# Assign physics for reuse

You will apply joints, actuators and rigid bodies to the proxy objects so they will automatically be assigned to each instance in the top assembly.

1. To add a hinge joint to a proxy object:

    1. Choose **Home** tab→**Mechanical** group→**Hinge Joint** .

    2. In the **Rigid Bodies** group, highlight **Select Attachment**.

    3. In the **Physics Navigator**, select **proxy spindle : Proxy Object**.

    4. In the **Rigid Bodies** group, highlight **Select Base**.

    5. In the **Physics Navigator**, select **proxy base : Proxy Object**.

    6. In the graphics window, select the **Z Axis in mcd01_motor** that is parallel with the motor spindle
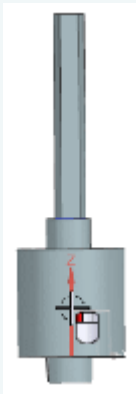
    7. In the graphics window, select the **Arc Center — Edge in Motor**.
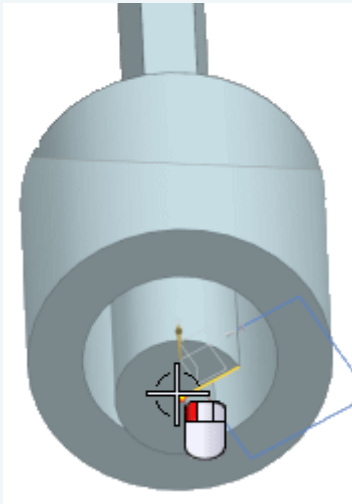
    8. In the **Name** group, type **motor joint**, and then click **OK**.

2. To add a speed actuator to the proxy object:

    1. Choose **Home** tab→**Electrical** group→**Speed Control** .

    2. Do the following:

Physics Navigator

- Select **motor joint : Hinge Joint**.

Constraints group

- **Speed** = **10**

Name group

- **Name** = **proxy motor**

3. Click **OK**.