

**ProTIPS Pro/ENGINEER** Animating Pro/E models (without Mechanica)**QUESTION**

How can I animate my model using Pro/E (version 2000i) without Pro/MECHANICA?  
Is it possible-and/or is it possible using Relations?

**ANSWER**

You can set up a relation which will increase a dimension by an increment every time the model is regenerated. If you want to produce a movie file then you will have to capture the images and paste them together into an animated GIF or an MPEG or MOV file, using a third-party tool. The right tool from PTC for this whole problem is the Behavioural Modelling Extension - you don't need Mechanica.

Here is an example of the relations:-

```
X=D25  
  
X=X+30  
  
if X>=360  
X=X-360  
endif  
  
if 0>X  
X=X+360  
endif  
  
D25=X
```

D25 will increase by 30 for every regen. If the new value becomes 360 or greater then 360 will be subtracted (this is required for an angular dimension if the increment is positive). And if the new value is less than 0 then 360 will be added (this is required for an angular dimension if the increment is negative). The variable X is used to temporarily hold the new value while it is brought back into the  $0 \leq X < 360$  range, to prevent errors.

You may also wish to add a mapkey to give you a quick regeneration.

*Last updated: 15/March/2002*