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# HyperWorksTips + Tricks

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## Checking a rigid body

### Product: HyperCrash

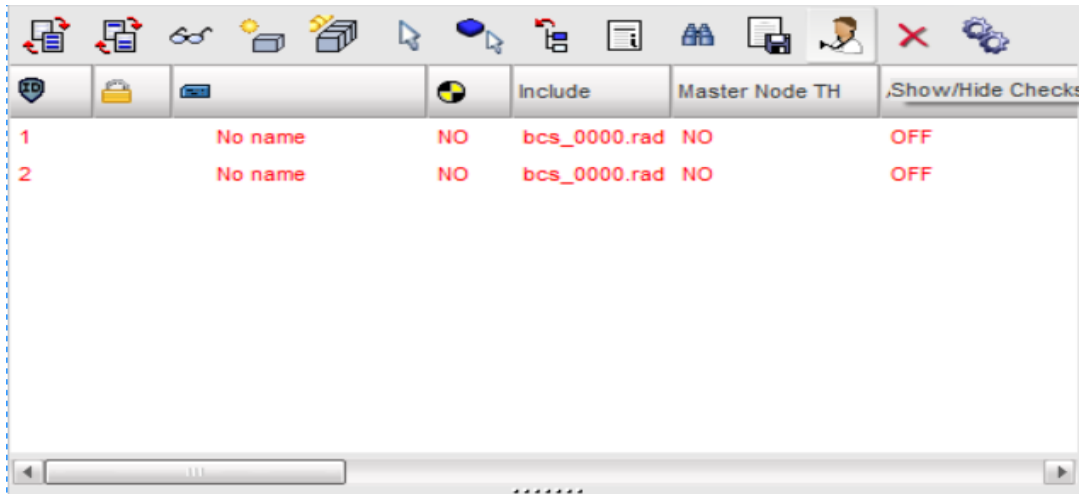
**Product Version:** 12.0 and above

#### Topic Objective

This option can be used to check and correct the rigid bodies defined in the model.


#### Procedure

1. From the Menu Bar, select **Mesh Editing > Rigid Body**
2. The rigid bodies in the model are now listed. Click on Show/Hide Checks. Now the rigid bodies listed are displayed in three different colors. The green rigid bodies have a correct definition, the orange ones have to be checked, and the red ones have a bad definition.




## HyperWorks Tips + Tricks

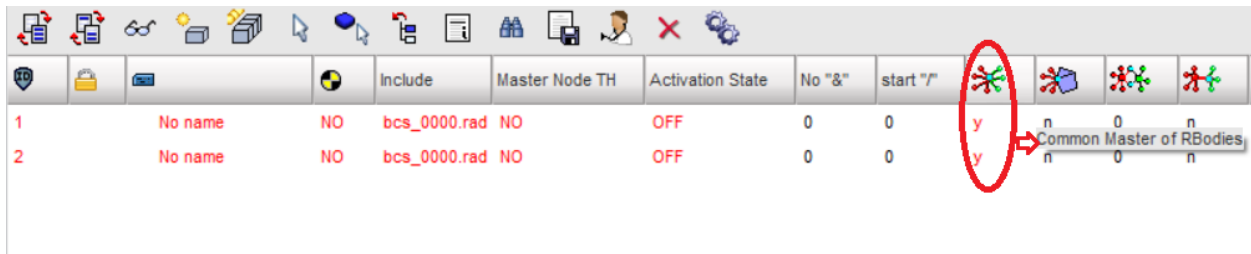
3. The bad definitions of the rigid body can be due to:





a). Master node is master node of other rigid bodies and the same is shown  column of the Rigid body checks.

b). Master node is on an element and the same is shown in  column of checks.

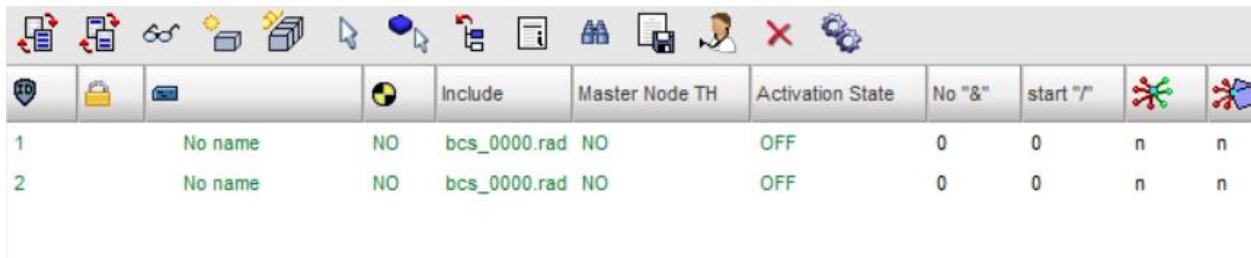
c). One or more slave nodes belong to another rigid body and the same is shown in  column of checks.



4. From the subsequent options the reason for the bad definition of the rigid body is identified and the same has to be corrected.



ID	Name	Status	Include	Master Node TH	Activation State	No "&"	start "/"				
1	No name	NO	bcs_0000.rad	NO	OFF	0	0	y	n	0	n
2	No name	NO	bcs_0000.rad	NO	OFF	0	0	y	n	0	n

5. After correcting, the rigid body will be displayed in green color which means the rigid body is defined correctly.



ID	Name	Status	Include	Master Node TH	Activation State	No "&"	start "/"		
1	No name	NO	bcs_0000.rad	NO	OFF	0	0	n	n
2	No name	NO	bcs_0000.rad	NO	OFF	0	0	n	n