

Creating a Walk Backward Activity



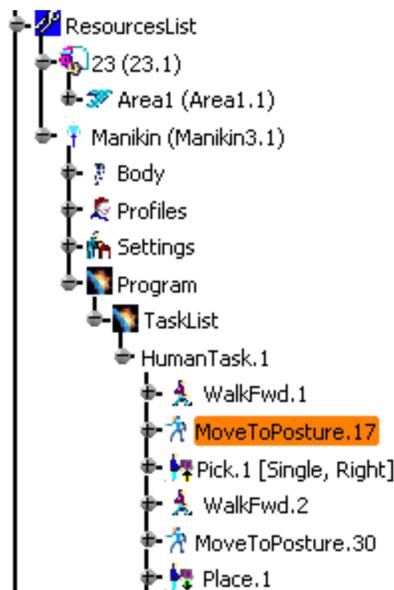
This procedure describes how to create a walk backward activity for a specific worker loaded in the PPR tree.



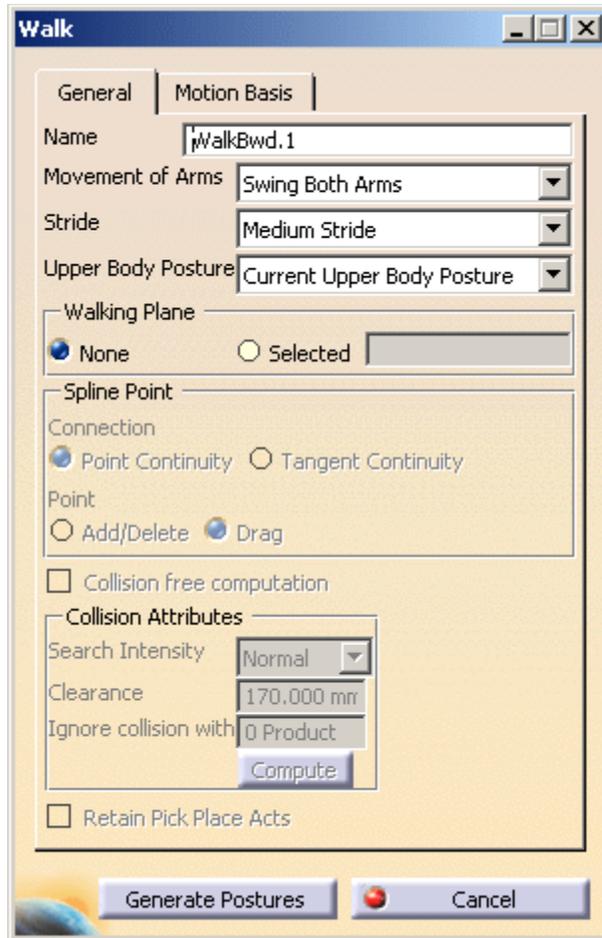
The steps in this procedure are illustrated using the file from the samples directory. Open the [Walk.CATProcess](#) file.



1. [Save the initial state.](#) 
2. Select the **Walk Backward**  from the **Human Activities** toolbar.
3. Select a **manikin** or a preceding **activity/task** from a specific worker's TaskList in the PPR tree.



- If you select a worker after selecting this command, a new task will automatically be created for the worker and the new walk activity will be the first one under that new task.
 - If you select an activity of an existing task, the new walk activity will be a successor to that selected activity.
5. The Walk dialog box appears. In this example, for the walking plane, highlight **Selected** in the dialog box.
 6. In the PPR tree or in the 3D view, select the area where the worker will walk. Select the Spline point type. See [Creating a Collision Free Walk](#).



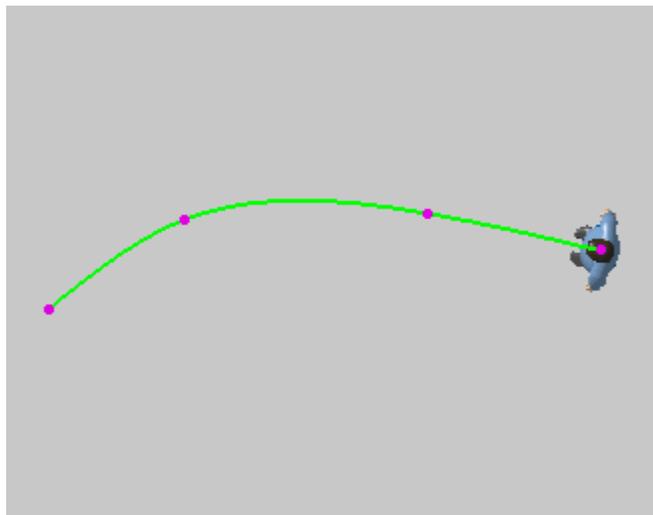
7. In the PPR tree or in the 3D view, select the area where the worker will walk.



8. The 3D view is reframed to show a top view of the area or plane on which the worker will walk and the Walk Options dialog box appears.



9. On the area, select the points for the walk as you did in [creating a forward walk](#).
 - Single-click to add a point.
 - Right-click to end creation of the walk path.
10. As the walk points are selected, the point is shown as well as a green line showing the route that the worker will take.



11. When you are finished selecting walk points, right-click to end creation of the walk path.
12. In the Walk Options dialog box, select **Long Stride** and **Swing Both Arms**.
13. Select **Generate Posture** in the **Walk Options** dialog box to generate the backward walk.
14. Create two more backward walk activities:

- When prompted to **Select Process or Preceding Activity**, select the **previo** created **WalkBwd** activity.
- Select medium and then short strides.
- Change the movement of the arms for each new activity.

15. [Restore the initial state.](#) 

