

$|AB| = 1a = \dots\dots\dots$
 $|BD| = 5a = \dots\dots\dots$
 $x_C = 3a = \dots\dots\dots$
 $y_C = 2a = \dots\dots\dots$
 $b = 0.25a = \dots\dots\dots$
 $c = 0.5a = \dots\dots\dots$
 $d = 1a = \dots\dots\dots$

 $\phi_2 = \dots\dots\dots$
 $\omega_2 = \dots\dots\dots$

Solids Flexible Bodies Construction Booleans Features

Geometry: Link
New Part
Length 0.1
Width 0.05
Depth 0.05

.MODEL_1
Browse Groups Filters

- Bodies
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

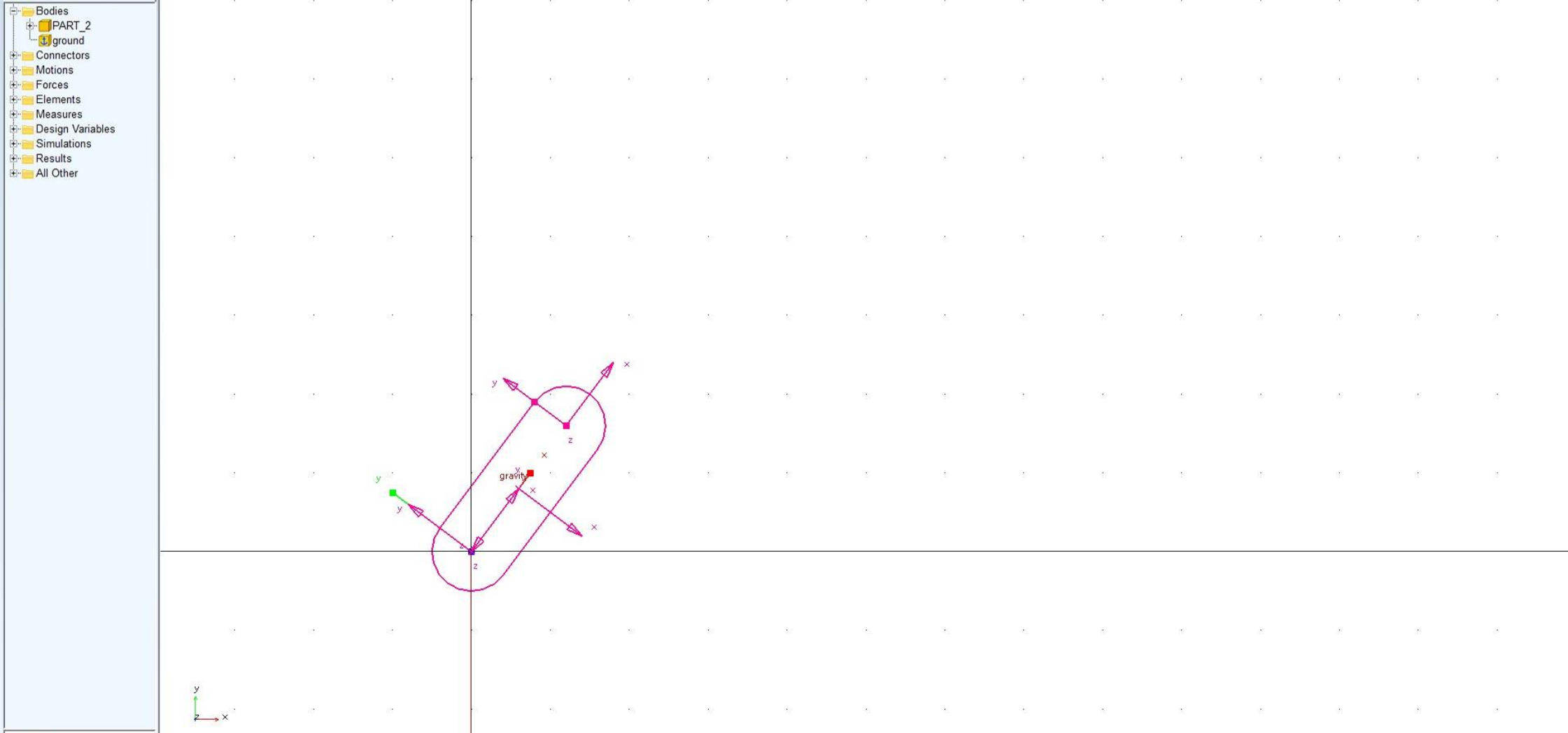
gravity

y
x

Solids Flexible Bodies Construction Booleans Features

MODEL_1 MODEL_1

Browse Groups Filters



Search

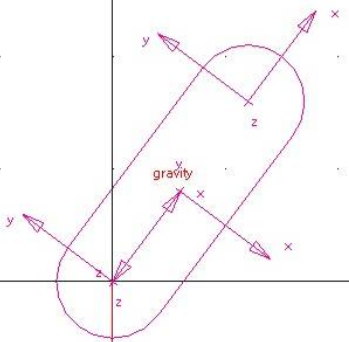
Solids Flexible Bodies Construction Booleans Features

MODEL_1
Browse Groups Filters
Bodies
PART_2
LINK_1
cm
MARKER_2
MARKER_1
ground
Connectors
Motions
Forces
Elements
Measures
Design Variables
Simulations
Results
All Other

Marker Modify

Name	MODEL_1.PART_2.MARKER_1
Location	0.0, 0.0, 0.0
Location Relative To	.MODEL_1
Curve	
Curve Reference Marker	
Tangent Velocity	X Y Z
Orientation	53.1301023542, 0.0, 0.0
Orientation Relative To	.MODEL_1
Solver ID	1

OK Apply Close



Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

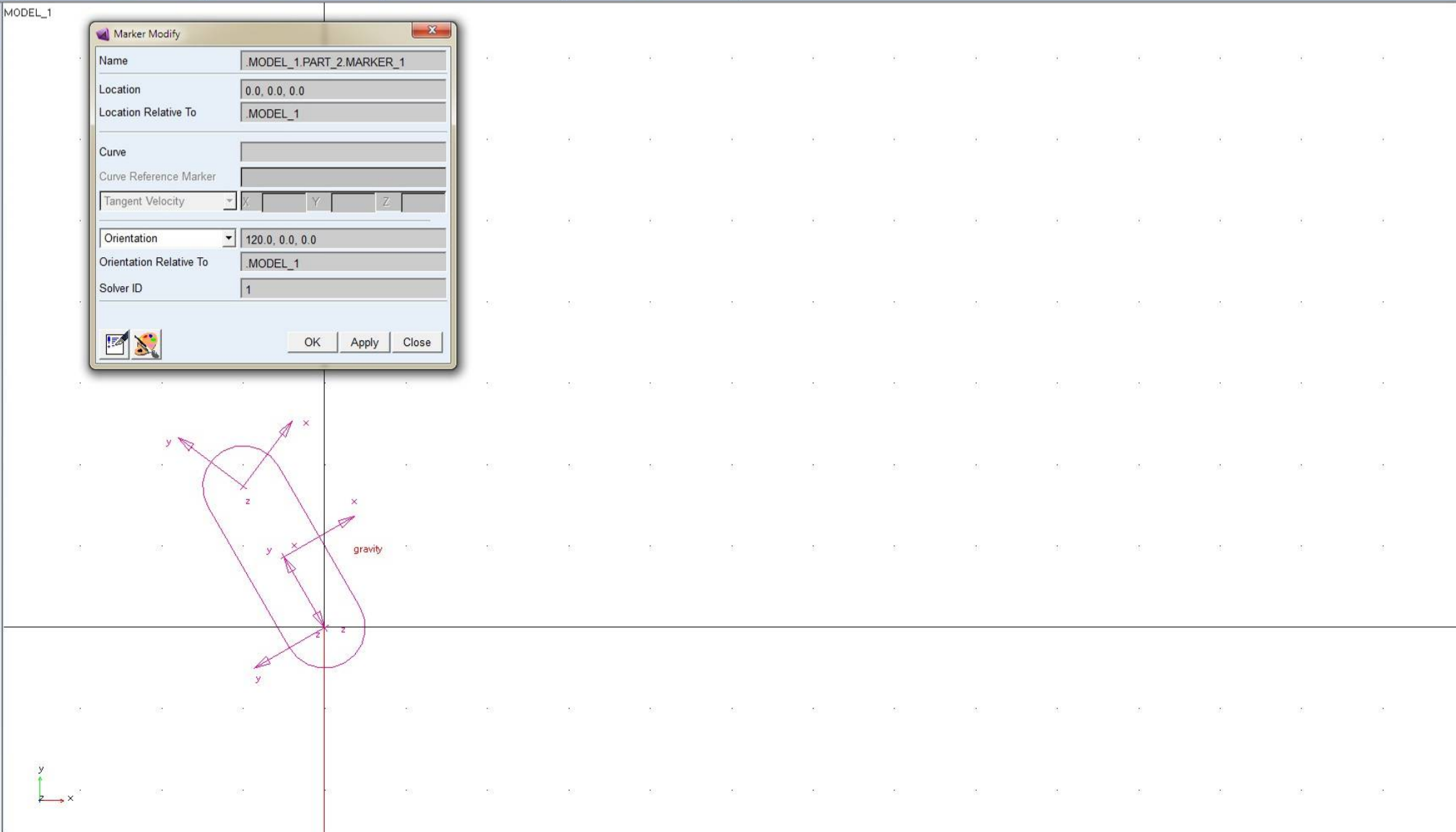
- Bodies
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Marker Modify

Name	MODEL_1.PART_2.MARKER_1
Location	0.0, 0.0, 0.0
Location Relative To	.MODEL_1
Curve	
Curve Reference Marker	
Tangent Velocity	X Y Z
Orientation	120.0, 0.0, 0.0
Orientation Relative To	.MODEL_1
Solver ID	1

OK Apply Close

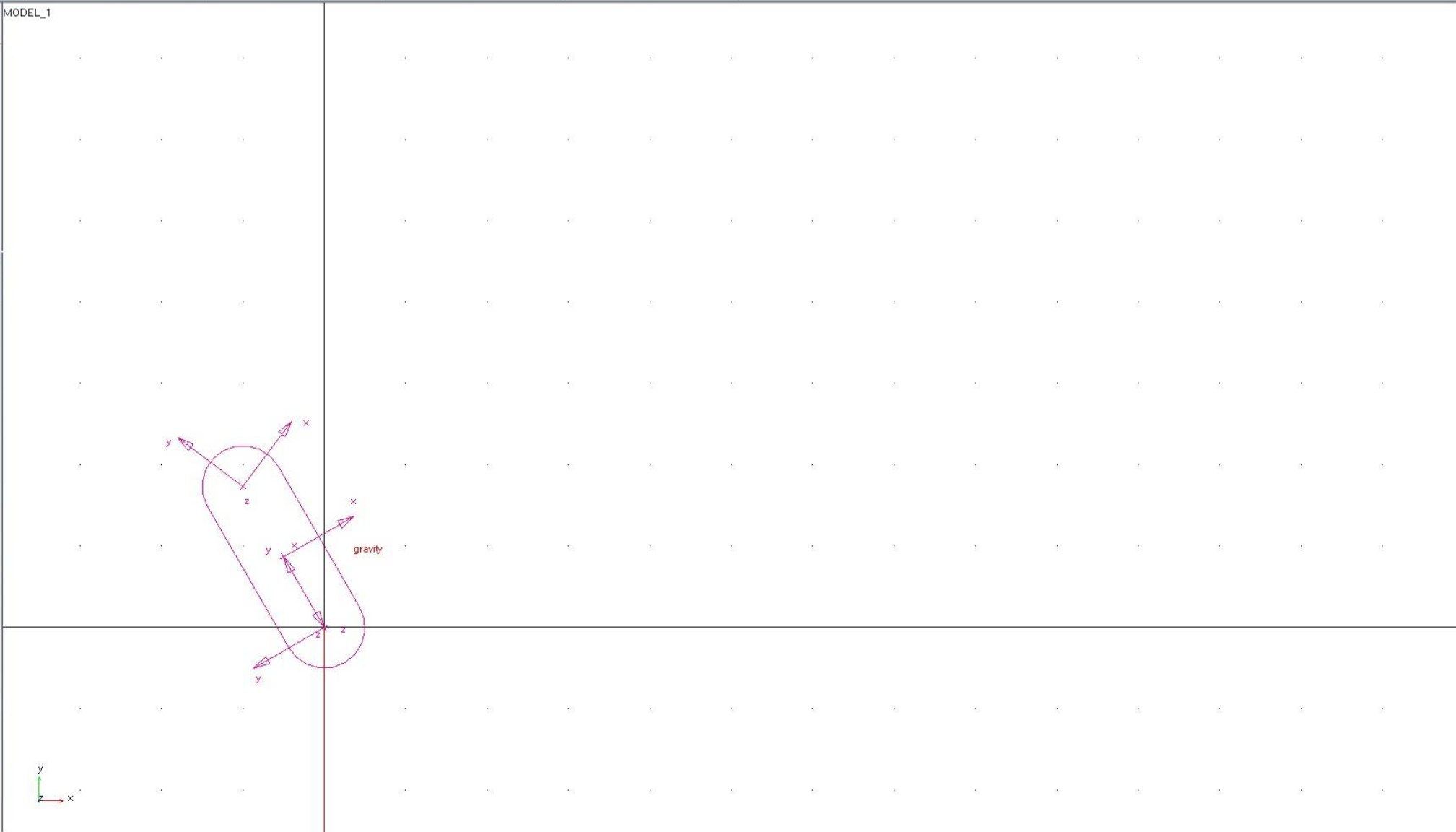


Solids Flexible Bodies Construction Booleans Features

Geometry: Link
New Part
Length 0.5
Width 0.025
Depth 0.025

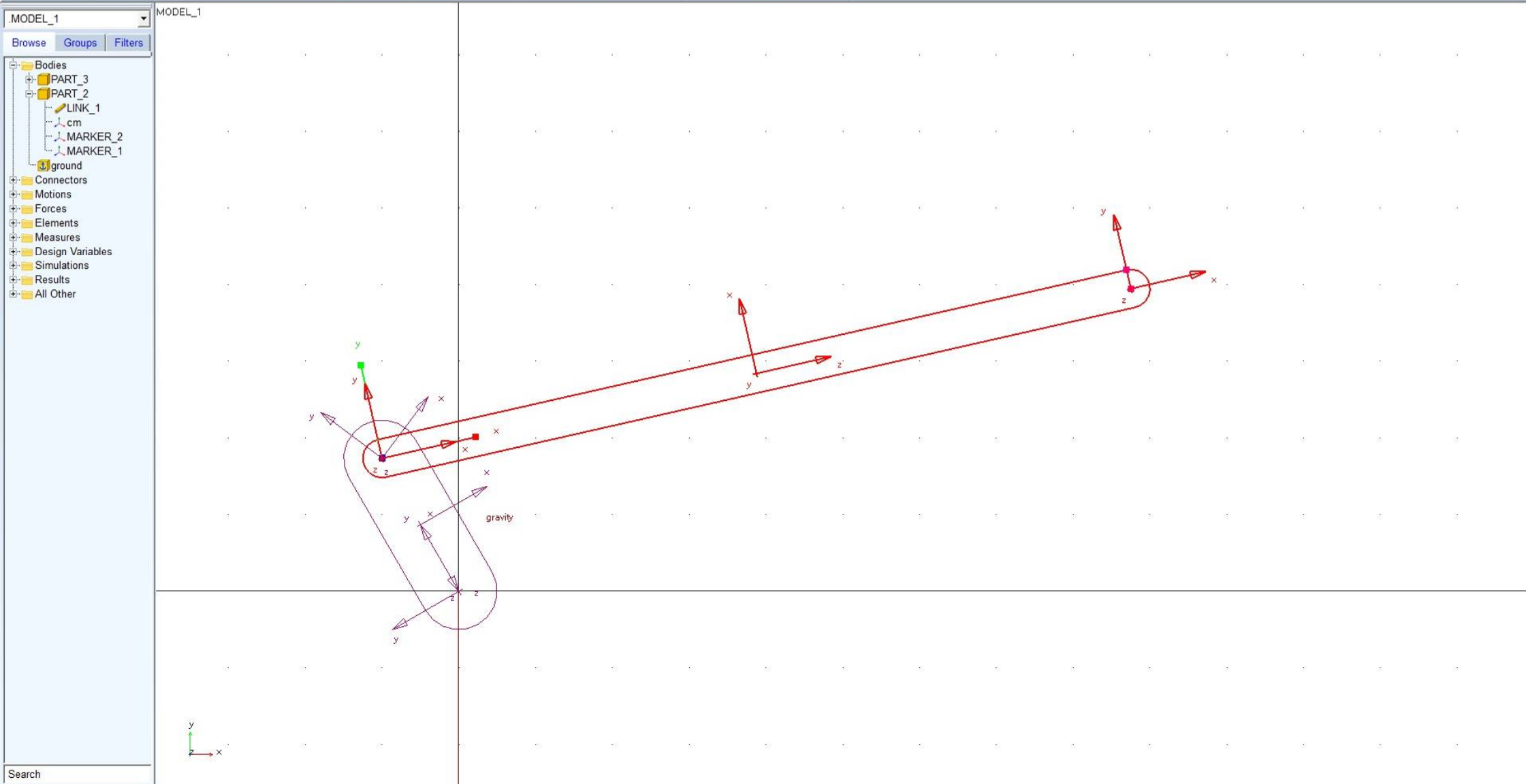
.MODEL_1
Browse Groups Filters

- Bodies
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other



Search

Solids Flexible Bodies Construction Booleans Features



Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

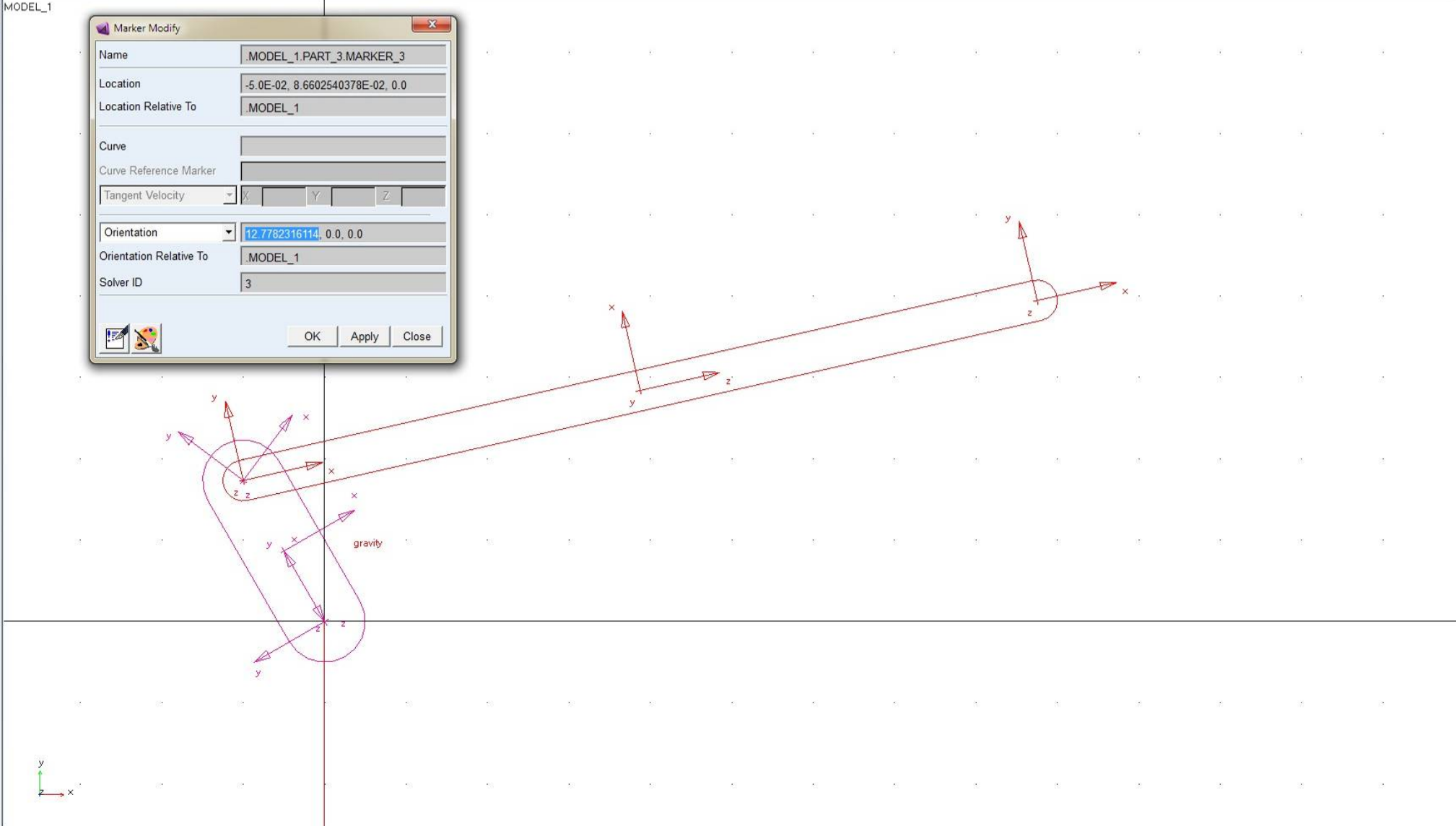
- Bodies
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Marker Modify

Name	MODEL_1.PART_3.MARKER_3
Location	-5.0E-02, 8.6602540378E-02, 0.0
Location Relative To	.MODEL_1
Curve	
Curve Reference Marker	
Tangent Velocity	X Y Z
Orientation	12.7782316114, 0.0, 0.0
Orientation Relative To	.MODEL_1
Solver ID	3

OK Apply Close



Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

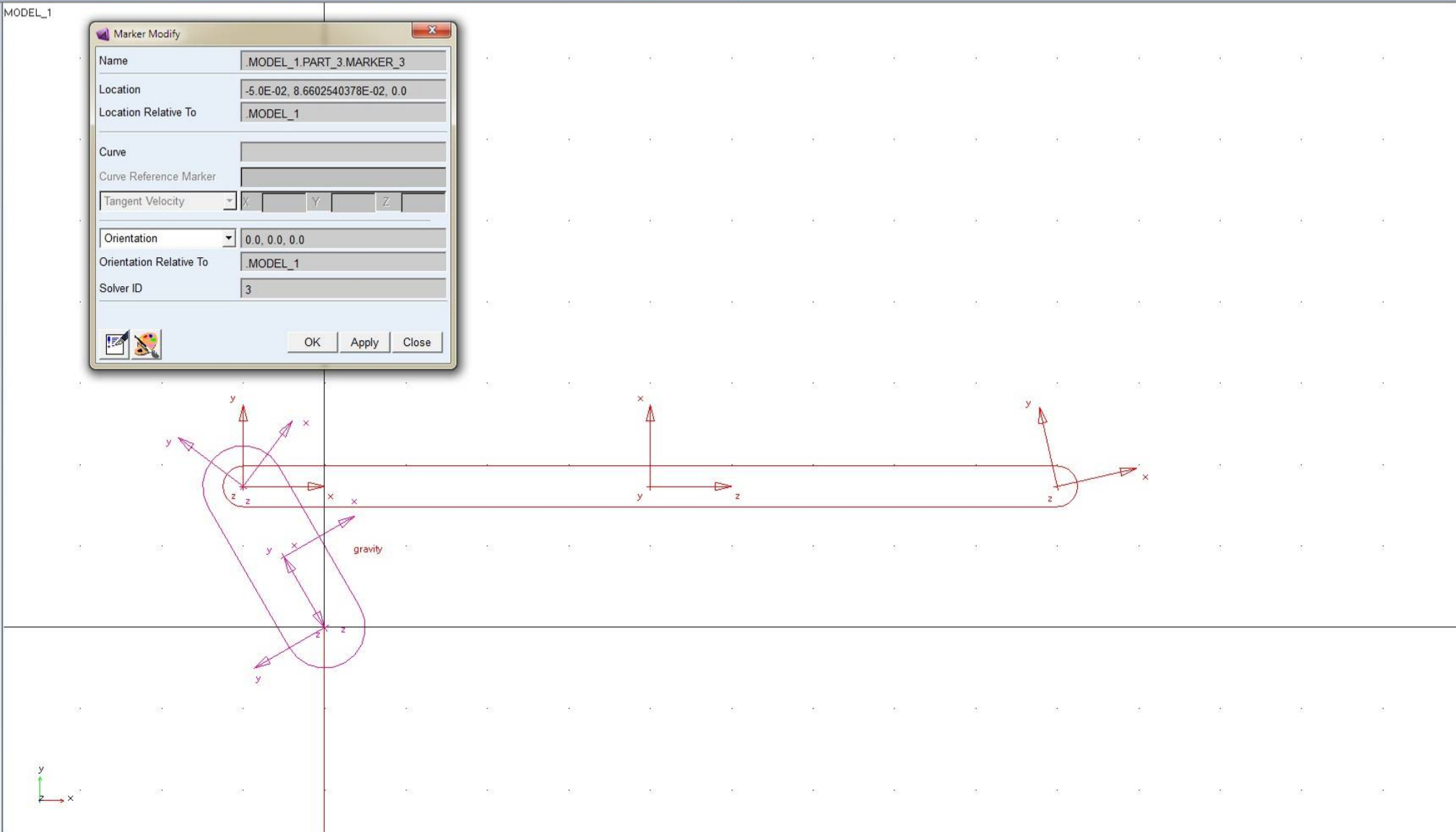
- Bodies
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Marker Modify

Name	MODEL_1.PART_3.MARKER_3
Location	-5.0E-02, 8.6602540378E-02, 0.0
Location Relative To	.MODEL_1
Curve	
Curve Reference Marker	
Tangent Velocity	X Y Z
Orientation	0.0, 0.0, 0.0
Orientation Relative To	.MODEL_1
Solver ID	3

OK Apply Close



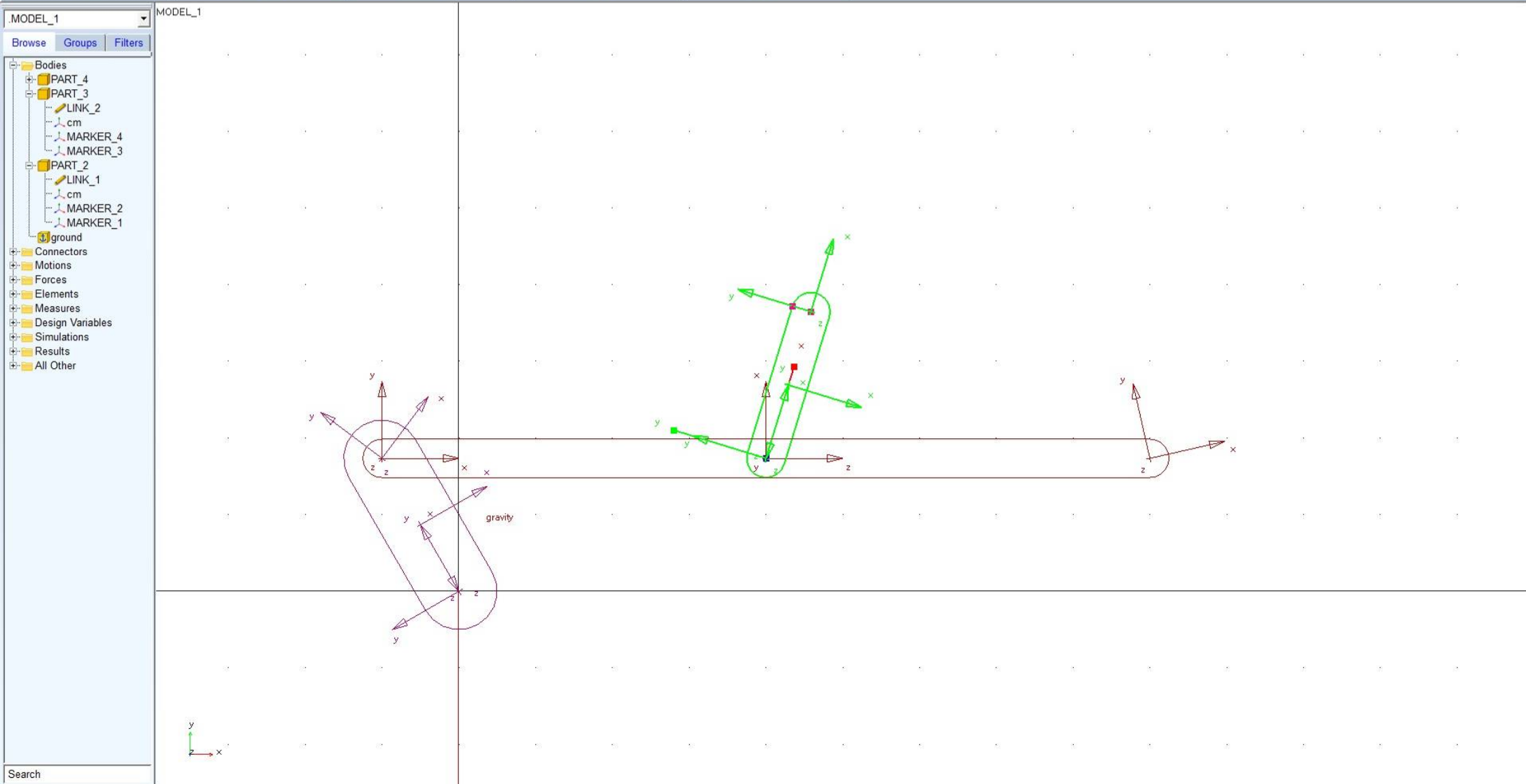
Toolbars for Solids, Flexible Bodies, Construction, Booleans, and Features.

Main workspace showing a mechanical model with a grid, coordinate axes, and a 'gravity' force vector.

Geometry: Link
New Part
Length: 0.1
Width: 0.025
Depth: 0.025

.MODEL_1
Browse Groups Filters
Bodies
PART_3
LINK_2
cm
MARKER_4
MARKER_3
PART_2
LINK_1
cm
MARKER_2
MARKER_1
ground
Connectors
Motions
Forces
Elements
Measures
Design Variables
Simulations
Results
All Other

Solids Flexible Bodies Construction Booleans Features



MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_3
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Marker Modify

Name: MODEL_1.PART_4.MARKER_5

Location: 0.2, 8.6602540378E-02, 0.0

Location Relative To: .MODEL_1

Curve: [Empty]

Curve Reference Marker: [Empty]

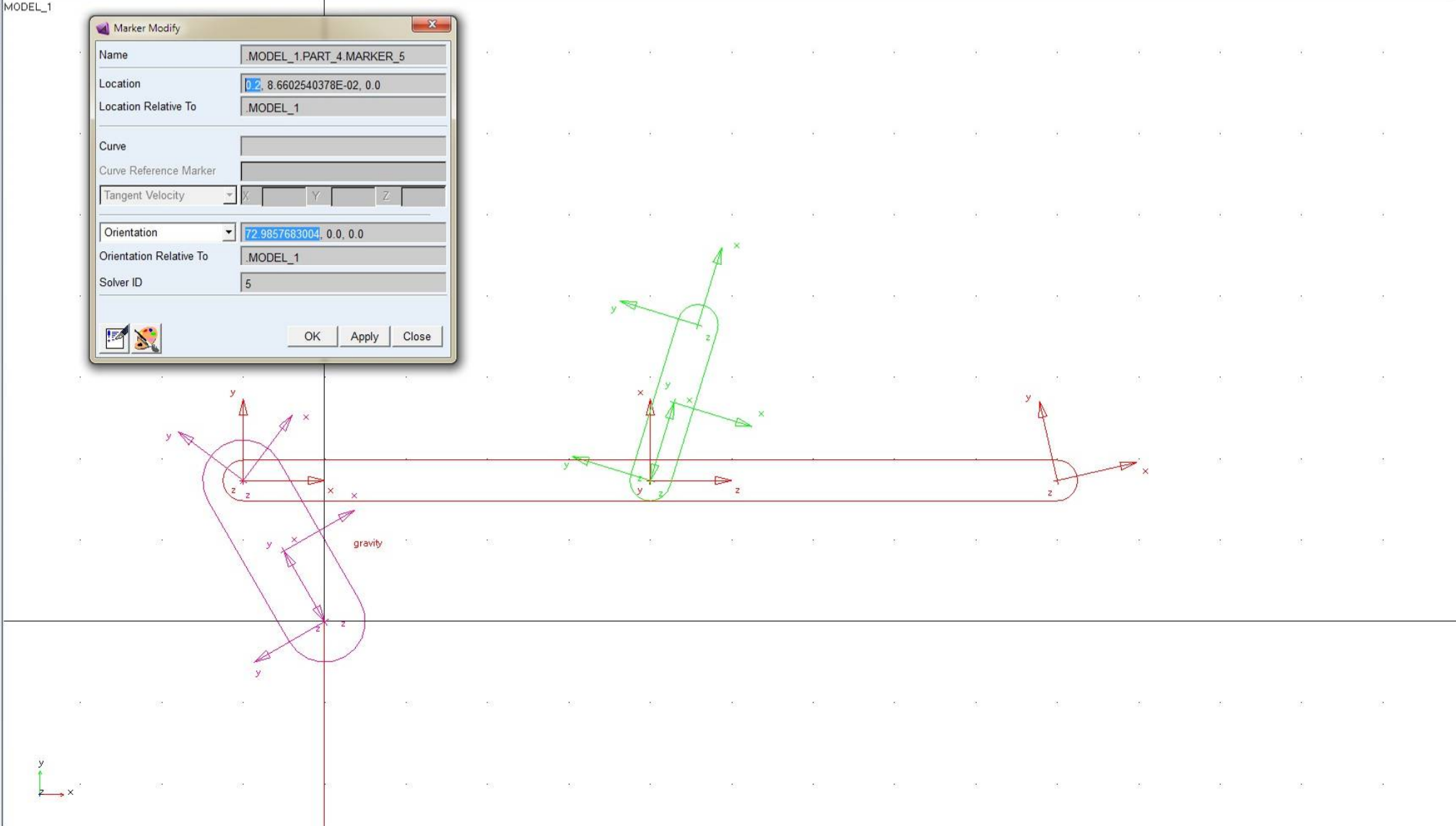
Tangent Velocity: X Y Z

Orientation: 72.9857683004, 0.0, 0.0

Orientation Relative To: .MODEL_1

Solver ID: 5

OK Apply Close



Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

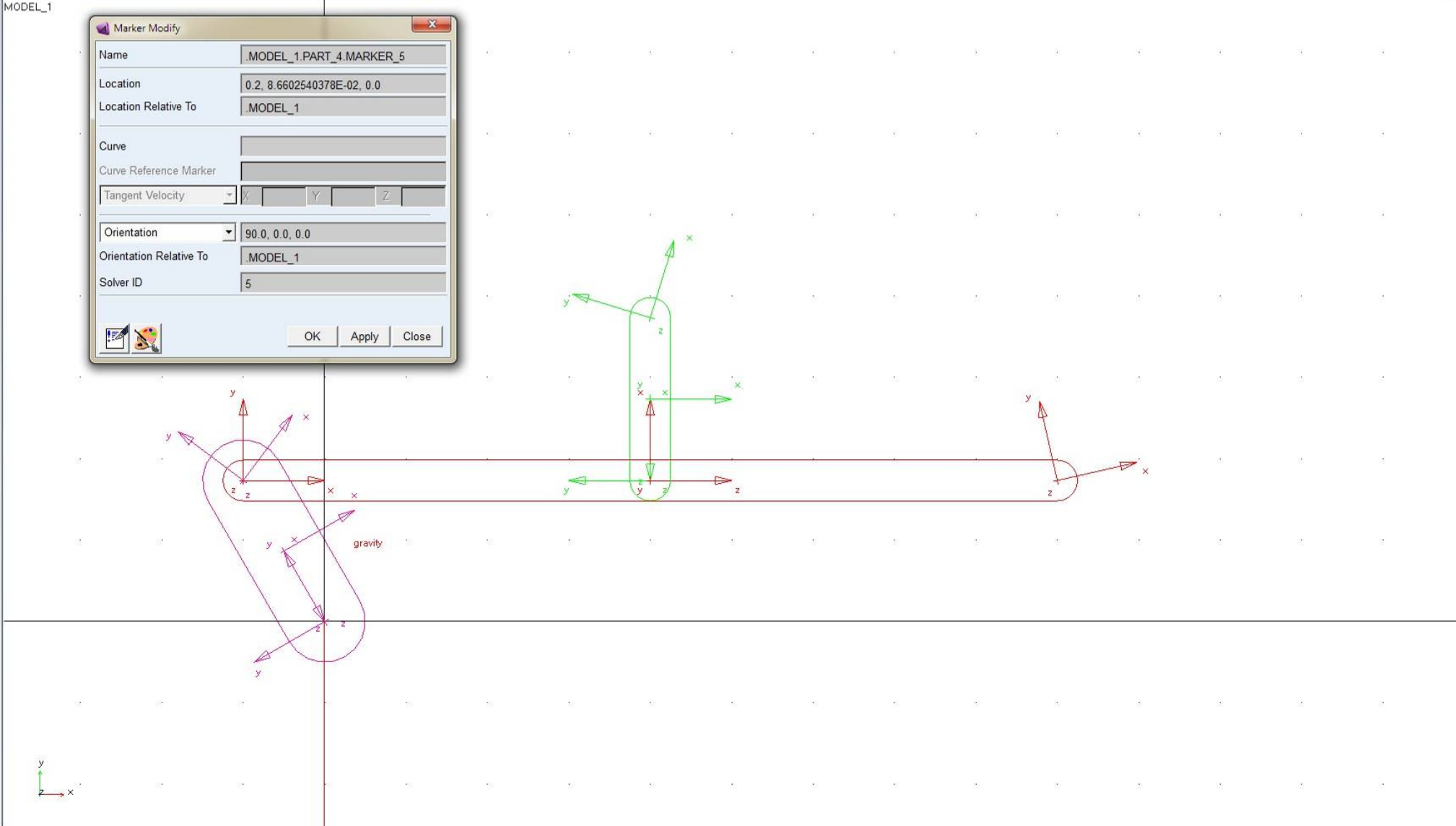
- Bodies
 - PART_4
 - LINK_3
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

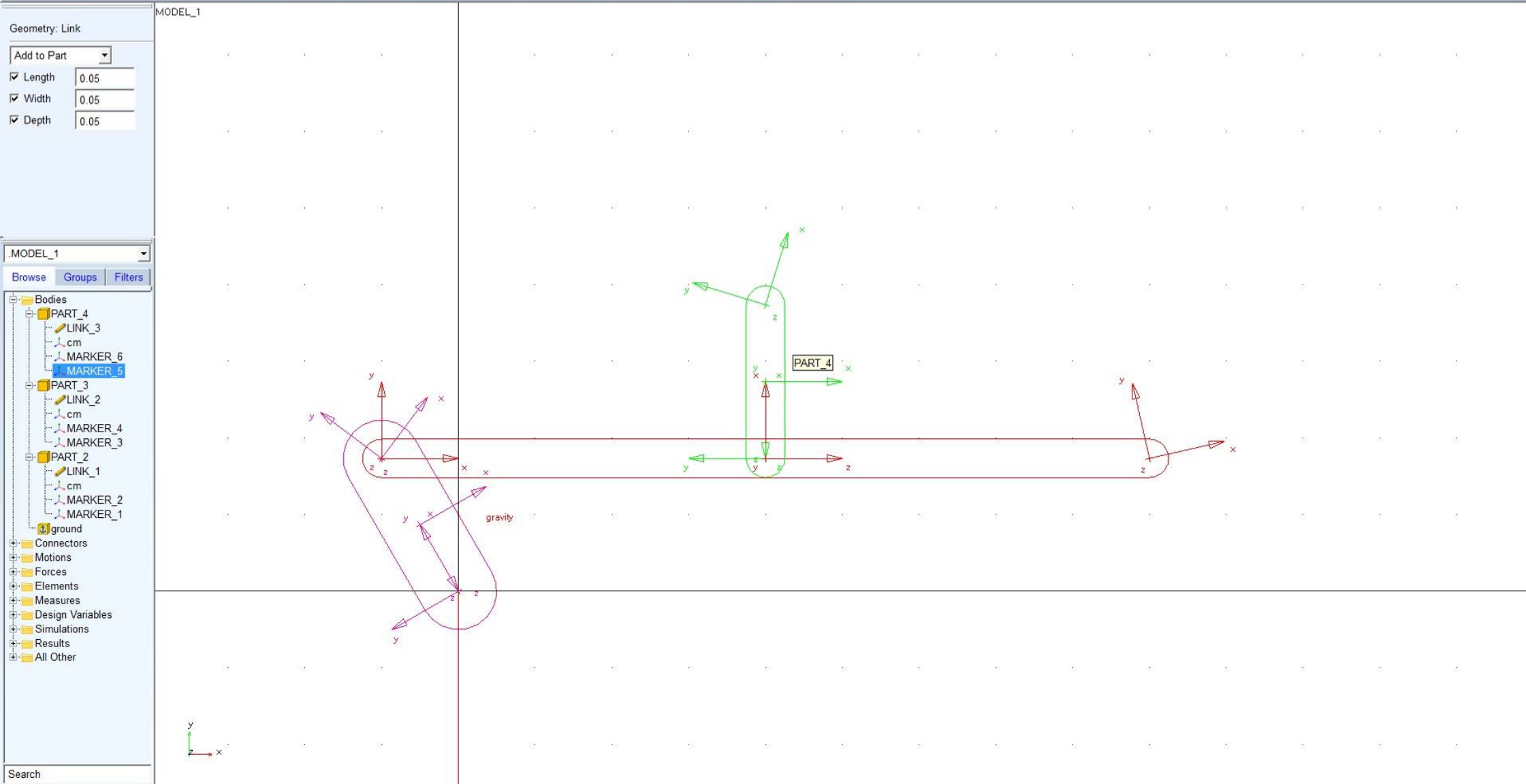
Marker Modify

Name	MODEL_1.PART_4.MARKER_5
Location	0.2, 8.6602540378E-02, 0.0
Location Relative To	.MODEL_1
Curve	
Curve Reference Marker	
Tangent Velocity	X Y Z
Orientation	90.0, 0.0, 0.0
Orientation Relative To	.MODEL_1
Solver ID	5

OK Apply Close



Solids Flexible Bodies Construction Booleans Features



Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Marker Modify

Name: MODEL_1.PART_4.MARKER_7

Location: 0.2, 8.6602540378E-02, 0.0

Location Relative To: .MODEL_1

Curve: [Empty]

Curve Reference Marker: [Empty]

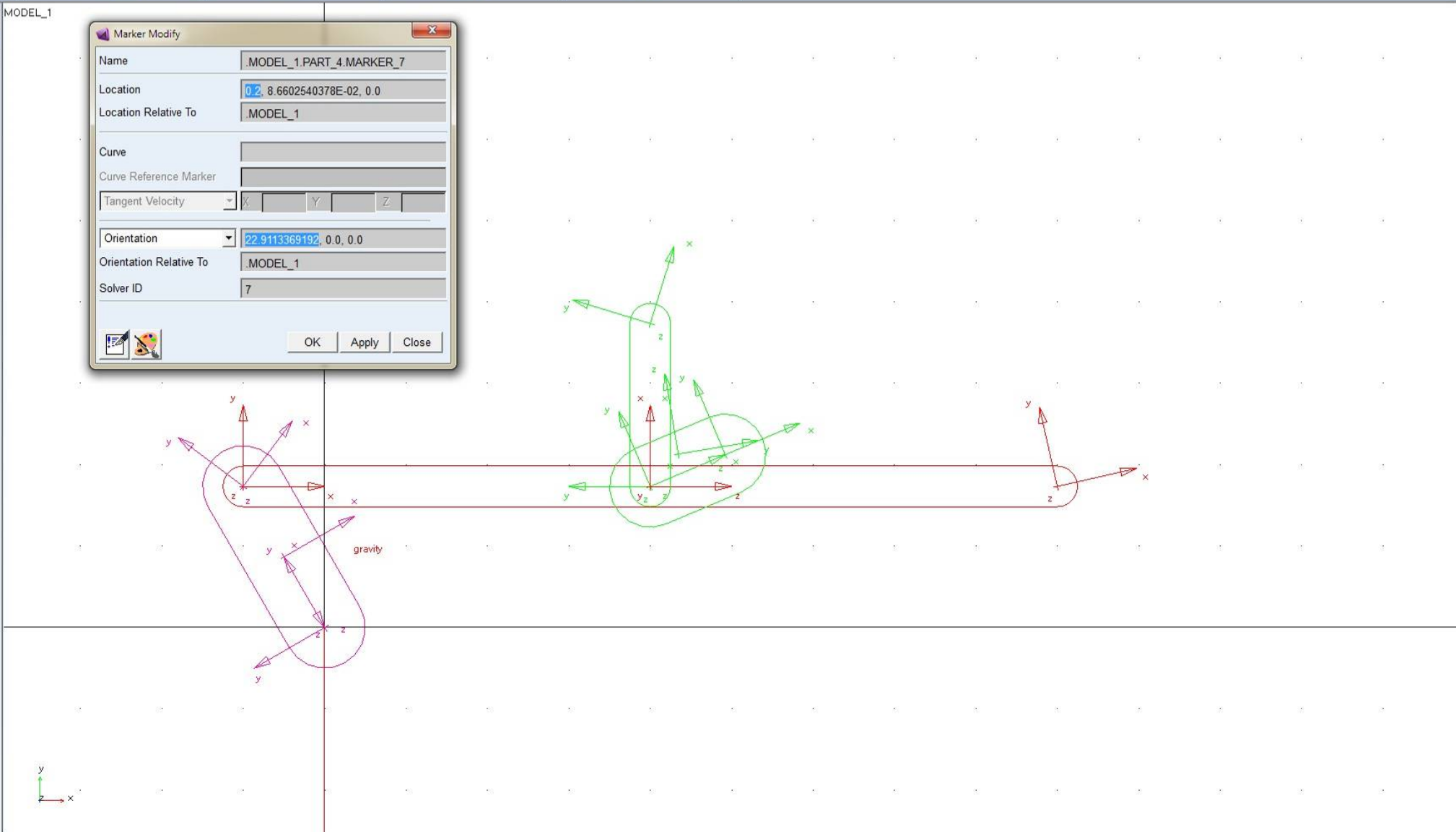
Tangent Velocity: X Y Z

Orientation: 22.9113369192, 0.0, 0.0

Orientation Relative To: .MODEL_1

Solver ID: 7

OK Apply Close



Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

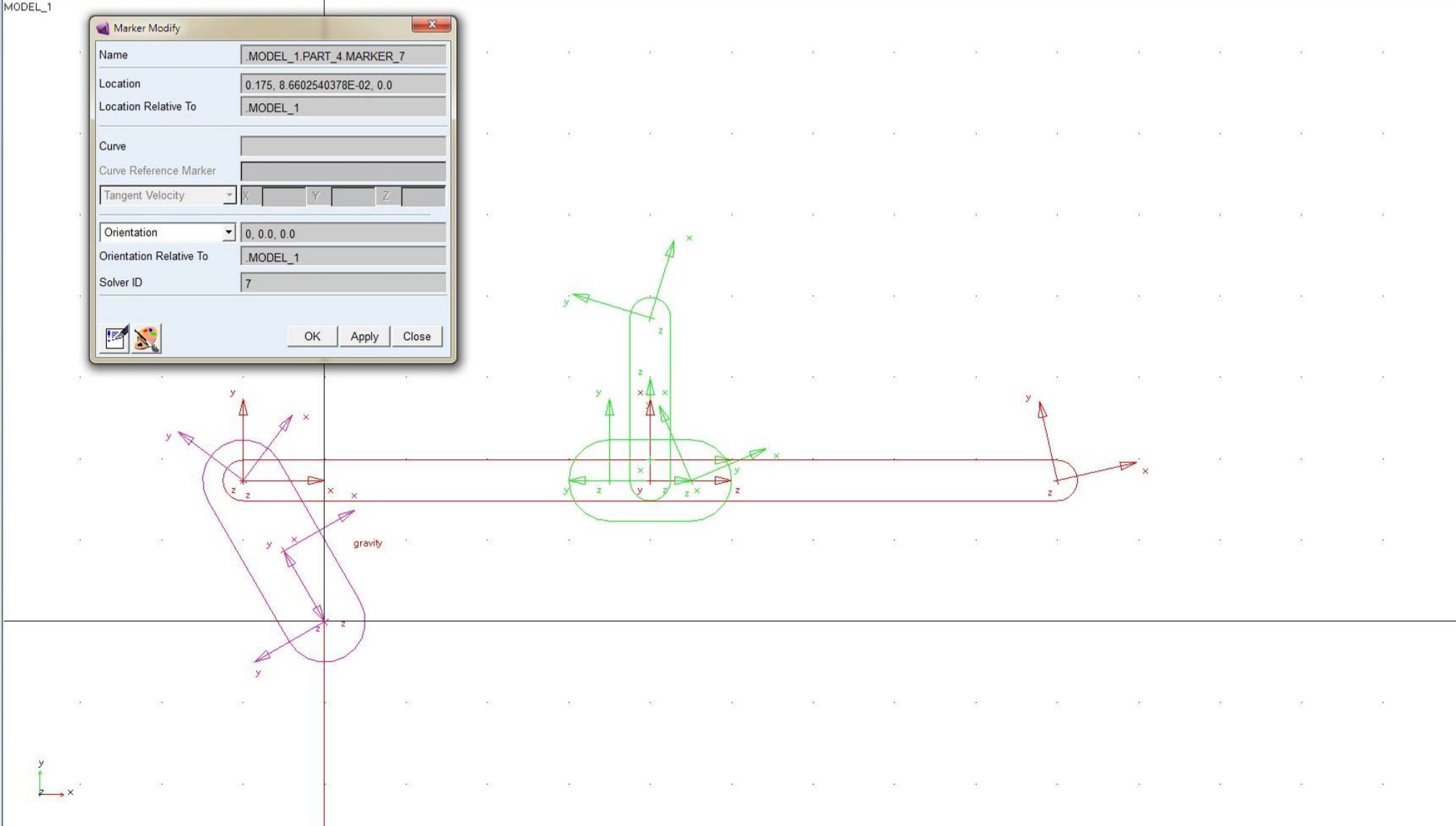
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

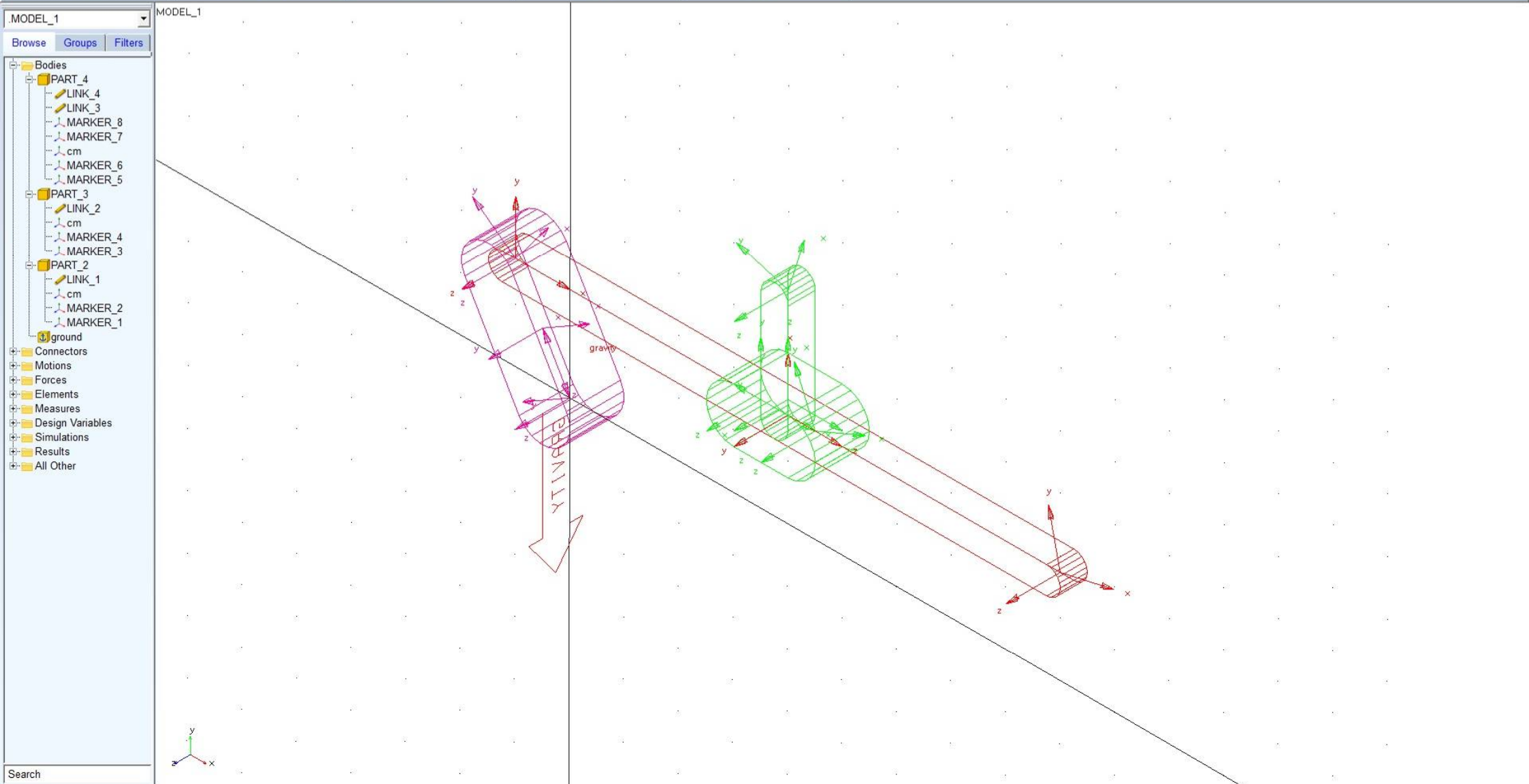
Marker Modify

Name	MODEL_1.PART_4.MARKER_7
Location	0.175, 8.6602540378E-02, 0.0
Location Relative To	.MODEL_1
Curve	
Curve Reference Marker	
Tangent Velocity	X Y Z
Orientation	0, 0.0, 0.0
Orientation Relative To	.MODEL_1
Solver ID	7

OK Apply Close



Solids Flexible Bodies Construction Booleans Features



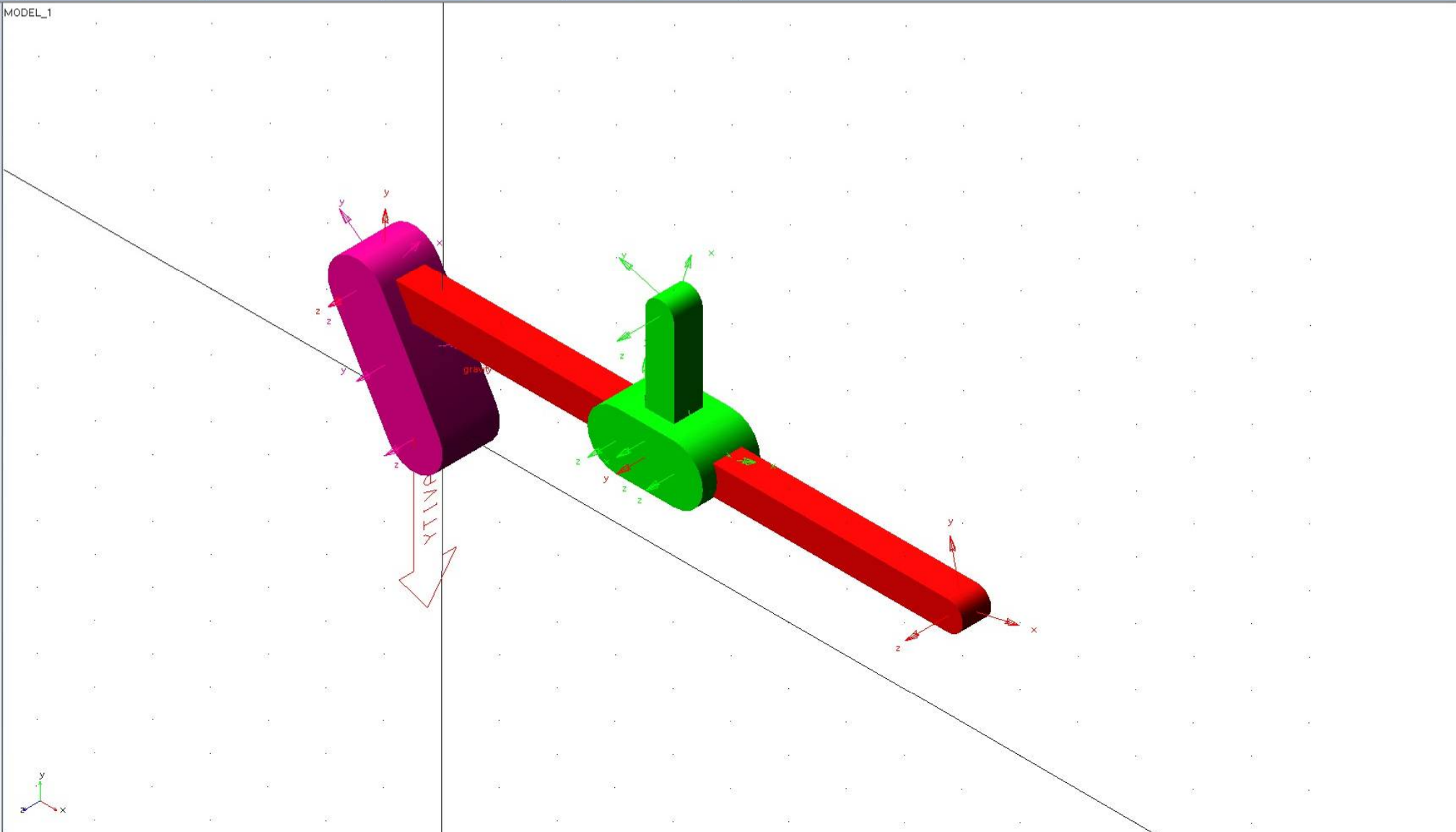
Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

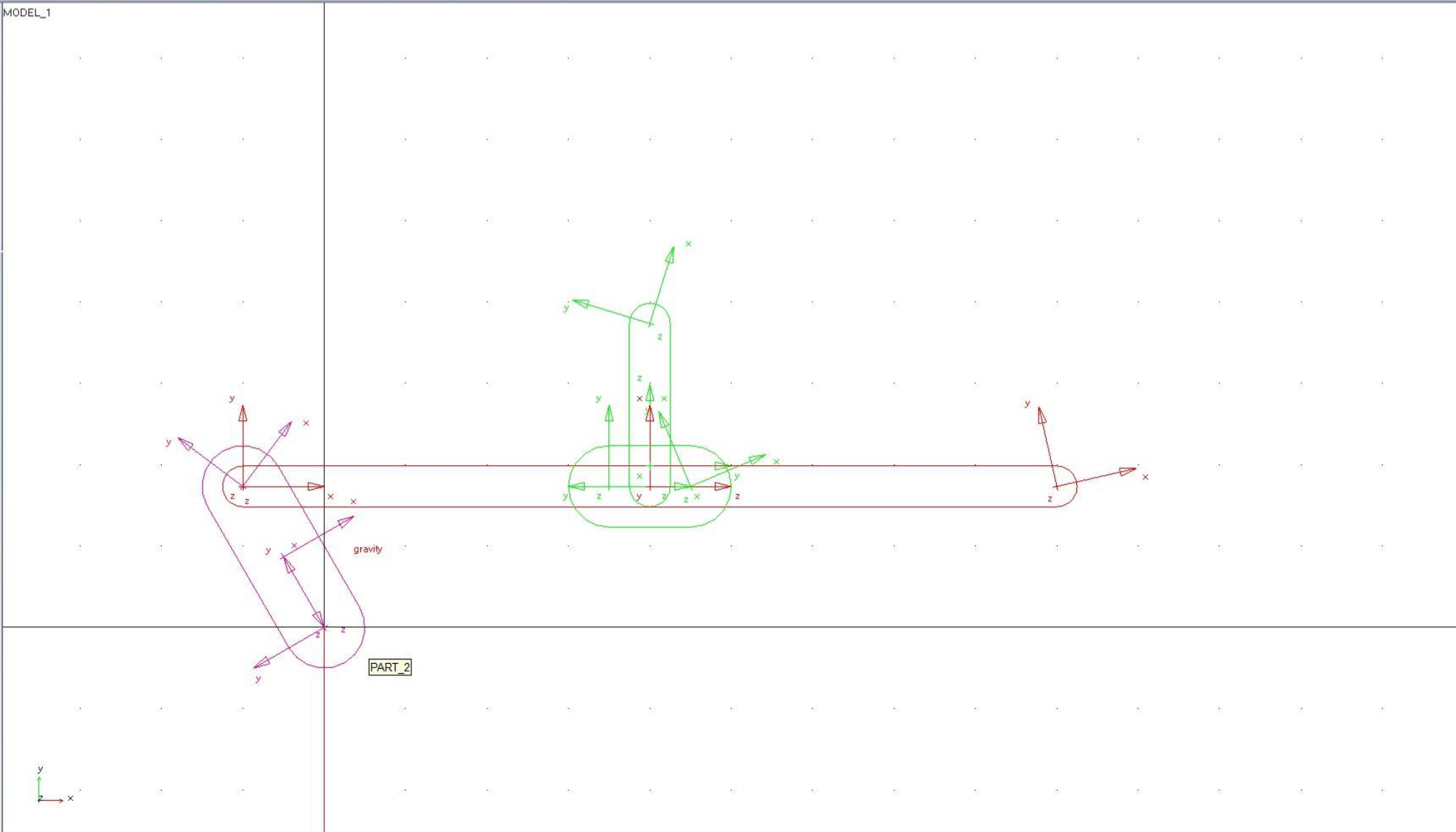
Search



Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 1 Location
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
cm
MARKER_4
MARKER_3
PART_2
LINK_1
cm
MARKER_2
MARKER_1
ground
Connectors
Motions
Forces
Elements
Measures
Design Variables
Simulations
Results
All Other

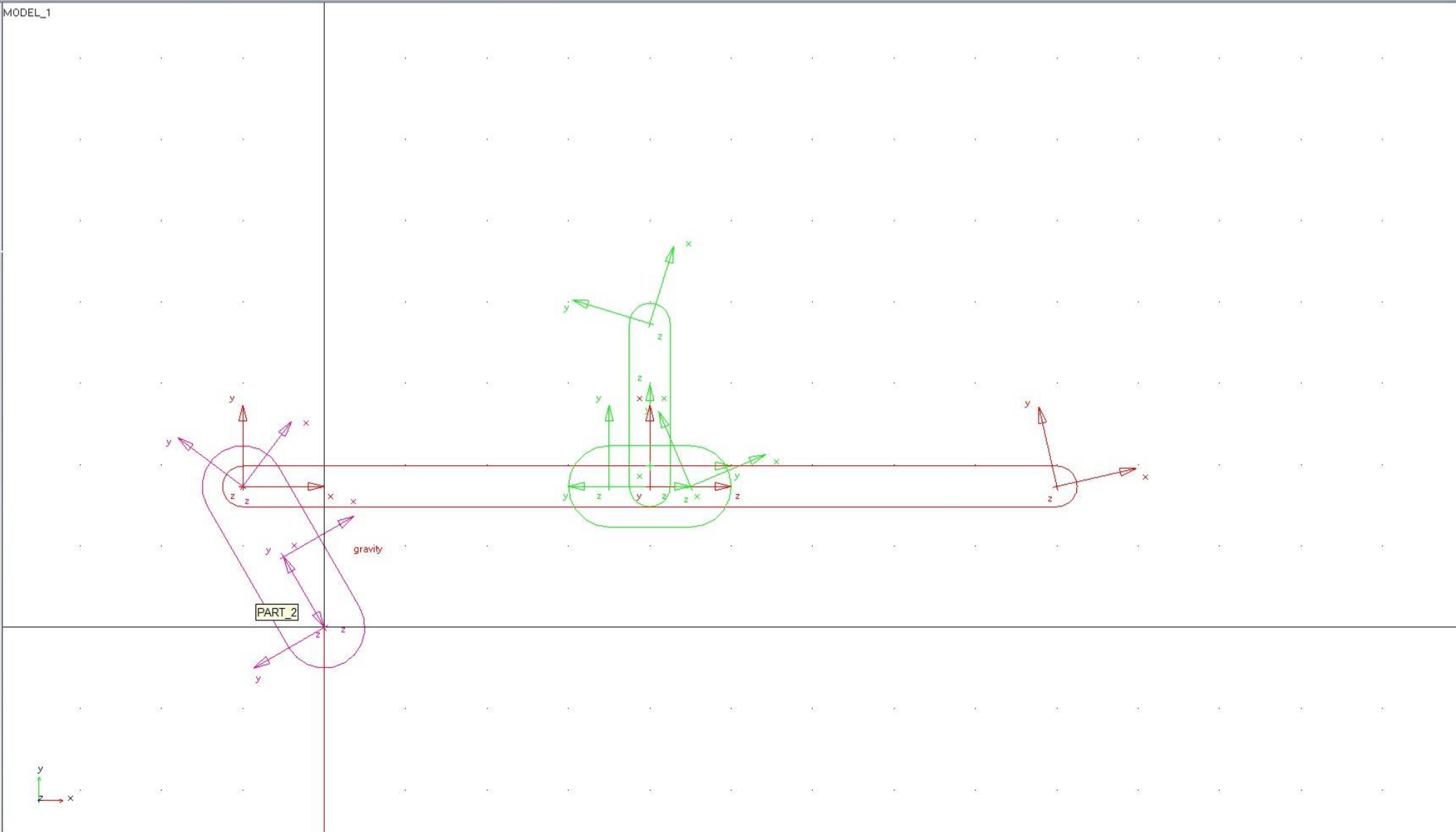


Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 1 Location
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters

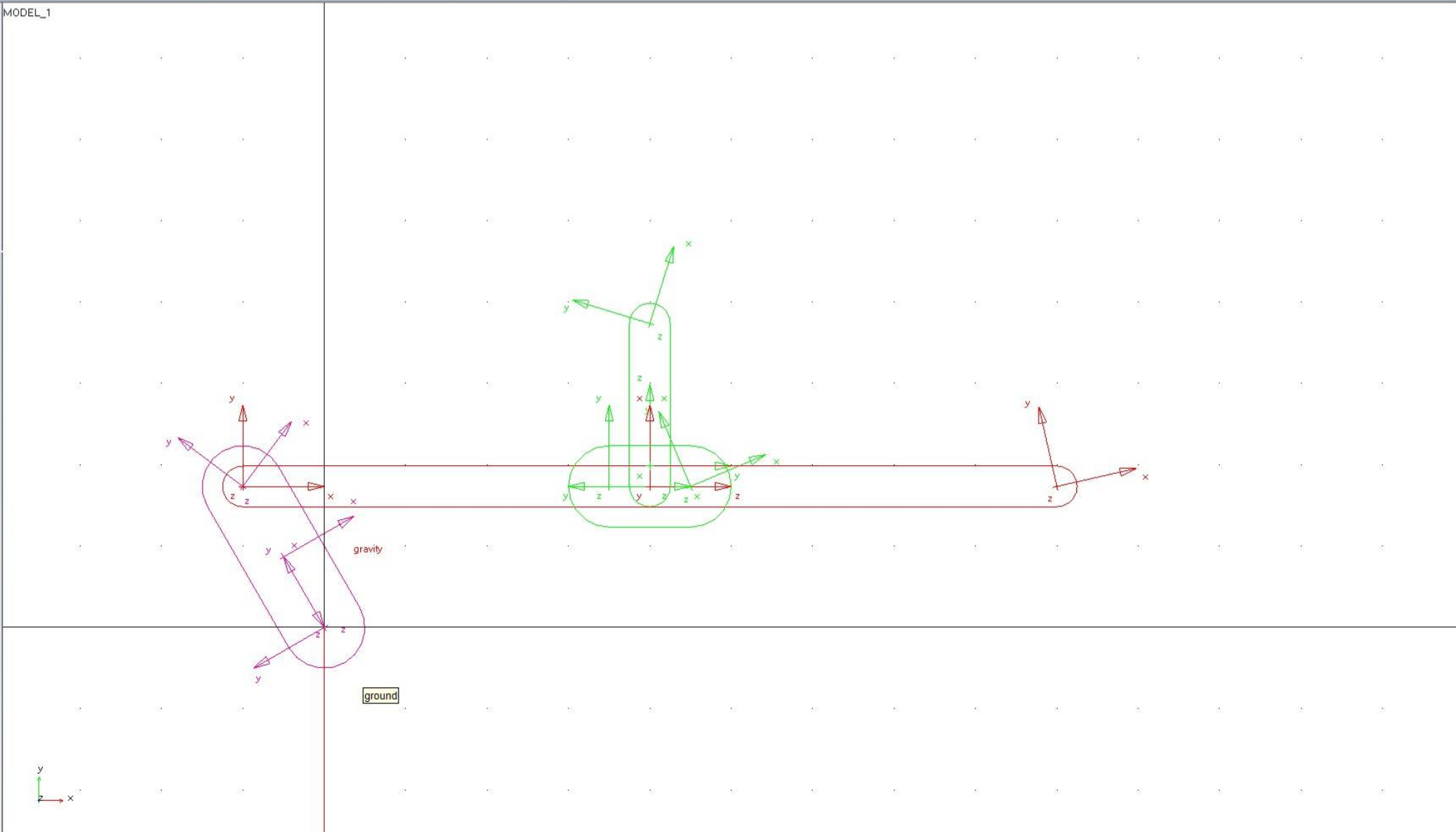
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other



Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 1 Location
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
cm
MARKER_4
MARKER_3
PART_2
LINK_1
cm
MARKER_2
MARKER_1
ground
Connectors
Motions
Forces
Elements
Measures
Design Variables
Simulations
Results
All Other
Search



Joint icons: Revolute, Prismatic, Planar, etc.

Primitives icons: Box, Cylinder, Sphere, etc.

Couplers icons: Gear, Belt, etc.

Special icons: GCN, etc.

Revolute Joint

Construction:

2 Bodies - 1 Location

Normal To Grid

1st Pick Body

2nd Pick Body

.MODEL_1

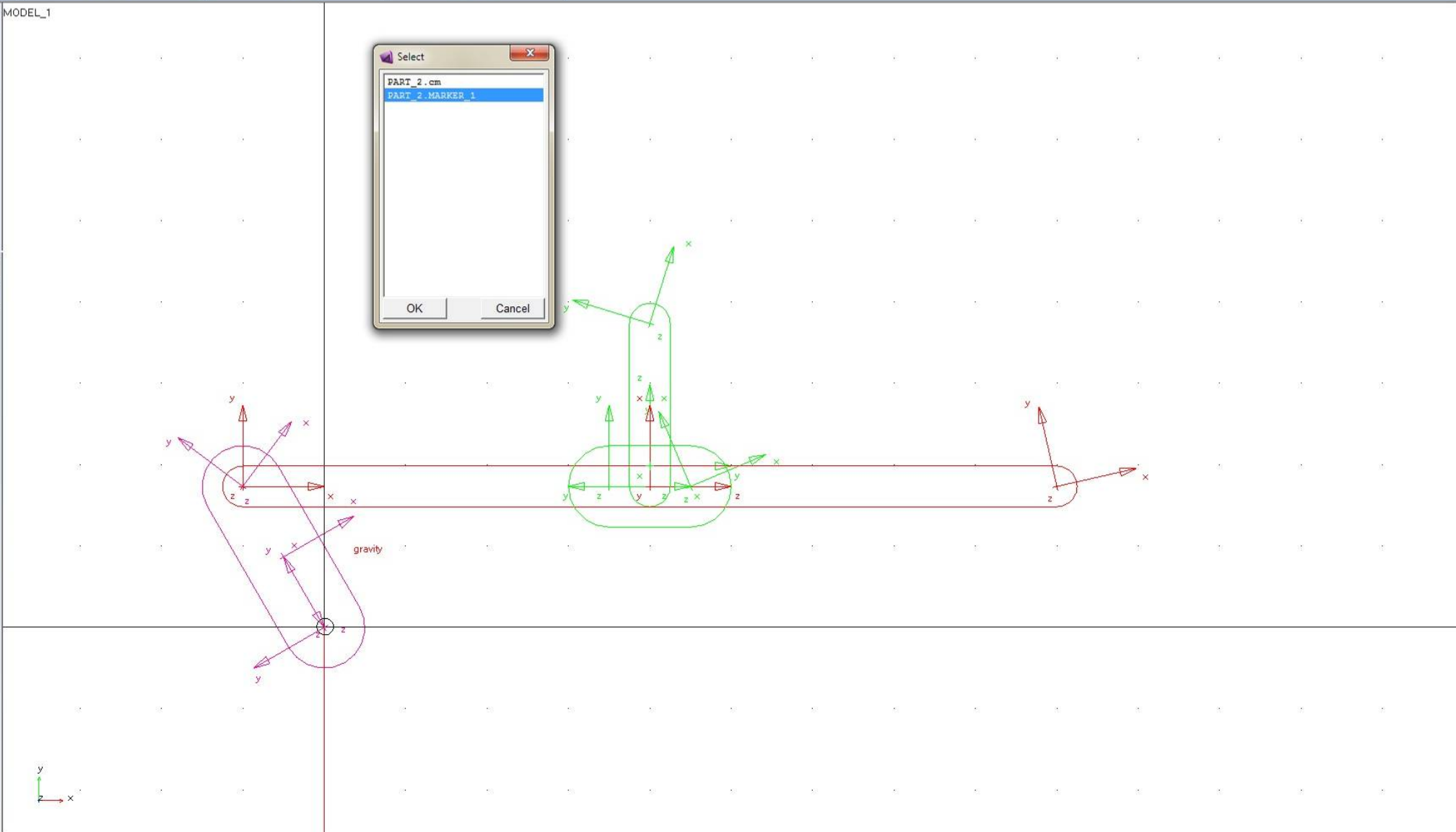
Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Select

- PART_2.cm
- PART_2.MARKER_1

OK Cancel



Search

Joint icons: Revolute, Prismatic, Planar, Spherical, Cylindrical, Gear, Rack and Pinion, Cam, Spring, Damper, Contact, etc.

Primitives icons: Box, Sphere, Cylinder, Cone, Ellipsoid, etc.

Couplers icons: Gear, Rack and Pinion, Cam, Spring, Damper, etc.

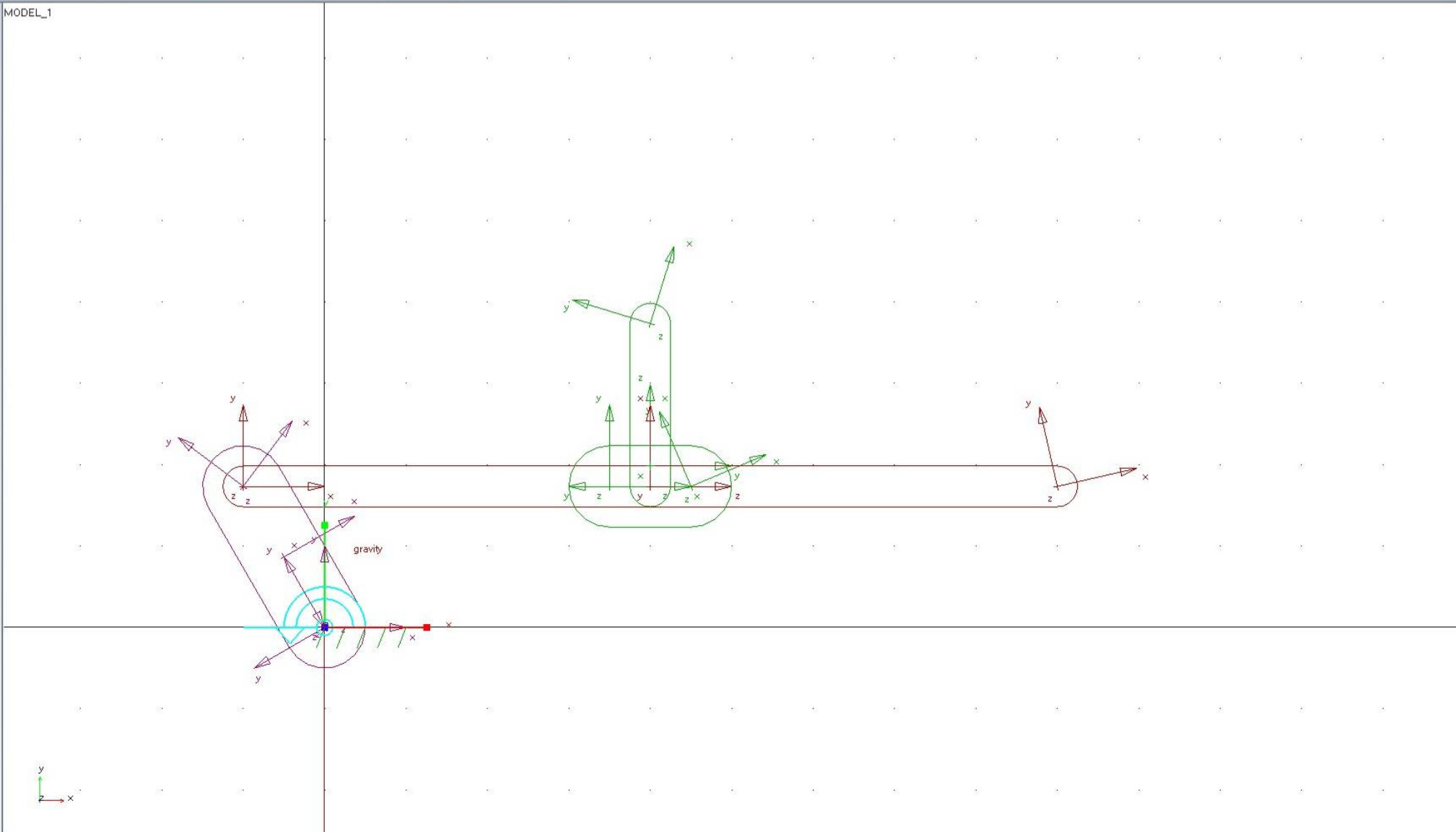
Special icons: GCN, etc.

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search



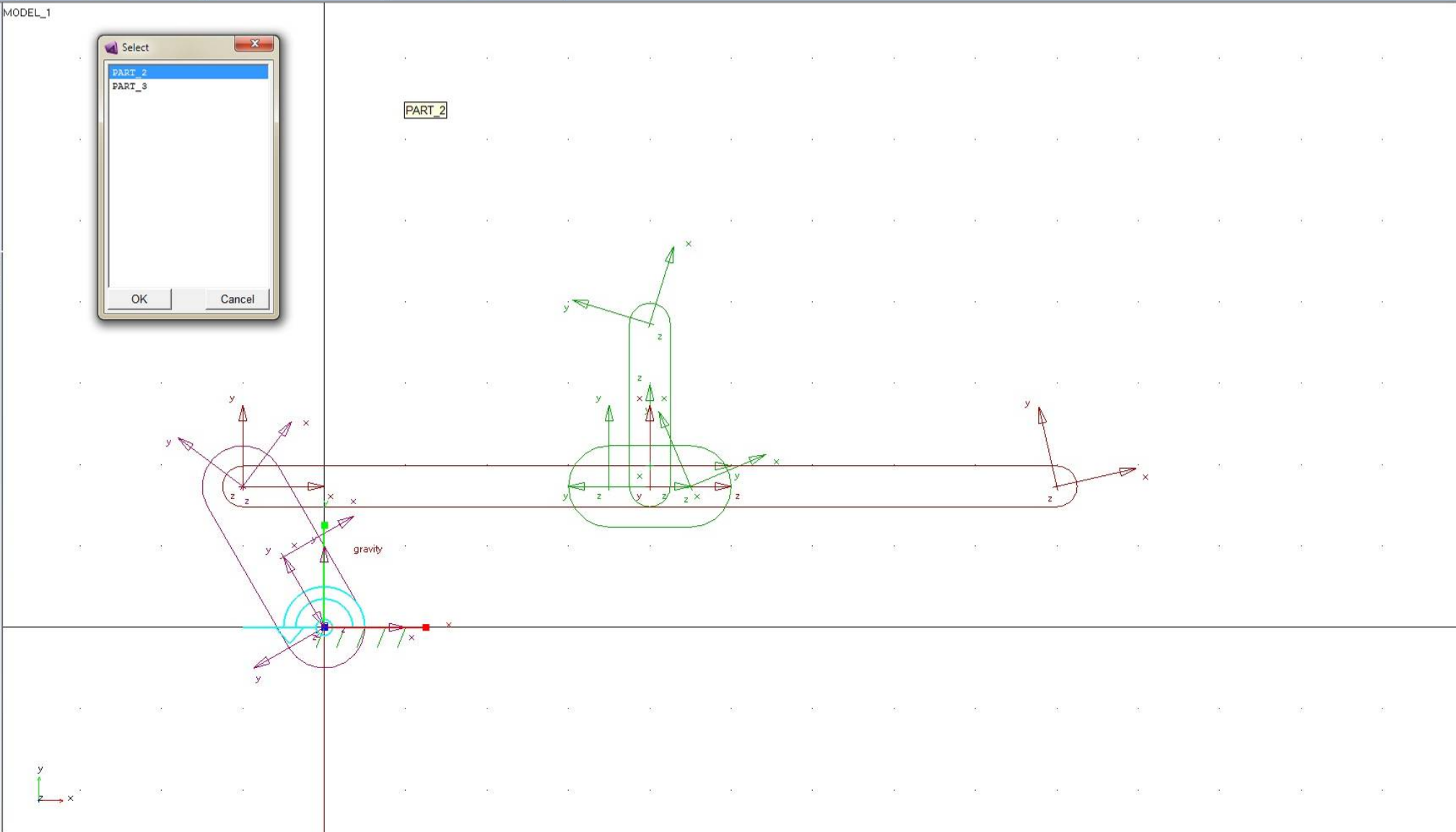
Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 1 Location
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Select dialog box showing PART_2 and PART_3



Search

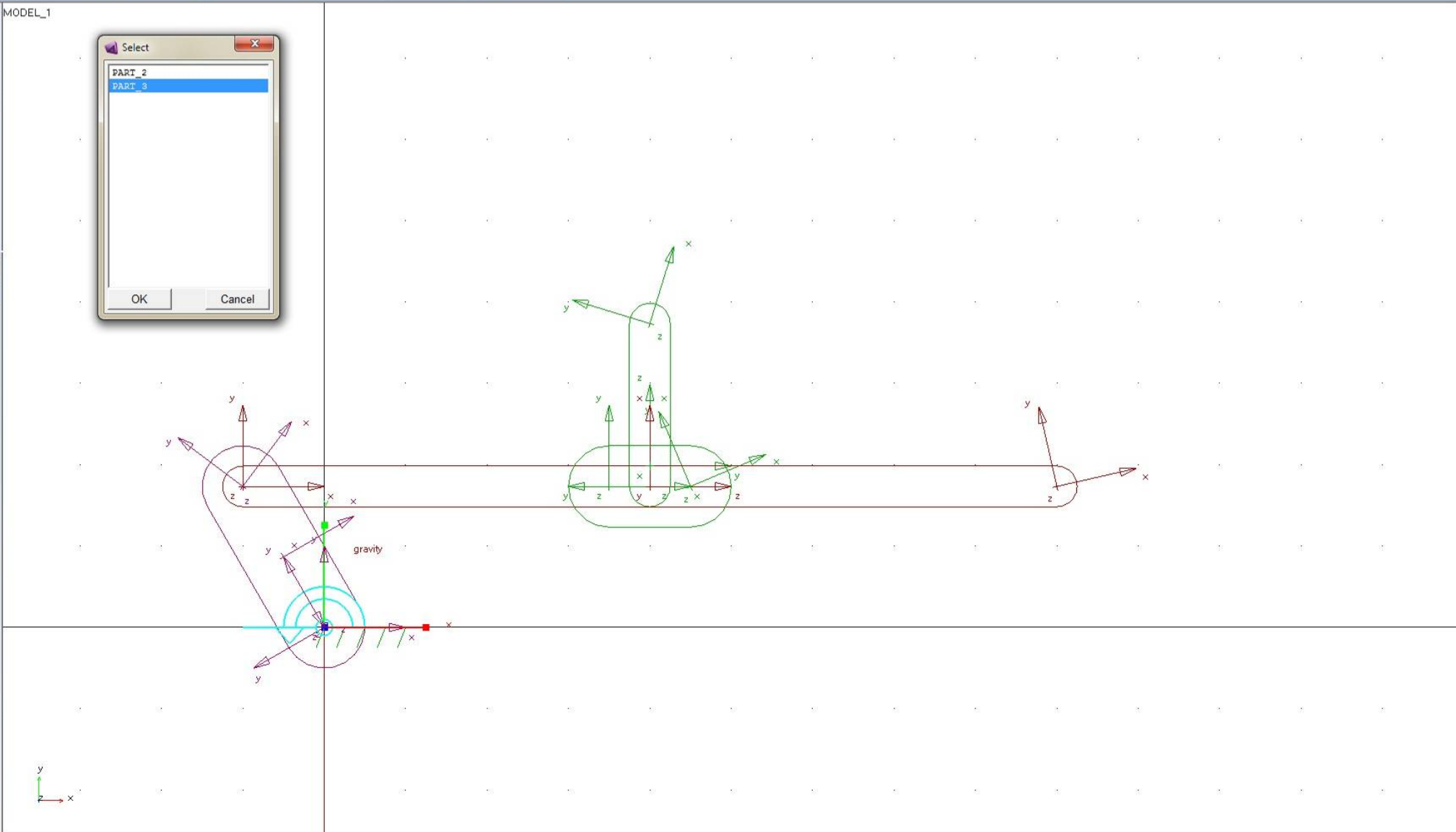
Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 1 Location
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Select dialog box showing PART_2 and PART_3 selected.



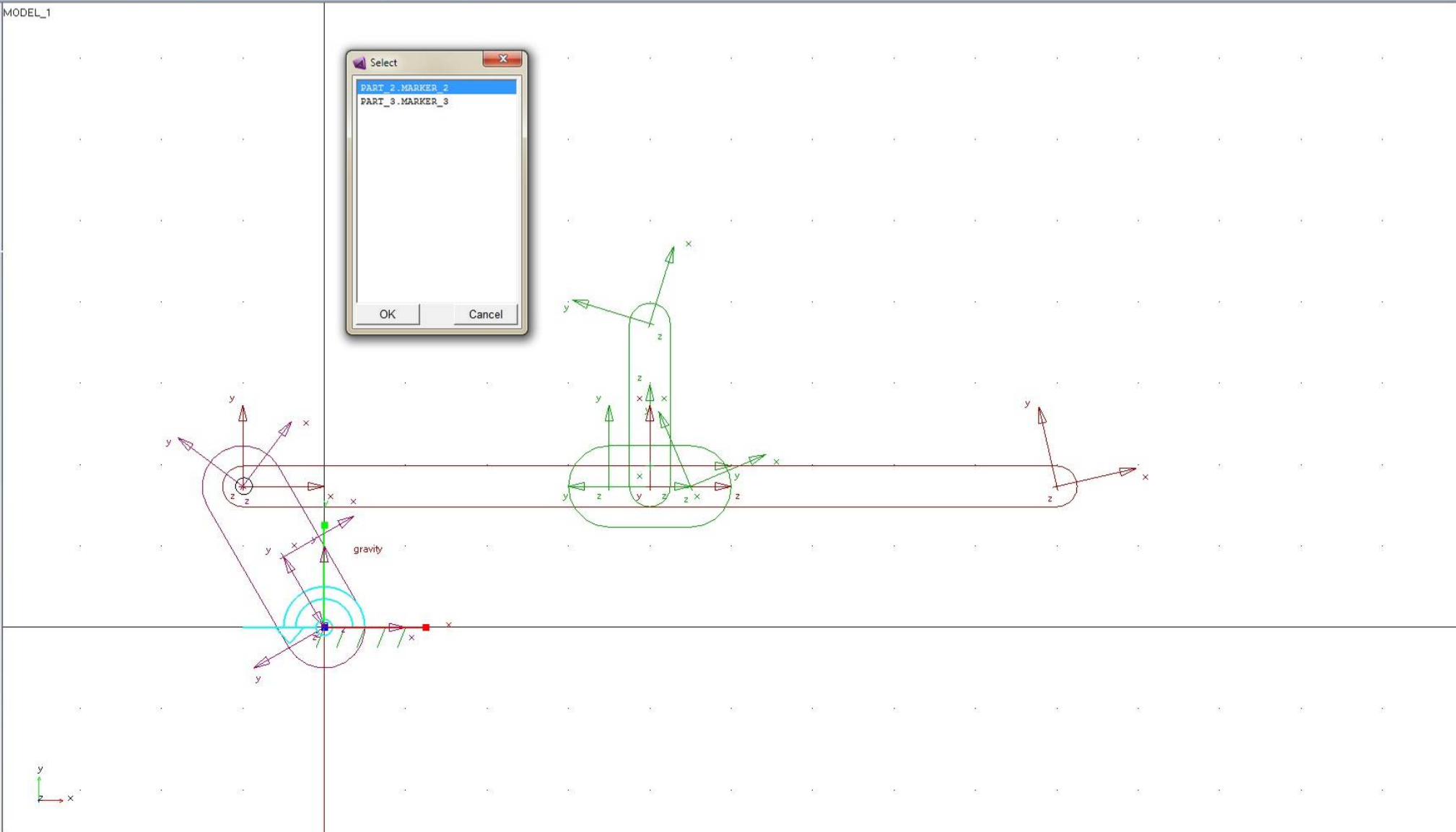
Search

Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 1 Location
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
cm
MARKER_4
MARKER_3
PART_2
LINK_1
MARKER_9
cm
MARKER_2
MARKER_1
ground
Connectors
JOINT_1
Motions
Forces
Elements
Measures
Design Variables
Simulations
Results
All Other

Select
PART_2.MARKER_2
PART_3.MARKER_3
OK Cancel



Joint icons: Revolute, Prismatic, Planar, Spherical, Cylindrical, Gear, Rack and Pinion, Cam, Spring, Damper, Contact, Friction, etc.

Primitives icons: Box, Sphere, Cylinder, Cone, Ellipsoid, etc.

Couplers icons: Gear, Rack and Pinion, Cam, Spring, Damper, Contact, Friction, etc.

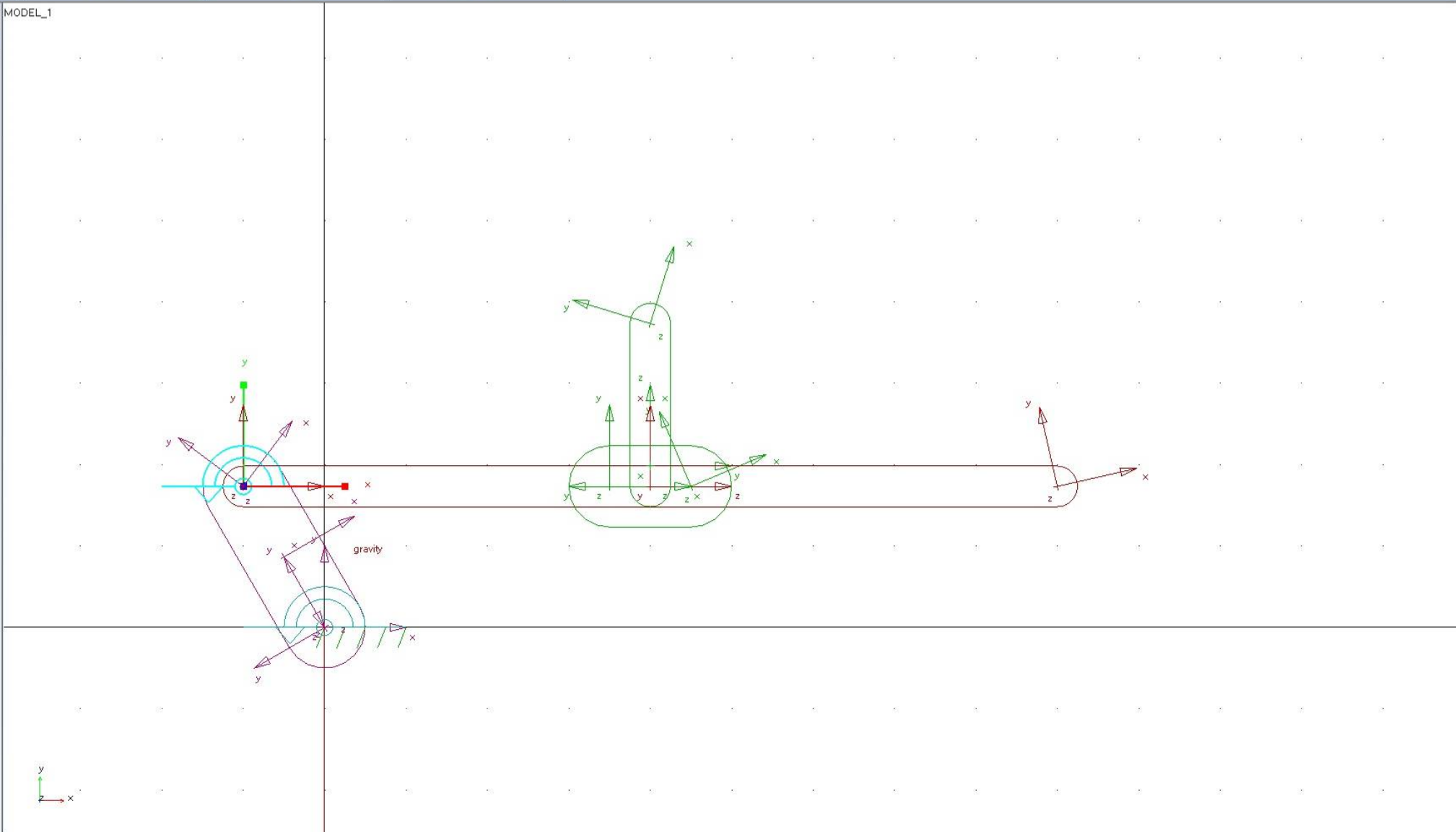
Special icons: GCN, etc.

MODEL_1

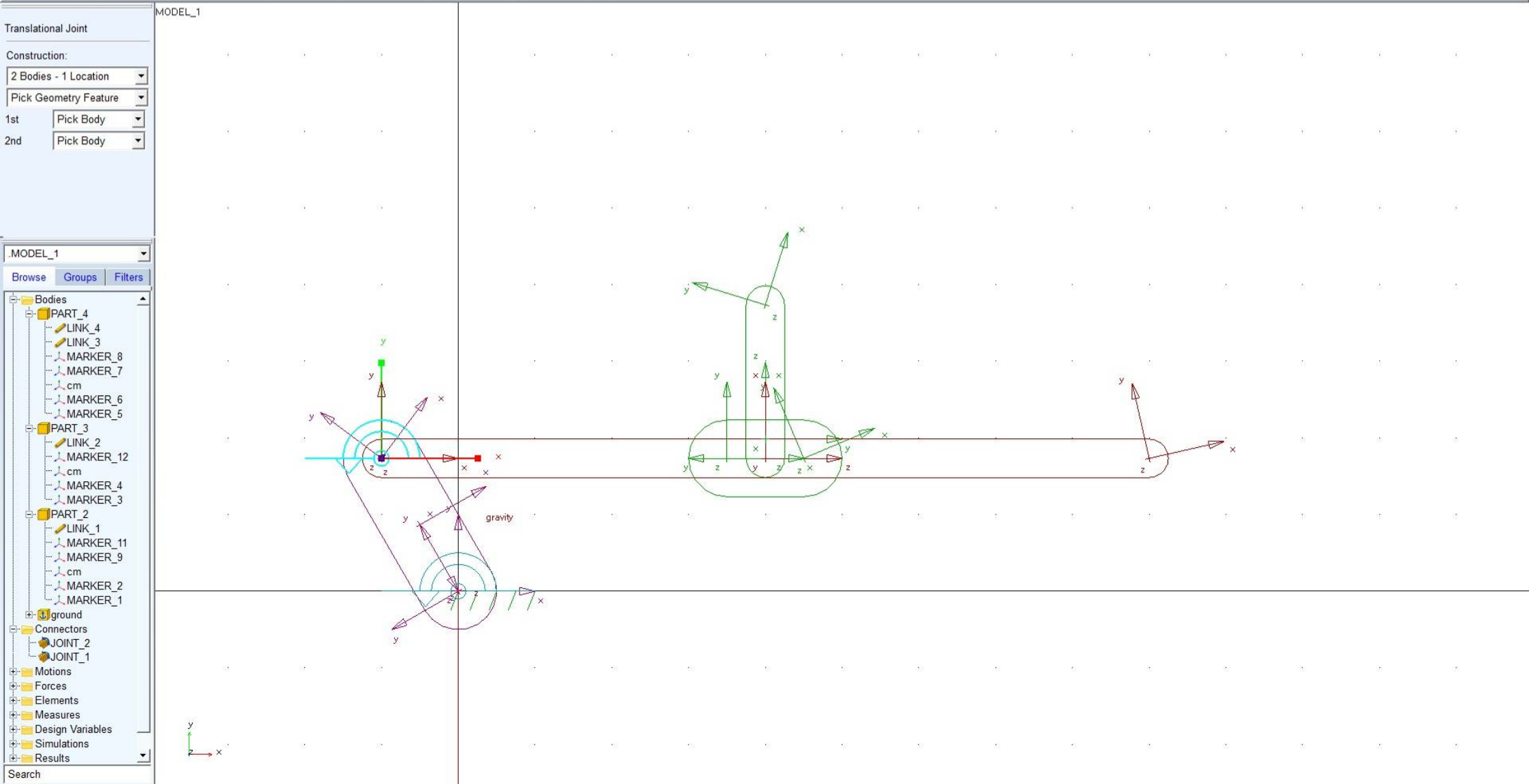
Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search



Tools palette with categories: Joints, Primitives, Couplers, Special. A tooltip for 'Create a Translational joint' is visible over the Joints icon.



Joint icons: Revolute, Prismatic, Planar, Spherical, Cylindrical, Universal, etc.

Primitives icons: Box, Sphere, Cylinder, Cone, etc.

Couplers icons: Gear, Belt, etc.

Special icons: GCN, etc.

Translational Joint

Construction:

2 Bodies - 1 Location

Pick Geometry Feature

1st Pick Body

2nd Pick Body

.MODEL_1

Browse Groups Filters

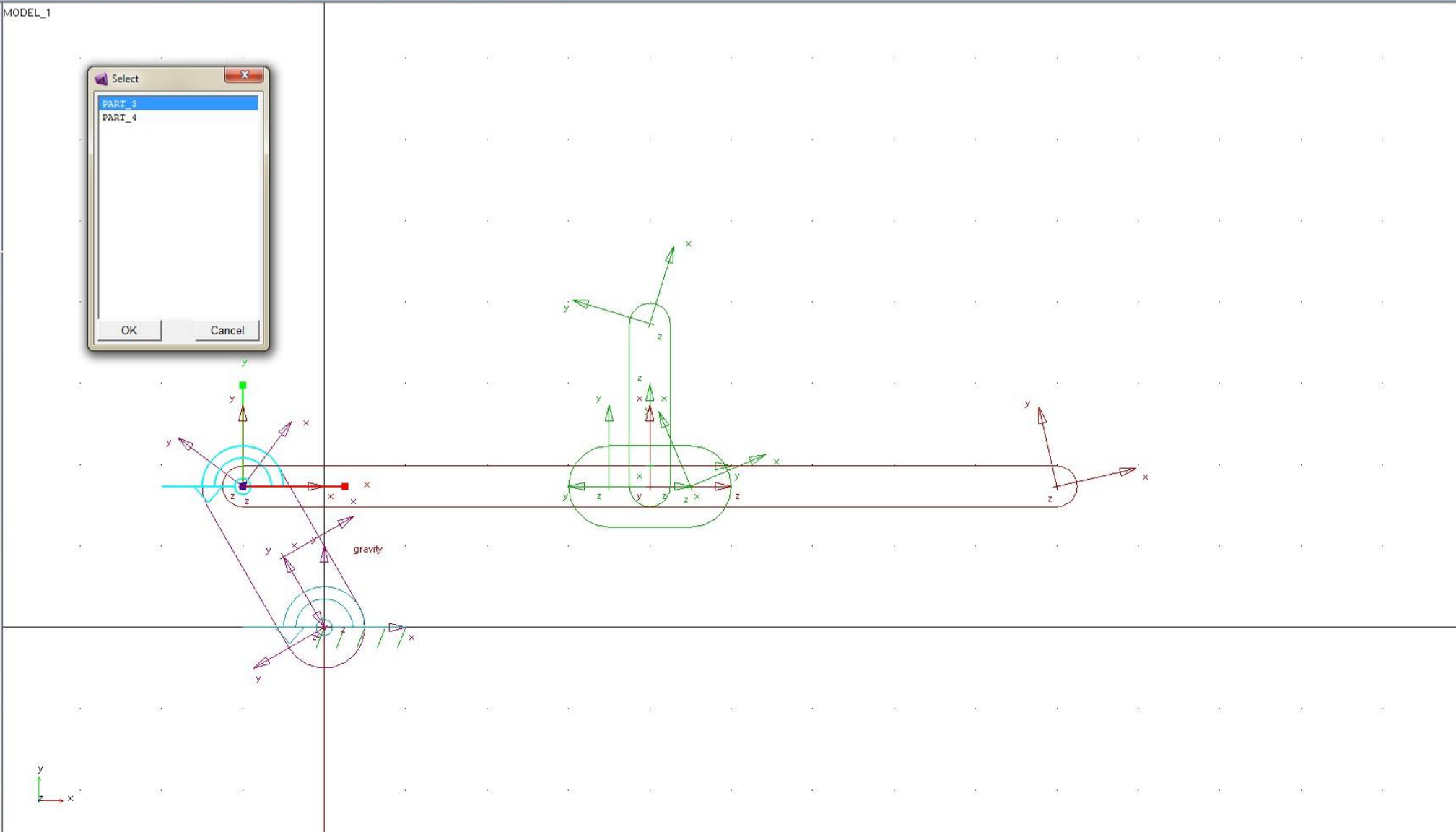
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results

Search

Select

- PART_3
- PART_4

OK Cancel



Joint icons: Revolute, Prismatic, Planar, Spherical, Cylindrical, Universal, etc.

Primitives icons: Box, Sphere, Cylinder, Cone, etc.

Couplers icons: Gear, Belt, etc.

Special icons: GCN, etc.

Translational Joint

Construction:

2 Bodies - 1 Location

Pick Geometry Feature

1st Pick Body

2nd Pick Body

.MODEL_1

Browse Groups Filters

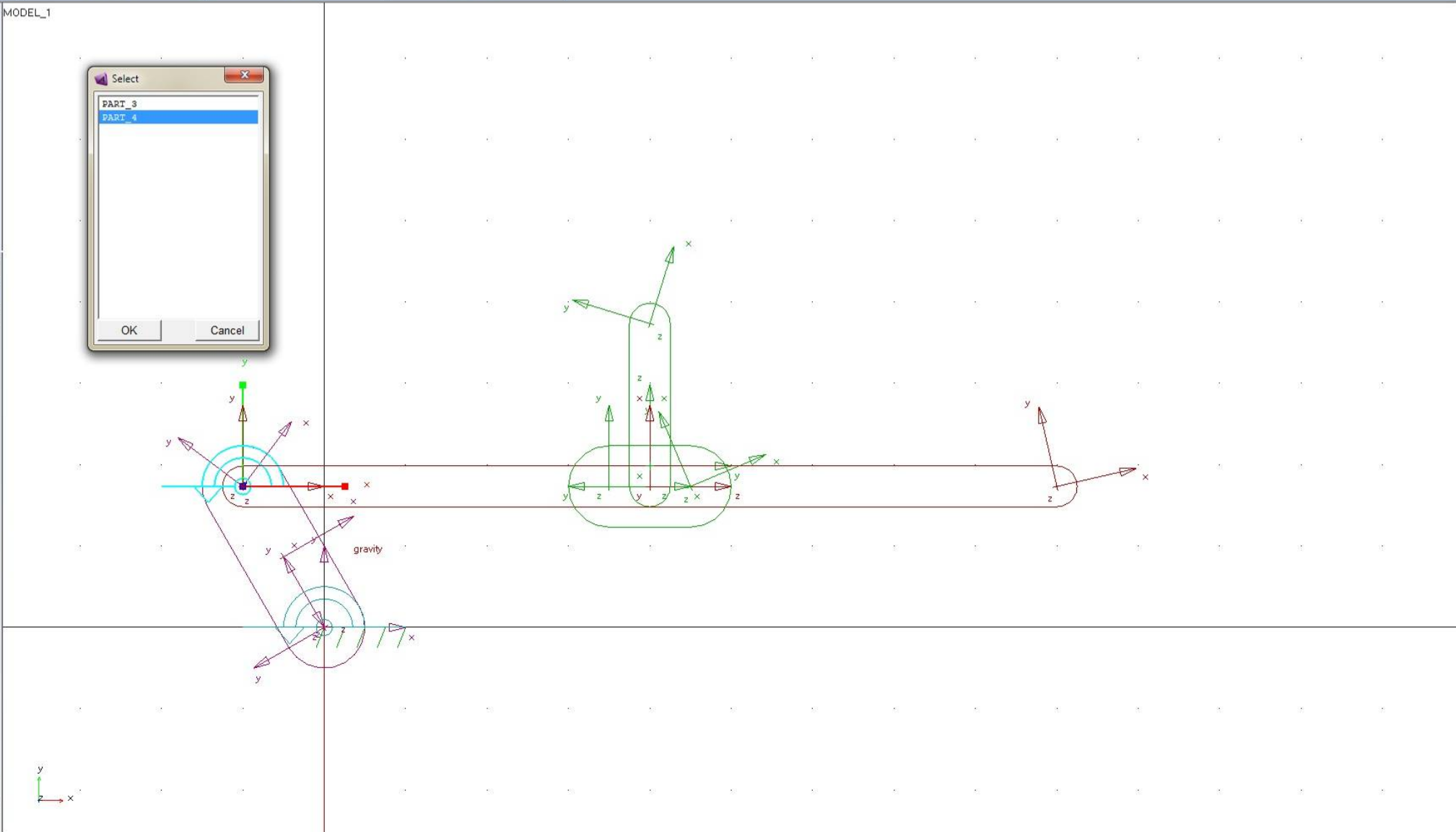
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results

Search

Select

- PART_3
- PART_4

OK Cancel



Joint icons: Revolute, Prismatic, Planar, Spherical, Cylindrical, Universal, etc.

Primitives icons: Box, Sphere, Cylinder, Cone, etc.

Couplers icons: Gear, Belt, etc.

Special icons: GCN, etc.

Translational Joint

Construction:

2 Bodies - 1 Location

Pick Geometry Feature

1st Pick Body

2nd Pick Body

.MODEL_1

Browse Groups Filters

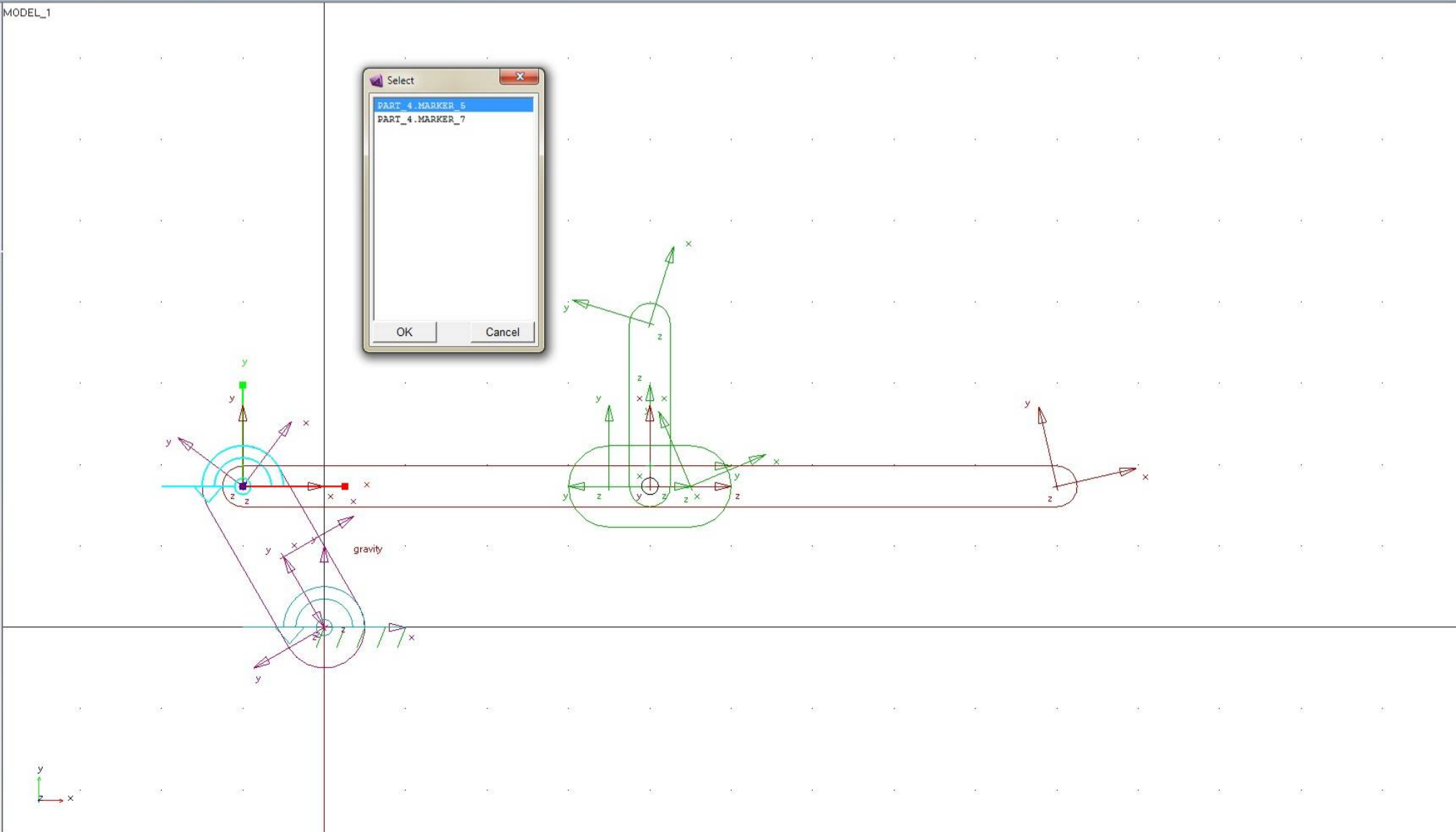
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results

Search

Select

- PART_4.MARKER_6
- PART_4.MARKER_7

OK Cancel

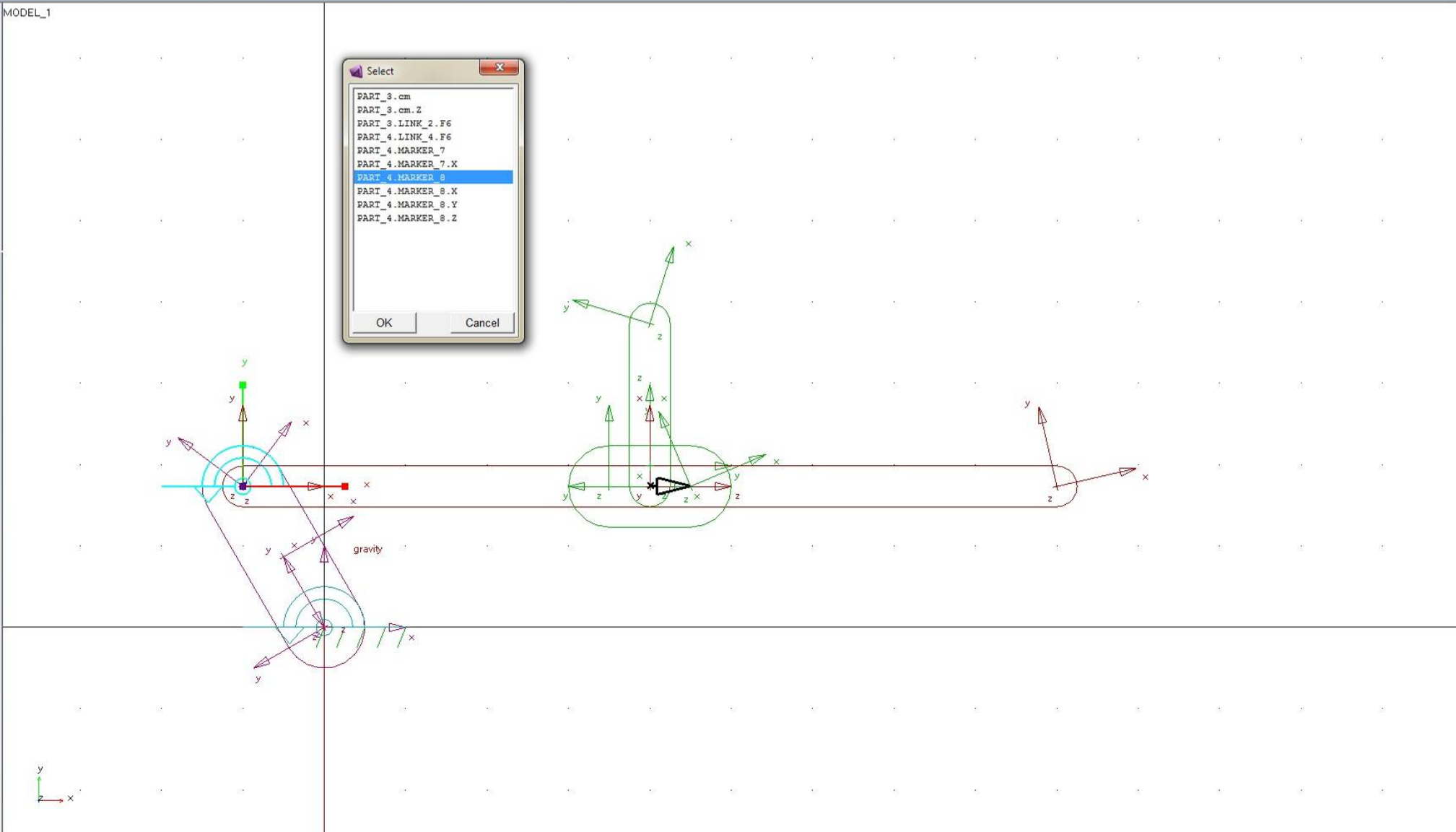


Joint icons: Primitives, Couplers, Special

Translational Joint
Construction:
2 Bodies - 1 Location
Pick Geometry Feature
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
MARKER_12
cm
MARKER_4
MARKER_3
PART_2
LINK_1
MARKER_11
MARKER_9
cm
MARKER_2
MARKER_1
ground
Connectors
JOINT_2
JOINT_1
Motions
Forces
Elements
Measures
Design Variables
Simulations
Results

Select
PART_3.cm
PART_3.cm.Z
PART_3.LINK_2.F6
PART_4.LINK_4.F6
PART_4.MARKER_7
PART_4.MARKER_7.X
PART_4.MARKER_8
PART_4.MARKER_8.X
PART_4.MARKER_8.Y
PART_4.MARKER_8.Z



Joint icons: Revolute, Prismatic, Planar, Spherical, Cylindrical, Gear, Rack and Pinion, Cam, Spring, Damper, etc.

Primitives icons: Box, Cylinder, Sphere, Cone, etc.

Couplers icons: Gear, Rack and Pinion, Cam, Spring, Damper, etc.

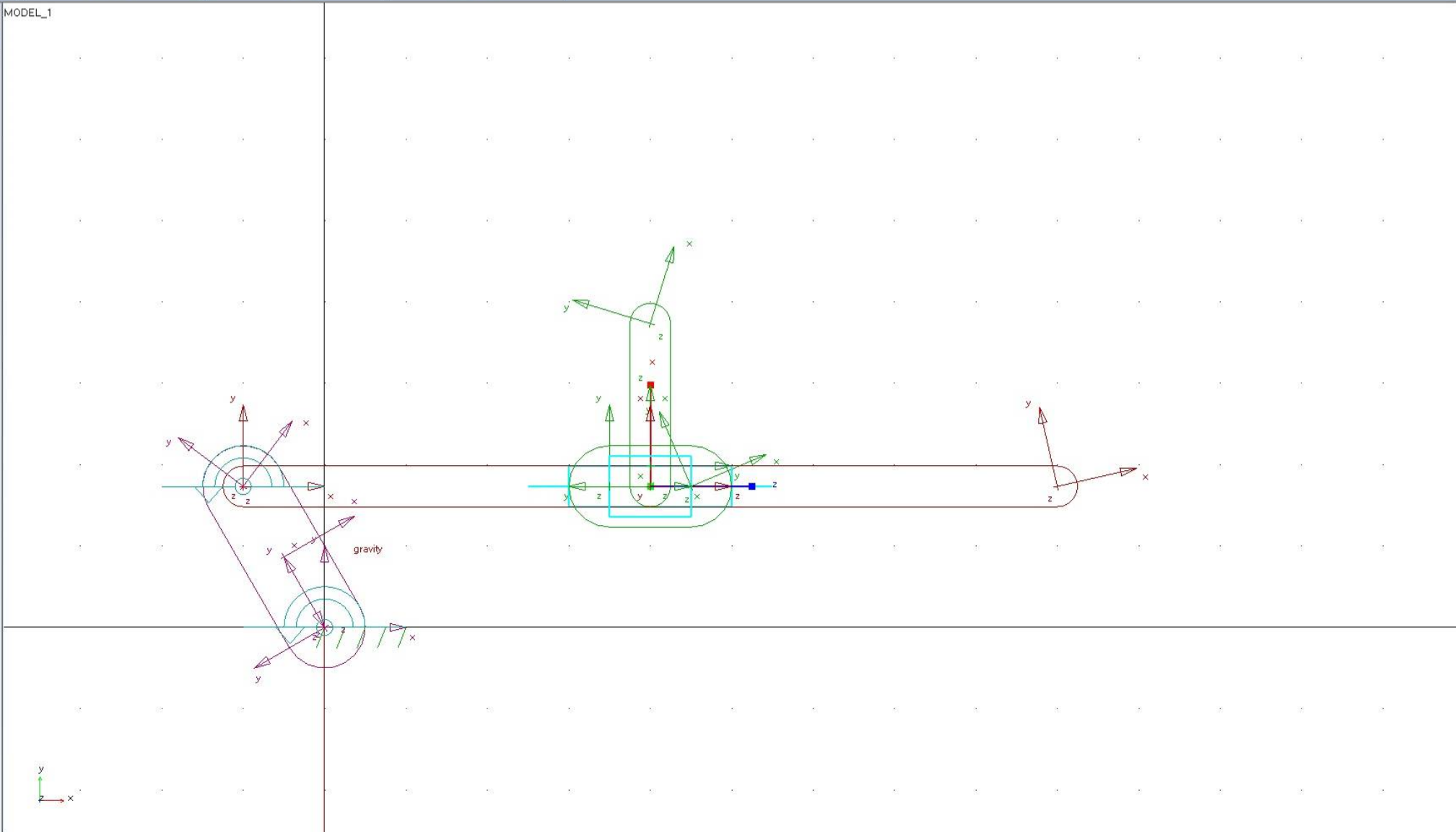
Special icons: GCN, etc.

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

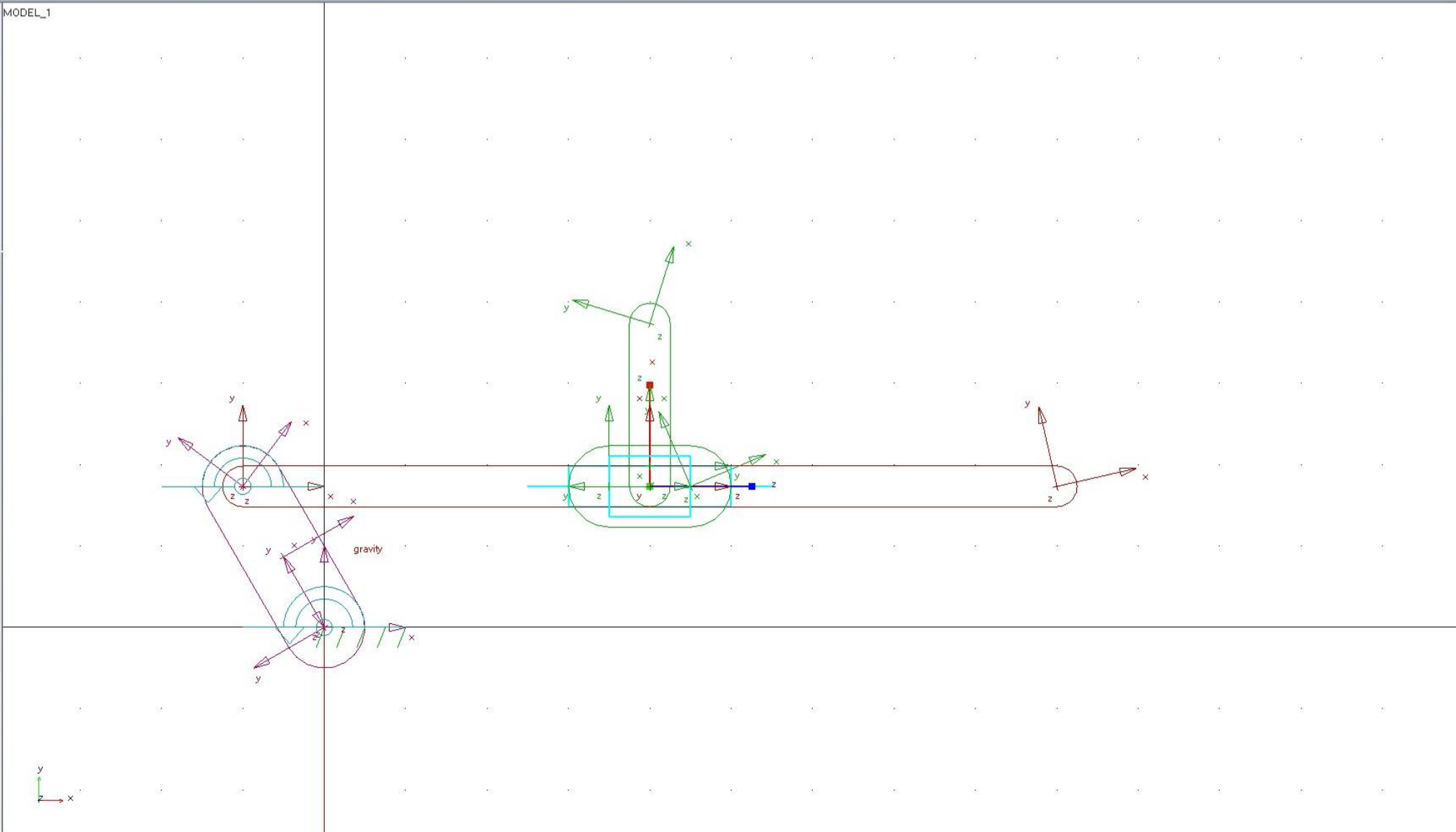
Search



Toolbars for Solids, Flexible Bodies, Construction (highlighted: Construction Geometry: Point), Booleans, and Features.

Revolute Joint
Construction:
2 Bodies - 2 Locations
Normal To Grid
1st Pick Body
2nd Pick Body

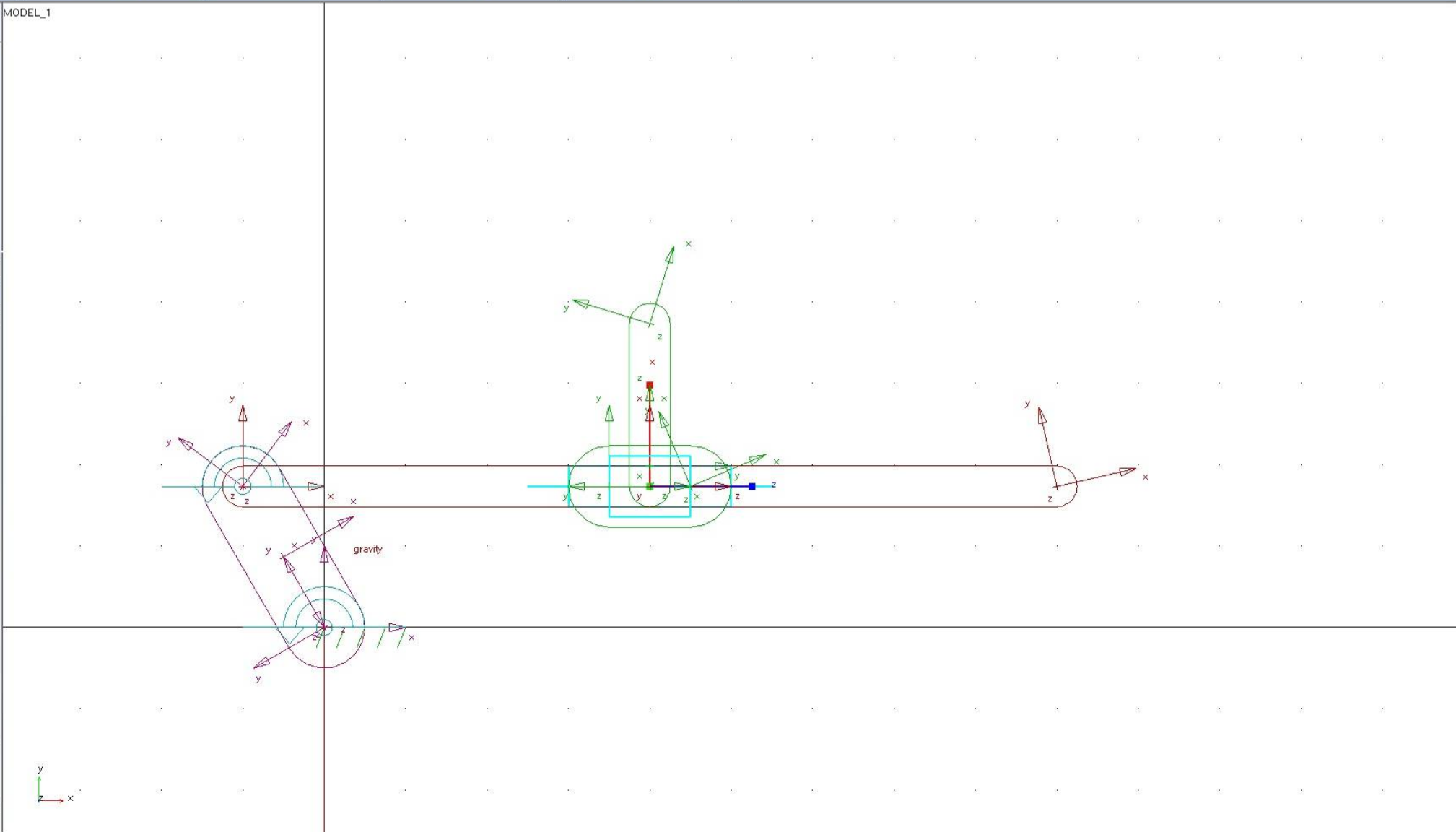
.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_14
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
MARKER_13
MARKER_12
cm
MARKER_4
MARKER_3
PART_2
LINK_1
MARKER_11
MARKER_9
cm
MARKER_2
MARKER_1
ground
Connectors
JOINT_3
JOINT_2
JOINT_1
Motions
Forces
Elements
Measures
Search



Solids Flexible Bodies Construction Booleans Features

Geometry: Point
Add to Ground
Don't Attach
Point Table

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_14
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
MARKER_13
MARKER_12
cm
MARKER_4
MARKER_3
PART_2
LINK_1
MARKER_11
MARKER_9
cm
MARKER_2
MARKER_1
ground
Connectors
JOINT_3
JOINT_2
JOINT_1
Motions
Forces
Elements
Measures
Search



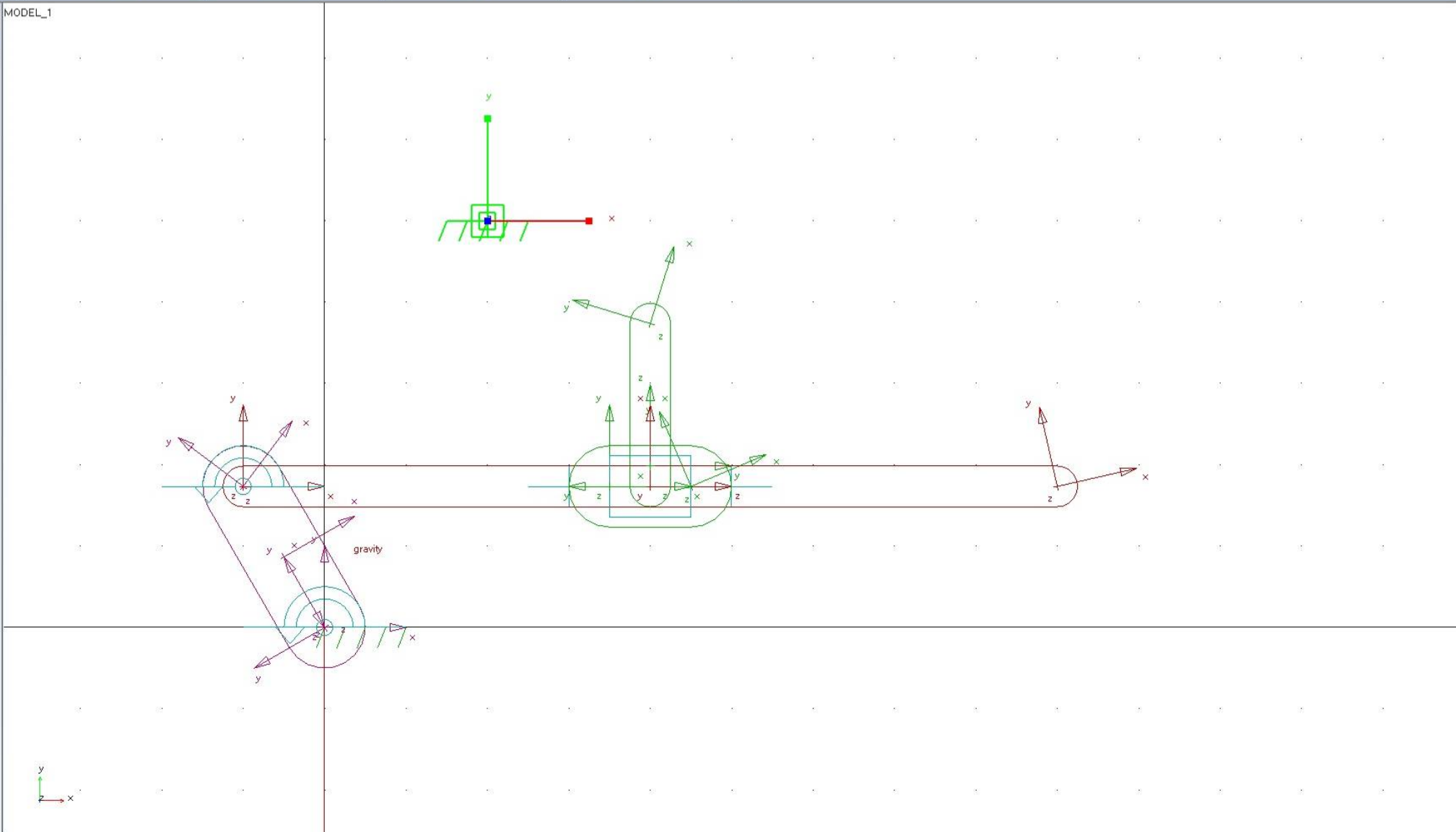
Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

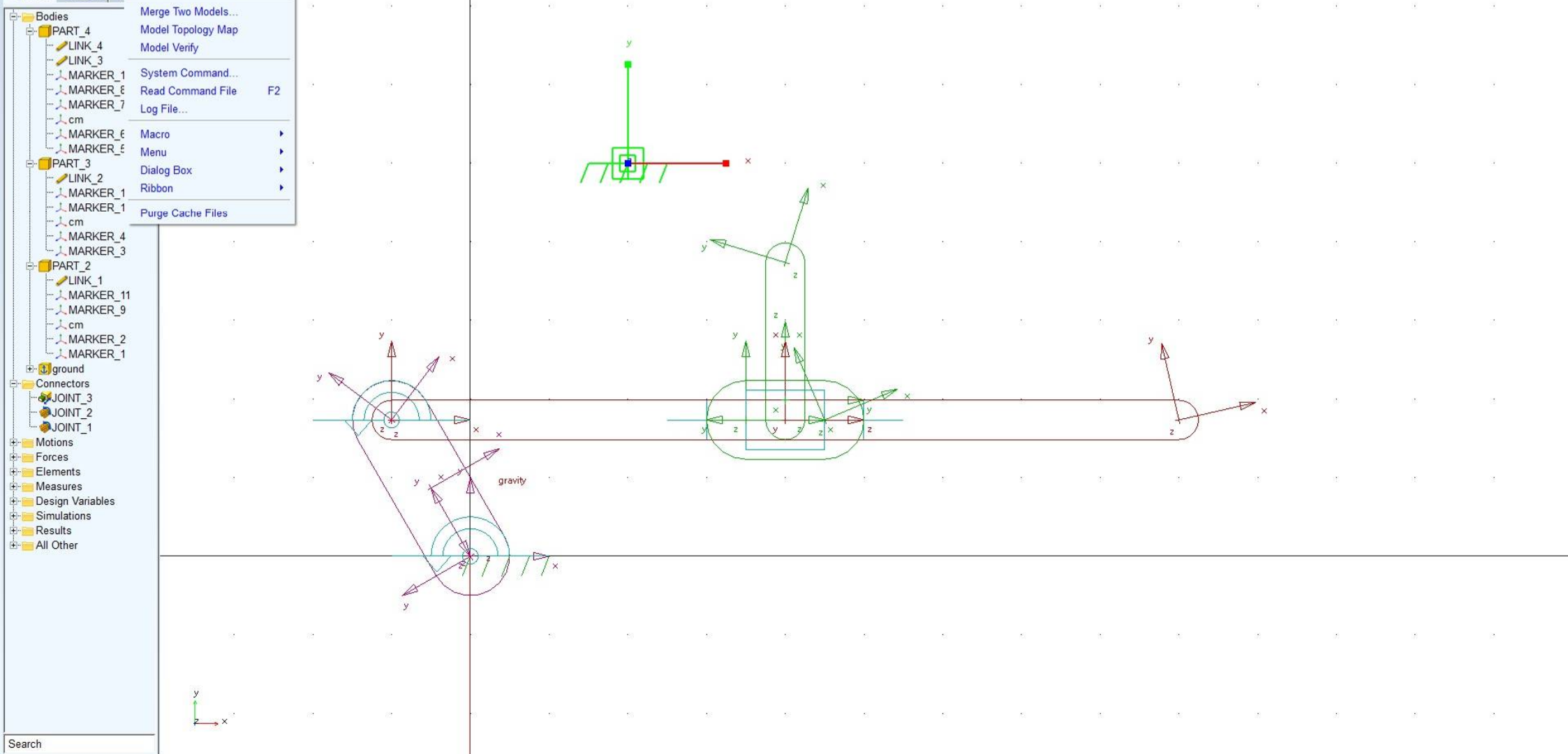
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search



Connectors | Command Navigator... | Database Navigator... | Function Builder | Table Editor... | Plugin Manager... | Measure Distance... | Aggregate Mass... | Remove Unused Markers... | Merge Two Models... | Model Topology Map | Model Verify | System Command... | Read Command File F2 | Log File... | Macro | Menu | Dialog Box | Ribbon | Purge Cache Files

MODEL_1 | Browse | Groups | F



Solids Flexible Bodies Construction Booleans Features

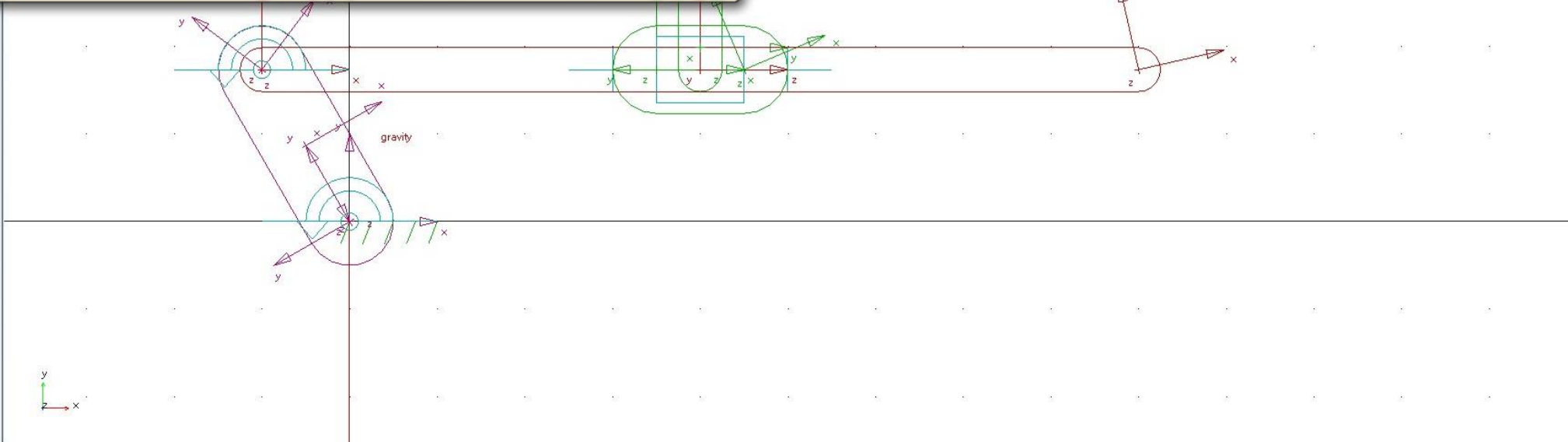
Table Editor for Points in .MODEL_1

	Loc_X	Loc_Y	Loc_Z
POINT_5	0.1	0.25	0.0

Apply OK

Parts Markers Points Joints Forces Motions Variables Create Filters... Sorting... Write Reload

- ground
- Connectors
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other



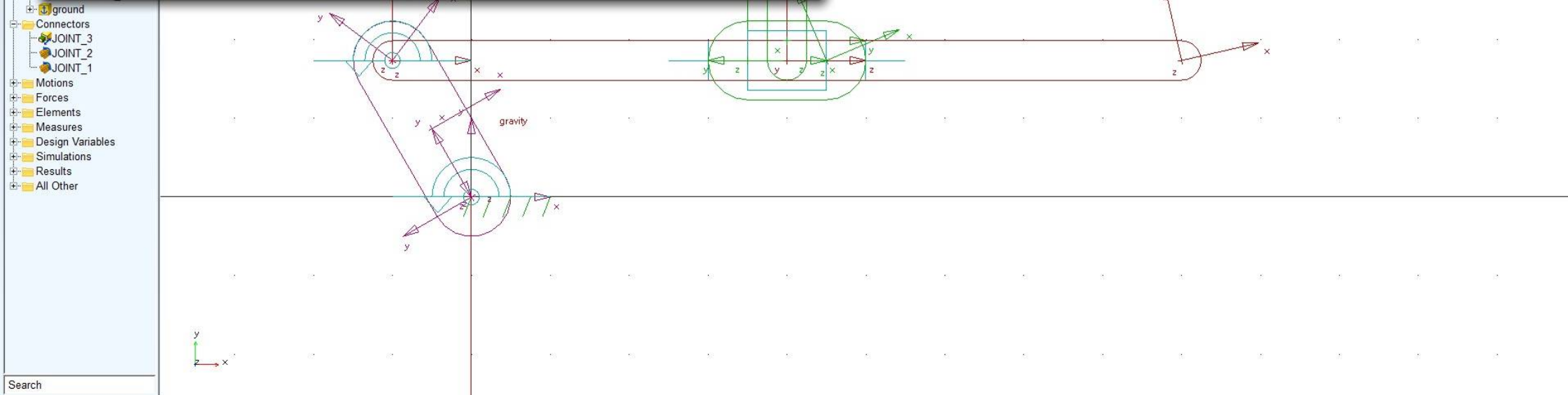
Solids Flexible Bodies Construction Booleans Features

Table Editor for Points in .MODEL_1

0.25 Apply OK

	Loc_X	Loc_Y	Loc_Z
POINT_5	0.3	0.2	0.0

Parts Markers Points Joints Forces Motions Variables Create Filters... Sorting... Write Reload



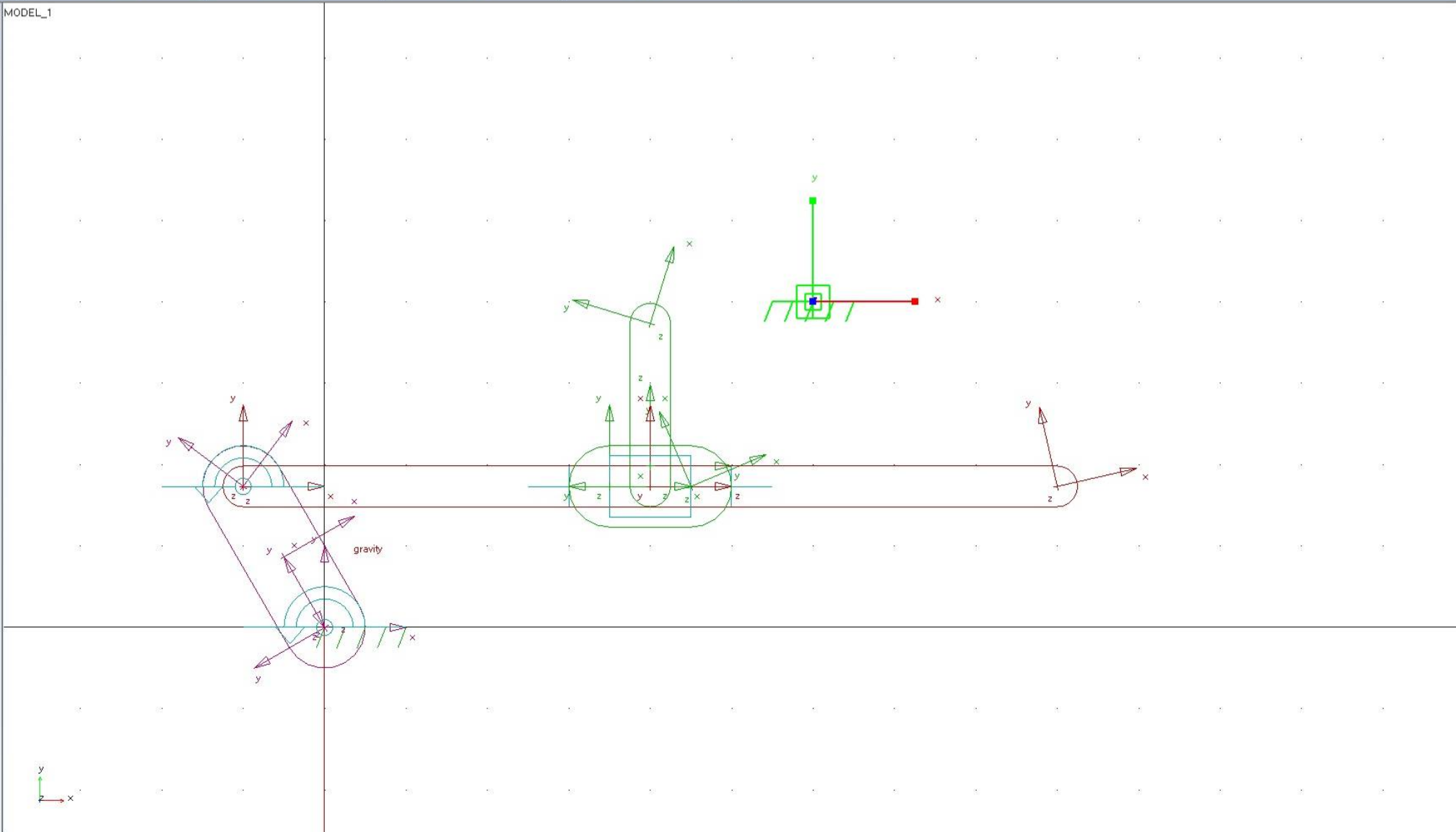
Solids Flexible Bodies Construction Booleans Features

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search



Increment 30.0

Joints **Primitives** **Couplers** **Special**

Revolute Joint

Construction:

2 Bodies - 2 Locations

Normal To Grid

1st Pick Body

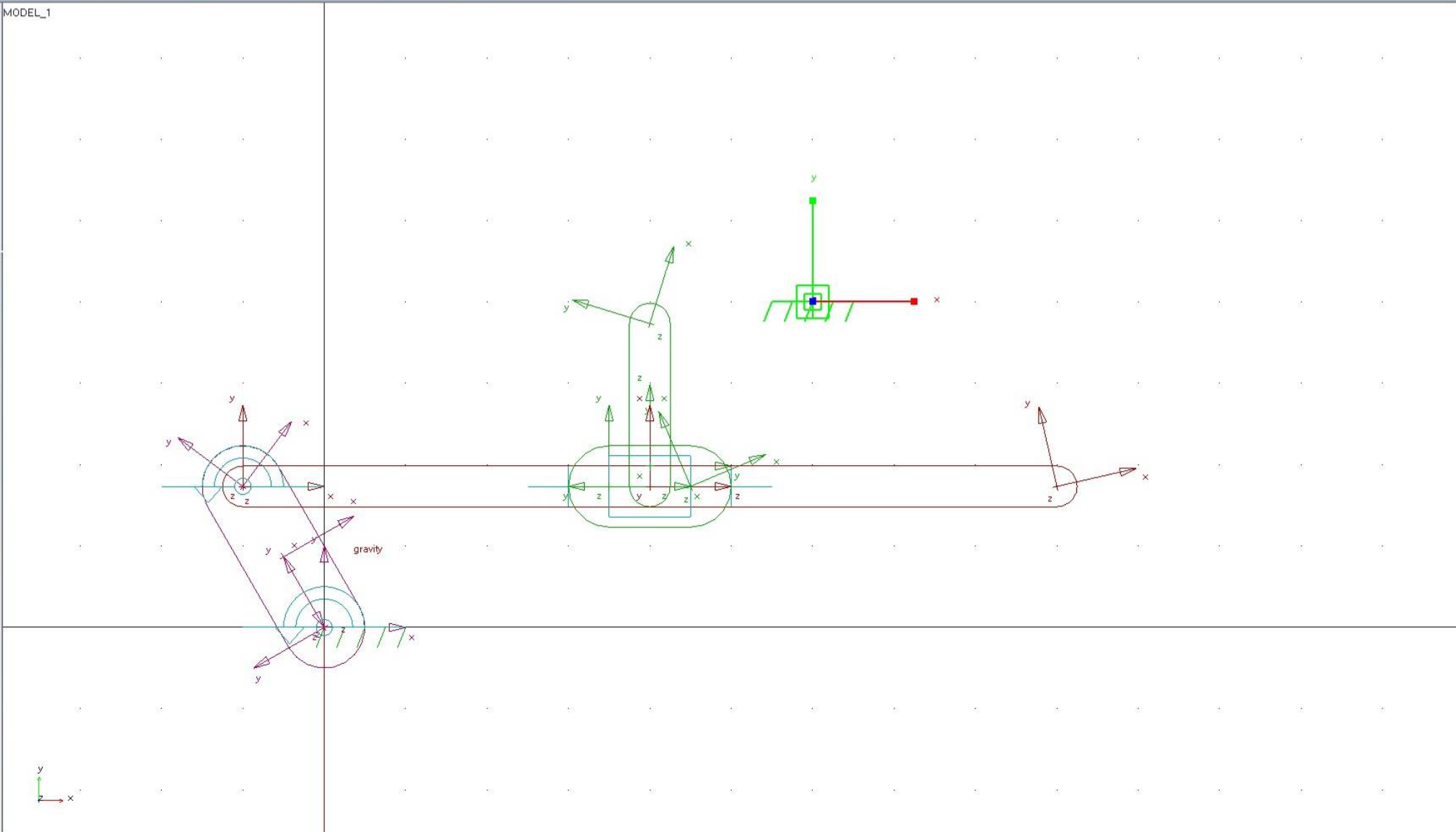
2nd Pick Body

.MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures

Search

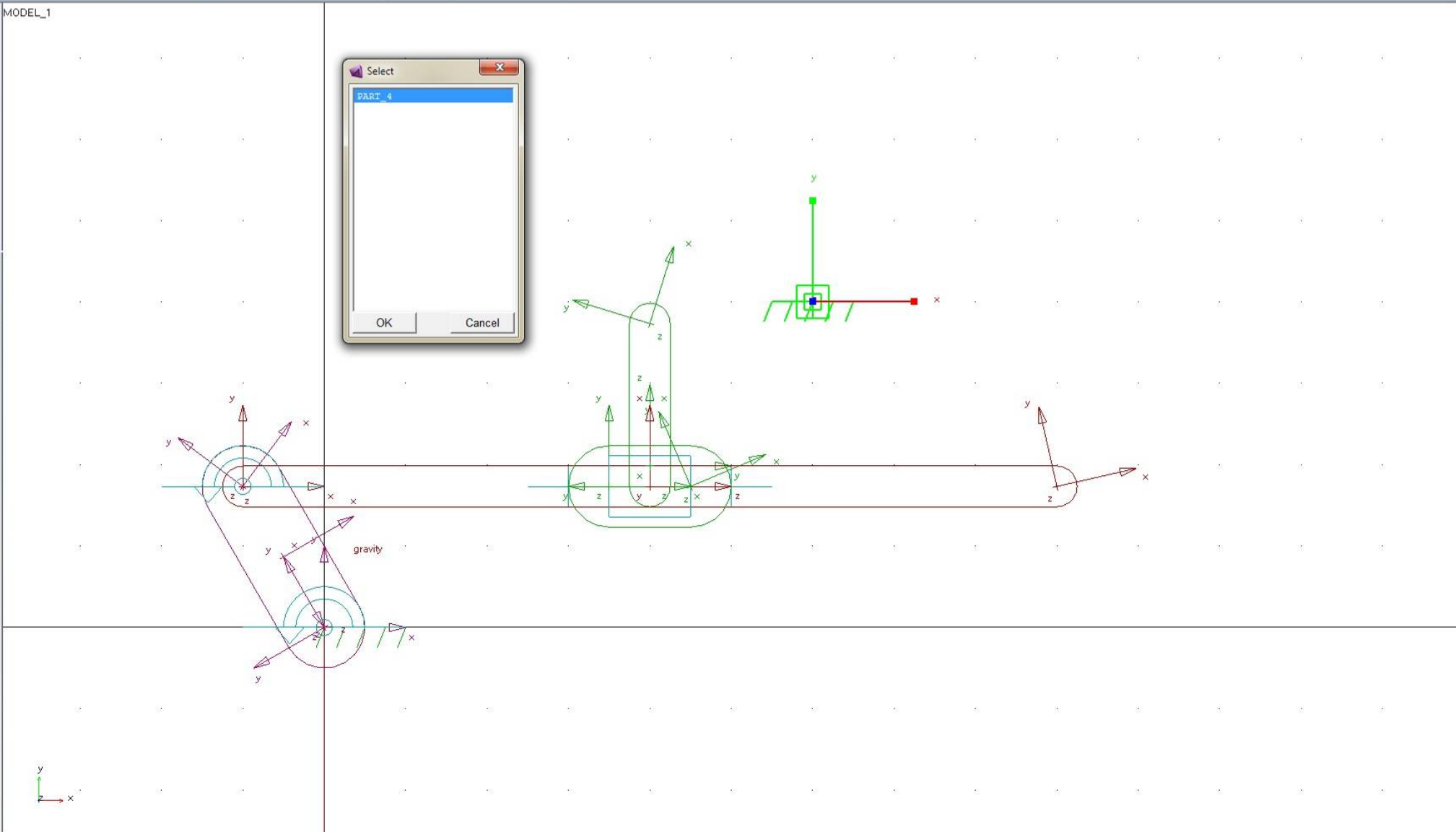


Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 2 Locations
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_14
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
MARKER_13
MARKER_12
cm
MARKER_4
MARKER_3
PART_2
LINK_1
MARKER_11
MARKER_9
cm
MARKER_2
MARKER_1
ground
Connectors
JOINT_3
JOINT_2
JOINT_1
Motions
Forces
Elements
Measures
Search

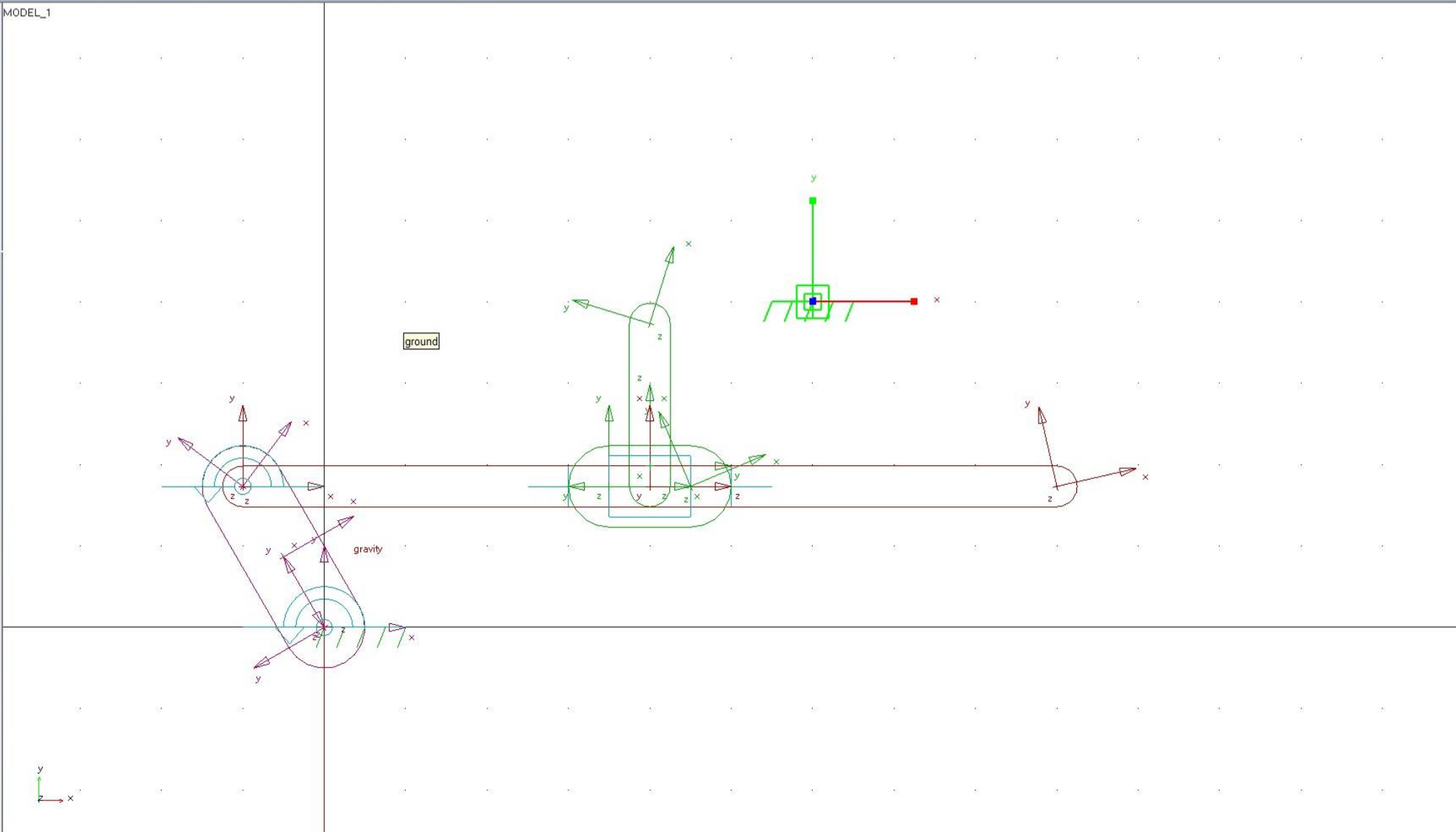
Select
PART_4
OK Cancel



Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 2 Locations
Normal To Grid
1st Pick Body
2nd Pick Body

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_14
MARKER_8
MARKER_7
cm
MARKER_6
MARKER_5
PART_3
LINK_2
MARKER_13
MARKER_12
cm
MARKER_4
MARKER_3
PART_2
LINK_1
MARKER_11
MARKER_9
cm
MARKER_2
MARKER_1
ground
Connectors
JOINT_3
JOINT_2
JOINT_1
Motions
Forces
Elements
Measures

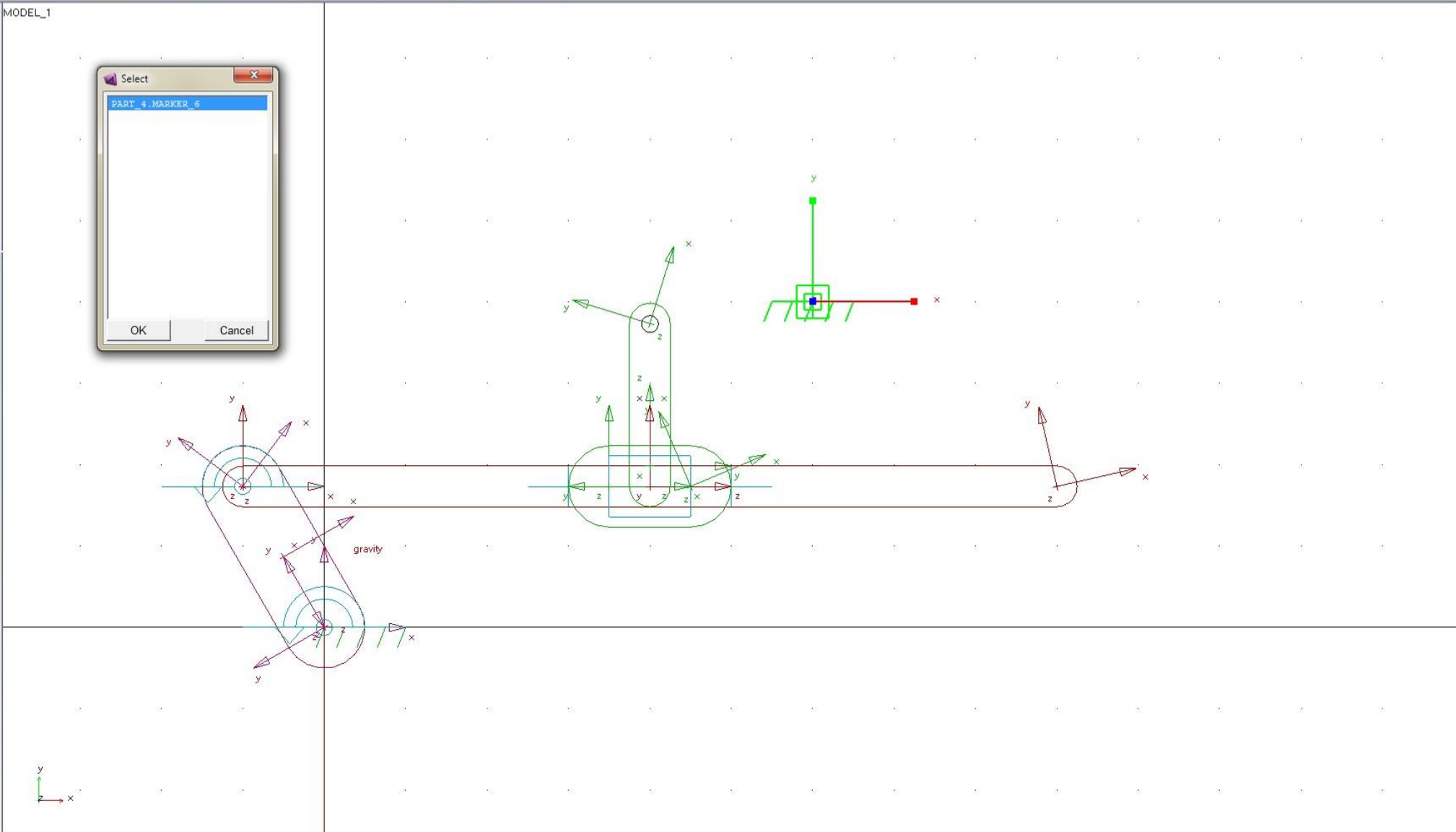


Joint icons: Revolute, Primitives, Couplers, Special

Revolute Joint
Construction:
2 Bodies - 2 Locations
Normal To Grid
1st: Pick Body
2nd: Pick Body

.MODEL_1
Browse Groups Filters
Bodies
PART_4
LINK_4
LINK_3
MARKER_14
MARKER_8
MARKER_7
MARKER_6
MARKER_5
PART_3
LINK_2
MARKER_13
MARKER_12
cm
MARKER_4
MARKER_3
PART_2
LINK_1
MARKER_11
MARKER_9
cm
MARKER_2
MARKER_1
ground
Connectors
JOINT_3
JOINT_2
JOINT_1
Motions
Forces
Elements
Measures
Search

Select dialog box showing PART_4.MARKER_6 selected.



Joint icons: Revolute, Prismatic, Planar, etc.

Primitives icons: Box, Cylinder, Sphere, etc.

Couplers icons: Gear, etc.

Special icons: GCN, etc.

Revolute Joint

Construction:

2 Bodies - 2 Locations

Normal To Grid

1st Pick Body

2nd Pick Body

.MODEL_1

Browse Groups Filters

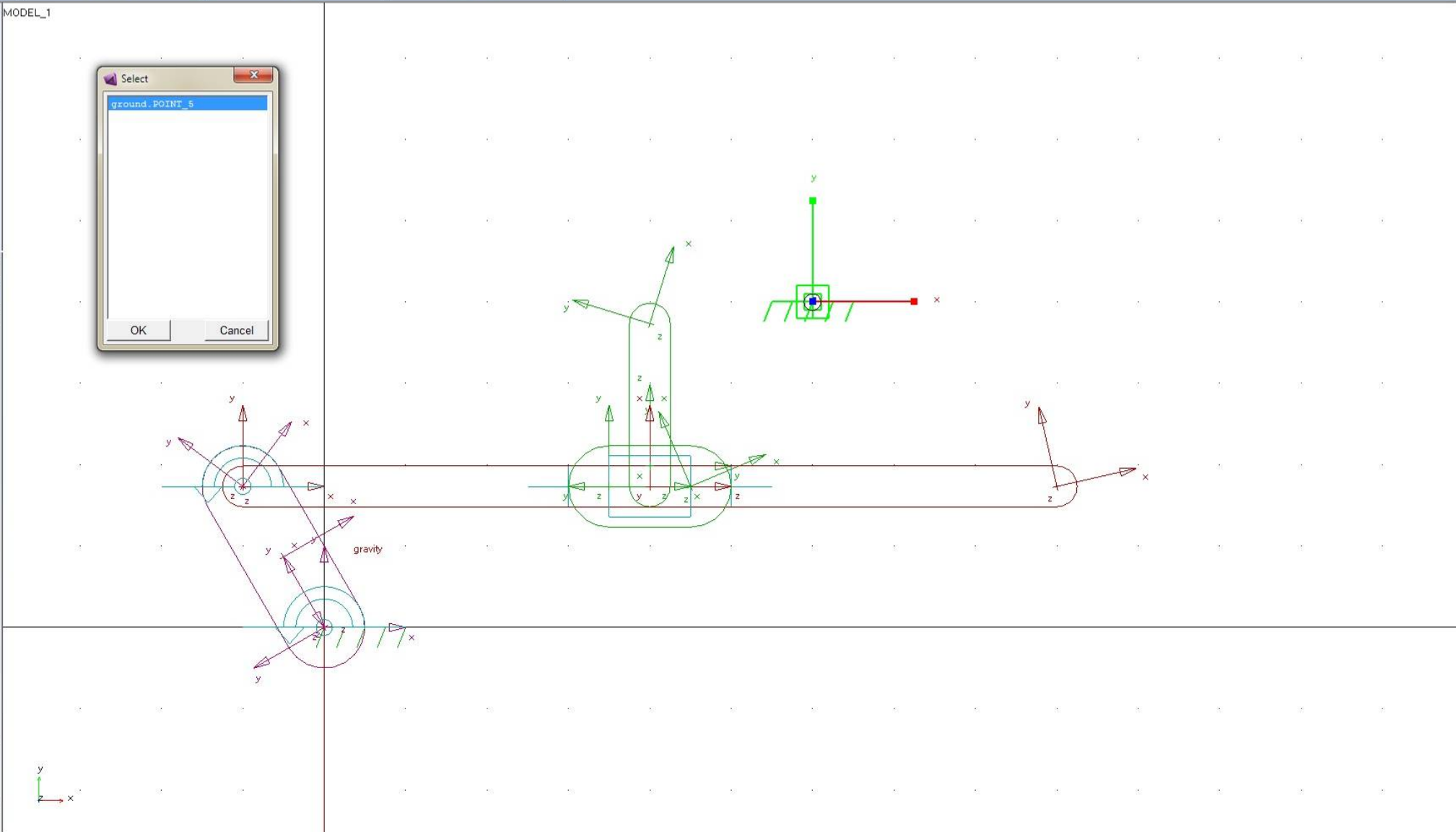
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures

Search

Select

ground.POINT_5

OK Cancel



Joint icons: Revolute, Prismatic, Planar, Spherical, Cylindrical, Gear, Rack and Pinion, Cam and Follower, etc.

Primitives icons: Box, Sphere, Cylinder, Cone, etc.

Couplers icons: Gear, Rack and Pinion, Cam and Follower, etc.

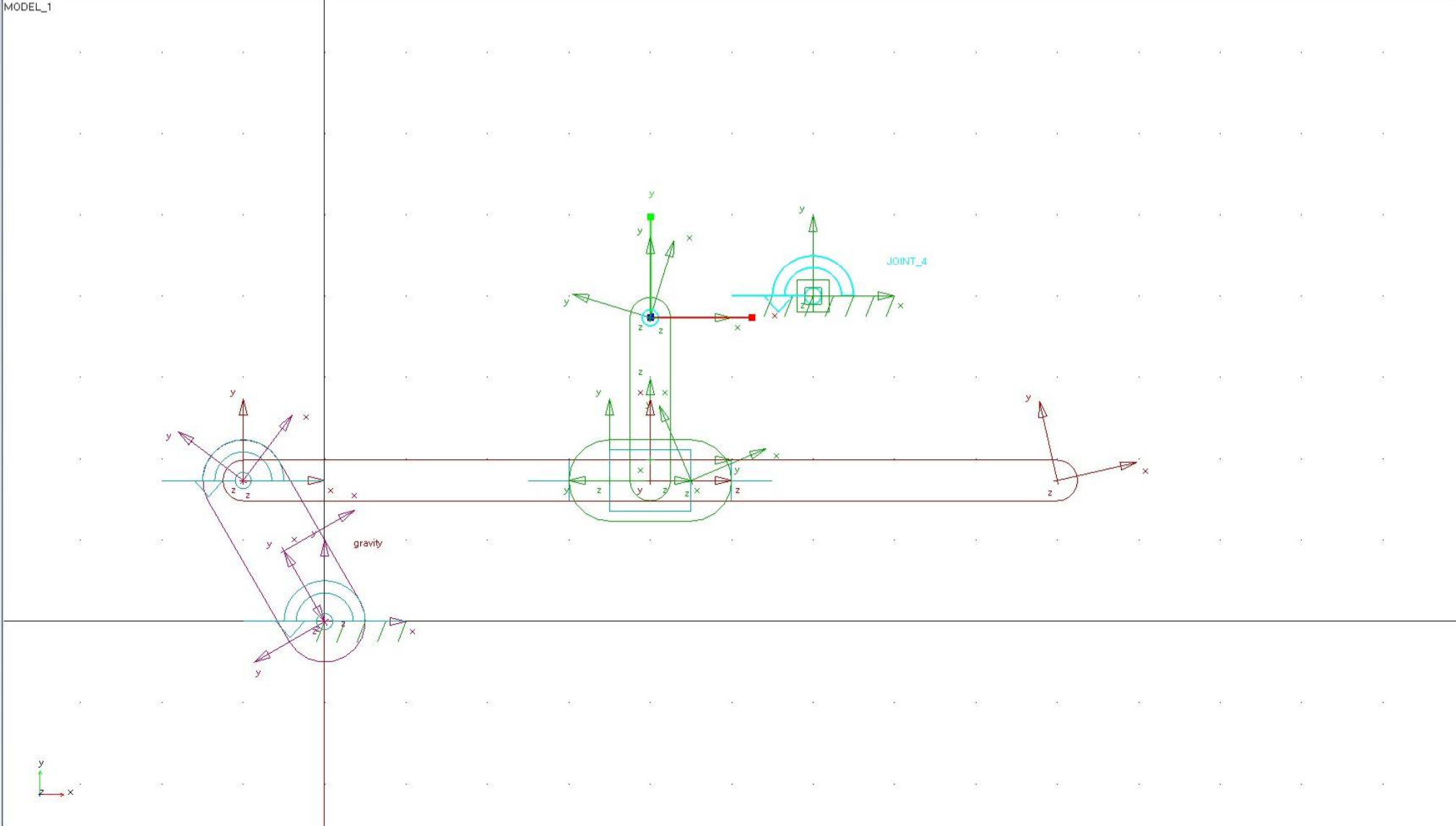
Special icons: GCN, etc.

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search



Increment 30.0

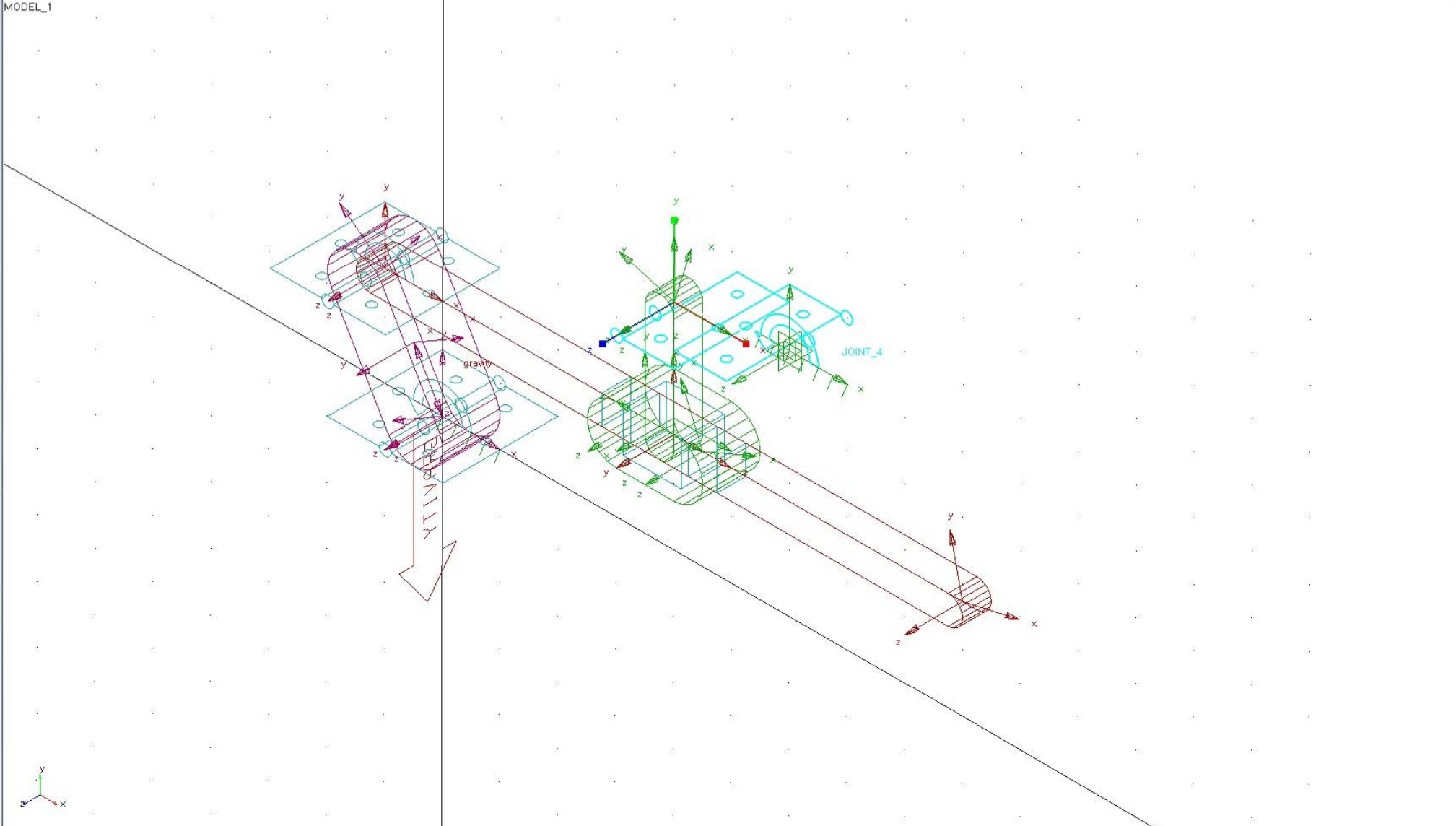
Joints Primitives Couplers Special

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

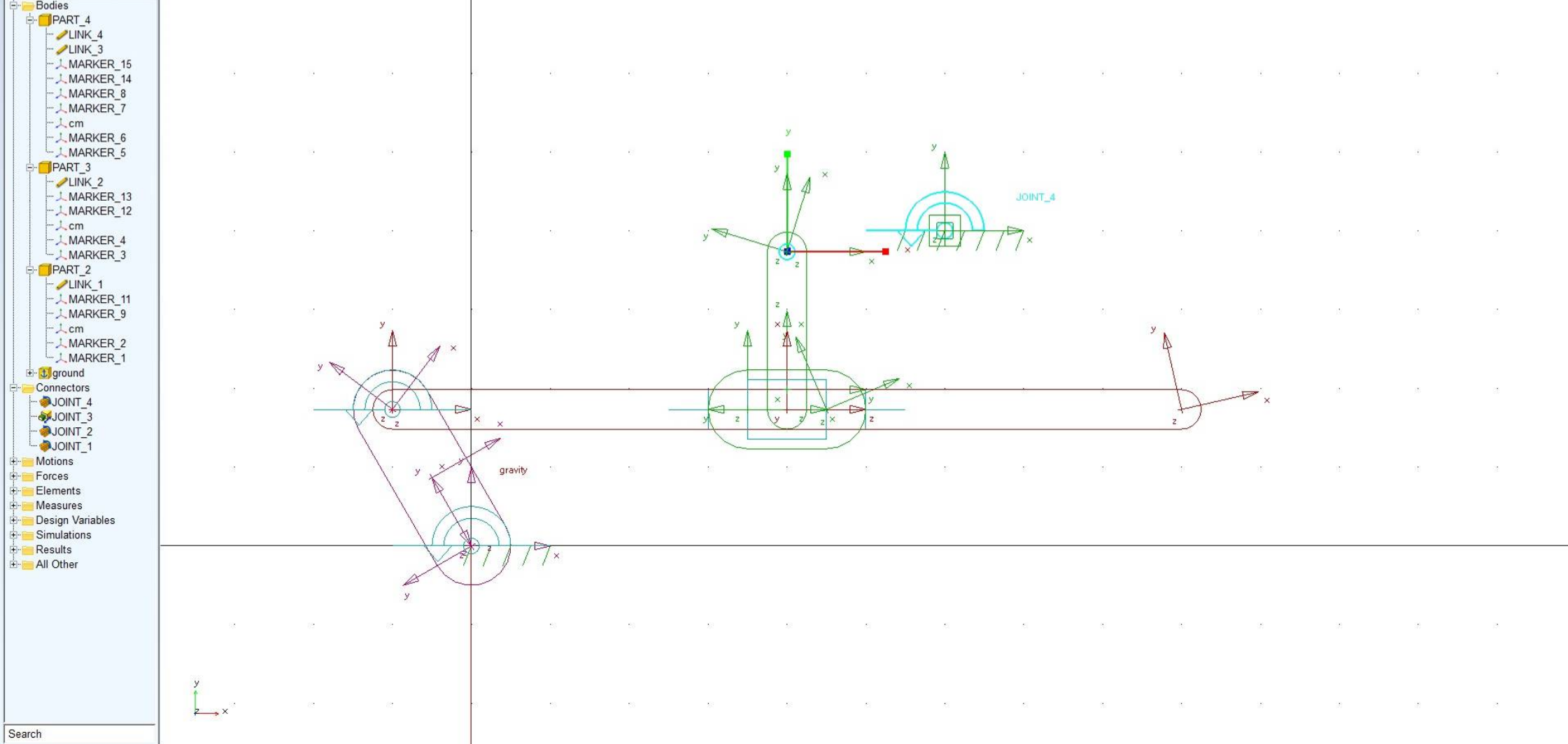


Run an Interactive Simulation

Simulate

MODEL_1

Browse Groups Filters



Setup Simulate

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Simulation Control

End Time: 5.0
Steps: 50
Sim. Type: Default

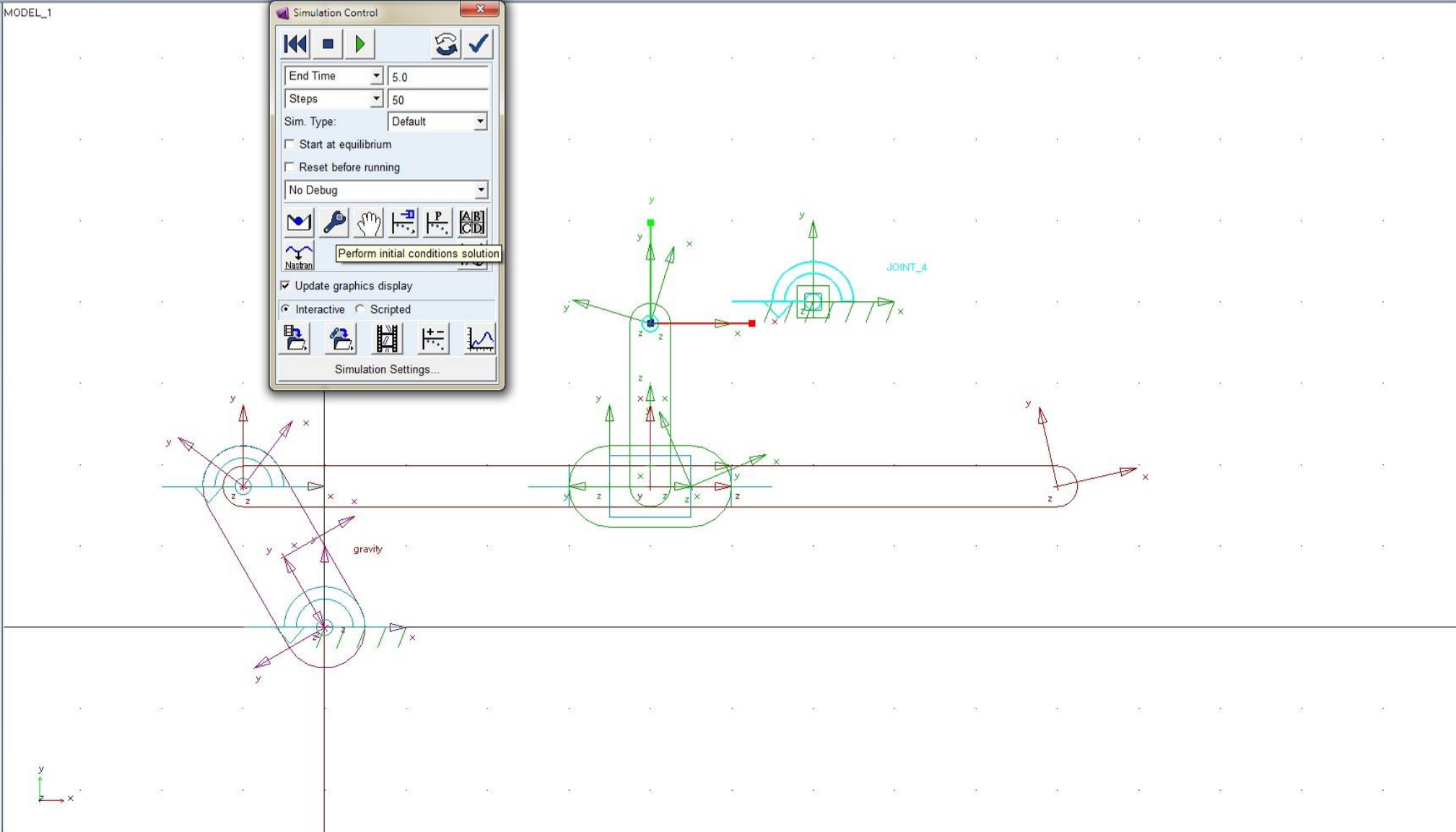
Start at equilibrium
 Reset before running

No Debug

Perform initial conditions solution

Update graphics display
 Interactive Scripted

Simulation Settings...



Setup Simulate

MODEL_1 Last_Run Time= 0.0000 Frame=01

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Simulation Control

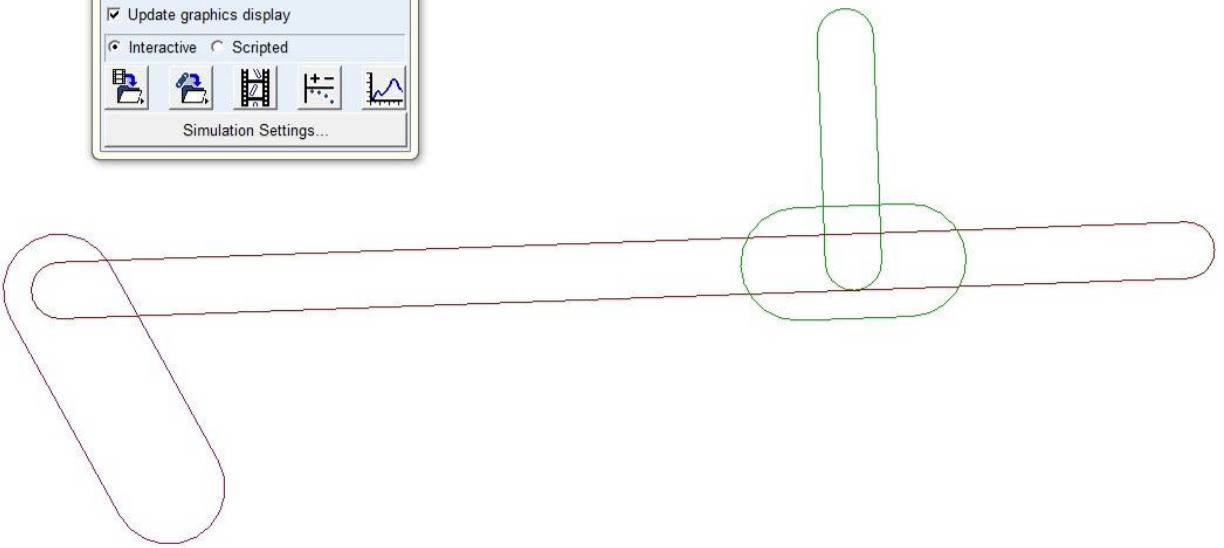
End Time: 5.0
Steps: 50
Sim. Type: Default

Start at equilibrium
 Reset before running

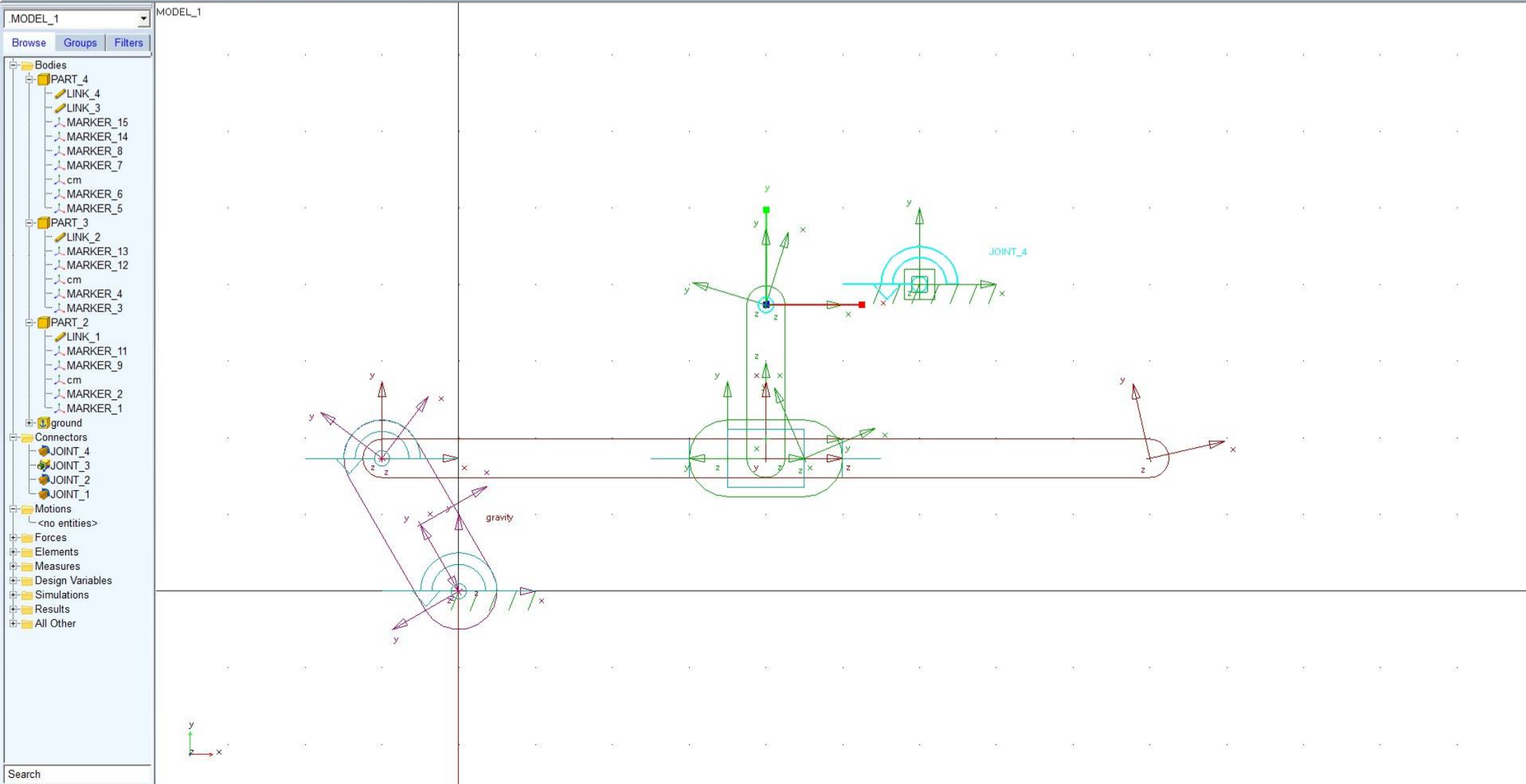
No Debug

Update graphics display
 Interactive Scripted

Simulation Settings...



Joint Motions Rotational Joint Motion (Applicable to Revolute or Cylindrical Joint)



Joint Motions

General Motions

Rotational Joint Motion

Construction:

Applied to a Joint

Characteristic:

Rot. Speed 30.0

.MODEL_1

Browse Groups Filters

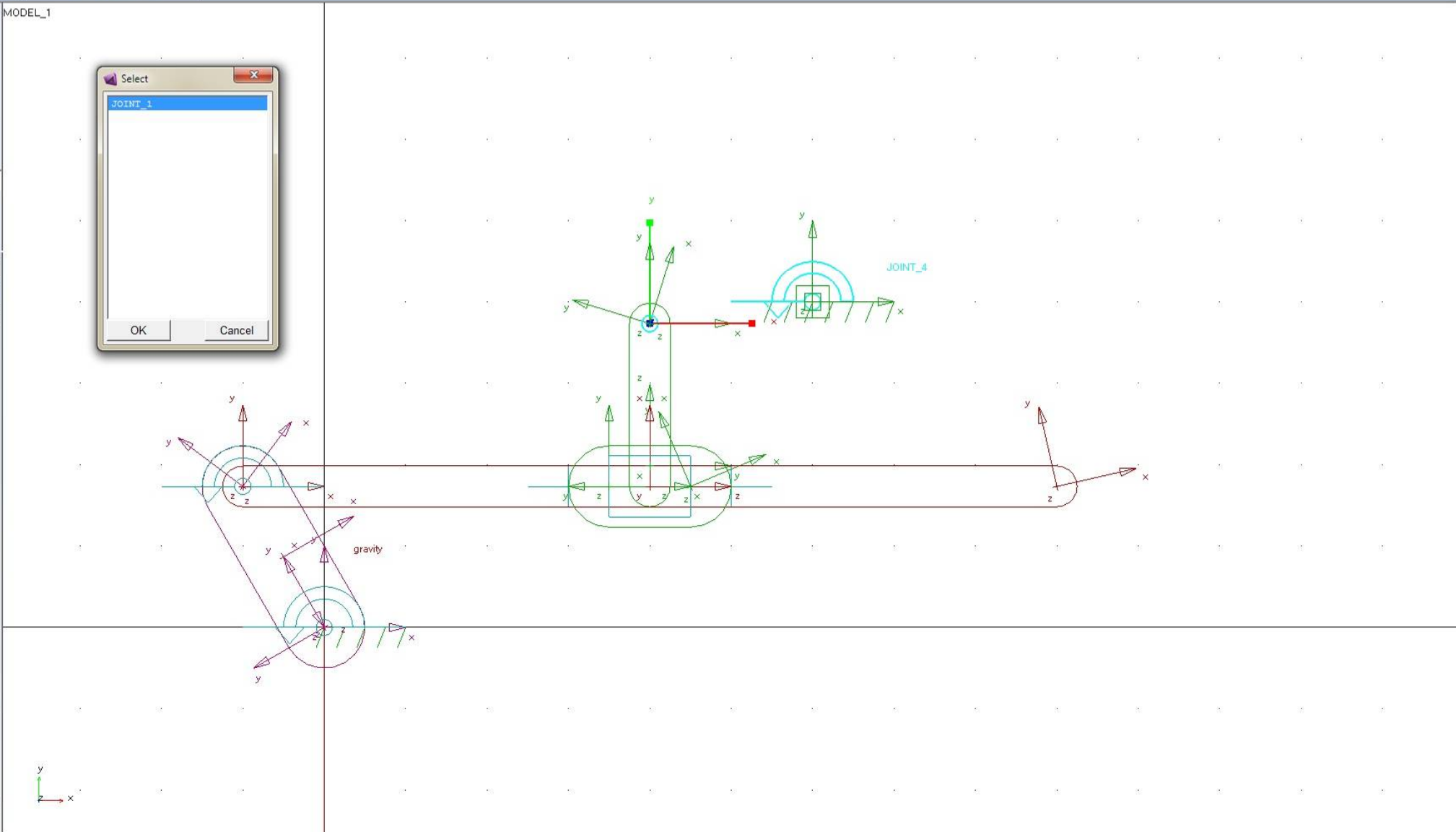
- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
 - ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
 - <no entities>

Search

Select

JOINT_1

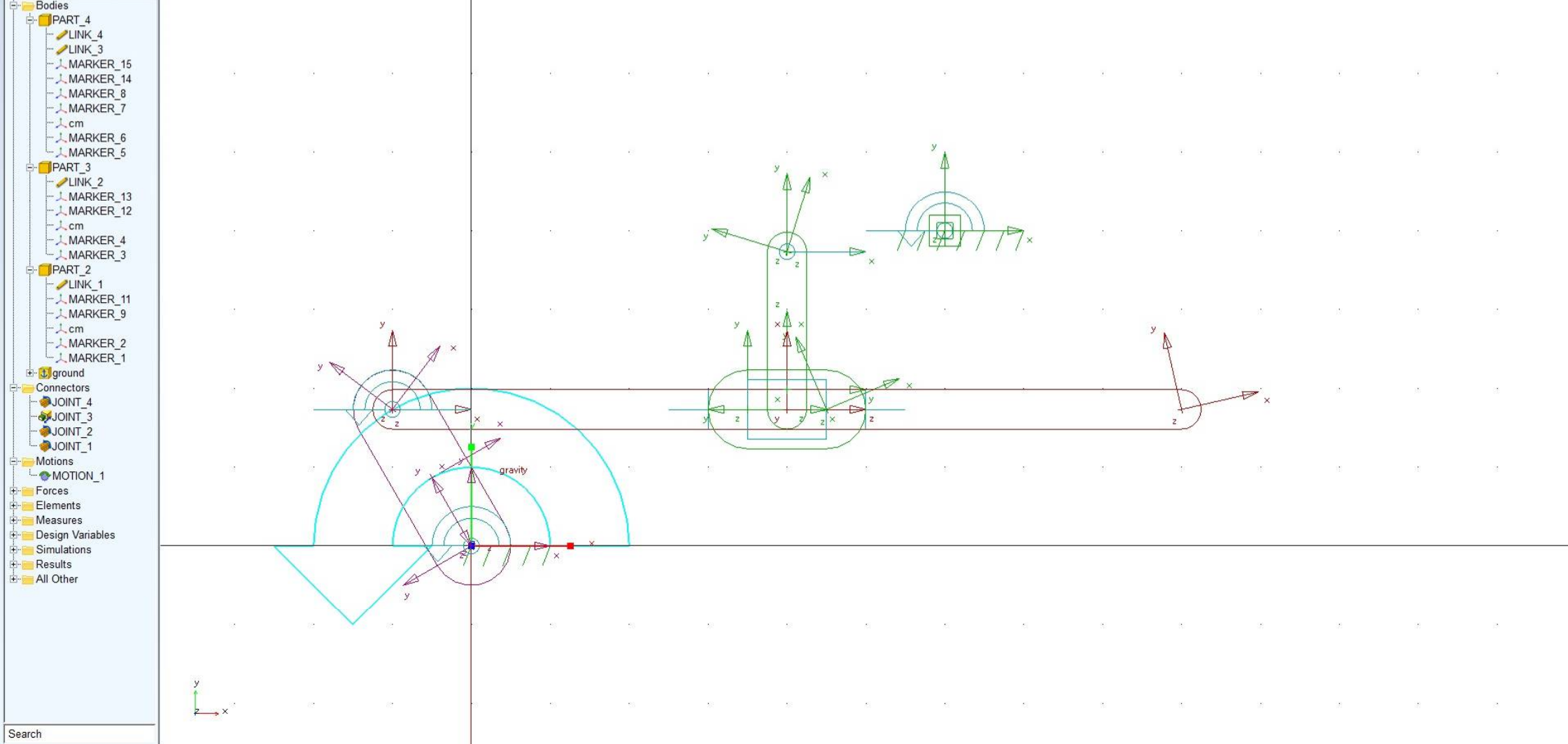
OK Cancel



Joint Motions General Motions

MODEL_1 MODEL_1

Browse Groups Filters



Setup Simulate

MODEL_1

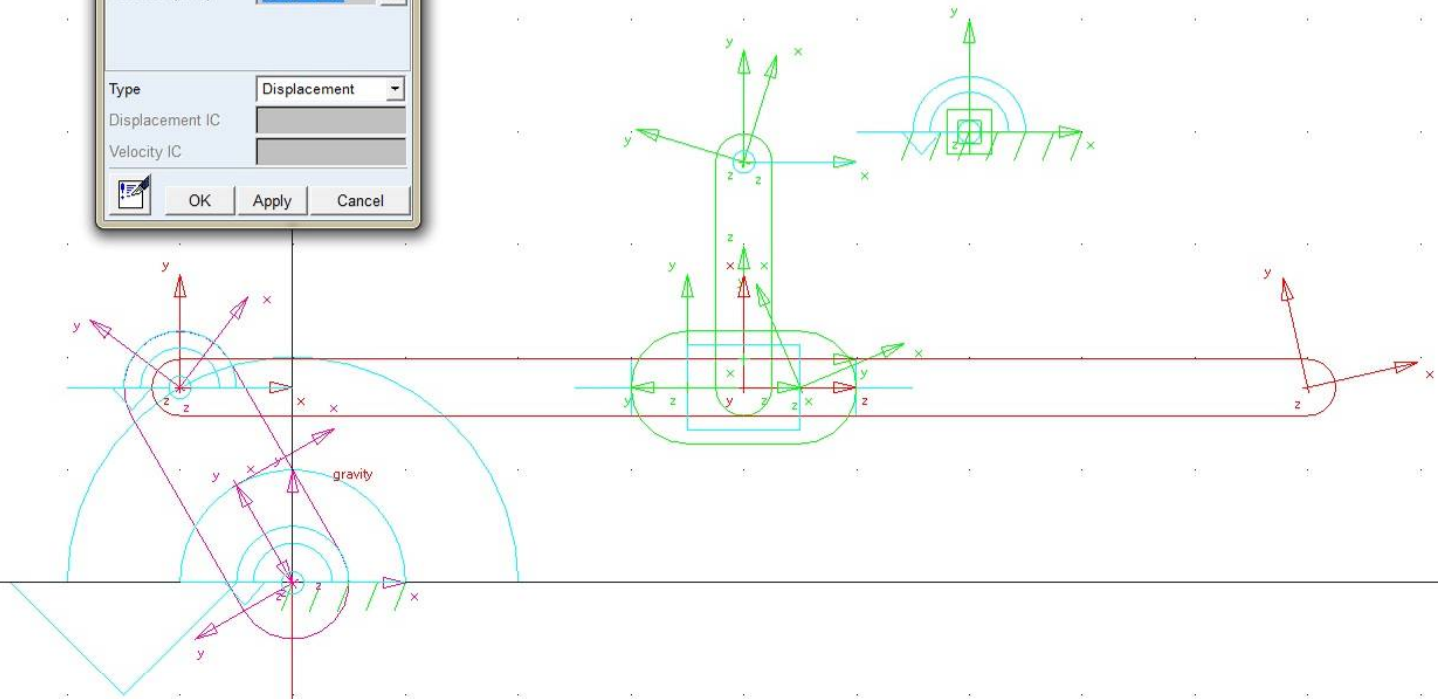
Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
 - MOTION_1
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Joint Motion

Name	MOTION_1
Joint	JOINT_1
Joint Type	revolute
Direction	Rotational
Define Using	Function
Function (time)	30.0d * time
Type	Displacement
Displacement IC	
Velocity IC	

OK Apply Cancel



Search

Select

Setup Simulate

MODEL_1

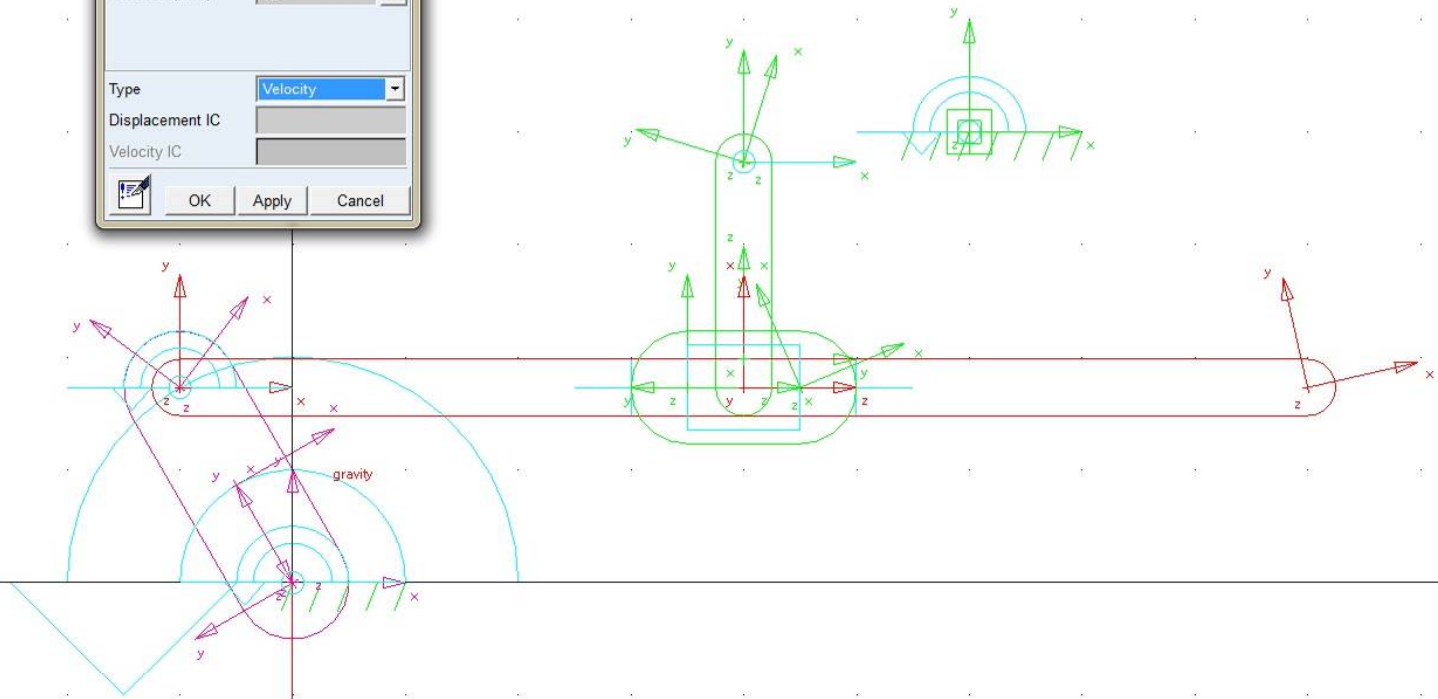
Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
 - MOTION_1
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Joint Motion

Name	MOTION_1
Joint	JOINT_1
Joint Type	revolute
Direction	Rotational
Define Using	Function
Function (time)	12
Type	Velocity
Displacement IC	
Velocity IC	

OK Apply Cancel



Search

Select

Setup Simulate

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
 - MOTION_1
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Simulation Control

End Time: 5.0
Steps: 500
Sim. Type: Default

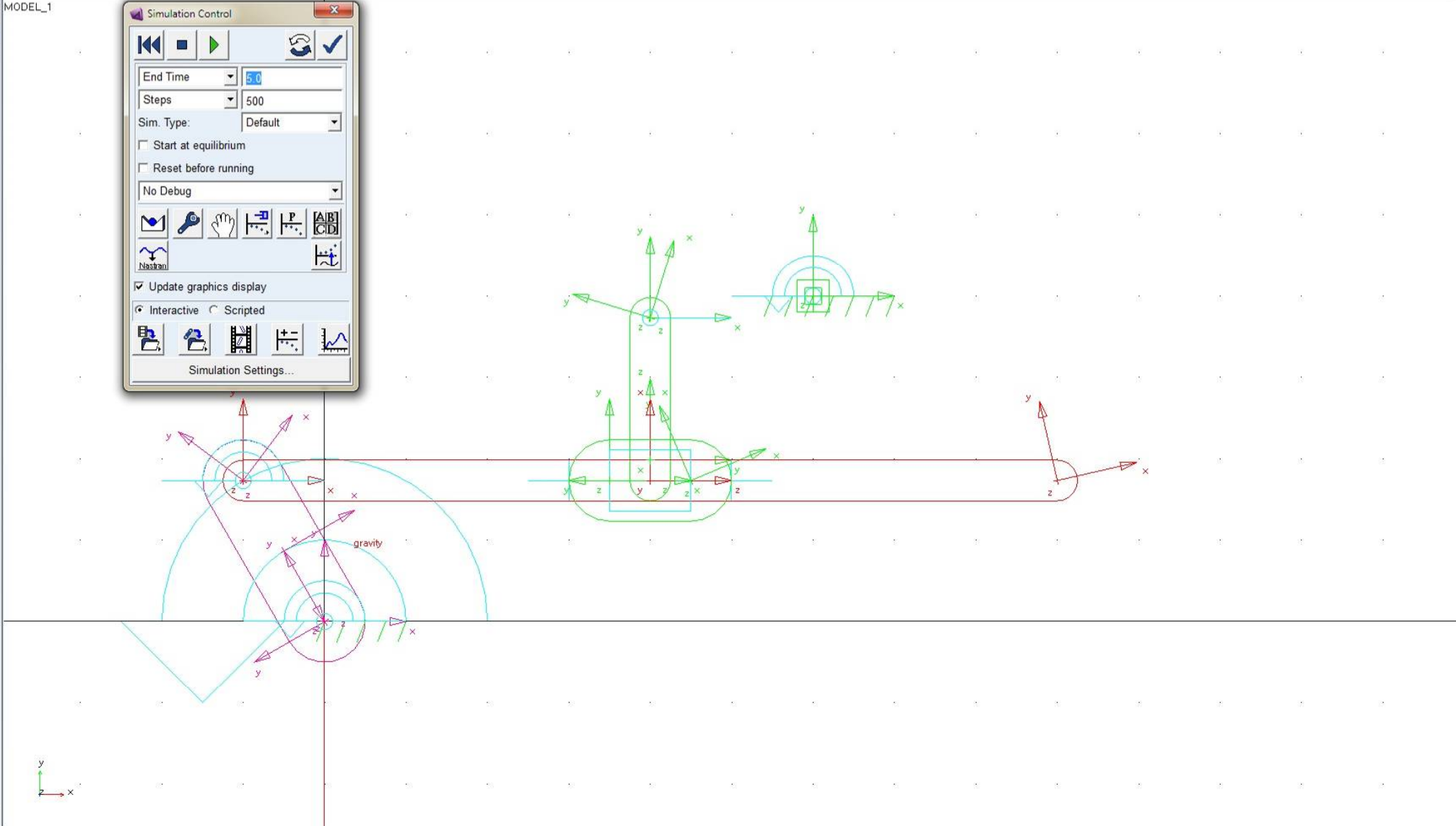
Start at equilibrium
 Reset before running

No Debug

Update graphics display

Interactive Scripted

Simulation Settings...



Setup Simulate

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
 - MOTION_1
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Search

Simulation Control

End Time: (2*PI/12)
Steps: 500
Sim. Type: Default

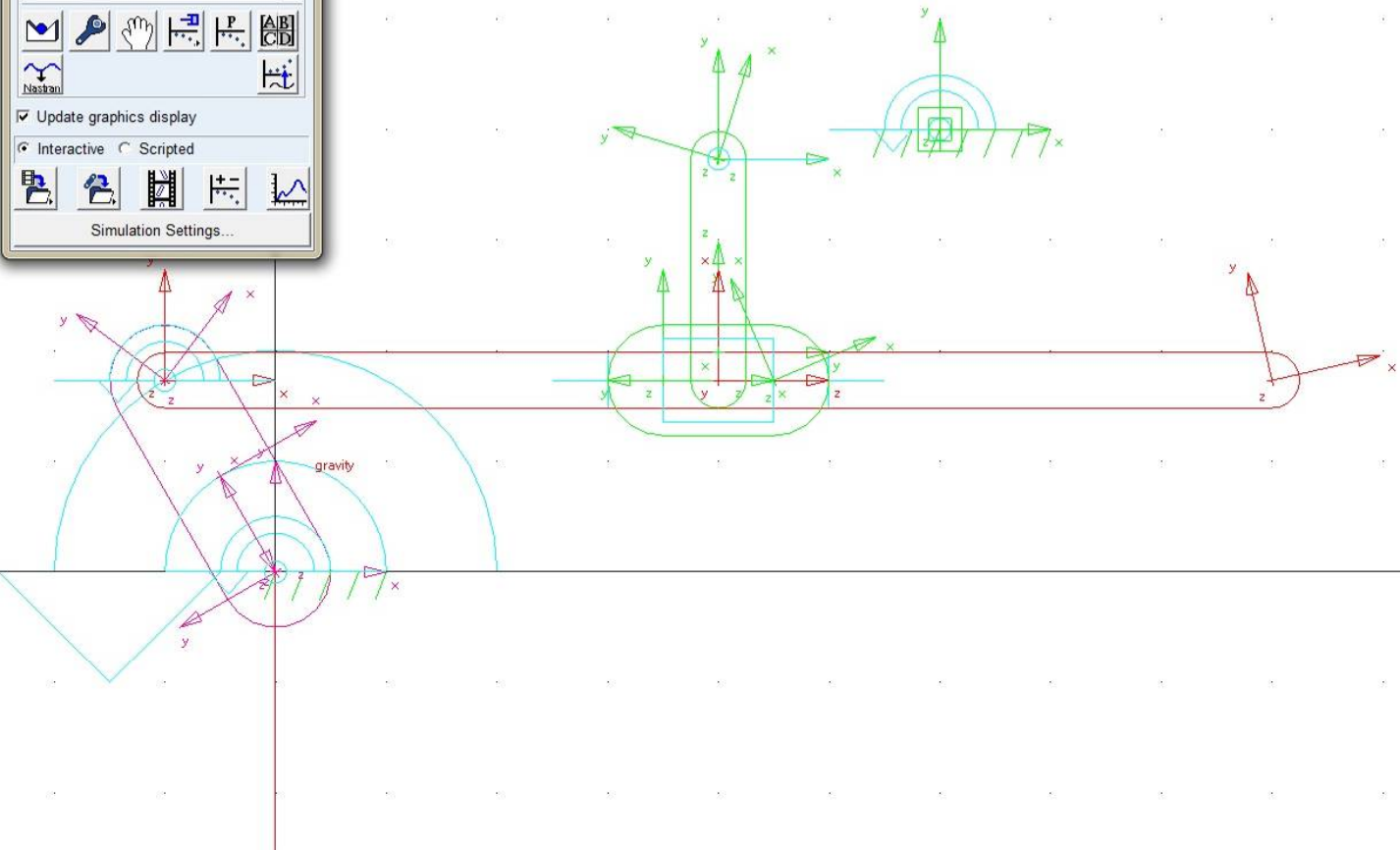
Start at equilibrium
 Reset before running

No Debug

Update graphics display

Interactive Scripted

Simulation Settings...

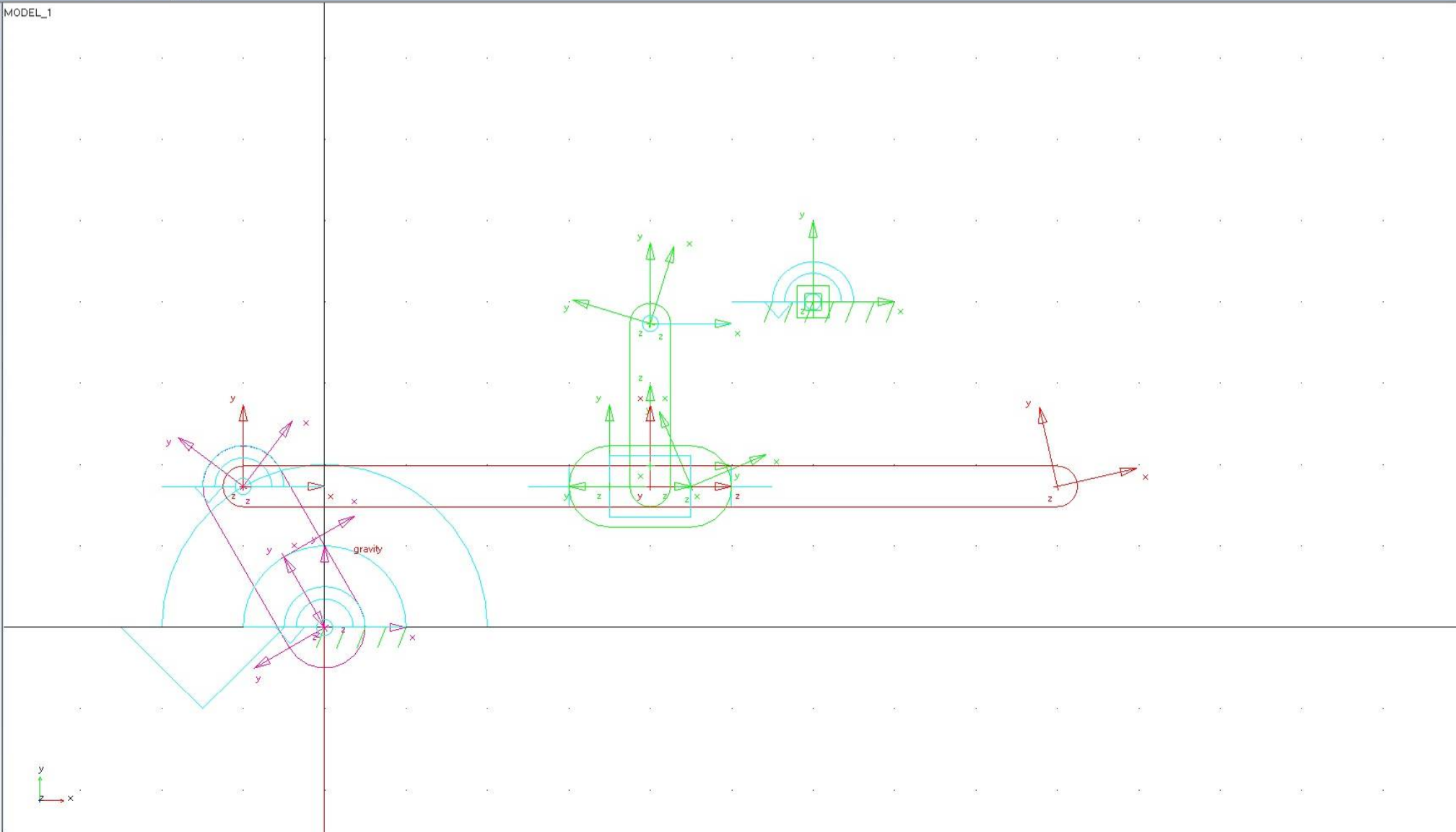


Trace a point's relative position from last simulation

MODEL_1

Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
 - MOTION_1
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other



Search

Review Postprocessor

MODEL_1

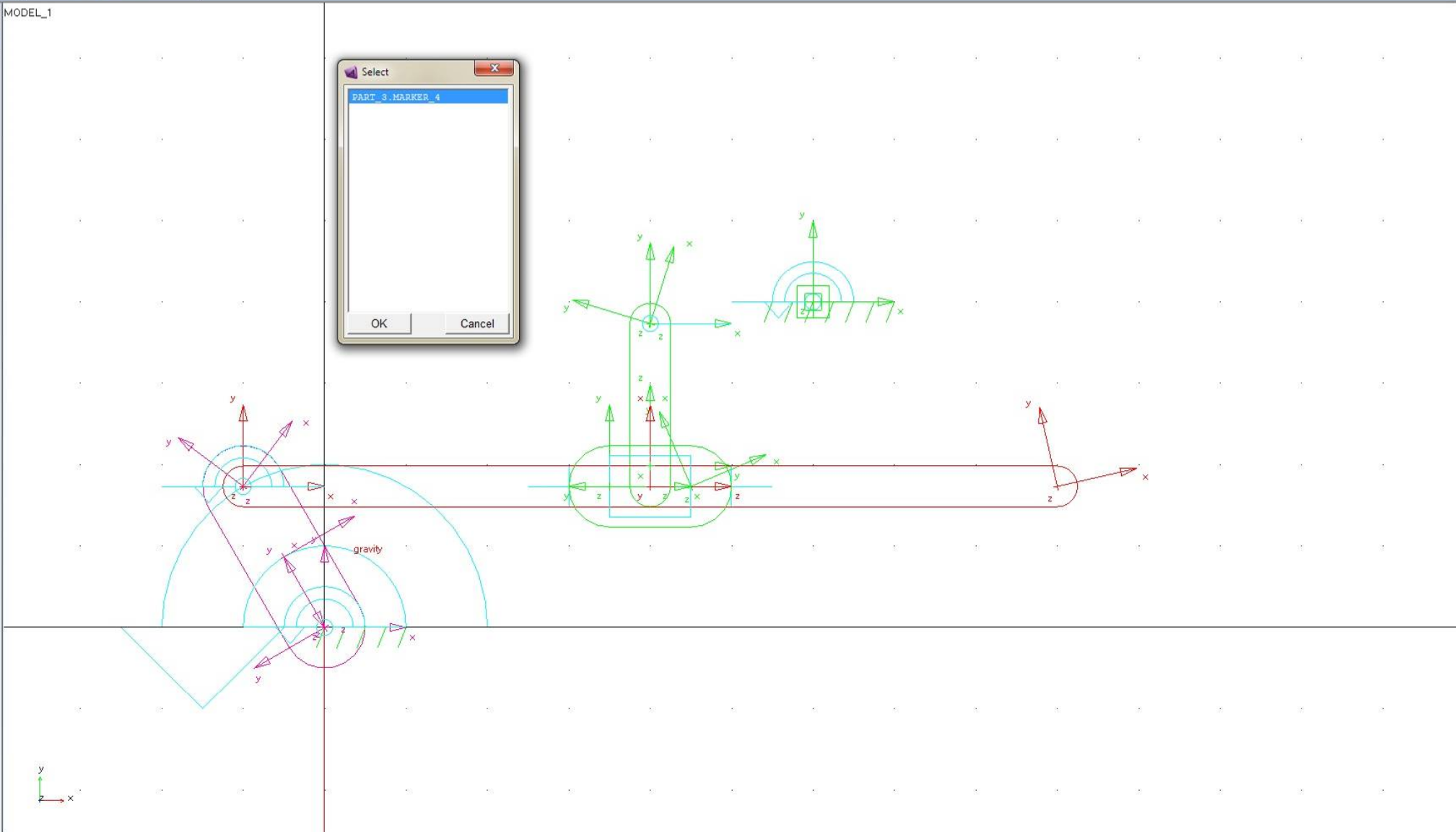
Browse Groups Filters

- Bodies
 - PART_4
 - LINK_4
 - LINK_3
 - MARKER_15
 - MARKER_14
 - MARKER_8
 - MARKER_7
 - cm
 - MARKER_6
 - MARKER_5
 - PART_3
 - LINK_2
 - MARKER_13
 - MARKER_12
 - cm
 - MARKER_4
 - MARKER_3
 - PART_2
 - LINK_1
 - MARKER_11
 - MARKER_9
 - cm
 - MARKER_2
 - MARKER_1
- ground
- Connectors
 - JOINT_4
 - JOINT_3
 - JOINT_2
 - JOINT_1
- Motions
 - MOTION_1
- Forces
- Elements
- Measures
- Design Variables
- Simulations
- Results
- All Other

Select

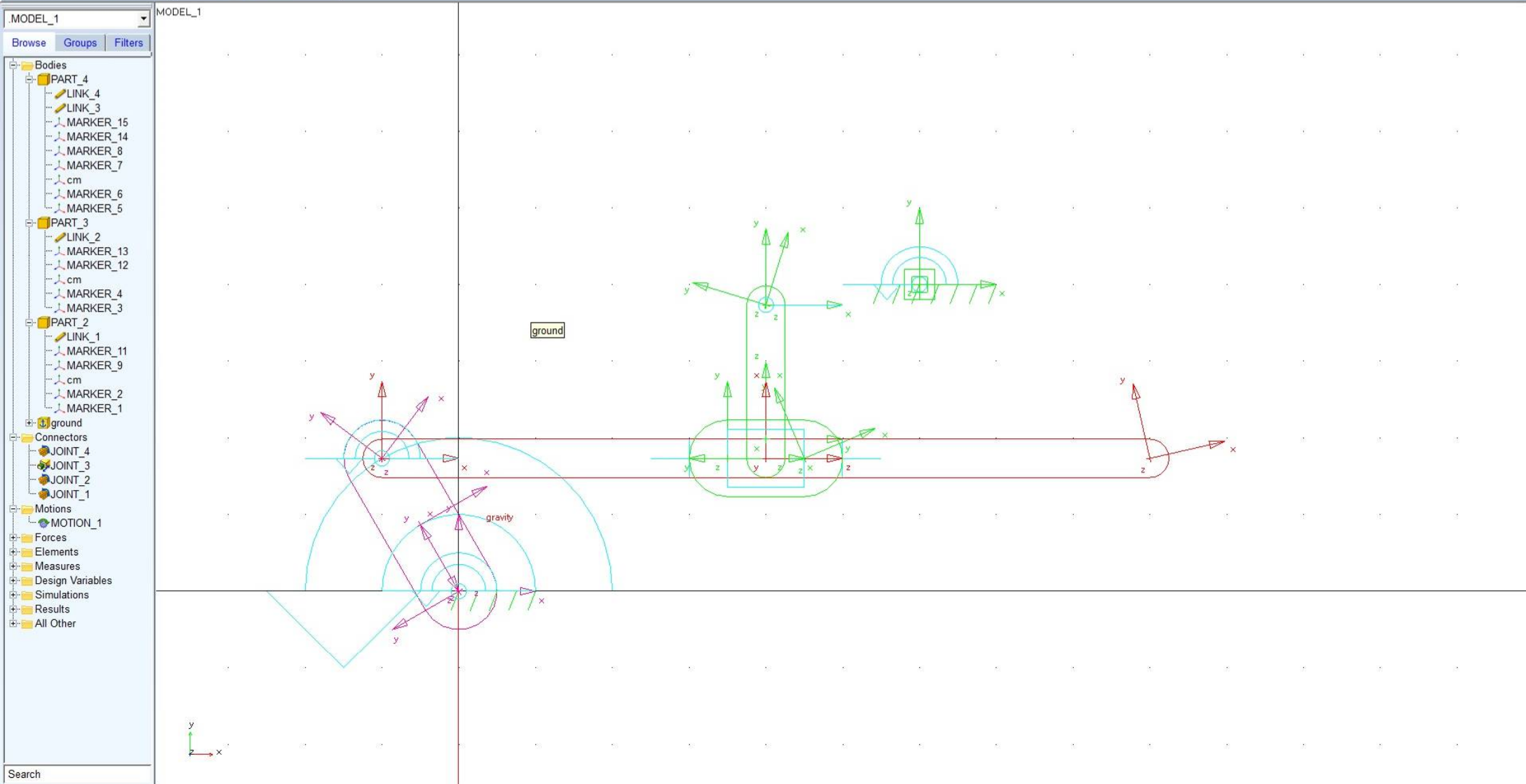
PART_3.MARKER_4

OK Cancel



Search

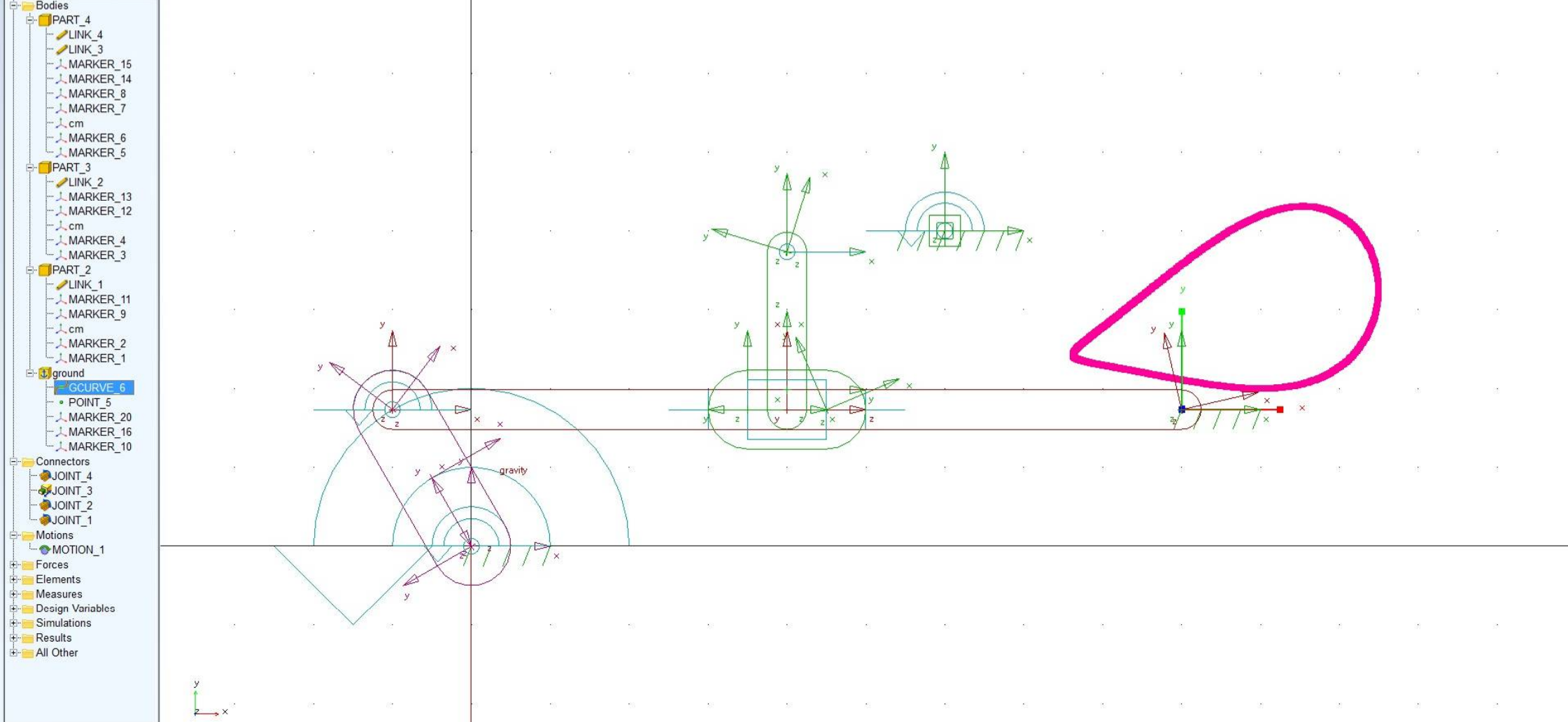
Review Postprocessor



Review Postprocessor

MODEL_1

Browse Groups Filters



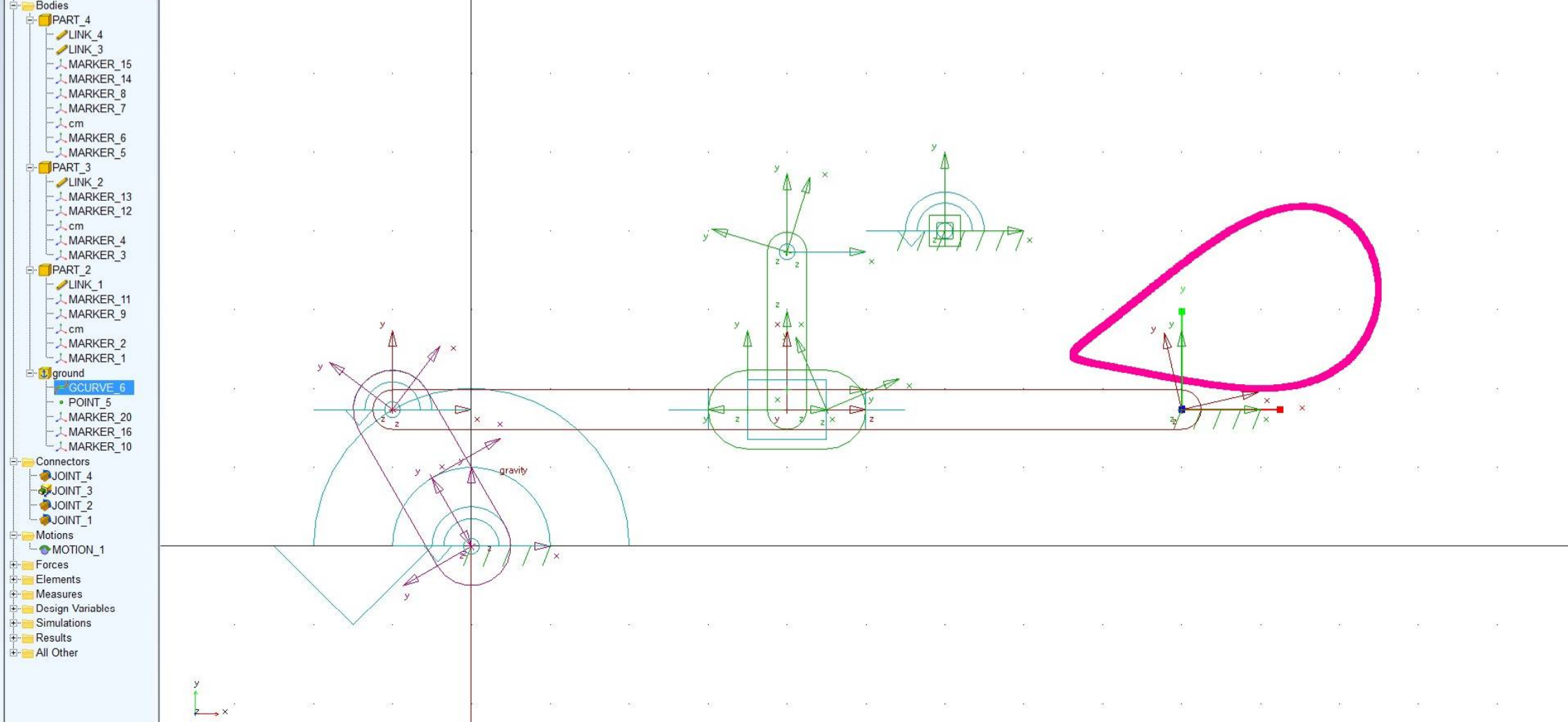
Search

Review Postprocessor

Entity Color: Black

MODEL_1

Browse Groups Filters



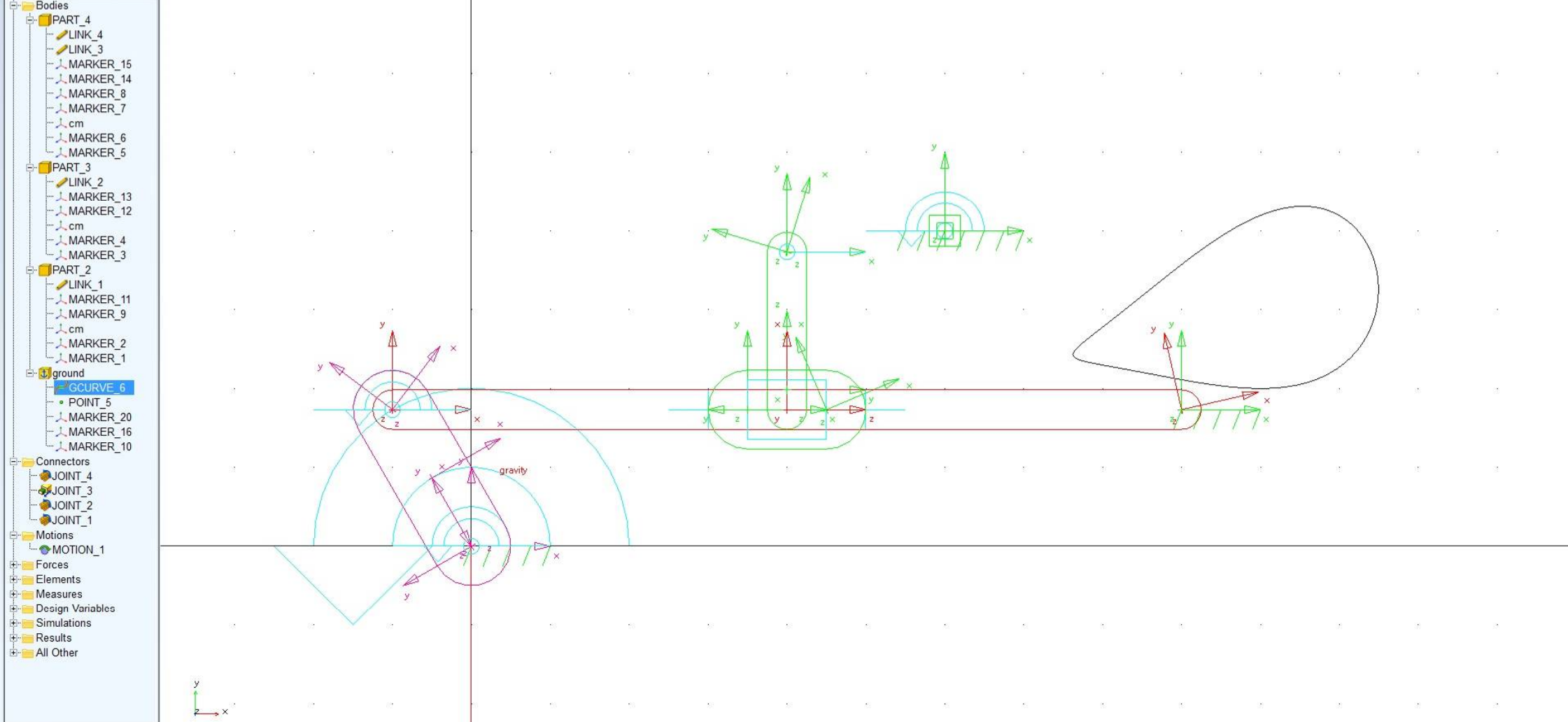
Search

Review Postprocessor

Opens Adams Postprocessor

MODEL_1

Browse Groups Filters



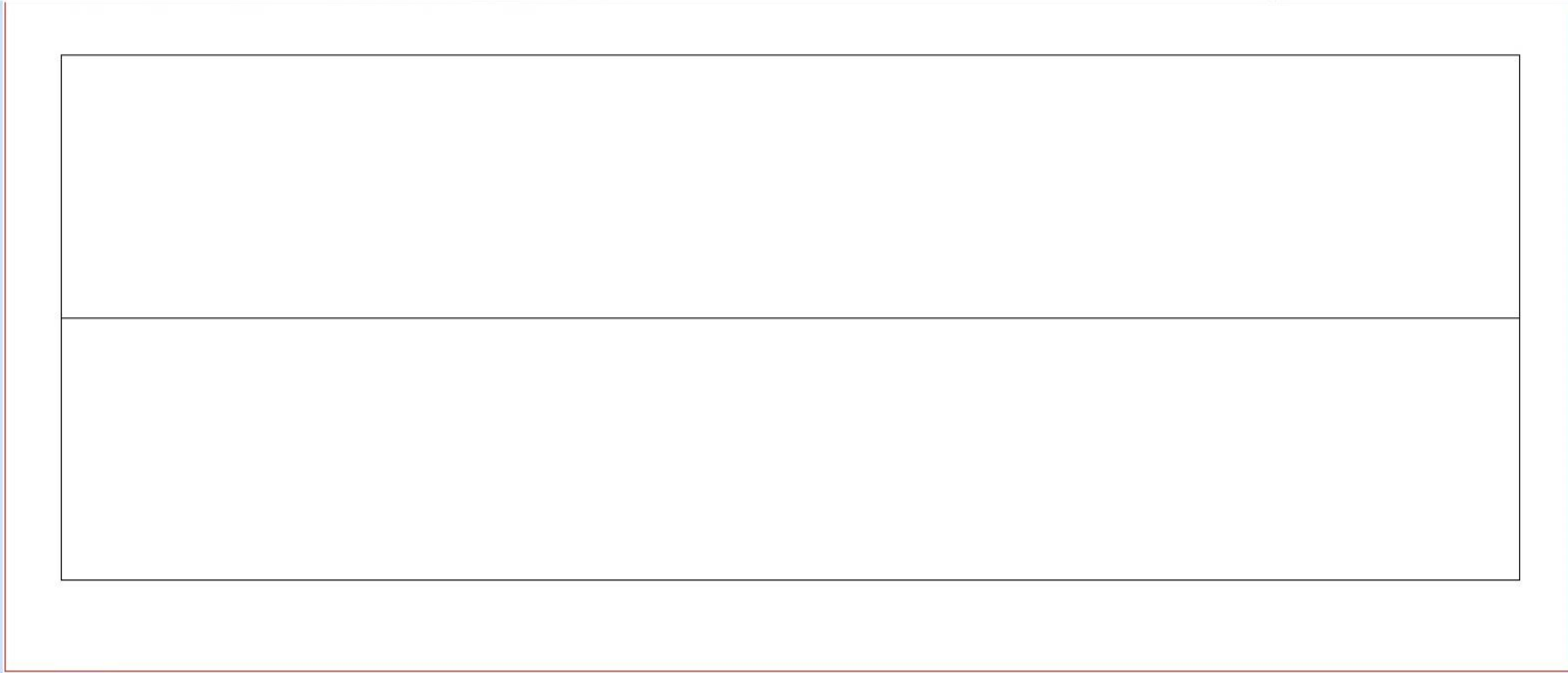
Search



MODEL_1
page 1

Name Filter *

Header Footer None



Data | Math

Model	Filter	Object	Characteristic	Component	Surf
.MODEL_1	body force constraint	+ PART_2 + PART_3 + PART_4 + JOINT_1 + JOINT_2 + JOINT_3 + JOINT_4 + MOTION_1			<input type="checkbox"/> Surf

Source: Objects
Filter: *

Independent Axis:
 Time Data



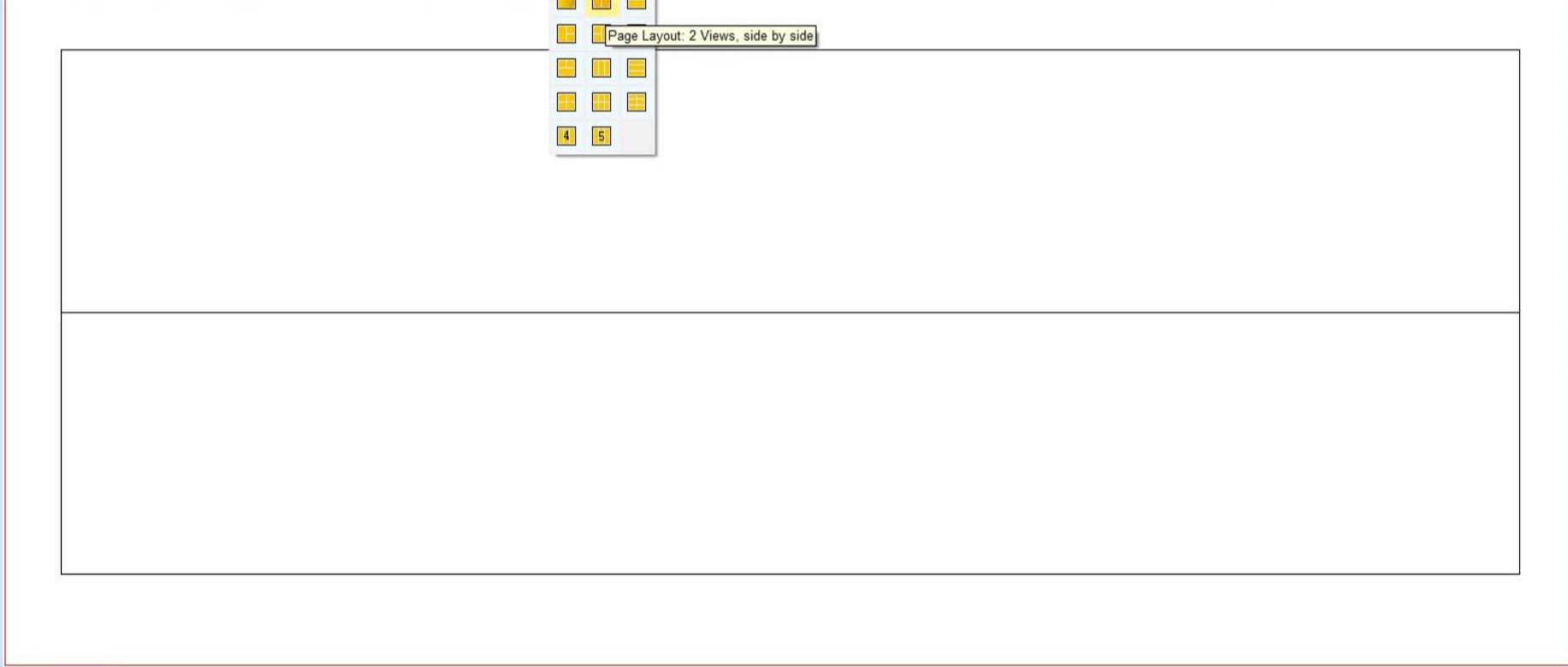
MODEL_1
page 1

Name Filter *

Header Footer None

Page Layout: 2 Views, side by side

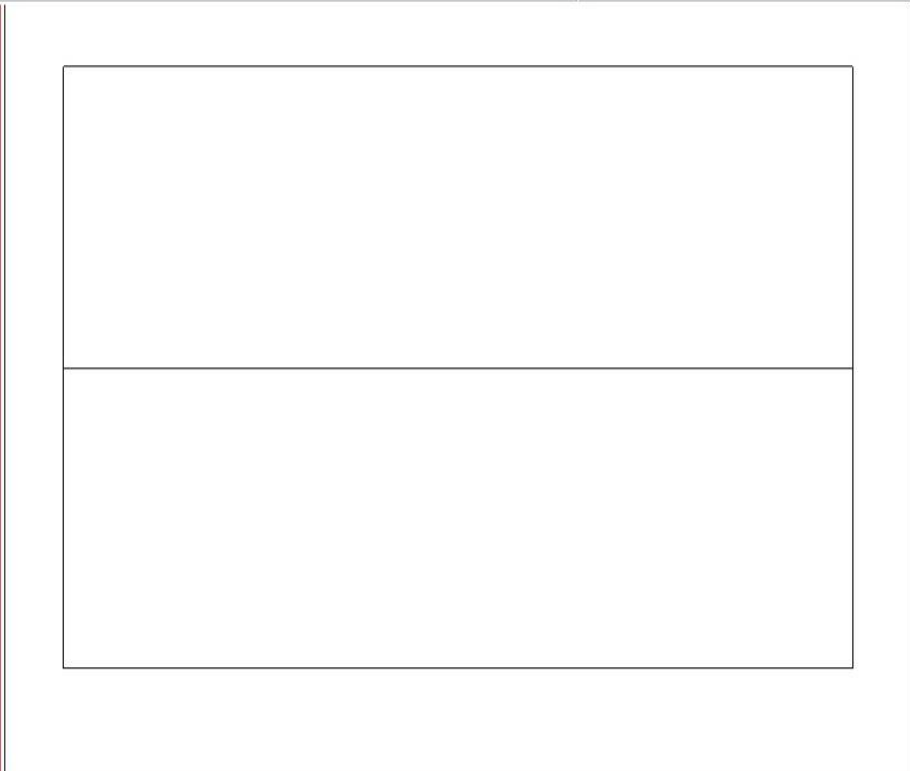
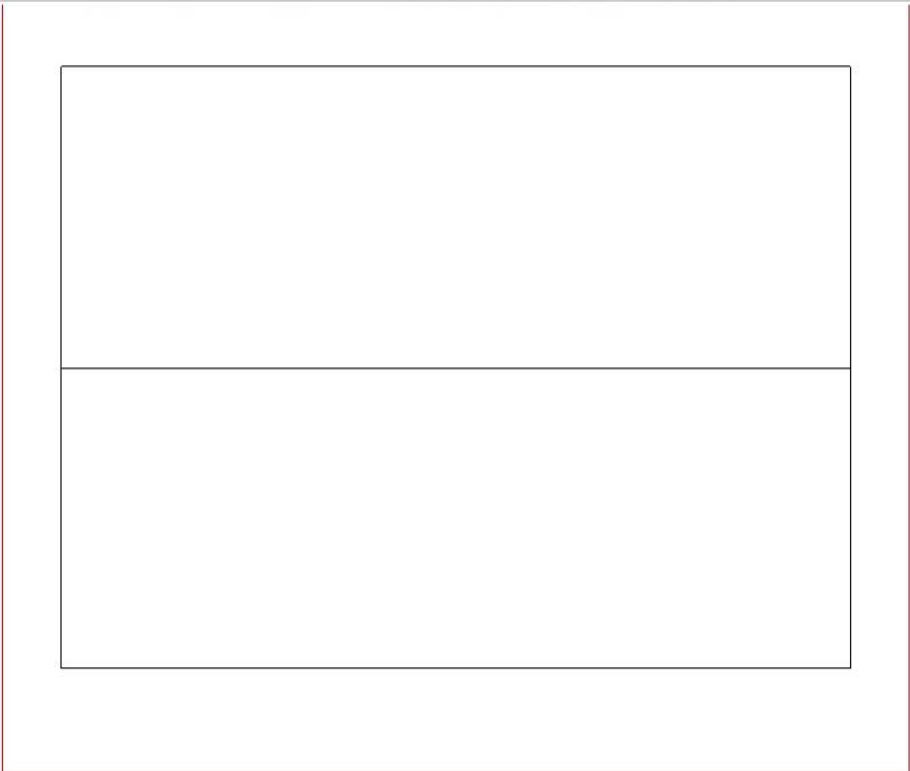
4 5



Data Math		Filter	Object	Characteristic	Component	<input type="checkbox"/> Surf
Model	.MODEL_1	body force constraint	+ PART_2 + PART_3 + PART_4 + JOINT_1 + JOINT_2 + JOINT_3 + JOINT_4 + MOTION_1			<input type="button" value="Add Curves"/> <input type="button" value="Add Curves To Current Plot"/> <input type="button" value="Clear Plot"/> Independent Axis: <input checked="" type="radio"/> Time <input type="radio"/> Data
Source	Objects					
Filter	*					

Plotting

MODEL_1
page_1



Data | Math

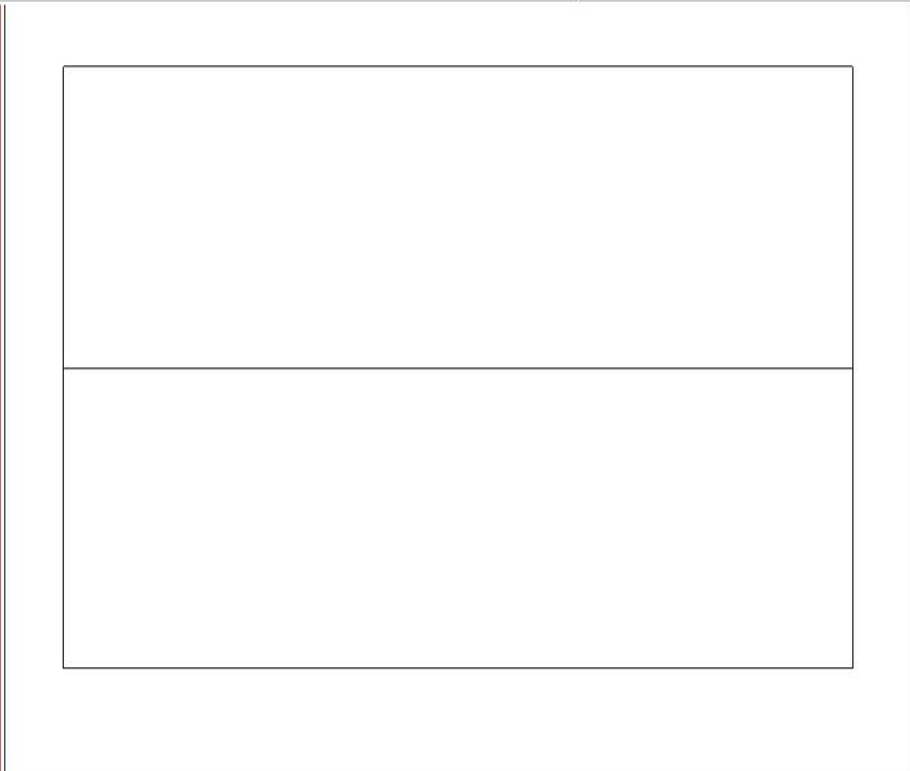
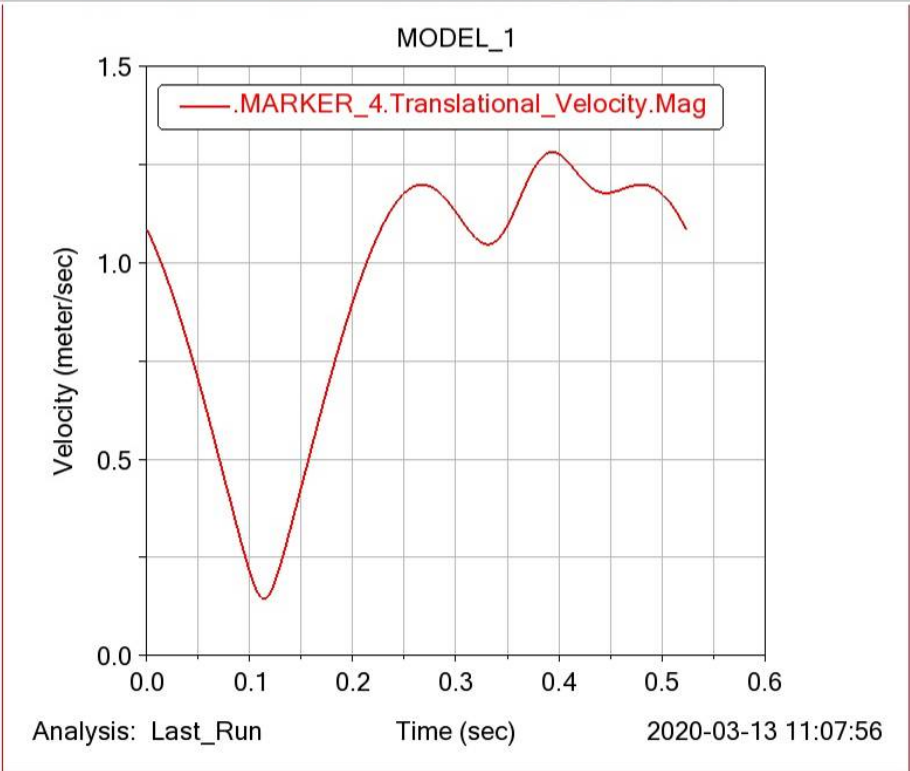
Model	Filter	Object	Characteristic	Component	Surf
MODEL_1	body force constraint	+ PART_2 - PART_3 cm MARKER_3 MARKER_4 MARKER_12 MARKER_13 + PART_4 + JOINT_1 + JOINT_2 + JOINT_3 + JOINT_4 + MOTION_1	Total_Force_On_Point Total_Torque_On_Point Total_Force_At_Location Total_Torque_At_Location Translational_Displacement Translational_Velocity Translational_Acceleration Angular_Velocity Angular_Acceleration	X Y Z Mag	<input type="checkbox"/> Surf <input type="button" value="Add Curves"/> <input type="button" value="Add Curves to plot(s)"/> <input type="button" value="Clear Plot"/> Independent Axis: <input checked="" type="radio"/> Time <input type="radio"/> Data

Source: Objects
Filter: *

Name Filter: *



MODEL_1
page_1



Name Filter *

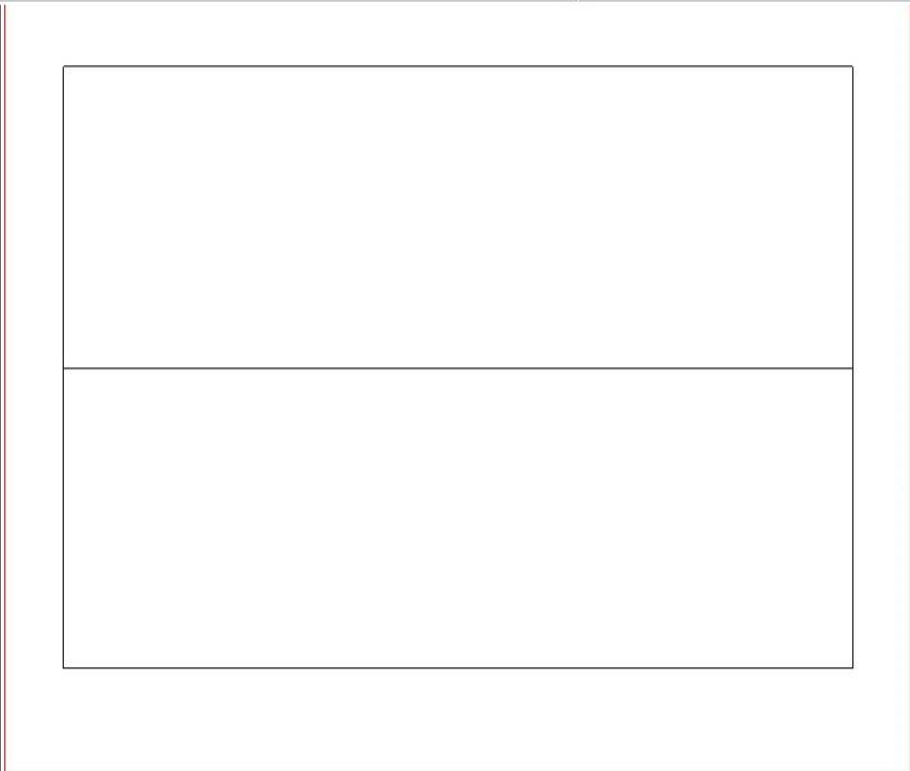
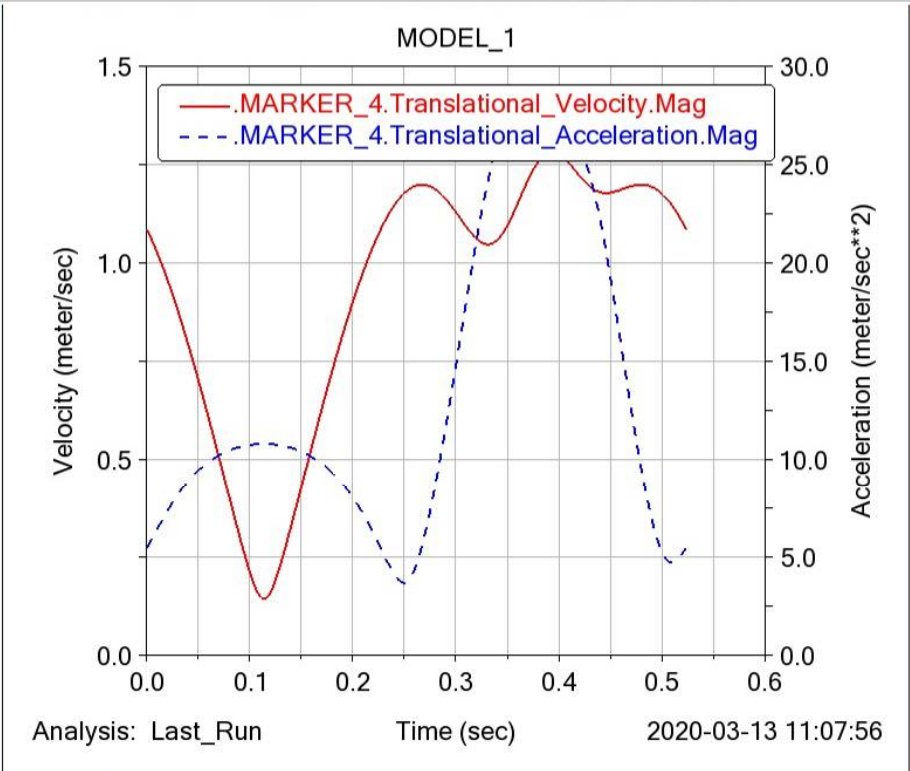
Data | Math

Model	Filter	Object	Characteristic	Component	Surf
MODEL_1	body force constraint	+ PART_2 - PART_3 cm MARKER_3 MARKER_4 MARKER_12 MARKER_13 + PART_4 + JOINT_1 + JOINT_2 + JOINT_3 + JOINT_4 + MOTION_1	Total_Force_On_Point Total_Torque_On_Point Total_Force_At_Location Total_Torque_At_Location Translational_Displacement Translational_Velocity Translational_Acceleration Angular_Velocity Angular_Acceleration	X Y Z Mag	<input type="checkbox"/> Surf Add Curves Add Curves To Current Plot Add curves to plot(s) Clear Plot Independent Axis: <input checked="" type="radio"/> Time <input type="radio"/> Data

Source: Objects
Filter: *



MODEL_1
page_1



Data	Math	Filter	Object	Characteristic	Component	Surf
MODEL_1		body force constraint	+ PART_2 - PART_3 cm MARKER_3 MARKER_4 MARKER_12 MARKER_13 + PART_4 + JOINT_1 + JOINT_2 + JOINT_3 + JOINT_4 + MOTION_1	Total_Force_On_Point Total_Torque_On_Point Total_Force_At_Location Total_Torque_At_Location Translational_Displacement Translational_Velocity Translational_Acceleration Angular_Velocity Angular_Acceleration	X Y Z Mag	<input type="checkbox"/> Surf Add Curves Add Curves To Current Plot Clear Plot Independent Axis: <input checked="" type="radio"/> Time <input type="radio"/> Data

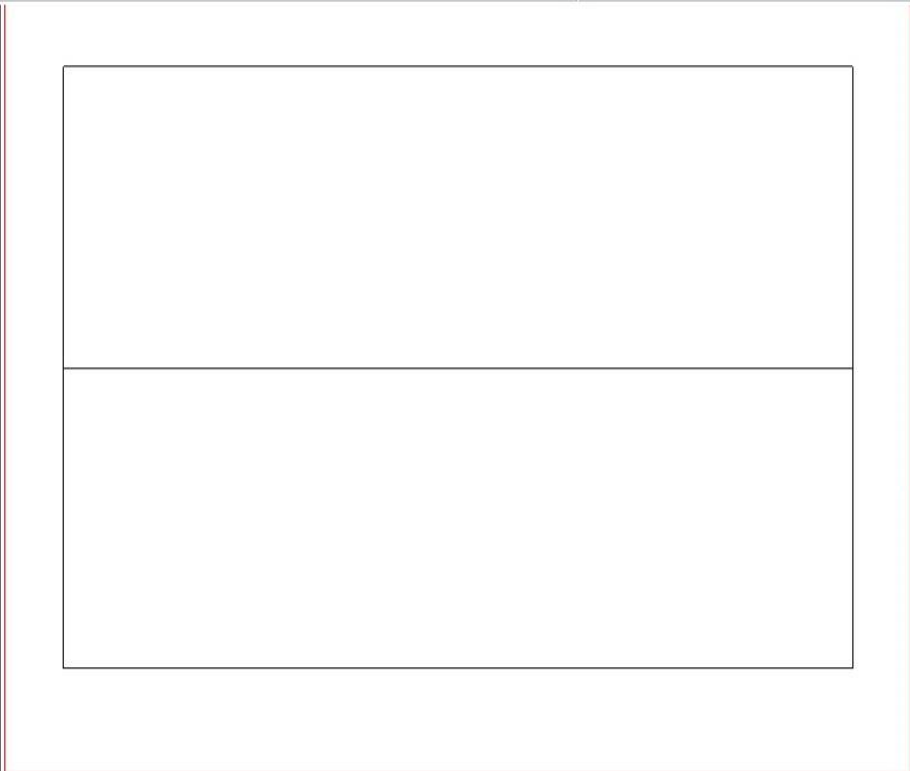
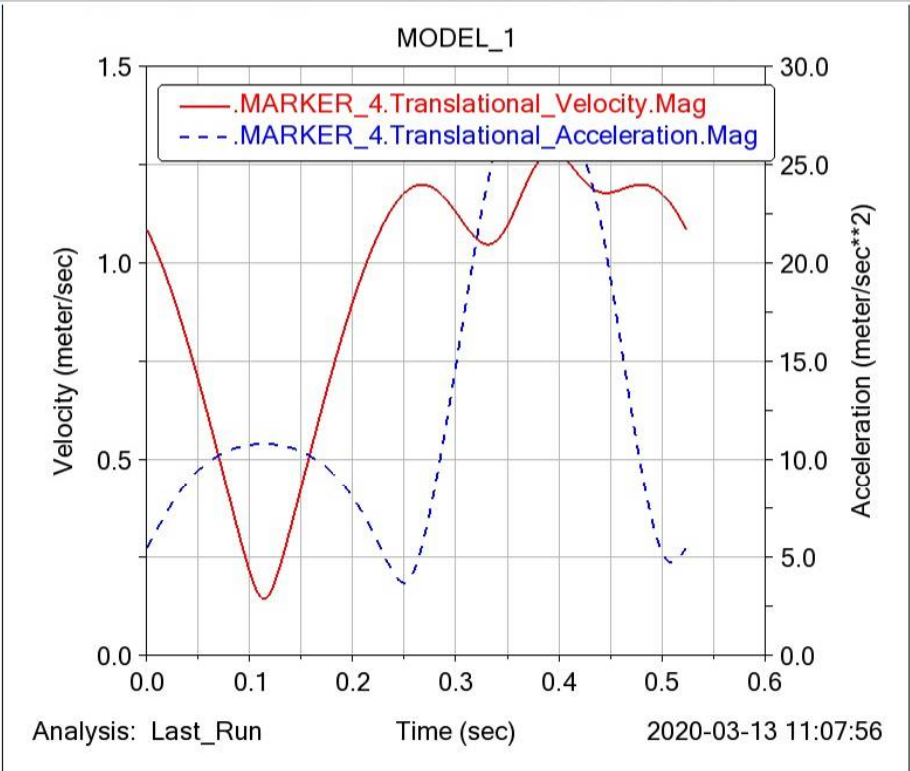
Source: Objects
Filter: *

Name Filter *

Select



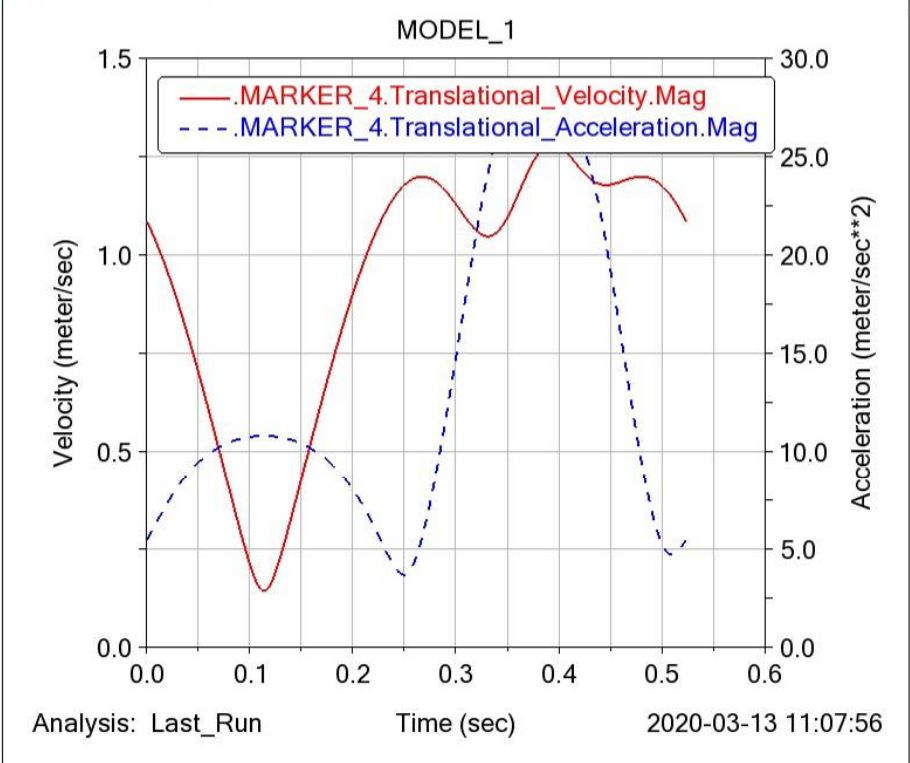
- Plotting
- Animation
- Plotting
- Report
- Plot3D
- 4D Plotting
- VideoFile
- PlotCurve3D



Data	Math	Filter	Object	Characteristic	Component	Surf
MODEL_1		body force constraint	+ PART_2 - PART_3 cm MARKER_3 MARKER_4 MARKER_12 MARKER_13 + PART_4 + JOINT_1 + JOINT_2 + JOINT_3 + JOINT_4 + MOTION_1	Total_Force_On_Point Total_Torque_On_Point Total_Force_At_Location Total_Torque_At_Location Translational_Displacement Translational_Velocity Translational_Acceleration Angular_Velocity Angular_Acceleration	X Y Z Mag	<input type="checkbox"/> Surf <input type="button" value="Add Curves"/> <input type="text" value="Add Curves To Current Plot"/> <input type="button" value="Clear Plot"/> Independent Axis: <input checked="" type="radio"/> Time <input type="radio"/> Data
Source			Objects			
Filter			*			



MODEL_1
page_1



No Model

- View Control
- Expand View
- Swap View
- Clear View
- Load Animation**
- Load Mode Shape Animation
- Load Plot
- Load 4D Plot
- Load Report
- Copy

Current

Animation | View | Camera | Record | Overlay | Appearance | Contour Plots | Vector Plots | Hot Spots

Display Units: Frame | Speed Control: [Slider] | Display Frame: [Buttons]

Frame Increment: [Slider] | Trace Marker: [Text] | Superimpose | Model Input

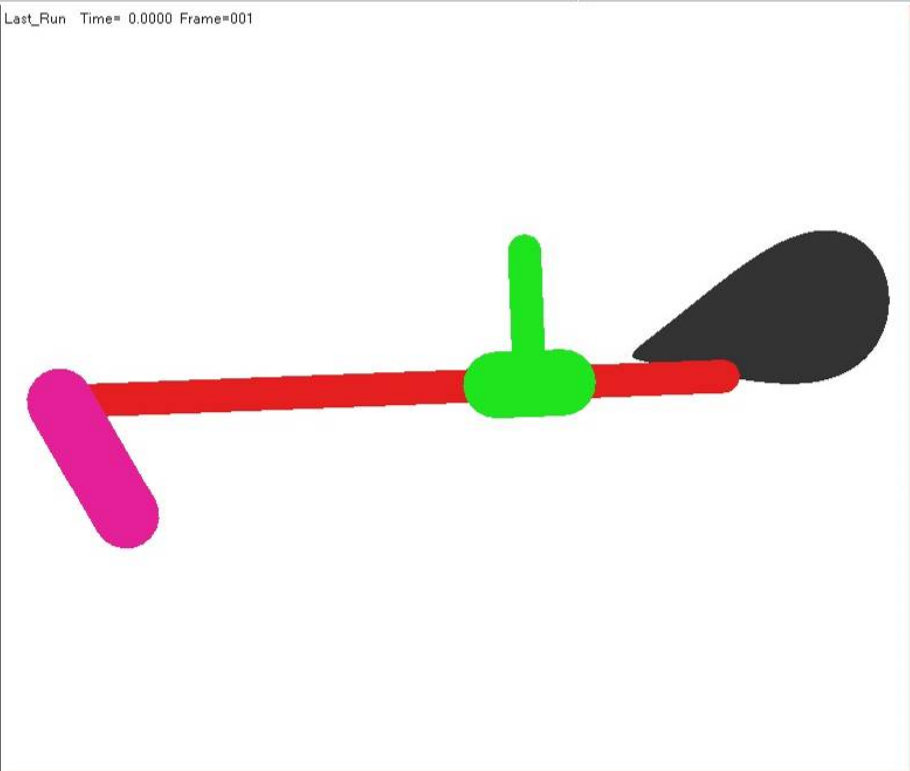
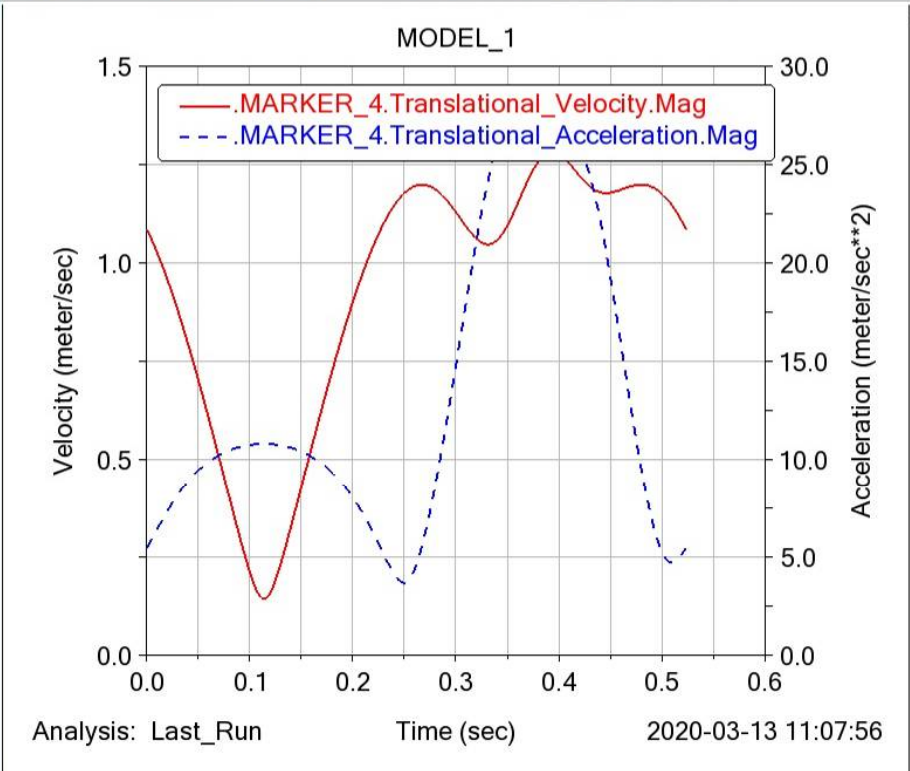
Start: [Text] End: [Text] | Component: [Text] | Include Static | Next Static

Loop: Forever | Trail Frames: [Text] | Include Contacts | Next Contact

Animation Type: Time Marker | Trail Decay Rate: [Slider]



MODEL_1
page_1



Current | 1

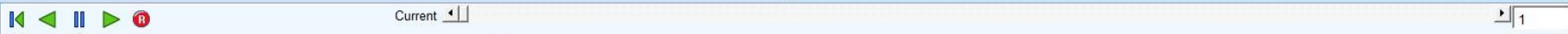
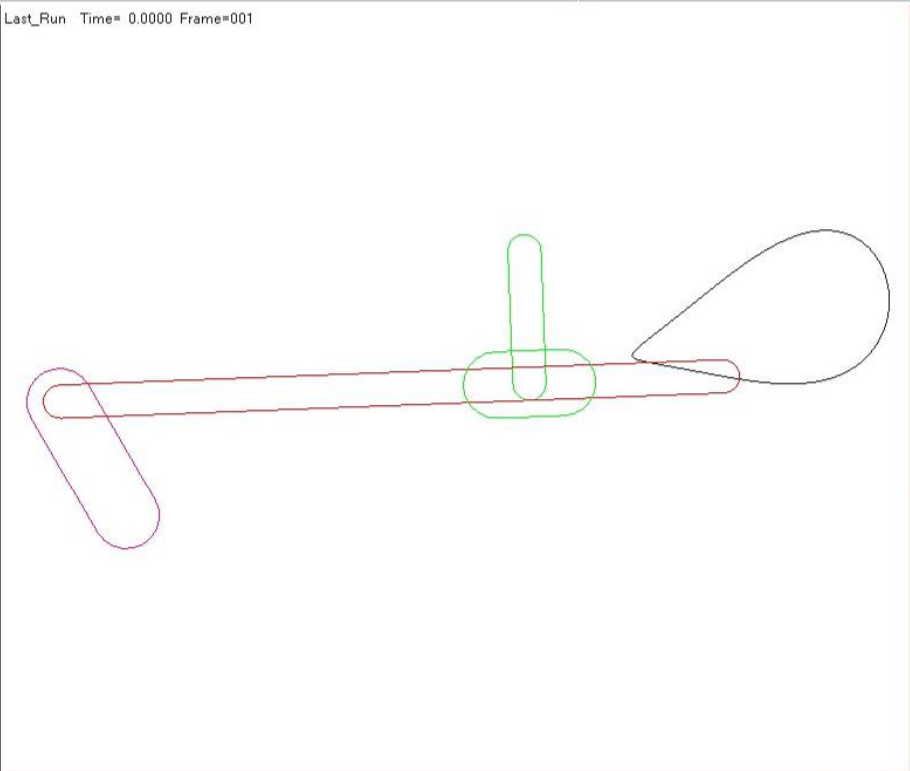
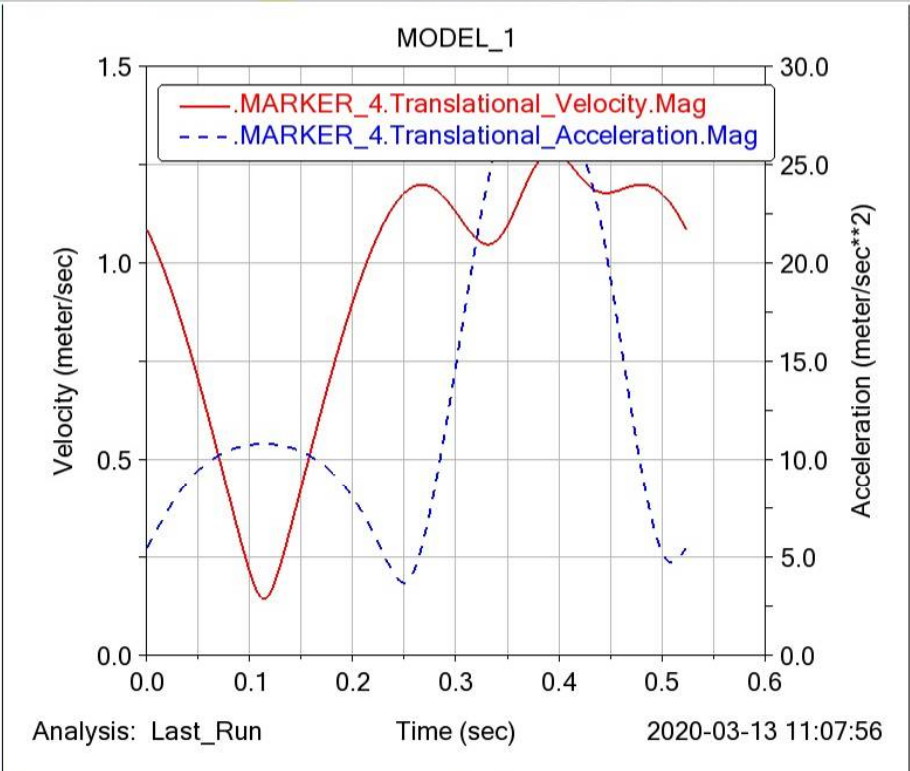
Animation | View | Camera | Record | Overlay | Appearance | Contour Plots | Vector Plots | Hot Spots

Display Units	Frame	Speed Control	
Frame Increment	1	Trace Marker	
Start	1	End	501
Loop	Forever	Trail Frames	0
Animation Type	Time Marker	Trail Decay Rate	

<input type="checkbox"/> Superimpose	Display Frame
<input checked="" type="checkbox"/> Include Static	Model Input
<input type="checkbox"/> Include Contacts	Next Static
	Next Contact



MODEL_1
page_1



Animation	View	Camera	Record	Overlay	Appearance	Contour Plots	Vector Plots	Hot Spots
Display Units	Frame	Speed Control		Trace Marker		Component		Display Frame
Frame Increment	1							<input type="checkbox"/> Superimpose Model Input
Start	1	End	501	Trail Frames	0			<input checked="" type="checkbox"/> Include Static Next Static
Loop	Forever	Trail Decay Rate						<input type="checkbox"/> Include Contacts Next Contact
Animation Type	Time Marker							