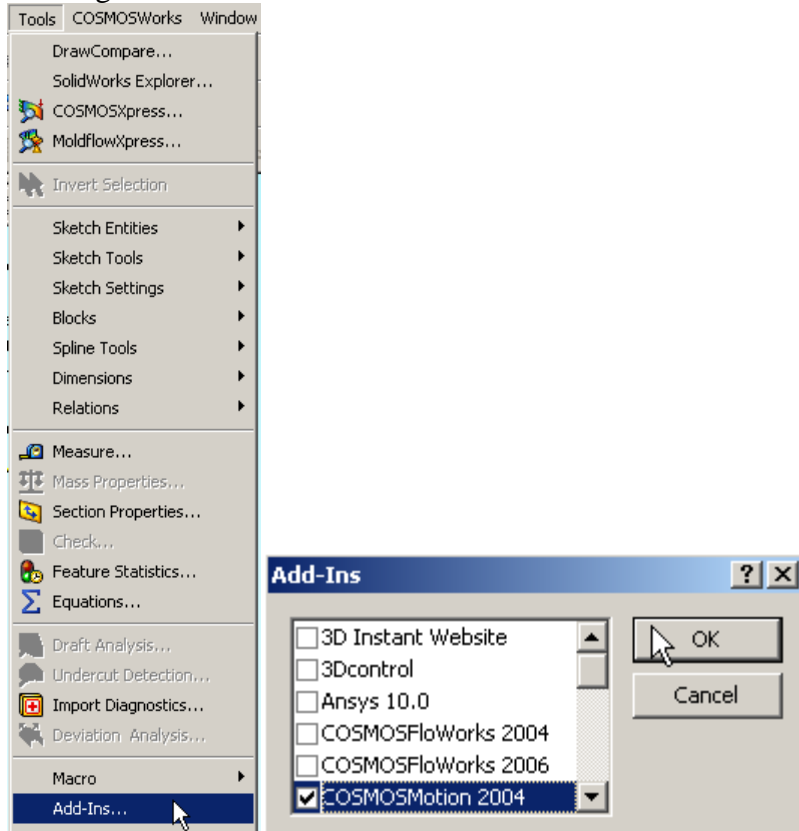


CosmosMotion Overview

JEA, Oct. 2007

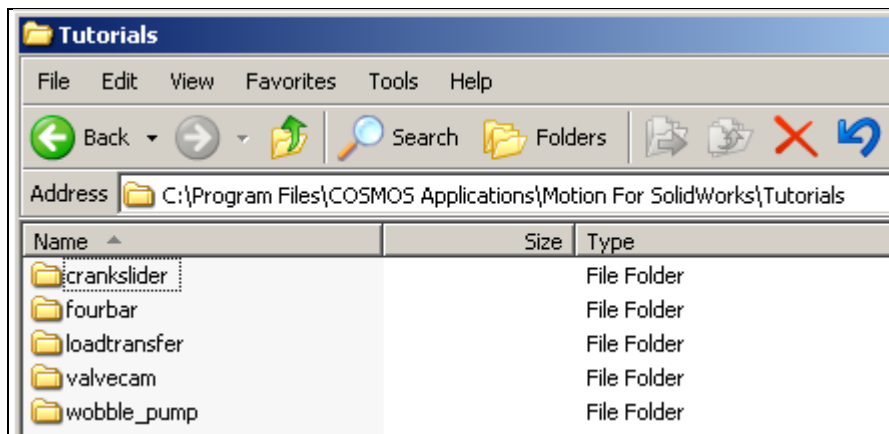
CosmosMotion is a specialized subset version of the **MSC-ADAMS** program for creating 2D and 3D mechanisms, simulating their motion, as well as determining and graphing the forces and moments associated with that motion. Getting it started can be non-obvious. Here is a process that should work:

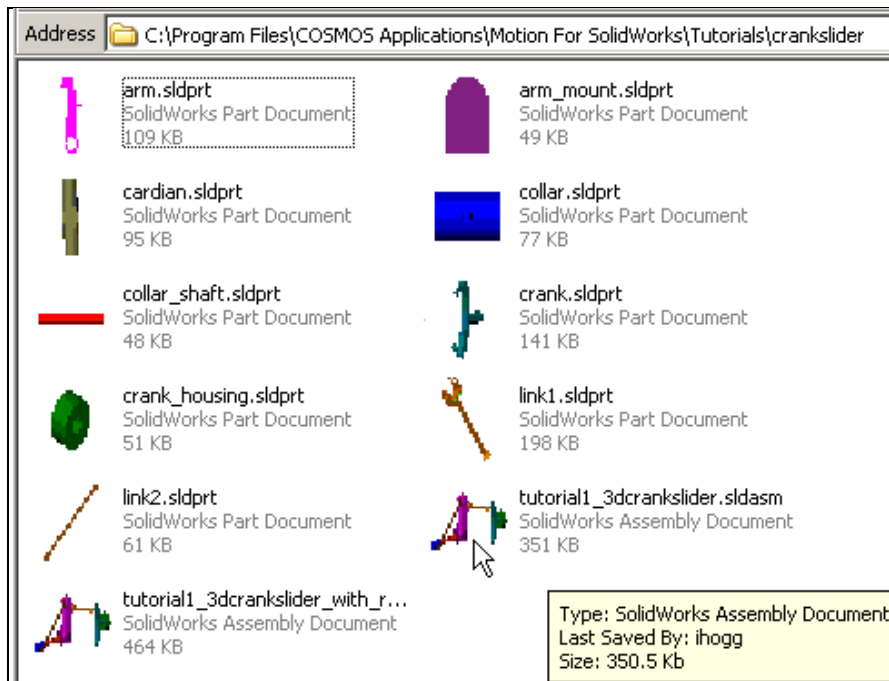
1. Open **SolidWorks** and select a new part.
2. From **Tools** pull down to get to **Add Ins**



3. Make sure that **CosmosMotion** is checked on, and you may want to turn off other large options like **CosmosFlow**.

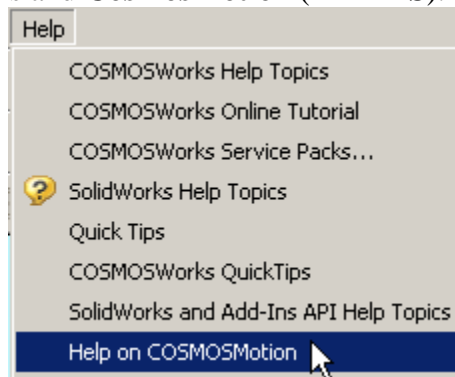
4. Under **File, Open** look in **C:; Program Files, COSMOS Applications, Motion For SolidWorks, Tutorials**



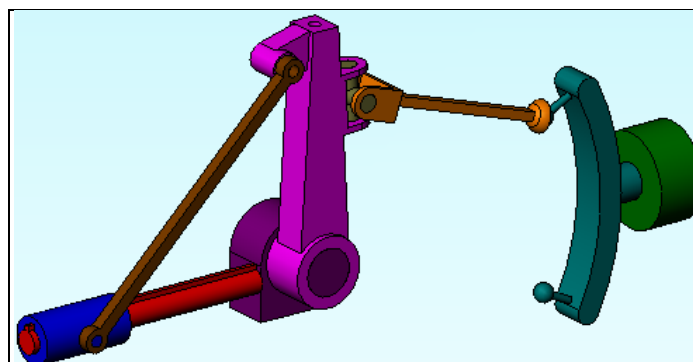


Select any one of the directories, such as **crankslider** and open a tutorial such as **tutorial1_3dcrankslider.sldasm**. That will force the motion software to start. You should note that the **Motion** tab appears on the top utility bar.

5. Now, under **Help** you should find **Help on CosmosMotion**. Selecting that gives you access to various information on mechanisms and **CosmosMotion (ADAMS)**.



6. Select the **Tutorials** tab, and there start **Tutorial_1-Crank Slider**. It will ask you to use the above file. Proceed with the remainder of the tutorial(s).



Additional Documentation:

There is a large PDF file online that you can read about 3D mechanisms, the importance of kinematic constraints (joint types) and using the software. It opens by default in Adobe Photoshop but it is better to open it in Adobe Reader. To do that, go to **C:\Program Files\COSMOS Applications\Motion For SolidWorks\lang\english\Docs** and right click on **CMotionUG.pdf**. Select **Open With** and choose **Adobe Reader**.

