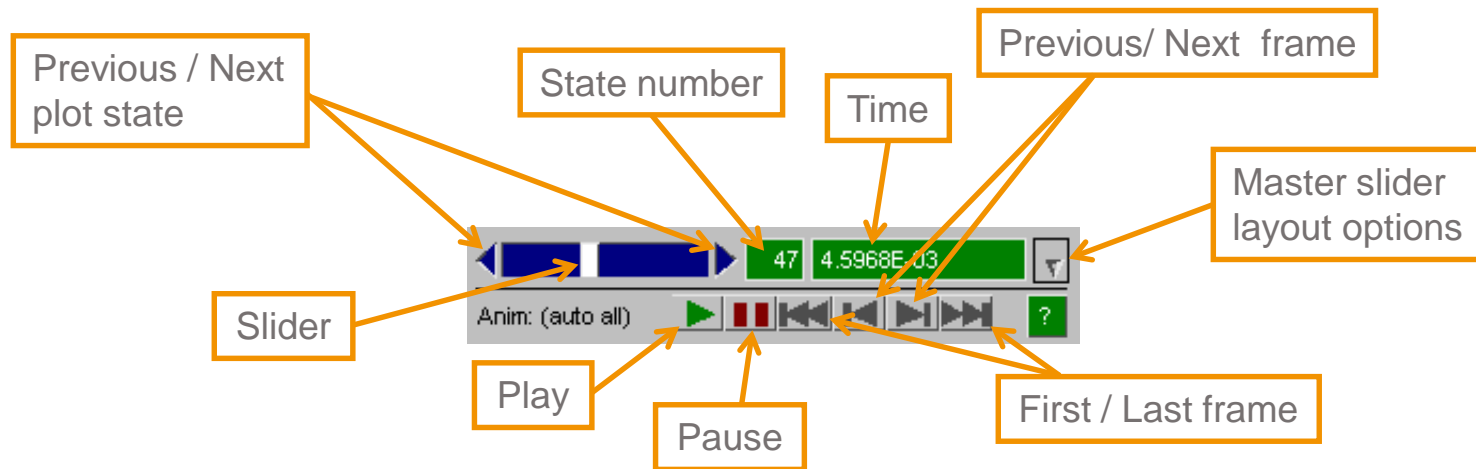


Animating

Master & Local State Sliders

- **All** windows can be animated using the controls in the master state slider, which is situated in the bottom right corner of D3PLOT. The controls applied using the master slider apply to **all** graphics windows. The slider does not move when you press play. However, you can manually position the slider by dragging it across.



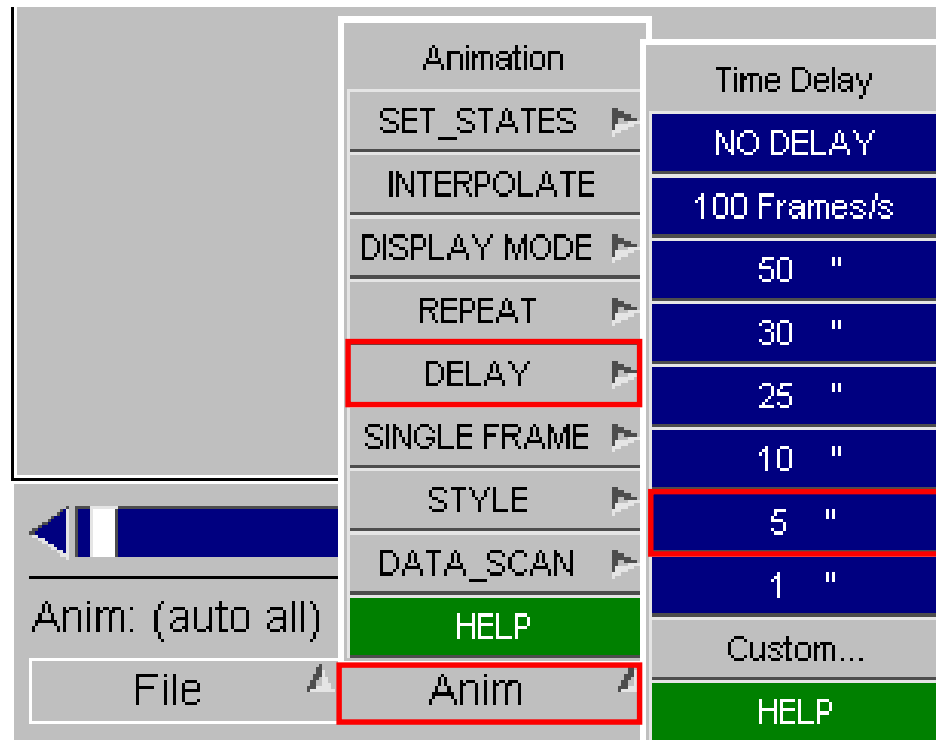
- Animations in individual windows can be controlled using the local state slider. The controls applied using the local state slider only applies to the animation that is located in the same window as the local slider.



Delay

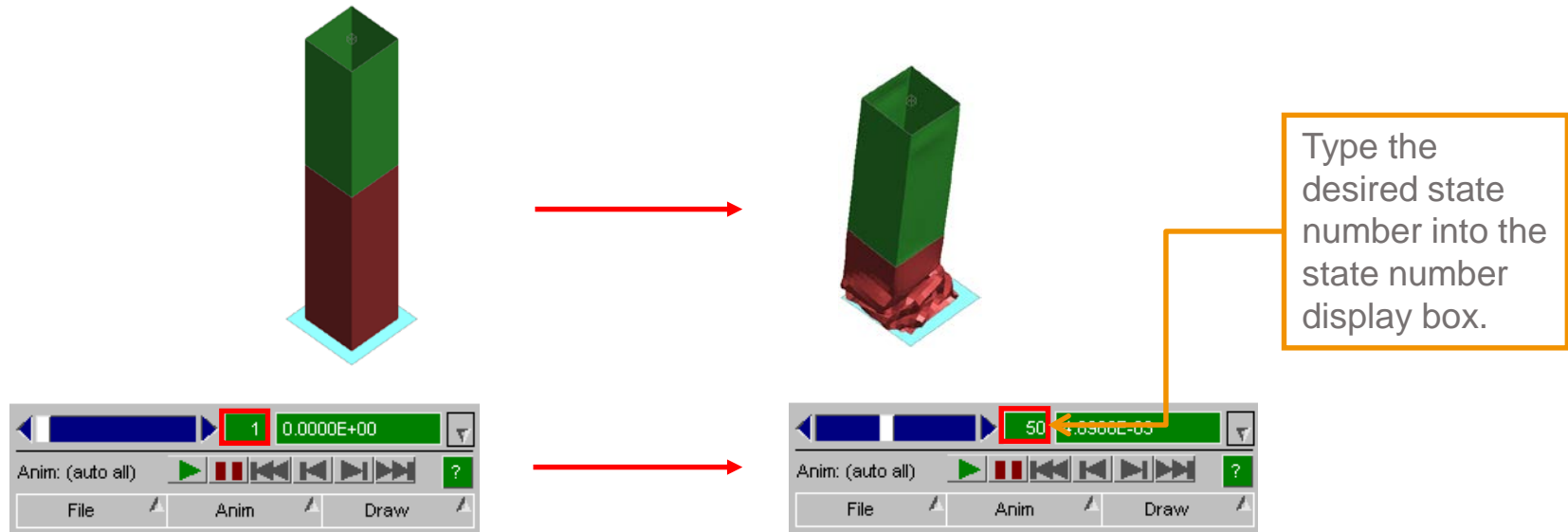
To change the speed of the animation:

- Right click on 'Anim' (located below the master state slider)
- Click 'DELAY'
- Then select a frame rate

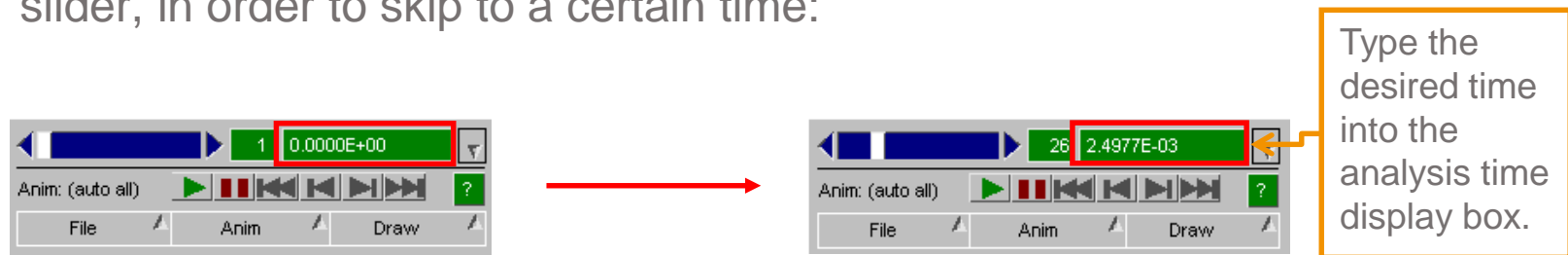


Plot State Numbers

- The plot state numbers can be entered manually in the master state slider, in order to skip to a certain state.

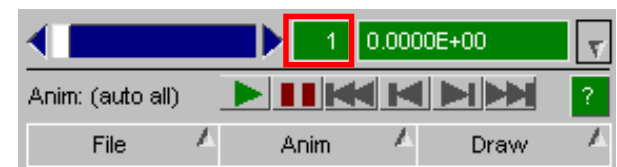
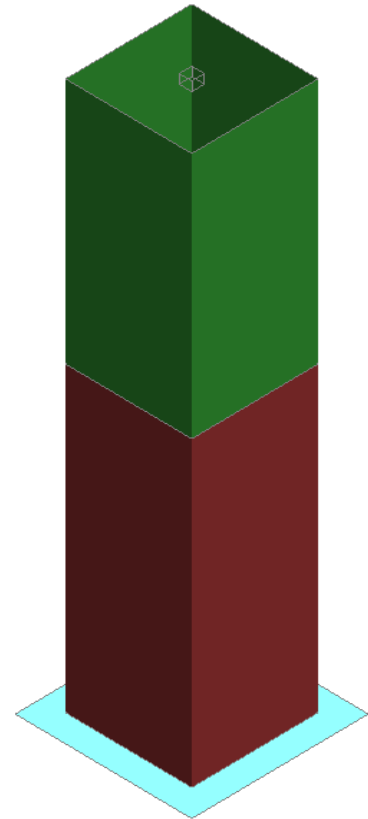


- Similarly, the analysis time can be entered manually in the master state slider, in order to skip to a certain time:



Plot State Number Definitions

- Plot state 0 is the undeformed model.
- Plot state 1 is the initialised model at the start of the transient analysis. There may be initial stresses or initial deflections in plot state 1.



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