

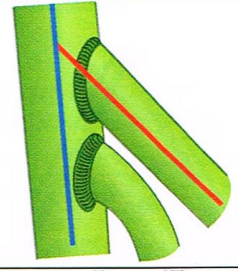
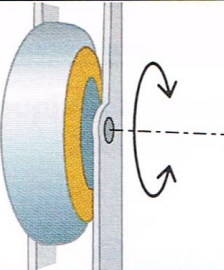
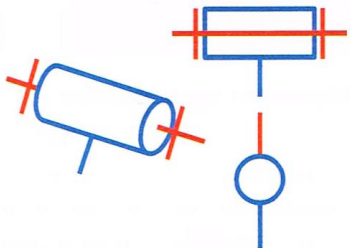
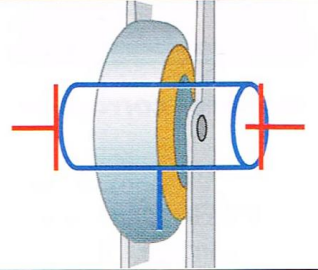
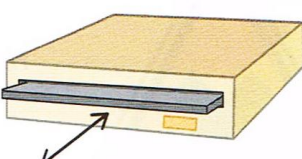
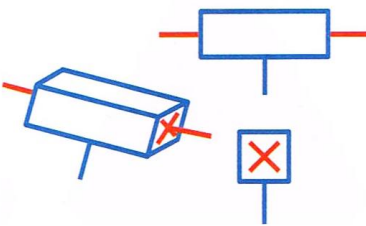
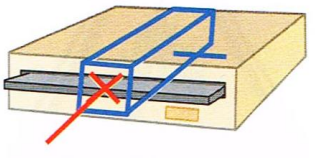
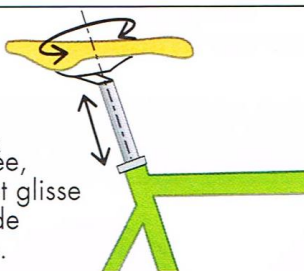
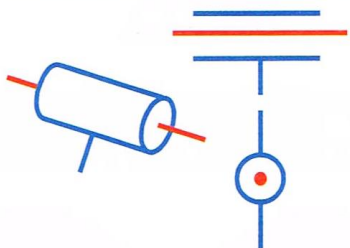
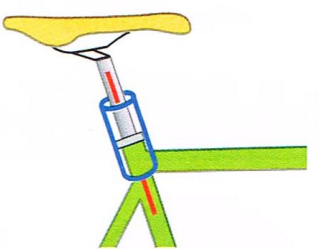
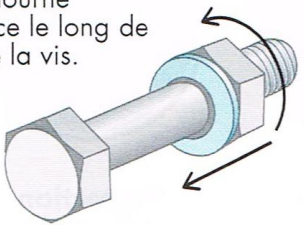
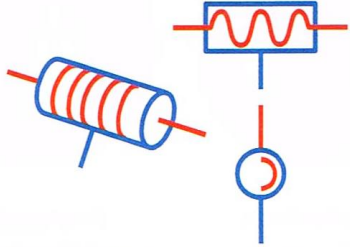
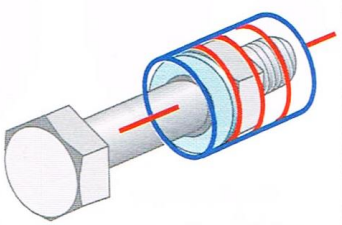
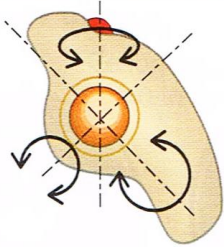
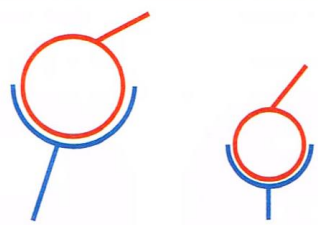
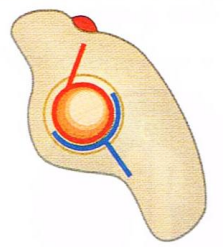




# Liaisons mécaniques entre les solides

Nom	Mouvements possibles	Schématisation	Lien schéma/réel
Encastrement	<p>La soudure empêche tout mouvement.</p> 		
Pivot	<p>La roue du roller peut tourner autour de son axe.</p> 		
Glissière	<p>La disquette glisse dans le lecteur.</p> 		
Pivot glissant	<p>La selle, desserrée, pivote et glisse autour de son axe.</p> 		
Hélicoïdale	<p>L'écrou tourne et avance le long de l'axe de la vis.</p> 		
Rotule	<p>La bille du trackball tourne dans tous les sens.</p> 		
Appui plan	<p>La souris glisse sur le tapis et tourne sur elle-même.</p> 