

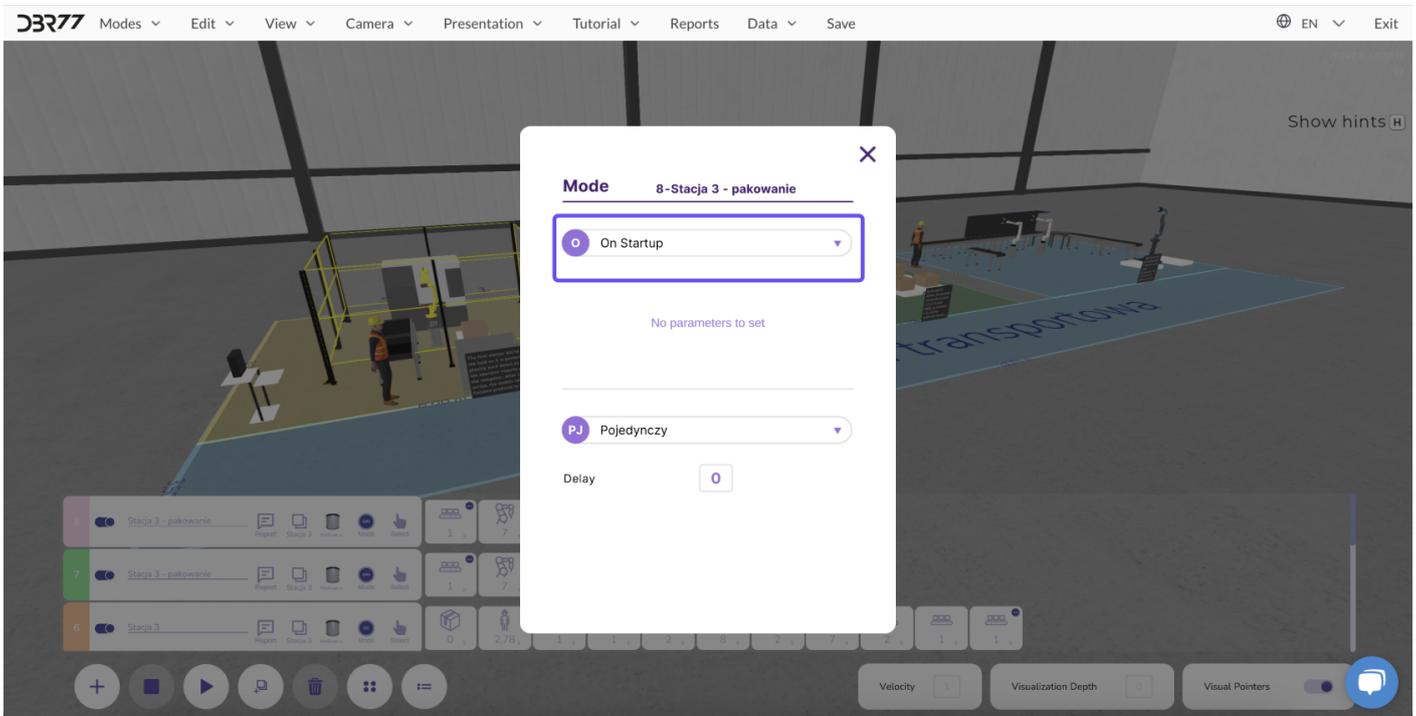
# Start Methods



In the 3D studio, there are several ways to start animation lines, customizable to meet production needs.

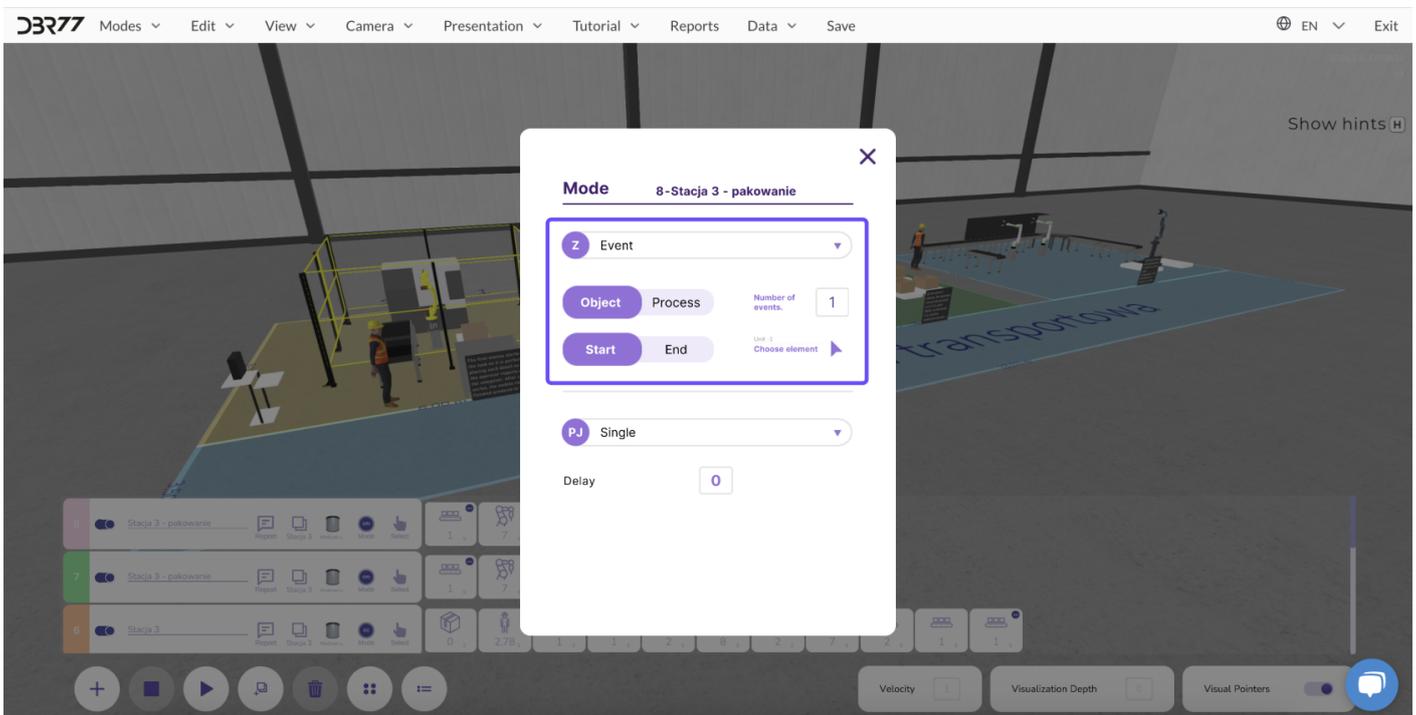
## Here are the three main methods:

### 1. Immediate Start



- **Description:** After clicking the "Play" button, the entire animation line starts immediately, and all elements begin executing their programmed tasks without delay.

## 2. Event-Driven Start



**Description:** Events are conditions that define the start or end time of an object or process.

### Defining Events:

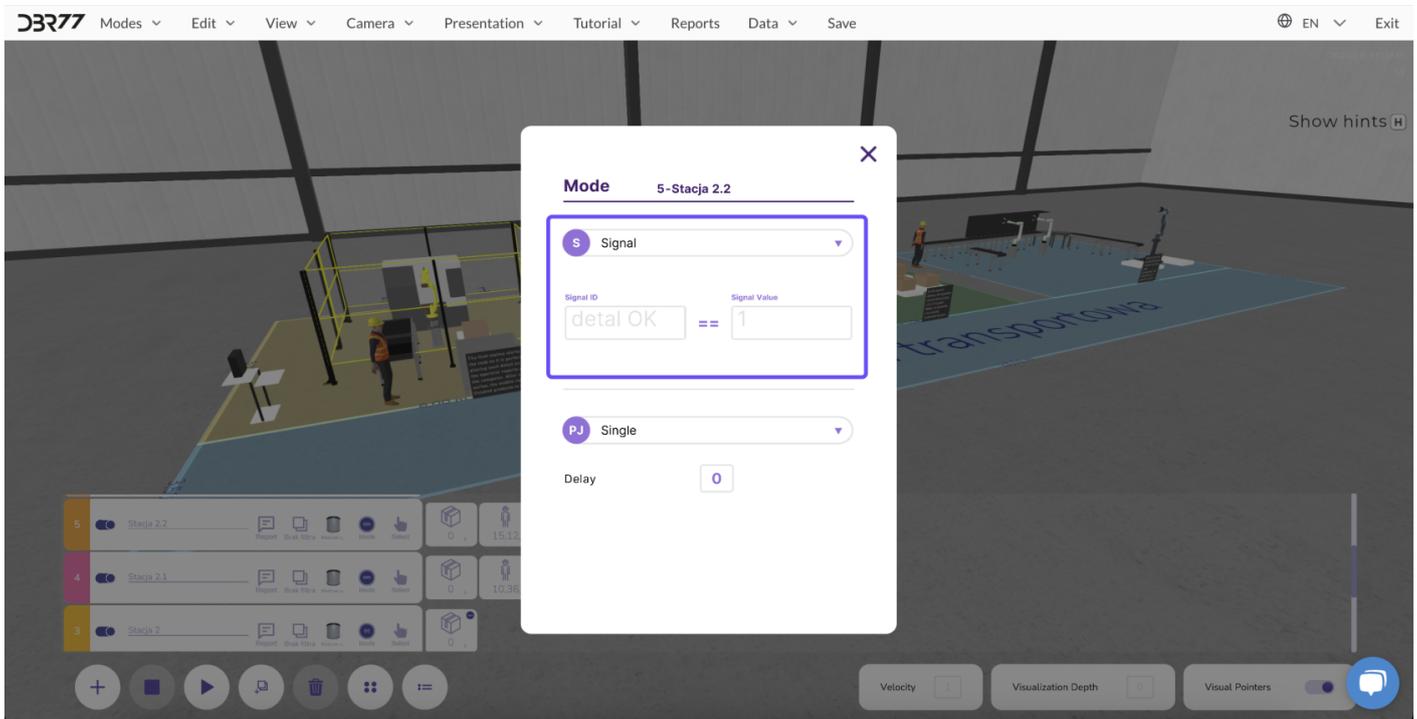
- Select an element that controls the start or end of another object or process.

- Specify after how many events the selected animation line should start.

### Example:

The next line starts only after the previous one has completed its tasks.

## 3. Signal from a Specific Element



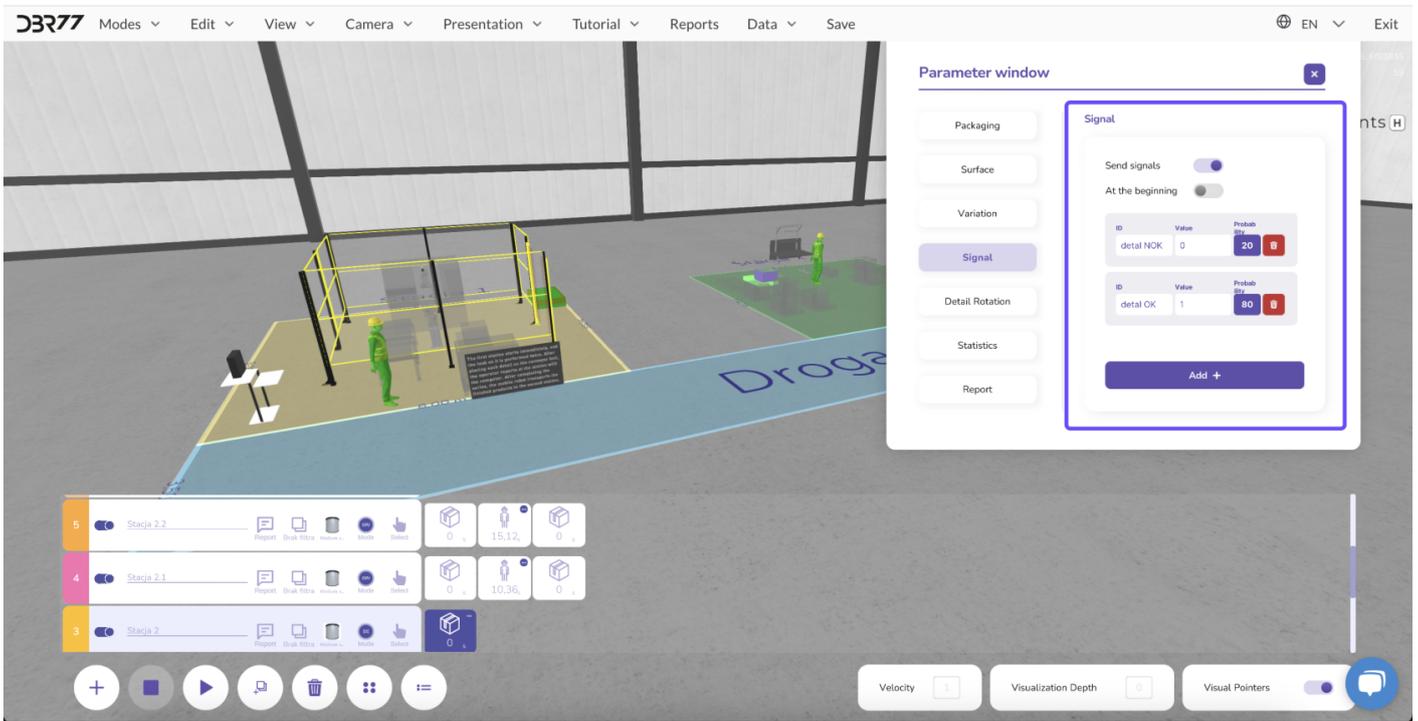
- **Description:** Signals determine whether a specific element meets the conditions to activate the next animation line.

## Signal Functionality:

- **Example:** In a quality control system:
  - If an element passes inspection ("OK"), a signal with a value of 1 is sent, activating the next line.
  - If an element fails inspection ("Defective"), a signal with a value of 0 is sent, blocking the next line. The defective element is redirected elsewhere instead of being further processed.

## Defining Probabilities:

- Specify how often a certain signal should occur.
  - Example: Set a 75% probability for elements passing and 25% for defects to control the production process more effectively.



# Summary

Each method allows for flexible control of animation lines in the 3D studio, enabling you to optimize workflows to meet the specific requirements of your production process.

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