

## Shape Table for Animation

Negative values mean orientation not normal.

Z = Vertical Orientation

Y = Horizontal Orientation

X = Axial Orientation

Bearing "A"

1,2,3, & 4

Bearing "B"

11, 12, 13, &14

The screenshot shows a software window with a menu bar (File, Edit, Display, Tools) and several tool buttons (Bd, Mg, Ph, Cq, Rl, Im). Below the menu is a toolbar with buttons for 'Shape' (highlighted in blue), 'Label', 'Frequency', 'Damping', 'Units', and 'Damping (%)'. A small preview window is visible above the tables.

**Top Table:**

Shape	Label	Frequency	Damping	Units	Damping (%)
1		25	0.0	Hz	0.0

**Bottom Table:**

Select	Label	Meas. Type	DOFs	Units	Shape 1 Magnitude	Shape 1 Phase
M#1		ODS	1z	(mm/s)	4	293
M#2		ODS	2y	(mm/s)	5	220
M#3		ODS	-3z	(mm/s)	4	125
M#4		ODS	-4y	(mm/s)	5	43
M#5		ODS	11z	(mm/s)	11	293
M#6		ODS	12y	(mm/s)	13	211
M#7		ODS	-13z	(mm/s)	11	122
M#8		ODS	-14y	(mm/s)	13	27
M#9		ODS	1x	(mm/s)	4	90
M#10		ODS	2x	(mm/s)	4	148
M#11		ODS	3x	(mm/s)	4	107
M#12		ODS	4x	(mm/s)	4	65
M#13		ODS	11x	(mm/s)	4	266
M#14		ODS	12x	(mm/s)	4	327
M#15		ODS	13x	(mm/s)	4	293
M#16		ODS	14x	(mm/s)	4	246