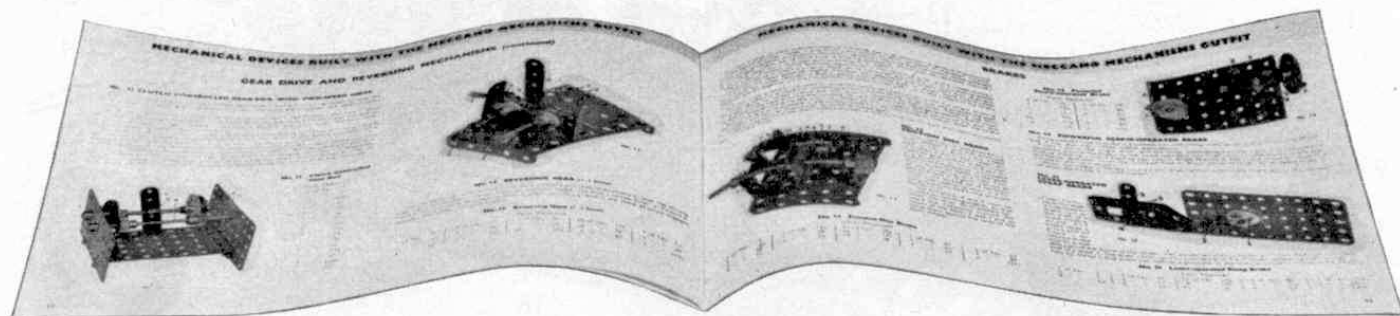


# MECHANISMS

THE "THINGS" THAT  
MAKE A MODEL WORK

"SPANNER" TALKS ABOUT A USEFUL REFERENCE BOOK FOR YOUNG MECCANO BUILDERS



THE question "What shall I build next?" is constantly in the minds of all keen Meccano boys. They never need to worry about the supply of different models running out because, once they have built all those shown in the Model Books that are packed with their Outfits, they have gained sufficient knowledge of the use of Meccano Parts, and of the unlimited ways in which they can be assembled, to realise the tremendous scope there is for them to design and build thousands of other models *to their own ideas*. In this way they can put their own brain-waves into tangible form.

It is in planning, and then constructing, one's own models that the greatest fun and pleasure is obtained from the Meccano Hobby, and what a thrill it is to complete a model, based entirely on your own ideas, and set it working like the real thing.

Working models must include mechanisms of some kind. For example, a car needs a gear-box, differential, brakes, steering, etc., while even a small, hand-operated crane requires some form of brake to prevent the load falling when the winding handle is released. It will be obvious, therefore, that a knowledge of simple mechanisms is of great value to the young model-builder who wants to make his models as realistic as possible.

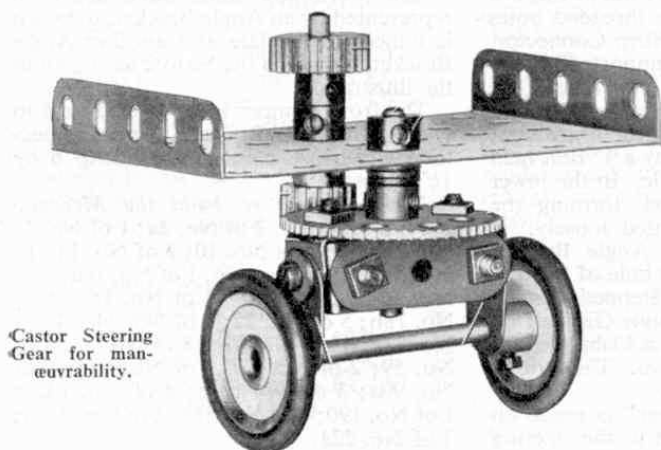
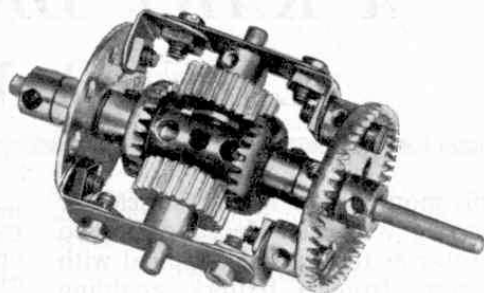
There are many different, yet simple, mechanisms that can be constructed in a standard form and applied to models of widely-varied types. In some cases, a little modification to the design of the mechanism, achieved by using other Meccano Parts to obtain the same result, may be required, and this is generally quite easy to accomplish.

To help young model-builders who wish for guidance on the

construction of simple mechanisms, there is available a very useful Book which contains a selection of those they are most likely to find useful. It is called the "*Meccano Mechanisms Book*", and is obtainable from Meccano Dealers, price 1s. 6d., or direct from Information Service, Meccano Limited, Binns Road, Liverpool 13, price 1s. 10d., including postage.

In this book, the various devices have been classified into sections for easy reference. The clear and detailed manner in which they are illustrated will be appreciated from the two examples, taken from the book, shown on this page. The panel lists the various sections which the book contains and the types of mechanisms dealt with. Among them are devices to make your model reverse, intermittent drives (or "start and stop" mechanisms), simple gear-boxes (to enable you to drive your model at different speeds) and examples of simple brakes and steering arrangements. In addition, there is a full explanation of the use and purpose of the various Meccano Gears and Pulleys, with details of how to use them with Meccano Clock-work or Electric Motors.

Differential Gear for motor vehicles. Both illustrations are from the book referred to above and full instructions on how to build them are provided.



Castor Steering Gear for manoeuvrability.

The 'Mechanisms Book' is divided into sections as follows:

- Gears and Gear Trains
- Gear and Pulley Drives for Motors
- Pulley Systems for Cranes
- Levers—The Simplest Form of Mechanical Power
- Intermittent Drives—"Start and Stop" Mechanisms
- Gear Drive and Reversing Mechanisms
- Brakes
- Steering Mechanisms
- Miscellaneous Mechanisms
- Cams—"Maids of all Work"