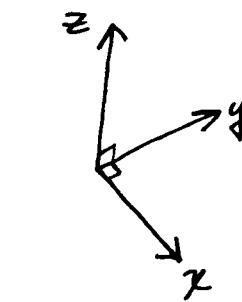
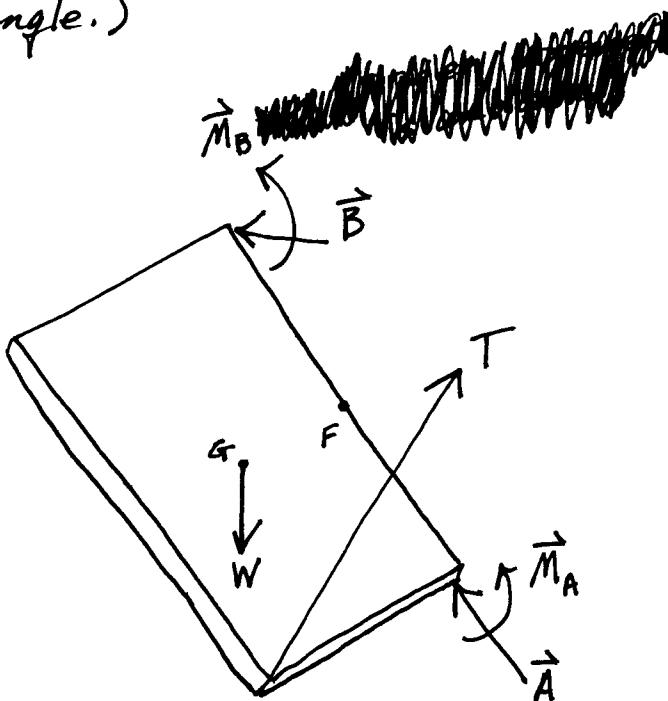


The uniform rectangular panel  $ABCD$  has a mass of 40 kg and is hinged at its corners  $A$  and  $B$  to the fixed vertical surface. A wire from  $E$  to  $D$  keeps edges  $BC$  and  $AD$  horizontal. Hinge  $A$  can support thrust along the hinge axis  $AB$ , whereas hinge  $B$  supports force normal to the hinge axis only. Find the tension  $T$  in the wire and the magnitude of the force supported by hinge  $B$ . ( $BEA$  is a right triangle.)

FBD



$\vec{M}_A$ ,  $\vec{M}_B$  and  $\vec{B}$  do not have components along  $AB$ .

All forces will be in N, lengths in mm, and moments in N-mm.

Vector representations :  $\vec{W} = -9.81(40) \vec{k}$   
 $= -392.4 \vec{k}$

$$\vec{T} = T \vec{e}_{DE} = T \frac{1200 \vec{j} + 1200 \vec{k}}{\sqrt{1200^2 + 1200^2}} = \frac{\sqrt{2}}{2} T \vec{j} + \frac{\sqrt{2}}{2} T \vec{k}$$

$$\vec{A} = A_x \vec{i} + A_y \vec{j} + A_z \vec{k}$$

The important fact about  $\vec{M}_A$  is  $\vec{M}_A \cdot \vec{e}_{AB} = 0$ , i.e. the moment due to  $\vec{M}_A$  about the AB axis is zero. The same holds true for  $\vec{M}_B \rightarrow \vec{M}_B \cdot \vec{e}_{AB} = 0$ . Finally, the fact that  $\vec{B}$  cannot resist motion along the hinge axis  $\rightarrow \vec{B} \cdot \vec{e}_{AB} = 0$ .

Let's determine T first by balancing the moments about the axis AB. The reactions at A and B cannot supply a moment about this axis.

$$\begin{aligned} M_{AB}^T &= \vec{r}_{AD} \times \vec{T} \cdot \vec{e}_{AB} \\ &= -1200 \vec{j} \times T \left( \frac{\sqrt{2}}{2} \vec{j} + \frac{\sqrt{2}}{2} \vec{k} \right) \cdot \left( -\frac{\sqrt{3}}{2} \vec{i} + \frac{1}{2} \vec{k} \right) \\ &= -1200 \underbrace{\frac{\sqrt{2}}{2} T \vec{j} \times \vec{k}}_{\vec{i}} \cdot \left( -\frac{\sqrt{3}}{2} \vec{i} + \frac{1}{2} \vec{k} \right) \\ &= 1200 \frac{\sqrt{2}}{2} \frac{\sqrt{3}}{2} T = 735 T \end{aligned}$$

$$\begin{aligned} M_{AB}^W &= \cancel{\text{REACTANT}} \vec{r}_{FG} \times \vec{W} \cdot \vec{e}_{AB} \\ &= -600 \vec{j} \times -392.4 \vec{k} \cdot \left( -\frac{\sqrt{3}}{2} \vec{i} + \frac{1}{2} \vec{k} \right) \\ &= -600 (392.4) \left( \frac{\sqrt{3}}{2} \right) = -203897 \end{aligned}$$

$$\sum M_{AB} = 735T - 203897 = 0$$

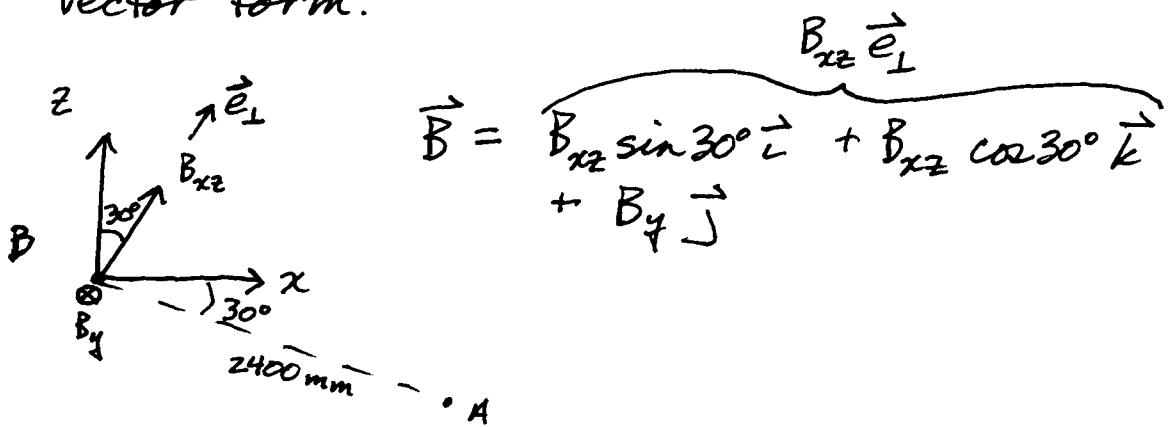
$$T = 277 N$$

As I have assumed the reactions at the hinges to be, we cannot actually solve for  $\vec{B}$ . We have 2 components of  $\vec{B}$ , 2 of  $\vec{M}_B$ , 2 of  $\vec{M}_A$  and 3 of  $\vec{A}$  but only 5 equilibrium conditions remaining.

If  $\vec{M}_A$  and  $\vec{M}_B$  are zero, then we can solve for  $\vec{A}$  or  $\vec{B}$ . (As drawn the problem statement is ambiguous.)

If  $\vec{M}_A = \vec{M}_B = 0$  then we can take moments about A to determine  $\vec{B}$ .

Before taking moments about A we need to put  $\vec{B}$  in vector form.



(68)

From the previous sketch we could actually find the moments due to  $\vec{B}$  about A with scalar methods.

$$\vec{M}_A^B = 2400 B_{xz} \vec{j} - 2400 B_y \underbrace{\vec{e}_1}_{\sin 30^\circ \vec{i} + \cos 30^\circ \vec{k}} = \frac{1}{2} \vec{i} + \frac{\sqrt{3}}{2} \vec{k}$$

$B_y$  vector methods:

$$\begin{aligned} \vec{M}_A^B &= \vec{r}_{AB} \times \vec{B} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1200\sqrt{3} & 0 & 1200 \\ \frac{1}{2} B_{xz} & B_y & \frac{\sqrt{3}}{2} B_{xz} \end{vmatrix} \\ &= -1200 B_y \vec{i} + \underbrace{(600 + 1200 \frac{3}{2})}_{2400} B_{xz} \vec{j} - 1200\sqrt{3} B_y \vec{k} \end{aligned}$$

Same as above ↘

$$\vec{M}_A^T = \vec{r}_{AD} \times \vec{T} = -1200 \vec{j} \times T \left( \frac{\sqrt{2}}{2} \vec{j} + \frac{\sqrt{2}}{2} \vec{k} \right) = -600\sqrt{2} T \vec{i}$$

$$\text{previous analysis} \rightarrow \vec{T} = \frac{600(392.4) \frac{\sqrt{2}}{2}}{1200 \frac{\sqrt{2}}{2} \frac{\sqrt{3}}{2}} \rightarrow \vec{M}_A^T = -235440 \vec{i}$$

$$\vec{M}_A^W = \vec{r}_{AG} \times \vec{W} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -600\sqrt{3} & -600 & 600 \\ 0 & 0 & -3924 \end{vmatrix} = 235440 \vec{i} - 407794 \vec{j}$$

$$\begin{aligned} \sum \vec{M}_A &= 1200 B_y \vec{i} + 2400 B_{xz} \vec{j} - 1200\sqrt{3} B_y \vec{k} \\ &\quad - 235440 \vec{i} \\ &\quad + 235440 \vec{i} - 407794 \vec{j} = 0 \end{aligned}$$

$$\vec{i} \rightarrow B_y = 0, \vec{k} \rightarrow B_y = 0, \vec{j} \rightarrow B_{xz} = \frac{407794}{2400} = 170 N$$

$$B = \sqrt{B_{xz}^2 + B_y^2} = 170 N$$

Review

Vectors:  $\vec{A} = A \vec{e}_A = A_x \vec{i} + A_y \vec{j} + A_z \vec{k}$

$A$  = magnitude ,  $\vec{e}_A$  = unit vector in the same direction as  $\vec{A}$

$A_x, A_y, A_z$  =  $x, y$  and  $z$  components of  $\vec{A}$

$$A = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

$$\vec{e}_A = \frac{\vec{A}}{A} = \frac{A_x \vec{i} + A_y \vec{j} + A_z \vec{k}}{\sqrt{A_x^2 + A_y^2 + A_z^2}}$$

Direction cosines:  $\cos \theta_x = \frac{A_x}{A}, \cos \theta_y = \frac{A_y}{A}$

~~$\cos \theta_z = \frac{A_z}{A}$~~   $\rightarrow \vec{e}_A = \cos \theta_x \vec{i} + \cos \theta_y \vec{j} + \cos \theta_z \vec{k}$

Dot Product :  $\vec{A} \cdot \vec{B} = AB \cos \theta_{AB}$   
 $= A_x B_x + A_y B_y + A_z B_z$

$\vec{A} \cdot \vec{e} =$  "amount" of  $\vec{A}$  in the  $\vec{e}$  direction if  $\vec{e}$  is a unit vector.

$$\vec{A} \cdot \vec{i} = A_x, \vec{A} \cdot \vec{j} = A_y, \vec{A} \cdot \vec{k} = A_z$$

$$\vec{i} \cdot \vec{i} = 1, \vec{j} \cdot \vec{j} = 1, \vec{k} \cdot \vec{k} = 1$$

$$\vec{i} \cdot \vec{j} = \vec{i} \cdot \vec{k} = \vec{j} \cdot \vec{k} = 0$$

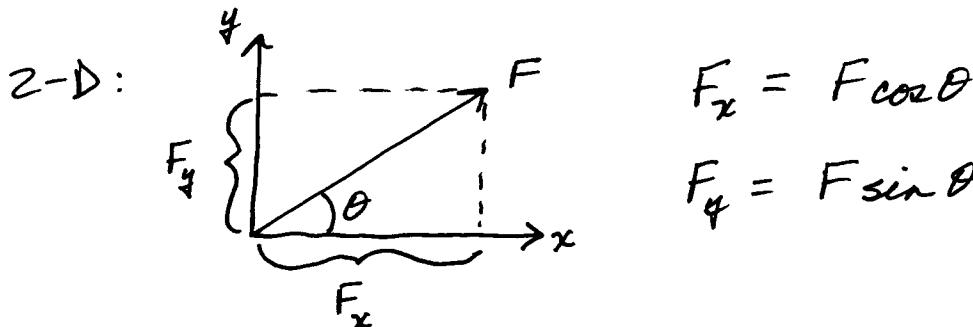
$$\text{Cross Product : } \vec{A} \times \vec{B} = AB \sin \theta_{AB} \vec{e}_\perp$$

$\vec{e}_\perp$  is a unit vector perpendicular to both  $\vec{A}$  and  $\vec{B}$  with direction chosen by the right-hand-rule curling  $\vec{A}$  into  $\vec{B}$ .

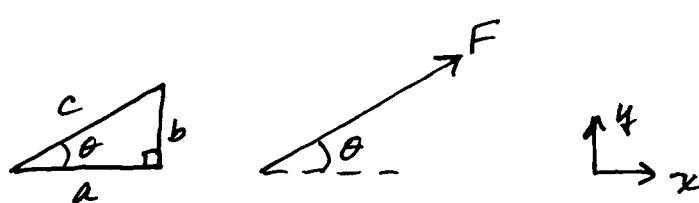
$$\vec{A} \times \vec{B} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = (A_y B_z - A_z B_y) \vec{i} + (A_z B_x - A_x B_z) \vec{j} + (A_x B_y - A_y B_x) \vec{k}$$

$$\text{Note : } \vec{A} \times \vec{B} = -(\vec{B} \times \vec{A})$$

Forces : Force is a vector.



Similar triangles:



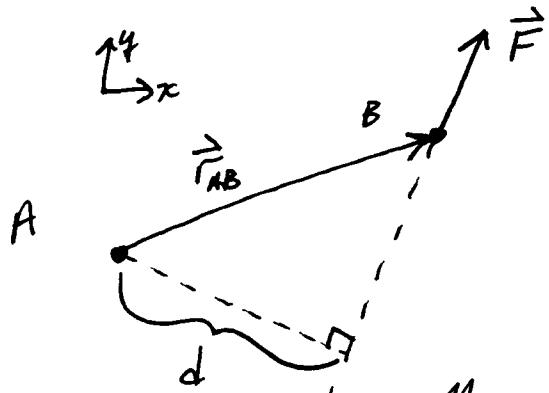
$$F_x = F \frac{a}{c}, \quad F_y = F \frac{b}{c}$$

3-D:  $\vec{F} = F \vec{e}_F$

To determine  $\vec{e}_F$ , find any vector in the direction of  $\vec{F}$  and normalize it.

$$\text{Moments : } \vec{M}_A = \vec{r}_{AB} \times \vec{F}_B$$

2-D:



$d$  = "perpendicular distance" between  $\vec{F}$  and  $A$ .

Moment magnitude =  $Fd$   
Direction is determined by right-hand-rule. In the case shown +z.

3-D: Can be done with scalar methods ~~using~~ as shown above, but generally it is easier to do the cross product.

$$\text{Moment about an axis } CD: \vec{M}_{CD} = (\vec{r}_{AB} \times \vec{F}_B \cdot \hat{e}_{CD}) \hat{e}_{CD}$$

$\hat{e}_{CD}$  = unit vector along  $CD$  axis

A = any point on the axis

B = point of application of the force

$\vec{r}_{AB} \times \vec{F}_B \cdot \hat{e}_{CD}$  gives the scalar amount of the moment that lies along the  $\hat{e}_{CD}$  direction.

## Equilibrium Analysis

- 1) Draw a free body diagram. This means that the system is isolated from its surroundings and all forces supplied by the surroundings are drawn and labeled.
- 2) Determine components of all forces.
- 3) Determine components of the moments due to all forces and all couples about a point of your choosing.
- 4) Set up equilibrium equations.

2-D:  $\sum F_x = 0$

$\sum F_y = 0$

$\sum M_z^A = 0$

3-D:  $\sum \vec{F} = 0$

$\sum \vec{M}_A = 0$

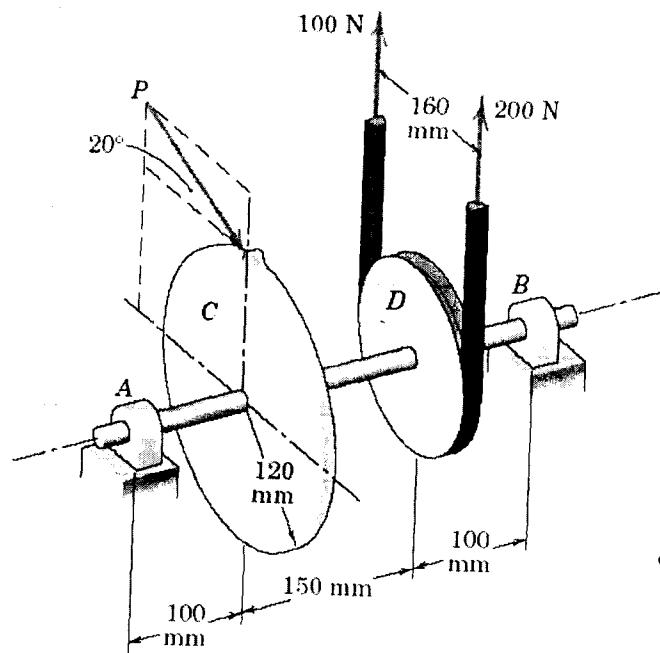
Then  $\vec{i}$ ,  $\vec{j}$  &  $\vec{k}$  components  
yield 3 scalar equations  
for each vector equation.

- 5) Solve for unknowns.

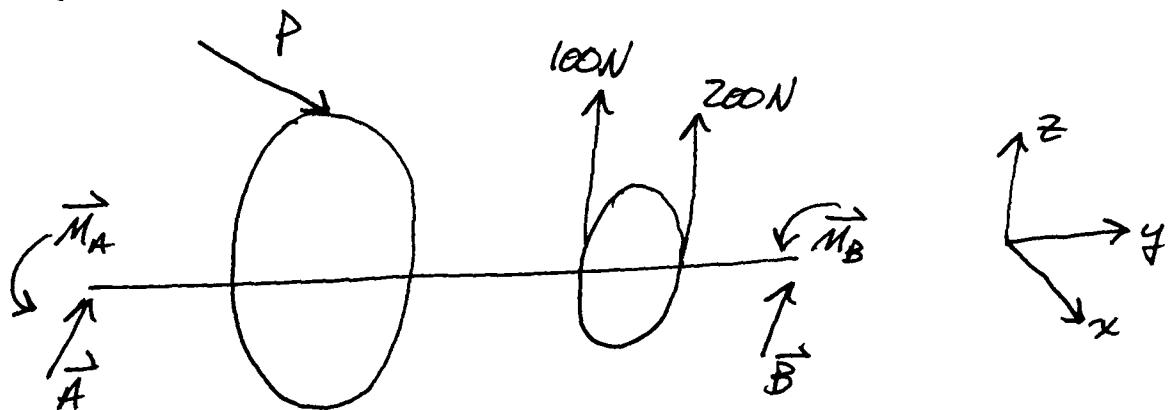
\* ① is mandatory !!!

② - ⑤ is a suggested procedure which if done properly will always get the answer.  
However, there may be quicker methods for the solutions of certain problems.

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Gear C drives the V-belt pulley D at a constant velocity. For the belt tensions shown calculate the gear-tooth force  $P$  and the magnitudes of the total forces supported by the bearings at A and B.

FBD

$$\text{Note: } A_y = 0, M_y^A = 0, B_y = 0, M_y^B = 0$$

To determine  $P$  we can balance the moments in the y-direction (i.e. about axis AB).

$$\begin{aligned} \sum M_y &= \underbrace{P_x \cos 20^\circ}_{\text{P}_x} \cdot \underbrace{120 \text{ mm}}_{\text{z-moment arm}} + 100 \cdot 80 - 200 \cdot 80 = 0 \\ \rightarrow P &= 70.9 \text{ N} \end{aligned}$$

To determine either  $\vec{A}$  or  $\vec{B}$  we must assume  $\vec{M}_A = \vec{M}_B = 0$ . This is unclear from the problem statement. In the following we will assume  $\vec{M}_A = \vec{M}_B = 0$ .

To determine  $\vec{B}$  we can take moments about A.

$$\sum \vec{M}_A = \vec{M}_A^P + \vec{M}_A^{100} + \vec{M}_A^{200} + \vec{M}_A^B = 0$$

$$\vec{M}_A^P = \underbrace{P \cos 20^\circ}_{x\text{-force}} \cdot \underbrace{120 \vec{j}}_{z\text{-arm}} - \underbrace{P \cos 20^\circ}_{x\text{-force}} \cdot \underbrace{100 \vec{k}}_{y\text{-arm}} - \underbrace{P \sin 20^\circ}_{z\text{-force}} \cdot \underbrace{100 \vec{i}}_{y\text{-arm}}$$

(note  $x\text{-arm} = 0$ )

or vector method:  $\vec{M}_A^P = \vec{r} \times \vec{F} = (\vec{i} + 120\vec{j}) \times (P \cos 20^\circ \vec{i} - P \sin 20^\circ \vec{k})$

$$= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 0 & 100 & 120 \\ P \cos 20^\circ & 0 & -P \sin 20^\circ \end{vmatrix} = \begin{matrix} -100 P \sin 20^\circ \vec{i} \\ +120 P \cos 20^\circ \vec{j} \\ -100 P \cos 20^\circ \vec{k} \end{matrix}$$

$$\vec{M}_A^{100} = \underbrace{100 \cdot 80 \vec{j}}_{z\text{-force } x\text{-arm}} + \underbrace{100 \cdot 250 \vec{i}}_{z\text{-force } y\text{-arm}}$$

$$\vec{M}_A^{200} = -\underbrace{200 \cdot 80 \vec{j}}_{z\text{-force } x\text{-arm}} + \underbrace{200 \cdot 250 \vec{i}}_{z\text{-force } y\text{-arm}}$$

$$\vec{M}_A^B = \vec{r}_{AB} \times \vec{B} = 350 \vec{j} \times (B_x \vec{i} + B_z \vec{k}) = -350 B_x \vec{k} + 350 B_z \vec{i}$$

$$\begin{aligned}\sum \vec{M}_x &= -100P\sin 20^\circ \vec{i} + 120P\cos 20^\circ \vec{j} - 100P\cos 20^\circ \vec{k} \\ &\quad + 25000 \vec{i} + 8000 \vec{j} \\ &\quad + 50000 \vec{i} - 16000 \vec{j} \\ &\quad + 350B_z \vec{i} \\\hline &= 0 \vec{i} + 0 \vec{j} + 0 \vec{k}\end{aligned}$$

$$\vec{j} \rightarrow 120P\cos 20^\circ = 8000 \rightarrow P = 70.9 \text{ (same as before)}$$

$$\vec{k} \rightarrow B_x = \frac{-100}{350} P\cos 20^\circ = \cancel{\text{XXXXXXXXXX}} - 19.05 N$$

$$\vec{i} \rightarrow B_z = \left( \frac{-100P\sin 20^\circ + 75000}{350} \right) = -207.4 N$$

$$\rightarrow B = \sqrt{B_x^2 + B_z^2} = 208 N$$

$$\begin{aligned}\sum \vec{F} &= A_x \vec{i} + A_z \vec{k} \\ &\quad + B_x \vec{i} + B_z \vec{k} \\ &\quad + P\cos 20^\circ \vec{i} - P\sin 20^\circ \vec{k} \\ &\quad + 100 \vec{k} \\ &\quad + 200 \vec{k} \\\hline &= 0 \vec{i} + 0 \vec{j} + 0 \vec{k}\end{aligned}$$

$$\vec{i} \rightarrow A_x = -B_x - P\cos 20^\circ = \cancel{\text{XXXXXXXXXX}} - 47.6 N$$

$$\vec{k} \rightarrow A_z = -B_z + P\sin 20^\circ - 300 = -68.3 N$$

$$\rightarrow A = \sqrt{A_x^2 + A_z^2} = 83.3 N$$

\* Note we did not have to do the first  $\sum M_x$  step.