8. With the pointer tool selected, click on one point that will be connected with a pin joint. Then, holding down the Shift key, click on the second point that will form a pin joint. Notice that the two points should now be highlighted (darkened).

9. Click on the “Join” button in the toolbar, merging the two points into a pin joint.

The SmartEditor creates a pin joint between the two selected points, moving the unanchored link into place. The moved link may no longer be vertical. This will be fixed in a moment.

10. Perform steps 8 and 9 for the other two points that will create another pin joint. The screen will appear similar to Fig. 2.11.

Once again, the vertical link remains in its original position, and the SmartEditor moves the vertical link to create the pin joint.

11. Click on the vertical link.

Four black boxes appear around the link indicating that it has been selected.

12. Select the “Move to front” option in the “Object” menu.

This places the vertical link in front of the connecting link, making the anchor visible.

13. Select the anchor, used to keep the vertical link in position during building, and press the Delete key to remove it.

The anchor is no longer needed and should be removed.

Figure 2.11 Adding the pin joints and motor to the linkage.