Check the license conditions, then click "Agree". This will begin the installation.

(3) Select the folder for the installation, then click "Install".  
(Folder isn't specified, so set to the desired folder)



(4) Click "Close" to finish



(5) Check the shortcut icon that was created on the desktop. This completes the installation



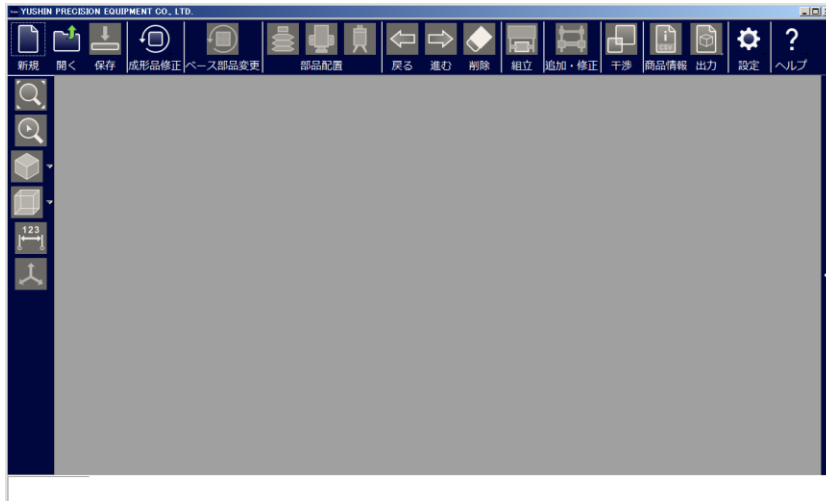
**YUSHIN-EOAT-TOOL**

#### A4. Starting the Software

- (1) Click the shortcut icon that was created on the desktop.  
(The software may take up to 90 seconds or so to launch)



- (2) The software has started once the screen below appears.



#### A5. Mouse Operations

- (1) Refer to the following.

Select	Move Parallel	Enlarge/Shrink	Rotate Display
	shift +		
Click the object you wish to select using the left mouse button.	Click the middle mouse button while pressing the shift key and move the object periphery.	Use the mouse wheel to enlarge/shrink.	Drag by clicking the middle mouse button.

#### A6. Display Functions

- (1) Refer to the following for details about each function.

Fit	Zoom In	Change View Direction	Model Dimensions	Model Display Method	Coordinate Display
Show the entire model on the screen	Zoom into the selected location and show on the screen	Change the view direction up/down/left/right	Hide/show dimensions	Change the display (Single-Line Shading Wire-Frame Outline)	Display/hide XYZ coordinates of imported molded item data

## B. Operating Method (Basics)

### B1. Main Display Functions

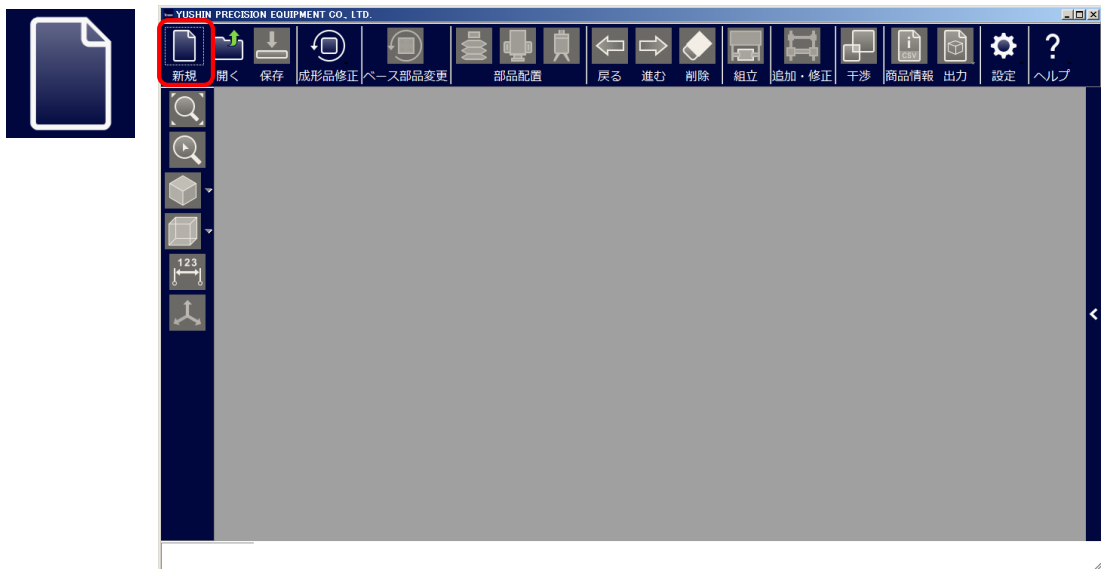
(1) Refer to the following for details about each function.

New	Open	Save	Modify molded item	Change base component	Component configuration			Back/Go forward
Open the Create New screen	Open a file saved in XML format	Save a file in XML format	Create dummy molded items, delete unnecessary molded items, set molded item weights, change molded item coordinates	Change baseplate, pipe standard, baseplate position	Place a suction pad	Place a mini cylinder	Place a runner chuck	Back to previous, Go forward
Deletion	Assembly	Add/Modify	Interference	Product Information	Output	Settings	Help	
Delete placed component	Automatically assemble	Add or move auxiliary pipes	Check for interference between molded item and completed model	Check the model number or weight of components	Output quotation data, 3D data, 2D drawings	Switch language, check/update DB version, view/template creation	Operation explanation, user agreement, output query log	

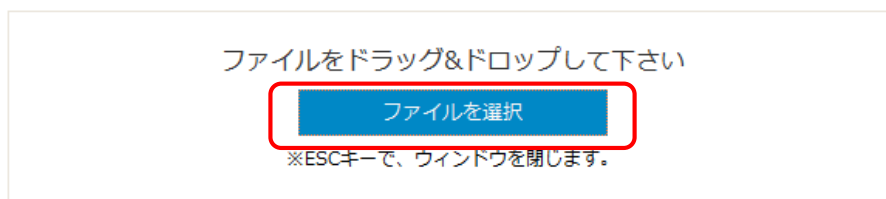
## B2. Entering Basic Information

### B2-1. Importing in Molded Items

(1) Click "New".



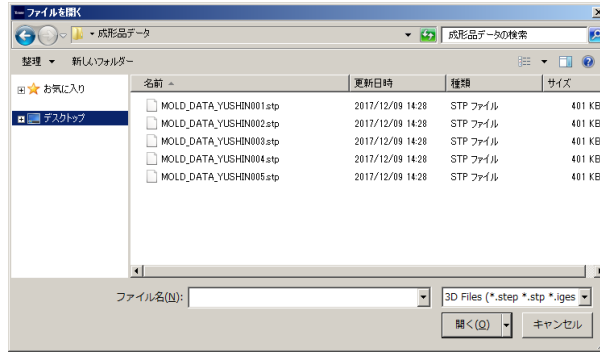
(2) Click "Select File" or drag & drop a file into the window.



(3) Select the 3DCAD molded item data previously prepared in A2.

Note: Only IGES and STEP file types can be imported

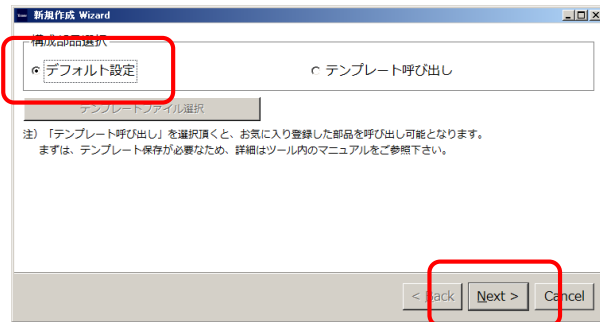
Note: There are no restrictions on file size but file size may influence processing speed after import



### B2-2. Component Settings

(1) Select "Default Settings" for the component selection, then click "NEXT".

Note: Click on "Call Template" if importing a "template" configured in "D. Other Operations ▶ D4. Creating Templates"



### B2-3. Frame Type/Baseplate Settings

(1) Select the "Frame Type".

E.g.) If round pipe is selected then select "Aluminum pipe", and if square pipe is selected then select "Aluminum frame"

(2) From "Select Baseplate ▶ Select Pitch", select a combination of the Take-out Robot screw mounting part hole pitch (X-Y), hole diameter (hole with relief). If "Select Pitch ▶ Thickness" is selected, a model number will automatically be selected. (Model number can also be directly input)

(3) From "Select Baseplate Position", select either "Top configuration", "Center configuration\_vertical", or "Center configuration\_horizontal" and click "Finish".

Note: Top configuration: The baseplate will be positioned on top of the imported molded item

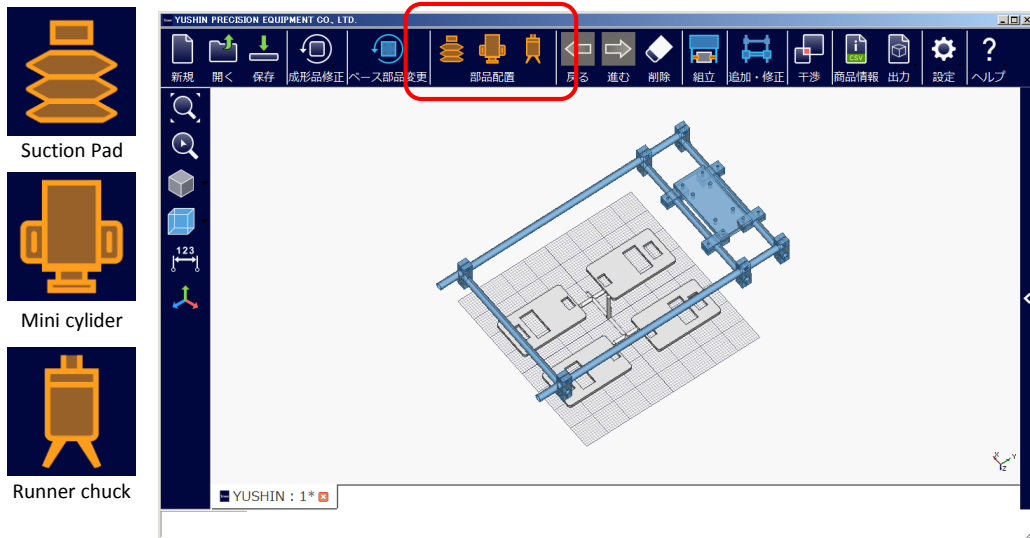
Center configuration: The baseplate will be positioned at the center of the imported molded item



### B3. Component Configuration

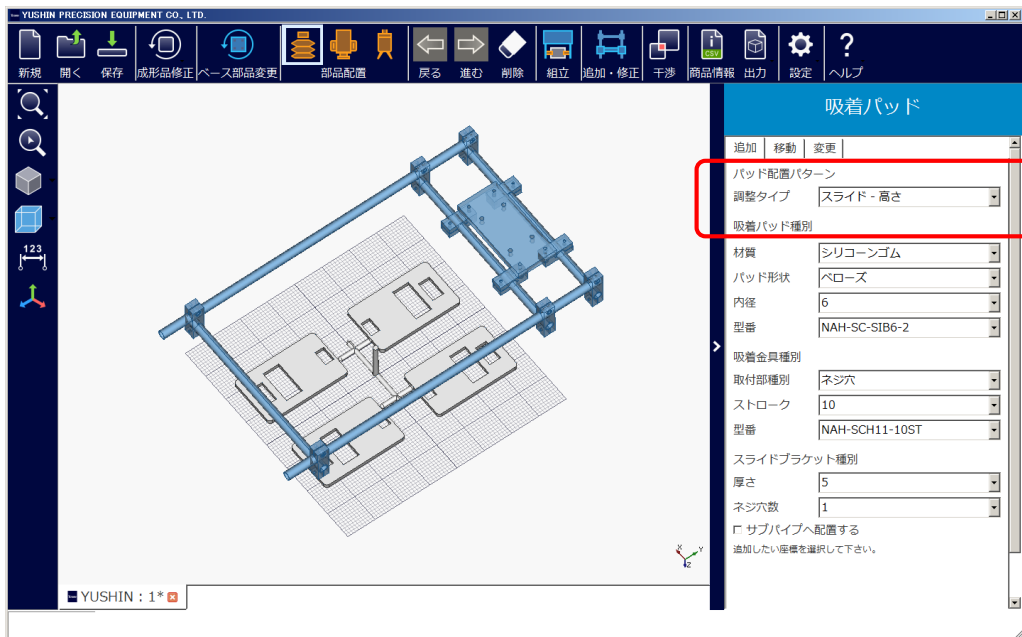
#### B3-1. Grip Method Selection

(1) Select a gripping method for component configuration as desired



#### B3-2. Adjustment Type Selection

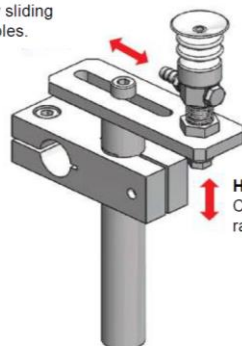
(1) Click Adjustment Type and select "Slide-Height"



(2) The only adjustment type available in this version (V2.0) is "Slide-Height".

#### Slide

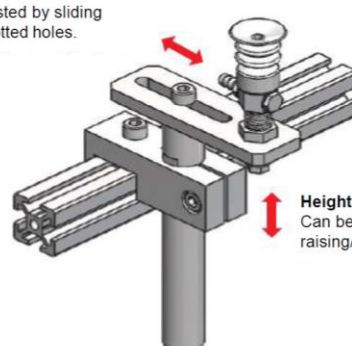
Can be adjusted by sliding along the slotted holes.



Aluminum Pipe Plate

#### Slide

Can be adjusted by sliding along the slotted holes.



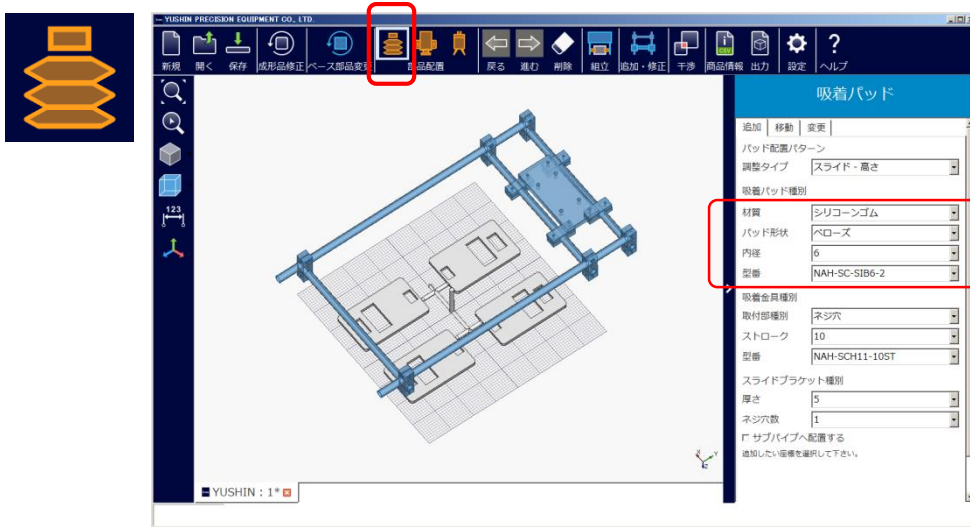
Aluminum Frame Plate



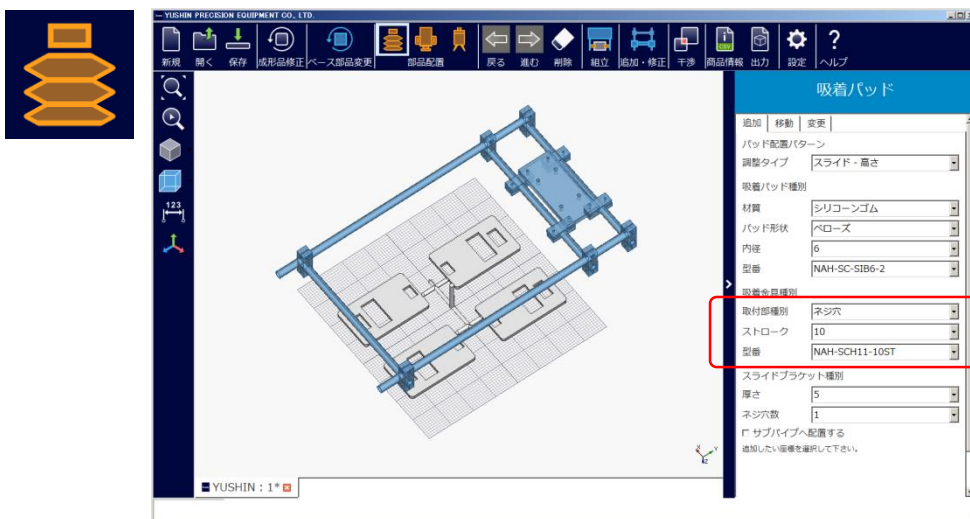
## B4. Suction Pad Configuration

### B4-1. Adding

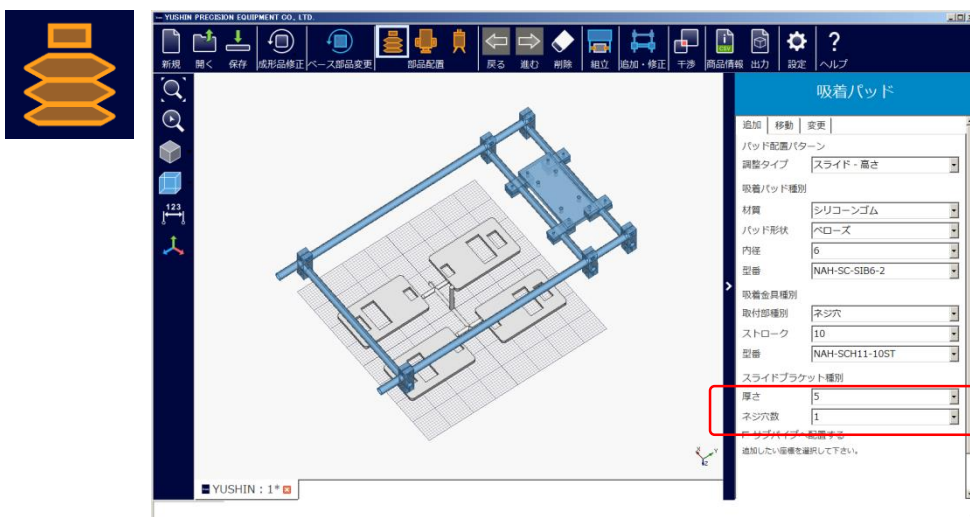
- (1) Click the suction pad and select "Material" → "Pad Shape" → "Bore". The model number will be automatically selected. (Model number can also be directly input)



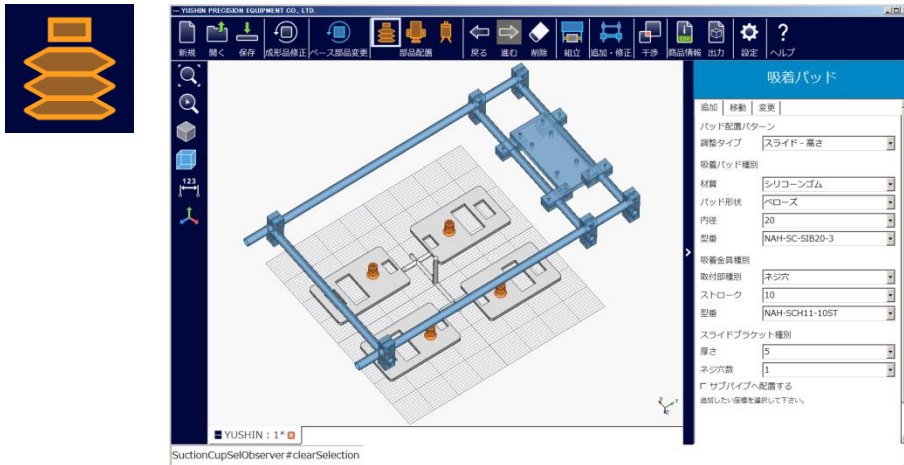
- (2) Select suction bracket "Mounting Part Type" → "Stroke". The model number will be automatically selected. (Model number can also be directly input)



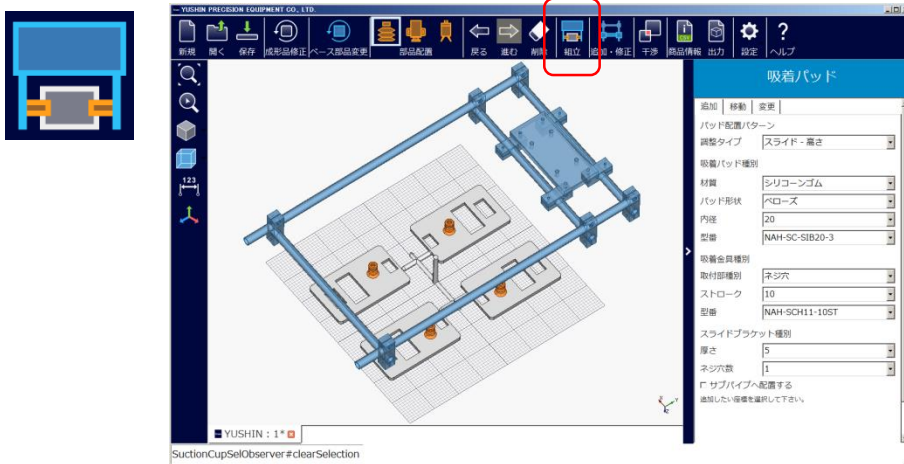
- (3) Select the slide bracket "Thickness" → "Number of Screw Holes".



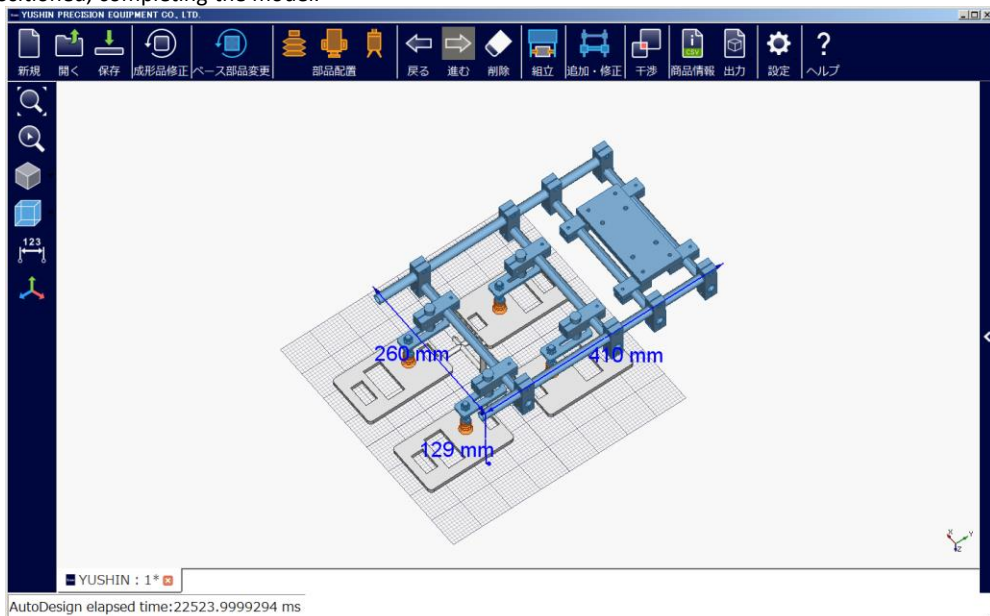
(4) Move to above the molded item using the mouse and click the position you wish to place a suction pad.



(5) After confirming the position, click the "Assemble" button.

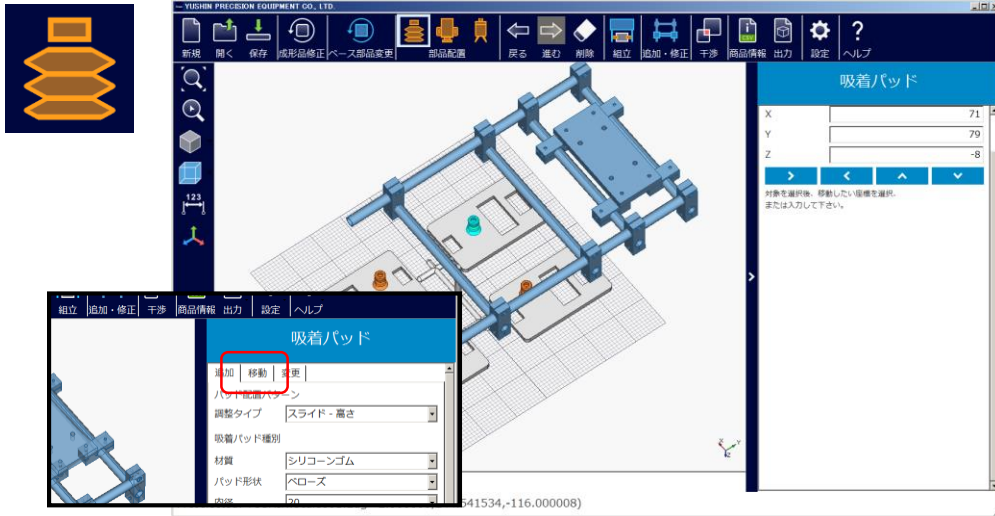


(6) Suction brackets, pipe connection brackets, and other fastening components will be automatically be positioned, completing the model.



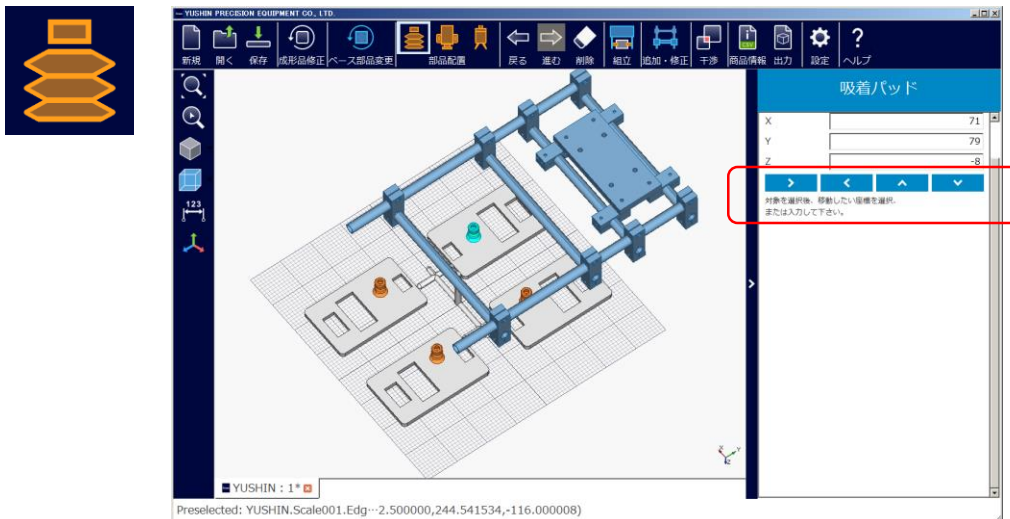
## B4-2. Movement

(1) Click "Move" and select the suction pad you wish to move. The selected suction pad will change color



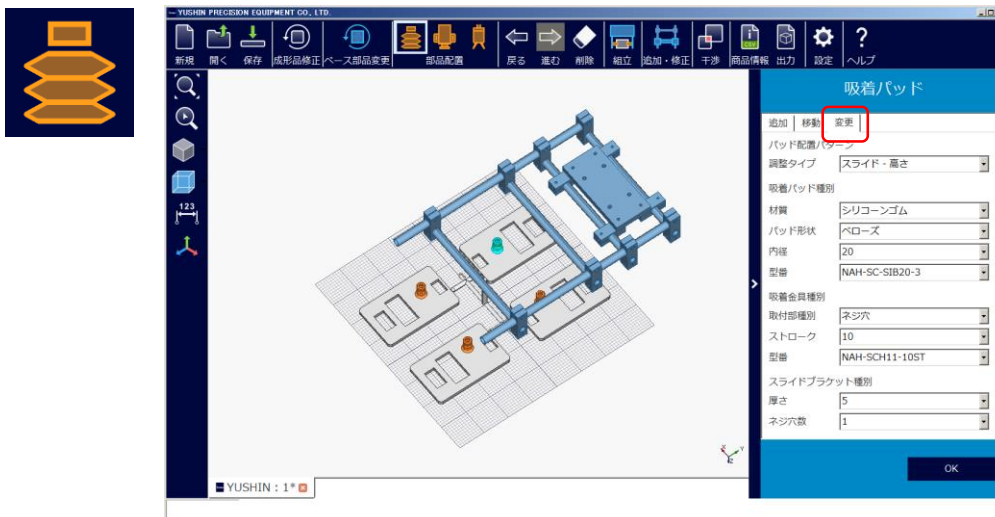
(2) Click the movement direction to move the selected pad.

Note: Movement direction matches the direction displayed

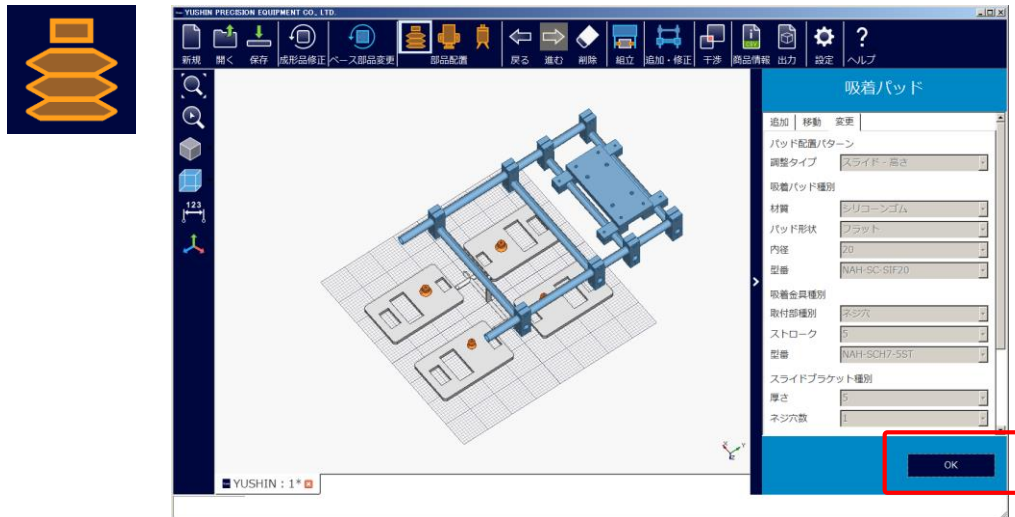


## B4-3. Changes

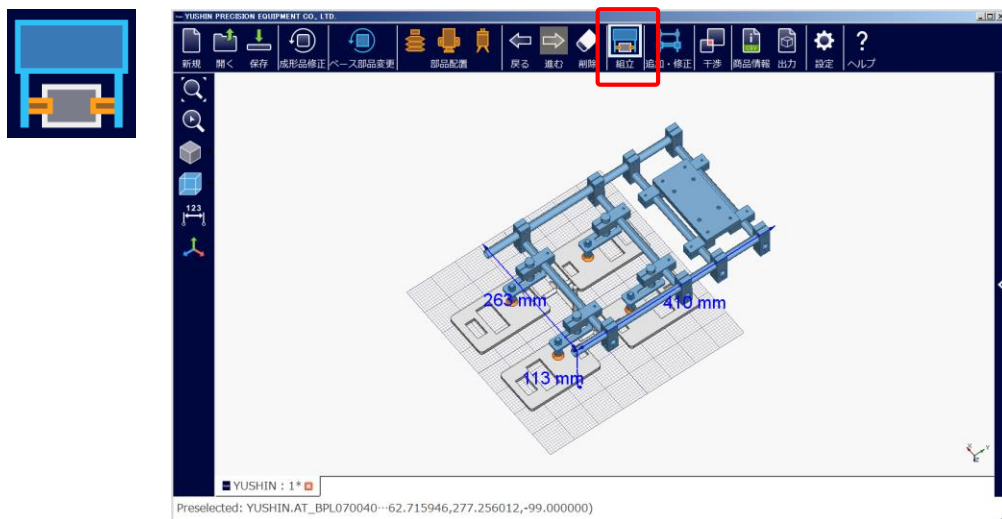
(1) Click "Change" and select the suction pad you wish to change. The selected suction pad will change color



- (2) Select the item you wish to change. Click "OK" after making a selection.  
E.g.) Change Bore 6 → 20



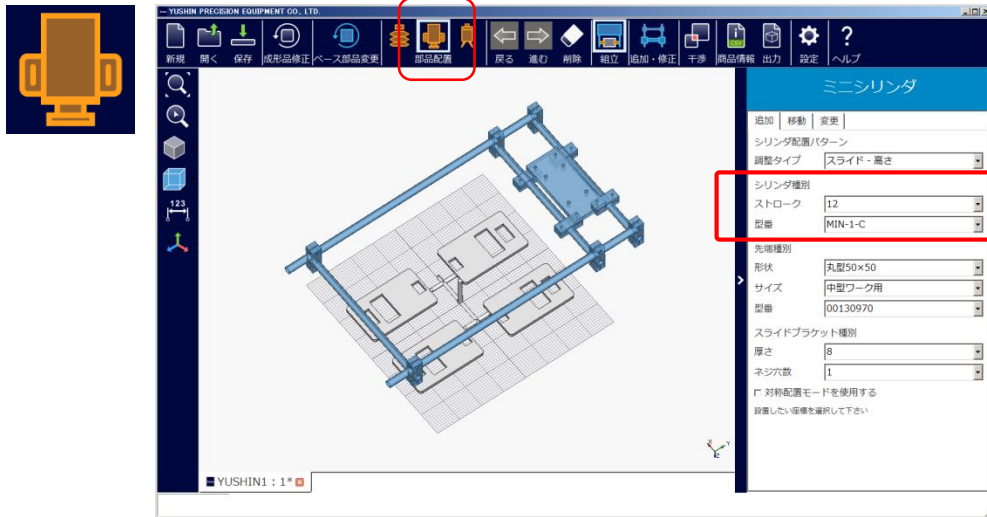
- (3) Changes are complete.



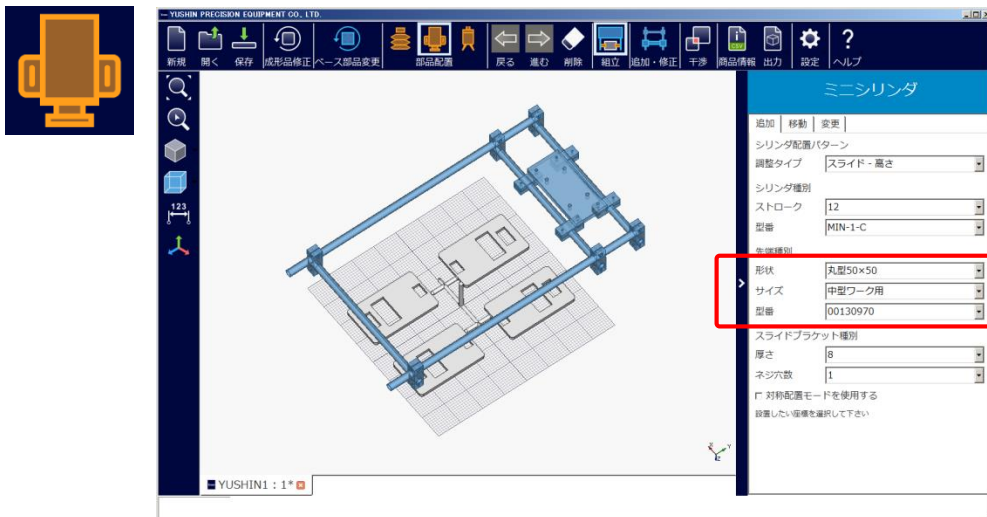
## B5. Mini Cylinder Layout

### B5-1. Adding

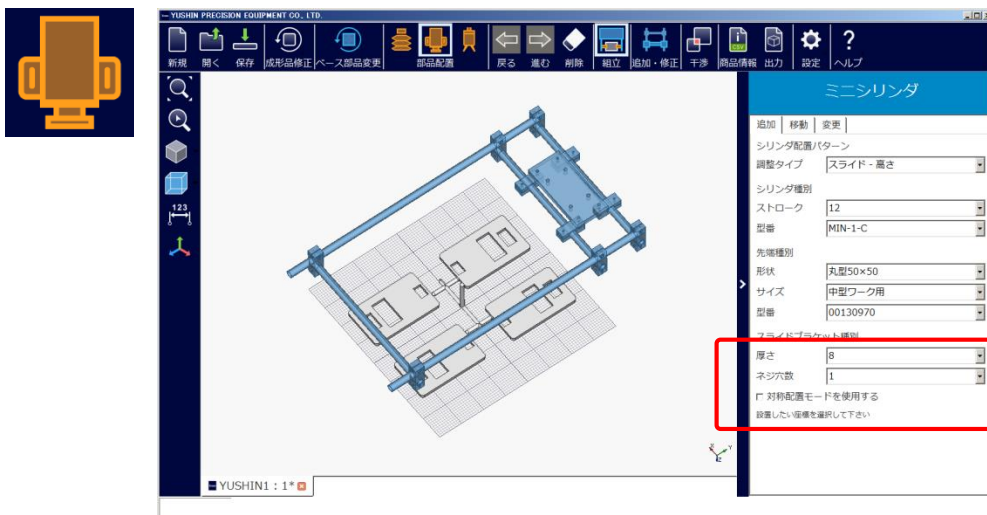
- (1) Click the mini cylinder and select "Stroke". The model number will be automatically selected.  
(Model number can also be directly input)



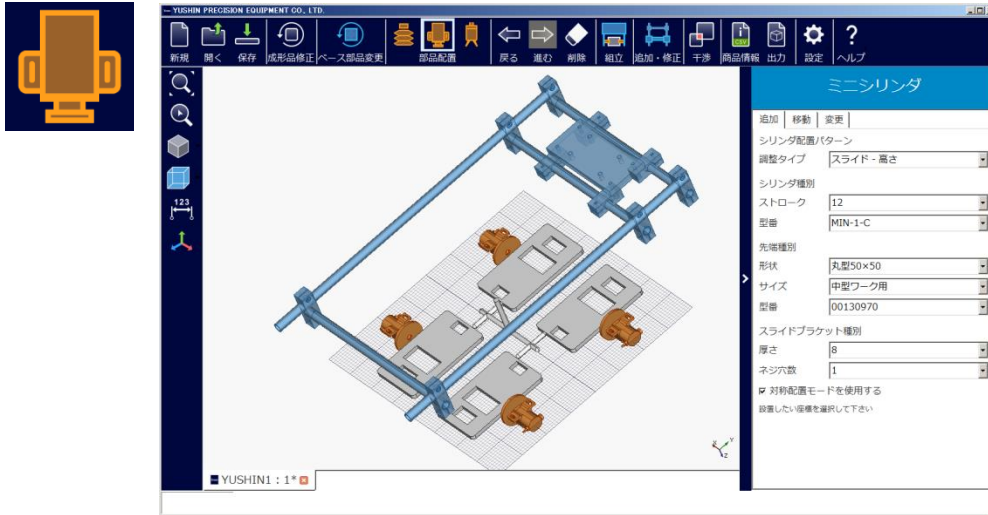
- (2) Select tip "Material" → "Shape" → "Connector". The model number will be automatically selected.  
(Model number can also be directly input)



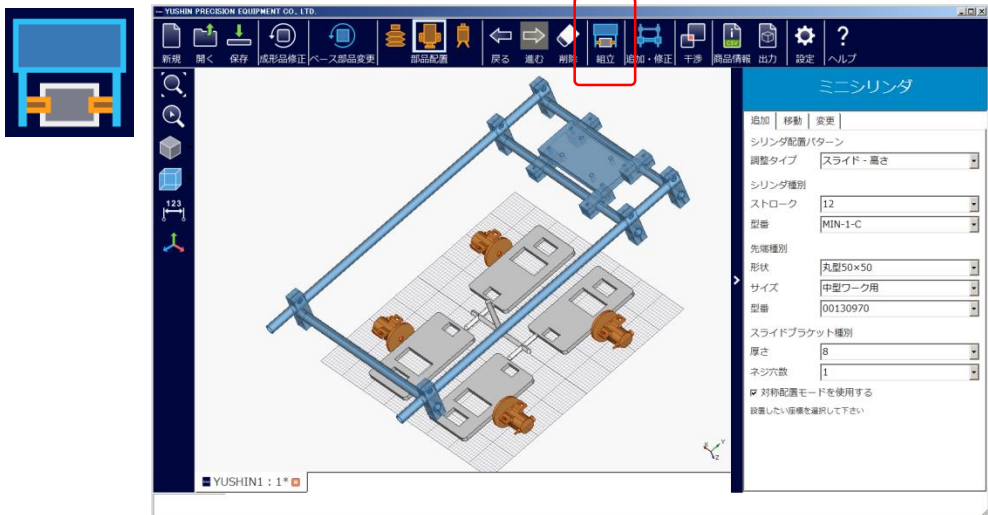
- (3) Select the slide bracket type via "Thickness" → "Number of Screw Holes".  
Note: In V2.0, a "Thickness" of 8 mm is the only option



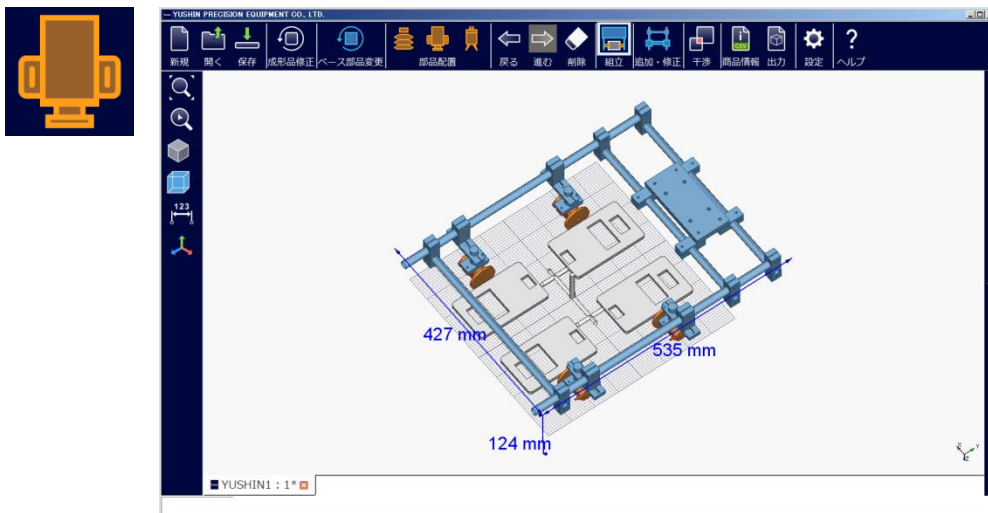
(4) Move to above the molded item using the mouse and click the position you wish to place a mini cylinder.



(5) After confirming the position, click the "Assemble" button.

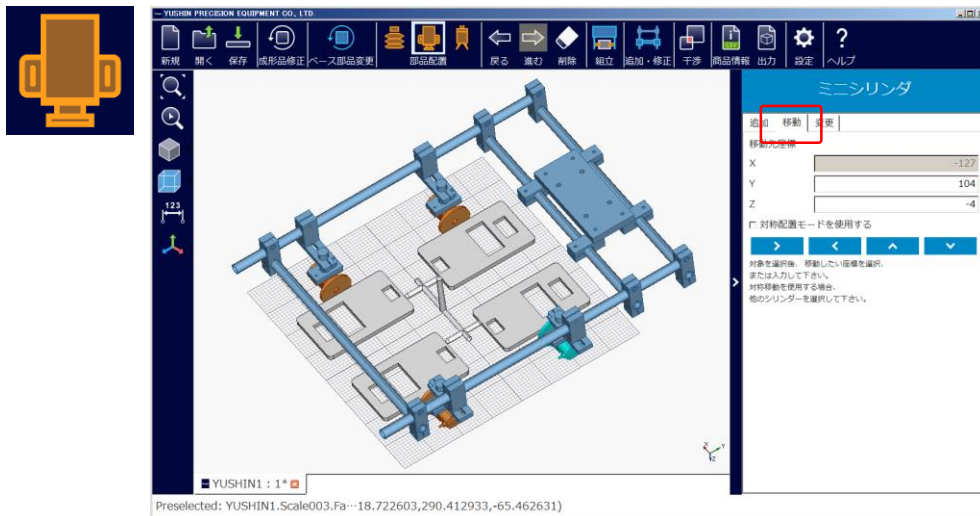


(6) Mini cylinders, pipe connection brackets, and other fastening components will be automatically be positioned, completing the model.

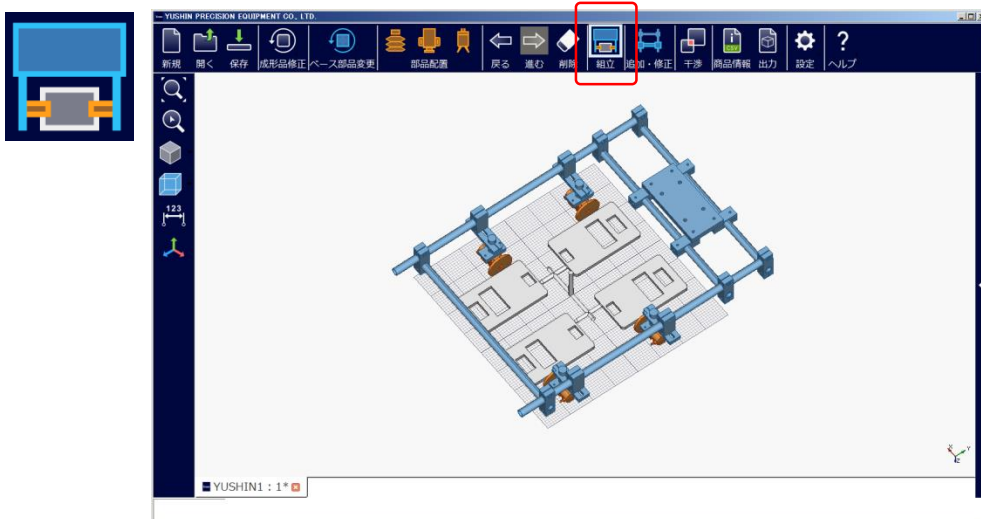


## B5-2. Movement

- (1) Click "Move" and select the mini cylinder you wish to move.  
The selected mini cylinder will change color

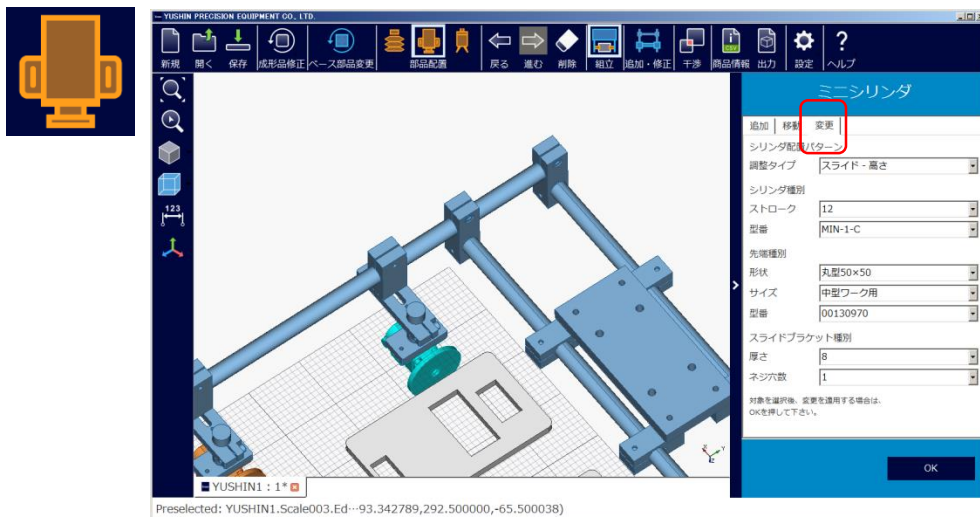


- (2) Click the movement direction to move the selected mini cylinder.  
Note: Movement direction matches the direction displayed

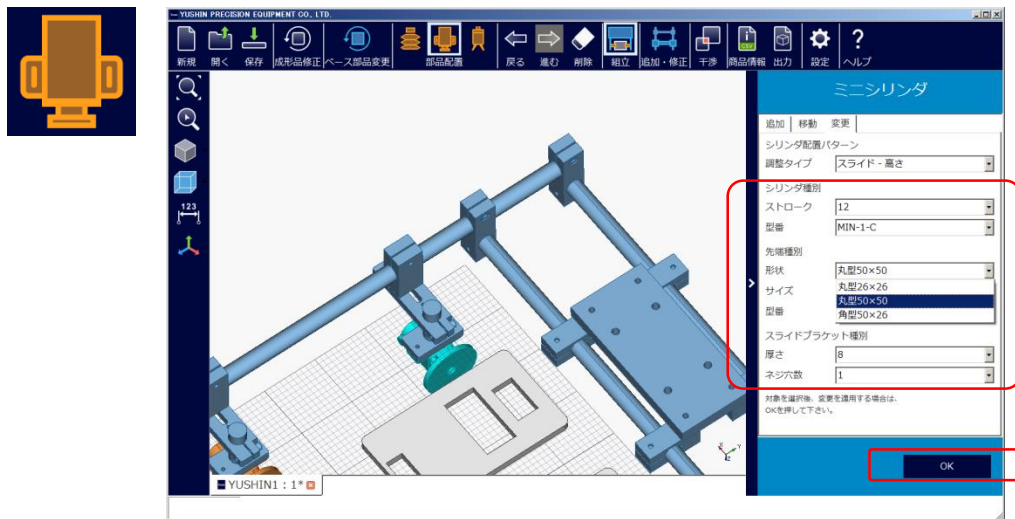


## B5-3. Changes

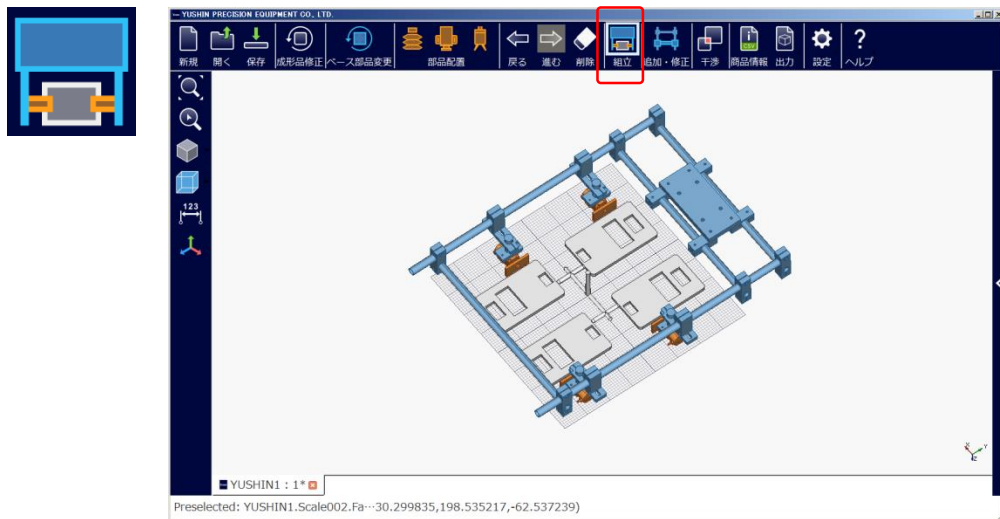
- (1) Click "Change" and select the mini cylinder you wish to change.  
The selected mini cylinder will change color



(2) Select the item you wish to change. Click "OK" after making a selection.



(3) Changes are complete.

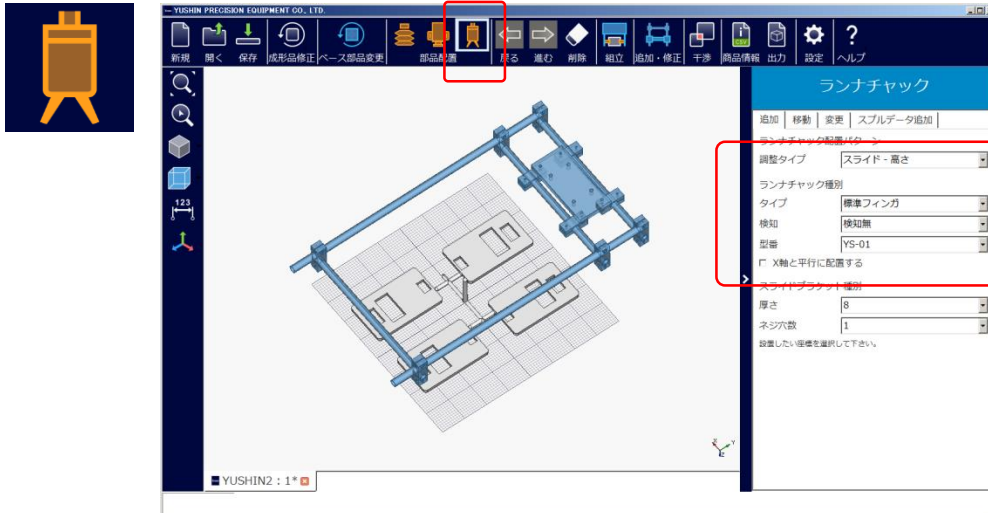




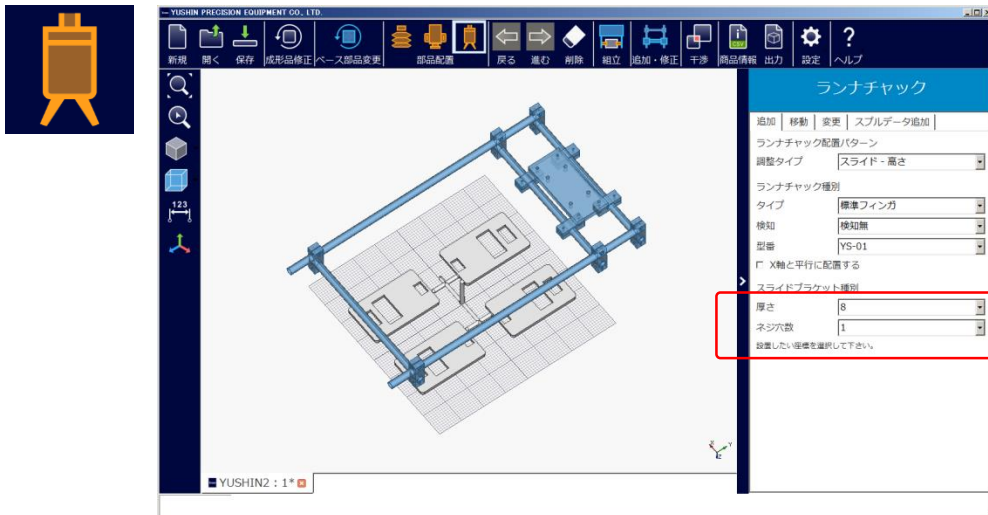
## B6. Runner Chuck Layout

### B6-1. Adding

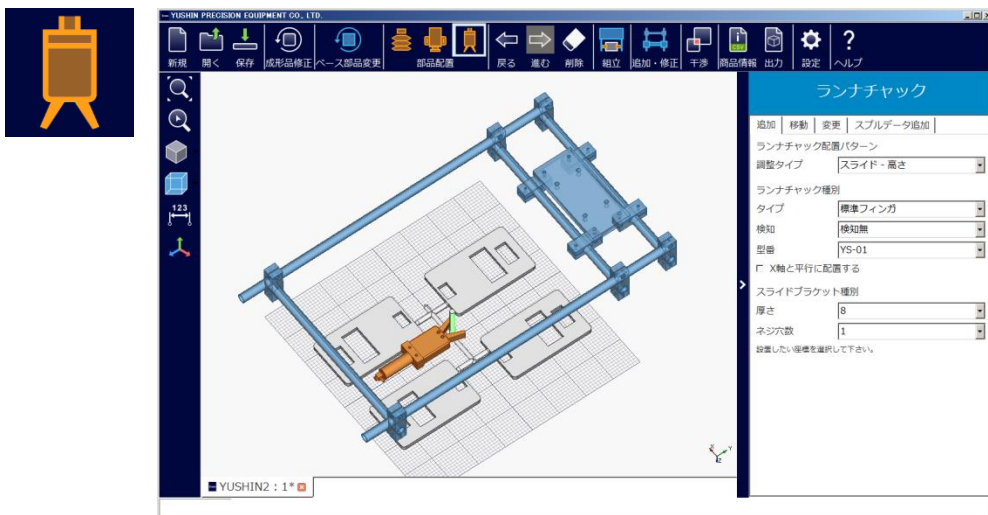
- (1) Click the runner chuck and select "Type" and "Detection". The model number will be automatically selected.  
(Model number can also be directly input)



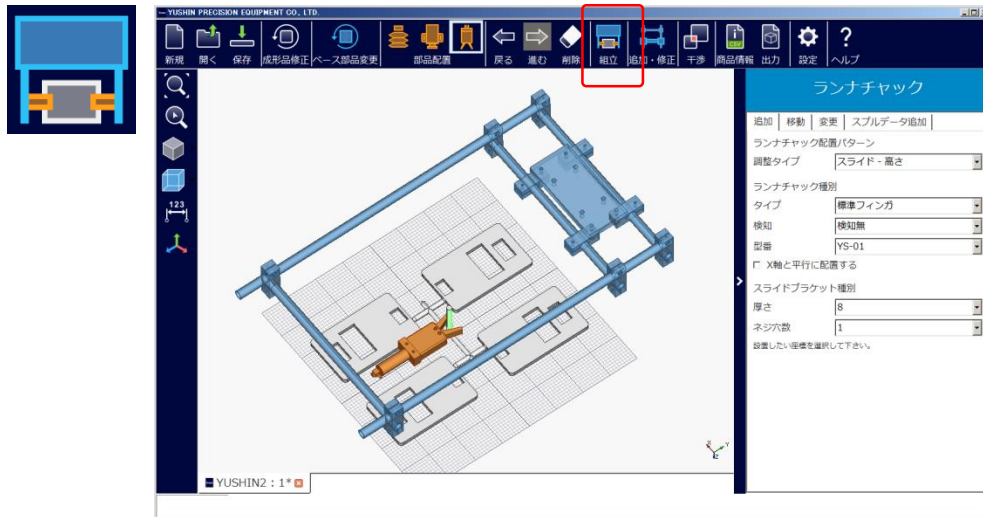
- (2) Select the slide bracket type via "Thickness" → "Number of Screw Holes".



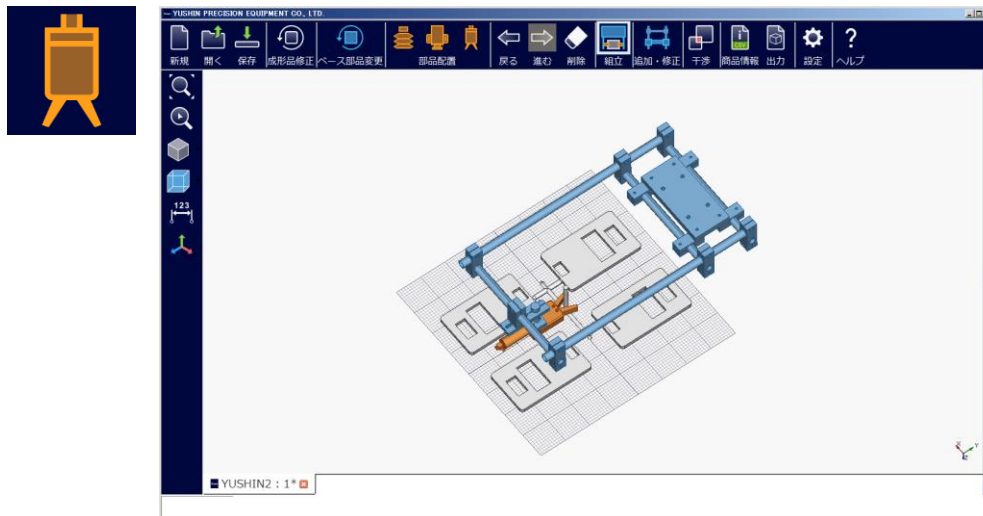
- (3) Move to above the molded item using the mouse and click the position you wish to place a runner chuck.



(4) After confirming the position, click the "Assemble" button.

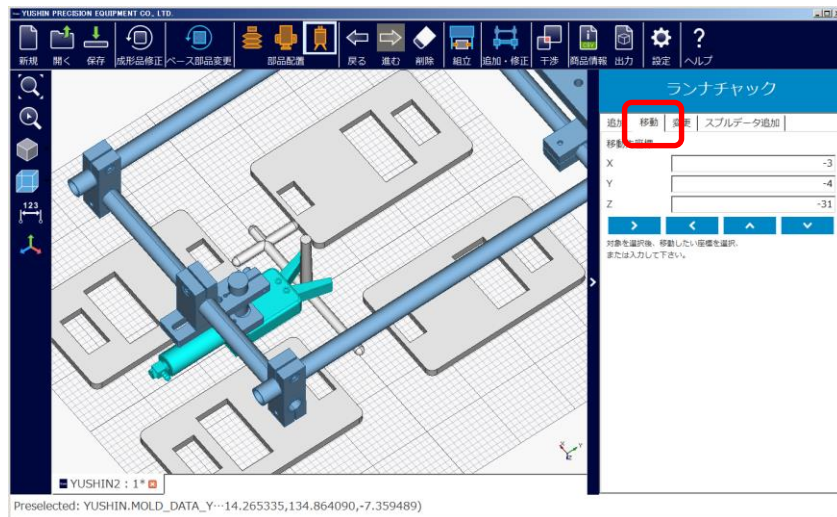


(5) Runner chucks, pipe connection brackets, and other fastening components will be automatically be positioned, completing the model.

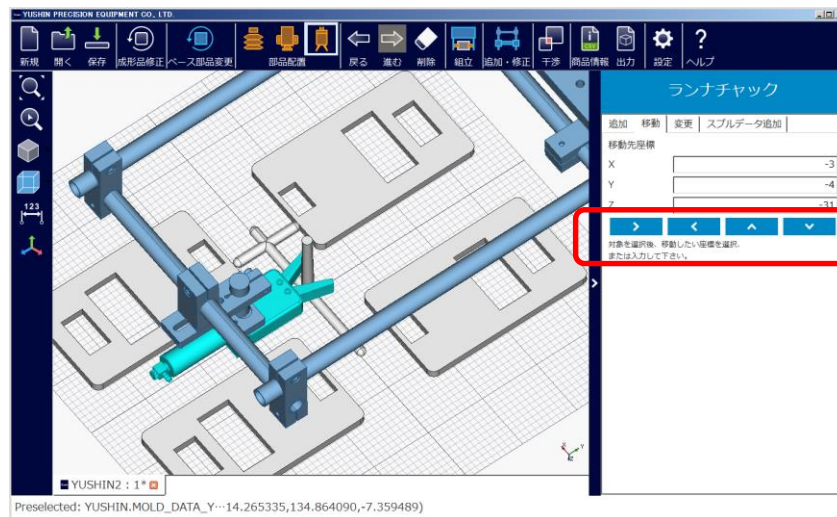


## B6-2. Movement

- (1) Click "Move" and select the runner chuck you wish to move.  
The selected runner chuck will change color



- (2) Click the movement direction to move the runner chuck.  
Note: Movement direction matches the direction displayed

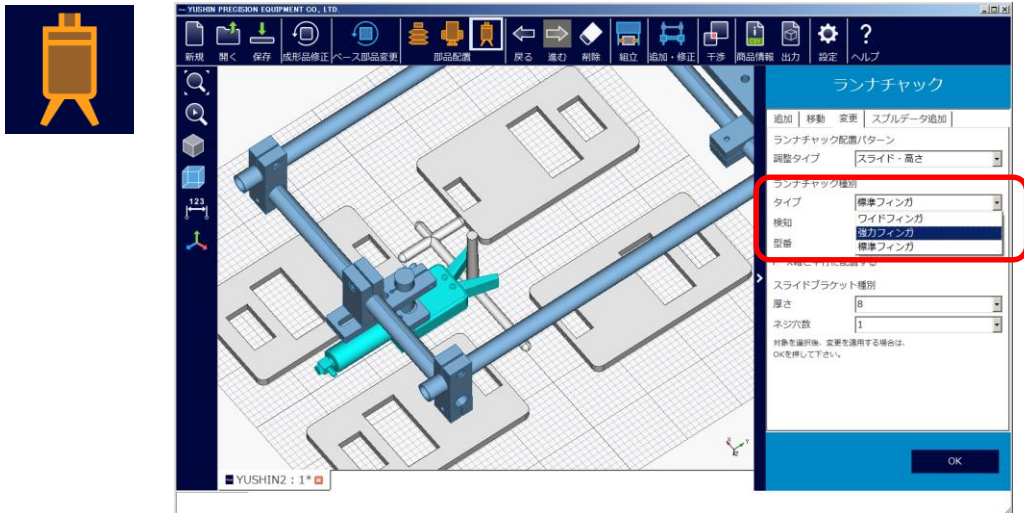


## B6-3. Changes

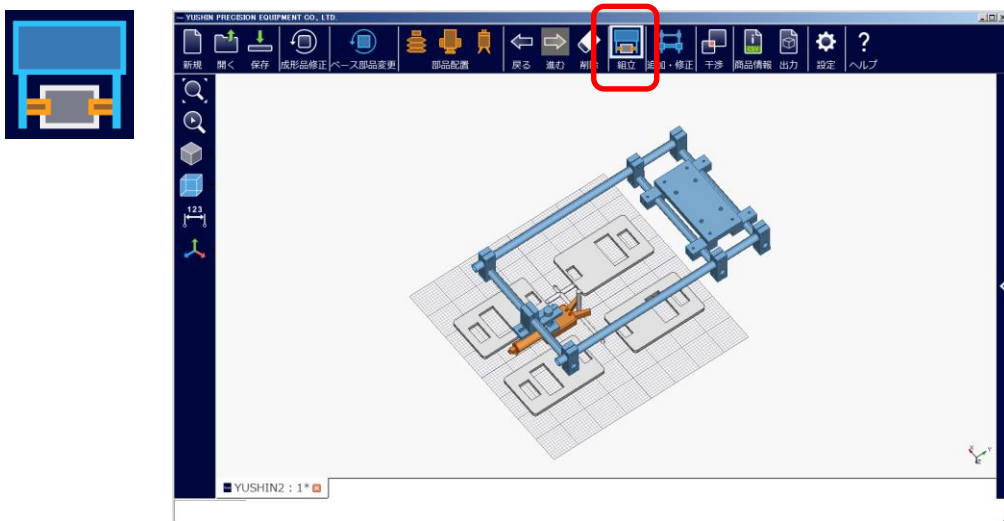
- (1) Click "Change" and select the runner chuck you wish to change.  
The selected runner chuck will change color



- (2) Select the item you wish to change. Click "OK" after making a selection.  
 E.g.: Changing runner chuck classification sensor from Do not use → Use

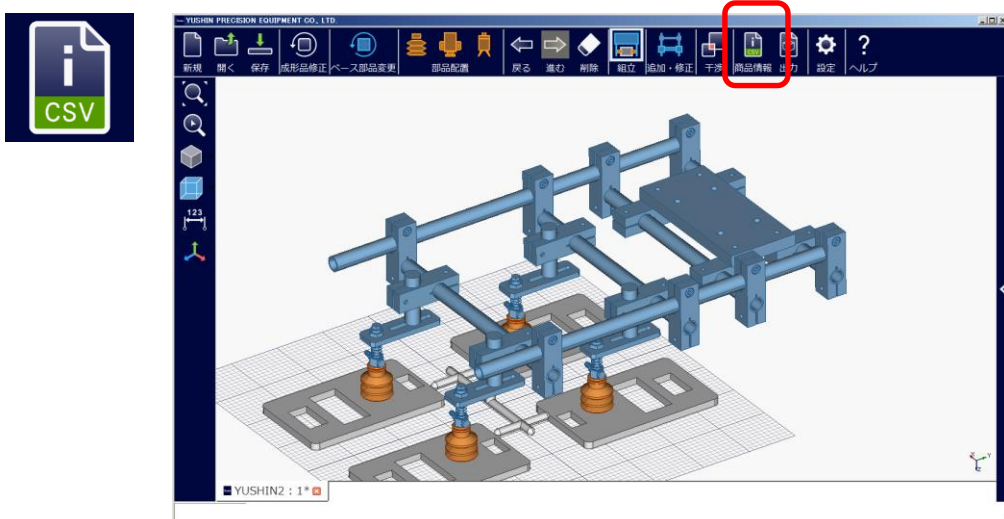


- (3) Changes are complete.



## B7. Outputting Product Information

- (1) Click "Product Information" to check information such as the component model number and weight.



(2) The component part information (product name, model number, weight), external dimensions (XYZ) can be viewed.



商品名	型番	単体重量	数量	合計重量
高さ調整用シャフト	NAH-AJS15-M5-50	24	4	96
パイプ(アルミ)	NAH-ARP15-258	41	4	164
パイプ(アルミ)	NAH-ARP15-396	63	2	126
ベースプレート	NAH-BP-H070040-T12	333	1	333
取付クランプ (ベースプレート取付 丸パイプタイプ)	NAH-RPC15-M5	43	4	172
パイプホルダ	NAH-RPH1515	70	12	840
スライドブラケット(ネジ穴タイプ 長穴1本)	NAH-SBS-M10-1-T5	20	4	80
吸着パッド(ベローズタイプ シリコン)	NAH-SC-SIB30-3	4	4	16
吸着金具(ネジ取付)	NAH-SCH11-10ST	10	4	40

X : 258 mm	完成品重量	1867 g
Y : 411 mm	成形品重量	0 g
Z : 137 mm	総重量	1867 g

(3) Clicking "Details" allows reference information such as the "Load Capacity", "Deflection Amount", and "Suction Force" to be viewed.

Note: The above are theoretical values and are provided for reference only



◆完成品寸法		◆重量	
X : 258 mm		完成品重量	1867 g
Y : 411 mm		成形品重量	0 g
Z : 137 mm		総重量	1867 g
◆許容荷重量 (参考値) 完成品と成形品の重量はベースプレート接続用ボルトの許容荷重(11900g)内です。			
◆たわみ量 (参考値) 完成品の理論たわみ量は1.53mmとなります。			
◆吸着力 (参考値) 成形品重量に対し、理論吸着力 (5.77kgf) は上回っています。			
※参考値は理論上の数値となります。			

## B8. Data Output

### B8-1. Online Quotation Data

(1) Click "Online quote output" to get a quote using the YUSHIN PARTS SHOP website.

Note: Prices cannot be checked within the tool



(2) Click "CSV Output", enter a name for the file, and save it.



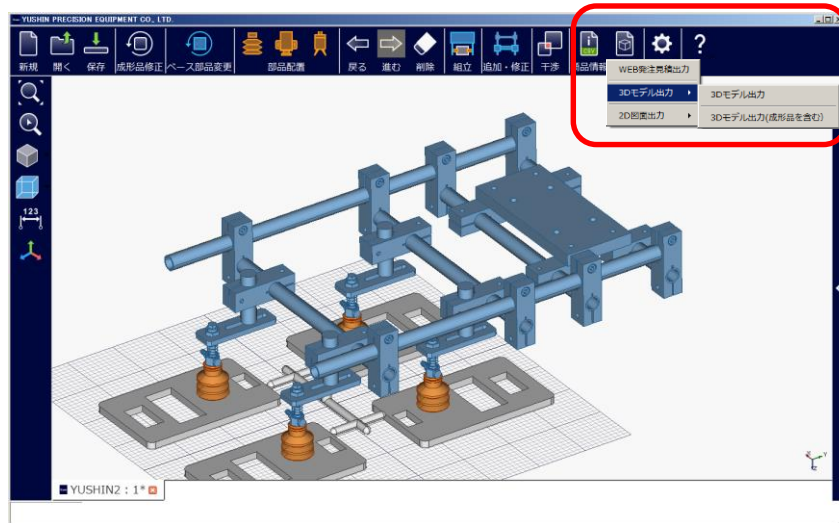
型番	数量
NAH-AJS15-M5-50	4
NAH-ARP15-258	4
NAH-ARP15-396	2
NAH-BP-H070040-T12	1
NAH-RPC15-M5	4
NAH-RPH1515	12
NAH-SBS-M10-1-T5	4
NAH-SC-SIB30-3	4
NAH-SCH11-10ST	4

CSV出力 閉じる

### B8-2. 3D Model Output

(1) To output a completed model, click "3D Model Output", then select "3D Model Output" or "3D model output (including molded items)".

Note: Only IGES or STEP format can be output



### B8-3. 2D Drawing Output

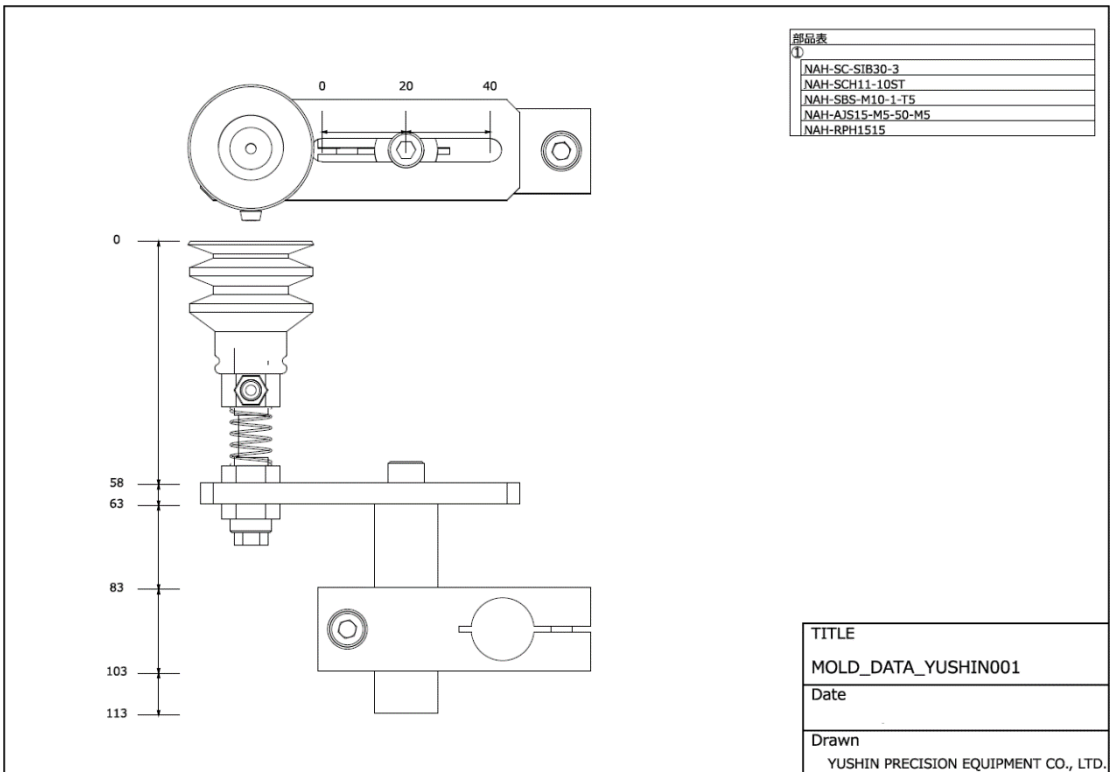
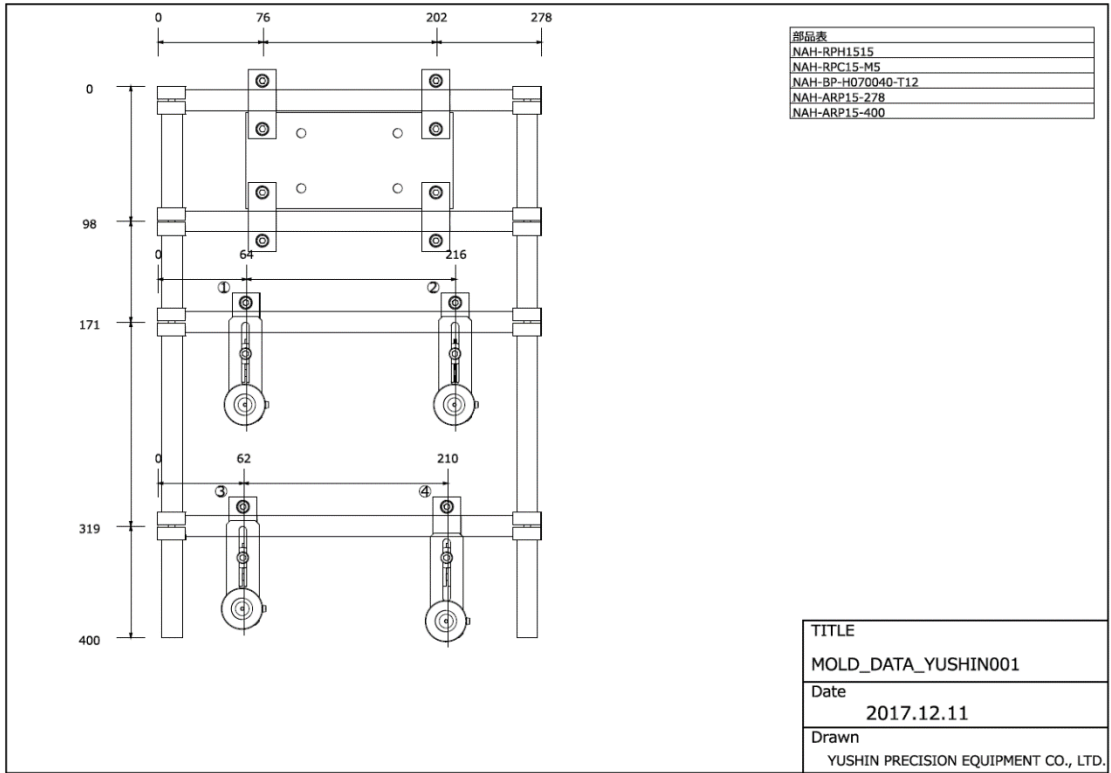
(1) To output a 2D completed model, click "2D Drawing Output".

Note that outputting a 2D drawing may take up to thirty or forty minutes



(2) Overall drawing and grip section major dimensions are listed when output

E.g.) If there are suction pads in 2 locations then 3 drawings will be output (overall drawing, suction pad 1, suction pad 2)

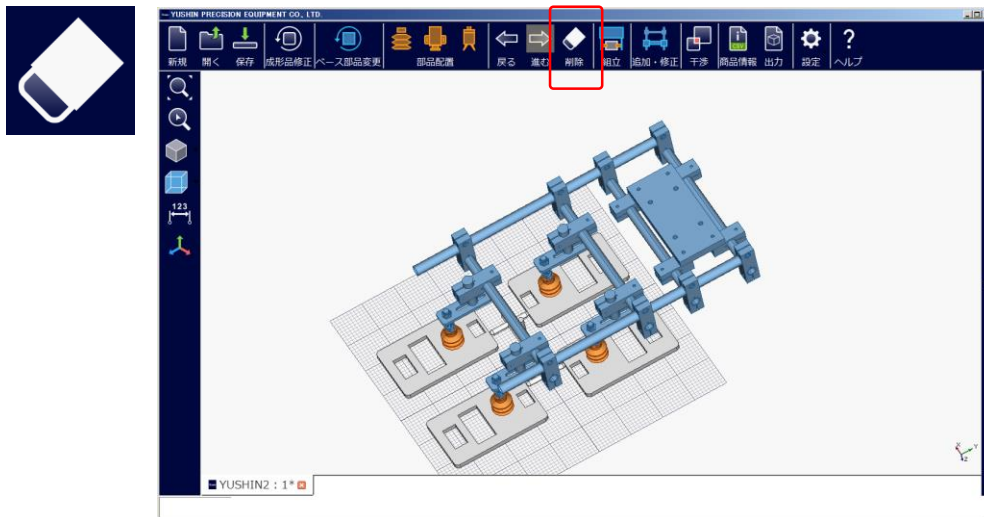


## B9. Deleting Components

(1) Click "Delete" to delete a placed component.

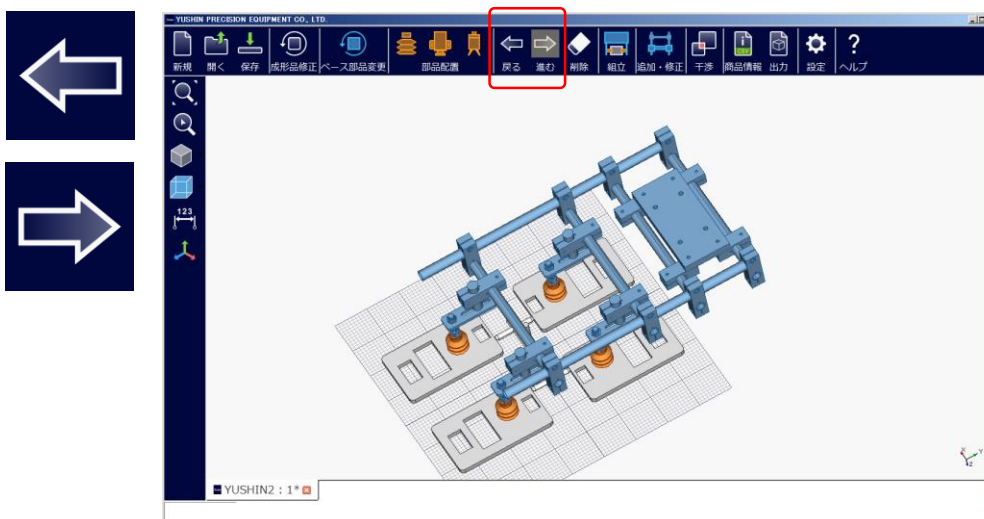
An eraser marker will be displayed. Select the parts that you want to delete to delete them.

Note: Only parts in orange can be deleted. Parts not colored in orange cannot be deleted



## B10. "Back" and "Go forward" Functions

(1) Clicking "Back" or "Go forward" enables scrolling to previous or later screens.

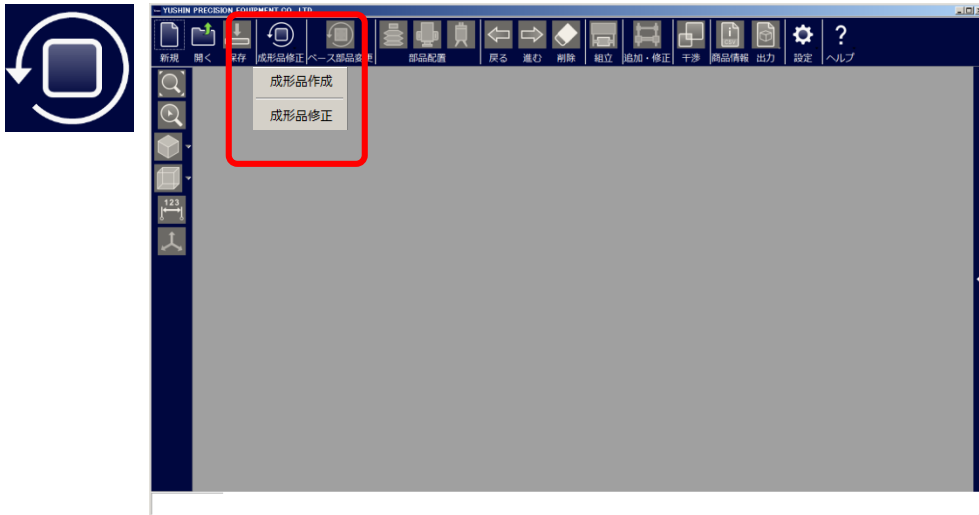




## C. Operating Method (Tutorial)

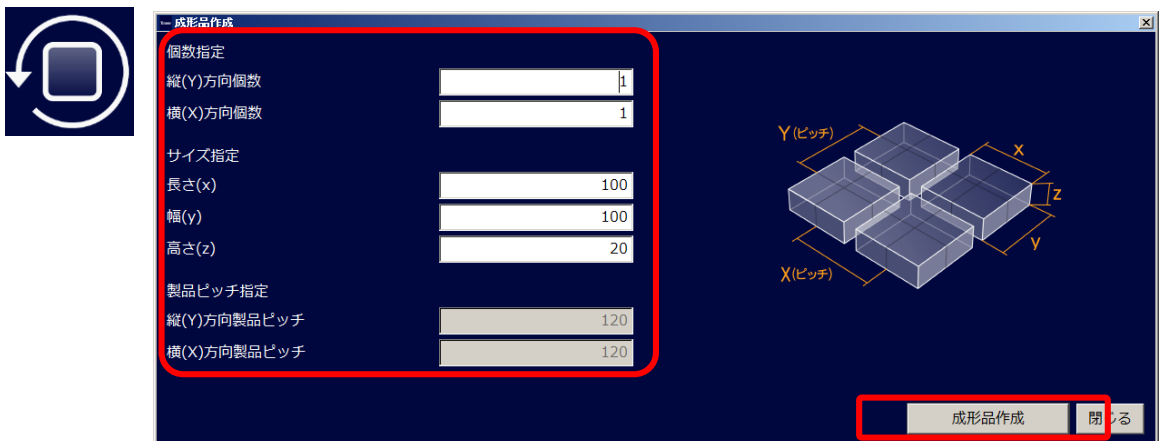
### C1. Creating Dummy Molded Item Data

(1) Click "Molded Item Creation".

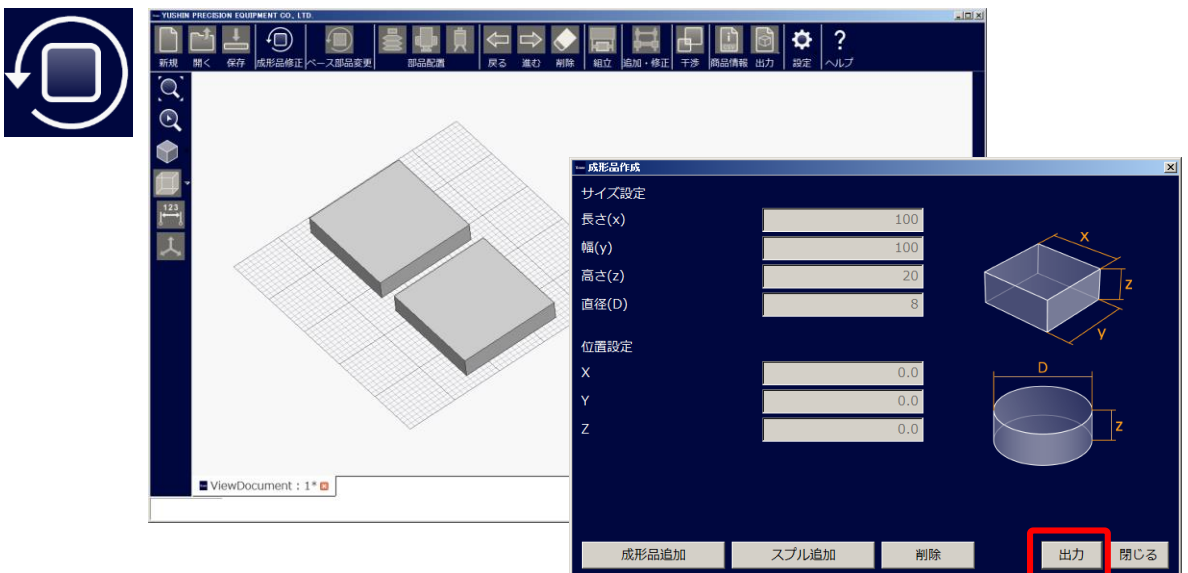


(2) Set the values for "Quantity Designation", "Size Designation", and "Product Pitch Designation", and then click "Molded Item Creation".

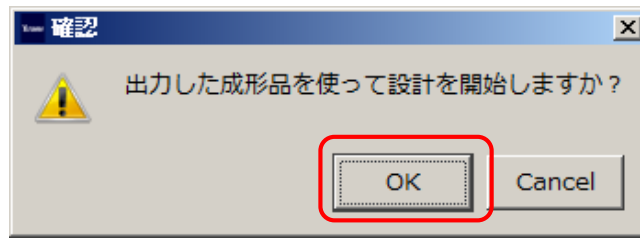
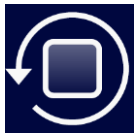
Note: Only quadrilateral shapes can be made as dummy molded items



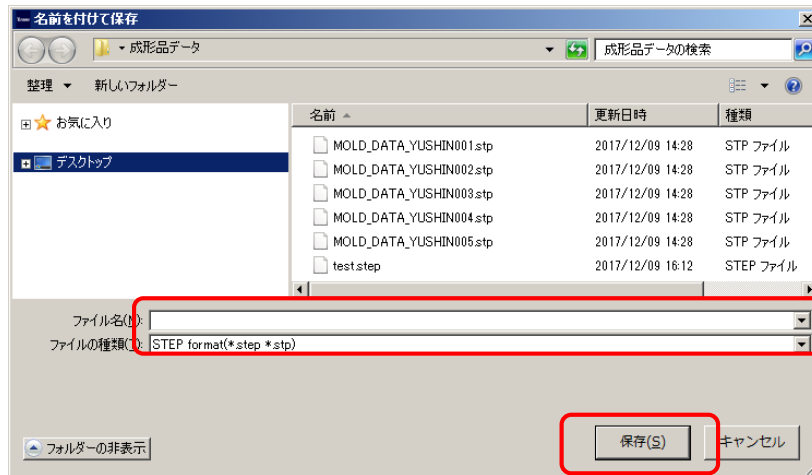
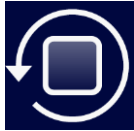
(3) The dummy molded item will appear on the screen. Click "Output"



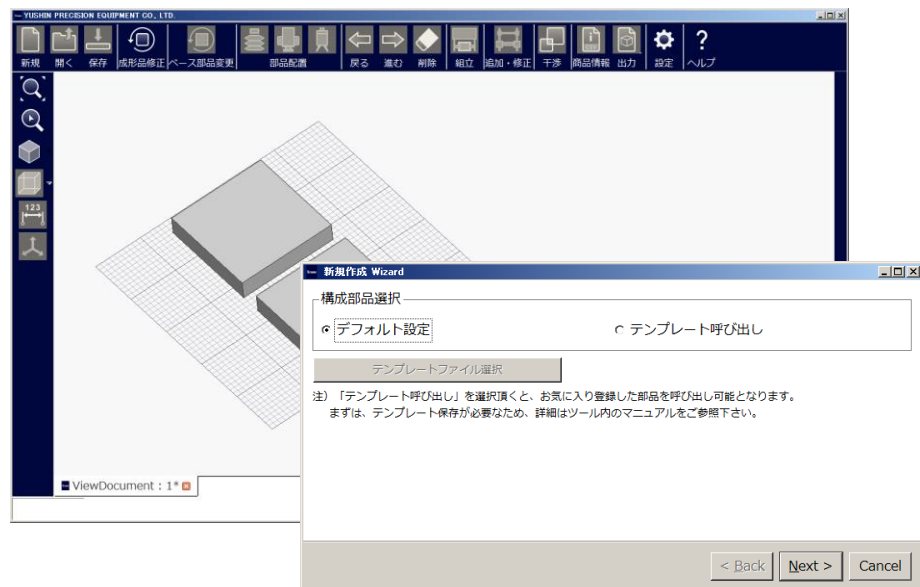
(4) Click "OK" when "Do you want to start design with the output molded item?" appears



(5) Enter a name and save

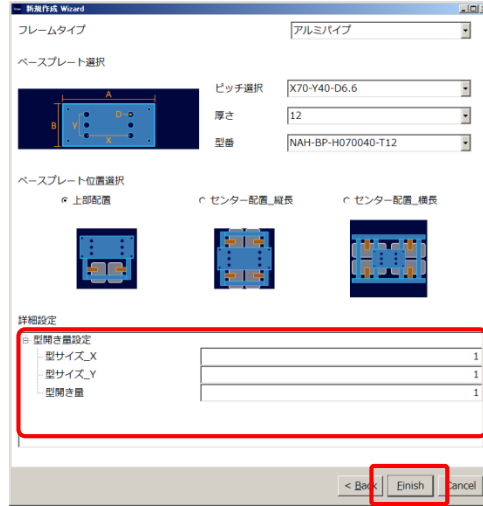


(6) The Select Component screen then opens. Refer to section B2-2 and onward of the manual for later steps

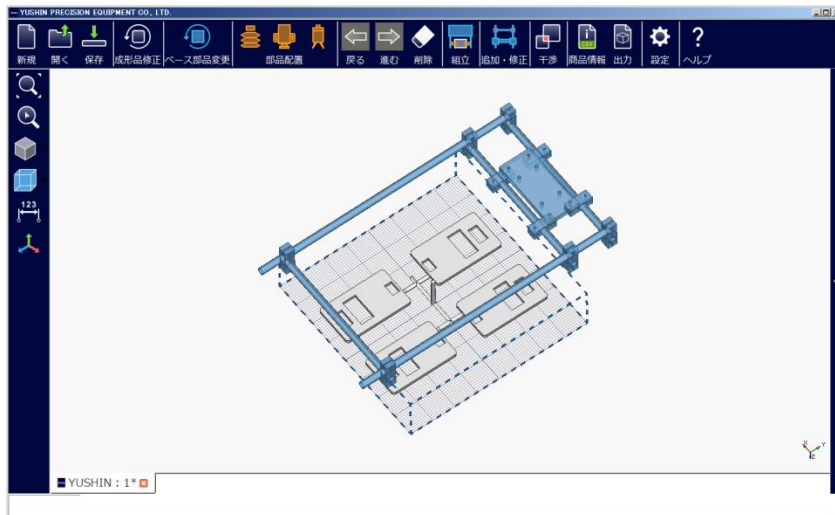


## C2. Setting Mold Opening Amount

- (1) From the Wizard for Create new, enter "Detail Settings" ▶ "Mold Opening Amount Settings" and click 'Finish'.



- (2) The set mold opening amount appears as dotted lines



- (3) If the mold opening amount is exceeded then an error message stating "Mold opening amount is exceeded" will appear  
Note: The warning displays as an error message but component chart output and ordering are still possible

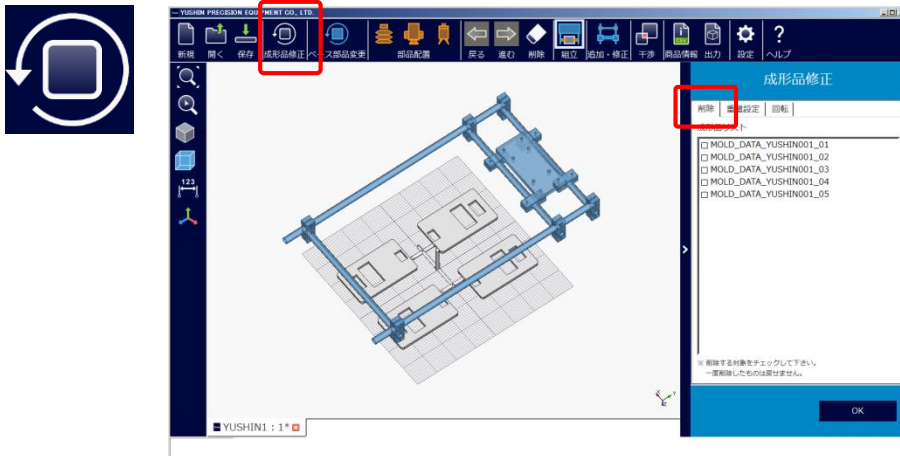


### C3. Modifying Molded Item Data

#### C3-1. Deleting Unnecessary Molded Item Data

- 1) Click "Modify Molded Item", and after checking that "Delete" is not selected, select the target data from the "Molded Item List" and click "OK".

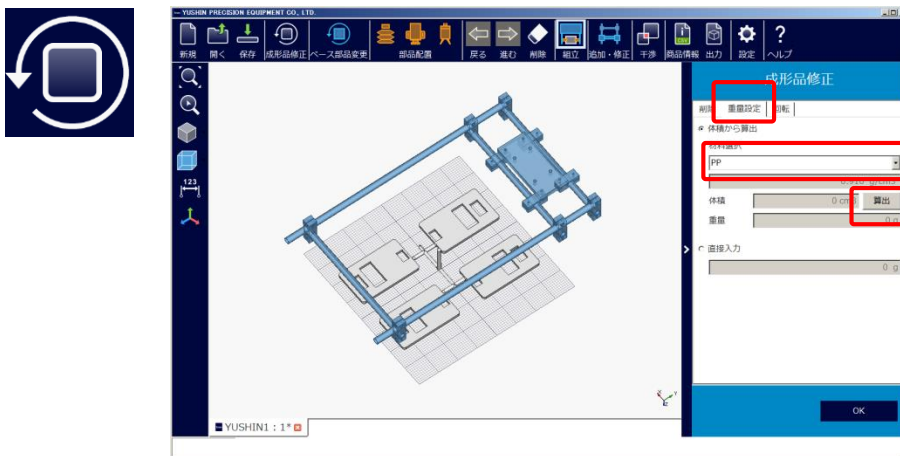
Note: Once data is deleted there is no way to restore it. If deleted by mistake, please newly import the molded item data again.



#### C3-2. Setting Molded Item Weight

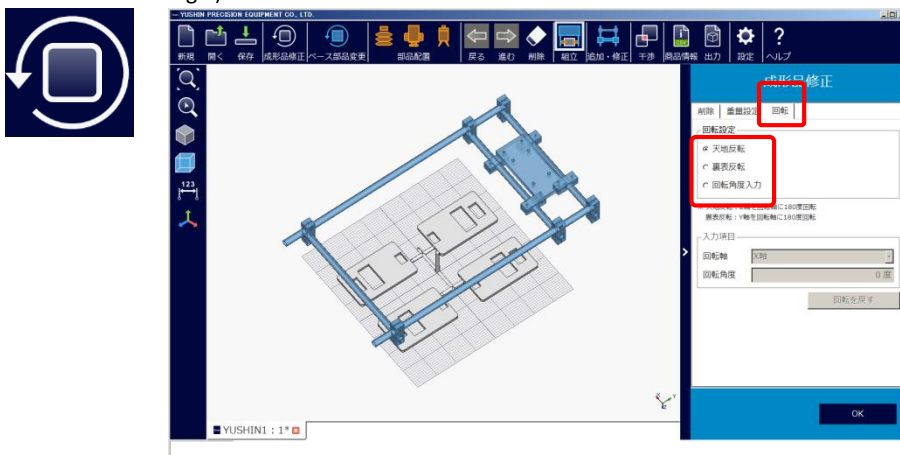
- (1) Click "Weight Settings", select resin from "Volume Calculation" > "Select Material", and click "Calculate" to automatically calculate the weight.

Note: If the model data is not a perfect solid then the volume cannot be calculated. In this case, click "Direct Input" and input the weight.



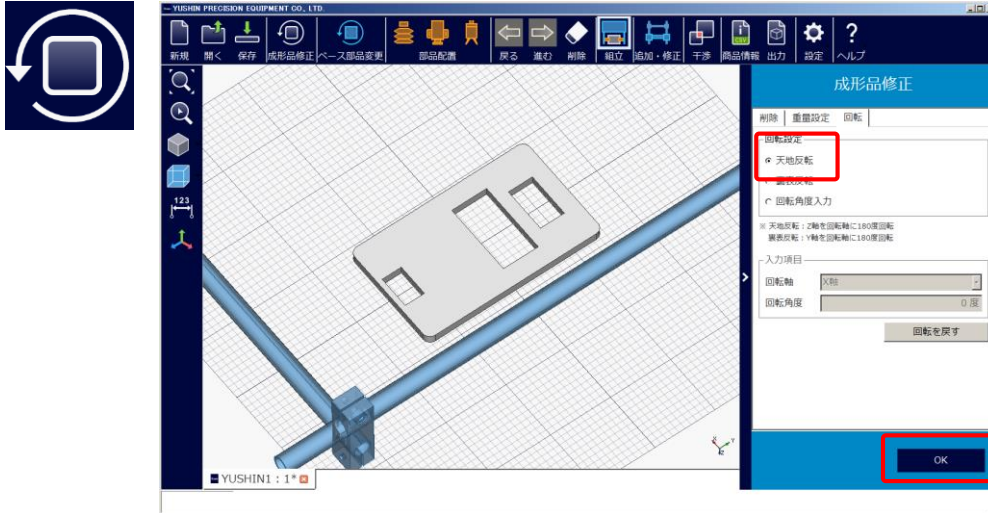
#### C3-3. Changing Molded Item Position

- (1) Click "Rotate" to change the molded item direction in "Rotation Settings" (Vertical flip, Reverse flip, Enter rotation angle).

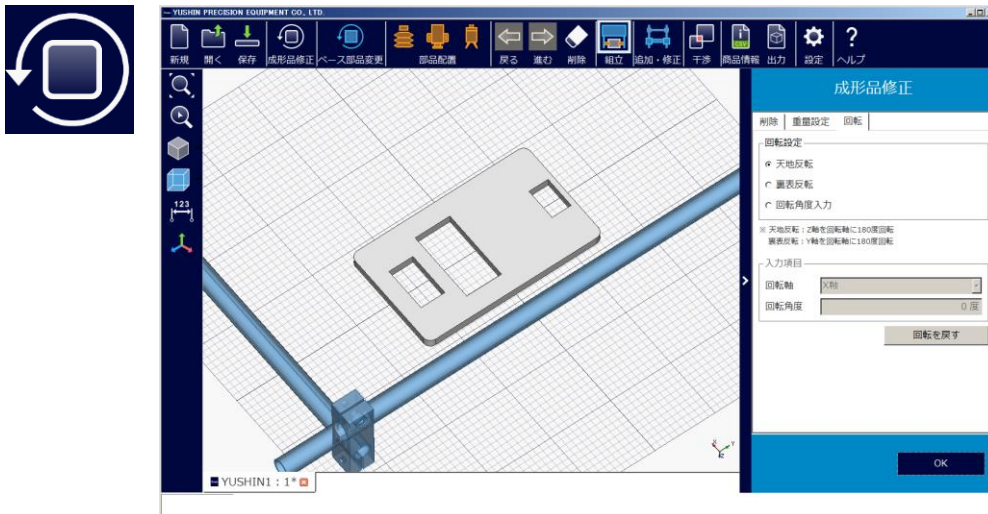


(2) Vertical flip

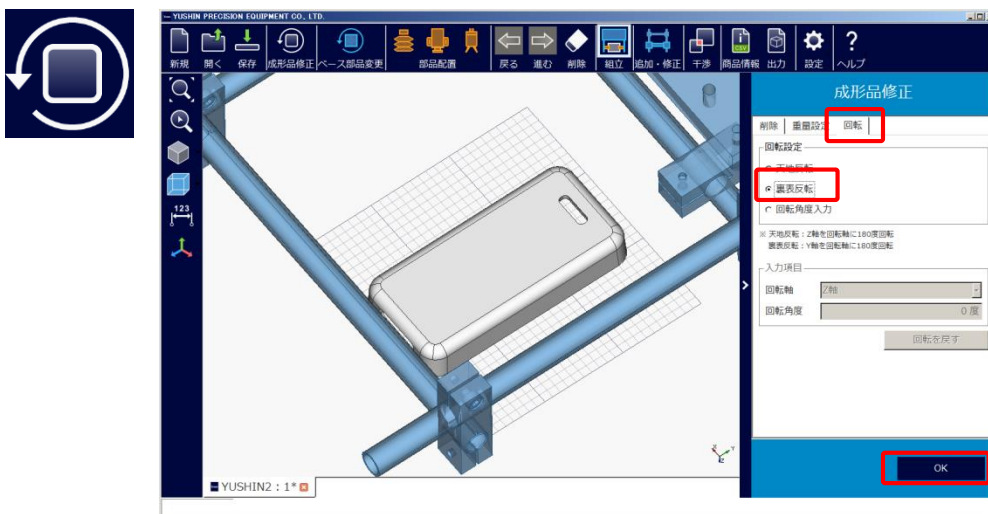
To change the molded item direction by 180° top-bottom, select "Rotation Settings" > "Vertical flip" and click "OK".



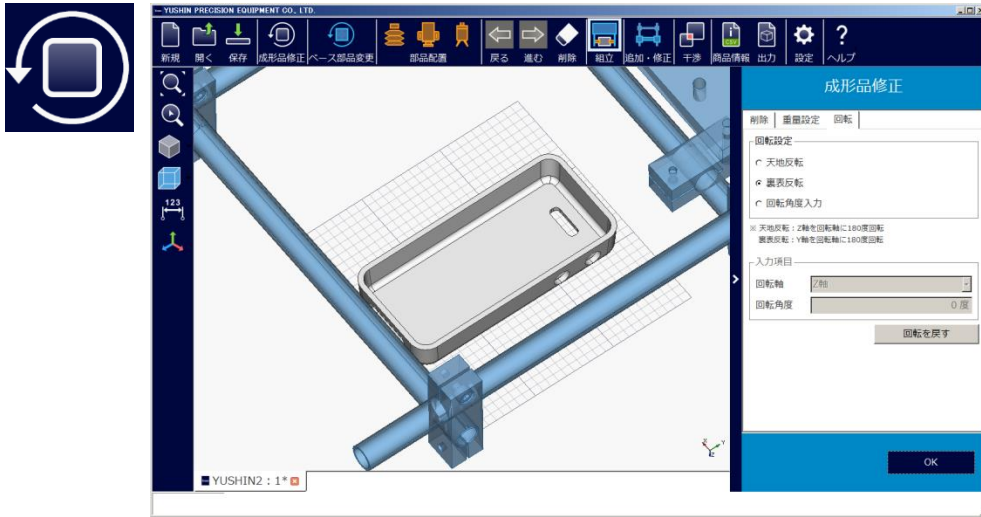
(3) The molded item will rotate about the Z axis by 180 degrees.



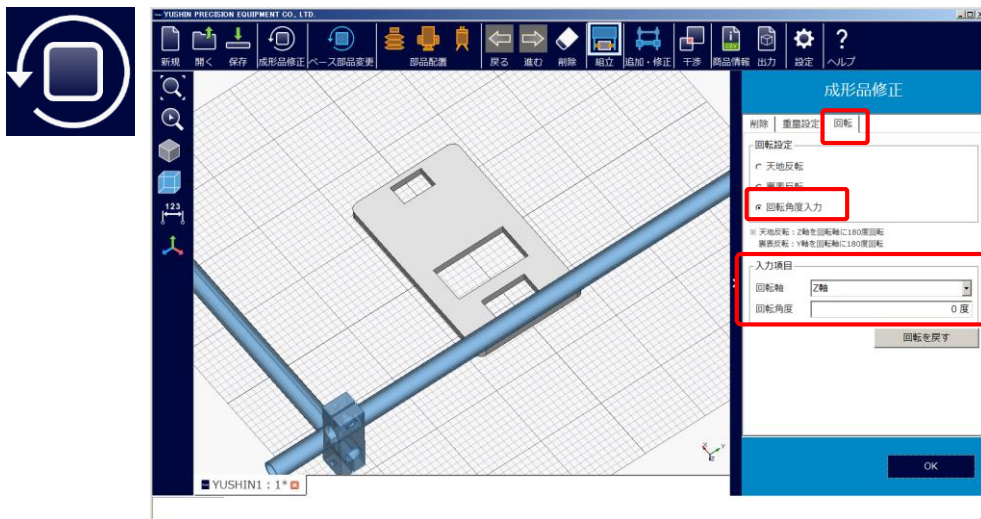
(4) Reverse flip: To change the molded item direction by 180° front-to-back, select "Rotation Settings" > "Reverse flip" and click "OK".



(5) The molded item will rotate about the Y axis by 180 degrees.



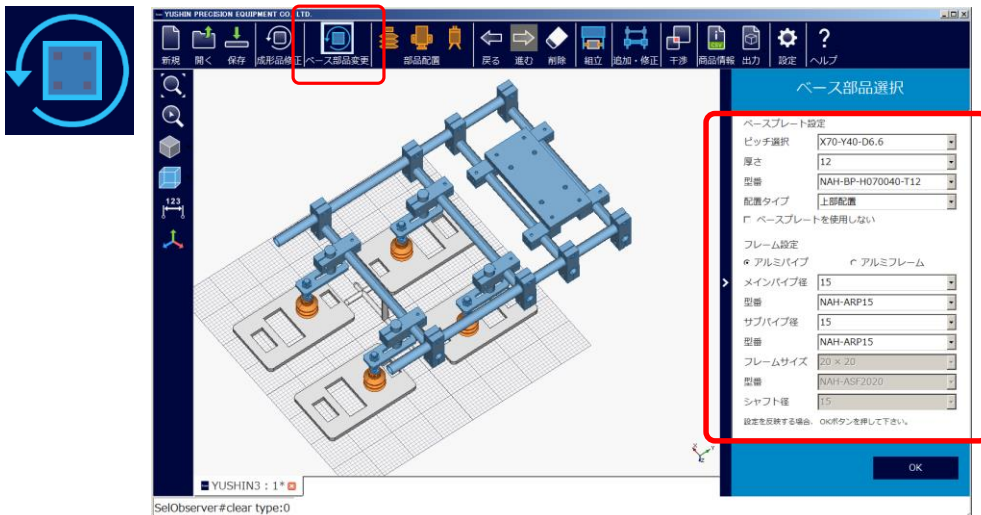
(6) Enter rotation angle: To change the molded item direction by 180° (front-rear), select "Rotation Settings" ▶ "Enter rotation angle", set the "Rotation angle" and "Rotation axis", and click "OK".



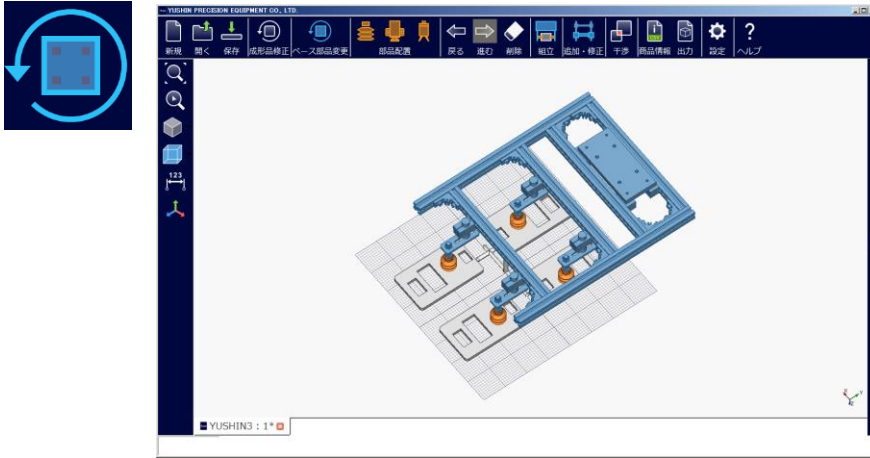
#### C4. Changing Base Components

(1) Click "Change Base Component", select the item from "Baseplate Settings" or "Frame Settings" that you wish to change, and click "OK".

E.g.: Selecting an aluminum frame from the frame settings



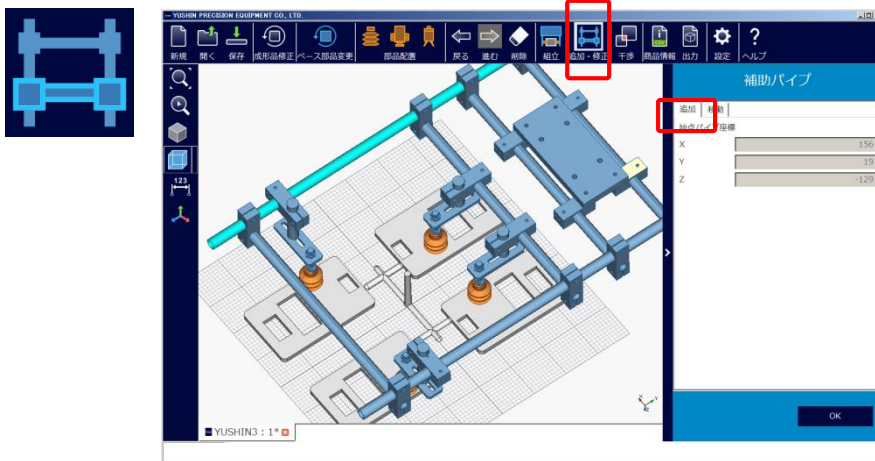
(2) Changes are complete



### C5. Adding/Modifying Auxiliary Pipes

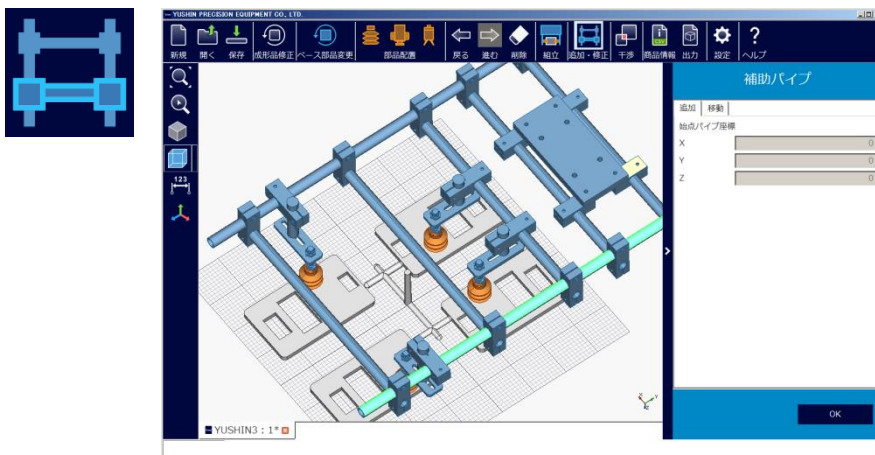
#### C5-1. Adding

- (1) To add additional pipes for reinforcing after the automated assembly, click "Add/Modify".  
Click the locations where you would like to add auxiliary pipes.  
E.g.: An auxiliary pipe was added to the section marked with the red circle



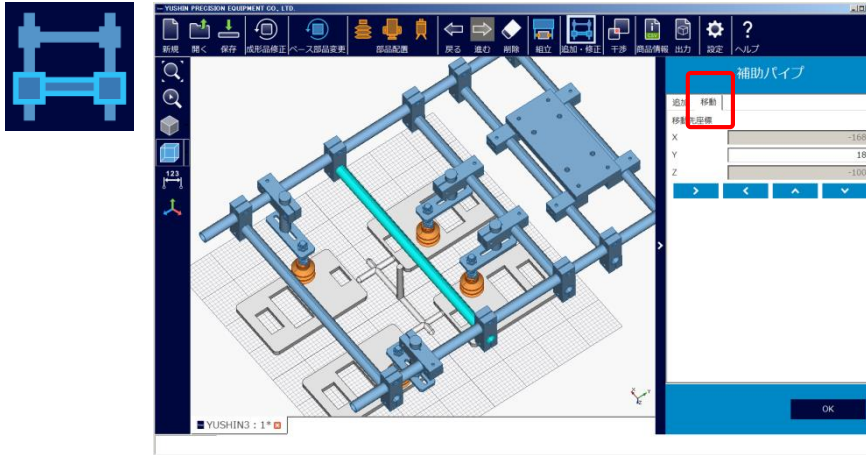
- (2) Addition of auxiliary pipes is complete.

Note: Additional pipes are not applied when saved as XML data

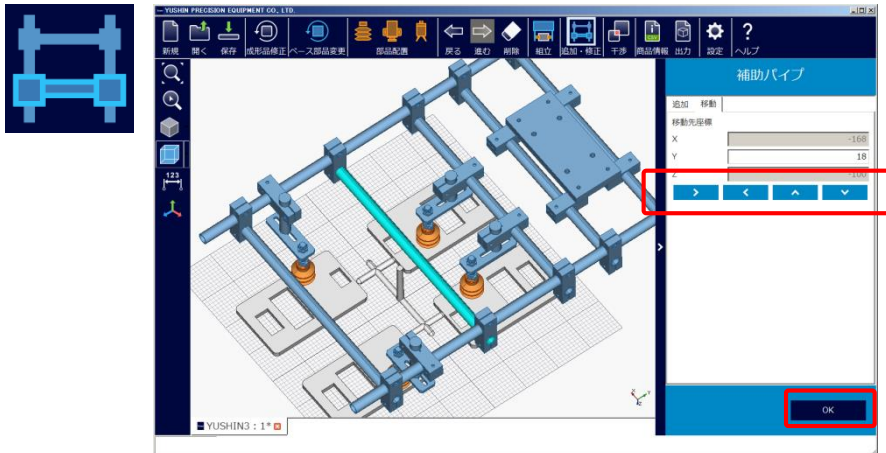


## C5-2. Movement

- (1) Click "Move" and select the auxiliary pipe you wish to move. The selected auxiliary pipe will change color. E.g.: Only the added auxiliary pipes can be moved (main pipes and sub pipes cannot be moved)

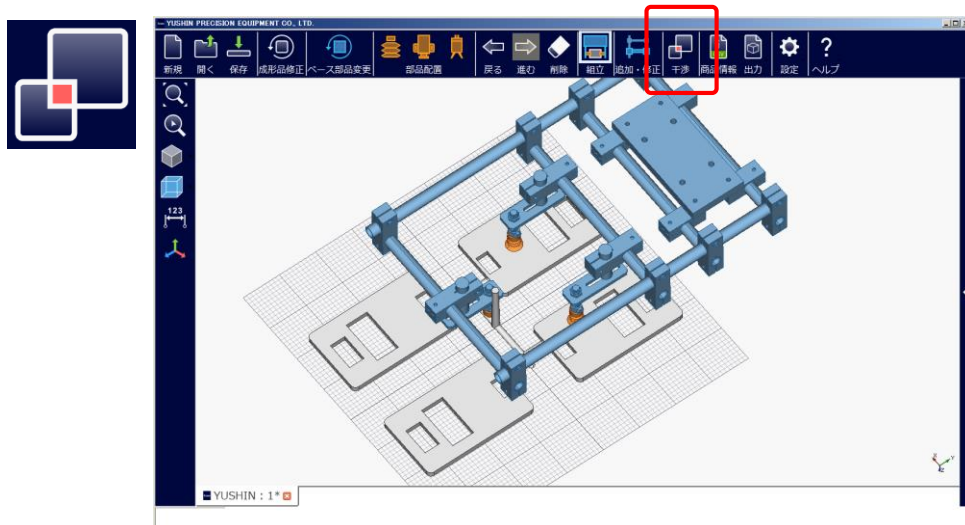


- (2) Click the movement direction to move the auxiliary pipe and click "OK" to confirm.



## C6. Checking Molded Item Interference

- (1) Click "Interference" to check for interference between molded item and completed model

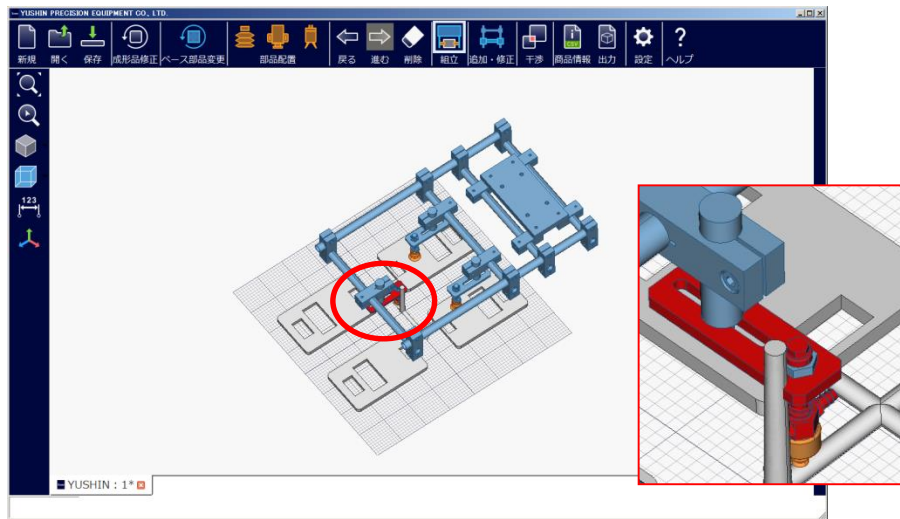




(2) If there is interference, the applicable locations will change color.

E.g.: In this case the suction pad and suction bracket interfere with the sprue

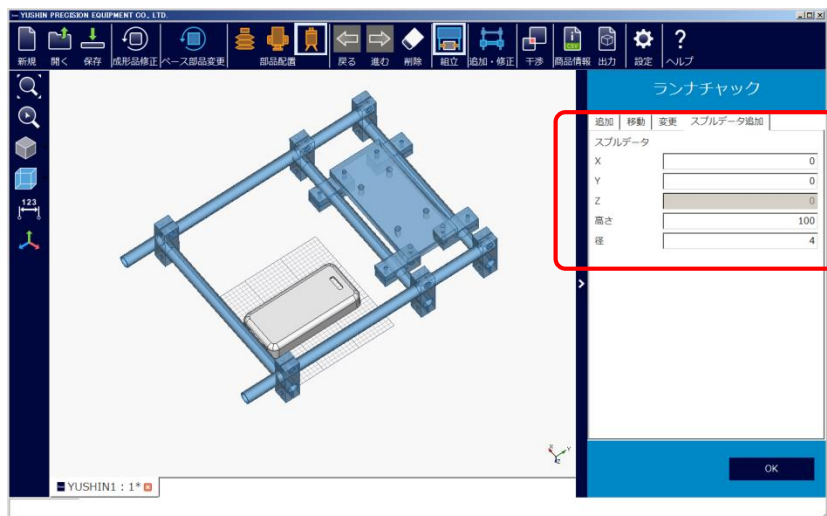
Note: The interference checking function checks for interference between the "molded items" and "components" but cannot check for interference between different components



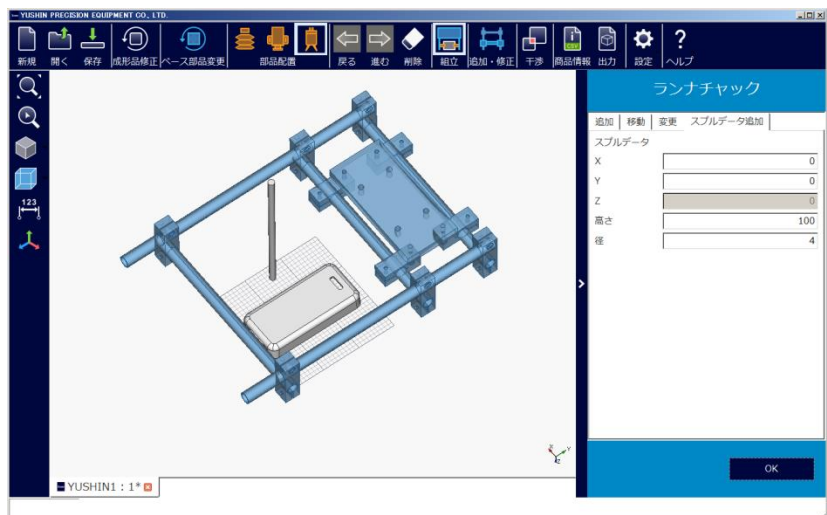
### C7. Creating a Dummy Sprue

(1) Click "Add Sprue Data", input the details for "X" → "Y" → "Height" → "Diameter", and click "OK"

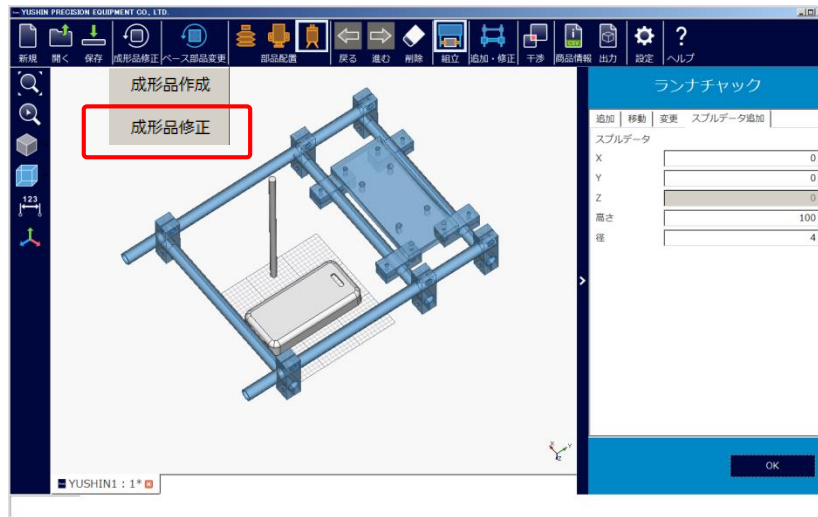
Note: The direction of the arrow is the positive direction



(2) Sprues are added.



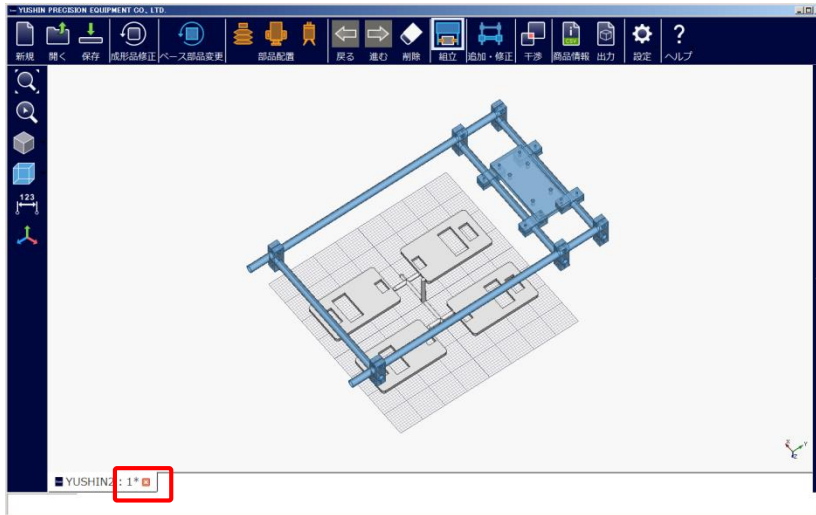
(3) To delete sprues, click "Modify Molded Item".  
Then, refer to C3-1 Deleting Unnecessary Molded Item Data



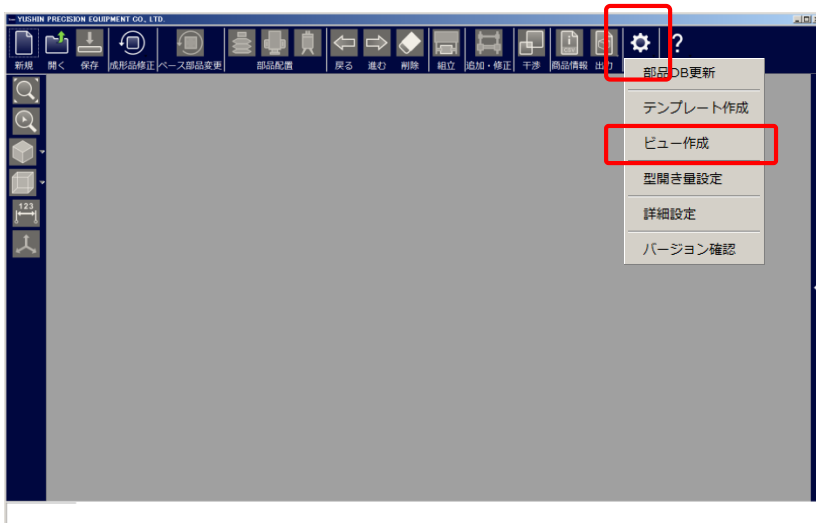
## D. Other Operations

### D1. Checking the Molded Item Shape (Function for Viewing 3DCAD Data)

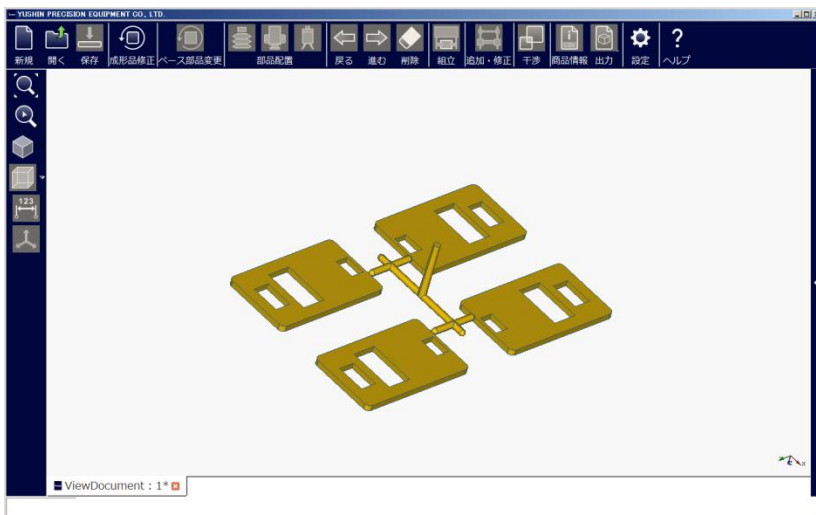
(1) Click "X" to close the worksheet.



(2) Click "View Creation" and select the molded item you wish to check the shape of, then drag and drop it.  
Note: Only IGES and STEP file types can be imported

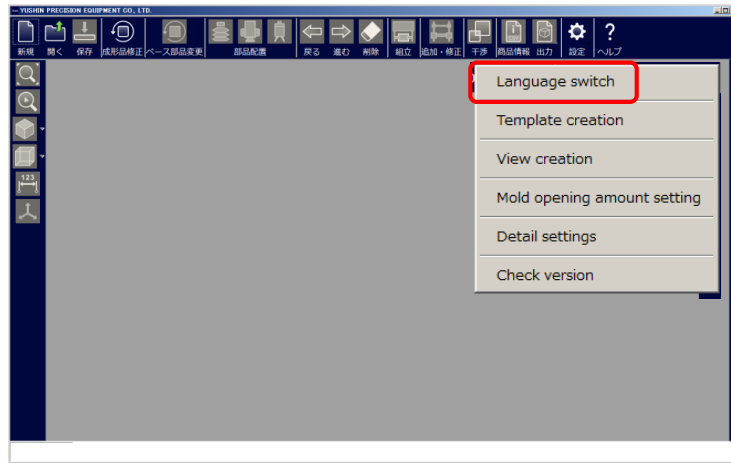


(3) The selected molded item can be checked.



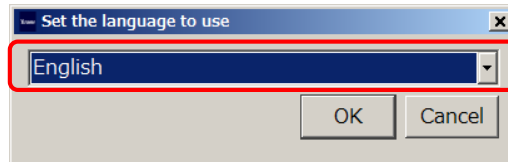
## D2. Switching Languages

(1) If switching the language is necessary, click "Settings" ▶ "Language Switch".



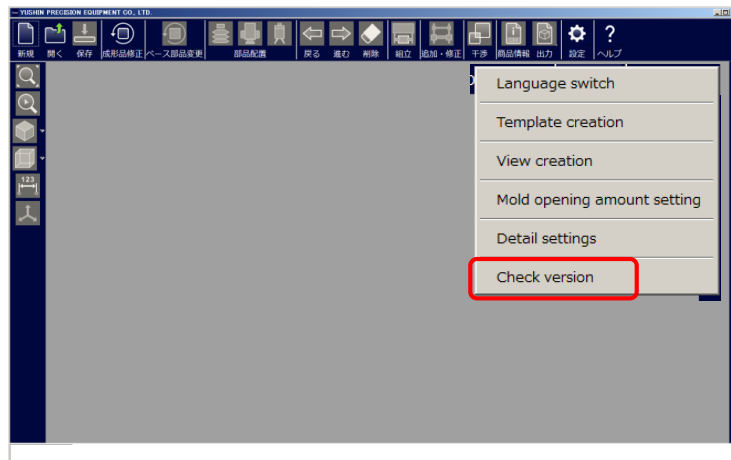
(2) Select the target language and click "OK".

Note: Changes to the language are only applied after the software restarts



## D3. Checking Component Database Version

(1) If switching the language is necessary, click "Settings" ▶ "Language Switch".

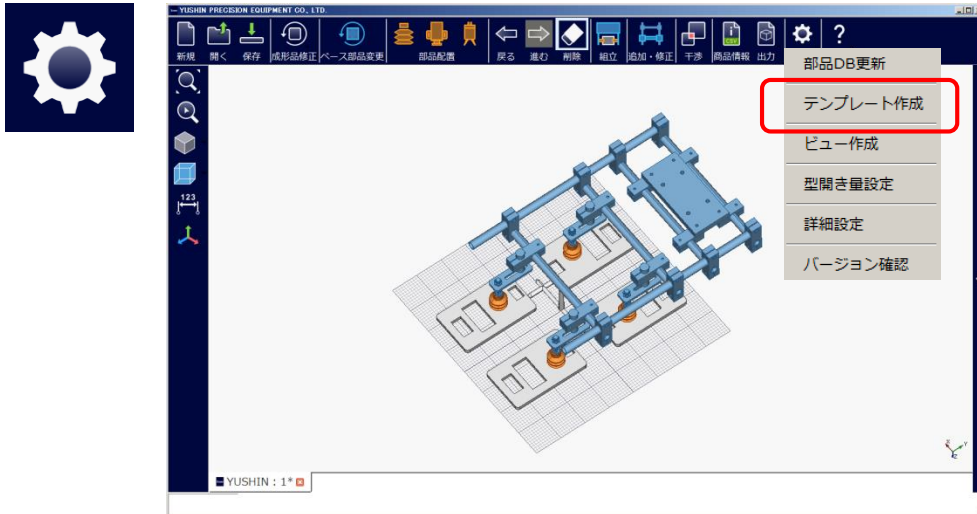


(2) Check that the tool version is the "Release Version" and the component database version is the "DB Version" (Currently both are 2.00). Click "Get the Latest Version" to get the latest version.



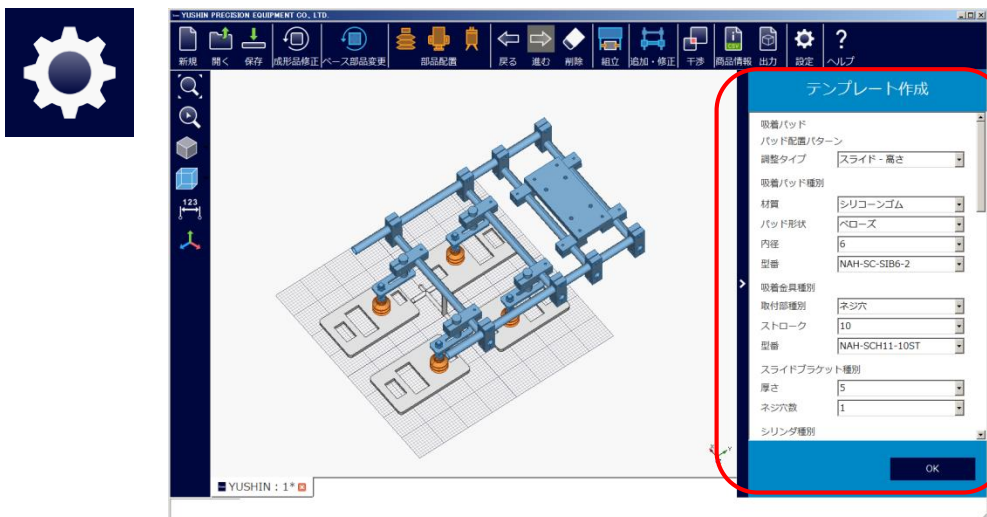
#### D4. Creating Templates

(1) Click "Settings" > "Template Creation".



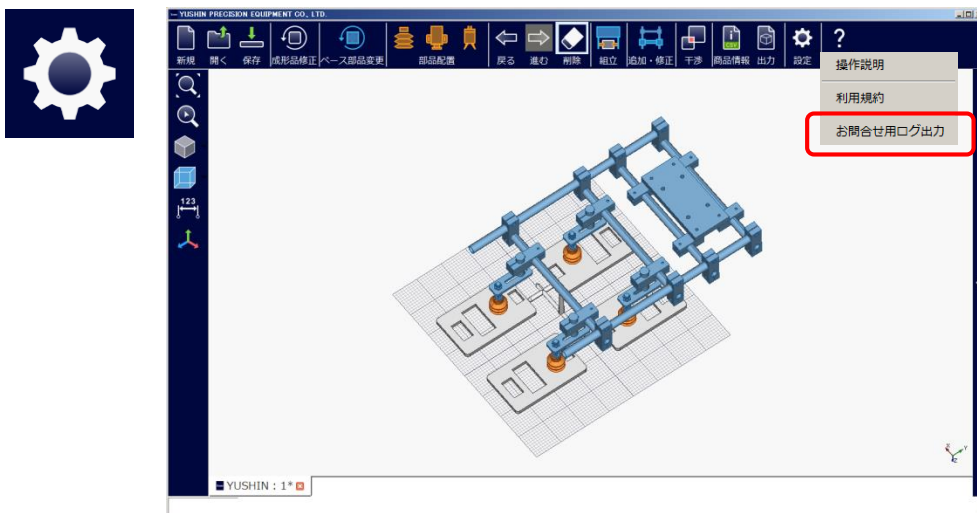
(2) Select the item that you wish to change, click "OK", and save the template.

Note: Refer to "B. Operating Method (Basics) > B2. Entering Basic Information > B2-2. Component Settings" for how to call a saved template



#### D5. Logging Error Messages

(1) Click "Help" > "Output Query Log" and save the resulting file.



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In order to use the “YUSHIN EOAT Automated Design Tool” (hereinafter referred to as “SOFTWARES”), it is necessary for the user to agree to all provisions of YUSHIN PRECISION EQUIPMENT CO.,LTD. “YUSHIN EOAT Automated Design Tool” license agreement (hereinafter referred to as “THIS LICENSE AGREEMENT”) specified hereinafter.

Those who use any or all of SOFTWARES shall be deemed to agree to each and every provision of THIS LICENSE AGREEMENT at the time when they install any or all of SOFTWARES. Those who do not agree to THIS LICENSE AGREEMENT may not use SOFTWARES. Before using SOFTWARES, please carefully read and thoroughly understand THIS LICENSE AGREE

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The purpose of THIS LICENSE AGREEMENT is to set forth the terms and conditions for using SOFTWARES as agreed between YUSHIN PRECISION EQUIPMENT CO.,LTD. (hereinafter referred to as “OUR COMPANY”) and the corporate or individual (hereinafter referred to as “USER”) who uses SOFTWARES.

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- 1) SOFTWARES consist of all of the programs, the product information, the CAD/drawings data and other information included in SOFTWARES.
- 2) “INTERNET SERVICE” means the service that provides USERS who access the web site of OUR COMPANY by using SOFTWARES with an access to information such as CAD/drawings data and our product information.
- 3) “Electromagnetic/Optical recording medium” means a medium which electromagnetically or optically records letters, images, sounds and other information on a hard disk, floppy disk, CD-ROM, MO, DVD, USB memory stick, or similar device.
- 4) “Use” means for USER to start up or operate on the computer, to modify, amend or add new data, to store in Electromagnetic/Optical recording medium, to print, to make duplications, regardless of whether or not they are tangible, to transmit, or to recreate by any other method.

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2. USER shall comply with all relevant laws in the use of SOFTWARES.
3. USER shall install SOFTWARES via the Electromagnetic/Optical recording medium provided to USER or website operated by OUR COMPANY. SOFTWARES may neither be installed nor be put into an installable condition by any other method.

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3. USER agrees to comply with any third party agreements (hereinafter referred to as “THE OTHER AGREEMENTS”) relating to any programs and data of any third party contained in SOFTWARES and AVAILABLE INFORMATION (hereinafter referred to as “THIRD PARTY’S PROGRAMS”).
4. USER shall be deemed to have agreed to THE OTHER AGREEMENTS at the time when USER has installed SOFTWARES.
5. OUR COMPANY shall not assume any responsibility, even if SOFTWARES, our product data included in SOFTWARES and AVAILABLE INFORMATION or THIRD PARTY’S PROGRAMS infringe any rights of another third party.

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  - (2) Amend, modify, tamper with, translate or recreate the whole or any part of SOFTWARES or AVAILABLE INFORMATION;
  - (3) Provide the whole or any part of SOFTWARES or AVAILABLE INFORMATION to a third party or allow a third party to use by selling, transferring, lending or publicly transmitting it, Sublicense, or by any other means;
  - (4) Modify, reverse engineer, decompile, disassemble or otherwise analyze the contents of SOFTWARES; or
  - (5) Publish or display SOFTWARES or AVAILABLE INFORMATION to the public.

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3. USER understands and agrees that OUR COMPANY is not in any way responsible for damage due to faults or failures in equipment such as a computer, business interruption, or loss of business information to USER or damage due to any third party's claim, arising out of USER's use of SOFTWARES or INTERNET SERVICE, regardless of the cause. OUR COMPANY is not in any way responsible either for a delay in work and data loss due to communication line faults, natural disasters, accidents, etc. or damages caused by faults, etc. occurring as a result of using INTERNET SERVICE in any way other than a normal way.
4. OUR COMPANY provides neither operation guarantee, warranty against defects, nor technical service at all regarding INTERNET SERVICE.
5. USER has the obligation to confirm that any product number generated by SOFTWARES conforms to the requirements of USER. OUR COMPANY (or its overseas subsidiary selling the product to USER) is not in any way responsible for damages to USER arising out of the failure of the product with the said product number to conform to USER's requirements (including but not limited to the conformance to specifications information indicated by CAD data or SOFTWARES and INTERNET SERVICE) or damages to USER due to a third party's claim, regardless of the cause.

#### Article 7 (Modification and Revision of SOFTWARES, etc.)

1. OUR COMPANY may modify or revise SOFTWARES at any time without advance notice.
2. OUR COMPANY may voluntarily provide the revised version of SOFTWARES.
3. When the revised version of SOFTWARES is provided to USER by OUR COMPANY, USER shall immediately stop using the current version of SOFTWARES and thereafter use the revised version of SOFTWARES.
4. OUR COMPANY may interrupt, suspend, discontinue, or abolish the whole or a part of INTERNET SERVICE or modify, revise, or delete the whole or a part of AVAILABLE INFORMATION. OUR COMPANY is not in any way responsible for damages to USER resulting from the above.
5. THIS LICENSE AGREEMENT shall automatically govern the use of the revised version.

#### Article 8 (Products)

1. The size of some CAD data in SOFTWARES such as dimensions and shape, may be simplified for the convenience of designing such as enabling easy confirmation of shape, etc. Such simplification of the CAD data may result in differences (dimension, shape, etc.) from the actual products.
2. OUR COMPANY does not guarantee the availability of all products shown in SOFTWARES. Even during the effective term of THIS LICENSE AGREEMENT, OUR COMPANY may change the price or shipping date, discontinue or change product, terminate or suspend product sales, or change the specifications of our products in SOFTWARES without advance notice.

#### Article 9 (Suspension and Return, etc.)

1. OUR COMPANY may suspend USER's license to use SOFTWARES at any time at its sole discretion without advance notice, if USER violates any of provision of THIS LICENSE AGREEMENT, if it is necessary to maintain or repair SOFTWARES, if an accident or other event occurs, or when OUR COMPANY otherwise determines that it is not appropriate for USER to continue using SOFTWARES. OUR COMPANY may also request USER to return, discard or delete SOFTWARES and AVAILABLE INFORMATION from all Electromagnetic/Optical recording medium in which SOFTWARES and AVAILABLE INFORMATION were recorded (including CAD data and all other data contained in SOFTWARES and AVAILABLE INFORMATION and their duplicates or recreate) (hereinafter collectively referred to as "RETURN OR DELETE").
2. Pursuant to the provision of the preceding paragraph, if OUR COMPANY notifies USER of the suspension of the license to use SOFTWARES, USER shall immediately cease using SOFTWARES.
3. Pursuant to the provision of paragraph 1, if OUR COMPANY requests USER to RETURN OR DELETE SOFTWARES, USER shall immediately do so at USER's own expense. OUR COMPANY shall not be liable to USER or any third party for damages resulting from any RETURN OR DELETE.

#### Article 10 (Term of Agreement)

THIS LICENSE AGREEMENT shall take effect when USER installs SOFTWARES and terminate if any of the following events occur:

- (1) USER voluntarily terminates the use of SOFTWARES;
- (2) OUR COMPANY notifies USER of the suspension of the license to use SOFTWARES pursuant to the provision of Article 9, paragraph 1;
- (3) USER voluntarily performs a RETURN OR DELETE of SOFTWARES; or
- (4) USER violates any of provisions of THIS LICENSE AGREEMENT.

#### Article 11 (Governing Law and Jurisdiction)

1. THIS LICENSE AGREEMENT will be governed by and construed in accordance with the laws of Japan.
2. If any dispute arises on the usage of SOFTWARES or INTERNET SERVICE or THIS LICENSE AGREEMENT, the Kyoto District Court in Japan will be the first agreed court with exclusive jurisdiction.
3. If any provision(s) of THIS LICENSE AGREEMENT is construed to be void or illegal, all other provisions shall remain in full force and effect.

#### Article 12 (Survival)

The provisions of Articles 2, 4, 5, 6, 7, 9, 11 and 12 shall survive the termination or expiration THIS LICENSE AGREEMENT.

#### Article 13 (Consultation)

If any doubt arises on any matter not provided for in THIS LICENSE AGREEMENT or any provision of THIS LICENSE AGREEMENT, OUR COMPANY and USER shall try to resolve it upon consultation between themselves.

#### Article 14 (Revision of THIS LICENSE AGREEMENT)

OUR COMPANY may revise THIS LICENSE AGREEMENT at its discretion. USER shall be notified of any such revision by of the announcement on the web site of OUR COMPANY, its notification at the time of distribution of the revised version of SOFTWARES, or any other means selected by OUR COMPANY. USER shall be deemed to have agreed to the revision of THIS LICENSE AGREEMENT at the time notification is given.

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