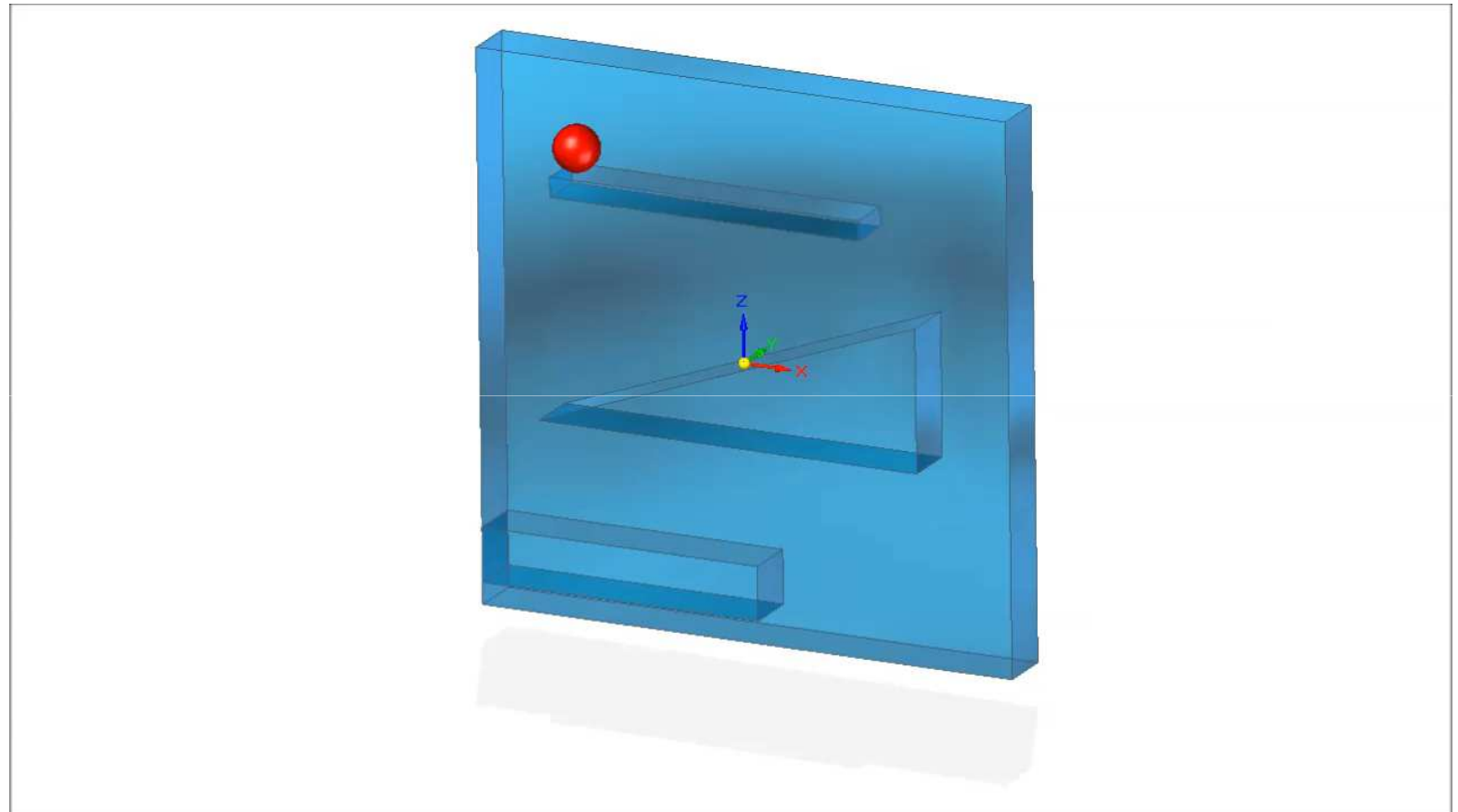
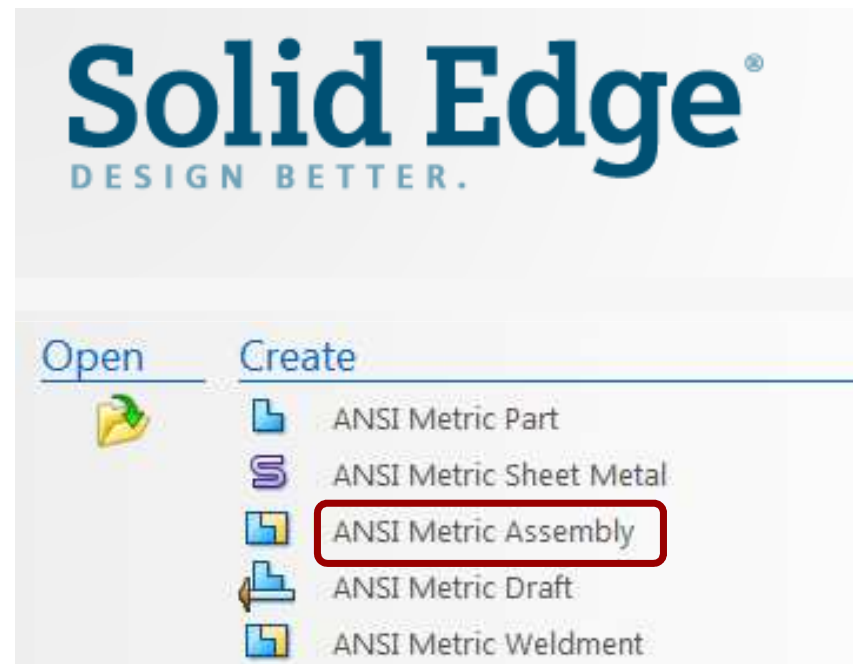


How to get a ball  
to follow a path.



Create an assembly.

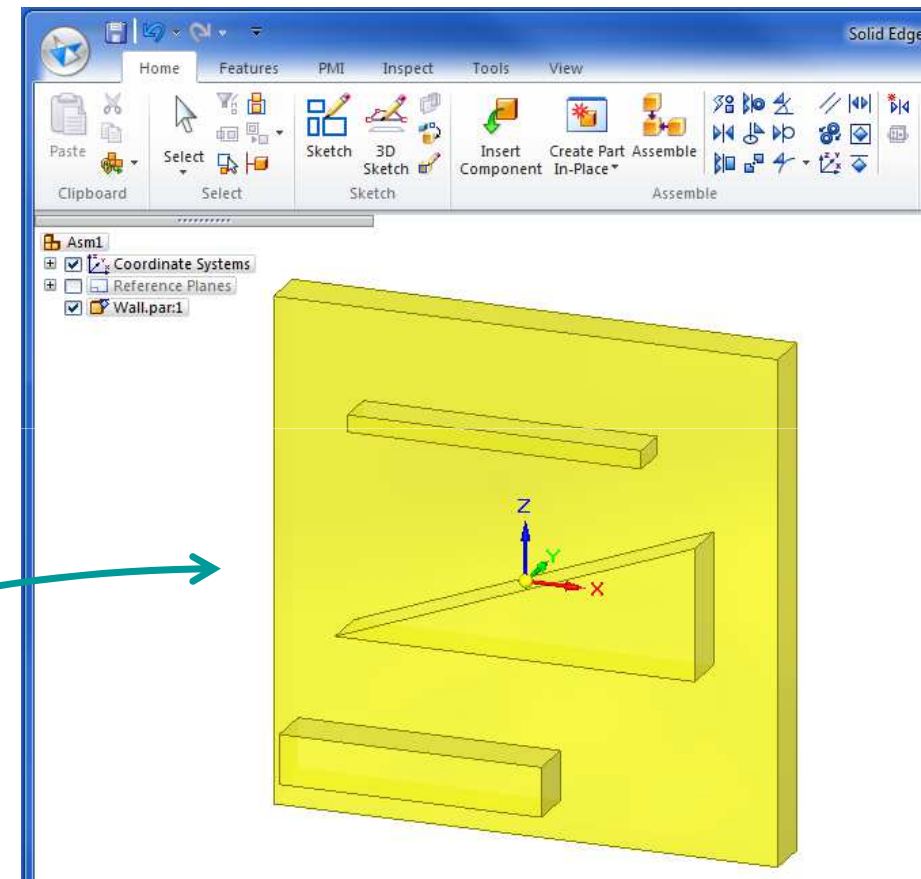
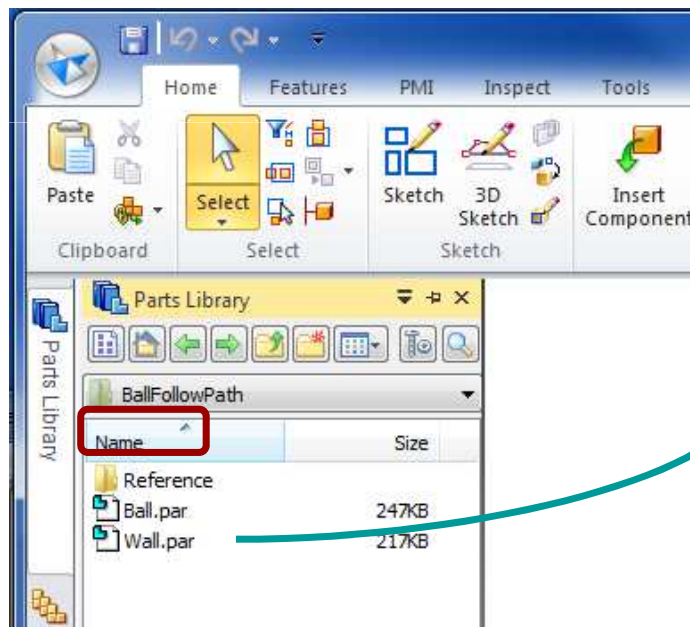


# Mecanismos y sus movimientos

In the **Parts Library**, browse to:

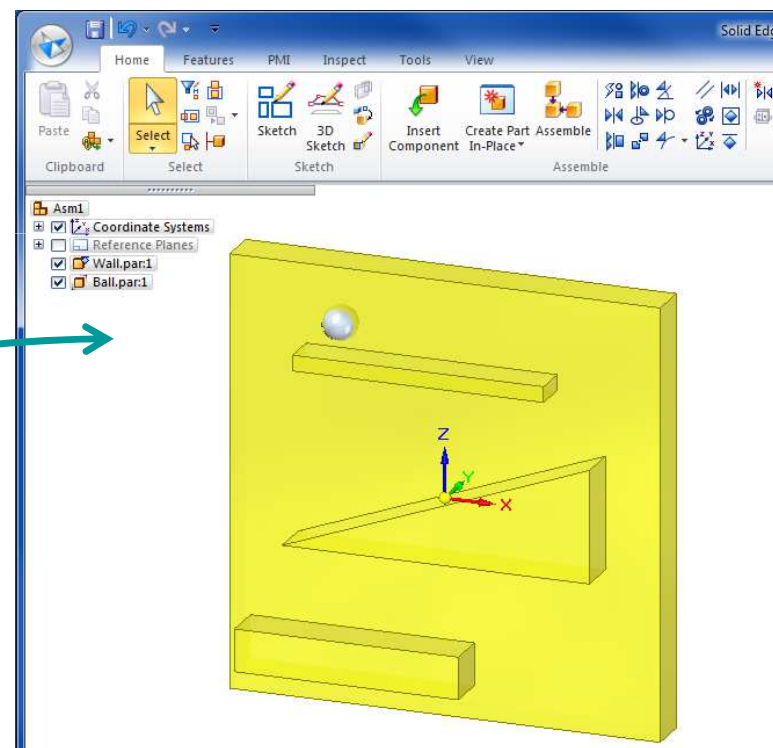
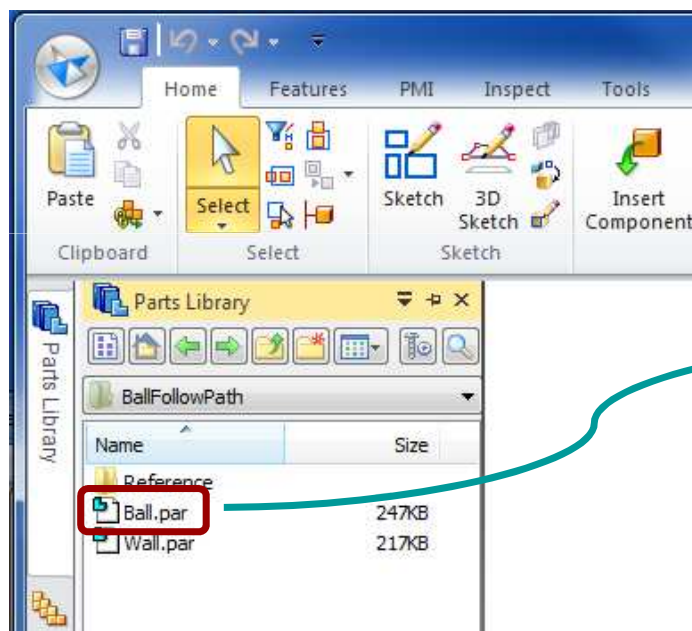
**Mechanisms/BallFollowPath**

Drag **Wall.par** into the assembly.

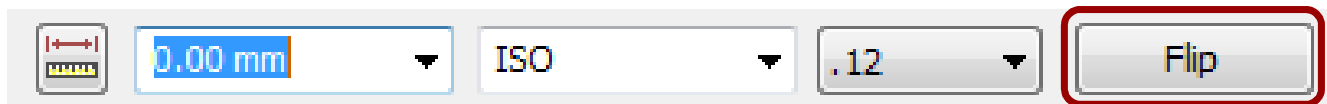
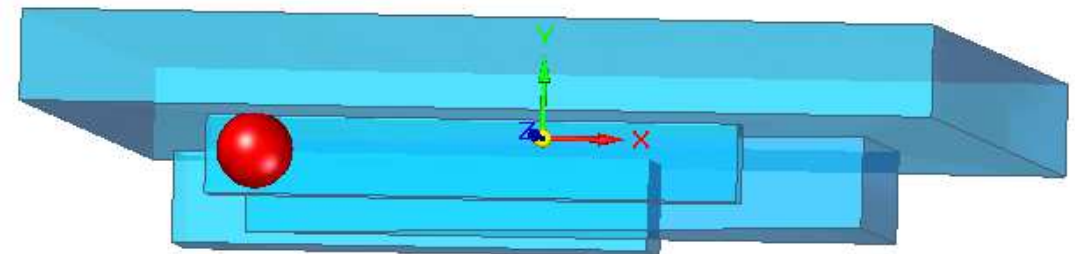
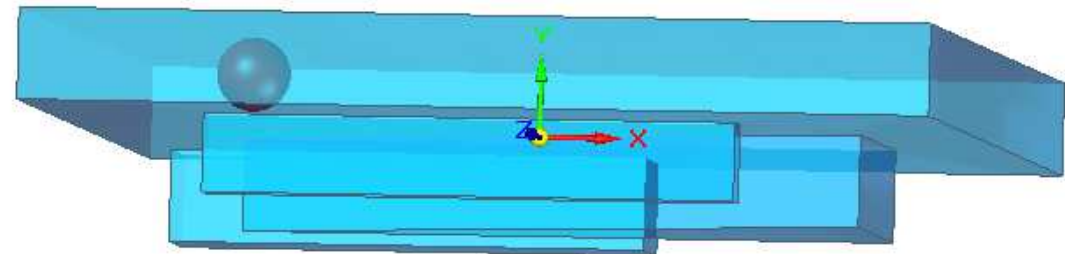
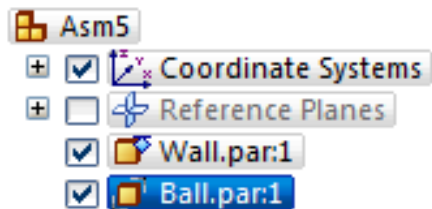


Drag in **Ball.par**.

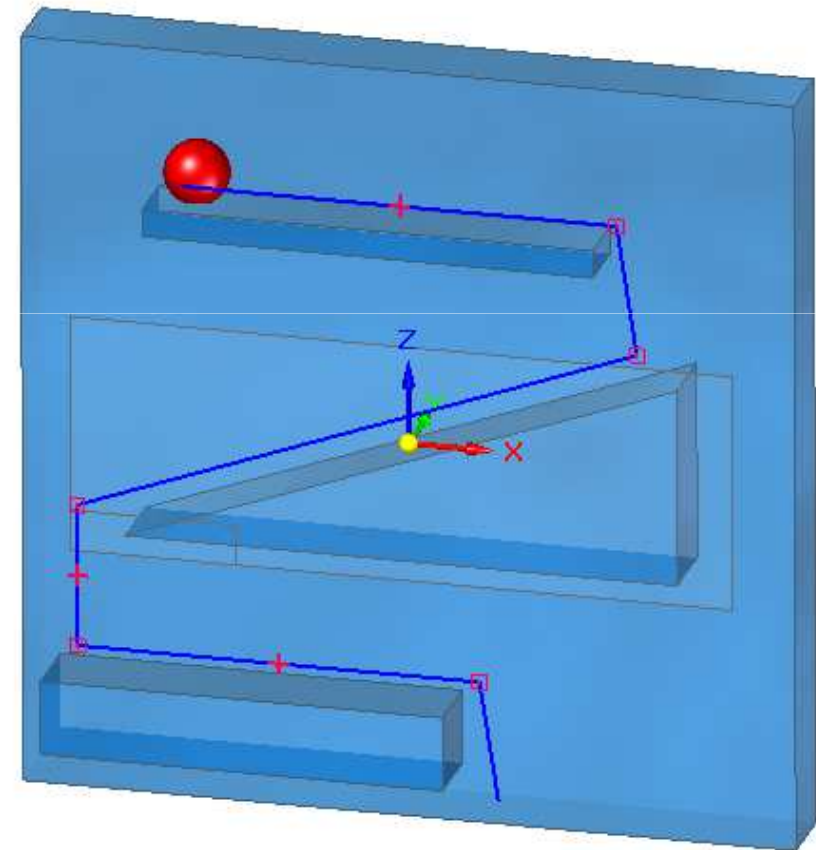
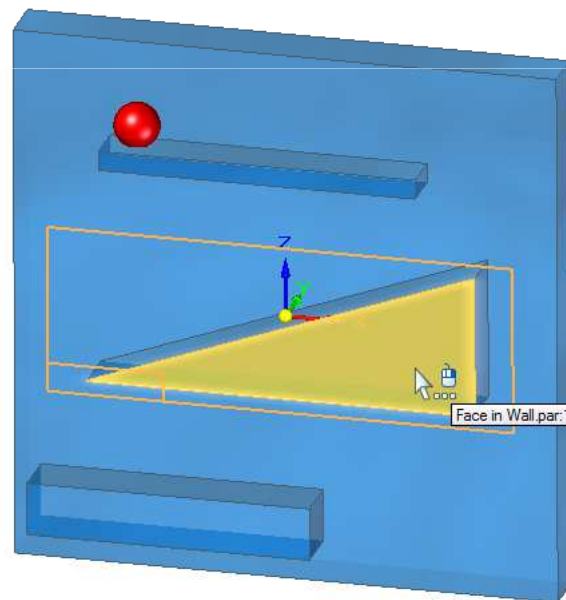
Move the ball into position as shown. Add a tangent constraint to the ball and the wall front face.



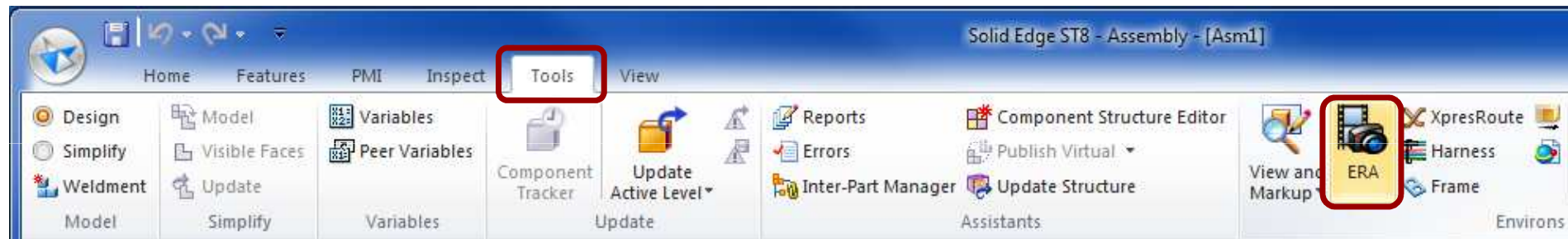
If the ball is inside the part, select **Ball.par** in **PathFinder**. Select the **Tangent Constraint** and click **Flip**.



Choose the **Line** command and draw a sketch path for the ball.

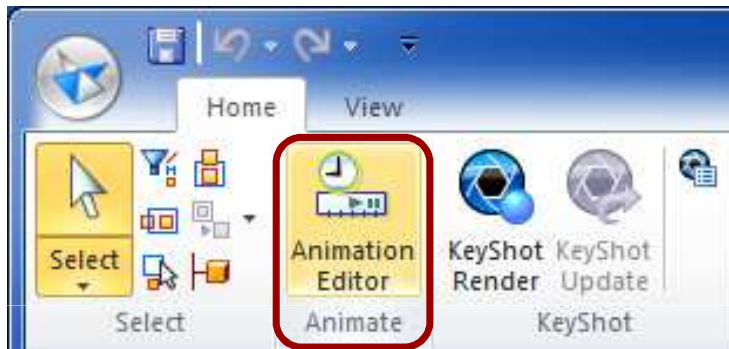


Choose **Tools** tab → **Environs** group → **ERA**.

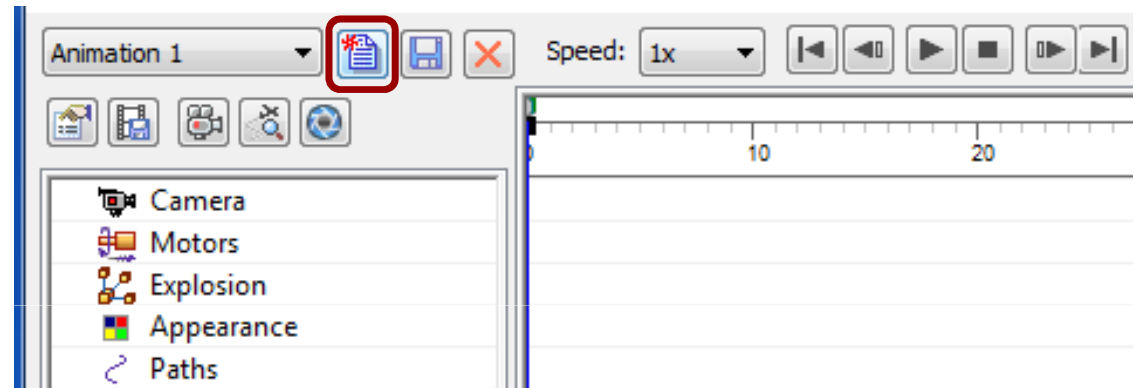




Choose **Animation Editor**.

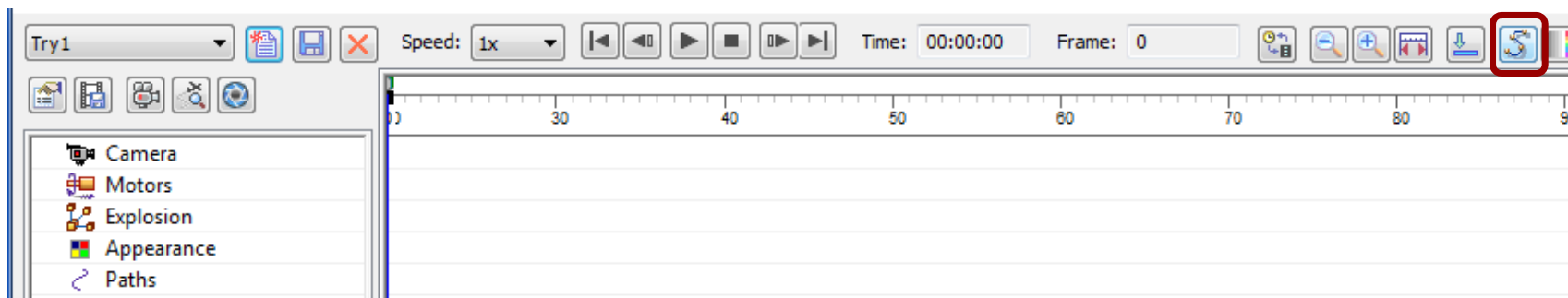
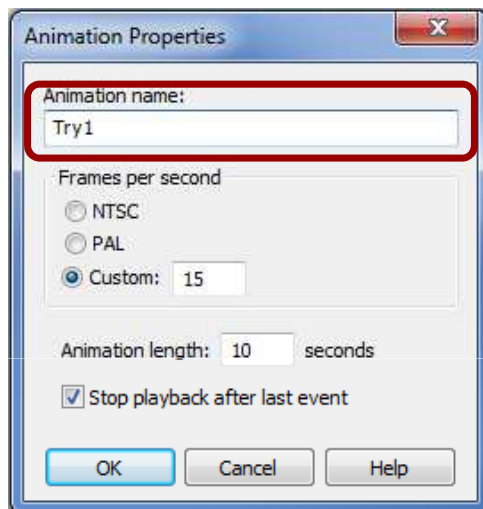


Open **Animation Options**.

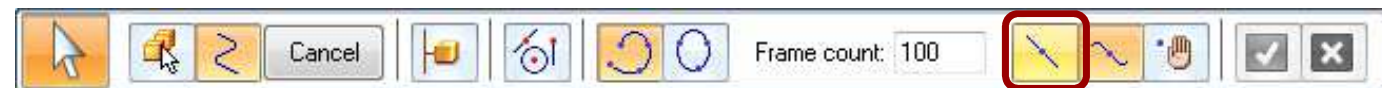
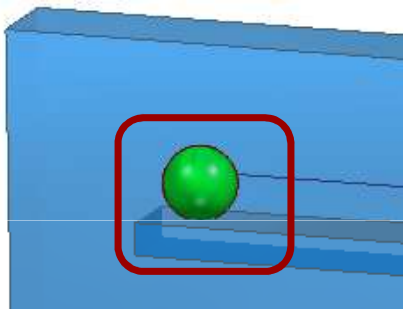




Set the following animation options.



Select the component(s), in this case the ball, that will follow the motion path.



Select the **Straight Path** option.

Play the animation.

