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**Abstract**

### **Design for Manufacturing in Aerospace Fastening**

Currently the use of fasteners in Aerospace skin to frame applications is adhoc from OEM to OEM; that is to say each OEM uses different fasteners and represents these fasteners differently in the engineering model. To further complicate this scenario even inside a single OEM separate departments may have their own way of representing fasteners. When it comes time to actually use this information to manufacture these parts (fasten skin to frame) the data must be organized by a manufacturing engineer manually. Conceivably this engineer may have to attend to every single fastener by hand. Consider a fuselage assembled using upwards of 50,000 fasteners and you can see what may be an insurmountable obstacle. This current state of affairs warrants the need for not only a standard to be developed for the design and representation of fasteners but for the manufacturing engineer a tool to automatically consume and automatically process this information into useable programs for use in robotic or traditional fastening machines.