Attach proxy objects to rigid bodies

By attaching proxy objects to rigid bodies, this assigns the associated parameter to the rigid body..

1. In the **Assembly Navigator** , make the **mcd01_proxy_object_assembly_a** the work part.

2. To set the **mcd01_motor_assembly** Reference Set to **Entire Part**:

   - In the **Assembly Navigator**, right-click **mcd01_motor_assembly**.
   - Select **Replace Reference Set**.
   - Select **Entire Part**.

3. On the Resource bar, click the **Physics Navigator** .

4. To connect the **proxy base : proxy object** to the model, do the following:

   1. In the **Physics Navigator**, in the **Basic Physics** group, double-click a **proxy base**.

      The selected **proxy base** will highlight in the graphics window.

   2. In the graphics window, select the **rigid body : revolver**.

   3. Repeat step 4 for the remaining proxy base instances.