

Match MotoSim Playback with the Controller Cycle-Time

Introduction

If you have ever had a simulation play back faster or slower than the Controller's reported Playback time, this will help.

Real-Time Playback

Real-Time Playback synchronizes the movement of 3D models with the controller play time.

It works by slowing down or speeding up the 3D graphics to match pace with the virtual controller.

To turn on Real-Time Playback:

1. On the Home Tab, select **Heartbeat**
2. Select **More**
3. Check the box for **Realtime playback**
4. Select **OK**

Caution

When using this feature with complex geometry and interference checking or trace display, there may be performance issues. Having newer computer hardware will correct for this.

