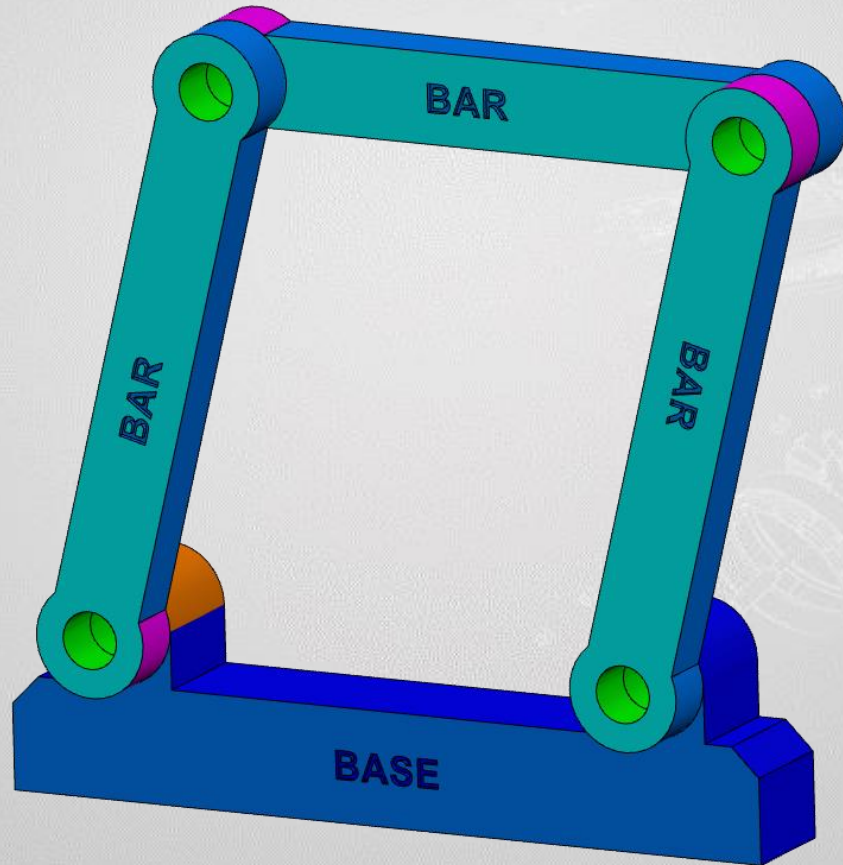
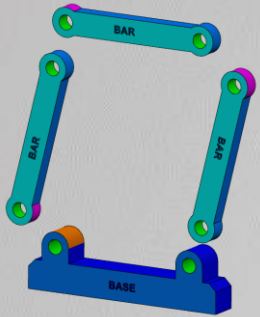


P03:

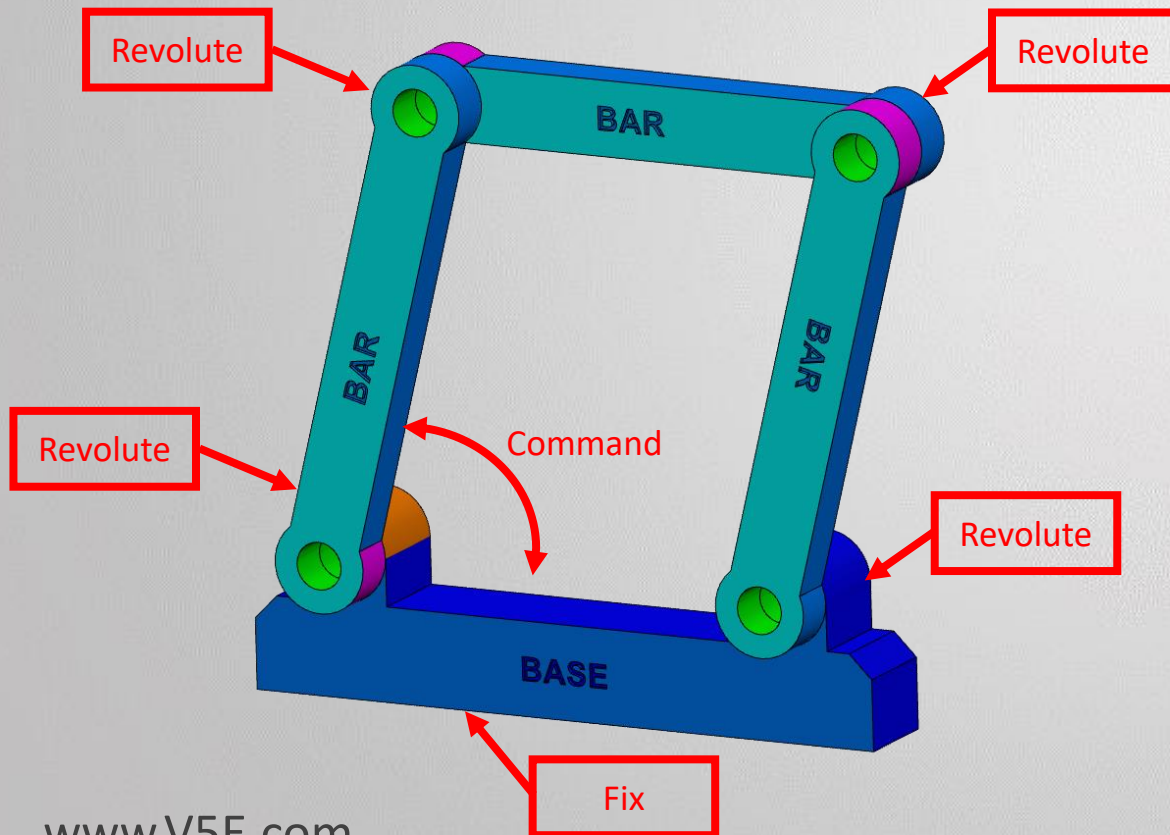
4Bar





Open: P03-4Bar demo

Save w/ Options to your CS  
(do NOT add your initials to the Part names)

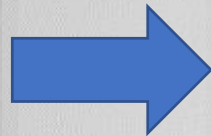


Make All the joints Revolutes  
Add an "angle" constraint to the Revolute shown.  
Make a Mechanism

Mechanism Name: A-014-Mechanism

Save your work

# Switch Apps



Can do everything



Fix



Engineering Connection



Mechanism Representation



Mechanism Player

## Engineering Connections

Fix a Base

Revolute 1

- Coincidence Constraint
- Contact Constraint

Revolute 2

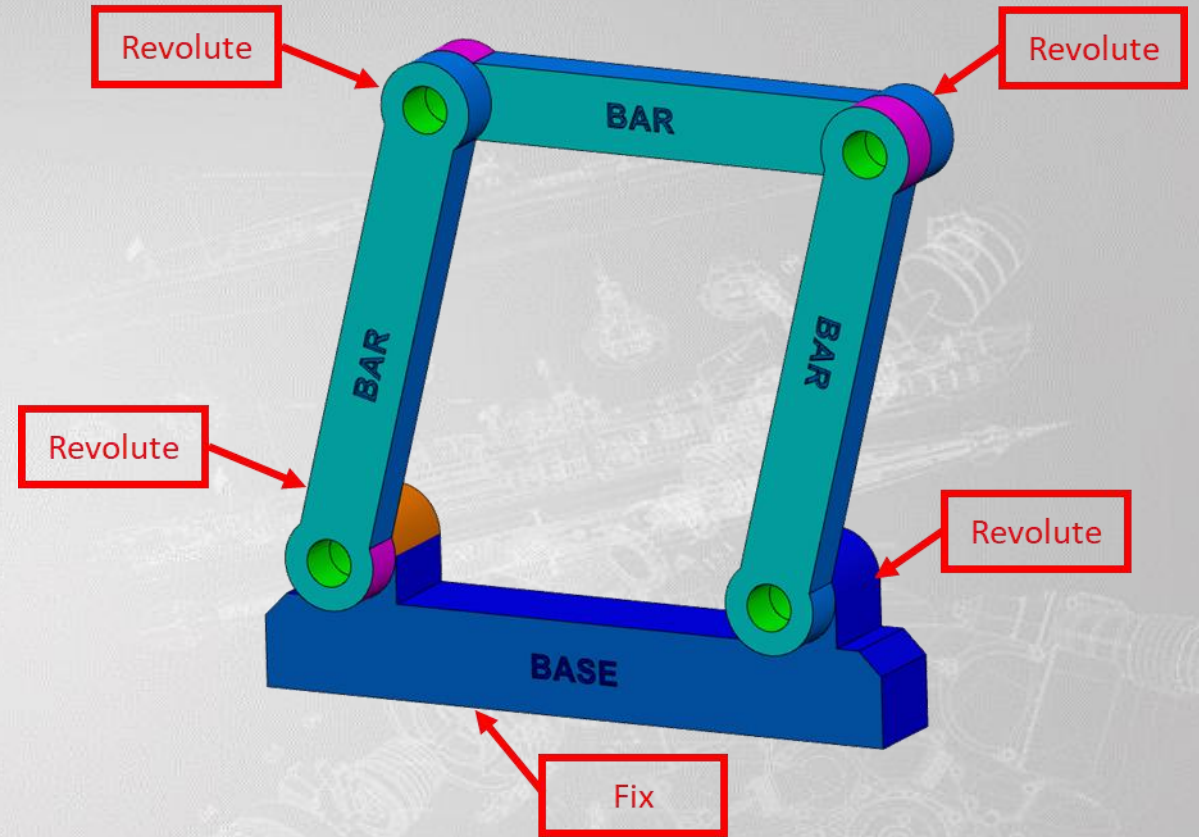
- Coincidence Constraint
- Contact Constraint

Revolute 3

- Coincidence Constraint
- Contact Constraint

Revolute 4

- Coincidence Constraint
- Contact Constraint



## Engineering Connections

### Fix a Part

#### Revolute 1

- Coincidence Constraint
- Contact Constraint
- **Angle (& change type to Controllable)**

#### Revolute 2

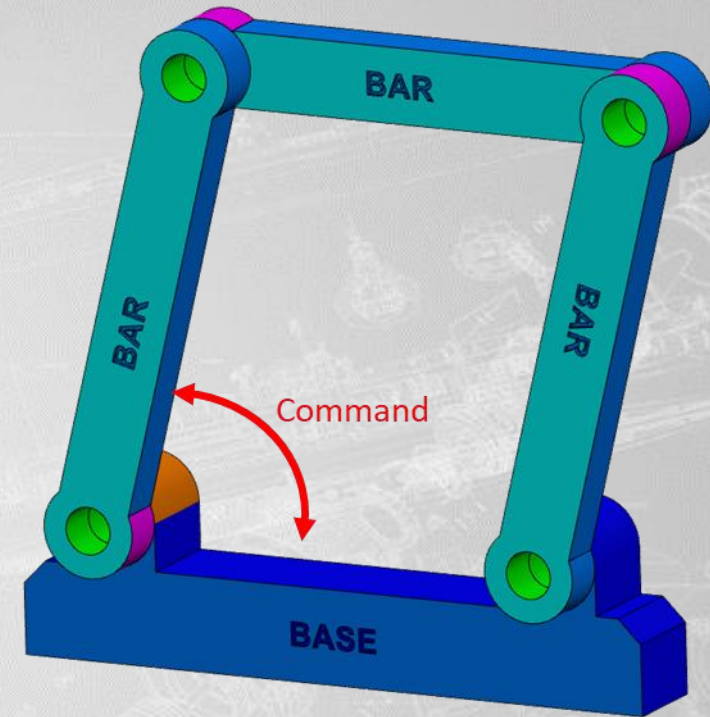
- Coincidence Constraint
- Contact Constraint

#### Revolute 3

- Coincidence Constraint
- Contact Constraint

#### Revolute 4

- Coincidence Constraint
- Contact Constraint



## Engineering Connections

### Fix a Part

#### Revolute 1

- Coincidence Constraint
- Contact Constraint
- **Angle (& change type to Controllable)**

#### Revolute 2

- Coincidence Constraint
- Contact Constraint

#### Revolute 3

- Coincidence Constraint
- Contact Constraint

#### Revolute 4

- Coincidence Constraint
- Contact Constraint

