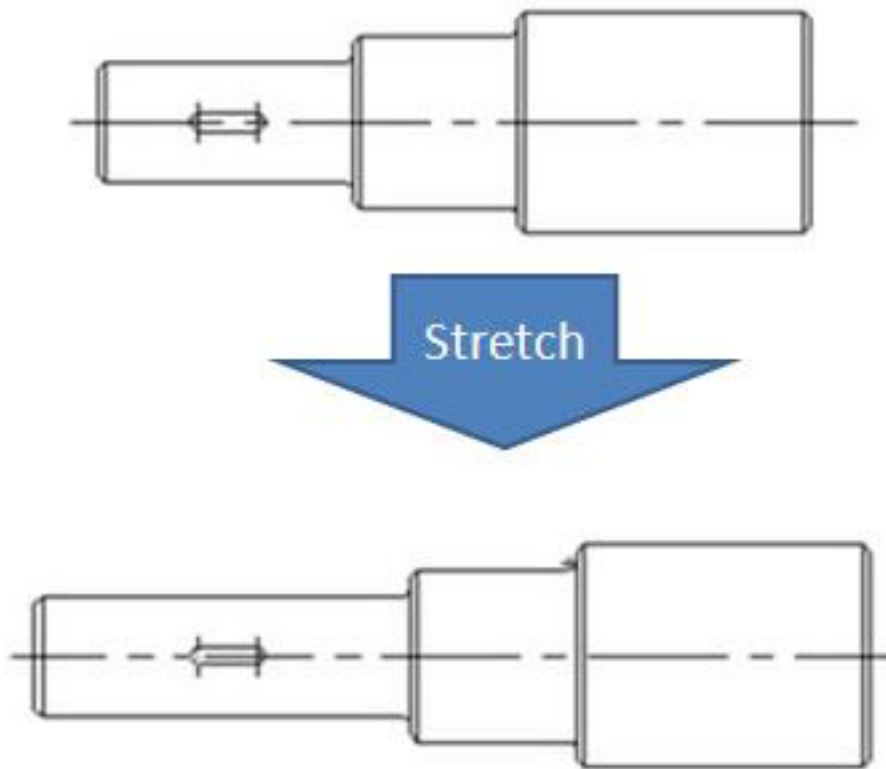


_Dynamic Block Creation - Distance Multiplier

1279 kbadmin June 30, 2021 [Tips & Tricks](#) 0 4086

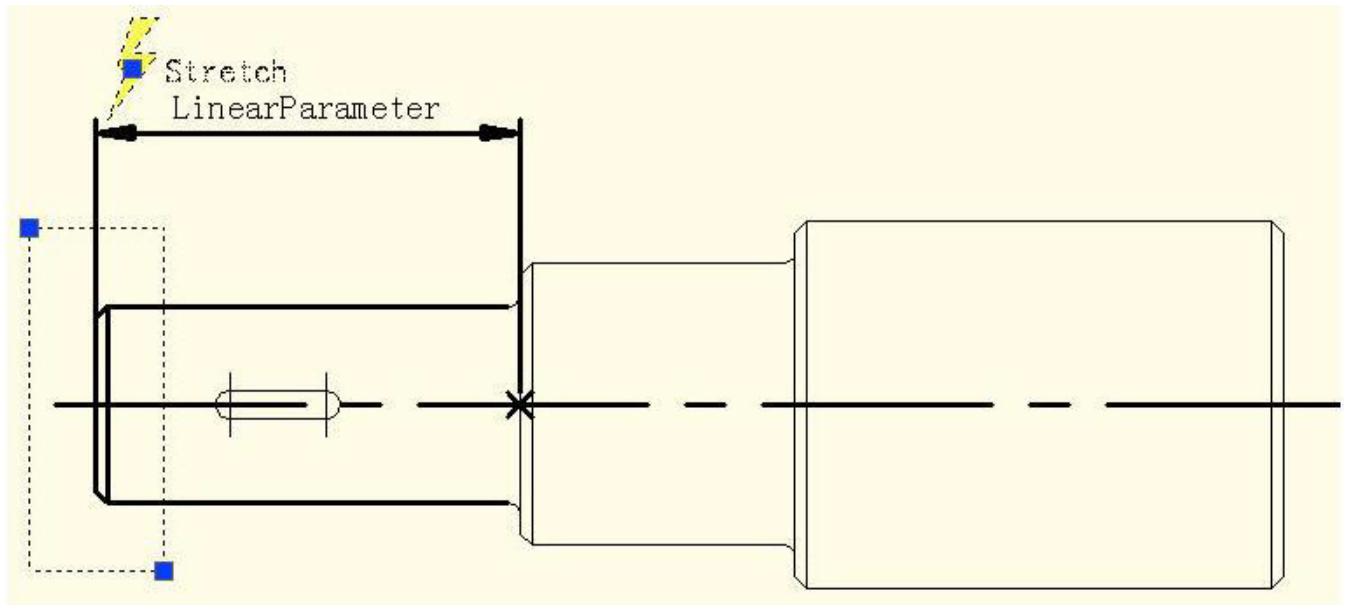
Take the step shaft as an example, if we stretch the left part of the step shaft and the keyway still is at the center point of smaller diameter shaft after stretching. As the following picture shows:



Then, we use the “Distance Multiplier” property of action to achieve the aim.

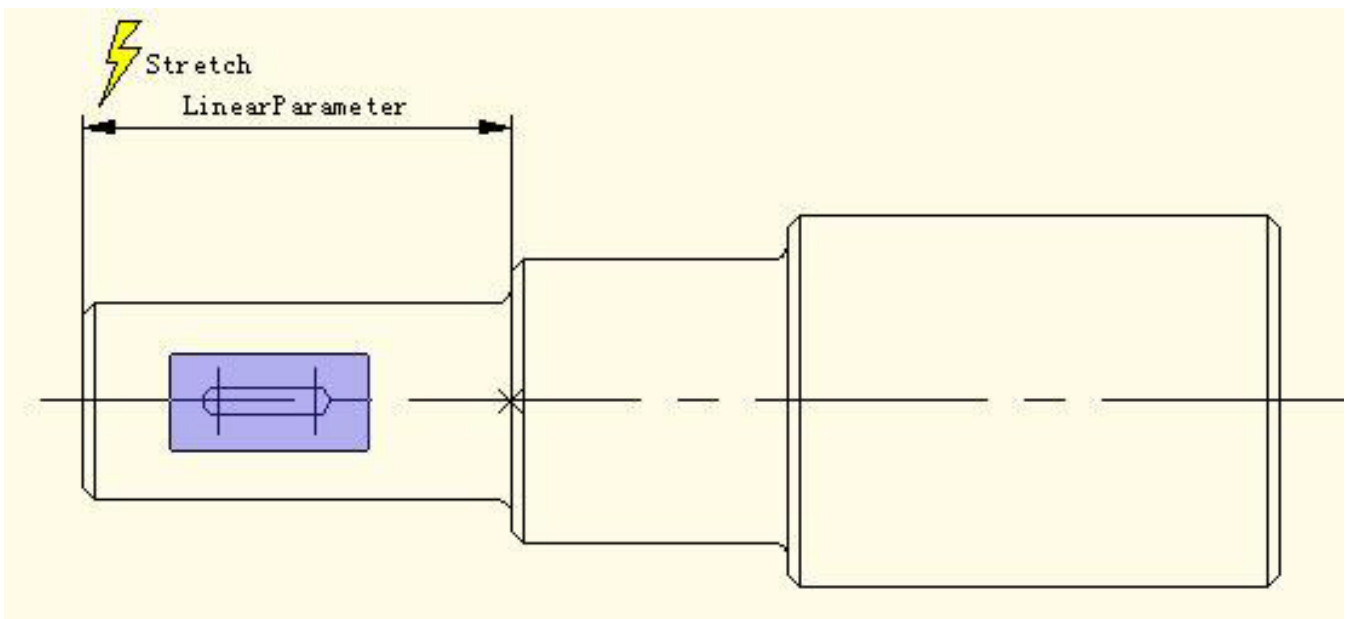
1. Add the Linear Parameter and Stretch Action for Step Shaft:

Hide right grip of parameter point, action stretch box is as the following picture, the bolded object is an action operation object.



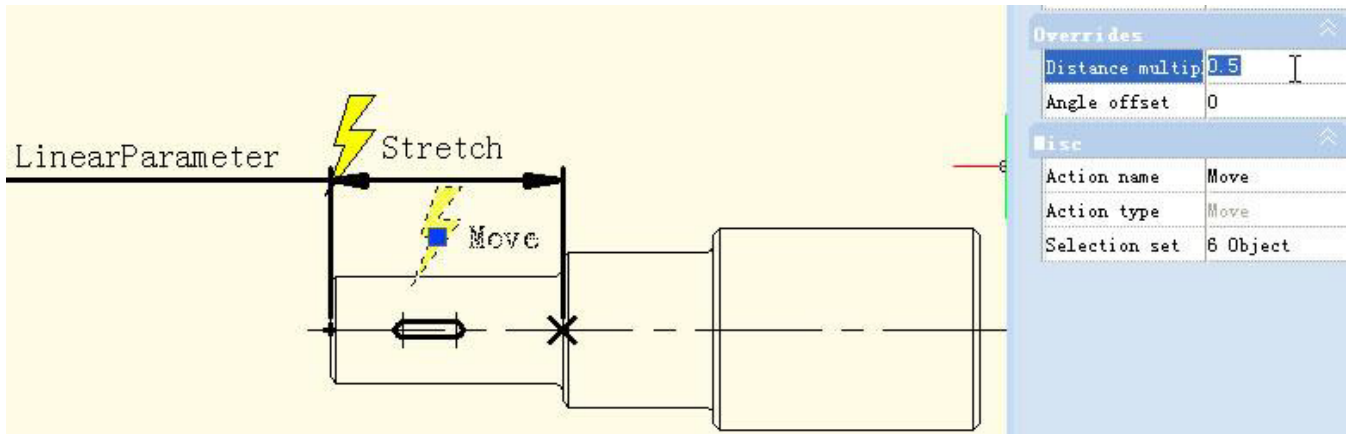
2. Add Move Action for keyway:

Select the left grip of linear parameter when moving, stretching related parameter points. Move objects of action select the whole keyway, as the following picture.



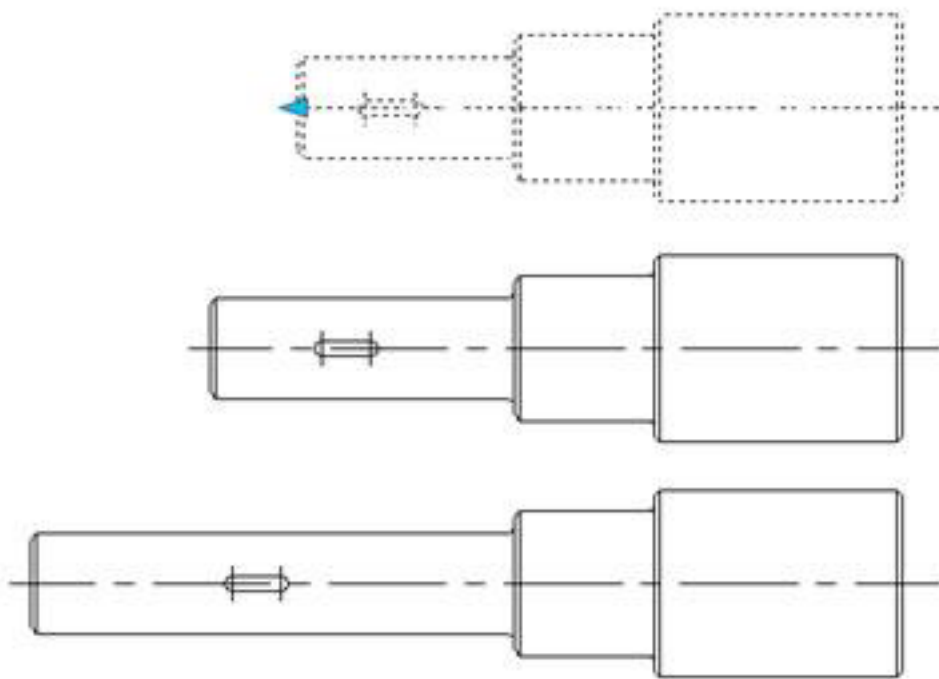
3. Modify Distance Multiplier of Action:

Select Move Action and modify the default value from 1 to 0.5 in the property of distance multiplier, save an exit block editor.



4. Test Dynamic Block:

Stretch leftwards grip and with grip moving leftwards, the smaller diameter shaft will appear stretch effect, keyway also will move leftwards accordingly, meanwhile, the keyway is in the center of smaller diameter shaft of step shaft all the time, as the following picture



Although Stretch and Move have a common parameter, when Distance Multiplier of Move is modified as 0.5, the displacement of Move can only stretch 0.5 times of displacement.

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