VR Assembly Dependency Modes (ALL vs. ANY)

When building mechanical assembly diagrams in SimLab Composer, different components require different rules for when they can be detached. Dependency Modes dictate whether a part requires **all** preceding connected components to be removed first or if removing **any single** preceding component unlocks it.

Core Features & Capabilities

- **ALL Dependency Mode (Default):** Requires every connected precursor node to be removed before unlocking the next part in the sequence (e.g., all 4 bolts holding a cover plate must be detached before the cover can be moved).
- **ANY Dependency Mode:** Unlocks a component as soon as *any one* of its connected precursor parts is removed (e.g., a bearing mounted on a shaft that can be accessed from either side once either the retaining ring *or* the spacer is removed).
- **Visual Node Identification:** Easily distinguish dependency modes directly inside the assembly diagram—nodes set to **ANY** feature a distinct gray color tag for quick visual tracking.
- **Flexible Procedural Paths:** Create non-linear disassembly scenarios that accurately reflect real-world mechanical options where maintenance technicians have multiple valid disassembly sequences.

Video Tutorial

Watch the SimLab VR assembly dependency mode tutorial:

https://www.youtube.com/embed/VaYa0hp86qM

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