Computing a Clash Between Components

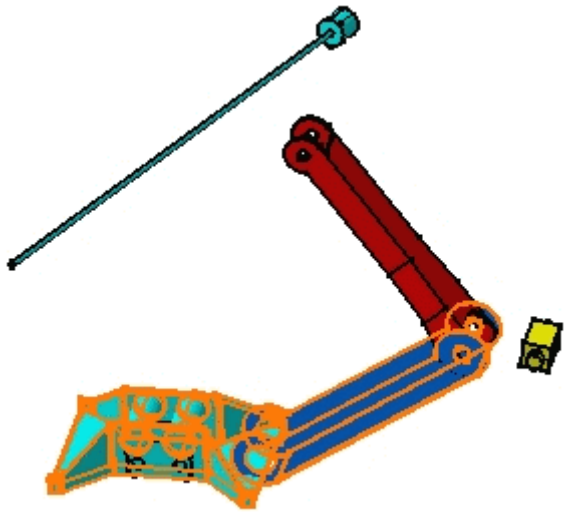
As assemblies may be very complex and are made up of a large number of components, you may find it difficult to see possible clashes. This task shows you how to analyze clashes or compute clearance between components.

Open the AnalyzingAssembly01.CATProduct document.

1. Select **Analyze -> Compute Clash**...

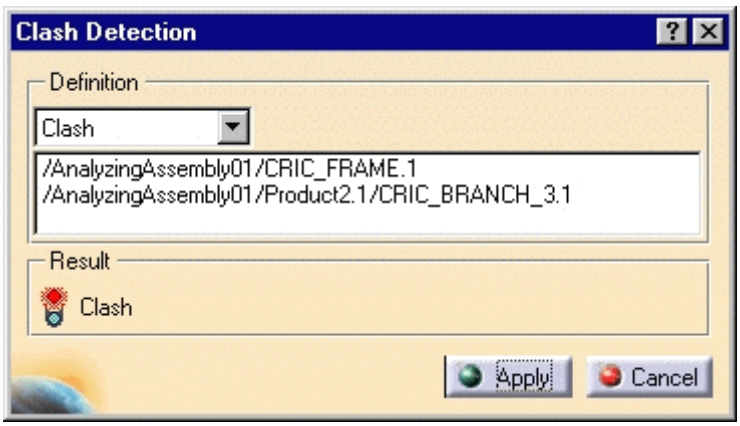
   The Clash Detection dialog box is displayed. It lets you compute possible clashes or clearance. The default option is Clash.
2. Multiselect the components CRIC_FRAME1 and CRIC_BRANCH_3.

   The components are displayed in the Compute Clash dialog box.

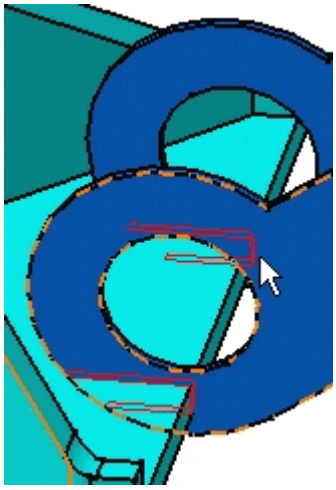


3. Click Apply to compute a possible clash.

   The icon in the Result frame now flashes red indicating that an interference has been detected.

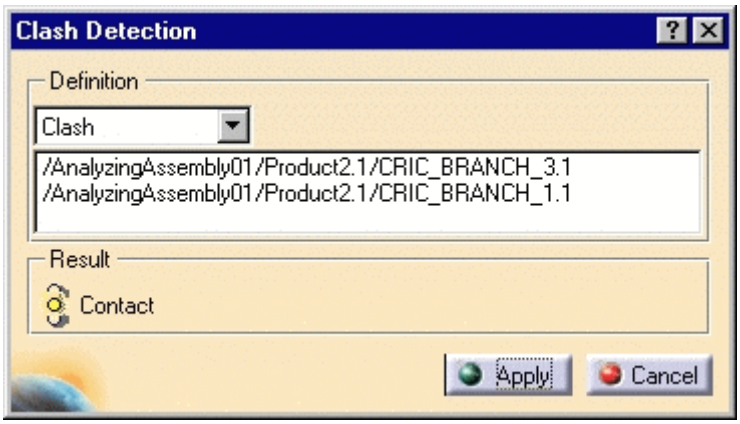


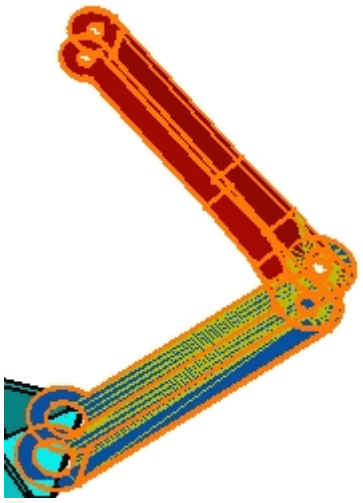
The application detects a clash between the components. This result is shown by two red areas as the arrow shows in the figure opposite:



4. Click Cancel.
5. Repeat the operation to compute a possible clash between **CRIC_BRANCH1 and CRIC_BRANCH_3.**

The application detects a contact between the components. The icon in the Result frame now shows yellow indicating this.





6. Click Cancel to exit.

7. Repeat the operation to compute a possible clash between CRIC_JOIN1 **and** CRIC_BRANCH_1.1**.**

   The icon in the Result frame now shows green indicating that no interference has been detected.