3-3-2 Trhmf Sdws,Enql`ssdc TCE `mc Ahm`qx,Enql`ssdc TCE ---------- 12
3-4 Dchs Ldmt ---------- 13
3-4-0 Bnox.O`rsd Lncd ---------- 143-4 D` fB dm

u

Chapter 6.

2.4 Run Engine

To control a

Params: -e 100
Input UDF:
Parms UDF: C:\OCTA200X\GOURMET_200X\tutoria

2.5 View Result

Let’s go fo

Structure Window, click "Calculated results". Thisj10.60210.015 Tc6-0.00301 6 10.02 0 0 10.02 85.0297.83930.16028 Tm(W)T

File converter to impo

3.3 Startup Shell

In the Java system, you can specify the memory size to use by Java Virtual Machine Options. It is

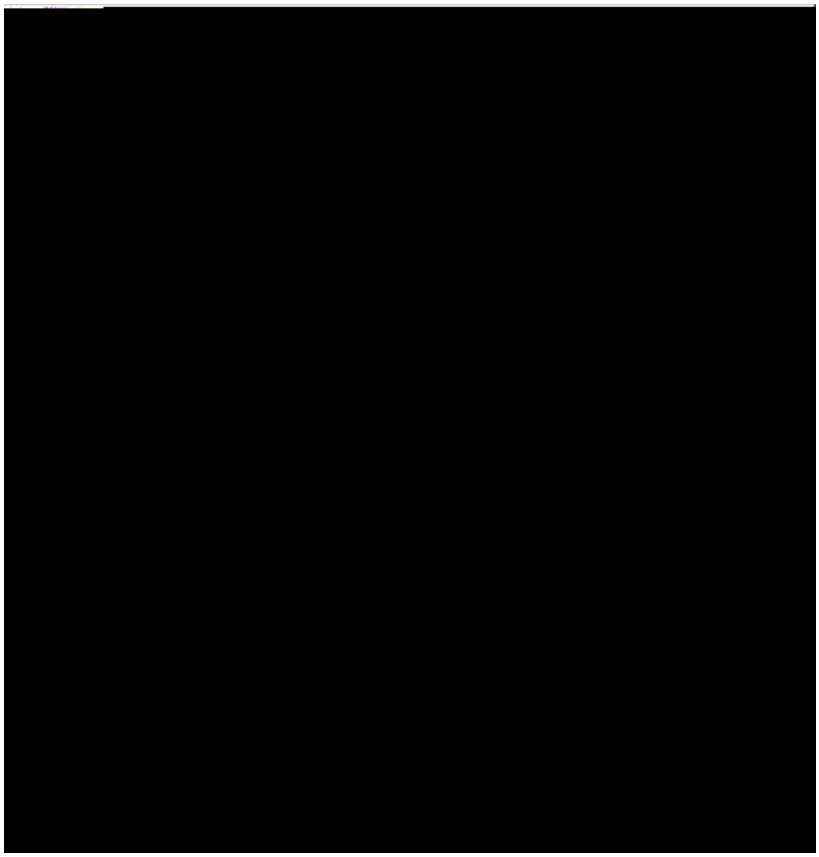


Figure 11: Array expanded on Editor Tree V

4.2.2 Table View

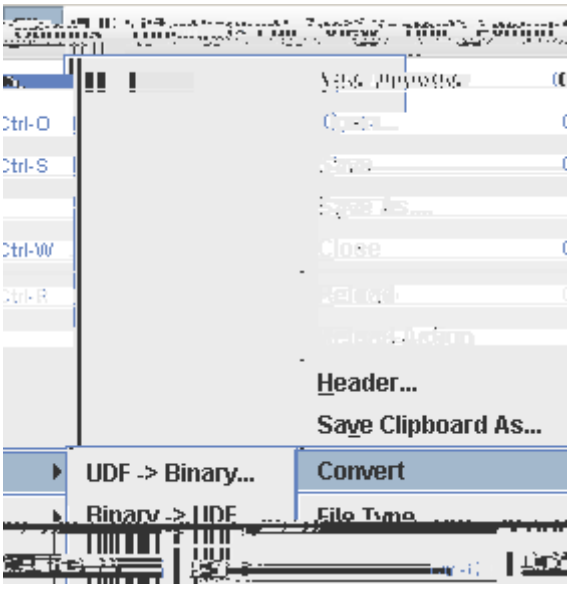
Table View displays the structure of UDF data. Since the format of Table View is that of relational database, you can exchange data with another application by simply copying/pasting ([Ctrl]+C

4.3 Choosing Data Location

The initial value and the record values of UDF file ha

4.4 File Menu

Figure16 is the File menu of Editor.



4.4.1 Editing UDF Header

To ed

Input UDF:

UDF d

4.6 View Menu

Figure 20 is View menu of Editor.

Show Global : Shows data of Global location.

4.8 Tips for Using Editor

Filtering by UDF Path field

UDF Path field has a filtering function. Type UDF data name that has array index in Table view, an

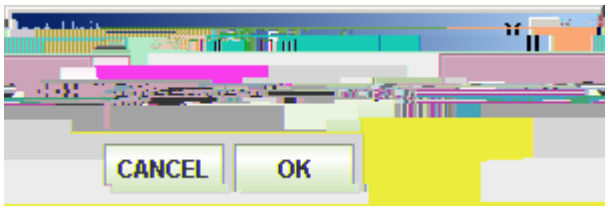


Figure 27: Select Unit Set dialog

5.3 Importing Unit System

You can import a unit system into GOURMET using Unit File import... menu.

For how to define unit system files, see UDF SYNTAX REFERENCE.

B3 676.16042 Tm( )TjE32 pTm( )TjETEMC TE 676.16042 Tml

Table 1: Drawing functions

6.4 Action in Editor

In Editor, choose an action from a pop-up menu which is displayed by right-clicking on a UDF data name in bold font. The details of an action is described in action file. GOURMET finds an action file described in UDF header from the directory either where the UDF file is located, or where is specified by environment

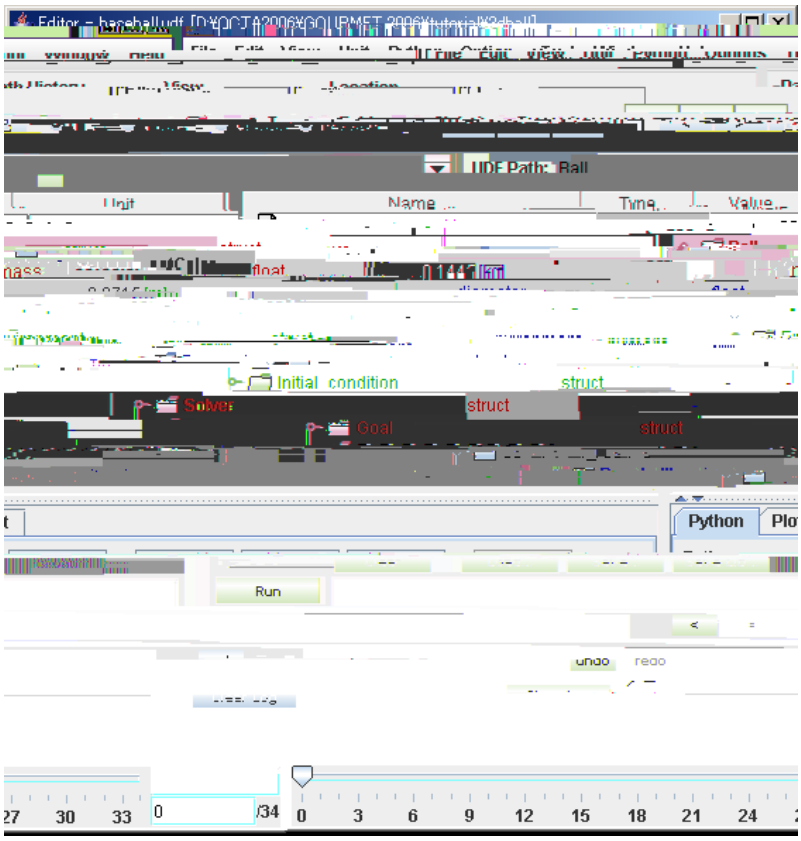


Figure 30: Example of action you take in editor.

Restart UDF : Restart file

Output UDF : Output UDF file

Summary UDF : Summary UDF

Kill : Shuts down engine process.

Chapter 8

Viewing 3D Object

8.1 Viewer Startup Screen

Viewer is a window where you can draw 3D object. Enter Viewer either by choosing Vie

8.2 3D Object Window

exists.

Convert : Converts text-formatted UDF file with binary-formatted UDF file. Or, displays a screen where you import any outside file using file filter.

Exit: Exits GOURMET.

8.4.2 View menu0Tm586s

Here, you can change directions of 3D ob33 8Tm(s)Tj10.02 135.28958 676.04042 T309603758Tm(s)Tj10.02 /P <</MCID 5

screen is closed.

Colo

ImageCapture/blend_eq_uot.udf/graphic/999.jpg

-

Display the data you want to plot in Table view.

Press Make

Chapter 10

Using Tools

10.1 File Transmitter Tool

File Transmitter transfers UDF file between UDF servers whose Data Manager is acti10.02 0 0 10.02 268.493 568.16032 Tm(

After being connected, the directori

Appendix B Security policy of Engine Manager

Engi

```
            actions
            \n
comment_statement:
            # any_statement \n
import_statement:
            import python_module \n
actions:
            action
```

Example 1:

```
action Calculated_results.time : add_trajectory(name="time") : \begin
try:
   deleteSheetCol(name)
except RuntimeError: pass
createSheetCol(getSheetColSize(),name)
for rec in range(totalRecord()):
   jump(rec)
```

Appendix D File converter

D.1 What is File converter

File converter is the tool to convert other format data file into UDF file. It needs the special filter rule file

Table 7 shows BNF Backus Naur Form of filter rule statements. Boldface words are action keywords.

matching_line: LABEL matching_pattern format_rules \n

value:

NUMBER

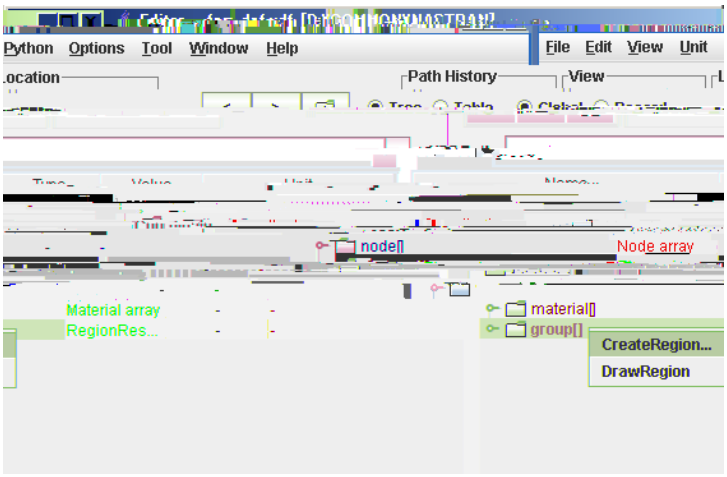
"STRING"

_NDATA

Table 7: BNF expressions of filter rule statements

Appendix E Special converter tools

E.1 NASTRAN Data Converter Tool


Python Options Tool Window Help
File Edit View Unit
Path History
View
node[]
Node array
Material array
RegionRes...
material[]
group[]
CreateRegion...
DrawRegion

Fi

ĭ Explanation ĭ

Below is the sequence of nodes specification in accordance with NASTRAN.

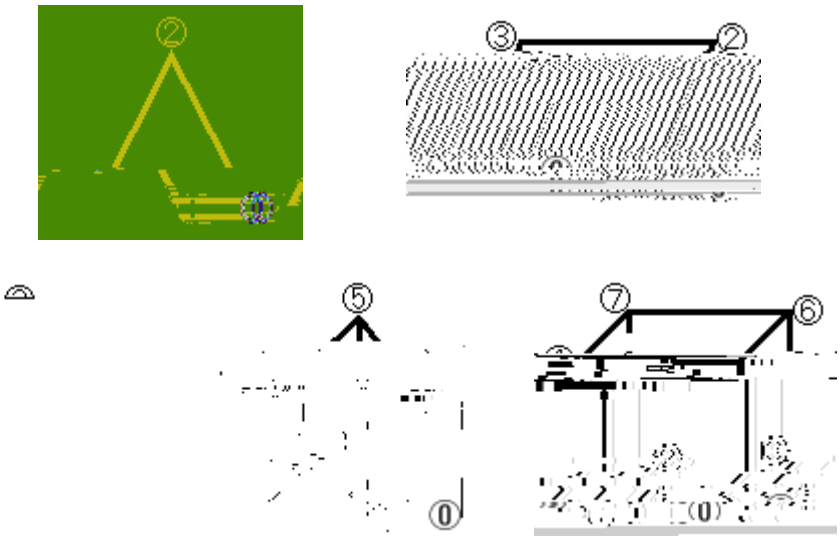


Figure 59: Sequence of nodes specification

Property data structure

```
class Property:{
  id:ID
  mid:<Material,ID>
  dimension:int "2:shell,3:solid"
  values[]:string
}
```

Material data structure

```
class MaterialProperty:{
  name:string
  value:double
}
class Material:{
  id:ID
```

RHO:double "Mass devsity"

Tetrahedral element

side_id [0]={1,2,3}, [1]={0,3,2}, [2]={0,1,3}, [3]={0,2,1}

Pentahedron element

side_id [0]={0,2,1}, [1]={3,4,5}, [2]={0,1,4,3}, [3]={1,2,5,4}, [4]={0,3,5,2}