



Applying User Parameters in Fusion360 to Achieve Variable Based Design

Applying User Parameters in Fusion360 to Achieve Variable Based Design is easier to do than it is to say! In this short example, I show you how i use parameters to create rapidly adaptable designs.

This concept is simple - define parameters and when you build the models, make sure to use your parameter names rather than the digits that you want. then when you modify your list of parameters, the model reconfigures itself. Its not magic, but its fun like magic!

Here is a list of variables I created (use mm units unless specified)

scube_length
scube_width
scube_height
scube_shell
scube_inner_rad
top_radius
outer_radius
sc_qty_x ** use no units
sc_qty_y ** use no units
draft_angle ** - use degree units

formula:

total_distance_y = scube_length * sc_qty_y
total_distance_x = scube_width * sc_qty_x

applied_distance_x = total_distance_x - scube_width
applied_distance_y = (total_distance_y - scube_length)

define_x - Width - just a note to help organize

define_y - Length - just a note to help organize

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its always the right time to be nice to each other. love each other. life is too short not to live with compassion and respect for all life. ❤️👍
