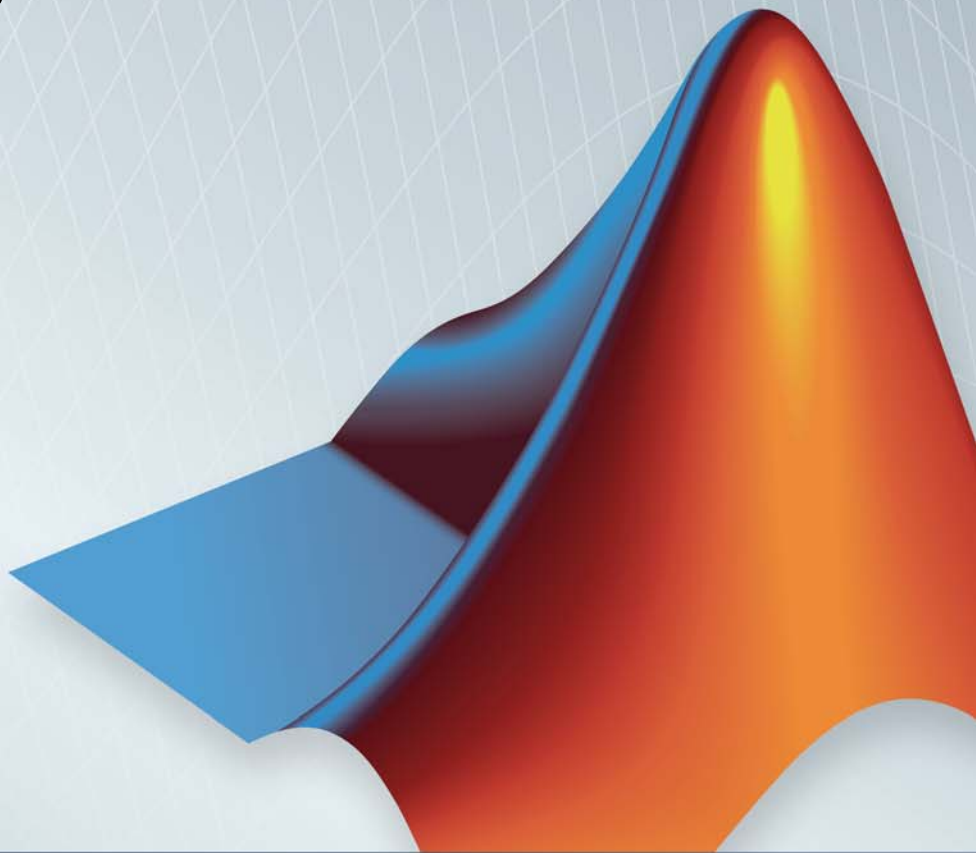


SimMechanics™

Reference

R2013a



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SimMechanics™ Reference

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Blocks—Alphabetical List

6-DOF Joint

Purpose

Joint with one spherical and three prismatic primitives

Library

Joints

Description



This block represents a joint with three translational and three rotational degrees of freedom. Three prismatic primitives provide the three translational degrees of freedom. One spherical primitive provides the three rotational degrees of freedom. This primitive represents 3-D rotation as a concurrent rotation about the three base frame axes. It is not susceptible to gimbal lock.

During simulation, joint motion occurs as a translation-rotation sequence. The follower frame origin first translates with respect to the base frame. Then, using the follower frame origin as a pivot, the follower frame rotates with respect to the base frame. Translation occurs sequentially along the three base frame axes, in the order X, Y, Z. Rotation occurs concurrently about the three base frame axes.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

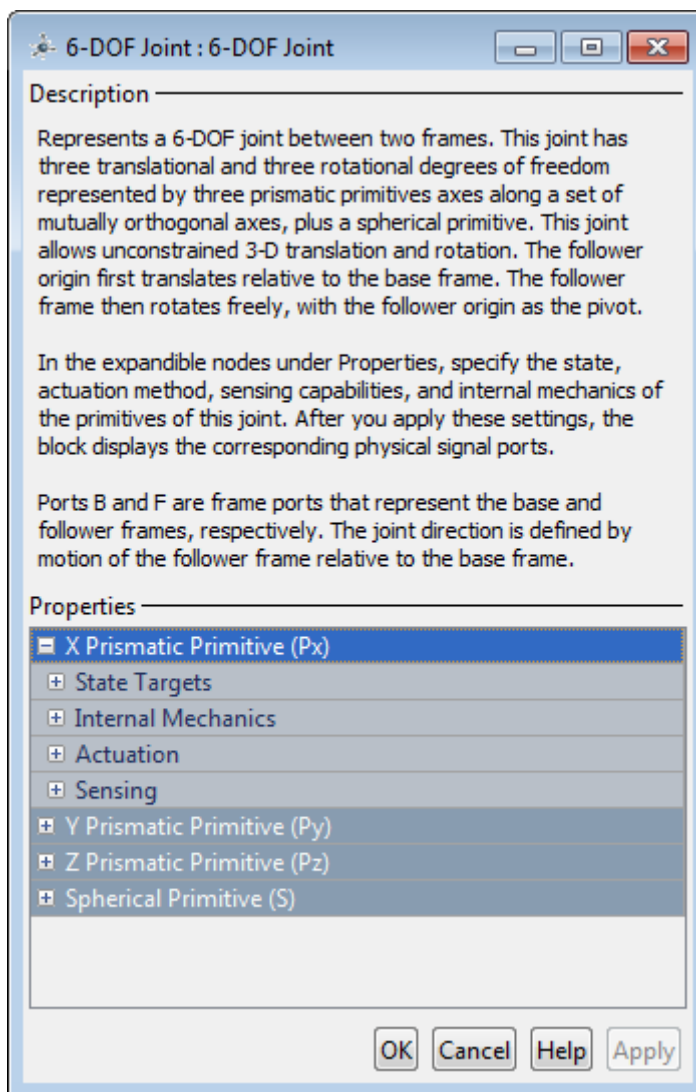
Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).

6-DOF Joint



Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

6-DOF Joint

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert

the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

6-DOF Joint

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Spherical Primitive: State Targets

Specify the spherical primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Select a method to specify the joint primitive state target.

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Aligned Axes	Align two pairs of base-follower frame axes.
Standard Axis	Apply to the follower frame a rotation angle about a standard base frame axis (X, Y, or Z).
Arbitrary Axis	Apply to the follower frame a rotation angle about a vector [X Y Z] resolved in the base frame.

Aligned Axes

Select two pairs of base-follower frame axes.

Parameter	Description
Pair 1	First pair of base-follower frame axes to align.
Pair 2	Second pair of base-follower frame axes to align. Axis choices depend on Pair 1 axis selections.

6-DOF Joint

Standard Axis

Select a standard rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	Standard rotation axis [X, Y, Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Arbitrary Axis

Select a general 3-D rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	General rotation axis [X Y Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields. The priority field is identical to that used for the position state target.

Value

Enter a 3-vector with the angular velocity components of the follower frame with respect to the base frame. Select a physical unit. The default is deg/s (degree/second).

Resolution Frame

From the drop-down list, select a resolution frame. This is the frame in which the state target is resolved. It identifies the axes the velocity vector components apply to. The default is Follower.

Spherical Primitive: Internal Mechanics

Specify the spherical primitive internal mechanics. This includes linear spring and damping forces, accounting for energy storage and dissipation, respectively. To ignore internal mechanics, keep spring stiffness and damping coefficient values at the default value of 0.

Equilibrium Position

Select a method to specify the spring equilibrium position. The equilibrium position is the rotation angle between base and follower port frames at which the spring torque is zero.

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Aligned Axes	Align two pairs of base-follower frame axes.
Standard Axis	Apply to the follower frame a rotation angle about a standard base frame axis (X, Y, or Z).
Arbitrary Axis	Apply to the follower frame a rotation angle about a vector [X Y Z] resolved in the base frame.

Aligned Axes

Select two pairs of base-follower frame axes.

6-DOF Joint

Parameter	Description
Pair 1	First pair of base-follower frame axes to align.
Pair 2	Second pair of base-follower frame axes to align. Axis choices depend on Pair 1 axis selections.

Standard Axis

Select a standard rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	Standard rotation axis [X, Y, Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Arbitrary Axis

Select a general 3-D rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	General rotation axis [X Y Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Spring Stiffness

Enter the linear spring constant. This is the torque required to displace the joint primitive by a unit angle. The term linear refers to the mathematical form of the spring equation. The default is 0. Select a physical unit. The default is N*m/deg.

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select a physical unit. The default is N*m/(deg/s).

Spherical Primitive: Actuation

Select the spherical primitive actuation mode to use. Selecting a torque mode exposes a physical signal port that you can use to input an actuation signal. You can select torque about the base frame standard axes (X, Y, Z) separately, or about a general 3-D axis [X, Y, Z]. To ignore actuation, select No Actuation as the actuation mode.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about the specified axis.

Note When you select Torque as the actuation mode, one or more physical signals specify the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

6-DOF Joint

Frame

Select a resolution frame. The axes of this frame establish the directions of the X, Y, and Z torque components. The default setting is Base.

Spherical Primitive: Sensing

Select the spherical primitive parameters to sense. Selecting a parameter exposes a physical signal port with the corresponding time-varying parameter value. Each parameter is measured for the follower frame relative to the base frame. It is resolved in the base frame.

Parameters	Description
Position	Quaternion describing follower frame rotation with respect to base frame. The quaternion coefficients are $\cos \frac{\theta}{2}, n_x \sin \frac{\theta}{2}, n_y \sin \frac{\theta}{2}, n_z \sin \frac{\theta}{2}$.
Velocity (X), Velocity (Y), Velocity (Z)	Angular velocity components about X, Y, and Z axes.
Velocity	3-D angular velocity vector with components about X, Y, and Z axes.
Acceleration (X), Acceleration (Y), Acceleration (Z)	Angular acceleration components about X, Y, and Z axes.
Acceleration	3-D angular acceleration vector with components about X, Y, and Z axes.

Frame

Select the frame to resolve the measurement in. The axes of this frame establish the directions of X, Y, and Z vector components.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar if associated with an axis (e.g. fx). Three-element vector otherwise (e.g. f).
t	Torque	Actuation input	Scalar if associated with an axis (e.g. tx). Three-element vector otherwise (e.g. t).
p	Position	Sensing output	Scalar if associated with an axis (e.g. px). Three-element vector otherwise (e.g. p).

6-DOF Joint

Port Label	Description	Type	Input/Output
v	Velocity	Sensing output	Scalar if associated with an axis (e.g. vx). Three-element vector otherwise (e.g. v).
a	Acceleration	Sensing output	Scalar if associated with an axis (e.g. ax). Three-element vector otherwise (e.g. a).
Q	Quaternion rotation	Sensing output	Four-element vector
w	Angular velocity	Sensing output	Scalar if associated with an axis (e.g. wx). Three-element vector otherwise (e.g. w).
b	Angular acceleration	Sensing output	Scalar if associated with an axis (e.g. bx). Three-element vector

Port Label	Description	Type	Input/Output
			otherwise (e.g. b).

See Also

For related blocks, see:

Bushing Joint, Prismatic Joint, Spherical Joint

For more information, see:

- “Sensing Spatial Relationships”
- “Measurement Frames”
- “Actuating and Sensing with Physical Signals”

Angle Constraint

Purpose Constraint that maintains a fixed angle between the Z axes of two frames

Library Constraints

Description

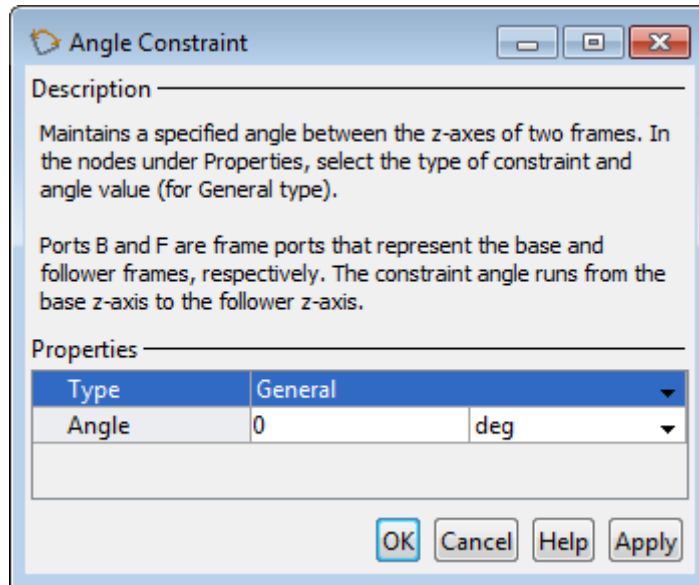


This block represents a fixed angle between the Z-axes of the base and follower frames. This constraint allows the base and follower frames to translate and rotate with respect to each other, with the requirement that their Z axes maintain the angle that you specify. Use this constraint in conjunction with joint blocks.

The dialog box provides three predefined angle constraints. These include parallel (0°), anti-parallel (180°), and perpendicular (90°) constraints. A **General** option allows you to specify other constraint angles. By definition, the constraint angle falls in the range 0°-180°.

Dialog Box and Parameters

The dialog box contains a **Properties** area with angle constraint options and parameters.



Type

Select the method to use to specify the angle constraint. The default method is General.

Type	Description
Parallel	Align base and follower frame +Z axes
Anti-Parallel	Align the base frame +Z axis with the follower frame -Z axis

Angle Constraint

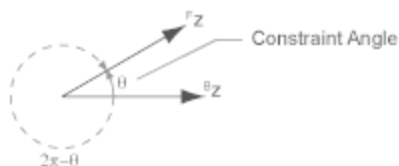
Type	Description
Perpendicular	Make base and follower frame Z axes mutually orthogonal
General	Maintain base and follower frame Z axes at an angle that you specify

Constraint Angle

Using the Angle Constraint block, you can fix the angle between the Z-axes of the Base and Follower port frames. The intersection of the two port frame Z-axes defines the vertex about which the constraint angle is defined. Mathematically, the constraint angle between the two axes follows from the scalar product of the associated basis vectors, with vector components taken with respect to a common reference frame:

$$\cos \theta = \frac{{}^B \tilde{e}_z \cdot {}^F \tilde{e}_z}{\|{}^B \tilde{e}_z\| \|{}^F \tilde{e}_z\|}$$

In agreement with the definition, any two angles possessing the same cosine value represent the same constraint angle. For example, 45 deg and 315 deg represent the same constraint angle ($\cos (45 \text{ deg}) = \cos (315 \text{ deg}) = 1/\sqrt{2}$). As a general rule, you can represent every constraint angle with a numerical value contained in the interval [0, 180] deg.



It is possible to constrain the angle between the two port frame Z-axes while varying the angle between the X- and Y-axes. The set of all possible rotations consistent with the constraint angle describes a conical surface whose centerline coincides with the Z-axis of the Base port frame. Model topology, as well as joints and other kinematic

constraints, can act to reduce the set of allowed rotations between the two constrained port frames.

Degrees of Freedom Between Constrained Frames

The Angle Constraint block eliminates a single rotational degree of freedom between the two port frames. In the absence of other joints and constraints in the kinematic loop, the two port frames retain three translational and two rotational degrees of freedom with respect to each other. The large number of degrees of freedom between the port frames can produce unexpected assembly results when the Angle Constraint block is used as the sole constraint in a model. You can further constrain the port frames by adding Joint and Constraint blocks between appropriate frames.

Constraint Consistency Requirement

The angle constraint must not conflict with joints and other constraints present in the same kinematic loop. For example, any angle constraint which violates the requirement that the Z-axes of the two port frames of a Revolute Joint block remain parallel at all times results in assembly and simulation errors.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively.

See Also

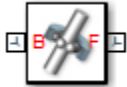
Distance Constraint

Bearing Joint

Purpose Joint with one prismatic and three revolute primitives

Library Joints

Description This block represents a joint with one translational and three rotational degrees of freedom. One prismatic primitive provides the translational degree of freedom. Three revolute primitives provide the three rotational degrees of freedom. This joint is susceptible to gimbal lock.



During simulation, joint motion occurs as a translation-rotation sequence. The follower frame origin first translates with respect to the base frame. Then, using the follower frame origin as a pivot, the follower frame rotates with respect to the base frame. Translation occurs sequentially along the Z axis of the base frame. Rotation occurs sequentially about the three base frame axes, in the order X, Y, Z.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

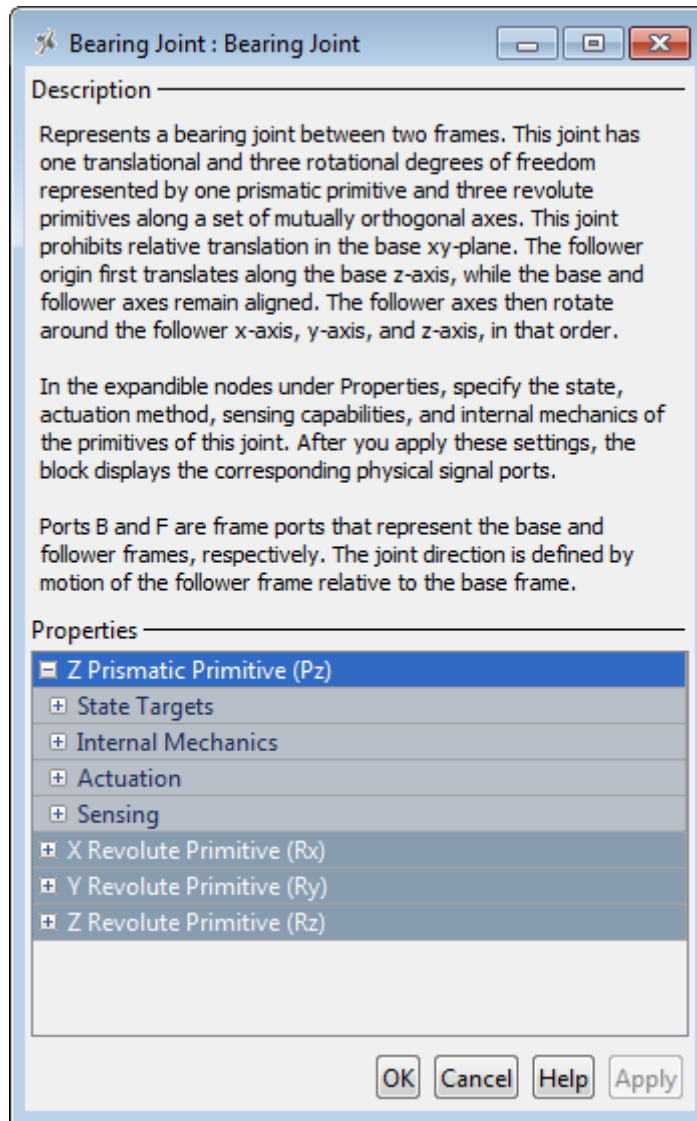
Dialog Box and Parameters The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**

- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).

Bearing Joint



Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Bearing Joint

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert

the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Bearing Joint

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Bearing Joint

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is $\text{N}\cdot\text{m}/(\text{deg}/\text{s})$ (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select Torque as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with

respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
t	Torque	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar

Bearing Joint

Port Label	Description	Type	Input/Output
a	Acceleration	Sensing output	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular acceleration	Sensing output	Scalar

See Also

For related blocks, see Prismatic Joint, Revolute Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Rotation Measurements”
- “Translation Measurements”

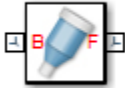
Purpose

Joint with three prismatic and three revolute primitives

Library

Joints

Description



This block represents a joint with three translational and three rotational degrees of freedom. Three prismatic primitives provide the translational degrees of freedom. Three revolute primitives provide the three rotational degrees of freedom. These primitives represent 3-D rotations as rotation sequences about the base frame axes. If a rotation sequence aligns two rotation axes, gimbal lock occurs, causing the joint to lose one degree of freedom.

During simulation, joint motion occurs as a translation-rotation sequence. The follower frame origin first translates with respect to the base frame origin. Then, using the follower frame origin as a pivot, the follower frame rotates with respect to the base frame. Translation occurs sequentially along the three base frame axes, in the order X, Y, Z. Likewise, rotation occurs sequentially about the three base frame axes, in the order X, Y, Z.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

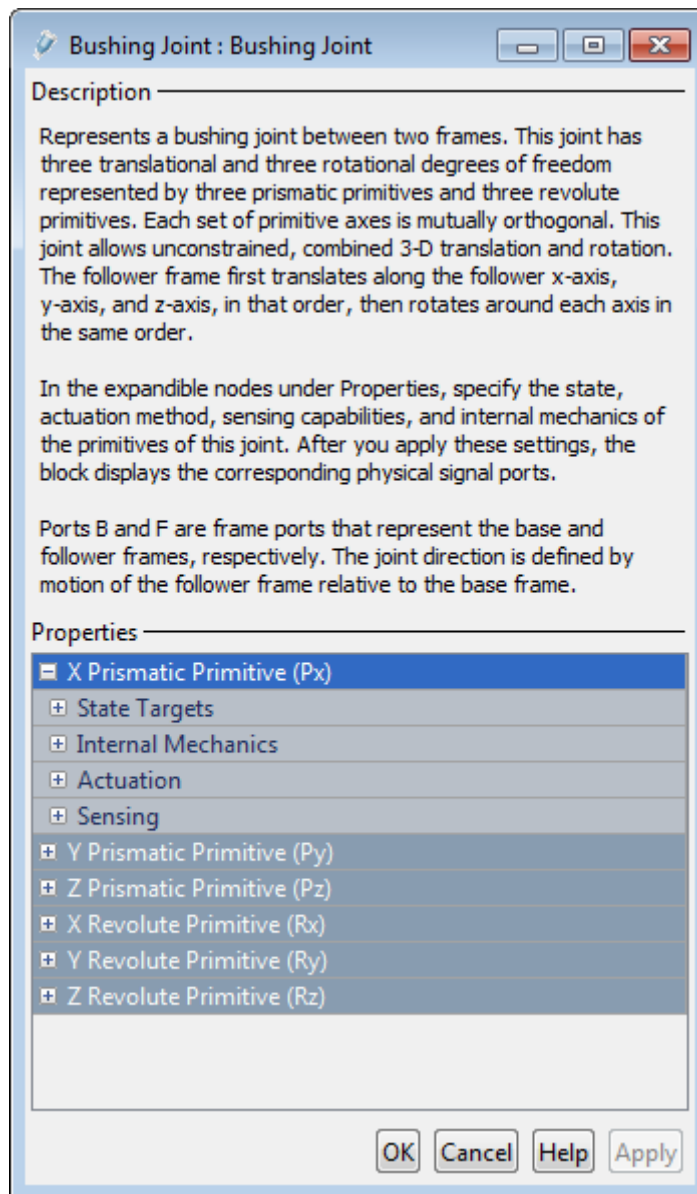
Bushing Joint

Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Bushing Joint

Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert

Bushing Joint

the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select **Force** as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Bushing Joint

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is $N \cdot m / (deg / s)$ (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select Torque as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with

Bushing Joint

respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
t	Torque	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar

Port Label	Description	Type	Input/Output
a	Acceleration	Sensing output	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular acceleration	Sensing output	Scalar

See Also

For related blocks, see 6-DOF Joint, Gimbal Joint, Prismatic Joint, Revolute Joint

For more information, see:

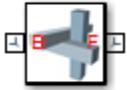
- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Rotation Measurements”
- “Translation Measurements”

Cartesian Joint

Purpose Joint with three prismatic primitives

Library Joints

Description



This block represents a joint with three translational degrees of freedom. Three prismatic primitives provide the three translational degrees of freedom. Base and follower frames share the same orientation for all time. During simulation, translation occurs sequentially along the common frame axes, in the order X, Y, Z.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

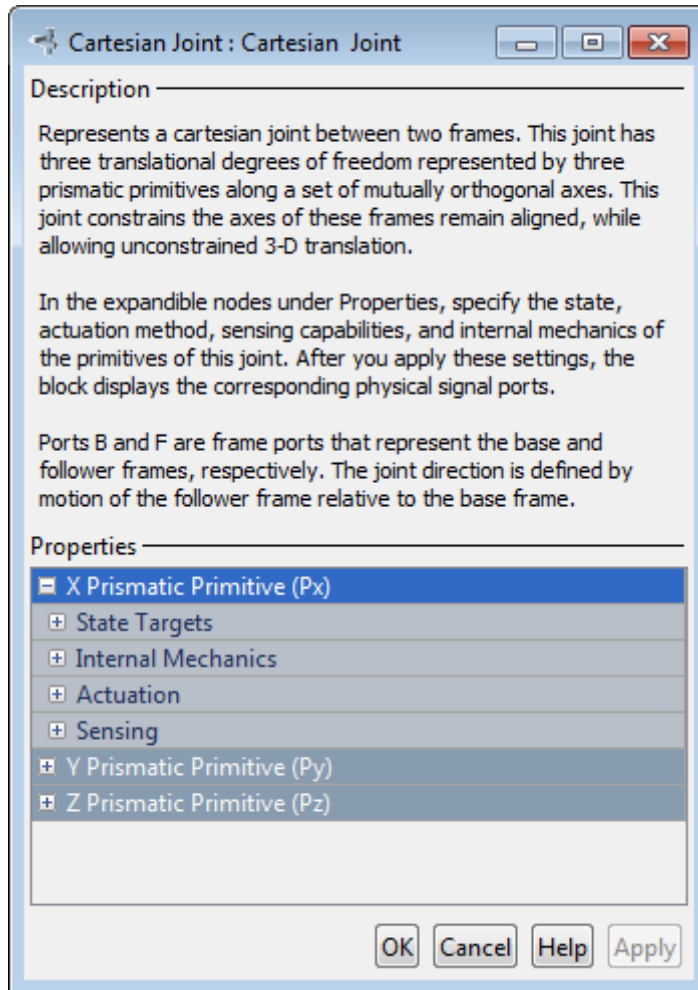
Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert

Cartesian Joint

the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar
a	Acceleration	Sensing output	Scalar

See Also

For related blocks, see Prismatic Joint, Rectangular Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”

Cartesian Joint

- “Translation Measurements”

Purpose

Gear constraint that fixes rotation of one frame to the coplanar rotation of a second frame

Library

Gears, Couplings and Drives/Gears

Description

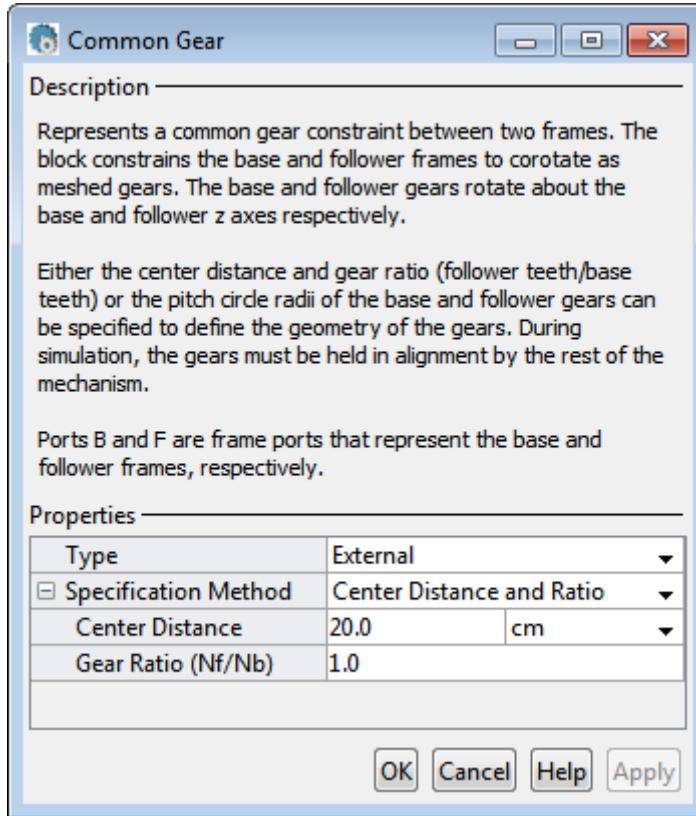
This block represents a common gear constraint between two frames. This constraint restricts motion such that rotation of the base frame causes rotation of the follower frame and vice-versa. Base and follower frames represent two meshed gears rotating about parallel Z axes. The structure of the model must be such that the Z axes of the two frames are parallel for all time.

The common gear constraint can be external, in which case the two frames rotate in opposite directions, or internal, in which case the two frames rotate in the same direction. For the two frames to corotate, joint blocks must provide a total of two rotational degrees of freedom about parallel axes.

Common Gear

Dialog Box and Parameters

The block dialog box contains a **Properties** area with common gear options and parameters.



Type

Select gear type. Options include internal or external. Internal gears have teeth along the inner circumference. External gears have teeth along the outer circumference. The default type is External.

Specification Method

Select the method to specify the common gear with. Options include Center Distance and Ratio and Pitch Circle Radii.

Center Distance and Ratio

Specify the common gear constraint in terms of the center-to-center separation distance and the gear teeth ratio (N_f/N_b).

Center Distance

Enter the center-to-center distance between base and follower gears. Select a physical unit. The default value is 20.0 cm.

Gear Ratio

Enter the gear teeth ratio between base and follower gears. This ratio is N_f/N_b , where N_f and N_b represent the number of teeth in the follower and base gears, respectively. The default value is 1.0.

Pitch Circle Radii

Specify the common gear in terms of the base and follower gear radii.

Base Gear Radius

Enter the radius of the gear associated with the base frame. Select a physical unit. The default value is 10.0 cm.

Follower Gear Radius

Enter the radius of the gear associated with the follower frame. Select a physical unit. The default value is 10.0 cm.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively.

See Also

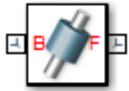
Rack and Pinion

Cylindrical Joint

Purpose Joint with one prismatic and one revolute primitives possessing parallel motion axes

Library Joints

Description This block represents a joint with one translational and one rotational degree of freedom. One prismatic primitive provides the translational degree of freedom. One revolute primitive provides the rotational degree of freedom. Prismatic and revolute axes are parallel. Base and follower frame Z axes are aligned for all time.



During simulation, joint motion occurs as a translation-rotation sequence. The follower frame origin first translates with respect to the base frame. Then, using the follower frame origin as a pivot, the follower frame rotates with respect to the base frame. Translation occurs strictly along the base frame Z axis. Rotation occurs strictly about the common Z axis.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

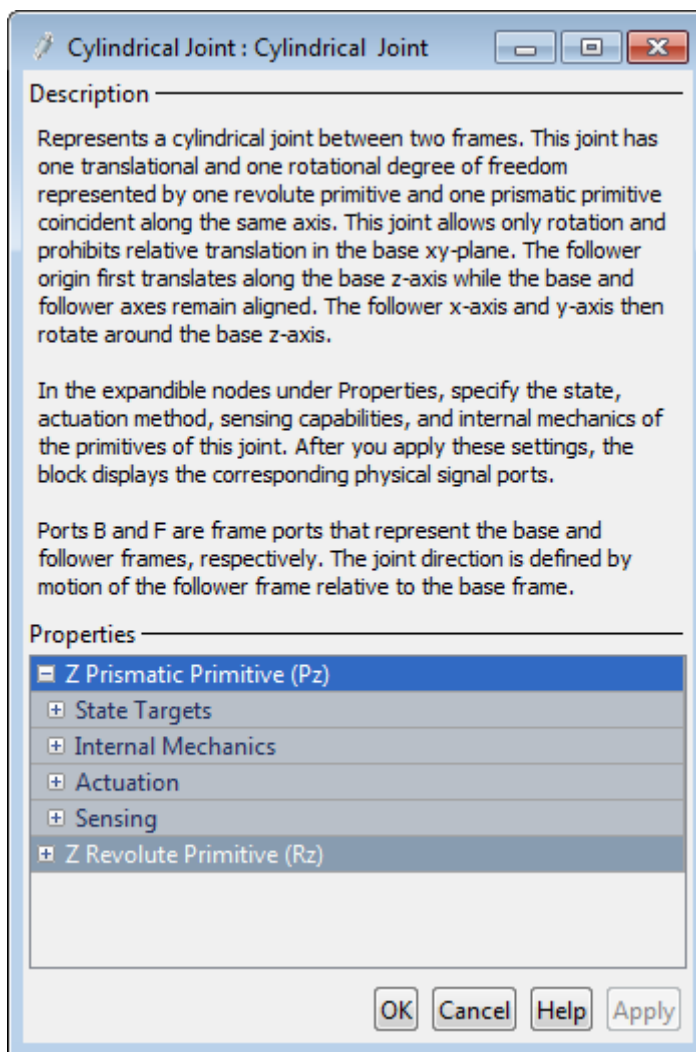
Dialog Box and Parameters The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**

- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).

Cylindrical Joint



Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state

parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Cylindrical Joint

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Cylindrical Joint

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is $\text{N}\cdot\text{m}/(\text{deg}/\text{s})$ (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select Torque as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with

respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
t	Torque	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar

Cylindrical Joint

Port Label	Description	Type	Input/Output
a	Acceleration	Sensing output	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular	Sensing output	Scalar

acceleration

See Also

For related blocks, see Prismatic Joint, Revolute Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Rotation Measurements”
- “Translation Measurements”

Purpose

Constraint that maintains a fixed distance between the origins of two frames

Library

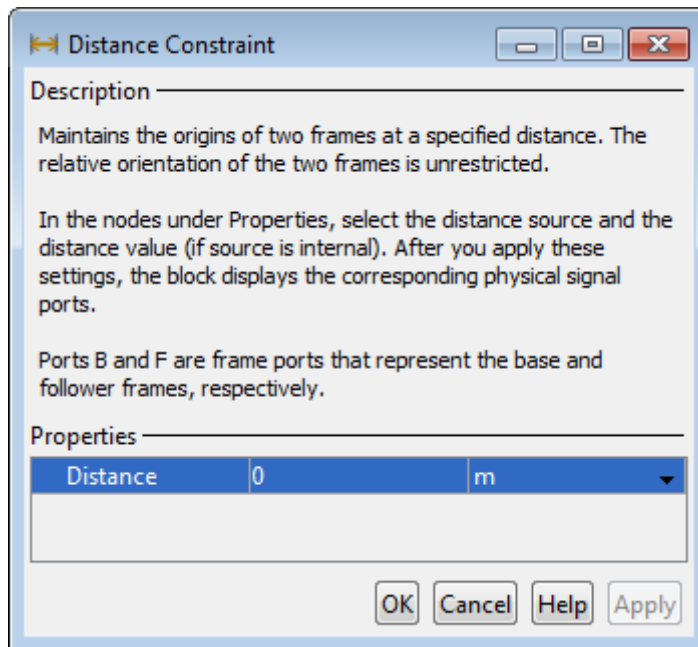
Constraints

Description



This block represents a fixed distance between the origins of the base and follower frames. This constraint allows the base and follower frames to translate and rotate with respect to each other, with the requirement that their origins maintain the distance that you specify. Use this constraint in conjunction with other joint blocks.

Dialog Box and Parameters



The dialog box contains one active area, **Properties**.

Distance Constraint

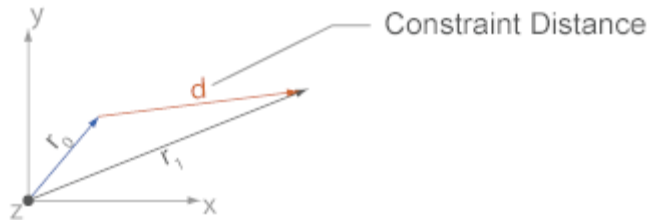
Distance

Positive real number specifying the distance between the origins of the base and follower port frames. The default value is 0.

Constraint Distance

Using the Distance Constraint block, you can fix the distance between the origins of the Base and Follower port frames. Extending the Pythagorean theorem to 3-D space gives the distance between the two port frame origins:

$$d = \sqrt{(x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2}$$



In agreement with the definition, any two sets of $(X_I - X_0, Y_I - Y_0, Z_I - Z_0)$ parameters yielding the same d value represent the same constraint distance. For example, the sets $(L, 0, 0)$, $(L/\sqrt{2}, L/\sqrt{2}, 0)$, and $(L/\sqrt{3}, L/\sqrt{3}, L/\sqrt{3})$ represent the constraint distance L .

It is possible to constrain the distance between the two port frame origins while varying the (X, Y, Z) coordinates of the Follower port frame with reference to the Base port frame. The set of all possible translations consistent with the constraint distance describes a spherical surface whose center coincides with the origin of the Base port frame. Model topology, as well as joints and other kinematic constraints, can act to reduce the set of allowed translations between the two constrained port frames.

Degrees of Freedom Between Constrained Frames

The Distance Constraint block eliminates a single translational degree of freedom. In the absence of joints and other constraints in the kinematic loop, the two port frames retain two translational and three rotational degrees of freedom with respect to each other. The large number of degrees of freedom can produce unexpected assembly and simulation results when the Distance Constraint block is used as the sole kinematic constraint in a model. You can further constrain port frames by adding Joint and Constraint blocks to the kinematic loop.

Constraint Consistency Requirement

The distance constraint must not conflict with joints and other constraints present in the same kinematic loop. For example, any distance constraint which violates the requirement that the origins of the two port frames of a Revolute Joint block remain coincident at all times results in assembly and simulation errors.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively.

See Also

Angle Constraint

Internal Force

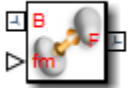
Purpose

General force acting reciprocally between two frame origins

Library

Forces and Torques

Description

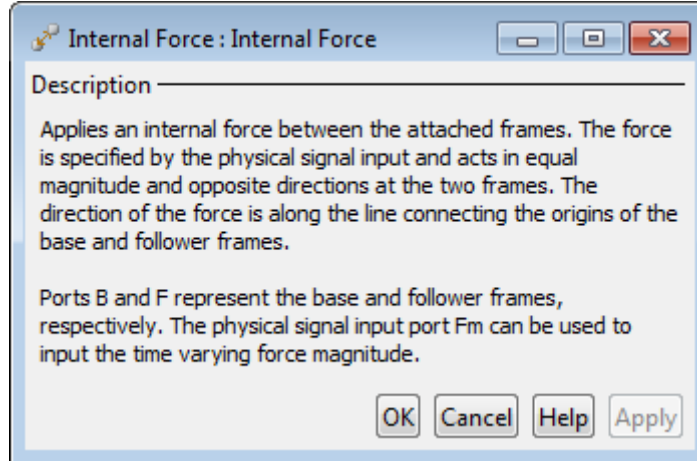


This block represents a general force pair acting reciprocally between base and follower frame origins. The two forces in the pair have equal magnitude but opposite directions. One force acts on the base frame origin, along the vector connecting follower to base frame origins. The other force acts on the follower frame origin, along the vector connecting base to follower frame origins.

To specify the internal force, the block provides physical signal port **fm**. A positive input signal represents a repulsive force, which pushes base and follower frame origins apart. A negative input signal represents an attractive force, which pulls base and follower frame origins together.

Dialog Box and Parameters

The dialog box contains no parameters that you can specify. To specify the internal force, connect a physical signal to port **fm**.



Ports

This block contains frame ports **B** and **F**, representing base and follower port frames, respectively. Physical signal port **fm** represents

an internal force pair acting reciprocally between the base and follower port frame origins.

See Also

External Force and Torque, Spring and Damper Force, Inverse Square Law Force

External Force and Torque

Purpose General force and torque with source external to a system

Library Forces and Torques

Description



This block represents a general force and torque that an external agency applies on a rigid body frame. The force and torque input can be constant or it can vary with time. The block provides a set of physical signal ports that you use to specify this input. The ports are hidden by default. Selecting an actuation mode exposes the corresponding physical signal port.

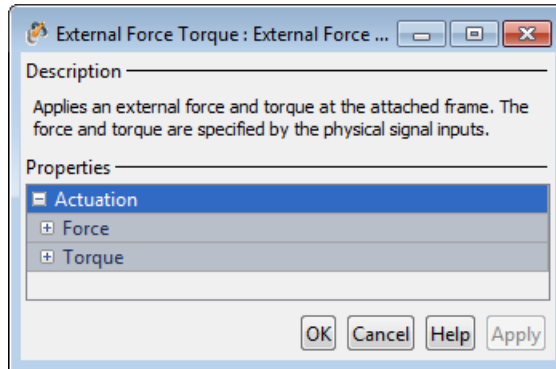
Each force and torque input acts on the origin of the follower frame in a direction that depends on the chosen force type and resolution frame. A force/torque vector component acts along/about the associated Cartesian axis, resolved in the chosen resolution frame. For example, the **Force(X)** input acts along the X axis of the resolution frame.

A complete force/torque vector acts in the general direction that its components specify, resolved in the chosen resolution frame.

A force input with a positive value acts along the positive direction of the associated axis. A torque input with a positive value acts about the associated axis according to the right-hand rule.

Dialog Box and Parameters

The dialog box contains a **Properties** area with expandable **Force** and **Torque** Sections. Expanding these sections exposes the force and torque types that you can select.



Actuation: Force

Select the force inputs to specify and the frame to resolve them in.

Force Resolution Frame

Select the frame to resolve each force signal in. The components of the force vector align with the axes of the resolution frame. The default setting is Attached Frame. The table summarizes the resolution frames that you can select.

Resolution Frame	Description
World	Resolve each force component in the World frame of the model.
Attached Frame	Resolve each force component in the follower frame of the External Force and Torque block. The follower frame is the attached frame of the block.

External Force and Torque

Force Inputs

Select the force inputs to specify. Options include the complete force vector and the separate components of that vector. Selecting a force input exposes the physical signal port associated with that input. Use that port to specify the force input via physical signals. The table summarizes the force inputs that you can select.

Force Input	Description	Input
Force(X), Force(Y), Force(Z)	Specify separately the force components acting on the origin of the follower frame along the X, Y, and Z axes of the resolution frame	Scalar
Force	Specify the complete force vector [fx fy fz] acting on the origin of the follower frame along the X, Y, and Z axes of the resolution frame	Three-element vector

Actuation: Torque

Select the torque inputs to specify and the frame to resolve them in.

Torque Resolution Frame

Select the frame to resolve each torque signal in. The components of the torque vector align with the axes of the resolution frame. The default setting is **Attached Frame**. The table summarizes the resolution frames that you can select.

Resolution Frame	Description
World	Resolve each torque component in the World frame of the model.
Attached Frame	Resolve each torque component in the follower frame of the External Force and Torque block. The follower frame is the attached frame of the block.

Torque Inputs

Select the torque inputs to specify. Options include the complete torque vector and the separate components of that vector. Selecting a torque input exposes the physical signal port associated with that input. Use that port to specify the torque input via physical signals. The table summarizes the torque inputs that you can select.

Force Input	Description	Input
Torque(X), Torque(Y), Torque(Z)	Specify separately the torque components acting on the origin of the follower frame about the X, Y, and Z axes of the resolution frame	Scalar
Torque	Specify the complete torque vector [fx fy fz] acting on the origin of the follower frame about a general direction	Three-element vector

External Force and Torque

Force Input	Description	Input
	in the resolution frame	

Ports

The block contains frame port F, representing the follower frame. Selecting an actuation mode exposes additional physical signal ports. Use the ports to input the selected actuation signals.

Each physical signal port has a unique label. The table identifies the actuation modes that the port labels correspond to.

Port Label	Description
fx, fy, fz	Force vector components acting on the origin of the follower frame along the X, Y, and Z axes, respectively
f	Force vector [fx, fy, fz] acting on the origin of the follower frame along a general direction [X Y Z]
tx, ty, tz	Torque vector components acting on the origin of the follower frame about the X, Y, and Z axes, respectively
t	Torque vector [tx ty tz] acting on the origin of the follower frame about a general direction [X Y Z]

See Also

Inverse Square Law Force, Spring and Damper Force, Internal Force

Purpose

Joint with three revolute primitives

Library

Joints

Description



This block represents a joint with three rotational degrees of freedom. Three revolute primitives provide the three rotational degrees of freedom. During simulation, rotation occurs sequentially about the base frame axes, in the order X, Y, Z. If a rotation sequence aligns two axes, gimbal lock occurs, causing the joint to lose one degree of freedom. Base and follower frame origins share the same position for all time.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

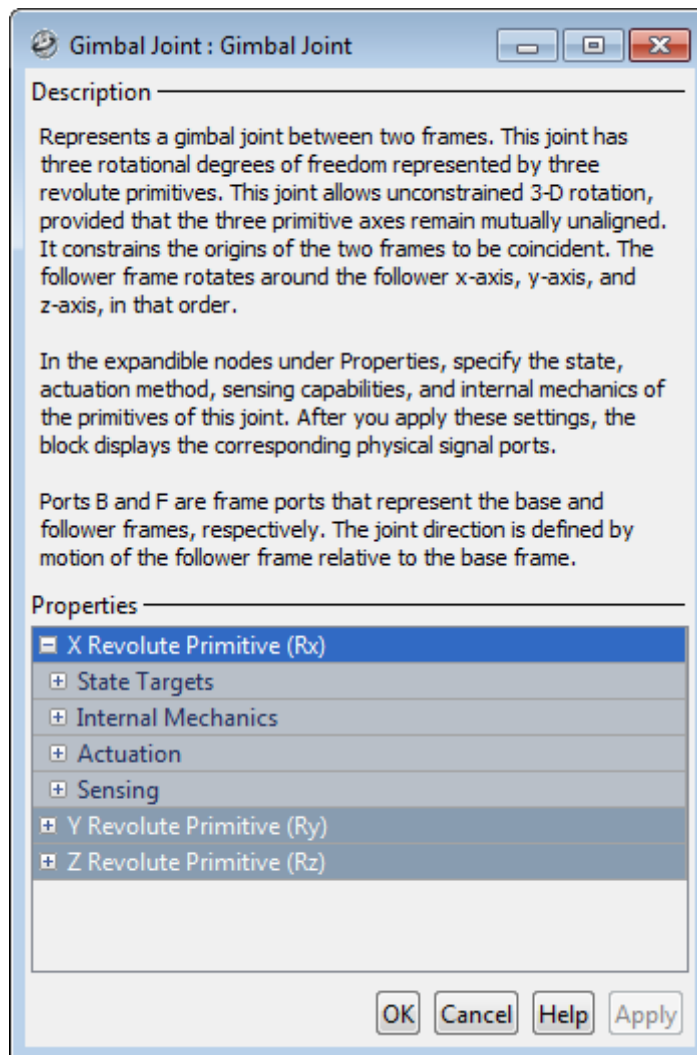
Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

Gimbal Joint

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state

Gimbal Joint

parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N*m/(deg/s) (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Gimbal Joint

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select **Torque** as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
t	Torque	Actuation input	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular	Sensing output	Scalar

acceleration

See Also

For related blocks, see Revolute Joint, Spherical Joint, Bushing Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Rotation Measurements”

Graphic

Purpose Visual marker with graphic properties

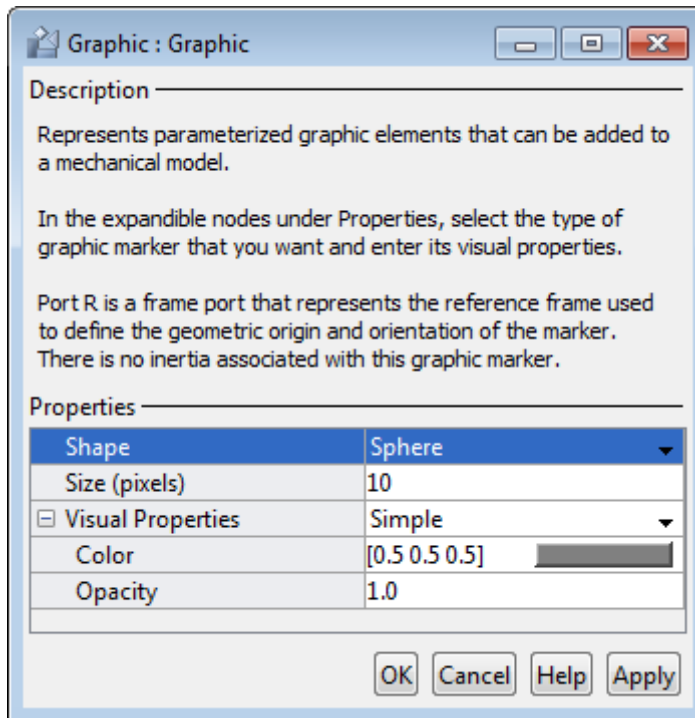
Library Body Elements

Description This block represents a 3-D graphic marker with simple shape, color, and opacity. Shapes include sphere, cube, and frame. A color palette provides a selection of predefined colors. The graphic has no inertial properties and it does not affect model dynamics.



Dialog Box and Parameters

The dialog box contains one active area, **Properties**.



Shape

Select a marker shape to represent block in Mechanics Explorer. Options include Sphere, Cube, and Frame. The default is Sphere.

Size

Enter the marker absolute size in screen pixels. The default is 10.

Visual Properties

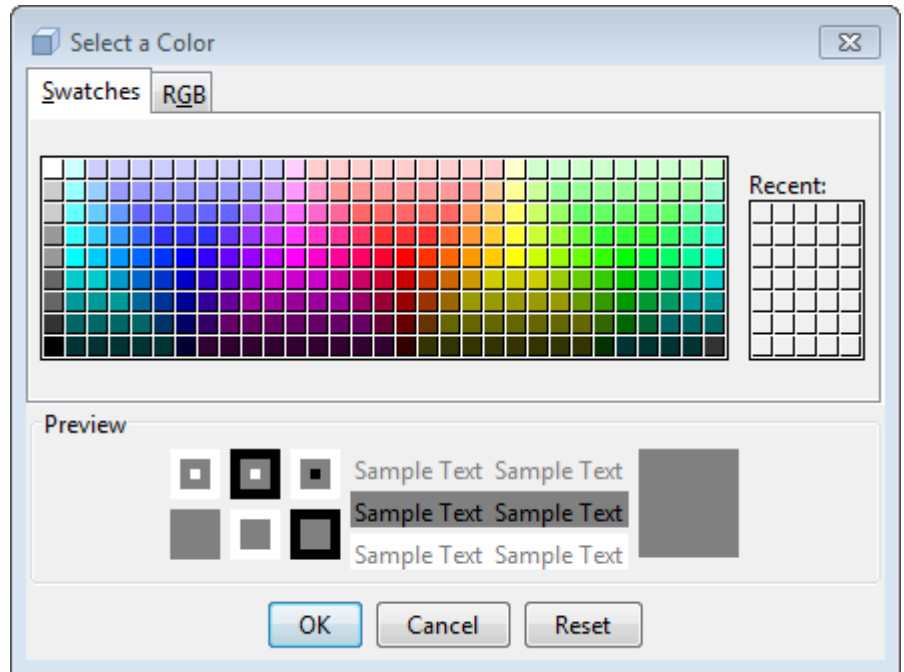
Select the method used to specify the color and opacity of the solid. For applications requiring the most realistic graphical appearance, select Advanced. The default method is Simple.

If the method is...	...Specify:
Simple	Color and opacity.
Advanced	Color (ambient, diffuse, specular, and emissive) and shininess.

Simple: Color

Enter the color RGB vector. This is a three-element vector with the red, green, and blue components of a color. Values must lie in the range 0–1. You can also select a color directly from the color palette.

Color Palette



The color palette contains two tabs, **Swatches** and **RGB**.

Use the **Swatches** tab to visually select a color from a matrix containing 279 standard colors. Clicking a color adds it to the **Recent** color matrix — a matrix which stores up to 35 recently clicked colors for easy reselection of a color of interest.

Use the **RGB** tab to specify the [R G B] coordinates of a color. Move the Red, Green, and Blue sliders to change the numerical values of the [R G B] coordinates, respectively. Alternatively, enter the color coordinate values directly, using the parameter entry fields that lie adjacent to the sliders.

The **Preview** section of the box displays the selected color, in the forms of a colored square and colored text superposed on backgrounds of different colors.

Simple: Opacity

Enter the solid opacity. This is a measure of how much light the material blocks. Values must lie in the range 0–1.

Advanced: Diffuse Color

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

The diffuse color is the apparent color of a rough surface exposed to direct white light. Light scatters equally in all directions in accordance with Lambert's law, causing the intensity and color of the scattered light to appear the same from all angles. The diffuse color normally provides the dominant contribution to the color of a solid surface. The default diffuse color, given in the form of a 3–vector, is [0.5 0.5 0.5].

Advanced: Specular Color

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

The specular color is the apparent color of the glossy highlights arising from a solid surface exposed to direct light. The size of the specular highlights depends on the value of the **Shininess** parameter. The intensity of the specular color is not uniform and has a strong dependence on the viewing angle. The default specular color is [0.5 0.5 0.5 1.0].

Advanced: Ambient Color

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

Graphic

The ambient color is the apparent color of a solid surface exposed only to indirect light. The default ambient color is [0.15 0.15 0.15 1.0].

Advanced: **Emissive Color**

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

The emissive color is the apparent color of direct light produced by the solid surface. The default emissive color is [0.0 0.0 0.0 1.0].

Advanced: **Shininess**

Scalar quantity that encodes the size and rate of decay of the specular highlights arising from the solid surface. The scalar value must fall in the range 0–128.

A small shininess value corresponds to a specular highlight with large area and gradual falloff in the highlight intensity. A large shininess value corresponds to a specular highlight with small area and sharp falloff in the highlight intensity. The default value is 75.

Ports

This block contains frame port R, representing the graphic reference frame.

See Also

Inertia, Solid

Purpose

Inertial properties of a solid or mass disturbance

Library


Body Elements

Description



This block represents the inertial properties of a solid. The solid can be a point mass or a 3-D mass distribution. To represent the inertial properties of a point mass, the dialog box provides a **Point Mass** parameterization. Inertial parameters of a point mass include only the total mass of the solid. To represent the inertial properties of a 3-D mass distribution, the dialog box provides a **Custom** parameterization. Inertial parameters of a custom inertia include the total mass of the solid, its center of mass, as well as its moments and products of inertia.

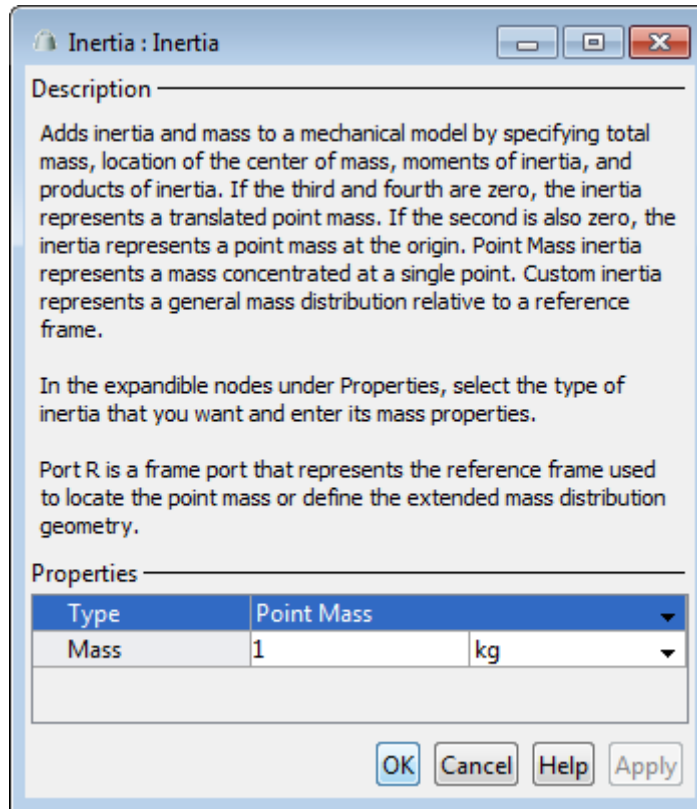
This block can also represent a mass disturbance in a model. The disturbance can have positive or negative inertia. A disturbance with negative inertia reduces the total inertia of the rigid body the block connects to. A disturbance with positive inertia increases the total inertia of the rigid body the block connects to. Use this block to adjust the total inertia of a rigid body.

The visualization pane of Mechanics Explorer identifies the position of an Inertia element with the inertia icon .

Inertia

Dialog Box and Parameters

The dialog box contains a **Properties** area with inertia options and parameters.



Type

Select a method to specify inertia. The default is Point Mass.

Type	Description
Point Mass	Treat the inertia as a mass with zero volume. The point mass is located at the reference frame origin.
Custom	Manually specify all inertial parameters, including mass, center of mass, and moments and products of inertia.

Point Mass/Custom: **Mass**

Enter the total mass of the solid. Select a physical unit. The default is 1 Kg.

Custom: **Center of Mass**

Enter the center of mass coordinates with respect to the solid reference frame in the order [X Y Z]. In a uniform gravitational field, the center of mass coincides with the center of gravity. Select a physical unit. The default is [0 0 0].

Custom: **Moments of Inertia**

Enter the mass moments of inertia with respect to a frame whose axes align with the block reference frame axes and whose origin coincides with the solid center of mass. Enter the moments of inertia in the order [I_{xx} , I_{yy} , I_{zz}]. These are the diagonal elements of the solid inertia tensor. Select a physical unit. The default is [1 1 1] kg*m².

$$\begin{matrix}
 I_{xx} \\
 I_{yy} \\
 I_{zz}
 \end{matrix}$$

Inertia

Custom: **Products of Inertia**

Enter the mass products of inertia with respect to a frame whose axes align with the block reference frame axes, and whose origin coincides with the solid center of mass. Enter the products of inertia in the order $[I_{yz}, I_{zx}, I_{xy}]$. These are the off-diagonal elements of the solid inertia tensor. Select a physical unit. The default is $[0 \ 0 \ 0] \text{ kg}\cdot\text{m}^2$.

$$\begin{matrix} & & I_{xy} & I_{zx} \\ & I_{xy} & & I_{yz} \\ I_{zx} & I_{yz} & & \end{matrix} \quad \perp$$

Ports

This block contains frame port R, representing the inertia reference frame.

See Also

For related blocks, see:

- Graphic
- Solid

For more information, see:

- “Specifying Solid Inertia”

Purpose

Force proportional to the inverse square distance between two frame origins

Library

Forces and Torques

Description

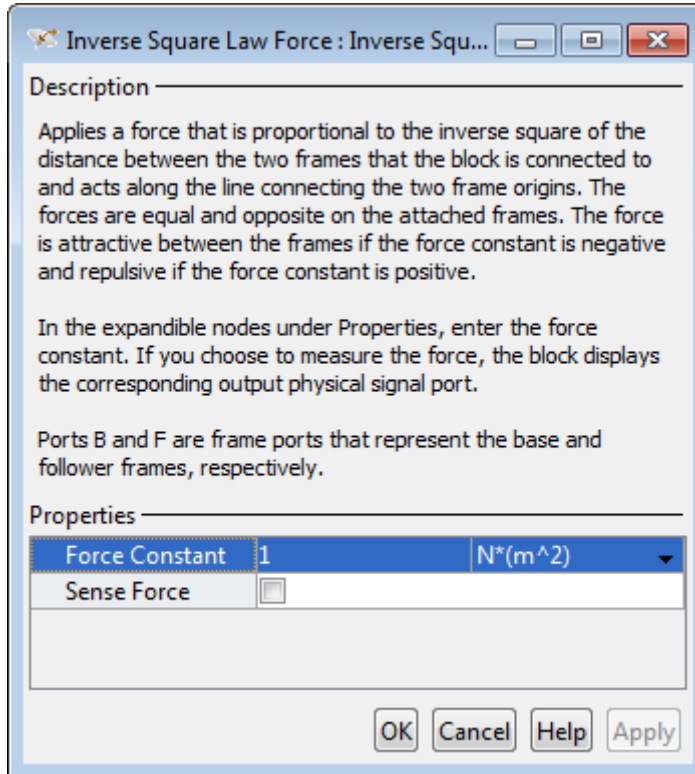
This block represents a force pair that is inversely proportional to the square distance between the base and follower frame origins. The two forces in the pair have equal magnitude but opposite directions. One force acts on the base frame origin, along the vector connecting the follower to base frame origins. The other force acts on the follower frame origin, along the vector connecting base to follower frame origins.

The value of the force depends on a force constant that you specify. A positive force constant represents a repulsive force that pushes the two frame origins apart. A negative force constant represents an attractive force that pulls the two frame origins together.

Inverse Square Law Force

Dialog Box and Parameters

The dialog box contains a **Properties** area with one parameter that you can specify and one option that you can select.



Force Constant

Specify the proportionality constant of the inverse square law force. This constant is a lumped parameter that encodes the dependence of the force magnitude on the inverse square distance between the two frame origins. The default value is 1. Select or specify a physical unit.

Sense Force

Select the check box to sense the magnitude of the inverse square law force acting between the two frame origins. The block exposes an additional physical signal port to output the force signal. The output signal is a three-element vector with the [fx, fy, fz] force components, resolved in the base frame.

Ports

This block contains frame ports **B** and **F**, representing base and follower port frames, respectively. Selecting the **Sense Force** option in the block dialog box exposes an additional physical signal port, **fm**. Use this port to output the magnitude of the inverse square law force acting between the two frame origins. The output is a three-element vector containing the X, Y, and Z components of the force resolved in the base frame.

See Also

External Force and Torque, Internal Force, Spring and Damper Force

Mechanism Configuration

Purpose Mechanical and simulation parameters of a machine

Library Utilities

Description

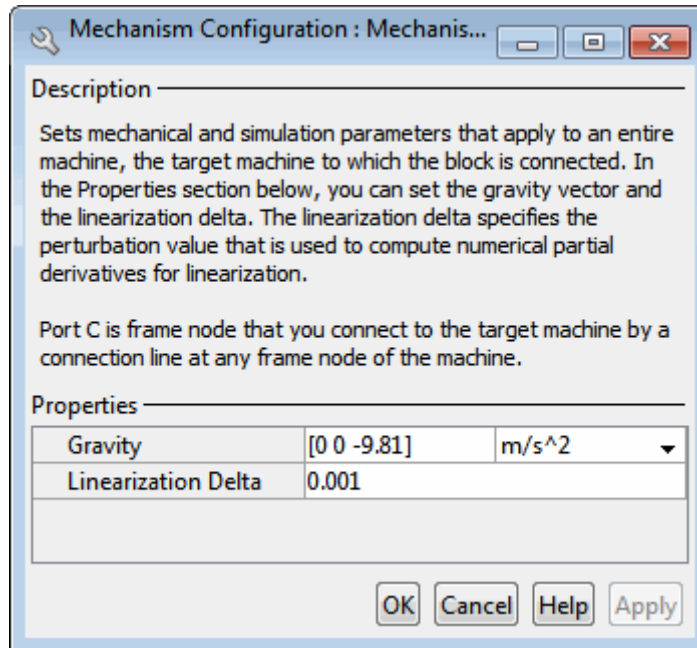


This block represents the mechanical environment of a machine. Mechanical and simulation parameters include gravity and a linearization delta used to compute numerical partial derivatives. Block parameters apply only to the target machine connected to the block.

The Mechanism Configuration block is optional in a machine block diagram and, if used, is needed for simulation only. If you omit it, the constant gravitational acceleration is set to zero. Each machine can have no more than one Mechanism Configuration block connected to it.

Dialog Box and Parameters

The block dialog box contains one active area, **Properties**.



Gravity

Enter the gravitational acceleration vector, given with respect to the C port frame axes. The default is [0 0 9.81]. In the drop-down menu, select a physical unit. The default is m/s² (meters/second²).

Linearization Delta

Enter the perturbation value used to compute numerical partial derivatives for linearization.

Ports

This block contains frame port C, representing the configuration parameters of the target machine.

See Also

For related blocks, see Solver Configuration.

Pin Slot Joint

Purpose

Joint with one prismatic and one revolute primitives possessing mutually orthogonal motion axes

Library

Joints

Description



This block represents a joint with one translational and one rotational degrees of freedom. One prismatic primitive provides the translational degree of freedom. One revolute primitive provides the rotational degree of freedom. Prismatic and revolute axes are mutually orthogonal. Base and follower frame Z axes are aligned for all time.

During simulation, joint motion occurs as a translation-rotation sequence. The follower frame origin first translates with respect to the base frame. Then, using the follower frame origin as a pivot, the follower frame rotates with respect to the base frame. Translation occurs strictly along the base frame X axis. Rotation occurs strictly about the common Z axis.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

Dialog Box and Parameters

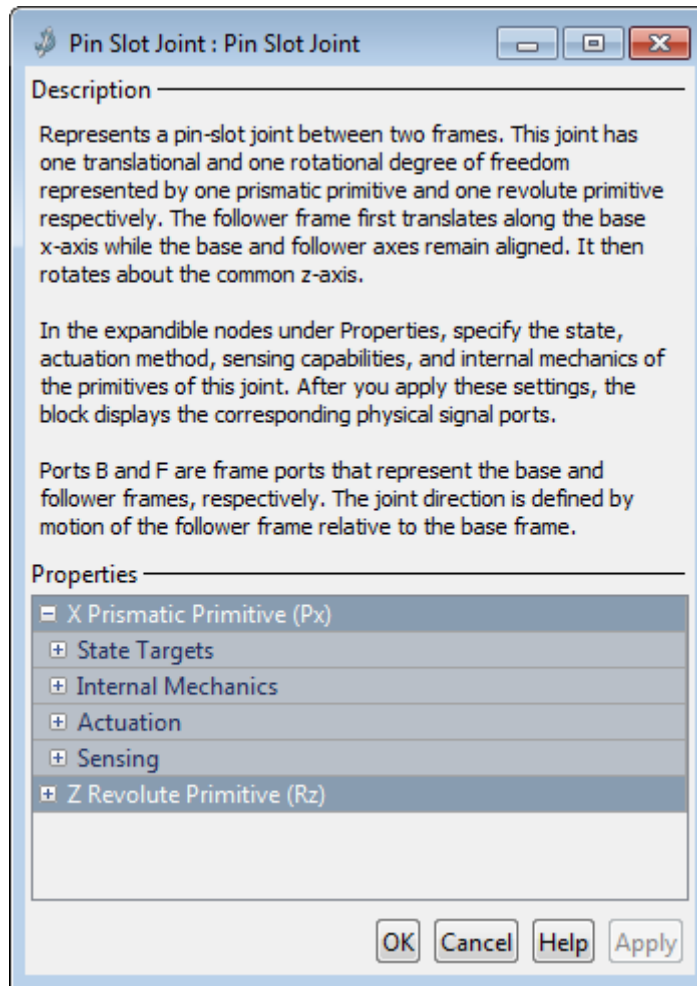
The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**

- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).

Pin Slot Joint



Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target

must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Pin Slot Joint

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Pin Slot Joint

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is $\text{N}\cdot\text{m}/(\text{deg}/\text{s})$ (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select Torque as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with

respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
t	Torque	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar

Pin Slot Joint

Port Label	Description	Type	Input/Output
a	Acceleration	Sensing output	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular acceleration	Sensing output	Scalar

See Also

For related blocks, see Cylindrical Joint, Revolute Joint, Prismatic Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Rotation Measurements”
- “Translation Measurements”

Purpose

Joint with one revolute and two prismatic primitives

Library

Joints

Description



This block represents a joint with one rotational and two translational degrees of freedom. Two prismatic primitives provide the two translational degrees of freedom. One revolute primitive provides the rotational degree of freedom. Base and follower frame Z axes are aligned for all time.

During simulation, joint motion occurs as a translation-rotation sequence. The follower frame origin first translates with respect to the base frame origin. Then, using the follower frame origin as a pivot, the follower frame rotates with respect to the base frame. Translation occurs sequentially along two of the base frame axes, in the order X, Y. Rotation occurs strictly about the base frame Z axis.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

Dialog Box and Parameters

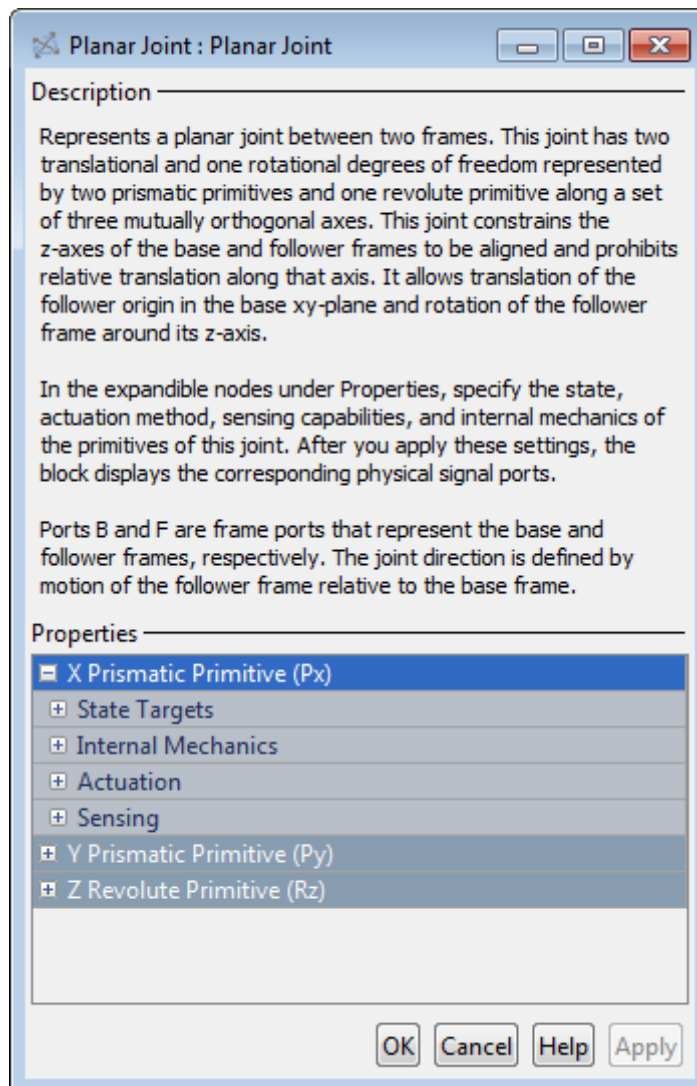
The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**

Planar Joint

- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert

Planar Joint

the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Planar Joint

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is $N \cdot m / (\text{deg} / \text{s})$ (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select Torque as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with

Planar Joint

respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
t	Torque	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar

Port Label	Description	Type	Input/Output
a	Acceleration	Sensing output	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular acceleration	Sensing output	Scalar

See Also

For related blocks, see: Rectangular Joint, Prismatic Joint, Revolute Joint

For more information, see:

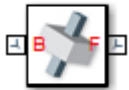
- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Rotation Measurements”
- “Translation Measurements”

Prismatic Joint

Purpose Joint with one prismatic primitive

Library Joints

Description



This block represents a joint with one translational degree of freedom. One prismatic primitive provides the translational degree of freedom. Base and follower frames share the same orientation for all time. During simulation, translation occurs strictly along the common Z axis.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

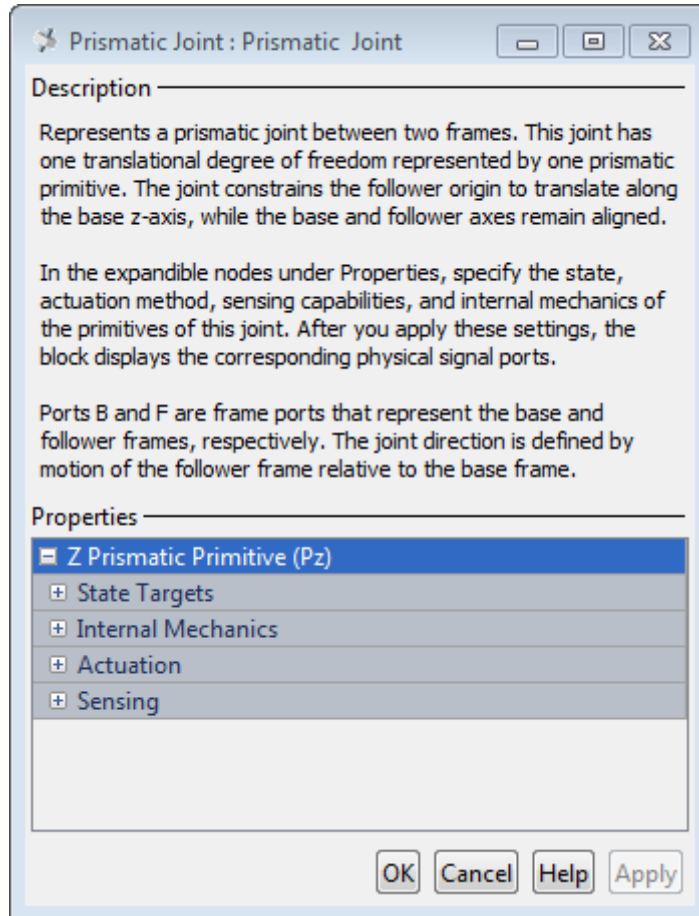
Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y**

Prismatic Primitive (Py) contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state

Prismatic Joint

parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Prismatic Joint

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar
a	Acceleration	Sensing output	Scalar

See Also

For related blocks, see Revolute Joint, Spherical Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Translation Measurements”

Rack and Pinion

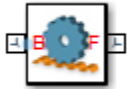
Purpose

Gear constraint that fixes translation of one frame to the coplanar rotation of a second frame

Library

Gears, Couplings and Drives/Gears

Description

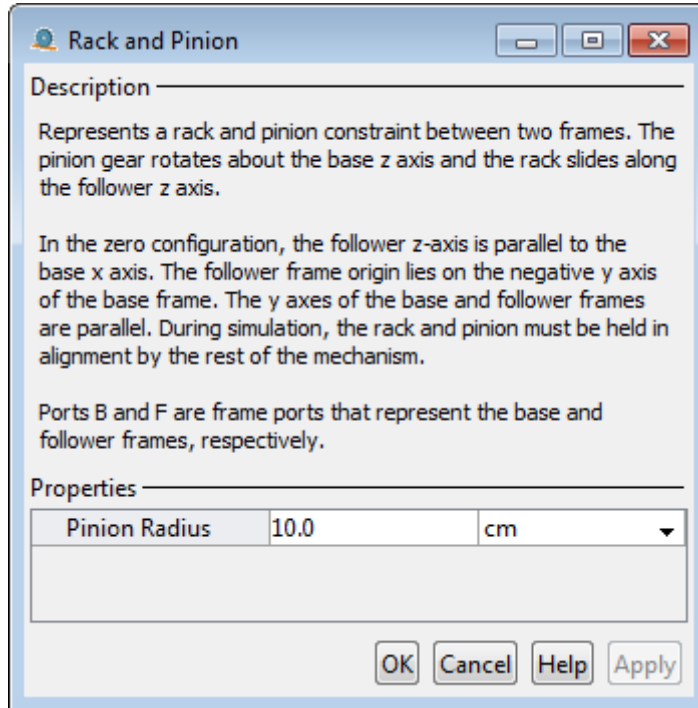


This block represents a rack and pinion constraint between two frames. The rack and pinion constraint restricts motion such that rotation of the base frame causes translation of the follower frame and vice-versa. Base and follower frames represent meshed pinion and rack, respectively. The pinion rotates about the Z axis of the base frame. The rack translates about the Z axis of the follower frame.

The rest of the mechanism must maintain the proper configuration of the two frames. This includes the distance between the base frame origin and the follower frame Z axis, which must equal the pinion radius, and the alignment of the two frame Z axes, which must remain orthogonal for all time.

Dialog Box and Parameters

The dialog box contains a **Properties** area with one rack and pinion parameter.



Pinion Radius

Radial distance between the center of the pinion gear and the circumference of the pinion pitch circle. The parameter is equal to the distance between the center of the pinion gear and the rack pitch line. Select a physical unit. The default value is 10.0 cm.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively.

See Also

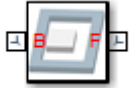
Common Gear

Rectangular Joint

Purpose Joint with two prismatic primitives

Library Joints

Description



This block represents a joint with two translational degrees of freedom. Two prismatic primitives provide the two translational degrees of freedom. Base and follower frames share the same orientation for all time. During simulation, translation occurs about two of the common frame axes, in the order X, Y.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

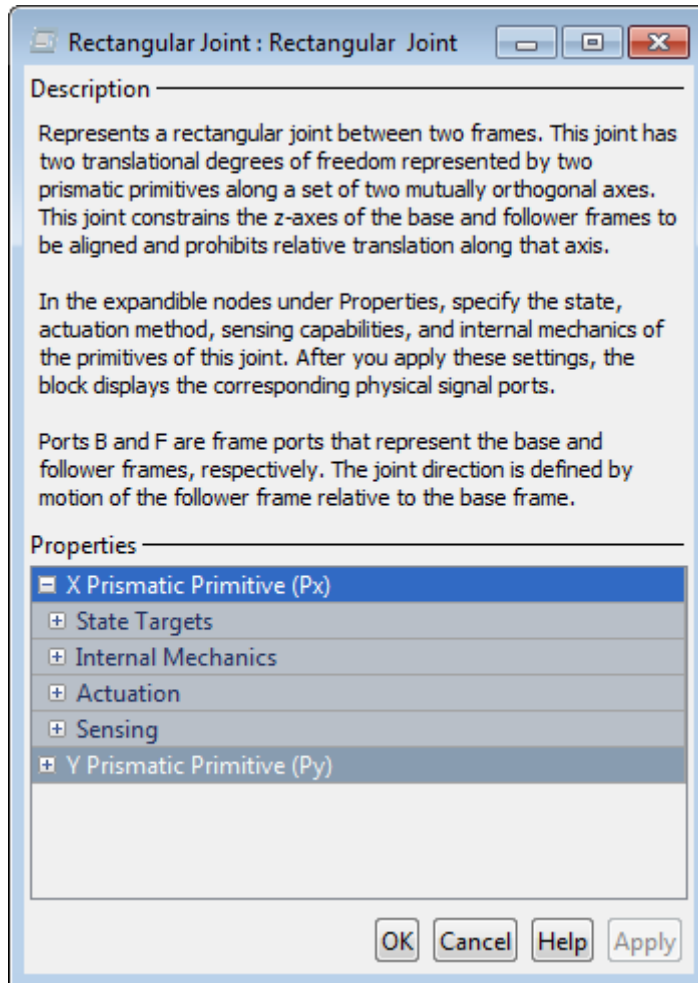
Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Rectangular Joint

Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert

Rectangular Joint

the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar
p	Position	Sensing output	Scalar
v	Velocity	Sensing output	Scalar
a	Acceleration	Sensing output	Scalar

See Also

For related blocks, see Prismatic Joint, Planar Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”

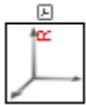
Rectangular Joint

- “Translation Measurements”

Purpose Non-inertial reference frame

Library Frames and Transforms

Description



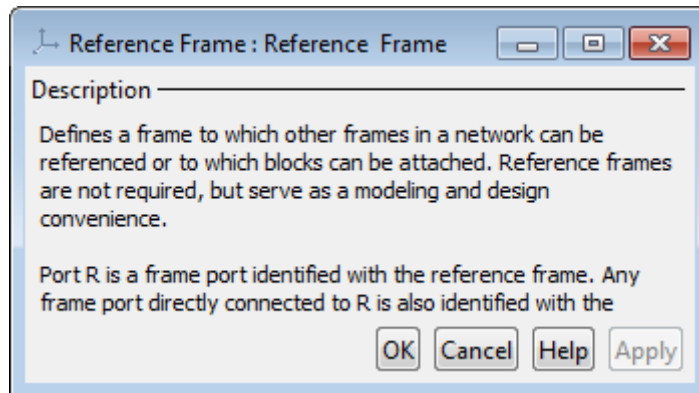
This block represents a reference frame with respect to which you can define other frames. The reference frame is generally non-inertial. It can accelerate with respect to the World frame. This block identifies the ultimate reference frame in a rigid body or multibody subsystem.

Ports

This block contains frame port R, representing the reference frame.

Dialog Box and Parameters

The block dialog box contains no parameters.



See Also

For related blocks, see Rigid Transform, World Frame.

For more information, see:

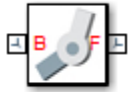
- “World and Reference Frames”
- “Representing Frames”

Revolute Joint

Purpose Joint with one revolute primitive

Library Joints

Description



This block represents a joint with one rotational degree of freedom. One revolute primitive provides the rotational degree of freedom. Base and follower frame origins share the same position for all time. Likewise, base and frame Z axes are aligned for all time. During simulation, rotation occurs strictly about the common Z axis.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

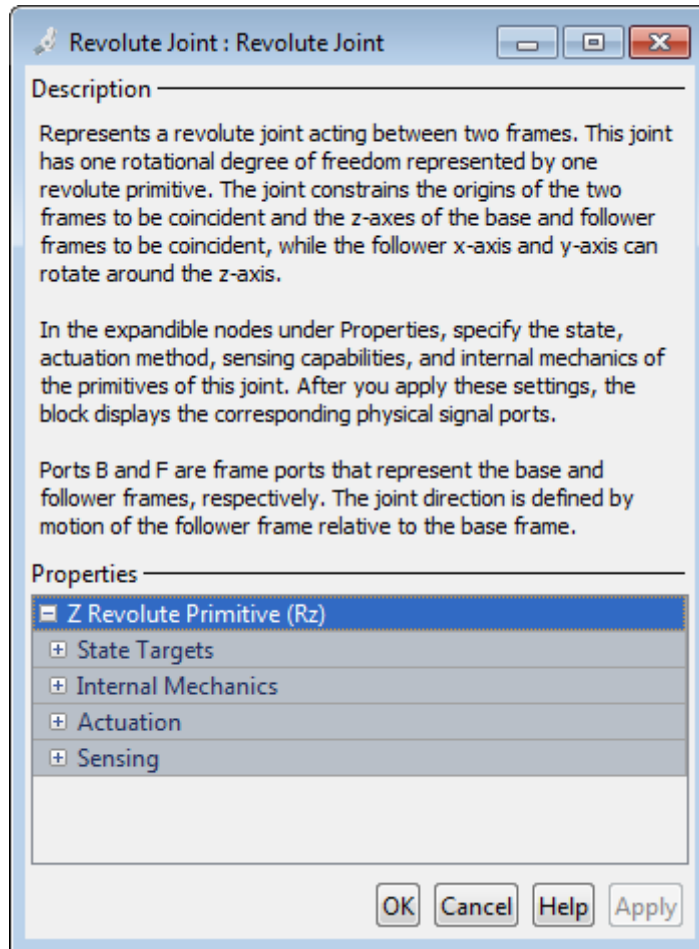
Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Revolute Joint

Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N*m/(deg/s) (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal.

Revolute Joint

You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select **Torque** as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
t	Torque	Actuation input	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular acceleration	Sensing output	Scalar

See Also

For related blocks, see Prismatic Joint, Spherical Joint

For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”

Revolute Joint

- “Rotation Measurements”

Purpose

Fixed spatial relationship between two frames

Library

Frames and Transforms

Description



This block represents a rigid transformation that translates and/or rotates the follower frame with respect to the base frame. All transformations are resolved in the base frame. The spatial relationship between the two frames is constant for all time. The frames can only move as a single unit.

The block provides different methods to specify a transformation. For example, **Cartesian**, **Standard Axis**, and **Cylindrical** provide alternative ways to apply a translation between base and follower frames. Select the most convenient method for the application.

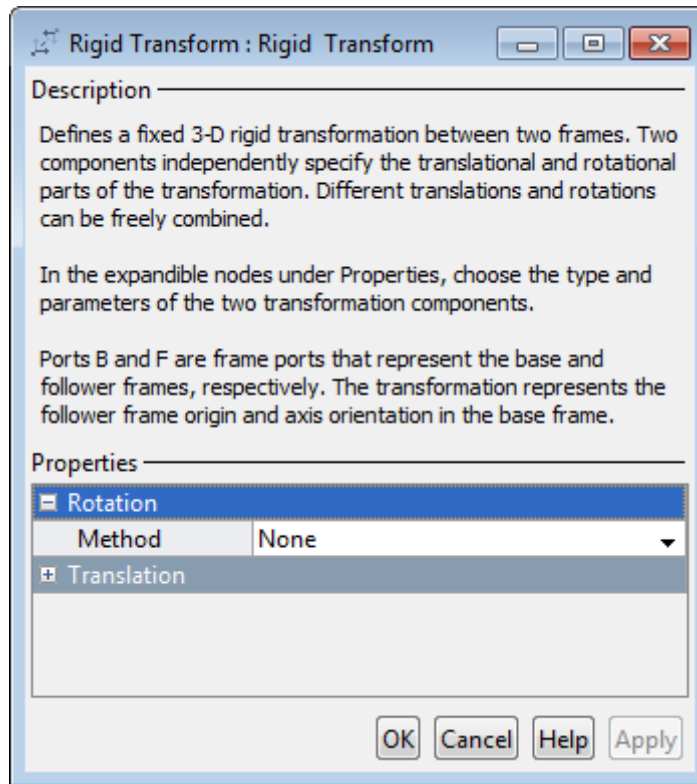
Switching base and follower frames is equivalent to applying the frame transformation in reverse. If a transformation translates frame A along the +Z axis with respect to frame B, switching base and follower frame ports translates frame A along the -Z axis instead.

Dialog Box and Parameters

The dialog box contains a **Properties** area with two transformation types that you can apply:

- **Rotation**
- **Translation**

Rigid Transform



Rotation:Method

Select the method to use to specify rotation. The default is None.

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Aligned Axes	Align two pairs of base-follower frame axes.

Method	Description
Standard Axis	Apply to the follower frame a rotation angle about a standard base frame axis (X, Y, or Z).
Arbitrary Axis	Apply to the follower frame a rotation angle about a vector [X Y Z] resolved in the base frame.

Aligned Axes

Select two pairs of base-follower frame axes.

Parameter	Description
Pair 1	First pair of base-follower frame axes to align.
Pair 2	Second pair of base-follower frame axes to align. Axis choices depend on Pair 1 axis selections.

Standard Axis

Select a standard rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	Standard rotation axis [X, Y, Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Rigid Transform

Arbitrary Axis

Select a general 3-D rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	General rotation axis [X Y Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Translation: Method

Select the method to use to specify translation. The default is None.

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Cartesian	Specify a 3-D translation in terms of Cartesian coordinates
Standard Axis	Specify a 1-D translation along the X, Y, or Z axis
Cylindrical	Specify a 3-D translation in terms of cylindrical coordinates

Cartesian Axis

Specify the **Offset** of the follower frame with respect to the base frame. This is the 3-D translation vector that brings the base frame into coincidence with the follower frame. Select or enter a physical unit.

Standard Axis

Specify the offset of the follower frame with respect to the base frame along the base frame X, Y, or Z axis. Select or enter a physical unit.

Parameter	Description
Axis	Axis the follower frame translates along
Offset	Translation of the follower frame with respect to the base frame along the specified axis

Cylindrical

Specify in cylindrical coordinates the translation that brings the base frame into coincidence with the follower frame. Select or enter a physical unit.

Parameter	Description
Radius	Distance between the origin of the follower frame and the Z axis of the base frame. This is the cylindrical radius coordinate.
Theta	Rotation angle of the line connecting base and follower frame origins with respect to the base frame X axis. This is the cylindrical azimuth coordinate.
Z Offset	Distance between base and follower frame origins along the base frame Z axis. This is the cylindrical length coordinate.

Rigid Transform

Ports

B and F are frame ports that represent the base and follower frames, respectively.

See Also

For related blocks, see:

- Transform Sensor

For more information, see:

- “Working with Frames”
- “Representing Frames”
- “Frame Transformations”

Purpose

Rigid solid with geometry, inertia, and color

Library

Body Elements

Description

This block represents a solid with geometry, inertia, and graphic properties. The solid is rigid and does not deform. Use the block to represent a simple rigid body or portion of a compound rigid body.

Geometry parameters include shape and dimensions. Shapes can be standard or advanced. Standard shapes include cylinder, sphere, brick, and ellipsoid. Advanced shapes include extrusions and revolutions. To import a custom geometry, the block supports STL file import.

Inertial parameters include mass, center of mass, and moments and products of inertia. For SimMechanics shapes, the block can automatically calculate moments and products of inertia from geometry. For imported shapes, the block accepts all inertial parameters as input.

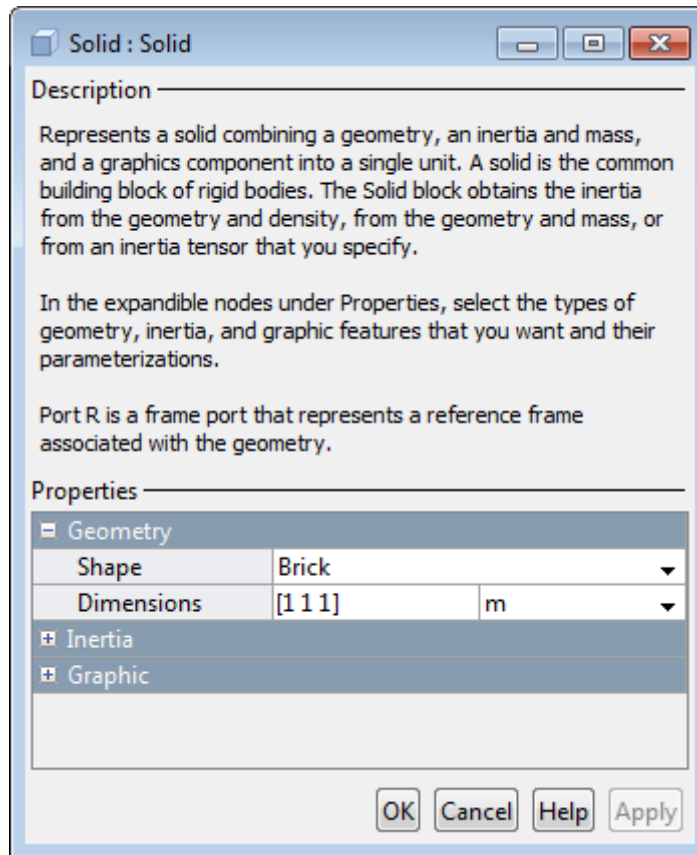
Graphic properties include solid opacity and color, which you can select from a color picker or specify as an RGBA vector. Ambient, specular, and emissive colors provide enhanced control over the solid graphic appearance.

Dialog Box and Parameters

The dialog box contains one active area, **Properties**, with parameters divided into three groups:

- **Geometry**
- **Inertia**
- **Graphic**

Solid

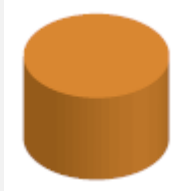
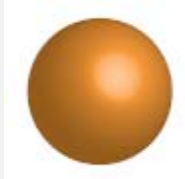




Geometry



Specify solid shape and dimensions. Shapes can be standard, such as Sphere, or custom, such as Revolution.


Shape


Select a solid shape. The default shape is Brick. For shape definitions and examples refer to the table.

Shape	Description	Example
Cylinder	Cylindrical shape with geometry center at the reference frame origin and symmetry axis aligned with reference frame Z axis	
Sphere	Spherical shape with geometry center at the reference frame origin.	
Brick	Prismatic shape with geometry center at the reference frame origin and faces normal to X, Y, Z axes.	
Ellipsoid	3-D extension of ellipse with geometry center at the reference frame origin and semi-principal axes aligned with reference frame X, Y, Z axes.	

Solid

Shape	Description	Example
Regular Extrusion	<p>3-D sweep of regular polygon cross-section along an extrusion axis.</p> <p>Shape has geometry center at the reference frame origin, and extrusion axis aligned with reference frame Z axis. Cross-section is constant along extrusion length.</p>	
General Extrusion	<p>3-D sweep of general cross-section shape along an extrusion axis.</p> <p>Reference frame origin coincides with cross-section (0,0) coordinate, halfway along extrusion length. Reference frame Z axis aligns with extrusion axis.</p> <p>Cross-section lies in reference frame XY plane. Cross-section shape and dimensions</p>	

Shape	Description	Example
	<p>are constant along extrusion length.</p>	
<p>Revolution</p>	<p>3-D sweep of general cross-section about a revolution axis.</p> <p>Reference frame origin coincides with cross-section (0,0) coordinate. Reference frame Z axis aligns with revolution axis.</p> <p>Cross-section lies in reference frame XZ plane. Revolutions can be full (revolution angle = 360°) or partial ($0^\circ < \text{revolution angle} < 360^\circ$). For partial revolutions, the reference frame X axis splits the</p>	

Shape	Description	Example
	revolution into two symmetric halves.	
From File	<p>3-D shape imported from stereolithographic (STL) file.</p> <p>The reference frame has the origin and orientation defined in the file.</p>	

Cylinder: Radius

Enter the cylinder radius. This is the distance between the origin and circumference of the transverse cross-section. The default value is 1. Select or enter a physical unit. The default is m.

Cylinder: Length

Enter the cylinder length. This is the distance between the two flat surfaces measured along the symmetry axis. The default value is 1. Select or enter a physical unit. The default is m.

Sphere: Radius

Enter the spherical radius. This is the distance between the origin and surface of the sphere. The default value is 1.

Brick: Dimensions

Enter a 3-vector $[a \ b \ c]$ with the brick dimensions along the reference frame X, Y, and Z axes, respectively. The default vector is $[1 \ 1 \ 1]$. Select a physical unit. The default unit is m.

Ellipsoid: Radii

Enter a 3-vector $[a \ b \ c]$ with the ellipsoid semiprincipal axes along the reference frame X, Y, and Z axes, respectively. The default vector is $[1 \ 1 \ 1]$. Select a physical unit. The default unit is m.

Regular Extrusion: Number of Sides

Enter the number of sides for the polygonal cross-section. The minimum number of sides is 3. The default value is 3.

Regular Extrusion: Outer Radius

Enter the radius of the smallest circle required to completely enclose the polygonal cross-section. This is equal to the distance from the polygon center to the intersection of any two polygon edges. The default value is 1. Select a physical unit. The default unit is m.

Regular Extrusion: Length

Enter the extrusion length. This is the distance along which to sweep the 2-D cross-section. The default value is 1. Select a physical unit. The default unit is m.

General Extrusion: Cross-section

Enter the cross-section coordinate matrix. This is a matrix with N rows, each with the [X Y] coordinates of a single cross-section point. Coordinates must define a single closed loop. The loop must not self-intersect. The closed loop divides dense and empty regions according to the following rule: as viewed at each point along the cross-section, the dense region lies to the left of the cross-section segment, while the empty region lies to the right. Select a physical unit. The default unit is m.

General Extrusion: Length

Enter the extrusion length. This is the distance along which to sweep the 2-D cross-section. The default value is 1. Select a physical unit. The default unit is m.

Revolution: Cross-section

Enter the cross-section coordinate matrix. This is a matrix with N rows, each with the [X Z] coordinates of a single cross-section point. Coordinates must define a closed loop. The loop must not self-intersect. X-coordinate values must be greater than or equal to zero. The closed loop divides dense and empty regions according to the following rule: as viewed at each point along the cross-section, the dense region lies to the left of the cross-section

segment, while the empty region lies to the right. Select a physical unit. The default unit is m.

Revolution: Extent of Revolution

Specify the angle to revolve the cross-section through. Select **Full** for a 360 degree revolution. Select **Custom** and enter a revolution angle for partial revolutions. Revolution angle must lie between zero and 360 degrees.

From File: File Name

Enter the STL file name. The name must include the file path, provided relative to the working directory. If you select **From File** you must manually specify the inertial properties of the solid.

From File: Units

Select or enter a physical unit. The default is m.

Inertia

Specify solid inertial parameters. Depending on specification type, parameters can include mass, density, center of mass, and moments and products of inertia.

Type

Select a method to specify the inertial properties of the solid. The default is **Calculate from Geometry**.

Type	Description
Calculate from Geometry	Automatically compute moments and products of inertia based on solid geometry and either mass or density.
Point Mass	Treat the solid as an idealized mass occupying an infinitely small volume in space. The inertia tensor about the center of mass is always zero for a point mass. The position of

Type	Description
	the point mass coincides with the origin of the reference port frame. Select the Point Mass method to represent a simple mass disturbance on a rigid body.
Custom	Manually specify the inertial properties of the solid, including moments and products of inertia as well as center of mass.

Calculate from Geometry: **Based on**

Select the quantity to base inertia calculations on. Options are Density and Mass. Depending on the method you choose, enter the average mass density or the total mass of the solid. Select a physical unit.

Point Mass/Custom: **Mass**

Enter the total mass of the solid. Select a physical unit. The default is 1 Kg.

Custom: **Center of Mass**

Enter the center of mass coordinates with respect to the solid reference frame in the order [X Y Z]. In a uniform gravitational field, the center of mass coincides with the center of gravity. Select a physical unit. The default is [0 0 0].

Custom: **Moments of Inertia**

Enter the mass moments of inertia with respect to a frame whose axes align with the block reference frame axes and whose origin coincides with the solid center of mass. Enter the moments of inertia in the order [I_{xx} , I_{yy} , I_{zz}]. These are the diagonal elements of the solid inertia tensor. Select a physical unit. The default is [1 1 1] kg*m².

Solid

$$\begin{matrix} I_{xx} \\ I_{yy} \\ I_{zz} \end{matrix}$$

Custom: Products of Inertia

Enter the mass products of inertia with respect to a frame whose axes align with the block reference frame axes, and whose origin coincides with the solid center of mass. Enter the products of inertia in the order $[I_{yz}, I_{zx}, I_{xy}]$. These are the off-diagonal elements of the solid inertia tensor. Select a physical unit. The default is $[0 \ 0 \ 0] \text{ kg}\cdot\text{m}^2$.

$$\begin{matrix} I_{xy} & I_{zx} \\ I_{xy} & I_{yz} \\ I_{zx} & I_{yz} \end{matrix}$$

Graphic

Specify solid graphic properties. These include color, opacity, and shininess.

Type

Select a method to represent the solid in Mechanics Explorer. The default is From Geometry.

Type	Represent solid with...
From Geometry	Shape specified in Geometry section.
Marker	Simple icon. Options include Sphere, Cube, and Frame.
None	Nothing. Use no visualization for this solid.

Marker: Shape

Marker shape used to represent the solid in Mechanics Explorer. Options include Sphere, Cube, and Frame. The default is Sphere.

Marker: Size

Marker absolute size in screen pixels. The default is 10.

Visual Properties

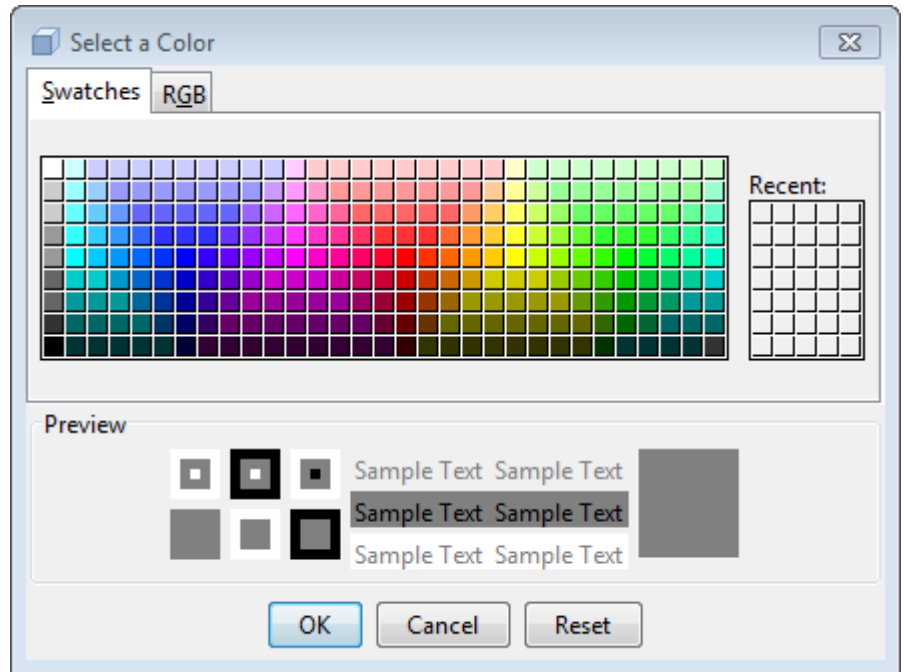
Select the method used to specify the color and opacity of the solid. For applications requiring the most realistic graphical appearance, select Advanced. The default method is Simple.

If the method is...	...Specify:
Simple	Color and opacity.
Advanced	Color (ambient, diffuse, specular, and emissive) and shininess.

Simple: Color

Enter the color RGB vector. This is a three-element vector with the red, green, and blue components of a color. Values must lie in the range 0–1. You can also select a color directly from the color palette.

Color Palette



The color palette contains two tabs, **Swatches** and **RGB**.

Use the **Swatches** tab to visually select a color from a matrix containing 279 standard colors. Clicking a color adds it to the **Recent** color matrix — a matrix which stores up to 35 recently clicked colors for easy reselection of a color of interest.

Use the **RGB** tab to specify the [R G B] coordinates of a color. Move the Red, Green, and Blue sliders to change the numerical values of the [R G B] coordinates, respectively. Alternatively, enter the color coordinate values directly, using the parameter entry fields that lie adjacent to the sliders.

The **Preview** section of the box displays the selected color, in the forms of a colored square and colored text superposed on backgrounds of different colors.

Simple: Opacity

Enter the solid opacity. This is a measure of how much light the material blocks. Values must lie in the range 0–1.

Advanced: Diffuse Color

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

The diffuse color is the apparent color of a rough surface exposed to direct white light. Light scatters equally in all directions in accordance with Lambert's law, causing the intensity and color of the scattered light to appear the same from all angles. The diffuse color normally provides the dominant contribution to the color of a solid surface. The default diffuse color, given in the form of a 3–vector, is [0.5 0.5 0.5].

Advanced: Specular Color

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

The specular color is the apparent color of the glossy highlights arising from a solid surface exposed to direct light. The size of the specular highlights depends on the value of the **Shininess** parameter. The intensity of the specular color is not uniform and has a strong dependence on the viewing angle. The default specular color is [0.5 0.5 0.5 1.0].

Advanced: Ambient Color

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

Solid

The ambient color is the apparent color of a solid surface exposed only to indirect light. The default ambient color is [0.15 0.15 0.15 1.0].

Advanced: **Emissive Color**

Diffuse color RGBA vector. This is a four-element vector with the red, green, blue, and opacity color components. Values must lie in the range 0–1.

The emissive color is the apparent color of direct light produced by the solid surface. The default emissive color is [0.0 0.0 0.0 1.0].

Advanced: **Shininess**

Scalar quantity that encodes the size and rate of decay of the specular highlights arising from the solid surface. The scalar value must fall in the range 0–128.

A small shininess value corresponds to a specular highlight with large area and gradual falloff in the highlight intensity. A large shininess value corresponds to a specular highlight with small area and sharp falloff in the highlight intensity. The default value is 75.

Ports

This block contains frame port R, representing the solid reference frame.

See Also

For related blocks, see:

- Graphic
- Inertia

For more information, see:

- “Specifying Solid Inertia”
- “Cross-Section Coordinates”
- “Solid Color”

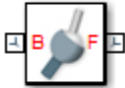
Purpose

Joint with one spherical primitive

Library

Joints

Description



This block represents a joint with three rotational degrees of freedom. One spherical primitive provides the three rotational degrees of freedom. This primitive represents 3-D rotation as a concurrent rotation about the base frame X, Y, and Z axes. It is not susceptible to gimbal lock. Base and follower frame origins share the same position for all time.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

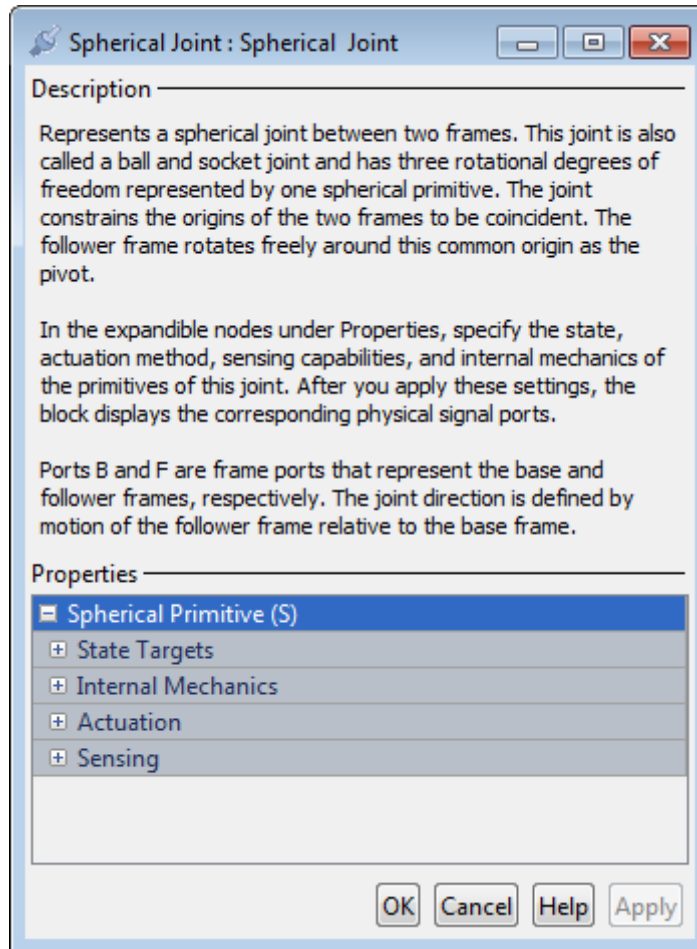
Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

Spherical Joint

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Spherical Primitive: State Targets

Specify the spherical primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Select a method to specify the joint primitive state target.

Spherical Joint

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Aligned Axes	Align two pairs of base-follower frame axes.
Standard Axis	Apply to the follower frame a rotation angle about a standard base frame axis (X, Y, or Z).
Arbitrary Axis	Apply to the follower frame a rotation angle about a vector [X Y Z] resolved in the base frame.

Aligned Axes

Select two pairs of base-follower frame axes.

Parameter	Description
Pair 1	First pair of base-follower frame axes to align.
Pair 2	Second pair of base-follower frame axes to align. Axis choices depend on Pair 1 axis selections.

Standard Axis

Select a standard rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	Standard rotation axis [X, Y, Z] resolved in the base frame.

Parameter	Description
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Arbitrary Axis

Select a general 3-D rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	General rotation axis [X Y Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields. The priority field is identical to that used for the position state target.

Value

Enter a 3-vector with the angular velocity components of the follower frame with respect to the base frame. Select a physical unit. The default is deg/s (degree/second).

Resolution Frame

From the drop-down list, select a resolution frame. This is the frame in which the state target is resolved. It identifies the axes the velocity vector components apply to. The default is Follower.

Spherical Joint

Spherical Primitive: Internal Mechanics

Specify the spherical primitive internal mechanics. This includes linear spring and damping forces, accounting for energy storage and dissipation, respectively. To ignore internal mechanics, keep spring stiffness and damping coefficient values at the default value of 0.

Equilibrium Position

Select a method to specify the spring equilibrium position. The equilibrium position is the rotation angle between base and follower port frames at which the spring torque is zero.

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Aligned Axes	Align two pairs of base-follower frame axes.
Standard Axis	Apply to the follower frame a rotation angle about a standard base frame axis (X, Y, or Z).
Arbitrary Axis	Apply to the follower frame a rotation angle about a vector [X Y Z] resolved in the base frame.

Aligned Axes

Select two pairs of base-follower frame axes.

Parameter	Description
Pair 1	First pair of base-follower frame axes to align.

Parameter	Description
Pair 2	Second pair of base-follower frame axes to align. Axis choices depend on Pair 1 axis selections.

Standard Axis

Select a standard rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	Standard rotation axis [X, Y, Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Arbitrary Axis

Select a general 3-D rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	General rotation axis [X Y Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Spring Stiffness

Enter the linear spring constant. This is the torque required to displace the joint primitive by a unit angle. The term linear refers

Spherical Joint

to the mathematical form of the spring equation. The default is 0. Select a physical unit. The default is N*m/deg.

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select a physical unit. The default is N*m/(deg/s).

Spherical Primitive: Actuation

Select the spherical primitive actuation mode to use. Selecting a torque mode exposes a physical signal port that you can use to input an actuation signal. You can select torque about the base frame standard axes (X, Y, Z) separately, or about a general 3-D axis [X, Y, Z]. To ignore actuation, select No Actuation as the actuation mode.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about the specified axis.

Note When you select Torque as the actuation mode, one or more physical signals specify the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Frame

Select a resolution frame. The axes of this frame establish the directions of the X, Y, and Z torque components. The default setting is Base.

Spherical Primitive: Sensing

Select the spherical primitive parameters to sense. Selecting a parameter exposes a physical signal port with the corresponding time-varying parameter value. Each parameter is measured for the follower frame relative to the base frame. It is resolved in the base frame.

Parameters	Description
Position	Quaternion describing follower frame rotation with respect to base frame. The quaternion coefficients are $\left[\cos \frac{\theta}{2}, n_x \sin \frac{\theta}{2}, n_y \sin \frac{\theta}{2}, n_z \sin \frac{\theta}{2} \right]^T$.
Velocity (X), Velocity (Y), Velocity (Z)	Angular velocity components about X, Y, and Z axes.
Velocity	3-D angular velocity vector with components about X, Y, and Z axes.
Acceleration (X), Acceleration (Y), Acceleration (Z)	Angular acceleration components about X, Y, and Z axes.
Acceleration	3-D angular acceleration vector with components about X, Y, and Z axes.

Frame

Select the frame to resolve the measurement in. The axes of this frame establish the directions of X, Y, and Z vector components.

Spherical Joint

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
t	Torque	Actuation input	Scalar if associated with an axis (e.g. tx). Three-element vector otherwise (e.g. t).
Q	Quaternion rotation	Sensing output	Four-element vector
w	Angular velocity	Sensing output	Scalar if associated with an axis (e.g. wx). Three-element vector otherwise (e.g. w).
b	Angular acceleration	Sensing output	Scalar if associated with an axis (e.g. bx). Three-element

Port Label	Description	Type	Input/Output
			vector otherwise (e.g. b).

See Also

For related blocks, see 6-DOF Joint, Gimbal Joint, Bushing Joint

For more information, see:

- “Sensing Spatial Relationships”
- “Measurement Frames”
- “Actuating and Sensing with Physical Signals”

Spring and Damper Force

Purpose Force proportional to the distance and relative velocity between two frame origins

Library Forces and Torques

Description

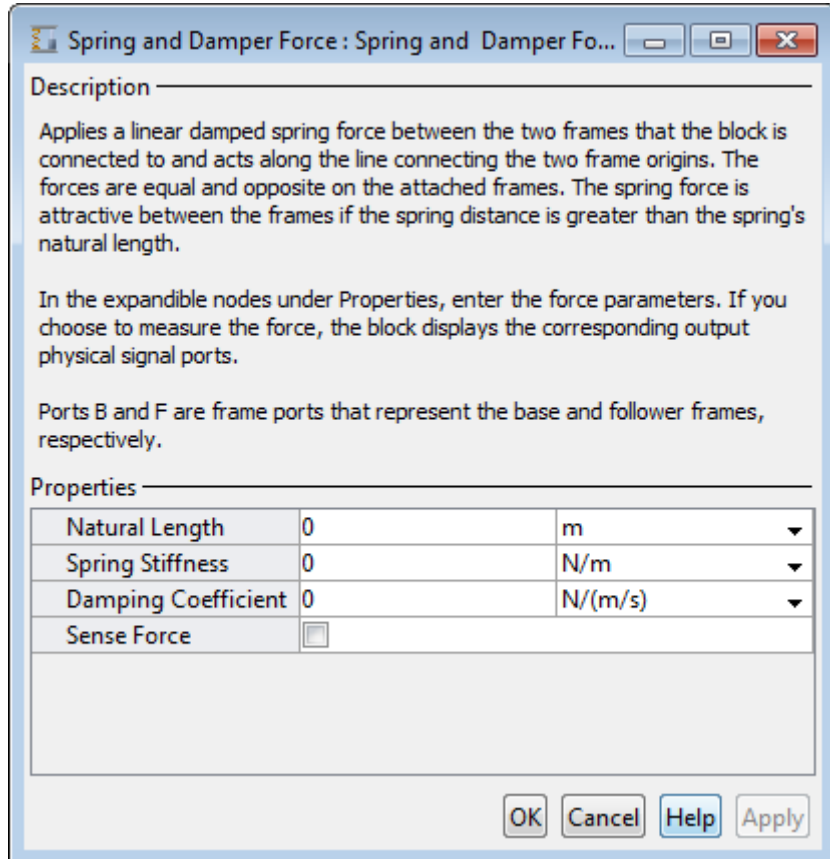


This block represents a linear spring and damper force pair acting reciprocally between base and follower frame origins. The two forces in the pair have equal magnitude but opposite directions. One force acts on the base frame origin, along the vector connecting follower to base frame origins. The other force acts on the follower frame origin, along the vector connecting base to follower frame origins.

The magnitude of the spring force component is proportional to the distance between base and follower frame origins. This distance is the length of the straight line segment connecting the two origins. The magnitude of the damper force component is proportional to the relative velocity of the follower frame origin with respect to the base frame.

Dialog Box and Parameters

The dialog box contains a **Properties** area with three parameters that you can specify and one option that you can select.



Natural Length

Enter the equilibrium distance between the base and follower frame origins. This is the distance at which the magnitude of the spring force is zero. The default value is 0. Select or enter a physical unit.

Spring and Damper Force

Spring Stiffness

Enter the value of the linear spring constant. The value must be greater than or equal to zero. The default value is zero. Select or enter a physical unit.

Damping Coefficient

Enter the value of the linear damping coefficient. The value must be greater than or equal to zero. The default value is zero. Select or enter a physical unit.

Sense Force

Select the check box to sense the magnitude of the spring and damper force acting between the two frame origins. The block exposes an additional physical signal port to output the force signal. The output signal is a three-element vector with the [fx, fy, fz] force components, resolved in the base frame. The check box is not selected by default.

Ports

This block contains frame ports **B** and **F**, representing base and follower port frames, respectively. Selecting the **Sense Force** check box in the block dialog box adds a physical signal port, **fm**. Use that port to output the magnitude of the spring and damper force acting between the two frame origins. The output is a three-element vector containing the X, Y, and Z components of the force resolved in the base frame..

See Also

External Force and Torque, Inverse Square Law Force, Internal Force

Purpose

Joint with one prismatic and one spherical joint primitive

Library

Joints

Description



This block represents a joint with one translational and three rotational degrees of freedom. One prismatic primitive provides the translational degree of freedom. One spherical primitive provides three rotational degrees of freedom. This primitive represents 3-D rotation as a concurrent rotation about the base frame X, Y, and Z axes. It is not susceptible to gimbal lock.

During simulation, joint motion occurs as a translation-rotation sequence. The follower frame origin first translates with respect to the base frame. Then, using the follower frame origin as a pivot, the follower frame rotates with respect to the base frame. Translation occurs strictly along the base frame Z axis. Rotation occurs concurrently about the three base frame axes.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

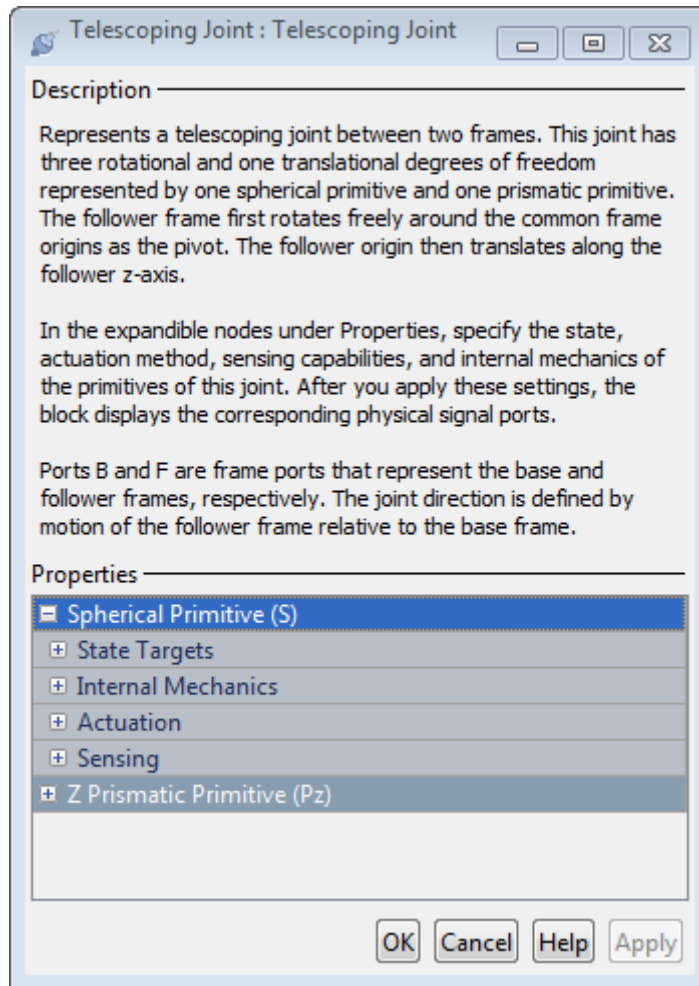
Telescoping Joint

Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).



Spherical Primitive: State Targets

Specify the spherical primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target

Telescoping Joint

must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Select a method to specify the joint primitive state target.

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Aligned Axes	Align two pairs of base-follower frame axes.
Standard Axis	Apply to the follower frame a rotation angle about a standard base frame axis (X, Y, or Z).
Arbitrary Axis	Apply to the follower frame a rotation angle about a vector [X Y Z] resolved in the base frame.

Aligned Axes

Select two pairs of base-follower frame axes.

Parameter	Description
Pair 1	First pair of base-follower frame axes to align.
Pair 2	Second pair of base-follower frame axes to align. Axis choices depend on Pair 1 axis selections.

Standard Axis

Select a standard rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	Standard rotation axis [X, Y, Z] resolved in the base frame.

Telescoping Joint

Parameter	Description
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Arbitrary Axis

Select a general 3-D rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	General rotation axis [X Y Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields. The priority field is identical to that used for the position state target.

Value

Enter a 3-vector with the angular velocity components of the follower frame with respect to the base frame. Select a physical unit. The default is deg/s (degree/second).

Resolution Frame

From the drop-down list, select a resolution frame. This is the frame in which the state target is resolved. It identifies the axes the velocity vector components apply to. The default is Follower.

Spherical Primitive: Internal Mechanics

Specify the spherical primitive internal mechanics. This includes linear spring and damping forces, accounting for energy storage and dissipation, respectively. To ignore internal mechanics, keep spring stiffness and damping coefficient values at the default value of 0.

Equilibrium Position

Select a method to specify the spring equilibrium position. The equilibrium position is the rotation angle between base and follower port frames at which the spring torque is zero.

Method	Description
None	Make base and follower frames coincident. This method requires no parameters.
Aligned Axes	Align two pairs of base-follower frame axes.
Standard Axis	Apply to the follower frame a rotation angle about a standard base frame axis (X, Y, or Z).
Arbitrary Axis	Apply to the follower frame a rotation angle about a vector [X Y Z] resolved in the base frame.

Aligned Axes

Select two pairs of base-follower frame axes.

Parameter	Description
Pair 1	First pair of base-follower frame axes to align.

Telescoping Joint

Parameter	Description
Pair 2	Second pair of base-follower frame axes to align. Axis choices depend on Pair 1 axis selections.

Standard Axis

Select a standard rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	Standard rotation axis [X, Y, Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Arbitrary Axis

Select a general 3-D rotation axis, resolved in the base frame, and specify the follower frame rotation angle.

Parameter	Description
Axis	General rotation axis [X Y Z] resolved in the base frame.
Angle	Follower frame rotation angle about the rotation axis with respect to the base frame.

Spring Stiffness

Enter the linear spring constant. This is the torque required to displace the joint primitive by a unit angle. The term linear refers

to the mathematical form of the spring equation. The default is 0. Select a physical unit. The default is N*m/deg.

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select a physical unit. The default is N*m/(deg/s).

Spherical Primitive: Actuation

Select the spherical primitive actuation mode to use. Selecting a torque mode exposes a physical signal port that you can use to input an actuation signal. You can select torque about the base frame standard axes (X, Y, Z) separately, or about a general 3-D axis [X, Y, Z]. To ignore actuation, select No Actuation as the actuation mode.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about the specified axis.

Note When you select Torque as the actuation mode, one or more physical signals specify the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Telescoping Joint

Frame

Select a resolution frame. The axes of this frame establish the directions of the X, Y, and Z torque components. The default setting is Base.

Spherical Primitive: Sensing

Select the spherical primitive parameters to sense. Selecting a parameter exposes a physical signal port with the corresponding time-varying parameter value. Each parameter is measured for the follower frame relative to the base frame. It is resolved in the base frame.

Parameters	Description
Position	Quaternion describing follower frame rotation with respect to base frame. The quaternion coefficients are $\cos \frac{\theta}{2}, n_x \sin \frac{\theta}{2}, n_y \sin \frac{\theta}{2}, n_z \sin \frac{\theta}{2}$.
Velocity (X), Velocity (Y), Velocity (Z)	Angular velocity components about X, Y, and Z axes.
Velocity	3-D angular velocity vector with components about X, Y, and Z axes.
Acceleration (X), Acceleration (Y), Acceleration (Z)	Angular acceleration components about X, Y, and Z axes.
Acceleration	3-D angular acceleration vector with components about X, Y, and Z axes.

Frame

Select the frame to resolve the measurement in. The axes of this frame establish the directions of X, Y, and Z vector components.

Prismatic Primitive: State Targets

Specify the prismatic primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative position, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative velocity, measured along the joint primitive axis, of the follower frame origin with respect to the base frame origin. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Telescoping Joint

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Value

Enter the state target numerical value. The default is 0. Select or enter a physical unit. The default is m (meter) for position and m/s (meter/second) for velocity.

Prismatic Primitive: Internal Mechanics

Specify the prismatic primitive internal mechanics. Internal mechanics include linear spring forces, accounting for energy storage, and damping forces, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the distance between base and follower frame origins at which the spring force is zero. The default value is 0. Select or enter a physical unit. The default is m (meter).

Spring Stiffness

Enter the linear spring constant. This is the force required to displace the joint primitive by a unit distance. The default is 0. Select or enter a physical unit. The default is N/m (Newton/meter).

Damping Coefficient

Enter the linear damping coefficient. This is the force required to maintain a constant joint primitive velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N/(m/s) (newton/(meter/second)).

Prismatic Primitive: Actuation

Select the prismatic primitive actuation mode. Selecting a mode exposes a physical signal port that you use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert

the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Force	Apply an action-reaction force pair between base and follower frames along joint primitive axis.

Note When you select Force as the actuation mode, a physical signal specifies the force acting on the follower frame. An equal and opposite force acts on the base frame.

Prismatic Primitive: Sensing

Select the prismatic primitive parameters to sense. Selecting a parameter exposes a physical signal port that outputs the measured quantity as a function of time. Each quantity is measured for the follower frame with respect to the base frame. It is resolved in the base frame. You can use the measurement signals for analysis or as input in a control system.

Position

Select this option to sense the relative position of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Telescoping Joint

Velocity

Select this option to sense the relative velocity of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Acceleration

Select this option to sense the relative acceleration of the follower frame origin with respect to the base frame origin along the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
f	Force	Actuation input	Scalar if associated with an axis (e.g. fx). Three-element vector otherwise (e.g. f).
t	Torque	Actuation input	Scalar if associated with an axis (e.g. tx). Three-element vector

Telescoping Joint

Port Label	Description	Type	Input/Output
			otherwise (e.g. t).
p	Position	Sensing output	Scalar if associated with an axis (e.g. px). Three-element vector otherwise (e.g. p).
v	Velocity	Sensing output	Scalar if associated with an axis (e.g. vx). Three-element vector otherwise (e.g. v).
a	Acceleration	Sensing output	Scalar if associated with an axis (e.g. ax). Three-element vector otherwise (e.g. a).
Q	Quaternion rotation	Sensing output	Four-element vector

Telescoping Joint

Port Label	Description	Type	Input/Output
w	Angular velocity	Sensing output	Scalar if associated with an axis (e.g. wx). Three-element vector otherwise (e.g. w).
b	Angular acceleration	Sensing output	Scalar if associated with an axis (e.g. bx). Three-element vector otherwise (e.g. b).

See Also

For related blocks, see Prismatic Joint, Spherical Joint

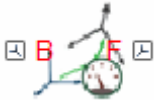
For more information, see:

- “Sensing Spatial Relationships”
- “Measurement Frames”
- “Actuating and Sensing with Physical Signals”

Purpose Sensor that measures the spatial relationship between two frames

Library Frames and Transforms

Description



This block represents a sensor that measures the spatial relationship between two frames. Parameters that this sensor measures include rotational and translational position, velocity, and acceleration. The sensor can measure these parameters between any two frames in a model. This block provides the broadest motion sensing capability in SimMechanics.

Each measurement provides the value of a parameter for the follower frame with respect to the base frame, resolved in the **Measurement Frame** that you choose. Measurement frames include World as well as rotating and non-rotating base and follower frames.

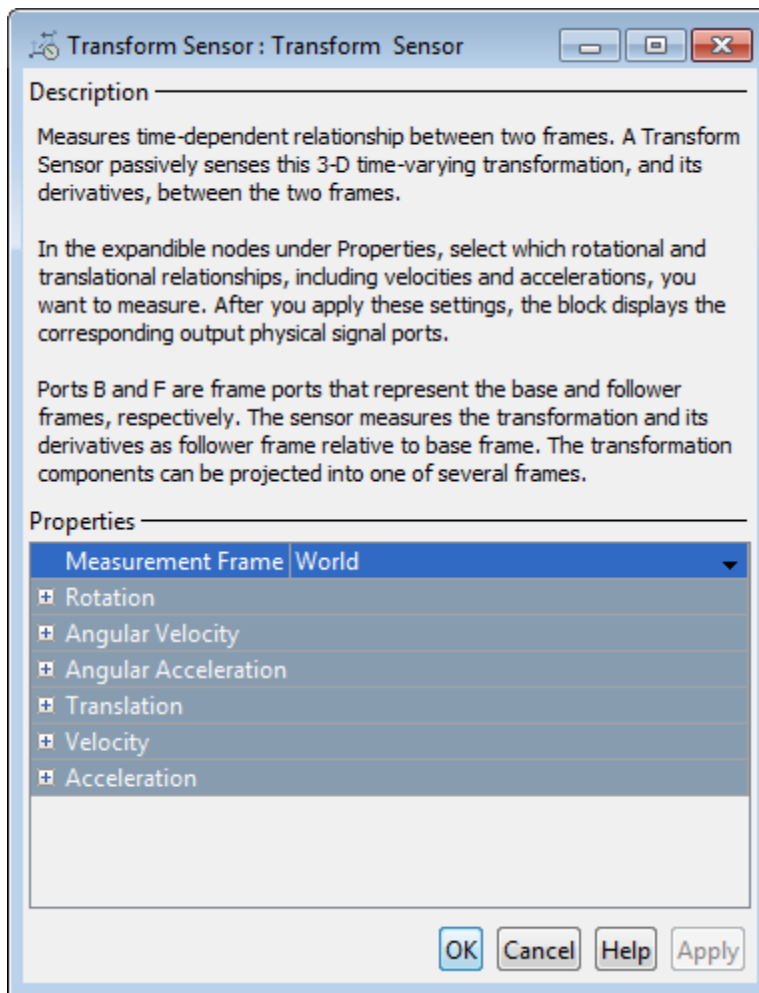
To output a parameter, the block provides a set of optional physical signal ports. Ports remain hidden until you select the corresponding parameters in the dialog box. Each port outputs a parameter as a time-varying physical signal. By default, measurements are in SI units. If connecting to Simulink blocks, you can use the PS-Simulink Converter block to select a different physical unit.

Dialog Box and Parameters

The dialog box contains a **Properties** area with expandable angular and linear measurement sections:

- “Rotation” on page 1-193
- “Angular Velocity” on page 1-193
- “Angular Acceleration” on page 1-194
- “Translation” on page 1-195
- “Velocity” on page 1-197
- “Acceleration” on page 1-198

Transform Sensor



Measurement Frame

Select the frame used to resolve each measured parameter. The selected frame establishes the directions of the X-, Y-, and Z-axes used in the measurement. See "Measurement Frames". The default value is World.

Rotation

Select the rotation parameters to sense. The parameters encode the rotation of the follower frame with respect to the base frame, resolved in the measurement frame. Rotation observes the right-hand rule: with the rotation axis pointing out of the screen, counterclockwise motion defines positive rotation, while clockwise motion defines negative rotation.

Angle

3-D rotation angle of the follower frame with respect to the base frame. Selecting **Angle** exposes physical signal port **q**.

Axis

Vector components of the normalized rotation axis. The output is a three-element vector with the X, Y, and Z axis components resolved in the measurement frame. Selecting **Axis** exposes physical signal port **axis**.

Quaternion

Unit quaternion that describes the pure rotation of the follower frame with respect to the base frame. The output is a four-element vector with the scalar (S) and vector (V_x, V_y, V_z) quaternion coefficients. The vector provides the coefficients in the order $[S V_x V_y V_z]$. Selecting **Quaternion** exposes physical signal port **Q**.

Transform

Transform matrix that describes the pure rotation of the follower frame with respect to the base frame. The output is a nine-element, 3×3 matrix. Selecting **Transform** exposes physical signal port **R**.

Angular Velocity

Select the angular velocity parameters to sense. The parameters encode the angular velocity of the follower frame with respect to the base frame, resolved in the measurement frame. Rotation observes the right-hand rule: with the rotation axis pointing out of the screen, counterclockwise motion defines positive rotation, while clockwise motion defines negative rotation.

Transform Sensor

Omega X/Omega Y/Omega Z

Relative angular velocities about the X, Y, and Z axes of the base frame. Selecting **Omega X**, **Omega Y**, and **Omega Z** exposes physical signal ports **wx**, **wy**, and **wz**.

Quaternion

Unit quaternion that describes the angular velocity of the follower frame with respect to the base frame. The output is a four-element vector with the scalar (S) and vector (V_x, V_y, V_z) quaternion coefficients. The vector provides the coefficients in the order [$S V_x V_y V_z$]. Selecting **Quaternion** exposes physical signal port **Qd**.

Transform

Transform matrix that describes the angular velocity of the follower frame with respect to the base frame. The output is a nine-element, 3×3 matrix. Selecting **Transform** exposes physical signal port **Rd**.

Angular Acceleration

Select the angular acceleration parameters to sense. The parameters encode the angular acceleration of the follower frame with respect to the base frame, resolved in the measurement frame. Rotation observes the right-hand rule: with the rotation axis pointing out of the screen, counterclockwise motion defines positive rotation, while clockwise motion defines negative rotation.

Alpha X/Alpha Y/Alpha Z

Relative angular accelerations about the X, Y, and Z axes of the base frame. Selecting **Alpha X**, **Alpha Y**, and **Alpha Z** exposes physical signal ports **bx**, **by**, and **bz**.

Quaternion

Unit quaternion that describes the angular acceleration of the follower frame with respect to the base frame. The output is a four-element vector with the scalar (S) and vector (V_x, V_y, V_z) quaternion coefficients. The vector provides the coefficients in the order [$S V_x V_y V_z$]. Selecting **Quaternion** exposes physical signal port **Qdd**.

Transform

Transform matrix that describes the angular acceleration of the follower frame with respect to the base frame. The output is a nine-element, 3×3 matrix. Selecting **Transform** exposes physical signal port **Rdd**.

Translation

Select the translation parameters to sense. The parameters encode the translation of the follower frame with respect to the base frame, resolved in the measurement frame.

X/Y/Z

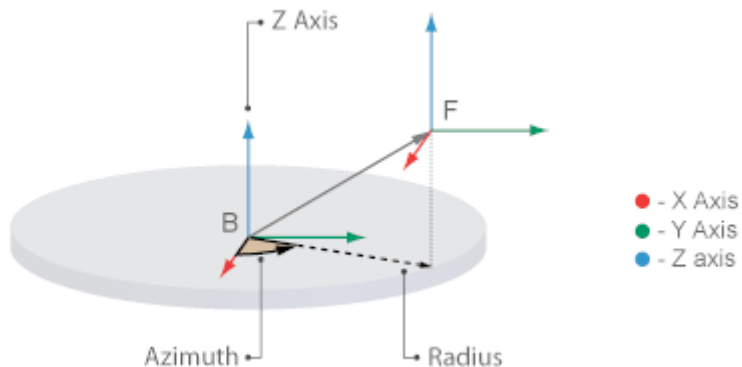
Offset vector from the base frame origin to the follower frame origin along the X, Y, and Z axes. Selecting **X**, **Y**, and **Z** exposes physical signal ports **x**, **y**, and **z**.

Radius

Standard radius coordinate found in cylindrical coordinate systems. This radius is the shortest distance from the base frame Z axis to the follower frame origin. The value of the radius is always greater than or equal to zero. Selecting **Radius** exposes physical signal port **rad**.

The figure shows the cylindrical translation parameters **Z**, **Radius**, and **Azimuth**.

Transform Sensor



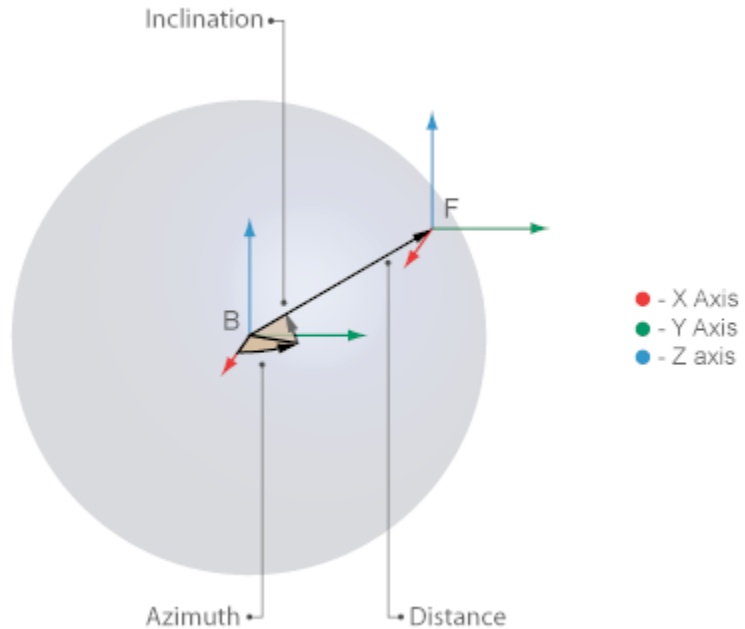
Azimuth

Standard azimuth coordinate found in cylindrical and spherical coordinate systems. The azimuth is the angle from the base frame +X axis to the projection of the ray connecting base to follower frame origins onto the base frame XY plane. The angle measurement observes the right-hand rule. The azimuth falls in the range $[-180^\circ, +180^\circ]$. If base and follower frame origins coincide with each other, the azimuth is undefined. Selecting **Azimuth** exposes sensing port **azm**.

Distance

Standard radius found in spherical coordinate systems. This is the distance from the origin of the base frame to the origin of the follower frame. This distance is always equal to or greater than zero. Selecting **Distance** exposes sensing port **dst**.

The figure shows the spherical translation parameters **Azimuth**, **Distance**, and **Inclination**.



Inclination

Standard inclination found in spherical coordinate systems. The inclination is the angle of the ray connecting base to follower frame origins with respect to the projection of this ray onto the base frame XY plane. The angle measurement observes the right-hand rule. The inclination falls in the range $[-90^\circ, +90^\circ]$. If base and follower frame origins coincide with each other, the inclination is undefined. Selecting **Inclination** exposes sensing port **inc**.

Velocity

Select the linear velocity parameters to sense. The parameters encode the linear velocity of the follower frame with respect to the base frame, resolved in the measurement frame. Differentiation of a translation parameter occurs in measurement coordinates, after that parameter is resolved in the chosen measurement frame.

Transform Sensor

X/Y/Z

Relative linear velocities along the X, Y, and Z axes of the base frame. Selecting **X**, **Y**, and **Z** exposes physical signal ports **vx**, **vy**, and **vz**.

Radius

Time rate of change of the **Radius** coordinate defined under **Translation**. Selecting **Radius** exposes physical signal port **vrad**.

Azimuth

Time rate of change of the **Azimuth** coordinate defined under **Translation**. Selecting **Azimuth** exposes physical signal port **vazm**.

Distance

Time rate of change of the **Distance** coordinate defined under **Translation**. Selecting **Distance** exposes physical signal port **vdst**.

Inclination

Time rate of change of the **Inclination** coordinate defined under **Translation**. Selecting **Inclination** exposes physical signal port **vinc**.

Acceleration

Select the linear acceleration parameters to sense. The parameters encode the linear acceleration of the follower frame with respect to the base frame, resolved in the measurement frame. Differentiation of a translation parameter occurs in measurement coordinates, after that parameter is resolved in the chosen measurement frame.

X/Y/Z

Relative linear accelerations along the X, Y, and Z axes of the base frame. Selecting **X**, **Y**, and **Z** exposes physical signal ports **ax**, **ay**, and **az**.

Radius

Second time-derivative of the **Radius** coordinate defined under **Translation**. Selecting **Radius** exposes physical signal port **arad**.

Azimuth

Second time-derivative of the **Azimuth** coordinate defined under **Translation**. Selecting **Azimuth** exposes physical signal port **aazm**.

Distance

Second time-derivative of the **Distance** coordinate defined under **Translation**. Selecting **Distance** exposes physical signal port **adst**.

Inclination

Second time-derivative of the **Inclination** coordinate defined under **Translation**. Selecting **Inclination** exposes physical signal port **ainc**.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively.

See Also

For related blocks, see:

- Rigid Transform

For more information, see:

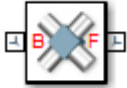
- “Sensing Spatial Relationships”
- “Working with Frames”
- “Representing Frames”

Universal Joint

Purpose Joint with two revolute primitives

Library Joints

Description



This block represents a joint with two rotational degrees of freedom. Two revolute primitives provide the two rotational degrees of freedom. Base and follower frame origins share the same position for all time. During simulation, rotation occurs sequentially, first about the base frame X axis, and then about the follower frame Y axis.

Optional state targets guide assembly for each joint primitive. Targets include position and velocity at time zero. A priority level sets the relative importance of the state targets. If two targets are incompatible, the priority level determines which of the targets to meet.

Internal mechanics account for energy storage and dissipation in each joint primitive. Joint springs act as energy storage elements. Joint dampers act as energy dissipation elements. Springs and dampers are strictly linear.

Each joint primitive has a set of optional actuation and sensing ports. Actuation ports accept physical signal inputs that drive the joint primitives. Sensing ports provide physical signal outputs that measure joint primitive motion. Actuation modes and sensing types vary with joint primitive.

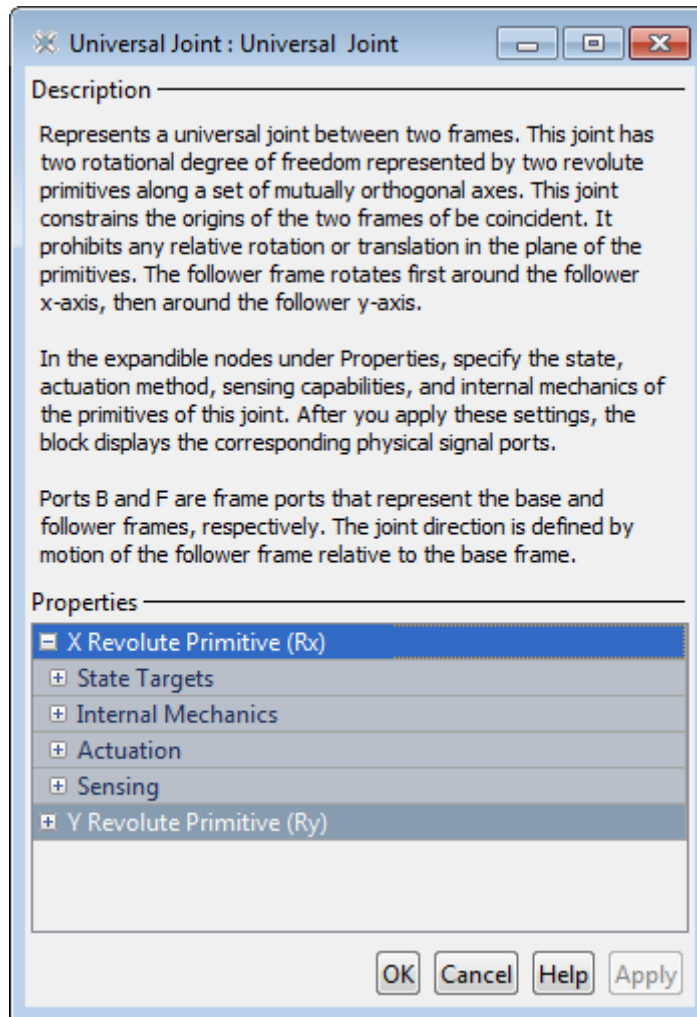
Dialog Box and Parameters

The block dialog box contains a **Properties** area with expandable joint primitive sections. Expanding these sections exposes four parameter groups:

- **State Targets**
- **Internal Mechanics**
- **Actuation**
- **Sensing**

The parameters in each group are identical for joint primitives of the same type. For example, **X Prismatic Primitive (Px)** and **Y Prismatic Primitive (Py)** contain the same parameters. However, each primitive corresponds to a unique axis (or set of axes, in the spherical primitive case).

Universal Joint



Revolute Primitive: State Targets

Specify the revolute primitive state targets and their priority levels. A state target is the desired value for one of the joint state parameters—position and velocity. The priority level is the relative

importance of a state target. It determines how precisely the target must be met. Use the Model Report tool in Mechanics Explorer to check the assembly status for each joint state target.

Specify Position Target

Select this option to specify the desired joint primitive position at time zero. This is the relative rotation angle, measured about the joint primitive axis, of the follower frame with respect to the base frame. The specified target is resolved in the base frame. Selecting this option exposes priority and value fields.

Specify Velocity Target

Select this option to specify the desired joint primitive velocity at time zero. This is the relative angular velocity, measured about the joint primitive axis, of the follower frame with respect to the base frame. It is resolved in the base frame. Selecting this option exposes priority and value fields.

Priority

Select state target priority. This is the importance level assigned to the state target. If all state targets cannot be simultaneously satisfied, the priority level determines which targets to satisfy first and how closely to satisfy them. This option applies to both position and velocity state targets.

Priority Level	Description
High (desired)	Satisfy state target precisely
Low (approximate)	Satisfy state target approximately

Note During assembly, high-priority targets behave as exact guides. Low-priority targets behave as rough guides.

Universal Joint

Value

Enter the state target numerical value. The default is 0.
Select or enter a physical unit. The default is deg (degree) for position and deg/s (degree/second) for velocity.

Revolute Primitive: Internal Mechanics

Specify the revolute primitive internal mechanics. Internal mechanics include linear spring torques, accounting for energy storage, and linear damping torques, accounting for energy dissipation. You can ignore internal mechanics by keeping spring stiffness and damping coefficient values at 0.

Equilibrium Position

Enter the spring equilibrium position. This is the rotation angle between base and follower frames at which the spring torque is zero. The default value is 0. Select or enter a physical unit. The default is deg (degree).

Spring Stiffness

Enter the linear spring constant. This is the torque required to rotate the joint primitive by a unit angle. The default is 0. Select or enter a physical unit. The default is N*m/deg (Newton*meter/degree).

Damping Coefficient

Enter the linear damping coefficient. This is the torque required to maintain a constant joint primitive angular velocity between base and follower frames. The default is 0. Select or enter a physical unit. The default is N*m/(deg/s) (Newton*meter/(degree/second)).

Revolute Primitive: Actuation

Select the revolute primitive actuation mode. Selecting a mode exposes a physical signal port that you can use to input an actuation signal. You can generate the actuation signal with Simulink blocks, and then convert the Simulink signal into a physical signal using the Simulink-PS Converter block. Actuation signals are resolved in the base frame.

Mode

Select joint primitive actuation mode. The default is No Actuation.

Mode	Description
No Actuation	Apply no actuation to the joint primitive.
Torque	Apply an action-reaction torque pair between base and follower frames about joint primitive axis.

Note When you select Torque as the actuation mode, a physical signal specifies the torque acting on the follower frame. An equal and opposite torque acts on the base frame.

Revolute Primitive: Sensing

Select the revolute primitives to sense. Selecting a measurement exposes a physical signal port that outputs the measured quantity as a function of time. Quantities are measured for the follower frame, with respect to the base frame, and resolved in the base frame. You can use the measurements signals for analysis or as input in a control system.

Position

Select this option to sense the relative rotation angle of the follower frame with respect to the base frame about the joint primitive axis.

Velocity

Select this option to sense the relative angular velocity of the follower frame with respect to the base frame about the joint primitive axis.

Universal Joint

Acceleration

Select this option to sense the relative angular acceleration of the follower frame with respect to the base frame about the joint primitive axis.

Ports

The block contains frame ports B and F, representing base and follower frames, respectively. Selecting actuation or sensing options from the dialog box exposes additional physical signal ports. Use the ports to input an actuation signal or to output the chosen sensing parameter.

A unique label identifies the actuation or sensing component associated with a port. This label can contain one or two letters. The first letter identifies the actuation or sensing parameter, applied to or measured from the follower frame. The second letter identifies the axis for that parameter, resolved in the base frame. This letter can be x, y, or z.

The table describes the first letters in the port labels for this block.

Port Label	Description	Type	Input/Output
t	Torque	Actuation input	Scalar
q	Rotation angle	Sensing output	Scalar
w	Angular velocity	Sensing output	Scalar
b	Angular acceleration	Sensing output	Scalar

See Also

For related blocks, see Revolute Joint, Gimbal Joint

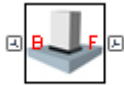
For more information, see:

- “Actuating and Sensing with Physical Signals”
- “Sensing Spatial Relationships”
- “Rotation Measurements”

Purpose Joint with zero primitives

Library Joints

Description

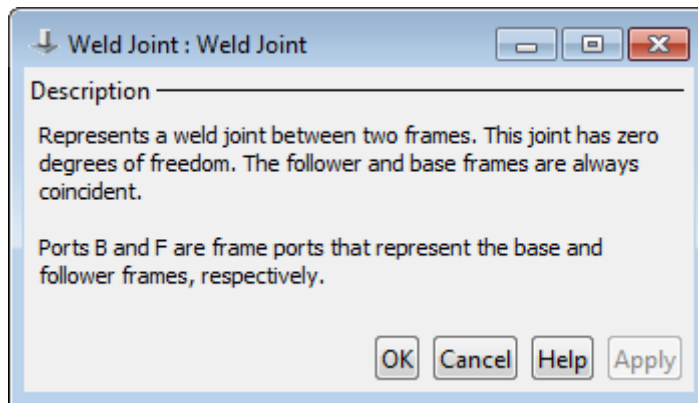


Weld Joint

This block represents a joint with zero degrees of freedom. It contains no joint primitives. Base and follower frames are coincident for all time. This joint rigidly connects two separate bodies. This block does not support actuation or sensing.

Dialog Box and Parameters

The dialog box contains no parameters that you can specify.



Ports The block contains frame ports B and F, representing base and follower frames, respectively.

See Also For related blocks, see Rigid Transform

World Frame

Purpose Inertial reference frame

Library Frames and Transforms

Description



This block represents the global reference frame in a model. This frame is inertial and at absolute rest. Rigidly connecting a frame to the World frame makes that frame inertial. Frame axes are orthogonal and arranged according to the right-hand rule.

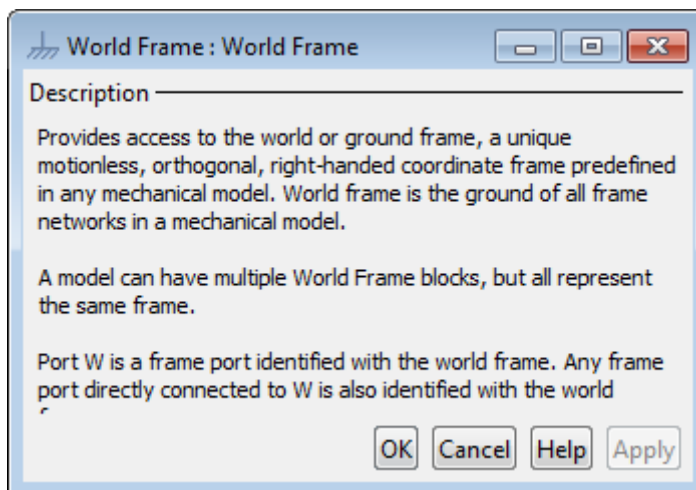
In a frame network, the World frame is the ultimate reference frame. Directly or indirectly, all other frames are defined with respect to the World frame. If multiple World Frame blocks connect to the same frame network, those blocks identify the same frame. If no World Frame block connects to a frame network, a copy of an existing frame, frozen in its initial position and orientation, serves as the World frame.

Ports

This block contains frame port W, representing the World frame.

Dialog Box and Parameters

The block dialog box contains no parameters.



See Also

For related blocks, see Reference Frame, Rigid Transform.

For more information, see:

- “World and Reference Frames”
- “Representing Frames”

World Frame

Configuration Parameters

- “SimMechanics Pane: General” on page 2-2
- “SimMechanics Pane: Diagnostics” on page 2-3
- “SimMechanics Pane: Explorer” on page 2-12

SimMechanics Pane: General

The SimMechanics Second Generation (2G) configuration parameters are arranged into the following sections :

Diagnostics

This section contains configurable diagnostic messages. The messages can be configured to be ignored or to be reported as warnings or errors. Errors will prevent simulation while warnings will allow simulation to proceed. The Mechanics Explorer (if selected) will be opened and visualization shown in all cases.

Explorer

This section contains parameters that configure the Mechanics Explorer.

SimMechanics Pane Overview

Configure the mechanical settings for an entire SimMechanics™ model.

Configuration

- This pane appears only if your model contains at least one block from the Simscape™ product or a product based on the Simscape product, such as the SimMechanics product.
- The settings in this pane are saved only if your model contains at least one SimMechanics block.

SimMechanics Pane: Diagnostics

Evaluation	
Invalid visual properties:	warning ▼
Repeated vertices in a cross-section:	warning ▼
Topology	
Unconnected frame port:	warning ▼
Redundant block:	warning ▼
Conflicting reference frames:	warning ▼
Rigidly constrained block:	error ▼
Assembly	
Unsatisfied high priority state targets:	warning ▼
Overspecified targets in kinematic loops:	error ▼

In this section...

“Invalid visual properties” on page 2-4

“Repeated vertices in a cross-section” on page 2-5

“Unconnected frame port” on page 2-6

“Redundant block” on page 2-7

“Conflicting reference frames” on page 2-8

“Rigidly constrained block” on page 2-9

“Unsatisfied high priority state targets” on page 2-10

“Overspecified targets in kinematic loops” on page 2-11

Invalid visual properties

Select the diagnostic action to take if the application detects an improperly specified color vector.

Settings

Default: warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsInvalidVisualProperty

Type: string

Value: none | warning | error

Default: warning

Repeated vertices in a cross-section

Select the diagnostic action to take if the application detects repeated vertices in a cross-section.

Settings

Default: warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsCrossSectionNullEdge

Type: string

Value: none | warning | error

Default: warning

Unconnected frame port

Select the diagnostic action to take if the application detects an unconnected frame port.

Settings

Default: Warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsUnconnectedFramePorts

Type: string

Value: none | warning | error

Default: warning

Redundant block

Select the diagnostic action to take if the application detects a redundant block in the model.

Settings

Default: warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsRedundantBlock

Type: string

Value: none | warning | error

Default: warning

Conflicting reference frames

Select the diagnostic action to take if the application detects conflicting reference frames in the model.

Settings

Default: warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsConflictingReferenceFrames

Type: string

Value: none | warning | error

Default: warning

Rigidly constrained block

Select the diagnostic action to take if the application detects a rigidly constrained block in the model.

Settings

Default: warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsRigidlyBoundBlock

Type: string

Value: none | warning | error

Default: error

Unsatisfied high priority state targets

Select the diagnostic action to take if the application detects targets with unsatisfied desired states in the model.

Settings

Default: warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsUnsatisfiedHighPriorityTargets

Type: string

Value: none | warning | error

Default: warning

Overspecified targets in kinematic loops

Select the diagnostic action to take if the application detects overspecified targets contained in kinematic loops in the model.

Settings

Default: warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

Command-Line Information

Parameter: SimMechanicsJointTargetOverSpecification

Type: string

Value: none | warning | error

Default: error

SimMechanics Pane: Explorer

Open Mechanics Explorer on model update or simulation

Open Mechanics Explorer on model update or simulation

Start Mechanics Explorer when model is updated or simulated.

Settings

Default: on



On

Model Explorer starts when model is updated or simulated.



Off

Model Explorer does not start when model is updated or simulated.

Tip

If you clear this check box, you can start Model Explorer by selecting **Desktop > Mechanics Explorers** from the MATLAB® Command Window.

Command-Line Information

Parameter: SimMechanicsOpenEditorOnUpdate

Type: string

Value: 'on' | 'off'

Default: 'on'

SimMechanics Visualization

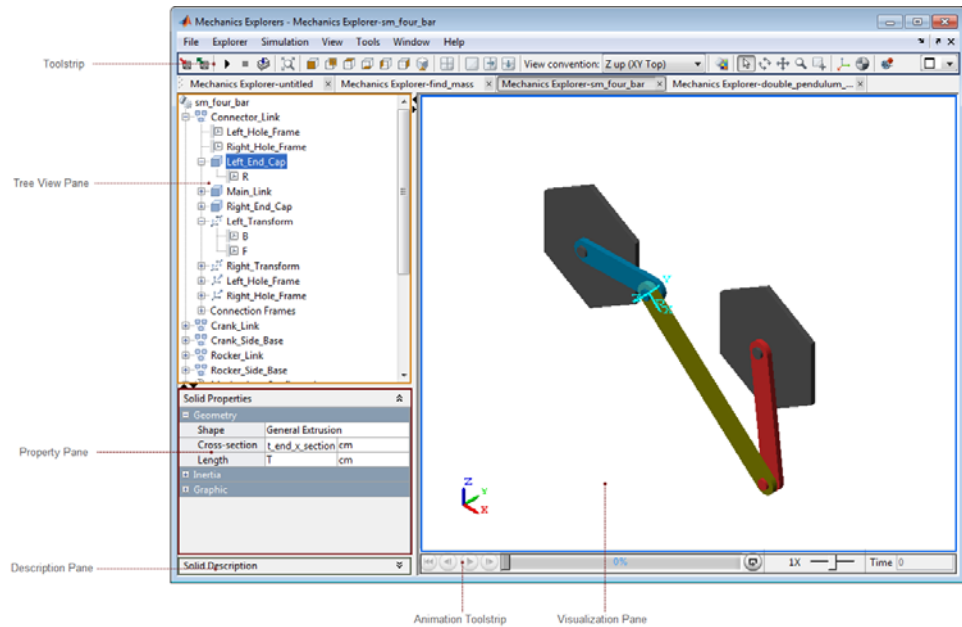
- “Visualization with Mechanics Explorer” on page 3-2
- “Menu and Tool Bars” on page 3-7
- “Tree View and Property Panes” on page 3-11
- “Context Menu Display Controls” on page 3-14
- “Animation Toolstrip” on page 3-15

Visualization with Mechanics Explorer

In this section...
“Introduction to Mechanics Explorer” on page 3-2
“Visualization Requirements” on page 3-4
“Configure Mechanics Explorer for Automatic Start-Up” on page 3-4
“Open Mechanics Explorer” on page 3-5

Introduction to Mechanics Explorer

Mechanics Explorer is a tool used to visualize and animate mechanical models in SimMechanics. This tool provides you the entire visualization functionality available through SimMechanics. With it, you can visualize your model in its initial state and simulate it as a function of time.



Mechanics Explorer is the primary visualization tool of SimMechanics. This tool contains three panes:

- Visualization — Displays a 3-D representation of a SimMechanics model.
- Tree View — Displays the model component hierarchy, organized in this order: subsystems→blocks→frame ports.
- Property — Displays the properties of a block or frame port selected in the Tree View pane.
- Description — Provides a short description of the subsystem, block or frame port selected in the Tree View pane.
- Animation — Provides controls for dynamic animations.
- Toolbar — Provides controls that change the visualization of a model

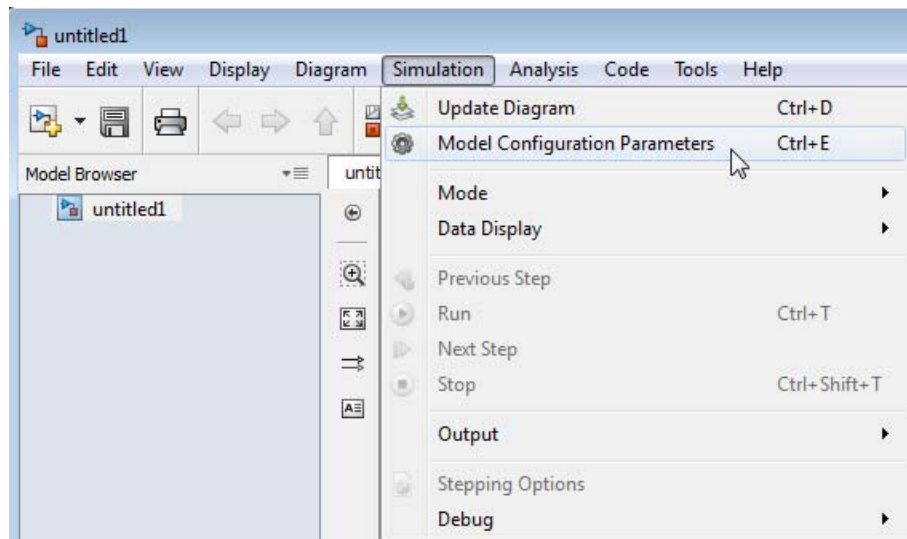
Visualization Requirements

To visualize a model in SimMechanics, you must have Silicon Graphics OpenGL® installed in your system.

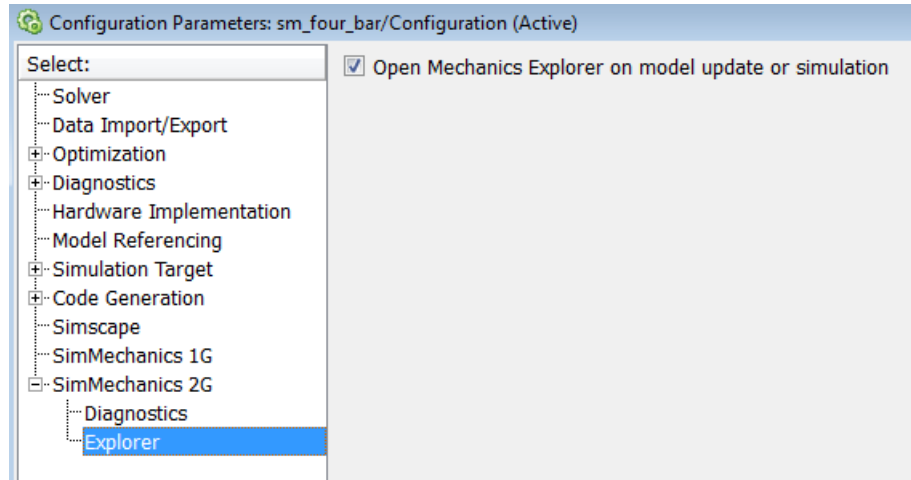
Configure Mechanics Explorer for Automatic Start-Up

By default, when you update or simulate a model, SimMechanics opens a new Mechanics Explorer window. It is in this window that SimMechanics displays your model. If the configuration settings have changed, you may need to reconfigure Mechanics Explorer for automatic start-up. To do this:

- 1 In the Simulink Editor window containing your model, select **Simulation > Configuration Parameters**.



- 2 In the Configuration Parameters dialog box, select **SimMechanics > Explorer**.
- 3 Check the **Open Mechanics Explorer on model update or simulation** box.



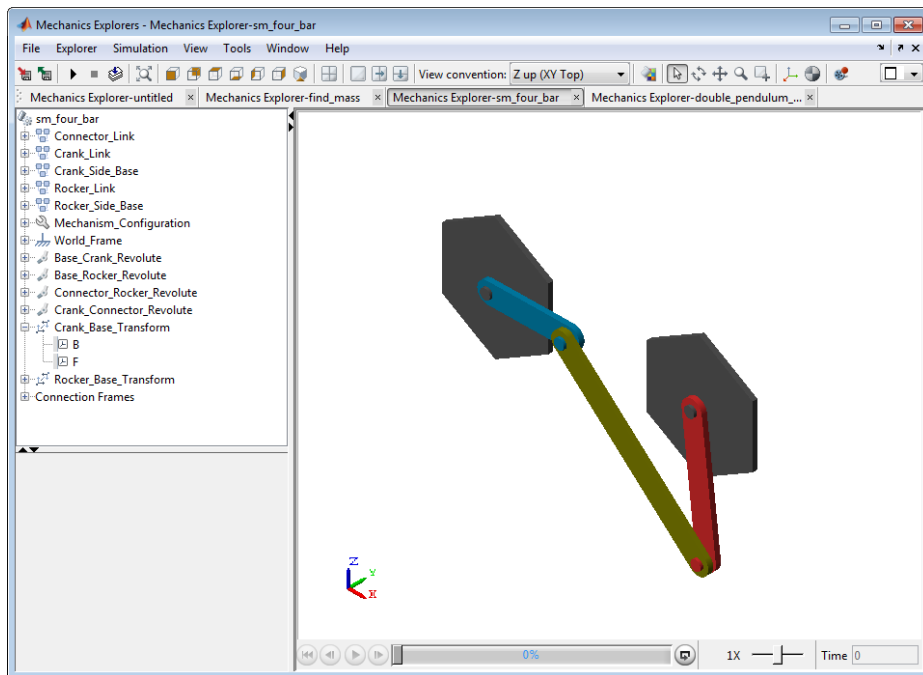
- 4 Mechanics Explorer is now configured for automatic start-up. Updating or simulating a mechanical model from the Simulink Editor window causes a Mechanics Explorer window to open.

Open Mechanics Explorer


With Mechanics Explorer configured to start automatically, you do not have to manually open a Mechanics Explorer window. Simply follow the procedure for updating or simulating a model and, if a Mechanics Explorer window is not yet open, a new window opens up.

Open Mechanics Explorer for Model Update

- 1 In the Simulink Editor window containing your model, select **Simulation > Update Diagram**. Alternatively, on your keyboard, press **Ctrl+D**.
- 2 A Mechanics Explorer window opens, displaying your model in its initial state.



Open Mechanics Explorer for Model Simulation

- 1 In the Simulink Editor window containing your model, select **Simulation > Run**. Alternatively, on your keyboard press Ctrl+T or, in the Simulink Editor toolbar, press the **Run** button .
- 2 A Mechanics Explorer window opens. The window displays a 3-D animation of the model.

Note Each Mechanics Explorer window is named after the model it displays. E.g. Mechanics Explorer-*sm_four_bar*.

Menu and Tool Bars

In this section...

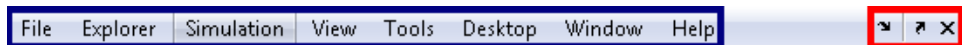
“Menu Bar” on page 3-7

“Toolbar” on page 3-8

Mechanics Explorer provides you menu and tool bars for easy access to tools, including simulation and visualization tools. These two bars contain the majority of the tools which you can use with SimMechanics. Some of the tools provided by the Menu and Tool bars are also accessible in the context-sensitive menu, which you can open by right-clicking the visualization window in Mechanics Explorer.

Menu Bar

The Menu bar contains eight menu items, on the left end of the bar, and three desktop control icons, on the right end of the bar.






Menu Items

Menu Item	Function
File	Open and close a file, import and save data
Explorer	Save and close a Mechanics Explorer window
Simulation	Start and stop a simulation
View	Select and modify a model viewpoint
Tools	Troubleshoot a model and record an animation
Desktop	Dock and undock a Mechanics Explorer window, show and hide the Mechanics Explorer toolbar



Menu Item	Function
Window	Configure Mechanics Explorer window
Help	Search MathWorks documentation for Mechanics Explorer or other product help



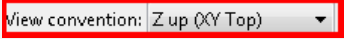

Desktop Control Icons




Desktop Control Icon	Function
Dock Mechanics Explorers 	Open Mechanics Explorer window inside the MATLAB window
Undock Mechanics Explorers 	Open Mechanics Explorer outside the MATLAB window
Close Mechanics Explorers 	Close active Mechanics Explorer window

Toolbar

The Tool bar contains nine sections.

Toolbar Icons	Function
	<ul style="list-style-type: none"> • Save Mechanics Explorer configuration to model • Restore Mechanics Explorer configuration from model
	<ul style="list-style-type: none"> • Start simulation • Stop simulation

Toolbar Icons	Function
	<ul style="list-style-type: none"> • Update model block diagram
	<ul style="list-style-type: none"> • Fit to view • Front view • Back view • Top view • Bottom view • Left view • Right view • Isometric view
	<ul style="list-style-type: none"> • Split the screen into four equally sized visualization windows • Use a single full-sized visualization window • Split the screen into two vertical visualization windows • Split the screen into two horizontal visualization windows
	<ul style="list-style-type: none"> • Change default frame orientation. Choices include Z Up, Z Down, and Yup
	<ul style="list-style-type: none"> • Change background color of visualization window • Select model component • Rotate model • Pan model • Zoom model • Zoom model region

Toolbar Icons	Function
	<ul style="list-style-type: none"> • Show model frames • Show model Center-of-Masses
	<ul style="list-style-type: none"> • Record movie of animation
	<ul style="list-style-type: none"> • Tile multiple Mechanics Explorer windows into a four-matrix • Tile multiple Mechanics Explorer windows into two vertical windows • Tile multiple Mechanics Explorer windows into two horizontal windows • Maximize active Mechanics Explorer window to occupy entire region of visualization window

Tree View and Property Panes

In this section...
“Introduction to Tree View and Property Panes” on page 3-11
“Browse Model” on page 3-12

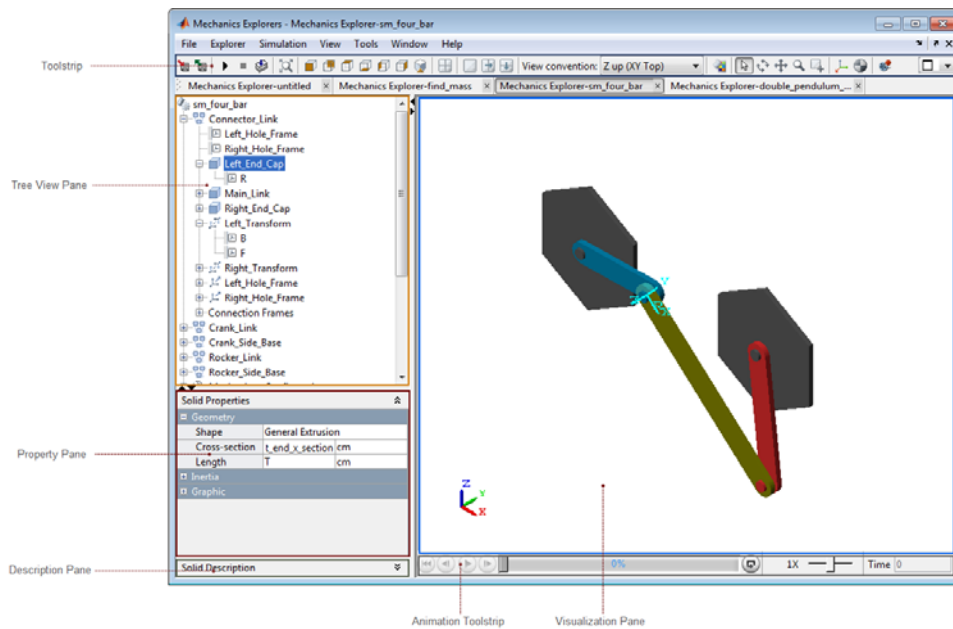
Mechanics Explorer contains **Tree View** and **Property** panes so that you can navigate a model and explore model parameters.

Introduction to Tree View and Property Panes

By default, Mechanics Explorer displays both a **Tree View** pane and a **Property** pane. With these panes, you can navigate the subsystem and block hierarchy of a model. You can also view the properties of any block in the model.

The **Tree View** browser helps you navigate a mechanical model by organizing blocks into a hierarchical structure. You can select a subsystem in your model, and examine any of its constituent blocks. If a subsystem is in turn built from other subsystems, you can select the new subsystem of interest, and navigate to any of its constituent blocks, all from the model browser. You can also expand any single block to examine any of its frames.

The **Property** pane displays the properties of the component that you selected in the **Tree View** browser. If the component is a block, the pane displays the dialog box parameters for that block. If the component is a frame port, the pane displays other frame ports that directly connect to the selected frame port.



Browse Model

Use the **Tree View** pane to highlight a component and its associated frames in the visualization window, or to view its properties:

1 In the **Tree View** pane, select the component you wish to analyze:

- The selected component and all associated frames are highlighted in the visualization window
- The properties of the selected component are displayed in the property viewer

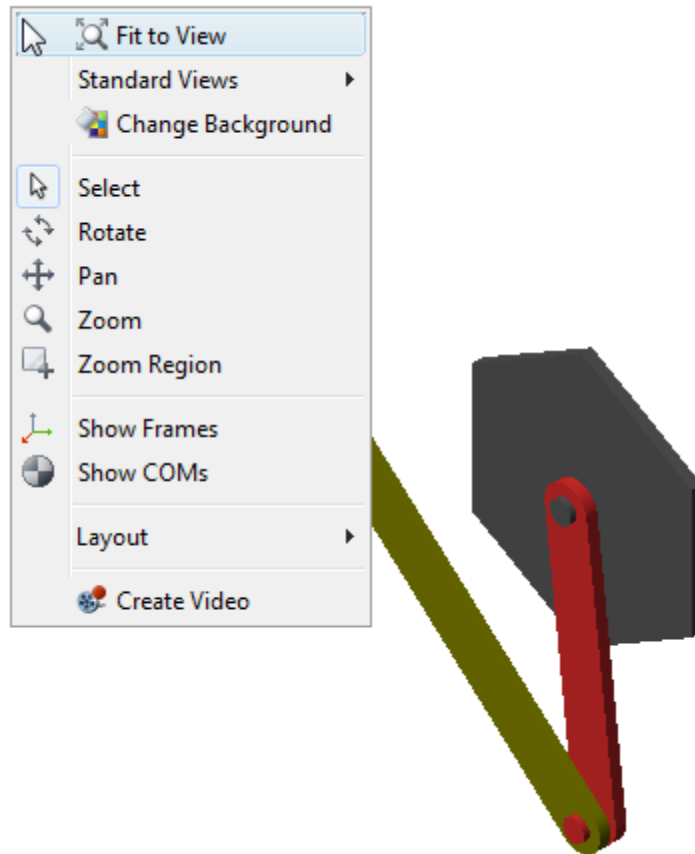
2 Click the expandable menu for the selected component, displaying its frames.

3 Select the frame you wish to examine:

- Only the selected frame is highlighted in the visualization window
- All frames which connect to the selected frame are highlighted in the property viewer

Context Menu Display Controls

You can right-click the visualization pane to open a context menu, giving you quick access to commonly used visualization and animation tools. The following figure shows an open context menu in a Mechanics Explorer window. You can also access each of these tools from the Mechanics Explorer toolbar. For more information about context menu options, see “Menu and Tool Bars” in this reference documentation.



Animation Toolstrip

In this section...

“Requirements for Animation Recording and Playback” on page 3-15

“How Animation and Playback Work” on page 3-15

“Play Control Buttons” on page 3-16

“Slider and Loop Controls — Simulation Progress Bar” on page 3-16

“Playback Speed Control” on page 3-17

“Playback Time Counter” on page 3-18

Requirements for Animation Recording and Playback

- With SimMechanics visualization, you record simulation animations in Microsoft Audio Video Interleave® (AVI) format.
 - Animations are recorded as compressed AVI files by the MATLAB VideoWriter class using the default Motion JPEG codec, which is available on most operating systems.
 - SimMechanics visualization does not support uncompressed AVI recording.
- To play back AVI files, you need an AVI-compatible media application.
 - You can use an external AVI-compatible player.
 - Alternatively, use the MATLAB VideoReader class and its read method instead.

How Animation and Playback Work

Animation is cached during model simulation. What you see during simulation is the animation playback, unless the simulation is slower than the animation caching. In that case, the animation goes no faster than the simulation can produce the cache.

Once a partial or complete animation is cached from simulation, starting the animation again plays back the cache, without running the simulation a second time.

- While simulating for the first time, you can go back to previous animation time steps (already cached), but not forward in time.
- When playing back second, third, etc., time, you can go backward and forward to any time in the cached animation.
- Animation is cached on a per-session basis. This cache is lost when you close your visualization window session.
- Creating a video as a permanent record on your file system outside of MATLAB saves the cached animation permanently.



Play Control Buttons

Use the play control buttons to play and stop an animation, skip a step, or reset it to the beginning:

Play Control Button	Use it to...
Start/Stop	Start/stop the cached animation
Reset	Move the animation playback time back to zero
Forward Step	Skip forward in time
Back Step	Skip backward in time

Slider and Loop Controls – Simulation Progress Bar

Slider Control

The Slider control moves the animation playback time to an arbitrary point in the animation. The Playback time counter displays the resulting playback time.

- If the animation is not running, moving the Slider control changes the animation time from one fixed time to another.
- If the animation is running, moving the Slider control changes the animation time to whatever time you stop the slider. But the animation then continues running from that time.

Without manual control, the Slider control indicates how far in relative time the cached animation has played.

Loop Control

You use the loop control button to automatically replay an animation from the start once it reaches the end. When you click this button, the cached animation replays indefinitely until you click the **Stop** button.

The Loop control is disabled by default. Enable looping by clicking this button. Disable looping by clicking it again.

Simulation Progress Bar

The Simulation progress bar indicates how far in time the model simulation has proceeded, as opposed to how far in time the cached animation has played.

Fast models complete simulation before the cached animation is finished playing. Slower models cache and play the animation at a speed limited by how fast the simulation proceeds.

Playback Speed Control

The Playback speed control adjusts the relative speed at which the animation plays back, as compared to the default speed of 1. The relative playback speed is incremented by multiples of 2 and 1/2.

Moving the Playback speed control to the left slows the playback speed, by a factor of 1/2, 1/4, etc. Moving the Playback speed control to the right speeds up the playback speed, by a factor of 2, 4, etc.

Playback Time Counter

The Playback time counter is both an indicator and a controller of animation playback time. A valid playback time is one that lies between 0 and the full simulation time, inclusive.

- During animation, or stopped at an intermediate time between start and end, the Playback time counter displays the current or instantaneous animation time.
- Entering a valid animation time in the Playback time counter field and pressing Enter at the keyboard moves the animation playback to the animation frame closest to whatever time you entered.

Functions—Alphabetical List

Purpose Open new model with common SimMechanics blocks

Syntax

```
smnew
smnew(modelname)
smnew(modelname, solver)
```

Description `smnew` creates a new SimMechanics model, with required and commonly used blocks already on the model canvas, and opens the `sim_lib` library. The default model name is `untitled` and the default solver is `ode45` (the recommended solver).

The new model contains the following blocks:

- World Frame
- Solid
- Rigid Transform

- Solver Configuration
- Mechanism Configuration
- PS-Simulink Converter
- Simulink-PS Converter
- Scope

`smnew(modelname)` creates a new SimMechanics model with the specified name. If you specify an invalid model name, the model name is `untitled`. The default solver is `ode45`, which is the recommended solver.

`smnew(modelname, solver)` creates a new SimMechanics model with the specified name and Simulink® solver type. If you do not specify a model name, then the model name is `untitled`.

Input Arguments

modelName

String specifying the name for the new model. Do not include a file extension.

Default: `untitled`

solver

String specifying the name of a Simulink solver. If you choose not to use the default `ode45` solver, other recommended solver types for SimMechanics models are `ode15s`, `ode23t`, and `ode14x`. You can use other Simulink solvers, but, depending on the particular model, they may be less suitable. For more information, see “Improving Performance” and “Setting Up Solvers for Physical Models”.

Default: `ode45`.

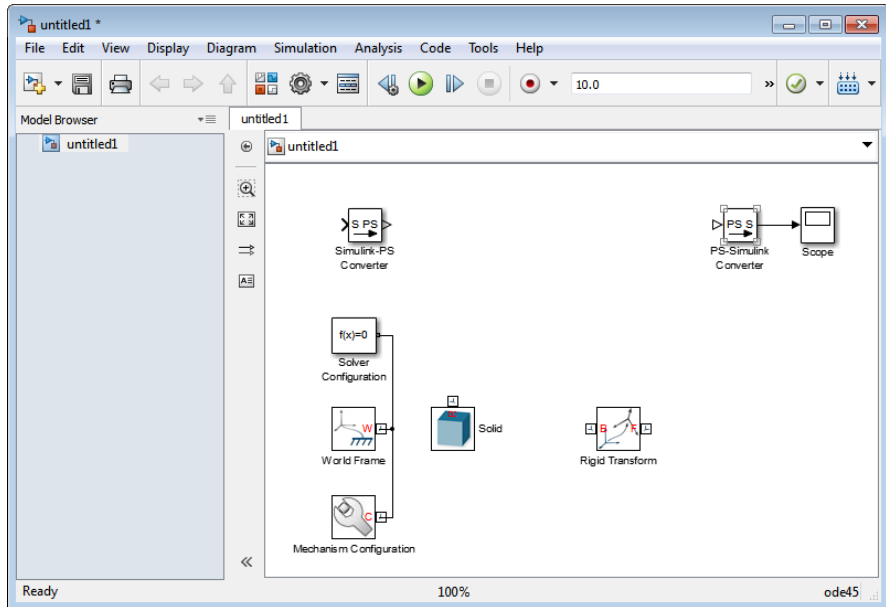
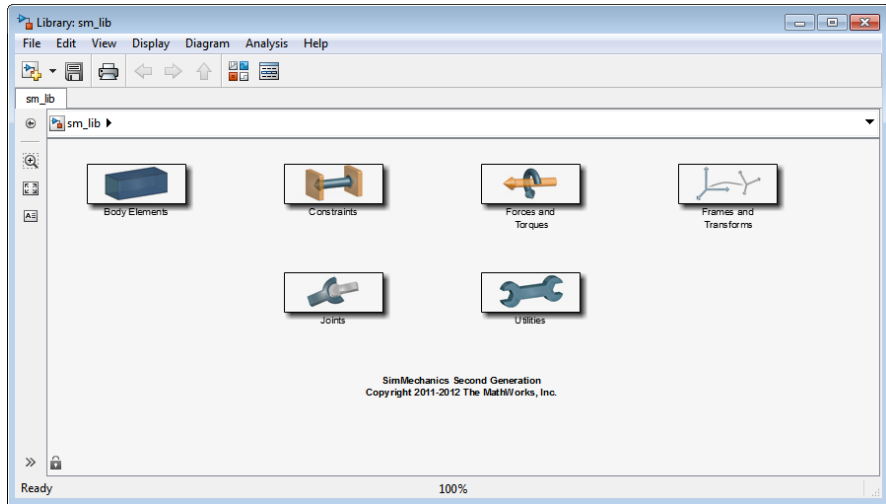
Examples

New SimMechanics Model with Defaults

Create a new SimMechanics model, using the default model name (`untitled`) and the default solver (`ode45`).

```
smnew
```

The command opens the `sm_lib` library, as well as a SimMechanics model called `untitled`, with several commonly used blocks.

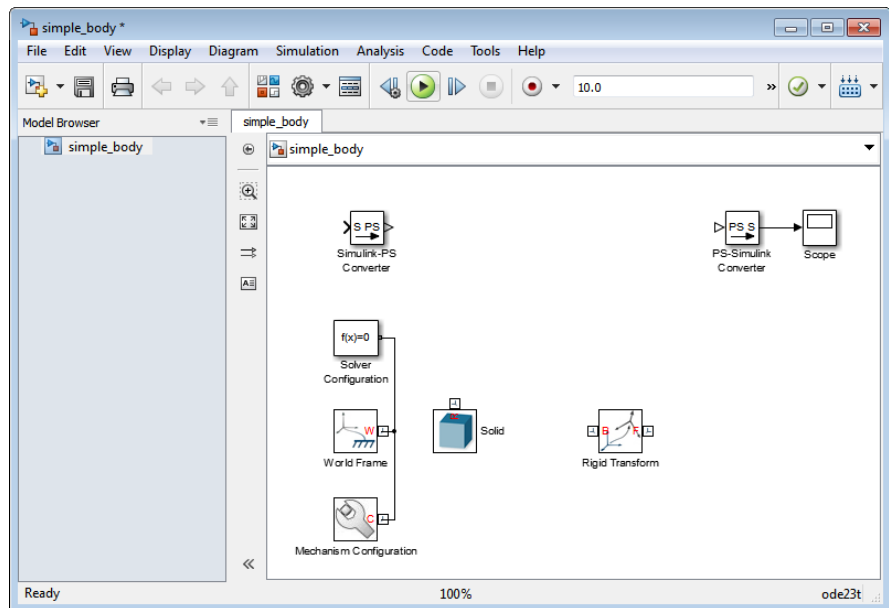


Named New SimMechanics Model with Nondefault Solver

Create a new SimMechanics model, named `simple_body`. Use the `ode23t` solver.

```
sm_new('simple_body', 'ode23t')
```

The command opens the `sm_lib` library, as well as a SimMechanics model called `simple_body`, with several commonly used blocks. The model uses the `ode23t` solver.



See Also

`sm_lib` | `smimport`

smimport

Purpose Generate new model from SimMechanics Import XML file

Syntax
`H = smimport('filename')`
`H = smimport('filename', ModelName, 'modelname')`

Description `H = smimport('filename')` imports SimMechanics XML file `filename.xml` into a new Simulink model with the same name. SimMechanics generates the new model according to XML file specification, adding and connecting any required blocks. For CAD-generated XML files, the new model represents a CAD assembly.

`filename` is a string specifying the XML file name. This string must be a valid model name, using any combination of letters, digits, and underscores such that the first character is a letter and the length of the string is smaller than `namelengthmax`. If `filename` is invalid, SimMechanics generates a valid name based on `filename`.

If a model with the same name is open, `smimport` returns a warning and appends an integer to `filename` to create a unique model name. If a model with the same name exists in the MATLAB workspace or path, `smimport` returns a warning asking you to change the model name.

`filename` supports path specification relative to the MATLAB working directory. Alternatively, `filename` can contain the full path to the corresponding XML file. In the absence of a path, `smimport` searches for `filename` inside the MATLAB path.

By default, `smimport` assumes `filename` refers to an XML file in the MATLAB workspace or path. `filename` does not require an explicit XML extension. If `filename` is not an XML file, or if it is not in the MATLAB workspace or path, `smimport` returns an error.

`H = smimport('filename', ModelName, 'modelname')` imports XML file `filename` into a new SimMechanics model with name `modelname`.

Tips

- `smimport` provides CAD integration with SimMechanics. Use SimMechanics Link™ to generate a valid SimMechanics XML file from SolidWorks™, Creo™ (Pro/Engineer™), or AutoCAD

Inventor™. Then, use `smimport` to generate a corresponding `SimMechanicsmodel`.

Input Arguments

filename

String specifying input XML file name. Replace *filename* with the XML file name you want to import. The `.xml` extension is optional.

This input is required.

Default: ''

Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

'ModelName'

String specifying generated `SimMechanics` model name.

This input is optional.

Default: ''

Examples

Import Robot Assembly with Default Name

Generate robot model from `SimMechanics` Import XML file `sm_robot.xml`. The XML file represents a robot arm CAD assembly. You can access the XML file in the following directory:

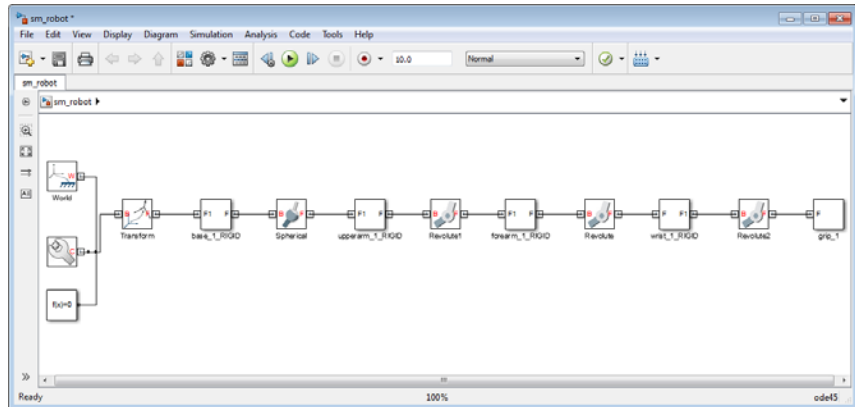
```
matlabroot\toolbox\physmod\sm\smdemos\import\robot
```

The directory contains an additional set of STL files that specify 3-D surface geometry for all CAD parts.

1 At the command line, enter

smimport

```
smimport('sm_robot.xml');
```



2 In the new model window, select **File > Save**.

3 Enter model name and select storage directory

Import Robot Assembly with Custom Name

You can rename the robot model at the MATLAB command line. To rename the model `robot_arm`, add the model name to the `smimport` parameters.

1 At the MATLAB command line, enter

```
smimport('sm_robot', 'ModelName', 'robot_arm');
```

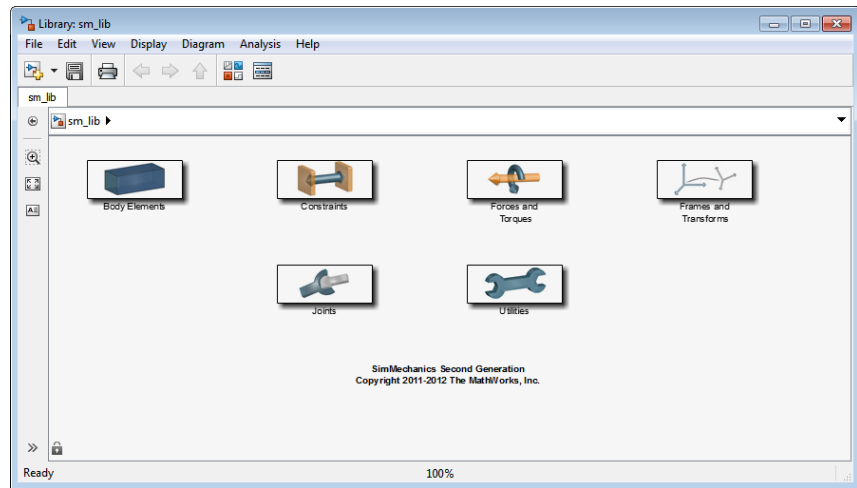
2 SimMechanics software imports file `robot.xml` and generates a new model called `walkingrobot`.

See Also

`smnew` | `sm_lib`

Purpose	Open the SimMechanics block library
Syntax	<code>sm_lib</code>
Description	<p><code>sm_lib</code> opens a new window containing the complete SimMechanics block library. Use this window to access the six SimMechanics block sublibraries:</p> <ul style="list-style-type: none">• Body Elements• Constraints• Forces and Torques• Frames and Transforms• Joints• Utilities
Tips	<ul style="list-style-type: none">• Use <code>sm_lib</code> to open the SimMechanics block library from the MATLAB command line.• <code>sm_lib</code> loads only the SimMechanics block library, so you do not have to wait for other Simulink libraries to load.
Examples	<p>Open block library from MATLAB Command Line</p> <ol style="list-style-type: none">1 At the MATLAB command line, enter <code>sm_lib</code>. A new window containing the six SimMechanics sublibraries opens.

sm_lib



2 Double-click a sublibrary to access any underlying blocks.

See Also

smnew | smimport

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