



Apply rigid bodies to the sub-assemblies

Proxy objects will not move during simulations. The proxy object base and proxy object spindle must be attached to a **Rigid Body** so the motion will occur. In this example, the **Solid Body of Extrude (1)** and the **revolver** must be rigid bodies.

1. With the **mcd01_motor_assembly** as the work part, create a rigid body for the extrude and name it **tool bit**.

2. On the Resource bar, click the **Assembly Navigator** , and double-click the **mcd01_revolver** to make it the work part. Create a rigid body for the **revolver** and name it **revolver**.

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

4. On the Resource bar, click the **Physics Navigator** . Run the simulation to see the results then stop the simulation.

Duplicates of the physics properties have been applied to proxy objects. The rigid bodies are affected by gravity but the proxy objects are not.

5. Apply a **Fixed Joint**  to the revolver to keep it from falling.

Note Make the revolver the **Attachment**. Do not select **Base**.

6. In the **Name** group, type **revolver bolts**, and then click **OK**.