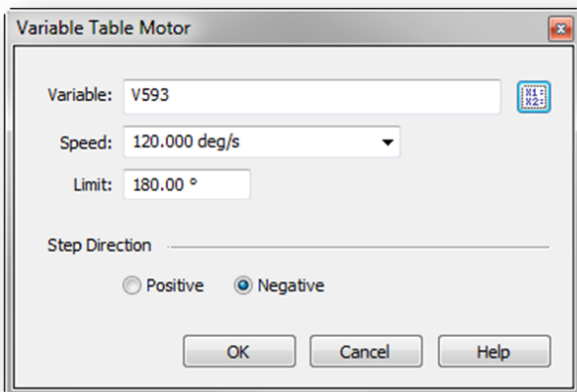
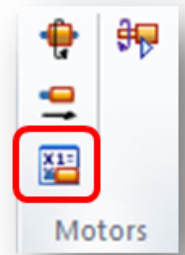


The new variable table motors in ST8

This tech tip will look at new enhancements which add to the many existing tools for motor simulation. Users can now create a motor that is driven by a variable. The variable table motor is found in the motors group of commands.

This type of motor drives a distance or an angle of an existing driving variable in the variable table, allowing the assembly to move accordingly during a simulation.

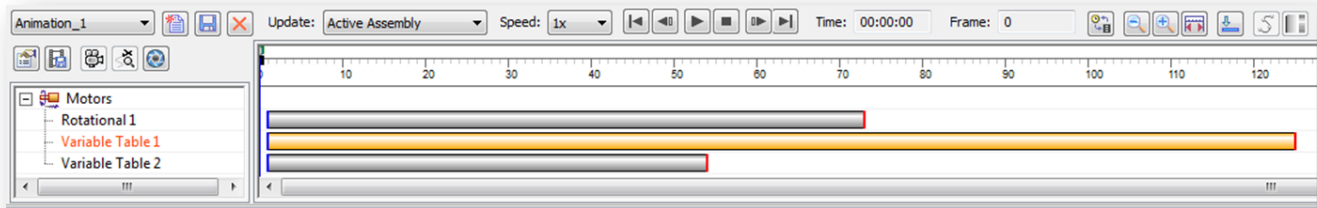
Only driving variables are allowed for variable motors.



A simple example of a variable motor would be of a part moving inside a slot or along a curved path. The dialog box on the left show the properties of a variable table motor. It is defined by an angular variable being changed at a speed of 120 degree/s with a limit of 180 degrees.

If the variable name is changed in the variable table, it will update in the variable table motor automatically.

Similar to rotational or linear motors, variable table motors behave the same in the simulate motor timeline.



Other enhancements made to motor simulation to support variable table motors brought new possibilities to simulation, such as the ability to update patterns, adjustable parts and assemblies, frames, pipes, wires, sketches, assembly features, etc. These updates are controlled by the update option on the simulation timeline dialog box. More details about these options can be found in Solid Edge help. A search to "Variable Table Motors" should yield good information about the command, its details and activities to learn more about it. Give the new motor and simulation options a try. They open a whole new range of possibilities.