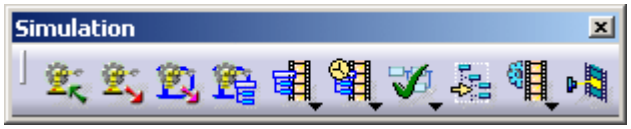
Simulation Toolbar

The **Simulation** toolbar has one sub-toolbar: Compile Processes. The Process Simulation and Simulation Control Tools pop-up toolbars appear when you select the **Process Simulation** command. The Replay pop-up toolbar appears when you select the **Replay** command (from the **Simulation** toolbar) or **Instant Replay** command (from the **Simulation Control Tools** sub-toolbar). The Automatic Sync pop-up toolbar appears when you select the **Automatic Synchronization** command.

The hyperlinks below link to the procedures that describe how to use the commands in the **Simulation** toolbar and its associated pop-up and sub-toolbars.

Simulation



Save Initial State
See Saving and Restoring Initial State in the *3D Simulation for Manufacturing User's Guide*.

Restore Initial State
See Saving and Restoring Initial State in the *3D Simulation for Manufacturing User's Guide*.

Restore Design Position
See Restoring the Original Design States in the *Process and Resource Definition User's Guide*.

Turn On/Off Design Model Updates
See Turning On/Off the Design Model Position in the *3D Simulation for Manufacturing User's Guide*.

See Run Simulation Toolbar, below.

See Update Cycle Time Toolbar, below.

See Verifying the Steps of a Simulation, *below.*

Automatic Synchronization
See Using Automatic Synchronization in the *3D Simulation for Manufacturing User's Guide.*

See Compile Process Replay Toolbar, below

Replay
See Compile a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Run Simulation

Process Simulation
See Viewing a Simulation in the *3D Simulation for Manufacturing User's Guide*.

Resource Simulation
See About Resource Simulation in the *3D Simulation for Manufacturing User's Guide*.

Update Cycle Time

Update Process Cycle Time
See Updating Cycle Times in the *3D Simulation for Manufacturing User's Guide*.

Update Resource Cycle Time
See Updating Cycle Times in the *3D Simulation for Manufacturing User's Guide*.

Process Verification

Update Resource Cycle Time
See Verifying the Steps of a Simulation in the *Process and Resource Definition User's Guide*.

Update Resource Cycle Time
See Verifying the Steps of a Simulation in the *Process and Resource Definition User's Guide*.

Compile Process Replay

Compile Simulation
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Compile Video Simulation
See Compiling a Video Simulation in the *3D Simulation for Manufacturing User's Guide*

Process Simulation

Jump to start
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

Pause
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

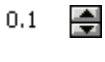
Step forward
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

Run
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

Jump to end
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

Simulation mode, single
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

Simulation mode, continuous
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*



Step size
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

Simulation time
See Viewing the Simulation in the *3D Simulation for Manufacturing User's Guide*

Simulation Control Tools

Simulation Options
See Filtering Activities for a Specific Simulation in the *3D Simulation for Manufacturing User's Guide*

Simulation Activities On/Off
See Viewing Information Boxes during Simulations in the *3D Simulation for Manufacturing User's Guide*

Activity Options On/Off
See Simulating a Selected Activity in the *3D Simulation for Manufacturing User's Guide*

Automatic Real-Time Simulation
See Running a Simulation in Real Time in the *3D Simulation for Manufacturing User's Guide*

Visualization Options
See Using Visualization Options in the *3D Simulation for Manufacturing User's Guide*

Instant Replay On/Off
See Using Instant Replay in the *3D Simulation for Manufacturing User's Guide*

Replay

Jump to start
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Play backwards
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Step backwards
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Pause
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Step forward
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Run
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

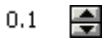
Jump to end
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Simulation mode, continuous loop
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Simulation mode, single
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Simulation mode, continuous back and forth
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

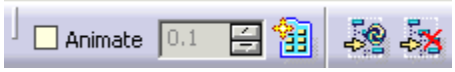
Slider
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*



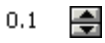
Step size
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Select Replay Options
See Compiling a Simulation into a Replay in the *3D Simulation for Manufacturing User's Guide*

Automatic Sync



Animate check box
See Using Automatic Synchronization in the *3D Simulation for Manufacturing User's Guide*



Step size
See Using Automatic Synchronization in the *3D Simulation for Manufacturing User's Guide*

Automatic Sync Options On/Off
See Using Automatic Synchronization in the *3D Simulation for Manufacturing User's Guide*

Modify Activity On/Off
See Using Automatic Synchronization in the *3D Simulation for Manufacturing User's Guide.*

Delete Activity On/Off
See Using Automatic Synchronization in the *3D Simulation for Manufacturing User's Guide.*