Lab 4: Assigning Bodies to Parts

Objective
The objective of this lab is to introduce the procedure for assigning a Mechanism Design Body to an existing Part Document.

Lab 4 Agenda
1. Activating the Mechanism Design Workbench.
   Solving the Model

Activating the Mechanism Design Workbench

Double-click the branch of the Specification Tree labeled Analysis Model. Note this branch of the tree has a blue triangle. Selecting a branch of the tree with the blue triangle will activate the Mechanism Design Workbench.

Once this branch has been selected the Mechanism Design Workbench should appear with the Moving Globe Icon:
Assigning a Body to the Part 2 Part Document.

Once the Mechanism Design Workbench is activated, Select the Body From Existing Part Button:

The Body Definition Dialog will appear:

![Body From Existing Component](image)

Assigning the Body to Part 2:

Within the Specification Tree select the **Part 2 (Part2.1)** branch.

Within the **Name** Field Entry change **BodyFromExistingPart.1** to **Body1**.

Click **OK** in the Body Definition Dialog.

Two branches should now appear beneath the Analysis Model branch of the Specification Tree for each of the defined bodies, **GlobalFixedToGround** and **Body1**.
Solving the Model:
To solve the Mechanism Model such that Body 1 falls due to gravity, expand the Analysis Case branch of the Specification Tree by selecting on the plus symbol.

Select the **Solution Set** branch of the Specification Tree.

Select the **Compute Solution** Button from the Mechanism Design Workbench.

The Computing Dialog window will appear in the bottom left hand corner of the screen. Once the feedback in the window reports that the Linking of result files is complete, the Close Window option highlights. Select **Close Window** from the Dialog.

This concludes Lab Session 4.