SMAP ® - T3

Structure Medium Analysis Program

3-D Heat Conduction Analysis

User's Manual Version 7.06

COMTEC RESEARCH

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Contents

Introduction

1.1 Overview

SMAP-T3 is an advanced three-dimensional finite element computer program developed for the nonlinear heat conduction analysis. The program has been applied to various types of heat conduction problems including long term heat flow from the high-level nuclear waste repository, power requirements to freeze saturated backfilled soils to be used for egress/heat sinks, and design of freezing pipes. The program has been designed to integrate the pre-, main-, and post-processors as shown at the end of this Section.

1.2 Features

Features of SMAP-T3 include:

- Three-dimensional isoparametric continuum element.
  - Models soils, rocks, concrete and other continuum media.
  - Allows nonlinear thermal conductivities and heat capacities with consideration of latent heat during the phase change.
  - Models dry, saturated and partially saturated porous media.
- Freezing pipe model
  - Absorbs heat from the surrounding medium resulting in a temperature increase in the freezing fluid.

- Boundary conditions
  - Prescribed temperature
  - Prescribed heat flow
  - Forced convection
- Heat generation sources
- Efficient method of averaging heat capacity during phase change

1.3 Applications

Applications of SMAP-T3 include:

- Frost depth
- Permafrost
- Heat sink
- Nonlinear heat conduction
- Ground freezing by freezing pipe
- Heat propagation from high-level nuclear waste source

Overview of SMAP-T3 Program Structure

USER INPUT User prepares Mesh, Main, and Post Files according to SMAP-T3 User's Manual as described in Section 4.

PRESMAP Pre-processors to automatically generate Mesh File which contains nodal coordinates, boundary constraints, and element indexes.

SMAP-T3 Main-processor executing Mesh and Main Files to compute temperatures. Output files include:

CONTSS.DAT	Temperatures in continuum element
DISPLT.DAT	Nodal temperatures

PLOT-XY
PLOT-2D
PLOT-3D

Post-processors executing Post File for graphical output:

- Finite element mesh
- Contours of temperatures distribution
- 3D iso surface of temperatures distribution
- Time histories of temperatures

Installing SMAP -T3

2.1 Minimum System Requirements

- ✓ Windows 64 bit operating system
- ✓ Intel Pentium 4 or AMD processors
- ✓ 4 GB Ram with 30 GB free space in Drive C
- ✓ SVGA monitor

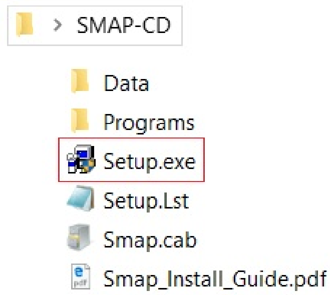
2.2 Installation Procedure

1. Uninstall if there are pre-existing SMAP programs.
   To uninstall SMAP programs, remove following program using
   Add/Remove in Control Panel:
      SMAP
   Delete following files if they are existing:
      C:\Program Files\Smap
      C:\Windows\Setup1.exe
   Rename or delete following folders if they are existing:
      C:\SMAP
      C:\SmapKey

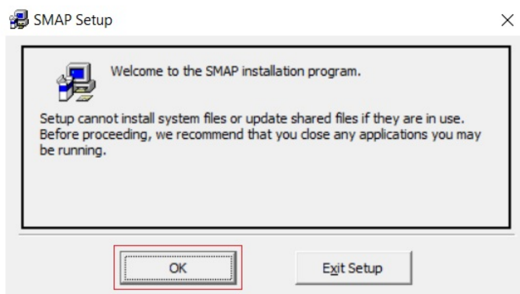
2. Download SMAP-CD.exe from the Download section of
   www.ComtecResearch.com

3. Run SMAP-CD.exe
   SMAP-CD folder will be created with SMAP installation programs

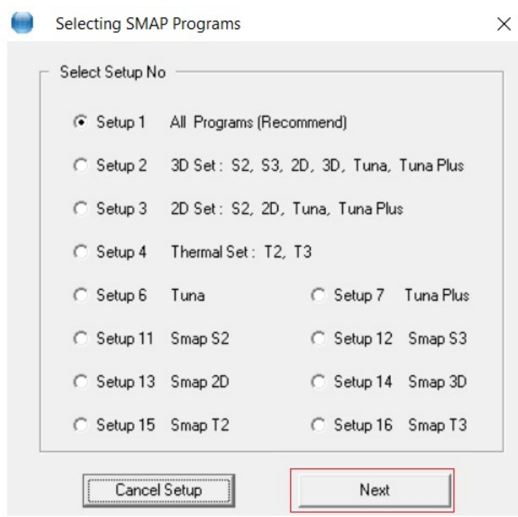
4. Double-click **Setup.exe**



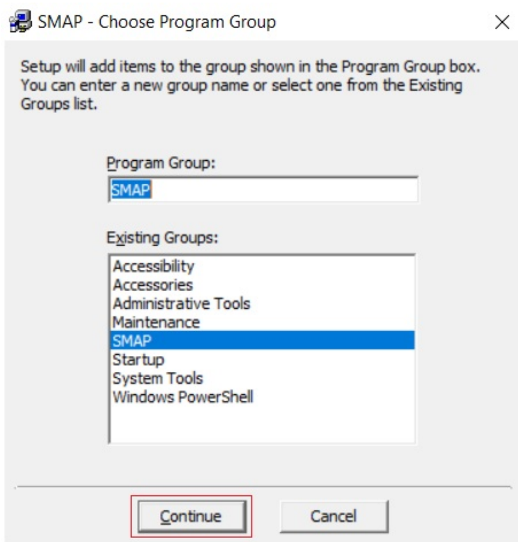
5. Click **OK**



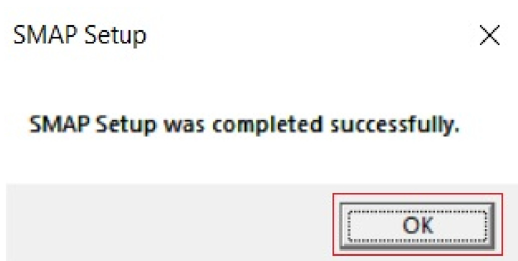
6. Click **Next**
   It will take few minutes.
   Wait until next step.



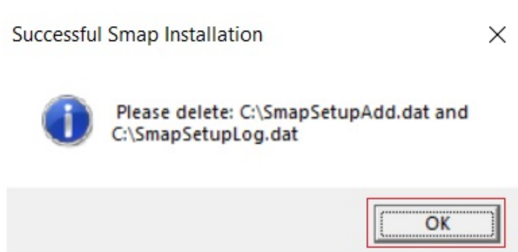
7. Click **Continue**



8. Click **OK**



9. Click **OK**



Note:

Following two log files will be generated once finished:
C:\SmapSetupAdd.dat
C:\SmapSetupLog.dat

If Smap Installation is successful, delete these two files.

If Smap Installation is not successful,
follow the instruction in SmapSetupAdd.dat.

If you still have problems with Smap Installation,
send these two files to info@ComtecResearch.com

Running Programs

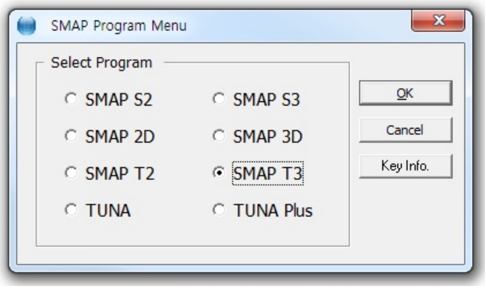
3.1 Introduction

Generally, SMAP-T3 consists of pre-, main-, and post-processing programs. Pre-processing programs are mainly used to automatically generate Mesh Files which will contain nodal coordinates, boundary conditions, and element indexes. Main-processing program of SMAP-T3 is the one which computes heat conduction of three-dimensional problems. Post-processing programs are used to show graphically the results from the main-processing program.

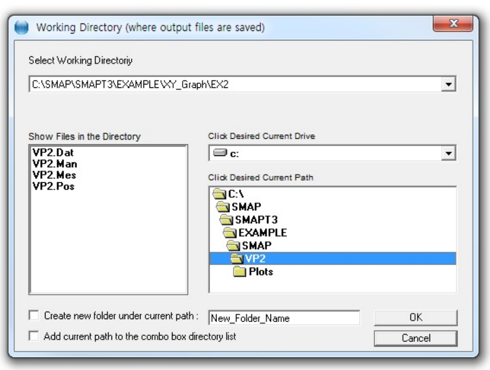
Accessing SMAP-T3 Programs

1. When it is the first time, you copy Smap.exe in C:\Ct\Ctmenu and setup a Shortcut to SMAP Icon on your computer desktop. Then You simply double-click SMAP Shortcut.

2. Select **SMAP-T3** radio button and then click **OK** button.

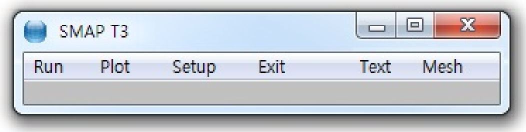


3. Next, you need to select **Working Directory**. Working Directory should be the existing directory where all the output files are saved. It is a good idea to have all your input files for the current project in this Working Directory. Click the disk drive, double-click the directory, and then **OK** button. Note that when you select **Working Directory**, a sub directory **Temp** is created automatically. All intermediate scratch files are saved in this sub directory **Temp**.

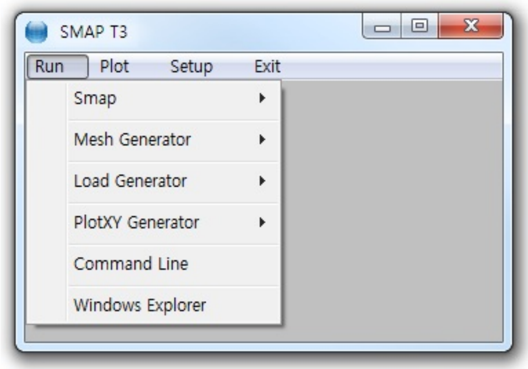


SMAP-T3 Menu

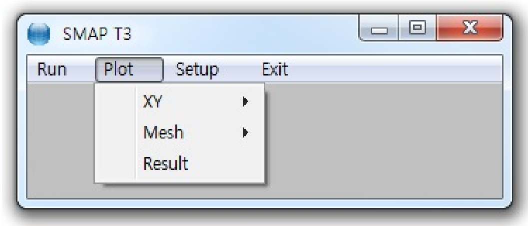
SMAP-T3 provides following Main Menus; Run, Plot, Setup, Exit, Text and Mesh.



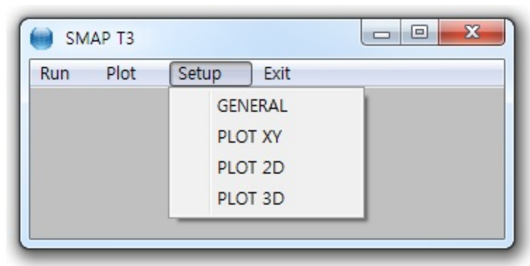
RUN executes main- and pre-processing programs and has following Sub Menus;
Smap,
Mesh Generator,
Load Generator,
PlotXY Generator,
Command Line and
Windows Explorer.



PLOT executes XY, Mesh, and Result. Result is associated with post-processing programs to show graphically the computed results.



SETUP is mainly used to set plotting control parameters for PLOT-XY, PLOT-2D, and PLOT-3D and has the following Sub Menus; General, PLOT-XY, PLOT-2D and PLOT-3D.



EXIT is used to end SMAP-T3.

TEXT is used to edit Text files.

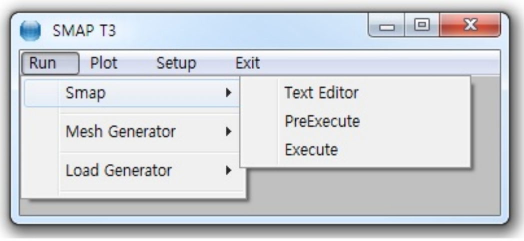
MESH is used to plot F. E. Mesh files.

3.2 RUN Menu

3.2.1 SMAP

Once you have prepared the input files (Mesh, Main, and Post) according to the SMAP-T3 User's Manual in Section 4, you are ready to execute SMAP-T3 main-processing program.

SMAP Menu has the following Sub Menus; Text Editor, PreExecute, and Execute.



TEXT EDITOR is used to create or modify the input file using Notepad.

PRE EXECUTE is used either to check the input file or to generate plotting information files. **PRE EXECUTE** is especially useful when you want to check input data to see whether there is any input error. It is also useful when you have finished **EXECUTE** but you want to add or modify the Post File for plot. In this case, you edit the Post File as you want, run **PRE EXECUTE**, and then run post-processing programs in **PLOT** menu.

EXECUTE executes SMAP-T3 main-processing program.

SMAP-T3 Output Files

Once you execute SMAP-T3, generally you can obtain following output files:

CONTSS.DAT	Contains temperatures in continuum element
DISPLT.DAT	Contains nodal temperatures

It should be noted that all of your output files are saved in the Working Directory that you specified at the beginning.

SMAP-T3 Graphical Output

SMAP-T3 Post-processing programs can generate the following graphical output:

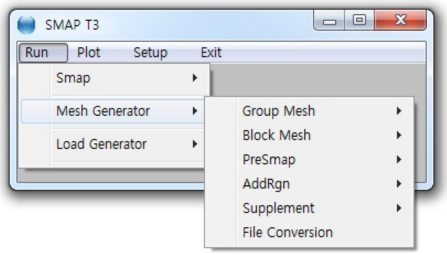
- Finite element mesh
- Contours of temperatures
- 3D iso surface of temperatures
- Time histories of temperatures

Graphical output can be followed by running RESULT from PLOT Menu.

3.2.2 MESH GENERATOR

MESH GENERATOR is mainly used to model two and three dimensional finite element meshes that are used as Mesh File.

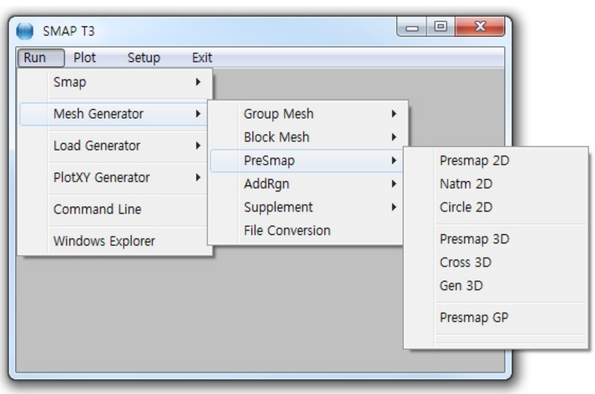
MESH GENERATOR Menu has the following Sub Menus; Group Mesh, Block Mesh, PreSmap, AddRgn, Supplement, and File Conversion.



GROUP MESH is a two-dimensional CAD program specially designed to build group mesh which can be used to generate finite element mesh with the aid of program ADDRGN-2D. Section 5 in SMAP-T3 Example Problems describes in detail about running Group Mesh.

BLOCK MESH is a three-dimensional CAD program specially designed to build block mesh which can be used to generate finite element mesh with the aid of program PRESMAP-GP. Section 6 in SMAP-T3 Example Problems describes in detail about running Block Mesh.

PRESMAP menu includes two and three dimensional pre-processing programs to generate finite element meshes: Section 7 in SMAP-T3 Example Problems describes in detail about running PRESMAP Programs.



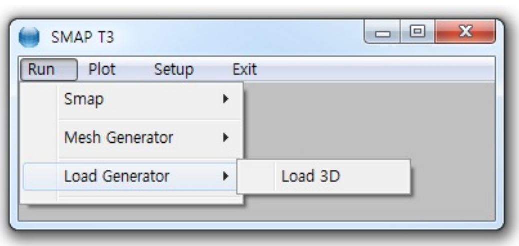
ADDRGN is the pre-processing program which has the following two basic functions: Combine two different meshes and modify existing meshes. Section 8 in SMAP-T3 Example Problems describes in detail about running ADDRGN programs.

SUPPLEMENT contains supporting programs which are useful to prepare input data for pre- and main-processing programs. Section 9 in SMAP-T3 Example Problems describes in detail about running SUPPLEMENT programs.

FILE CONVERSION is to convert Mesh File formats between different programs. IGES or FEMAP (Version 4.1- 4.5) can be converted to SMAP Mesh File format. Section 10 in SMAP-T3 User's Manual describes in detail about running FILE CONVERSION program.

3.2.3 LOAD GENERATOR

LOAD GENERATOR includes the pre-processing program **LOAD-3D** which can be used to generate initial temperature, heat pipe, convection boundary, external heat flow, and temperature boundary. Section 10 in SMAP-T3 Example Problems describes in detail about running **LOAD-3D** program.



3.2.4 PlotXY GENERATOR

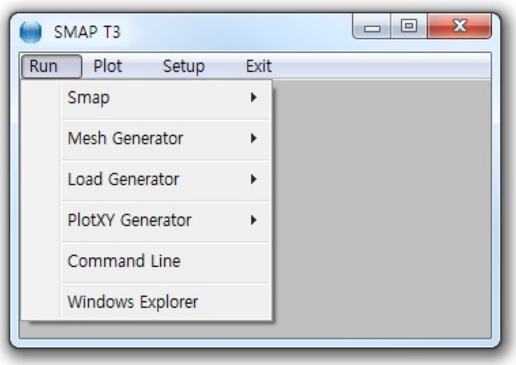
PlotXY GENERATOR is the graphical user interface which is mainly used to generate or edit Simplified Time History and Simplified Snapshot of Card Group 12 in SMAP Post File. Section 12.7 in SMAP-T3 User's Manual describes in detail about running PlotXY Generator program.

3.2.5 COMMAND LINE

COMMAND LINE opens Windows Command Prompt at the current Working Directory. you can use a keyboard to navigate, access, and modify files and folders by entering commands. For example, COMMAND LINE is used when executing manually SMAP main solvers.

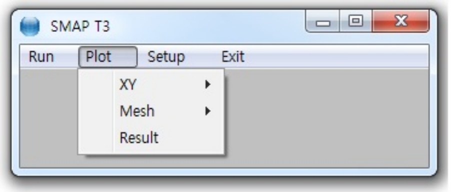
3.2.6 WINDOWS EXPLORER

WINDOWS EXPLORER opens Windows File Explorer at the current Working Directory. You can use a mouse to navigate and manage the drives, folders and files on your computer.



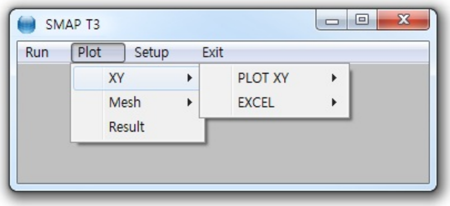
3.3 PLOT Menu

PLOT Menu is to show graphically XY graph, Mesh and Computed Result.



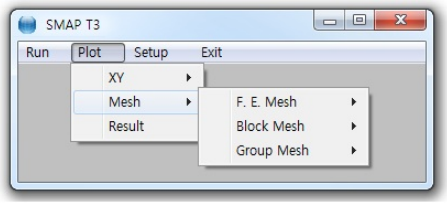
3.3.1 XY

XY graph can be displayed by PLOT-XY or EXCEL. Section 11 in SMAP-T3 Example Problems describes in detail about running XY graph.



3.3.2 MESH

MESH has following Sub Menus; F. E. Mesh, Block Mesh and Group Mesh.



F. E. Mesh is used to open or create Finite Element Mesh File.

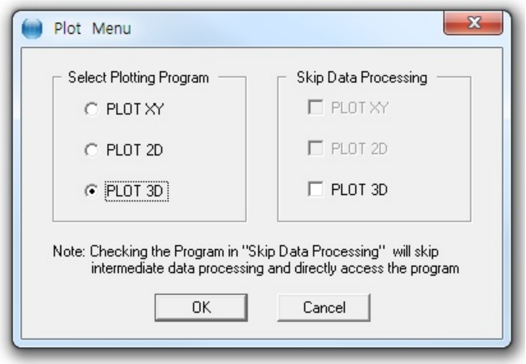
Block Mesh is used to open or build Block Mesh. Section 6 in SMAP-T3 Example Problems describes in detail about running Block Mesh.

Group Mesh is used to open or build Group Mesh. Section 5 in SMAP-T3 Example Problems describes in detail about running Group Mesh.

3.3.3 RESULT

Once you finished executing SMAP-T3 main-processing program, you need to run post-processing programs to show graphically numerical results.

PLOT Menu contains PLOT-XY, PLOT-2D, and PLOT-3D.



PLOT-XY reads Card 12 in Post File and plots time histories of temperatures and snapshots of temperature vs. distance.
Refer to PLOT-XY User's Manual in Section 13.

PLOT-2D reads Card 11 in Post File and plots contours of continuum temperatures. Refer to PLOT-2D User's Manual in Section 14.

PLOT-3D reads Mesh File and Smap Output Files and with no input for Post File, plots contours of temperatures and iso surface.
Refer to PLOT-3D User's Manual in Section 15.

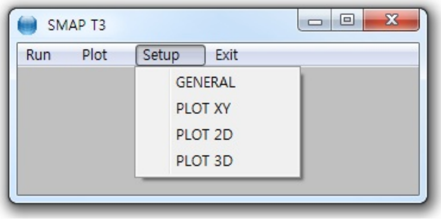
Note: When you first plot results, do not check the check box in Skip Data Processing. When you replot results, however, you can check the check box to skip intermediate data processing. This will save time and keep modified output data.

3.4 SETUP Menu

You need to run SETUP Menu

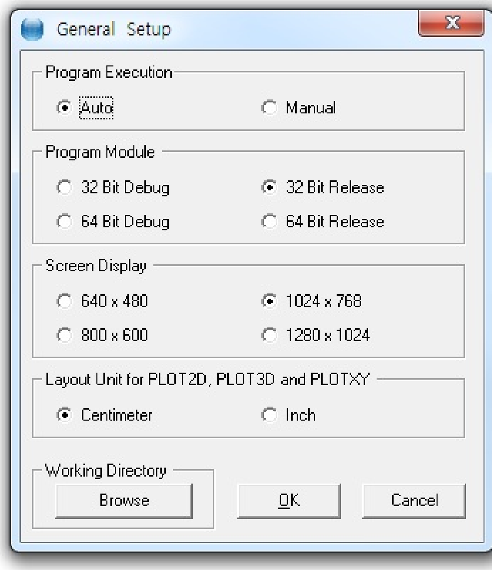
- To specify SMAP-T3 main-processing program module.
- To adjust scales of graphical outputs from PLOT-XY, PLOT-2D, and PLOT-3D

SETUP Menu has four Sub Menus; General, PLOT-XY, PLOT-2D, and PLOT-3D



3.4.1 General Setup

General Setup has five different items; Program Execution, Program Module, Screen Display, Layout Unit, and Working Directory.



Program Execution has two options; Auto and Manual.
For Manual Execution, refer to Section 3.5 in User's Manual.

Program Module has four options. 32 Bit Debug, 32 Bit Release, 64 Bit Debug, and 64 Bit Release. Debug program modules run slower but gives more detailed information when run time errors occur. For most cases, 32 Bit Release is recommended. 64 Bit Modules are designed to run large problems.

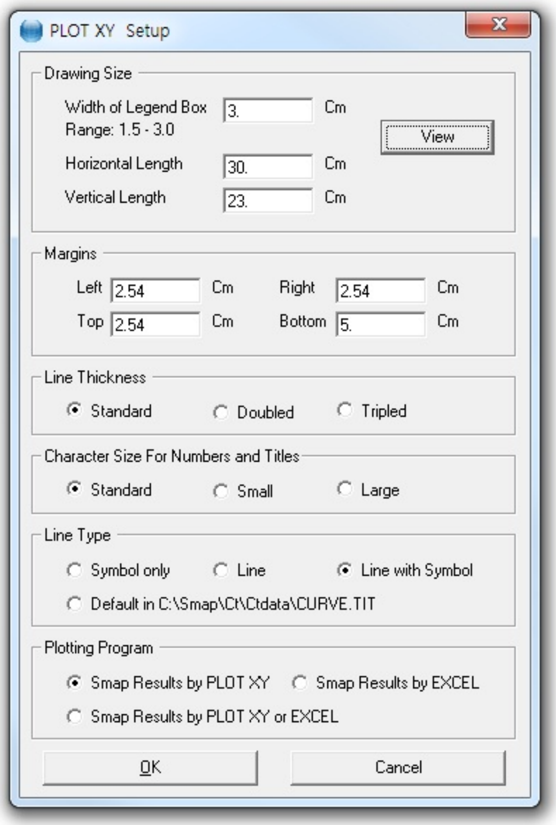
Screen Display has four options; 640x480, 800x600, 1024x768, and 1280x1024. This will affect the size of child window in PLOT-XY and PLOT-2D.

Layout Unit is used for PLOT-XY, PLOT-2D, and PLOT-3D. You can select either Centimeter or Inch in specifying plot scales and dimensions.

Working Directory is to change the current working directory. When you click the Browse button, Working Directory dialog will be shown so that you can select new directory.

3.4.2 PLOT-XY Setup

PLOT-XY Setup is mainly used to specify scales and dimensions of post processing program PLOT-XY. It has six different items; Drawing Size, Margins, Line Thickness, Character Size, Line Type, and Plotting Program.



Drawing Size controls the size of output. Once you specify Legend Box Width, Horizontal and Vertical Length, you can click **View** button to see the scaled layout.

Margins is used to shift the drawing area. Left margin is the distance from the left edge of printer page to the left frame line. In the similar way, you can specify Top, Right, and Bottom margins.

Line Thickness specifies the thickness of lines. This option is not used.

Character Size for Numbers and Titles specifies the size of characters for numbers and titles. It has three options; Standard, Small, and Large.

Line type is used to specify default line type and has four options; Symbol only, Line, Line with Symbol, and Default in C:\ Smap\Ct\Ctdata\Curve.tit.

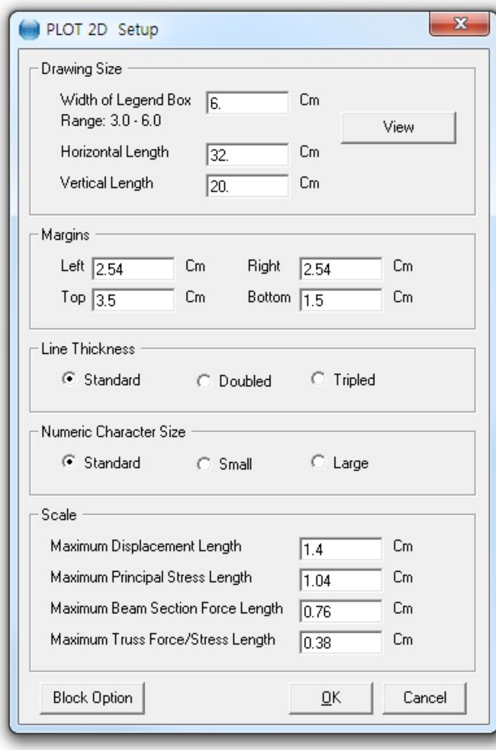
Plotting Program is used to specify default program to plot Smap results. It has three options; PLOT-XY, EXCEL, and PLOT-XY or EXCEL. Last option is to select either PLOT-XY or EXCEL at the time you plot results.

3.4.3 PLOT-2D Setup

PLOT-2D Setup is mainly used to specify scales and dimensions of post processing program PLOT-2D. It has six different items; Drawing Size, Margins, Line Thickness, Numeric Character Size, Scale and Block Option. The first four items are much similar to those described in PLOT-XY Setup.

Scale specifies Maximum Displacement Length, Maximum Principal Stress Length, Maximum Beam Section Force Length, and Maximum Truss Force/Stress Length, which will be shown on PLOT-2D.

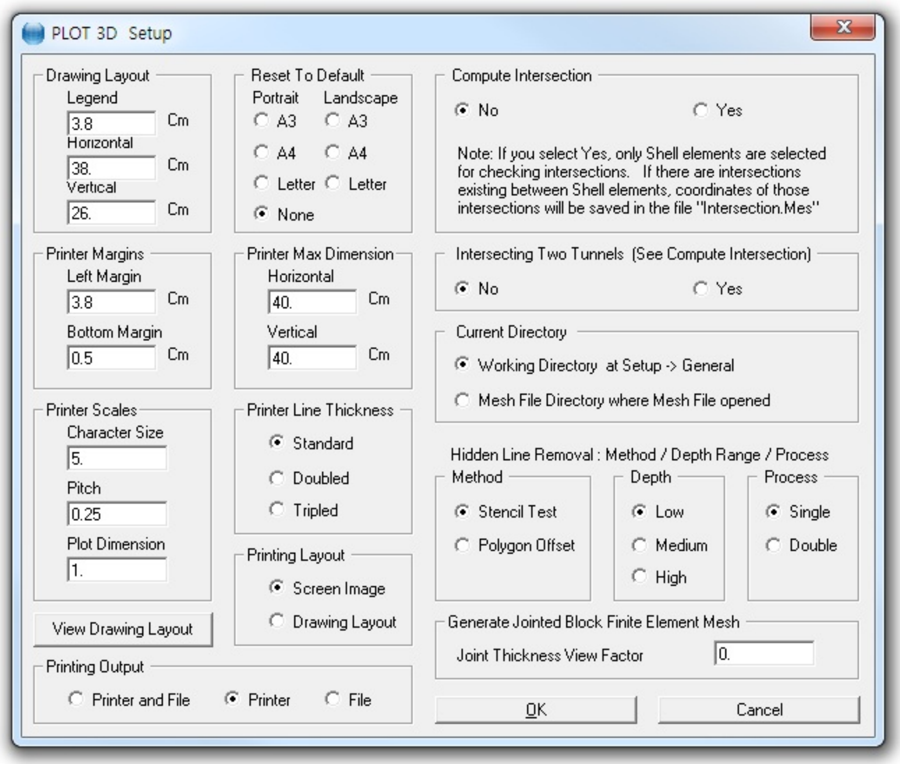
Block Option specifies options to generate either PRESMAP Output or Block Diagram.



3.4.4 PLOT-3D Setup

PLOT-3D Setup is mainly used to specify scales and dimensions of post processing program PLOT-3D. In addition, it can compute intersection of shell elements and intersecting two tunnels for SMAP-3D. And It can also generate jointed block finite element meshes for SMAP-3D. It has thirteen different items; Drawing Layout, Printer Margins, Printer Scales, Reset To Default, Printer Max Dimension, Printer Line Thickness, Printing Layout, Printing Output, Compute Intersection, Intersecting Two Tunnels, Current Directory, Hidden Line Removal and Generate Jointed Block Finite Element Mesh.

Refer to descriptions shown in the PLOT-3D Setup dialog.



3.5 Manual Procedure to Run SMAP-T3

Occasionally, you need to execute SMAP-T3 main-processing program manually to see what is going on each step, specially when terminated due to some errors.

Method 1

1. Select Setup -> General -> Manual in Program Execution
2. Select Run -> Smap -> Execute
3. Select Smap project file when displaying file open dialog
4. Now Smap is running on Windows Command Line
5. Type Enter key to continue to next step or Control C to stop

Method 2

1. Select Run -> Command Line
2. Change to Temp sub directory

   Create Temp sub directory if not existing.

   Type MD Temp

   Then change to this sub directory.

   Type CD Temp

   Now, the files in the Working Directory can be accessed by prefixing "..\" to the file name.
3. Type C:\Smap\Ct\Ctbat\SmapT3
4. Type ..\VP1.Dat to access input file in Working Directory, for example
5. Type Enter key to continue to next step or Control C to stop

3.6 Debugging SMAP-T3 Main-Processing Program

Debug information would be helpful in the following cases:

- Having run time errors
- Extracting convergence
- Checking elapsed time

In order to get debug information, you need to modify the file "Smap_T3.dat" in the directory C:\Smap\Ct\Ctdata\Debug

```
     1,     100
IDEBUG, ENDPASS

   IDEBUG  =  0 : Do not print debug information.
              1 : Print general debug information.
              2 : Print detailed debug information.

   ENDPASS      : Ending pass number.
                  No printing debug information after ENDPASS.
```

Debug information is printed on the file
Smap_T3.deb in the Working Directory \Temp

This debug file allows listing of status with elapsed time information while running main process of SMAP programs. This is the very useful features to see where it spends most time and where it stops.

SMAP-T3
User's Manual

4.1 Introduction

To run SMAP-T3 main-processing program, you need to prepare a Project File which contains Mesh File name, Main File name, and Post File name.

Mesh File contains nodal coordinates, boundary conditions, element indexes and material property numbers. This Mesh File is normally generated by Mesh Generator programs.

Main File contains all the other data required for the three-dimensional numerical analysis of heat transfer problems.

Post File contains information which is used to show graphically the results from the main-processing program.

4.2 Project File

Project File is a collection of names of Mesh, Main, and Post Files with the following text format:

```
Mesh File Name
  Full path of Mesh File
Main File Name
  Full path of Main File
Post File Name
  Full path of Post File
```

As an example, a Project File **VP2.Dat** can be written as:

```
Mesh File Name
  C:\Example\VP2.Mes
Main File Name
  C:\Example\VP2.Man
Post File Name
  C:\Example\VP2.Pos
```

4.3 Mesh File

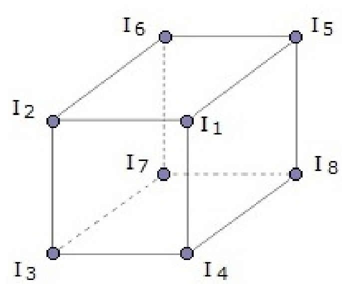
Mesh File contains nodal coordinates, boundary conditions, element indexes and material property numbers. This Mesh File is normally generated by Mesh Generator programs.

To plot Mesh File, select Mesh in Plot menu.

Mesh File

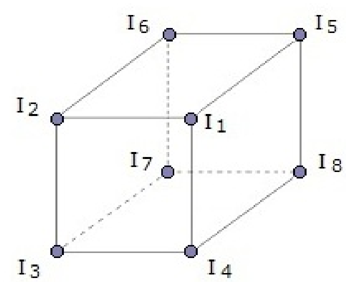
Card Group	Input Data and Definitions (Mesh File)
1 General Information	1.1 TITLE [Character string] TITLE Project title
	1.2 LABEL1 [Character string] LABEL1 Label for Card 1.3
	1.3 NUMNP, NCONT, NBEAM, NTRUSS NUMNP Total number of nodal points NCONT Total number of continuum elements NBEAM Total number of beam elements (N.A.) NTRUSS Total number of truss elements (N.A.)

Card Group	Input Data and Definitions (Mesh File)
2	2.1 LABEL2A [Character string] LABEL2B [Character string] LABEL2A Label for coordinate LABEL2B Label for Card 2.2
Coordinate	2.2 NUMNP Cards: NODE, ID, IDF, X, Y, Z, T, CF - - - - - - - - - - - - - - - - NODE Node number ID = 0 Specified external heat flow = 1 Specified temperature IDF Identification number of time dependent function at Card 9.4. If IDF = 0, external heat flow is zero at all times X, Y, Z X, Y and Z coordinates, respectively. T Initial temperature CF Coefficient of time dependent function for heat flow or temperature at the node.

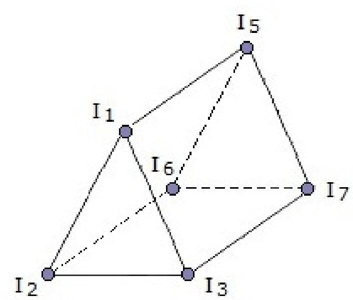
Card Group	Input Data and Definitions (Mesh File)
3	3.1 LABEL3A [Character string] LABEL3B [Character string] LABEL3A Label for coordinate LABEL3B Label for Card 3.2
Continuum Element	3.2 NCONT Cards: NEL, I_1, I_2, I_3, I_4, I_5, I_6, I_7, I_8, MATNO, IDH - NEL Element number I_1 - I_8 Element corner node numbers If $I_4 = I_8 = 0$, degenerates to wedge element MATNO Materia number IDH Time dependent function ID number for heat generation (power per unit volume) at Card 9.4. If IDH < 0, absolute value of IDH refers to the time history ID number for specified temperatures. 

Element Surface No (NS)

NS	Index Number			
1	5	6	2	1
2	6	7	3	2
3	7	8	4	3
4	8	5	1	4
5	1	2	3	4
6	6	5	8	7



NS	Index Number			
1	5	6	2	1
2	6	7	3	2
3	7	5	1	3
5	1	2	3	0
6	6	5	7	0



4.4 Main File

Mesh File in the previous section 4.3 contains the geometrical data of the structure to be analyzed.

Main File contains all the other data required for the three-dimensional numerical analysis of heat transfer problems.

Main File consists of eight different card groups:

- Title
- Analysis Parameters
- Computational Parameters
- Continuum Element
- Continuum Element
- Boundary Conditions
- Material Property Data
- Requested Output

Card Group	Input Data and Definitions (Main File)
1 Title	1.1 TITLE TITLE Title (Max 50 characters)
2 Analysis Parameters	2.1 IP, NBAND, IBATCH, IELTEMP IP = 0 Do not use temporary storage = 1 Use temporary storage for element conductivity & capacity NBAND = 0 Use user-defined node numbers = 1 Renumber to reduce bandwidth IBATCH = 0 Interactive terminal job = 1 Batch job (N.A.) = -1 Same as IBATCH = 0 with short beep sound when calculation is finished IELTEMP = 0 Do not generate ELTEMP.DAT = 1 Generate output file ELTEMP.DAT

Card Group	Input Data and Definitions (Main File)	
3 Computational Parameters	3.1 Cycles and Interval to Update Global Matrix NCYCL, NST NCYCL — Number of solution cycles (Total number of time steps) NST — Number of time steps for which the global conductivity and capacity matrix are assumed to be constant (Use NST = 1 for LEES = 1)	
	Numerical Time Integration Method LEES LEES = 0 Backward difference scheme = 1 Three point difference scheme	
	3.3 Time Steps	3.3.1 IDELT, DT IDELT = 0 Constant time step (DT) = 1 Every step use new step at Card 3.3.2 =-1 Every 100 steps use new step at Card 3.3.2 DT — Constant time step for IDELT = 0
		3.3.2 If IDELT = 0, go to Card Group 4 NUMDT DT_1 DT_2 DT_3 ---- DT_{NUMDT} NUMDT — Number of specified time steps DT_i — Specified time step

<table>
<tr><th>Card Group</th><th colspan="3">Input Data and Definitions (Main File)</th></tr>
<tr><td rowspan="4">5
Continuum Element</td><td colspan="3">5.1
NCONT
NCONT   Total number of continuum element</td></tr>
<tr><td rowspan="3">5.2
Material Property Data</td><td colspan="2">5.2.1
NMAT
NMAT   Number of material property set</td></tr>
<tr><td rowspan="2">For Each Material Property Set</td><td>5.2.2.1
TITLE
TITLE   Material name (Max 50 characters)</td></tr>
<tr><td>5.2.2.2
MATNO, MATFN, COND, SPH, RO, TLF, TRF, HLT

MATNO   Material identification number

MATFN   Temperature dependent functon ID for nonlinear conductivity and capacity at Card group 9.5

Constant material (MATFN = 0)
COND   Conductivity
SPH   Specific heat
RO   Density

Temperature depedent (MATFN > 0)
TLF   Lower bound freezing point
TRF   Upper bound freezing point
HLT   Latent heat

Material for heat generation (IDH > 0)
TLF   Lower bound control temperature
TRF   Upper bound control temperature
HLT   Average power time interval</td></tr>
</table>

Card Group				Input Data and Definitions (Main File)
9 Boundary Conditions	9.1 Freezing Pipe Property	9.1.1		NTNP NTNP — Number of freezing pipe property set (Maximum = 100) If NTNP = 0, go to Card group 9.2
		For Each Property Set	9.1.2.1	TITLE TITLE — Property name (Max 50 characters)
			9.1.2.2	MATP, FVOL, SPHL, ROL, HCL, DOL, PRL MATP — Property ID number FVOL — Flow of liquid (Volume/Sec) SPHL — Specific heat of liquid ROL — Density of liquid HCL — Heat transfer coefficient from pipe to solid body DOL — Outer diameter of pipe PRL — Perimeter of contact surface PRL = π· DOL for full model PRL = 1/2 π· DOL for half model

Card Group	Input Data and Definitions (Main File)		
9 Boundary Conditions	9.2 Freezing Pipe specifications	9.2.1 NPIPE, IPOUT NPIPE Number of pipe group (Max = 100) IPOUT = 0 Output temperature at contact body = 1 Output temperature along the pipe Computed temperatures along the pipe can be printed by Card 10.3 and 10.4 If NPIPE = 0, go to Card group 9.3	
		For Each Pipe Group	9.2.2.1 TITLE TITLE Group name (Max 50 characters)
			9.2.2.2 IDP, MATP, IDFNP, NODP, FMP N_1 N_2 N_3 ---- N_{NODP} IDP Pipe ID number MATP Pipe property number at Card 9.1.2 IDFNP Time dependent function ID number for liquid temperature at beginning of pipe at Card group 9.4 NODP Number of nodes along pipe (Max = 200) FMP Multiplication factor for liquid temperature at the beginning of pipe N_i Node numbers along the pipe

Card Group				Input Data and Definitions (Main File)
9 Boundary Conditions	9.3 Convective Boundary Specifications	9.3.1		NCONV NCONV Number of convection boundary groups (Maximum = 100) If NCONV = 0, go to Card group 9.4
		For Each Convective Boundary Group	9.3.2.1	TITLE TITLE Group name (Max 50 characters)
			9.3.2.2	IDC, IDFNC, IDFNT, NS, NELC FMC, FMT N_1 N_2 N_3 ---- N_{NELC} IDC Convection boundary ID For radiation boundary, IDC < 0 For specified flux, IDC = 0 IDFNC Time dependent function ID for convective heat transfer coefficient or specified flux at Card 9.4 IDFNT Time dependent function ID for external temperature at Card 9.4 NS Element Surface No (See Mesh file Card 3.2) NELC Number of element surfaces along the convective boundary (Max = 200) Multiplication factor FMC Convective coefficient or specified flux FMT External temperature N_i Element numbers along convective boundary

Card Group		Input Data and Definitions (Main File)
9 Boundary Conditions	9.4 Time Dependent Function Specifications	9.4.1 NTIMF, NTIM NTIMF Number of time dependent functions (Max=25) NTIM Number of time points (Max=1100) If NTIM = 0, go to Card group 9.5
		9.4.2 $TIME_1$ $FN_{1,1}$ $FN_{2,1}$ - - - $FN_{NTIMF,1}$ $TIME_2$ $FN_{1,2}$ $FN_{2,2}$ - - - $FN_{NTIMF,2}$ - - - - - - - $TIME_{NTIM}$ $FN_{1,NTIM}$ $FN_{2,NTIM}$ - - - $FN_{NTIMF,NTIM}$ $TIME_i$ Specified time $FN_{i,j}$ Value of function i at specified time j

<table>
<tr><th>Card Group</th><th colspan="2"></th><th>Input Data and Definitions (Main File)</th></tr>
<tr><td rowspan="2">9
Boundary Conditions</td><td rowspan="2">9.5
Temperature Dependent Conductivities and Capacities</td><td colspan="2">9.5.1

NTEMF, NTEM

NTEMF Number of temperature dependent functions (Maximum = 25)
NTEM Number of temperature points (Max=1100)

If NTEMF= 0, go to Card group 10</td></tr>
<tr><td colspan="2">9.5.2

$TEMP_1$ $COND_{1,1}$ $ROC_{1,1}$
$COND_{2,1}$ $ROC_{2,1}$
- -

$TEMP_2$ $COND_{1,2}$ $ROC_{1,2}$
$COND_{2,2}$ $ROC_{2,2}$
- -

$TEMP_{NTEM}$ $COND_{1,NTEM}$ $ROC_{1,NTEM}$
$COND_{2,NTEM}$ $ROC_{2,NTEM}$
- -
$COND_{NTEMF,NTEM}$ $ROC_{NTEMF,NTEM}$

$TEMP_i$ Specified temperature

$COND_{i,j}$ Conduction of function i at temperature $TEMP_j$

$ROC_{i,j}$ Product of specific heat and density of function i at temperature $TEMP_j$
ROC is called Volumetric Heat Capacity</td></tr>
</table>

Card	Input Data and Definitions (Main File)
10 Requested Output	10.1 NTPRNT NTPRNT Number of cycles between output data print
	10.2.1 NHPEL NHPEL Number of elements at which temperature time histories are requested
	10.2.2 If NHPEL = 0, skip the following Card NEL_1 NEL_2 ... NEL_{NHPEL} NEL Element number to be printed
	10.3.1 NHPMT NHPMT Number of nodes at which temperature time histories are requested
	10.3.2 If NHPMT = 0, skip the following Card $NODE_1$ $NODE_2$ ... $NODE_{NHPMT}$ NODE Node number to be printed
	10.4.1 NTIME NTIME Number of times at which temperature profiles are requested
	10.4.2 If NTIME = 0, skip the following Card $TIME_1$ $TIME_2$ ... $TIME_{NTIME}$ TIME Time to be printed

4.5 Post File

Post File contains information which are used to show graphically the results from the main-processing program.

Post File consists of three different card groups:

- Card Group 11 (PLOT-2D)
- Card Group 12 (PLOT-XY)
- Card Group 13 (FEMAP)

Card Group 11 contains the input data which are used to plot the following snapshots in two dimension:

- Finite element mesh/element/node number
- Temperature distribution

Card Group 12 contains the input data for following plots:

Time history

- Temperature/time

Snapshot

- Temperature vs. distance

Card Groups 13 is no longer supported.
These plots can be performed automatically by using PLOT-3D.

PLOT-2D

Post-Processor

Card Group	Input Data and Definitions (Post File)
11 PLOT-2D Plot Information	11.1 NPTYPE, IHOR, IVER NPTYPE = 0 End of plotting output PLOT-2D is not supported for SMAP-T3 Use NPTYPE = 0 IHOR, IVER Horizontal and Vertical coordinate flags (x=1, y=2, z=3, -x=-1, -y=-2, -z=-3)

PLOT-XY

Post-Processor

Card Group	Input Data and Definitions (Post File)
12 PLOT-XY Information	12.1 IPTYPE IPTYPE 0 End of plotting output Standard Time history 1 Element Temperature 2 Nodal Temperature Standard Snapshot 3 Element Temperature vs. Distance 4 Nodal Temperature vs. Distance Simplified Time history 5 Temperature/Power for a Given Element 6 Temperature for Different Elements 7 Temperature for a Given Node 8 Temperature for Different Nodes Simplified Snapshot 9 Element Temperature for a Given Time 10 Element Temperature for Different Times 11 Nodal Temperature for a Given Time 12 Nodal Temperature for Different Times Note: Simplified plots (IPTYPE 5 to 12) should be specified after standard plots. You can edit simplified plots using PlotXY Generator in SMAP Run Menu.

Card Group		Input Data and Definitions (Post File)
12 PLOT-XY Information	12.2 For IPTYPE = 1 (Element Temperature / Power Time History)	12.2.1 IPLOT IPLOT = 0 For each specified element, Number of different pair of variables = 1 For each specified pair of variables, Number of different element data
		12.2.2 NOEL NOEL Number of elements (Max 10)
		12.2.3 LIST (I) I = 1, NOEL LIST (I) List element numbers Values for K_y > 31 represent for heat source material associated with element number
		12.2.4 NDPQ NDPQ Number of different pair of variables Use NDPQ = 1

Card Group		Input Data and Definitions
12 PLOT-XY Information	12.2 For IPTYPE = 1 (Element Temperature / Power Time History)	12.2.5 NDPQ Cards: K_{x1}, K_{y1} / K_{x2}, K_{y2} / - - / - - K_x — Use K_x = 1 K_y = 31 — Element temperature For heat source material = 32 — Average temperature = 33 — Average power density = 34 — Generated total energy
		12.2.6 TMFAC, TPFAC Multiplication factor TMFAC — Time TPFAC — Temperature
		12.2.7 IPLOT = 0: For each element IPLOT = 1: For each pair of variables TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

Card Group	Input Data and Definitions (Post File)	
12 PLOT-XY Information	12.3 For IPTYPE = 2 (Nodal Temperature Time History)	12.3.1 IPLOT IPLOT = 0 For each specified node, Number of different pair of variables = 1 For each specified pair of variables, Number of different node data
		12.3.2 NODE NODE Number of nodes (Max 10)
		12.3.3 LIST (I), I = 1, NODE LIST (I) List node numbers

Card Group		Input Data and Definitions (Post File)
12 PLOT-XY Information	12.3 For IPTYPE = 2 (Nodal Temperature Time History)	12.3.4 NDPQ NDPQ — Number of different pair of variables Use NDPQ = 1
		12.3.5 NDPQ Cards: K_{x1}, K_{y1} / K_{x2}, K_{y2} / - - / - - K_x, K_y — Use $K_x = 1$ and $K_y = 31$
		12.3.6 TMFAC, TPFAC Multiplication factor TMFAC — Time TPFAC — Temperature
		12.3.7 IPLOT = 0: For each node IPLOT = 1: For each pair of variables TITLE (50 characters) X-LABEL (50 characters) Y-LABEL (50 characters)

Card Group	Input Data and Definitions (Post File)	
12 PLOT-XY Information	12.4 For IPTYPE = 3 (Element Temperature vs Distance)	12.4.1 IPLOT IPLOT = 0 For each specified time, Number of different variables = 1 For each specified variable, Number of different time data
		12.4.2 NOTM NOTM Number of times (Max 10)
		12.4.3 TLIST (I), I = 1, NOTM TLIST (I) List times in sequential order
		12.4.4 NDPQ NDPQ Number of different variables Use NDPQ = 1
		12.4.5 NDPQ Cards: K_{y1}, K_{y2}, -, - K_y Use K_y = 31

Card Group		Input Data and Definitions (Post File)
12 PLOT-XY Information	12.4 For IPTYPE = 3 (Element Temperature vs Distance)	12.4.6 ISCALD, ILTNUM, XSTART ISCALD = 0 Unscaled distance = 1 Scaled distance ILTNUM = 0 Do not list element numbers = 1 List Element No vs Value in PlotXy.Lin XSTART Reference starting X-coordinate Note: If ISCALD = 1 and ILTNUM = 1, X-LABEL is used for distance unit
		12.4.7 <u>Element Number Specification (Max 800 Elements)</u> For arbitrary order > 1 NRL N_1, N_2, N_{NRL} For sequential order > 2 NSTAR, NINCR, NPONT For end of generation > 0 NRL Number of elements N_1,N_2,..,N_{NRL} Element numbers NSTAR Starting element numbers NINCR Element number increment NPONT Number of element

Card Group			Input Data and Definitions (Post File)
12 PLOT-XY Information	12.4 For IPTYPE = 3 (Element Temperature vs Distance)	12.4.8	TPFAC, SDFAC Multiplication factor TPFAC Temperature SDFAC Distance
		12.4.9	IPLOT = 0: For each specified time IPLOT = 1: For each variable TITLE (50 characters) X-LABEL (50 characters) Y-LABEL (50 characters)

Card Group	Input Data and Definitions (Post File)	
12 PLOT-XY Information	12.5 For IPTYPE = 4 (Nodal Temperature vs Distance)	12.5.1 IPLOT IPLOT = 0 For each specified time, Number of different variables = 1 For each specified variable, Number of different time data
		12.5.2 NOTM NOTM Number of times (Max 10)
		12.5.3 TLIST (I), I = 1, NOTM TLIST (I) List times in sequential order
		12.5.4 NDPQ NDPQ Number of different variables Use NDPQ = 1
		12.5.5 NDPQ Cards: K_{y1}, K_{y2}, -, - K_y Use K_y = 31

Card Group		Input Data and Definitions (Post File)
12 PLOT-XY Information	12.5 For IPTYPE = 4 (Nodal Temperature vs Distance)	12.5.6 ISCALD, ILTNUM, XSTART ISCALD = 0 Unscaled distance = 1 Scaled distance ILTNUM = 0 Do not list node numbers = 1 List Node No vs Value in PlotXy.Lin XSTART Reference starting X-coordinate Note: If ISCALD = 1 and ILTNUM = 1, X-LABEL is used for distance unit

Card Group	Input Data and Definitions (Post File)	
12 PLOT-XY Information	12.5 For IPTYPE = 4 (Nodal Temperature vs Distance)	12.5.7 Node Number Specification (Max 800 nodes) For Arbitrary Order > 1 NRL N_1, N_2, .., N_{NRL} For Sequential Order > 2 NSTAR, NINCR, NPONT For End Generation > 0 NRL: Number of nodes N_1,N_2,..,N_{NRL}: Node numbers NSTAR: Starting node numbers NINCR: Node number increment NPONT: Number of nodes
		12.5.8 TPFAC, SDFAC Multiplication factor TPFAC: Temperature SDFAC: Distance
		12.5.9 IPLOT = 0: For each specified time IPLOT = 1: For each variable TITLE (50 characters) X-LABEL (50 characters) Y-LABEL (50 characters)

Card Group		Input Data and Definitions
12 PLOT-XY Information	For IPTYPE = 5 (Time History of Temperature / Power for a Given Element)	12.6.1 NEL NEL — Element number Values for K_y > 31 represent for heat source material associated with element NEL
		12.6.2 NDQ NDQ — Number of different quantities Use NDQ = 1
		12.6.3 K_{y1} K_y = 31 — Element temperature For heat source material = 32 — Average temperature = 33 — Average power density = 34 — Generated total energy
		12.6.4 TMFAC, TPFAC Multiplication factor TMFAC — Time TPFAC — Temperature / Power density / Energy
		12.6.5 TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

Card Group		Input Data and Definitions
12 PLOT-XY Information	For IPTYPE = 6 (Time History of Temperature for Different Elements)	12.7.1 NOEL NOEL Number of elements (Max 10)
		12.7.2 LIST (I) I = 1, NOEL LIST (I) List element numbers
		12.7.3 K_x, K_y K_x, K_y K_x = 1 and K_y = 31
		12.7.4 TMFAC, TPFAC Multiplication factor TMFAC Time TPFAC Temperature
		12.7.5 TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

Card Group		Input Data and Definitions
12 PLOT-XY Information	For IPTYPE = 7 (Time History of Temperature for a Given Node)	12.8.1 NOD NOD Node number
		12.8.2 NDQ NDQ Number of different quantities Use NDQ = 1
		12.8.3 NDQ Cards K_{y1}, K_{y2}, -, - K_y Use K_y = 31
		12.8.4 TMFAC, TPFAC Multiplication factor TMFAC Time TPFAC Temperature
		12.8.5 TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

Card Group		Input Data and Definitions
12 PLOT-XY Information	For IPTYPE = 8 (Time History of Temperatures for Different Nodes)	12.9.1 NODE NODE Number of nodes (Max 10)
		12.9.2 LIST (I) I = 1, NODE LIST (I) List node numbers
		12.9.3 K_x, K_y K_x, K_y $K_x = 1$ and $K_y = 31$
		12.9.4 TMFAC, TPFAC Multiplication factor TMFAC Time TPFAC Temperature
		12.9.5 TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

Card Group		Input Data and Definitions
12	For IPTYPE = 9 (Snap Shot of Temperatures for a Given Time)	12.10.1 TIME TIME Specified time
PLOT-XY Information		12.10.2 NDQ NDQ Number of different quantities Use NDQ = 1
		12.10.3 NDQ Cards K_y: K_{y1}, K_{y2}, - Use K_y = 31
		12.10.4 XSTART XSTART Reference starting X-coordinate
		12.10.5 Element Number Specification (Max 800 Elements) NRL N_1, N_2, N_{NRL} NRL Number of elements N_1, N_2, .., N_{NRL} Element numbers N_i, $-N_{i+1}$, N_{i+2} From N_i to N_{i+1} with increment N_{i+2}
		12.10.6 TPFAC, SDFAC Multiplication factor TPFAC Temperature SDFAC Distance
		12.10.7 TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

Card Group		Input Data and Definitions
12 PLOT-XY Information	For IPTYPE = 10 (Snap Shot of Temperature for Different Times)	12.11.1 NOTM NOTM Number of times (Max 10)
		12.11.2 TLIST (I), I = 1, NOTM TLIST (I) List times in sequential order
		12.11.3 K_y K_y Use $K_y = 31$
		12.11.4 XSTART XSTART Reference starting X-coordinate
		12.11.5 Element Number Specification (Max 800 Elements) NRL N_1, N_2, N_{NRL} NRL Number of elements N_1, N_2, .., N_{NRL} Element numbers N_i, $-N_{i+1}$, N_{i+2} From N_i to N_{i+1} with increment N_{i+2}
		12.11.6 TPFAC, SDFAC Multiplication factor TPFAC Temperature SDFAC Distance
		12.11.7 TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

Card Group		Input Data and Definitions
12 PLOT-XY Information	For IPTYPE = 11 (Snap Shot of Temperature for a Given Time)	12.12.1 TIME TIME Specified time
		12.12.2 NDQ NDQ Number of different quantities Use NDQ = 1
		12.12.3 NDQ Cards ┌ K_{y1} │ K_{y2} └ - K_y Use K_y = 31
		12.12.4 XSTART XSTART Reference starting X-coordinate
		12.12.5 Node Number Specification (Max 800 Nodes) NRL N_1, N_2, N_{NRL} NRL Number of nodes N_1, N_2, .., N_{NRL} Node numbers N_i, $-N_{i+1}$, N_{i+2} From N_i to N_{i+1} with increment N_{i+2}
		12.12.6 TPFAC, SDFAC Multiplication factor TPFAC Temperature SDFAC Distance
		12.12.7 TITLE (50 characters) X - LABEL (50 characters) Y - LABEL (50 characters)

<table>
<tr><th>Card Group</th><th colspan="2">Input Data and Definitions</th></tr>
<tr><td rowspan="7">12

PLOT-XY Information</td><td rowspan="7">For IPTYPE = 12 (Snap Shot of Temperature for Different Times)</td><td>12.13.1
NOTM
NOTM Number of times (Max 10)</td></tr>
<tr><td>12.13.2
TLIST (I), I = 1, NOTM
TLIST (I) List times in sequential order</td></tr>
<tr><td>12.13.3
K_y
K_y Use $K_y = 31$</td></tr>
<tr><td>12.13.4
XSTART
XSTART Reference starting X-coordinate</td></tr>
<tr><td>12.13.5
Node Number Specification (Max 800 Nodes)
NRL
N_1, N_2, N_{NRL}

NRL Number of nodes
N_1, N_2, .., N_{NRL} Node numbers
N_i, $-N_{i+1}$, N_{i+2} From N_i to N_{i+1} with increment N_{i+2}</td></tr>
<tr><td>12.13.6
TPFAC, SDFAC
Multiplication factor
TPFAC Temperature
SDFAC Distance</td></tr>
<tr><td>12.13.7
TITLE (50 characters)
X - LABEL (50 characters)
Y - LABEL (50 characters)</td></tr>
</table>

Group Mesh
User's Manual

5.1 Introduction

Group Mesh Generator is a two-dimensional CAD program specially designed to build group mesh which can be used to generate finite element mesh with the aid of program ADDRGN-2D.

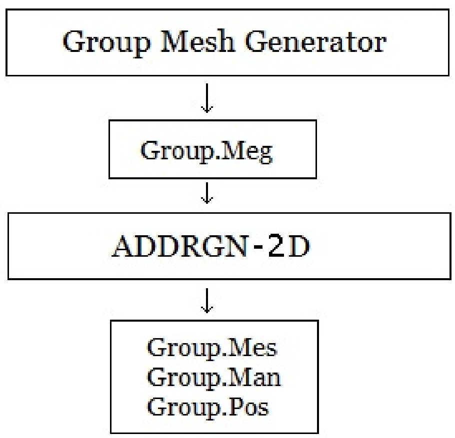


Figure 5.1 Flow diagram of group mesh generation

Group.Meg contains group mesh data that can be generated or modified by Group Mesh Generator. The file Group.Meg is used as input to the program ADDRGN-2D, thereby generating finite element mesh file Group.Mes along with the main file Group.Man for element activity and the post file Group.Pos for PLOT-2D plot.

Group Mesh Generator can be accessed through SMAP menu
Run or Plot as explained in Section 5.2.

ADDRGN-2D can be accessed from SMAP menu:
Run → Mesh Generator → AddRgn → Addrgn 2D.
This program can also be accessed indirectly by executing
F. E. Mesh Plot in Group dialog as explained in Section 5.3.8.

5.2 Group Mesh Generator

Group Mesh Generator can be accessed by selecting the following menu items in SMAP:

Run → Mesh Generator → Group Mesh or
Plot → Mesh → Group Mesh

When you build new group mesh, you can select either Built-in Base Mesh or Existing Finite Element Mesh. Built-in Base Mesh is explained in detail in Section 5.4.

Once you click OK button in Group Input dialog, PLOT-2D program is displayed along with group menu which is the main access to Group Mesh Generator.

When click Group menu in PLOT-2D, Group dialog is displayed.

5.3 Group

Group dialog in Figure 5.2 is the main dialog associated with group mesh generation or modification. Group dialog consists of following eight parts:

- Group Identity
- MTYPE and Material Parameter
- Line Options
- Coordinate Constraint
- Element Activity
- PLOT-2D Plot
- Translation
- Command Buttons

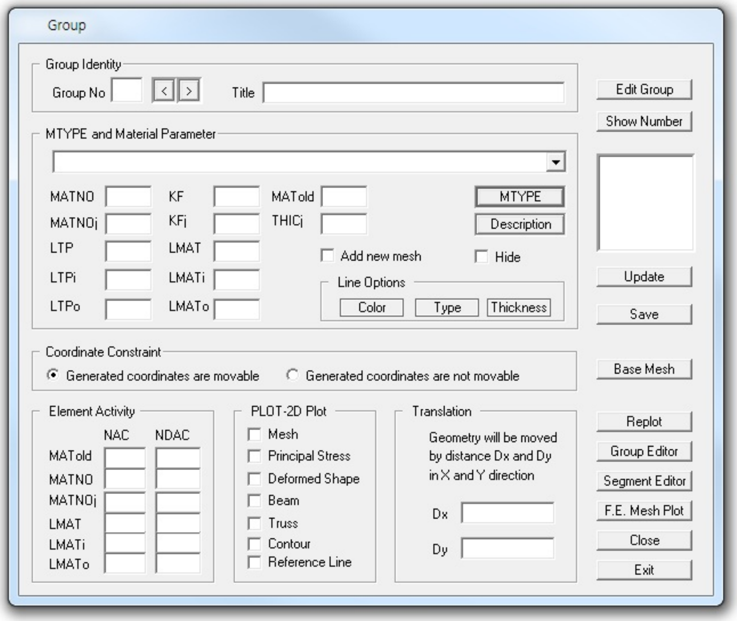


Figure 5.2 Group dialog.

5.3.1 Group Identity

Here, you type Group No and Title.

When you add a new group, first select an appropriate MTYPE and change all default parameters as you want. Then click Add Group button to build the geometry of new group.

When you type the existing Group No, all parameters of that group are shown on the screen. Click Edit Group button to modify the geometry of the group.

It should be noted that Add Group and Edit Group buttons share the same position in the Group dialog. And Add Group for new group and Edit Group for existing group will appear.

5.3.2 MTYPE and Material Parameter

MTYPE dialog with icons and MTYPE list box with brief explanations are shown in Figures 5.3 and 5.4, respectively.

You can select MTYPE from the list box or by clicking MTYPE button which opens MTYPE dialog with icons.
Selection of proper MTYPE is the most important to model the desired group. Once you select MTYPE, all input variables and options available for that MTYPE will be shown on the screen along with default values.

Figure 5.3
MTYPE dialog

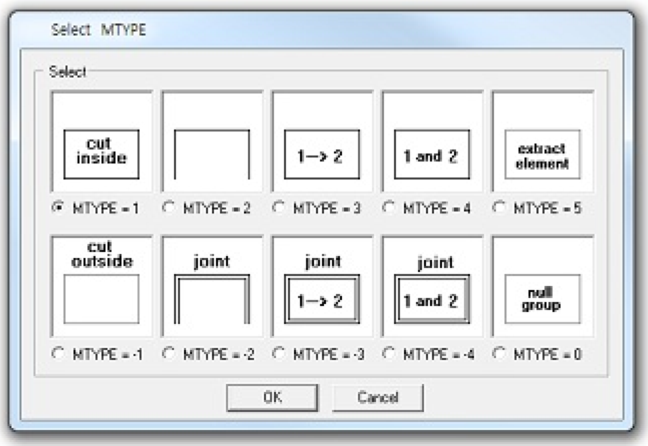
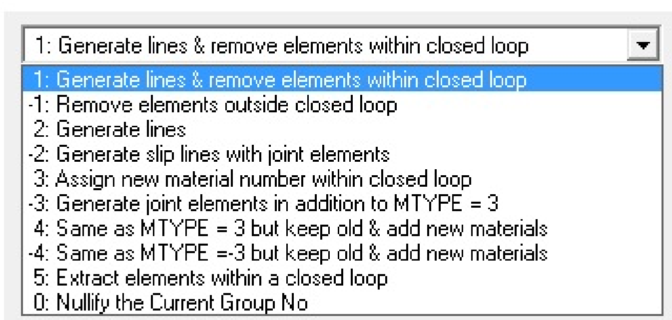


Figure 5.4
MTYPE list box



Click Description button to see description of material parameters and element activity as shown in Figure 5.5.

Add new mesh check box is available only for MTYPE = 3. When checked, new group is formed without interfering with the other groups.

Hide check box is to hide the current group geometry on the screen when checked.

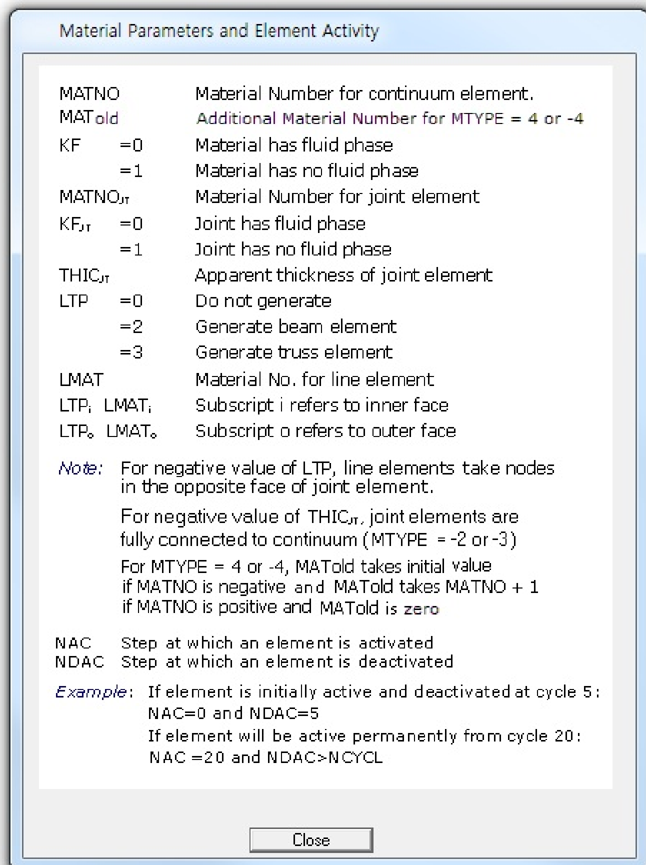


Figure 5.5 Material parameters & element activity (SMAP-2D)

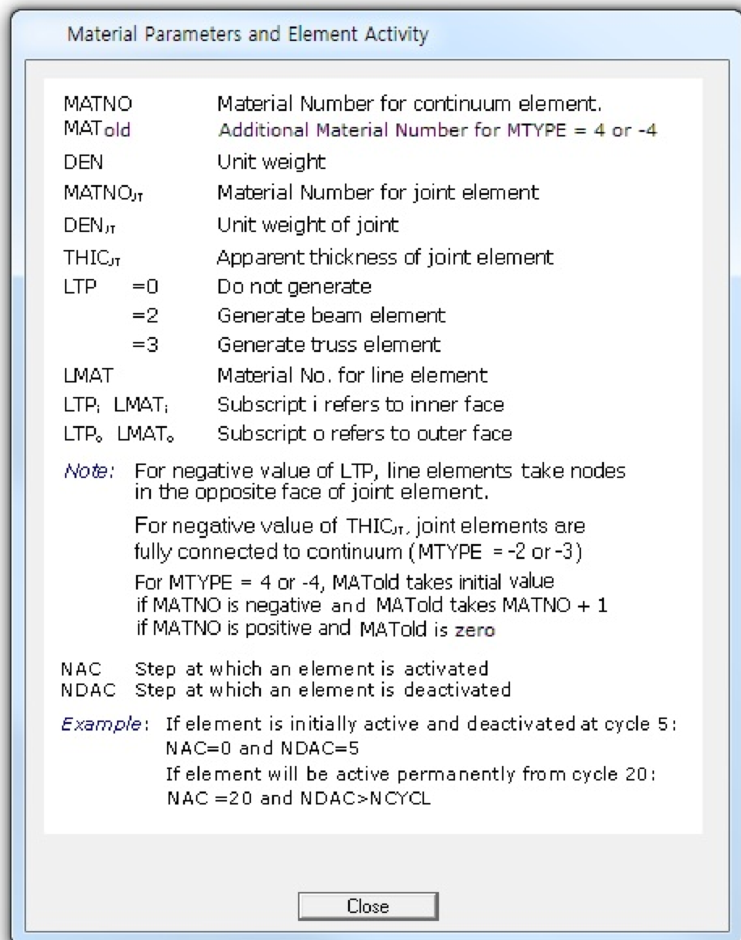


Figure 5.5 Material parameters & element activity (SMAP-S2)

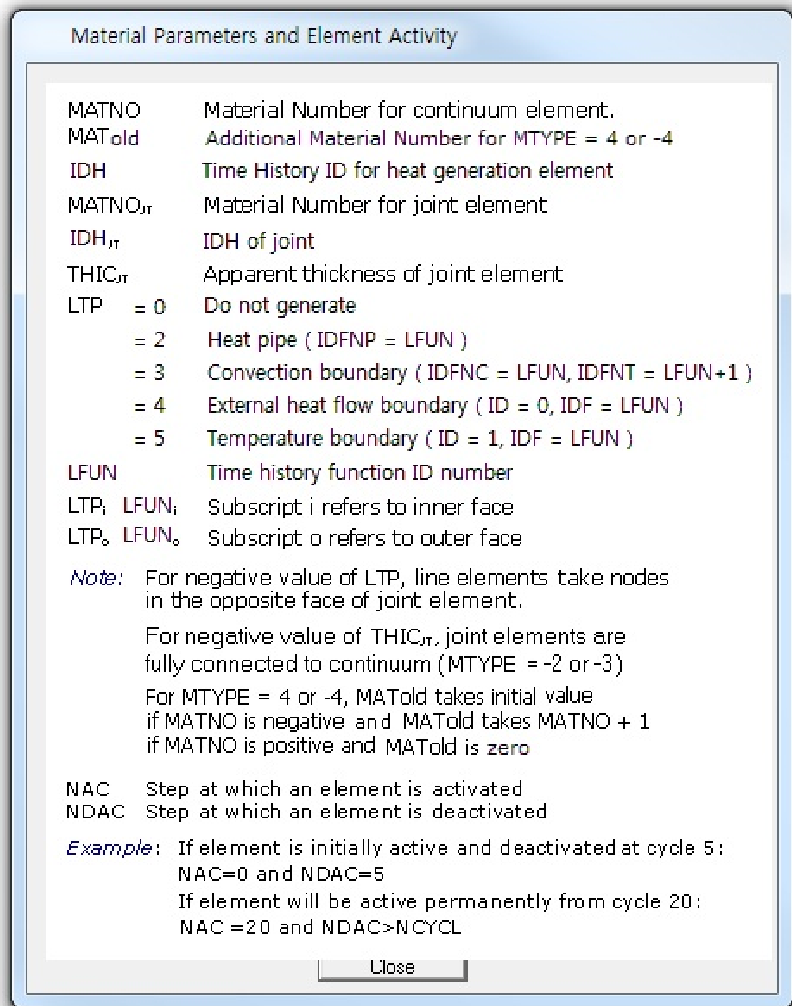


Figure 5.5 Material parameters & element activity (SMAP-T2)

5.3.3 Line Options

Line options are provided to distinguish the outline of the group from the other groups. Figure 5.6 shows available line color, line type and line thickness.

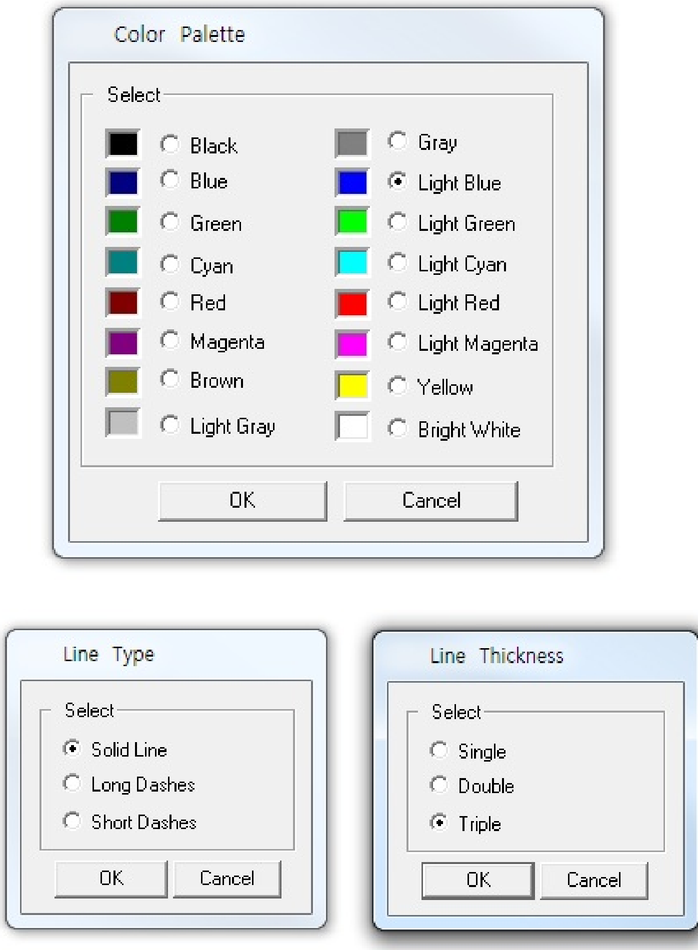


Figure 5.6 Line options.

5.3.4 Coordinate Constraint

Finite element meshes are generated when you click F. E. Mesh Plot button.

Normally, finite element nodal coordinates associated with the current group are adjusted to get the overall optimum meshes by selecting Generated coordinates are movable.

However, you can make such generated coordinates not movable by selecting Generated coordinates are not movable.

5.3.5 Element Activity

Element activity data is used in SMAP main program Card group 8. Elements in current group is to activate at step NAC and deactivate at step NDAC. Such activity data is generated and saved in Group.Man when executing group mesh, that is, by clicking F. E. Mesh Plot button.

Examples of element activity are shown at bottom of Fig. 5.5.

5.3.6 PLOT-2D Plot

PLOT-2D Plot data is used in SMAP post processing program PLOT-2D to plot computed results available for the current group. Such plot information is generated and saved in Group.Pos when executing group mesh.

It should be noted that SMAP post processing program PLOT-3D can automatically produce all such plots.

5.3.7 Translation

Translation is mainly used to move the geometry of the current group in x and y directions. Here D_x and D_y represent relative distances from the current position of the group to the new position.

Once you type in D_x and D_y, you need to click Update and then Replot buttons to confirm the translation of the current group.

5.3.8 Command Buttons

Command buttons are shown on the right side of Group dialog.

Add Group
This is used to build the geometry of the new group.
Line Segment dialog in Figure 5.14 will be displayed.

Edit Group
This is used to modify the geometry of the existing group.
Edit Segment dialog in Figure 5.7 will be displayed.

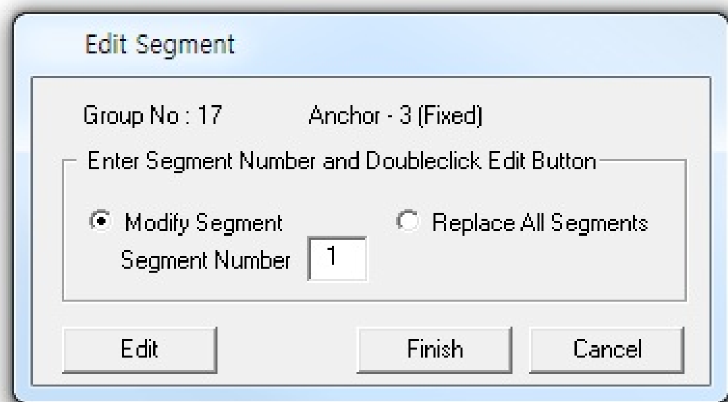


Figure 5.7 Edit segment dialog.

Show Number

This is used to show group and segment numbers.
Plot Group / Segment No dialog in Figure 5.8 will be displayed.

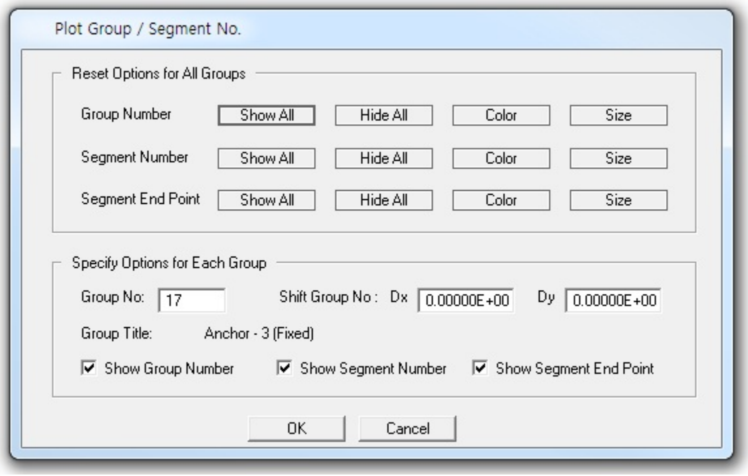


Figure 5.8 Plot Group / Segment No dialog.

Update

This is used to update the current group parameters shown on the screen. It should be noted that you need to click Update button before leaving the current group. Leaving the current group without clicking Update will not update all the changes you made on the current group.

Save

This is used to save all the works you have done . This includes updating the current group parameters shown in the Group dialog.

Base Mesh

This is used to edit Built-in Base Mesh which is explained in detail in Section 5.4. Base Mesh dialog in Figure 5.13 will be displayed.

Replot

This is used to show the geometry of groups you have updated so far.

Group Editor

This is used to delete, cut and paste, or copy and paste specified groups. Group Editor dialog in Figure 5.9 will be displayed.

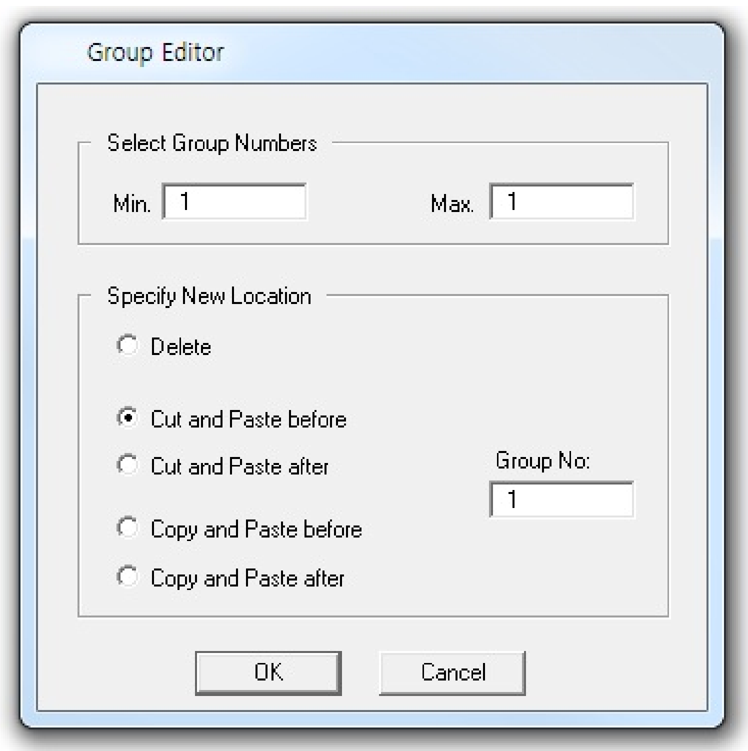


Figure 5.9 Group editor dialog.

Segment Editor

This is used to add or modify the segments of the existing group based on text input. Segment Editor dialog in Figure 5.10 will be displayed.

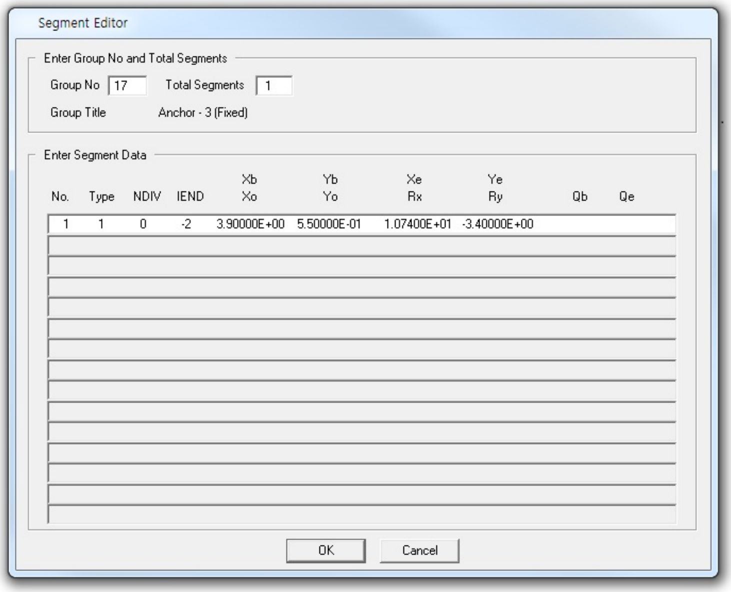


Figure 5.10 Segment editor dialog.

F. E. Mesh Plot

This is used to execute the group mesh and then plot the generated finite element mesh. It should be noted that you need to click Save button before executing F. E. Mesh Plot.

Once executed, new sub directory Plot_Mesh under working directory will be created along with following files:

Group.Mes Mesh file with finite element.
Group.Man Main file with element activity.
Group.Pos Post file with PLOT-2D plot data.

Close

This is used to close the Group dialog.

Exit

This is used to exit from the Group Mesh Generator.
Exit dialog in Figure 5.11 will be displayed.

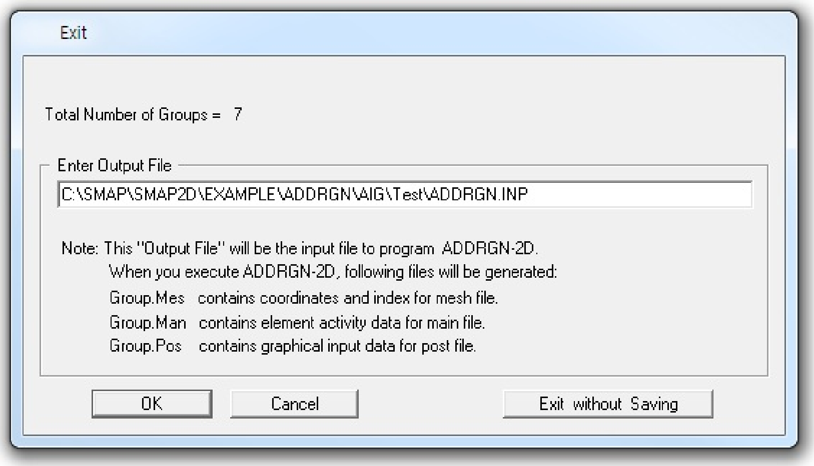


Figure 5.11 Exit dialog.

5.4 Base Mesh

Base Mesh is the finite element mesh where you build group meshes. You can select either Built-in Base Mesh or Existing Finite Element Mesh at the time when you first build new group mesh as discussed in Section 5.2.

5.4.1 Built-in Base Mesh

Figure 5.12 shows layout of Built-in Base Mesh which consists of rectangular blocks that will be filled with finite elements.

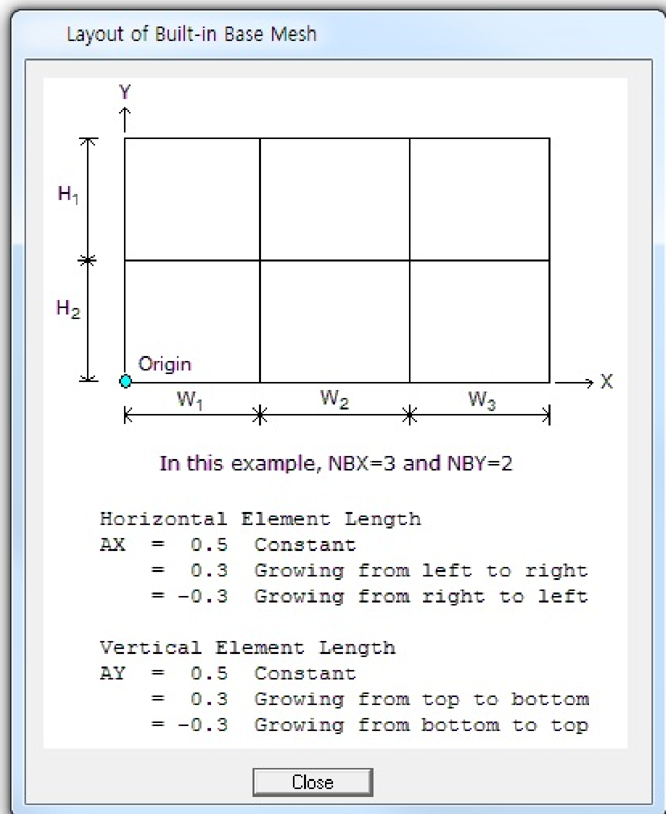


Figure 5.12 Layout of built-in base mesh.

Figure 5.13 shows Built-in Base Mesh dialog which is used to edit block dimensions, element sizes and boundary conditions.

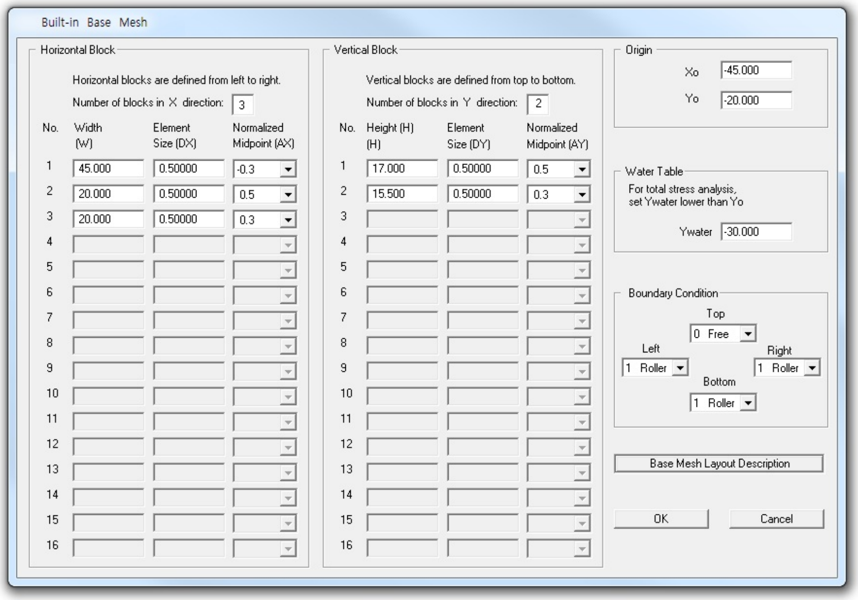


Figure 5.13 Built-in base mesh dialog.

5.4.2 Existing Finite Element Mesh

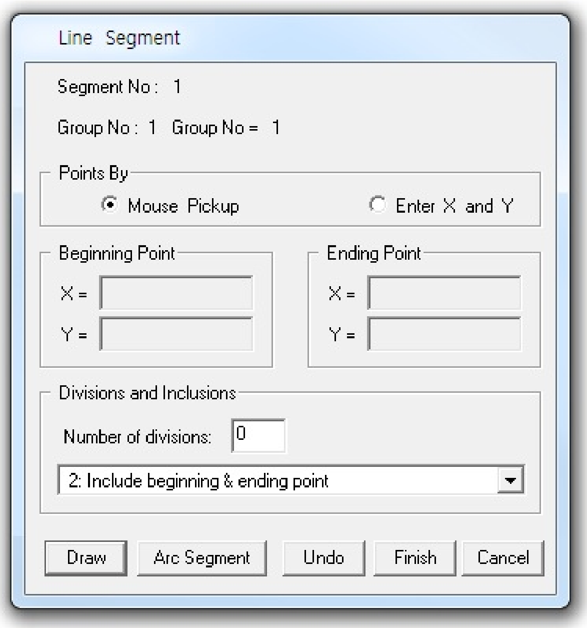
You can provide existing finite element mesh file to be used as base mesh. Group meshes will be built on this finite element mesh.

5.5 Segment

There are two types of segments, Line and Arc Segments which are used to build a group. Segment dialog will be displayed when you click Add Group or Edit Group button on the Group dialog screen.

5.5.1 Line Segment

Figure 5.14
Line segment dialog.



Line Segment dialog is shown in Figure 5.14.

Segment No
Current segment number will be displayed automatically.

Group No & Title
Current group number and title will be displayed automatically.

Point By
Select Mouse Pickup or Enter X and Y.

Beginning & Ending Point
Coordinates of beginning and ending points are required when Enter X and Y is selected.

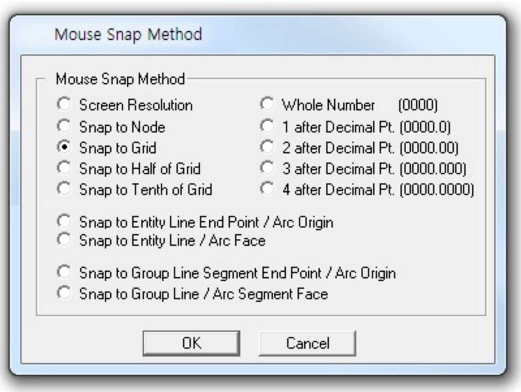
Divisions and Inclusions
Use following default values.
Number of divisions 0
Combo box selection 2: Include beginning & ending point

Draw
Draw line segment.

For Mouse Pickup,
1. Click Draw button.
2. Move the mouse to the point and click left mouse button. Or hold down left mouse button, move the mouse and release the button at the point.

Note 1:
It is important to choose an appropriate mouse snap method before drawing by mouse. Mouse snap dialog in Figure 5.15 can be opened by clicking Mouse-Snap menu in PLOT-2D.
For example, when you choose Snap to Grid, mouse cursor will automatically move to the nearest grid point.

Figure 5.15
Mouse snap dialog



For Enter X and Y,

1. Type in the coordinates of beginning and ending points.
2. Click Draw button.

Note 2:
You can draw many segments continuously by repeating above Mouse Pickup or Enter X and Y procedure.

Arc Segment
Switch to arc segment.

Undo
Undo the changes you just made for line segment.

Finish
Finish and exit from drawing the current group.

Cancel
Cancel and exit from drawing the current group.

5.5.2 Arc Segment

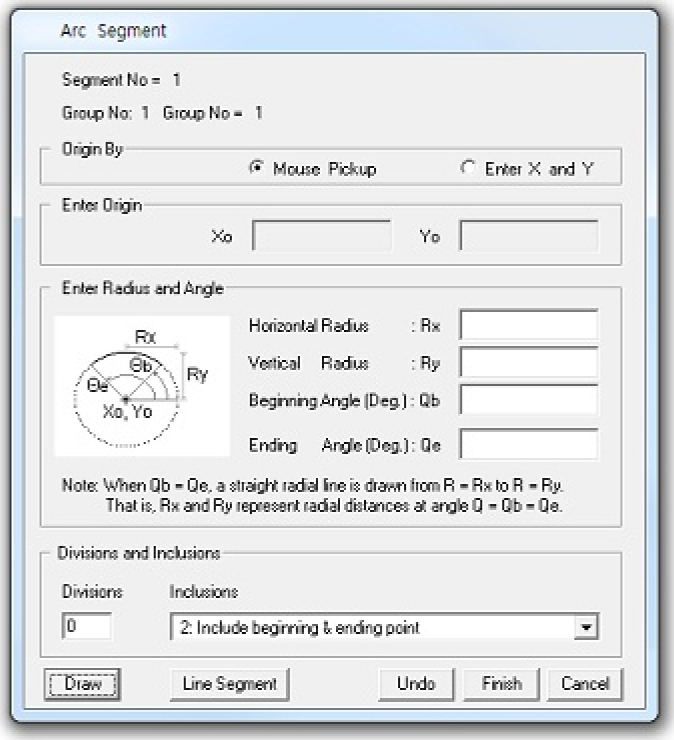


Figure 5.16 Arc segment dialog.

Arc Segment dialog is shown in Figure 5.16.

Segment No

Current segment number will be displayed automatically.

Group No & Title

Current group number and title will be displayed automatically.

Origin By

Select Mouse Pickup or Enter X and Y.

Enter Origin
Coordinates of origin are required for Enter X and Y.

Enter Radius and Angle
Enter Horizontal & vertical radii, and beginning & ending angles.

Divisions and Inclusions
Use following default values.
Number of divisions 0
Combo box selection 2: Include beginning & ending point

Draw
Draw arc segment.

For Mouse Pickup,
1. Type in R_x, R_y, Θ_b, Θ_e
2. Click Draw button
3. Move the mouse to the origin and click left mouse button. Or hold down left mouse button, move the mouse and release the button at the origin.

For Enter X and Y,
1. Type in X_o, Y_o, R_x, R_y, Θ_b, Θ_e
2. Click Draw button

Refer to Note 1 & 2 in Section 5.5.1.

Line Segment
Switch to line segment.

Undo
Undo the changes you just made for arc segment.

Finish
Finish and exit from drawing the current group.

Cancel
Cancel and exit from drawing the current group.

5.6 Modifying Finite Element Meshes

Group Mesh Generator can be used to directly modify finite element meshes.

When you open input file, Mesh Generator reads the extension of the input file name and it assumes that the input file is the finite element mesh file if the extension is .Mes.

Editing finite element meshes has three parts: Nodal Boundary, Nodal Coordinate and Element Material. These editing modes can be accessed from Mesh menu in PLOT-2D as shown in Figure 5.17.

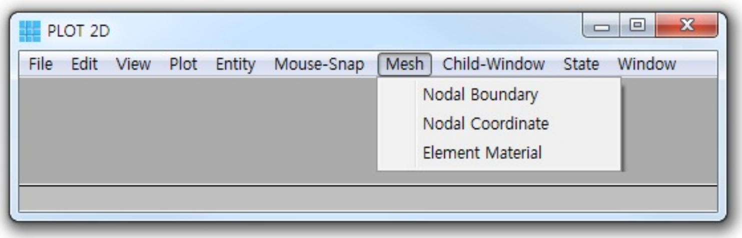


Figure 5.17 Menu for editing finite element mesh

It should be noted that once you edited the finite element meshes, modified finite element mesh is saved as MeshFile.Mes in the current working directory. The original input mesh file is not changed.

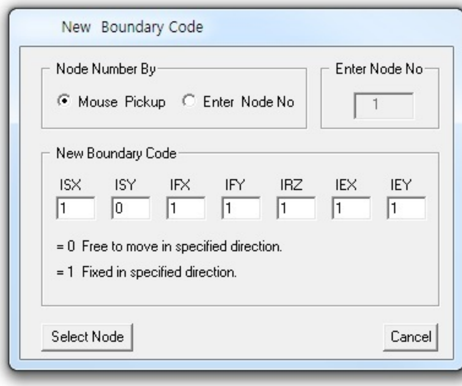
5.6.1 Edit Nodal Boundary

When you click Nodal Boundary from the Mesh menu, Edit Boundary dialog will be displayed.

5.6.1.1 Mouse Pickup

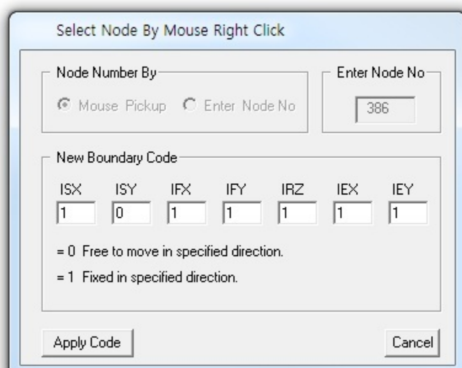
When you select Mouse Pickup mode as in Figure 5.18, you are supposed to select node number by mouse click. Click Select Node button.

Figure 5.18
Edit boundary
(Mouse Pickup)



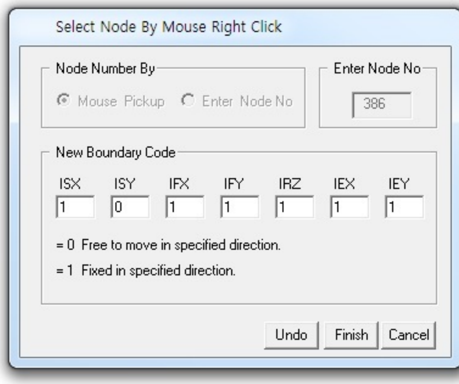
Click the node by Mouse Right Click, edit boundary codes and then click Apply Code button in Figure 5.19.

Figure 5.19
Edit boundary
(Apply Code)



You can repeat the same procedure many times for other nodes. Once finished, click Finish button in Figure 5.20.

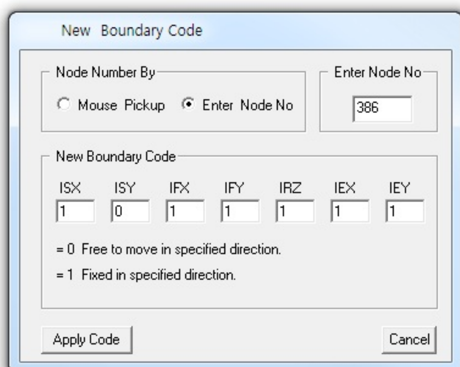
Figure 5.20
Edit boundary (Finish)



5.6.1.2 Enter Node No

When you select Enter Node No mode as in Figure 5.21, you are supposed to type in node number. Edit boundary codes and then click Apply Code button.

Figure 5.21
Edit boundary (Enter Node No)



You can repeat the same procedure many times for other nodes. Once finished, click Finish button.

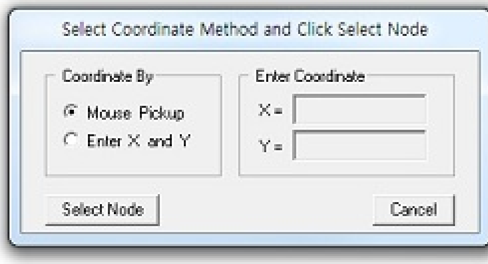
5.6.2 Edit Nodal Coordinate

When you click Nodal Coordinate from the Mesh menu, Edit Coordinate dialog will be displayed.

5.6.2.1 Mouse Pickup

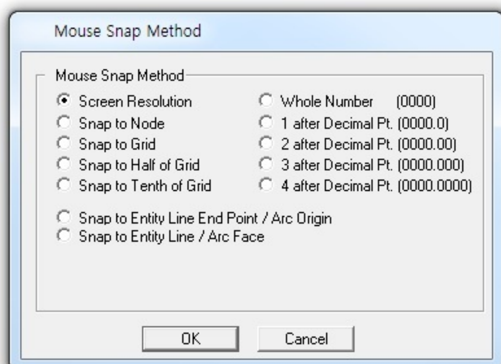
When you select Mouse Pickup mode as in Figure 5.22, you are supposed to select node number by mouse click. Click Select Node button.

Figure 5.22
Edit coordinate
(Mouse Pickup)



Select the node number by Mouse Right Click and then move the coordinate by Mouse Left Click. It is convenient to select an appropriate Mouse-Snap method in Figure 5.23 before moving the coordinates.

Figure 5.23
Mouse snap method



You can repeat the same procedure many times for other nodes. Once finished, click Finish button in Figure 5.24.

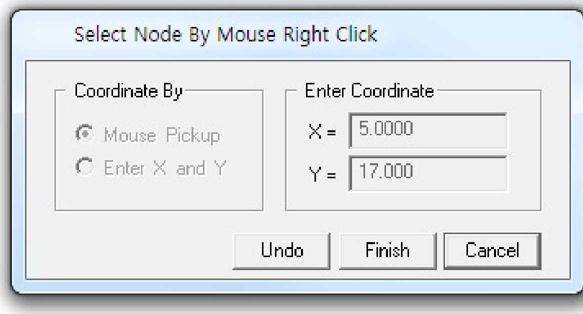


Figure 5.24 Edit coordinate (Finish)

5.6.2.2 Enter X and Y

When you select Enter X and Y mode as in Figure 5.25, you are supposed to type in nodal coordinates. Type in X and Y coordinates and then click Apply button.

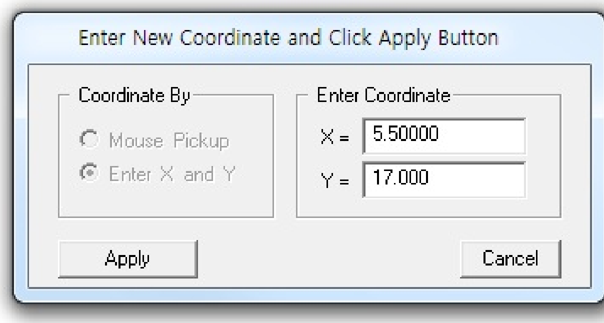


Figure 5.25 Edit coordinate (Enter X and Y)

You can repeat the same procedure many times for other nodes. Once finished, click Finish button.

5.6.3 Edit Element Material

When you click Element Material from the Mesh menu, Edit Element Material dialog will be displayed.

5.6.3.1 Mouse Pickup

When you select Mouse Pickup mode as in Figure 5.26, you are supposed to select element number by mouse click.
Click Select Element button.

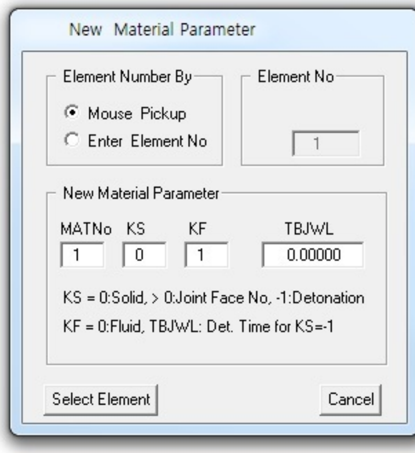


Figure 5.26
Edit element material
(Mouse Pickup)

Click the element by Mouse Right Click, edit material parameters and then click Apply button in Figure 5.27.

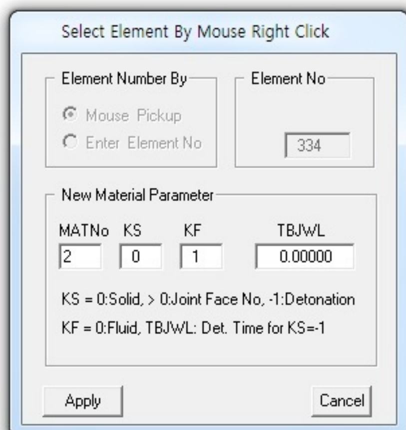


Figure 5.27
Edit element material
(Apply)

You can repeat the same procedure many times for other elements. Once finished, click Finish button in Figure 5.28.

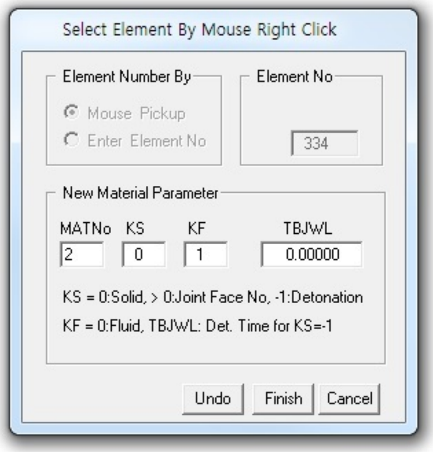


Figure 5.28
Edit element material
(Finish)

5.6.3.2 Enter Element No

When you select Enter Element No mode as in Figure 5.29, you are supposed to type in element number. Edit material parameters and then click Apply button.

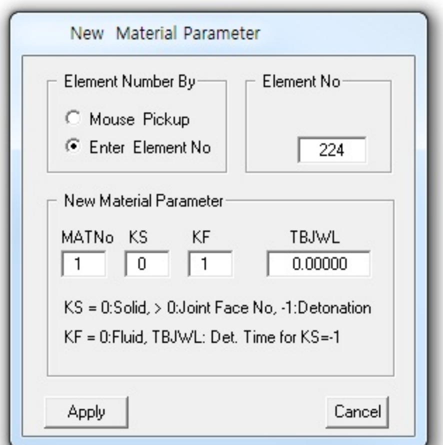


Figure 5.29
Edit element material
(Enter Element No)

You can repeat the same procedure many times for other elements. Once finished, click Finish button.

5.7 Entities

Entities are graphical objects which are mainly used to assist editing the geometry of groups and elements.

There are four types of entities: Mark, Line, Arc, and Text.

Entities can be accessed from Entity menu in PLOT-2D as shown in Figure 5.30.

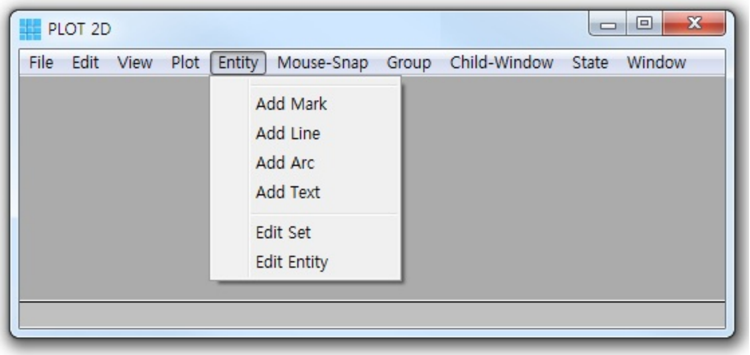


Figure 5.30 Entity menu

Entity menu has six parts:
Add Mark, Add Line, Add Arc, Add Text, Edit Set and Edit Entity.

First four Add Entities are to build new entities.

Edit Set is to assign entity set so that each plot number can include only selected entities.

Edit Entity is to modify, delete or replace the selected entity.

5.7.1 Add Mark

Marks are graphical symbols which are mainly used to assist editing the geometry of groups and elements.

When you select Add Mark submenu, Mark Input dialog in Figure 5.31 is displayed.

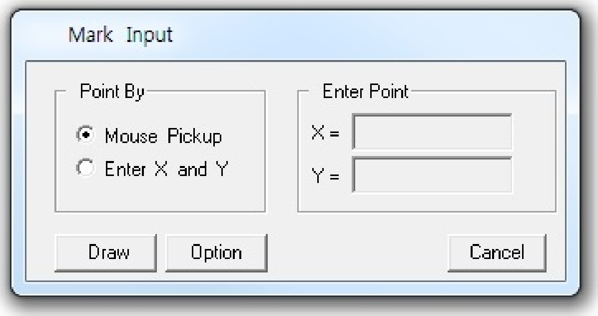


Figure 5.31
Mark input
(Mouse Pickup)

Option button is to show Mark Option in Figure 5.32.

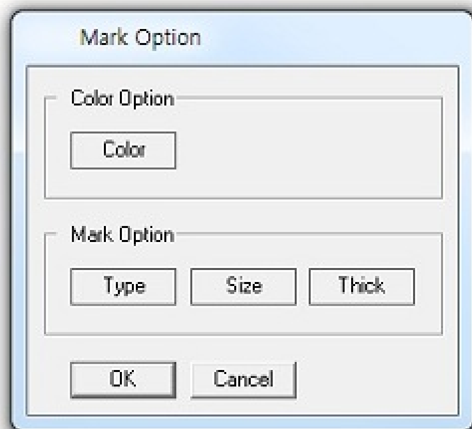
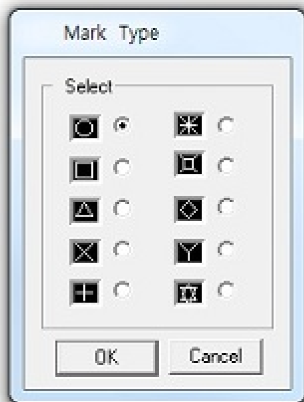


Figure 5.32
Mark option dialog

Available Mark Types are shown in Figure 5.33.

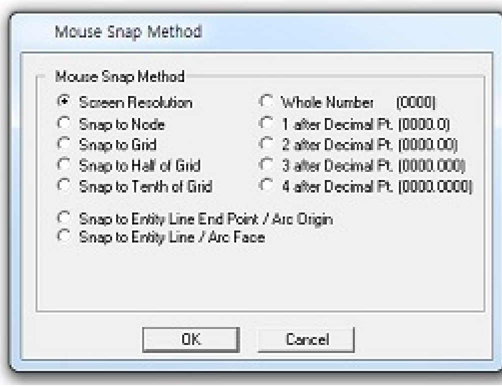
Figure 5.33 Mark type dialog



5.7.1.1 Mouse Pickup

When you select Mouse Pickup mode as in Figure 5.31, you are supposed to select the mark center position by mouse click. Click Draw button and then move the position by Mouse Left Click. It is convenient to select an appropriate Mouse-Snap method in Figure 5.34 before moving the position.

Figure 5.34
Mouse snap method



Once finished, click Finish button in Figure 5.35.

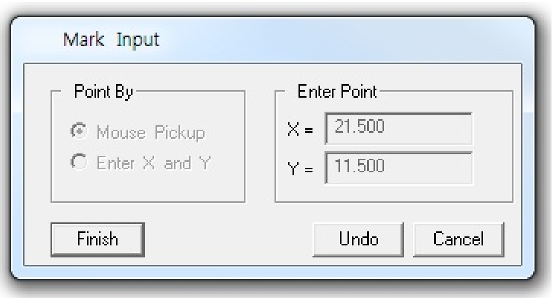


Figure 5.35
Mark input
(Finish)

5.7.1.2 Enter X and Y

When you select Enter X and Y mode as in Figure 5.36, you are supposed to type in the coordinates of the mark center position. Click Draw button.

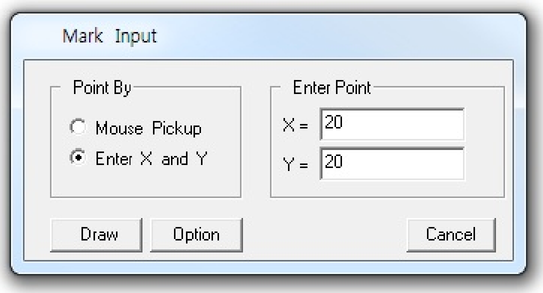


Figure 5.36
Mark input
(Enter X and Y)

Once finished, click Finish button in Figure 5.37.

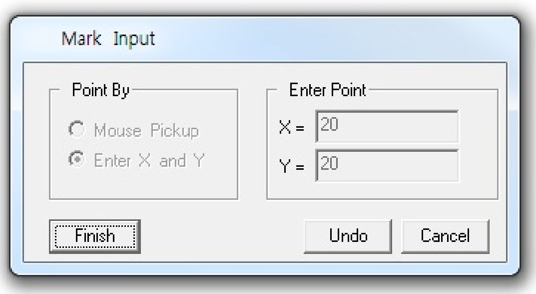


Figure 5.37
Mark input
(Finish)

5.7.2 Add Line

Lines are graphical objects which are mainly used to assist editing the geometry of groups and elements.

When you select Add Line submenu, Line Input dialog in Figure 5.38 is displayed.

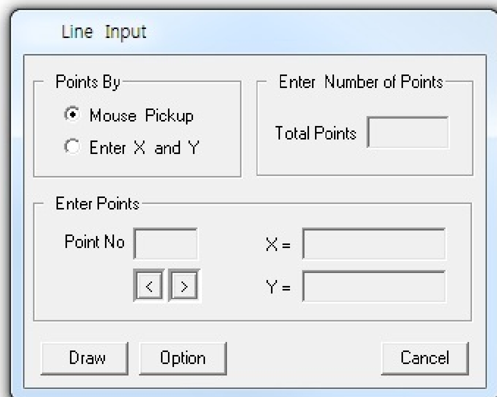


Figure 5.38
Line input
(Mouse Pickup)

Option button is to show Line Option in Figure 5.39.

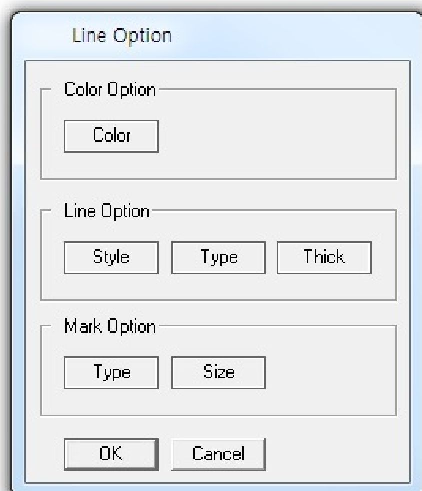


Figure 5.39
Line option dialog

Available Line Styles are shown in Figure 5.40.

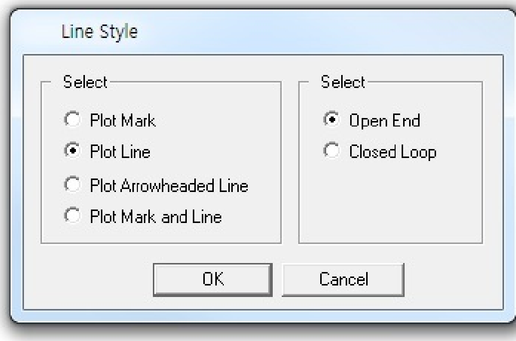


Figure 5.40 Line style dialog

Available Line Types are shown in Figure 5.41.

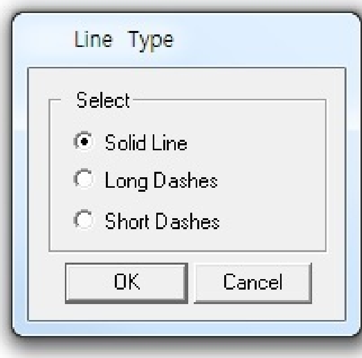


Figure 5.41 Line type dialog

5.7.2.1 Mouse Pickup

When you select Mouse Pickup mode as in Figure 5.38,
you are supposed to select the line end point by mouse click.
Click Draw button and then select the point by Mouse Left Click.

It is convenient to select an appropriate Mouse-Snap method
in Figure 5.34 before moving the coordinate.

You can click many points to build continuous lines.
Once finished, click Finish button in Figure 5.42.

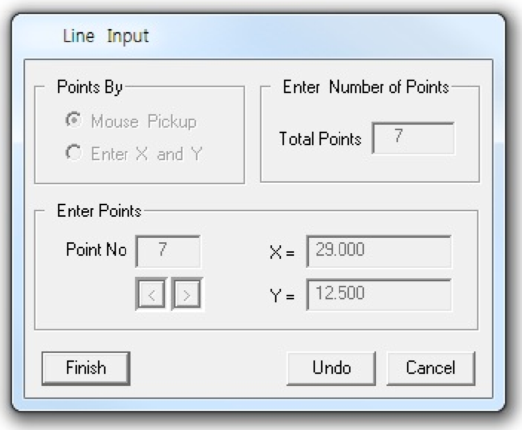


Figure 5.42 Line input (Finish)

5.7.2.2 Enter X and Y

When you select Enter X and Y mode as in Figure 5.43, you are supposed to type the coordinates of the line. Click Draw button.

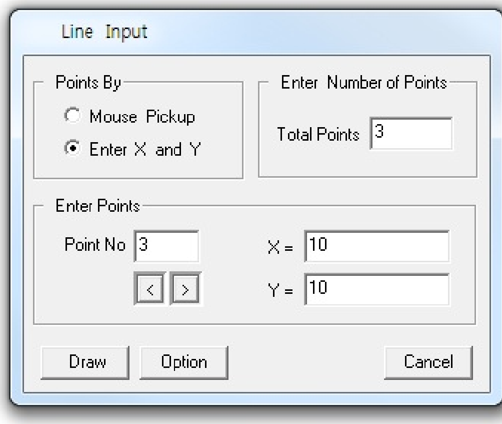


Figure 5.43
Line input
(Enter X and Y)

And then click Finish button in Figure 5.44.

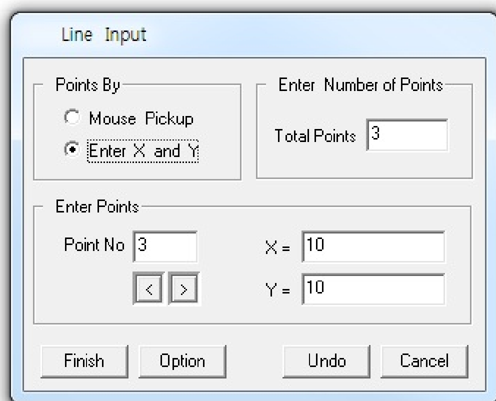


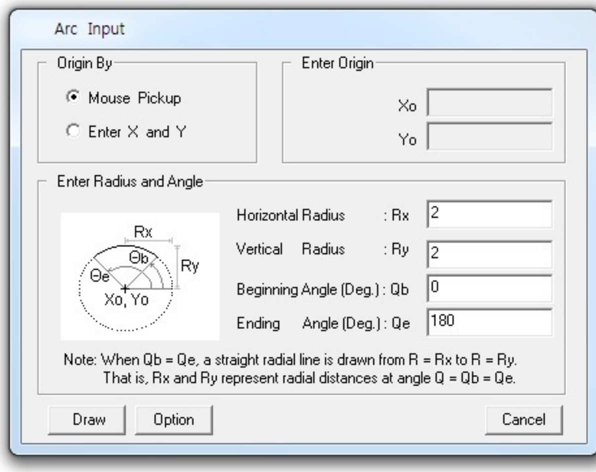
Figure 5.44
Line input
(Finish)

5.7.3 Add Arc

Arcs are graphical objects which are mainly used to assist editing the geometry of groups and elements.

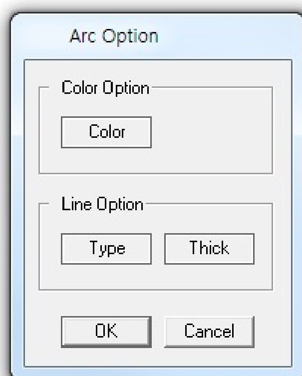
When you select Add Arc submenu, Arc Input dialog in Figure 5.45 is displayed.

Figure 5.45
Arc input
(Mouse Pickup)



Option button is to show Arc Option in Figure 5.46.

Figure 5.46 Arc option dialog



5.7.3.1 Mouse Pickup

When you select Mouse Pickup mode as in Figure 5.45,
you are supposed to select the arc origin by mouse click.

Type in Horizontal Radius, Vertical Radius, Beginning Angle
and Ending Angle.

Click Draw button and then select the origin by Mouse Left Click.
It is convenient to select an appropriate Mouse-Snap method
in Figure 5.34 before moving the coordinate.

Once finished, click Finish button in Figure 5.47.

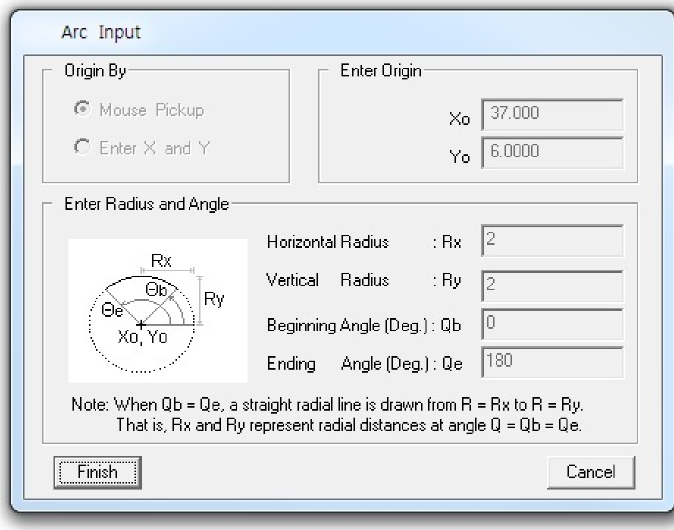


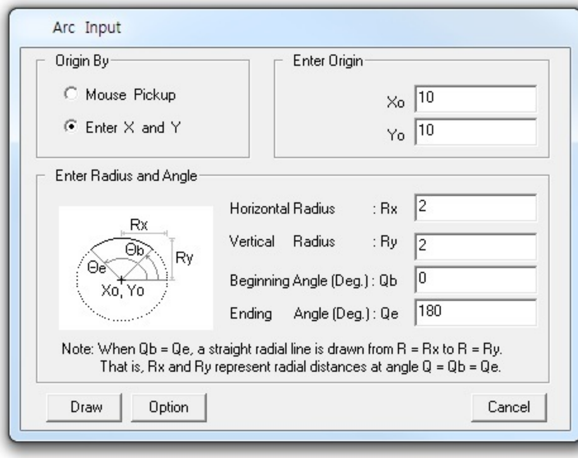
Figure 5.47 Arc input (Finish)

5.7.3.2 Enter X and Y

When you select Enter X and Y mode as in Figure 5.48, you are supposed to type in the coordinates of the arc origin.

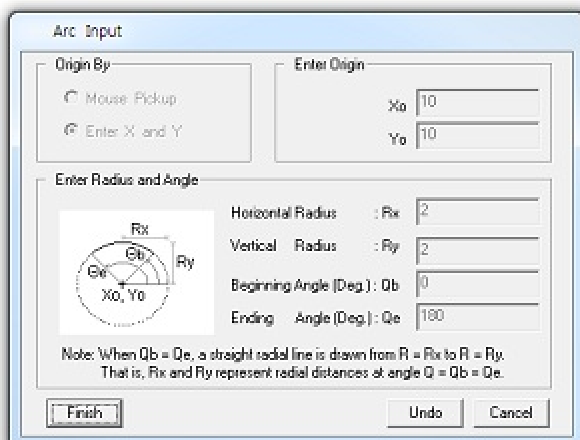
Type in Horizontal Radius, Vertical Radius, Beginning Angle and Ending Angle. And then click Draw button.

Figure 5.48
Arc input
(Enter X and Y)



Once finished, click Finish button in Figure 5.49.

Figure 5.49
Arc input
(Finish)

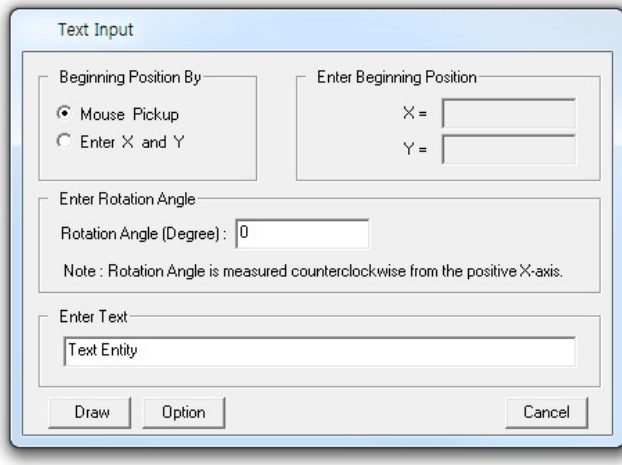


5.7.4 Add Text

Texts are characters which are mainly used to assist describing the geometry of groups and elements.

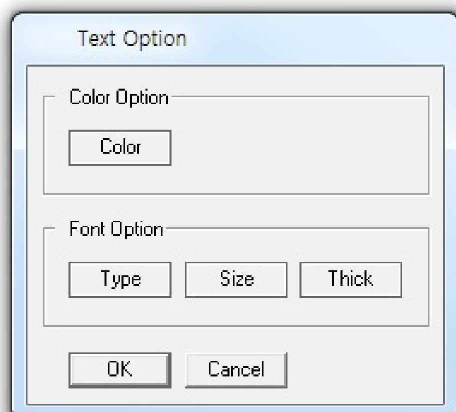
When you select Add Text submenu, Text Input dialog in Figure 5.50 is displayed.

Figure 5.50
Text input
(Mouse Pickup)



Option button is to show Text Option in Figure 5.51.

Figure 5.51
Text option dialog



Available Font Sizes are shown in Figure 5.52.

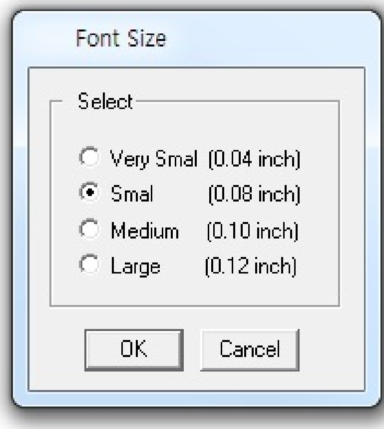


Figure 5.52 Font size dialog

5.7.4.1 Mouse Pickup

When you select Mouse Pickup mode as in Figure 5.50,
you are supposed to select the beginning position of text by mouse click.

Type in Rotation Angle and Text.

Click Draw button and then select the beginning position of the text by Mouse Left Click. It is convenient to select an appropriate Mouse-Snap method in Figure 5.34 before moving the coordinate.

Once finished, click Finish button in Figure 5.53.

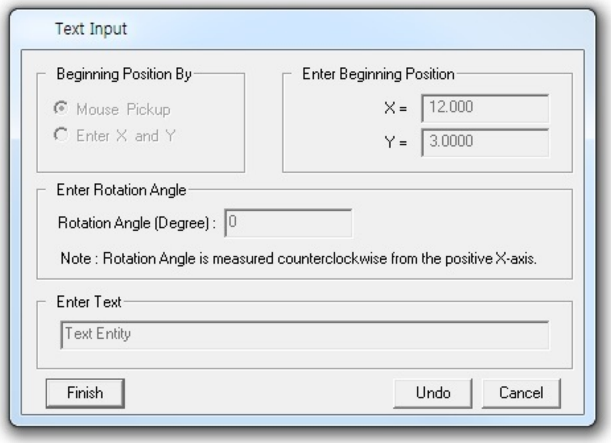


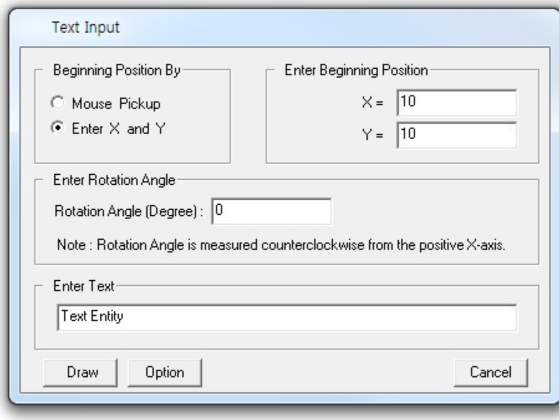
Figure 5.53 Text input (Finish)

5.7.4.2 Enter X and Y

When you select Enter X and Y mode as in Figure 5.54,
you are supposed to type in the coordinates of beginning position of text.

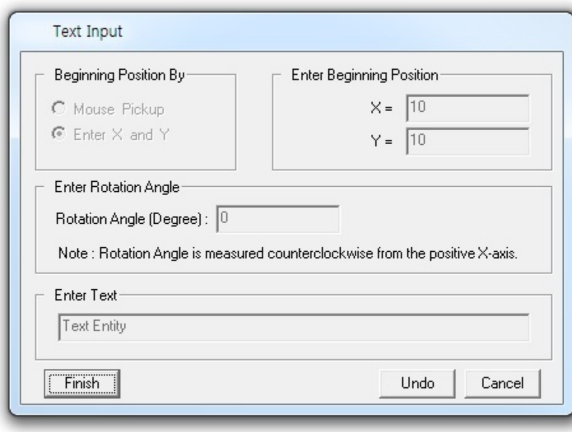
Type in Rotation Angle and Text. And then click Draw button.

Figure 5.54
Text input
(Enter X and Y)



Once finished, click Finish button in Figure 5.55.

Figure 5.55
Text input
(Finish)



5.7.5 Edit Set

Edit Set is to assign Entity Set as shown in Figure 5.56.

Edit Set consists of two parts:

1. Enter Entity Set Number and assign Entity Numbers.
2. Enter Plot Number and assign Entity Set Number.

Every time Enter Set Number or Plot Number is changed, click Update button. When finished, click Finish button.

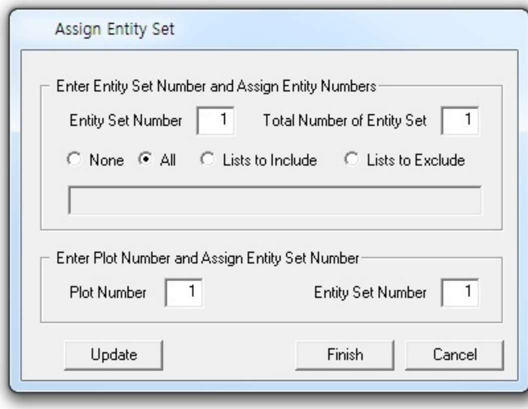


Figure 5.56
Assign entity set dialog

5.7.5.1 Enter Entity Set No & Assign Entity No

Here, you enter Entity Set Number, Total Number of Entity Set and then select Option for the current set.

When Lists to Include option is selected, type in entity numbers to be included in the current set.

When Lists to Exclude option is selected, type in entity numbers to be excluded in the current set.

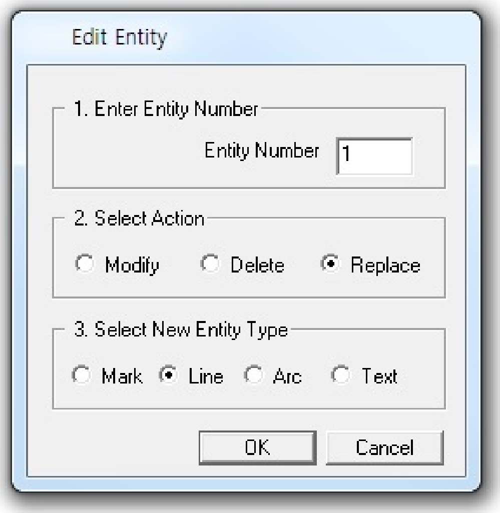
5.7.5.2 Enter Plot No & Assign Entity Set No

Here, you enter Plot Number and assign Entity Set Number.

5.7.6 Edit Entity

Edit Entity is to modify, delete or replace the selected entity as shown in Figure 5.57.

Figure 5.57
Edit entity dialog



5.7.6.1 Modify

Modify is to modify the current entity.

When OK button is clicked, Entity Input dialog corresponding to the current entity is displayed. Follow the same procedure as described in Add Entity.

5.7.6.2 Delete

Delete is to delete the current entity.

5.7.6.3 Replace

Replace is to replace the current entity by new entity type.

When OK button is clicked, Entity Input dialog corresponding to the new entity type is displayed. Follow the same procedure as described in Add Entity.

Block Mesh User's Manual

6.1 Introduction

Block Mesh Generator is a three-dimensional CAD program specially designed to build block mesh which can be used to generate finite element mesh with the aid of program PRESMAP-GP.

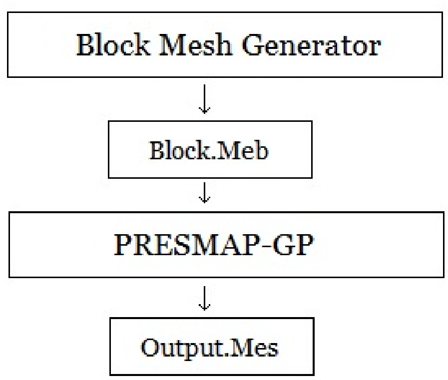


Figure 6.1 Flow diagram of block mesh generation

Block.Meb contains block mesh data that can be generated or modified by Block Mesh Generator. The file Block.Meb is used as input to the program PRESMAP-GP, thereby generating finite element mesh file Output.Mes.

Block Mesh Generator can be accessed through SMAP menu
Run or Plot as explained in Section 6.2.

PRESMAP-GP can be accessed from SMAP menu:
Run → Mesh Generator → PreSmap → Presmap GP.
This program can also be accessed indirectly by executing
Show F. E. Mesh in Block Editor dialog in Section 6.5.8.

6.2 Block Mesh Generator

Block Mesh Generator can be accessed by selecting the following menu items in SMAP:
Run → Mesh Generator → Block Mesh or
Plot → Mesh → Block Mesh

When you build new block mesh, PLOT-3D program in Figure 6.2 is displayed along with Work Plane Editor in Figure 6.3.
Click Block Editor toolbar in Figure 6.4. Building new block is discussed in detail in Section 6.5.8.

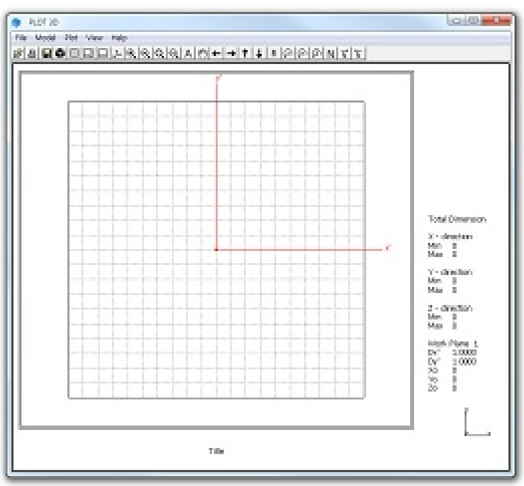


Figure 6.2 Prebuilt work plane on PLOT-3D

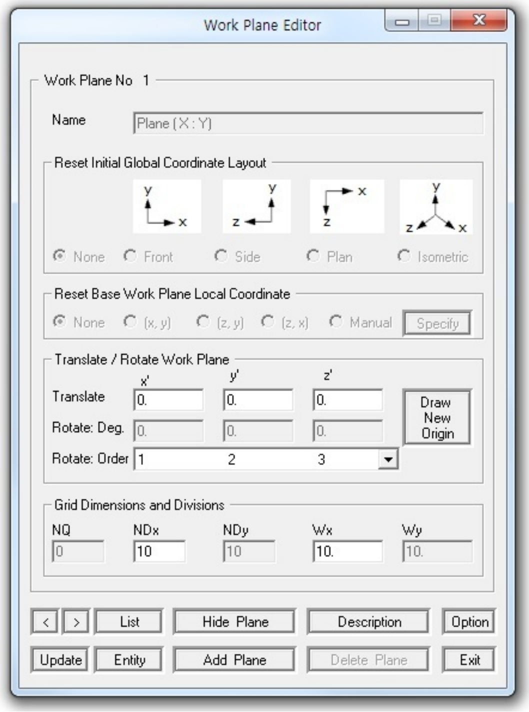


Figure 6.3 Prebuilt work plane editor

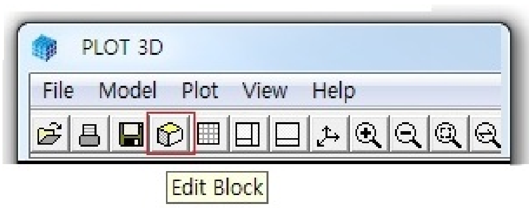


Figure 6.4 Block editor toolbar

When you open existing block mesh, Select Open in SMAP menu as shown in Figure 6.5 and then select the input file. Block mesh will be displayed on PLOT-3D as in Figure 6.6.

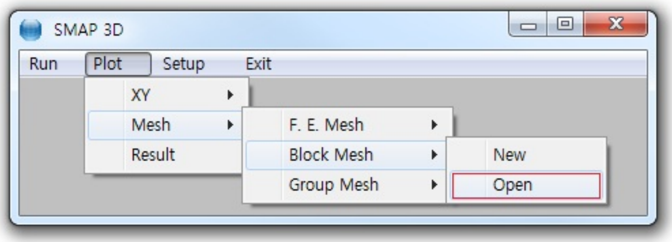


Figure 6.5 Open input file dialog

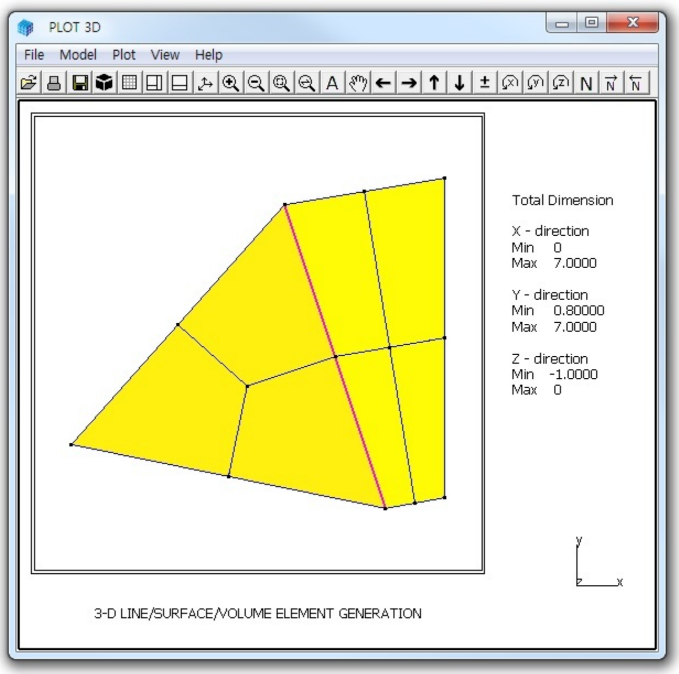


Figure 6.6 Block mesh on PLOT-3D

6.3 Work Plane

Work Planes are rectangular planes with grid lines and local coordinate axes, which are mainly used to assist editing the geometry of blocks and elements.

Work Plane Editor can be accessed by selecting the following menu items in PLOT-3D:
Model → Work Plane → Show Editor
or by clicking Work Plane toolbar as shown in Figure 6.7.

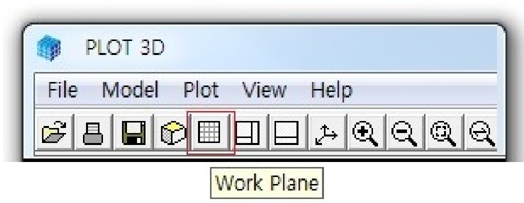


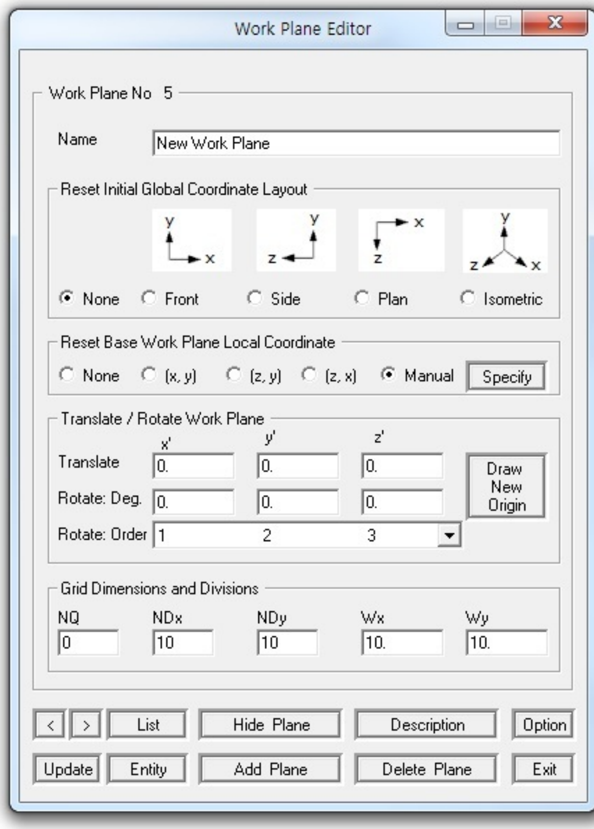
Figure 6.7 Work plane toolbar

Work Plane Editor dialog in Figure 6.8 consists of following six parts:

- Name
- Reset Initial Global Coordinate Layout
- Reset Base Work Plane Local Coordinate
- Translate / Rotate Work Plane
- Grid Dimensions and Divisions
- Command Buttons

First three work planes are prebuilt work planes:
(X : Y), (Z : Y) and (Z : X) planes. New work planes can be added by copying one of these prebuilt planes.

Figure 6.8
Work plane editor



6.3.1 Name

Name is work plane name you can specify for identification.

6.3.2 Reset Initial Global Coordinate Layout

This is used to reset initial global coordinate layout. You can select Front, Side, Plan or Isometric views. Once selected, click Update button to see the selected layout.

6.3.3 Reset Base Work Plane Local Coordinate

This is used to reset base work plane local coordinate.
You can select (x, y), (z, y), (z, x) or Manual.

For Manual, click Specify button to display Base Work Plane Local Coordinate dialog in Figure 6.9. Base work plane can be specified either by coordinates of three points or by three node numbers.

Once selected, click Update button to see the selected local coordinate.

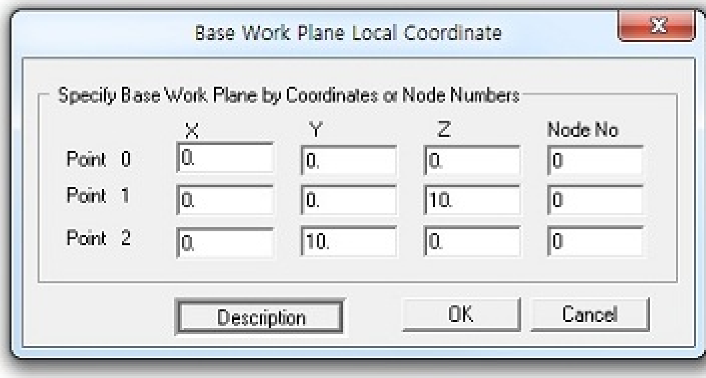


Figure 6.9 Base work plane local coordinate dialog

6.3.4 Translate / Rotate Work Plane

This is used to translate and rotate work plane.
When you rotate about more than one axis, select appropriate rotation order from the list box.

Click Draw New Origin button in Figure 6.8 to display Work Plane Origin dialog in Figure 6.10. This is a convenient way of moving the work plane origin.

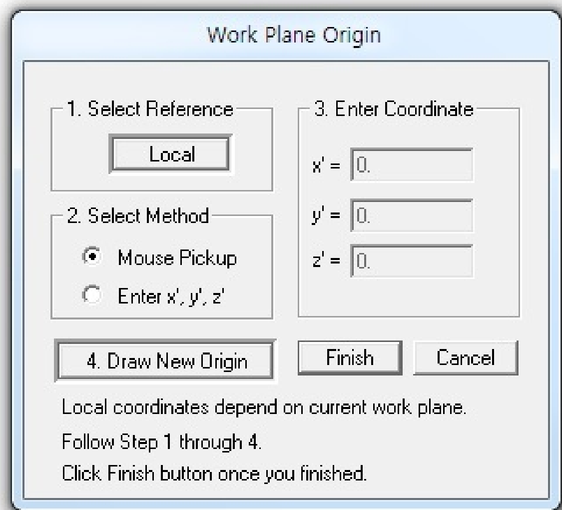


Figure 6.10 Work plane origin dialog

6.3.5 Grid Dimensions and Divisions

You can specify quadrant (NQ), grid divisions (NDx, NDy), and grid dimensions (Wx, Wy) as shown in work plane description in Figure 6.11.

Normally, you set the grid dimensions such that they include all blocks.

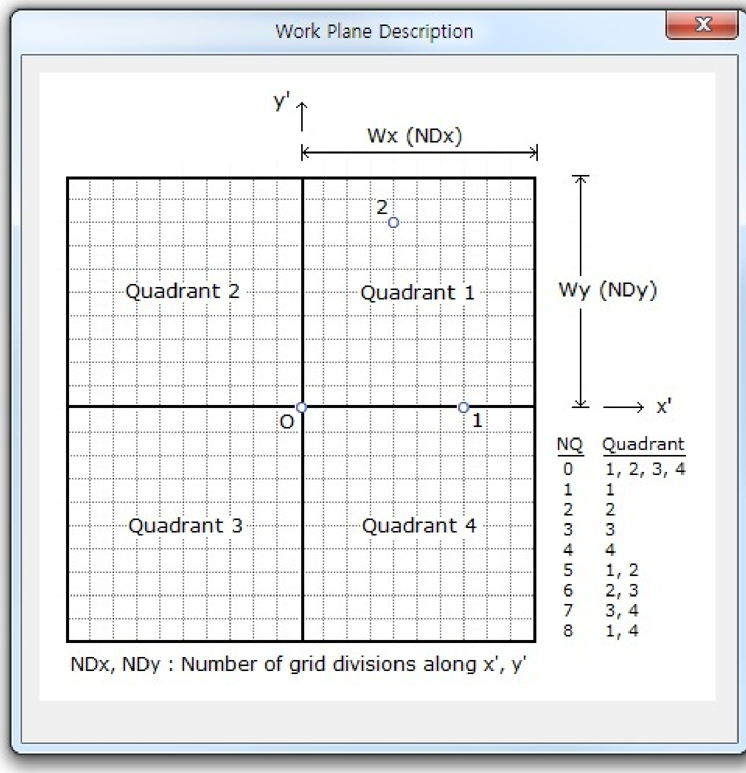


Figure 6.11 Work plane description

6.3.6 Command Buttons

Command buttons are shown on the bottom of Work Plane Editor dialog.

List

This is used to list all available work planes in Figure 6.12.
When you click OK button, selected work plane will be displayed as the current work plane.

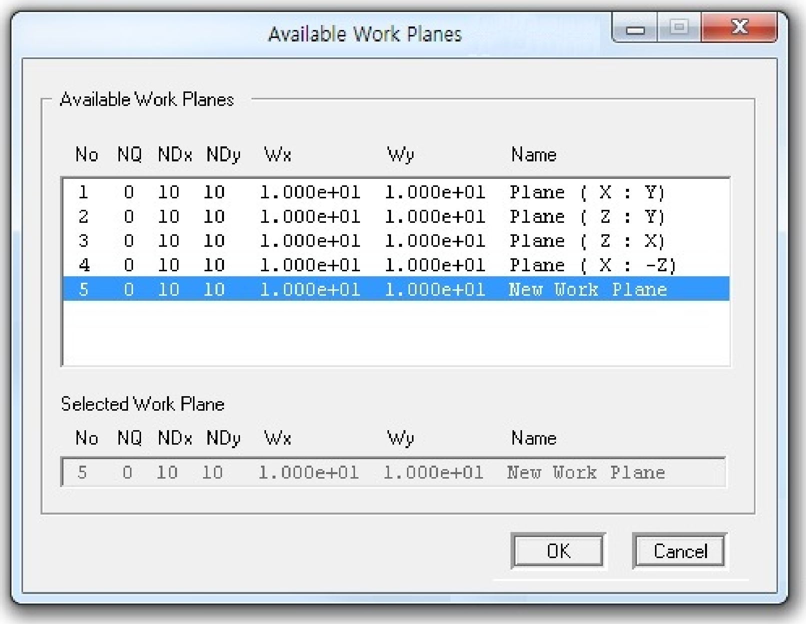


Figure 6.12 Work plane list

Hide Plane

This is used to hide the work plane and entities on the screen.

Description

This is used to show the description of work plane as shown in Figure 6.11.

Option

This is used to open work plane option dialog in Figure 6.13.
Click Update button on this dialog to see the changes made by selected options.

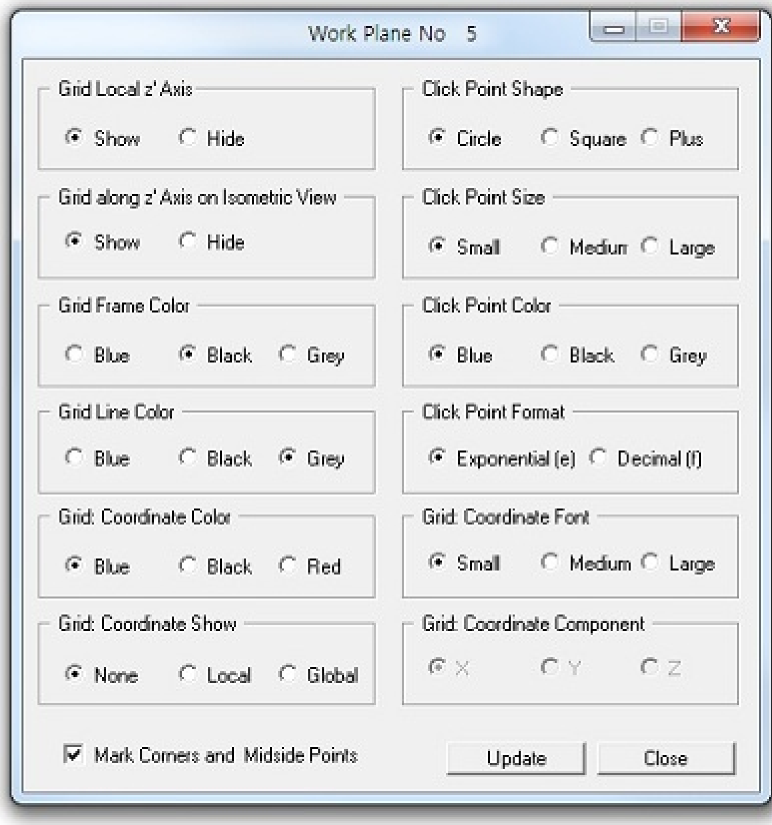


Figure 6.13 Work plane option dialog

Update

This is used to update the current work plane parameters shown on the Work Plane Editor dialog.

Entity

This is used to show Entity Editor dialog in Figure 6.17.

Entities are geometric objects under the current work plane, which are mainly used to assist editing the geometry of blocks and elements. Section 6.4 discusses entities in detail.

Add Plane

This is used to add new work plane.

New work plane is made by copying the work plane shown on the dialog. Once you edit work plane parameters, click Update button in the Work Plane Editor dialog to see the changes.

Delete Plane

This is used to delete the current work plane.

Exit

This is used to hide the work plane and exit from the dialog.

6.3.7 Prebuilt Work Planes

First three work planes are prebuilt work planes:
(x : y), (z : y) and (z : x) planes.

These Prebuilt Work Planes can be accessed by selecting the following menu items in PLOT-3D as shown in Figure 6.14:
Model → Work Plane

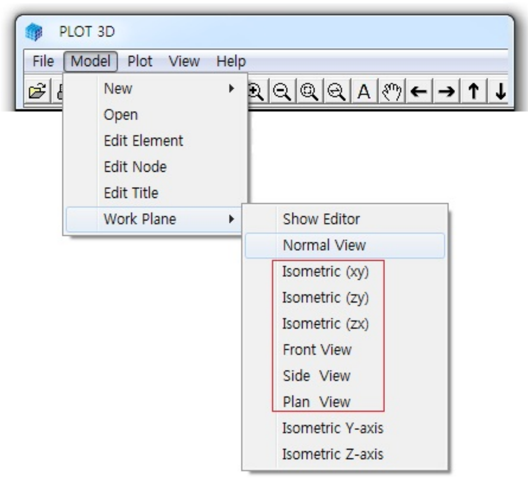


Figure 6.14 Prebuilt work plane menus

or by clicking Axis toolbar as shown in Figure 6.15.

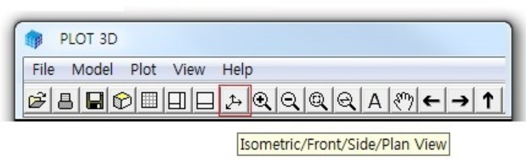


Figure 6.15 Axis toolbar

There are six different views associated with these prebuilt work planes as shown in Figure 6.16: Isometric (xy), Isometric (zy), Isometric (zx), Front, Side and Plan views.

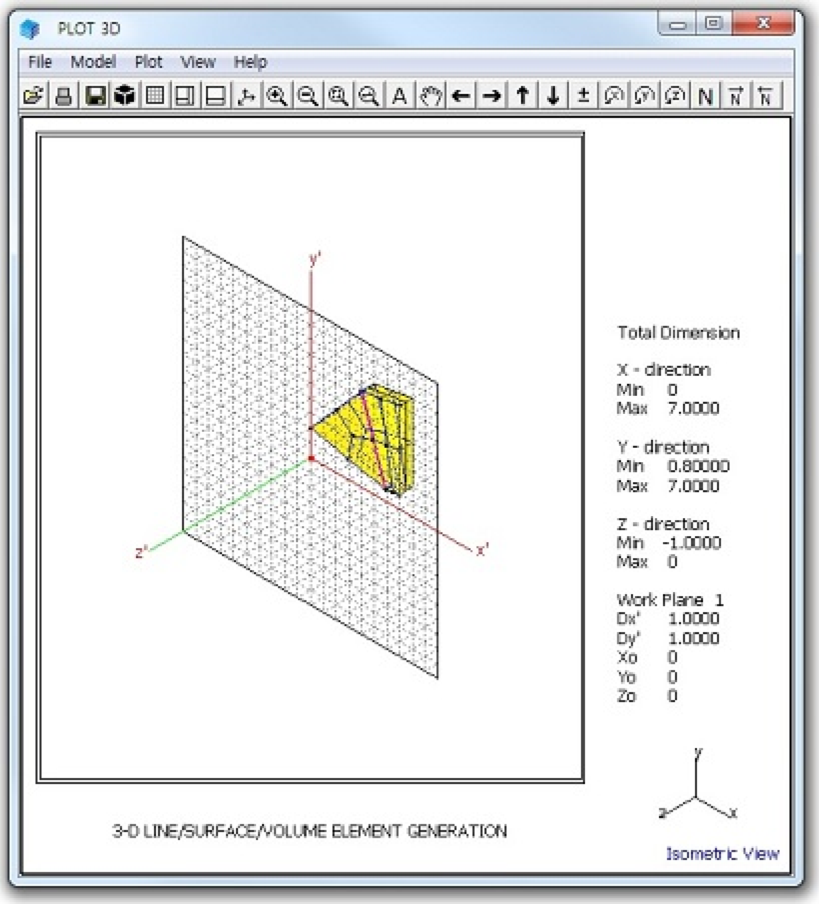


Figure 6.16 Prebuilt work plane: Isometric (xy) View

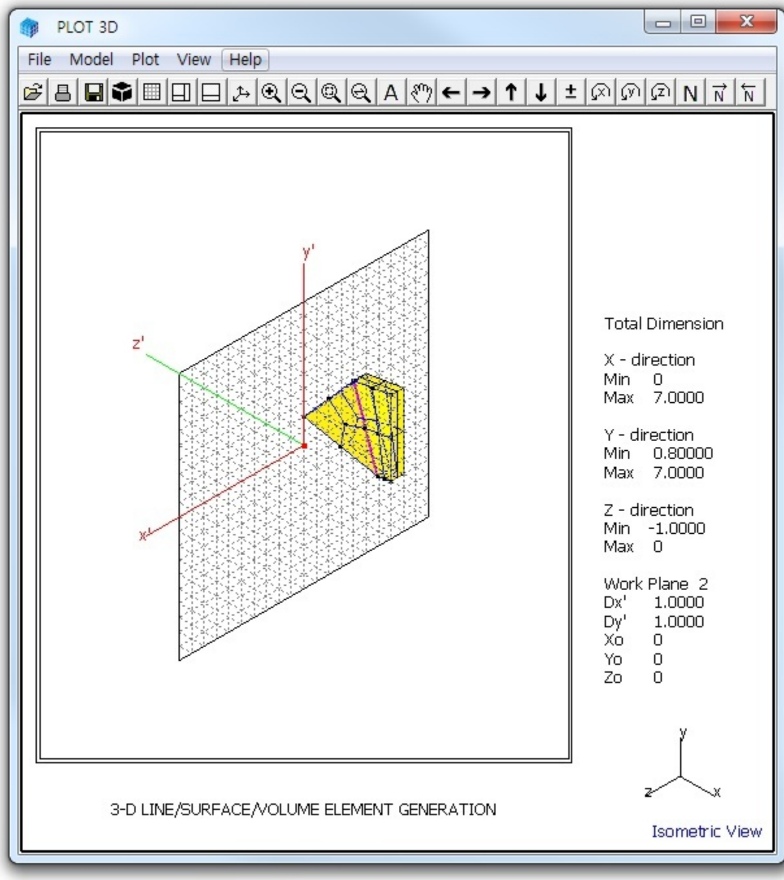


Figure 6.16 Prebuilt work plane: Isometric (zy) View

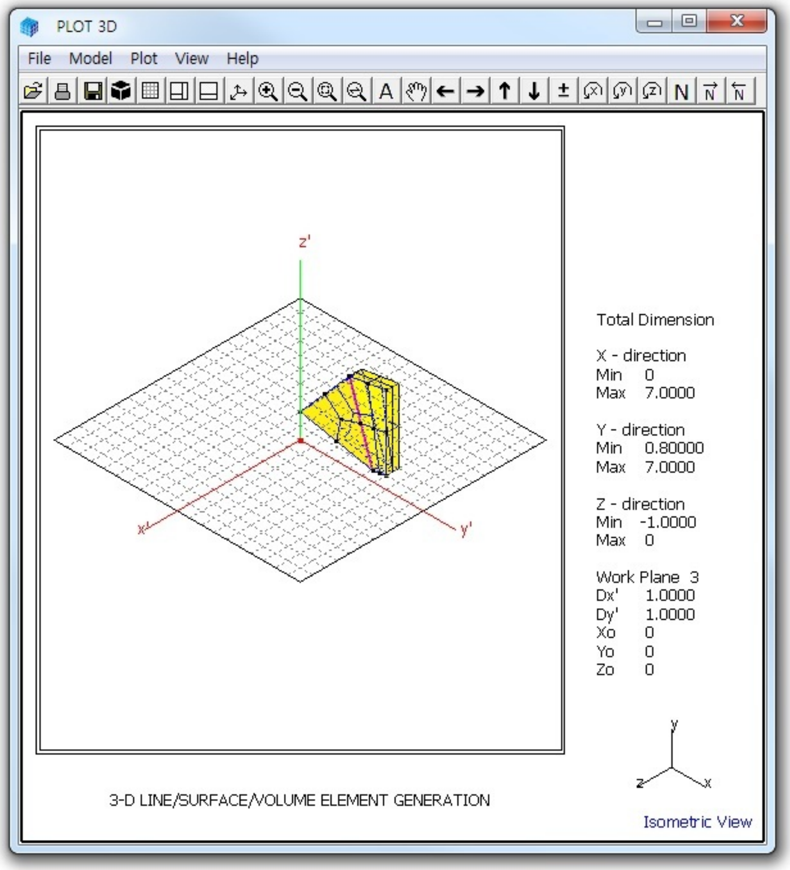


Figure 6.16 Prebuilt work plane: Isometric (zx) View

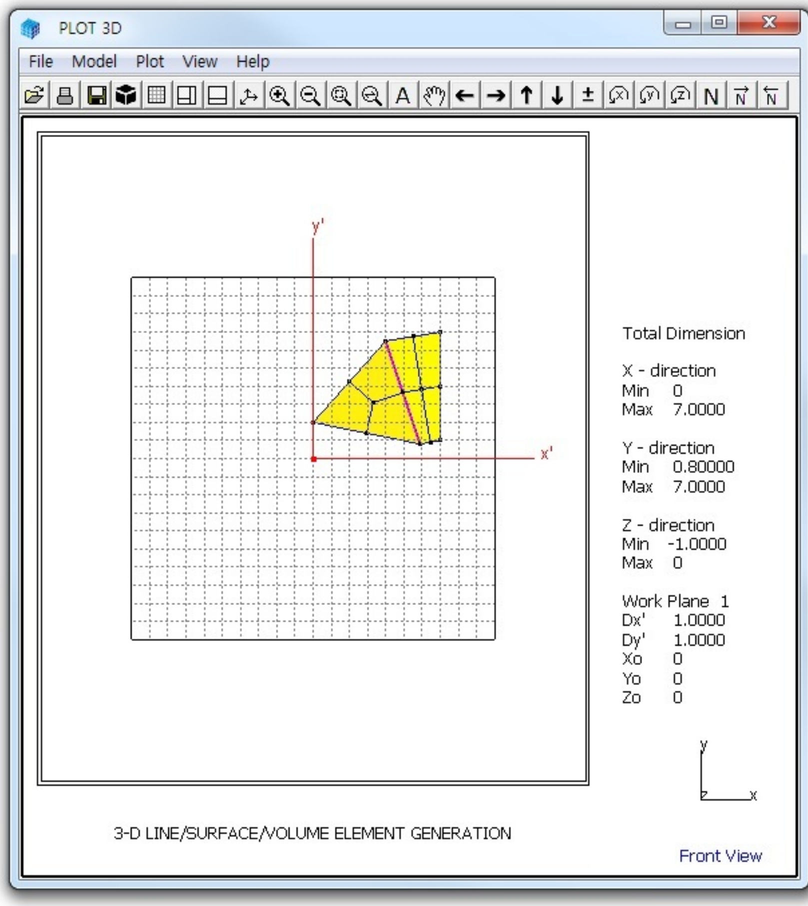


Figure 6.16 Prebuilt work plane: Front View

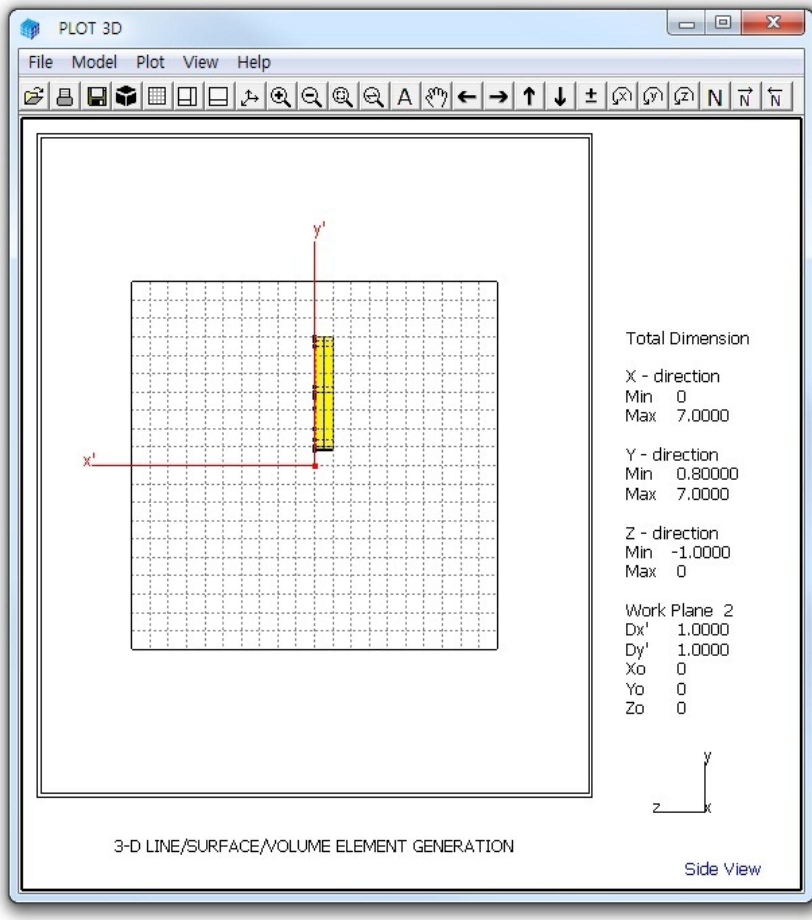


Figure 6.16 Prebuilt work plane: Side View

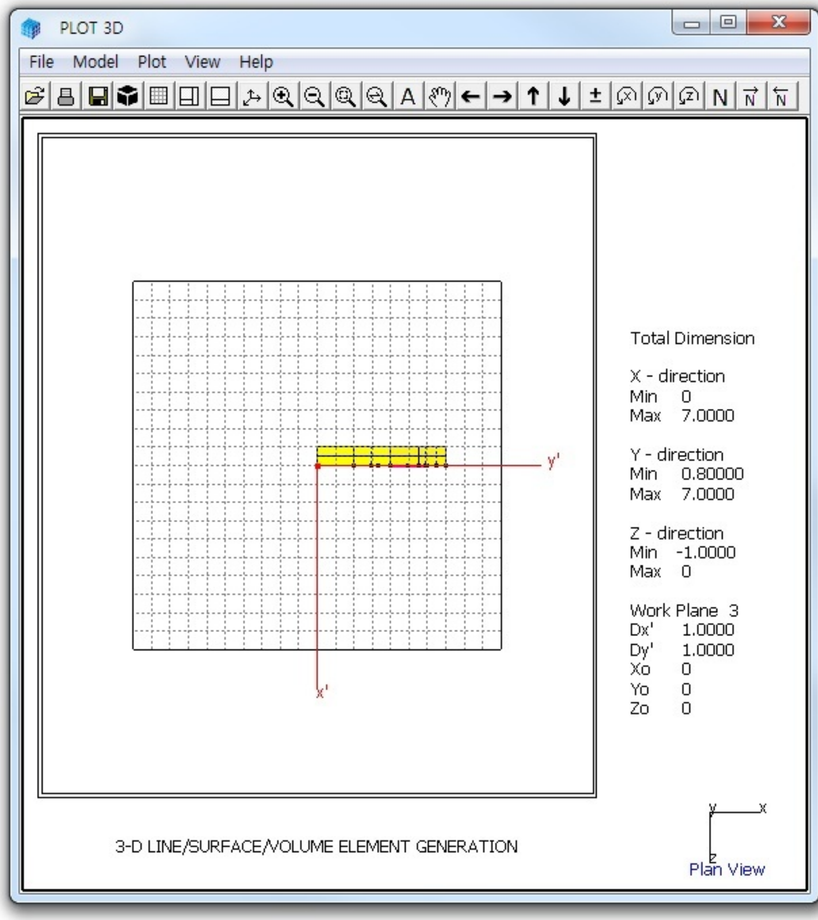


Figure 6.16 Prebuilt work plane: Plan View

6.4 Entities

Entities are geometric objects under the work plane, which are mainly used to assist editing geometry of blocks and elements.
There are five types of entities: Line, Arc, Cube, Ellipsoid, and Cylinder.

Entity Editor dialog in Figure 6.17 can be accessed by clicking Entity button on the Work Plane Editor dialog in Figure 6.8.

Entity Editor dialog consists of following seven parts:

- Entity Number
- Line Thickness
- Line Type
- Line Visibility
- Line Color
- Reference Coordinate
- Command Buttons

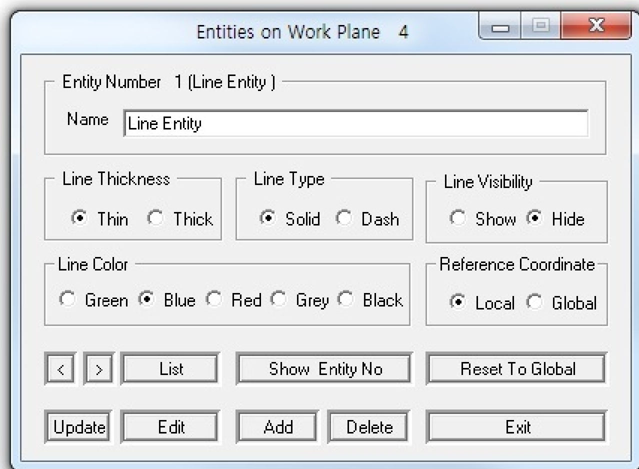


Figure 6.17 Entity editor dialog

6.4.1 Entity Number

Entity number and type are automatically displayed.
You can edit default entity name.

6.4.2 Line Thickness

Two options are available: Thin and Thick.

6.4.3 Line Type

Two options are available: Solid and Dash.

6.4.4 Line Visibility

Two options are available: Show and Hide.

6.4.5 Line Color

Five options are available: Green, Blue, Red, Grey, and Black.

6.4.6 Reference Coordinate

Two options are available: Local and Global.

6.4.7 Command Buttons

Command buttons are shown on Entity dialog in Figure 6.17.

List

This is used to list all available entities in current work plane.

When you click OK button, selected entity will be displayed as the current entity on the Entity Editor dialog.

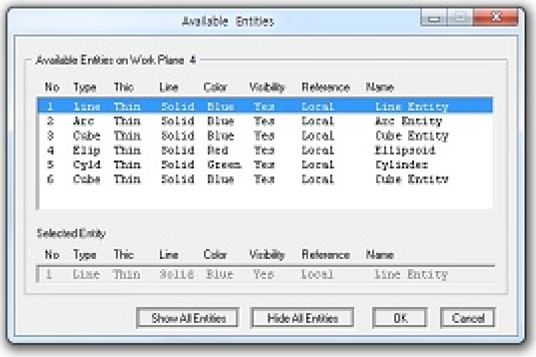


Figure 6.18
Entity list dialog

Show Entity No

This is used to show all entity numbers on the screen.

Reset To Global

This is used to reset the current entity global reference by the current local coordinate.

Update

This is used to update parameters of the current entity.

Edit

This is used to edit the geometry of the current entity.

Add

This is used to add new entity. Refer to Section 6.4.9

Delete

This is used to delete the current entity.

Exit

This is used to exit from the Entity Editor dialog.

6.4.8 Popup Menu for Entity

When Entity Editor dialog is opened, you can directly access an entity by Control + Right Click. Then the selected entity is displayed on the Entity Editor dialog along with Popup Menu as shown in Figure 6.19.

Popup Menu consists of eight submenus:
Edit, Copy, Add, Hide, Delete, List, Number and Exit.
These menus are essentially duplicates of command buttons on the Entity Editor dialog.

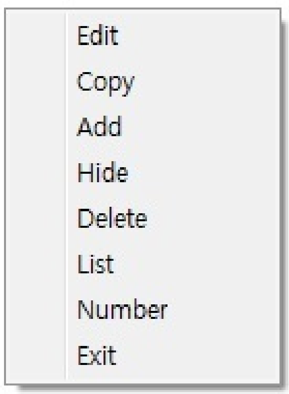


Figure 6.19 Popup menu for entity

6.4.9 Adding New Entity

To add a new entity, click Add button on Entity Editor dialog. Then Entity Type Selection dialog will be displayed as shown in Figure 6.20.

There are five types of entities:
Line, Arc, Cube, Ellipsoid and Cylinder. You can also select Copy Existing Entity and then type Entity No.

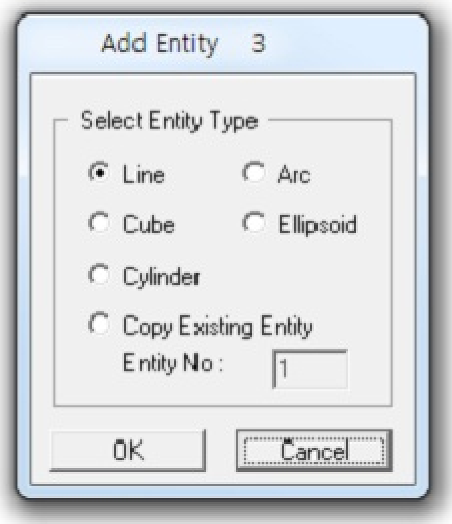


Figure 6.20 Entity type selection dialog

6.4.9.1 Line Entity

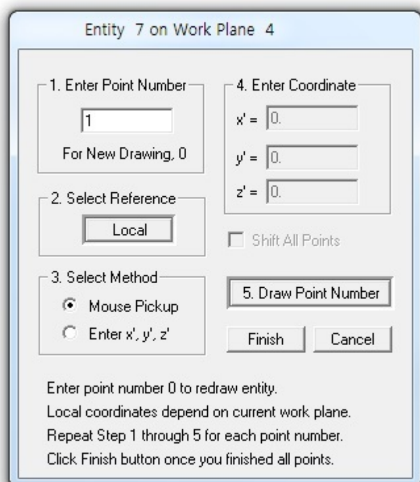
Line Entity dialog is shown in Figure 6.21.

To draw Line Entity, follow five steps:
1. Enter Point Number
2. Select Reference
3. Select Method
4. Enter Coordinate
5. Draw Point Number

For Mouse Pickup method, when clicking Draw Point Number button at step 5, Coordinates on Work Plane dialog in Figure 6.22 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.23. Once finished, click Finish in Figure 6.22.

Finally, click Finish on Line Entity dialog in Figure 6.21.
Then you will be back to Entity Editor dialog where you can set the other parameters for the new entity.

Figure 6.21
Line entity dialog



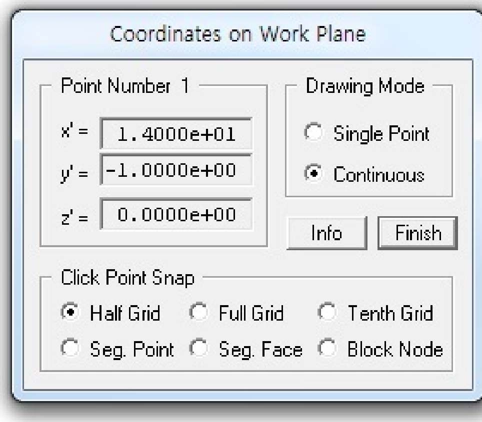


Figure 6.22 Coordinates on work plane

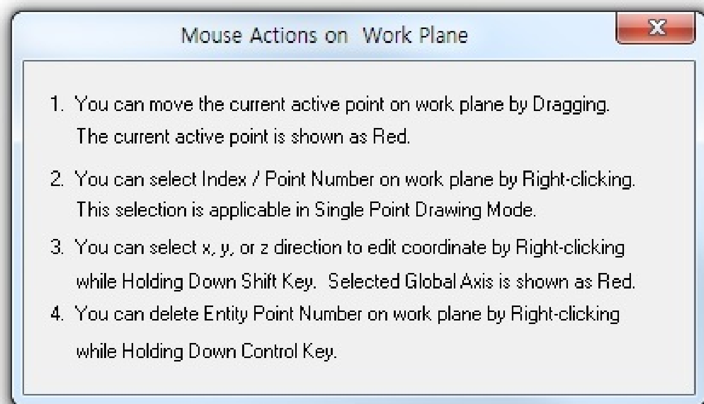


Figure 6.23 Mouse actions on work plane

6.4.9.2 Arc Entity

Arc Entity dialog is shown in Figure 6.24.

To draw Arc Entity, follow five steps:

1. Select Reference
2. Select Method
3. Enter Origin
4. Enter Dimensions
5. Draw Arc Entity

For Mouse Pickup method, when clicking Draw Arc Entity button at step 5, Coordinates on Work Plane dialog in Figure 6.22 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.23. Once finished, click Finish in Figure 6.22.

Finally, click Finish on Arc Entity dialog in Figure 6.24. Then you will be back to Entity Editor dialog where you can set the other parameters for the new entity.

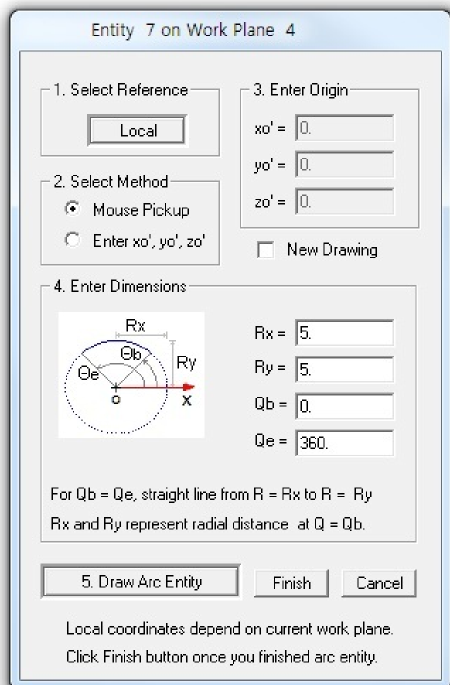


Figure 6.24
Arc entity dialog

6.4.9.3 Cube Entity

Cube Entity dialog is shown in Figure 6.25.

To draw Cube Entity, follow five steps:

1. Select Reference
2. Select Method
3. Enter Origin
4. Enter Dimensions
5. Draw Cube Entity

For Mouse Pickup method, when clicking Draw Cube Entity button at step 5, Coordinates on Work Plane dialog in Figure 6.22 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.23. Once finished, click Finish in Figure 6.22.

Finally, click Finish on Cube Entity dialog in Figure 6.25. Then you will be back to Entity Editor dialog where you can set the other parameters for the new entity.

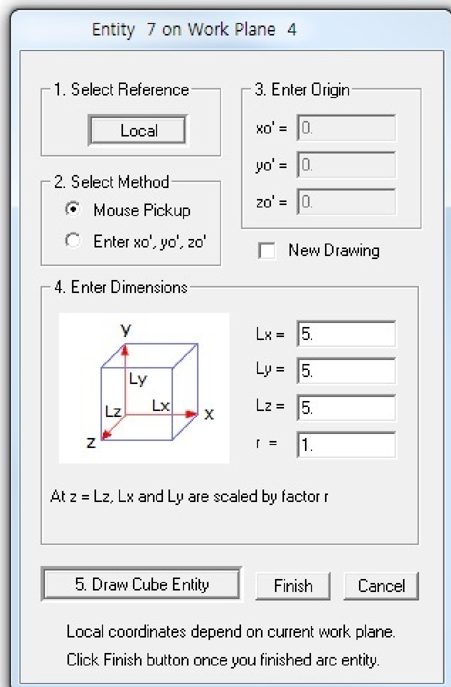


Figure 6.25
Cube entity dialog

6.4.9.4 Ellipsoid Entity

Ellipsoid Entity dialog is shown in Figure 6.26.

To draw Ellipsoid Entity, follow five steps:

1. Select Reference
2. Select Method
3. Enter Origin
4. Enter Dimensions
5. Draw Ellipsoid Entity

For Mouse Pickup method, when clicking Draw Ellipsoid Entity button at step 5, Coordinates on Work Plane dialog in Figure 6.22 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as in Figure 6.23. Once finished, click Finish in Figure 6.22.

Finally, click Finish on Ellipsoid Entity dialog in Figure 6.26. Then you will be back to Entity Editor dialog where you can set the other parameters for the new entity.

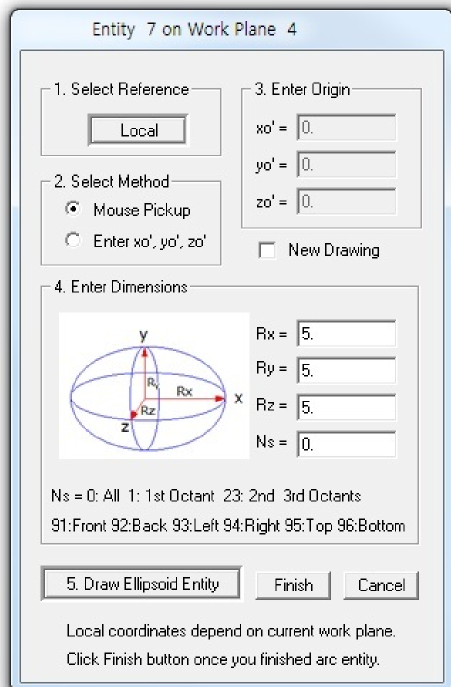


Figure 6.26
Ellipsoid entity dialog

6.4.9.5 Cylinder Entity

Cylinder Entity dialog is shown in Figure 6.27.

To draw Cylinder Entity, follow five steps:

1. Select Reference
2. Select Method
3. Enter Origin
4. Enter Dimensions
5. Draw Cylinder Entity

For Mouse Pickup method, when clicking Draw Cylinder Entity button at step 5, Coordinates on Work Plane dialog in Figure 6.22 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as in Figure 6.23. Once finished, click Finish in Figure 6.22.

Finally, click Finish on Cylinder Entity dialog in Figure 6.27. Then you will be back to Entity Editor dialog where you can set the other parameters for the new entity.

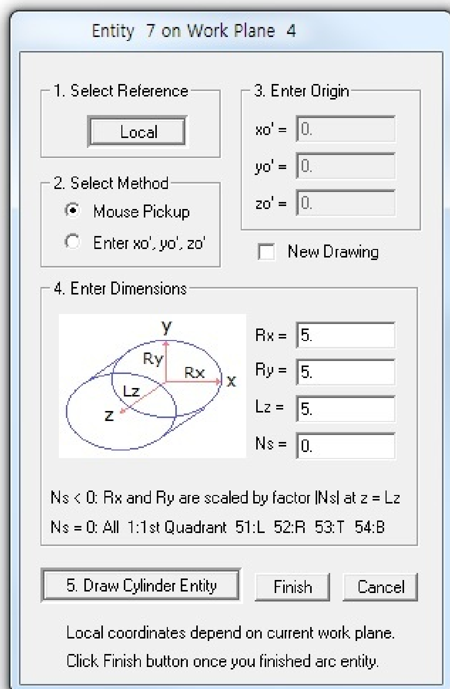


Figure 6.27
Cylinder entity dialog

6.5 Block

Blocks are groups of elements. Each block consist of the same type of finite elements.

Block Editor can be accessed by selecting the following menu items in PLOT-3D:
Model → Block Editor
or by clicking Block Editor toolbar as shown in Figure 6.28.

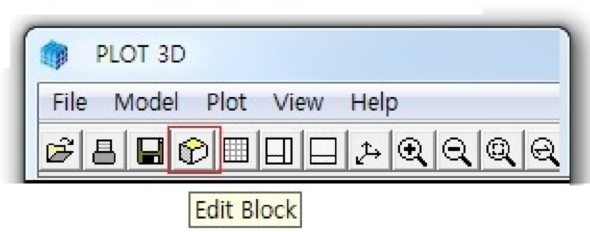


Figure 6.28 Block editor toolbar

Block Editor dialog in Figure 6.29 consists of following eight parts:

- Title
- Block Number
- Interpolation Coordinate System
- Coordinate Modification
- Interpolation Scheme / Element Type
- Reference Node Numbers
- Material and Element Generation Parameters
- Command Buttons

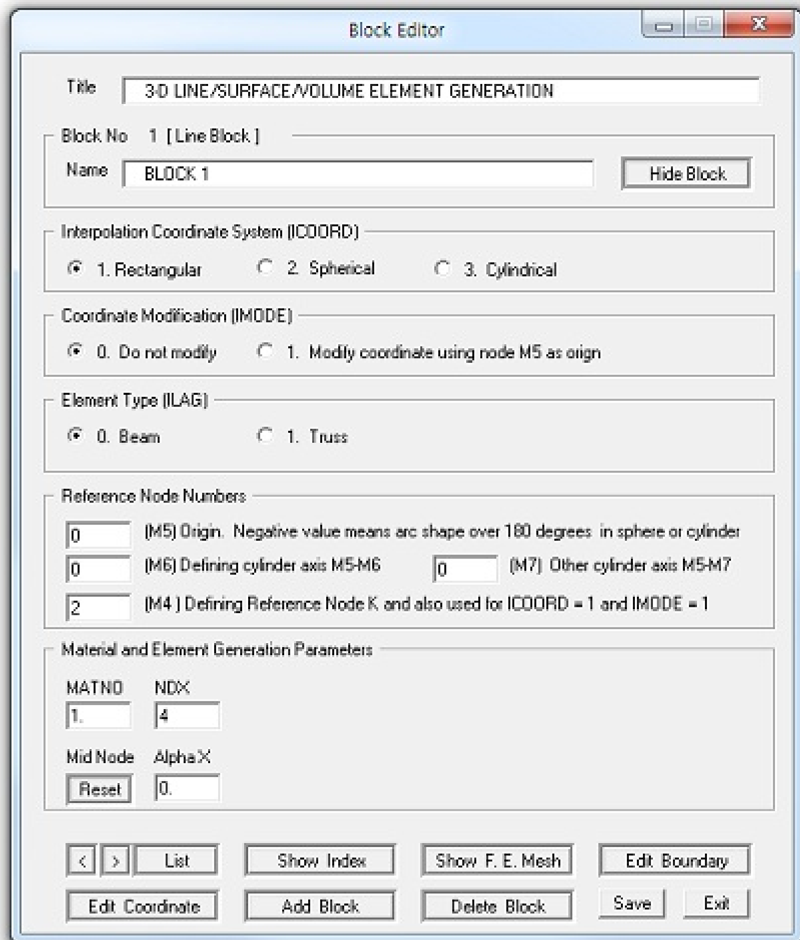


Figure 6.29 Block editor (Line Block)

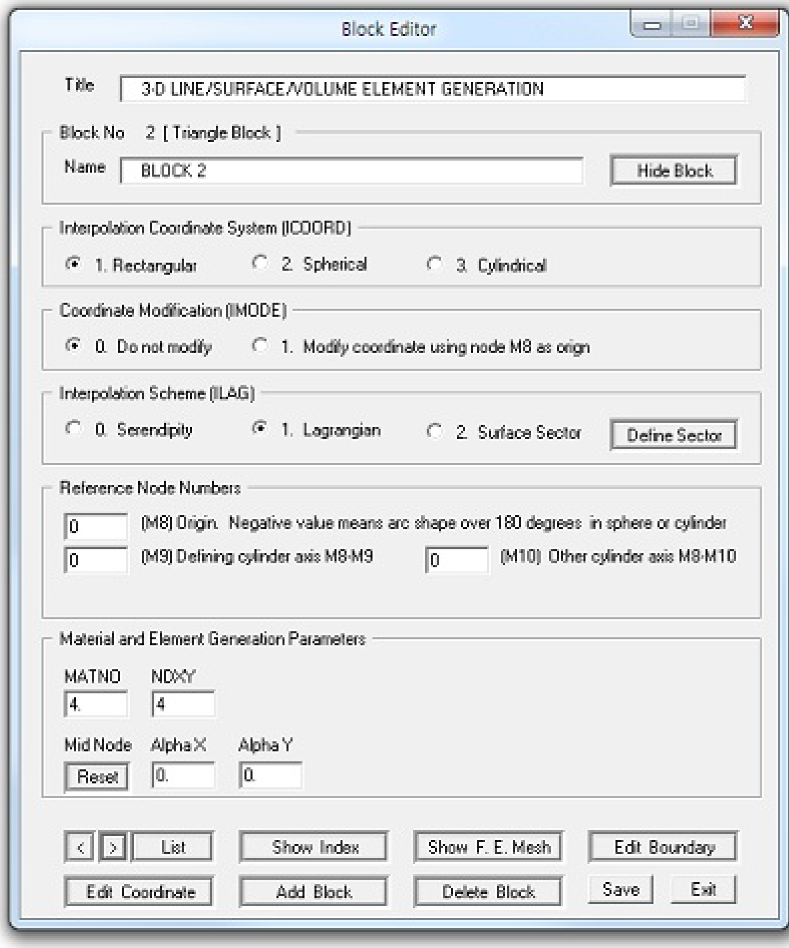


Figure 6.29 Block editor (Triangle Block)

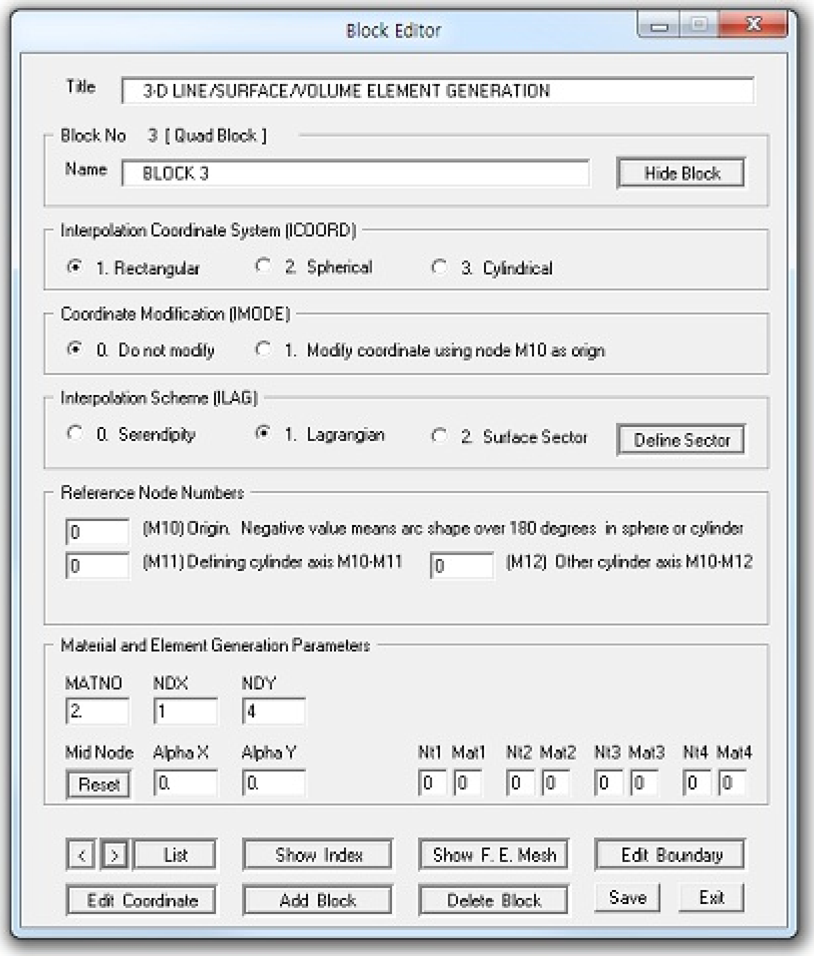


Figure 6.29 Block editor (Quad Block)

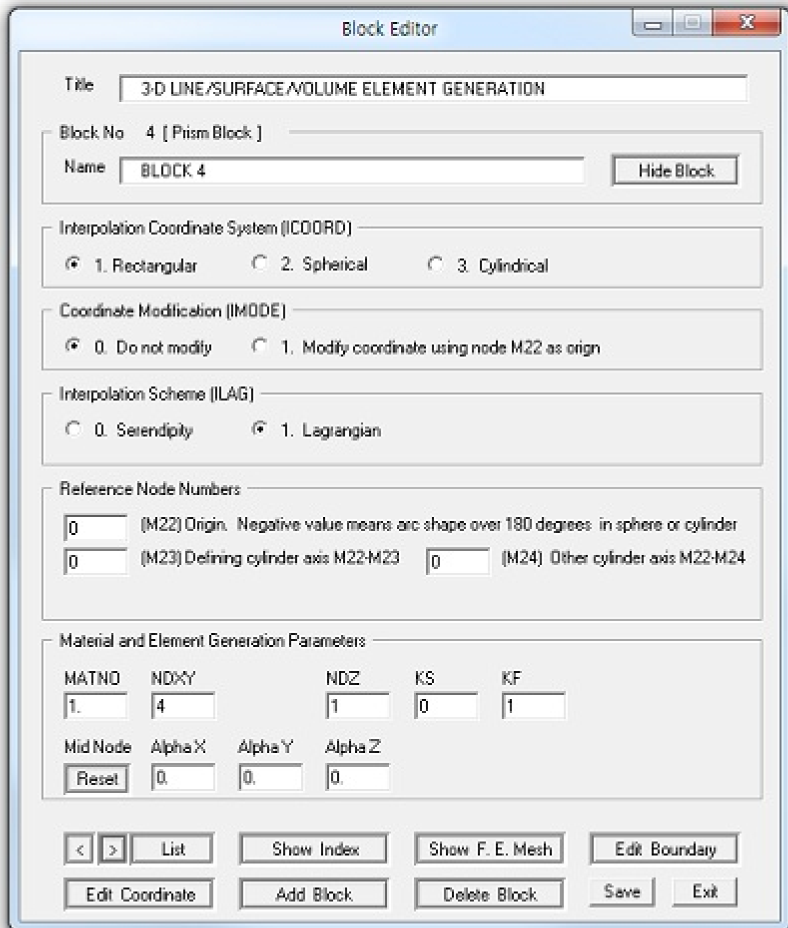


Figure 6.29 Block editor (Prism Block)

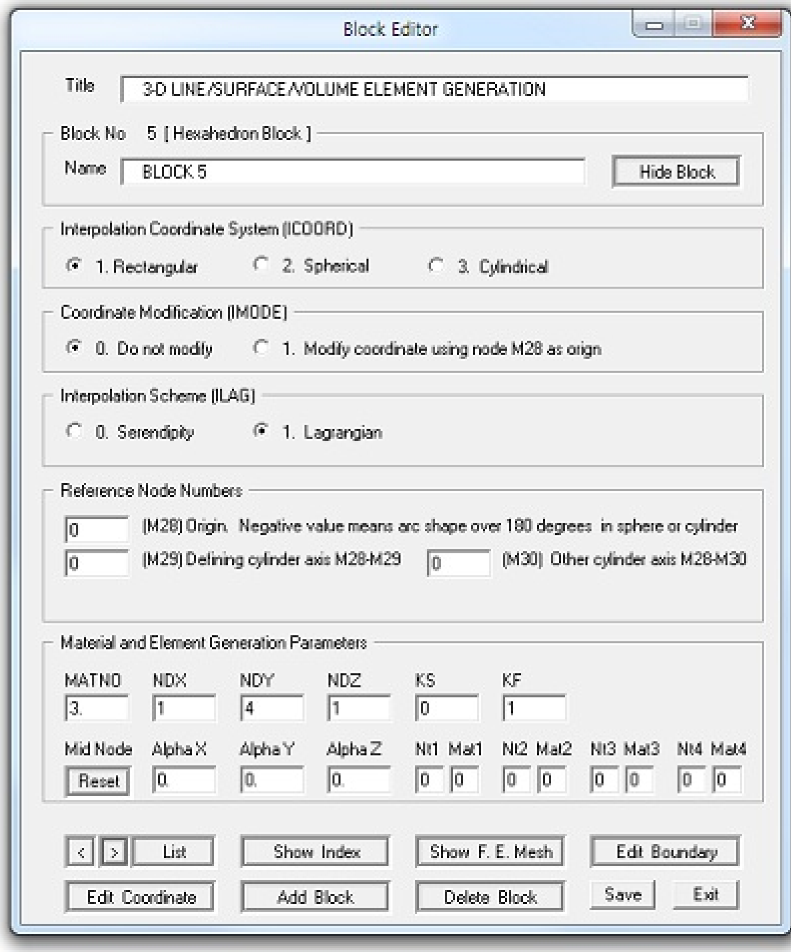


Figure 6.29 Block editor (Hexahedron Block)

6.5.1 Title

This is the title for the block mesh file.

6.5.2 Block Number

Block number and type are automatically displayed as the label of the frame. You can specify block name for identification.

Hide Block button is to hide the current block on the screen.

6.5.3 Interpolation Coordinate System

This is to select the coordinate system for interpolation. Three options are available: Rectangular, Spherical and Cylindrical.

6.5.4 Coordinate Modification

This is to modify generated coordinates based on the reference node as origin.

6.5.5 Interpolation Scheme / Element Type

For line blocks, two options are available for the type of line element: Beam and Truss.

For surface blocks, three options are available: Serendipity, Lagrangian and Surface Sector.

For volume blocks, two options are available: Serendipity and Lagrangian.

When you click Define Sector button, Surface Sector dialog is displayed to edit input parameters as shown in Figure 6.30.

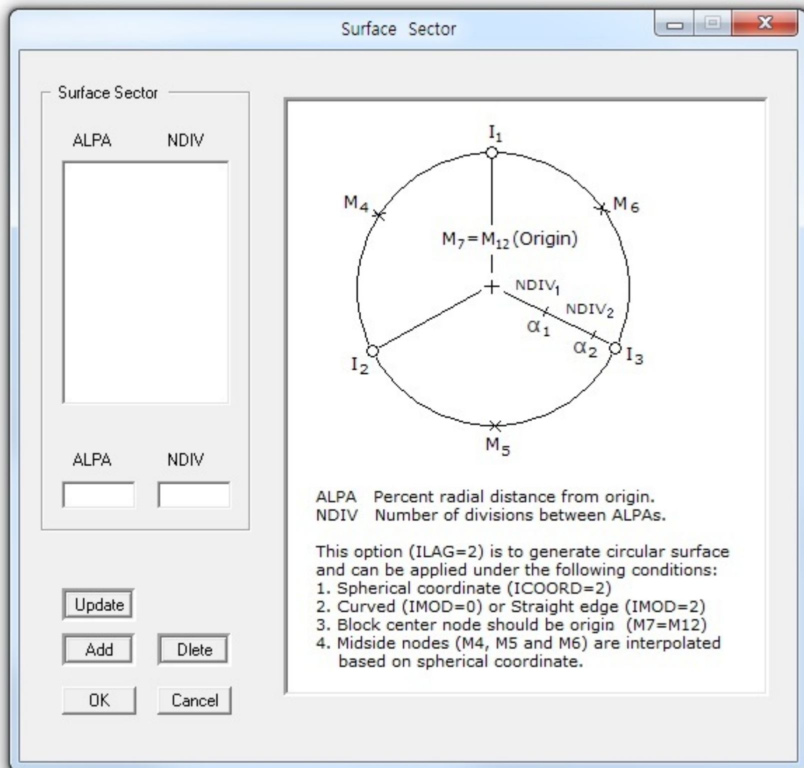


Figure 6.30 Surface sector (Triangle Block)

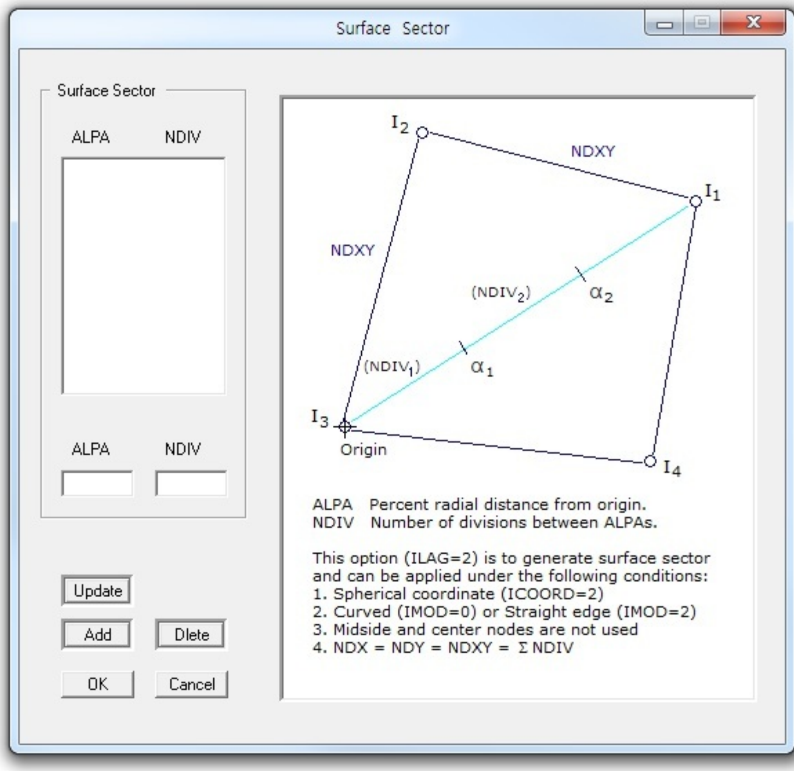


Figure 6.30 Surface sector (Quad Block)

6.5.6 Reference Node Numbers

This is to specify reference node numbers which are associated with block type.

6.5.7 Material & Element Generation Parameters

This is to specify material number and element generation parameters for the block.

6.5.8 Command Buttons

Command buttons are shown on the bottom of Block Editor dialog in Figure 6.29.

List

This is used to list all available blocks in the current block mesh as shown in Figure 6.31.

When you click OK button, selected block will be displayed as the current block on the Block Editor dialog.

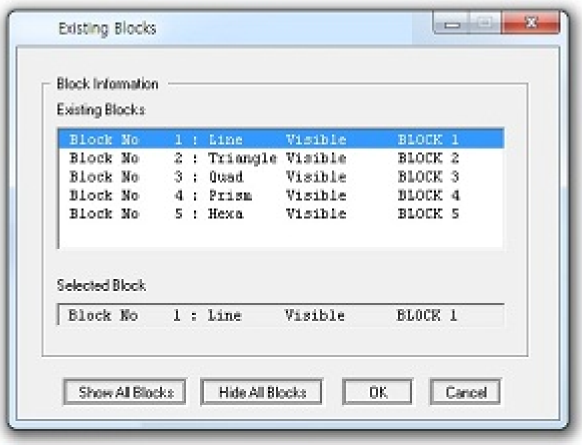


Figure 6.31 Block list

Show Index

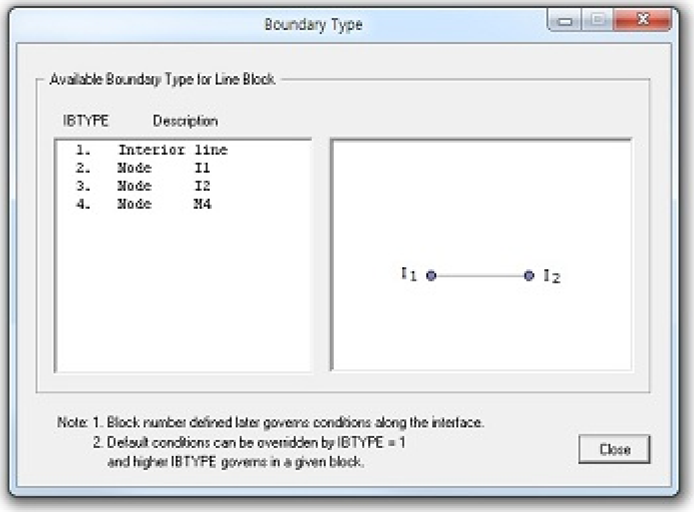
This is used to show block index numbers.

Show F. E. Mesh

This is used to execute block mesh and then plot the generated finite element mesh.

Edit Boundary

This is used to edit boundary conditions shown in Figure 6.32.



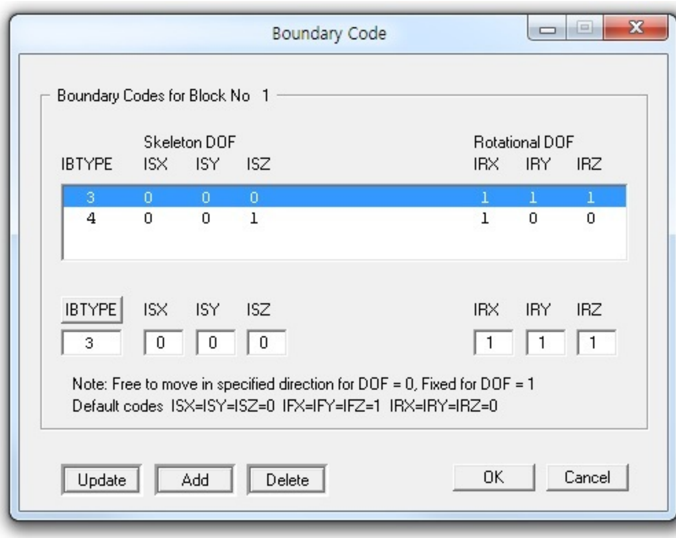
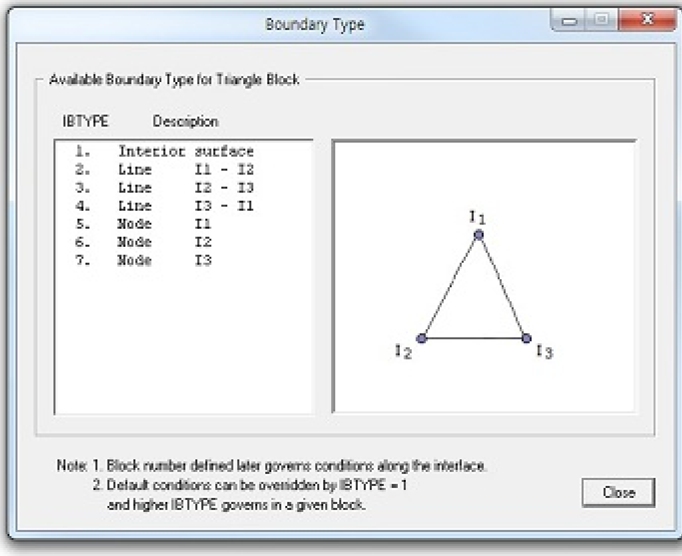


Figure 6.32 Boundary code (Line Block)



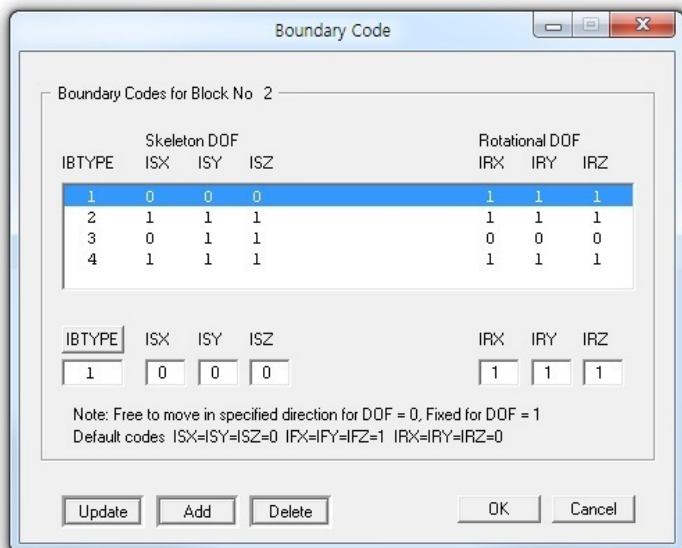


Figure 6.32 Boundary code (Triangle Block)

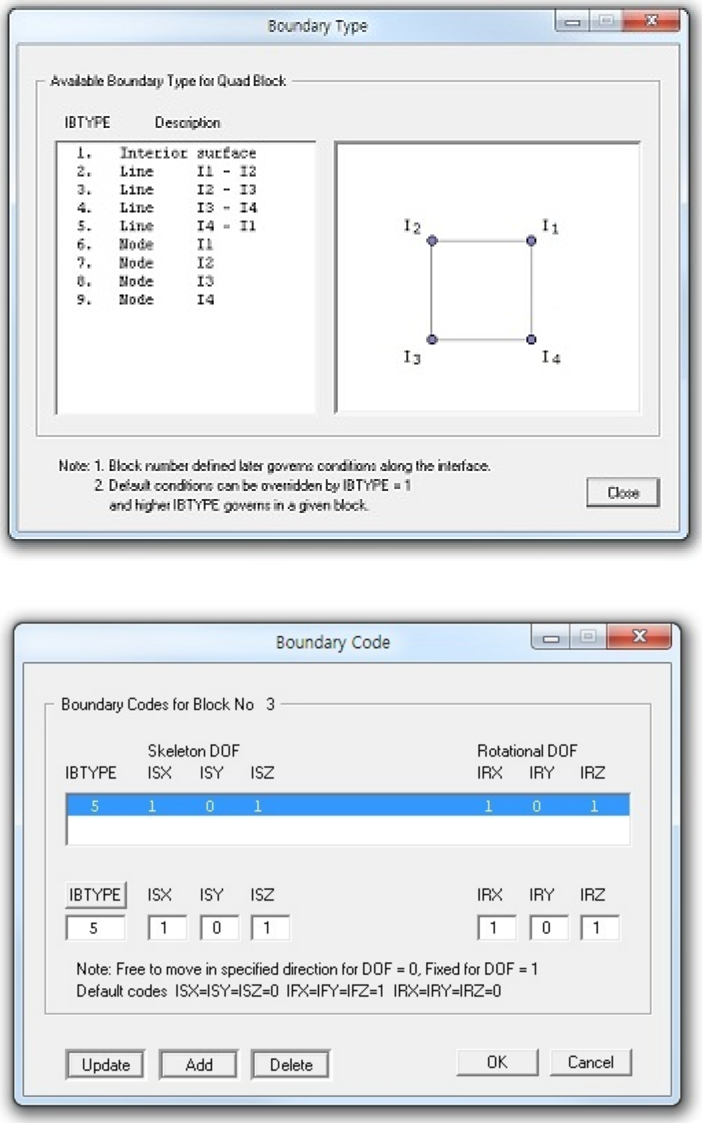


Figure 6.32 Boundary code (Quad Block)

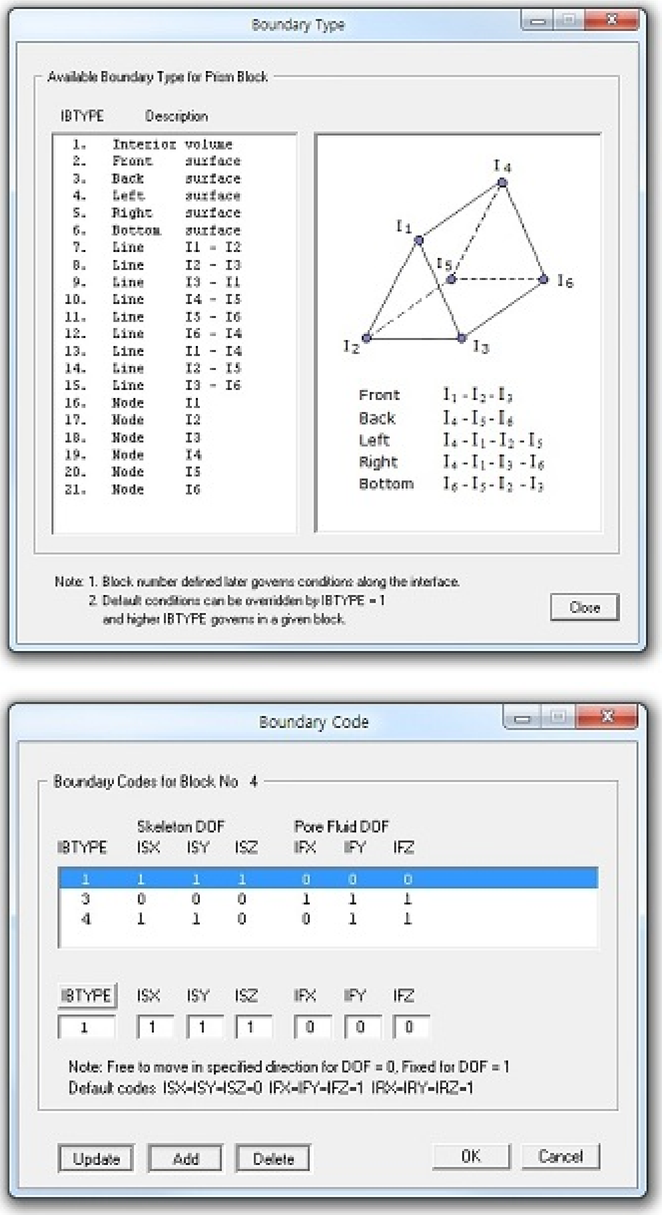


Figure 6.32 Boundary code (Prism Block)

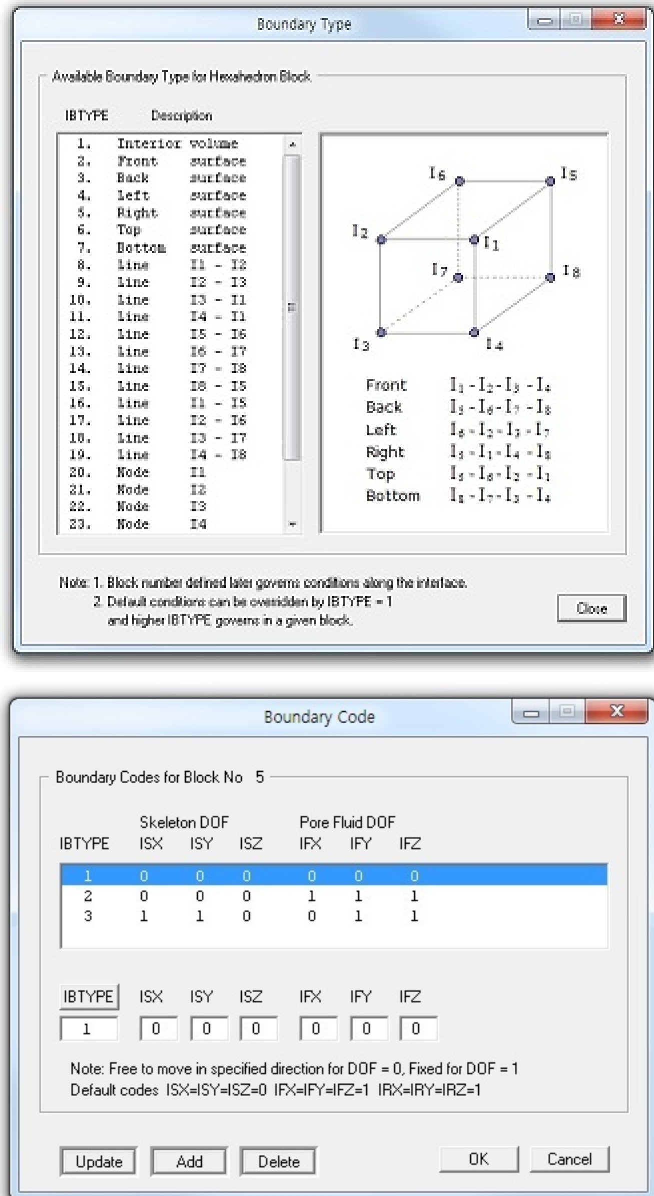


Figure 6.32 Boundary code (Hexahedron Block)

Edit Coordinate

This is used to edit the geometry of the block.
Before editing, work plane should be displayed on the screen.

Type Block No on Edit Current Block dialog in Figure 6.33
and then click OK button.

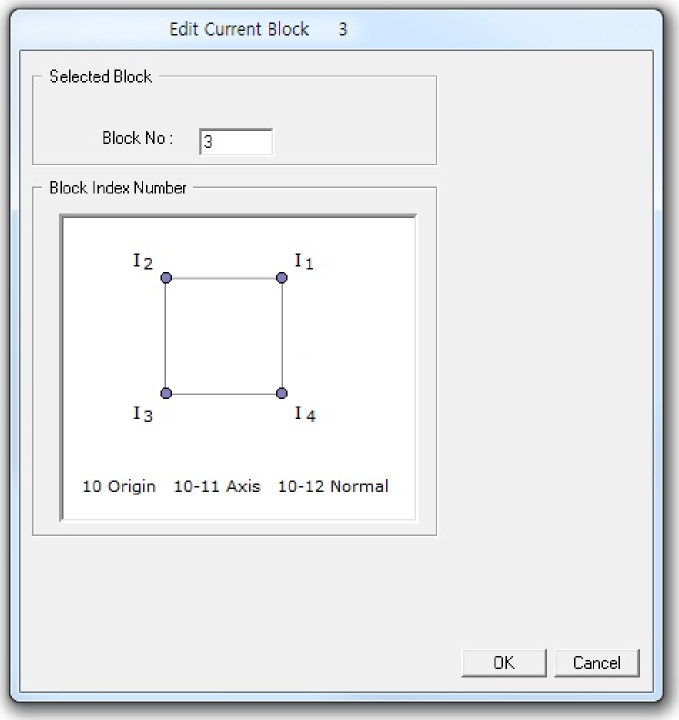


Figure 6.33 Edit current block (Selection Mode)

Edit Current Block dialog now shows input parameters required to edit the geometry of the block as shown in Figure 6.34.

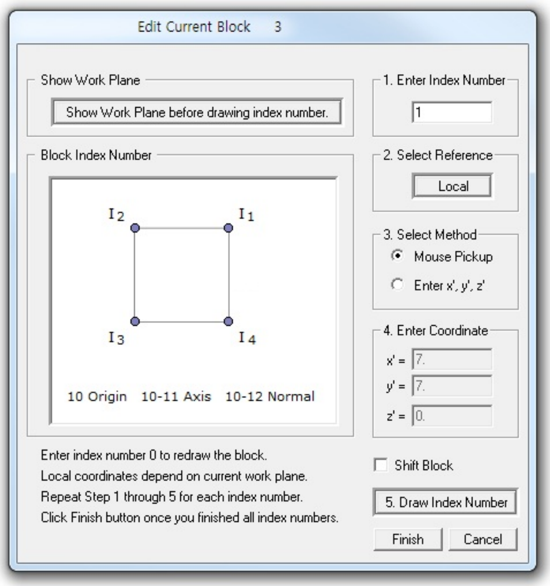
To edit block, follow five steps:

1. Enter Index Number
2. Select Reference
3. Select Method
4. Enter Coordinate
5. Draw Index Number

For Mouse Pickup method, when clicking Draw Index Number button at step 5, Coordinates on Work Plane dialog in Figure 6.35 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.36. Once finished, click Finish in Figure 6.35.

Finally, click Finish on Edit Current Block dialog in Figure 6.34. Then you will be back to Block Editor dialog where you can set the other parameters for the current block.

Figure 6.34
Edit current block
(Edit Mode)



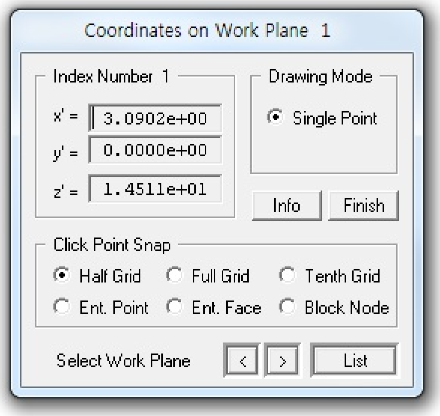


Figure 6.35 Coordinates on work plane

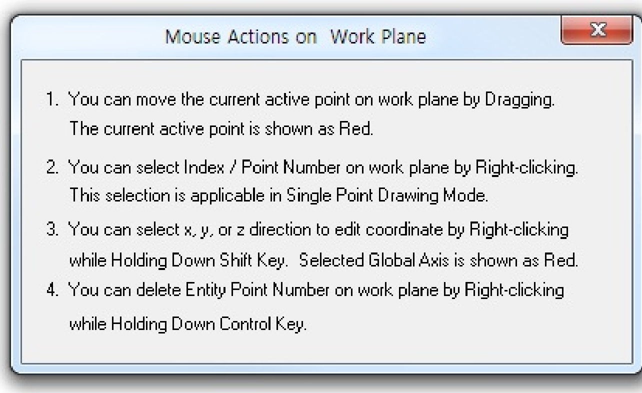


Figure 6.36 Mouse actions on work plane

Add Block

This is used to add the geometry of the new block.
Before building, work plane should be displayed on the screen.

Build New Block dialog in Figure 6.37 will be displayed.
Select Block Type, Interpolation Coordinate System
and then click OK button.

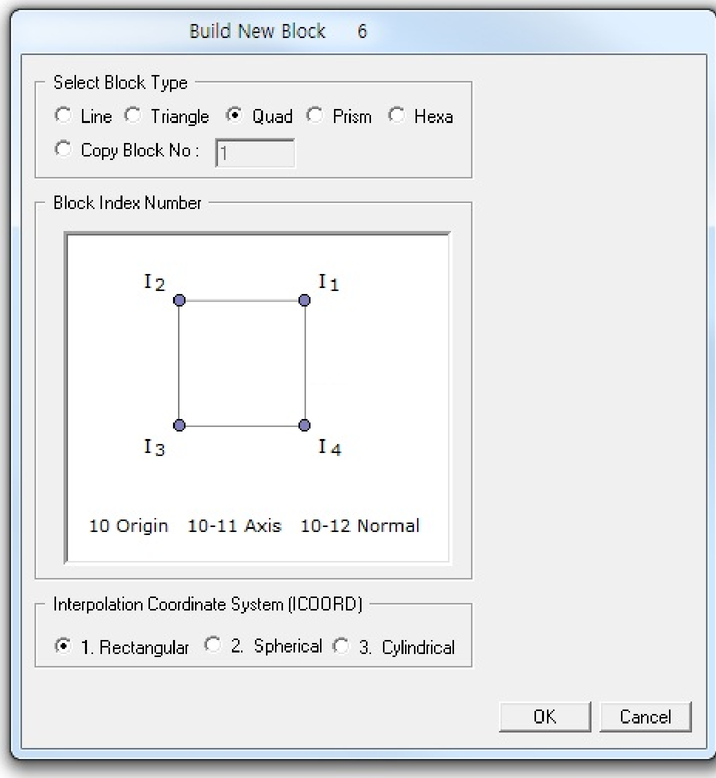


Figure 6.37 Build new block (Selection Mode)

Build New Block dialog now shows input parameters required to build the geometry of new block as shown in Figure 6.38.

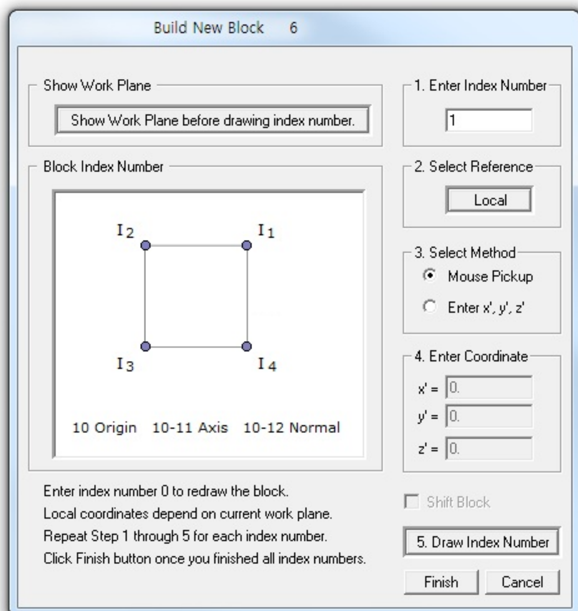
To build new block, follow five steps:

1. Enter Index Number
2. Select Reference
3. Select Method
4. Enter Coordinate
5. Draw Index Number

For Mouse Pickup method, when clicking Draw Index Number button at step 5, Coordinates on Work Plane dialog in Figure 6.39 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.36. Once finished, click Finish in Figure 6.39.

Finally, click Finish on Build New Block dialog in Figure 6.38. Then you will be back to Block Editor dialog where you can set the other parameters for the new block.

Figure 6.38
Build new block
(Build Mode)



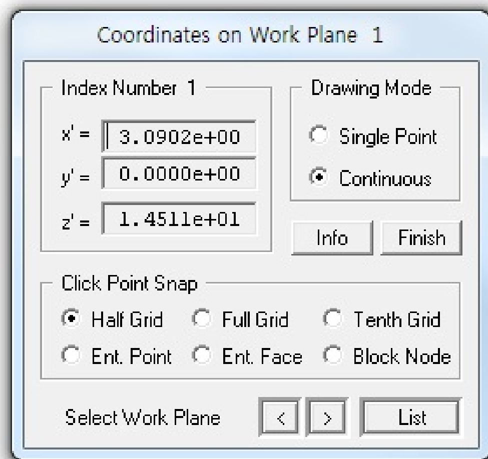


Figure 6.39 Coordinates on work plane

Delete Block

This is used to delete the current block.

Save

This is used to save all the works you have done.

Exit

This is used to exit from the block editor.

6.5.9 Popup Menu for Block

When Block Editor dialog is opened, you can directly access a block by Shift + Right Click. Then the selected block is displayed on the Block Editor dialog along with Popup Menu as shown in Figure 6.40.

Popup Menu consists of eleven submenus:
Edit, Copy, Add, Hide, Delete, List, Index, Boundary, F.E. Mesh, Save and Exit. These menus are essentially duplicates of command buttons on the Block Editor dialog.

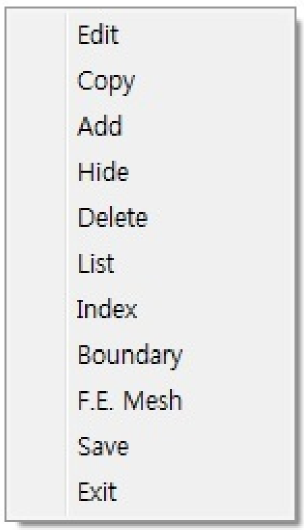


Figure 6.40 Popup menu for block

6.6 Modifying Finite Element Meshes

Block Mesh Generator can be used to directly modify finite element mesh.

When you open input file, Mesh Generator reads the format of the input file and automatically identifies whether it is block mesh file or finite element mesh file.

Editing finite element mesh has three parts: Edit Element, Edit Node and Edit Title. These editing modes can be accessed from Model menu in PLOT-3D as shown in Figure 6.41.

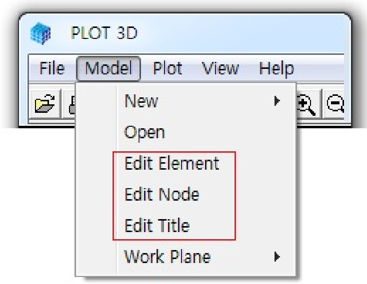


Figure 6.41 Menu for editing finite element mesh

You can check the current editing mode by moving the mouse on Editing Mode toolbar as shown in Figure 6.42.

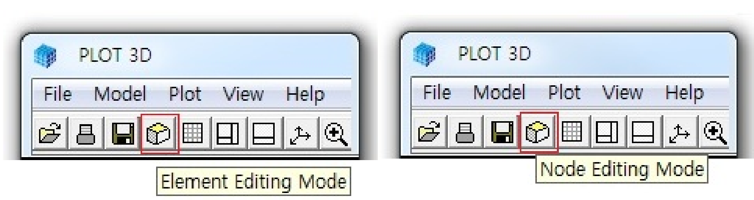
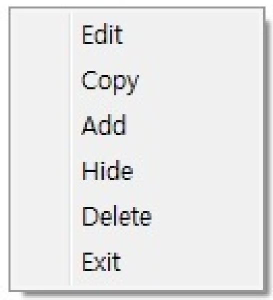


Figure 6.42 Toolbar for editing finite element mesh

6.6.1 Edit Element

When you are in Element Editing Mode, you can access popup menu for element in Figure 6.43 by Shift + Right Click.

Figure 6.43 Popup menu for element

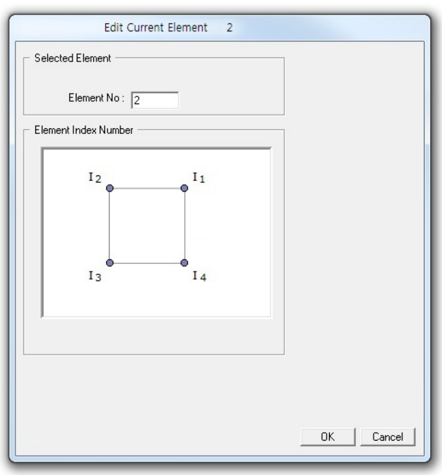


Element popup menu consists of six submenus:
Edit, Copy, Add, Hide, Delete and Exit.

Edit
This is used to edit the geometry of element.
Before editing, work plane should be displayed on the screen.

Edit Current Element dialog is displayed in Figure 6.44.
Type Element No and click OK button.

Figure 6.44
Edit current element
(Selection Mode)



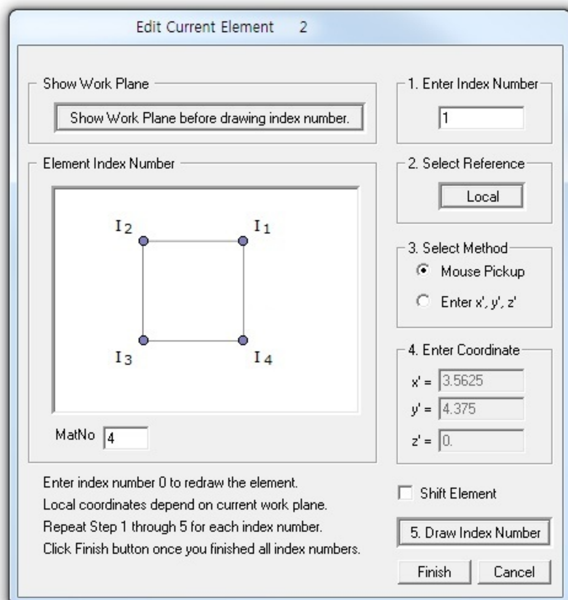
Edit Current Element dialog now shows input parameters required to edit the geometry of element as shown in Figure 6.45.

To edit element, follow five steps:
1. Enter Index Number
2. Select Reference
3. Select Method
4. Enter Coordinate
5. Draw Index Number

For Mouse Pickup method, when clicking Draw Index Number button at step 5, Coordinates on Work Plane dialog in Figure 6.46 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.47. Once finished, click Finish in Figure 6.46.

Finally, click Finish on Edit Current Element dialog in Figure 6.45.

Figure 6.45
Edit current element
(Edit Mode)



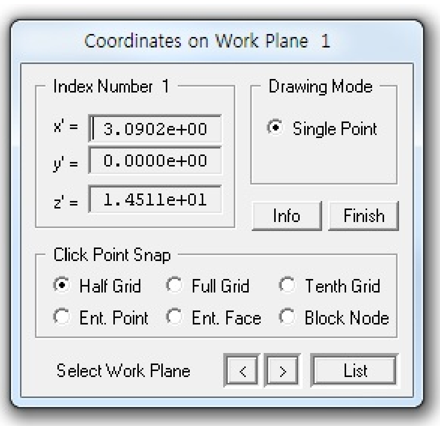


Figure 6.46 Coordinates on work plane (Edit Mode)

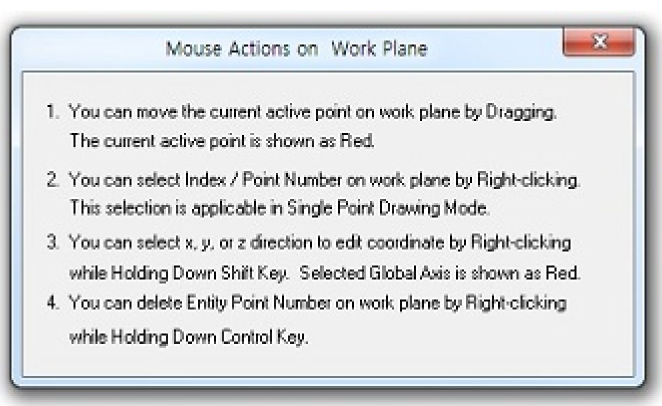


Figure 6.47 Mouse actions on work plane

Copy
This is used to copy the selected element and paste it as new element.

Edit Current Element dialog with new element number is displayed as shown in Figure 6.48. Shift Element check box should be checked to move this new element.

Follow the same procedure as in Edit.

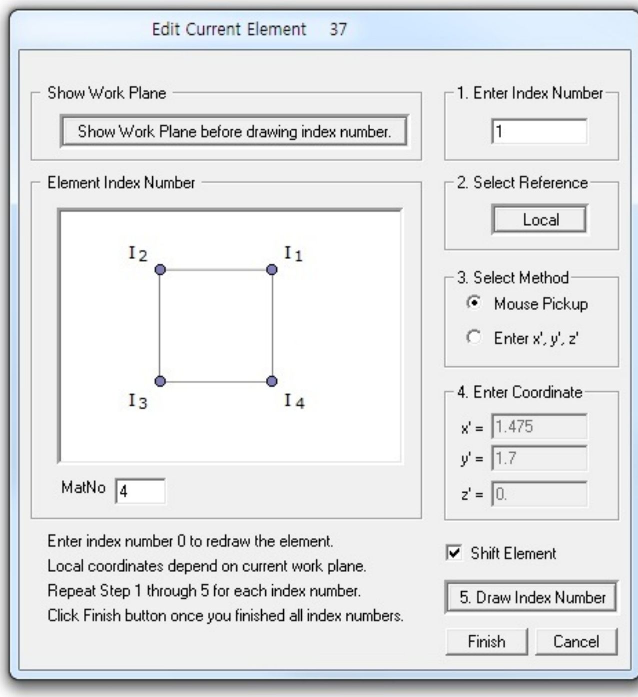


Figure 6.48 Edit current element (Copy Mode)

Add

This is used to add the geometry of the new element.
Before building, work plane should be displayed on the screen.

Build New Element dialog in Figure 6.49 will be displayed.
Select Element Type and then click OK button.

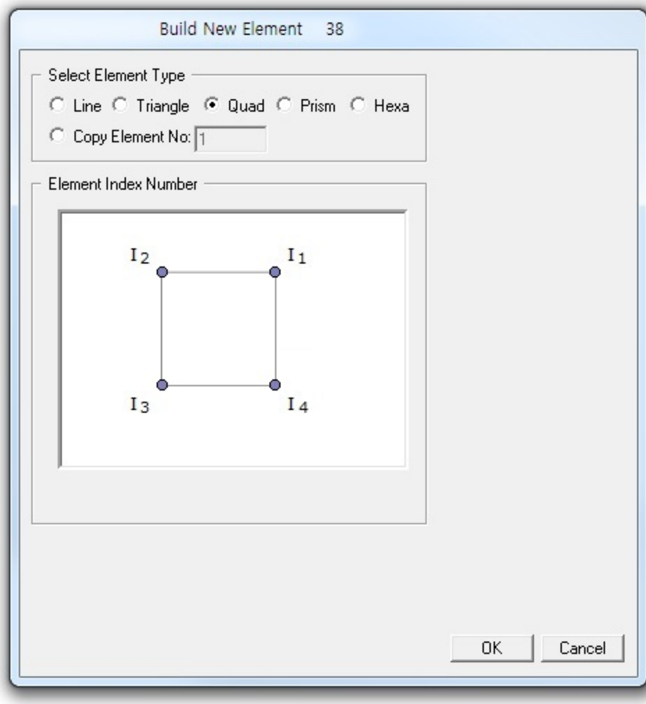


Figure 6.49 Build new element (Selection Mode)

Build New Element dialog now shows input parameters required to build the geometry of new element as shown in Figure 6.50.

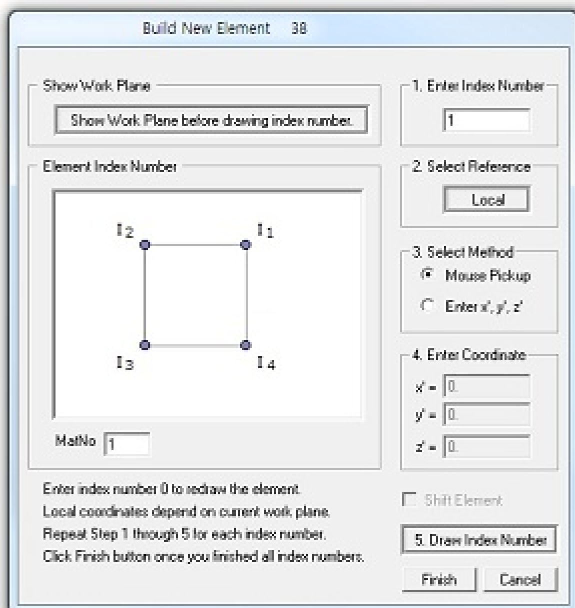
To build new element, follow five steps:

1. Enter Index Number
2. Select Reference
3. Select Method
4. Enter Coordinate
5. Draw Index Number

For Mouse Pickup method, when clicking Draw Index Number button at step 5, Coordinates on Work Plane dialog in Figure 6.51 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.47. Once finished, click Finish in Figure 6.51.

Finally, click Finish on Build New Element dialog in Figure 6.50.

Figure 6.50
Build new element
(Edit Mode)



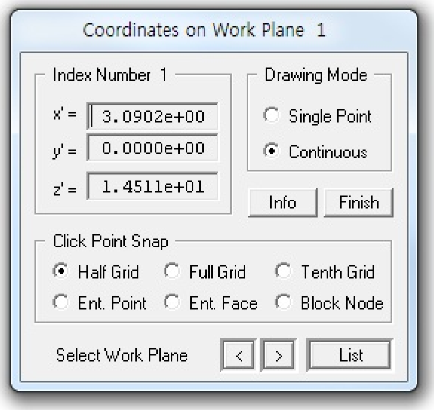


Figure 6.51 Coordinates on work plane (Add Mode)

Hide
This is used to hide the selected element from the screen.
To show the hidden element, follow instructions in Figure 6.52.

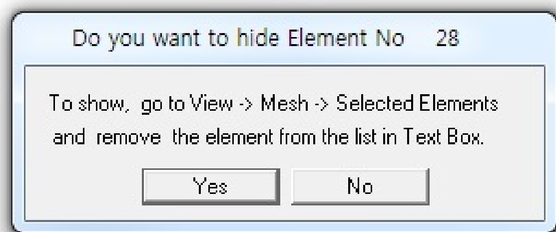


Figure 6.52 Instructions to show the hidden element

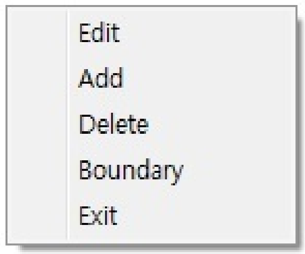
Delete
This is used to delete the selected element.

Exit
This is used to exit from the element editing mode.

6.6.2 Edit Node

When you are in Node Editing Mode, you can access popup menu for node in Figure 6.53 by Shift + Right Click.

Figure 6.53 Popup menu for node



Node popup menu consists of five submenus:
Edit, Add, Delete, Boundary and Exit.

Edit

This is used to edit the coordinates of node.
Before editing, work plane should be displayed on the screen.

Edit Current Node dialog is displayed in Figure 6.54.

To edit current node, follow five steps:

1. Enter Node Number
2. Select Reference
3. Select Method
4. Enter Coordinate
5. Draw Node Number

For Mouse Pickup method, when clicking Draw Node Number button at step 5, Coordinates on Work Plane dialog in Figure 6.55 will be opened. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.47. Once finished, click Finish in Figure 6.55.

Finally, click Finish on Edit Current Node dialog in Figure 6.54.

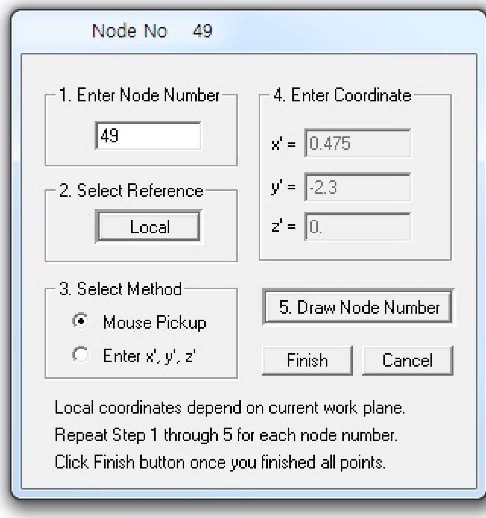


Figure 6.54 Edit current node dialog

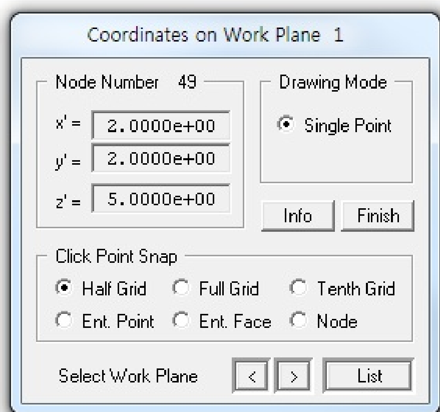


Figure 6.55 Coordinates on work plane (Edit Node)

Add

This is used to add new node.

Before adding, work plane should be displayed on the screen.

Build New Node dialog similar to Figure 6.54 is displayed.

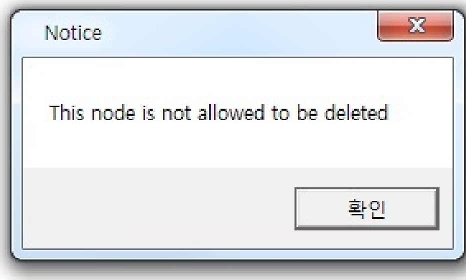
Follow the same procedure as in Edit.

Delete

This is used to delete the selected node.

You can delete only standalone nodes which are not connected to elements. Refer to the notice in Figure 6.56.

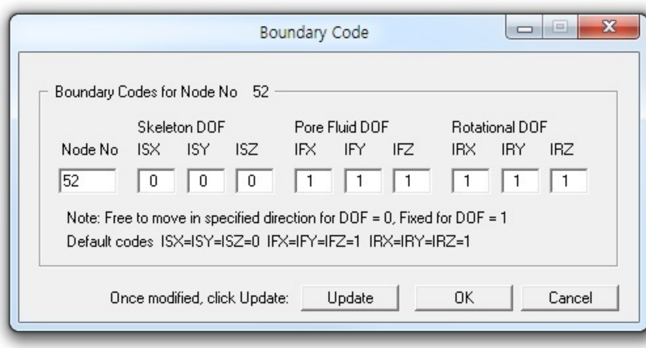
Figure 6.56
Notice on deleting connected nodes



Boundary

This is used to edit boundary codes associated with the current selected node as shown in Figure 6.57.

Figure 6.57
Boundary editor dialog



Exit

This is used to exit from the node editing mode.

6.6.3 Edit Title

This is used to edit the title of the finite element mesh file as shown in Figure 6.58.

Figure 6.58 Mesh title editor dialog

PRESMAP
User's Manual

7.1 Introduction

PRESMAP programs are mainly used to model the geometry of the structures to be analyzed. Mesh File described in Section 4.3 can be created using PRESMAP programs.

Seven PRESMAP programs are provided in this manual;
PRESMAP-2D, NATM-2D, CIRCLE-2D, PRESMAP-3D, CROSS-3D, GEN-3D, PILE-3D, PRESMAP-GP, JOINT-3D. and INTERSECTION.

PRESMAP-2D includes Model 1, 2, 3, and 4. Model 1 is basic pre-processor which can be applied to model various types of problem geometry. Model 2 is the special pre-processor developed to model near-fields around underground openings such as tunnels, culverts, etc. Model 3 is the special pre-processor developed to model triangular and rectangular shape geometry. Model 4 is the useful pre-processor to generate layered embankments having slope.

NATM-2D is the special pre-processing program developed to generate automatically two-dimensional finite element meshes and boundary conditions for NATM (New Austrian Tunneling Method) tunnels.

CIRCLE-2D is the special pre-processing program developed to generate automatically two-dimensional finite element meshes for circular cross section with joint interface.

PRESMAP-3D is the basic pre-processor which can be applied to model various types of three dimensional geometries.

CROSS-3D is the special pre-processing program developed to generate automatically three dimensional finite element meshes and boundary conditions for crossing tunnels. The intermediate output file with file extension *.TMP* from CROSS-3D contains finite element block coordinates, indexes, and boundary conditions which are essentially input data to PRESMAP-3D.

GEN-3D generates coordinates, element indexes, boundary codes, external loads, and transmitting boundaries in three dimensional coordinate system by extending typical two dimensional output files from PRESMAP-2D, NATM-2D or CIRCLE-2D.

PILE-3D is the special pre-processor which can be used to generate all input files required for pile foundation analysis. It can generate Concrete Pile with Anchor Bolts or Steel Pipe with Concrete Cap.

PRESMAP-GP is the general purpose pre-processing program which can be used to generate coordinates, element indexes and boundary codes for truss, beam, shell or continuum elements. Users can select rectangular, spherical or cylindrical coordinate for interpolation.

JOINT-3D is the special pre-processor which can be used to generate jointed continuum finite element meshes given the conventional continuum SMAP-3D Mesh File input. For the jointed continuum analysis, each continuum finite element is surrounded by joint elements which allow slippage along the joint when reaching shear strength and debonding normal to the joint face when exceeding tensile strength.

INTERSECTION programs are mainly used to compute the locations of the 3D surfaces crossing each other. These surfaces consist of Shell Elements with different materials. The computed coordinates of intersections can be used for the construction of complicated three-dimensional meshes. Two methods are available: Shell Element and Two Tunnels.

PRESMAP-2D

Model 1

User's Manual

Card Group	Input Data and Definitions (Model 1)
1	1.1 TITLE TITLE — Any title of (Max = 60 characters)
	1.2 IP IP = 0 — Plane strain or plane stress = 1 — Axisymmetry
General Information	1.3 NBLOCK, NBNODE, NSNEL, CMFAC (SMAP-S2/2D) NBLOCK, NBNODE, NSNEL, CMFAC, TEMPI (SMAP-T2) See Figure 7.1 NBLOCK — Number of blocks NBNODE — Number of block nodes NSNEL — Starting element number CMFAC — Coordinate magnification factor TEMPI — Initial temperature

Card Group	Input Data and Definitions (Model 1)
1 General Information	1.4 NBX, NBY, MIDX, MIDY, NF, NSNODE See Figure 7.2 NBX — Number of blocks in x-direction NBY — Number of blocks in y-direction MIDX = 0 — Element has no side nodes in x-direction = 1 — Element has side nodes in x-direction MIDY = 0 — Element has no side nodes in y-direction = 1 — Element has side nodes in y-direction NF = 0 — Element and node numbering sequence from top to bottom and left to right. = 1 — Element and node numbering sequence from left to right and top to bottom. NSNODE — Starting node number

Card Group	Input Data and Definitions (Model 1)
2 Block Coordinate	2.1 NBNODE Cards ┌ $NODE_1$, X_1, Y_1 │ $NODE_2$, X_2, Y_2 │ - - - └ - - - NODE Node number X X-coordinate Y Y-coordinate

Card Group	Input Data and Definitions (Model 1)
3	3.1 BLNAME BLNAME Block name (up to 60 characters)
	3.2 IBLNO IBLNO Block number
	3.3 I_1, I_2, I_3, I_4, M_5, M_6, M_7, M_8, M_9 See Figure 7.1 I_1, I_2, I_3, I_4 Corner node number M_5, M_6, M_7, M_8 Side node number M_9 Center node number
Data for Each Block	3.4 IBASE, IB_1, IB_2, IB_3, IB_4, IB_5, IB_6, IB_7, IB_8 (SMAP-2D) IB_1, IB_2, IB_3, IB_4, IB_5, IB_6, IB_7, IB_8 (SMAP-S2) See Figure 7.3 IBASE Base boundary code IB_1, IB_2, IB_3, IB_4 Corner boundary code IB_5, IB_6, IB_7, IB_8 Edge boundary code

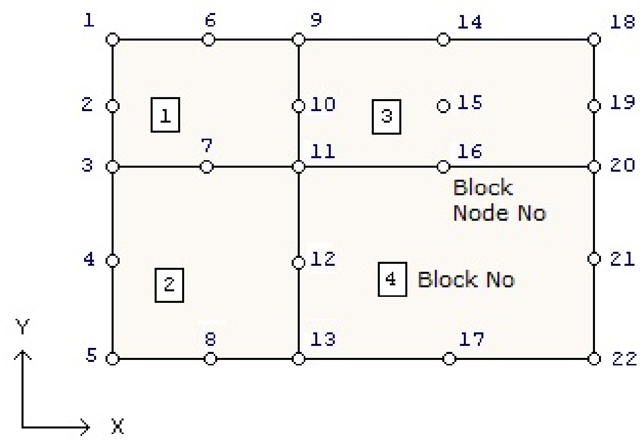
Card Group	Input Data and Definitions (Model 1)
3	3.5

Data for Each Block

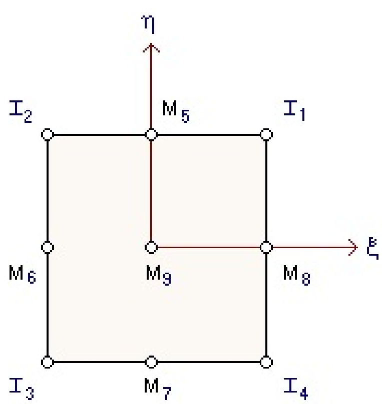
MATNO,	NDX,	NDY,	KS,	KF	(SMAP-2D)
MATNO,	NDX,	NDY,	THICK,	DENSITY	(SMAP-S2)
MATNO,	NDX,	NDY,	IDH		(SMAP-T2)

MATNO	Material property number If MATNO = 0, the block is void.
NDX	Number of elements in x-direction
NDY	Number of elements in y-direction
KS = 0	Has solid phase
= 1	No solid phase
KF = 0	Has fluid phase
= 1	No fluid phase
THICK	Thickness of element. For plane strain, use THICK=1.0
DENSITY	Unit weight of element
IDH	Heat generation history ID number

Card Group	Input Data and Definitions (Model 1)	
3 (Data for Each Block)	3.6 NFSIDE NFSIDE — Number of block sides where boundary forces are specified	
	Force Data for Each Specified Side (see Figure 7.4)	3.7.1 IEDGE, LHNO, IBF IEDGE — Edge designation number LHNO — Load history number IBF = 0 No applied force = 1 Static fluid pressure = 2 Horizontal force = 3 Vertical force = 4 Horizontal and vertical force
		3.7.2 IBF = 1 > $IDIR_n$, q_{n1}, q_{n2} = 2 > $IDIR_h$, q_{h1}, q_{h2} = 3 > $IDIR_v$, q_{v1}, q_{v2} = 4 > $IDIR_h$, q_{h1}, q_{h2} $IDIR_v$, q_{v1}, q_{v2} IDIR = 1 Pressure/force increases linearly with x = 2 Pressure/force increases linearly with y q_{n1}, q_{n2} — Static pressure coefficient at edge ends q_{h1}, q_{h2} — Horizontal components of load coefficients at edge ends q_{v1}, q_{v2} — Vertical components of load coefficients at edge ends



NBLOCK = 4, NBNODE = 22
Block number should be in order from top to bottom and left to right



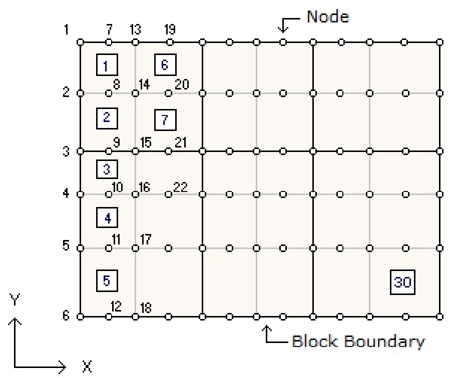
For Block Number 3

I_1 = 18
I_2 = 9
I_3 = 11
I_4 = 20
M_9 = 15

M_5 = 14
M_6 = 10
M_7 = 16
M_8 = 19

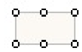
PRESMAP uses Serendipity interpolation if $M_9 = 0$
and Lagrangion interpolation if $M_9 \neq 0$

Figure 7.1 Block Specification and Block Index



NBX = 3
NBY = 2

MIDX = 1
MIDY = 0

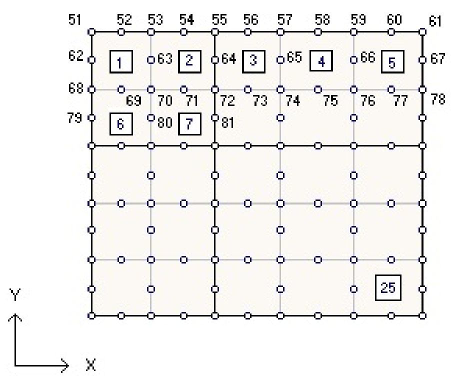


6 Node Element

NF = 0 (Element and node numbers generated from top to bottom and left to right)

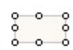
NSNODE = 1

☐ Element Number



NBX = 2
NBY = 2

MIDX = 1
MIDY = 1



8 Node Element

NF = 1 (Element and node numbers generated from left to right and top to bottom)

NSNODE = 51

☐ Element Number

Figure 7.2 Element and Node Numbering Sequence for Model 1 of PRESMAP-2D

Boundary Codes				
IBASE or IB	ISX	ISY	IFX	IFY
0	0	0	0	0
1	1	0	0	0
2	0	1	0	0
3	1	1	0	0
4	0	0	1	0
5	1	0	1	0
6	0	1	1	0
7	1	1	1	0
8	0	0	0	1
9	1	0	0	1
10	0	1	0	1
11	1	1	0	1
12	0	0	1	1
13	1	0	1	1
14	0	1	1	1
15	1	1	1	1

ISX Specifies skeleton X(radial) degree of freedom
ISY Specifies skeleton Y(axial) degree of freedom

IFX Specifies X(radial) degree of freedom for relative pore fluid motion.
IFY Specifies Y(axial) degree of freedom for relative pore fluid motion.

ISX, ISY, IFX, IFY = 0 Free to move in specified direction
= 1 Fixed in specified direction

Figure 7.3a Boundary Codes for SMAP-2D

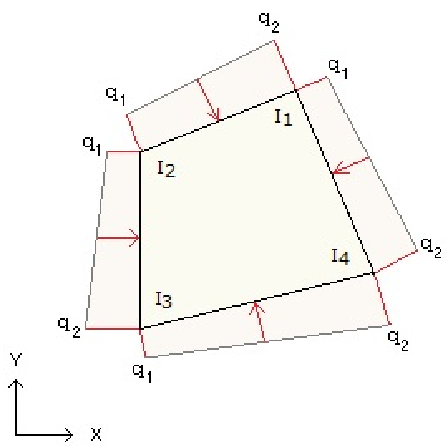
Boundary Type	Boundary Codes		
IB	IDX	IDY	IDT
0	0	0	1
1	1	0	1
2	0	1	1
3	1	1	1
4	0	0	0
5	1	0	0
6	0	1	0
7	1	1	0

IDX = 0 Displacement in x-direction is free
= 1 Displacement in x-direction is fixed

IDY = 0 Displacement in y-direction is free
= 1 Displacement in y-direction is fixed

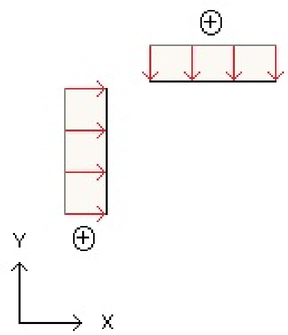
IDT = 0 Rotational degree of freedom is free
= 1 Rotational degree of freedom is fixed

Figure 7.3b Boundary Codes for SMAP-S2



IBF = 1 Static fluid pressure
Compression is positive

I_2 I_1 IEDGE = 1
I_2 I_3 IEDGE = 2
I_3 I_4 IEDGE = 3
I_1 I_4 IEDGE = 4



Horizontal / Vertical Force
Sign Convention

IBF	= 1	Static fluid pressure
	= 2	Horizontal force
	= 3	Vertical force
	= 4	Horizontal / Vertical force

Figure 7.4 Boundary Force/Pressure Sign Conventions

PRESMAP-2D
Model 2
User's Manual

Card Group	Input Data and Definitions (Model 2)
1 General Information	1.1 TITLE TITLE — Any title (Max = 60 characters)
	1.2 IP IP = 0 — Plane strain or plane stress = 1 — Axisymmetry
	1.3 NSNEL, NSNODE, NF, CMFAC (SMAP-S2/2D) NSNEL, NSNODE, NF, CMFAC, TEMPI (SMAP-T2) NSNEL — Starting element number NSNODE — Starting node number NF = 0 — Element and node numbering sequence from top to bottom and left to right = 1 — Element and node numbering sequence from left to right and top to bottom CMFAC — Coordinate magnification factor TEMPI — Initial temperature
	1.4 NSUBR, NDRF, NDRS, NDRT, DRF, DRS See Figure 7.5 NSUBR — Number of subregions NDRF — Number of divisions in the first row block NDRS — Number of divisions in the second row block NDRT — Number of divisions in the third row block DRF — Length of the first row block DRS — Length of the second row block

Card Group	Input Data and Definitions (Model 2)
2 Data for Each Subregion	2.1 SUBNAME SUBNAME Subregion name (up to 60 characters)
	2.2 ISUBNO ISUBNO Subregion number
	2.3 ISBTYPE, LSFTYPE, NSEG See Figure 7.6 and 7.7 ISBTYPE = 0 Column grids are normal to subregion surface = 1 Column grids are straight line LSFTYPE = 0 Straight line subregion surface = 1 Circular subregion surface NSEG Number of segments along subregion surface

Card Group			Input Data and Definitions (Model 2)
2 Data for Each Subregion	2.4 Subregion Surface (Figure 7.6 and 7.7)	For LSFTYPE= 0	2.4.1 X_A, Y_A, X_B, Y_B X_A, Y_A X and Y coordinate of point A X_B, Y_B X and Y coordinate of point B
		For LSFTYPE1=1	2.4.2 R, X_O, Y_O, $_{\theta a}$, θ_B R Radius of arc AB X_O, Y_O X and Y coordinate of circle origin θ_A, θ_B Polar angle (degree) of point A and B

Card Group	Input Data and Definitions (Model 2)			
2 Data for Each Subregion	2.5 Subregion Outer Edge	For ISBTYPE=0	Point C	2.5.1.1 LCTYPE LCTYPE = 0 X_C and Y_C are specified = 1 X_C is specified = 2 Y_C is specified = 3 DRT_C is specified
				2.5.1.2 If LCTYPE = 0 - - > X_C, Y_C = 1 - - > X_C = 2 - - > Y_C = 3 - - > DRT_C X_C, Y_C X and Y coordinate of point C DRT_C Length of third row block along the edge AC
			Point D	2.5.2.1 LDTYPE LDTYPE = 0 X_D and Y_D are specified = 1 X_D is specified = 2 Y_D is specified = 3 DRT_D is specified
				2.5.2.2 If LDTYPE = 0 - - > X_D, Y_D = 1 - - > X_D = 2 - - > Y_D = 3 - - > DRT_D X_D,Y_D X and Y coordinate of point D DRT_D Length of third row block along the edge BD.

Card Group			Input Data and Definitions (Model 2)
2 Data for Each Subregion	2.5 Subregion Outer Edge	For ISBTYPE =1	2.5.3 X_C, Y_C, X_D, Y_D X_C, Y_C X and Y coordinate of point C X_D, Y_D X and Y coordinate of point D

Card Group	Input Data and Definitions (Model 2)
2 Data for Each Subregion	2.6 $IBASE_1$, $IBASE_2$, $IBASE_3$ (SMAP-2D) IB_B, IB_A, IB_C, IB_D, IB_{AB}, IB_{AC}, IB_{CD}, IB_{BD} (SMAP-2D/S2) See Figure 7.3 in Model 1 $IBASE_1$, $IBASE_2$, $IBASE_3$ — First, second, and third block base boundary code IB_B , IB_A , IB_C , IB_D — Corner boundary code IB_{AB}, IB_{AC}, IB_{CD}, IB_{BD} — Edge boundary code
	2.7 1st Block: $MATNO_1$, KS_1, KF_1 (SMAP-2D) $MATNO_1$, $DENSITY_1$ (SMAP-S2) $MATNO_1$, IDH_1 (SMAP-T2) 2nd Block: - - 3rd Block: - - $MATNO_1$ — Material property number of first block KS_1, KF_1 — Solid and fluid phase flag of first block $DENSITY_1$ — Unit weight of first block IDH_1 — Heat generation history ID of first block Note: For KS and KF, refer to Card Group 3.5 in PRESMAP-2D Model 1 User's Manual

<table>
<tr><th>Card Group</th><th colspan="2">Input Data and Definitions (Model 2)</th></tr>
<tr><td rowspan="3">2

Data for Each Subregion</td><td colspan="2">2.8
NFSIDE
NFSIDE — Number of edge where boundary forces are specified</td></tr>
<tr><td rowspan="2">2.9

Force Data for Each Specified Edge (see Figure 7.8)</td><td>2.9.1
IEDGE, LHNO, IBF

IEDGE — Edge designation number
LHNO — Load history number

IBF = 0 — No applied force
= 1 — Static fluid pressure
= 2 — Horizontal force
= 3 — Vertical force
= 4 — Horizontal and vertical force</td></tr>
<tr><td>2.9.2
IBF = 1 --> $IDIR_n$, q_{n1}, q_{n2}
= 2 --> $IDIR_h$, q_{h1}, q_{h2}
= 3 --> $IDIR_v$, q_{v1}, q_{v2}
= 4 --> $IDIR_h$, q_{h1}, q_{h2}
$IDIR_v$, q_{v1}, q_{v2}

IDIR = 1 — Pressure/force increases linearly with x
= 2 — Pressure/force increases linearly with y

q_{n1}, q_{n2} — Static pressure coefficients
q_{h1}, q_{h2} — Horizontal load coefficients
q_{v1}, q_{v2} — Vertical load coefficients</td></tr>
</table>

Block numbers are in order from surface to outer edge and counterclockwise

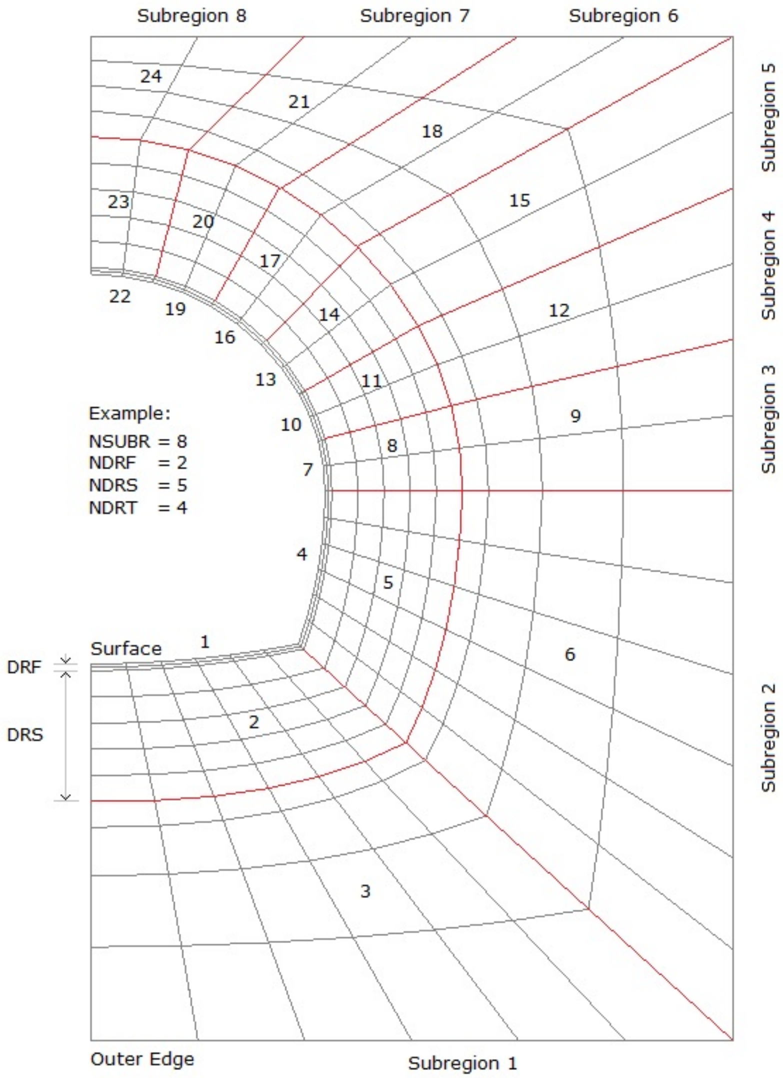


Figure 7.5 Subregion and block numbering sequence

Table 7.1 Subregion parameters in Example Figure 7.5

Subregion	ISBTYPE	LSFTYPE	NSEG
1	1	1	6
2	1	1	6
3	0	1	2
4	0	1	2
5	0	1	2
6	0	1	2
7	0	1	2
8	0	1	2

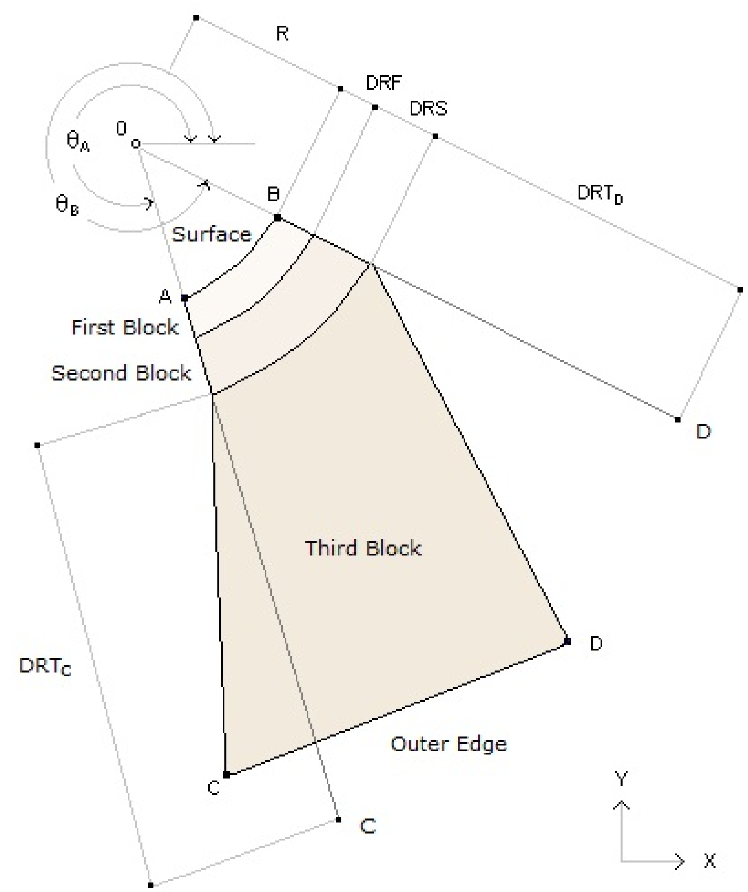


Figure 7.6 Typical Subregion for ISBTYPE = 0

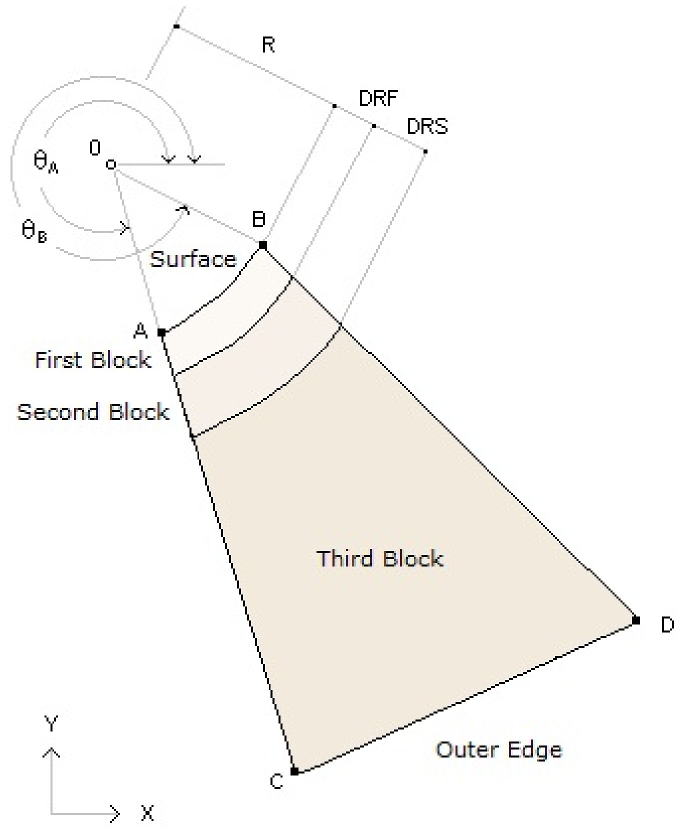
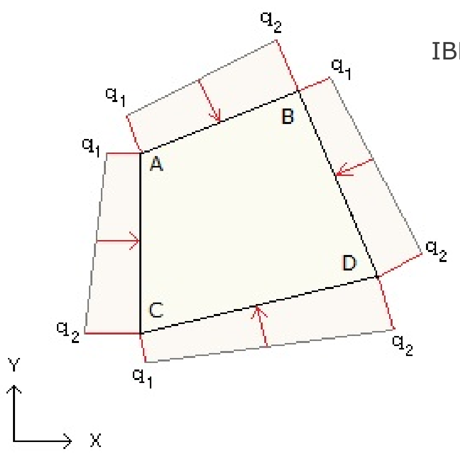
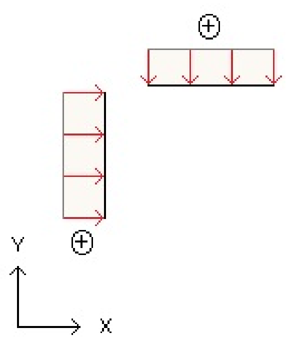


Figure 7.7 Typical Subregion for ISBTYPE = 1



IBF = 1 Static fluid pressure
Compression is positive

AB:	IEDGE = 1
AC:	IEDGE = 2
CD:	IEDGE = 3
BD:	IEDGE = 4



Horizontal / Vertical Force
Sign Convention

IBF	= 1	Static fluid pressure
	= 2	Horizontal force
	= 3	Vertical force
	= 4	Horizontal / Vertical force

Figure 7.8 Boundary Force/Pressure Sign Conventions

PRESMAP-2D

Model 3

User's Manual

<table>
<tr><th>Card Group</th><th>Input Data and Definitions (Model 3)</th></tr>
<tr><td rowspan="3">1

General Information</td><td>1.1

TITLE

TITLE — Any title (Max = 60 characters)</td></tr>
<tr><td>1.2

IP

IP = 0 — Plane geometry
= 1 — Axisymmetry geometry</td></tr>
<tr><td>1.3

NBLOCK, NBNODE, NSNEL, NSNODE, CMFAC

See Figure 7.9

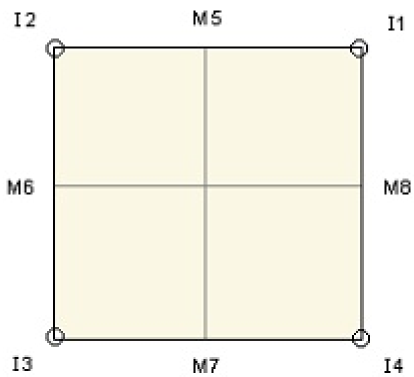
NBLOCK — Number of blocks
NBNODE — Number of block nodes
NSNEL — Starting element number
NSNODE — Starting node number
CMFAC — Coordinate magnification factor</td></tr>
<tr><td>2

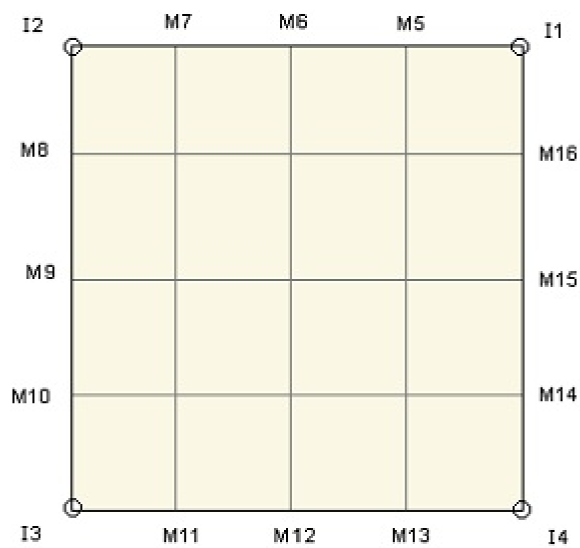
Block Coordinates</td><td>2.1

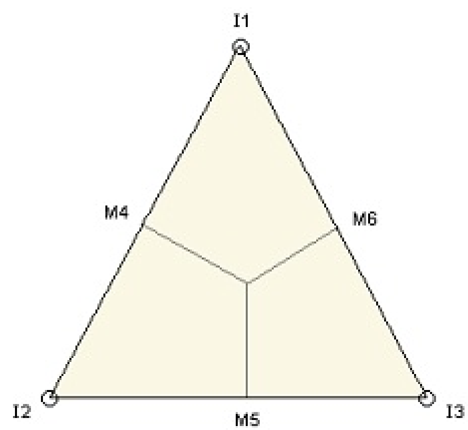
NBNODE Cards:
$NODE_1$, X_1, Y_1
$NODE_2$, X_2, Y_2
- - -
- - -

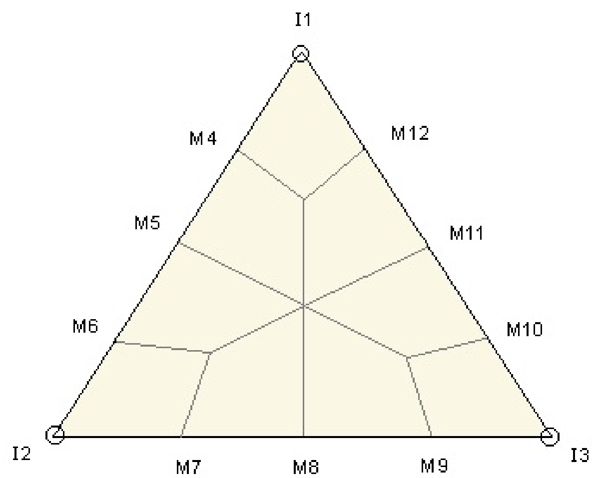
NODE — Node number
X — X-coordinate
Y — Y-coordinate</td></tr>
</table>

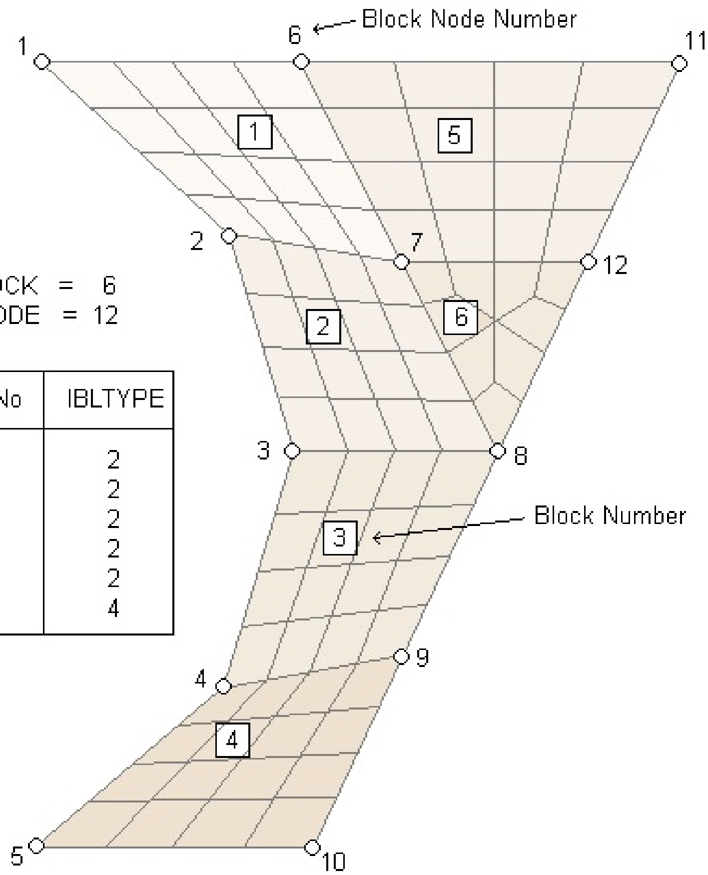
Card Group	Input Data and Definitions (Model 3)
3 Data for Each Block (see Figure 7.9)	3.1 IBLNO, IBLTYPE, MATNO, KS, KF (SMAP-2D) IBLNO, IBLTYPE, MATNO, DENSITY (SMAP-S2) IBLNO, IBLTYPE, MATNO, IDH (SMAP-T2) IBLNO Block number IBLTYPE Block type MATNO Material number KS = 0 Has solid phase = 1 No solid phase KF = 0 Has fluid phase = 1 No fluid phase DENSITY Unit weight IDH Heat generation history ID number

Card Group	Input Data and Definitions (Model 3)
3 Data for Each Block	3.2 For IBLTYPE = 1 I_1, I_2, I_3, I_4, M_5, M_6, M_7, M_8 I_1, I_2, I_3, I_4 Corner node number M_5, M_6, M_7, M_8 Side node number  Note: IBLTYPE = 1 generates 4 elements

Card Group	Input Data and Definitions (Model 3)
3 Data for Each Block	For IBLTYPE = 2 I_1, I_2, I_3, I_4, M_5, M_6, M_7, M_8, M_9, M_{10}, M_{11}, M_{12}, M_{13}, M_{14}, M_{15}, M_{16} I_1, I_2, I_3, I_4 Corner node number M_5, M_6,, M_{16} Side node number  Note: IBLTYPE = 2 generates 16 elements

Card Group	Input Data and Definitions (Model 3)
3 Data for Each Block	For IBLTYPE = 3 I_1, I_2, I_3, M_4, M_5, M_6 I_1, I_2, I_3 Corner node number M_4, M_5, M_6 Side node number  **Note:** IBLTYPE = 3 generates 3 elements

Card Group	Input Data and Definitions (Model 3)
3 Data for Each Block	For IBLTYPE = 4 I_1, I_2, I_3, M_4 M_5, M_6, M_7, M_8, M_9, M_{10} M_{11}, M_{12} I_1, I_2, I_3 Corner node number M_4 - M_{12} Side node number  Note: IBLTYPE = 4 generates 9 elements



NBLOCK = 6
NBNODE = 12

Block No	IBLTYPE
1	2
2	2
3	2
4	2
5	2
6	4

Figure 7.9 Block Node Number for Model 3 of PRESMAP-2D

PRESMAP-2D

Model 4

User's Manual

Card Group	Input Data and Definitions (Model 4)
1 General Information	1.1 TITLE TITLE Any title (Max = 60 characters)
	1.2 NLAYER, NDIV, ITRANGL See Figure 7.10 NLAYER Number of layer NDIV Number of elements in first layer ITRANGL = 0 Last element in each layer is rectangle = 1 Last element in each layer is triangle
	1.3 NSNEL, NSNODE, CMFAC NSNEL Starting element number NSNODE Starting node number CMFAC Coordinate magnification factor
2 Block Coordinates	2.1 XB1, YB1, YB2, XB3 See Figure 7.10 XB1, YB1 X, Y coordinate of block node 1 YB2 Y coordinate of block node 2 XB3 X coordinate of block node 3

Card Group	Input Data and Definitions (Model 4)
3 Material Parameters	3.1 MATNO, KS, KF (SMAP-2D) MATNO, DENSITY (SMAP-S2) MATNO, IDH (SMAP-T2) MATNO Material number KS = 0 Has solid phase = 1 No solid phase KF = 0 Has fluid phase = 1 No fluid phase DENSITY Unit weight IDH Heat generation history ID number

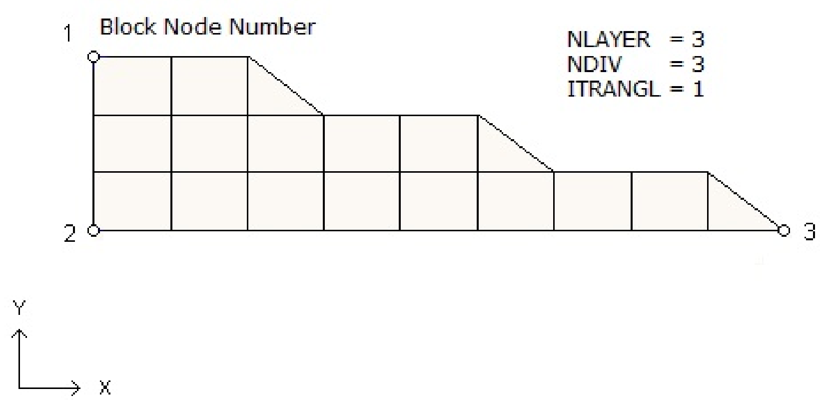


Figure 7.10 Block node number for Model 4 of PRESMAP-2D

NATM-2D

User's Manual

Card Group	Input Data and Definitions
1	1.1 TITLE TITLE Any title (Max = 60 characters)
	1.2 IUNIT IUNIT / Length / Force / Pressure / Unit Weight 1 / in / lb / lb/in^2 / lb/in^3 2 / m / ton / ton/m^2 / ton/m^3
General Information	1.3 MODEL, IGEN, IEXMESH, ILNCOUPL, IAUTO MODEL = 1 Single tunnel (Half section) = 2 Single tunnel (Full section) = 3 Two tunnels (Symmetric) = 4 Two tunnels (Unsymmetric) IGEN = 0 Generate whole mesh = 1 Generate core = 2 Generate surrounding IEXMESH = 0 No user supplied mesh = 1 Add generated mesh to user supplied mesh For Lining analysis ILNCOUPL= 0 Surrounding rock by continuum element = 1 Surrounding rock by spring element IAUTO = 0 Generate Mesh file = 1 Generate Mesh, Main and Post files Available only for SMAP-S2 See Figure 7.11

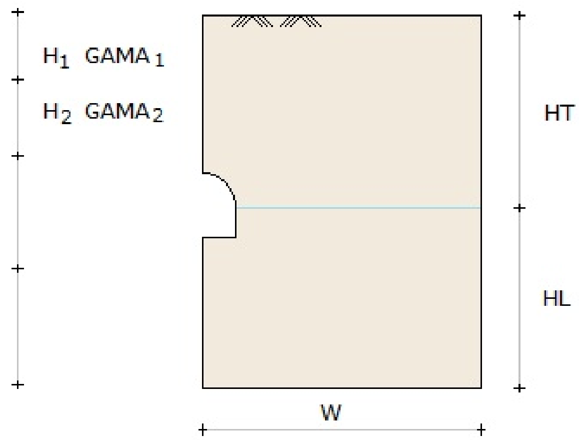
Card Group	Input Data and Definitions
2 Tunnel Analysis Boundary	2.1 MODEL = 1: HT, HL, W, DX, DY, NY = 2: HT, HL, W, DX, DY, NY = 3: HT, HL, W, WP, DX, DY, NY = 4: HT, HL, W, WP, HP, DX, DY, NY HT Tunnel depth HL Depth from springline to bottom boundary W Horizontal distance from left to right boundary WP Horizontal distance from left tunnel center line to right tunnel center line HP Vertical distance from right tunnel springline to left tunnel springline. When HP is positive, left tunnel springline is above the right tunnel springline. DX Far-field horizontal element length DY Far-field vertical element length NY Maximum number of elements in the vertical direction See Figure 7.11

Card Group	Input Data and Definitions
3 Soil / Rock Layer Information	3.1 NLAYER NLAYER — Total number of layers. Max = 10
	3.2 NLAYER Cards ┌ $LAYERNO_1$, H_1, DD_1 │ $LAYERNO_2$, H_2, DD_2 │ - - - └ - - - LAYERNO — Soil/rock layer number H — Thickness of soil/rock layer DD = GAMA — SMAP-S2 = IDH — SMAP-T2 = KF — SMAP-2D GAMA — Unit weight IDH — Heat generation history ID number KF = 0 — Has fluid phase = 1 — No fluid phase See Figure 7.11

Card Group	Input Data and Definitions
4 Tunnel Dimension (Repeat this card group for the left tunnel when MODEL = 4)	4.1 R_1, A_1, R_2, A_2, R_3, A_3, R_4, GR, GA R_1, R_2, R_3, R_4 Radius as shown in Figure 7.12 A_1, A_2, A_3 Angle (˚) as shown in Figure 7.12 GR Growing rate for near-field element. Use GR = 1 GA Normalized mid length. Use GA= 0.5
	4.2 INVSHOT, T_S, T_l INVSHOT = 0 No shotcrete at invert = 1 Shotcrete at invert T_S Thickness of shotcrete T_l Thickness of lining Note: For A_1+A_2 > 90, invert shotcrtete is always included
	4.3 NUMRB, L_{RB}, $L_{SPACING}$, $T_{SPACING}$, NSRB NUMRB Number of rock bolts Example: NUMRB = 11 in Figure 7.12 L_{RB} Length of rock bolt $L_{SPACING}$ Rock bolt spacing in longitudinal direction $T_{SPACING}$ Rock bolt spacing in tangential direction NSRB Number of elements between rock bolts Use NSRB = 2 or 3

Card Group	Input Data and Definitions
5 Water Pressure and Loosening Load	5.1 LDTYPE, DGW, GAMAW, HPRES, VPRES, SUBGK, ITSPR, NUMSJ LDTYPE = 0 No external load = 1 Water pressure only = 2 Loosening load only = 3 Water pressure and loosening load DGW Depth of ground water table from ground surface GAMAW Unit weight of water HPRES Horizontal pressure due to loosening load VPRES Vertical Pressure due to loosening load SUBGK Coefficient of subgrade reaction (ILCOUPL = 1) ITSPR = 0 No tangential spring = 1 Add tangential spring NUMSJ Number of segment joints Available for circular shape of MODEL 2
	5.2 Joint Locations If NUMSJ = 0, skip this card AJ_1, AJ_1, ... , AJ_{NUMSJ} AJ_i Angle (degrees) from crown top ($AJ_i \leq 180$)

MODEL = 1 Single Tunnel (Half Section)



MODEL = 2 Single Tunnel (Full Section)

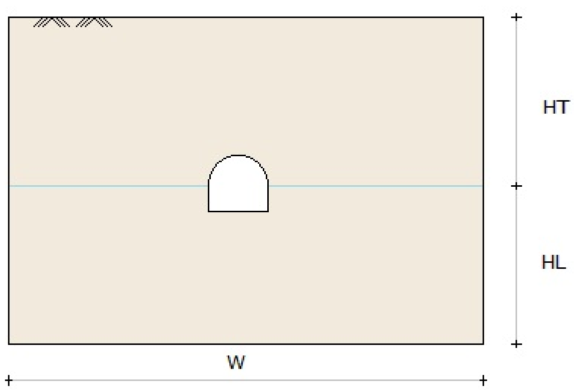
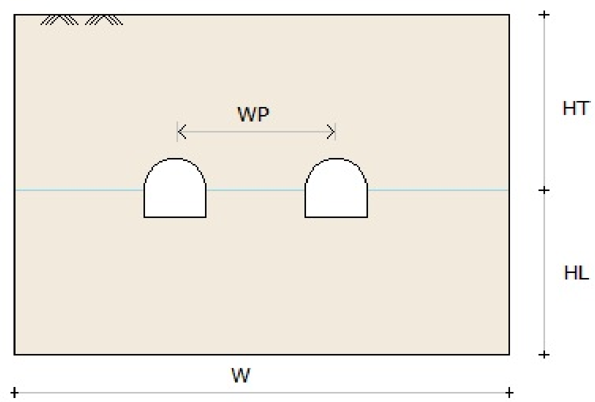


Figure 7.11 Schematic tunnel section view for MODEL = 1 and 2

MODEL = 3 Two Tunnel (Symmetric Section)



MODEL = 4 Two Tunnel (Unsymmetric Section)

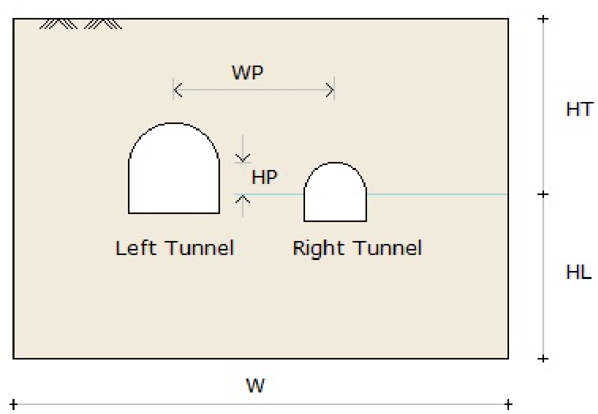
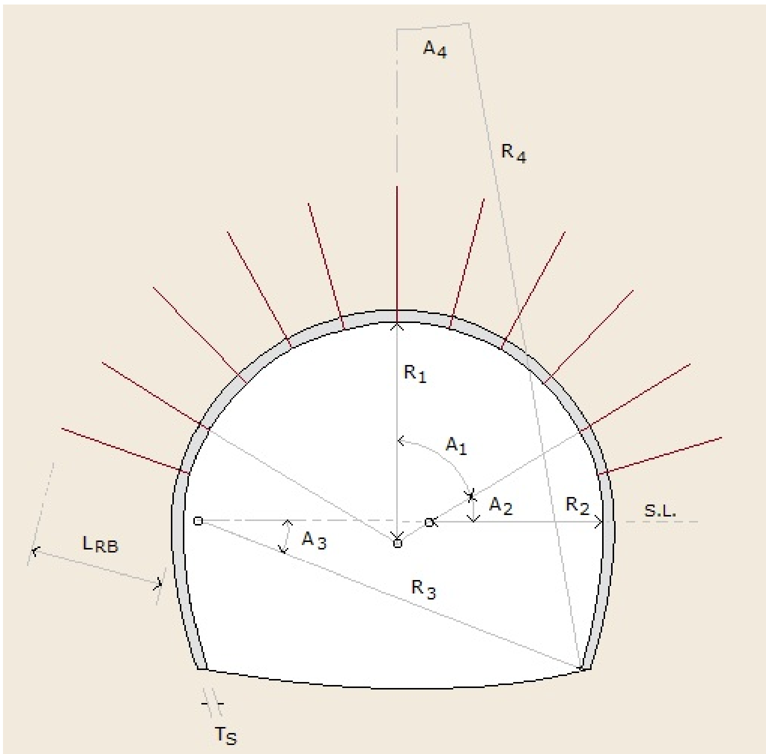


Figure 7.11 Schematic tunnel section view for MODEL = 3 and 4



R_4 = 0 : Invert is flat
R_4 < 0 : Invert depth is given as absolute value of R_4

Refer to Example problem MODEL 4-1 and 4-3

Figure 7.12 Tunnel dimension (A_1+A_2 = 90)

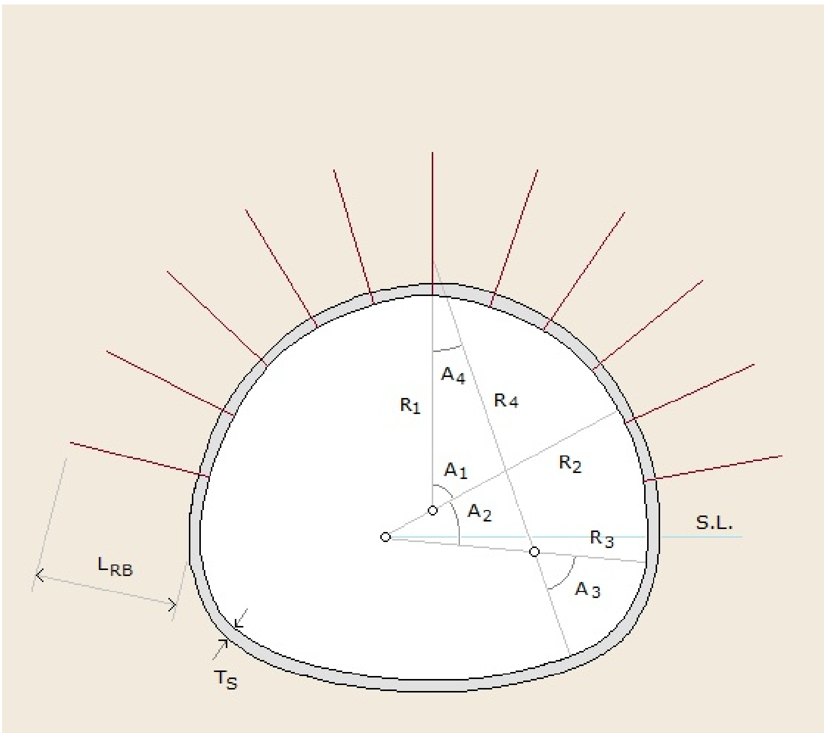


Figure 7.12 Tunnel dimension (A_1+A_2 > 90)

CIRCLE-2D

User's Manual

<table>
<tr><th>Card Group</th><th>Input Data and Definitions</th></tr>
<tr><td rowspan="2">1
General Information</td><td>1.1
TITLE
TITLE — Any title (Max = 80 characters)</td></tr>
<tr><td>1.3
MODEL, NSNEL, NSNODE

MODEL = 1 — Quarter Section
= 2 — Half Section
= 3 — Full Section

NSNEL — Starting element number
NSNODE — Starting node number

See Figure 7.13</td></tr>
<tr><td>2
Geometry</td><td>2.1
R, FINEMESH, NEARMESH, NDIV, BH, BV

R — Radius of Circular Core

FINEMESH = 0 — Coarse Mesh
= 1 — Fine Mesh

NEARMESH = 0 — All Quad Mesh
= 1 — Quad and Triangle Mesh

NDIV — Number of divisions for outer zone
BH, BV — Horizontal and Vertical dimensions</td></tr>
</table>

Card Group	Input Data and Definitions
3 Material Number	3.1 $COREMAT_1$, $COREMAT_2$, $COREMAT_{2j}$, JOINTMAT, NEARMAT $COREMAT_1$ Material No for Core 1 $COREMAT_2$ Material No for Core 2 $COREMAT_{2j}$ Material No for Core 2 facing Joint JOINTMAT Material No for Joint NEARMAT Material No for Near Note $COREMAT_1$ and $COREMAT_2$ have the common interface with NEARMAT and JOINTMAT, respectively. When material number for $COREMAT_1$ or JOINTMAT is zero, meshes corresponding to that material will not be generated.

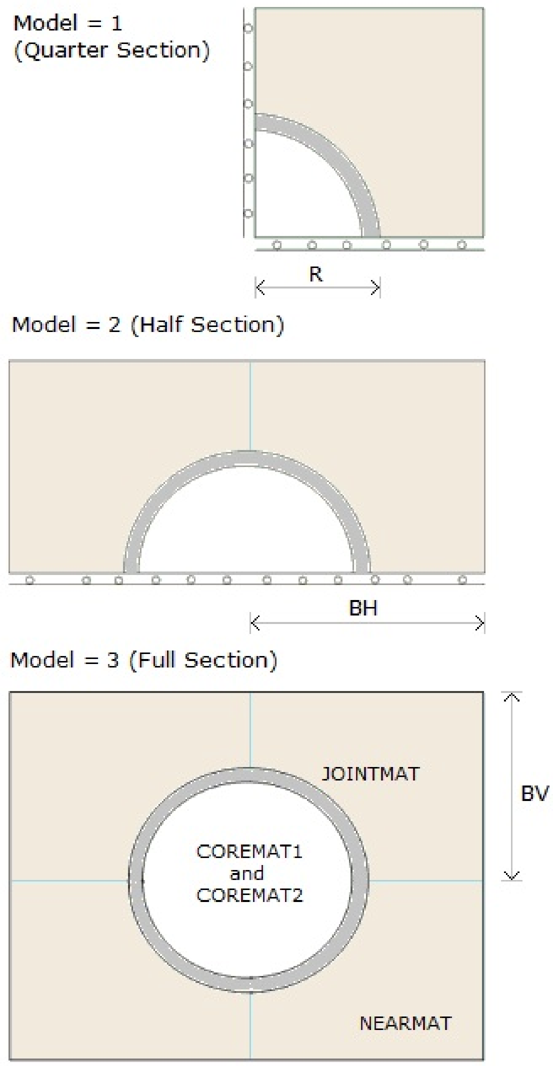


Figure 7.13 Model type for CIRCLE-2D

PRESMAP-3D

User's Manual

Card Group	Input Data and Definitions
1 General Information	1.1 TITLE TITLE — Any title (Max = 80 characters)
	1.3 NBLOCK, NBNODE, NSNODE, NSNEL, CMFAC NBLOCK — Number of blocks NBNODE — Number of block nodes NSNODE — Starting node number NSNEL — Starting element number CMFAC — Coordinate magnification factor Note: If NBLOCK is negative value, the output file contains plotting information for block diagram.
2 Block Coordinates	2.1 NBNODE Cards: $NODE_1$, X_1, Y_1, Z_1 $NODE_2$, X_2, Y_2, Z_2 - - - - - - - - NODE — Node number X — X-coordinate Y — Y-coordinate Z — Z-coordinate

Card Group	Input Data and Definitions
3 Data for Each Block	3.1 BLNAME BLNAME Block name (Max = 60 characters)
	3.2 ILAG ILAG = 0 Serendipity interpolation = 1 Lagrangian interpolation
	3.3 I_1, I_2, I_3, I_4, I_5, I_6, I_7, I_8 M_9, M_{10}, M_{11}, M_{12}, M_{13}, M_{14}, M_{15}, M_{16}, M_{17}, M_{18}, M_{19}, M_{20} M_{21}, M_{22}, M_{23}, M_{24}, M_{25}, M_{26}, M_{27} (only for ILAG=1) See Figure 7.13 I_1 - I_8 Corner node number of a block M_9 - M_{20} Side node number of a block M_{21} - M_{27} Side node number of a block required for Lagrangian interpolation.

Card Group		Input Data and Definitions
3 Data for Each Block	3.4 See Figure 7.14	3.4.1 NBOUND NBOUND Number of boundaries to be specified. If NBOUND=0, go to Card group 3.5
		3.4.2 NBOUND Cards For SMAP-3D IBTYPE, ISX, ISY, ISZ, IFX, IFY, IFZ For SMAP-T3 IBTYPE, ID, IDF IBTYPE = 1 Interior volume = 2 Front surface = 3 Back surface = 4 Left surface = 5 Right surface = 6 Top surface = 7 Bottom surface = 8 Line I_1 and I_2 = 9 Line I_2 and I_3 = 10 Line I_3 and I_4 = 11 Line I_4 and I_1 = 12 Line I_5 and I_6 = 13 Line I_6 and I_7 = 14 Line I_7 and I_8 = 15 Line I_8 and I_5 = 16 Line I_1 and I_5 = 17 Line I_2 and I_6 = 18 Line I_3 and I_7 = 19 Line I_4 and I_8

Card Group	Input Data and Definitions	
3 Data for Each Block	See Figure 7.14	3.4.2 = 20 Node I_1 = 21 Node I_2 = 22 Node I_3 = 23 Node I_4 = 24 Node I_5 = 25 Node I_6 = 26 Node I_7 = 27 Node I_8 ISX Skeleton X DOF ISY Skeleton Y DOF ISZ Skeleton Z DOF IFX Pore fluid X DOF relative to skeleton IFY Pore fluid Y DOF relative to skeleton IFZ Pore fluid Z DOF relative to skeleton ISX, ISY, ISZ, IFX, IFY, IFZ = 0 Free to move in specified direction = 1 Fixed in specified direction Note: Default boundary conditions are ISX=ISY=ISZ=0 and IFX=IFY=IFZ=1 For SMAP-T3 ID = 0 Heat flow is specified = 1 Temperature is specified IDF = Time history identification number

Card Group	Input Data and Definitions
3 Data for Each Block	3.5

MATNO, NDX, NDY, NDZ, KS, KF For SMAP-S3/3D
MATNO, NDX, NDY, NDZ, IDH For SMAP-T3

MATNO		Material property number
NDX		Number of elements in x-direction
NDY		Number of elements in y-direction
NDZ		Number of elements in z-direction
KS	=-1	Element has high explosive solid phase
	= 0	Element has solid phase
	> 0	Element has joint and absolute value of KS represents face designation number
KF	= 0	Element has fluid phase
	= 1	Element has no fluid phase
IDH		Heat generation history ID number

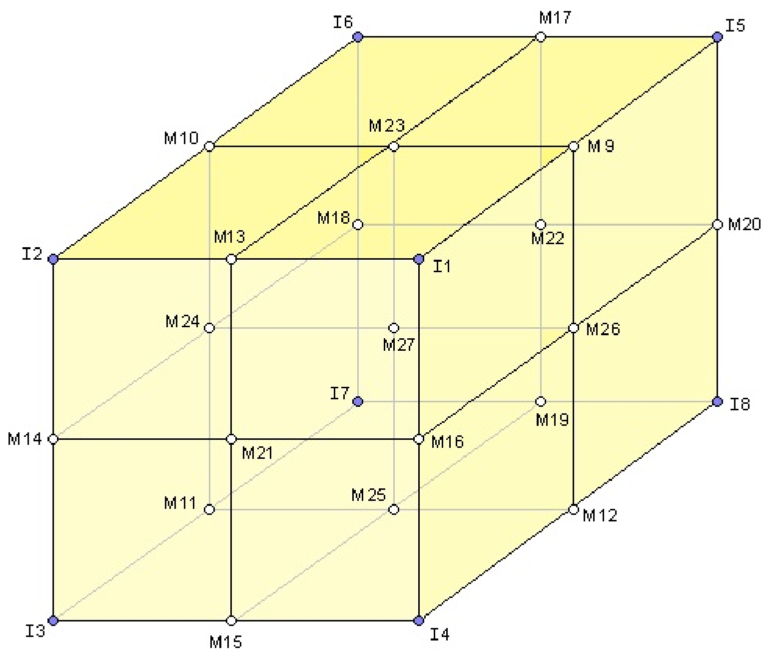


Figure 7.13 Block index for PRESMAP-3D

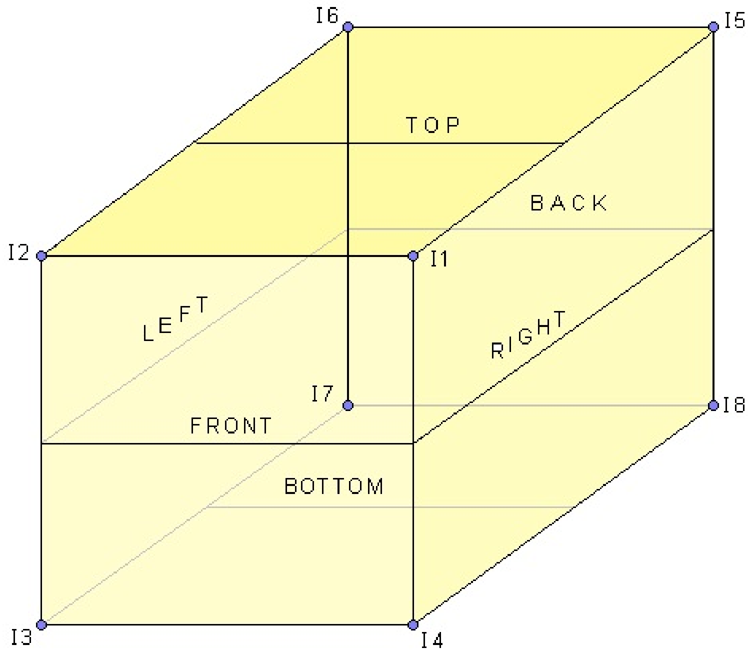


Figure 7.14 Boundary surface designation for PRESMAP-3D

CROSS-3D

User's Manual

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General Information</td><td>1.1

TITLE

TITLE Any title (Max = 80 characters)</td></tr>
<tr><td>1.2

MODELNO, KF, NSNODE, NSNEL, CMFAC (SMAP-3D)
MODELNO, IH, NSNODE, NSNEL, CMFAC (SMAP-T3)

MODELNO = 1 Identical size tunnels crossing at right angle at the same level. See Figure 7.15 and 7.16

= 2 Large and small tunnels crossing at right angle at the same level. See Figure 7.17 and 7.18

= 3 Lower and upper tunnels crossing at right angle with some clearance. See Figure 7.19 and 7.20

KF = 0 Element has fluid phase
= 1 Element has no fluid phase

IH Heat source ID number (SMAP-T3)

NSNODE Starting node number
NSNEL Starting element number
CMFAC Coordinate magnification factor</td></tr>
</table>

Card Group	Input Data and Definitions
2 For MODELNO =1 (Identical Two Crossing Tunnels, See Figures 7.15 & 7.16)	2.1.1 XL, YB, YT, ZL, t XL, YB, YT, ZL — Problem dimensions (See Figure 7.15) t — Radial distance from tunnel surface to the boundary of near region. Default value is 20% of the tunnel width. Example, t = liner thickness
	2.1.2 IPART, NDR, NTBND, NTOPN IPART = 0 Whole region (from Y =-YB to Y = YT) = 1 Upper region (from Y = 0.0 to Y = YT) = 2 Lower region (from Y =-YB to Y = 0.0) NDR — Number of elements along radial distance (t) NTBND — Number of elements along the length (XL+YB+YT+ZL) NTOPN — Number of elements along the perimeter of tunnel opening from node 1 to node 5. See Figure 7.16

Card Group	Input Data and Definitions
2 For MODELNO =1 (Identical Two Crossing Tunnels, see Figures 7.15 & 7.16)	2.1.3 NTNODE NTNODE Cards: $NODE_1$, X_1, Y_1 $NODE_2$, X_2, Y_2 - - - - - - NTNODE — Number of nodes to specify tunnel shape NODE — Node number X — X-coordinate Y — Y-coordinate Note: Nodes from 1 to 5 are required

Card Group	Input Data and Definitions
2 For MODELNO =2 (Large and Small Crossing Tunnels, See Figures 7.17 & 7.18)	2.2.1 XL, YB, YT, ZL, t_l, t_s XL, YB, YT, ZL — Problem dimensions (See Figure 7.17) t_l, t_s — Radial distance from tunnel surface to the boundary of near region. t_l is for large tunnel and t_s for small tunnel ($t_l \geq t_s$). Default value is 20% of the tunnel width. Example, t = liner thickness
	2.2.2 IPART, NDR, NTBND, NTOPNL, NTOPNS IPART = 0 — Whole region (from Y = -YB to Y = YT) = 1 — Upper region (from Y = 0.0 to Y = YT) = 2 — Lower region (from Y = -YB to Y = 0.0) NDR — Number of elements along the radial distance (t_l for large tunnel and t_s for small tunnel) NTBND — Number of elements along the length (XL+YB+YT+ZL) NTOPNL — Number of elements along the perimeter of large tunnel opening from node 1 to node 7 See Figure 7.18 NTOPNS — Number of elements along the perimeter of small tunnel opening from node 1 to node 5 See Figure 7.18

Card Group	Input Data and Definitions
2 For MODELNO =2 (Large and Small Crossing Tunnels, see Figures 7.17 & 7.18)	2.2.3 **Large Tunnel Shape, See Figure 7.18** NTLNODE NTLNODE Cards: $NODE_1$, X_1, Y_1 / $NODE_2$, X_2, Y_2 / - - - / - - - NTLNODE — Number of nodes to specify large tunnel NODE — Node number X — X-coordinate Y — Y-coordinate Note: Nodes from 1 to 7 are required
	2.2.4 **Small Tunnel Shape, See Figure 7.18** NTSNODE NTSNODE Cards: $NODE_1$, Z_1, Y_1 / $NODE_2$, Z_2, Y_2 / - - - / - - - NTSNODE — Number of nodes to specify small tunnel NODE — Node number Z — Z-coordinate Y — Y-coordinate Note: Nodes from 1 to 5 are required

Card Group	Input Data and Definitions
2 For MODELNO =3 (Crossing Tunnels with Clearance, See Figures 7.19 & 7.20)	2.3.1 XL, YB, YC, YT, ZL, t_l, t_u XL, YB, YC, YT, ZL — Problem dimensions (See Figure 7.19) t_l, t_u — Radial distance from tunnel surface to the boundary of near region. t_l is for lower tunnel and t_u for upper tunnel. Default value is 20% of the tunnel width. Example, t = liner thickness.
	2.3.2. NDRL, NDRU, NTBND, NTOPNL, NTOPNU NDRL — Number of elements along the radial distance (t_l) for lower tunnel NDRU — Number of elements along the radial distance (t_u) for upper tunnel NTBND — Number of elements along the length (XL+YB+YC+YT+ZL) NTOPNL — Number of elements along the perimeter of lower tunnel opening from node 1 to node 5. See Figure 7.20 NTOPNU — Number of elements along the perimeter of upper tunnel opening from node 1 to node 5. See Figure 7.20

Card Group	Input Data and Definitions
2 For MODELNO =3 (Crossing Tunnels with Clearance, See Figures 7.19 & 7.20)	2.3.3 Lower Tunnel Shape, See Figures 7.20 NTLNODE NTLNODE Cards: $NODE_1$, X_1, Y_1 $NODE_2$, X_2, Y_2 - - - - - - NTLNODE — Number of nodes to specify lower tunnel NODE — Node number X — X-coordinate Y — Y-coordinate Note: Nodes from 1 to 5 are required
	2.3.4 Upper Tunnel Shape, See Figures 7.20 NTUNODE NTUNODE Cards: $NODE_1$, Z_1, Y_1 $NODE_2$, Z_2, Y_2 - - - - - - NTUNODE — Number of nodes to specify upper tunnel NODE — Node number Z — Z-coordinate Y — Y-coordinate Note: Nodes from 1 to 5 are required

Card Group	Input Data and Definitions
3	3.1 NBOUND NBOUND — Number of boundaries to be specified If NBOUND = 0, no data is required hereafter
Boundary Conditions	3.2 NBOUND Cards IBTYPE, ISX, ISY, ISZ, IFX, IFY, IFZ (SMAP-3D) IBTYPE, ID, IDF (SMAP-T3) IBTYPE = 1 Interior volume (overriding default) = 2 Front surface (Z = ZL) = 3 Back surface (Z = 0.0) = 4 Left surface (X = 0.0) = 5 Right surface (X = XL) = 6 Top surface For MODELNO = 1 or 2, Y = YT if IPART = 0 or 1 Y = 0.0 if IPART =2 For MODELNO = 3, Y = YT + YC = 7 Bottom surface For MODELNO = 1 or 2, Y = 0.0 if IPART = 1 Y =-YB if IPART = 0 or 2 For MODELNO = 3, Y =-YB ISX — Skeleton X DOF ISY — Skeleton Y DOF ISZ — Skeleton Z DOF

Card Group	Input Data and Definitions
2 Boundary Conditions	3.2 IFX Pore fluiud X DOF relative to skeleton IFY Pore fluiud Y DOF relative to skeleton IFZ Pore fluiud Z DOF relative to skeleton ISX, ISY, ISZ, IFX, IFY, IFZ = 0 Free to move in specified direction = 1 Fixed in specified direction *Note:* Default boundary conditions are ISX=ISY=ISZ=0 and IFX=IFY=IFZ=1 For SMAP-T3 ID = 0 Heat flow is specified = 1 Temperature is specified IDF = Time history identification number

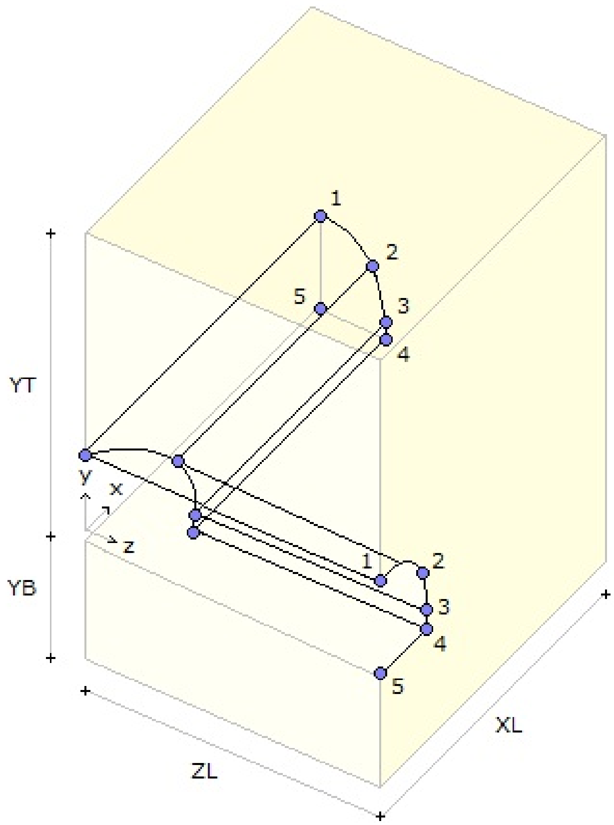


Figure 7.15 Schematic view of identical two crossing tunnels for MODELNO = 1

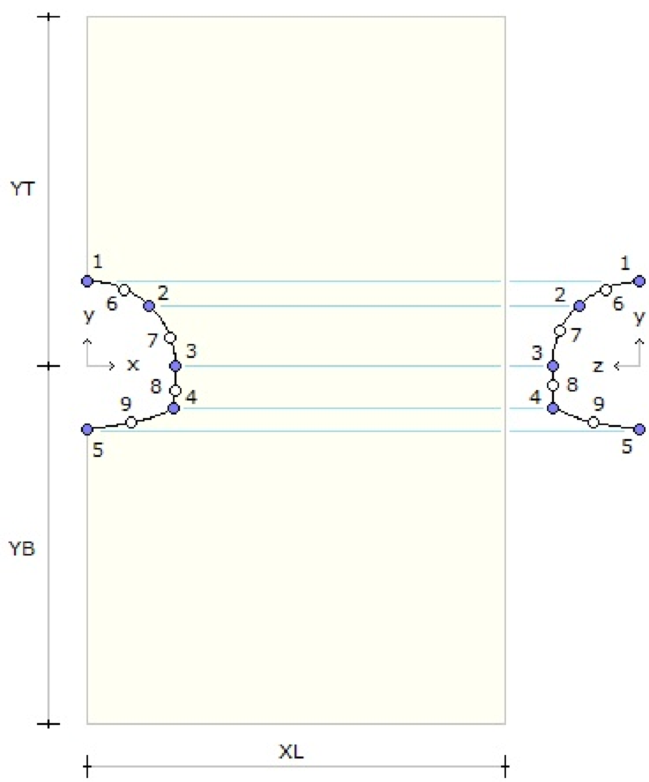


Figure 7.16 Node numbers defining tunnel shape for MODELNO = 1

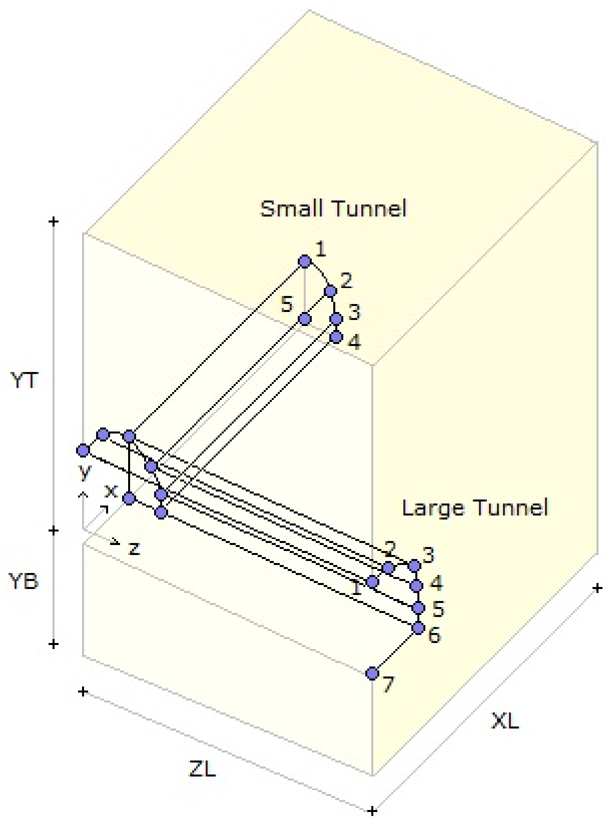


Figure 7.17 Schematic view of large and small crossing tunnels for MODELNO = 2

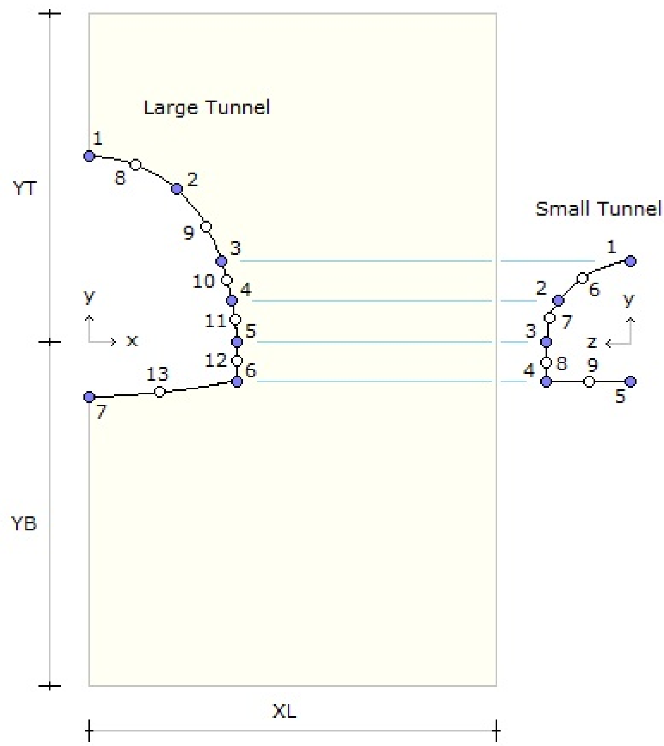


Figure 7.18 Node numbers defining tunnel shape for MODELNO = 2

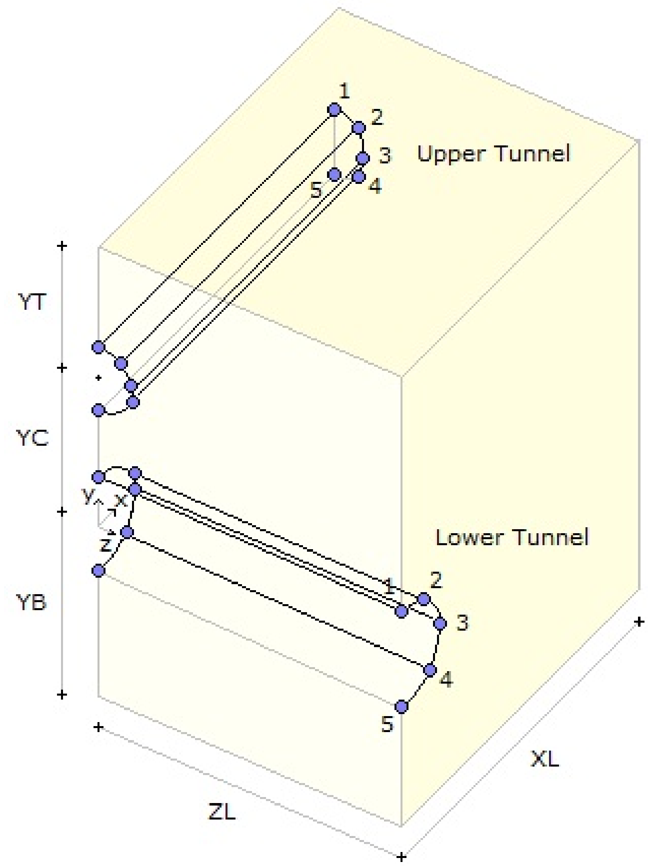


Figure 7.19 Schematic view of crossing tunnels with clearance for MODELNO = 3

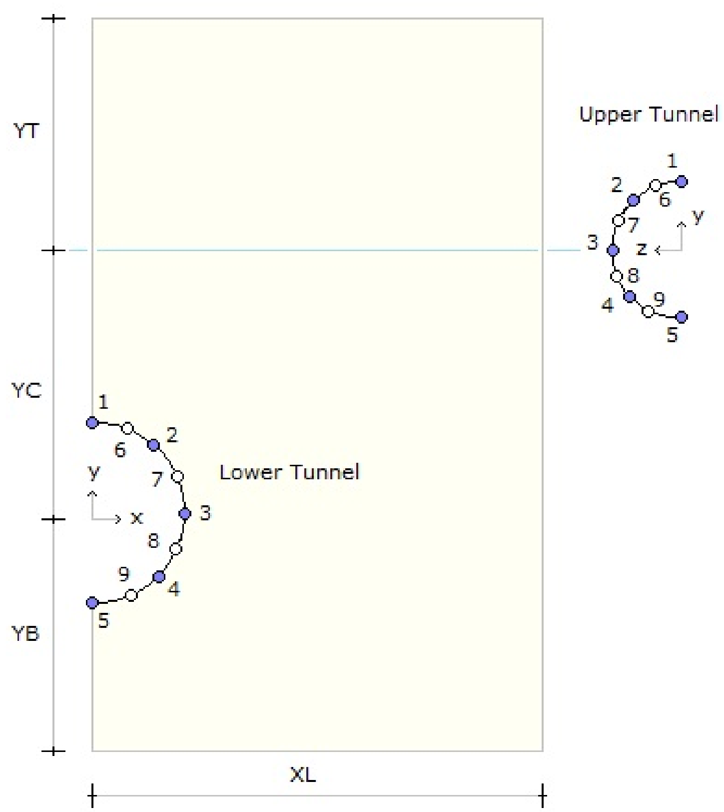


Figure 7.20 Node numbers defining tunnel shape for MODELNO = 3

GEN-3D

User's Manual

Card Group	Input Data and Definitions
1 General Information	1.1 TITLE TITLE Any title (Max = 60 characters)
	1.2 NBZ, NBNODE, NSNODE, NSNEL, IBOUND, IPLANE, CLOSE, CMFAC NBZ Number of blocks in z-direction NBNODE Number of block nodes in z-direction NSNODE Starting node number NSNEL Starting element number IBOUND = 0 Do not include control boundary (Default) = 1 Include boundary as wire frame (Truss) = 2 Include boundary as plane surface (Shell) = 3 Include boundary as frame and surface IPLANE = 0 Input 2D section in (X, Y) plane (Default) = 1 Input 2D section in (-Z, Y) plane = 2 Input 2D section in (X,-Z) plane = 3 Input 2D section in specified plane ICLOSE = 0 Open loop = 1 Closed loop First section represents last section CMFAC Coordinate magnification factor for 2D sec.
	1.2.1 If IBOUND = 0, skip this card X_{LEFT}, X_{RIGHT}, Y_{BOTTOM}, Y_{TOP}, Z_{BACK}, Z_{FRONT} X_{LEFT}, X_{RIGHT} X coordinates for left & right boundary Y_{BOTTOM}, Y_{TOP} Y coordinates for bottom & top boundary Z_{BACK}, Z_{FRONT} Z coordinates for back & front boundary

Card Group	Input Data and Definitions
1 General Information	1.2.2 Required only if IPLANE = 3 X_O, Y_O, Z_O X_a, Y_a, Z_a X_b, Y_b, Z_b X_O, Y_O, Z_O Coordinates defining local origin X_a, Y_a, Z_a Coordinates defining local x axis X_b, Y_b, Z_b Coordinates defining local y axis
	1.3 IBZ_{BASE}, IBZ_{FRONT}, IBZ_{BACK} See Figure 7.21 IBZ_{BASE} Base boundary code IBZ_{FRONT} Front surface boundary code IBZ_{BACK} Back surface boundary code IBZ ISZ IFZ 0 0 0 1 0 1 2 1 0 3 1 1 ISZ Z DOF for skeleton motion IFZ Z DOF for relative pore fluid motion ISZ,IFZ = 0 Free to move in specified direction. = 1 Fixed in specified direction. For SMAP-T3 ID = ISZ and IDF = IFZ ID = 0 Heat flow is specified = 1 Temperature is specified IDF Time history identification number

Card Group	Input Data and Definitions
2 Block Coordinate	2.1

NBNODE Cards:

$NODE_1$, Z_1, X_1
$NODE_2$, Z_2, X_2
\- - -
\- - -
\- - -

NODE	Node number
Z	Z coordinate
X	X coordinate

Note: Z and X define the coordinates of center line

Card Group	Input Data and Definitions
3 Data for Each Block	3.1 BLNAME BLNAME Block name (up to 60 characters)
	3.2 IBLNO IBLNO Block number
	3.3 I, J, LTYPE, IMATC, IMATB, IMATT, NIXCH (See Figure 7.21) I, J End node number of a block LTYPE = 0 Straight line = 1 Circular line IMATC Material number increment for Continuum IMATB Material number increment for Beam IMATT material number increment for Truss NIXCH Number of materials for index change
	3.4 NDZ, α, MC_1, MC_2, MC_3, MB, MT NDZ Number of elements in z-direction α = 0.5 Element length is constant = 0.3 Element length is growing from I to J = -0.3 Element length is growing from J to I MC Material number not to be modified for Continuum MB Material number not to be modified for Beam MT Material number not to be modified for Truss If MC/MB/MT has negative sign, that material will be removed
	3.5 Required only for LTYPE = 1 Z_o, X_o, R, θ_b, θ_e Z_o, X_o Coordinates of origin R Radius θ_b, θ_e Beginning and ending angle (°)

<table>
<tr><th>Card Group</th><th colspan="2">Input Data and Definitions</th></tr>
<tr><td>3</td><td colspan="2">3.6
Required only for NIXCH > 0

NIXCH Cards: MAT, NMAT, NI_1, NI_2, NI_3, NI_4, NI_5, NI_6, NI_7, NI_8

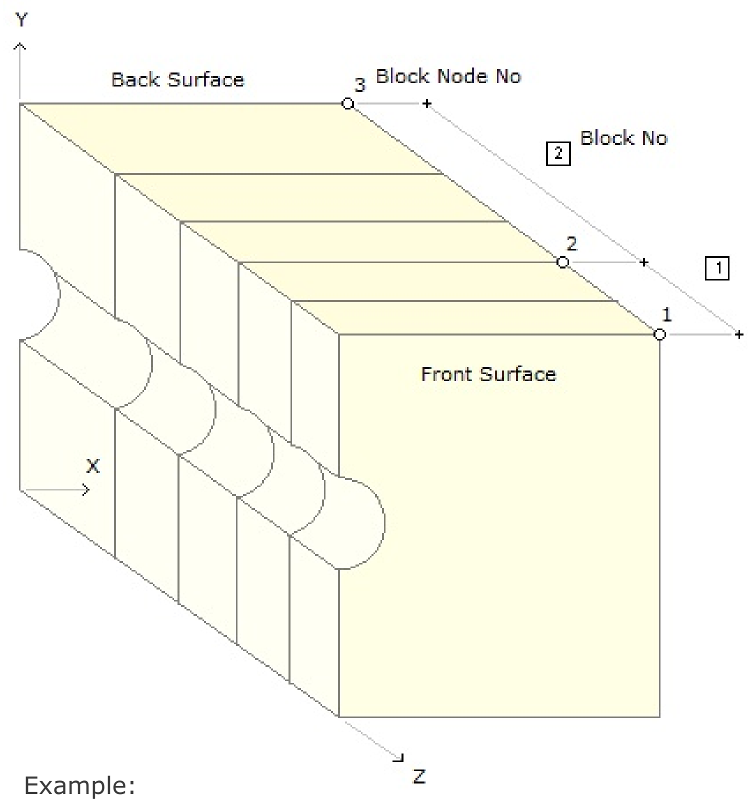
MAT — Material number
NMAT — New material number
NI_i — Index number increment at NI_i

Note: Index change applied only for block first layer. If NMAT = -1, it assumes that new material property number 1 consists of joint elements whose joint face designates number KS = 6</td></tr>
<tr><td rowspan="3">4
Transmitting Boundary Generation</td><td colspan="2">4.1
ITRANB
ITRANB = 0 — Do not generate transmitting boundary
= 1 — Generate transmitting boundary
= 2 — Generate element transmitting boundary

If ITRANB = 0, rest of Cards are not used
If ITRANB = 2, go to Card Group 4.4</td></tr>
<tr><td rowspan="2">4.2.
Material Property</td><td>4.2.1
NTNC
NTNC — Number of material property set</td></tr>
<tr><td>4.2.21
NTNC Cards: MAT, RHO, CP, CS

MAT — Material number
RHO — Mass density
CP — Compression wave speed
CS — Shear wave speed</td></tr>
</table>

Card Group	Input Data and Definitions
4 Transmitting Boundary Generation	4.3 Nodal Transmitting Boundary Generation (Can be repeated in any order) For surface whose normal is x-direction, 1 NPT $N_1, N_2, \ldots, N_{NPT}$ For surface whose normal is y-direction, 2 NPT $N_1, N_2, \ldots, N_{NPT}$ For surface whose normal is z-direction (Front Surface) 3 For surface whose normal is z-direction (Back Surface) 4 For end of transmitting boundary generation, 0 NPT Number of nodes $N_1, N_2, \ldots, N_{NPT}$ Node numbers
	4.4 Element Transmitting Boundary Generation (Can be repeated in any order) For surface whose normal is X-Y plane 1 NPT $N_1, N_2, \ldots, N_{NPT}$ For front surface, 3 For back surface, 4 For end of transmitting boundary generation, 0 NPT Number of nodes $N_1, N_2, \ldots, N_{NPT}$ Node numbers



Example:

IPLANE = 0 (Input 2D section in X-Y plane)

For Block No 1, I = 1 J = 2 NDZ = 2 α = 0.4
For Block No 2, I = 2 J = 3 NDZ = 3 α = 0.4

Total Number of Blocks, NBZ = 2
Total Number of Block Nodes, NBNODE = 3

Figure 7.21 Block index for GEN-3D

PRESMAP-GP

User's Manual

Card Group	Input Data and Definitions
1 General Information	1.1 TITLE TITLE Any title (Max = 80 characters) Note: Following two cards are required at the beginning StartPresmap VersionNo = 7.000
	1.2 NBLOCK, NBNODE, NSNODE, NSNEL, IGBND, ISMAP, CMFAC, ICOMP NBLOCK Number of blocks NBNODE Number of block nodes NSNODE Starting node number NSNEL Starting element number IGBND = 0 Do not generate = 1 Generate global boundary conditions based on Card 1.3 ISMAP = 1 Mesh generation for SMAP-S2 = 2 Mesh generation for SMAP-2D = -2 Mesh generation for SMAP-T2 = 3 Mesh generation for SMAP-3D & S3 = -3 Mesh generation for SMAP-T3 CMFAC Coordinate magnification factor ICOMP = 0 Do not impose = 1 Impose compatibility between blocks Note: If NBLOCK is negative value, the output file contains plotting information for block diagram

Card Group	Input Data and Definitions
1	1.3
General Information	Six cards starting from right, left, top, bottom, front, back For SMAP-S2/S3/2D/3D ISG, ISX, ISY,ISZ, IFG, IFX, IFY,IFZ, IRG, IRX, IRY,IRZ For SMAP-T2/T3 ITG, IDF, T, CF ISG, IFG, IRG = 0 None = 1 Free boundary = 2 Fixed boundary = 3 Roller boundary = 4 Specified in X, Y, Z directions ITG = 0 None = 1 Heat Flow = 2 Temperature IDF Time function identification number T Initial temperature CF Time function coefficient
	1.4 ELMIN, MAXNEL ELMIN Minimum element length MAXNEL Maximum number of elements Note: ELMIN and MAXNEL are used in PLOT-3D as control parameters to generate automatically finite elements

Card Group	Input Data and Definitions
2 Block Coordinate	2.1 NBNODE Cards ┌ $NODE_1$, X_1, Y_1, Z_1 │ $NODE_2$, X_2, Y_2, Z_2 │ - - - - └ - - - - NODE Node number X X-coordinate Y Y-coordinate Z Z-coordinate

Card Group	Input Data and Definitions
3 Data for Each Block	3.0 IBETYPE IBETYPE = 1 Line block (Beam or Truss Element) = 2 Quad surface block = -2 Triangle surface block Surface block generates plane strain/stress, or axisymmetric element for ISMAP = 1 or 2 and shell/ membrane element for ISMAP = 3 = 3 Hexahedron volume block = -3 Prism volume block. Volume block generates 3-D Continuum element or 3-D Joint element. Note: Card Group 3 requires following cards: At the beginning of each block StartBlock At the end of each block EndBlock At the end of last block EndOfLastBlock

Card Group	Input Data and Definitions
3	3.1 BLNAME BLNAME Block name (Max = 60 characters)
Data for Each Line Block [IBETYPE =1]	3.2 ICOORD, IMODE, ILAG Interpolation based on ICOORD = 1 Rectangular coordinate = 2 Spherical coordinate = 3 Cylindrical coordinate Modify generated coordinate IMODE = 0 Do not modify = 1 Modify using reference node (M_5) as origin for ICOORD = 1. Modify coordinate based on rectangular grid for ICOORD = 2 or 3. ILAG = 0 Generate Beam element = 1 Generate Truss element

Card Group	Input Data and Definitions
3 Data for Each Line Block [IBETYPE =1]	3.3 I_1, I_2 M_3 M_4 M_5, M_6, M_7 See Figure 7.22 I_1 - I_2 Corner node number of a block M_3 Side node number of a block M_4 Reference node number For ICOORD = 2 M_5 Node number defining origin of spherical coordinate For ICOORD = 3 M_5 Node number defining reference origin of cylindrical coordinate M_6 Node number defining cylinder axis M_5 - M_6 M_7 Node number defining other local axis M_5 - M_7 which is normal to cylinder axis.

Card Group	Input Data and Definitions	
3 Data for Each Line Block [IBETYPE =1]	3.4	3.4.1 NBOUND NBOUND Number of boundaries to be specified If NBOUND = 0, go to Card group 3.5
		3.4.2 NBOUND cards For SMAP-S2/S3/2D/3D IBTYPE, ISX, ISY,ISZ, IFX, IFY,IFZ, IRX, IRY,IRZ For SMAP-T2/T3 IBTYPE, ID, IDF, T, CF IBTYPE = 1 Interior line = 2 Node I_1 = 3 Node I_2 = 4 Node M_4 Skeleton X, Y, Z DOF : ISX, ISY, ISZ Pore fluid X, Y, Z DOF relative to skeleton : IFX, IFY, IFZ Rotational DOF about X, Y, Z axis : IRX, IRY, IRZ ISX, ISY, ISZ, IFX, IFY, IFZ, IRX, IRY, IRZ = 0 Free to move in specified direction = 1 Fixed in specified direction Default boundary conditions ISX=ISY=ISZ=0, IFX=IFY=IFZ=1, IRX=IRY=IRZ=0 For SMAP-T2/T3 ID = 0 Heat flow is specified = 1 Temperature is specified IDF Time function identification number T Initial temperature CF Time function coefficient

Card Group	Input Data and Definitions
3 Data for Each Line Block [IBETYPE =1]	3.5 MATNO, NDX MATNO Material property number NDX Number of elements in x-direction

Card Group	Input Data and Definitions
3 Data for Each Quad Surface Block [IBETYPE =2]	3.1 BLNAME BLNAME Block name (Max = 60 characters)
	3.2 ICOORD, IMODE, ILAG Interpolation based on ICOORD = 1 Rectangular coordinate = 2 Spherical coordinate = 3 Cylindrical coordinate Modify generated coordinate IMODE = 0 Do not modify = 1 Modify using reference node (M_{10}) as origin for ICOORD = 1. Modify coordinate based on rectangular grid for ICOORD = 2 or 3. ILAG = 0 Serendipity interpolation = 1 Lagrangian interpolation = 2 Surface sector generation

Card Group	Input Data and Definitions
3 Data for Each Quad Surface Block [IBETYPE =2]	3.3 I_1, I_2, I_3, I_4 M_5, M_6, M_7, M_8 M_9 M_{10}, M_{11}, M_{12} See Figure 7.22 I_1 - I_4 Corner node number of a block M_5-M_8 Side node number of a block M_9 Center node number of a block, used for ILAG = 1 For ICOORD = 2 M_{10} Node number defining origin of spherical coordinate For ICOORD = 3 M_{10} Node number defining reference origin of cylindrical coordinate M_{11} Node number defining cylinder axis M_{10} - M_{11} M_{12} Node number defining other local axis M_{10} - M_{12} which is normal to cylinder axis

Card Group		Input Data and Definitions
3	3.4	3.4.1 NBOUND NBOUND — Number of boundaries to be specified If NBOUND = 0, go to Card group 3.5
Data for Each Quad Surface Block [IBETYPE =2]		3.4.2 NBOUND cards For SMAP-S2/S3/2D/3D IBTYPE, ISX, ISY,ISZ, IFX, IFY,IFZ, IRX, IRY,IRZ For SMAP-T2/T3 IBTYPE, ID, IDF, T, CF IBTYPE = 1 Interior surface = 2 Line I_1 - I_2 = 3 Line I_2 - I_3 = 4 Line I_3 - I_4 = 5 Line I_4 - I_1 = 6 Node I_1 = 7 Node I_2 = 8 Node I_3 = 9 Node I_4 Skeleton X, Y, Z DOF : ISX, ISY, ISZ Pore fluid X, Y, Z DOF relative to skeleton : IFX, IFY, IFZ Rotational DOF about X, Y, Z axis : IRX, IRY, IRZ ISX, ISY, ISZ, IFX, IFY, IFZ, IRX, IRY, IRZ = 0 Free to move in specified direction = 1 Fixed in specified direction Default boundary conditions ISX=ISY=ISZ=0, IFX=IFY=IFZ=1, IRX=IRY=IRZ=0 For SMAP-T2/T3 ID = 0 Heat flow is specified = 1 Temperature is specified IDF Time function identification number T Initial temperature CF Time function coefficient

Card Group	Input Data and Definitions
3	3.5

Data for Each Quad Surface Block [IBETYPE =2]

MATNO, NDX, NDY
NT_1, NT_2, NT_3, NT_4
MAT_1, MAT_2, MAT_3, MAT_4
THICK, DENSITY (For ISMAP = 1)
KS, KF (For ISMAP = 2)
IDH (For ISMAP =-2 or -3)

MATNO	Material property number
NDX	Number of elements in I_2 to I_1 direction
NDY	Number of elements in I_2 to I_3 direction
NT	For NT i is greater than zero, a triangle at block node i with NT i divisions along the triangle base. NT i $\leq$ min (NDX, NDY) and NT i + NT j $\leq$ min (NDX, NDY) where i =1, 2, 3, 4; j =2, 3, 4, 1
MAT_i	Material property number for the triangle at block node i. Zero value of MAT will remove the triangle.
THICK	Thickness of element. For plane strain, use THICK = 1.0
DENSITY	Unit weight of element
KS = -1	Element has high explosive solid phase
= 0	Element has solid phase
> 0	Element has joint and absolute value of KS represents face designation number.
KF = 0	Element has fluid phase
= 1	Element has no fluid phase
IDH	Heat generation history ID number

Card Group	Input Data and Definitions
3	3.6

Data for Each Quad Surface Block [IBETYPE =2]

Only for ICOORD = 2 and ILAG = 2

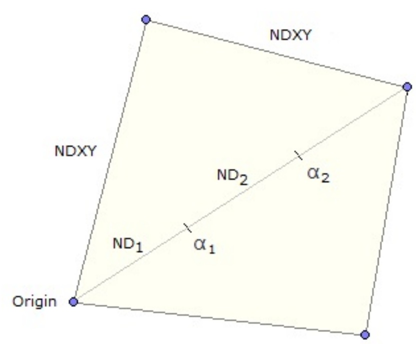
NSEG

NSEG Cards:
- $ALPA_1$, $NDIV_1$
- $ALPA_2$, $NDIV_2$
- -, -

NSEG	Number of segments
ALPA	Percent radial distance from origin
NDIV	Number of divisions between $ALPA_{i-1}$ and $ALPA_i$

Note: This option (ILAG=2) is to generate surface sector and has the following restrictions:

1. ICOORD = 2 (Spherical Coordinate)
2. IMOD = 0 Curved edge
   = 2 Straight edge
3. Midside and center nodes are not used.
4. NDX = NDY = NDXY = Σ $NDIV_i$



Card Group	Input Data and Definitions
3	3.1 BLNAME BLNAME Block name (Max = 60 characters)
Data for Each Triangle Surface Block [IBETYPE =-2]	3.2 ICOORD, IMODE, ILAG Interpolation based on ICOORD = 1 Rectangular coordinate = 2 Spherical coordinate = 3 Cylindrical coordinate Modify generated coordinate IMODE = 0 Do not modify = 1 Modify using reference node (M_8) as origin for ICOORD = 1. Modify coordinate based on rectangular grid for ICOORD = 2 or 3. ILAG = 0 Serendipity interpolation = 1 Lagrangian interpolation = 2 Circular surface generation

Card Group	Input Data and Definitions
3 Data for Each Triangle Surface Block [IBETYPE =-2]	3.3 I_1, I_2, I_3 M_4, M_5, M_6 M_7 M_8, M_9, M_{10} See Figure 7.22 I_1 - I_3 Corner node number of a block M_4- M_6 Side node number of a block M_7 Center node number of a block for ILAG = 1 For ICOORD = 2 M_8 Node number defining origin of spherical coordinate For ICOORD = 3 M_8 Node number defining reference origin of cylindrical coordinate. M_9 Node number defining cylinder axis M_8-M_9 M_{10} Node number defining other local axis M_8-M_{10} which is normal to cylinder axis.

Card Group		Input Data and Definitions
3 Data for Each Triangle Surface Block [IBETYPE=-2]	3.4	3.4.1 NBOUND NBOUND Number of boundaries to be specified If NBOUND = 0, go to Card group 3.5
		3.4.2 NBOUND cards For SMAP-S2/S3/2D/3D IBTYPE, ISX, ISY,ISZ, IFX, IFY,IFZ, IRX, IRY,IRZ For SMAP-T2/T3 IBTYPE, ID, IDF, T, CF IBTYPE = 1 Interior surface = 2 Line I_1 - I_2 = 3 Line I_2 - I_3 = 4 Line I_3 - I_1 = 5 Node I_1 = 6 Node I_2 = 7 Node I_3 Skeleton X, Y, Z DOF : ISX, ISY, ISZ Pore fluid X, Y, Z DOF relative to skeleton : IFX, IFY, IFZ Rotational DOF about X, Y, Z axis : IRX, IRY, IRZ ISX, ISY, ISZ, IFX, IFY, IFZ, IRX, IRY, IRZ = 0 Free to move in specified direction = 1 Fixed in specified direction Default boundary conditions ISX=ISY=ISZ=0, IFX=IFY=IFZ=1, IRX=IRY=IRZ=0 For SMAP-T2/T3 ID = 0 Heat flow is specified = 1 Temperature is specified IDF Time function identification number T Initial temperature CF Time function coefficient

Card Group	Input Data and Definitions
3 Data for Each Triangle Surface Block [IBETYPE =-2]	3.5 MATNO, NDXY THICK, DENSITY (For ISMAP = 1) KS, KF (For ISMAP = 2) IDH (For ISMAP =-2 or -3) MATNO Material property number NDXY Number of elements along triangle edge For wedge surface block, use negative NDXY Refer to Example problem 11 THICK Thickness of element. For plane strain, use THICK = 1.0 DENSITY Unit weight of element KS = -1 Element has high explosive solid phase = 0 Element has solid phase > 0 Element has joint and absolute value of KS represents face designation number. KF = 0 Element has fluid phase = 1 Element has no fluid phase IDH Heat generation history ID number

Card Group	Input Data and Definitions
3	3.6

Data for Each Triangle Surface Block [IBETYPE =-2]

Only for ICOORD = 2 and ILAG = 2

NSEG

NSEG Cards
┌ $ALPA_1$, $NDIV_1$
│ $ALPA_2$, $NDIV_2$
└ - -

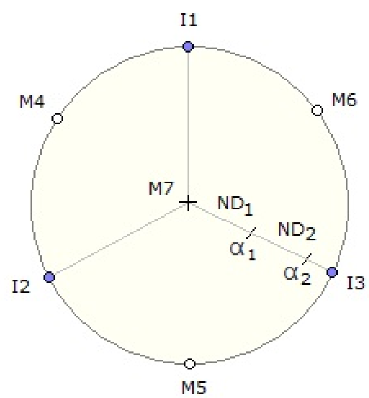
NSEG Number of segments

ALPA Percent radial distance from origin

NDIV Number of divisions between $ALPA_{i-1}$ and $ALPA_i$

Note: This option (ILAG = 2) is to generate circular surface and has the following restrictions:

1. ICOORD =2 (Spherical Coordinate)
2. IMOD = 0 Curved edge
   = 2 Straight edge
3. Block center node should be origin (M_7=M_8)
4. Midside nodes (M_4, M_5 and M_6) are interpolated based on spherical coordinate



Card Group	Input Data and Definitions
3 Data for Each Hexahedron Volume Block [IBETYPE = 3]	3.1 BLNAME BLNAME Block name (Max = 60 characters)
	3.2 ICOORD, IMODE, ILAG Interpolation based on ICOORD = 1 Rectangular coordinate = 2 Spherical coordinate = 3 Cylindrical coordinate Modify generated coordinate IMODE = 0 Do not modify = 1 Modify using reference node (M_{28}) as origin for ICOORD = 1. Modify coordinate based on rectangular grid for ICOORD = 2 or 3. ILAG = 0 Serendipity interpolation = 1 Lagrangian interpolation

Card Group	Input Data and Definitions
3 Data for Each Hexahedron Volume Block [IBETYPE =3]	3.3 I_1, I_2, I_3, I_4, I_5, I_6, I_7, I_8 M_9, M_{10}, M_{11}, M_{12}, M_{13}, M_{14}, M_{15}, M_{16}, M_{17}, M_{18}, M_{19}, M_{20} M_{21}, M_{22}, M_{23}, M_{24}, M_{25}, M_{26}, M_{27} M_{28} M_{28}, M_{29}, M_{30} See Figure 7.22 I_1 - I_8 Corner node number of a block M_9 - M_{20} Side node number of a block M_{21} -M_{27} Side node number of a block required for Lagrangian interpolation For ICOORD = 2 or IMODE = 1 M_{28} Node number defining origin of spherical coordinate for ICOORD = 2, or node number defining reference origin to the whole volume for IMODE = 1 For ICOORD = 3 M_{28} Node number defining reference origin of cylindrical coordinate M_{29} Node number defining cylinder axis M_{28}-M_{29} M_{30} Node number defining other local axis M_{28}-M_{30} which is normal to cylinder axis

Card Group		Input Data and Definitions
3	3.4	3.4.1 NBOUND NBOUND — Number of boundaries to be specified If NBOUND = 0, go to Card group 3.5
Data for Each Hexahedron Volume Block [IBETYPE =3]		3.4.2 NBOUND cards For SMAP-S2/S3/2D/3D IBTYPE, ISX, ISY,ISZ, IFX, IFY,IFZ, IRX, IRY,IRZ For SMAP-T2/T3 IBTYPE, ID, IDF, T, CF IBTYPE = 1 Interior Volume = 2 Front surface = 3 Back surface = 4 Left surface = 5 Right surface = 6 Top surface = 7 Bottom surface = 8 Line I_1 - I_2 = 9 Line I_2 - I_3 = 10 Line I_3 - I_4 = 11 Line I_4 - I_1 = 12 Line I_5 - I_6 = 13 Line I_6 - I_7 = 14 Line I_7 - I_8 = 15 Line I_8 - I_5 = 16 Line I_1 - I_5 = 17 Line I_2 - I_6 = 18 Line I_3 - I_7 = 19 Line I_4 - I_8 = 20 Node I_1 = 21 Node I_2 = 22 Node I_3 = 23 Node I_4 = 24 Node I_5

Card Group	Input Data and Definitions
3 Data for Each Hexahedron Volume Block [IBETYPE =3]	3.4.2 IBTYPE = 25 Node I_6 = 26 Node I_7 = 27 Node I_8 See Figure 7.23 Skeleton X, Y, Z DOF : ISX, ISY, ISZ Pore fluid X, Y, Z DOF relative to skeleton : IFX, IFY, IFZ Rotational DOF about X, Y, Z axis : IRX, IRY, IRZ ISX, ISY, ISZ, IFX, IFY, IFZ, IRX, IRY, IRZ = 0 Free to move in specified direction = 1 Fixed in specified direction Default boundary conditions ISX=ISY=ISZ=0, IFX=IFY=IFZ=1, IRX=IRY=IRZ=1 For SMAP-T2/T3 ID = 0 Heat flow is specified = 1 Temperature is specified IDF Time function identification number T Initial temperature CF Time function coefficient

Card Group	Input Data and Definitions
3 Data for Each Hexahedron Volume Block [IBETYPE =3]	3.5 MATNO, NDX, NDY, NDZ, KS, KF (For ISMAP = 3) MATNO, NDX, NDY, NDZ, IDH (For ISMAP =-3) NT_1, NT_2, NT_3, NT_4 MAT_1, MAT_2, MAT_3, MAT_4 MATNO Material property number NDX Number of elements in I_2 - I_1 direction NDY Number of elements in I_2 - I_3 direction NDZ Number of elements in I_2 - I_6 direction KS = -1 Element has high explosive solid phase = 0 Element has solid phase > 0 Element has joint and absolute value of KS represents face designation number. KF = 0 Element has fluid phase = 1 Element has no fluid phase IDH Heat generation history ID number NT & MAT See descriptions on page 7-92

Card Group	Input Data and Definitions
3 Data for Each Prism Volume Block [IBETYPE = -3]	3.1 BLNAME BLNAME Block name (Max = 60 characters)
	3.2 ICOORD, IMODE, ILAG Interpolation based on ICOORD = 1 Rectangular coordinate = 2 Spherical coordinate = 3 Cylindrical coordinate Modify generated coordinate IMODE = 0 Do not modify = 1 Modify using reference node (M_{22}) as origin for ICOORD = 1 Modify coordinate based on rectangular grid for ICOORD = 2 or 3 ILAG = 0 Serendipity interpolation = 1 Lagrangian interpolation

Card Group	Input Data and Definitions
3	3.3
Data for Each Prism Volume Block [IBETYPE =-3]	I_1, I_2, I_3, I_4, I_5, I_6 M_7, M_8, M_9, M_{10}, M_{11}, M_{12}, M_{13}, M_{14}, M_{15}, M_{16}, M_{17} M_{18}, M_{19}, M_{20}, M_{21} M_{22}, M_{23}, M_{24} See Figure 7.22 I_1 - I_6 Corner node number of a block M_7- M_{20} Side node number of a block M_{21} Center node number of a block For ICOORD = 2 or IMODE = 1 M_{22} Node number defining origin of spherical coordinate for ICOORD = 2, or node number defining reference origin to the whole volume for IMODE = 1 For ICOORD = 3 M_{22} Node number defining reference origin of cylindrical coordinate. M_{23} Node number defining cylinder axis M_{22}-M_{23} M_{24} Node number defining other local axis M_{22}-M_{24} which is normal to cylinder axis.

Card Group		Input Data and Definitions
3	3.4	3.4.1 NBOUND NBOUND — Number of boundaries to be specified If NBOUND = 0, go to Card group 3.5
Data for Each Prism Volume Block [IBETYPE =-3]		3.4.2 NBOUND cards For SMAP-S2/S3/2D/3D IBTYPE, ISX, ISY,ISZ, IFX, IFY,IFZ, IRX, IRY,IRZ For SMAP-T2/T3 IBTYPE, ID, IDF, T, CF IBTYPE = 1 Interior volume = 2 Front surface = 3 Back surface = 4 Left surface = 5 Right surface = 6 Bottom surface = 7 Line I_1 - I_2 = 8 Line I_2 - I_3 = 9 Line I_3 - I_1 = 10 Line I_4 - I_5 = 11 Line I_5 - I_6 = 12 Line I_6 - I_4 = 13 Line I_1 - I_4 = 14 Line I_2 - I_5 = 15 Line I_3 - I_6 = 16 Node I_1 = 17 Node I_2 = 18 Node I_3 = 19 Node I_4 = 20 Node I_5 = 21 Node I_6 See Figure 7.24

<table>
<tr><th>Card Group</th><th>Input Data and Definitions</th></tr>
<tr><td rowspan="2">3

Data for Each Prism Volume Block [IBETYPE =-3]</td><td>3.4.2

Skeleton X, Y, Z DOF : ISX, ISY, ISZ
Pore fluid X, Y, Z DOF relative to skeleton : IFX, IFY, IFZ
Rotational DOF about X, Y, Z axis : IRX, IRY, IRZ

ISX, ISY, ISZ, IFX, IFY, IFZ, IRX, IRY, IRZ
= 0 Free to move in specified direction
= 1 Fixed in specified direction

Default boundary conditions
ISX=ISY=ISZ=0, IFX=IFY=IFZ=1, IRX=IRY=IRZ=1

For SMAP-T2/T3
ID = 0 Heat flow is specified
= 1 Temperature is specified
IDF Time function identification number
T Initial temperature
CF Time function coefficient</td></tr>
<tr><td>3.5

MATNO, NDXY, NDZ, KS, KF (For ISMAP = 3)
MATNO, NDXY, NDZ, IDH (For ISMAP =-3)

MATNO Material property number
NDXY Number of elements along triangular edge
For wedge volume block, use negative NDXY
Refer to Example problem 11
NDZ Number of elements in z-direction

KS = -1 Element has high explosive solid phase
= 0 Element has solid phase
> 0 Element has joint and absolute value of KS represents face designation number.

KF = 0 Element has fluid phase
= 1 Element has no fluid phase

IDH Heat generation history ID number</td></tr>
</table>

Note: Mesh Control Data on File DV-GP.DAT

To control mesh generation, users can change the values in file DV-GP.DAT in the directory C:\SMAP\CT\CTDATA.

1. Variables Controlling Coinsident Nodes
   RLIMIT
   When the distance between two adjacent nodes is less than RLIMIT, those two nodes are assumed to be coinsident.

2. Variables Contolling Spherical Coordinate
   SDCLOSE, SDTOL, SDZERO
   When the angle of block corner node reaches SDCLOSE (degree), program will set 360 degrees. The tolerance angle is SDTOL (degree). When the angle of block corner node is greater than (360-SDZERO), program will set zero degree.

3. Variables Contolling Cylindrical Coordinate
   CDCLOSE, CDTOL, CDZERO
   When the angle of block corner node reaches CDCLOSE (degree), program will set 360 degrees. The tolerance angle is CDTOL (degree). When the angle of block corner node is greater than (360-CDZERO), program will set zero degree.

4. For spherical block having the angle of longitude greater than π and for the cylindrical block occupying more than two quadrants, the block node numbers referring to the origin should be prefixed by negative sign.

5. Current Default Values
   RLIMIT = 0.001
   SDCLOSE = 359.1 SDTOL = 0.001 SDZERO = 0.001
   CDCLOSE = 359.1 CDTOL = 0.001 CDZERO = 0.001

Note: Boundary Conditions

Boundary conditions at nodes are generated based on following rules:

1. Default conditions are applied first based on block type

2. Default conditions can be overrided by specifying IBTYPE = 1

3. Higher IBTYPE overrides lower IBTYPE in a given block

4. Each block number defined later governs conditions along the block interface

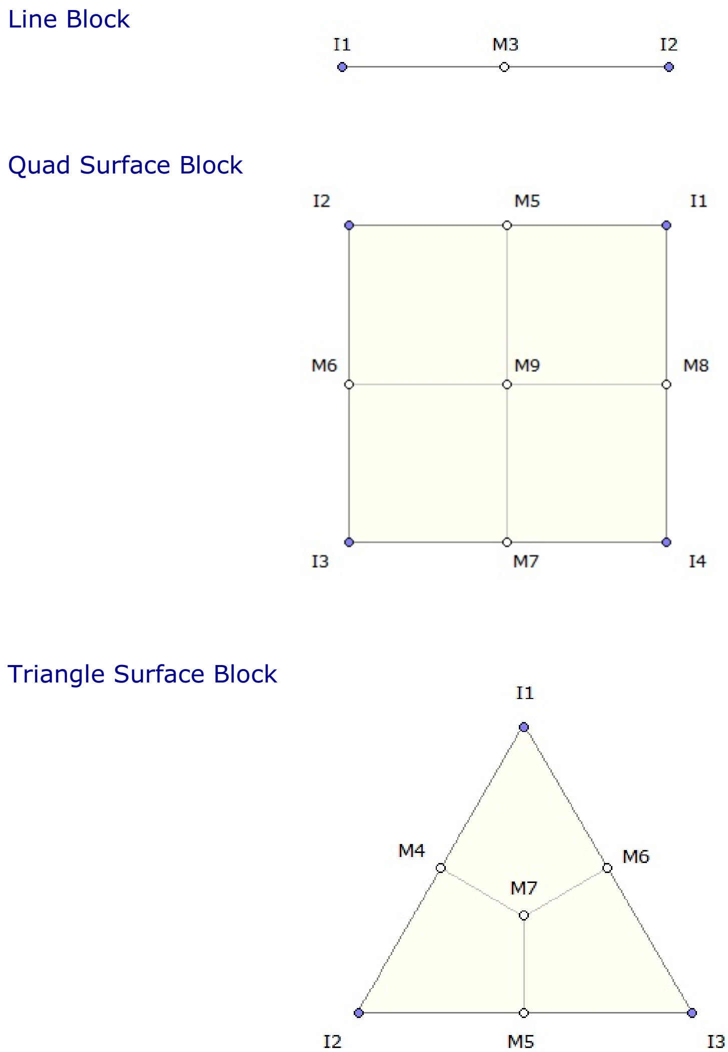


Figure 7.22 Block index for PRESMAP-GP

Hexahedron Volume Block

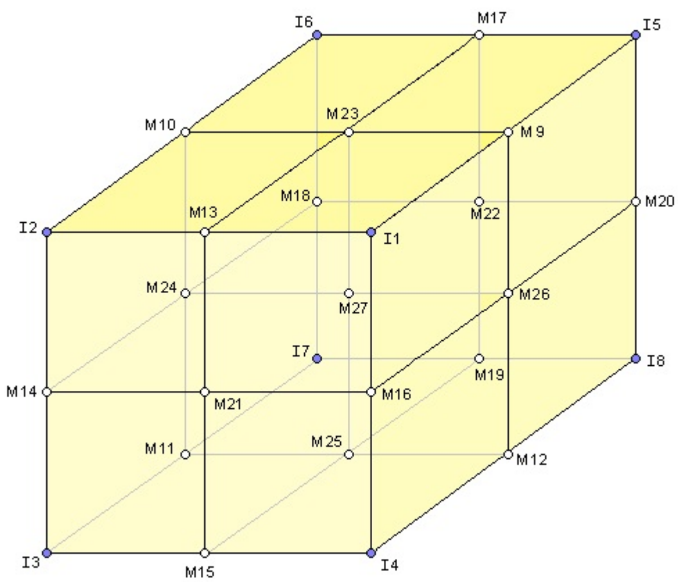


Figure 7.22 Block index for PRESMAP-GP (Continued)

Prism Volume Block

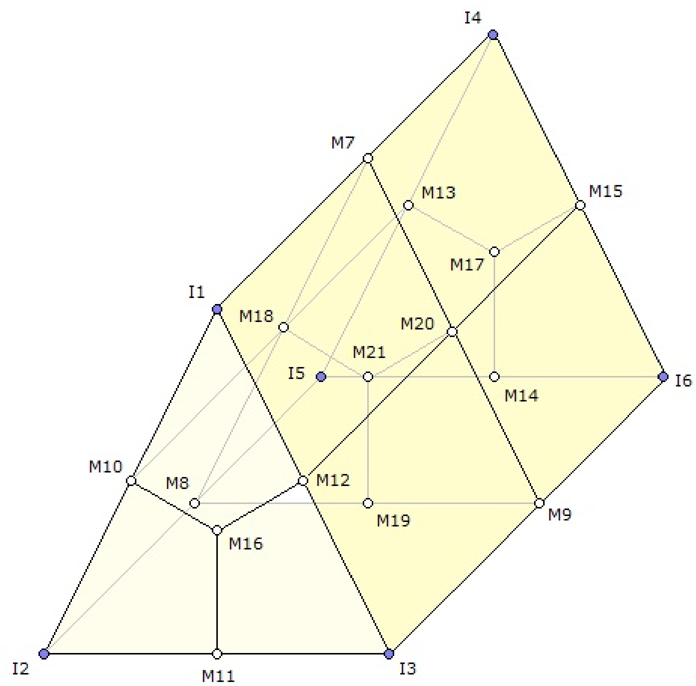


Figure 7.22 Block index for PRESMAP-GP (Continued)

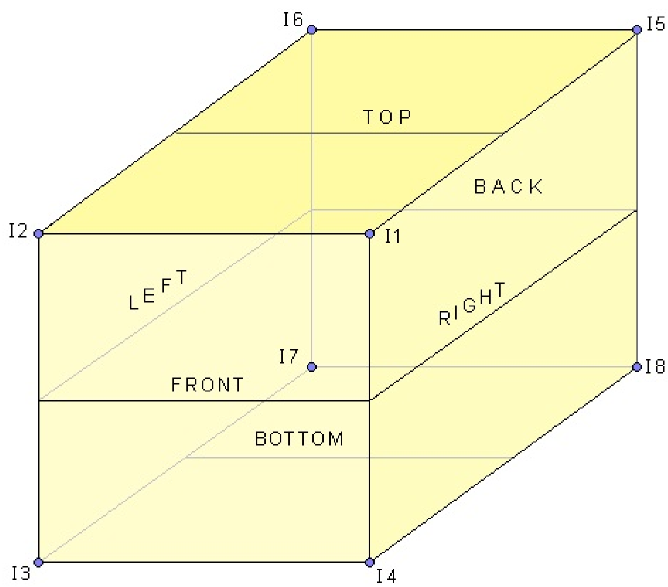


Figure 7.23 Boundary surface designation for Hexahedron Volume Block

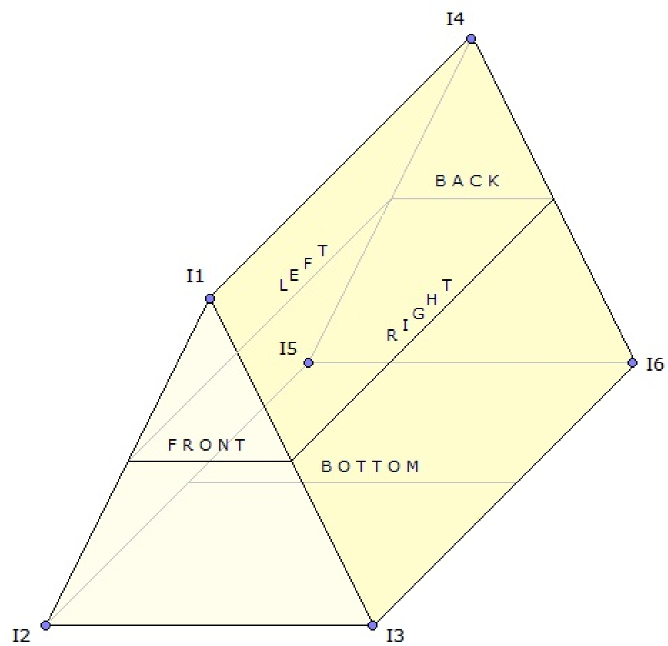


Figure 7.24 Boundary surface designation for Prism Volume Block

ADDRGN
User's Manual

8.1 Introduction

ADDRGN is the pre-processing program which has the following two basic functions:

- Combine two different meshes
- Modify existing meshes

A problem geometry can be composed of a number of regions. Parts of the problem geometry can be generated using the PRESMAP programs described in Section 7. Then ADDRGN is used to combine two different regions (Region A and Region B). When Region B is added to Region A to make Combined Region, following restrictions are applied:

- Element numbers for Region A and Region B should be continuous
- Only those node numbers for Region B are modified to be consistent with the Region A, but element numbers for both regions do not change.

Though the program ADDRGN combines only two regions at a time, users can apply ADDRGN many times to assemble all the different regions.

ADDRGN can also be used to modify the existing meshes:

- Change coordinates
- Change boundary codes
- Cut elements
- Change material numbers

ADDRGN-2D deals with two dimensional meshes and ADDRGN-3D deals with three dimensional meshes.

ADDRGN-2D has an additional powerful feature which is very useful to generate meshes for complicated underground structures. This special feature modifies the existing meshes such that new structures can be easily added by simply specifying the geometries and material properties of structures. It can even generate a base mesh and then add new structures (IMOD=2).

ADDRGN-2D

User's Manual

Card Group	Input Data and Definitions
1 Mode Type	1.1 IMOD, JK IMOD = 0 Add Region B to Region A = 1 Modify existing mesh = 2 Generate base mesh and then modify. Generated base mesh is saved as BMESH.Dat =-1 Same as IMOD = 0 except it uses DOF of Region B mesh along the interface JK 1 (SMAP-T2), 2 (SMAP-S2), 3 (SMAP-2D)
2 Adding Region B to Region A (IMOD = 0)	2.1 FILEA FILEB FILEC FILEA Input file name containing Region A mesh FILEB Input file name containing Region B mesh FILEC Output file name to store Combined Region mesh When combining Region B mesh to Region A mesh, only Region B node numbers are changed. Element numbers for Region A and Region B should be continuous.
	2.2 INTERFACE INTERFACE = 0 Interface is found automatically = 1 Interface is specified by user
	2.3 Required only for INTERFACE = 1 NODE $NODA_1$, $NODA_2$, ..., $NODA_{NODE}$ $NODB_1$, $NODB_2$, ..., $NODB_{NODE}$ NODE Number of interface nodes. $NODA_i$ Interface node numbers in Region A $NODB_i$ Interface node numbers in Region B Note: $NODB_i$ should be the same location as $NODA_i$

Card Group	Input Data and Definitions
3 Modifying Existing Mesh (IMOD =1)	3.1 FILEA FILEM FILEA Input file name containing existing mesh FILEM Output file name to store modified mesh
	3.2 NSNEL, NSNODE NSNEL New starting element number NSNODE New starting node number
	3.3 IEDIT, MC_1, MC_2, MC_3, MB, MT IEDIT = 0 Change coordinates = 1 Change boundary codes = 2 Cut elements = 3 Change material numbers = 4 Build user-defined curves and material zones MC Continuum material number to be kept MB Beam material number to be kept MT Truss material number to be kept Note: MC, MB, and MT are applicable only for IEDIT = 2 and 3

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	Changing Coordinates (IEDIT = 0)	3.3.1.1 X_o, Y_o, X_{oNew}, Y_{oNew} X_o, Y_o Reference origin X_{oNew}, Y_{oNew} New origin
		3.3.1.2 X_{scale}, Y_{scale} X_{scale}, Y_{scale} Scale factors for X, Y coordinates Note: New coordinates $X_{(new)}$ and $Y_{(new)}$ are computed as follows: $X_{(new)} = X_{oNew} + (X-X_0)\ X_{scale}$ $Y_{(new)} = Y_{oNew} + (Y-Y_0)\ Y_{scale}$

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	Changing Boundary Codes (IEDIT = 1)	3.3.2.1 IRANGE IRANGE = 0 Range specified by coordinates = 1 Range specified by node numbers = 2 Range specified by line strip = 3 Range specified by material numbers
		3.3.2.2.1 Required only for IRANGE = 0 X_{start}, Y_{start}, X_{end}, Y_{end} X_{start}, Y_{start} Coordinates for lower left boundary X_{end}, Y_{end} Coordiantes for upper right boundary
		3.3.2.2.2 Required only for IRANGE = 1, 2, 3 NODE NOD_1, NOD_2, ..., NOD_{NODE} NODE Number of nodes/materials to be specified NOD_i Node/Material number (Note 1 in page 8-7) Line strip is defined counterclockwise. For IRANGE = 3, Nodes refer to Material numbers.
		3.3.2.3 INSIDE (Not applicable for IRANGE= 3) INSIDE = 0 Apply inside of range = 1 Apply outside of range
		3.3.2.4 ISX, ISY, IFX, IFY, IRZ (SMAP-2D) IDX, IDY, IDT (SMAP-S2) ID, IDF (SMAP-T2) ISX, ISY X and Y DOF for skeleton motion IFX, IFY X and Y DOF for relative motion IRZ Z DOF for beam rotation IDX, IDY X and Y DOF for skeleton motion IDT Z DOF for beam rotation ID Heat flow (0), Temperature (1) specified IDF Time history identification number

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	Cutting Elements (IEDIT = 2)	3.3.3.1 IRANGE IRANGE = 0 Range specified by coordinates = 1 Range specified by element numbers
		3.3.3.2.1 Required only for IRANGE = 0 X_{start}, Y_{start}, X_{end}, Y_{end} X_{start}, Y_{start} Coordinates for lower left boundary X_{end}, Y_{end} Coordinates for upper right boundary
		3.3.3.2.2 Required only for IRANGE = 1 NOEL NEL_1, NEL_2, ..., NEL_{NOEL} NOEL Number of elements to be specified NEL_i Element number (See Note 2)
		3.3.3.3 INSIDE INSIDE = 0 Apply inside of range = 1 Apply outside of range Note 1: NOD_1, $-NOD_2$ generates from NOD_1 to NOD_2 Note 2: NEL_1, $-NEL_2$ generates from NEL_1 to NEL_2

<table>
<tr><th>Card Group</th><th colspan="2">Input Data and Definitions</th></tr>
<tr><td rowspan="5">3

Modifying Existing Mesh (IMOD = 1)</td><td rowspan="5">Change Material No (IEDIT = 3)</td><td>3.3.4
IRANGE

IRANGE = 0 Range specified by coordinates
= 1 Range specified by element numbers</td></tr>
<tr><td>3.3.4.1
Required only for IRANGE = 0
X_{start}, Y_{start}, X_{end}, Y_{end}

X_{start}, Y_{start} Coordinates for lower left boundary
X_{end}, Y_{end} Coordiantes for upper right boundary</td></tr>
<tr><td>3.3.4.2
Required only for IRANGE = 1
NOEL
NEL_1, NEL_2, …, NEL_{NODE}

NOEL Number of elements to be specified
NEL_i Element number (See Note 2 in page 8-7)</td></tr>
<tr><td>3.3.4.3
INSIDE
INSIDE = 0 Apply inside of range
= 1 Apply outside of range</td></tr>
<tr><td>3.3.4.4
MATC, MATB, MATT

MATC New continuum material number
MATB New beam material number
MATT New truss material number

Note: When new material number is zero,
keep the old material number</td></tr>
</table>

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	3.3.5 Build User-Defined Curves and Material Zones (IEDIT = 4)	3.3.5.1 NODE NOD_1, NOD_2, ..., NOD_{NODE} NODE — Number of nodes which are not movable NOD_i — Node number
		3.3.5.2 NOEL NEL_1, NEL_2, ..., NEL_{NOEL} NOEL — Number of elements whose nodal coordinates are not movable NEL_i — Element number
		3.3.5.3 IBOUND IBOUND = 0 Do not apply = 1 Nodal coordinates outside of rectangle are not movable Required only for IBOUND = 1 X_{LEFTt}, X_{RIGHT}, Y_{BOTTOM}, Y_{TOP} X_{LEFTt}, X_{RIGHT}, Y_{BOTTOM}, Y_{TOP} — Coordinates of rectangle
		3.3.5.4 NGROUP, IGTITL X_{REF}, Y_{REF} NGROUP — Number of curve groups. X_{REF}, Y_{REF} — Coordinates of reference point IGTITL = 0 Do not specify = 1 Specify group title

Card Group	Input Data and Definitions
Modifying Existing Mesh (IMOD = 1) / Build User-Defined Curves and Material Zones (IEDIT = 4) / For Each Curve Group	3.3.5.4.1 GTITL (For IGTITL= 1) MTYPE, IGPOST, OVERLAY, GCOLOR, GLTYPE, GLTHIC, GHIDE GTITL Group title MTYPE = 1 Generate lines & remove within closed loop = -1 Remove elements outside closed loop = 2 Generate lines = -2 Generate slip lines with joint elements = 3 Assign new material number within the closed loop = -3 Assign new material number within the closed loop and generate slip lines with joint elements along the loop. MTYPE = 4 and -4 are the same as MTYPE=3 and -3, respectively, except that old material zone is not removed for MTYPE = 4 and -4. To make the group null, use MTYPE = 0. IGPOST Generate Post file for element activity (1) OVERLAY Overlaid over existing group mesh (1) GCOLOR Group color index number GLTYPE Group line type index number GLTHIC Group line thickness index number GHIDE Group hide (1)

Card Group			Input Data and Definitions
Modifying Existing Mesh (IMOD = 1)	Build User-Defined Curves and Material Zones (IEDIT = 4)	For Each Curve Group	3.3.5.4.1 For MTYPE = 1 or MTYPE = 2 LTP, LMAT For MTYPE =-2 $MATNO_{JT}$, DD_{JT}, $THIC_{JT}$, LTP_I, $LMAT_I$, LTP_O, $LMAT_O$ For MTYPE = 3 MATNO, DD, LTP, LMAT For MTYPE =-3 MATNO, DD, $MATNO_{JT}$, DD_{JT}, $THIC_{JT}$, LTP_I, $LMAT_I$, LTP_O, $LMAT_O$ For MTYPE = 4 MATNO, DD, LTP, LMAT, MATold For MTYPE =-4 MATNO, DD, $MATNO_{JT}$, DD_{JT}, $THIC_{JT}$, LTP_I, $LMAT_I$, LTP_O, $LMAT_O$, MATold DD = KF (SMAP-2D) = DEN (SMAP-S2) = IDH (SMAP-T2) DD_{JT} = KF_{JT} (SMAP-2D) = DEN_{JT} (SMAP-S2) = IDH_{JT} (SMAP-T2) For MTYPE = 4 or -4 MATold takes initial value if MATNO < 0 MATold takes MATNO + 1 if MATold = 0

Card Group	Input Data and Definitions
Modifying Existing Mesh (IMOD = 1) / Build User-Defined Curves and Material Zones (IEDIT = 4) / For Each Curve Group	3.3.5.4.1

MATNO — Material No for continuum element
MATold — Additional MATNO for MTYPE = 4 or -4

KF = 0 Material has fluid phase
= 1 Material has no fluid phase

DEN — Unit weight
IDH — Heat generation ID

$MATNO_{JT}$ — Material No for joint element

KF_{JT} = 0 Joint has fluid phase
= 1 Joint has no fluid phase

DEN_{JT} — Unit weight for joint element
IDH_{JT} — Heat generation ID for joint element

$THIC_{JT}$ — Apparent thickness of joint element

LTP = 0 Do not generate
= 2 Generate beam element
Heat pipe (IDFNP=LFUN), T2
= 3 Generate truss element
Convection (IDFNC=LFUN, IDFNT=LFUN+1), T2
= 4 External heat flow (ID=0, IDF=LFUN), T2
= 5 Temperature boun. (ID=1, IDF=LFUN), T2

LMAT — Material No for line element
LTP_I, $LMAT_I$ — Subscript i refers to inner face
LTP_o, $LMAT_o$ — Subscript o refers to outer face

Note: For negative value of LTP, line elements take nodes in opposite face of joint element

For negative value of $THIC_{JT}$, joint elements are fully connected to the surrounding continuum elements (MTYPE = -2 or -3)

Card Group			Input Data and Definitions
Modifying Existing Mesh (IMOD = 1)	Build User-Defined Curves and Material Zones (IEDIT = 4)	For Each Curve Group	3.3.5.4.1 Required only for IGPOST= 1 NAC, NDAC (MATold) NAC, NDAC (MATNO) NAC, NDAC ($MATNO_{JT}$) NAC, NDAC (LMAT) NAC, NDAC ($LMAT_I$) NAC, NDAC ($LMAT_o$) NAC Active step number NDAC Deactive step number Required only for IGPOST= 1 CHKBOX (Mesh) CHKBOX (Principal Stress) CHKBOX (Deformed Shape) CHKBOX (Beam) CHKBOX (Truss) CHKBOX (Contour) CHKBOX (Reference Line) CHKBOX = 0 Do not plot = 1 Plot the checked item Note: IGPOST= 1 will generate main file Group.man for element activity and post file Group.pos for PLOT-2D

<table>
<tr><th>Card Group</th><th colspan="3">Input Data and Definitions</th></tr>
<tr><td>3

Modifying Existing Mesh (IMOD = 1)</td><td>Build User-Defined Curves and Material Zones (IEDIT = 4)</td><td>For Each Curve Group</td><td>3.3.5.4.2

NPOINT, MOVE, IREF, X_{LO}, Y_{LO}

NPOINT — Number of points defining X and Y coordinates of segments. Point numbering is counter-clockwise

MOVE = 0 Generated coordinates are movable
= 1 Generated coordinates are not movable

IREF = 0 Do not apply
= 1 Local Origin (X_{LO}, Y_{LO}) is relative to Reference Point in Card 3.3.5.4

X_{LO}, Y_{LO} — Coordinates of Local Origin

NPOINT Cards:
NP_1, X_1, Y_1
NP_2, X_2, Y_2
- - -
- - -

NP Point number
X X-coordinate
Y Y-coordinate</td></tr>
</table>

Card Group	Input Data and Definitions
3	

Modifying Existing Mesh (IMOD = 1) / Build User-Defined Curves and Material Zones (IEDIT = 4) / For Each Curve Group

3.3.5.4.3

NSEGMENT, GX, GY

NSEGMENT — Number of segments
If NSEGMENT is equal to NPOINT, the generated curve is closed loop.
If NSEGMENT is less than NPOINT, the generated curve is open.

GX, GY — Group No coordinates used in AIG

For Each Segment

3.3.5.4.3.1

SEGNO, LTYPE, NDIV, IEND

SEGNO — Segment No in sequential order

LTYPE = 1 Straight line
= 2 Elliptical line

NDIV — Number of divisions.
Use NIDV=0 for default divisions.
Use negative value to consider intermediate points as line path only.

IEND = 0 Include beginning and ending points but do not register contact information
=-1 Include beginning point
= 1 Include ending point
= 2 Same as IEND=0 but register and split
=-2 Same as IEND=2 but do not split
= 3 This segment is only for reference line

For LTYPE = 2

X_O, Y_O, R_X, R_Y, θ_b, θ_e

X_O, Y_O — Arc Origin relative to (X_{LO},Y_{LO})
R_X, R_Y — Radius in X and Y axis, respectively
θ_b, θ_e — Beginning and ending angle (˚)
See Figure 8.2

Card Group	Input Data and Definitions
4 Generate Base Mesh and then Modify (IMOD = 2) See Figure 8.1	4.1 NBX, NBY, IB_LEFT, IB_RIGHT, IB_TOP, IB_BOTTOM NBX Number of blocks in X direction NBY Number of blocks in Y direction IB = 0 Free boundary = 1 Roller boundary
	4.2 X_O, Y_O, Y_{WT} X_O, Y_O Origin of X and Y coordinates Y_{WT} Y coordinate of water table (SMAP-2D) Initial temperature (SMAP-T2)
	4.3 NBX Cards: W_1, ΔX_1, α_{X1} W_2, ΔX_2, α_{X2} - - - - - - W_i Horizontal length of block Δx_i Minimum horizontal element length α_{Xi} = 0.5 Element length is constant = 0.3 Element length is growing from left to right =-0.3 Element length is growing from right to left
	4.4 NBY Cards: H_1, ΔY_1, α_{Y1} H_2, ΔY_2, α_{Y2} - - - - - - H_i Vertical length of block ΔY_i Minimum vertical element length α_Y = 0.5 Element length is constant = 0.3 Element length is growing from top to bottom =-0.3 Element length is growing from bottom to top
	4.5 IGMOD IGMOD = 0 Do not modify = 1 Modify generated base mesh If IGMOD = 1, go to Card 3.1

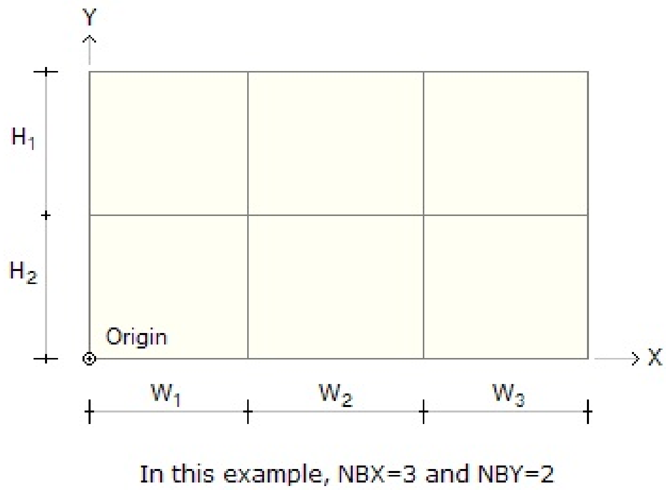


Figure 8.1 Layout of Base Mesh

Case	θ_b	θ_e
1	30 °	310 °
2	310 °	30 °
3	-50 °	30 °
4	30 °	-50 °

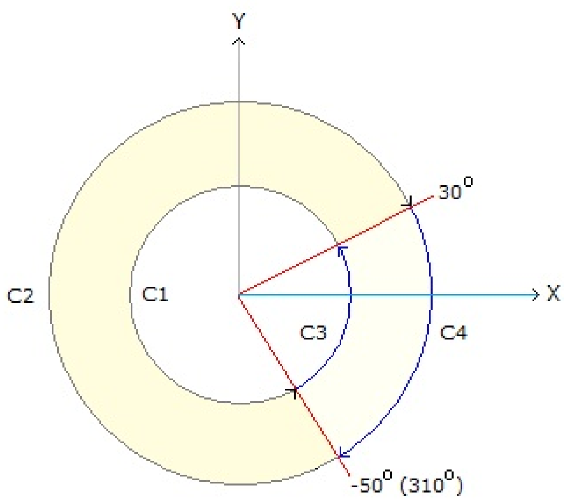


Figure 8.2 Examples of arc specification

ADDRGN-3D

User's Manual

Card Group	Input Data and Definitions
1 IMOD Type	1.1 IMOD IMOD = 0 Add Region B to Region A = 1 Modify existing mesh =-1 Same as IMOD = 0 except it uses DOF of Region B mesh along the interface
Adding Region B to Region A (IMOD = 0)	2.1 FILEA FILEB FILEC FILEA Input file name containing Region A mesh FILEB Input file name containing Region B mesh FILEC Output file name to store Combined Region mesh Note: When combining Region B mesh to Region A mesh, only Region B node numbers are changed. Element numbers for Region A and Region B do not change.

<table>
<tr><th>Card Group</th><th>Input Data and Definitions</th></tr>
<tr><td rowspan="4">3

Modifying Existing Mesh (IMOD = 1)</td><td>3.1

FILEA
FILEM

FILEA Input file name containing existing mesh
FILEM Output file name to store modified mesh</td></tr>
<tr><td>3.2

NSNEL, NSNODE

NSNEL New starting element number
NSNODE New starting node number</td></tr>
<tr><td>3.3

IEDIT, MC_1, MC_2, MC_3, MB, MT

IEDIT = 0 Change coordinates
= 1 Change boundary codes
= 2 Cut elements
= 3 Change material numbers
= -2 Cut elements in continuum blocks
= -3 Change material numbers so as to match those in continuum blocks
= 5 Add two layers of shell elements with joint elements in-between

MC Continuum material number to be kept
MB Beam material number to be kept
MT Truss material number to be kept

MC, MB, and MT are applicable for IEDIT = 2, 3, -2, and -3</td></tr>
<tr><td>3.3.1

Required only for IEDIT = -2 or IEDIT = -3
FILEB
FILEB Input file name containing continuum block mesh</td></tr>
</table>

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	Changing Coordinates (IEDIT = 0)	3.3.1.1 X_o, Y_o, Z_o, X_{oNew}, Y_{oNew}, Z_{oNew} X_o, Y_o, Z_o — Reference origin X_{oNew}, Y_{oNew}, Z_{oNew} — New origin
		3.3.1.1 X_{scale}, Y_{scale}, Z_{scale} X_{scale}, Y_{scale}, Z_{scale} — Scale factors for X,Y, and Z coordinates. Note: New coordinates $X_{(new)}$, $Y_{(new)}$, $Z_{(new)}$ are computed as follows: $X_{(new)} = X_{oNew} + (X - X_0)\, X_{scale}$ $Y_{(new)} = Y_{oNew} + (Y - Y_0)\, Y_{scale}$ $Z_{(new)} = Z_{oNew} + (Z - Z_0)\, Z_{scale}$

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	Changing Boundary Codes (IEDIT = 1)	3.3.2.1 IRANGE Range specified by IRANGE = 0 Coordinates = 1 Node numbers = 2 Polygon = 3 Plane = 4 Line strip = 5 Material numbers
		3.3.2.2.1 Required only for IRANGE = 0 X_{start}, Y_{start}, Z_{start}, X_{end}, Y_{end}, Z_{end} X_{start}, Y_{start}, Z_{start} Coordinates for lower left boundary X_{end}, Y_{end}, Z_{end} Coordinates for upper right boundary
		3.3.2.2.2 Required only for IRANGE = 1, 2, 3, 4, 5 NODE NOD_1, NOD_2, ..., NOD_{NODE} NODE Number of nodes/materials to be specified NOD_i Node/Material number (See Note 1) Polygon (IRANGE = 2) is defined counterclockwise Plane (IRANGE = 3) is defined by 3 nodes For IRANGE = 5, Nodes refer to Material numbers. Note 1: NOD_1, $-NOD_2$ generates from NOD_1 to NOD_2 Note 2: NEL_1, $-NEL_2$ generates from NEL_1 to NEL_2

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	Changing Boundary Codes (IEDIT = 1)	3.3.2.3 INSIDE (Not applicable for IRANGE= 5) INSIDE = 0 Apply inside of range = 1 Apply outside of range
		3.3.2.4 ISX, ISY, ISZ, IFX, IFY, IFZ, IRX, IRY, IRZ (SMAP-3D) ID, IDF (SMAP-T3) ISX, ISY, ISZ X, Y, Z DOF for skeleton motion IFX, IFY, IFZ X, Y, Z DOF for relative fluid motion IRX, IRY, IRZ X, Y, Z DOF for rotation ISX, ISY, ISZ, IFX, IFY, IFZ, IRX, IRY, IRZ = 0 Free to move in specified direction = 1 Fixed in specified direction ID = 0 External heat flow is specified = 1 Temperature is specified IDF Identification number for time dependent function If IDF = 0, external heat flow is zero at all times

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	Cutting Elements (IEDIT = 2)	3.3.3.1 IRANGE Range specified by IRANGE = 0 Coordinates = 1 Eement numbers
		3.3.3.2.1 Required only for IRANGE = 0 X_{start}, Y_{start}, Z_{start}, X_{end}, Y_{end}, Z_{end} X_{start}, Y_{start}, Z_{start} Coordinates for lower left boundary X_{end}, Y_{end}, Z_{end} Coordinates for upper right boundary
		3.3.3.2.2 Required only for IRANGE = 1 NOEL NEL_1, NEL_2, ..., NEL_{NOEL} NOEL Number of elements to be specified NEL_i Element number (See Note 2 in page 8-24)
		3.3.3.3 INSIDE INSIDE = 0 Apply inside of range = 1 Apply outside of range

Card Group		Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	3.3.4 Change Material Numbers (IEDIT = 3)	3.3.4 IRANGE IRANGE = 0 Range specified by coordinates = 1 Range specified by element numbers
		3.3.4.1 Required only for IRANGE = 0 X_{start}, Y_{start}, $Z_{start,}$ X_{end}, Y_{end}, Z_{end} X_{start}, Y_{start}, Z_{start} Coordinates for lower left boundary X_{end}, Y_{end}, Z_{end} Coordinates for upper right boundary
		3.3.4.2 Required only for IRANGE = 1 NOEL NEL_1, NEL_2, ..., NEL_{NODE} NOEL Number of elements to be specified NEL_i Element number (See Note 2 in page 8-24)
		3.3.4.3 INSIDE INSIDE = 0 Apply inside of range = 1 Apply outside of range
		3.3.4.4 MATC, MATB, MATT New material number for MATC Continuum element MATB Beam element MATT Truss element Note: When new material number is zero, keep the old material number.

Card Group			Input Data and Definitions
3 Modifying Existing Mesh (IMOD = 1)	3.5 Add Two Layers of Shell with Joint in-between (IEDIT = 5)		3.5.1 $MATS_1$, MATJ, $MATS_2$, THICJ $MATS_1$ — 1^{ST} layer shell material number MATJ — Joint material number $MATS_2$ — 2^{nd} layer shell material number THICJ — Apparent thickness of joint element Note: If the value of THICJ is negative, joint elements are generated inward
			3.5.2 NSECTION, NUMNODE NSECTION — Number of sections (Max=200) NUMNODE — Number of nodes per section (Max=200)
		For Each Section	3.5.3 NOD_1, NOD_2, . . . , $NOD_{NUMNODE}$ NOD_i — Node number Note: List node numbers in counter clockwise If NOD_1=$NOD_{NUMNODE}$, the loop is closed

Supplement Program

9.1 Introduction

Supplement programs contain supporting programs which are useful to prepare input data for pre-and main-processing programs and can be accessed through Run → Mesh Generater → Supplement menu. Currently, there are four programs available:
EDIT, XY, CARDS, and SHRINK FILE.

EDIT is used to run text editor.

XY computes coordinates of mid points, cross points, or normal points.

CARDS generates Element Activity data in Card Group 8 in Section 4.4 Main File.

SHRINK FILE removes extra blank spaces before carriage return.
This will reduce the size of the file.

9.2 Edit

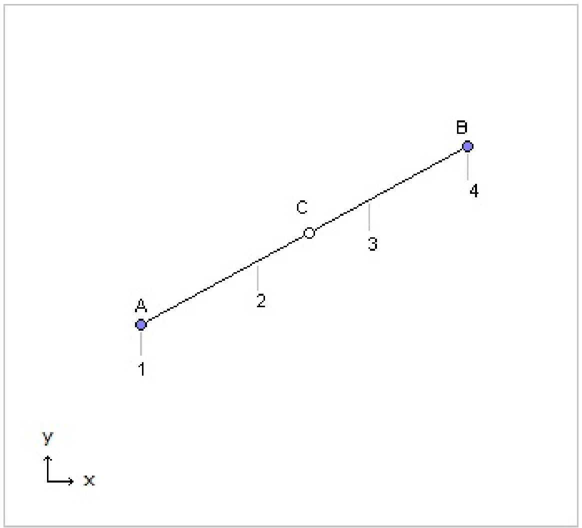
EDIT uses Windows text editor Wordpad to creat, modify, or list file.

9.3 XY

Program XY can be used to compute midpoints, intersection points and normal points of straight line and circular arc. The program is useful to construct the block diagrams of the problem geometry.

To run program XY, simply select XY from SUPPLEMENT Menu and follow instructions shown on the screen.

NF = 1 Compute Midpoint on Straight Line

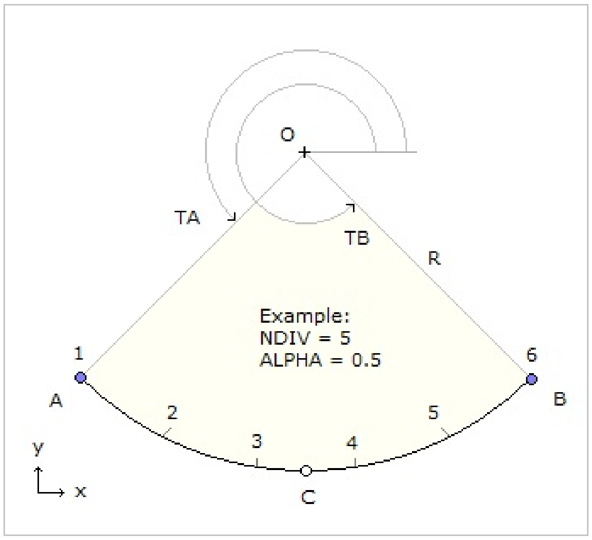


Example: NDIV = 3 and ALPHA = 0.5

INPUT:
XA, YA, XB, YB
NDIV, ALPHA

XA, YA	=	X and Y coordinates of A
XB, YB	=	X and Y coordinates of B
NDIV	=	Number of division
ALPHA	=	Geometric ratio

NF = 2 Compute Midpoint on Circular Arc

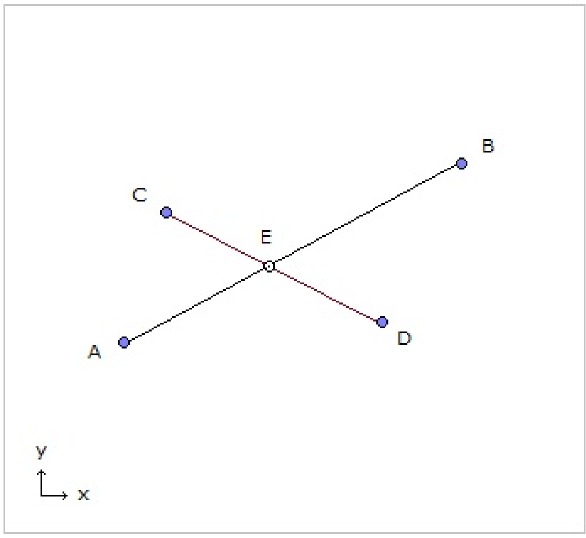


INPUT:
R, X_O, Y_O, TA, TB
NDIV, ALPHA

R	=	Radius
X_O, Y_O	=	X and Y coordinates of origin O
TA,TB	=	Angles (degrees) of A and B
NDIV	=	Number of division
ALPHA	=	Geometric ratio

If ALPHA = 0.5, midpoint C is located in half way between A and B
If ALPHA < 0.5, midpoint is close to A
If ALPHA > 0.5, midpoint is close to B

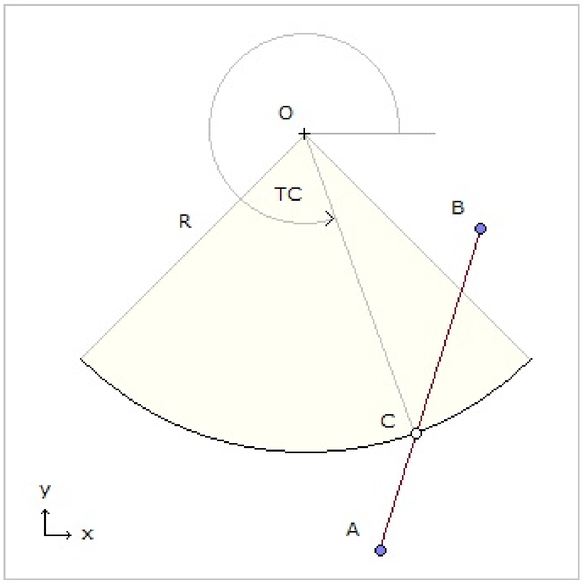
NF = 3 Compute Intersection Point of Two Straight Lines



INPUT:
XA, YA, XB, YB
XC, YC, XD, YD

XA, YA = X and Y coordinates of A
XB, YB = X and Y coordinates of B
XC, YC = X and Y coordinates of C
XD, YD = X and Y coordinates of D

NF = 4 Compute Intersection point of Arc & Straight Line



INPUT:

R, X_o, Y_o

XA, YA, XB, YB

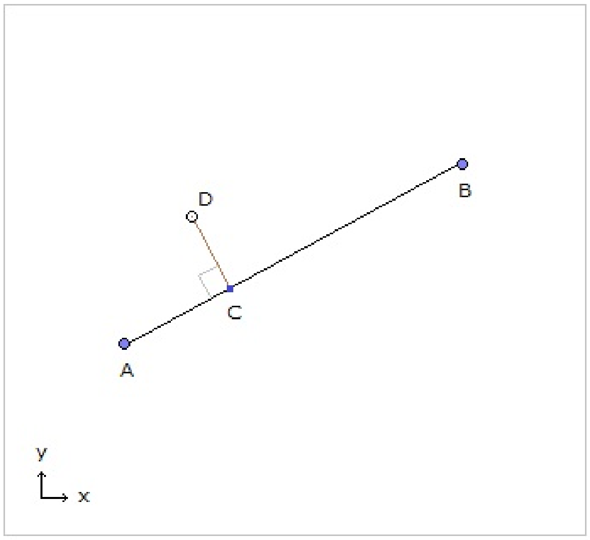
R = Radius

X_o, Y_o = X and Y coordinates of origin O

XA, YA = X and Y coordinates of point A

XB, YB = X and Y coordinates of point B

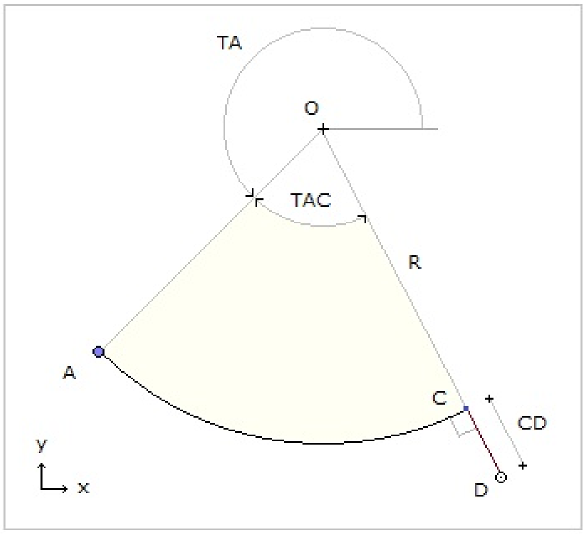
NF = 5 Compute Points Normal to Straight Line



INPUT:
XA, YA, XB, YB
AC, CD

XA, YA	=	X and Y coordinates of A
XB, YB	=	X and Y coordinates of B
AC	=	Distance between A and C
CD	=	Distance between C and D

NF = 6 Compute Points Normal to Circular Arc



INPUT:

R, X_o, Y_o, TA

TAC, CD

R	=	Radius
X_o, Y_o	=	X and Y coordinates of origin O
TA	=	Angle (degree) of A
TAC	=	Angle (degree) between A and C
CD	=	Distance between C and D

9.4 CARDS

Program CARDS is included to aid for users to prepare SMAP-3D input cards. Currently, there is only one routine which generates Element Activity in Card Group 8 in Section 4.4 Main File.

You are asked to type in following input data to generate element activity and deactivity;

NEL (start) NEL(end) NAC NDAC

where

NEL (start)	Starting element number
NEL (end)	Ending element number
NAC	Load step at which elements from NEL(start) to NEL(end) are activated.
NDAC	Load step at which elements from NEL(start) to NEL(end) are deactivated.

Generated element activity data will be written in the output file you specified.

9.5 SHRINK FILE

SHRINK FILE is included to remove extra blank spaces before carriage return. This will reduce the size of the file where blank spaces are existing before the carriage return.

File Conversion

10.1 Introduction

PRESMAP programs described in Section 7 generate Mesh Files which contain the geometric information of structures to be analyzed. The format of SMAP-T3 Mesh File is presented in detail in Section 4.3.

Three-dimensional Mesh Files can also be created by IGES (Initial Graphics Exchange Specification) or FEMAP (Version 4.1 - 4.5, neutral format) program which is developed by EDS.

In this section, we will briefly discuss Mesh File conversion under Mesh Generater → File Conversion menu:

10.2 Conversion to SMAP-T3 Mesh File

Following Mesh Files can be converted to SMAP-T3 Mesh File format:

- Mesh Files generated for two-dimensional SMAP programs (SMAP-S2, SMAP-2D, and SMAP-T2)
- Mesh Files generated for three-dimensional SMAP program (SMAP-3D)
- IGES (Initial Graphics Exchange Specification)
- FEMAP (Version 4.1 - 4.5, neutral format)

Figure 10.1 shows File Conversion dialog box with Input Mesh File options.

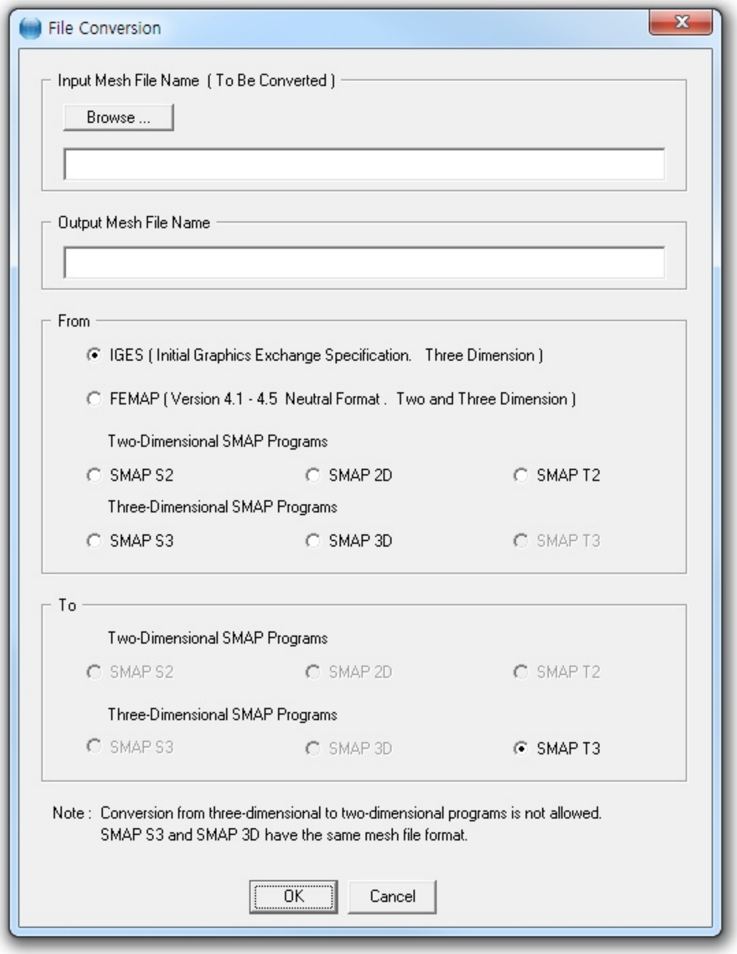


Figure 10.1 File Conversion dialog box

LOAD
User's Manual

11.1 Introduction

LOAD is the pre-processing program which generates nodal values of external forces, specified velocities, initial velocities, accelerations and transmitting boundaries.

Before you prepare LOAD input data in this section, you should have a Mesh File generated from PRESMAP/ADDRGN programs. That is, LOAD input is referred to the geometric surfaces given in the Mesh File.

Generated LOAD output file contains load data which is compatible to the format of Card Group 9 described in Section 4.4 Main File.

LOAD-2D deals with two dimensional meshes and LOAD-3D deals with three dimensional meshes.

LOAD-2D

LDTYPE = 6 [Heat Conduction: SMAP-T2]

<table>
<tr><th>Card Group</th><th colspan="3">Input Data and Definitions (Heat Conduction)</th></tr>
<tr><td rowspan="2">1
Title & Element</td><td colspan="3">1.1
TITLE
TITLE — Any title (Max = 60 characters)</td></tr>
<tr><td colspan="3">1.2
NCTYPE
NCTYPE = 0 — Axisymmetric element
Y-axis is axis of symmetry
= 1 — Plane element (Thickness=1.0)</td></tr>
<tr><td rowspan="4">2
Loading Surface</td><td colspan="3">2.1
NUMLS
NUMLS — Number of loading surfaces where thermal boundary conditions are specified (Max = 20)</td></tr>
<tr><td rowspan="3">2.2
For Each Loading Surface</td><td colspan="2">2.2.1
LSNO, LSTYPE
LSNO — Loading surface number
LSTYPE = 0 — All specified nodes
= 1 — Line strip; = 2 — Points
= 3 — Node group; = 4 — Element group</td></tr>
<tr><td rowspan="2">LSTYPE = 0, 1, 2</td><td>2.2.2
NUMNODE
NUMNODE — Number of nodes on this loading surface (Max = 9990)</td></tr>
<tr><td>2.2.3
NOD_1, NOD_2, ..., $NOD_{NUMNODE}$
NOD_i — Specified node

Line strip (LSTYPE=1) is defined counterclockwise.
For LSTYPE=1 and $NOD_{NUMNODE}$ < 0, absolute value of $NOD_{NUMNODE}$ is the reference node defining normal.
For heat pipe, nodes should be specified in order starting at the beginning of pipe.</td></tr>
</table>

Card Group	Input Data and Definitions (Heat Conduction)

2 — Loading Surface / 2.2 — For Each Loading Surface

LSTYPE = 3 (Node Group)

2.2.4

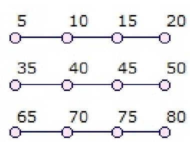
NUMNODG

NUMNODG — Number of node groups on this loading surface (Max = 100)

2.2.5

NSR, JCR, NJR, ICR, NIR — For Each Group

- NSR — Starting node number of the first row
- JCR — Node number increment in a row
- NJR — Number of nodes in a row
- ICR — Node number increment for next row
- NIR — Total number of rows



Example
NSR = 5
JCR = 5
NJR = 4
ICR = 30
NIR = 3

LSTYPE = 4 (Element Group)

2.2.6

NUMNELG

NUMNELG — Number of element groups on this loading surface (Max = 100)

2.2.7

NSR, JCR, NJR, ICR, NIR, NS — For Each Group

- NSR — Starting element number of the first row
- JCR — Element number increment in a row
- NJR — Number of elements in a row
- ICR — Element number increment for next row
- NIR — Total number of rows
- NS — Element surface number (See Mesh File Card 3.2)

5	10	15	20
35	40	45	50
65	70	75	80

Example
NSR = 5
JCR = 5
NJR = 4
ICR = 30
NIR = 3

Card Group	Input Data and Definitions (Heat Conduction)	
3 Loading Function	3.1	NUMLF NUMLF Number of loading functions (Max = 20)
	3.2 For Each Loading Function	3.2.1 LFNO LFNO Loading function number
		3.2.2 a_0, a_1, a_2 a_i Coefficients defining loading function (F) $F = a_0 + a_1x + a_2y$ Note: For convection boundary, only a_0 is used.

Card Group	Input Data and Definitions (Heat Conduction)	
4 Loading History	4.1 NUMLH NUMLH Number of loading histories (Max = 20)	
	4.2 For Each Loading History	4.2.1 LHNO LHNO Loading history number
		4.2.2 NUMTP NUMTP Number of time points (Max = 1000)
		4.2.3 T_1, T_2, ..., T_{NUMTP} T_i Specified time
		4.2.4 C_1, C_2, ..., C_{NUMTP} C_i Loading intensity at time T_i

Card Group	Input Data and Definitions (Heat Conduction)
5 Initial Temperature & Boundary Condition Specification	5.1 IBTYPE IBTYPE = 0 End of data = 1 Initial temperature = 2 Heat pipe = 3 Convection boundary = 4 External heat flow boundary = 5 Temperature boundary For IBTYPE = 1 (Initial Temperature) LFNO_IT LFNO_IT Loading function number for initial temperature For IBTYPE = 2 (Heat Pipe) IDP, MATP, LSNO_HP, LFNO_HP, LHNO_HP IDP Pipe ID number MATP Pipe property number Heat pipe LSNO_HP Loading surface number Liquid temperature at the beginning of pipe LFNO_HP Loading function number LHNO_HP Loading history number

<table>
<tr><th>Card Group</th><th>Input Data and Definitions (Heat Conduction)</th></tr>
<tr><td>5

Initial Temperature & Boundary Condition Specification</td><td>5.1

For IBTYPE = 3 (Convection Boundary)

IDC, LSNO_CB, LFNO_HC, LHNO_HC, LFNO_ET, LHNO_ET

IDC — Convection boundary ID number

LSNO_CB — Loading surface number
Defined only on continuum element surface

Convection heat transfer coefficient
LFNO_HC — Loading function number
LHNO_HC — Loading history number

External temperature
LFNO_ET — Loading function number
LHNO_ET — Loading history number

For IBTYPE = 4 (External Heat Flow Boundary)

LSNO_EH, LFNO_EH, LHNO_EH

External heat flow boundary
LSNO_EH — Loading surface number
LFNO_EH — Loading function number for (ID=0, CF)
LHNO_EH — Loading history number for (IDF)

For IBTYPE = 5 (Temperature Boundary)

LSNO_TB, LFNO_TB, LHNO_TB

Temperature boundary
LSNO_TB — Loading surface number
LFNO_TB — Loading function number for (ID=1, CF)
LHNO_TB — Loading history number for (IDF)

Note: For IBTYPE = 1, 4, or 5, specified initial temperature or boundary conditions are saved in mesh file (NewMeshFile.Mes)</td></tr>
</table>

LOAD-3D

LDTYPE = 6 [Heat Conduction: SMAP-T3]

Card Group	Input Data and Definitions (Heat Conduction)
1 Title	1.1 TITLE TITLE — Any title (Max = 60 characters)
2 Loading Surface	2.1 NUMLS NUMLS — Number of loading surfaces where thermal boundary conditions are specified (Max = 20)
	2.2 For Each Loading Surface 2.2.1 LSNO, LSTYPE LSNO — Loading surface number LSTYPE = 0 All specified nodes = 1 Polygon = 2 Plane = 3 Line strip = 4 Points = 5 Node group = 6 Element group
	2.2 For Each Loading Surface — LSTYPE = 0, 1, 2, 3, 4 2.2.2 NUMNODE NUMNODE — Number of nodes on this loading surface (Max = 9990)
	2.2 For Each Loading Surface — LSTYPE = 0, 1, 2, 3, 4 2.2.3 NOD_1, NOD_2, ..., $NOD_{NUMNODE}$ NOD_i — Specified node Polygon (LSTYPE=1) is defined counterclockwise. Plane (LSTYPE=2) is defined by 3 nodes. For LSTYPE=3 and $NOD_{NUMNODE} < 0$, absolute value of $NOD_{NUMNODE}$ is the reference node defining normal. For heat pipe, nodes should be specified in order starting at the beginning of pipe.

Card Group	Input Data and Definitions (Heat Conduction)

2 Loading Surface — 2.2 For Each Loading Surface — LSTYPE = 5 (Node Group)

2.2.4

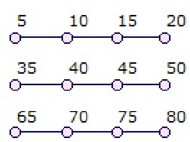
NUMNODG

NUMNODG	Number of node groups on this loading surface (Max = 100)

2.2.5

NSR, JCR, NJR, ICR, NIR **For Each Group**

NSR	Starting node number of the first row
JCR	Node number increment in a row
NJR	Number of nodes in a row
ICR	Node number increment for next row
NIR	Total number of rows



Example
NSR = 5
JCR = 5
NJR = 4
ICR = 30
NIR = 3

LSTYPE = 6 (Element Group)

2.2.6

NUMNELG

NUMNELG	Number of element groups on this loading surface (Max = 100)

2.2.7

NSR, JCR, NJR, ICR, NIR, NS **For Each Group**

NSR	Starting element number of the first row
JCR	Element number increment in a row
NJR	Number of elements in a row
ICR	Element number increment for next row
NIR	Total number of rows
NS	Element surface no. (See Mesh File Card 3.2)

5	10	15	20
35	40	45	50
65	70	75	80

Example
NSR = 5
JCR = 5
NJR = 4
ICR = 30
NIR = 3

Card Group			Input Data and Definitions (Heat Conduction)
3 Loading Function	3.1		NUMLF NUMLF Number of loading functions (Max = 20)
	3.2 For Each Loading Function	3.2.1	LFNO LFNO Loading function number
		3.2.2	a_0, a_1, a_2, a_3 a_i Coefficients defining loading function (F) $F = a_0 + a_1x + a_2y + a_3z$ Note: For convection boundary, only a_0 is used.

Card Group			Input Data and Definitions (Heat Conduction)
4 Loading History	4.1		NUMLH NUMLH Number of loading histories (Max = 20)
	4.2 For Each Loading History	4.2.1	LHNO LHNO Loading history number
		4.2.2	NUMTP NUMTP Number of time points (Max = 1000)
		4.2.3	T_1, T_2, ..., T_{NUMTP} T_i Specified time
		4.2.4	C_1, C_2, ..., C_{NUMTP} C_i Loading intensity at time T_i

Card Group	Input Data and Definitions (Heat Conduction)
5 Initial Temperature & Boundary Condition Specification	5.1 IBTYPE IBTYPE = 0 End of data = 1 Initial temperature = 2 Heat pipe = 3 Convection boundary = 4 External heat flow boundary = 5 Temperature boundary For IBTYPE = 1 (Initial Temperature) LFNO_IT LFNO_IT Loading function number for initial temperature For IBTYPE = 2 (Heat Pipe) IDP, MATP, LSNO_HP, LFNO_HP, LHNO_HP IDP Pipe ID number MATP Pipe property number Heat pipe LSNO_HP Loading surface number Liquid temperature at the beginning of pipe LFNO_HP Loading function number LHNO_HP Loading history number

Card Group	Input Data and Definitions (Heat Conduction)
5 Initial Temperature & Boundary Condition Specification	5.1 For IBTYPE = 3 (Convection Boundary) IDC, LSNO_CB, LFNO_HC, LHNO_HC, LFNO_ET, LHNO_ET IDC Convection boundary ID number LSNO_CB Loading surface number for convection boundary Defined only on continuum element surface Convection heat transfer coefficient LFNO_HC Loading function number LHNO_HC Loading history number External temperature LFNO_ET Loading function number LHNO_ET Loading history number For IBTYPE = 4 (External Heat Flow Boundary) LSNO_EH, LFNO_EH, LHNO_EH External heat flow boundary LSNO_EH Loading surface number LFNO_EH Loading function number for (ID=0, CF) LHNO_EH Loading history number for (IDF) For IBTYPE = 5 (Temperature Boundary) LSNO_TB, LFNO_TB, LHNO_TB Temperature boundary LSNO_TB Loading surface number LFNO_TB Loading function number for (ID=1, CF) LHNO_TB Loading history number for (IDF) Note: For IBTYPE = 1, 4, or 5, specified initial temperature or boundary conditions are saved in mesh file (NewMeshFile.Mes)

XY Graph
User's Manual

12.1 Introduction

XY Graph is a two-dimensional graph consisting of lines connecting each pair of data points, which can be plotted by PLOT XY or EXCEL. Figure 12.1 shows schematic flow diagram of plotting simple form of Draft XY data in Table 12.1.

This Draft XY is changed into Standard XY by Converter DS. Then Standard XY can be plotted by directly PLOT XY or by EXCEL with the aid of Converter SE.

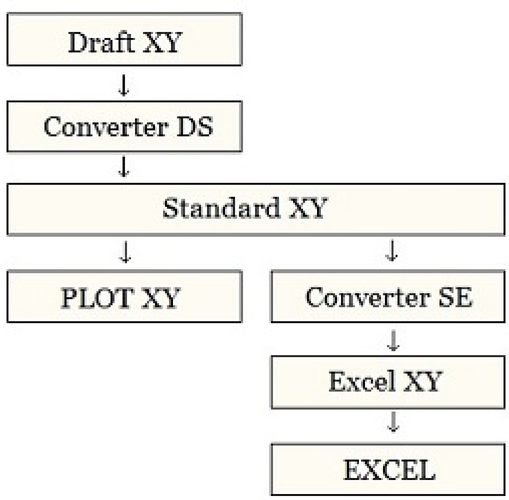


Figure 12.1 Flow diagram of plotting XY graph

Table 12.1 Draft XY Data Format

<table>
<tr><th>Card Group</th><th colspan="2">Input Data and Definitions</th></tr>
<tr><td rowspan="5">First Plot</td><td>Title</td><td>Title (Max 50 Characters)
Sub Title (Max 50 Characters)
X-Label (Max 50 Characters)
Y-Label (Max 50 Characters)</td></tr>
<tr><td>First Curve</td><td>X_1 Y_1
X_2 Y_2
- -
X_n Y_n
0.0 123456 (End of Curve)
Legend 1 (Max 20 Characters)
Legend 2 (Max 20 Characters))</td></tr>
<tr><td>Second Curve</td><td>X_1 Y_1
X_2 Y_2
- -
X_n Y_n
0.0 123456 (End of Curve)
Legend 1 (Max 20 Characters)
Legend 2 (Max 20 Characters)</td></tr>
<tr><td></td><td></td></tr>
<tr><td>Last Curve</td><td>X_1 Y_1
X_2 Y_2
- -
X_n Y_n
0.0 123456 (End of Curve)
Legend 1 (Max 20 Characters)
Legend 2 (Max 20 Characters)
0.0 987654 (End of Plot)</td></tr>
<tr><td colspan="2">Next Plot</td><td>Next Plot can be added using the same format as the First Plot</td></tr>
</table>

12.2 New Graph

XY Graph can be created by performing the following steps:

Step 1:

Select the following menu items in SMAP:

Plot → XY → PLOT XY → New

Step 2:

Once selected, initial default file XY.dat will be opened by Notepad as listed in Table 12.2.

Edit this default file according to the format of Draft XY Data in Table 12.1. And then save and exit.

Step 3:

Draft XY.dat is automatically changed into Standard Form by Converter DS as listed in Table 12.3.
Modified graph will be displayed on PLOT XY drawing board.

Step 4:

XY Graph can be further modified by Edit Dialog explained in detail in the next Section 12.3.

Table 12.2 Draft XY Data (Initial Default File XY.dat)

```
Plot No. 1
Sub Title 1
XLabel-1
YLabel-1
 0        10
 100      20
 .000000E+00   .123456E+06
Curve 1
Legend
10,     20
90,     30
 .000000E+00   .123456E+06
Curve 2
Legend
 .000000E+00   .987654E+06
Plot No. 2
Sub Title 2
XLabel-2
YLabel-2
0       100
1000    200
 .000000E+00   .123456E+06
Curve 1
Legend
100     200
900     300
.000000E+00   .123456E+06
Curve 2
Legend
.000000E+00   .987654E+06
Plot No. 3
Sub Title 3
XLabel-3
YLabel-3
0       100
1000    200
.000000E+00   .123456E+06
Curve 1
Legend
200,    200
900,    300
.000000E+00   .123456E+06
Curve 2
Legend
.000000E+00   .987654E+06
```

Table 12.3 Standard XY Data (Initial Default File XY.dat)

```
*************************************************************
*                           PLOT NO:    1                   *
*************************************************************
C Following data can be modified for plotting configuration
 TITLE     (50 CHAR) = Plot No. 1
 SUB-TITLE (50 CHAR) = Sub Title 1
 XLABLE    (50 CHAR) = XLabel-1
 YLABLE    (50 CHAR) = YLabel-1
C
 MAN.-SCALE :     IXY = 1
 LEGEND-OPT. :    ILG = 1
 TOTAL CURVE :    NLG = 2
 LEGEND-LEN : DXLEGN = 0.0
C
C IELEM= 0: no list data, list X-label & X-tick number
C        1:    list data, list X-label & X-tick number
C       -2:    node data, list node numbers only
C        2: element data, list element numbers only
C       -3:    node data, list node no, X-tick no. & X-label
C        3: element data, list elem no, X-tick no. & X-label
 EL-LIST-OPT : IELEM = 0
C
 FRAMING :        IFM = 1
 CENTERING :    ICENL = 1
 GRIDDING :     IGRID = 1
C X-coordinate data
                 XMAX = 5.0
                 NODX = 6
                   XS =  .000000E+00
                   XE =  .120000E+03
                NXDEC =-1
               XSCALE = 1.0
C
                IGENX = 0
               XDELTA = 0.0
C
                 LOGX = 0
                  NXD = 0
C Y-coordinate data
                 YMAX = 5.0
                 NODY = 6
                   YS =  .800000E+01
                   YE =  .320000E+02
                NYDEC = 2
               YSCALE = 1.0
C
                 LOGY = 0
                  NYD = 0
C Individual Curve
C                  NO :   1   2   3   4   5   6   7   8   9  10
                 HIDE =   0   0   0   0   0   0   0   0   0   0
                 LINE =   1   1   1   1   1   1   1   1   1   1
                 DASH =   1   2   3   4   5   6   7   8   9  10
                 MARK =   1   2   3   4   5   6   7   8   9  10
                 COLR =   1   2   3   4   5   6   7   8   9  10
C *************************************************************
  .000000E+00   .100000E+02
  .100000E+03   .200000E+02
  .000000E+00   .123456E+06
Curve 1
Legend
  .100000E+02   .200000E+02
  .900000E+02   .300000E+02
  .000000E+00   .123456E+06
Curve 2
Legend
  .000000E+00   .987654E+06
```

12.3 Edit Dialog

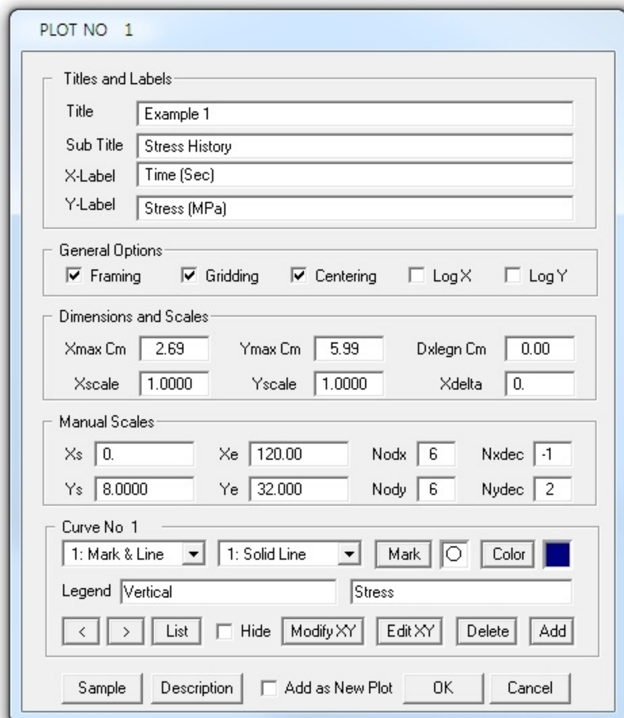
Edit Dialog in Figure 12.2 can be accessed by selecting the Edit menu in PLOT-XY.

Edit Dialog consists of following six parts:

- Titles and Labels
- General Options
- Dimensions and Scales
- Manual Scales
- Curve Data
- Command Buttons & Check Box

Refer to description in Sample Graph in Figure 12.3.

Figure 12.2
Edit dialog



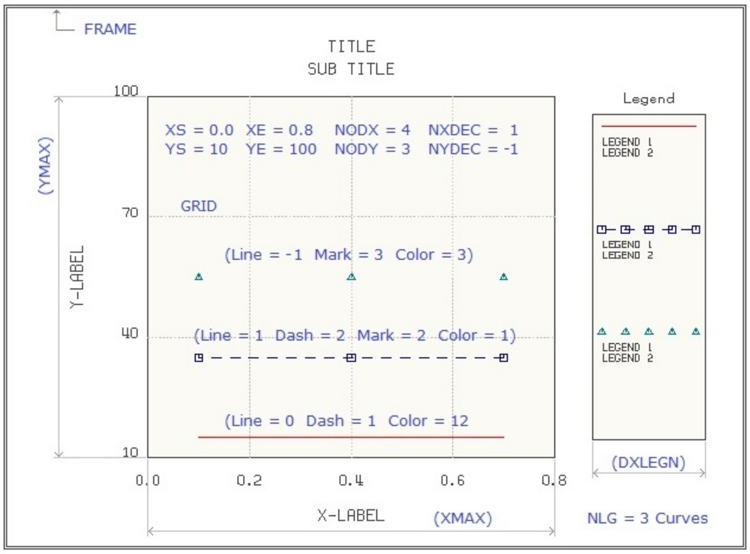


Figure 12.3 Sample graph

12.3.1 Titles and Labels

Here, you type:
Title, Sub Title, X-Label, and Y-Label.

12.3.2 General Options

Check the box for the option item to be active:

Framing	Draw Frame
Gridding	Draw Grid lines
Centering	Center Titles and X & Y Labels
Log X	Log scale in X axis
Log Y	Log scale in Y axis

12.3.3 Dimensions and Scales

Refer to description in Sample Graph in Figure 12.3.

12.3.4 Manual Scales

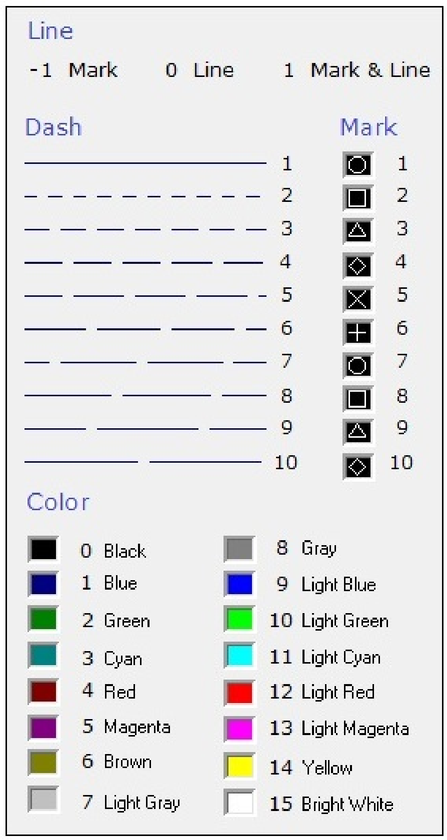
Refer to description in Sample Graph in Figure 12.3.

12.3.5 Curve Data

For each curve, you can select Line type, Dash type, Mark type, Color as in Figure 12.4, and type in Legends.

Check Hide Curve to hide the current curve.

Figure 12.4
Curve options



Curve Data has the following seven command buttons:

Back	Open previous curve
Next	Open next curve
List	List all curves as in Figure 12.5a
Modify XY	Modify current curve XY data as in Figure 12.5b
Edit XY	Edit current curve XY data
Delete	Delete current curve
Add	Add new curve to current plot

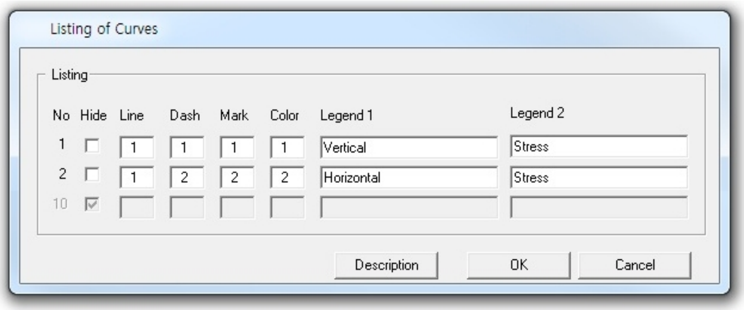


Figure 12.5a Listing of curves

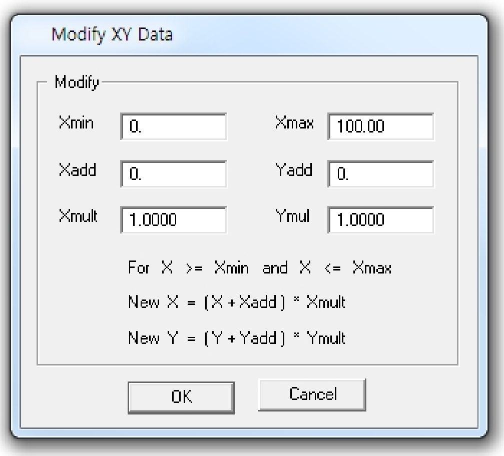


Figure 12.5b Modify current curve XY data

12.3.6 Command Buttons & Check Box

Sample	Show Sample graph in Figure 12.3
Description	Show Curve options in Figure 12.4
Add as New Plot	Copy Current plot and Add as New plot
OK	Save and exit Edit dialog
Cancel	Cancel and exit Edit dialog

12.4 Existing Graph

XY Graph can be opened by performing the following steps:

Step 1:

Select the following menu items in SMAP:
Plot → XY → PLOT XY → Open

Step 2:

If input file is Draft Form, then it will be automatically changed into Standard Form by Converter DS as listed in Table 12.3.

XY Graph will be displayed on PLOT XY drawing board.

Step 3:

XY Graph can be modified by Edit Dialog as explained in detail in the previous Section 12.3.

Refer to samples in the following directory:

C:\Smap \Smap3D \Example \XY_Graph \PLOT XY Graph Sample.docx

12.5 Excel XY Graph

Excel XY Graph can be made by performing the following steps:

Step 1:

Select the following menu items in SMAP:
Plot → XY → EXCEL → Open

Step 2:

If input file is Draft Form, then it will be automatically changed into Standard Form by Converter DS as listed in Table 12.3.

Then this Standard XY Graph will be changed into Excel Form by Converter SE and displayed on EXCEL Spreadsheet as shown in Figure 12.6.

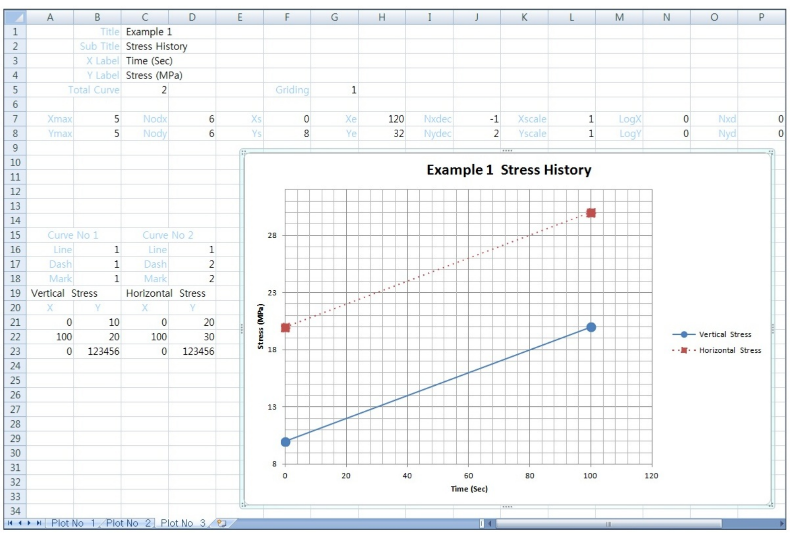


Figure 12.6 XY graph on Excel spread sheet

Notes on Excel XY Graph

Excel XY Graph can be influenced by the following input parameters in Standard Form:

Note 1: Input Parameters Not Considered

Following parameters are not considered:
Plot dimensions: XMAX , YMAX
Number of digits after decimal point: NXDEC, NYDEC

Note 2: Automatic Scaling (Xscale = 0, Yscale = 0)

For XSCALE = 0
X axis is automatically scaled and XS, XE and NODX are not used.

For YSCALE = 0
Y axis is automatically scaled and YS, YE and NODY are not used.

Note 3: Logarithmic Scaling (Logx = 1, Logy = 1)

For LOGX = 1

NODX and NXD are not used.

If XSCALE ≠ 0 and XS < 1 and XE > 1, XS is automatically scaled.

For LOGY = 1

NODY and NYD are not used.

If YSCALE ≠ 0 and YS < 1 and YE > 1, YS is automatically scaled.

Refer to samples in the following directory:
C:\Smap \SmapT3 \Example \XY_Graph \Excel XY Graph Sample.pdf

12.6 SMAP Results

Figure 12.7 shows schematic flow diagram of processing SMAP Results corresponding to Card Group 12 in SMAP Post File.

This Standard Form of PlotXy.dat can be opened by either PLOT XY or EXCEL spreadsheet.

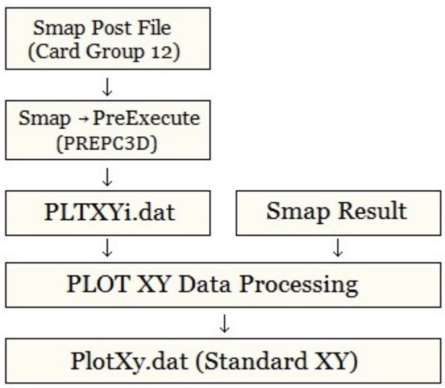


Figure 12.7 Processing SMAP results

SMAP Results can be plotted by performing following steps:

Step 1:

Select the following menu items in SMAP:
Plot → Result

Step 2:

Select PLOT XY
in Plot Menu dialog
in Figure 12.8.

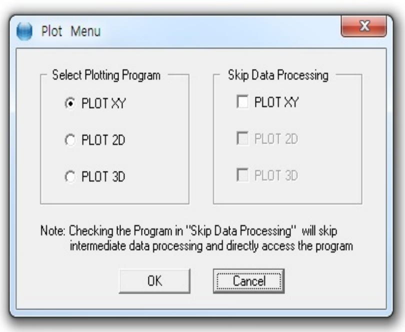


Figure 12.8
Plot menu dialog

12.6.1 PLOT XY Setup

PLOT XY Setup in Figure 12.9 can be accessed by selecting the following item in SMAP main menu.
Setup → PLOT XY

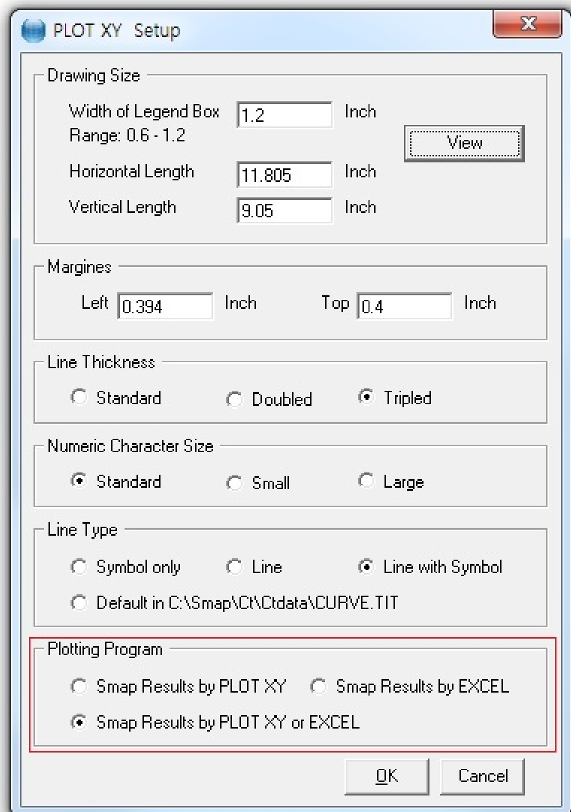


Figure 12.9 PLOT XY setup dialog

Refer to description in Sample Graph in Figure 12.4.

12.7 PlotXY Generator

PlotXY Generator is the graphical user interface which is mainly used to generate or edit Simplified Time History and Simplified Snapshot of Card Group 12 in SMAP Post File.

All different cases will be discussed in the following sections.

12.7.1 Accessing PlotXY Generator

PlotXY Generator can be accessed by selecting the following item in SMAP main menu as in Figure 12.10.
Run → PlotXY Generator → New / Open

New is used to generate new Post File.

You can edit sample input with all different cases.

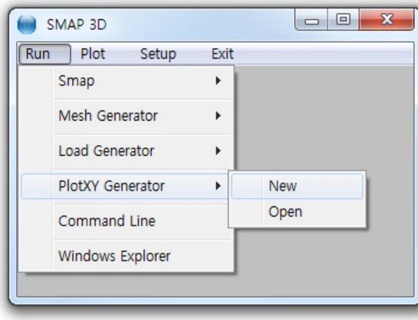


Figure 12.10
Menu for PlotXY Generator

Open is used to edit existing Post File. You can specify different output Post File name as shown in Figure 12.11.

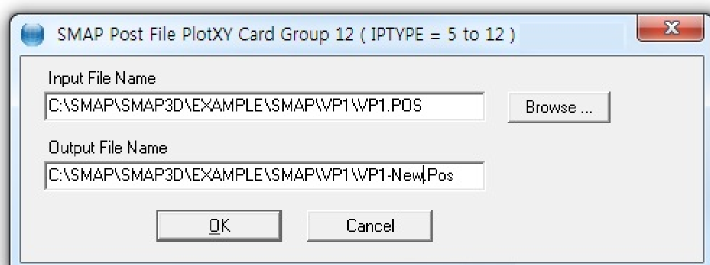


Figure 12.11 PlotXY input and output file dialog

12.7.2 Time History for a Given Element

Main Dialog for Time History of Stresses / Strains for a Given Element (IPTYPE = 5) is shown in Figure 12.12.

Element should be listed in Card 10.2.2 in SMAP Main File.
Table shows available data as in Figure 12.13.

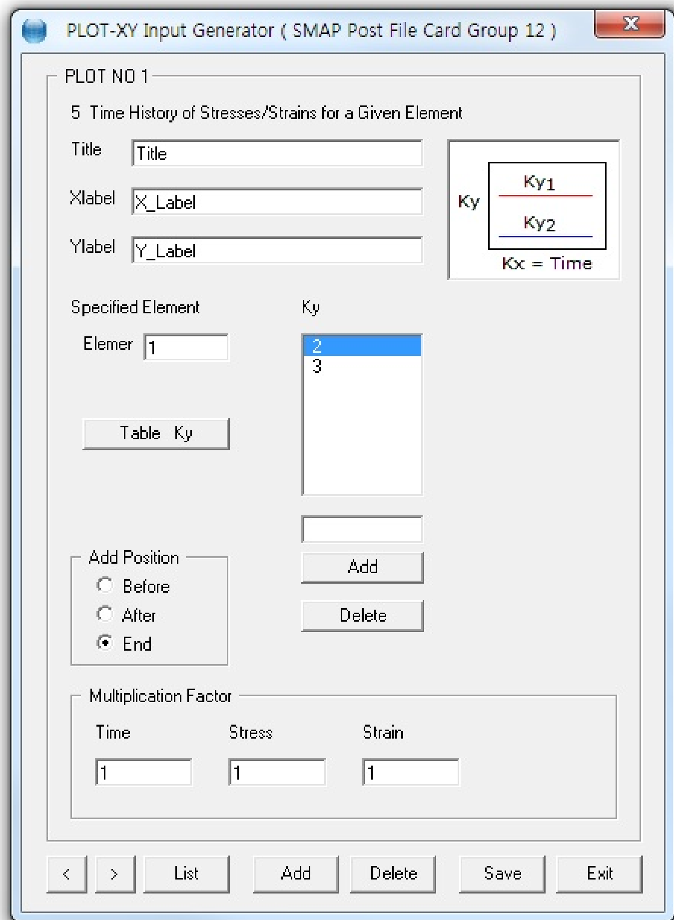


Figure 12.12 Time history for a given element

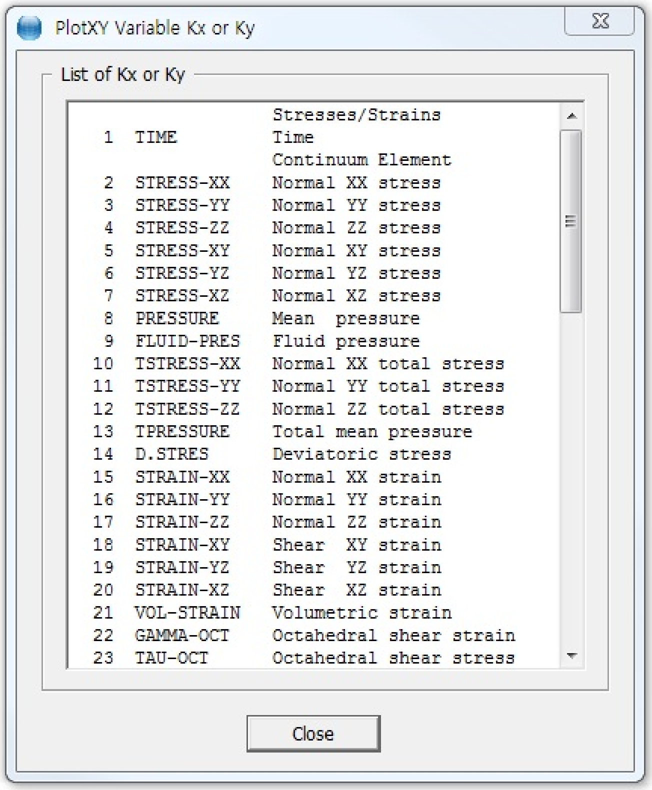


Figure 12.13 Available data for stresses / strains

Buttons at Main Dialog Bottom

Back	Show previous plot
Next	Show next plot
List	Show listing of all plots
Add	Add new plot at the end
Delete	Delete the current plot
Save	Save all updates
Exit	Save and exit

List shows summary of all plots as shown in Figure 12.14.

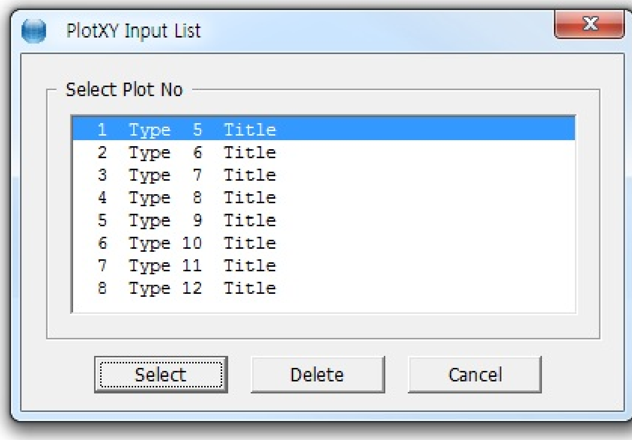


Figure 12.14 Listing of plots

Add shows new plot type to be added as in Figure 12.15.

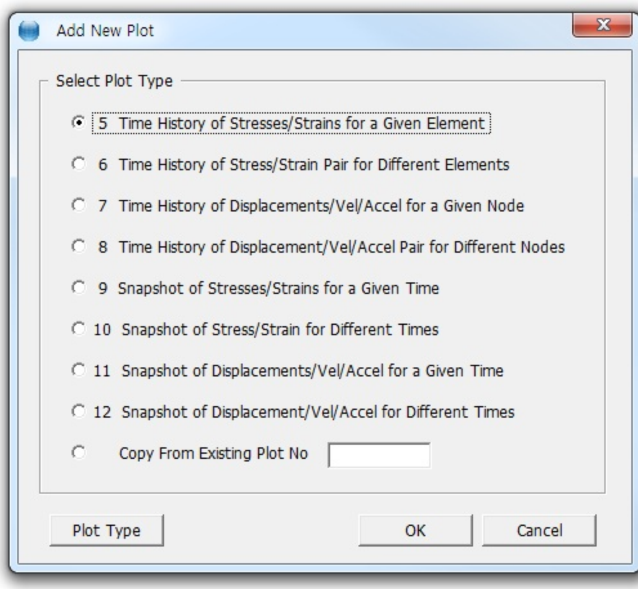


Figure 12.15 Add options for new plot

Plot Type in Add dialog illustrates graphically available plot types as shown schematically in Figure 12.16.

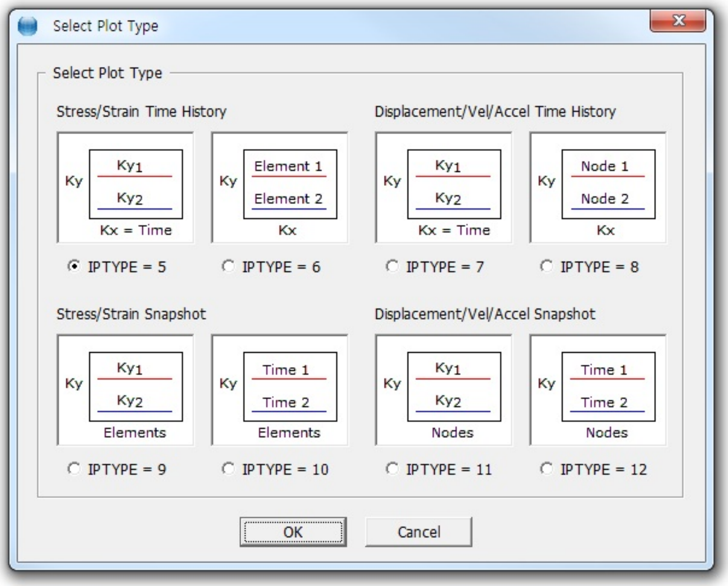


Figure 12.16 Available plot types

12.7.3 Time History for Different Elements

Main Dialog for Time History of Stresses / Strains for Different Elements (IPTYPE = 6) is shown in Figure 12.17.

Elements should be listed in Card 10.2.2 in SMAP Main File.
Table shows available data as in Figure 12.13.

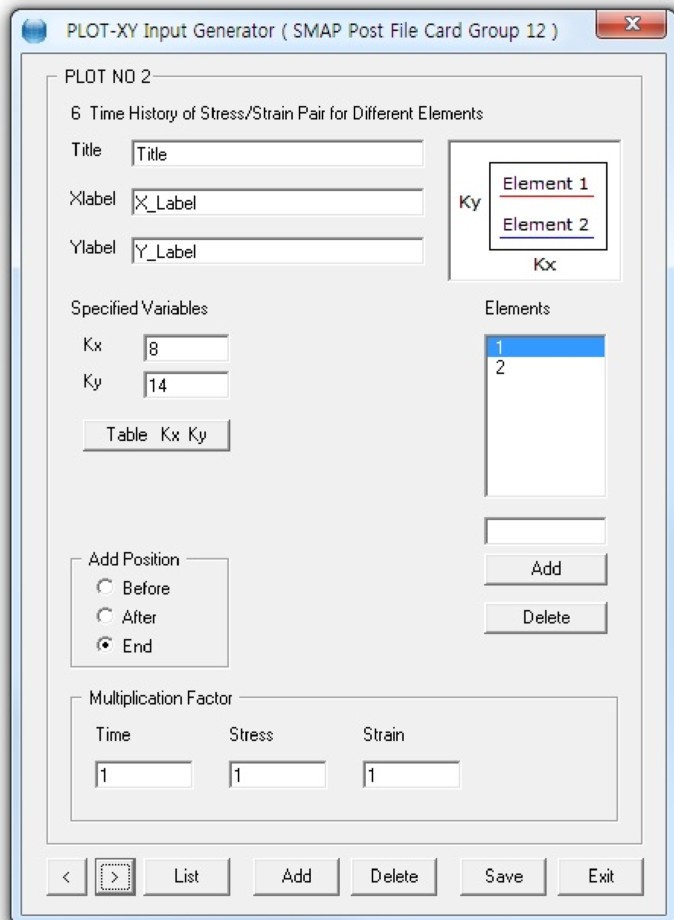


Figure 12.17 Time history for different elements

12.7.4 Time History for a Given Node

Main Dialog for Time History of Displacement / Vel / Accel for a Given Node (IPTYPE = 7) is shown in Figure 12.18.

Node should be listed in Card 10.3.2 in SMAP Main File.
Table shows available data as shown in Figure 12.19.

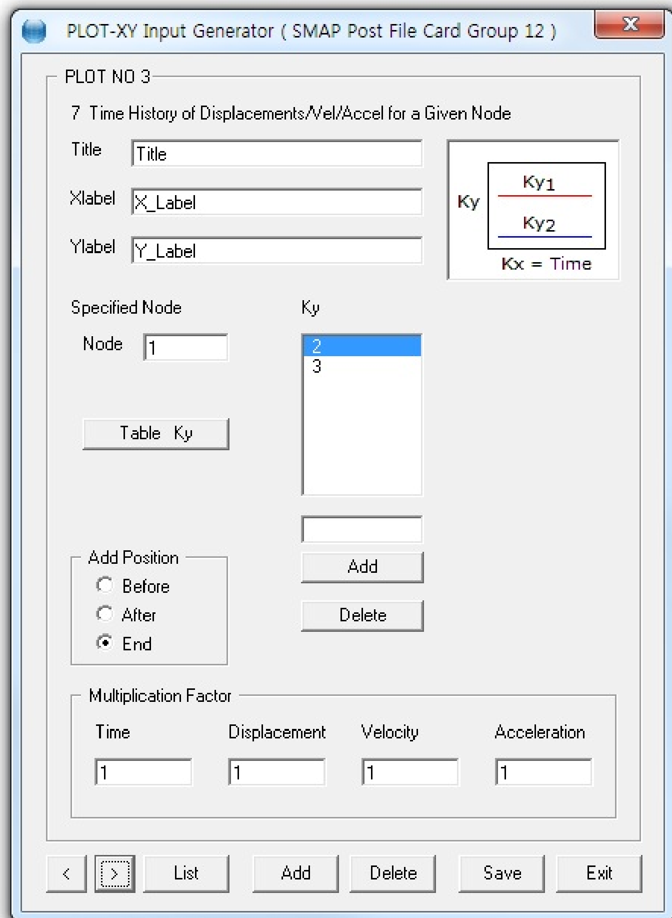


Figure 12.18 Time history for a given node

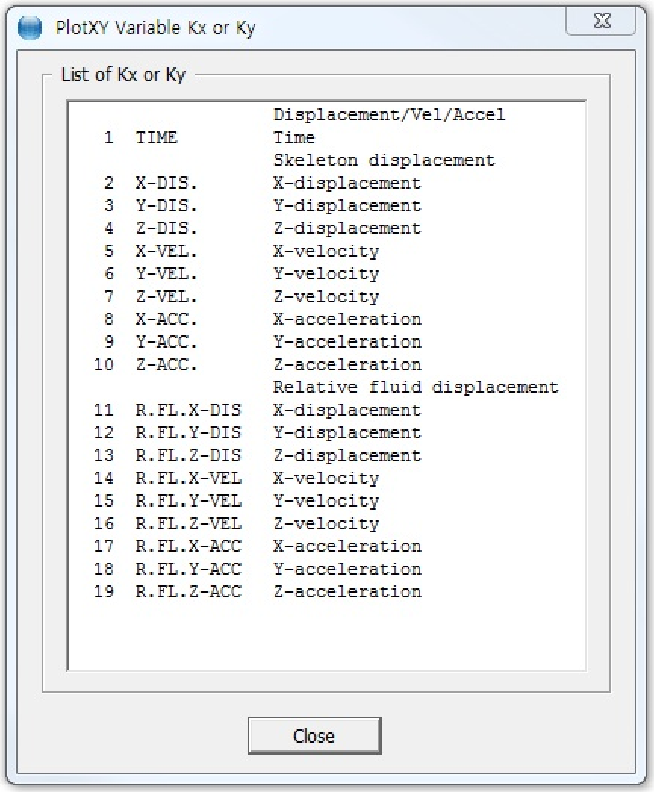


Figure 12.19 Available data for displacement/vel/accel

12.7.5 Time History for Different Nodes

Main Dialog for Time History of Displacement / Vel / Accel for Different Nodes (IPTYPE = 8) is shown in Figure 12.20.

Nodes should be listed in Card 10.3.2 in SMAP Main File.
Table shows available data as in Figure 12.19.

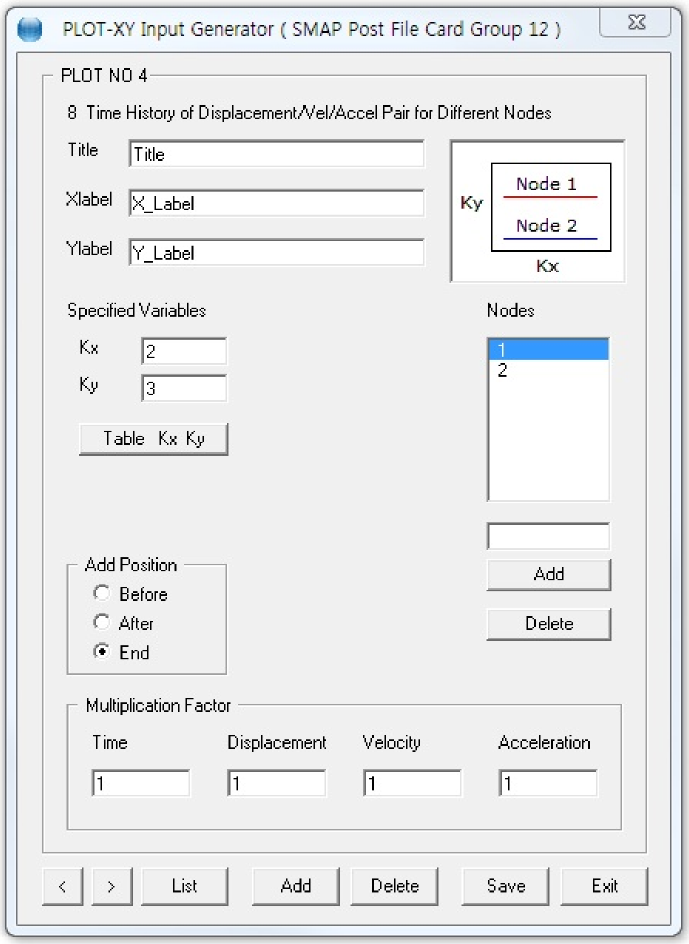


Figure 12.20 Time history for different nodes

12.7.6 Stress/Strain Snapshot for a Given Time

Main Dialog for Snapshot of Stresses / Strains for a Given Time (IPTYPE = 9) is shown in Figure 12.21.

Time should be listed in Card 10.4.2 in SMAP Main File.
Table shows available data as in Figure 12.13.
Elements represent a series of data points in SMAP Mesh.

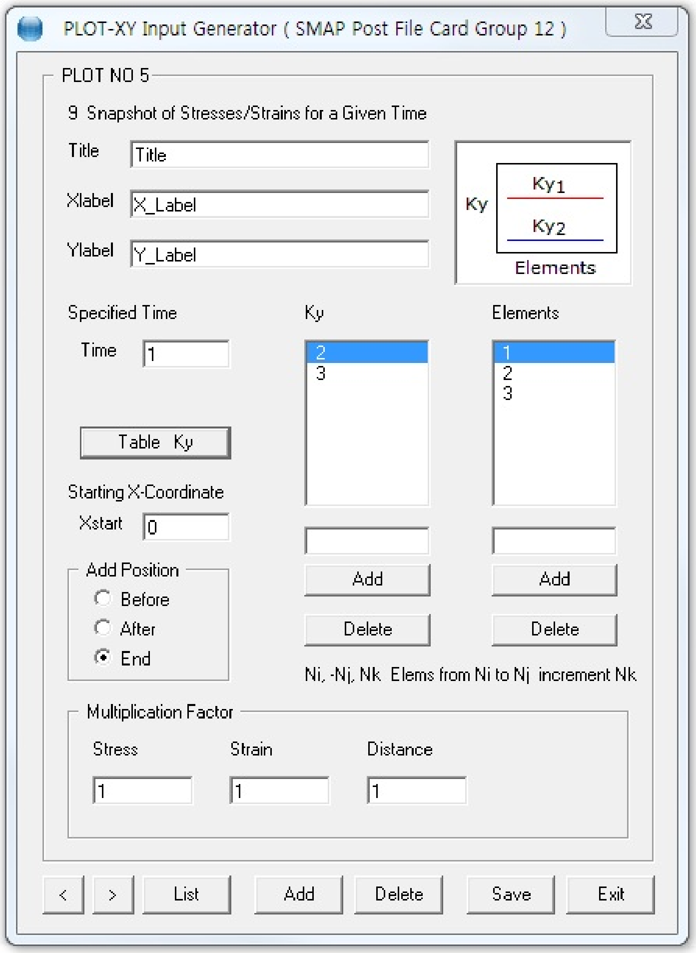


Figure 12.21 Stress/strain snapshot for a given time

12.7.7 Stress/Strain Snapshot for Different Times

Main Dialog for Snapshot of Stresses / Strains for Different Times (IPTYPE = 10) is shown in Figure 12.22.

Times should be listed in Card 10.4.2 in SMAP Main File.
Table shows available data as in Figure 12.13.
Elements represent a series of data points in SMAP Mesh.
This example will select a series of Elements (1,2,3,4,5,6,7,8,9,10).

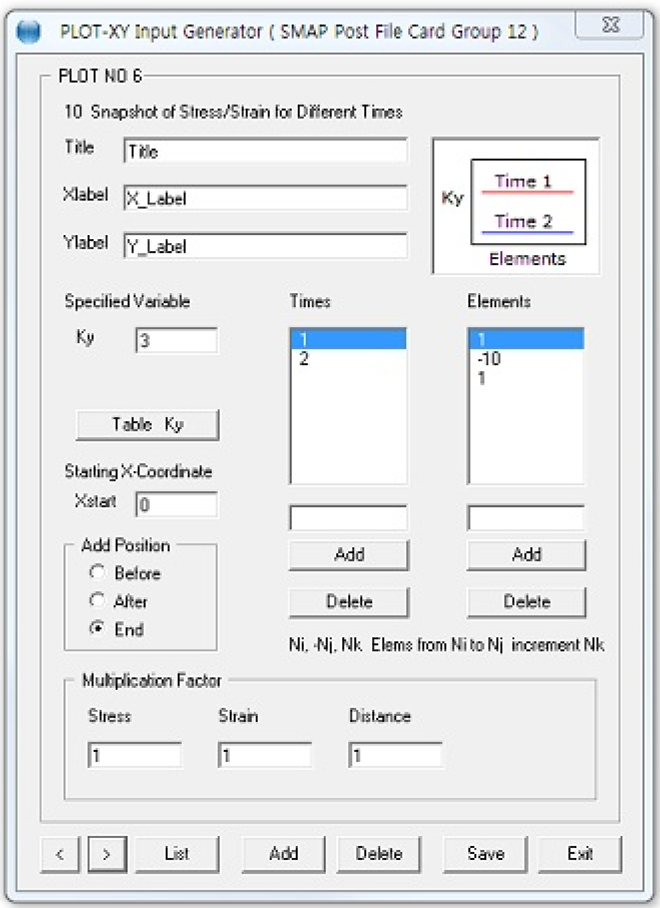


Figure 12.22 Stress/strain snapshot for different times

12.7.8 Displ/Vel/Acc Snapshot for a Given Time

Main Dialog for Snapshot of Displacement / Vel / Accel for a Given Time (IPTYPE = 11) is shown in Figure 12.23.

Time should be listed in Card 10.4.2 in SMAP Main File.
Table shows available data as in Figure 12.19.
Nodes represent a series of data points in SMAP Mesh.

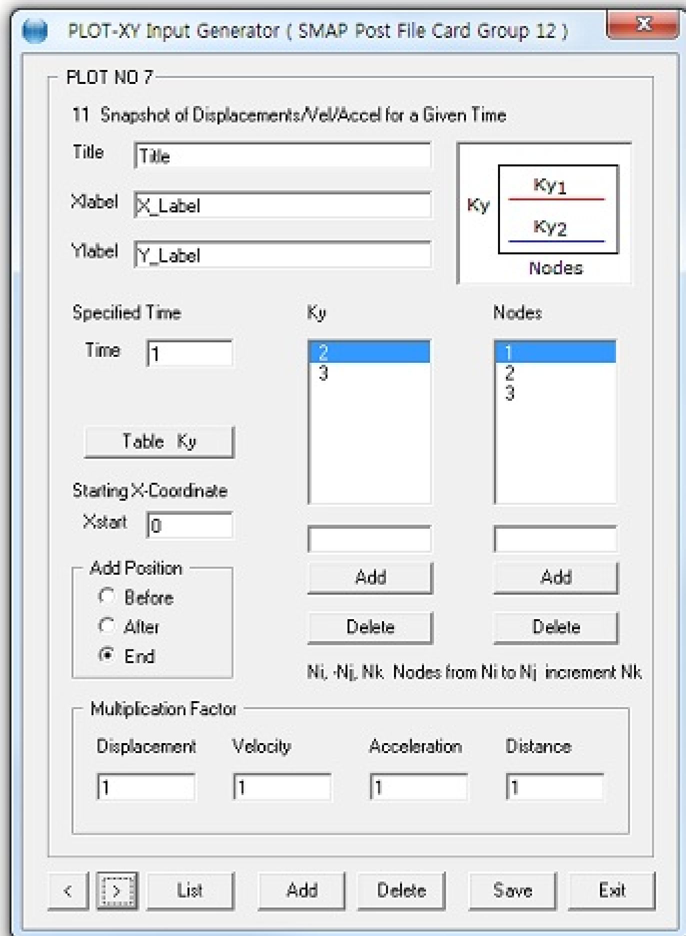


Figure 12.23 Displ/vel/accel snapshot for a given time

12.7.9 Displ/Vel/Acc Snapshot for Different Times

Main Dialog for Snapshot of Displacement / Vel / Accel for Different Times (IPTYPE = 12) is shown in Figure 12.24.

Times should be listed in Card 10.4.2 in SMAP Main File.
Table shows available data as in Figure 12.19.
Nodes represent a series of data points in SMAP Mesh.
This example will select a series of Nodes (1,2,3,11,13,15,17,19,21).

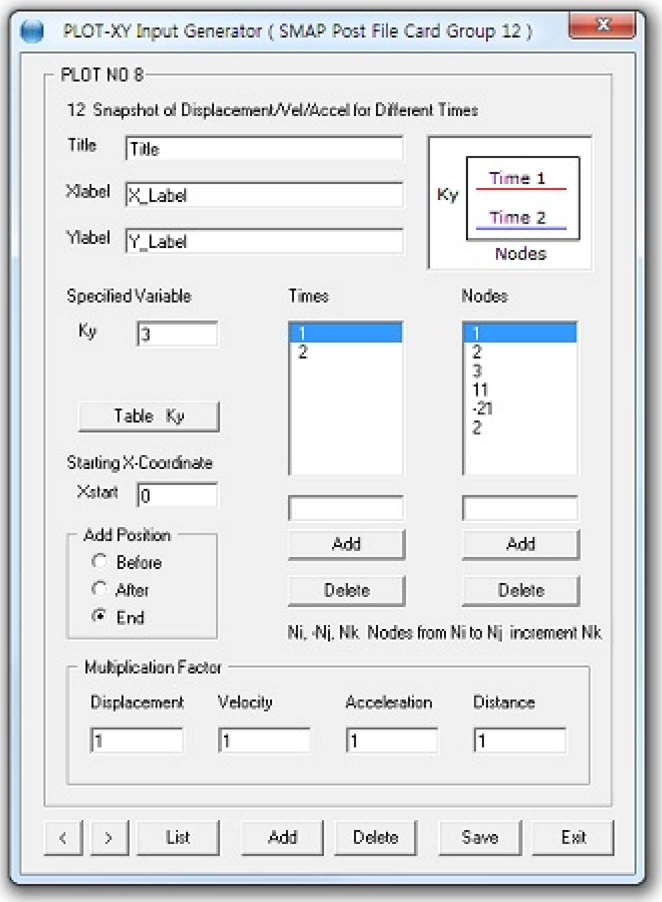


Figure 12.24 Displ/vel/accel snapshot for different times

PLOT-XY
User's Manual

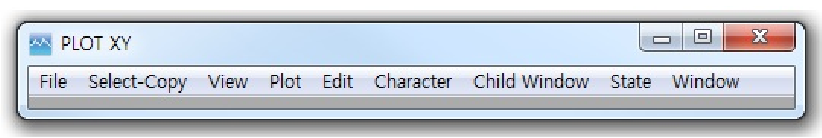
13.1 Introduction

PLOT-XY is a two-dimensional graphical program specially designed to perform scatter plotting and post processing for SMAP programs. The key features of PLOT-XY are:

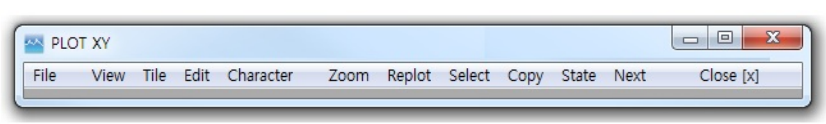
- Plot scatterplot data
  It reads the scatterplot data in text file and plots lines connecting each pair of data points.
- Plot results of analyses
  It reads Card 12 of Post File and SMAP Output and plots time histories of stress/strain/displacement/temperature and snap shots of stress/strain/displacement/temperature vs. distance.
- Edit XY graph
  It reads XY data, edits titles and scales, adds user-defined additional curves.

PLOT-XY has two menu styles, General and Express.

General Style includes 9 menus consisting of all menu items available.
For General Style, specify 1 in C:\Smap\Ct\Ctdata\MenuStyle_XY.dat

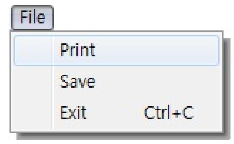


Express Style includes 12 menus which are rearranged so as to quickly access most frequently used menu items in practice.
For Express Style, specify 0 in C:\Smap\Ct\Ctdata\MenuStyle_XY.dat



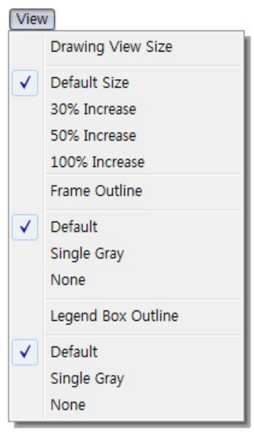
13.2 Menus

File has three sub menus.
Print is to get the hard copy of the current view.
Save is to save the current view.
Exit is to exit PLOT-XY.



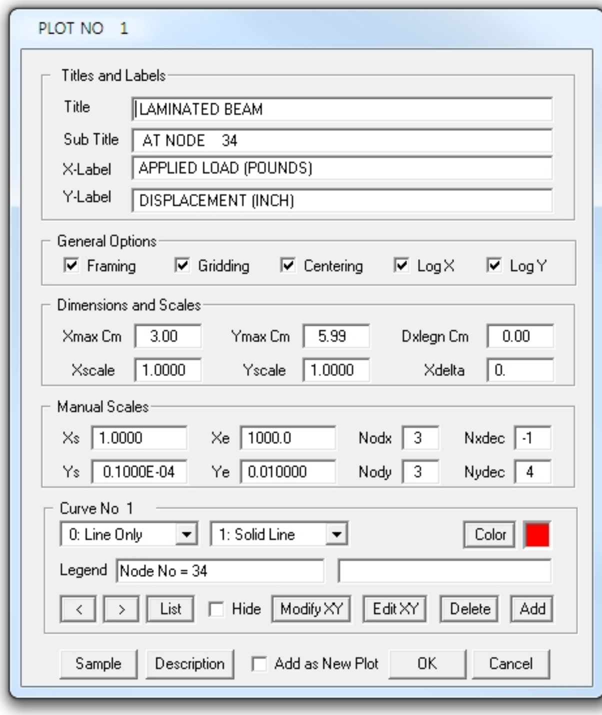
Select-Copy is mainly used to select and then copy the current view.

View is mainly used to select
Drawing View Size:
Default Size, 30%, 50%, or 100%
Increase Frame Outline:
Default, Single Gray, or None
Legend Box Outline:
Default, Single Gray, or None

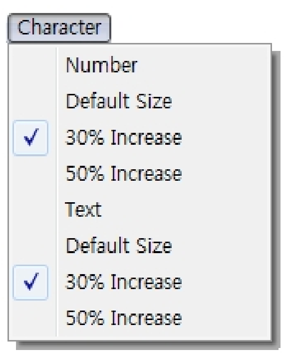


Plot has the following five sub menus.
Replot is to replot the currently focused child window. Zoom is to zoom the currently focused child window. Once this sub menu is selected, you can specify the rectangular zoom area by left mouse button down at the left top corner and then left mouse button up at the right bottom corner.
Hardcopy is to print the currently focused window.
Next is to plot the next graph.
Stop is to stop plotting.

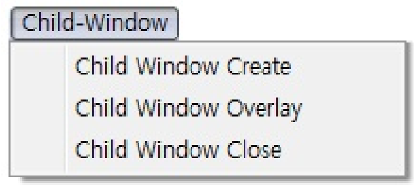
Edit opens following dialog to edit XY graph data.
It is described in detail in Section 12.3 in XY graph User's Manual.



Character is used to change sizes of number and text fonts. Default sizes are specified in PLOT-XY setup menu.



Child-Window is used to create, overlay, or close child window. A maximum of 40 child windows can be opened.



PLOT-2D
User's Manual

14.1 Introduction

PLOT-2D is a two-dimensional graphical program specially designed to perform pre and post processing for SMAP programs.
The key features of PLOT-2D are:

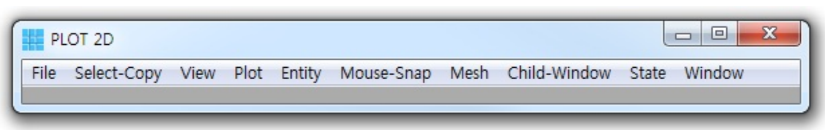
- **Plot finite element meshes**
  It reads the Mesh File and plots meshes along with node, element, boundary code, and material numbers.

- **Plot results of analyses**
  It reads Mesh File, Card 11 of Post File, SMAP Output Files and plots contours of continuum stress/strain/temperature, beam section forces, truss axial force/stress/strain, principal stress vectors, and deformed shapes.

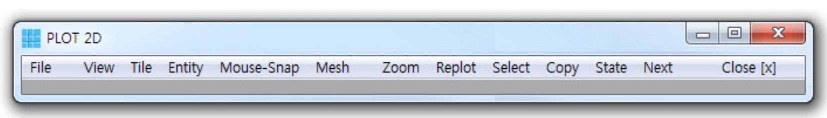
- **Edit finite element or group meshes**
  It reads finite element or group mesh files and edit these meshes.

PLOT-2D has two menu styles, General and Express.

General Style includes 11 menus consisting of all menu items available.
For General Style, specify 1 in C:\Smap\Ct\Ctdata\MenuStyle_2D.dat

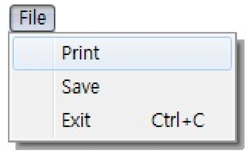


Express Style includes 13 menus which are rearranged so as to quickly access most frequently used menu items in practice.
For Express Style, specify 0 in C:\Smap\Ct\Ctdata\MenuStyle_2D.dat



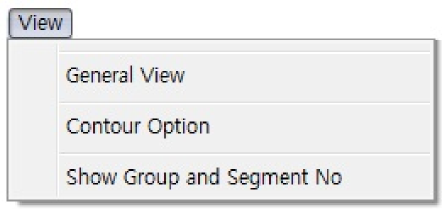
14.2 Menus

File has three sub menus.
Print is to get the hard copy of the current view.
Save is to save the current mesh file. Exit is to exit PLOT-2D.

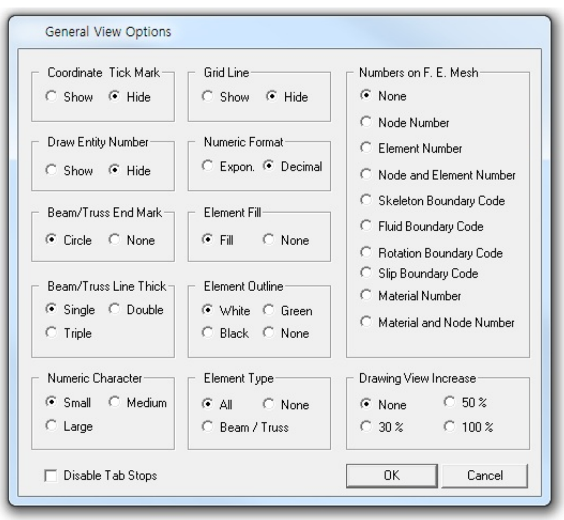


Select-Copy is mainly used to select and then copy the current view.

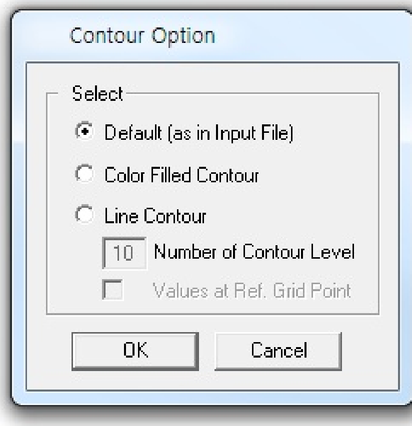
View has three sub menus; General View, Contour Option, and Show Group and Segment No.



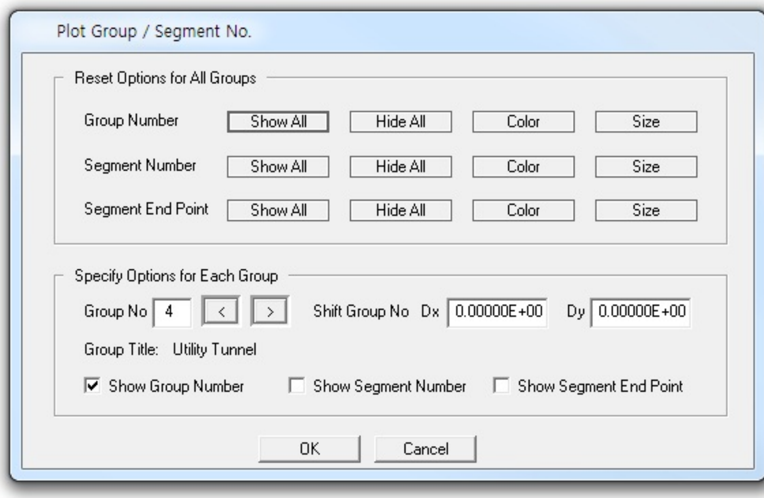
General View options affect all types of plots.



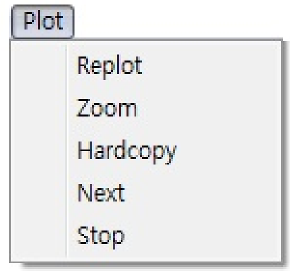
Contour Options affect contour plots of continuum element data for analysis results.



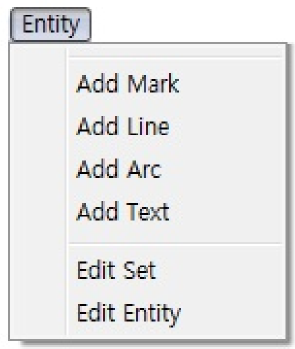
Show Group and Segment No is to show group and segment numbers when editing group meshes. It is described in detail in Section 5.3 in Group Mesh User's Manual.



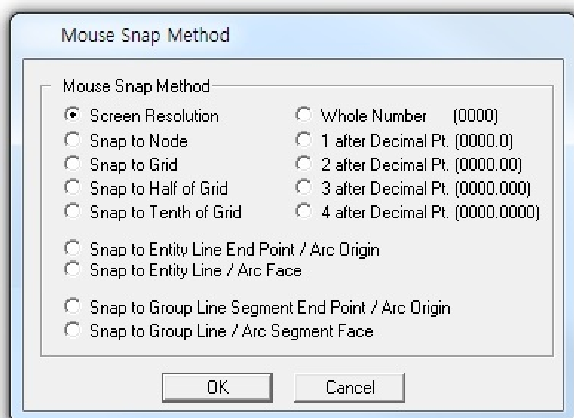
Plot has the following five sub menus.
Replot is to replot the currently focused child window. Zoom is to zoom the currently focused child window.
It zooms only mesh. Once this sub menu is selected, you can specify the rectangular zoom area by left mouse button down at the left top corner and then left mouse button up at the right bottom corner.
Hardcopy is to print the currently focused window.
Next is to plot the next graph.
Stop is to stop plotting.



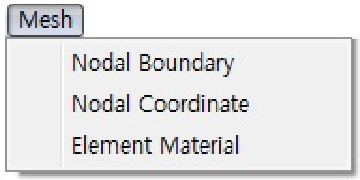
Entity is the graphical object which is mainly used to assist editing geometry of groups and elements. It has following six sub menus; Add Mark, Add Line, Add Arc, Add Text, Edit Set, and Edit Entity. It is described in detail in Section 5.7 in Group Mesh User's Manual.



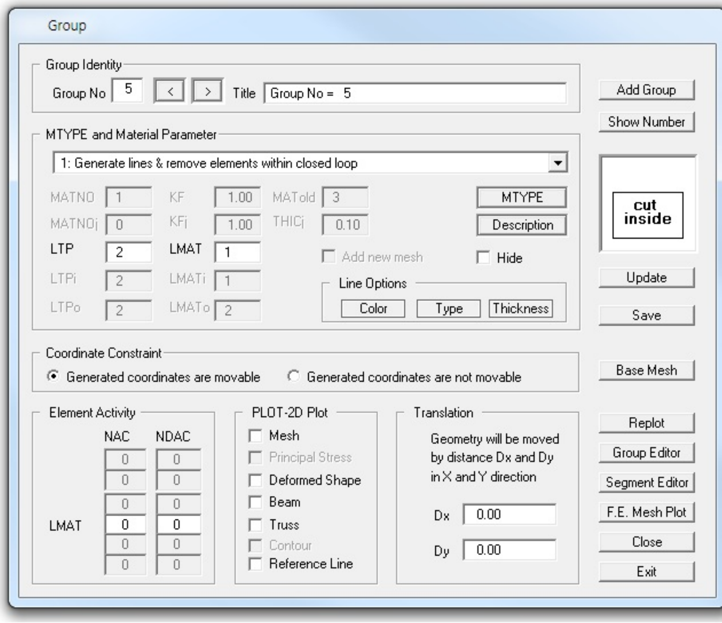
Mouse-Snap is to control the position of mouse cursor when you work for finite element mesh, group mesh, or entities. Mouse Snap Method helps you place the mouse cursor more accurately.



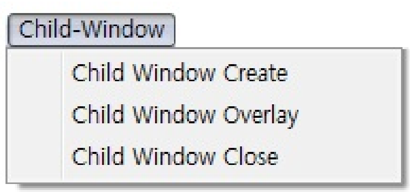
Mesh is used to directly modify finite element meshes. It has three sub menus; Nodal Boundary, Nodal Coordinate, and Element Material.
It is described in detail in Section 5.6 in Group Mesh User's Manual.



Group is used to build or edit group mesh.
It is described in detail in Section 5.3 in Group Mesh User's Manual.



Child-Window is used to create, overlay, or close child window.
A maximum of 40 child windows can be opened.



PLOT-3D
User's Manual

15.1 Introduction

PLOT-3D is a three-dimensional graphical program specially designed to perform pre and post processing for SMAP programs. The key features of PLOT-3D are:

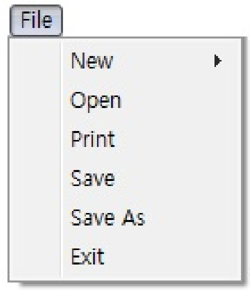
- **Plot finite element meshes**
  It reads the Mesh File and plots meshes along with node, element, boundary code, and material numbers.

- **Plot results of analyses automatically**
  It reads Mesh File and SMAP Output Files and with no input for Post File, plots contours of stress/strain/displacement, iso surface, principal stress vectors, load vectors and deformed shapes.

- **Compute intersections of surfaces**
  It reads the Mesh File containing shell elements for 3D surfaces and shows the locations of the computed intersections.
  The computed coordinates of intersections are saved in a file "Intersection.dat" which can be used for the construction of complicated 3D meshes.

PLOT-3D has 5 menus; File, Model, Plot, View and Help along with 25 toolbars.

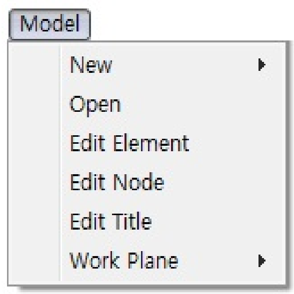
15.2 Menus



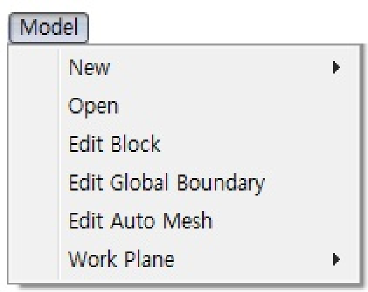
File has six sub menus.
New is used to build Finite Element Mesh or Block Mesh.
Open is used to open existing mesh file.
Print is to get the hard copy of the current view.
Save is to save the current mesh file or current view.

Save As is to save the current mesh file as another name.
Exit is to exit PLOT-3D.

Model is mainly used to edit Finite Element or Block Mesh file.
For detailed description, refer to Block Mesh User's Manual in Section 6.

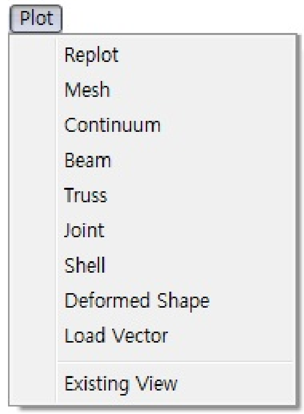


For editing Finite Element Mesh,
6 menus are shown.
New is to build new mesh file.
Open is to open existing mesh file.
Edit Element is to edit parameters related to element.
Edit Node is to edit parameters related to node.
Edit Title is to edit title.
Work Plane is to show prebuilt work planes.



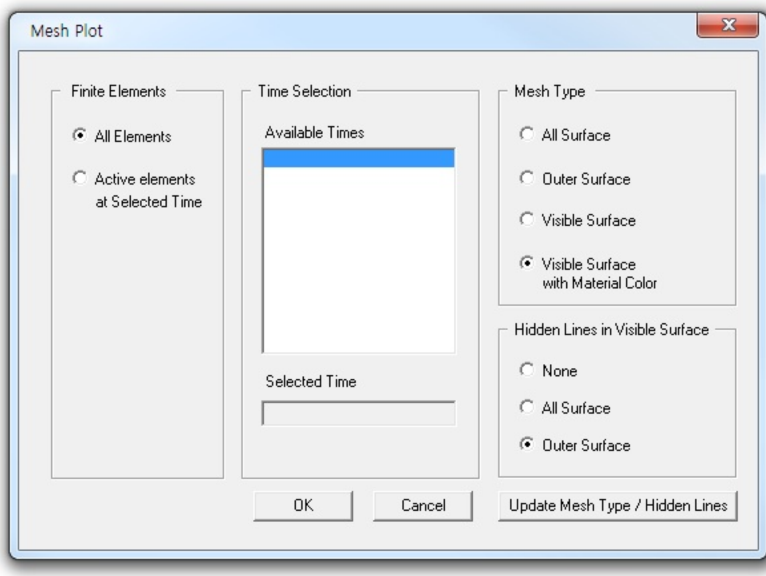
For editing Block Mesh,
6 menus are shown.
New is to build new mesh file.
Open is to open existing mesh file.
Edit Block is to edit parameters related to block.
Edit Global Boundary is to edit parameters related to boundary.
Edit Auto Mesh is to edit parameters related to auto mesh.
Work Plane is to show prebuilt work planes.

Plot is mainly used to plot Finite Element mesh and analysis results.
It has 10 sub menus; Replot, Mesh, Continuum, Beam, Truss, Joint, Shell, Deformed Shape, Load Vector, Existing View.
Joint plot is not available.

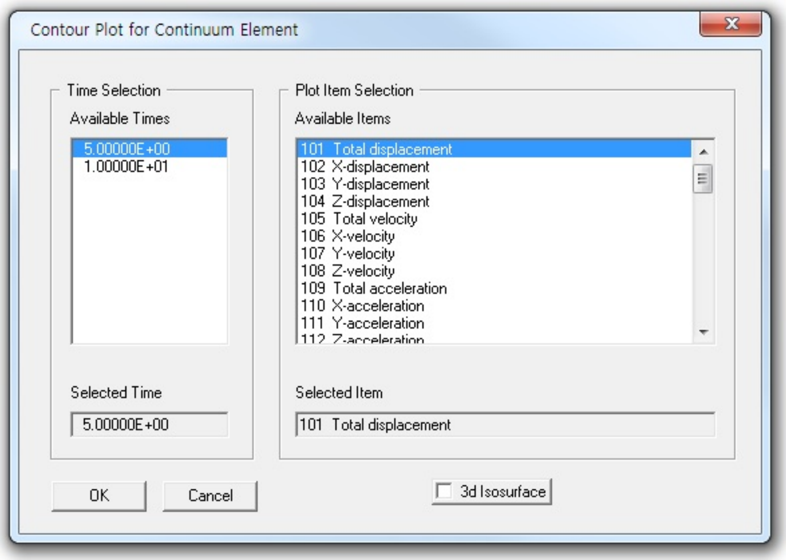


Replot is mainly used to refresh the current view.

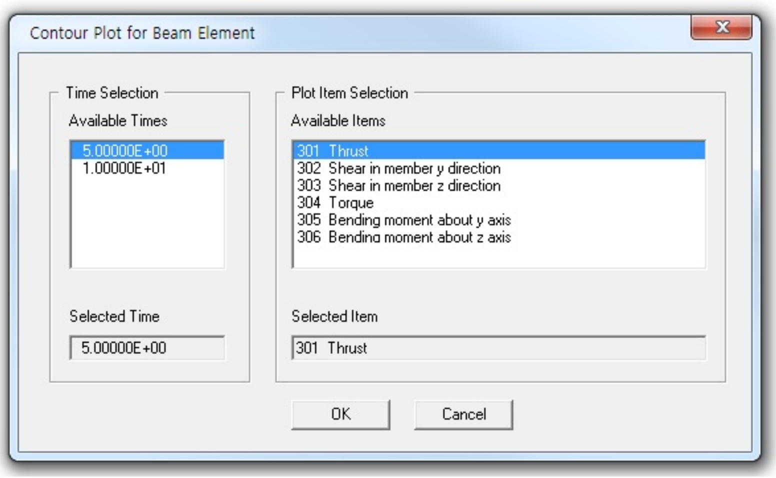
Mesh is to plot Finite Element meshes (Default plot type).
Mesh plot requires only Mesh File.



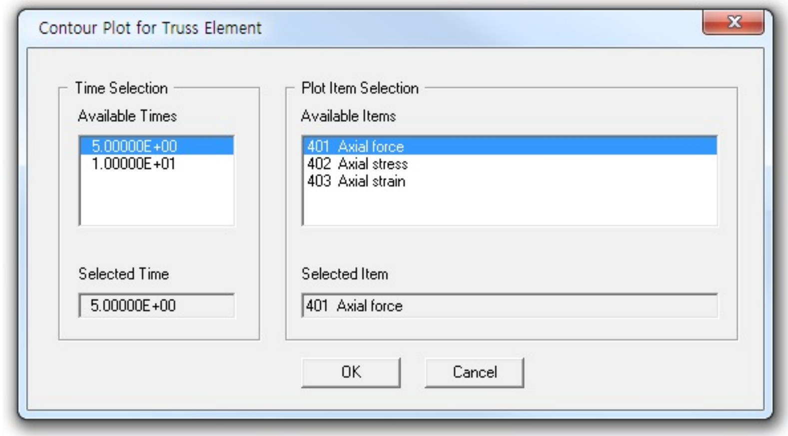
Continuum is to plot contours or principal stress vectors for continuum elements. By checking "3d Isosurface", iso surface will be shown.



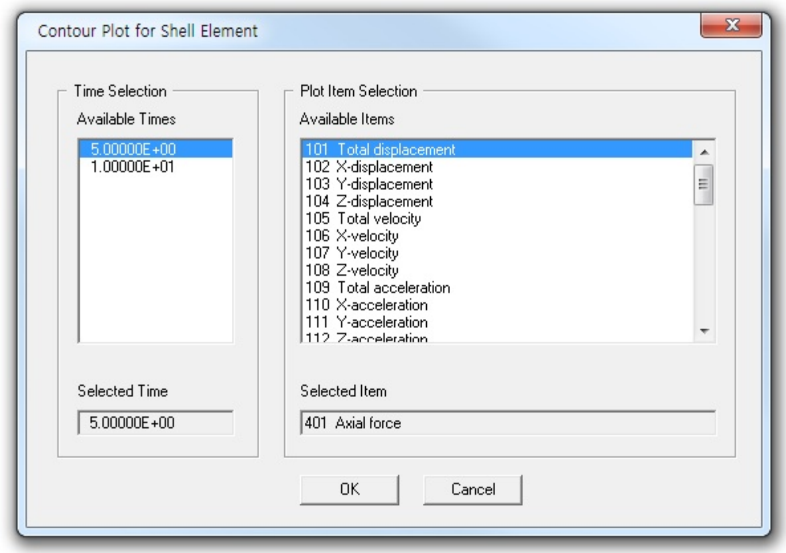
Beam is to plot section forces of beam elements.



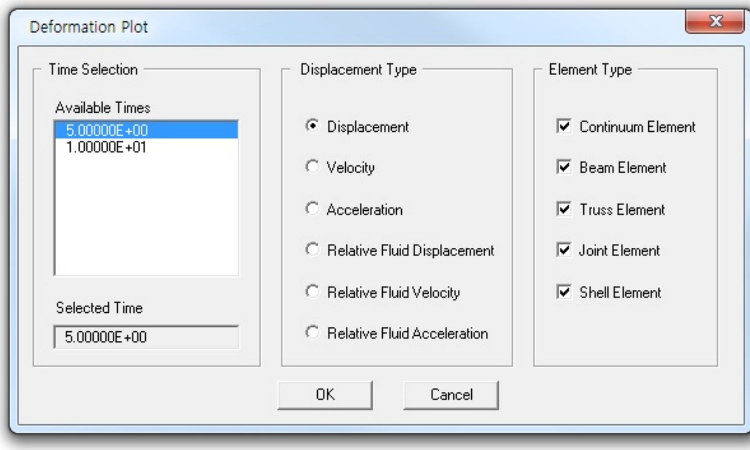
Truss is to plot axial force/stress/strain of truss elements.



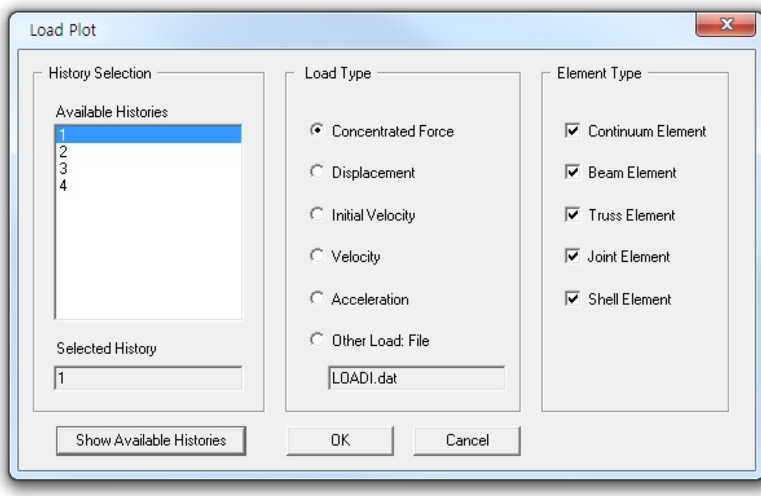
Shell is to plot contours or principal stress vectors for shell elements.



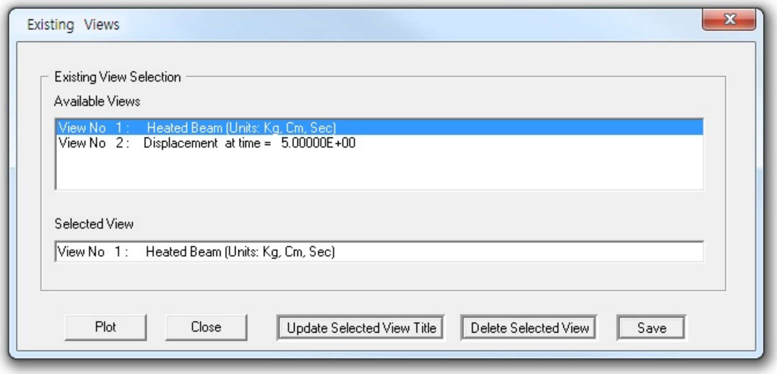
Deformed Shape is to plot the snap shot of all kinds of displacement/velocity/accelerations.
Note that deformed meshes can be combined with other plot types as discussed in "Displacement" option in view menu.



Load Vector is to plot the external loads of concentrated forces/ displacements/velocities/accelerations along with load intensity.
Note that load vectors can be plotted on deformed meshes as discussed in "Load Vector" option in view menu.



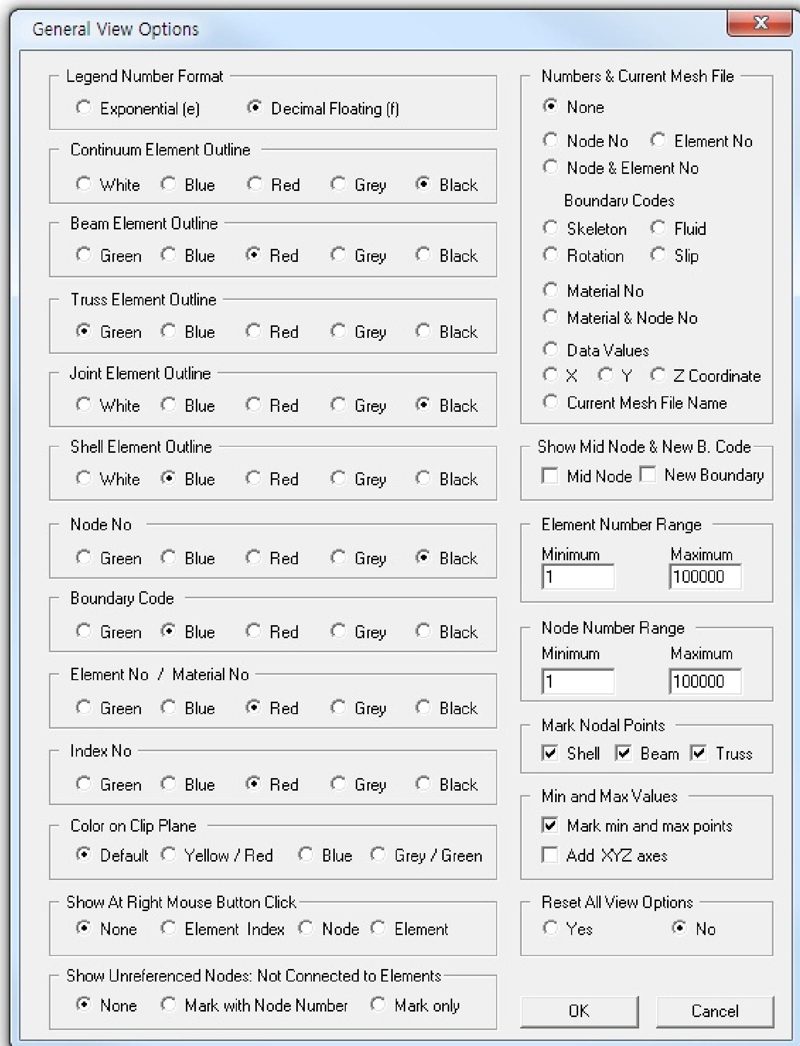
Existing View is to replot the saved views.



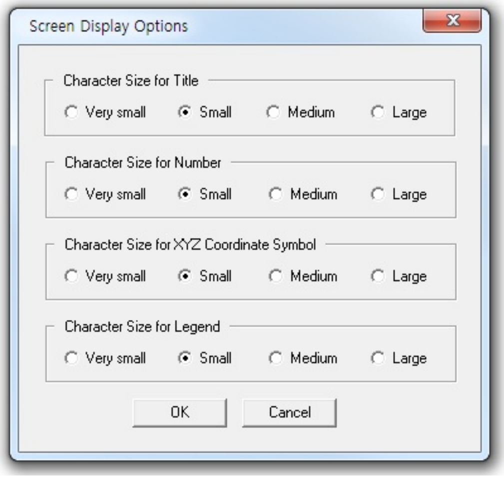
View is used to change the appearance of a selected plot.

It has eleven sub menus; General, Screen, Printer, Contour, Clip Plane, Mesh, Beam, Truss, Principal Stress, Displacement, and Load Vector.

General view options affect most plot types.

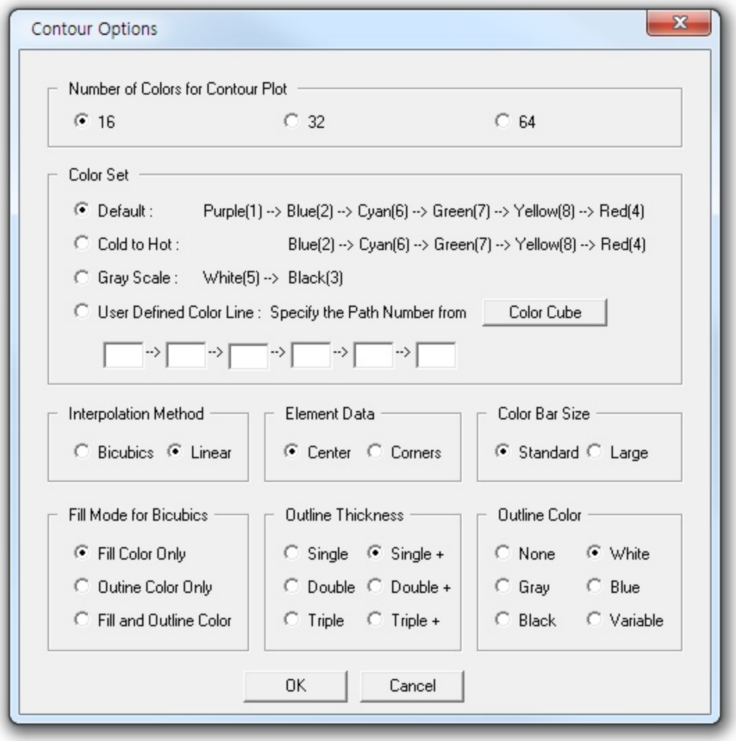


Screen display options affect character sizes shown on the monitor.

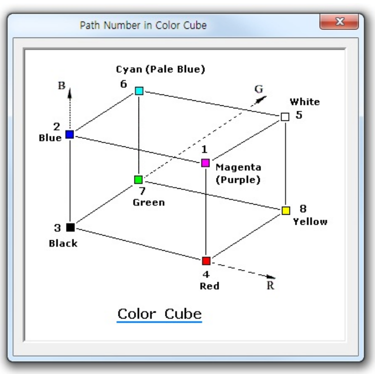


Printer display options affect character sizes and plot dimensions shown on the hard copy.

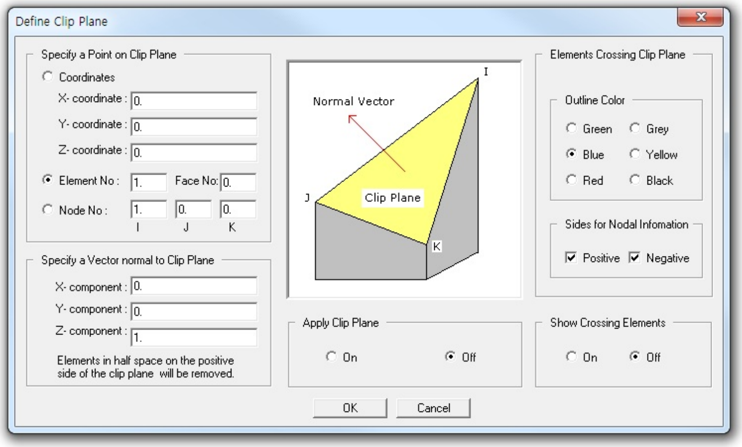
Contour options affect all types of plots involving contours.



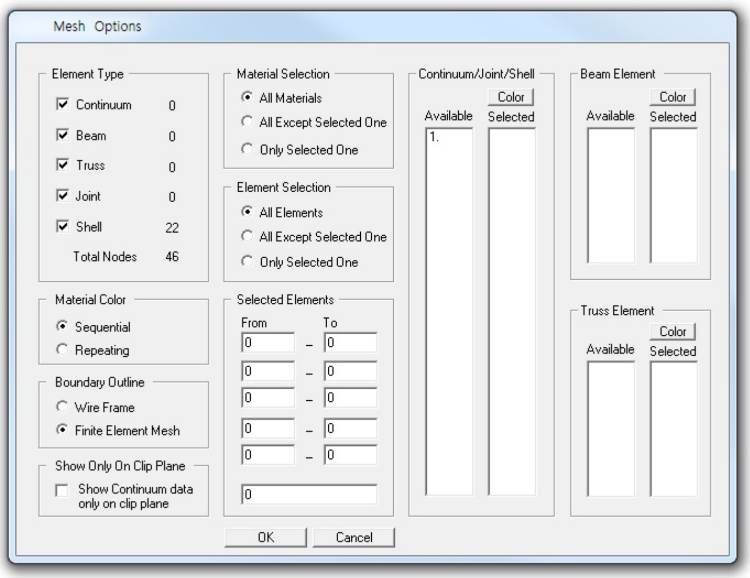
Color cube is to use for user defined color line.



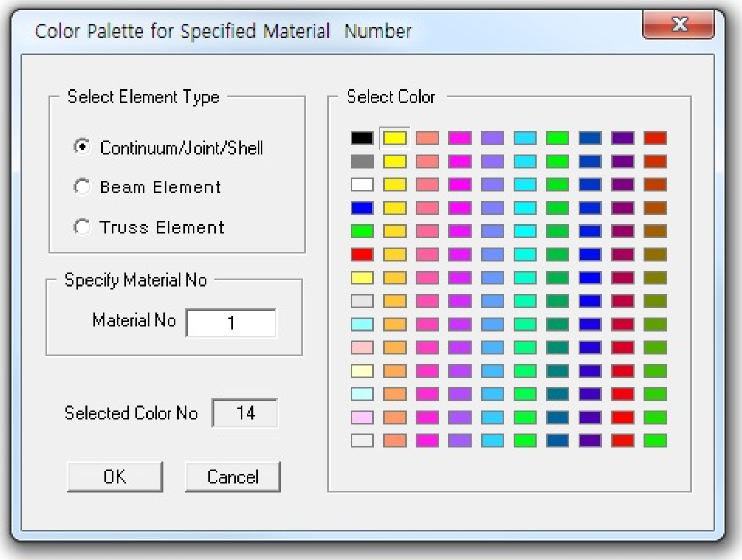
Clip plane defines parameters associated with the clip plane which cuts through the internal part of the 3D domain. When "Apply Clip Plane" is on, contours or deformed shapes are shown on such user defined plane.



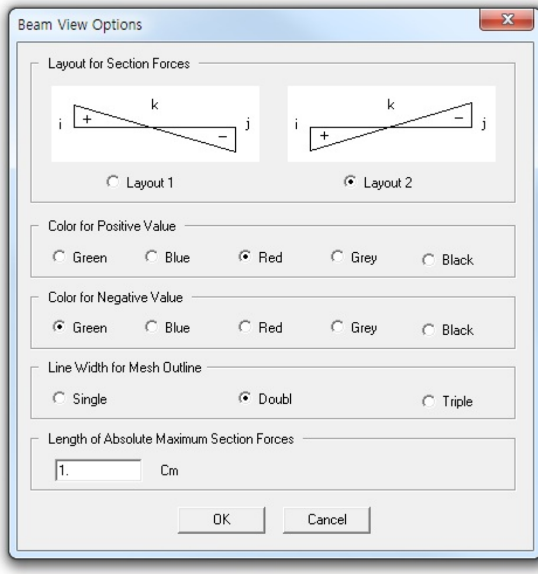
Mesh options affect all plot types. As one of useful features, it can select particular types of elements and materials.



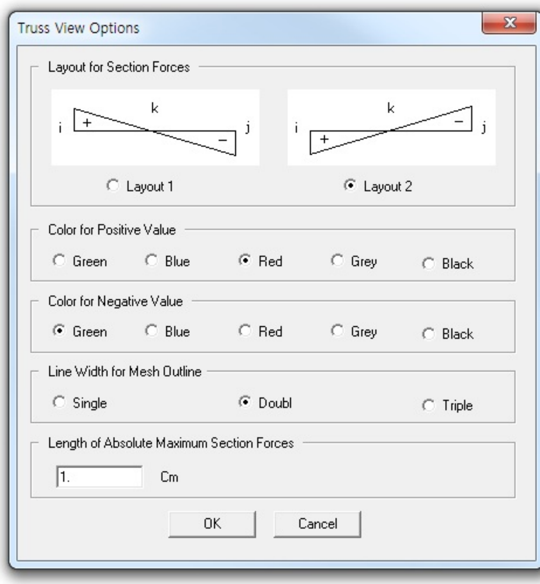
Color is to use for user defined mesh color.



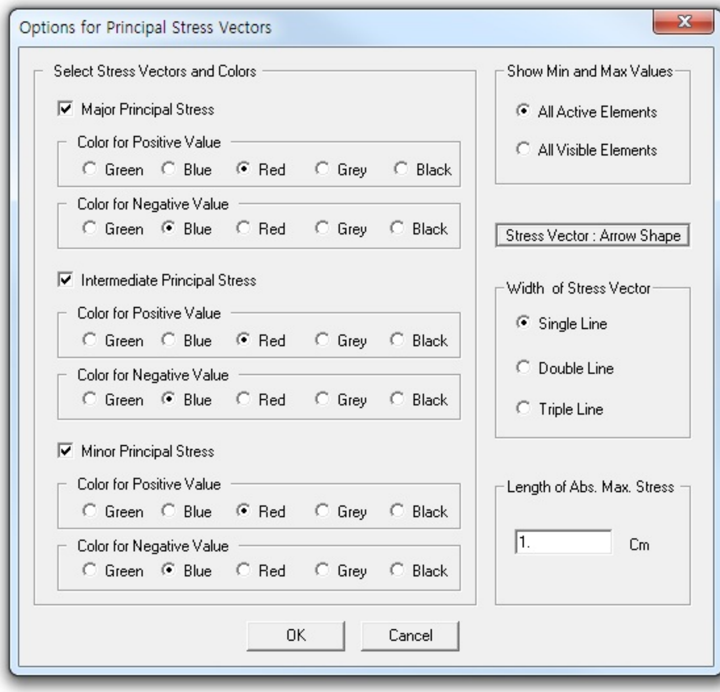
Beam view options affect only beam plot.



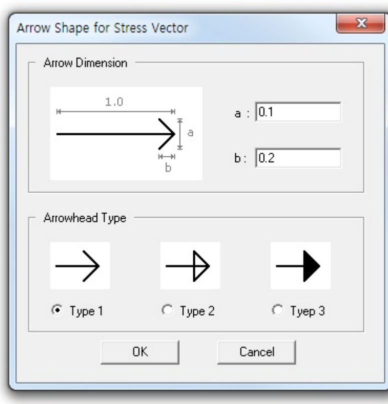
Truss view options affect only truss plot.



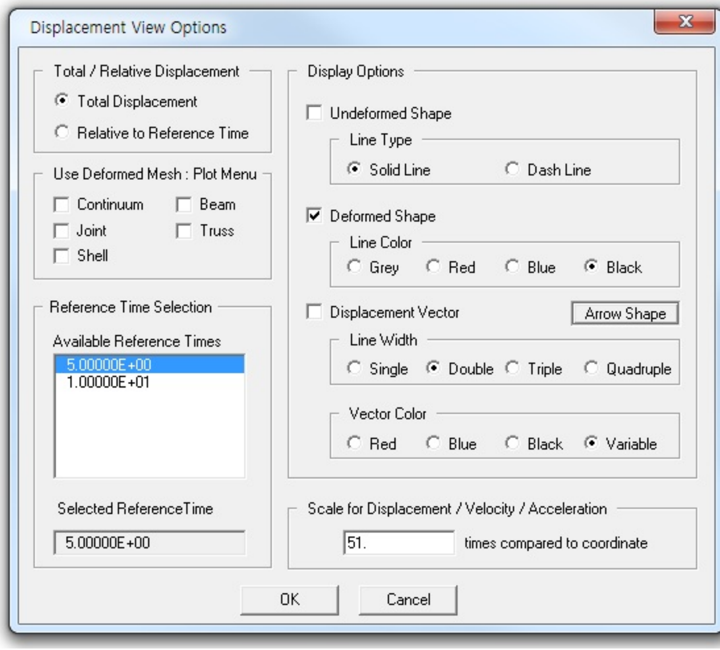
Principal Stress options affect only plots of principal stress vectors in continuum or shell elements.



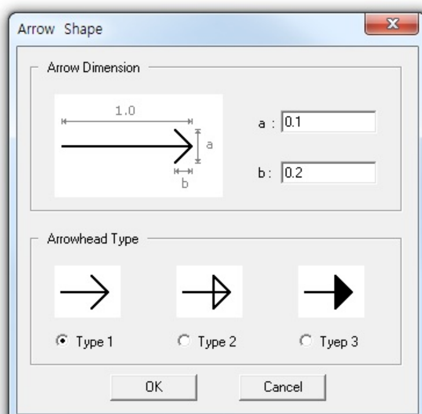
Users can specify the arrow shape for stress vector.



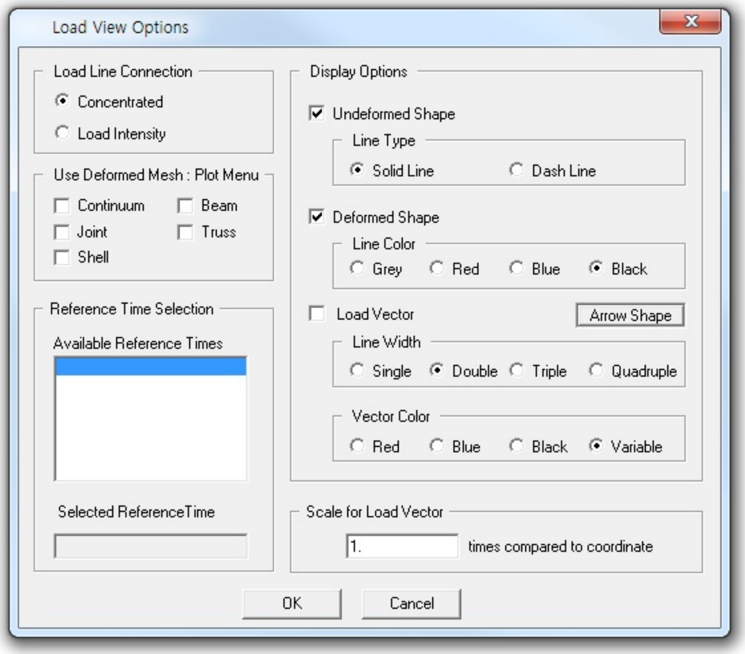
Displacement view options affect only deformed shape plot.
Continuum, Beam, Truss, and Shell plots can be displayed over deformed mesh by checking types in "Use Deformed Mesh".



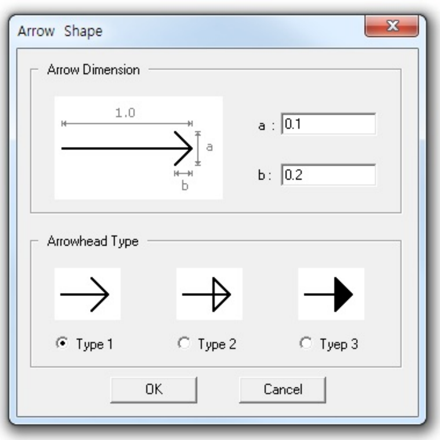
Users can specify the arrow shape for displacement vector.



Load Vector view options affect only load vector plot.
Load vectors can be displayed over deformed mesh by checking "Deformed Shape" in Display Options



Users can specify the arrow shape for load vector.



15.3 Toolbars

Open Toolbar
This button activates the file open dialog box to open mesh file.

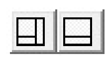
Print Toolbar
This button is used to get the hard copy of current view.

Save Toolbar
This button is used to save current view or working file.

Model Toolbar
This button is used to edit finite element or block mesh.

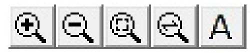
Work Plane Toolbar
This button is to set work plane used for Model.

Layout Toolbar
These buttons are used to show different layouts.
The first button divides the plot area into three parts; mesh, title, and legend. The second button divides the plot area into two parts; mesh and title.



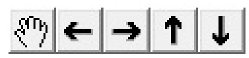
XYZ Toolbar
This button is used to locate position of XYZ coordinate symbol in the two part layout mode. Each time you click this button, the XYZ symbol moves counterclockwise along the corners of rectangle. XYZ button is also used to control the amount of movement, rotation, and zoom.

Zoom Toolbar



The first button is used to magnify the mesh.
And the second button is used to reduce the mesh.
The third button is used to activate the selection of zoom area.
Once this button is on, you can specify the rectangular zoom area by left mouse button down at the left top corner and left mouse button up at the right bottom corner. To deactivate, click the button again.
The fourth button is used to switch from the currently zoomed view to the previously zoomed view or vice versa. The last button with "A" is to go back to the initial default configuration.

Translation Toolbar



The first button is to activate drag mode. Once this button is on, you can move the mesh by dragging the mouse. To deactivate, click the button again.
The other buttons move the mesh to the left, right, up, and down, respectively.

Rotation Toolbar

The first button changes direction of rotation.
The other three buttons rotate the mesh about X, Y, and Z axes, respectively.

Number Toolbar

The first button is to activate number mode.
Once this button is on, the selected data will be shown.
Clicking the button again will hide the selected data.
The other two buttons are used to select next and previous number, respectively. The description of selected number is listed at the bottom of PLOT-3D window.

SMAP ® - T3

Structure Medium Analysis Program

3-D Heat Conduction Analysis

Example Problems

Printed in the United States of America.

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Contents

Introduction

Example Problems are mainly provided:

- To give you some guide in preparing input data.
- To demonstrate the validity of SMAP programs.

Section 2 describes methods of preparing Mesh Files which represent the geometry of structures to be analyzed.

Section 3 describes two different methods of running main- and post-processing programs.

Section 4 illustrates SMAP-T3 main example problems as summarized in Table 1.1. First three problems are presented to demonstrate the accuracy and validity of SMAP-T3 main- processing program.

Section 5 illustrates Group Mesh examples. Group Mesh Generator is a two dimensional CAD program specially designed to build group mesh which can be used to generate finite element mesh with the aid of program ADDRGN-2D.

Section 6 illustrates Block Mesh examples. Block Mesh Generator is a three dimensional CAD program specially designed to build block mesh which can be used to generate finite element mesh with the aid of program PRESMAP-GP.

Section 7 illustrates PRESMAP examples which are used to generate two and three dimensional Mesh Files.

Section 8 illustrates ADDRGN examples which are used to combine or modify existing Mesh Files. ADDGRN-2D has a powerful mesh generation feature as demonstrated in sub section 8.1.3.

Section 9 illustrates SUPPLEMENT examples which are useful to prepare input data for pre- and main-processing programs.

Section 10 illustrates LOAD examples which are used to generate external nodal loads in two and three dimensional coordinate systems.

Section 11 illustrates XY Graph examples. XY Graph is a two dimensional graph consisting of lines connecting each pair of data points, which can be plotted by PLOT-XY or Excel.

Table 1.1 List of SMAP-T3 example problem

Problem Number	Project File Name	Run Time Pent. III 850	Description
1	VP1.dat		Long Cylinder to Sudden Temperature Change
2	VP2.dat		Long Square Bar to Sudden Temperature Drop
3	VP3.dat		Liquid Slab Subjected to Phase Change
4	VP4.dat		Sand Column Subjected to Central Freezing Pipe
5	VP5.dat		Long Plate to Internal Heat Generation

Pre-Processing Programs

Pre-Processing programs are mainly used to generate Mesh File described in Section 4.3 of SMAP-T3 User's Manual. The Mesh File represents the geometry of the structure to be analyzed. This file contains information about nodal coordinates, element indexes, material property numbers, and boundary codes. In SMAP-T3, you may generate such Mesh Files using the following methods:

Method 1

First, generate 2D Mesh File representing a typical two dimensional section using Group Mesh Generator, Block Mesh Generator, or 2D PRESMAP. Modify this 2D Mesh File using ADDRGN-2D if you need to do it. And then extend the 2D mesh into 3D mesh using GEN-3D.

1. Generate 2D Mesh File

GROUP MESH GENERATOR
BLOCK MESH GENERATOR
PRESMAP-2D NATM-2D
CIRCLE-2D PRESMAP-GP

2. Modify 2D Mesh File

ADDRGN-2D

3. Extend into 3D Mesh File

GEN-3D

Method 2

Generate 3D Mesh Files using Block Mesh Generator or 3D PRESMAP. Then combine or modify these 3D Mesh Files using ADDRGN-3D if you need to do it.

1. Generate 3D Mesh File

BLOCK MESH GENERATOR	
PRESMAP-3D	CROSS-3D
PRESMAP-GP	

2. Combine or modify 3D Mesh File

ADDRGN-3D

Above two methods can be combined to make a final 3D Mesh File representing the structure to be analyzed.

To view the Mesh Files, you can use PLOT-3D by selecting following order:
Plot → Mesh → F. E. Mesh → Open

Boundary codes can affect analysis result significantly so that it is strongly recommended for you to double check those codes to avoid solving wrong problems.

Main- and Post-Processing Programs

Main-Processing program reads Mesh and Main Files as input and performs static, consolidation, or dynamic analysis. Post-Processing programs read Post File along with analysis results from Main-Processing program and then produce graphical output.

Mesh Files can be generated using Pre-Processing programs as outlined in the previous Section 2. Main and Post Files can be created according to Section 4.4 and 4.5, respectively, in SMAP-T3 User's Manual. Normally, they can copy existing Main or Post Files which are similar to the problem to be analyzed and modify those files using Text Editor.

Main- and Post-Processing programs can be executed using the following methods:

Method 1

Prepare Mesh, Main, and Post Files. Run EXECUTE menu to get analysis results. And run PLOT menu to view graphical output of analysis results.

1. Prepare All Input Files

   Mesh, Main and Post Files

2. Get Analysis Results

   RUN → SMAP → EXECUTE

3. View Graphical Output

   PLOT → RESULT → PLOT-XY, PLOT-2D, PLOT-3D

Method 2

Prepare Mesh, Main, and Blank Post Files. Run EXECUTE menu to get analysis results. Now, prepare Post File according to Section 4.5 in SMAP-T3 User's Manual. Run PRE EXECUTE menu to obtain intermediate plotting information files. And then run PLOT menu to view graphical output of analysis results. Note that Blank Post File consists of following 3 lines:

```
┌  0,  1,  2
│  0
└  0,  4.5
```

1. Prepare Mesh and Main Files

    Mesh, Main and Blank Post Files

2. Get Analysis Results

    RUN → SMAP → EXECUTE Menu

3. Prepare Post File

    Post File in Section 4.5 of User's Manual

4. Get Plotting Information Files

    RUN → SMAP → PreEXECUTE

5. View Graphical Output

    PLOT → RESULT → PLOT-XY, PLOT-2D, PLOT-3D

Method 2 is particularly useful when you are running large problems which take long execution time. You have to care in preparing Card Group 10 in Main File since Post File can only address those data requested in Card Group 10. You can repeat Steps 3 and 4 as long as your Post File addresses the output data within the range specified in Card Group 10 in Main File.

Post-Processing programs are mainly used to show graphical output of the analysis results.

PLOT-XY reads Card Group 12 in Post File and plots time histories of stresses, strains, and displacements. Once you run PLOT-XY , you will obtain intermediate plotting information file (PLOTXY.Lin). PLOTXY.Lin file can be modified as it will be described in Section 11 of SMAP Examples.

PLOT-2D reads Card Group 11 in Post File and plots two dimensional snap shots. Once you run PLOT-2D in PLOT menu, you will obtain intermediate plotting information file (PLOT2D.DAT).

PLOT-3D does not need any Post File.
This program plots following three dimensional snapshots:
- Finite element mesh
- Deformed shape
- Principal stress distribution
- Section forces in beam element
- Extreme fiber stresses/strains in beam elements (2D)
- Axial force/stress/strain in truss element
- Contours of temperatures, stresses, strains and factor of safety
- 3D iso surface of stresses and strains

SMAP-T3
Example Problem

SMAP-T3 is the main-processing program which computes heat conduction of three-dimensional problems. Input parameters of SMAP-T3 are described in detail in Section 4 of SMAP-T3 User's Manual.

Running SMAP-T3 is described in Section 3.2.1 of User's Manual and can be selected in the following order:

RUN → SMAP → EXECUTE

Manual procedure to run SMAP-T3 is outlined in Section 3.5 of User's Manual. Once you finished execution of SMAP-T3, you can obtain graphical outputs by selecting:

PLOT → RESULT → PLOT-XY, PLOT-2D, or PLOT-3D

PLOT Menu is described in Section 3.3 of SMAP-T3 User's Manual.

Table 1.1 in Section 1 shows the summary of SMAP-T3 example problems. First three example problems are the verification problems. The main objective of these verification problems is to demonstrate the accuracy and validity of SMAP-T3.

You can access all input files of example problems in the directory:

C:\Smap\SmapT3\Example\Smap

For each example problem, brief problem descriptions and partial graphical outputs will be presented in this section.

4.1 Long Cylinder to Sudden Temperature Change

The first verification problem concerns an infinitely long cylinder with finite diameter as shown in Figure 4.1. The cylinder, initially at 100 ˚F, is subjected to a sudden 400 ˚F increase in environmental temperature. Thus, heat is transferred to the cylinder by convection. Thermal properties and other parameters used for SMAP-T3 are shown in Figure 4.1.

Table 4.1 shows the listing of main input file VP1.Man. Since the problem is one-dimensional in radial direction, only half radian (28.65 degree) sector of cylinder is modeled as shown in finite element mesh in Figure 4.2.

Computed temperature distribution at time 1.667 hour is shown in Figure 4.3. Temperature time history on the axis of symmetry is shown in Figure 4.4 along with the exact solution of Heisler (1947). The agreement between SMAP-T3 result and exact solution is excellent.

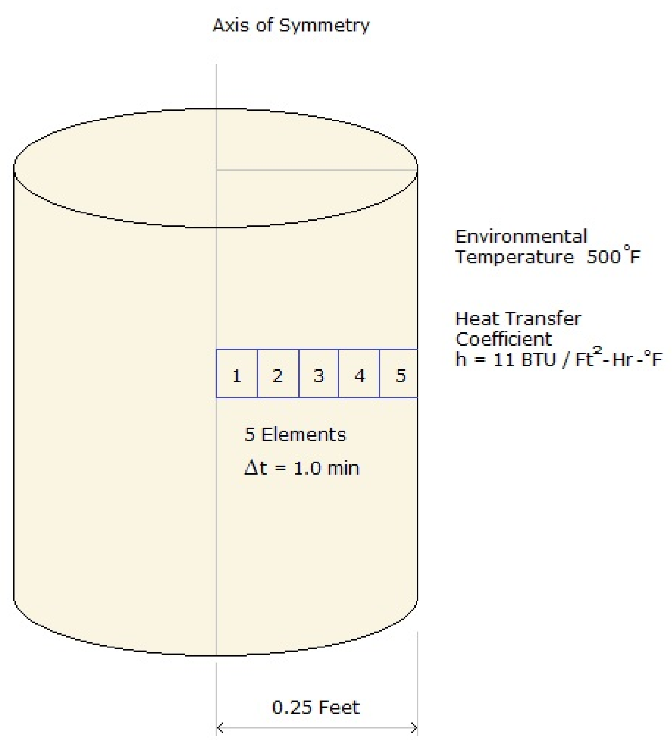


Figure 4.1 Long cylinder subjected to sudden change in environmental temperature for VP1

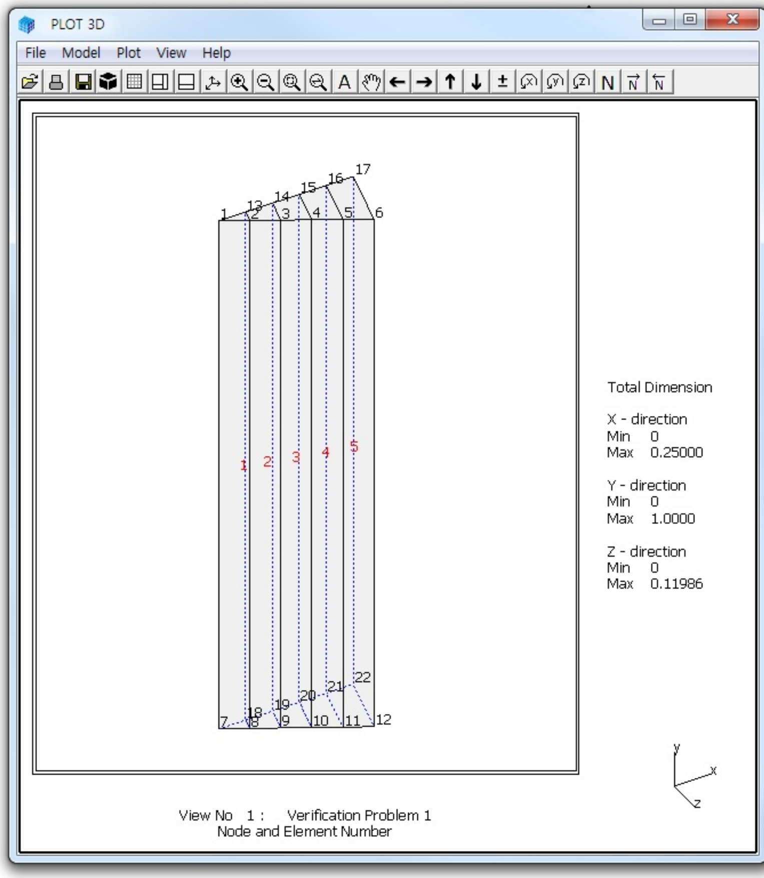


Figure 4.2 Finite element mesh for VP1

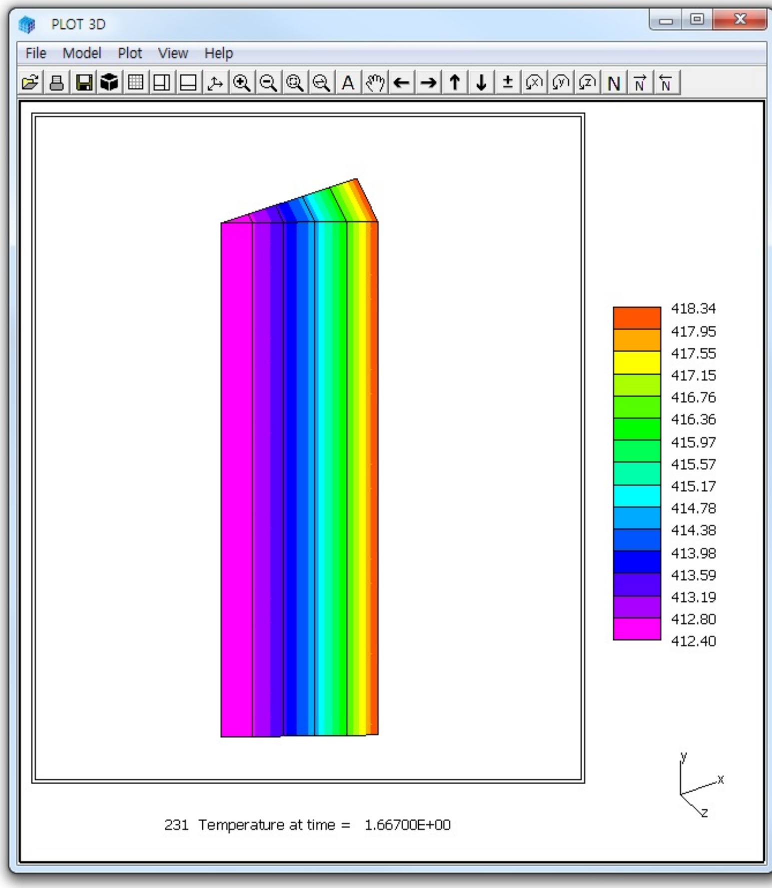


Figure 4.3 Temperature distribution at time 1.667 hour

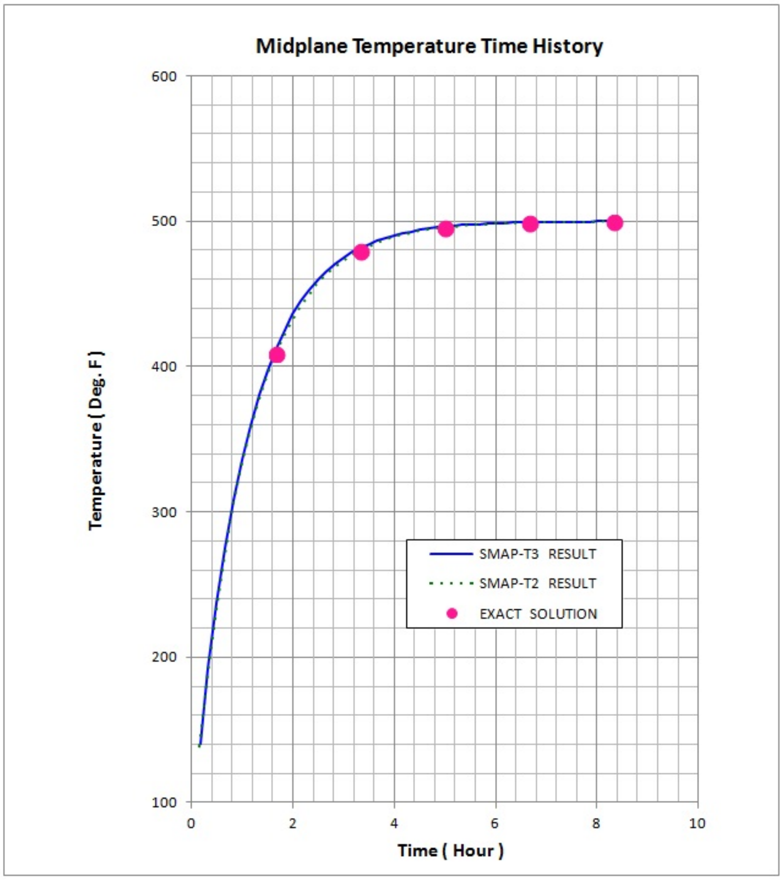


Figure 4.4 Temperature time history at centerline

Table 4.1 Listing of main input file VP1.Man

```
* CARD 1.1
* TITLE
  Verification Problem 1
* CARD 2.1
* IP     NBAND  IBATCH  IELTEMP
  0      1      0       1
* CARD 3.1
* NCYCL  NST
  500    1
* CARD 3.2
* LEE
  0
* CARD 3.3
* IDELT  DT
  0      0.01667
* CARD 5.1
* NCONT
  5
* CARD 5.2.1
* NMAT
  1
* CARD 5.2.2.1
* TITLE
  MATERIAL 1
* CARD 5.2.2.2
* MATNO  MATFN  COND  SPH  RO      TLF  TRF  HLT
  1      0      19.3  1.0  92.718  0.0  0.0  0.0
* CARD 9.1.1
* NTNP
  0
* CARD 9.2.1
* NPIPE
  0
* CARD 9.3.1
* NCONV
  1
* CARD 9.3.2.1
* TITLE
  GROUP 1
* CARD 9.3.2.2-1
* IDC    IDFNC  IDFNT  NS   NELC
  1      2      1      4    1
```

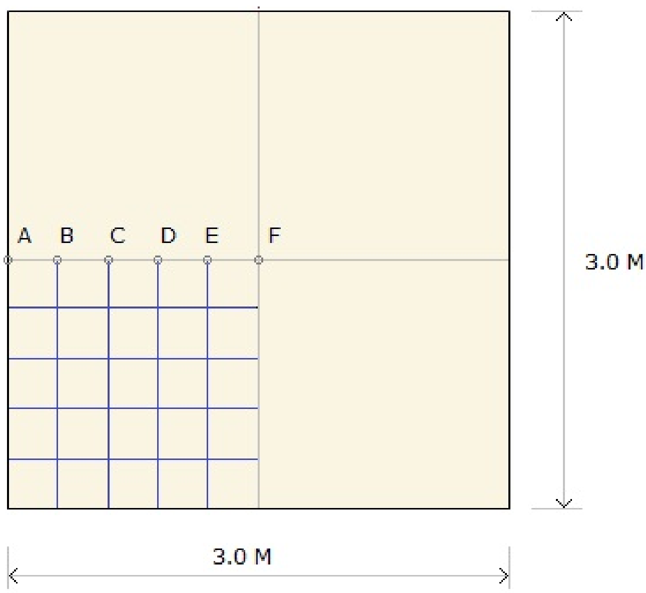
```
* CARD 9.3.2.2-2
* N1
  5
* CARD 9.4.1
* NTIMF   NTIM
  2       2
* CARD 9.4.2
* TIME    FN1     FN2
  0.0     500.    11.029
  100.    500.    11.029
* CARD 9.5.1
* NTEMF   NTEM
  0       0
* CARD 10.1
* NTPRNT
  10
* CARD 10.2.1
* NHPEL
  1
* CARD 10.2.2
* NEL1
  1
* CARD 10.3.1
* NHPMT
  1
* CARD 10.3.2
* NODE1
  1
* CARD 10.4.1
* NTIME
  1
* CARD 10.4.2
* TIME1
  1.667
* END OF DATA
```

4.2 Long Square Bar to Sudden Temperature Drop

The second verification problem concerns a two-dimensional heat conduction as shown in Figure 4.5. An infinitely long square bar, initially at uniform temperature of 30 ˚F, is subjected to a sudden drop in surface temperature to 0 ˚F. Thus, heat is transferred to the bar by convection. Thermal properties and other parameters used for SMAP-T3 are shown in Figure 4.5.

Table 4.2 shows the listing of main input file VP2.Man. Taking advantage of symmetry, only a quadrant of bar is modeled using 25 elements as shown in finite element mesh in Figure 4.6.

Computed temperature distribution at time 1.2 hour is shown in Figure 4.7. Temperature profiles at 1.2 hour along the symmetric plane AF are shown in Figure 4.8 along with the exact solution presented by Donea (1974). SMAP-T3 results are very close to exact solution.



Material Properties

k = 1.25 BTU / Hr - M - °F

ρ c = 1.0 BTU / M^3 - °F

Initial Temperature 30°F

Specified Surface Temperature 0°F

Figure 4.5 Long square bar subjected to sudden drop in surface temperature for VP2

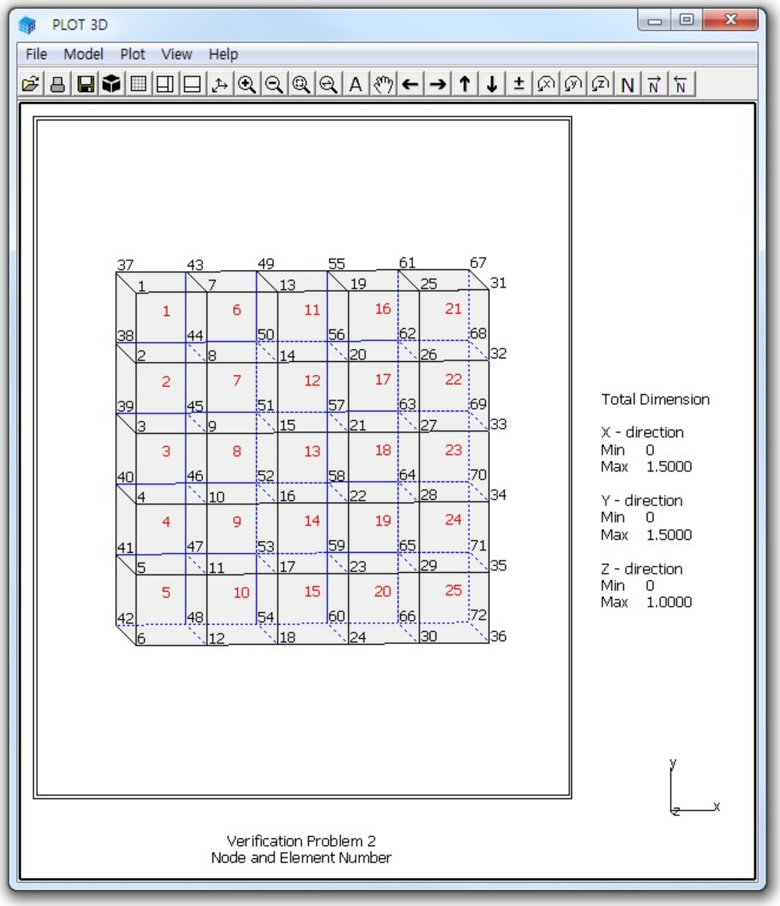


Figure 4.6 Finite element mesh for VP2

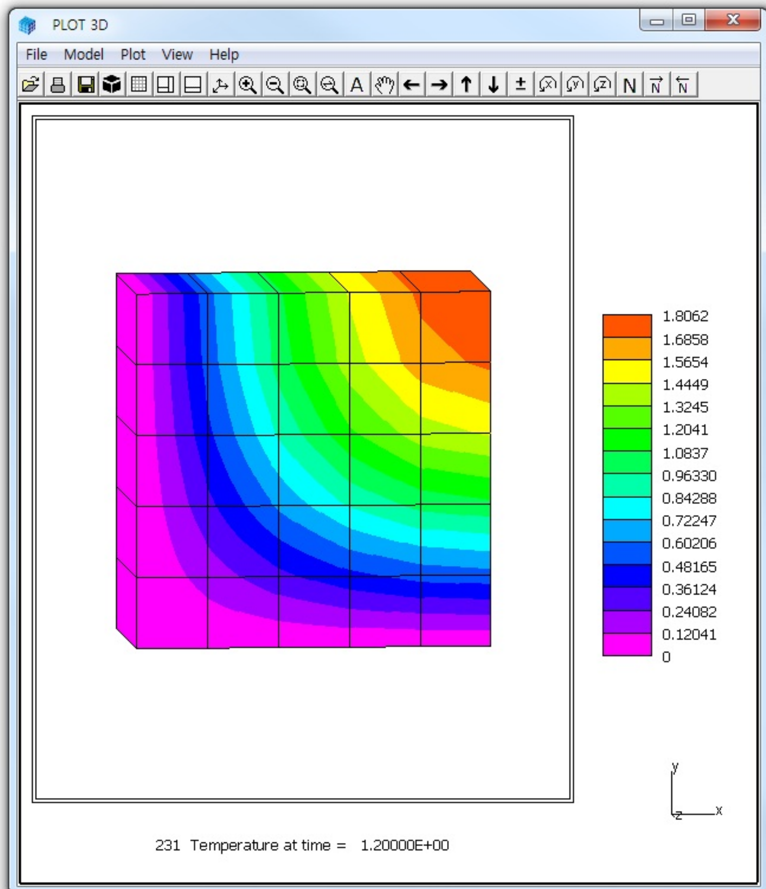


Figure 4.7 Temperature distribution at time 1.2 hour

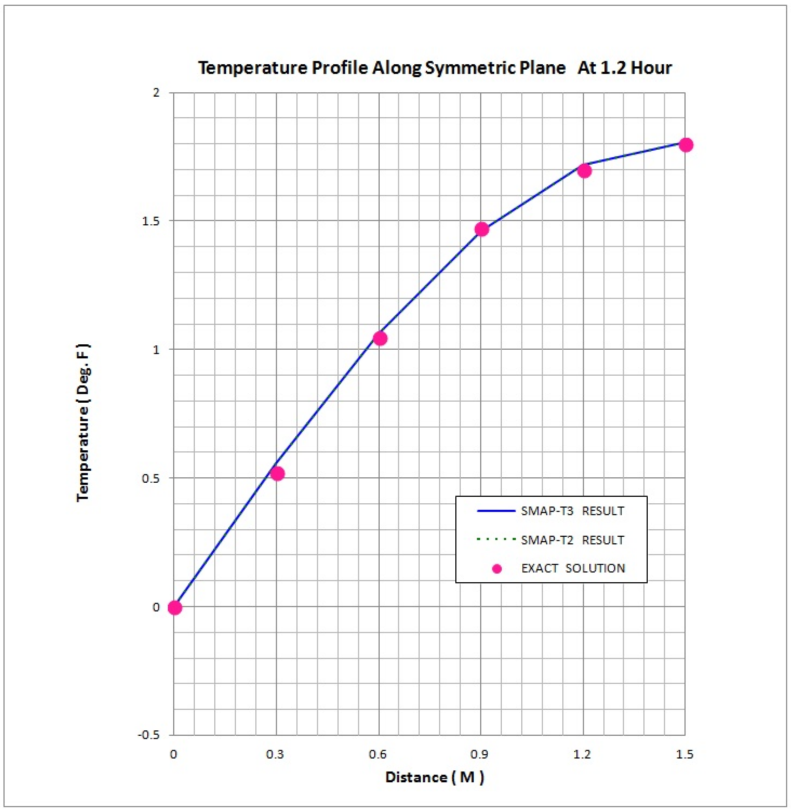


Figure 4.8 Temperature profile along the symmetric plane at time 1.2 hour for VP2

Table 4.2 Listing of main input file VP2.Man

```
* CARD 1.1
* TITLE
  Verification Problem 2
* CARD 2.1
* IP      NBAND   IBATCH   IELTEMP
  1       1       0        1
* CARD 3.1
* NCYCL   NST
  1200    1
* CARD 3.2
* LEE
  0
* CARD 3.3
* IDELT   DT
  0       0.001
* CARD 5.1
* NCONT
  25
* CARD 5.2.1
* NMAT
  1
* CARD 5.2.2.1
* TITLE
  MATERIAL 1
* CARD 5.2.2.2
* MATNO   MATFN   COND   SPH   RO    TLF   TRF   HLT
  1       0       1.25   1.0   1.0   0.0   0.0   0.0
* CARD 9.1.1
* NTNP
  0
* CARD 9.2.1
* NPIPE
  0
* CARD 9.3.1
* NCONV
  0
* CARD 9.4.1
* NTIMF    NTIM
  1        2
* CARD 9.4.2
* TIME     FN1
  0.0      0.0
  100.     0.0
```

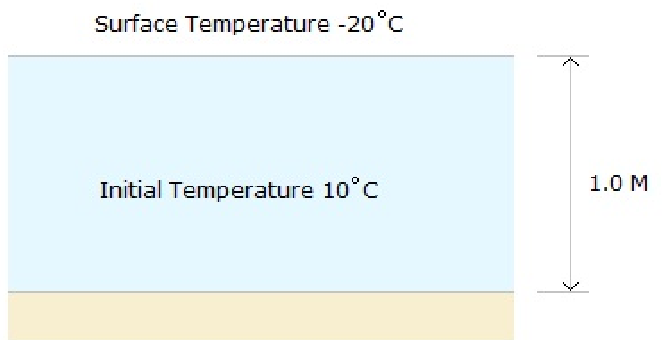
```
* CARD 9.5.1
* NTEMF   NTEM
  0       0
* CARD 10.1
* NTPRNT
  1
* CARD 10.2.1
* NHPEL
  1
* CARD 10.2.2
* NEL1
  1
* CARD 10.3.1
* NHPMT
  1
* CARD 10.3.2
* NODE1
  1
* CARD 10.4.1
* NTIME
  1
* CARD 10.4.2
* TIME1
  1.2
* END OF DATA
```

4.3 Liquid Slab Subjected to Phase Change

The third verification problem concerns the latent heat of fusion associated with a liquid to solid phase change. A body of water shown in Figure 4.9, initially at uniform temperature of 10 °C, is subjected to a sudden reduction in surface temperature to -20 °C. Thermal properties and other parameters used for SMAP-T3 are shown in Figure 4.9.

Table 4.3 shows the listing of main input file VP3.Man. Eighty equal sized elements have been used to model the 1 meter thick slab as shown in finite element mesh in Figure 4.10. The total depth of the mesh is such that no temperature change is felt at the bottom throughout the duration of the calculation.

Computed temperature distribution at time 80 hour is shown in Figure 4.11. Temperature profiles at times 5, 20, 40 and 80 hours are shown in Figure 4.12 along with the exact solution given by Luikov (1968). SMAP-T3 results are very close to exact solution.



Unfrozen Liquid Property

$k = 0.556$ W / M - °C

$\rho c = 4.226 \times 10^6$ J / M^3- °C

Frozen Liquid Property

$k = 2.220$ W / M - °C

$\rho c = 1.762 \times 10^6$ J / M^3- °C

Latent Heat

$\lambda = 338 \times 10^6$ J / M^3

Figure 4.9 Liquid slab subjected to phase change from water to ice for VP3

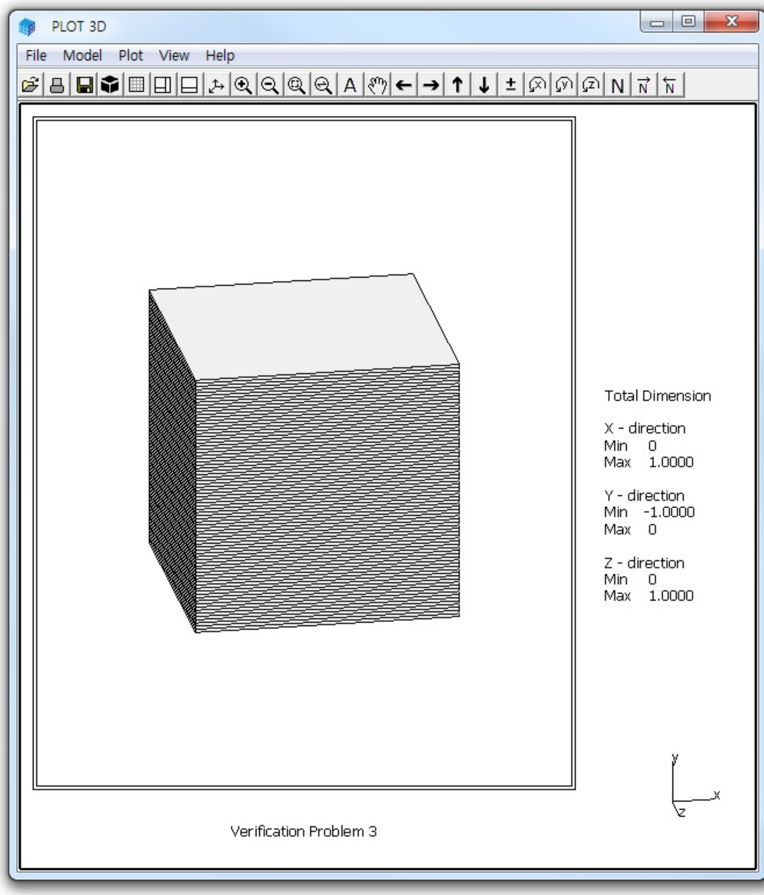


Figure 4.10 Finite element mesh for VP3

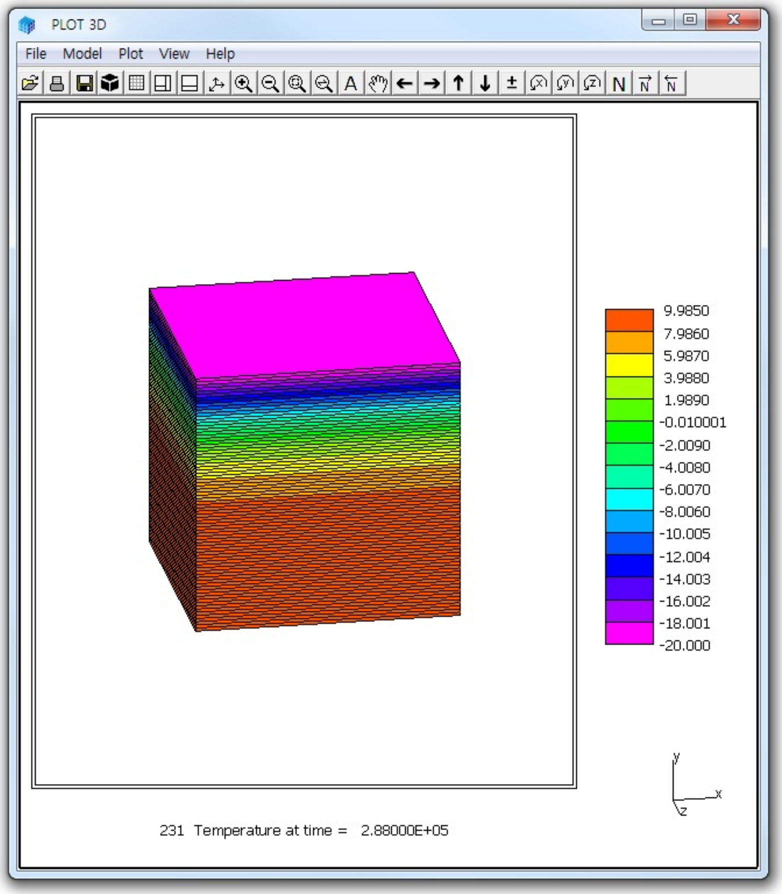


Figure 4.11 Temperature distribution at time 80 hour

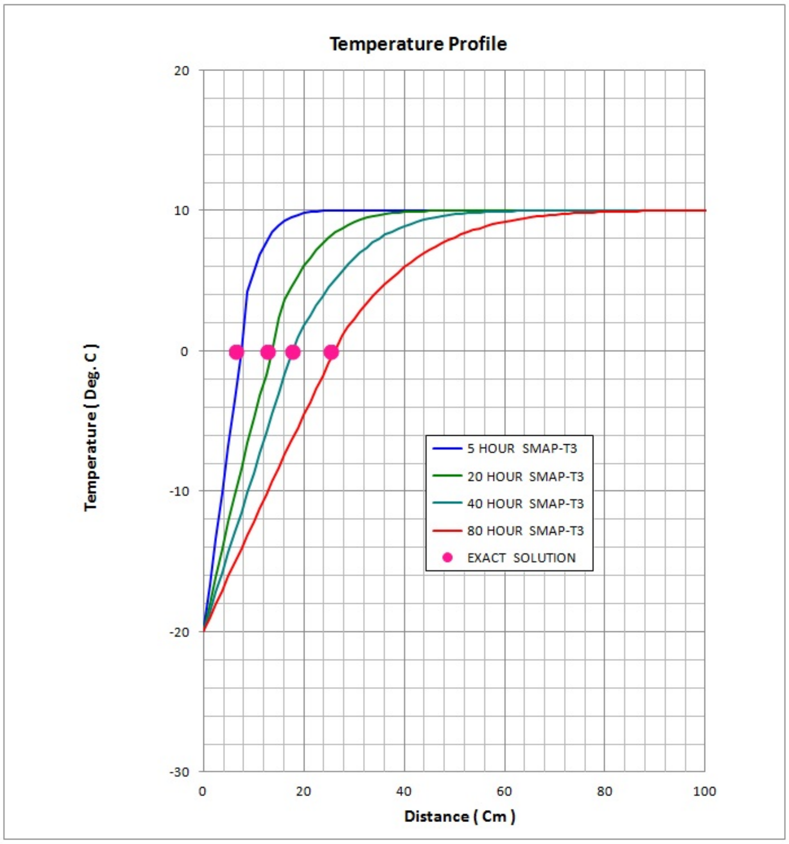


Figure 4.12 Temperature profiles at times 5, 20, 40, and 80 hours for VP3

Table 4.3 Listing of main input file VP3.Man

```
* CARD 1.1
* TITLE
  Verification Problem 3
* CARD 2.1
* IP      NBAND  IBATCH  IELTEMP
  1       1      0       0
* CARD 3.1
* NCYCL  NST
  1440   1
* CARD 3.2
* LEE
  0
* CARD 3.3
* IDELT  DT
  0      200.
* CARD 5.1
* NCONT
  80
* CARD 5.2.1
* NMAT
  1
* CARD 5.2.2.1
* TITLE
  MATERIAL 1
* CARD 5.2.2.2
* MATNO  MATFN  COND  SPH  RO   TLF    TRF   HLT
  1      1      0.0   0.0  0.0 -0.25  0.25  3.38E+08
* CARD 9.1.1
* NTNP
  0
* CARD 9.2.1
* NPIPE
  0
* CARD 9.3.1
* NCONV
  0
* CARD 9.4.1
* NTIMF    NTIM
  1        2
* CARD 9.4.2
* TIME     FN1
  0.0     -20.
  1.E+10  -20.
```

```
* CARD 9.5.1
* NTEMF    NTEM
  1        4
* CARD 9.5.2
* TEMP     COND1    ROC1
 -50.      2.22     1762000.
 -0.25     2.22     1762000.
  0.25     0.556    4226000.
  50.      0.556    4226000.
* CARD 10.1
* NTPRNT
  10
* CARD 10.2.1
* NHPEL
  1
* CARD 10.2.2
* NEL1
  1
* CARD 10.3.1
* NHPMT
  1
* CARD 10.3.2
* NODE1
  1
* CARD 10.4.1
* NTIME
  4
* CARD 10.4.2
* LISTING OF TIMES
  18000.  72000.  144000.  288000.
* END OF DATA
```

4.4 Sand Column Subjected to Central Freezing Pipe

The fourth verification problem concerns freezing saturated sand backfill using a central freezing pipe running along the axis of the column as shown in Figure 4.13. The central freezing pipe consists of a 10 inch diameter inner pipe and 14.2 inch diameter outer pipe. The cold brine (-30 ˚F) leaves the refrigeration plant via the inner pipe and returns to the plant along the annulus between the two pipes. Heat is absorbed from the surrounding backfill by the brine as it returns to the plant. The tubes are designed for an average flow velocity of 0.4 ft/sec. Saturated sand with the porosity of 35% which is listed in Table 4.4 is assumed to represent the backfill. The backfill is insulated from the surrounding rock so that no heat transfer is allowed across the boundary between backfill and the surrounding rock.

Table 4.5 shows the listing of main input file VP4.Man. Figure 4.14 shows the finite element mesh. Since the problem is axisymmetric, only one element with half radian thickness is used in the circumferential direction. Ten equal sized elements are used in the axial direction and 25 elements in the radial direction to model sand backfill. The freezing pipe which is represented by one dimensional line is placed along the axis of symmetry. The first element in the radial direction is the fictitious element occupying the actual freezing pipe. Thus this first element is assumed to be highly conductive such that the heat can be transferred immediately in this region.

Computed temperature distributions in the sand backfill at time 10 and 1000 hours are plotted in Figures 4.15 and 4.16, respectively. It shows symmetrical temperature distributions in the radial direction which prove the axisymmetric conditions.

Computed temperature profiles in the backfill along the radial direction are shown at times 10, 50, 200, 500 and 1000 hours in Figure 4.17. The exact solution is not available for this problem. Thus SMAP-T3 results are compared to SMAP-T2 results, showing good agreement. Temperatures in the sand backfill drop gradually with time. At 1000 hours backfill temperature profile close to insulated boundary shows flat top, indicating phase change from unfrozen state to frozen state.

Computed brine temperature profiles along the pipe axis are shown at times 10, 50, 200, 500 and 1000 hours in Figure 4.18. SMAP-T3 results are compared to SMAP-T2, showing good agreement. Generally, brine temperatures at the end of freezing pipe are slightly higher than those at the beginning since the heat is absorbed from the warm surrounding backfill by the brine as it returns to the plant.

Computed backfill temperature profiles along the pipe axis are shown at times 10, 50, 200, 500 and 1000 hours in Figure 4.19. SMAP-T3 results are compared to SMAP-T2, showing good agreement. Generally, backfill temperatures at the end of freezing pipe are slightly higher than those at the beginning since the brine temperature in the pipe increases as the brine flows out along the pipe. This problem is practically one-dimensional heat conduction since temperature difference between the beginning and the end of pipe is very small.

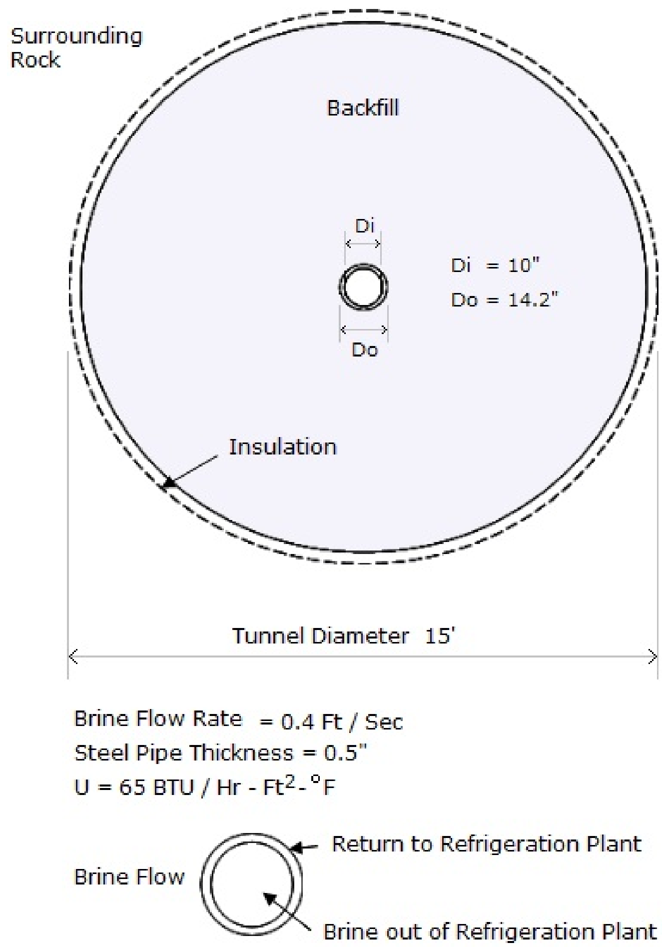


Figure 4.13 Saturated cylindrical sand column subjected to central freezing pipe running along the axis of symmetry for VP4

Table 4.4 Thermal properties of soils and porous rocks

Material	Frozen		Unfrozen		Latent Heat λ
	k	C	k	C	
Ice-Water	1.39	27.0	0.35	62.4	8990
Silt n =50%	1.78	28.0	0.89	45.7	4500
Sand n = 35%	1.91	28.3	1.18	40.7	3150
Saturated Sandstone n = 15%	2.11	28.7	1.72	34.0	1350
Dry Sandstone n = 20%	0.51	23.8	0.51	23.8	0

n Porosity
k Thermal conductivity [BTU / Ft - Hr - °F]
C Volumetric heat capacity [BTU / Ft^3 - °F]
λ Volumetric latent heat [BTU / Ft^3]

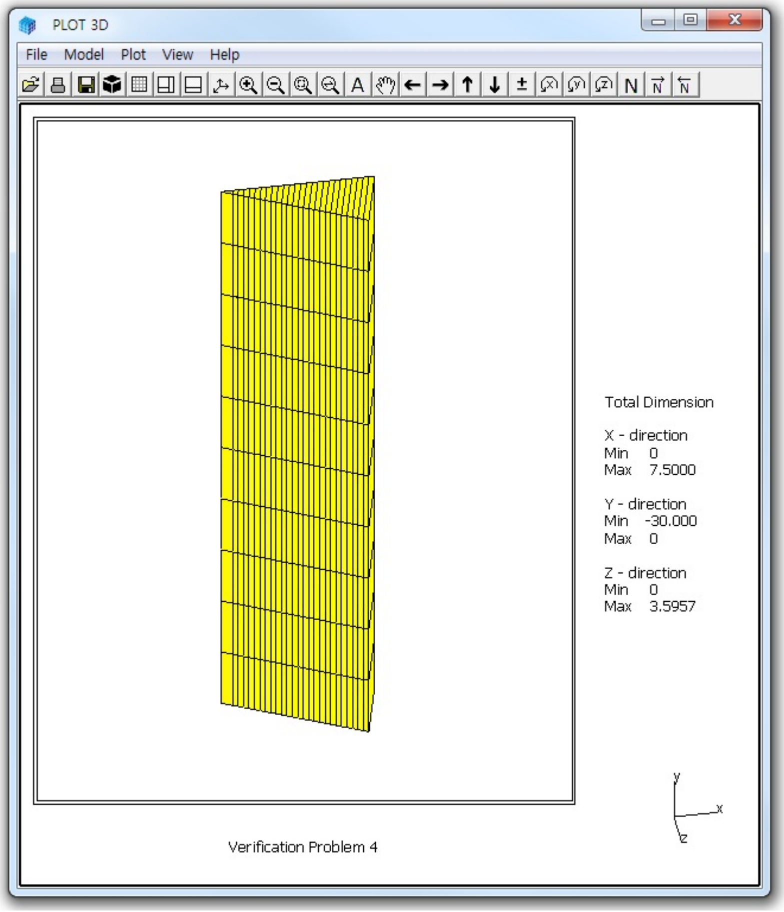


Figure 4.14 Finite element mesh for VP4

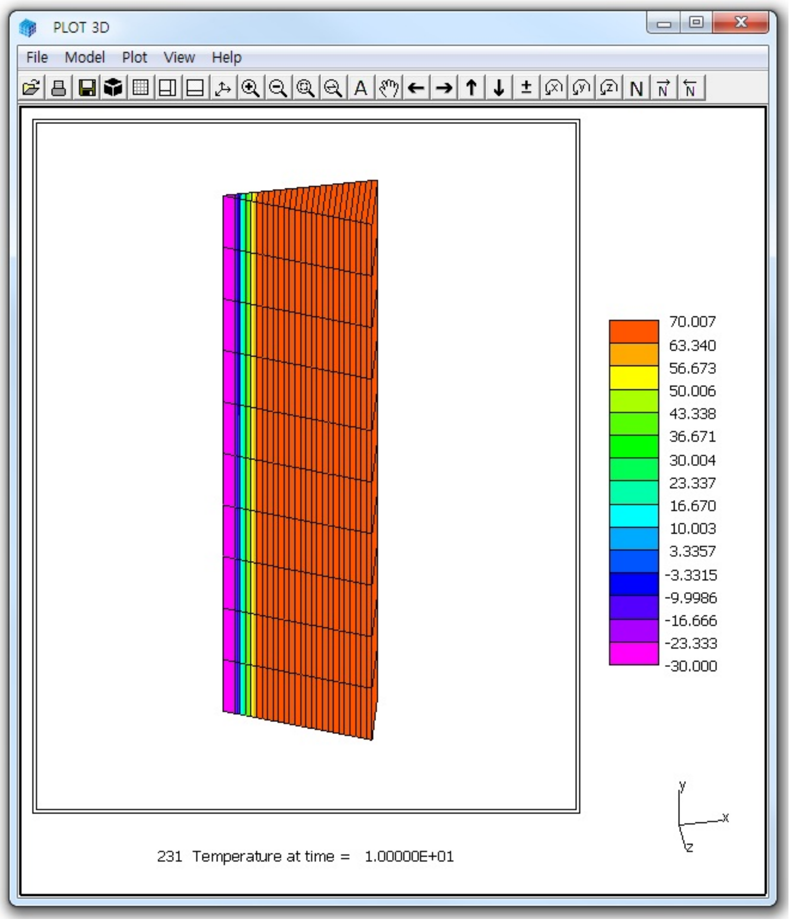


Figure 4.15 Temperature distribution at time 10 hour

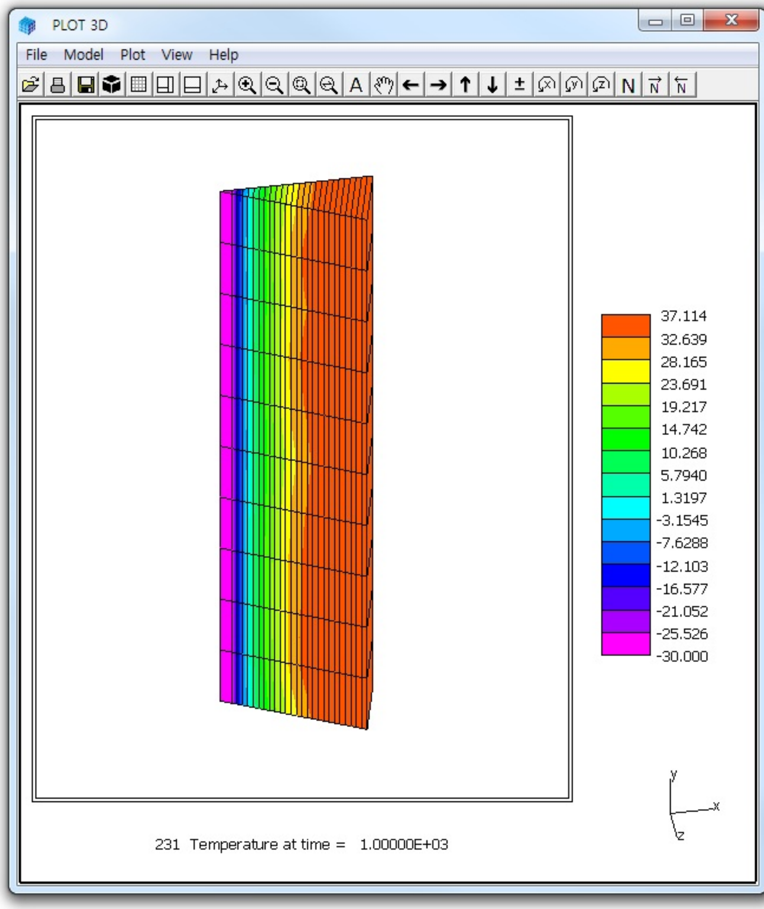


Figure 4.16 Temperature distribution at time 1000 hour

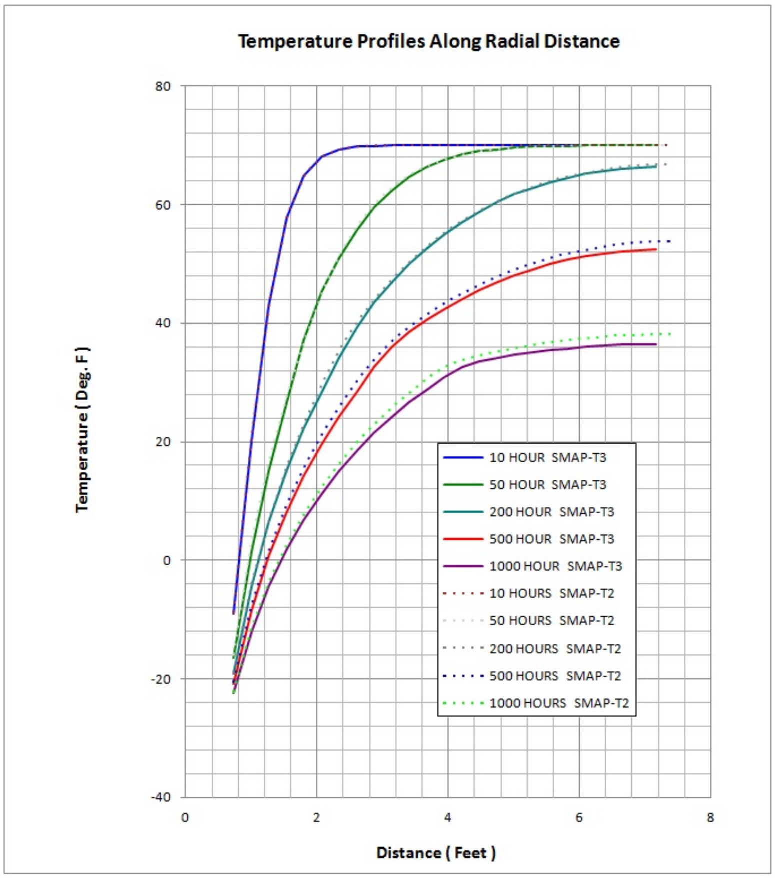


Figure 4.17 Temperature profiles along radial distance

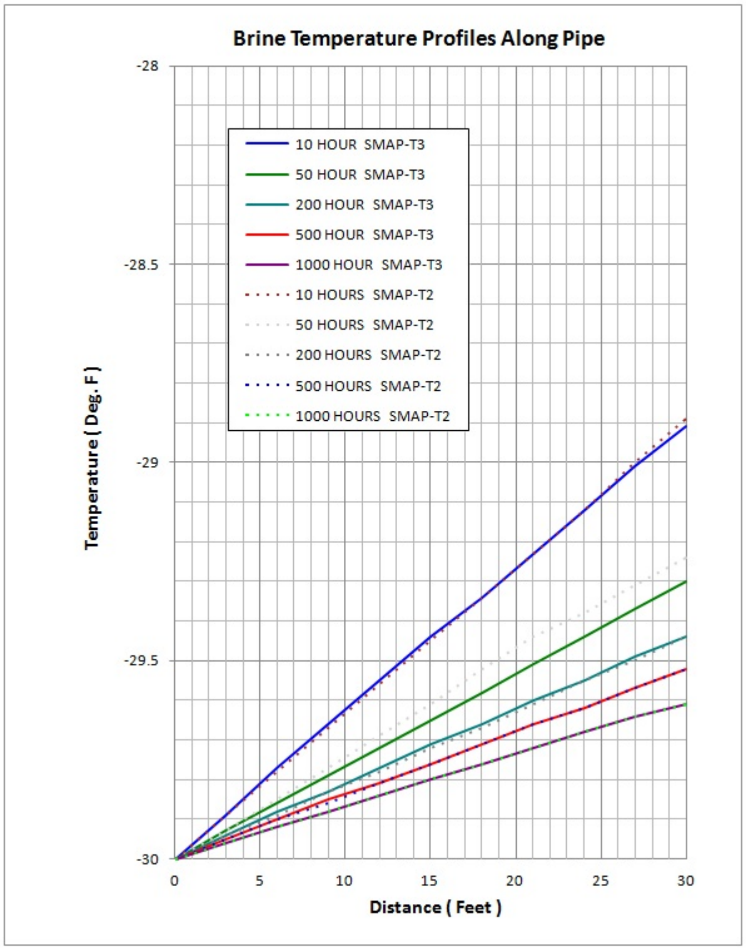


Figure 4.18 Brine temperature profiles along pipe axis with input IPOUT = 1 in Card 9.2.1

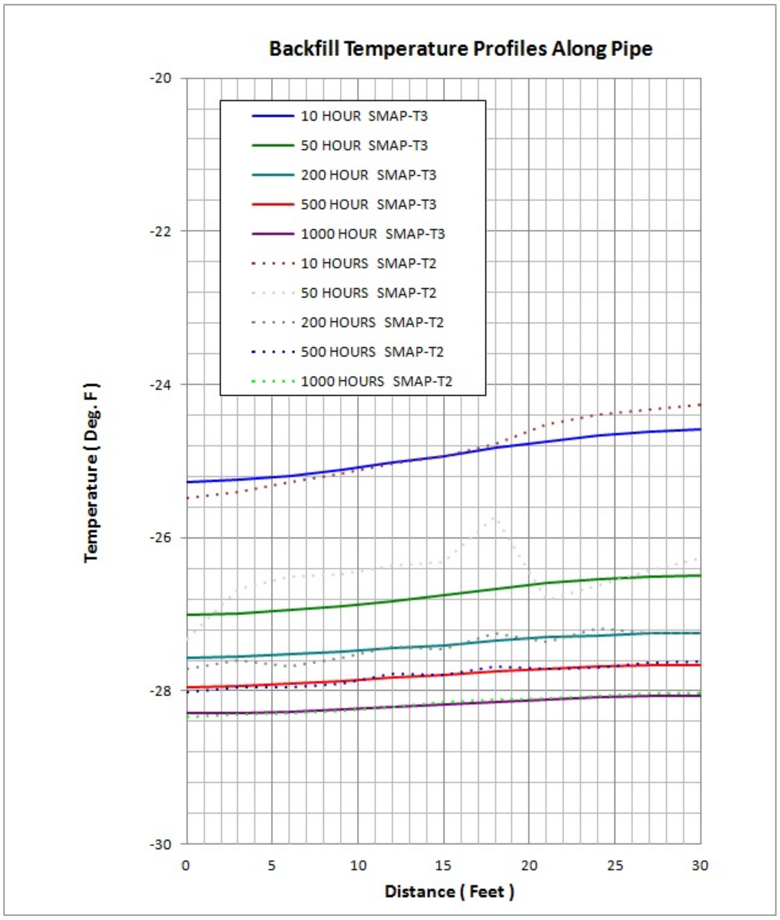


Figure 4.19 Backfill temperature profiles along pipe axis with input IPOUT = 0 in Card 9.2.1

Table 4.5 Listing of main input file VP4.Man

```
* CARD 1.1
* TITLE
  Verification Problem 4
* CARD 2.1
* IP     NBAND   IBATCH  IELTEMP
  1      1       0       0
* CARD 3.1
* NCYCL  NST
  1000   1
* CARD 3.2
* LEE
  0
* CARD 3.3
* IDELT  DT
  0      1.
* CARD 5.1
* NCONT
  260
* CARD 5.2.1
* NMAT
  2
* CARD 5.2.2.1
* TITLE
  MATERIAL 1
* CARD 5.2.2.2
* MATNO  MATFN  COND    SPH  RO    TLF    TRF    HLT
  1      1      0.0     0.0  0.0   31.75  32.25  3150.
* CARD 5.2.2.1
* TITLE
  MATERIAL 2
* CARD 5.2.2.2
* MATNO  MATFN  COND    SPH  RO    TLF    TRF    HLT
  2      0      10000.  1.0  1     0.0    0.0    0.0
* CARD 9.1.1
* NTNP
  1
* CARD 9.1.2.1
* TITLE
  PIPE MATERIAL 1
* CARD 9.1.2.2
* MATP   FLOW    SPHL   ROL    HTC     DOL    PRL
  1      583.06  0.63   80.5   64.35   1.18   0.59
* CARD 9.2.1
* NPIPE  IPOUT
  1      1
```

```
* CARD 9.2.2.1
* TITLE
  PIPE GROUP 1
* CARD 9.2.2.2
* IDP     MATP    IDFNP   NODP
  1       1       1       11
* LISTING OF NODE NUMBERS
  573  574  575  576  577  578  579  580  581  582  583
* CARD 9.3.1
* NCONV
  0
* CARD 9.4.1
* NTIMF     NTIM
  1         2
* CARD 9.4.2
* TIME      FN1
  0.0      -30.
  1.E+10  -30.
* CARD 9.5.1
* NTEMF     NTEM
  1         4
* CARD 9.5.2
* TEMP      COND1    ROC1
 -100.      1.91     28.3
  31.75     1.91     28.3
  32.25     1.18     40.7
  100.      1.18     40.7
* CARD 10.1
* NTPRNT
  10
* CARD 10.2.1
* NHPEL
  1
* CARD 10.2.2
* NEL1
  1
* CARD 10.3.1
* NHPMT
  1
* CARD 10.3.2
* NODE1
  1
* CARD 10.4.1
* NTIME
  5
* CARD 10.4.2
* LISTING OF TIMES
  10.   50.   200.   500.   1000.
* END OF DATA
```

4.5 Long Plate to Internal Heat Generation

This example is to solve for transient temperature distribution of an infinitely long plate subjected to sudden application of constant internal heat generation as schematically shown in Figure 4.20.
The exact solution is given by Ozisik M. N (Heat Conduction. John Wiley & Sons, 1980):

$$T(x,t) = T_s + \frac{Q}{2k}(L^2 - x^2) + \frac{2}{L}(T_i - T_s)\sum_{m=0,1}^{\infty}(-1)^m e^{-\kappa\beta_m^2 t}\left(\frac{\cos\beta_m x}{\beta_m}\right)$$

$$-\frac{2Q}{Lk}\sum_{m=0,1}^{\infty}(-1)^m e^{-\kappa\beta_m^2 t}\left(\frac{\cos\beta_m x}{\beta_m^3}\right) \quad \text{where} \quad \beta_m = \frac{(2m+1)\pi}{2L}$$

T	Temperature
x	Distance from plate centerline
t	Time
L	Half thickness of plate
Q	Constant volumetric heat generation rate
T_i	Initial temperature
T_s	Surface temperature
k	Thermal conductivity
ρ	Mass density
C_p	Specific heat
κ	Diffusivity ($\kappa = k / \rho C_p$)

Numerical analysis has been performed using following parameters:

L	=	0.5 m	k	=	20 w / m °c
ρ	=	500 kg / m^3	C_p	=	0.2 J / kg °c
T_i	=	60 °c	T_s	=	32 °c
Q	=	40,000 w / m^3	Δt	=	0.002 sec

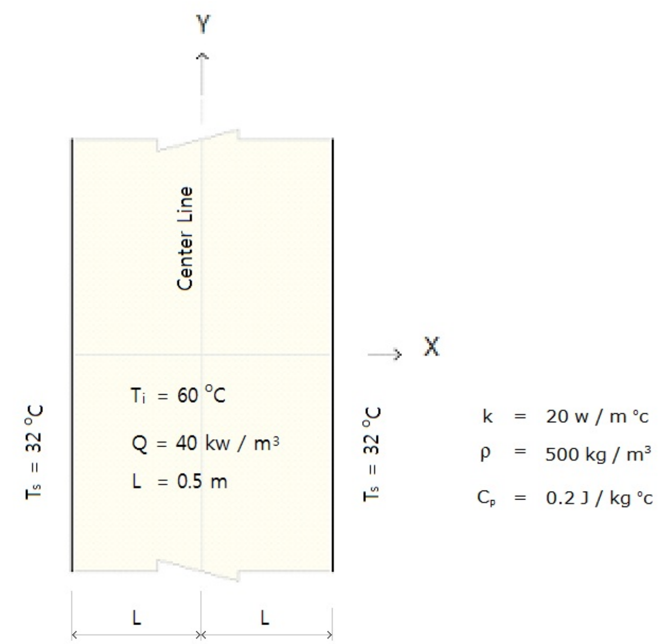


Figure 4.20 Infinitely long plate subjected to sudden application of constant internal heat generation for VP5

Fortran source code HeatGen.for is enclosed in the directory C:\Smap\SmapT3\Example\Smap\VP5\Exact_Solution for the exact solutions.

For SMAP-T3 analysis, only right half of the plate is modeled by symmetry about plate center line, as shown in Figure 4.21.
Heat flow and temperature boundary conditions are shown in Figure 4.22. Table 4.6 shows the listing of main input file VP5.Man.

Computed temperature distributions are shown in Figures 4.23, 4.24 and 4.25 at times 0.2, 0.5 and 5.0 seconds, respectively.

Figure 4.26 shows the comparison of temperature time histories at plate center between SMAP-T3 and the exact solution. Figure 4.27 shows temperature distributions at times 0.2, 0.5 and 5.0 seconds which are compared to the exact solutions. Note that the solution reaches steady state after about 3 seconds.

As compared above, SMAP-T3 results are very close to exact solution.

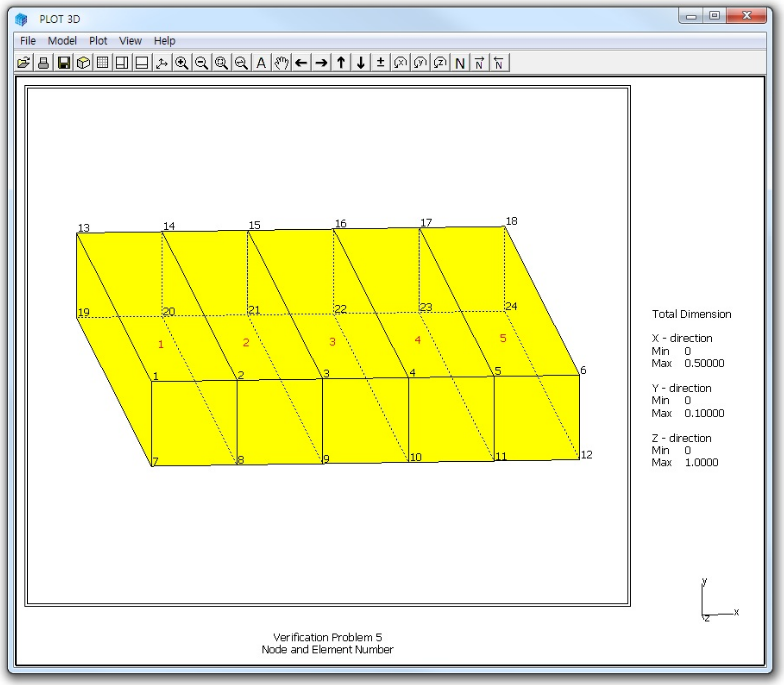


Figure 4.21 Finite element mesh for VP5

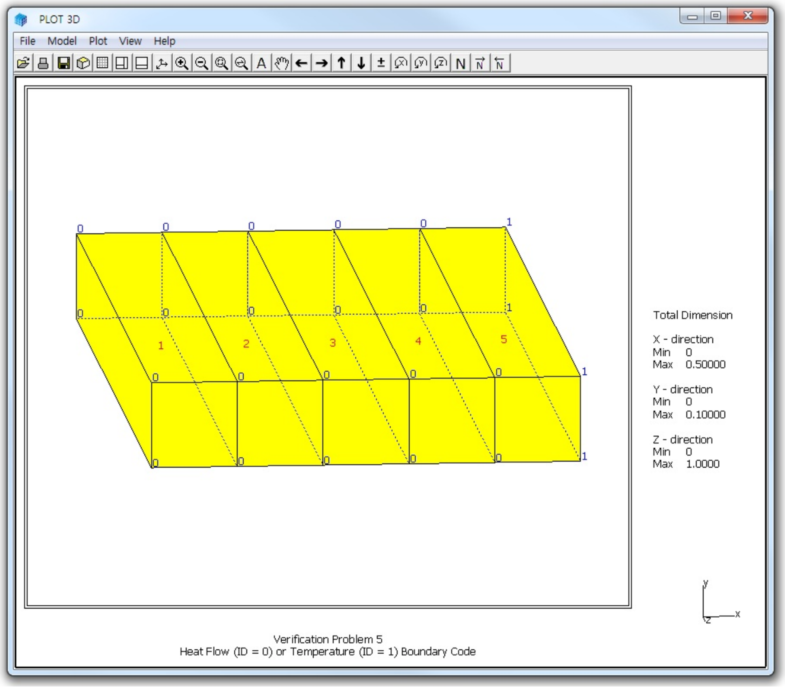


Figure 4.22 Heat flow and temperature boundary codes

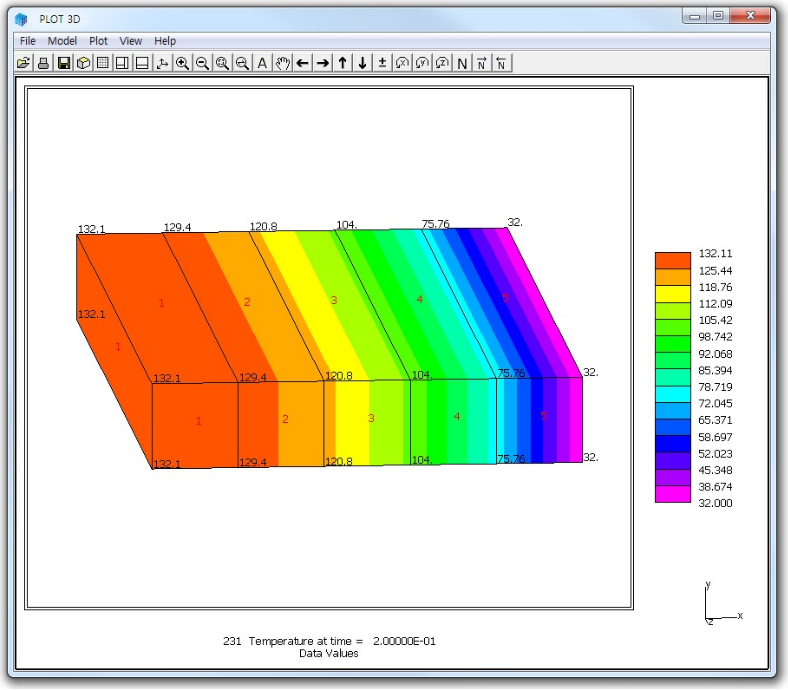


Figure 4.23 Temperature distribution at time 0.2 second

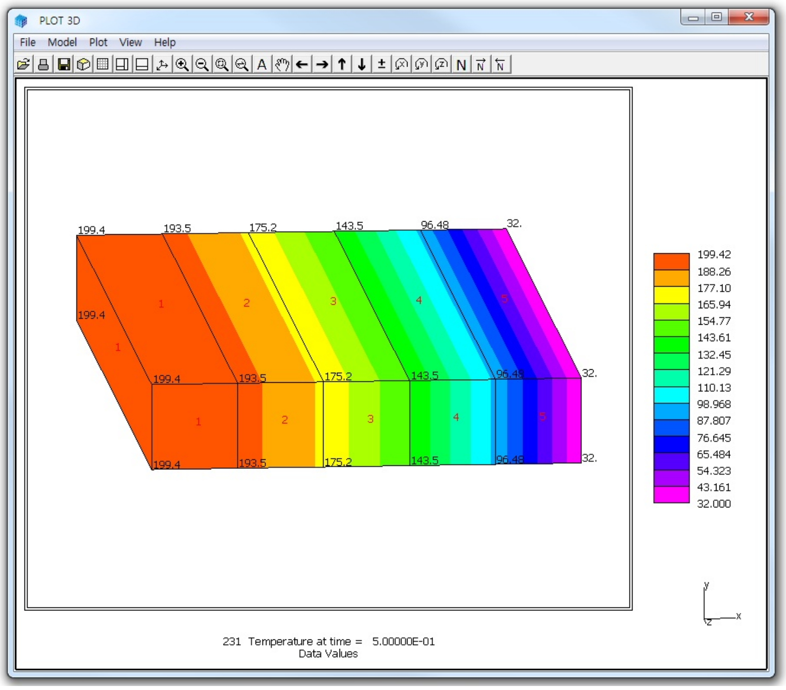


Figure 4.24 Temperature distribution at time 0.5 second

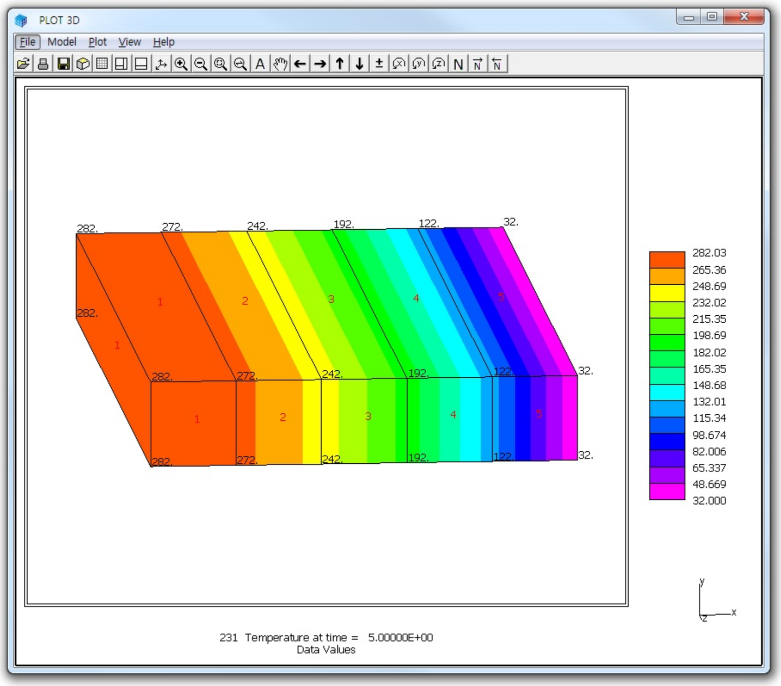


Figure 4.25 Temperature distribution at time 5.0 second

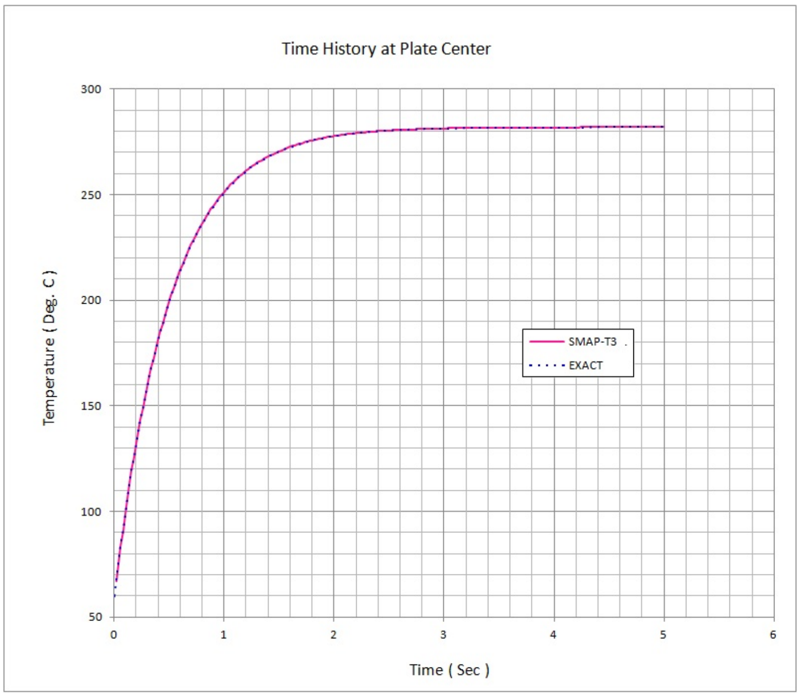


Figure 4.26 Temperature time history at centerline

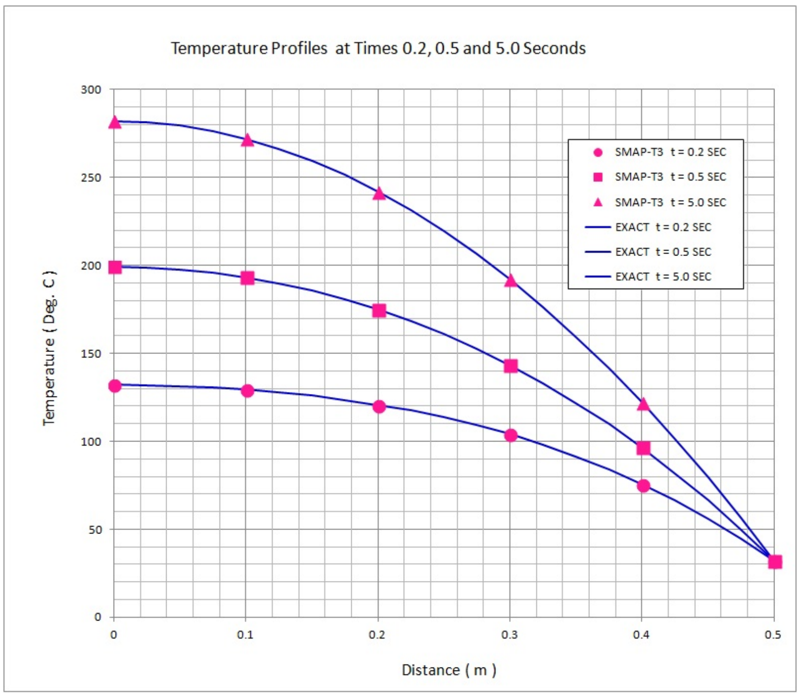


Figure 4.27 Temperature distributions at t = 0.2, 0.5, 5 sec

Table 4.6 Listing of main input file VP5.Man

```
* CARD 1.1
* TITLE
  Verification Problem 5
* CARD 2.1
* IP      NBAND   IBATCH   IELTEMP
  0       1       0        0
* CARD 3.1
* NCYCL   NST
  2500    1
* CARD 3.2
* LEE
  0
* CARD 3.3
* IDELT   DT
  0       0.002
* CARD 5.1
* NCONT
  5
* CARD 5.2.1
* NMAT
  1
* CARD 5.2.2.1
* TITLE
  MATERIAL 1
* CARD 5.2.2.2
* MATNO   MATFN   COND   SPH   RO    TLF   TRF   HLT
  1       0       20.    0.2   500   0.    0.    0.
* CARD 9.1.1
* NTNP
  0
* CARD 9.2.1
* NPIPE
  0
* CARD 9.3.1
* NCONV
  0
```

```
* CARD 9.4.1
* NTIMF    NTIM
  2        2
* CARD 9.4.2
* TIME     FN1      FN2
  0.       32.      40000.
  200.     32.      40000.
* CARD 9.5.1
* NTEMF    NTEM
  0        0
* CARD 10.1
* NTPRNT
  10
* CARD 10.2.1
* NHPEL
  1
* CARD 10.2.2
* NEL1
  1
* CARD 10.3.1
* NHPMT
  1
* CARD 10.3.2
* NODE1
  1
* CARD 10.4.1
* NTIME
  3
* CARD 10.4.2
* TIME1
  0.2   0.5   5.0
* END OF DATA
```

Group Mesh
Example Problem

Group Mesh Generator is a two-dimensional CAD program specially designed to build group mesh which can be used to generate finite element mesh with the aid of program ADDRGN-2D. Group Mesh User's Manual describes all the basic functions associated with group mesh generation and modifications.

Two example problems are presented:

1. Arch Tunnel
   Shows step by step procedure to create and modify group meshes.
2. Finite Element Mesh Modification
   Illustrates how to modify existing finite element meshes using Mesh Generator.

5.1 Arch Tunnel

The main objective of this first example is to show the step by step procedure to create and modify group meshes.

This example has the following three parts:

Part 1 : Creating Arch Tunnel (Figure 5.1)

- Create group mesh
- Set built-in base mesh
- Draw arch tunnel
- Plot finite element mesh

Part 2 : Adding Rock Bolts (Figure 5.2)

- Open the group mesh file in part 1
- Add three rock bolts
- Plot finite element mesh

Part 3 : Adding Utility Tunnel (Figure 5.3)

- Open the group mesh file in part 2
- Remove the first rock bolt
- Change the second rock bolt length
- Replace the third rock bolt by utility tunnel
- Plot finite element mesh

Table 5.1 shows the construction sequence.

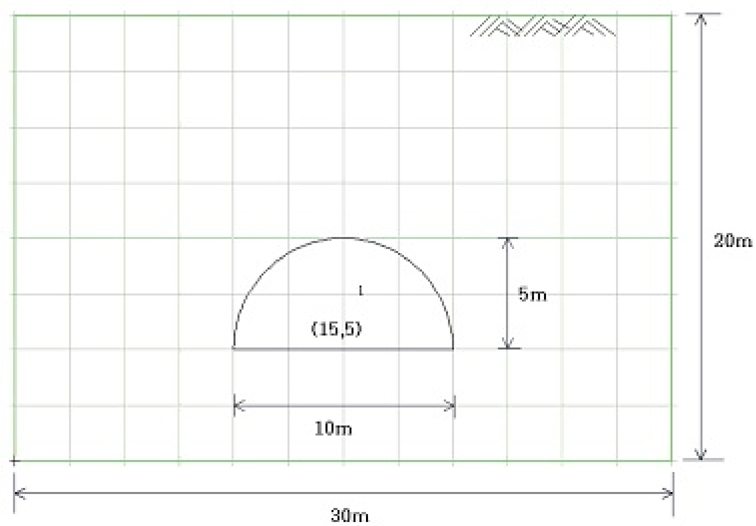


Figure 5.1 Arch tunnel (Part 1)

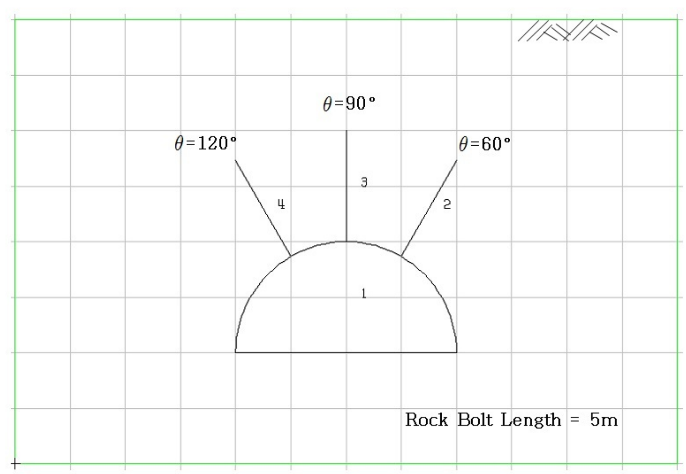


Figure 5.2 Arch tunnel with rock bolts (Part 2)

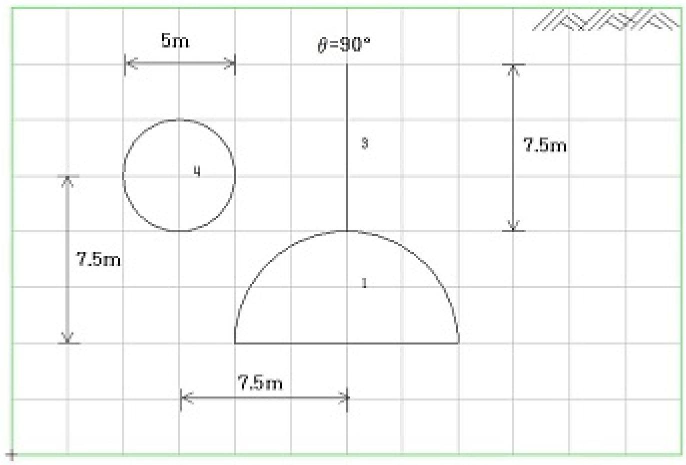


Figure 5.3 Arch tunnel with utility tunnel (Part 3)

Step No	Description
1, 2	In-Situ Stress
3	Arch Tunnel Excavation & Lining Installation
4	Rock Bolt Installation
5	Utility Tunnel Construction

Table 5.1 Construction sequence

5.1.1 Part 1: Creating Arch Tunnel

Part 1 consists of the following main actions:

- Create group mesh
- Set built-in base mesh
- Draw arch tunnel
- Plot finite element mesh

Step 1: Group Mesh Generator (New)

Access Group Mesh Generator by selecting the following menu items in SMAP (Figure 5.4):

Run → Mesh Generator → Group Mesh → New

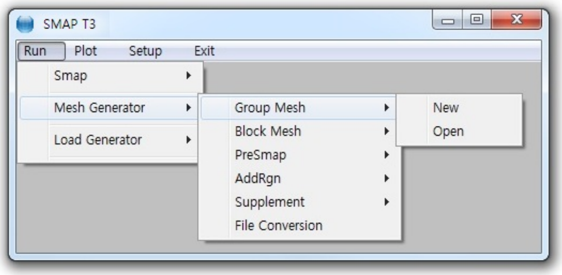


Figure 5.4 Accessing group mesh generator (New)

Step 2: Group Input (New)

Select Built-in Base Mesh in Figure 5.5. Click OK.

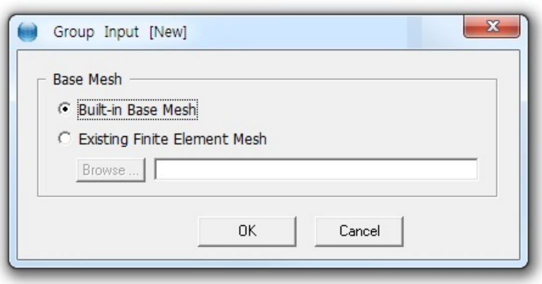


Figure 5.5 Group input (New)

Step 3: Group Menu and Dialog

Click Group menu in PLOT-2D as shown in Figure 5.6.

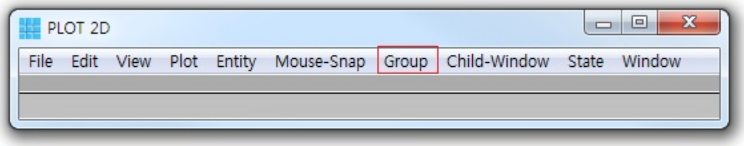


Figure 5.6 Group menu

Group dialog in Figure 5.7 is displayed with initial default values.

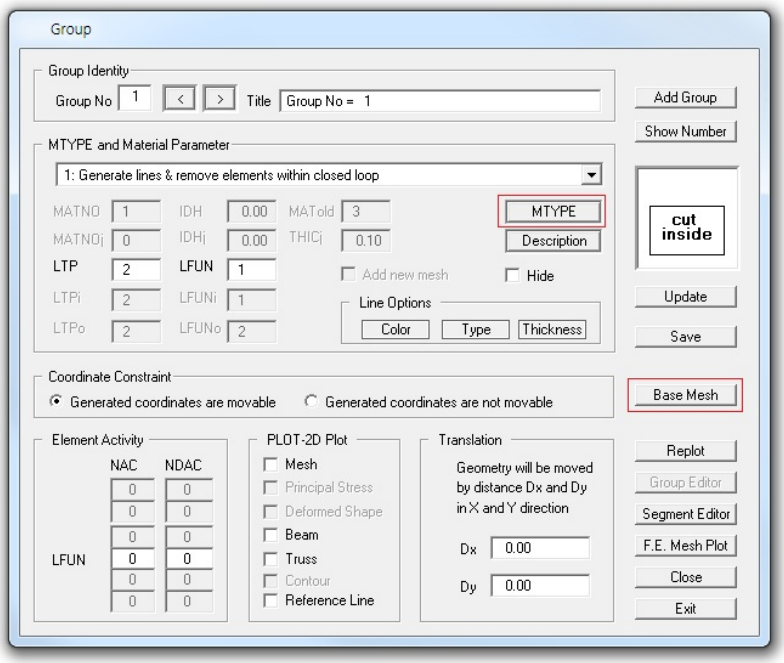


Figure 5.7 Group dialog with initial default values

Step 4: Built-in Base Mesh

Click Base Mesh button in Group dialog.

Fill in input fields for Built-in Base Mesh as shown in Figure 5.8. Click OK.

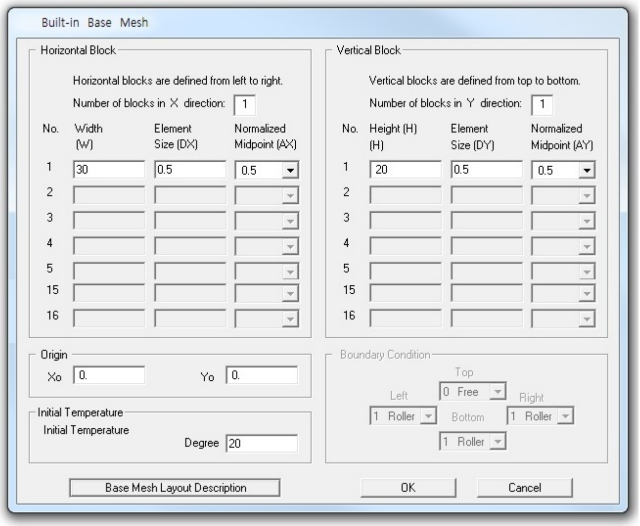


Figure 5.8 Built-in base mesh dialog

Figure 5.9 shows Base Mesh with dimensions of 30m x 20m on drawing board in PLOT-2D.

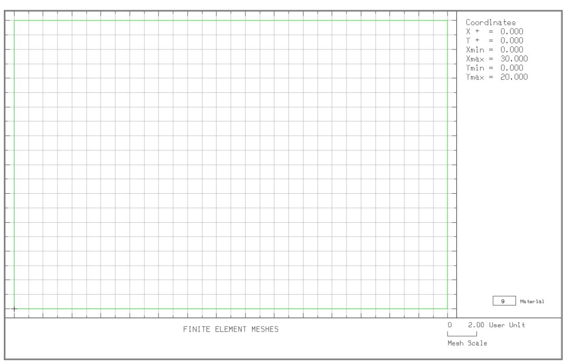


Figure 5.9 Base mesh on drawing board

Step 5: MTYPE

Click MTYPE button in Group dialog.
Select MTYPE=3 in MTYPE dialog in Figure 5.10.
Click OK.

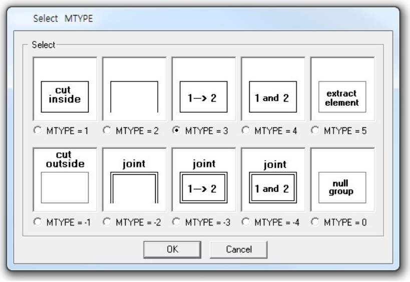


Figure 5.10 MTYPE dialog

Fill in input fields for Group dialog as shown in Figure 5.11.

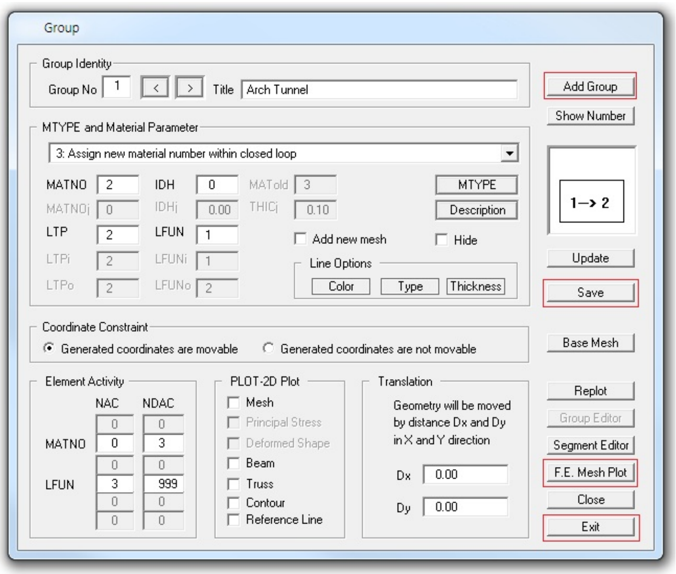


Figure 5.11 Group dialog with MTYPE = 3

Step 6: Mouse Snap

Click Mouse-Snap menu in PLOT-2D.
Select Snap to Grid in Figure 5.12. Click OK.

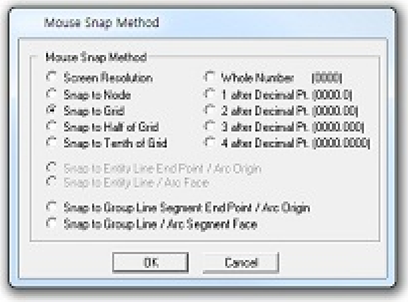


Figure 5.12
Mouse snap dialog

Step 7: Add Group

Click Add Group button in Group dialog.

Table 5.2 summarizes group parameters used for arch tunnel.

Group No	MTYPE	Description	Element Type	Mat. Np.	Element Activity	
					NAC	NDAC
1	3	Core	Cont.	MATNO=2	0	3
		Lining	Beam (LPT=2)	LFUN=1	3	999

Group No	Seg. No	Line Segment				Arc Segment						IEND
		Beginning Point		Ending Point		Origin		Radius and Angle				
		X	Y	X	Y	X_o	Y_o	R_X	R_Y	Θ_b	Θ_e	
1	1	10	5	20	5							2
	2					15	5	5	5	0	180	2

Table 5.2 Group parameters for arch tunnel

Step 8: Line Segment

Click Draw button in Line Segment dialog in Figure 5.13.

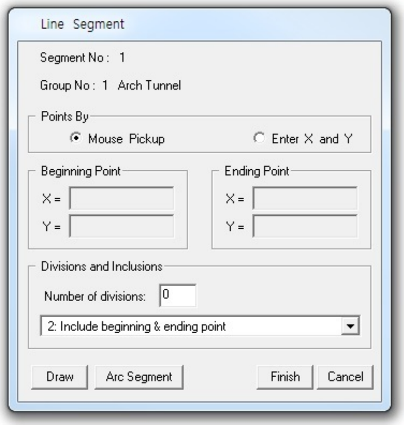


Figure 5.13 Line segment dialog

Click the mouse where the line begins and then click the mouse where the line ends as shown in Figure 5.14.

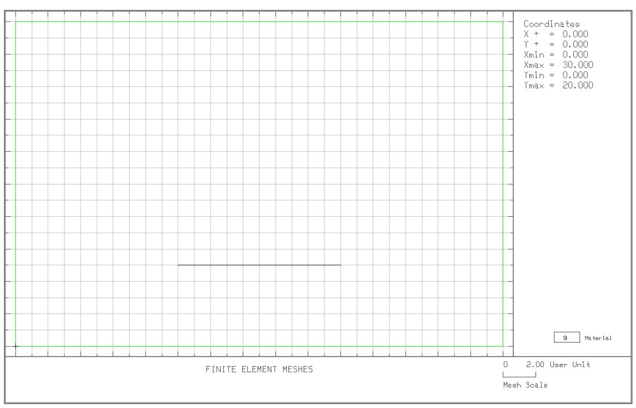


Figure 5.14 Line segment on drawing board

Step 9: Arc Segment

Click Arc Segment button in Line Segment dialog.
Fill in input fields for Arc Segment as shown in Figure 5.15.
Click Draw.

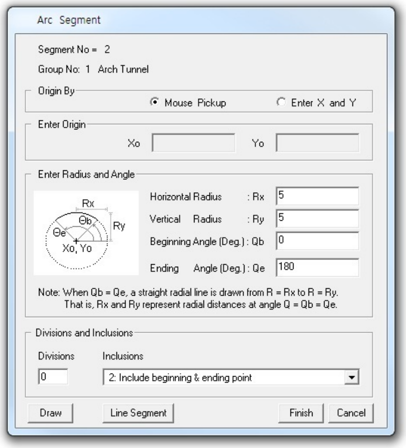


Figure 5.15 Arc segment dialog

Press down and hold mouse button on the drawing board.
Drag the mouse to the location of arc origin and then release the mouse button as shown in Figure 5.16.
Click Finish.

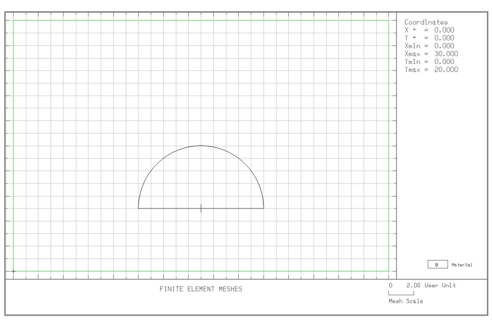


Figure 5.16 Arc segment on drawing board

Step 10: Save

Click Save button in Group dialog.
Group.Meg is saved as shown in Figure 5.17.

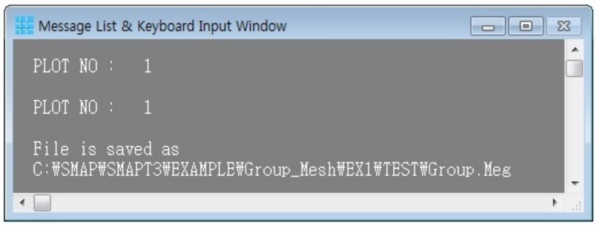


Figure 5.17 Message for file save

Step 11: Finite Element Mesh

Click F.E. Mesh Plot button in Group dialog.
Click Yes in Figure 5.18.

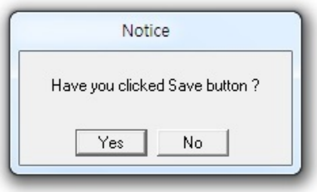


Figure 5.18 Notice for finite element mesh plot

Please Wait... message in Figure 5.19 is shown on the screen while generating finite element mesh plot.

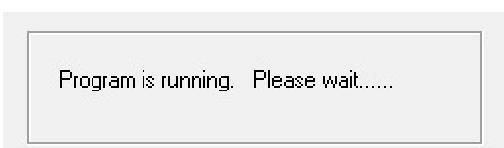


Figure 5.19 Notice while generating finite element mesh plot

Once finished, finite element mesh file is generated as Group.Mes in the sub directory Plot_Mesh as shown in Figure 5.20 along with finite element mesh plot in Figure 5.21.

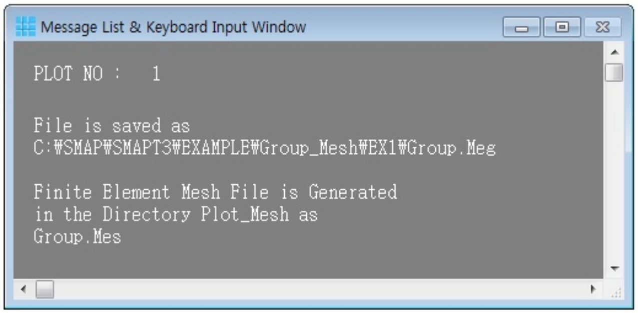


Figure 5.20 Message for finite element mesh file

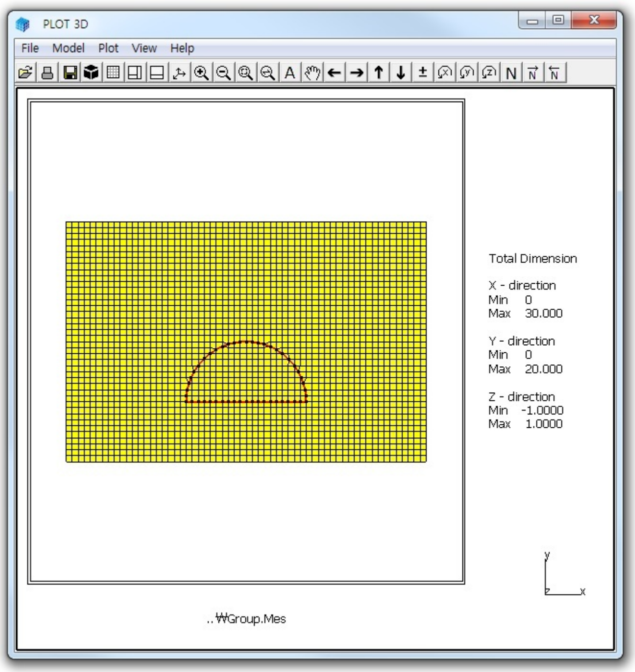


Figure 5.21 Finite element mesh plot

Step 12: Exit

Click Exit button in Group dialog.
Click OK in Exit dialog as shown in Figure 5.22.

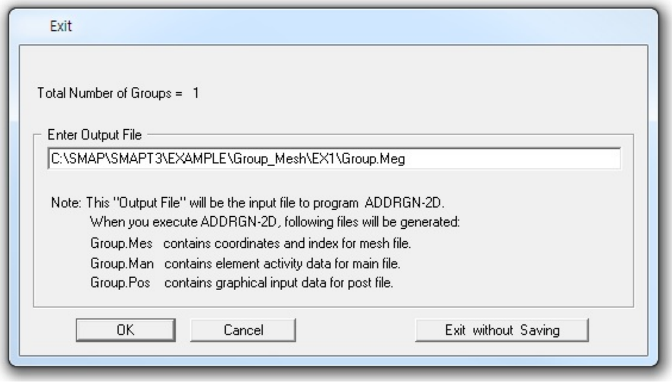


Figure 5.22 Exit dialog

5.1.2 Part 2: Adding Rock Bolts

Part 2 consists of the following main actions:

- Open the group mesh file in part 1
- Add three rock bolts
- Plot finite element mesh

Step 13: Group Mesh Generator (Open)

Access Group Mesh Generator by selecting the following menu items in SMAP (Figure 5.4):
Run → Mesh Generator → Group Mesh → Open

Step 14: Group Input (Open)

File open dialog will be displayed as in Figure 5.23.
Select group mesh file Group.Meg in Part 1 and click Open.

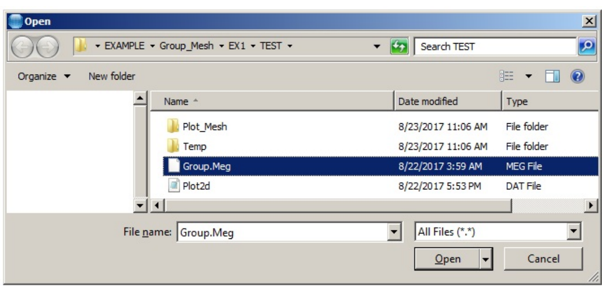


Figure 5.23 File open dialog

Step 15: Group Menu and Dialog

Click Group menu in PLOT-2D as shown in Figure 5.6.
Group dialog for Group No 2 is displayed with initial default values.

Step 16: MTYPE

Click MTYPE button in Group dialog.
Select MTYPE=2 in MTYPE dialog in Figure 5.10.
Click OK.

Step 17: Group No 2 for Rock Bolt 1

Table 5.3 summarizes group parameters for rock bolts.
Rock bolt is modeled by a straight radial line in Arc Segment.

Group No	Bolt No	MTYPE	Elem. Type (LTP)	Mat. No (LFUN)	Element Activity		Radius and Angle				IEND
					NAC	NDAC	R_X	R_Y	Θ_b	Θ_e	
2	Bolt-1	2	Truss (3)	1	4	999	5	10	60	60	-2
3	Bolt-2	2	Truss (3)	1	4	999	5	10	90	90	-2
4	Bolt-3	2	Truss (3)	1	4	999	5	10	120	120	-2

Table 5.3 Group parameters for rock bolts

Group No 2 represents Rock Bolt 1 with a length of 5m at 60 degrees.
Fill in input fields for Group dialog as shown in Figure 5.24.

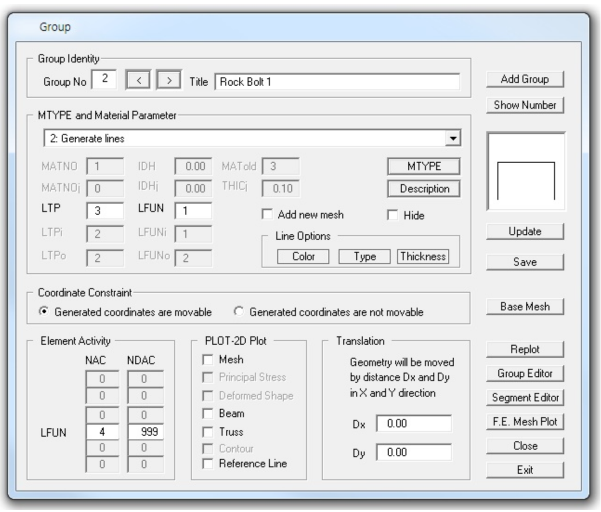


Figure 5.24 Group dialog for Rock Bolt 1

Step 18: Mouse Snap

Click Mouse-Snap menu in PLOT-2D.
Select Snap to Grid in Figure 5.12.
Click OK.

Step 19: Add Group

Click Add Group button in Group dialog.

Step 20: Arc Segment

Click Arc Segment button in Line Segment dialog.
Fill in input fields for Arc Segment as shown in Figure 5.25.
Click Draw.

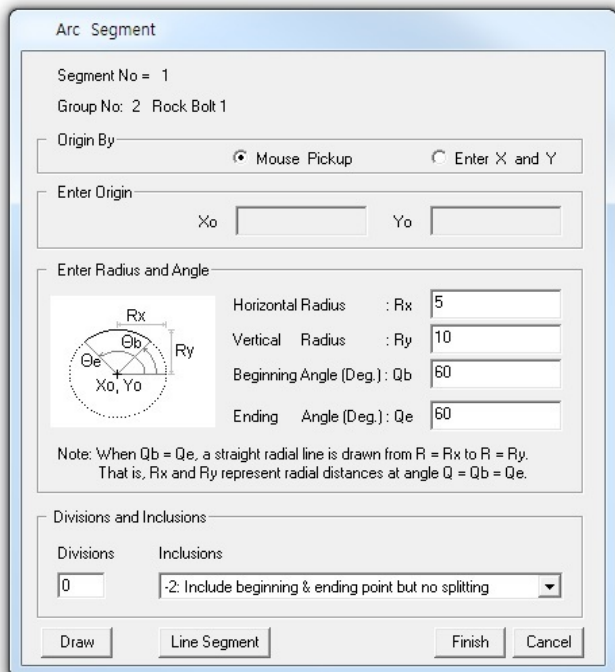


Figure 5.25   Arc segment dialog for Rock Bolt 1

Press down and hold mouse button on the drawing board. Drag the mouse to the location of arc origin and then release the mouse button as shown in Figure 5.26. Click Finish.

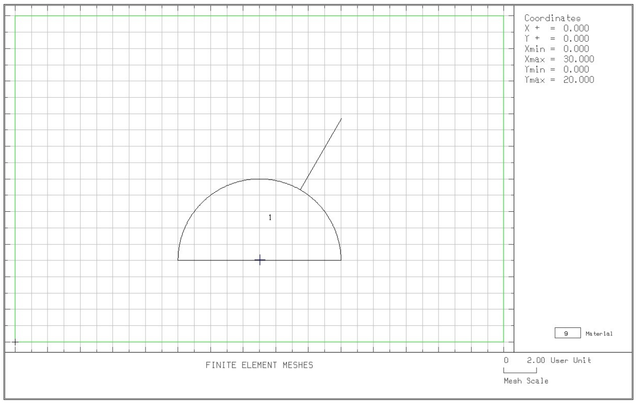


Figure 5.26 Rock Bolt 1 on drawing board

Step 21: Group No 3 & 4 for Rock Bolt 2 & 3

Repeat Steps 16 through 20 to add rock bolts at 90 and 120 degrees. All three rock bolts are shown on drawing board in Figure 5.27. Click Save button in Group dialog.

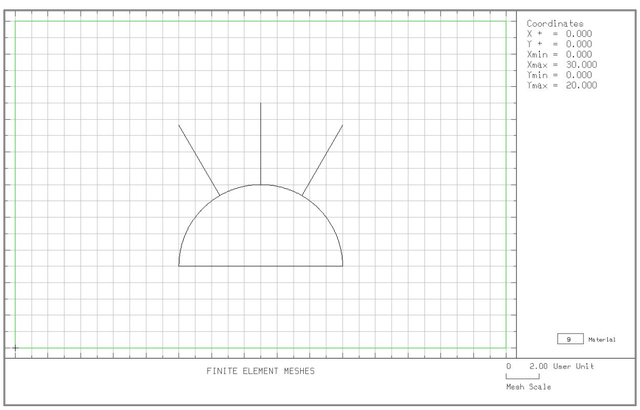


Figure 5.27 All three rock bolts on drawing board

Step 22: Finite Element Mesh

Click F.E. Mesh Plot button in Group dialog.
Follow the same procedure as in Steps 10 and 11.
Finite element meshes are shown in Figure 5.28

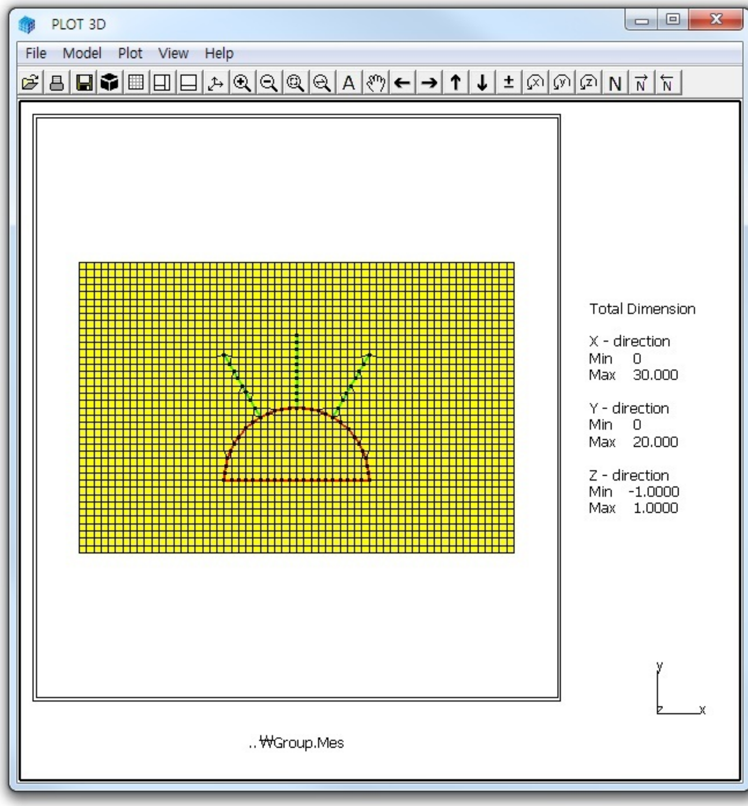


Figure 5.28 Finite element mesh plot

Step 23: Exit

Click Exit button in Group dialog.
Click OK in Exit dialog as in Figure 5.22.

5.1.3 Part 3: Adding Utility Tunnel

Part 3 consists of the following main actions:

- Open the group mesh file in part 2
- Remove the first rock bolt
- Change the second rock bolt length
- Replace the third rock bolt by utility tunnel
- Plot finite element mesh

Step 24: Open Group Mesh File in Part 2

Follow Steps 13 through 15 to open Group dialog for Group No 2.

Step 25: Remove Rock Bolt 1

Select Group No 2 in Group dialog.
Click MTYPE button in Group dialog.
Select MTYPE=0 in MTYPE dialog in Figure 5.10.
Click OK.

Click Update and then Replot buttons in Group dialog.
A new plot with the Group No 2 missing is displayed in Figure 5.29

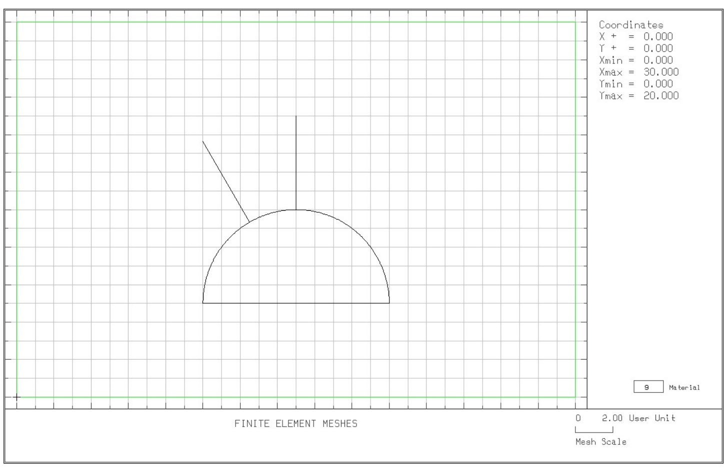


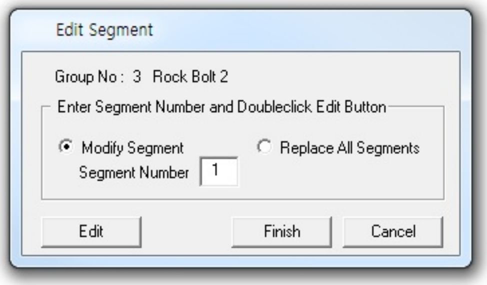
Figure 5.29 Rock Bolt 1 removed on drawing board

Step 26: Change Length of Rock Bolt 2

Select Group No 3 in Group dialog.
Click Edit Group button in Group dialog.

Click Edit button in Edit Segment dialog in Figure 5.30.

Figure 5.30
Edit segment dialog
for Group No 3



Fill in input fields for Arc Segment dialog as shown in Figure 5.31.
Click Draw and then Finish in Arc Segment dialog.
Click Finish in Edit Segment dialog.

Figure 5.31
Arc segment dialog with
rock bolt length modified

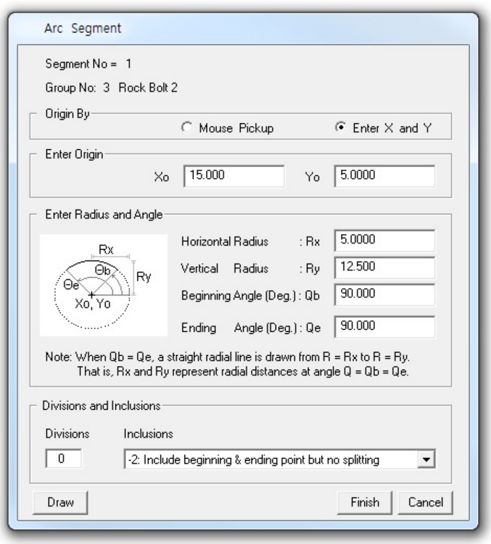


Figure 5.32 shows a new plot with longer Rock Bolt 2.

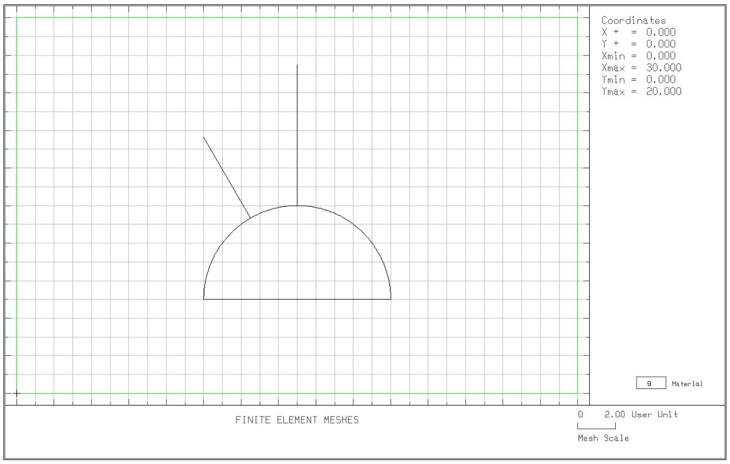


Figure 5.32 Longer Rock Bolt 2 on drawing board

Step 27: Replace Rock Bolt 3 by Utility Tunnel

Select Group No 4 in Group dialog.

Click MTYPE button in Group dialog.
Select MTYPE=1 in MTYPE dialog in Figure 5.10.
Click OK.

Fill in input fields for Group dialog as shown in Figure 5.33.
Click Edit Group.

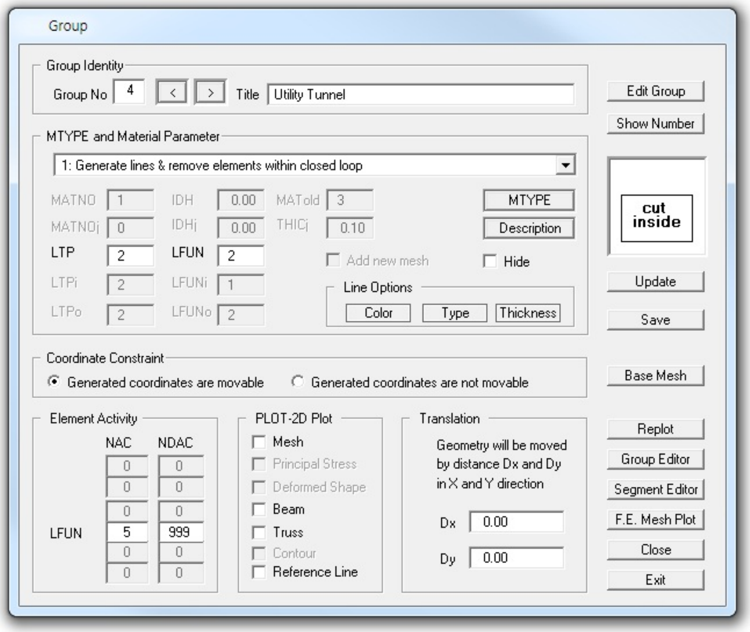


Figure 5.33 Group dialog for Utility Tunnel

Select Replace All Segments in Edit Segment dialog in Figure 5.34
Click Edit.

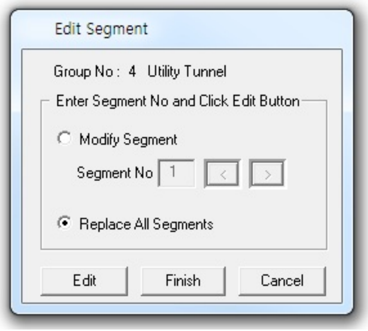


Figure 5.34 Edit segment dialog for Group No 4

Warning message is displayed as shown in Figure 5.35.
Click OK.

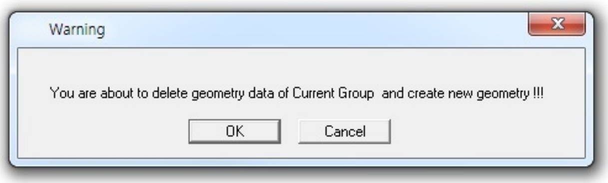


Figure 5.35 Warning message

Fill in input fields for Arc Segment dialog as shown in Figure 5.36.
Click Draw and then Finish in Arc Segment dialog.
Click Finish in Edit Segment dialog in Figure 5.34.

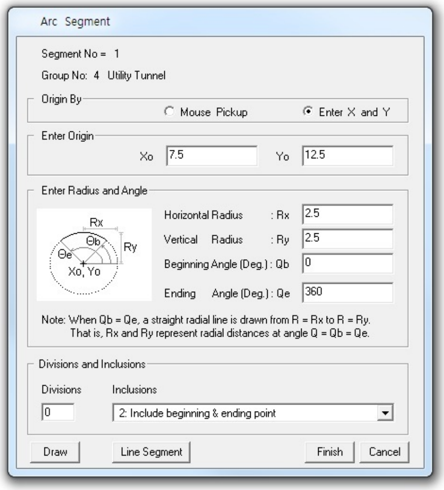


Figure 5.36 Arc segment dialog for Utility Tunnel

Click Update and then Replot buttons in Group dialog.
Figure 5.37 shows a new plot with Utility Tunnel on drawing board.

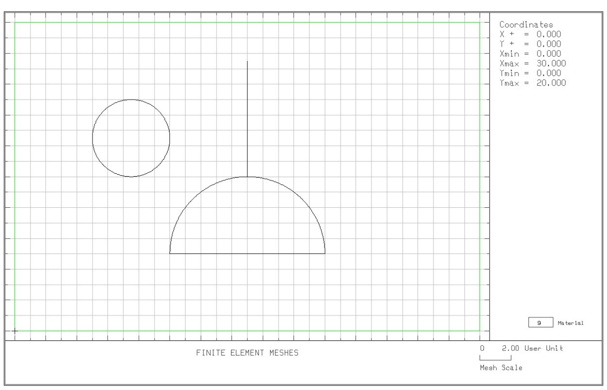


Figure 5.37 Arch and Utility Tunnels on drawing board

Step 28: Finite Element Mesh

Click Save and F.E. Mesh Plot button in Group dialog.
Follow the same procedure as in Steps 10 and 11.
Finite element meshes are shown in Figure 5.38

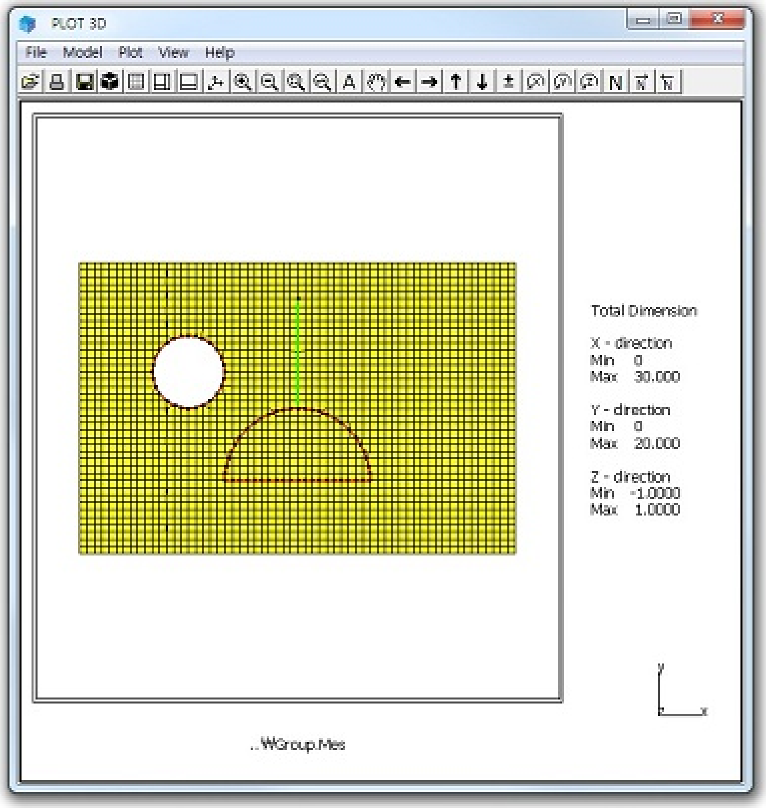


Figure 5.38 Finite element mesh plot

Step 29: Exit

Click Exit button in Group dialog.
Click OK in Exit dialog as in Figure 5.22.

5.2 Finite Element Mesh Modification

This example illustrates how to modify existing finite element meshes using Mesh Generator.

5.2.1 Overview

When you open input file, Mesh Generator reads the extension of the input file name and it assumes that the input file is the finite element mesh file if the extension is .Mes.

Editing finite element meshes has three parts: Nodal Boundary, Nodal Coordinate and Element Material. These editing modes can be accessed from Mesh menu in PLOT-2D as shown in Figure 5.39.

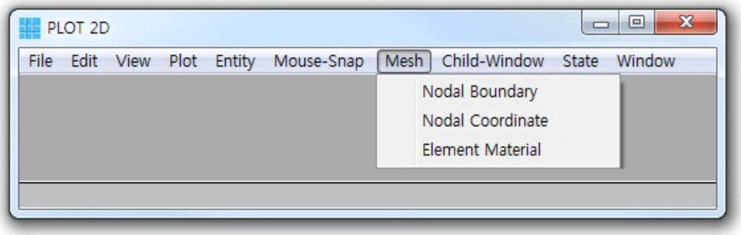


Figure 5.39 Menu for editing finite element mesh

It should be noted that once you edited the finite element meshes, modified finite element mesh is saved as MeshFile.Mes in the current working directory. The original input mesh file is not changed.

Figure 5.40 shows existing finite element mesh with six layers of natural soils. The top layer of this existing mesh is to be replaced by sand embankment with reduced width as schematically shown in Figure 5.41.

This modification involves following three works:

- Change top surface nodal coordinates
- Change top surface nodal boundaries
- Change top layer element materials

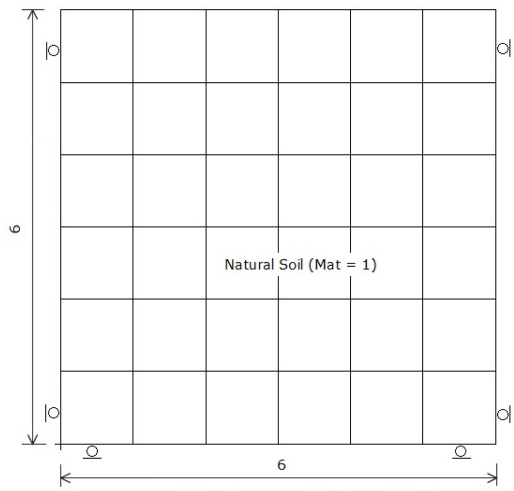


Figure 5.40 Existing finite element mesh

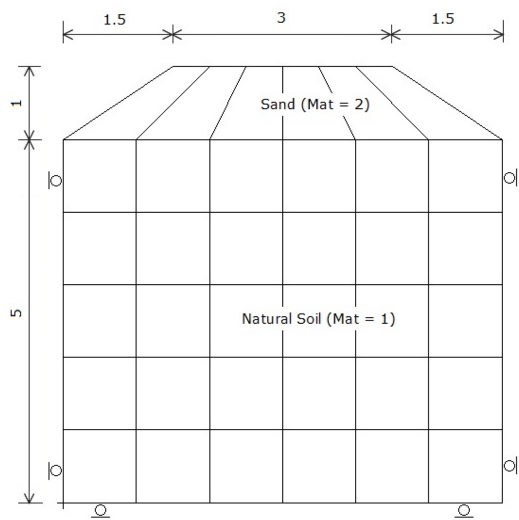


Figure 5.41 Modified finite element mesh

5.2.2 Change Top Surface Nodal Coordinates

Click Nodal Coordinate from the Mesh menu, then Edit Coordinate dialog in Figure 5.42 is displayed.

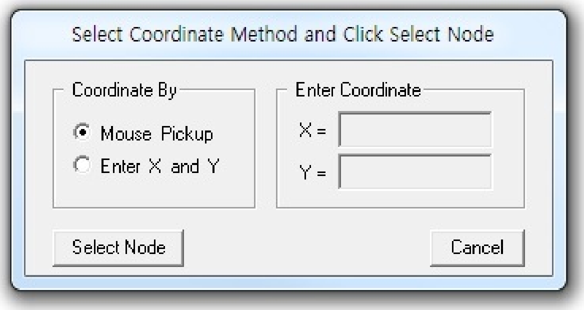


Figure 5.42 Edit coordinate dialog

For this example, Snap to Half of Grid in Figure 5.43 is the most convenient method for Mouse Pickup.

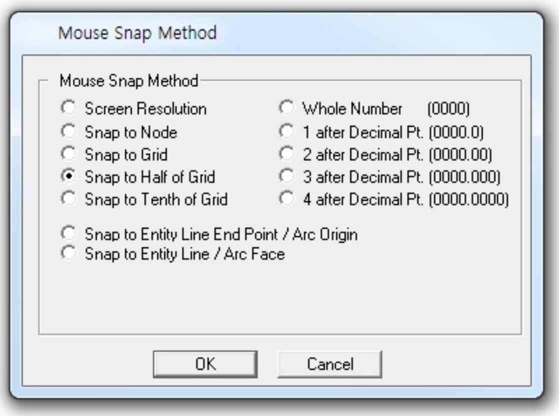


Figure 5.43 Mouse snap method

Click Select Node in Figure 5.42.
When you select the node by Mouse Right Click, the selected node is marked as an open circle on the drawing board as in Figure 5.44.

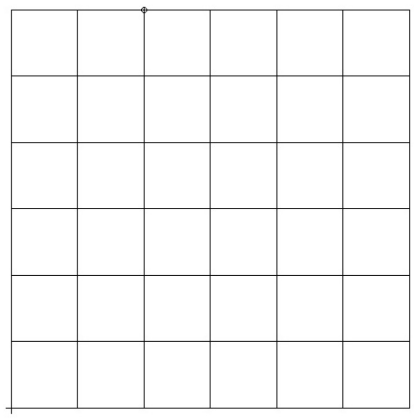


Figure 5.44 First selected node on drawing board

Now, move the first selected node by using drag-and-drop of Mouse Left Button as shown in Figure 5.45.

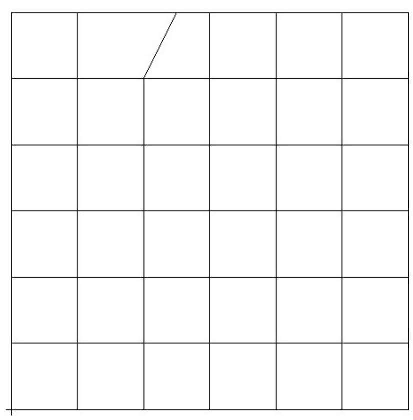


Figure 5.45 New position of first selected node

Select the next node by Mouse Right Click as shown in Figure 5.46.

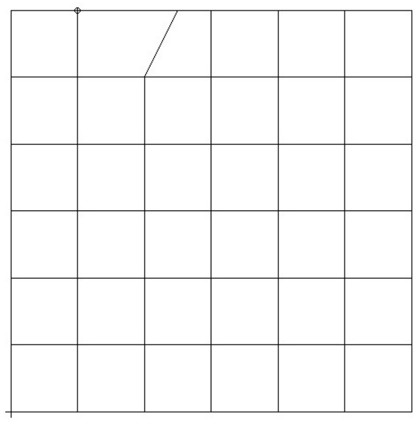


Figure 5.46 Second selected node on drawing board

Now, move the second selected node by using drag-and-drop of Mouse Left Button as shown in Figure 5.47.

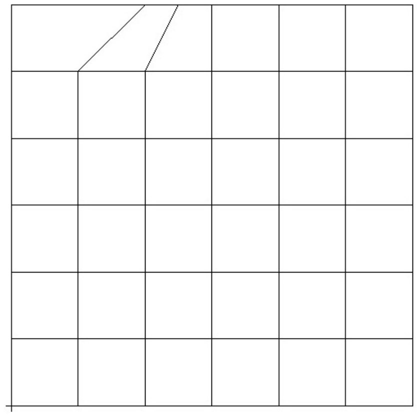


Figure 5.47 New position of second selected node

Repeat the same procedure for all other nodes on the top surface. Once finished, click Finish button in Figure 5.48.

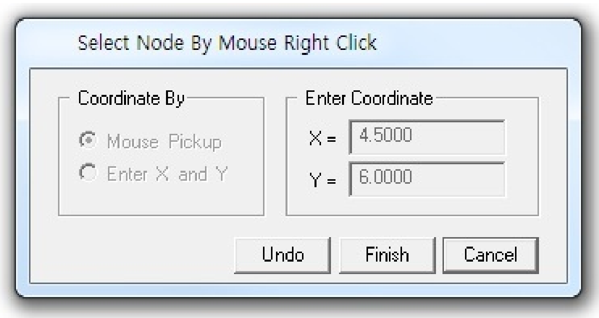


Figure 5.48 Edit coordinate dialog

Figure 5.49 shows final finite element mesh on the drawing board.

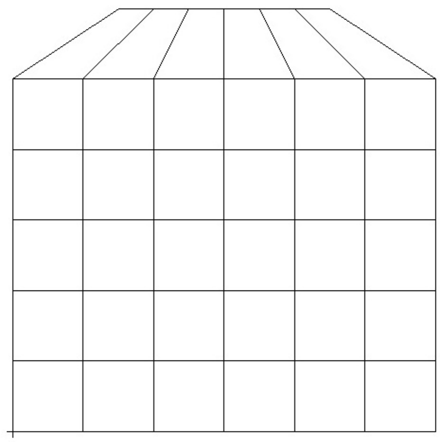
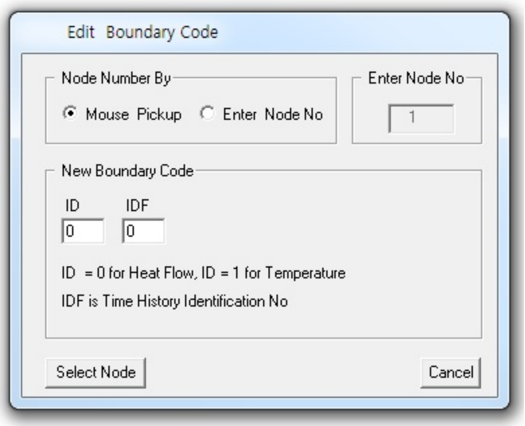


Figure 5.49 Final finite element mesh

5.2.3 Change Top Surface Nodal Boundaries

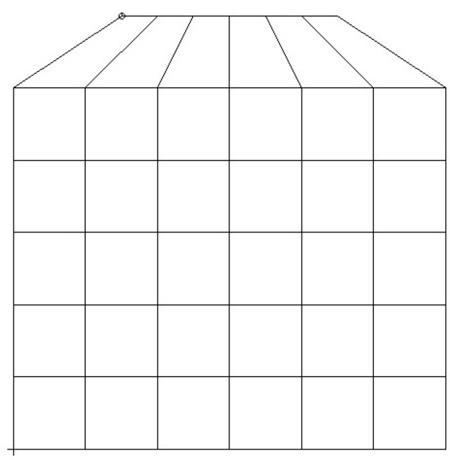
Click Nodal Boundary from the Mesh menu, then Edit Boundary Code dialog in Figure 5.50 is displayed.

Figure 5.50
Edit boundary dialog



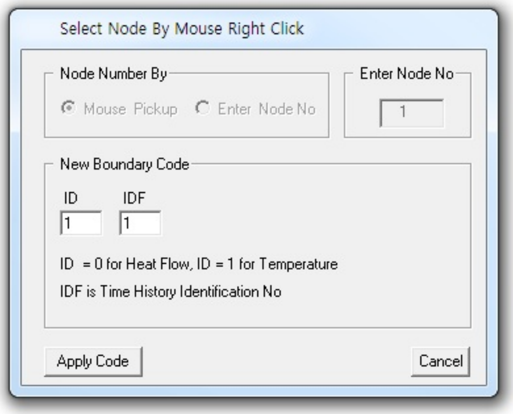
Click Select Node in Figure 5.50.
When you select the node by Mouse Right Click, the selected node is marked as an open circle on the drawing board as in Figure 5.51.

Figure 5.51
Selected node on drawing board



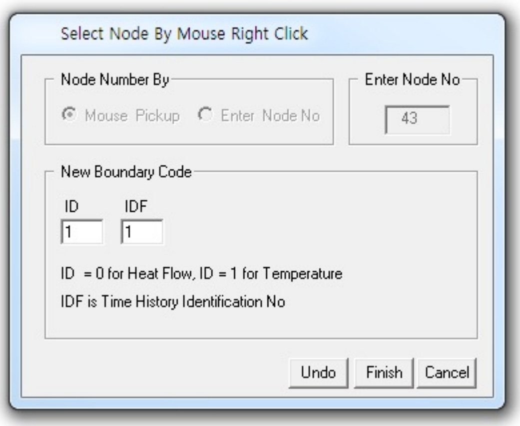
Change the boundary codes as in Figure 5.52 so that the top left node is specified by temperature and then click Apply Code button.

Figure 5.52
Modified boundary code for top left node



In the same way, select the top right node, modify boundary codes, and click Apply Code. Since all boundary codes are modified, click Finish button in Figure 5.53.

Figure 5.53
Modified boundary code for top right node



Click General View from the View menu. Select Heat Boundary Code in General View Options dialog as shown in Figure 5.54 and then click OK button. Modified heat boundary codes are shown in Figure 5.55.

Figure 5.54
General view
for heat boundary code

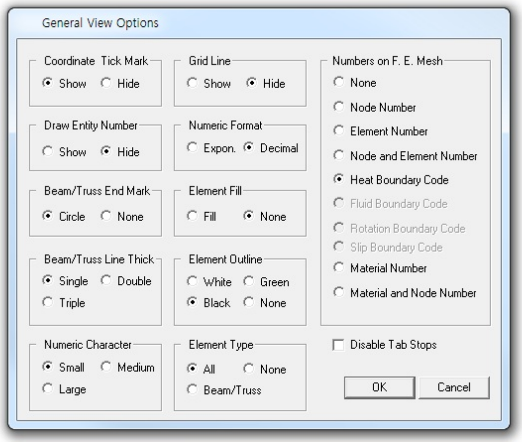
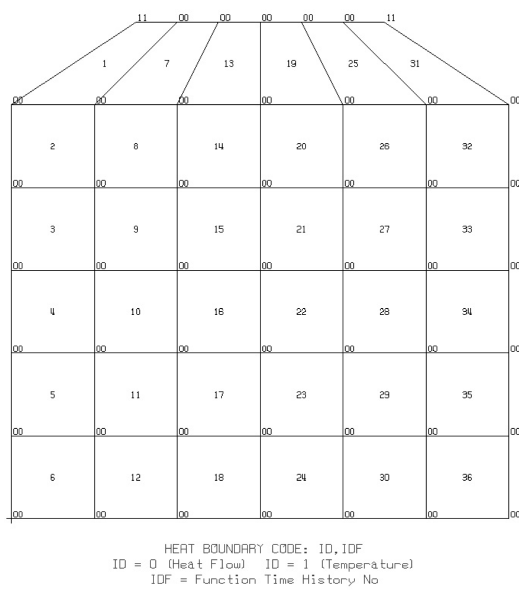


Figure 5.55
Modified heat
boundary code plot



5.2.4 Change Top Layer Element Materials

Click Element Material from the Mesh menu, then Edit Material Parameter dialog in Figure 5.56 is displayed.

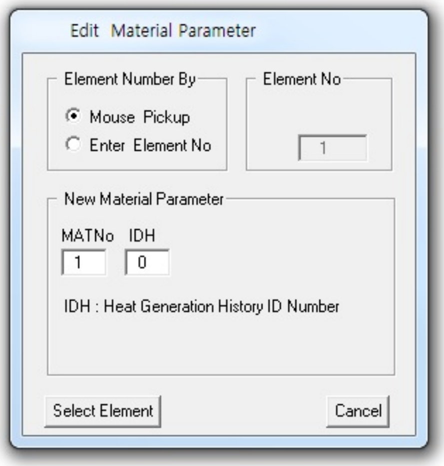


Figure 5.56

Edit element material dialog

Click Select Element button.
Click the element on the top layer by Mouse Right Click.
Selected element is marked as an open circle as shown in Figure 5.57.

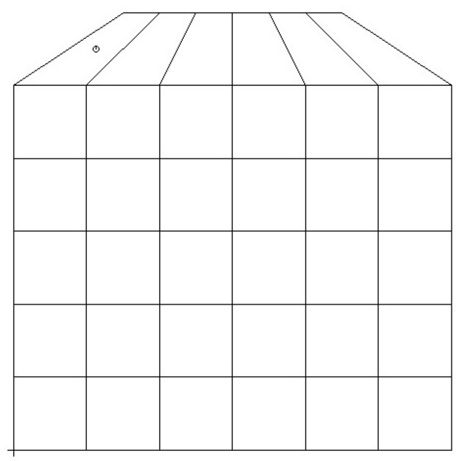
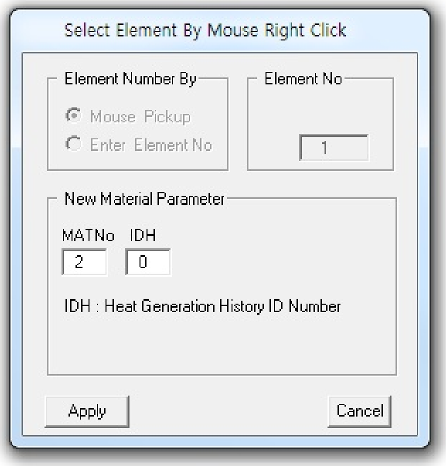


Figure 5.57
Selected element on drawing board

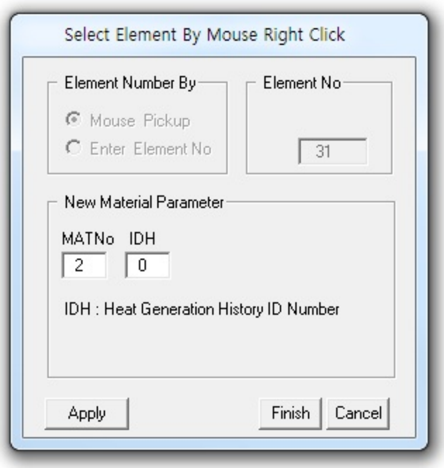
Change the material number as shown in Figure 5.58 and then click Apply button.

Figure 5.58
Modified material number for element 1



Repeat the same procedure for the other elements on the top layer. Once finished, click Finish button in Figure 5.59.

Figure 5.59
Modified material number for element 31



Click General View from the View menu. Select Material Number in General View Options dialog as shown in Figure 5.60 and then click OK button. Modified material number is shown in Figure 5.61.

Figure 5.60
General view
for material number

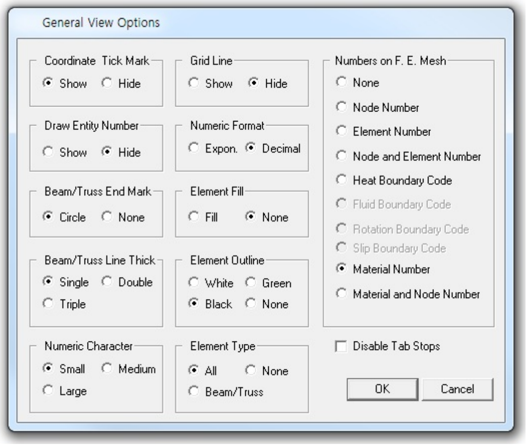
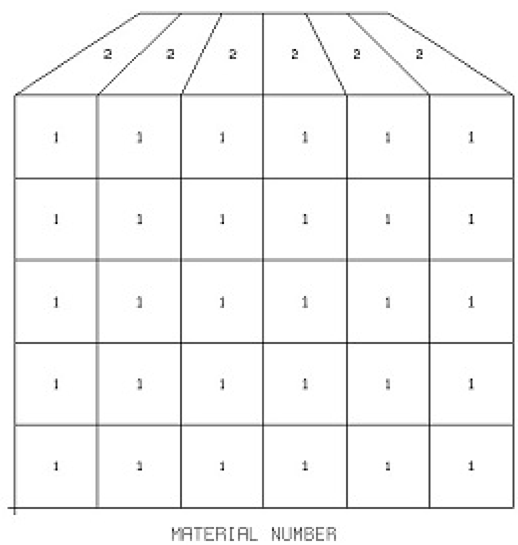


Figure 5.61
Modified material number
plot



Block Mesh
Example Problem

Block Mesh Generator is a three-dimensional CAD program specially designed to build block mesh which can be used to generate finite element mesh with the aid of program PRESMAP-GP. Block Mesh User's Manual describes all the basic functions associated with block mesh generation and modifications.

Two example problems are presented:

1. Single Element
   Shows step by step procedure to create block mesh.
2. Cube Foundation
   Builds block mesh for cube foundation.

6.1 Single Element

The main objective of this first example is to show the step by step procedure to create block mesh.

This example is to build single cube element in Figure 6.1 by using block mesh generator. This single element is subjected to temperature change through free impermeable top surface.

This example involves following seven main steps:
1. Access block mesh generator
2. Set work plane
3. Build cube entity
4. Build hexahedron block
5. Edit block boundary code
6. View heat flow boundary code
7. Plot finite element mesh

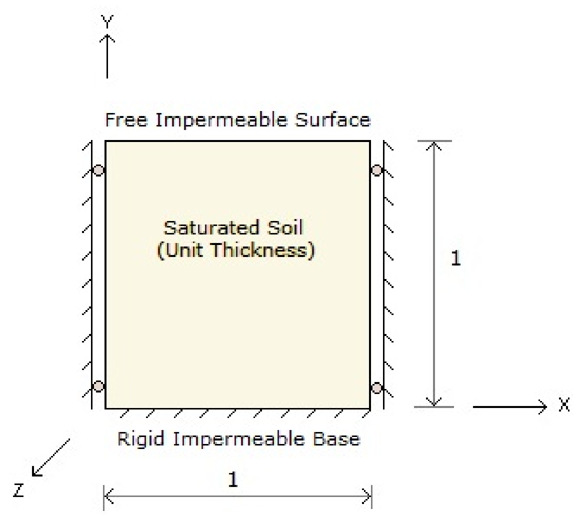


Figure 6.1 Single element in uniaxial strain condition

Step 1: Access Block Mesh Generator (New)

Access Block Mesh Generator by following menu items in SMAP
Run → Mesh Generator → Block Mesh → New

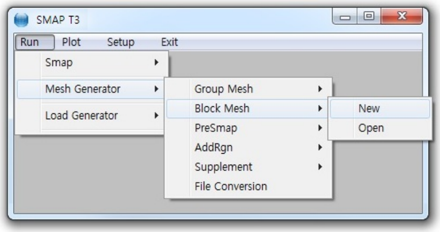


Figure 6.2 Accessing block mesh generator

Step 2: Set Work Plane

Prebuilt Work Plane is displayed on drawing board along with Work Plane Editor dialog. Modify NDx and Wx in Figure 6.3 and click Update.

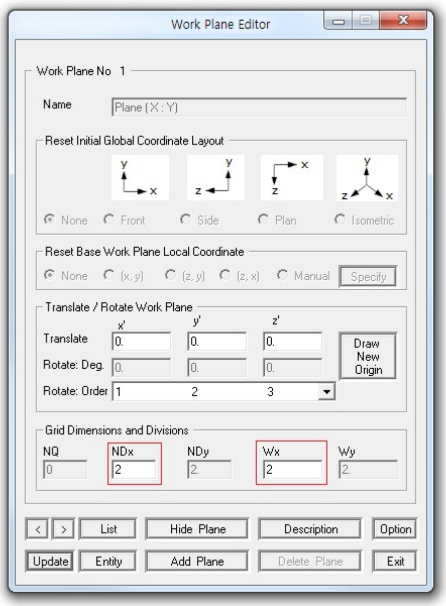


Figure 6.3 Work plane editor

Step 3: Build Cube Entity

1. Click Entity button in Figure 6.3.
2. Entity Editor dialog is displayed as in Figure 6.4.

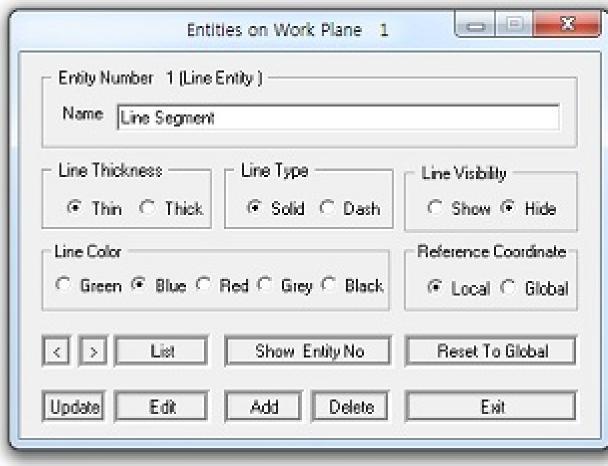


Figure 6.4 Entity editor

3. Click Add button in Figure 6.4.
4. Select Cube entity and click OK button in Figure 6.5.

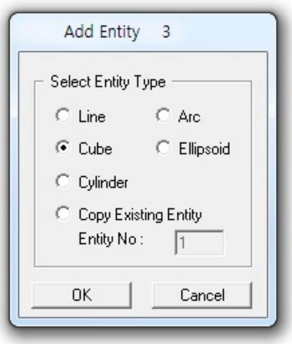


Figure 6.5 Entity type selection

5. Modify input fields of Lx, Ly, and Lz as shown in Figure 6.6.
6. Click Draw Cube Entity button.

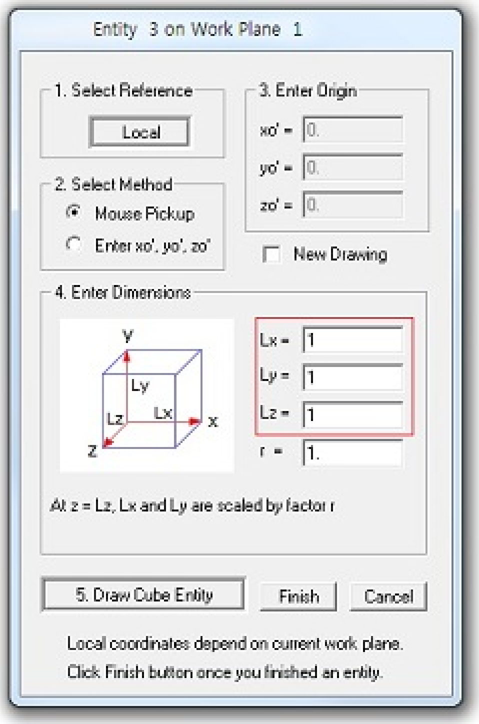


Figure 6.6 Cube entity

7. Coordinates on Work Plane dialog is displayed as in Figure 6.7.
8. Click Info button to see the notes on Mouse Actions on Work Plane as shown in Figure 6.8.

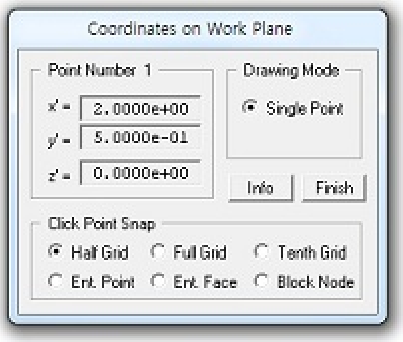


Figure 6.7 Coordinates on work plane

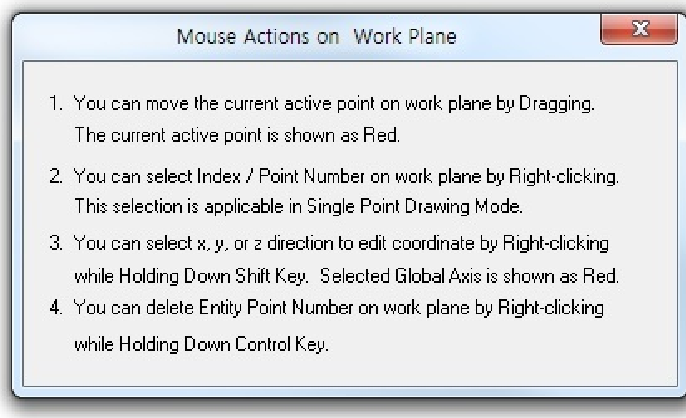


Figure 6.8 Mouse actions on work plane

9. Click Axis toolbar as shown in Figure 6.9.

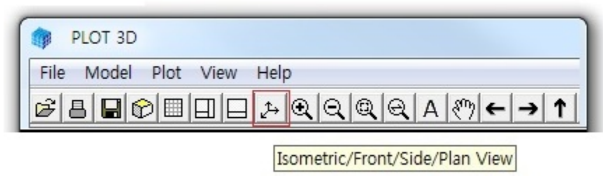


Figure 6.9 Axis toolbar

10. Click Mouse at the origin of coordinates.
11. Cube entity is shown on isometric work plane in Figure 6.10.

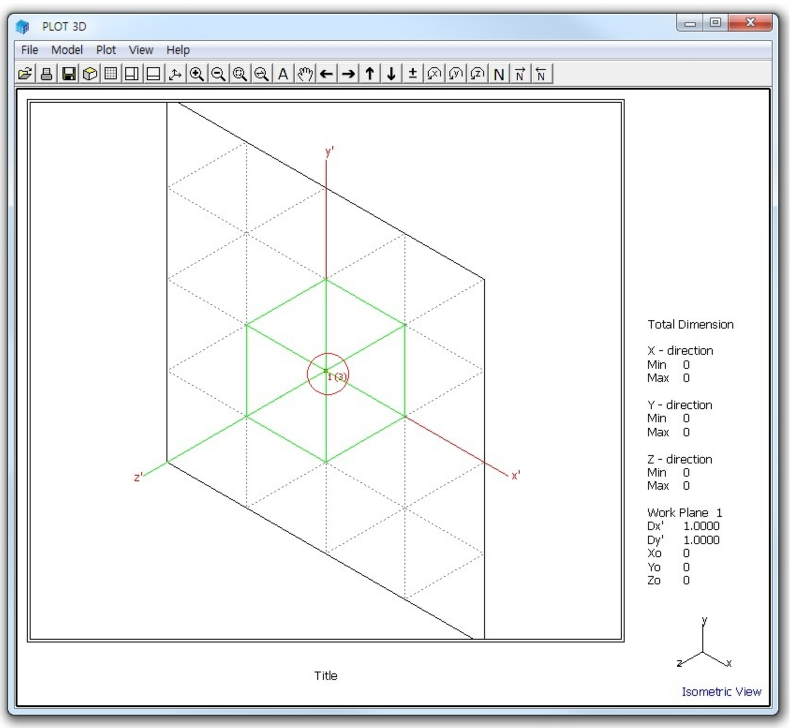


Figure 6.10 Cube entity on isometric work plane

12. Click Finish in Figure 6.7.
13. Click Finish in Figure 6.6.
14. Select Global for Reference Coordinate in Figure 6.11.
15. Click Reset To Global and then Exit buttons in Figure 6.11.

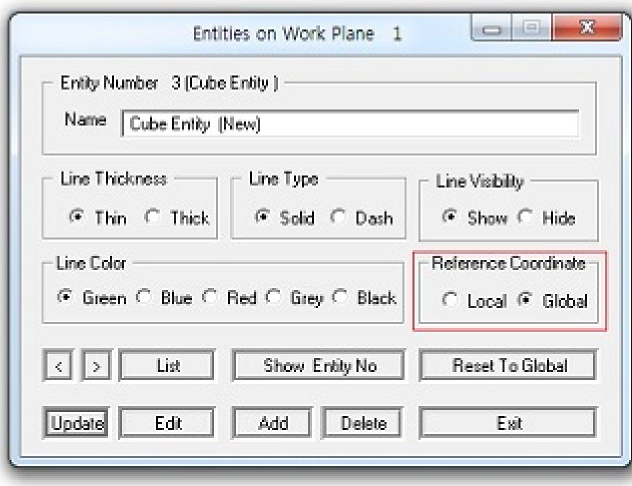


Figure 6.11 Entity editor

Step 4: Build Hexahedron Block

1. Click Block Editor toolbar in Figure 6.12.

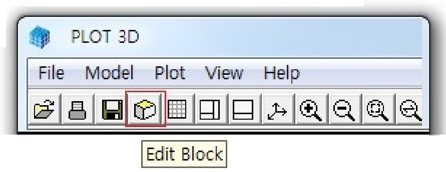


Figure 6.12 Block editor toolbar

2. Select Hexa for block type and click OK in Figure 6.13.

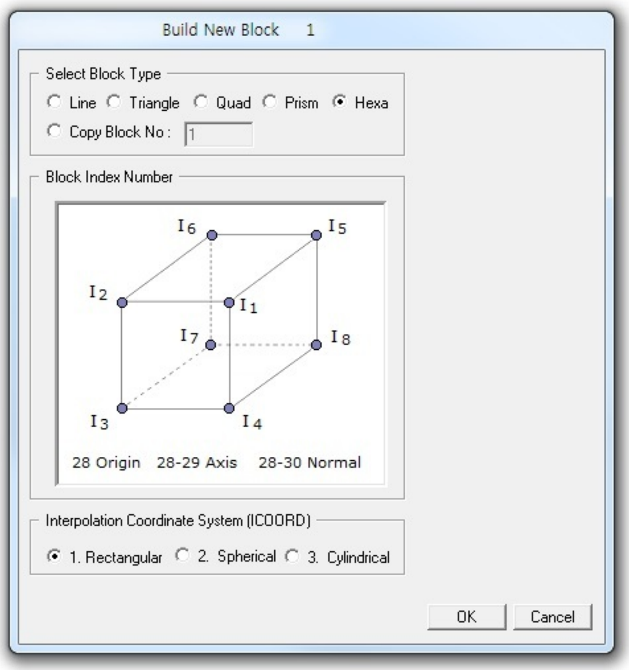


Figure 6.13 Block type selection

3. Click Draw Index Number in Figure 6.14.
4. Coordinates on Work Plane dialog is displayed in Figure 6.15.

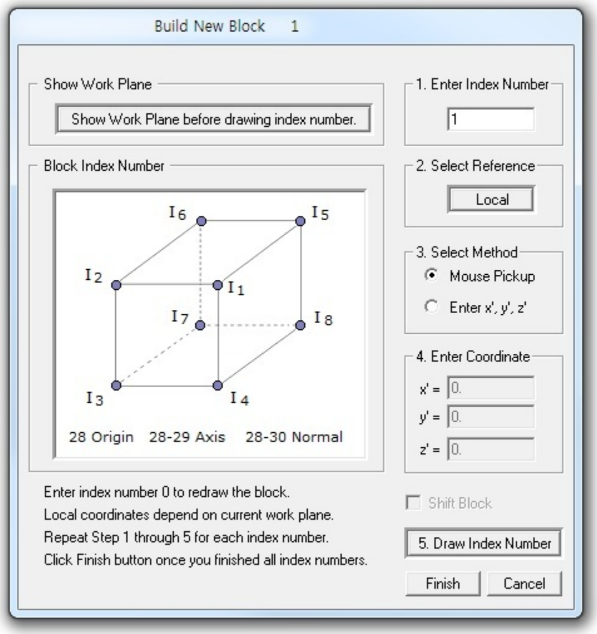


Figure 6.14 Hexa block

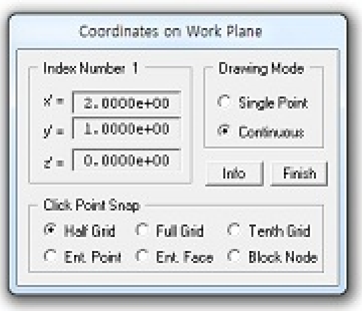


Figure 6.15 Coordinates on work plane

5. Translate work plane as in Figure 6.16 and click Update button.

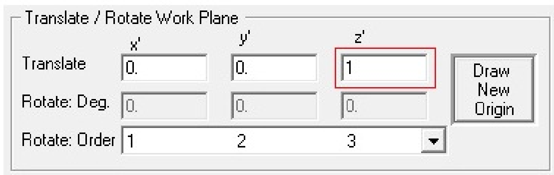


Figure 6.16 Work plane translation (z' = 1)

6. Click the points for index numbers on front surface as in Fig. 6.17.

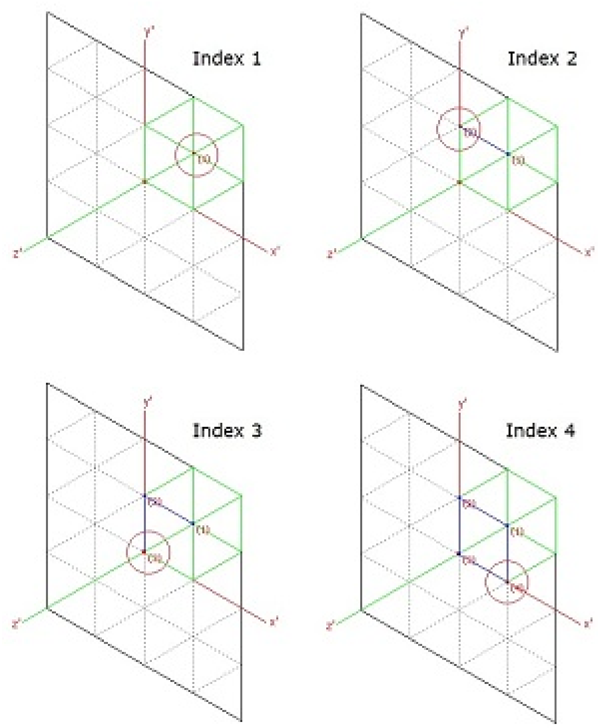


Figure 6.17 Index numbers on front surface

7. Translate work plane as in Figure 6.18 and click Update button.

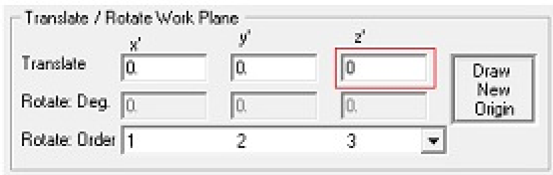


Figure 6.18 Work plane translation (z' = 0)

8. Click the points for index numbers on back surface as in Figure 6.19.

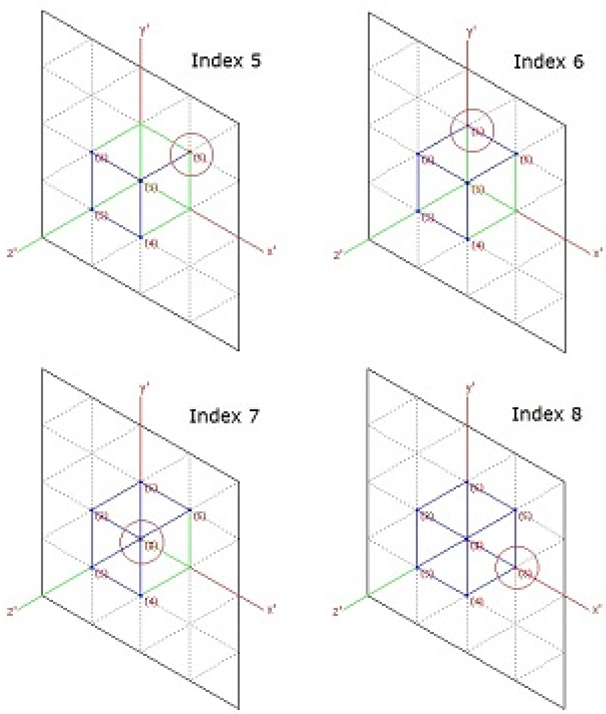


Figure 6.19 Index numbers on back surface

Now, the geometry of hexahedron block is completed.

9. Click Finish in Figure 6.20 and then click Finish in Figure 6.14.

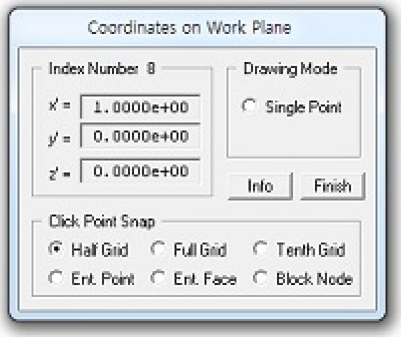


Figure 6.20 Coordinates on work plane

10. Get back to Work Plane Editor dialog and click Entity.
11. Select Entity Number 3, Hide for line visibility, click Update, and click Exit in Figure 6.21.

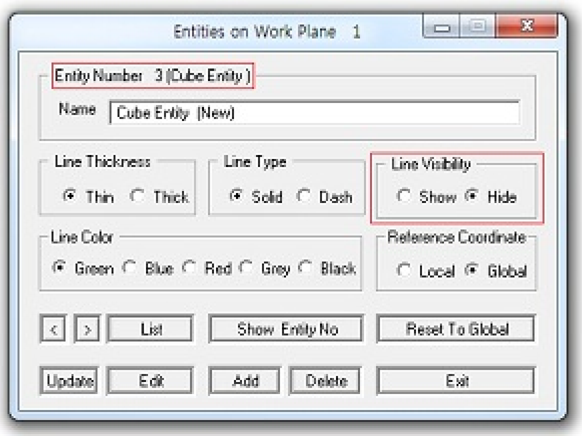


Figure 6.21 Entity editor

12. Modify Title and Material & Element Generation Parameters in Block Editor as shown in Figure 6.22.
13. Click Save and type in file name as EX1.

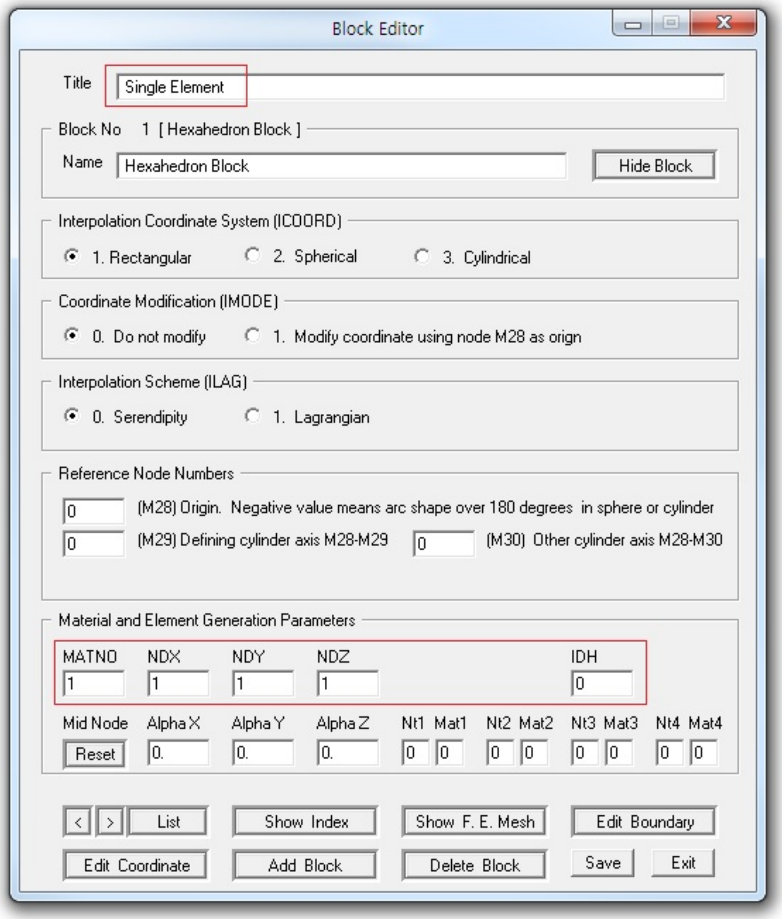


Figure 6.22 Block editor

Step 5: Edit Block Boundary Code

1. Click Edit Boundary in Figure 6.22.
2. Set the boundary codes as shown in Figure 6.23.
3. Click IBTYPE button to see description of boundary type in Fig. 6.24.
4. Click Update and then OK buttons.

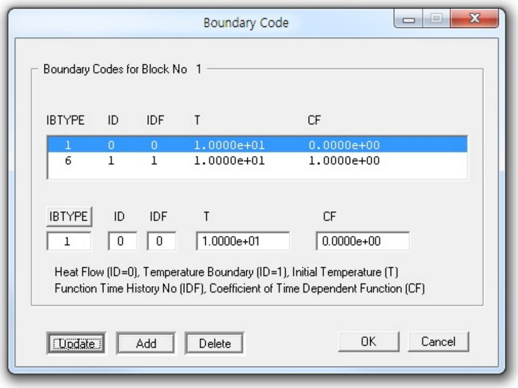


Figure 6.23 Boundary code editor

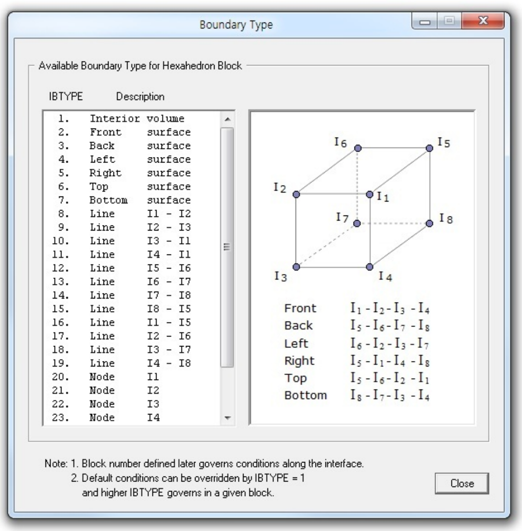


Figure 6.24 Boundary type for hexa block

Step 6: View Heat Flow Boundary Code

1. Select View → General in PLOT-3D menu.
2. Select Heat Flow Boundary Code and click OK in Figure 6.25.
3. Click Save in Figure 6.22.

Figure 6.25 General view options

4. Click Show Numbers toolbar as shown in Figure 6.26.

Figure 6.26 Show numbers toolbar

5. Heat flow boundary codes are shown in Figure 6.27.

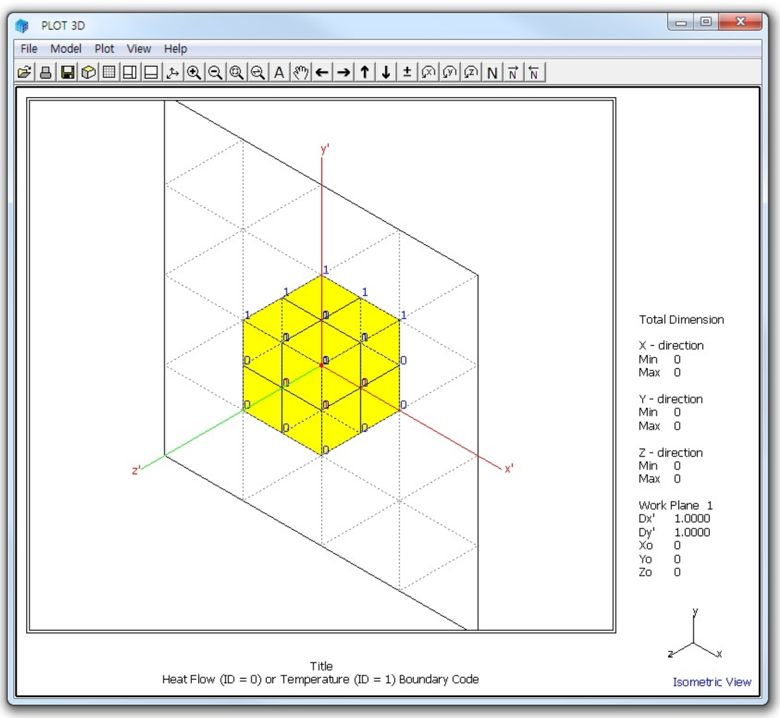


Figure 6.27 Heat flow boundary codes on drawing board

Step 7: Plot Finite Element Mesh

1. Click Show F. E. Mesh in Figure 6.22.
2. Rotate the finite element mesh as shown in Figure 6.28.

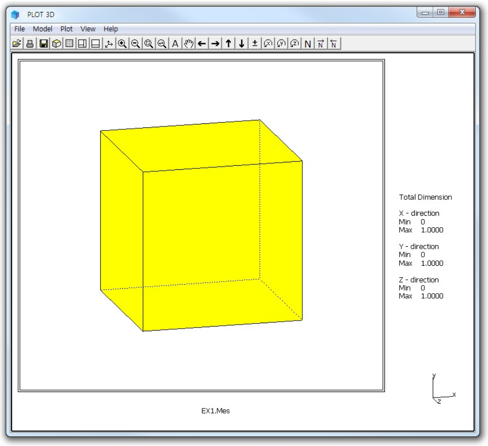


Figure 6.28 Finite element mesh

3. Follow same procedure to plot heat flow boundary code in Step 6.
4. Figure 6.29 shows heat flow boundary code for finite element mesh.

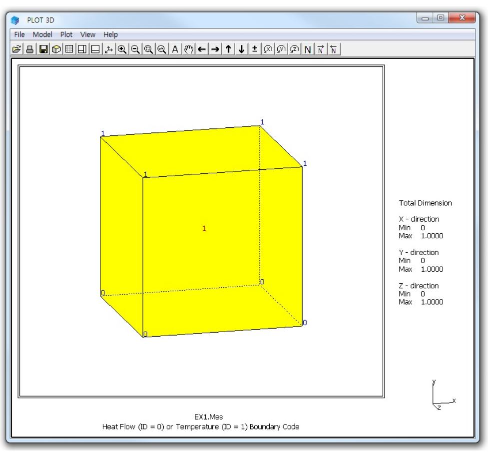


Figure 6.29 Heat flow boundary codes

6.2 Cube Foundation

This example illustrates how to build block mesh for cube foundation. Cube foundation has the dimensions of 100 x 100 x 100 units with all insulated boundaries except temperature specified on top surface.

This example has the following two parts:

Part 1: Creating Cube Foundation (Figure 6.30)

- Access block mesh generator (New)
- Set work plane
- Build hexahedron block
- Edit block boundary
- Set global boundary
- View heat flow boundary code
- Plot finite element mesh

Part 2: Modifying Cube Foundation (Figure 6.31)

- Access block mesh generator (Open)
- Modify element generation parameters
- Plot finite element mesh

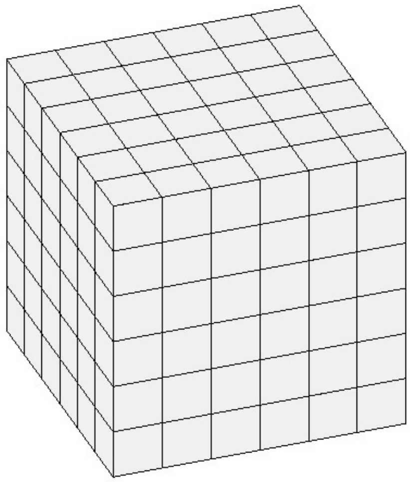


Figure 6.30 Cube foundation with constant element size

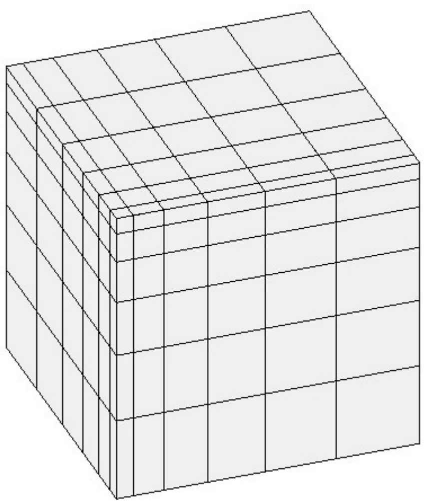


Figure 6.31 Cube foundation with variable element size

6.2.1 Part 1: Creating Cube Foundation

Part 1 consists of the following seven main steps:

1. Access block mesh generator (New)
2. Set work plane
3. Build hexahedron block
4. Edit block boundary
5. Set global boundary
6. View heat flow boundary code
7. Plot finite element mesh

Step 1: Access Block Mesh Generator (New)

Access Block Mesh Generator by selecting the following menu items in SMAP (Figure 6.2):

Run → Mesh Generator → Block Mesh → New

Step 2: Set Work Plane

Prebuilt Work Plane is displayed on drawing board along with Work Plane Editor dialog. Modify NDx and Wx in Figure 6.32 and click Update button.

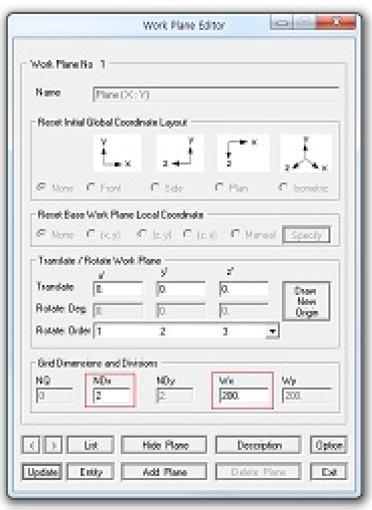


Figure 6.32 Work plane editor

Step 3: Build Hexahedron Block

Follow the same procedure as in Step 4 in the first example.
1. Click Axis toolbar as shown in Figure 6.9.
2. Click Block Editor toolbar in Figure 6.12.
3. Select Hexa for block type and click OK in Figure 6.13.
4. Click Draw Index Number in Figure 6.14.
5. Coordinates on Work Plane dialog is displayed as in Figure 6.15.

Index Numbers on Front Surface

6. Translate work plane as in Figure 6.33 and click Update button.
7. Click the points for index numbers on front surface as in Fig. 6.34.

Index Numbers on Back Surface

8. Translate work plane as in Figure 6.35 and click Update button.
9. Click the points for index numbers on back surface as in Figure 6.36.

Now, the geometry of hexahedron block is completed.
10. Click Finish in Figure 6.20.
11. Click Finish in Figure 6.14.

12. Modify Title and Material & Element Generation Parameters in Block Editor dialog as shown in Figure 6.37.

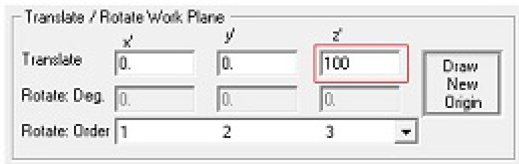


Figure 6.33 Work plane translation (z' = 100)

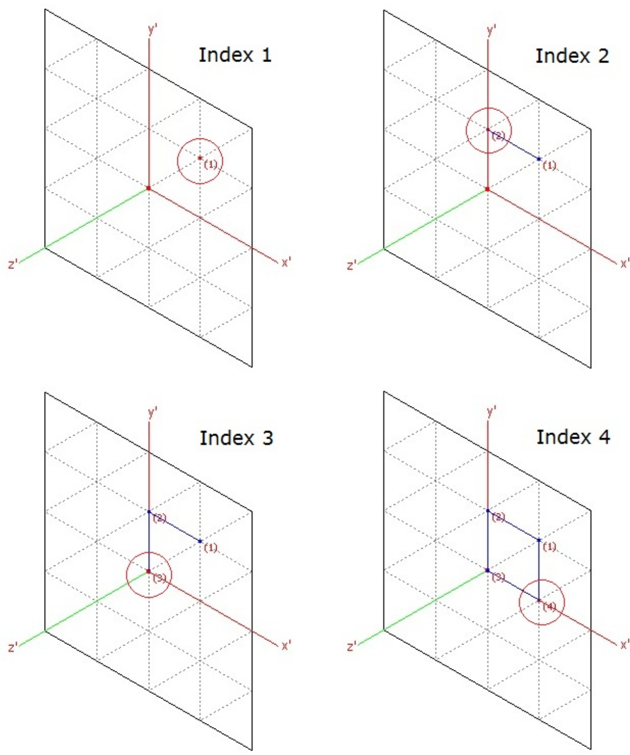


Figure 6.34 Index numbers on front surface

Figure 6.35 Work plane translation (z' = 0)

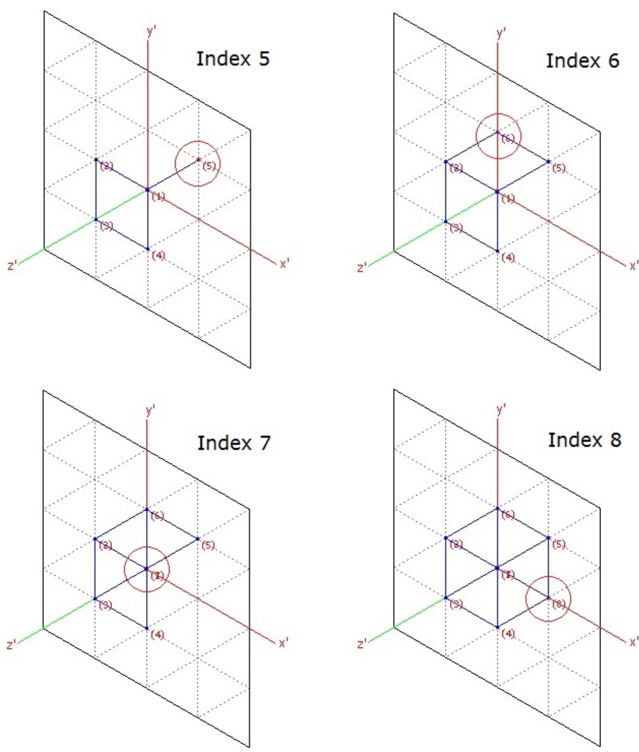


Figure 6.36 Index numbers on back surface

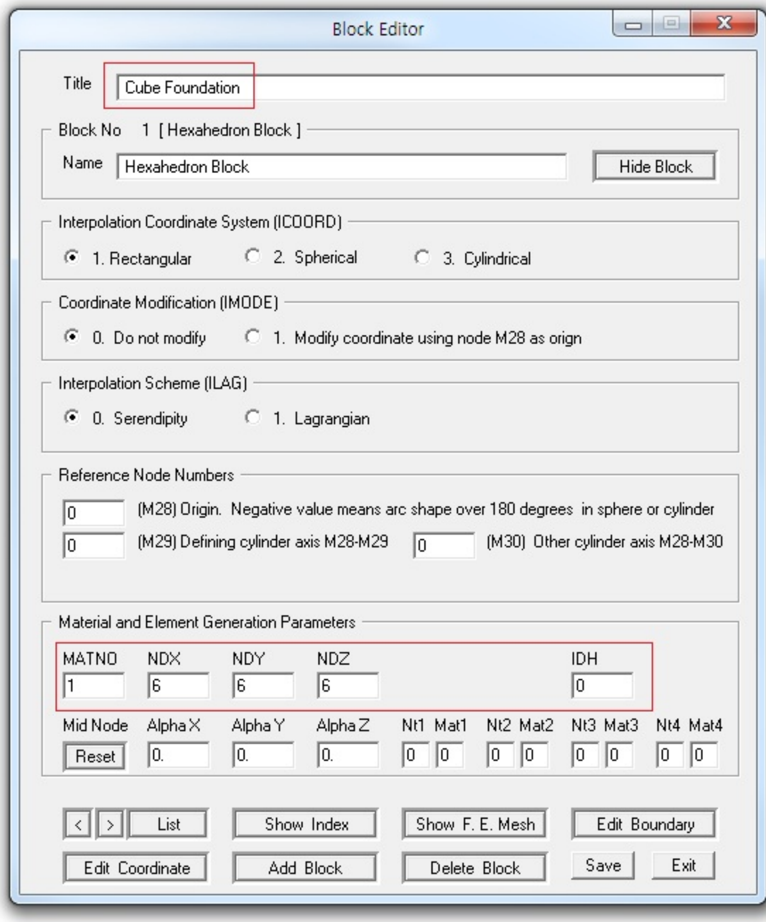


Figure 6.37 Block editor

Step 4: Edit Block Boundary Code

1. Click Edit Boundary in Figure 6.37.
2. Set the boundary codes as shown in Figure 6.38.
3. Click IBTYPE button to see description of boundary type in Fig. 6.39.
4. Click Update and then OK buttons in Figure 6.38.

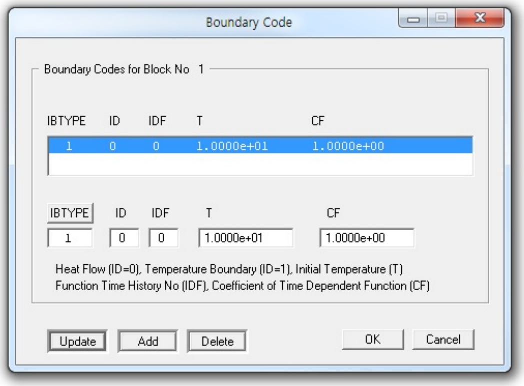


Figure 6.38 Boundary code editor

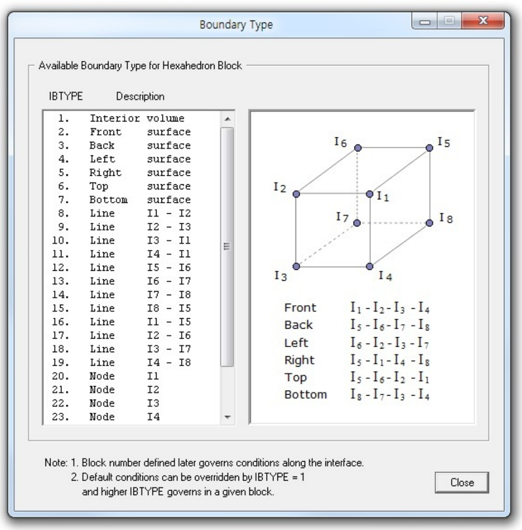


Figure 6.39 Boundary type for hexa block

Step 5: Set Global Boundary Code

1. Select Model → Edit Global Boundary in Figure 6.40.

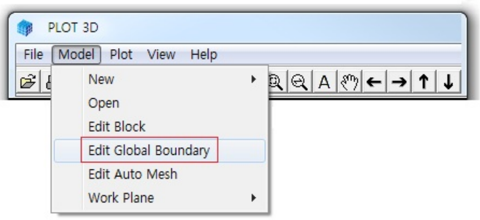


Figure 6.40 Edit global boundary menu

2. Set the boundary codes as shown in Figure 6.41.
3. Select Yes override block boundary.
4. Click Save and type in file name as EX2.

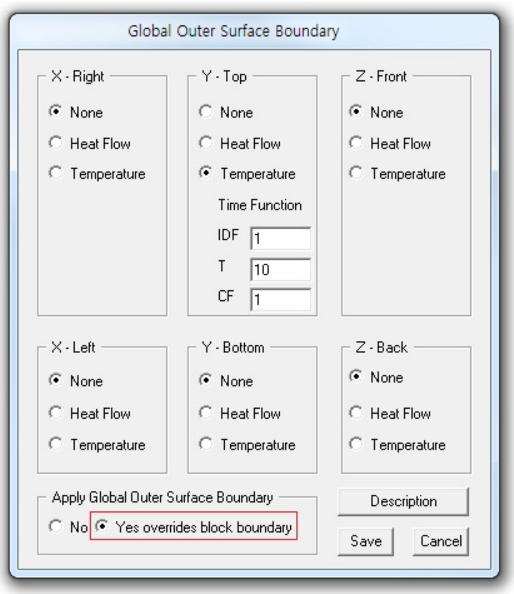


Figure 6.41 Global outer surface boundary

Step 6: View Heat Flow Boundary Code

1. Select View → General in PLOT-3D menu.
2. Select Heat Flow Boundary Code and click OK in Figure 6.25.
3. Click Show Numbers toolbar as shown in Figure 6.26.
4. Heat flow boundary codes are shown in Figure 6.42.

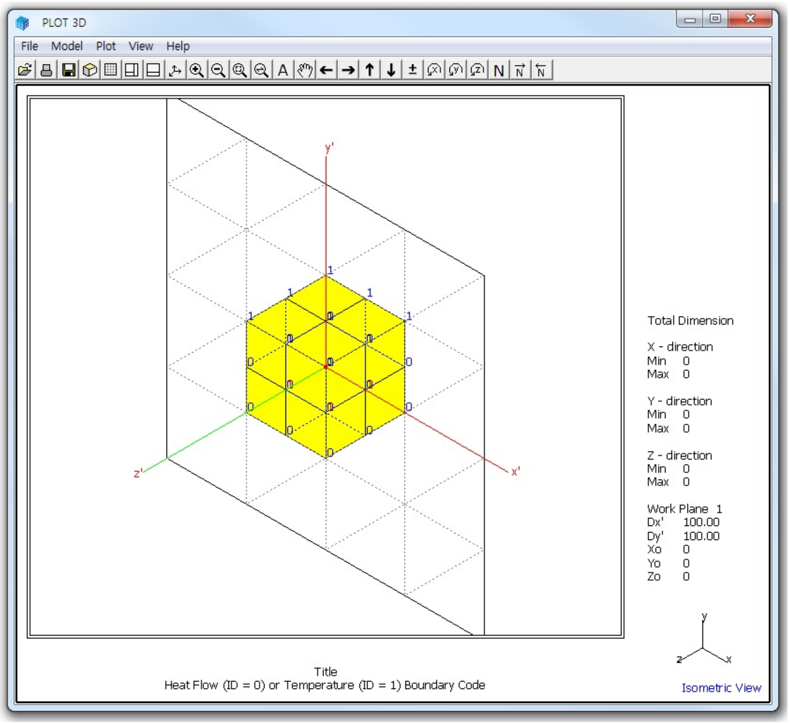


Figure 6.42 Heat flow boundary codes on drawing board

Step 7: Plot Finite Element Mesh

1. Click Show F. E. Mesh in Figure 6.37.
2. Rotate the finite element mesh as shown in Figure 6.43.

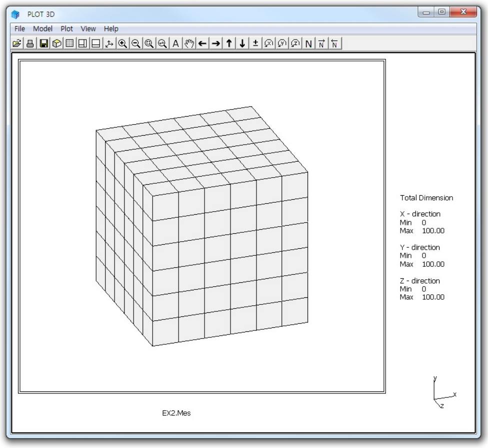


Figure 6.43 Finite element mesh

3. Follow same procedure to plot heat flow boundary code in Step 6.
4. Figure 6.44 shows heat flow boundary code for finite element mesh.

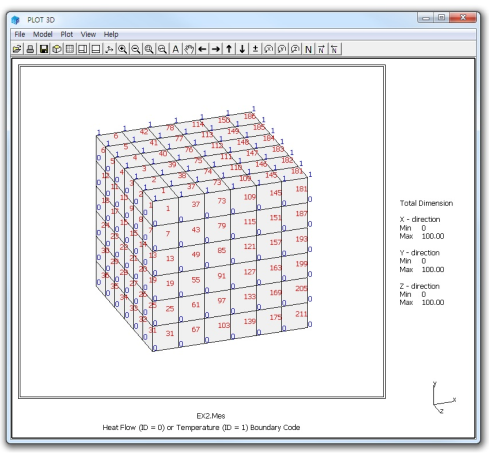


Figure 6.44 Heat flow boundary codes

6.2.2 Part 2: Modifying Cube Foundation

Part 2 consists of the following three main steps:

1. Access block mesh generator (Open)
2. Modify element generation parameters
3. Plot finite element mesh

Step 8: Access Block Mesh Generator (Open)

1. Access Block Mesh Generator by selecting the following menu items in SMAP (Figure 6.2):
   Run → Mesh Generator → Block Mesh → Open

2. Click Browse button in Open Input File dialog in Figure 6.45.
3. Select the input file EX2.Meb generated in Part 1 .

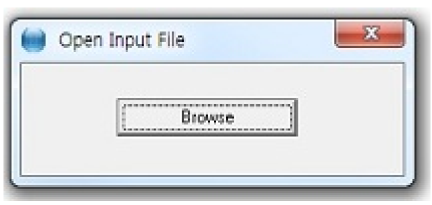


Figure 6.45 Open input file

Step 9: Modify Element Generation Parameters

1. Click Block Editor toolbar in Figure 6.12.
2. Modify Alpha X, Alpha Y, Alpha Z as in Figure 6.46.
3. Click Reset.
4. Click Save.

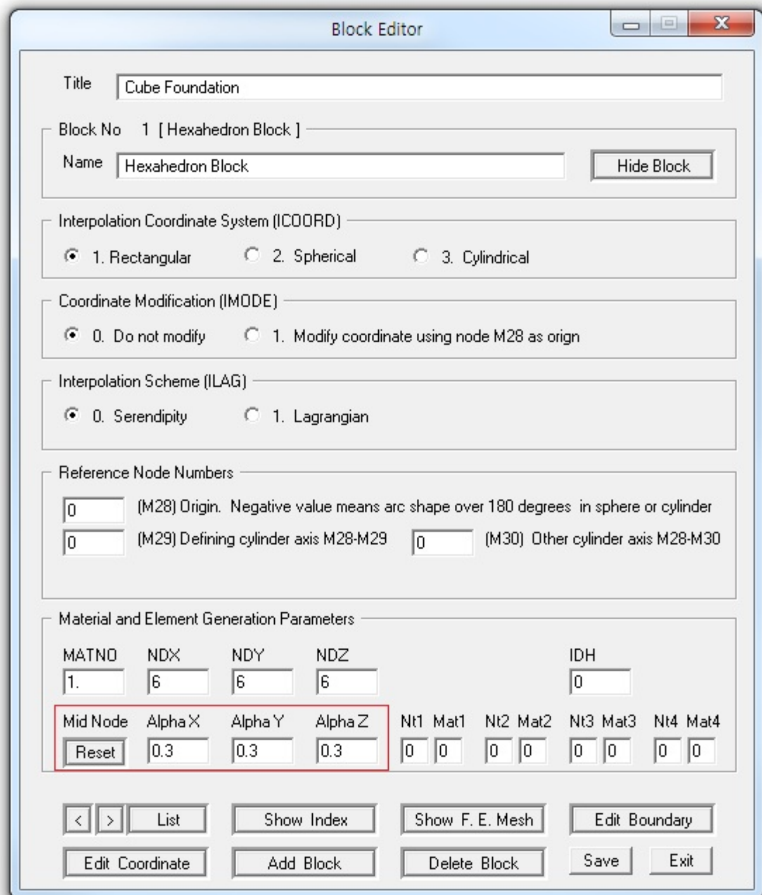


Figure 6.46 Block editor

5. Click Work Plane toolbar and then click Show Plane button.
6. Click Axis toolbar in Figure 6.9.
7. Block mesh is shown in Figure 6.47.

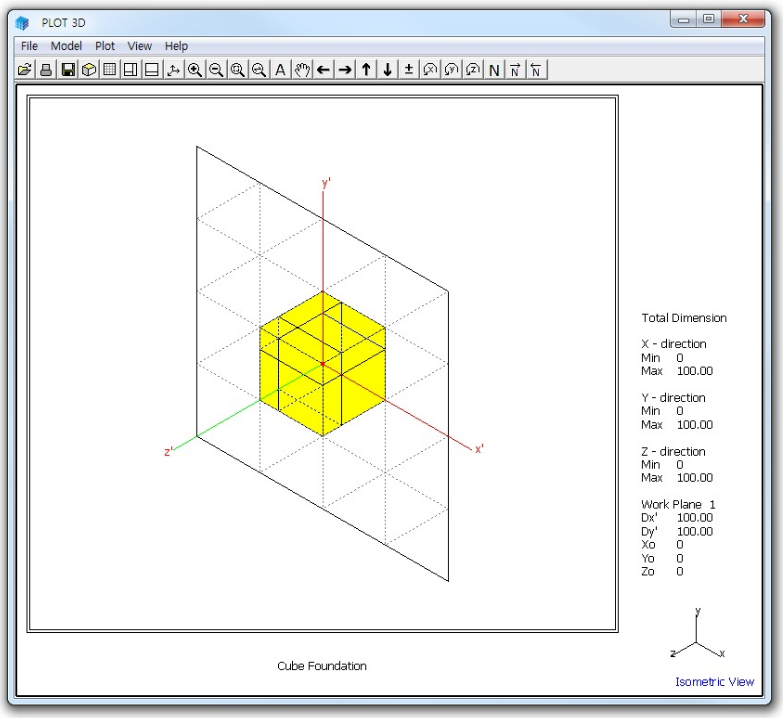


Figure 6.47 Block mesh on drawing board

Step 7: Plot Finite Element Mesh

1. Click Show F. E. Mesh in Figure 6.46.
2. Rotate the finite element mesh as shown in Figure 6.48.

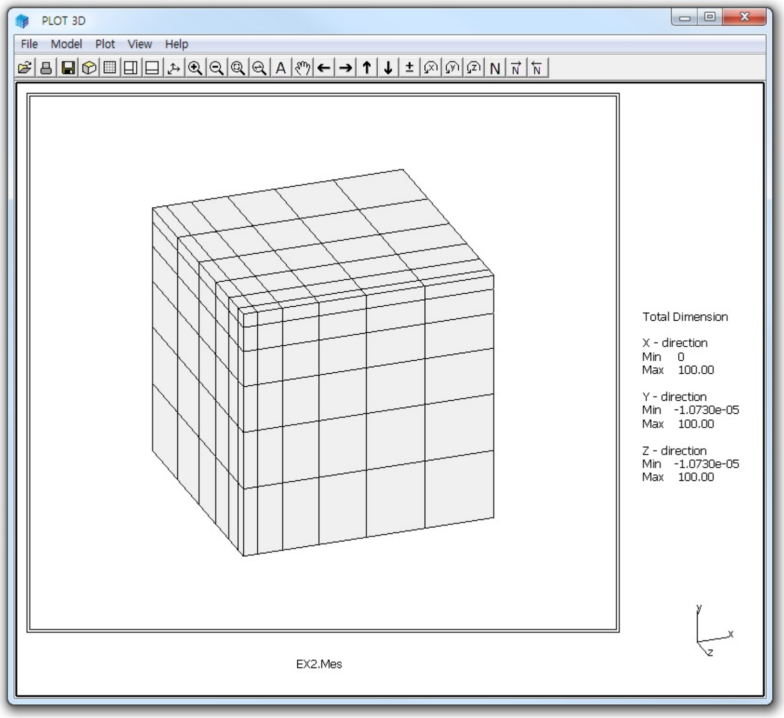


Figure 6.48 Finite element mesh

PRESMAP
Example Problem

PRESMAP menu includes six Pre-Processing programs: PRESMAP-2D, NATM-2D, CIRCLE-2D, PRESMAP-3D, CROSS-3D, GEN-3D, and PRESMAP-GP. These Pre-Processing programs are mainly used to generate Mesh File described in Section 4.3 of User's Manual. Refer to SMAP-T3 User's Manual:

- Section 5 for input parameters for PRESMAP programs.
- Section 3.2.2 for running PRESMAP programs.

7.1 PRESMAP-2D

PRESMAP-2D includes Model 1, 2, 3, and 4. Model 1 is basic pre-processor which can be applied to model various types of problem geometry.

Model 2 is the special pre-processor developed to model near-field around underground openings such as tunnels, culverts, etc. Model 3 is the special pre-processor developed to model triangular and rectangular shape geometry. Model 4 is the useful pre-processor to generate layered embankments having slope.

7.1.1 Model 1

A typical underground tunnel is chosen here to illustrate mesh generations using PRESMAP-2D Model 1 and 2. Figure 7.1 shows geological condition around tunnel consisting of four layers: weathered soil, weathered rock, soft rock, and hard rock. Figure 7.2 shows in detail tunnel cross section including shotcrete and rock bolt dimensions.

For convenience, the tunnel problem geometry is divided into three regions as shown in Figure 7.3; Core, Near-field, and Far-field regions. By symmetry, only right half of the tunnel geometry is considered. Model 1 is used to generate Core and Far-field region meshes. And Model 2 is used to generate Near-field region mesh. Near-field region mesh generation will be explained in the next section. And assembly of Core, Near-field, and Far-field regions will be explained in ADDRGN-2D Example Problems in Section 8.1.

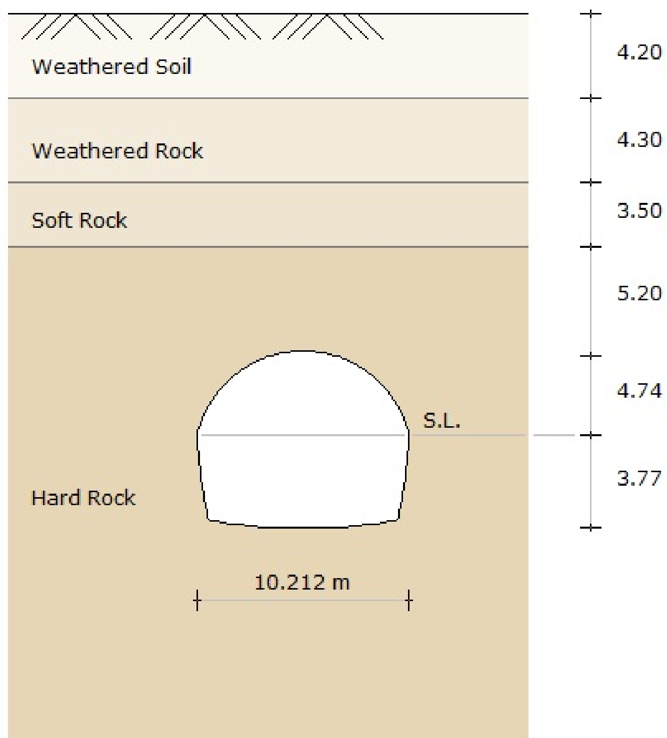
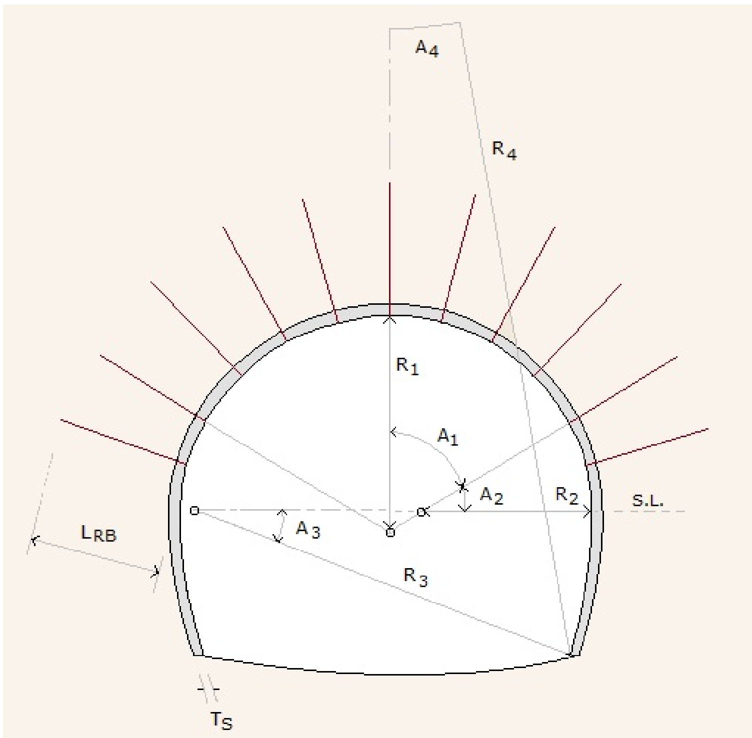


Figure 7.1 Geological condition



R_1 = 5.24 m A_1 = 60°
R_2 = 4.24 m A_2 = 30°
R_3 = 9.86 m A_3 = 19.781°
R_4 = 23.86 m

Number of Rock Bolts (NUMRB)	=	11
Length of Rock Bolts (LRB)	=	3.0 m
Spacing of Rock Bolts (TSPACING)	=	1.2 m
Thickness of Shotcrete (TS)	=	15 Cm
Thickness of Liner (TL)	=	30 Cm
Reinforcing Bar Area (ASI)	=	22 Cm^2
Reinforcing Bar Area (ASO)	=	22 Cm^2

Figure 7.2 PD-2 tunnel section detail

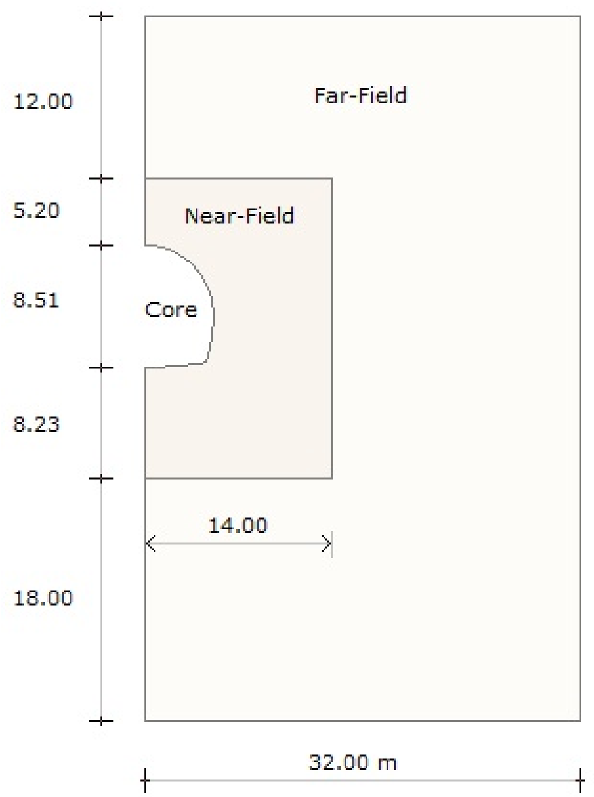


Figure 7.3 Core, Near-field, and Far-field regions

7.1.1.1 Core Region Mesh Generation

Figure 7.4 shows the block diagram for the Core region. Three blocks are used in the horizontal direction (NBX=3) and four blocks in the vertical direction (NBY=4). Block numbers should be in order from top to bottom and left to right. Top 9 blocks (Block numbers 1,2,3,5,6,7,9,10, and 11) represent upper half of tunnel core to be excavated first and bottom 3 blocks (Block numbers 4,8, and 12) represent lower half of tunnel core to be excavated later.

Each block can be consisted of 4 to 9 block nodes depending on whether you can include side and center block nodes. For those blocks facing the tunnel wall of the Core region, side block nodes are included to form the curve. Note that when the side block node is not specified, the straight line will be formed along that side.

Block index should be specified in counterclockwise. For example, the index of Block 4 can be written as I_1=11, I_2 =4, I_3=5, I_4=12, M_5=0, M_6=0, M_7 =7, M_8=0, M_9=0. Next, each block is further divided into elements. For example, Block 4 has 2 elements in the horizontal direction (NDX=2) and 6 elements in the vertical direction (NDY=6). It should be noted that to be compatible, the same number of divisions be specified along the two adjacent blocks. For example, Blocks 4, 8, and 12 have 6 elements in the vertical direction so that the generated elements can share the same nodal points along the boundaries of these blocks.

Since the tunnel is symmetry about y axis, the boundary condition along the y axis is specified as the roller which allows the displacement in the y direction and the boundary condition at all other nodes is specified to be free. And material number.4 representing hard rock is specified for all blocks since the Core region belongs to the hard rock layer as shown in Figure 7.1.

Table 7.1 shows the listing of input file, CORE.Rgn, which has been prepared according to the PRESMAP-2D Model 1 in Section 7.2.1 of User's Manual. Note that the format of the PRESMAP-2D output file is the same as that of Mesh File in SMAP-T2 User's Manual. Graphical outputs are shown in Figure 7.5.

Table 7.1 Listing of input file CORE.Rgn

```
* INPUT DATA FOR PRESMAP-2D MODEL 1
* CARD 1.1
  PD-2 CORE REGION GENERATION
* CARD 1.2
* IP
  0
* CARD 1.3
* NBLOCK  NBNODE  NSNEL  CMFAC TEMPI
    12      30      1     1.0   10.
* CARD 1.4
* NBX  NBY  MIDX  MIDY  NF  NSNODE
   3    4     0     0    1    1
* CARD 2.1
* NODE  X        Y
   1   0.0      4.74
   2   0.0      3.16
   3   0.0      1.58
   4   0.0      0.0
   5   0.0     -3.77
   6   0.684    4.695
   7   0.76    -3.7579
   8   1.356    4.562
   9   1.488    2.819
   10  1.594    1.425
   11  1.702    0.0
   12  1.517   -3.722
   13  2.005    4.341
   14  2.273   -3.662
   15  2.62     4.038
   16  2.9204   2.4907
   17  3.157    1.273
   18  3.404    0.0
   19  3.025   -3.577
   20  3.19     3.66
   21  3.776   -3.47
   22  3.705    3.205
   23  4.157    2.69
   24  4.538    2.12
   25  4.783    1.623
   26  4.962    1.097
   27  5.07     0.5534
   28  5.106    0.0
   29  4.96    -1.693
   30  4.524   -3.337
```

```
* =====================================================
* CARD 3.1
* BLNAME
  BLOCK 1
* CARD 3.2
* IBLNO
    1
* CARD 3.3
* I1 I2 I3 I4 M5 M6 M7 M8 M9
   8  1  2  9  6  0  0  0  0
* CARD 3.5
* MATNO NDX NDY IDH
    4    2   2   0
* CARD 3.6
* NFSIDE
    0
* =====================================================
  BLOCK 2
  2
  9  2  3  10 0  0  0  0  0
  4  2  2  0
  0
* =====================================================
  BLOCK 3
  3
  10 3  4  11 0  0  0  0  0
  4  2  2  0
  0
* =====================================================
  BLOCK 4
  4 3.337
  11 4  5  12 0  0  7  0  0
  4  2  6  0
  0
* =====================================================
  BLOCK 5
  5
  15 8  9  16 13 0  0  0  0
  4  2  2  0
  0
```

```
* ====================================================
  BLOCK 6
  6
  16 9  10 17 0  0  0  0  0
  4  2  2  0
  0
* ====================================================
  BLOCK 7
  7
  17 10 11 18 0  0  0  0  0
  4  2  2  0
  0
* ====================================================
  BLOCK 6
  6
  16 9  10 17 0  0  0  0  0
  4  2  2  0
  0
* ====================================================
  BLOCK 7
  7
  17 10 11 18 0  0  0  0  0
  12 12 12 12 12 12 12 12 12
  4  2  2  0
  0
* ====================================================
  BLOCK 8
  8
  18 11 12 19 0  0  14 0  0
  4  2  6  0
  0
* ====================================================
  BLOCK 9
  9
  22 15 16 24 20 0  0  23 0
  4  2  2  0
  0
```

```
* =====================================================
  BLOCK 10
  10
  24 16 17 26 0  0  0  25 0
  4  2  2  0
  0
* =====================================================
  BLOCK 11
  11
  26 17 18 28 0  0  0  27 0
  4  2  2  0
  0
* =====================================================
  BLOCK 12
  12
  28 18 19 30 0  0  21 29 0
  4  2  6  0
  0
* =====================================================
```

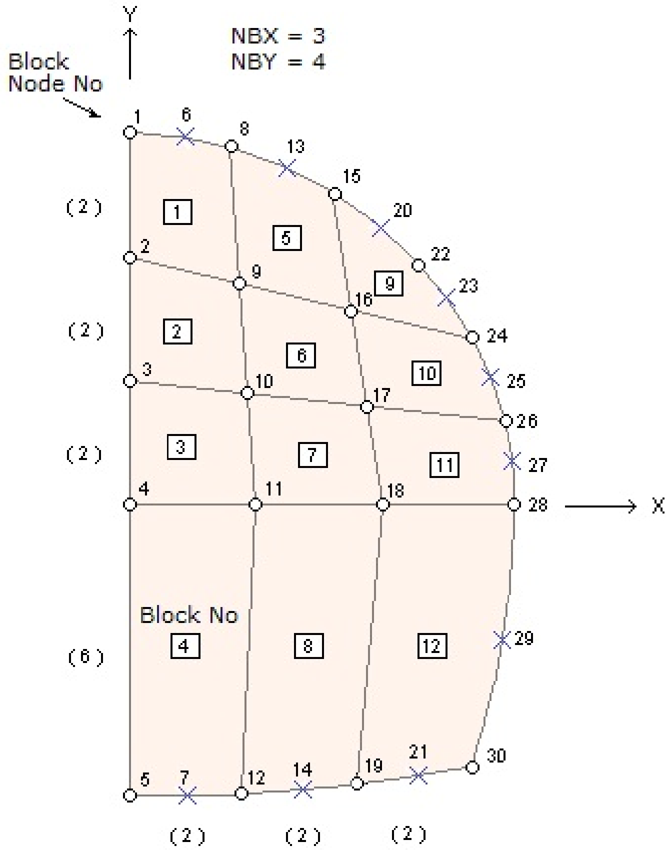


Figure 7.4 Core region block diagram

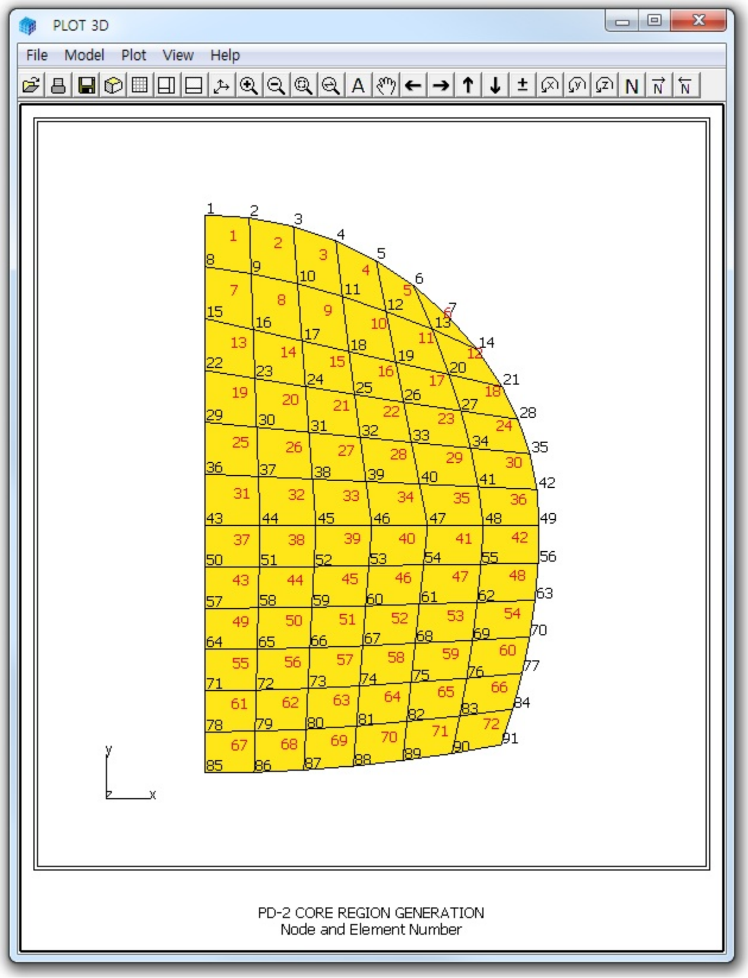


Figure 7.5 Generated element and node numbers for Core region

7.1.1.2 Far-Field Region Mesh Generation

Figure 7.6 shows the block diagram for the Far-field region. Two blocks are used in the horizontal direction (NBX=2) and 6 blocks in the vertical direction (NBY=6). Block numbers 1 and 7 represent weathered soil (MATNO=1). Block numbers 2 and 8 represent weathered rock (MATNO= 2). Block numbers 3 and 9 represent soft rock (MATNO=3). And the rest of blocks represent hard rock (MATNO=4) except Block numbers 4 and 5 (MATNO=0). Note that Block numbers 4 and 5 are void blocks. Elements in this void blocks are not generated in Far-field region, but will be generated in Core and Near-field regions.

You can specify the index of each block as for Core region. Side block nodes are used here to make element sizes bigger as the elements are away from the tunnel core. To simulate plane strain condition at the remote boundary, boundary conditions for the left, right, and bottom are specified as the roller.

Table 7.2 shows the listing of input file, FAR.Rgn, which has been prepared according to the PRESMAP-2D Model 1 in Section 7.2.1 of User's Manual. Generated element and node numbers are shown in Figure 7.7. Note that the Far-field element number starts from 337, considering that there are 336 elements in Core and Near-field regions.

Table 7.2 Listing of input file FAR.Rgn

```
* INPUT DATA FOR PRESMAP-2D MODEL 1
* CARD 1.1
  PD-2 FAR-FIELD REGION GENERATION
* CARD 1.2
* IP
  0
* CARD 1.3
* NBLOCK  NBNODE  NSNEL  CMFAC TEMPI
   12       31      337    1.0   10.
* CARD 1.4
* NBX  NBY  MIDX  MIDY  NF  NSNODE
   2    6    0     0    1     1
* CARD 2.1
* NODE    X       Y
   1    0.0    21.94
   2    0.0    17.74
   3    0.0    13.44
   4    0.0    9.94
   5    0.0    0.0
   6    0.0   -12.0
   7    0.0   -19.2
   8    0.0   -30.0
   9    14.0   21.94
   10   14.0   17.74
   11   14.0   13.44
   12   14.0   9.94
   13   14.0   0.0
   14   14.0  -12.0
   15   14.0  -19.2
   16   14.0  -30.0
   17   21.2   21.94
   18   21.2   17.74
   19   21.2   13.44
   20   21.2   9.94
   21   21.2   0.0
   22   21.2  -12.0
   23   21.2  -30.0
   24   32.0   21.94
   25   32.0   17.74
   26   32.0   13.44
   27   32.0   9.94
   28   32.0   0.0
   29   32.0  -12.0
   30   32.0  -19.2
   31   32.0  -30.0
```

```
* ====================================================
* CARD 3.1
* BLNAME
  BLOCK 1
* CARD 3.2
* IBLNO
    1
* CARD 3.3
* I1 I2 I3 I4 M5 M6 M7 M8 M9
   9  1  2 10  0  0  0  0  0
* CARD 3.5
* MATNO  NDX  NDY IDH
    1     6    1   0
* CARD 3.6
* NFSIDE
    0
* ====================================================
  BLOCK 2
  2
  10 2  3  11 0  0  0  0  0
  2  6  1  0
  0
* ====================================================
  BLOCK 3
  3
  11 3  4  12 0  0  0  0  0
  3  6  2  0
  0
* ====================================================
  BLOCK 4
  4
  12 4  5  13 0  0  0  0  0
  0  6  6  0
  0
* ====================================================
  BLOCK 5
  5
  13 5  6  14 0  0  0  0  0
  0  6  6  0
  0
```

```
* =====================================================
  BLOCK 6
  6
  14 6  8  16 0  7  0  15 0
  4  6  4  0
  0
* =====================================================
  BLOCK 7
  7
  24 9  10 25 17 0  18 0  0
  1  4  1  0
  0
* =====================================================
  BLOCK 8
  8
  25 10 11 26 18 0  19 0  0
  2  4  1  0
  0
* =====================================================
  BLOCK 9
  9
  26 11 12 27 19 0  20 0  0
  3  4  2  0
  0
* =====================================================
  BLOCK 10
  10
  27 12 13 28 20 0  21 0  0
  4  4  6  0
  0
* =====================================================
  BLOCK 11
  11
  28 13 14 29 21 0  22 0  0
  4  4  6  0
  0
```

```
* =====================================================
  BLOCK 12
  12
  29 14 16 31 22 15 23 30 0
  4  4  4  0
  0
* =====================================================
* END OF DATA
```

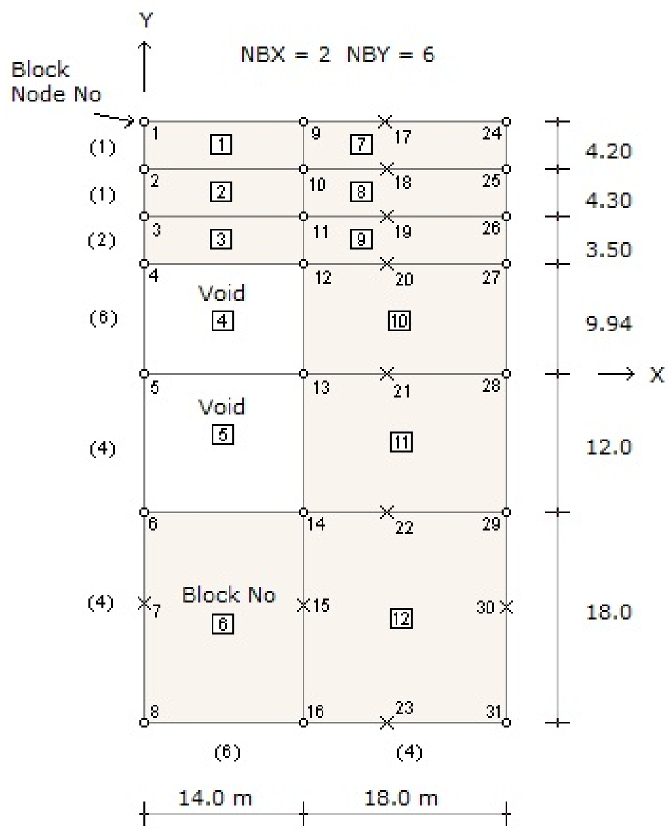


Figure 7.6 Far-field region block diagram

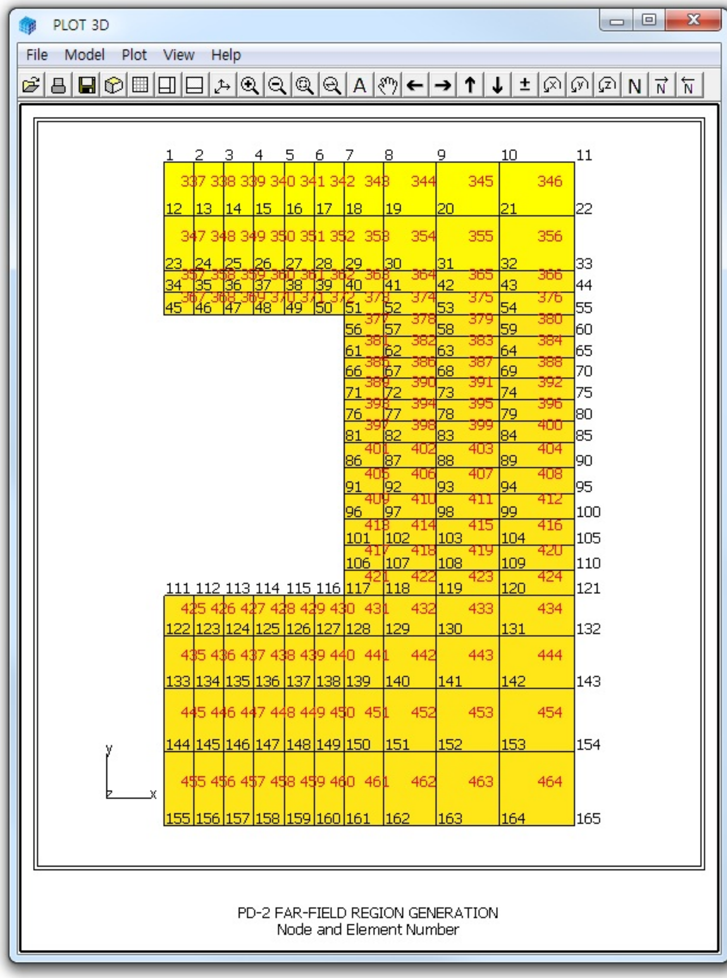


Figure 7.7 Generated element and node numbers for Far-field region

7.1.2 Model 2

Model 2 is the special pre-processor developed to model Near-field region around the underground openings. The Near-field region shown in Figure 7.3 is taken here as an example problem.

As shown in Figure 7.8, eight subregions are used to construct the Near-field region. And each subregion consists of three blocks. Then each block is further divided in radial and tangential directions. For example, Block number 5 in Subregion 2 has 5 elements in radial direction and 6 elements in the tangential direction. Note that element sizes in the third block increase gradually in the radial direction. Parameters specific to each subregion are tabulated in Table 7.3.

Table 7.4 shows the listing of input file, NEAR.Rgn, which has been prepared according to the PRESMAP-2D Model 2 in Section 7.2.2 of User's Manual. Generated element mesh is shown in Figure 7.9.

Table 7.3 Parameters specific in Near-field region

NSUBR = 8 NDRF = 2 NDRS = 5 NDRT = 4
DRF = 0.15 m DRS = 2.85 m

Subregion	ISBTYPE	LSFTYPE	NSEG
1	1	1	6
2	1	1	6
3	0	1	2
4	0	1	2
5	0	1	2
6	0	1	2
7	0	1	2
8	0	1	2

Global block numbers are in order from surface

to outer edge and counterclockwise.

Local block numbers in each subregion are in order
from surface to outer edge.

Example : In Subregion 2,
First block = 4 , Second block = 5, Third block = 6

Table 7.4 Listing of input file NEAR.Rgn

```
* INPUT DATA FOR PRESMAP-2D MODEL 2
* CARD 1.1
  PD-2 NEAR-FIELD MESH GENERATION
* CARD 1.2
* IP
  0
* CARD 1.3
* NSNEL  NSNODE  NF  CMFAC TEMPI
   73      67    1   1.0   10.
* CARD 1.4
* NSURB  NDRF  NDRS  NDRT  DRF   DRS
    8     2     5     4    0.15  2.85
* ====================================================
* CARD 2.1
* SUBNAME
  SUBREGION 1
* CARD 2.2
* ISUBNO
     1
* CARD 2.3
* ISBTYPE  LSFTYPE  NSEC
     1        1       6
* CARD 2.4.2 (LSFTYPE = 1)
* R       Xo   Yo      TA     TB
  23.86  0.0  20.09  270.   280.93
* (ISBTYPE = 1)
* CARD 2.5.3
* Xc     Yc     Xd     Yd
  0.0   -12.  14.0  -12.
* CARD 2.7
* MATNO1  IDH1
      4    0
* MATNO2  IDH2
      4    0
* MATNO3  IDH3
      4    0
* CARD
* NFSIDE
      0
```

```
* =====================================================
      SUBREGION 2
      2
      1  1  6
      9.86  -4.754  0.0  340.22  360.
      14.0  -12.  14.0   0.0
      4  0
      4  0
      4  0
      0
* =====================================================
      SUBREGION 3
      3
      0  1  2
      4.24  0.866  0.0  0.0  15.0
      1
      14.0
      0
      14.0  3.31
      4  0
      4  0
      4  0
      0
* =====================================================
      SUBREGION 4
      4
      0  1  2
      4.24  0.866  0.0  15.0  30.0
      0
      14.0  3.31
      0
      14.0  6.63
      4  0
      4  0
      4  0
      0
```

```
* ====================================================
      SUBREGION 5
      5
      0  1  2
      5.24  0.0  -0.5  30.0  45.0
      0
      14.0  6.63
      0
      14.0  9.94
      4  0
      4  0
      4  0
      0
* ====================================================
      SUBREGION 6
      6
      0  1  2
      5.24  0.0  -0.5  45.0  60.0
      0
      14.0  9.94
      0
      9.33  9.94
      4  0
      4  0
      4  0
      0
* ====================================================
      SUBREGION 7
      7
      0  1  2
      5.24  0.0  -0.5  60.  75.0
      0
      9.33  9.94
      0
      4.67  9.94
      4  0
      4  0
      4  0
      0
```

```
* =====================================================
      SUBREGION 8
      8
      0  1  2
      5.24  0.0  -0.5  75.0  90.0
      0
      4.67  9.94
      0
      0.0   9.94
      4  0
      4  0
      4  0
      0
* =====================================================
```

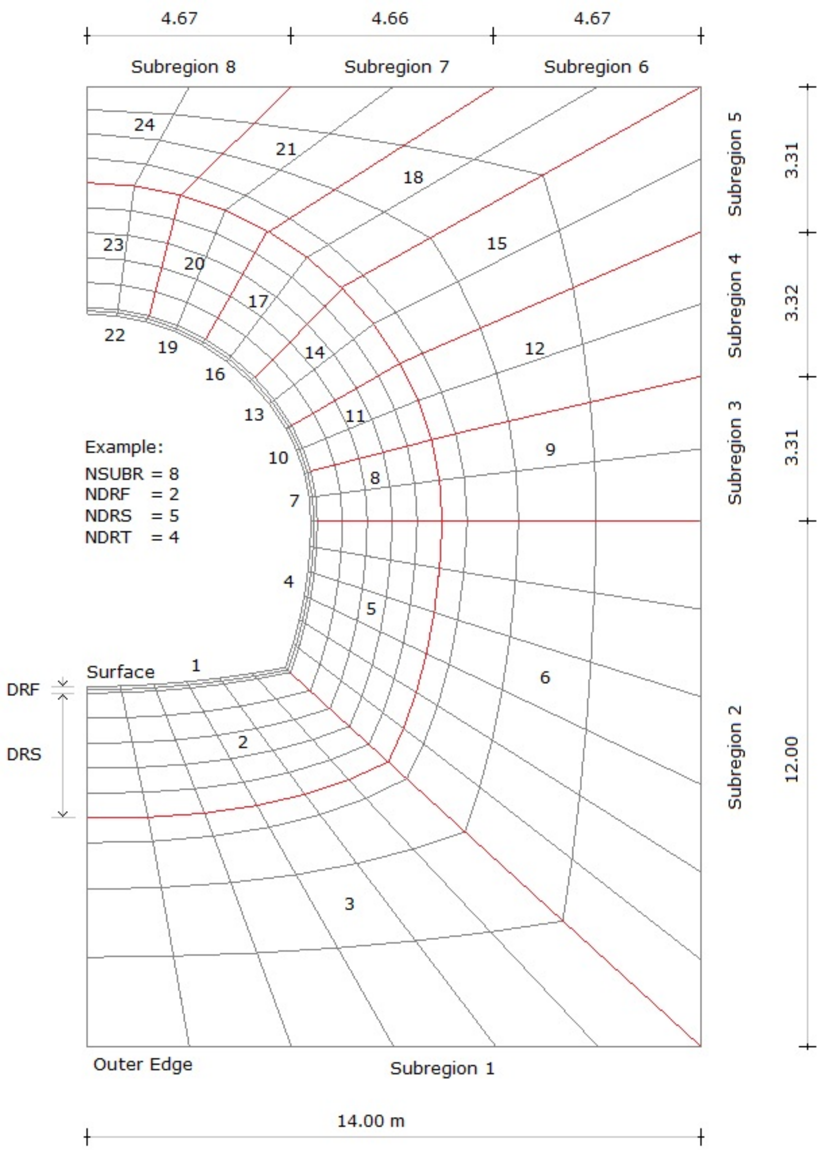


Figure 7.8 Subregions in Near-field region

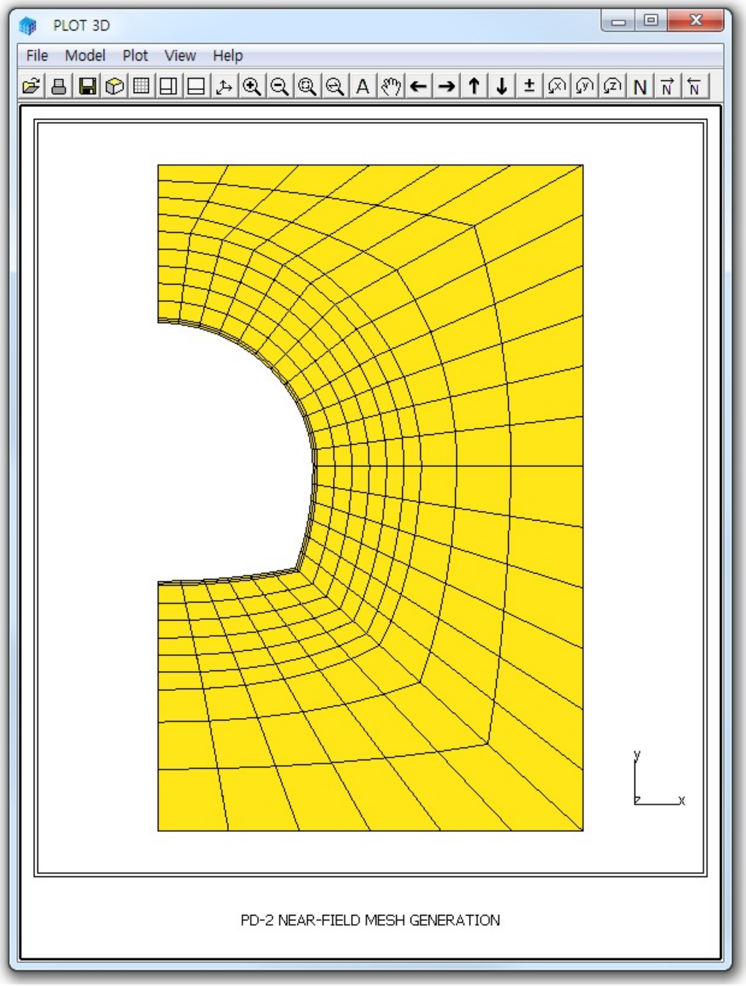


Figure 7.9 Generated mesh for Near-field region

7.1.3 Model 3

Model 3 is a useful pre-processor to generate triangular or rectangular meshes. It is much easier to use compared to Models 1 and 2.
But you have to specify the boundary codes manually.

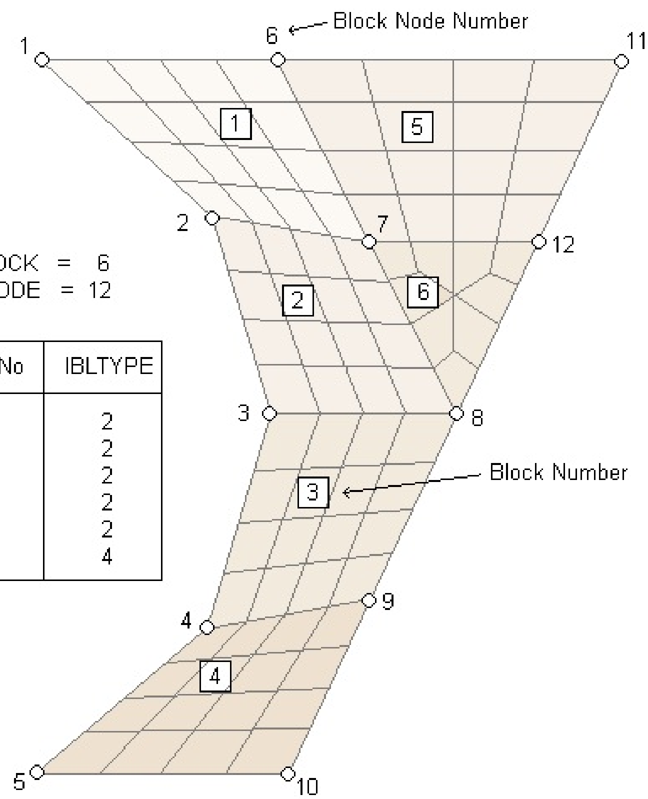
Figure 7.10 shows block diagram for Model 3 example problem.
Block numbers 1 to 5 are 4 x 4 rectangular shape and Block number 6 is the 9-element triangular shape.

Table 7.5 shows the listing of input file, GM3.Rgn, which has been prepared according to the PRESMAP-2D Model 3 in Section 7.2.3 of User's Manual. Generated element and node numbers are shown in Figure 7.11.

Table 7.5 Listing of input file GM3.Rgn

```
* INPUT DATA FOR PRESMAP-2D MODEL 3
* CARD 1.1
  MESH GENERATION SURROUNDING PIPE ( GM3 )
* CARD 1.2
* IP
  0
* CARD 1.3
* NBLOCK  NBNODE  NSNEL  NSNODE  CMFAC
     6      12     171    1       1.0
* CARD 2.1
* NODE     X           Y
   1  .324920E+02  .100000E+03
   2  .809020E+02  .587790E+02
   3  .100000E+03  .000000E+00
   4  .809020E+02 -.587790E+02
   5  .324920E+02 -.100000E+03
   6   100.         100.
   7   125.         50.
   8   150.         0.
   9   125.        -50.
   10  100.        -100.
   11  200.         100.
   12  175.         50.
* =======================================================
* CARD 3.1
* =======================================================
* IBLNO  IBLTYPE  MATNO  IDH
    1       2       2     0
* FOR IBLTYPE = 2
* I1 I2 I3 I4 M5 M6 M7 M8 M9 M10 M11 M12 M13 M14 M15 M16
   6  1  2  7  0  0  0  0  0   0   0   0   0   0   0   0
* =======================================================
* IBLNO  IBLTYPE  MATNO  IDH
    2       2       2     0
* FOR IBLTYPE = 2
* I1 I2 I3 I4 M5 M6 M7 M8 M9 M10 M11 M12 M13 M14 M15 M16
   7  2  3  8  0  0  0  0  0   0   0   0   0   0   0   0
* =======================================================
* IBLNO  IBLTYPE  MATNO  IDH
    3       2       2     0
* FOR IBLTYPE = 2
* I1 I2 I3 I4 M5 M6 M7 M8 M9 M10 M11 M12 M13 M14 M15 M16
   8  3  4  9  0  0  0  0  0   0   0   0   0   0   0   0
```

```
* ========================================================
* IBLNO  IBLTYPE  MATNO  IDH
    4       2        2     0
* FOR IBLTYPE = 2
* I1  I2  I3  I4  M5  M6  M7  M8  M9  M10  M11  M12  M13  M14  M15  M16
   9   4   5  10   0   0   0   0   0    0    0    0    0    0    0    0
* ========================================================
* IBLNO  IBLTYPE  MATNO  IDH
    5       2        2     0
* FOR IBLTYPE = 2
* I1  I2  I3  I4  M5  M6  M7  M8  M9  M10  M11  M12  M13  M14  M15  M16
  11   6   7  12   0   0   0   0   0    0    0    0    0    0    0    0
* ========================================================
* IBLNO  IBLTYPE  MATNO  IDH
    6       4        2     0
* FOR IBLTYPE = 2
* I1  I2  I3  M4  M5  M6  M7  M8  M9  M10  M11  M12
   7   8  12   0   0   0   0   0   0    0    0    0
* ========================================================
```



NBLOCK = 6
NBNODE = 12

Block No	IBLTYPE
1	2
2	2
3	2
4	2
5	2
6	4

Figure 7.10 Block diagram for Model 3 example problem

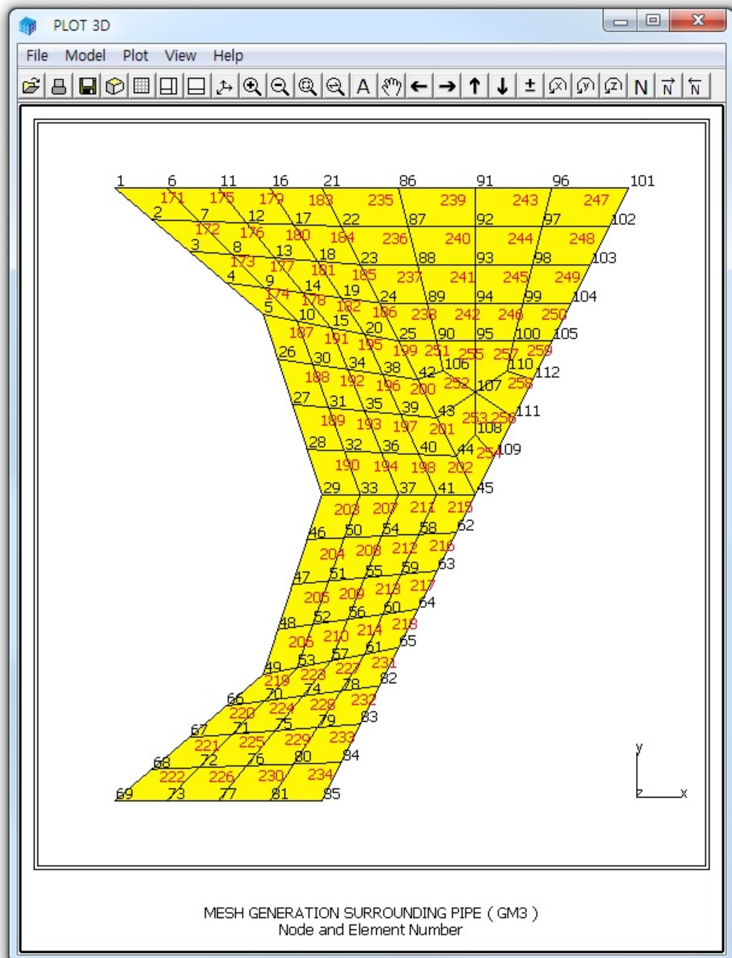


Figure 7.11 Generated element and node numbers for Model 3 example problem

7.1.4 Model 4

Model 4 is a useful pre-processor to generate horizontally layered dams or embankments. It is easy to use but the boundary codes should be specified manually.

As Model 4 example problem, an embankment with 3 layers is considered. Table 7.6 shows the listing of input file, GM4.Rgn, which has been prepared according to the PRESMAP-2D Model 4 in Section 7.2.4 of User's Manual. Generated element and node numbers are shown in Figure 7.12.

Table 7.6 Listing of input file GM4.Rgn

```
* CARD 1.1
* TITLE
  EXAMPLE PROBLEM FOR PRESMAP-2D MODEL 4
* CARD 1.2
* NLAYER  NDIV  ITRANGL
   3       3     1
* CARD 1.3
* NSNEL  NSNODE  CMFAC
   1      1       1.0
* CARD 2.1
* XB1  YB1  YB2  XB2
  0.0  3.0  0.0  12.
* CARD 3.1
* MATNO  IDH
   3     0
* END OF DATA
```

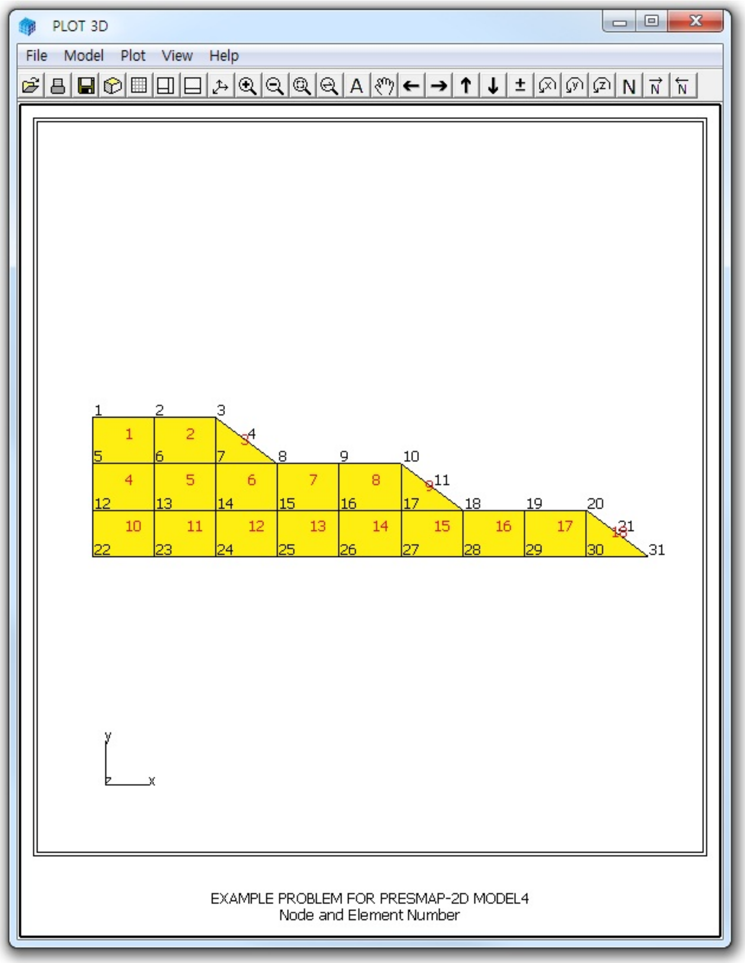


Figure 7.12 Generated element and node numbers for Model 4 example problem

7.2 NATM-2D

NATM-2D is the special pre-processing program to generate automatically two-dimensional finite element meshes and boundary conditions for NATM tunnels. NATM-2D has four different models:

Model 1	Single Tunnel (Half Section)
Model 2	Single Tunnel (Full Section)
Model 3	Two Tunnel (Symmetric Section)
Model 4	Two Tunnel (Unsymmetric Section)

Once you have executed NATM-2D, you will obtain following files:

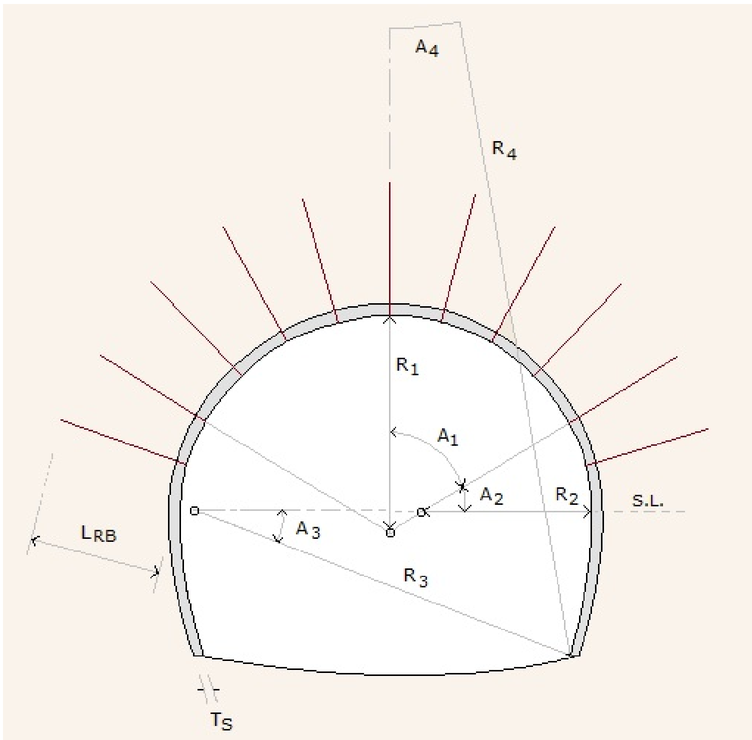
Output File	Mesh File including all elements (Continuum, Beam, and Truss). Output File is the user specified name.
BEAM.Dat	Mesh File including only beam elements.
TRUSS.Dat	Mesh File including only truss elements.
AD.Dat	Card Group 8 in Main File representing default element activities for upper and lower parts of Core, Shotcrete, and Rock Bolt including Joint and Lining elements.
LINING.Dat	Mesh File for Beam-Spring Lining Analysis. This file will be generated only for ILNCOUPL=1.

A typical PD2 tunnel shape is chosen here to illustrate mesh generation using NATM-2D as shown in Figure 7.13. For each model, we will present:

- Listing of input file
- Schematic tunnel section view
- Graphical output of finite element mesh

Table 7.7 Listing of input file PD2-1.Dat

```
* CARD 1.1
* TITLE
  NATM-2D MODEL 1 EXAMPLE PROBLEM
* CARD 1.2
* IUNIT
   2
* CARD 1.3
* MODEL  IGEN  IEXMESH   ILNCOUPL
   1      0     0                0
* CARD 2.1
* HT    HL   W    DELTAX  DELTAX  NDYMAX
  21.94 30.  20.  2.0     2.0     40
* CARD 3.1
* NLAYER
   4
* CARD 3.2
* LAYERNO   H     IDH
   1        4.2   0
   2        4.3   0
   3        3.5   0
   4        39.94 0
* CARD 4.1
* R1    A1    R2    A2  R3    A3     R4    GR    GA
  5.24  60.   4.24  30. 9.86  19.781 23.86 1.0   0.5
* CARD 4.2
* INVSHOT  TS
  0        0.3
* CARD 4.3
* NUMRB  LRB    LSPACING  TSPACING  NSRB
  11     3.0    0.8       1.2        2
* CARD 5.1
* LDTYPE  DGW  GAMAW
  0       2.0  1.0
* END OF DATA
```

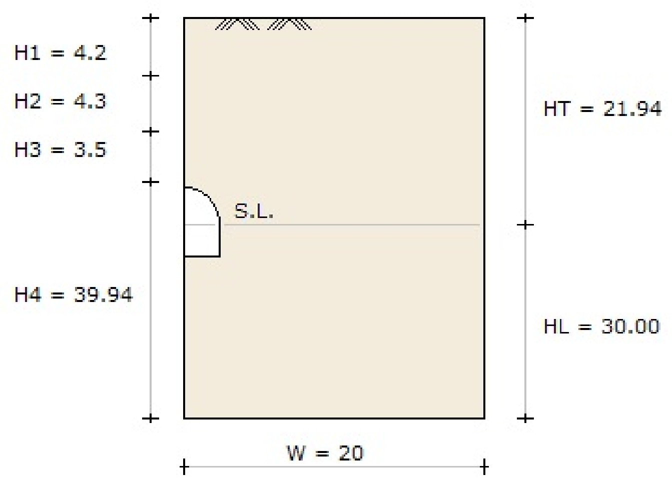


R_1	=	5.24 M	A_1 =	60°	
R_2	=	4.24 M	A_2 =	30°	
R_3	=	9.86 M	A_3 =	19.781°	
R_4	=	23.86 M			

Number of Rock Bolts (NUMRB)	=	11
Length of Rock Bolts (LRB)	=	3.0 M
Spacing of Rock Bolts (TSPACING)	=	1.2 M
Thickness of Shotcrete (TS)	=	15 Cm
Thickness of Liner (TL)	=	30 Cm
Reinforcing Bar Area (ASI)	=	22 Cm^2
Reinforcing Bar Area (ASO)	=	22 Cm^2

Figure 7.13 Tunnel dimensions used for example problem

MODEL=1 Single Tunnel (Half Section)



DELTAX = 2.0 DELTAY = 2.0 NDYMAX = 40

Figure 7.14 Schematic tunnel section view for Model 1 example

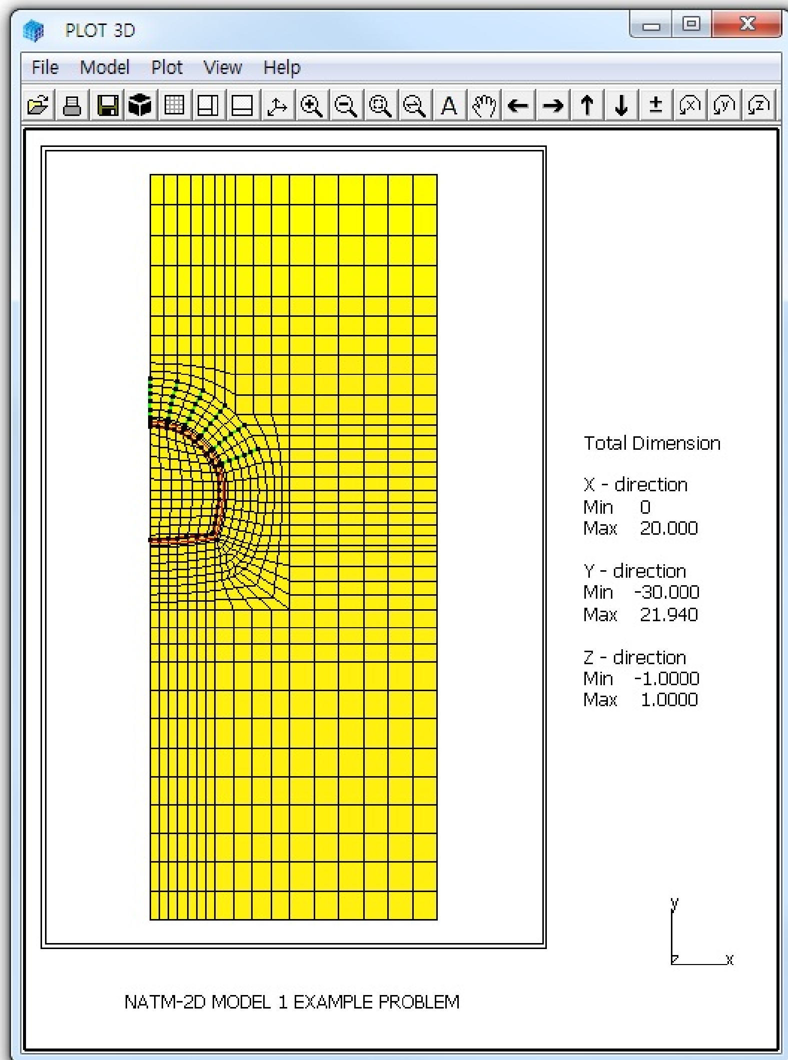


Figure 7.15 Generated finite element mesh for Model 1 example

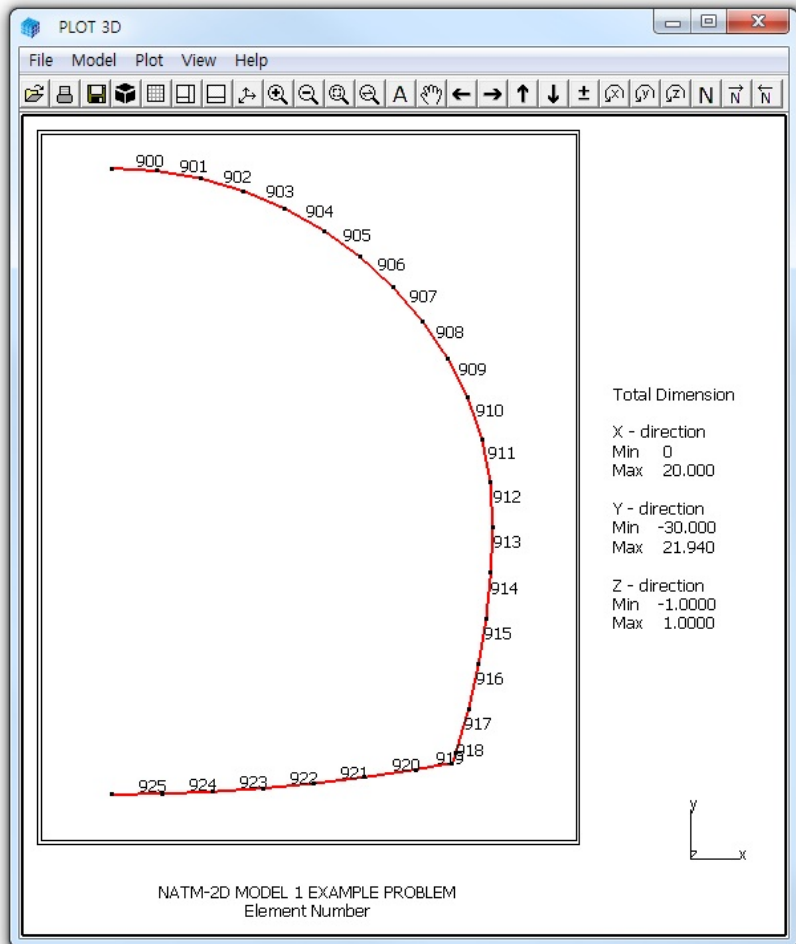


Figure 7.16 Generated beam element number for Model 1 example

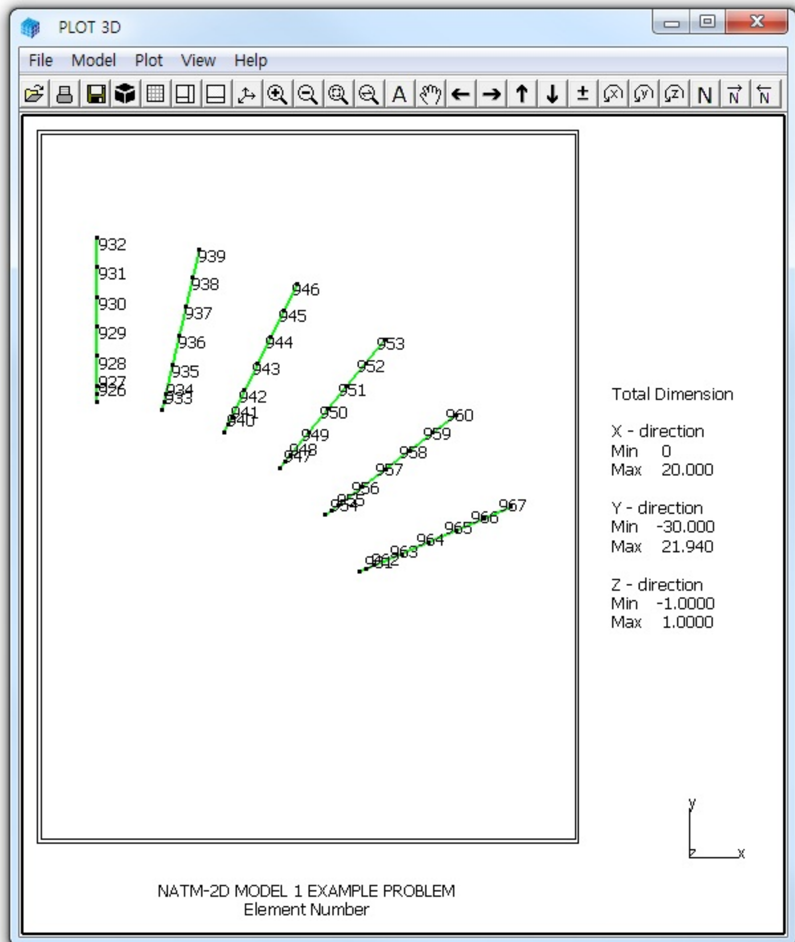
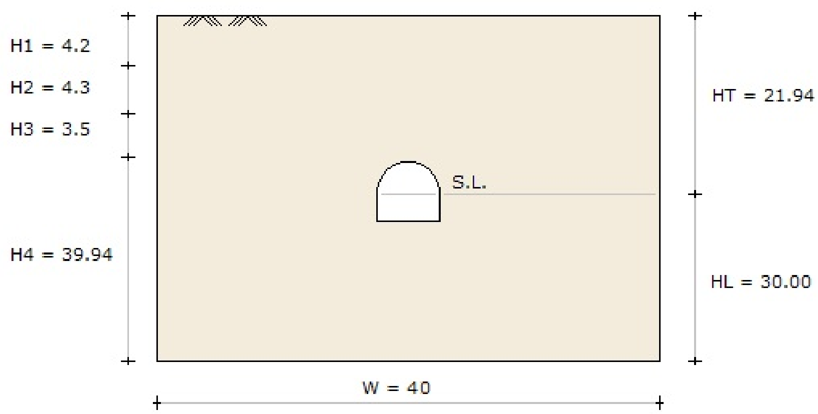


Figure 7.17 Generated truss element number for Model 1 example

Table 7.8 Listing of input file PD2-2.Dat

```
* CARD 1.1
* TITLE
  NATM-2D MODEL 2 EXAMPLE PROBLEM
* CARD 1.2
* IUNIT
   2
* CARD 1.3
* MODEL  IGEN  IEXMESH      ILNCOUPL
   2     0     0            0
* CARD 2.1
* HT    HL   W    DELTAX  DELTAX  NDYMAX
  21.94 30.  40.  2.0     2.0     40
* CARD 3.1
* NLAYER
   4
* CARD 3.2
* LAYERNO   H     IDH
   1        4.2   0
   2        4.3   0
   3        3.5   0
   4        39.94 0
* CARD 4.1
* R1    A1    R2    A2  R3    A3     R4    GR    GA
  5.24  60.   4.24  30. 9.86  19.781 23.86 1.0   0.5
* CARD 4.2
* INVSHOT  TS
  0        0.3
* CARD 4.3
* NUMRB  LRB    LSPACING  TSPACING  NSRB
  11     3.0    0.8       1.2        2
* CARD 5.1
* LDTYPE  DGW  GAMAW
  0       2.0  1.0
* END OF DATA
```

MODEL=2 Single Tunnel (Full Section)



DELTAX = 2.0 DELTAY = 2.0 NDYMAX = 40

Figure 7.18 Schematic tunnel section view for Model 2 example

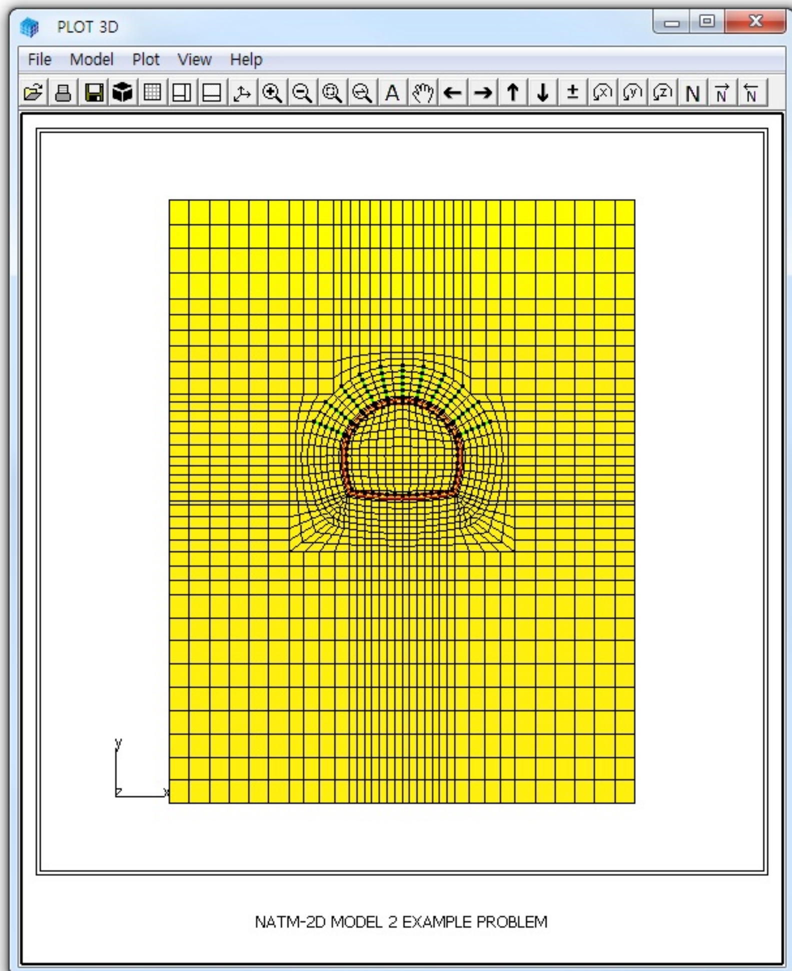
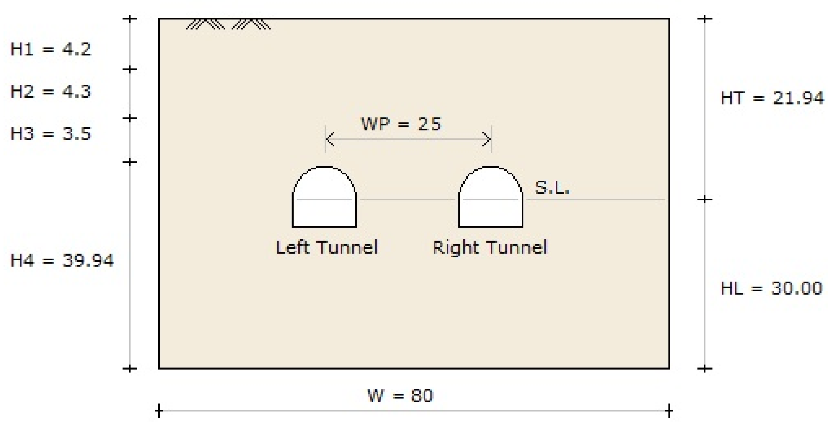


Figure 7.19 Generated finite element mesh for Model 2 example

Table 7.9 Listing of input file PD2-3.Dat

```
* CARD 1.1
* TITLE
  NATM-2D MODEL 3 EXAMPLE PROBLEM
* CARD 1.2
* IUNIT
   2
* CARD 1.3
* MODEL  IGEN  IEXMESH   ILNCOUPL
   3     0     0          0
* CARD 2.1
* HT    HL   W    WP    DELTAX  DELTAY  NDYMAX
  21.94 30.  80.  25.   2.0     2.0     40
* CARD 3.1
* NLAYER
   4
* CARD 3.2
* LAYERNO   H     IDH
   1        4.2   0
   2        4.3   0
   3        3.5   0
   4        39.94 0
* CARD 4.1
* R1    A1    R2    A2  R3    A3     R4    GR    GA
  5.24  60.   4.24  30. 9.86  19.781 23.86 1.0   0.5
* CARD 4.2
* INVSHOT  TS
  0        0.3
* CARD 4.3
* NUMRB  LRB    LSPACING  TSPACING  NSRB
  11     3.0    0.8       1.2        2
* CARD 5.1
* LDTYPE  DGW  GAMAW
  0       2.0  1.0
* END OF DATA
```

MODEL=3 Two Tunnel (Symmetric Section)



DELTAX = 2.0 DELTAY = 2.0 NDYMAX = 40

Figure 7.20 Schematic tunnel section view for Model 3 example

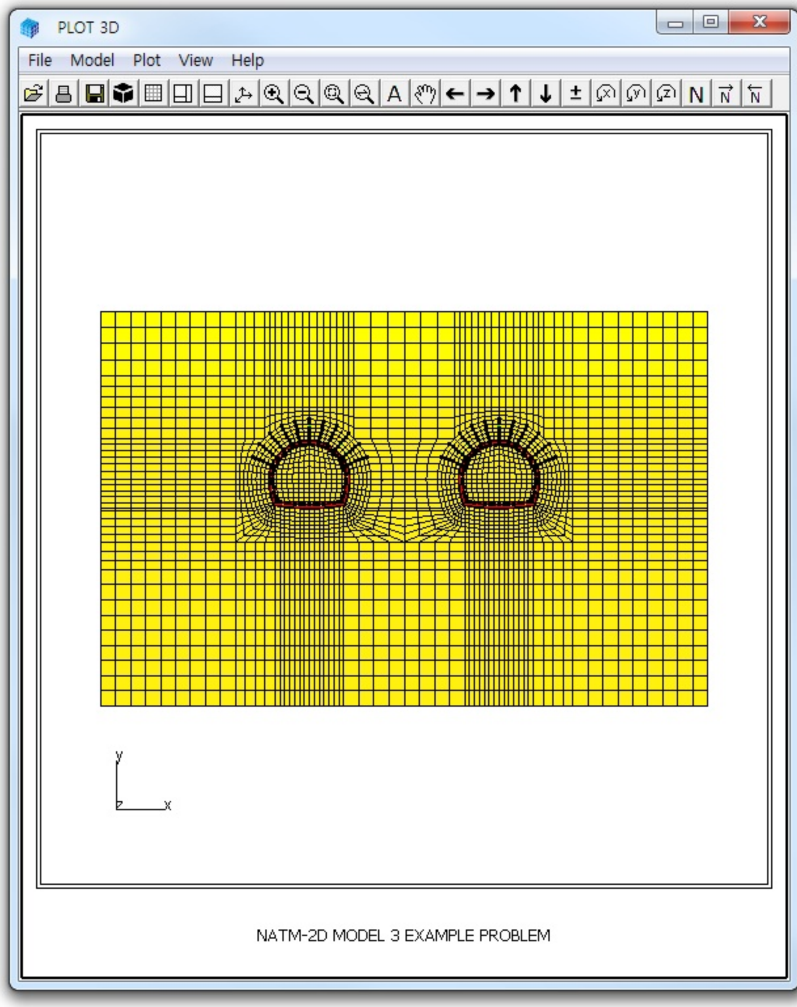
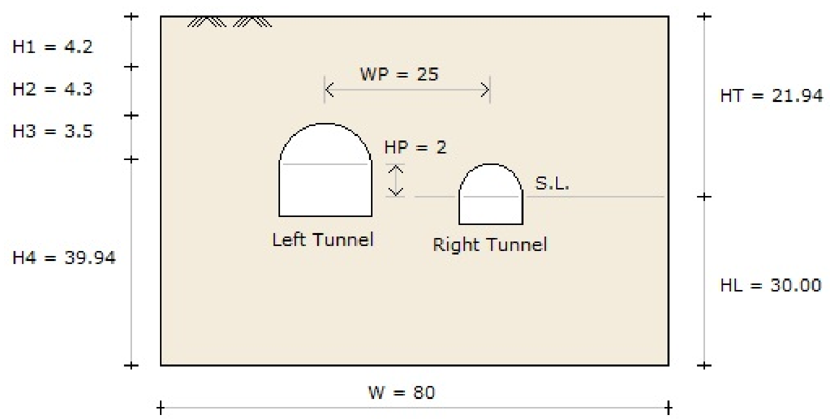


Figure 7.21 Generated finite element mesh for Model 3 example

Table 7.10 Listing of input file PD2-4.Dat

```
* CARD 1.1
* TITLE
  NATM-2D MODEL 4 EXAMPLE PROBLEM
* CARD 1.2
* IUNIT
   2
* CARD 1.3
* MODEL  IGEN  IEXMESH   ILNCOUPL
   4     0     0         0
* CARD 2.1
* HT    HL   W    WP    HP      DELTAX  DELTAY  NDYMAX
  21.94 30.  80.  25.   2.0     2.0     2.0     40
* CARD 3.1
* NLAYER
   4
* CARD 3.2
* LAYERNO   H     IDH
   1        4.2   0
   2        4.3   0
   3        3.5   0
   4        39.94 0
* RIGHT TUNNEL
* CARD 4.1
* R1    A1    R2    A2  R3    A3     R4    GR    GA
  5.24  60.   4.24  30. 9.86  19.781 23.86 1.0   0.5
* CARD 4.2
* INVSHOT  TS
  0        0.3
* CARD 4.3
* NUMRB  LRB    LSPACING  TSPACING  NSRB
  11     3.0    0.8       1.2        2
* LEFT TUNNEL
* CARD 4.1
* R1    A1    R2    A2  R3    A3     R4    GR    GA
  7.24  60.   6.24  30. 11.86 21.781 25.86 1.0   0.5
* CARD 4.2
* INVSHOT  TS
  0        0.35
* CARD 4.3
* NUMRB  LRB    LSPACING  TSPACING  NSRB
  15     3.0    0.8       1.2        2
* CARD 5.1
* LDTYPE  DGW  GAMAW
  0       2.0  1.0
* END OF DATA
```

MODEL=4 Two Tunnel (Unsymmetric Section)



DELTAX = 2.0 DELTAY = 2.0
NDYMAX = 40

Right Tunnel Tunnel dimensions are shown in Figure 7.16

Left Tunnel R_1 = 7.24 M A_1 = 60°
R_2 = 6.24 M A_2 = 30°
R_3 = 11.86 M A_3 = 21.781°
R_4 = 25.86 M

Number of Rock Bolts (NUMRB) = 15
Length of Rock Bolts (LRB) = 3.0 M
Spacing of Rock Bolts (TSPACING) = 1.2 M
Thickness of Shotcrete (TS) = 35 Cm

Figure 7.22 Schematic tunnel section view for Model 4 example

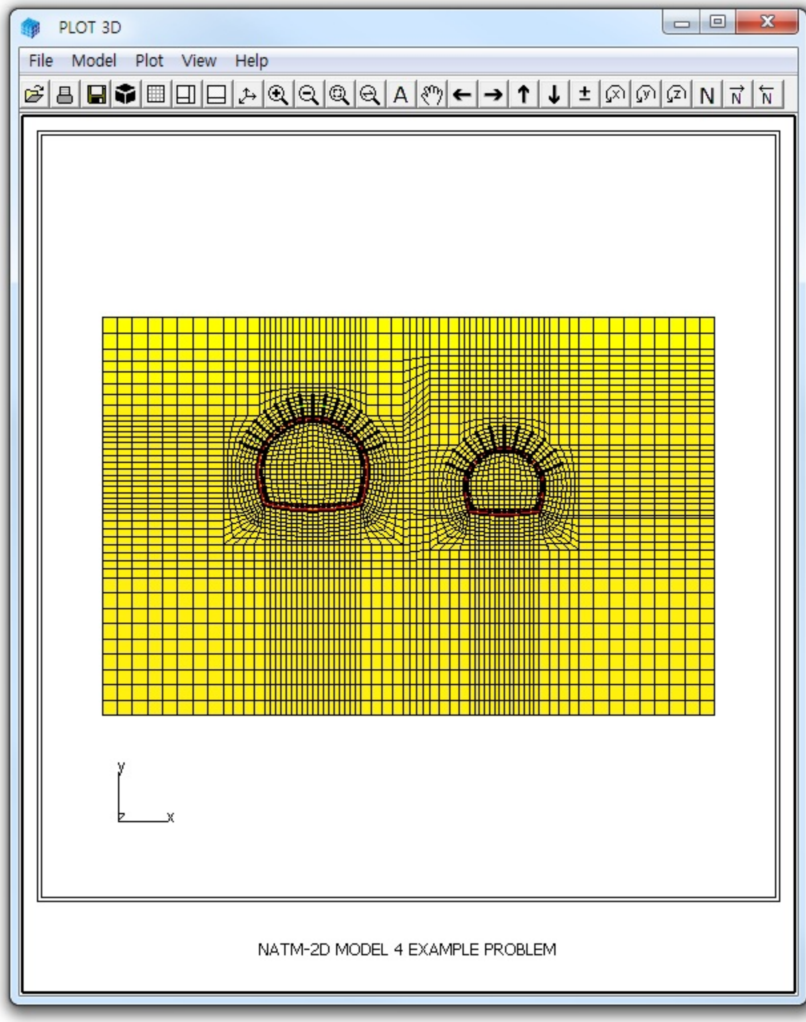


Figure 7.23 Generated finite element mesh for Model 4 example

7.3 CIRCLE-2D

CIRCLE-2D is the special pre-processing program to generate automatically two-dimensional finite element meshes and boundary conditions for circular sections. CIRCLE-2D has three different models:

Model 1	Quarter	Section
Model 2	Half	Section
Model 3	Full	Section

CIRCLE-2D is described in Section 7.4 of User's Manual and can be selected in the following order:

Run → Mesh Generator → PreSmap → Circle 2D

When you finish the execution of CIRCLE-2D, select PLOT-3D to plot the generated finite element mesh.

Three example problems are presented here to show all three types of available models. Figure 7.24 shows schematic section views which are used for example problems.

For each model, we will present:

- Listing of input file
- Graphical output of finite element mesh

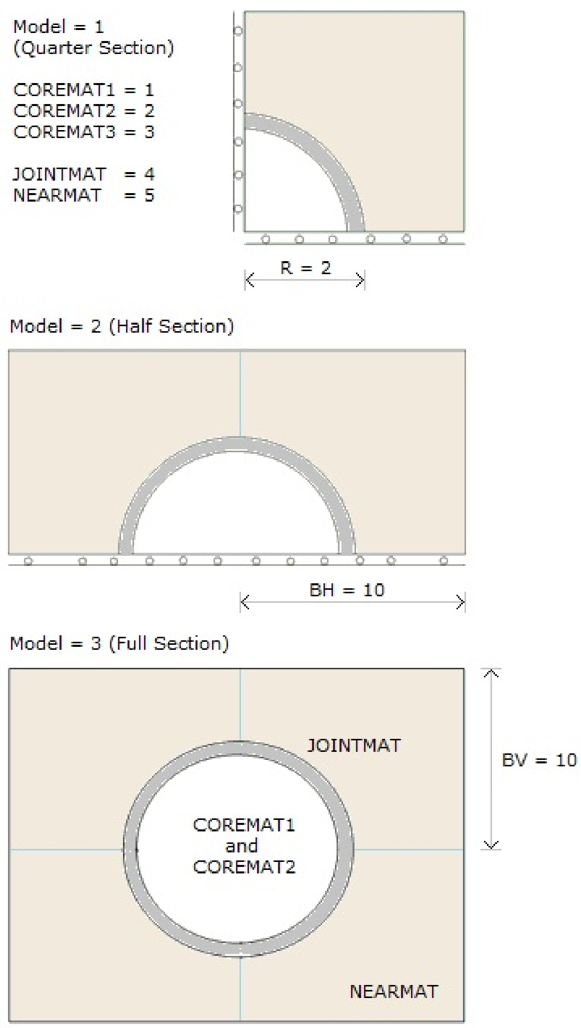


Figure 7.24 Schematic section views for CIRCLE-2D examples

Table 7.11 Listing of input file CIR1C_Q.Dat (MODEL = 1)

```
* CARD 1.1
* TITLE
  MODEL 1 (COARSE, ALL QUAD)
* CARD 1.2
* MODEL     NSNEL      NSNODE
  1         1          1
* CARD 2.1
* R         FINEMESH   NEARMESH    NDIV       BH        BV
  2.0       0          0           5          10.0      10.0
* CARD 3.1
* COREMAT1  COREMAT2   COREMAT2J   JOINTMAT   NEARMAT
  1         2          3           4          5
* END OF DATA
```

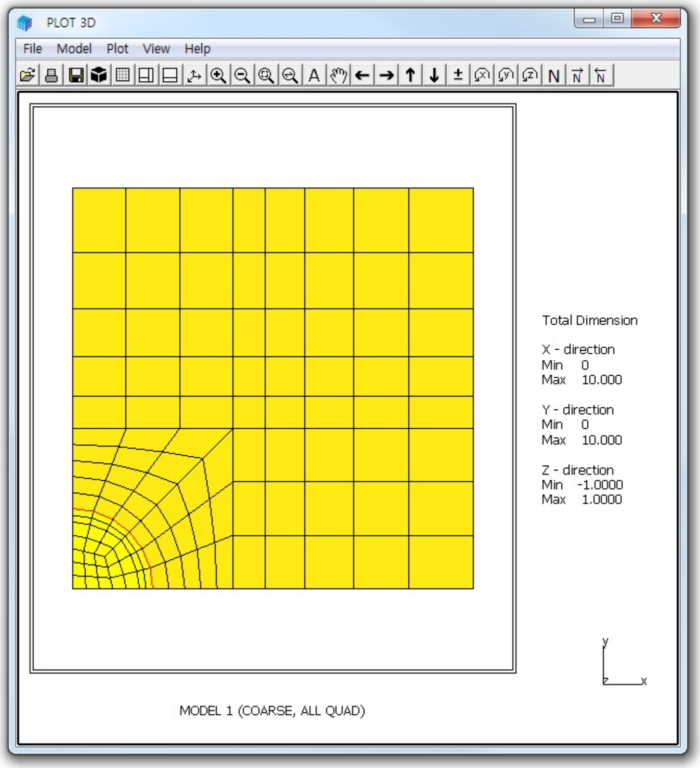


Figure 7.25 Generated finite element mesh for MODEL = 1

Table 7.12 Listing of input file CIR2C_Q.Dat (MODEL = 2)

```
* CARD 1.1
* TITLE
  MODEL 2 (COARSE, ALL QUAD)
* CARD 1.2
* MODEL     NSNEL      NSNODE
  2         1          1
* CARD 2.1
* R         FINEMESH   NEARMESH    NDIV       BH       BV
  2.0       0          0           5          10.0     10.0
* CARD 3.1
* COREMAT1  COREMAT2   COREMAT2J   JOINTMAT   NEARMAT
  1         2          3           4          5
* END OF DATA
```

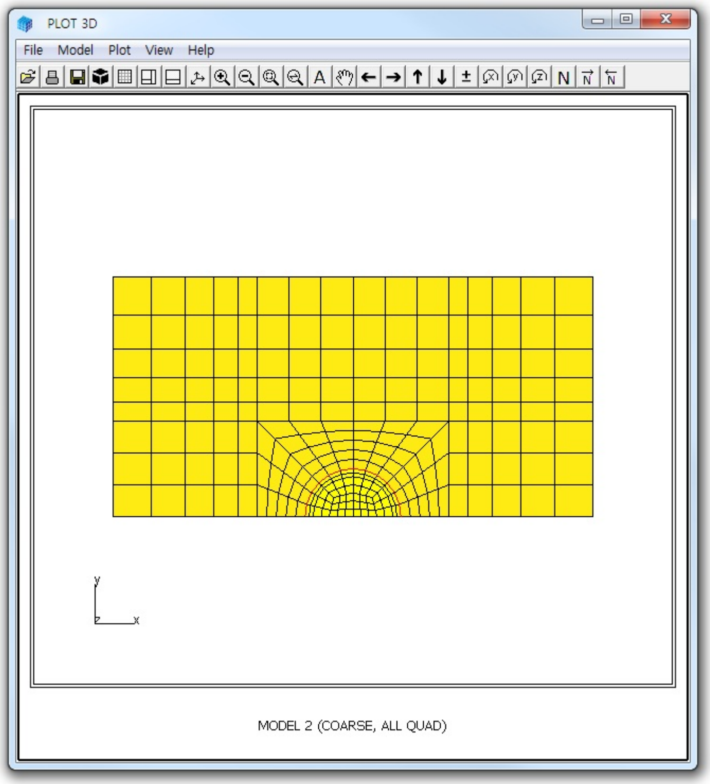


Figure 7.26 Generated finite element mesh for MODEL = 2

Table 7.13 Listing of input file CIR3C_Q.Dat (MODEL = 3)

```
* CARD 1.1
* TITLE
  MODEL 3 (COARSE, ALL QUAD)
* CARD 1.2
* MODEL     NSNEL      NSNODE
  3         1          1
* CARD 2.1
* R         FINEMESH   NEARMESH    NDIV       BH        BV
  2.0       0          0           5          10.0      10.0
* CARD 3.1
* COREMAT1  COREMAT2   COREMAT2J   JOINTMAT   NEARMAT
  1         2          3           4          5
* END OF DATA
```

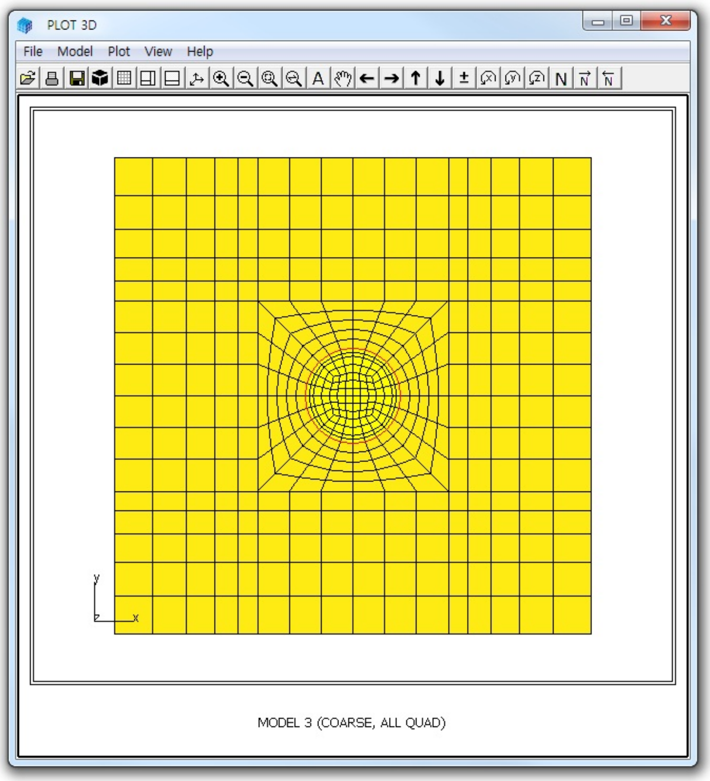


Figure 7.27 Generated finite element mesh for MODEL = 3

7.4 PRESMAP-3D

PRESMAP-3D is the basic pre-processor which can be applied to model various types of 3 dimensional geometries. Input parameters of PRESMAP-3D have been described in detail in Section 7.5 of User's Manual.

PRESMAP-3D can be selected in the following order:

Run → Mesh Generator → PreSmap → Presmap 3D

When you finish the execution of PRESMAP-3D, select PLOT-3D to plot the generated mesh.

7.4.1 Example 1

Figure 7.31 shows block nodes and block numbers for example 1. Detailed block information is listed in Table 7.14. There are 18 block nodes and 3 blocks. Both blocks 1 and 2 have 2 divisions in the x direction and only 1 division in y and z directions. Block 3 has 2 divisions in the z direction and only 1 division in x and y directions. To plot block diagram as shown in Figure 7.31, make the value of NBLOCK negative (example, NBLOCK=-3).

As boundary conditions, temperature is specified along the left surface of blocks 1 and 2 and external heat flow is specified along the right surface of block 3.

Graphical outputs are shown for:

- Node numbers in Figure 7.32
- Element numbers in Figure 7.33
- Boundary codes in Figure 7.34

Table 7.14 Listing of input file GM3D.Rgn

```
* CARD 1.1
* TITLE
  EXAMPLE 1
* CARD 1.2
* NBLOCK  NBNODE  NSNODE  NSNEL  CMFAC
  3        18      1       1      1.0
* CARD 2.1
* NODE    X      Y      Z
   1      0.0    4.0    5.0
   2      3.0    4.0    5.0
   3      4.0    4.0    5.0
   4      0.0    0.0    5.0
   5      3.0    0.0    5.0
   6      4.0    0.0    5.0
*
   7      0.0    4.0    2.0
   8      3.0    4.0    2.0
   9      4.0    4.0    2.0
  10      0.0    0.0    2.0
  11      3.0    0.0    2.0
  12      4.0    0.0    2.0
*
  13      0.0    4.0    0.0
  14      3.0    4.0    0.0
  15      4.0    4.0    0.0
  16      0.0    0.0    0.0
  17      3.0    0.0    0.0
  18      4.0    0.0    0.0
* ------------------------------------------------------------
* CARD 3.1
  BLOCK 1
* CARD 3.2
* ILAG
   0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
    2    1    4    5    8    7   10   11
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
    0    0    0    0    0    0    0    0    0    0    0    0
* M21  M22  M23  M24  M25  M26  M27
* CARD 3.4.1
* NBOUND
   2
* CARD 3.4.2
* IBTYPE  ID   IDF
   1       0    0
   4       1    0
```

```
* CARD 3.5
* MATNO  NDX  NDY  NDZ  IDH
   1      2    1    1    0
* -------------------------------------------------------------
* CARD 3.1
  BLOCK 2
* CARD 3.2
* ILAG
   0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
    8    7   10   11   14   13   16   17
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
    0    0    0    0    0    0    0    0    0    0    0    0
* M21  M22  M23  M24  M25  M26  M27
* CARD 3.4.1
* NBOUND
   2
* CARD 3.4.2
* IBTYPE  ID   IDF
   1       0    0
   4       1    1
* CARD 3.5
* MATNO  NDX  NDY  NDZ  IDH
   2      2    1    1    0
* -------------------------------------------------------------
* CARD 3.1
  BLOCK 3
* CARD 3.2
* ILAG
   0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
    3    2    5    6   15   14   17   18
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
    9    8   11   12    0    0    0    0    0    0    0    0
* M21  M22  M23  M24  M25  M26  M27
* CARD 3.4.1
* NBOUND
   2
* CARD 3.4.2
* IBTYPE  ID   IDF
   1       0    0
   5       0    2
* CARD 3.5
* MATNO  NDX  NDY  NDZ  IDH
   3      1    1    2    0
* End of Data
```

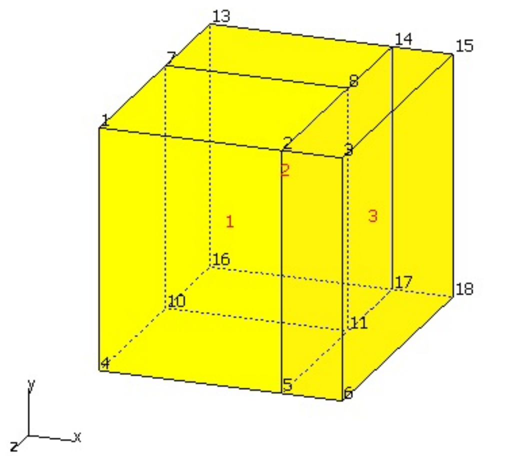


Figure 7.31 Block diagram for example 1

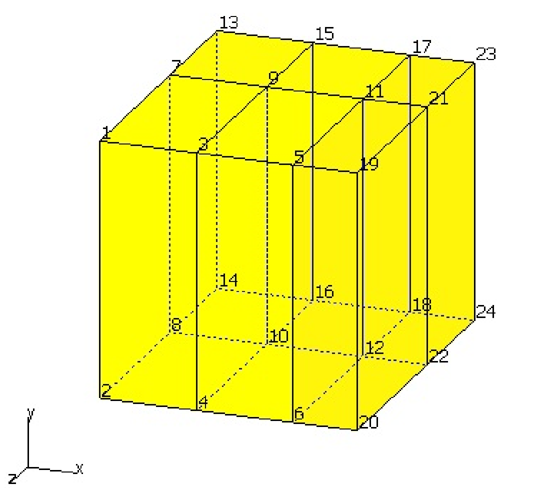


Figure 7.32 Generated node numbers for example 1

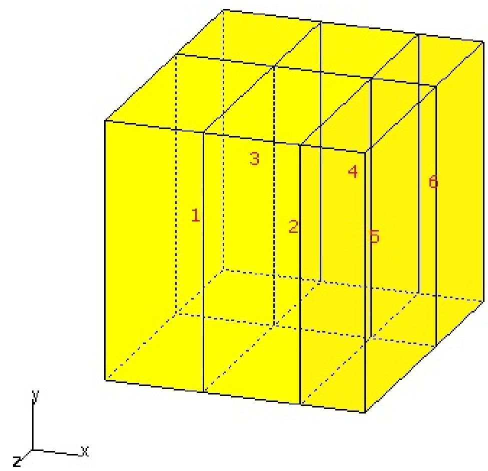


Figure 7.33 Generated element numbers for example 1

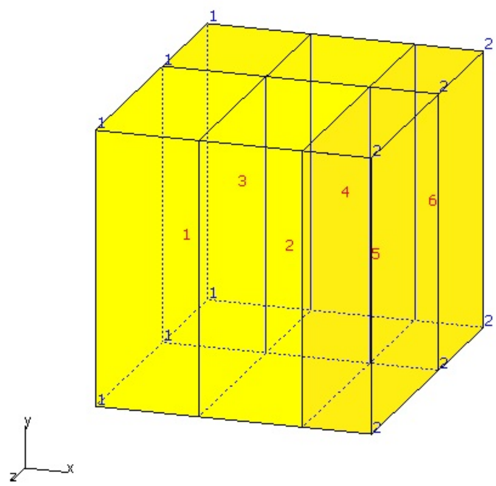


Figure 7.34 Generated function time history number (IDF)

7.5 CROSS-3D

CROSS-3D is the special pre-processing program developed to generate automatically three-dimensional finite element meshes and boundary conditions for crossing tunnels. There are 3 models available for CROSS-3D. Model 1 represents identical size tunnels crossing at right angle at the same level. Model 2 represents large and small tunnels crossing at right angle at the same level. And Model 3 represents lower and upper tunnels crossing at right angle with some clearance. Input parameters of each model have been described in detail in Section 7.6 of User's Manual.

CROSS-3D can be selected in the following order:

Run → Mesh Generator → PreSmap → Cross 3D

When you finish the execution of CROSS-3D, select PLOT-3D to plot the generated mesh.

It should be noted that once you finished running CROSS-3D, you will obtain an intermediate file with file extension .Tmp in working directory . This intermediate file contains useful block information which is essentially the input data to the program PRESMAP-3D.

7.5.1 Model 1

Figure 7.35 shows the schematic view of identical two crossing tunnels for Model 1 example problem. Dimensions defining tunnel location are listed in Figure 7.36. Table 7.15 shows the listing of input file CROSS-M1.Dat.

The output file, CROSS-M1.Tmp in Table 7.16, from CROSS-3D contains block information for the program PRESMAP-3D. Block diagram is shown in Figures 7.37.

Generated finite element mesh is shown in Figure 7.38. Figure 7.39 shows finite element meshes around tunnel core sections.

Table 7.15 Listing of input file CROSS-M1.Dat

```
*
* CARD 1.1
* TITLE
 Identical two crossing tunnels (MODELNO = 1)
* CARD 1.2
* MODELNO  IH  NSNODE  NSNEL  CMFAC
    1       0    1       1     1.0
* CARD 2.1.1
* XL    YB    YT    ZL    t
 100.   50.   100.  100.  3.0
* CARD 2.1.2
* IPART  NDR  NTBND  NTOPN
    0      2   20     20
* CARD 2.1.3
* NTNODE
    9
* NODE  X       Y
    1   0.0     4.0
    2   2.8284  2.8284
    3   4.0     0.0
    4   4.0    -2.0
    5   0.0    -3.0
    6   1.53    3.7
    7   3.7     1.53
    8   4.0    -1.0
    9   2.0    -2.7
* CARD 3.1
* NBOUND
    2
* CARD 3.2
* IBTYPE ID   IDF
    1     0    0
    6     1    2
* END OF DATA
```

Table 7.16 Listing of output file CROSS-M1.Tmp

```
* CARD 1.1
* TITLE
 Identical two crossing tunnels (MODELNO = 1)
* CARD 1.2
* NBLOCK NBNODE NSNODE  NSNEL          CMFAC
      25    150      1      1     .10000E+01
* CARD 2.1
* NODE   X-COORDINATE   Y-COORDINATE   Z-COORDINATE
     1     .00000E+00     .10000E+03     .10000E+03
     2     .00000E+00     .29125E+02     .10000E+03
     3     .00000E+00     .70000E+01     .10000E+03
     4     .00000E+00     .40000E+01     .10000E+03
     5     .00000E+00     .00000E+00     .10000E+03
     6     .00000E+00    -.30000E+01     .10000E+03
     7     .00000E+00    -.60000E+01     .10000E+03
     8     .00000E+00    -.18938E+02     .10000E+03
     9     .00000E+00    -.50000E+02     .10000E+03
    10     .26775E+01     .64750E+01     .10000E+03
    11     .15300E+01     .37000E+01     .10000E+03

     -

   139     .40000E+01    -.50000E+01     .26688E+02
   140     .40000E+01    -.50000E+02     .26688E+02
   141     .70000E+01     .00000E+00     .29125E+02
   142     .70000E+01    -.20000E+01     .29125E+02
   143     .70000E+01    -.50000E+01     .29125E+02
   144     .70000E+01    -.50000E+02     .29125E+02
   145     .10000E+03     .10000E+03     .27459E+02
   146     .10000E+03     .49497E+01     .27459E+02
   147     .10000E+03     .00000E+00     .29125E+02
   148     .10000E+03    -.20000E+01     .29125E+02
   149     .10000E+03    -.50000E+01     .29125E+02
   150     .10000E+03    -.50000E+02     .29125E+02
* ===========================================================
* CARD 3.1
  BLOCK  1
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
   12    4    5   14   58   50   51   60
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  136  129  130  137   11    0    0   13   57    0    0   59
```

```
* CARD 3.4.1
* NBOUND
    3
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      4    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
      1    4    4    5    0
* ===========================================================
* CARD 3.1
  BLOCK  2
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
   25    3    4   12   68   49   50   58
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  135  128  129  136   10    0   11    0   56    0   57    0
* CARD 3.4.1
* NBOUND
    3
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      4    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
      2    4    2    5    0

    -
* ===========================================================
* CARD 3.1
  BLOCK          24
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
   43   29   30   44  123   72   73  124
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  148  142  143  149   36    0   37    0   81    0   82    0
```

```
* CARD 3.4.1
* NBOUND
    3
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      5    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
     10    5    2    5    0
* ============================================================
* CARD 3.1
  BLOCK          25
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
   44   30   32   46  124   73   75  126
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  149  143  144  150   37   31   38   45   82   74   83  125
* CARD 3.4.1
* NBOUND
    4
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      5    0    0
      7    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
     10    5    5    5    0
* ============================================================
```

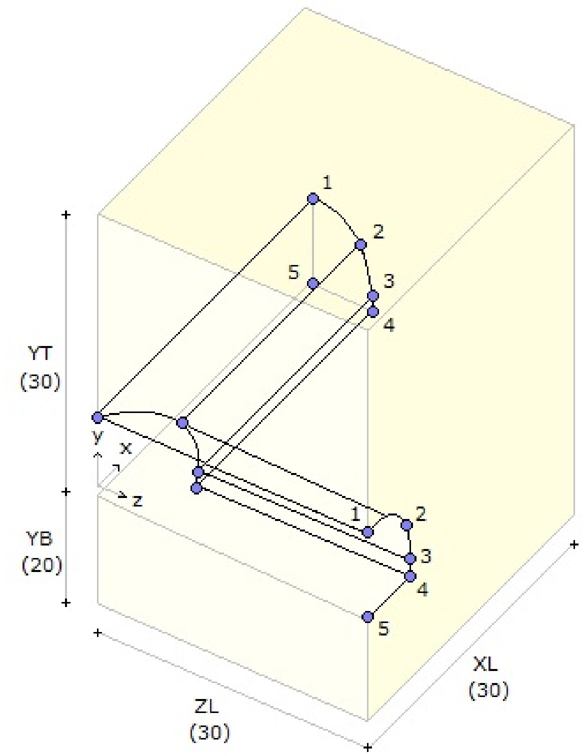


Figure 7.35 Schematic view of crossing tunnels for Model 1

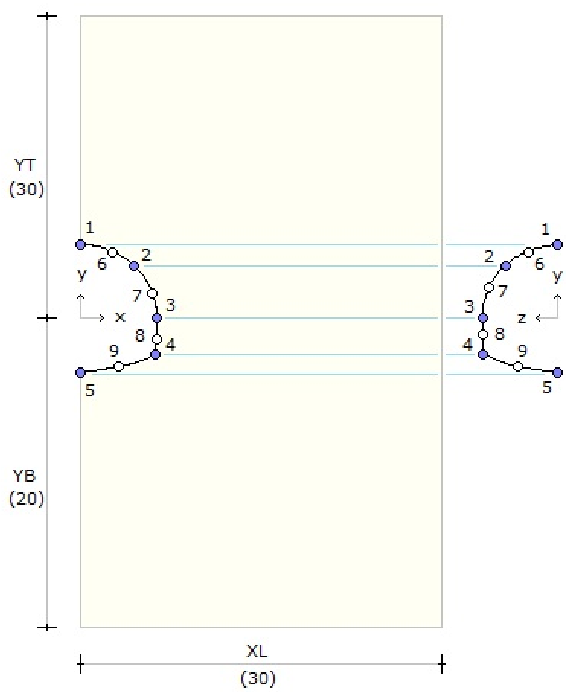


Figure 7.36 Tunnel shapes for Model 1

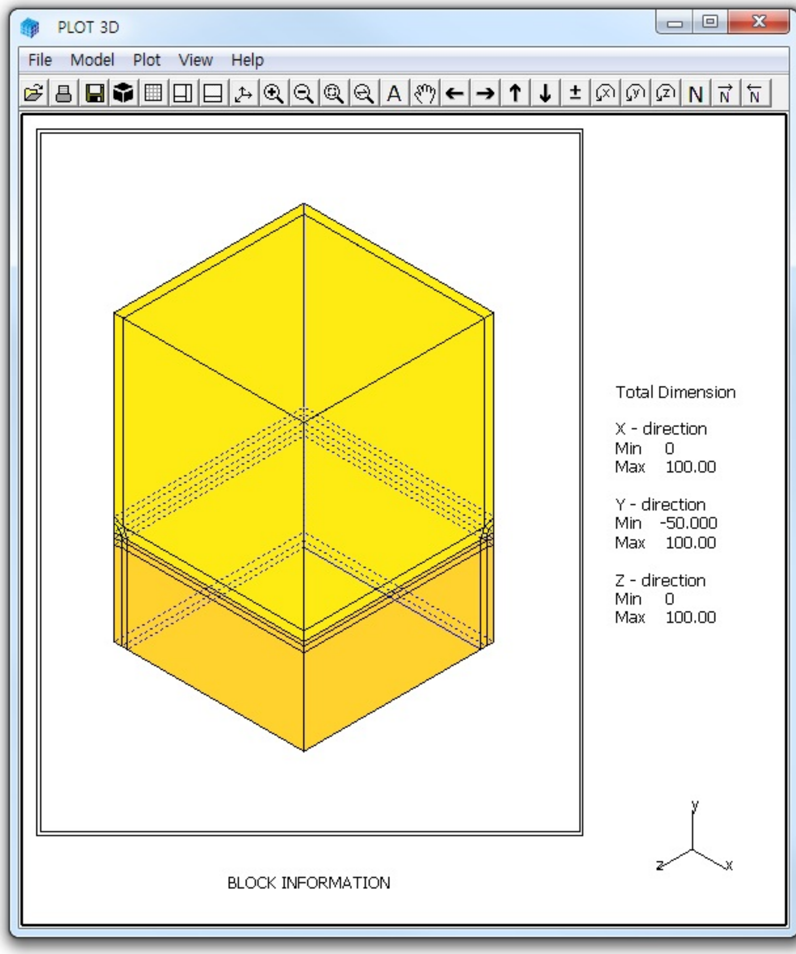


Figure 7.37 Block diagram for Model 1

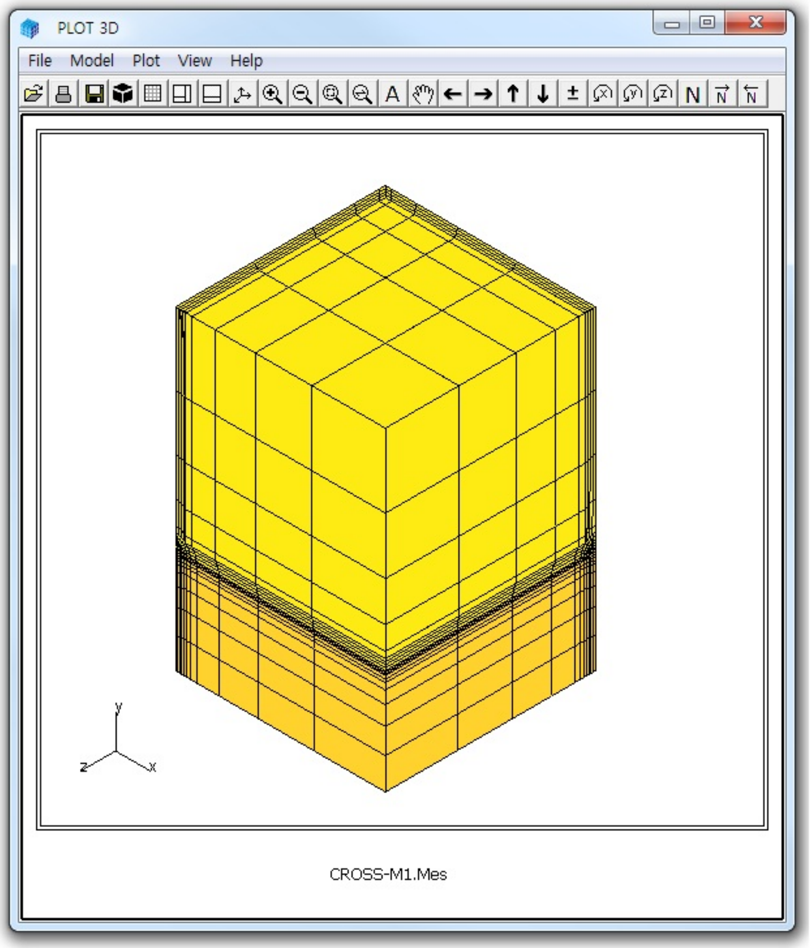


Figure 7.38 Generated finite element mesh for Model 1

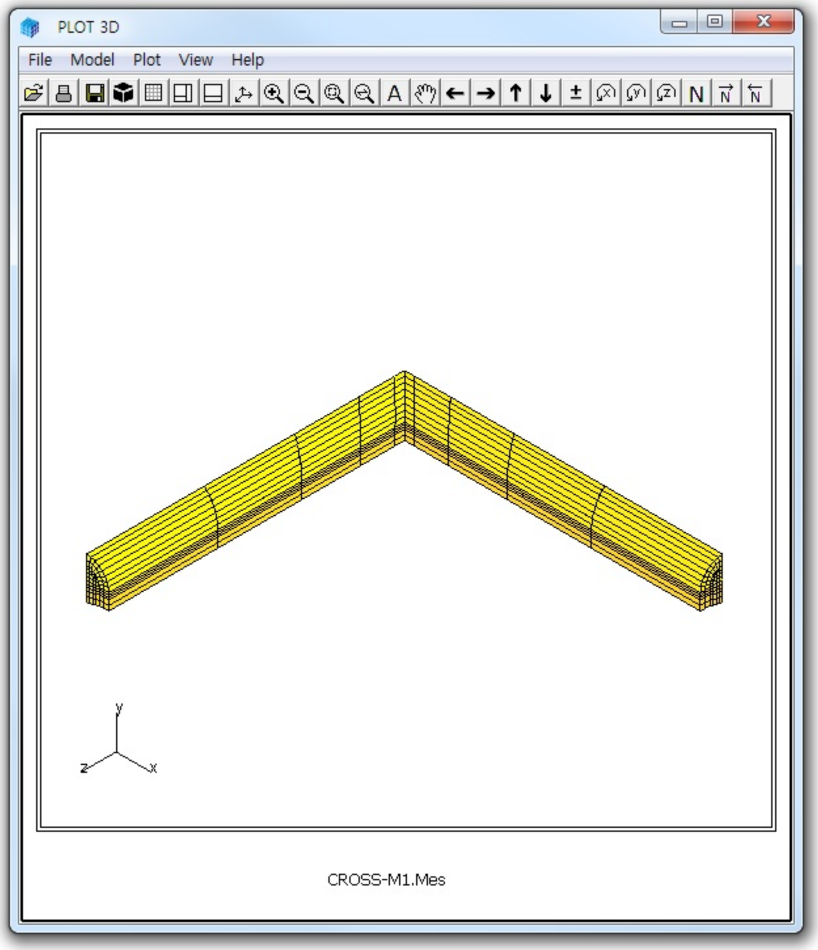


Figure 7.39 Generated mesh around tunnel core sections for Model 1

7.5.2 Model 2

Figure 7.40 shows the schematic view of large and small crossing tunnels for Model 2 example problem. Dimensions defining tunnel location are listed in Figure 7.41. Table 7.17 shows the listing of input file CROSS-M2.Dat.

The output file, CROSS-M2.Tmp in Table 7.18, from CROSS-3D contains block information for the program PRESMAP-3D. Block diagram is shown in Figures 7.42.

Generated finite element mesh is shown in Figure 7.43. Figure 7.44 shows the finite element meshes around tunnel core sections.

Table 7.17 Listing of input file CROSS-M2.Dat

```
* CARD 1.1
* TITLE
 Large and small crossing tunnels (MODELNO = 2)
* CARD 1.2
* MODELNO  IH  NSNODE  NSNEL  CMFAC
    2       0    1       1     1.0
* CARD 2.2.1
* XL    YB    YT    ZL    tl    ts
  30.   20.   30.   30.   3.0   3.0
* CARD 2.2.2
* IPART  NDR  NTBND  NTOPNL  NTOPNS
    0      2   20     20      14
* CARD 2.2.3
* NTLNODE
    9
* NODE  X       Y
    1   0.0     9.0
    2   4.3     7.0
    3   6.6     4.0
    4   7.2     2.0
    5   7.3     0.0
    6   7.3    -2.0
    7   0.0    -3.0
    8   2.3     8.3
    9   5.7     5.5
```

```
* CARD 2.3.3
* NTSNODE
    8
* NODE  Z        Y
    1   0.0      4.0
    2   3.5      2.0
    3   4.0      0.0
    4   4.0     -2.0
    5   0.0     -2.0
    6   2.6      3.0
    7   3.9      1.0
    8   4.0     -1.0
* CARD 3.1
* NBOUND
    2
* CARD 3.2
* IBTYPE ID   IDF
    1     0    0
    6     1    2
* END OF DATA
```

Table 7.18 Listing of output file CROSS-M2.Tmp

```
* CARD 1.1
* TITLE
 Large and small crossing tunnels (MODELNO = 2)
* CARD 1.2
* NBLOCK NBNODE NSNODE  NSNEL          CMFAC
      34    201      1      1     .10000E+01
* CARD 2.1
* NODE   X-COORDINATE   Y-COORDINATE   Z-COORDINATE
    1      .00000E+00      .30000E+02      .30000E+02
    2      .49793E+01      .30000E+02      .30000E+02
    3      .81520E+01      .30000E+02      .30000E+02
    4      .30000E+02      .30000E+02      .30000E+02
    5      .00000E+00      .12000E+02      .30000E+02
    6      .49793E+01      .99021E+01      .30000E+02
    7      .81520E+01      .70000E+01      .30000E+02
    8      .30000E+02      .70000E+01      .30000E+02
    9      .00000E+00      .90000E+01      .30000E+02
   10      .43000E+01      .70000E+01      .30000E+02
   11      .66000E+01      .40000E+01      .30000E+02
    -
  193      .10300E+02    -.12500E+02      .70000E+01
  194      .30000E+02    -.12500E+02      .70000E+01
```

```
   195      .30000E+02    -.12500E+02     .40000E+01
   196      .72500E+01     .10000E+01     .39000E+01
   197      .73000E+01    -.10000E+01     .40000E+01
   198      .00000E+00     .00000E+00     .00000E+00
   199      .00000E+00     .00000E+00     .00000E+00
   200      .10212E+02     .17500E+01     .68250E+01
   201      .10300E+02    -.10000E+01     .70000E+01
 * ============================================================
 * CARD 3.1
   BLOCK  1
 * CARD 3.2
 * ILAG
     0
 * CARD 3.3
 *  I1   I2   I3   I4   I5   I6   I7   I8
    10    9   12   11   41   40   42   43
 *  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
   190  166  167  177  112    0    0  113  124    0    0  125
 * CARD 3.4.1
 * NBOUND
     3
 * CARD 3.4.2
 * IBTYPE  ID  IDF
       1    0    0
       2    0    0
       4    0    0
 * CARD 3.5
 * MATNO  NDX  NDY  NDZ   IH
       1    4    3    6    0
 * ============================================================
 * CARD 3.1
   BLOCK  2
 * CARD 3.2
 * ILAG
     0
 * CARD 3.3
 *  I1   I2   I3   I4   I5   I6   I7   I8
    11   12   13   14   43   42   22   23
 *  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
   177  167  168  178    0    0    0  114    0  159    0  147
 * CARD 3.4.1
 * NBOUND
     3
 * CARD 3.4.2
 * IBTYPE  ID  IDF
       1    0    0
  -
```

```
* ===========================================================
* CARD 3.1
  BLOCK          33
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
   51   50   54   55   63   62   66   67
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  144  185  186  145   91    0   92    0  156    0  157    0
* CARD 3.4.1
* NBOUND
    3
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      5    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
     10    6    2    6    0
* ===========================================================
* CARD 3.1
  BLOCK          34
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
   55   54   58   59   67   66   72   73
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  145  186  187  146   92   95   97   96  157  193  158  194
* CARD 3.4.1
* NBOUND
    4
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      5    0    0
      7    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
     10    6    5    6    0
* ===========================================================
```

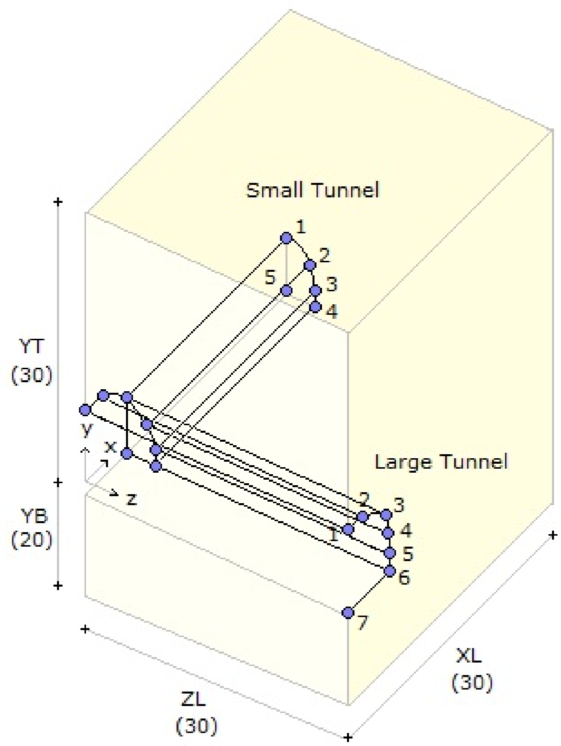


Figure 7.40 Schematic view of crossing tunnels for Model 2

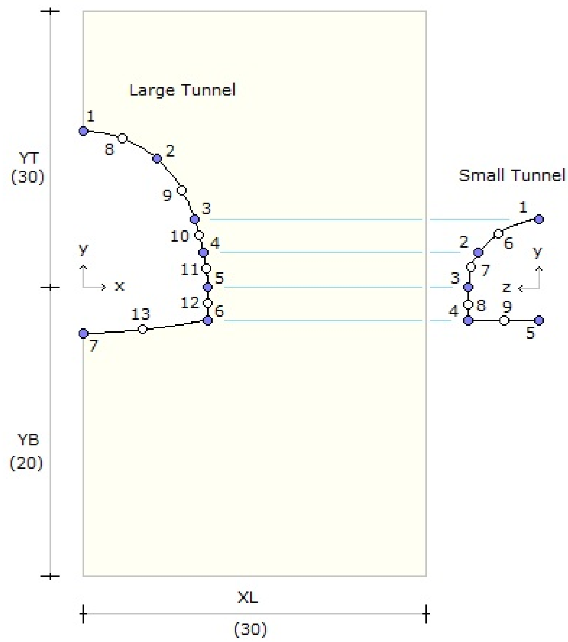


Figure 7.41 Tunnel shapes for Model 2

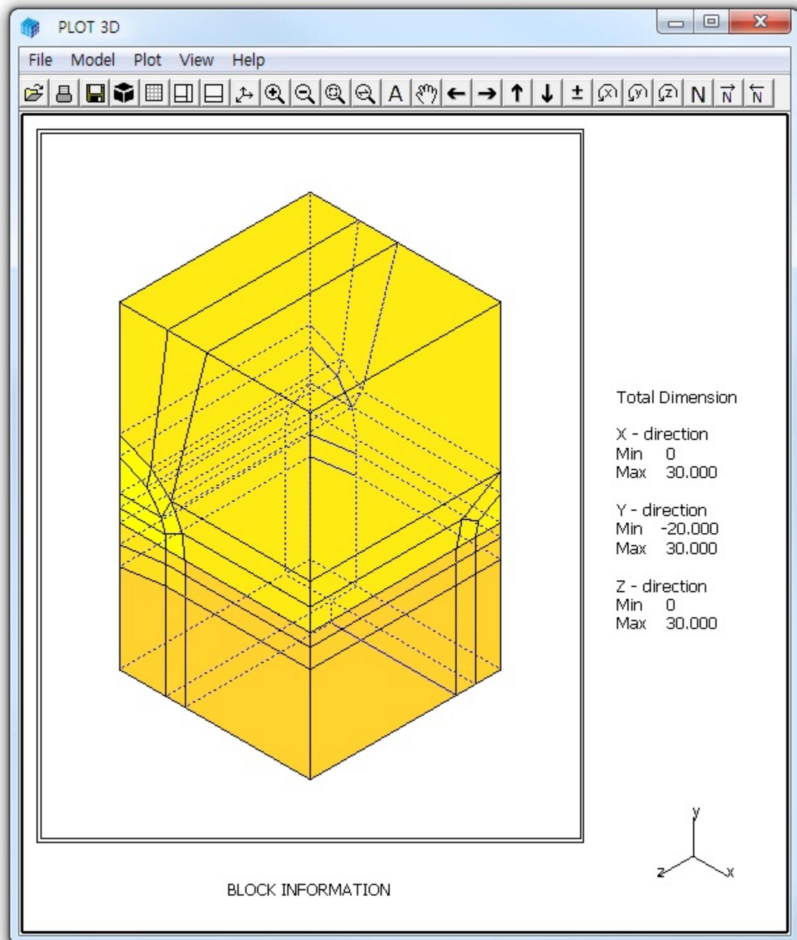


Figure 7.42 Block diagram for Model 2

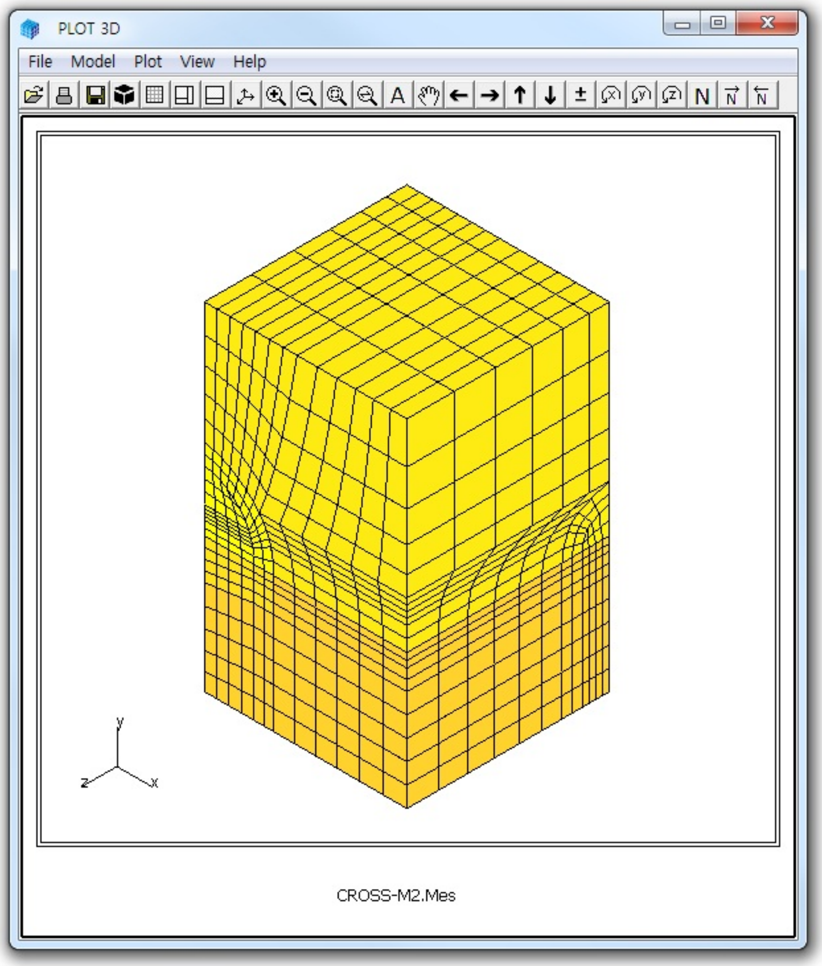


Figure 7.43 Generated finite element mesh for Model 2

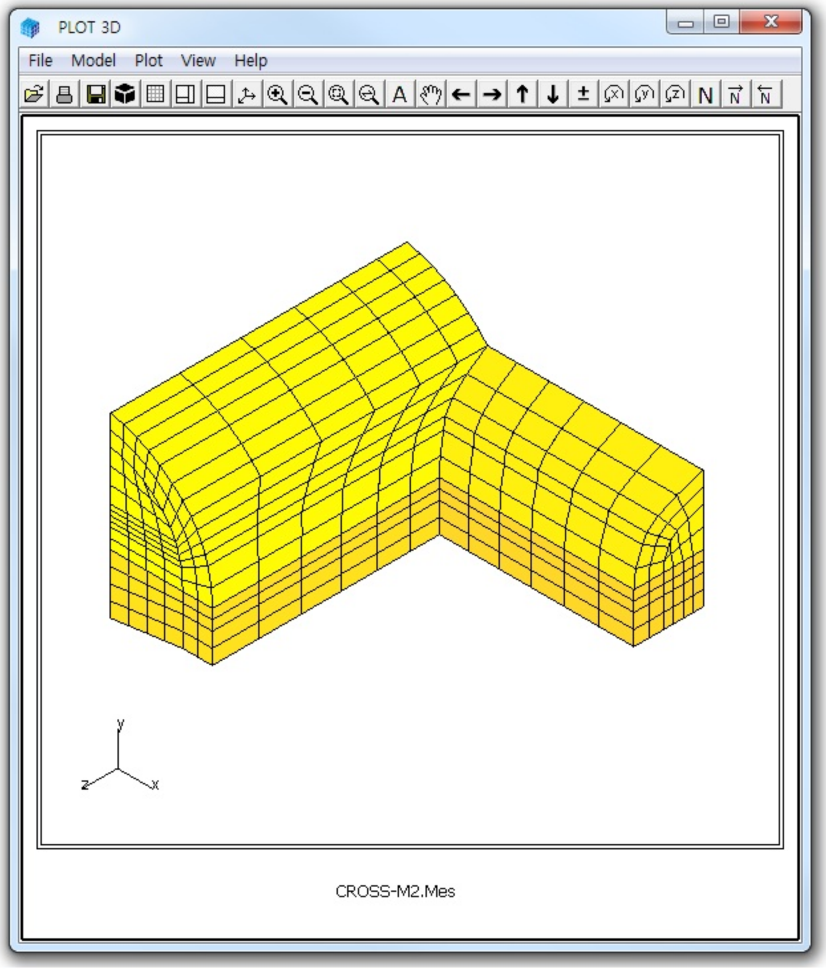


Figure 7.44 Generated mesh around tunnel core sections for Model 2

7.5.3 Model 3

Figure 7.45 shows the schematic view of crossing tunnels with clearance for Model 3 example problem. Dimensions defining tunnel location are listed in Figure 7.46. Table 7.19 shows the listing of input file CROSS-M3.Dat.

The output file, CROSS-M3.Tmp in Table 7.20, from CROSS-3D contains block information for the program PRESMAP-3D. Block diagram is shown in Figures 7.47.

Generated finite element mesh is shown in Figure 7.48. Figure 7.49 shows the finite element meshes around tunnel core sections.

Table 7.19 Listing of input file CROSS-M3.Dat

```
* CARD 1.1
* TITLE
  Crossing tunnels with clearance (MODELNO = 3)
* CARD 1.2
* MODELNO  IH  NSNODE  NSNEL  CMFAC
    3       0    1       1     1.0
* CARD 2.3.1
* XL    YB    YC    YT    ZL    tl    tu
  30.   20.   16.   20.   30.   3.0   3.0
* CARD 2.3.2
* NDRL   NDRU  NTBND  NTOPNL  NTOPNS
    2      2    20     14      14
* CARD 2.3.3
* NTLNODE
    9
* NODE  X       Y
    1   0.0      4.0
    2   2.828    2.828
    3   4.0      0.0
    4   2.828  -2.828
    5   0.0    -4.0
    6   1.531    3.7
    7   3.7      1.531
    8   3.7    -1.531
    9   1.531  -3.7
* CARD 2.3.3
* NTUNODE
    9
```

```
* NODE   Z        Y
    1   0.0      19.
    2   2.12     18.12
    3   3.0      16.
    4   2.12     13.88
    5   0.0      13.
    6   1.148    18.77
    7   2.77     17.148
    8   2.77     14.852
    9   1.148    13.23
* CARD 3.1
* NBOUND
    6
* CARD 3.2
* IBTYPE ID   IDF
    1     0    0
    6     1    2
* END OF DATA
```

Table 7.20 Listing of output file CROSS-M3.Tmp

```
* CARD 1.1
* TITLE
  Crossing tunnels with clearance (MODELNO = 3)
* CARD 1.2
* NBLOCK NBNODE NSNODE  NSNEL          CMFAC
      44    226      1      1     .10000E+01
* CARD 2.1
* NODE   X-COORDINATE   Y-COORDINATE   Z-COORDINATE
    1      .30000E+02     .36000E+02     .00000E+00
    2      .30000E+02     .29313E+02     .00000E+00
    3      .30000E+02     .22000E+02     .00000E+00
    4      .30000E+02     .19000E+02     .00000E+00
    5      .30000E+02     .16000E+02     .00000E+00
    6      .30000E+02     .13000E+02     .00000E+00
    7      .30000E+02     .10000E+02     .00000E+00
    8      .30000E+02     .49490E+01     .00000E+00
    9      .30000E+02     .00000E+00     .00000E+00
   10      .30000E+02    -.49490E+01     .00000E+00
   11      .30000E+02    -.12459E+02     .00000E+00
    -
  218      .49490E+01    -.20000E+02     .14792E+02
```

```
  223     .30000E+02     .49490E+01     .14792E+02
  224     .30000E+02     .00000E+00     .14792E+02
  225     .30000E+02    -.49490E+01     .14792E+02
  226     .30000E+02    -.20000E+02     .14792E+02
* ===========================================================
* CARD 3.1
  BLOCK  1
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
  171  151  152  173  120  113  114  122
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  213  164  165  215  170    0    0  172  119    0    0  121
* CARD 3.4.1
* NBOUND
    3
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      4    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
      1    3    3    6    0
* ===========================================================
* CARD 3.1
  BLOCK  2
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
  120  113  114  122   39   54   55   41
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
    0    0    0    0  119    0    0  121   38    0    0   40
* CARD 3.4.1
* NBOUND
    3
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      3    0    0
      4    0    0
  -
```

```
* ============================================================
* CARD 3.1
  BLOCK 43
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
  205  187  189  207   77  131  133   79
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  225  217  218  226  196  188  197  206  143  132  144   78
* CARD 3.4.1
* NBOUND
    4
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      2    0    0
      5    0    0
      7    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
     11    6    5    6    0
* ============================================================
* CARD 3.1
  BLOCK 44
* CARD 3.2
* ILAG
    0
* CARD 3.3
*  I1   I2   I3   I4   I5   I6   I7   I8
   77  131  133   79   10   34   36   12
*  M9  M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
    0    0    0    0  143  132  144   78   21   35   22   11
* CARD 3.4.1
* NBOUND
    4
* CARD 3.4.2
* IBTYPE  ID  IDF
      1    0    0
      3    0    0
      5    0    0
      7    0    0
* CARD 3.5
* MATNO  NDX  NDY  NDZ   IH
     11    6    5    3    0
* ============================================================
```

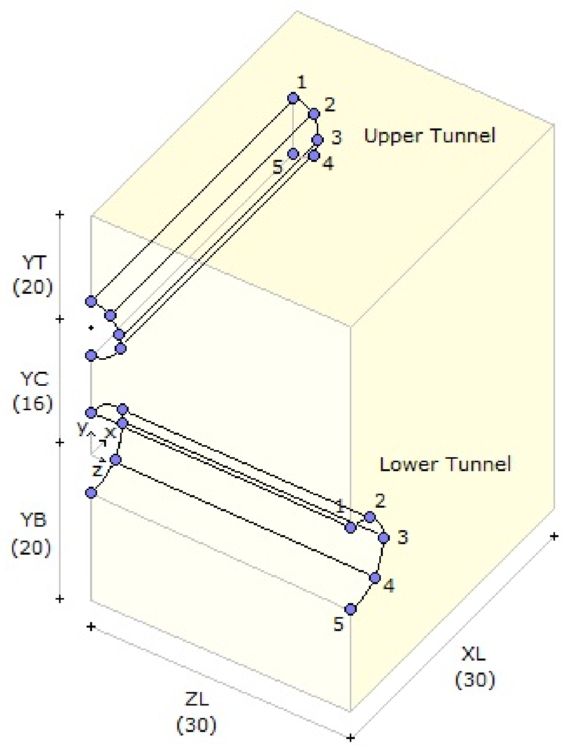


Figure 7.45 Schematic view of crossing tunnels for Model 3

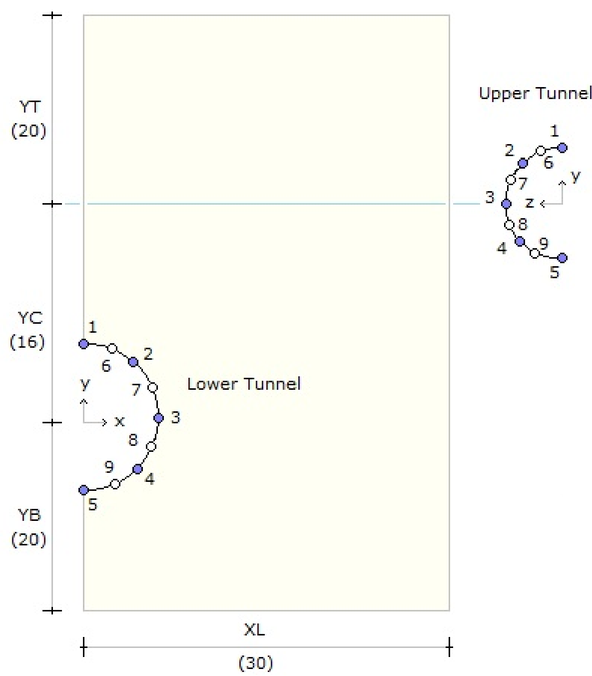


Figure 7.46 Tunnel shapes for Model 3

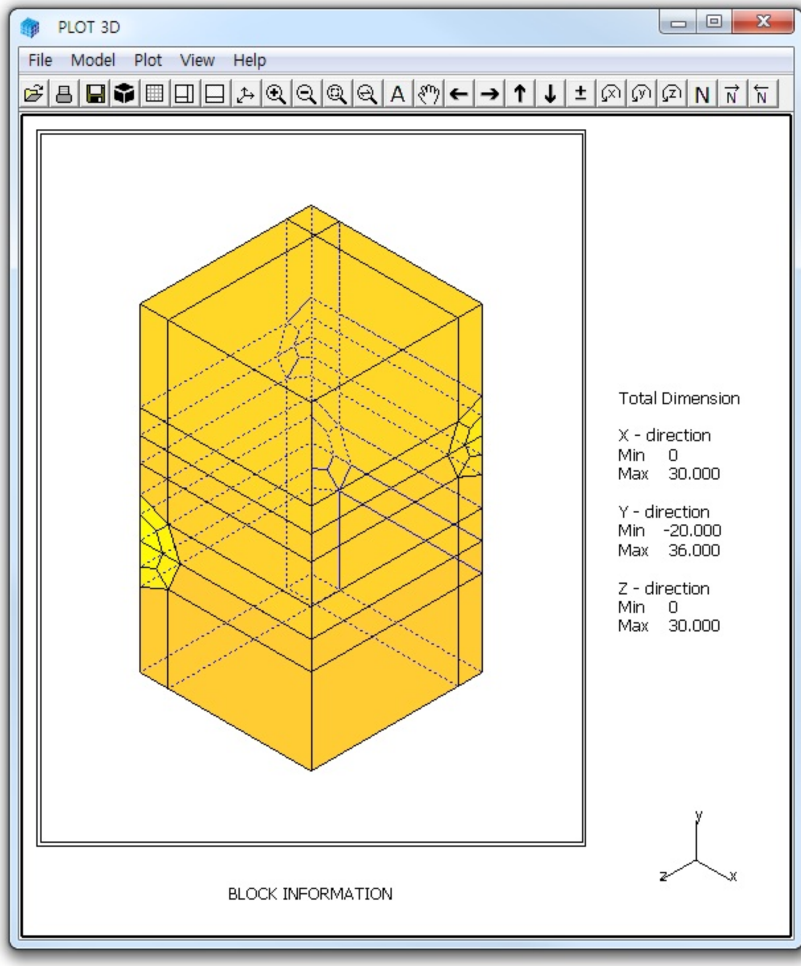


Figure 7.47 Block diagram for Model 3

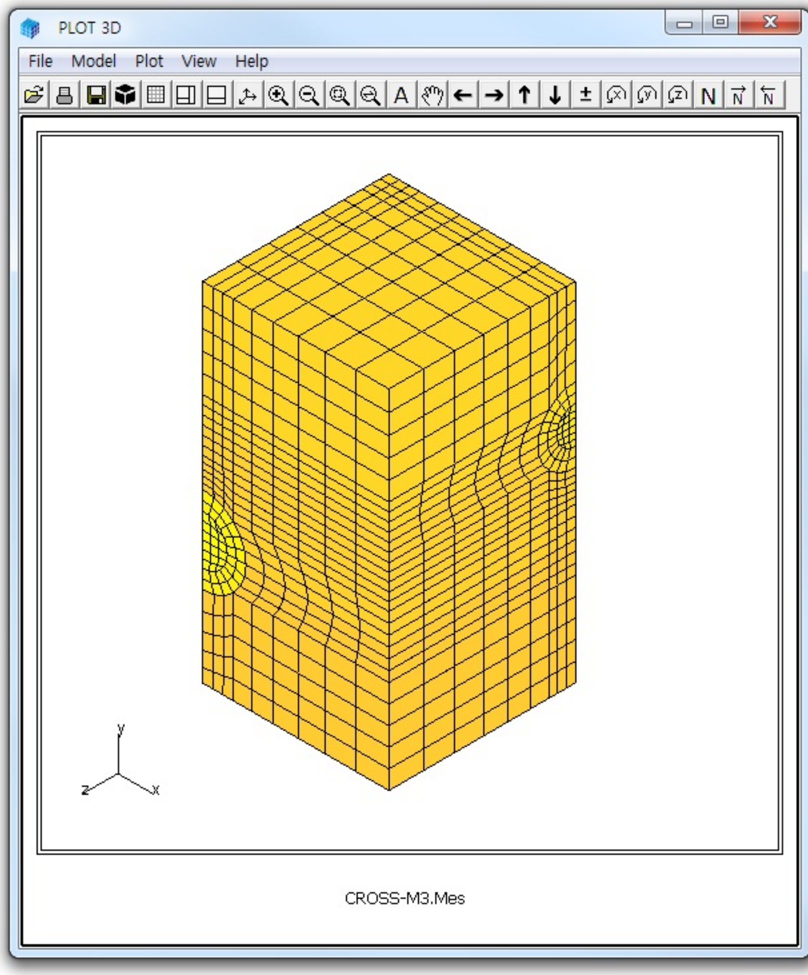


Figure 7.48 Generated finite element mesh for Model 3

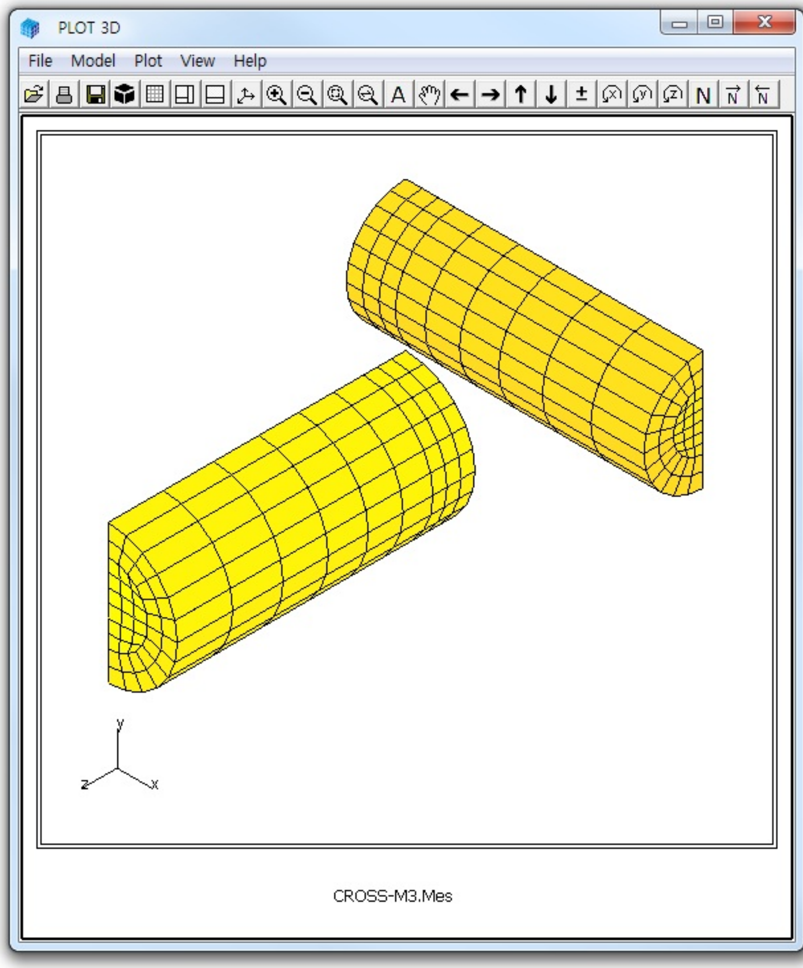


Figure 7.49 Generated mesh around tunnel core sections for Model 3

7.6 GEN-3D

GEN-3D is used to generate nodal coordinates, element indexes, boundary codes, external loads and transmitting boundaries in 3-dimensional coordinate system by extending typical 2-dimensional output from PRESMAP-2D, NATM-2D, CIRCLE-2D, or PRESMAP-GP. Input parameters of GEN-3D have been described in detail in Section 7.7 of User's Manual.

GEN-3D can be selected in the following order:

Run → Mesh Generator → PreSmap → Gen 3D

When you finish the execution of GEN-3D, select PLOT-3D to plot the generated mesh.

7.6.1 Example 1: 3-D Tunnel Mesh Generation

In Sections 7.1 and 8.1, a typical tunnel section having Core, Near-field, and Far-field regions has been constructed using PRESMAP-2D and ADDRGN-2D. Table 7.21 shows the listing of the file, Ex1-2D.Mes, containing this typical 2D section. Graphical output for this typical 2D section is presented in Figure 7.50.

In this example, we want to extend this typical 2D section in XY coordinate into 5 sections in Z coordinate using GEN-3D as schematically illustrated in Figure 7.51. The input file, Ex1.Dat in Table 7.22, has been prepared according to Section 7.7 of User's Manual.

Generated 3-dimensional finite element mesh is shown in Figures 7.52. The output file from GEN-3D contains nodal coordinates, element indexes, and boundary codes which are compatible to format of SMAP-3D Mesh File.

Table 7.21 Listing of typical 2D section Ex1-2D.Mes for Example 1

```
COMBINED REGION : Ex1-2D.Mes
NUMNP   NCONT   NBEAM   NTROSS
 506     464       0      0
NODAL COORDINATES
NODE  ID   IDF       XC          YC            T            CF
  1    0    0   .000000E+00   .474000E+01   .150000E+02   .000000E+00
  2    0    0   .684000E+00   .469500E+01   .150000E+02   .000000E+00
  3    0    0   .135600E+01   .456200E+01   .150000E+02   .000000E+00
  4    0    0   .200500E+01   .434100E+01   .150000E+02   .000000E+00
  5    0    0   .262000E+01   .403800E+01   .150000E+02   .000000E+00
  6    0    0   .319000E+01   .366000E+01   .150000E+02   .000000E+00
  7    0    0   .370500E+01   .320500E+01   .150000E+02   .000000E+00
  8    0    0   .000000E+00   .395000E+01   .150000E+02   .000000E+00
  9    0    0   .714000E+00   .384225E+01   .150000E+02   .000000E+00
 10    0    0   .142200E+01   .369050E+01   .150000E+02   .000000E+00
 11    0    0   .210460E+01   .349792E+01   .150000E+02   .000000E+00
  -
  -
494    0    0   .261500E+02  -.241500E+02   .150000E+02   .000000E+00
495    0    0   .320000E+02  -.241500E+02   .150000E+02   .000000E+00
496    0    0   .000000E+00  -.300000E+02   .150000E+02   .000000E+00
497    0    0   .233333E+01  -.300000E+02   .150000E+02   .000000E+00
498    0    0   .466667E+01  -.300000E+02   .150000E+02   .000000E+00
499    0    0   .700000E+01  -.300000E+02   .150000E+02   .000000E+00
500    0    0   .933333E+01  -.300000E+02   .150000E+02   .000000E+00
501    0    0   .116667E+02  -.300000E+02   .150000E+02   .000000E+00
502    0    0   .140000E+02  -.300000E+02   .150000E+02   .000000E+00
503    0    0   .171500E+02  -.300000E+02   .150000E+02   .000000E+00
504    0    0   .212000E+02  -.300000E+02   .150000E+02   .000000E+00
505    0    0   .261500E+02  -.300000E+02   .150000E+02   .000000E+00
506    0    0   .320000E+02  -.300000E+02   .150000E+02   .000000E+00
CONTINUUM ELEMENT INDEX
NEL      I      J      K      L  MATNO IDH
  1      2      1      8      9    4    0
  2      3      2      9     10    4    0
  3      4      3     10     11    4    0
  4      5      4     11     12    4    0
  5      6      5     12     13    4    0
  6      7      6     13     14    4    0
  -
  -
458    489    488    499    500    4    0
459    490    489    500    501    4    0
460    491    490    501    502    4    0
461    492    491    502    503    4    0
462    493    492    503    504    4    0
463    494    493    504    505    4    0
464    495    494    505    506    4    0
  0
```

Table 7.22 Listing of input file Ex1.Dat for Example 1

```
* CARD 1.1
* TITLE
  3-D TUNNEL MESH GENERATION
* CARD 1.2
* NBZ  NBNODE
   2     3
* CARD 1.3
* IBZ_base IBZ_front IBZ_back
   0        3         3
* CARD 2.1
* NODE   ZP     XP
   1     60.    0
   2     41.    0
   3      0.    0
* ===============================
* CARD 3.1
* BLNAME
  BLOCK1
* IBLNO
  1
* CARD 3.3
* I   J   LTYPE
  1   2   0
* CARD 3.4
* NDZ     ALPA
  2       0.4
* ===============================
* CARD 3.1
* BLNAME
  BLOCK2
* IBLNO
  2
* CARD 3.3
* I   J   LTYPE
  2   3   0
* CARD 3.4
* NDZ     ALPA
  3       0.4
* ===============================
* CARD 4.1
* ITRANB
  0
* END OF DATA
```

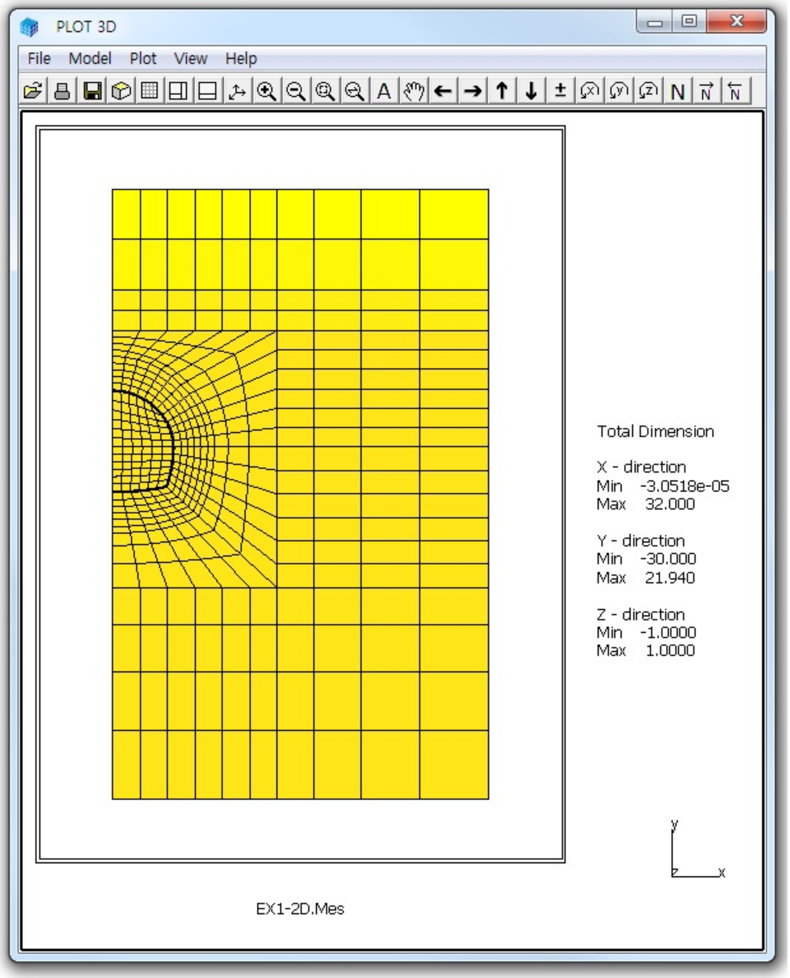
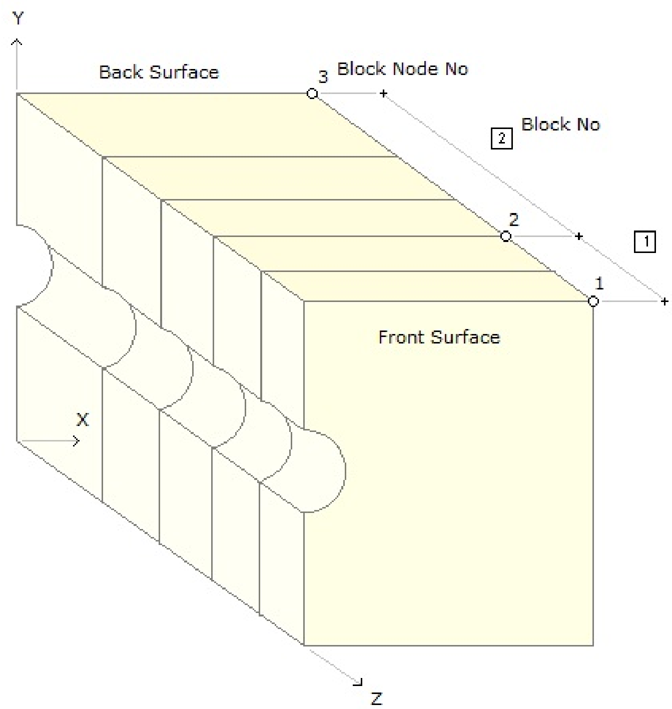


Figure 7.50 Finite element meshes representing typical 2D section



IPLANE = 0 (Input 2D section in X-Y plane)

For Block No 1, I = 1 J = 2 NDZ = 2 α = 0.4
For Block No 2, I = 2 J = 3 NDZ = 3 α = 0.4

Total Number of Blocks, NBZ = 2
Total Number of Block Nodes, NBNODE = 3

Figure 7.51 Schematic section view of 3D extension

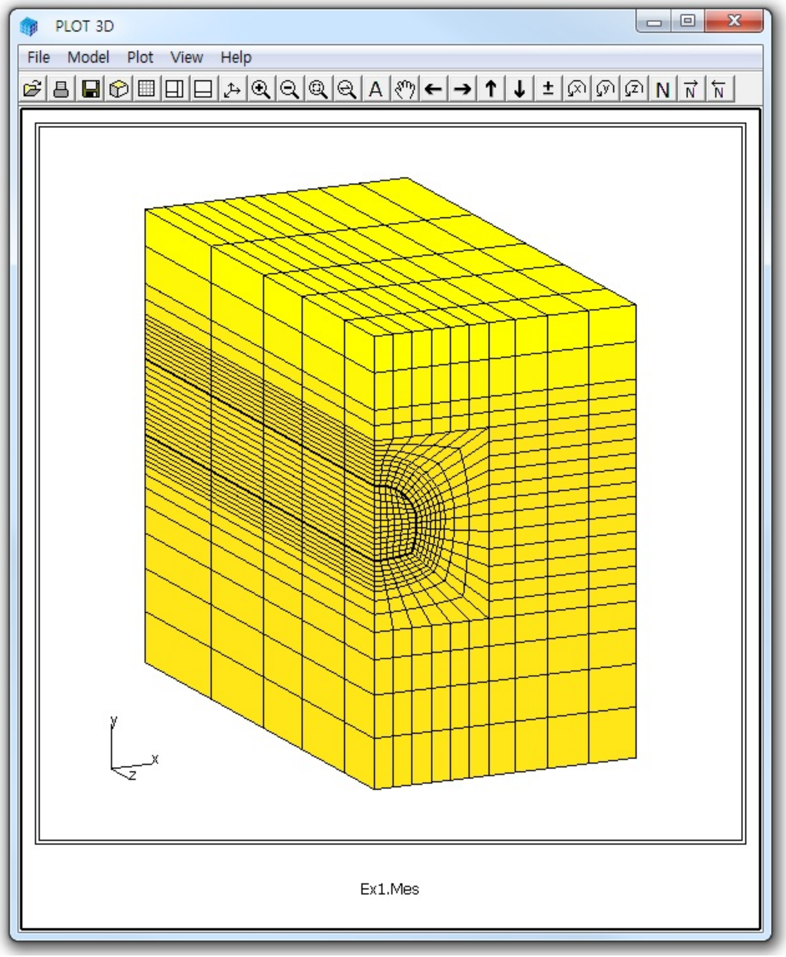


Figure 7.52 Generated 3D finite element mesh

7.6.2 Example 2: 3-D Curved Tunnel

Table 7.23 Listing of input file Ex2.Dat for Example 2

```
* CARD 1.1
* TITLE
  3-D CURVED TUNNEL
* CARD 1.2
* NBZ  NBNODE
   2     3
* CARD 1.3
* IBZ_base IBZ_front IBZ_back
   0        3         3
* CARD 2.1
* NODE   Zp      Xp
   1      0.0    16.30
   2     -6.238  15.06
   3     -42.60  0.00
*================================
* CARD 3.1
* BLNAME
  BLOCK1
* IBLNO
  1
* I   J   LTYPE
  1   2   1
* CARD 3.4
* NDZ,    ALPA
  4       0.5
* CARD 3.5
* Zo      Xo     R      Tb     Te
  0.0     0.0    16.3   0.0    22.5
*================================
* BLNAME
  BLOCK2
* IBLNO
  2
* I   J   LTYPE
  2   3   0
* NDZ     ALPA
  8       0.3
*================================
* CARD 4.1
* ITRANB
  0
* END OF DATA
```

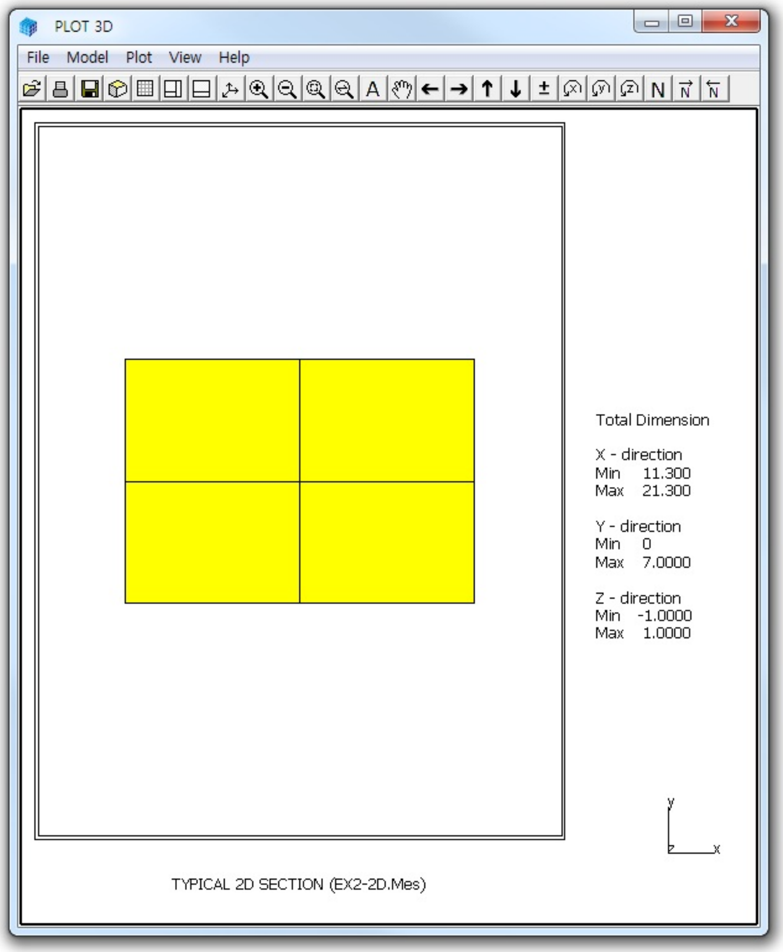


Figure 7.53 Typical 2D section for Example 2

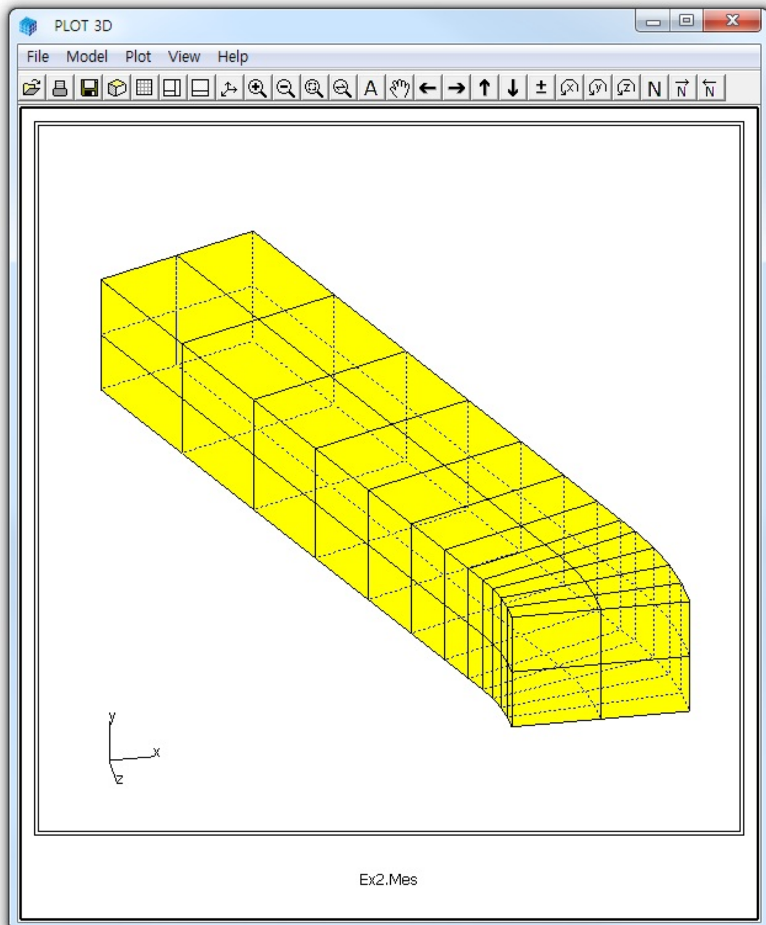


Figure 7.54 Generated 3D mesh for Example 2

7.6.3 Example 3: 3-D Tunnel with Prism Elements

Table 7.24 Listing of input file Ex3.Dat for Example 3

```
* CARD 1.1
* TITLE
  3-D TUNNEL WITH PRISM ELEMENTS
* CARD 1.2
* NBZ  NBNODE
   2     3
* CARD 1.3
* IBZ_base IBZ_front IBZ_back
   0        3         3
* CARD 2.1
* NODE   Zp     Xp
   1     0.0    16.30
   2    -6.238  15.06
   3    -42.60  0.00
*================================
* CARD 3.1
* BLNAME
  BLOCK1
* IBLNO
  1
* I   J   LTYPE
  1   2   1
* CARD 3.4
* NDZ,    ALPA
  4       0.5
* CARD 3.5
* Zo      Xo    R     Tb    Te
  0.0     0.0   16.3  0.0   22.5
*================================
* BLNAME
  BLOCK2
* IBLNO
  2
* I   J   LTYPE
  2   3   0
* NDZ     ALPA
  8       0.3
*================================
* CARD 4.1
* ITRANB
  0
* END OF DATA
```

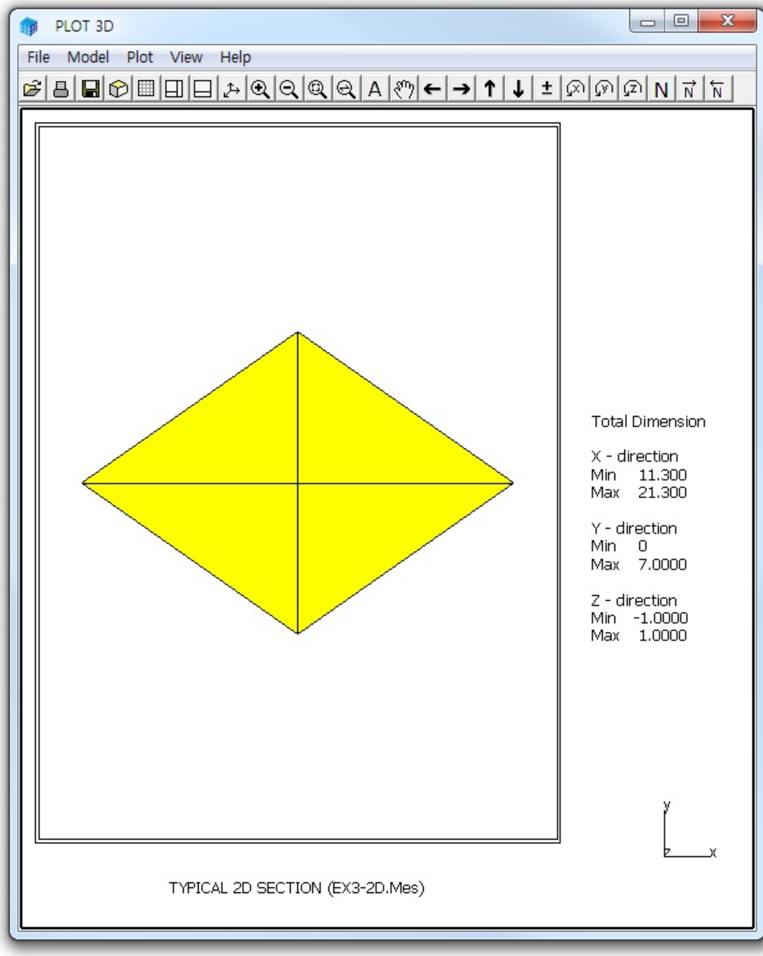


Figure 7.55 Typical 2D section for Example 3

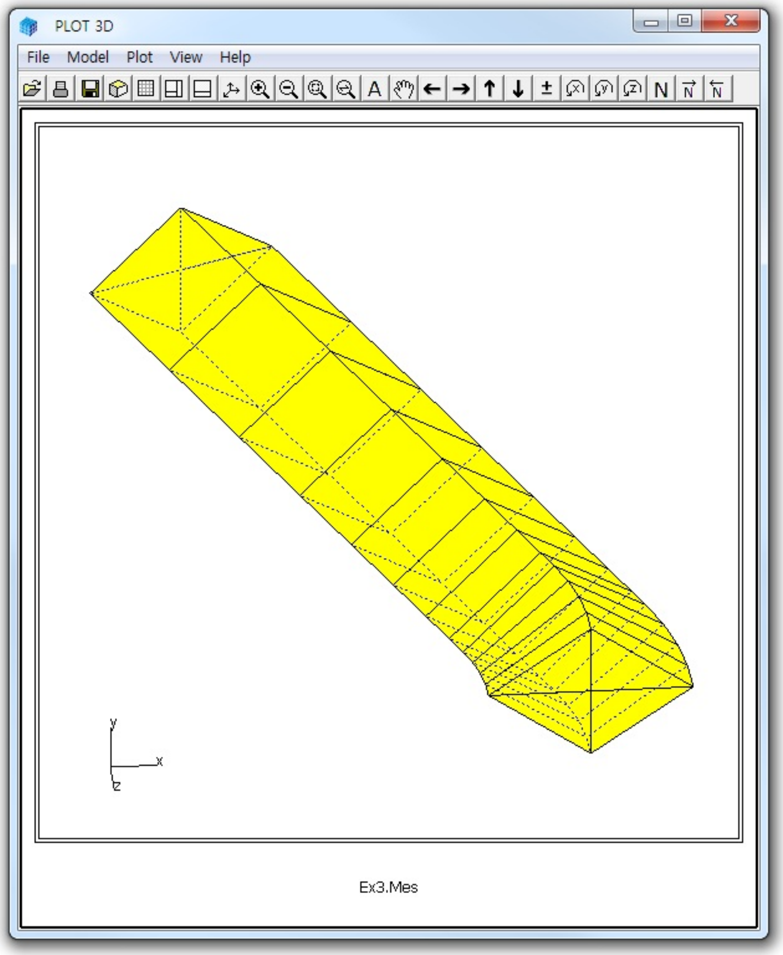


Figure 7.56 Generated 3D mesh for Example 3

7.6.4 Example 4: 3-D Pile Foundation

Table 7.25 Listing of input file Ex4.Dat for Example 4

```
* CARD 1.1
* TITLE
  3-D PILE FOUNDATION
* CARD 1.2
* NBZ  NBNODE  NSNODE  NSNEL  IBOUND  IPLANE  ICLOSE  CMFAC
   5     6       1       1       0       2      0       1.0
* IBZ_base IBZ_front IBZ_back
   0        3         3
* CARD 2.1
* NODE   Zp      Xp
   1     20.00   0
   2     19.50   0
   3     12.50   0
   4     12.25   0
   5     12.00   0
   6      0.00   0
*=======================================
* CARD 3.1
* BLNAME
  BLOCK1
* IBLNO
  1
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT
  1   2   0       0      0       0
* CARD 3.4
* NDZ     ALPA  MC1  MC2  MC3  MB   MT
   1      0.5   -1   -4   -5    0    0
*=======================================
* CARD 3.1
* BLNAME
  BLOCK2
* IBLNO
  2
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT
  2   3   0       0      0       0
* CARD 3.4
* NDZ     ALPA  MC1  MC2  MC3  MB   MT
   14     0.5    0    0    0    0    0
*=======================================
```

```
* CARD 3.1
* BLNAME
  BLOCK3
* IBLNO
  3
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT
  3   4   0       1      0       0
* CARD 3.4
* NDZ      ALPA  MC1  MC2  MC3  MB   MT
   1       0.5    3    4    5    0    0
*=======================================
* CARD 3.1
* BLNAME
  BLOCK4
* IBLNO
  4
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT
  4   5   0       1      0       0
* CARD 3.4
* NDZ      ALPA  MC1  MC2  MC3  MB   MT
   1       0.5    3    4    0    0    0
*=======================================
* CARD 3.1
* BLNAME
  BLOCK5
* IBLNO
  5
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT
  5   6   0       6      0       0
* CARD 3.4
* NDZ      ALPA  MC1  MC2  MC3  MB   MT
   8       0.3   -3   -5    0    0    0
*=======================================
* CARD 4.1
* ITRANB
  0
* END OF DATA
```

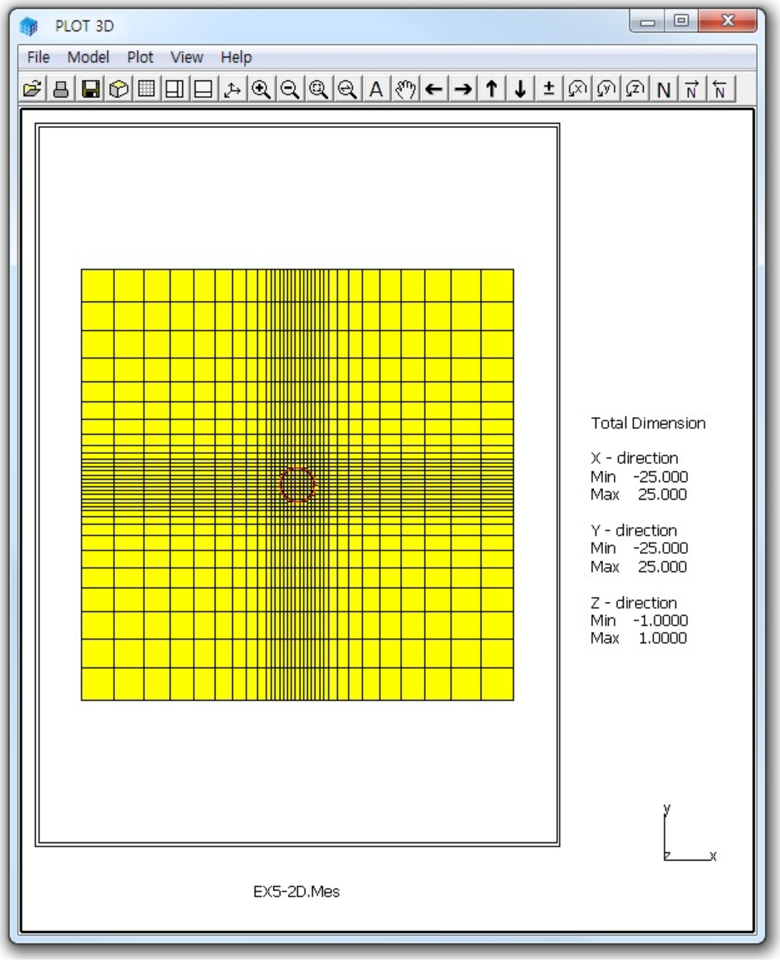


Figure 7.57 Typical 2D section for Example 4

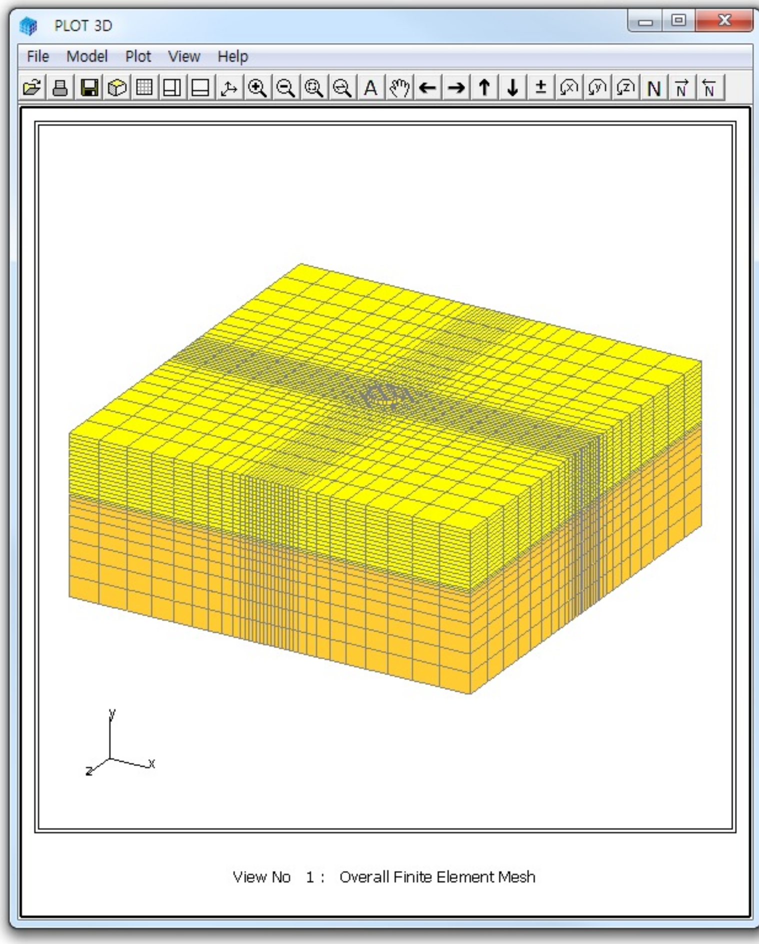


Figure 7.58 Generated 3D mesh for Example 4

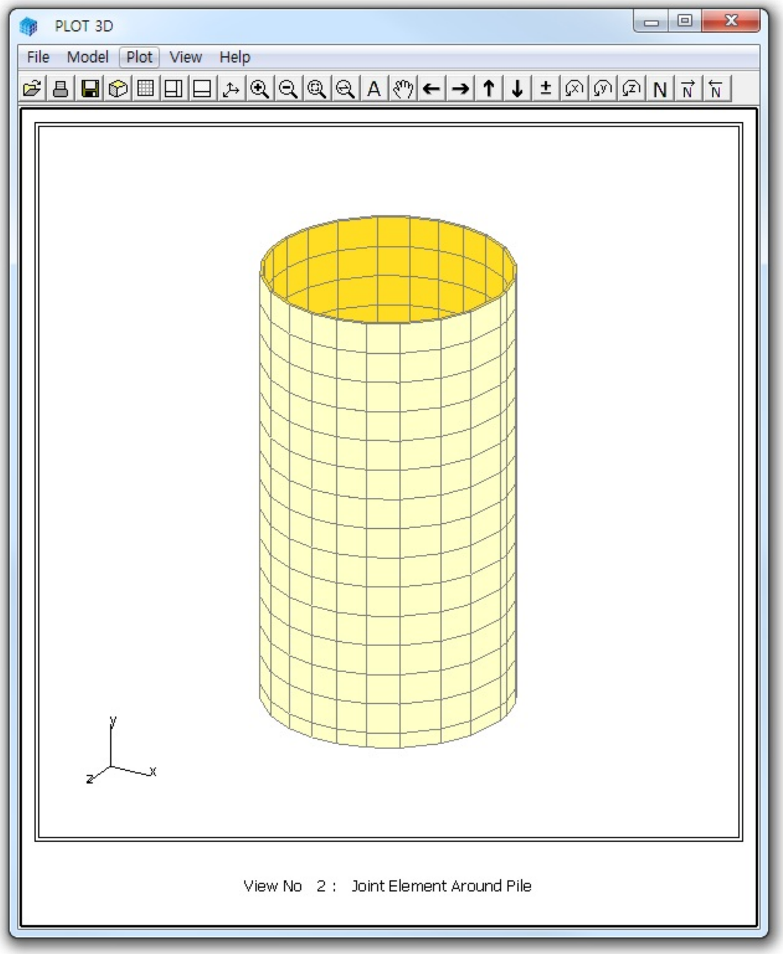


Figure 7.59 Generated joint element for Example 4

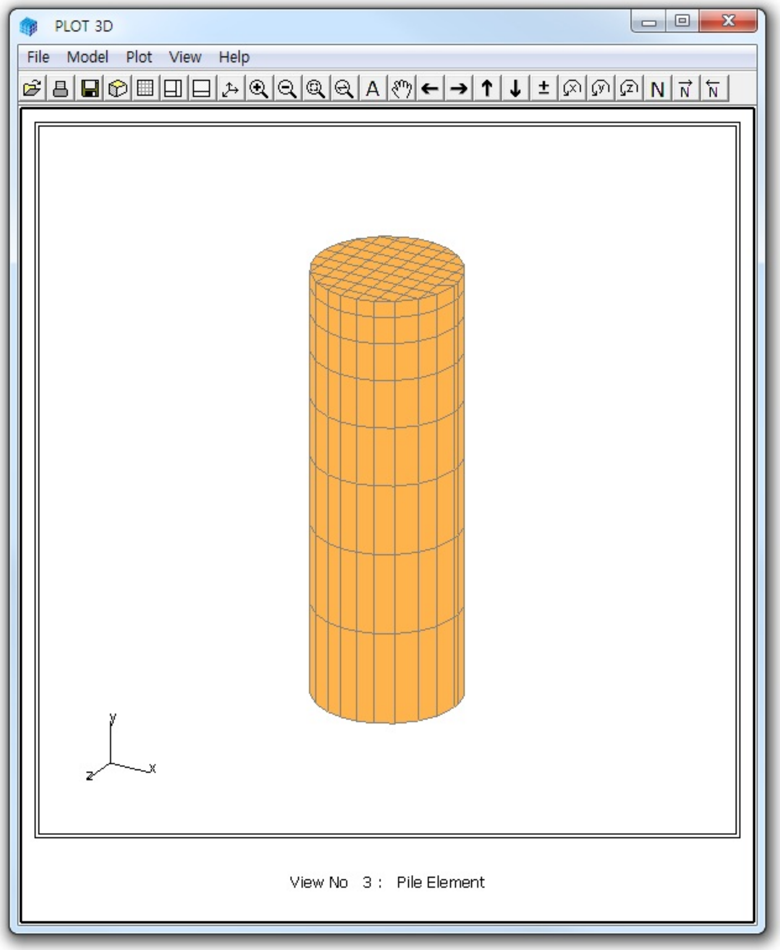


Figure 7.60 Generated pile element for Example 4

7.6.5 Example 5: Pile Foundation Using CIRCLE-2D

Table 7.26 Listing of input file Ex5.Dat for Example 5

```
* CARD 1.1
* TITLE
  PILE FOUNDATION USING CIRCLE-2D (CIR2F_QT.MES)
* CARD 1.2
* NBZ  NBNODE  NSNODE  NSNEL  IBOUND  IPLANE  ICLOSE  CMFAC
   5     6       1       1       0       2      0       1.0
* IBZ_base IBZ_front IBZ_back
   0        3         3
* CARD 2.1
* NODE   Zp      Xp
   1     20.00   0
   2     19.50   0
   3     12.50   0
   4     12.25   0
   5     12.00   0
   6      0.00   0
*==============================================================
* CARD 3.1
* BLNAME
  BLOCK1
* IBLNO
  1
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT  NIXCH
  1   2   0       0      0       0      2
* CARD 3.4
* NDZ     ALPA  MC1  MC2  MC3  MB   MT
   1      0.5   -1   -5    0    0    0
* CARD 3.6
* MATNO   NEWNO  NI1  NI2  NI3  NI4  NI5   NI6   NI7   NI8
   3      2
   4      3
*==============================================================
```

```
* CARD 3.1
* BLNAME
  BLOCK2
* IBLNO
  2
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT  NIXCH
  2   3   0       0      0      0      3
* CARD 3.4
* NDZ     ALPA  MC1   MC2   MC3   MB    MT
   14     0.5    0     0     0     0     0
* CARD 3.6
* MATNO   NEWNO  NI1   NI2   NI3   NI4   NI5   NI6   NI7   NI8
   1      8
   3      2
   5      5
*==============================================================
* CARD 3.1
* BLNAME
  BLOCK3
* IBLNO
  3
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT  NIXCH
  3   4   0       0      0      0      4
* CARD 3.4
* NDZ     ALPA  MC1   MC2   MC3   MB    MT
   1      0.5    0     0     0     0     0
* CARD 3.6
* MATNO   NEWNO  NI1   NI2   NI3   NI4   NI5   NI6   NI7   NI8
   1      9      0     0     0     0     1010  1010  1010  1010
   3      2      0     0     0     0     0     0     0     0
   4      4      0     0     0     0     1010  1010  0     0
   5      6      0     0     0     0     1010  1010  1010  1010
*==============================================================
```

```
* CARD 3.1
* BLNAME
  BLOCK4
* IBLNO
  4
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT  NIXCH
  4   5   0        0      0      0      2
* CARD 3.4
* NDZ     ALPA  MC1  MC2  MC3  MB   MT
   1      0.5   -1   -4   -5    0    0
* CARD 3.6
* MATNO   NEWNO  NI1  NI2  NI3  NI4  NI5   NI6   NI7   NI8
   2      -1
   3      -1     0    0    0    0    25    25    0     0
*==============================================================
* CARD 3.1
* BLNAME
  BLOCK5
* IBLNO
  5
* CARD 3.3
* I   J   LTYPE  IMATC  IMATB  IMATT  NIXCH
  5   6   0       0       0      0      2
* CARD 3.4
* NDZ     ALPA  MC1  MC2  MC3  MB   MT
   8      0.3   -2   -3   -4    0    0
* CARD 3.6
* MATNO   NEWNO  NI1  NI2  NI3  NI4  NI5   NI6   NI7   NI8
   1      7
   5      7
*==============================================================
* CARD 4.1
* ITRANB
  0
* END OF DATA
```

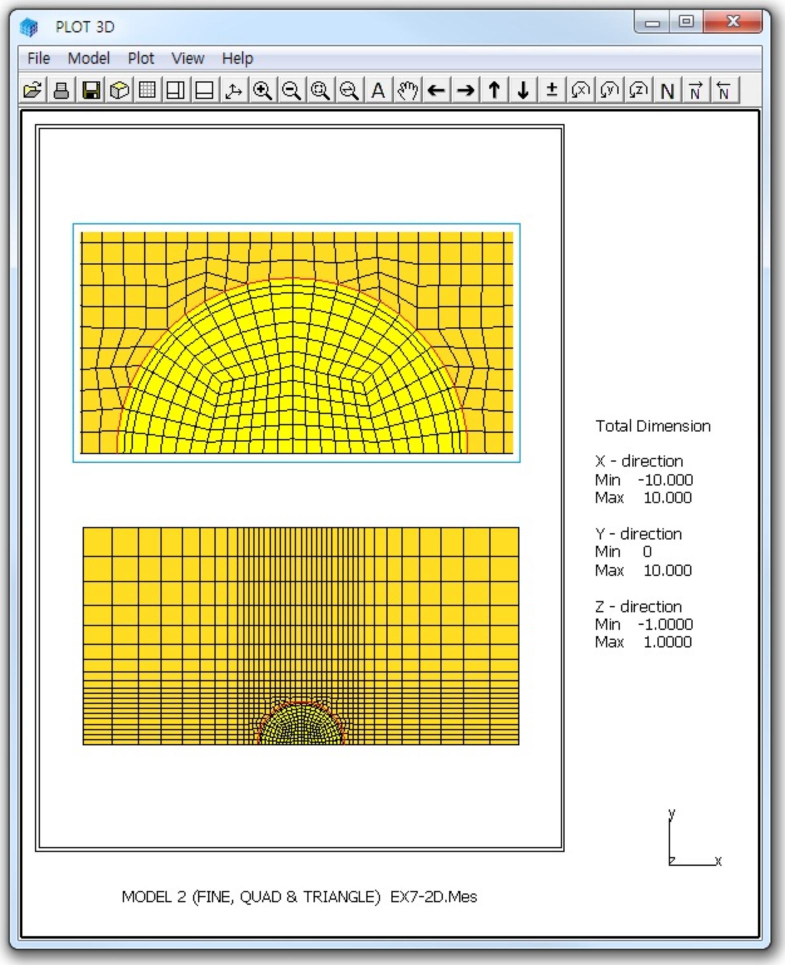


Figure 7.61 Typical 2D section for Example 5

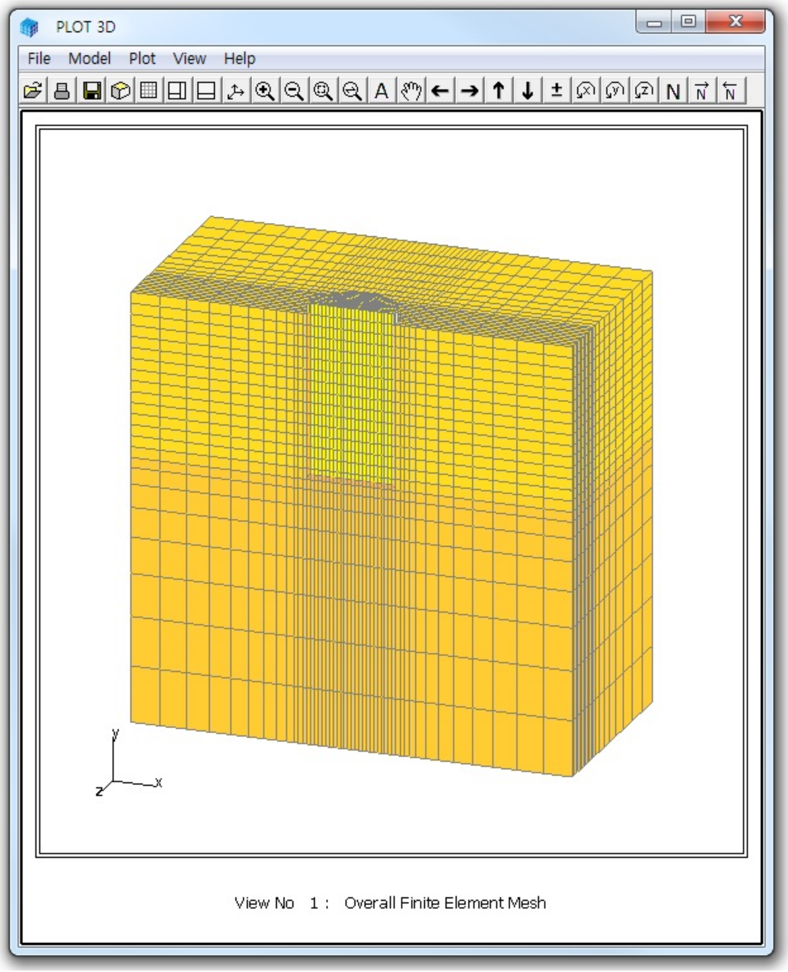


Figure 7.62 Generated 3D mesh for Example 5

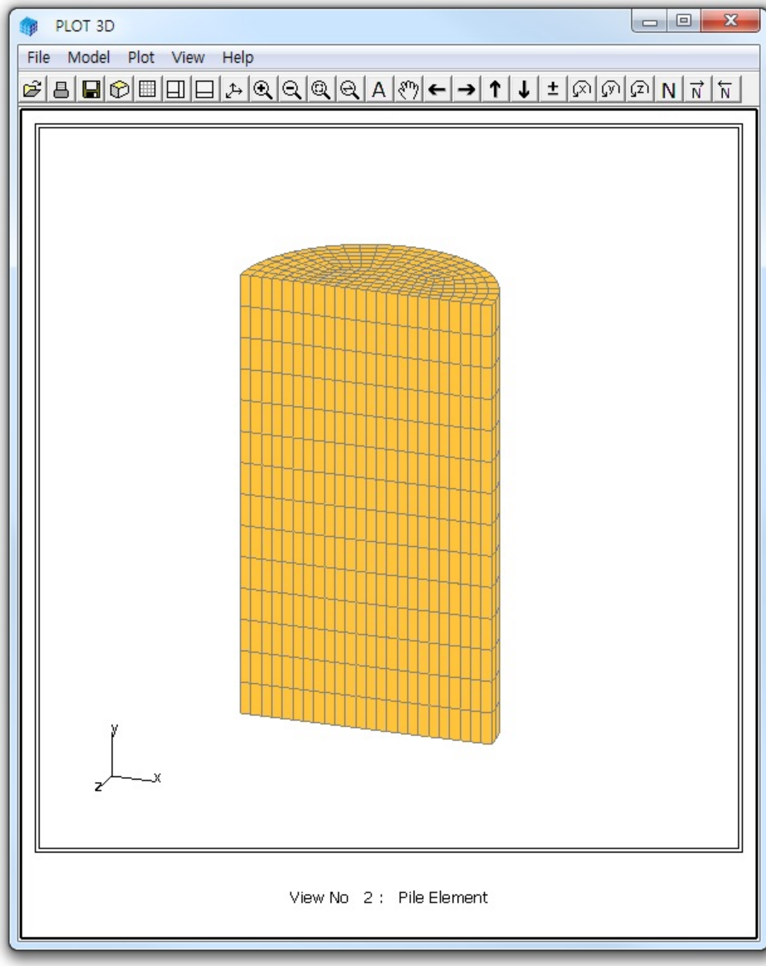


Figure 7.63 Generated pile element for Example 5

7.7 PRESMAP-GP

PRESMAP-GP is the general purpose pre-processor which can be used to generate coordinates, element indexes, and boundary codes of various geometries modeled by truss, beam, shell or continuum elements. Input parameters of PRESMAP-GP have been described in detail in Section 7.9 of User's Manual.

Input file for PRESMAP-GP is also called block mesh file which can be generated or modified by Block Mesh Generator described in Section 6 of User's Manual.

PRESMAP-GP can be selected in the following order.

Run → Mesh Generator → PreSmap → Presmap GP

When you finish the execution of PRESMAP-GP, select PLOT-3D to plot the generated mesh.

7.7.1 Example 1: 3-D Line/Surface/Volume Blocks

Example 1 shows you how Beam, Shell and Continuum elements are generated using various types of blocks. There are a total of 5 blocks consisting of a line block, a triangle surface block, and a quad surface block, a prism volume block, and a hexahedron volume block. Detailed block information is listed in Table 7.27.

Input block meshes and generated finite element meshes are presented in the following order:

Input Block Meshes
Figure 7.64 Node and block numbers
Figure 7.65 Block numbers for line and surface blocks
Figure 7.66 Material numbers for line and surface blocks
Figure 7.67 Block numbers for volume blocks
Figure 7.68 Material numbers for volume blocks
Figure 7.69 Heat flow boundary codes
Figure 7.70 Function time history numbers
Figure 7.71 Initial temperatures

Generated Finite Element Meshes

Table 7.27 Listing of input file EX1.Meb

```
StartPresmap
VersionNo = 7.000
* CARD 1.1
* TITLE
  3-D LINE/SURFACE/VOLUME ELEMENT GENERATION
* CARD 1.2
* NBLOCK    NBNODE    NSNODE    NSNEL     IGBND     ISMAP     CMFAC    ICOMP
  5         12        1         1         0         -3        1.000    1
*======================================================================
* CARD 1.3
* Global Outer Surface Boundary
* X - Right Boundary
* ITG       IDF             T               CF
  2         7               7.000000E-001   7.700000E+000
* X - Left Boundary
* ITG       IDF             T               CF
  0         0               0.000000E+000   0.000000E+000
* Y - Top Boundary
* ITG       IDF             T               CF
  0         0               0.000000E+000   0.000000E+000
* Y - Bottom Boundary
* ITG       IDF             T               CF
  0         0               0.000000E+000   0.000000E+000
* Z - Front Boundary
* ITG       IDF             T               CF
  0         0               0.000000E+000   0.000000E+000
* Z - Back Boundary
* ITG       IDF             T               CF
  0         0               0.000000E+000   0.000000E+000
*======================================================================
```

```
* CARD 1.4
* Automatic Finite Element Generation Control Parameters
* Min Length    Max Element
  1.000         10000
*======================================================================
* CARD 2.1
* NODE  X        Y        Z
  1     4.0      6.5      0.0
  2     0.0      2.0      0.0
  3     5.9      0.8      0.0
  4     7.0      7.0      0.0
  5     7.0      1.0      0.0
  6     5.72     3.87     0.0
  7     4.0      6.5     -1.0
  8     0.0      2.0     -1.0
  9     5.9      0.8     -1.0
 10     7.0      7.0     -1.0
 11     7.0      1.0     -1.0
 12     5.72     3.87    -1.0
*======================================================================
StartBlock
  1
* CARD 3.1
* BLNAME
  BLOCK 1
* CARD 3.2
* ICOORD IMODE  ILAG
  1      0      0
* CARD 3.3
* I1     I2
  1      3
* M3
  0
* M4
  0
* M5     M6     M7
  0      0      0
* CARD 3.4.1
* NBOUND
  1
* CARD 3.4.2
* IBTYPE ID     IDF    T               CF
  1      1      8      8.000000E-001   8.800000E+000
* CARD 3.5
* MATNO  NDX
  1      4
EndBlock
```

```
*========================================================================
StartBlock
* CARD 3.0
* IBETYPE
  -2
* CARD 3.1
* BLNAME
  BLOCK 2
* CARD 3.2
* ICOORD IMODE  ILAG
  1      0      1
* CARD 3.3
* I1     I2     I3
  1      2      3
* M4     M5     M6
  0      0      0
* M7
  0
* M8     M9     M10
  0      0      0
* CARD 3.4.1
* NBOUND
  1
* CARD 3.4.2
* IBTYPE ID     IDF   T               CF
  1      1      8     8.000000E-001   8.800000E+000
* CARD 3.5
* MATNO  NDXY
  4      4
* IDH
  0
EndBlock
*========================================================================
StartBlock
* CARD 3.0
* IBETYPE
  2
* CARD 3.1
* BLNAME
  BLOCK 3
* CARD 3.2
* ICOORD IMODE  ILAG
  1      0      1
* CARD 3.3
* I1     I2     I3     I4
  4      1      3      5
```

```
* M5     M6     M7     M8
  0      0      0      0
* M9
  0
* M10    M11    M12
  0      0      0
* CARD 3.4.1
* NBOUND
  1
* CARD 3.4.2
* IBTYPE ID     IDF    T               CF
  1      1      8      8.000000E-001   8.800000E+000
* CARD 3.5
* MATNO  NDX    NDY
  2      1      4
* NT1    NT2    NT3    NT4
  0      0      0      0
* MAT1   MAT2   MAT3   MAT4
  0      0      0      0
* IDH
  0
EndBlock
*======================================================================
StartBlock
* CARD 3.0
* IBETYPE
  -3
* CARD 3.1
* BLNAME
  BLOCK 4
* CARD 3.2
* ICOORD IMODE  ILAG
  1      0      1
* CARD 3.3
* I1   I2   I3   I4   I5   I6
  1    2    3    7    8    9
* M7   M8   M9   M10  M11  M12  M13  M14  M15  M16  M17
  0    0    0    0    0    0    0    0    0    0    0
* M18  M19  M20  M21
  0    0    0    0
* M22  M23  M24
  0    0    0
* CARD 3.4.1
* NBOUND
  1
* CARD 3.4.2
* IBTYPE ID    IDF  T               CF
  1      1     8    8.000000E-001   8.800000E+000
```

```
* CARD 3.5
* MATNO  NDXY   NDZ    IDH
  1      4      1      0
EndBlock
*=======================================================================
StartBlock
* CARD 3.0
* IBETYPE
  3
* CARD 3.1
* BLNAME
  BLOCK 5
* CARD 3.2
* ICOORD IMODE  ILAG
  1      0      1
* CARD 3.3
* I1   I2   I3   I4   I5   I6   I7   I8
  4    1    3    5    10   7    9    11
* M9   M10  M11  M12  M13  M14  M15  M16  M17  M18  M19  M20
  0    0    0    0    0    0    0    0    0    0    0    0
* M21  M22  M23  M24  M25  M26  M27
  0    0    0    0    0    0    0
* M28  M29  M30
  0    0    0
* CARD 3.4.1
* NBOUND
  1
* CARD 3.4.2
* IBTYPE ID     IDF    T               CF
  1      1      8      8.000000E-001   8.800000E+000
* CARD 3.5
* MATNO  NDX    NDY    NDZ    IDH
  3      1      4      1      0
* NT1    NT2    NT3    NT4
  0      0      0      0
* MAT1   MAT2   MAT3   MAT4
  0      0      0      0
EndBlock
*=======================================================================
EndOfLastBlock
```

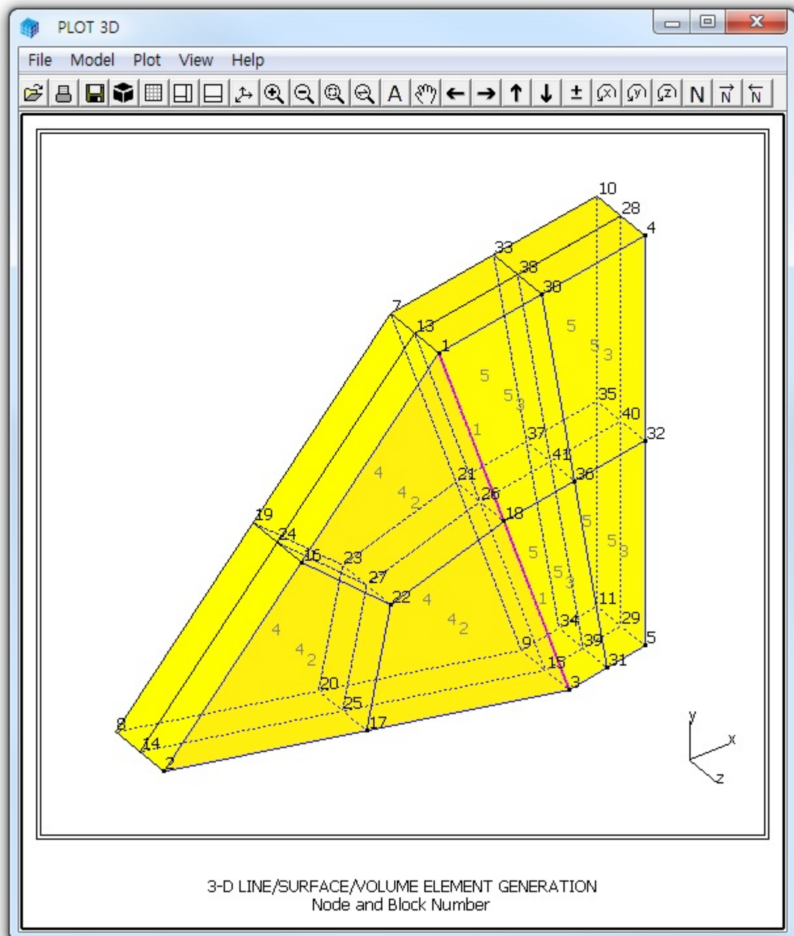


Figure 7.64 Node and block numbers for Example 1

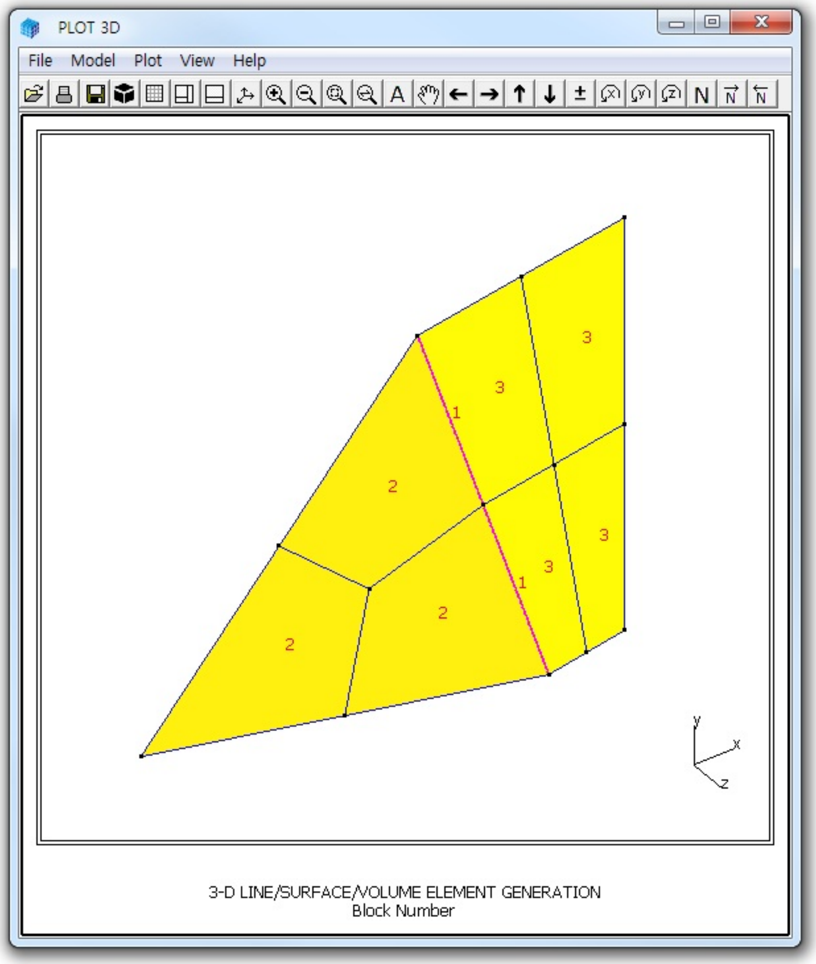


Figure 7.65 Block numbers for line and surface blocks

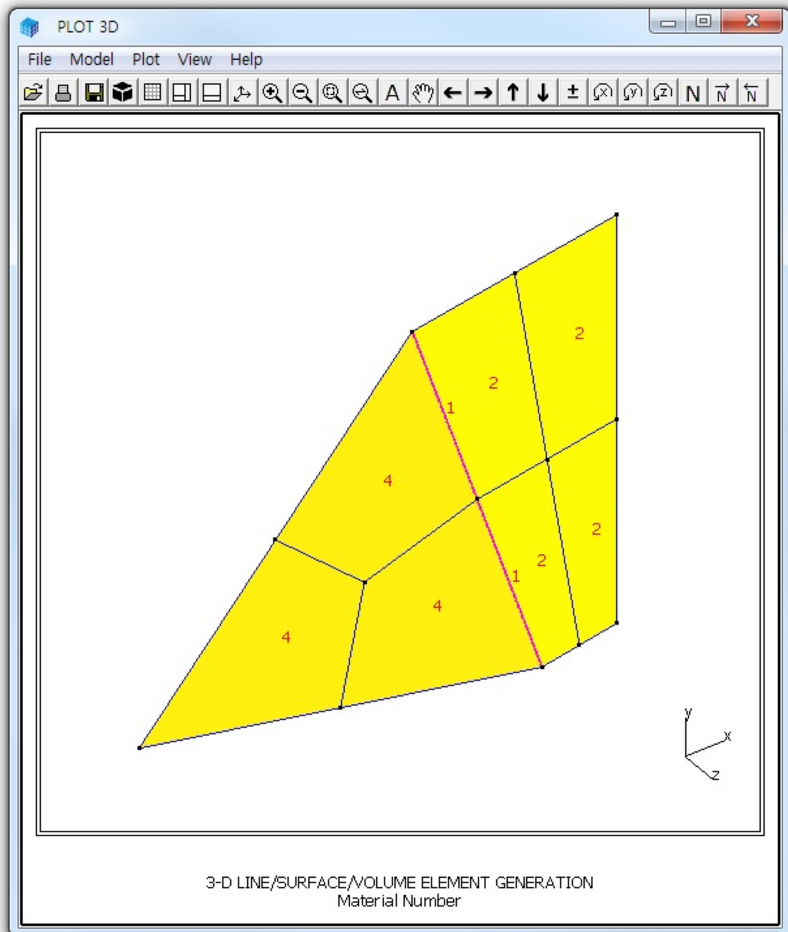


Figure 7.66 Material numbers for line and surface blocks

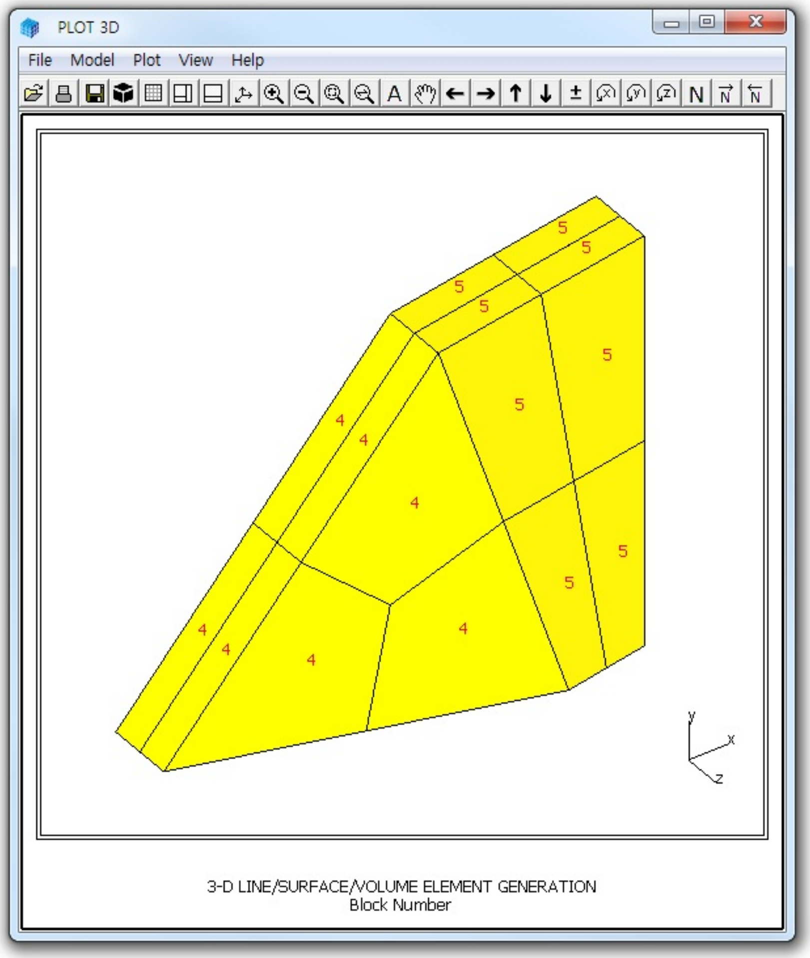


Figure 7.67 Block numbers for volume blocks

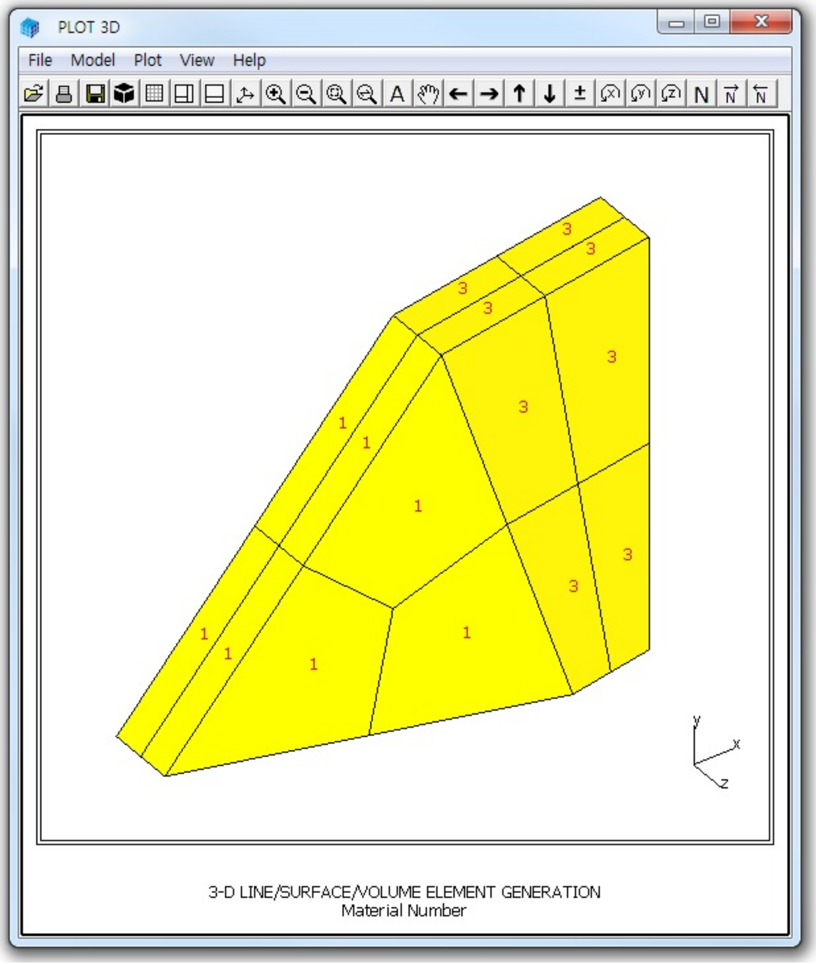


Figure 7.68 Material numbers for volume blocks

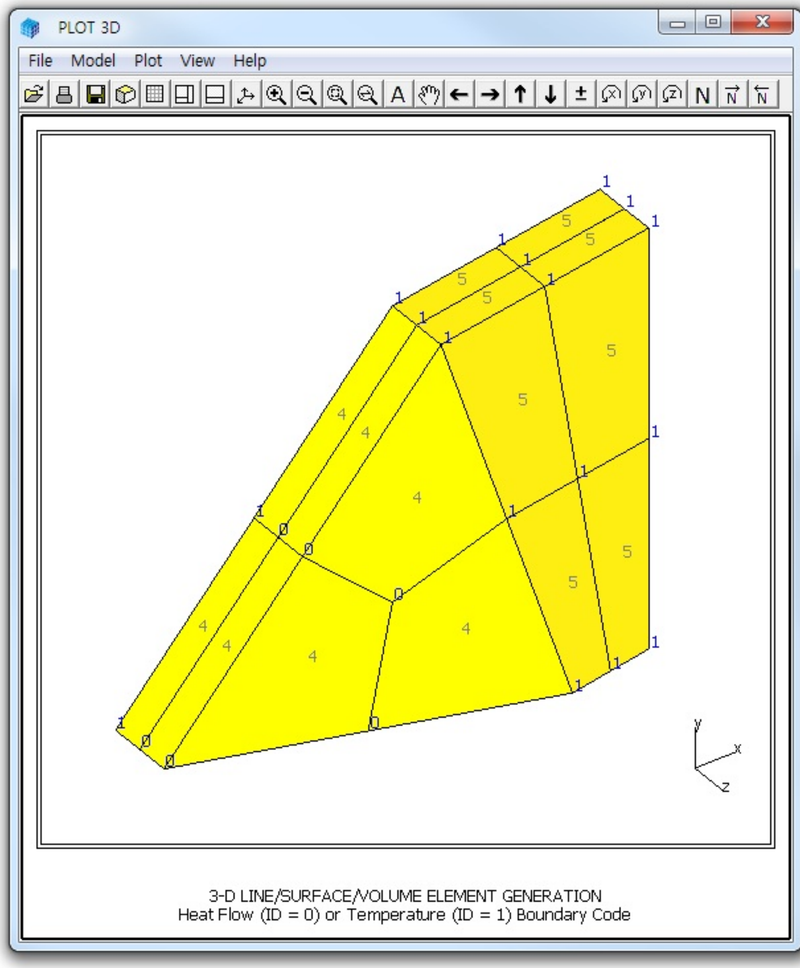


Figure 7.69 Heat flow boundary codes

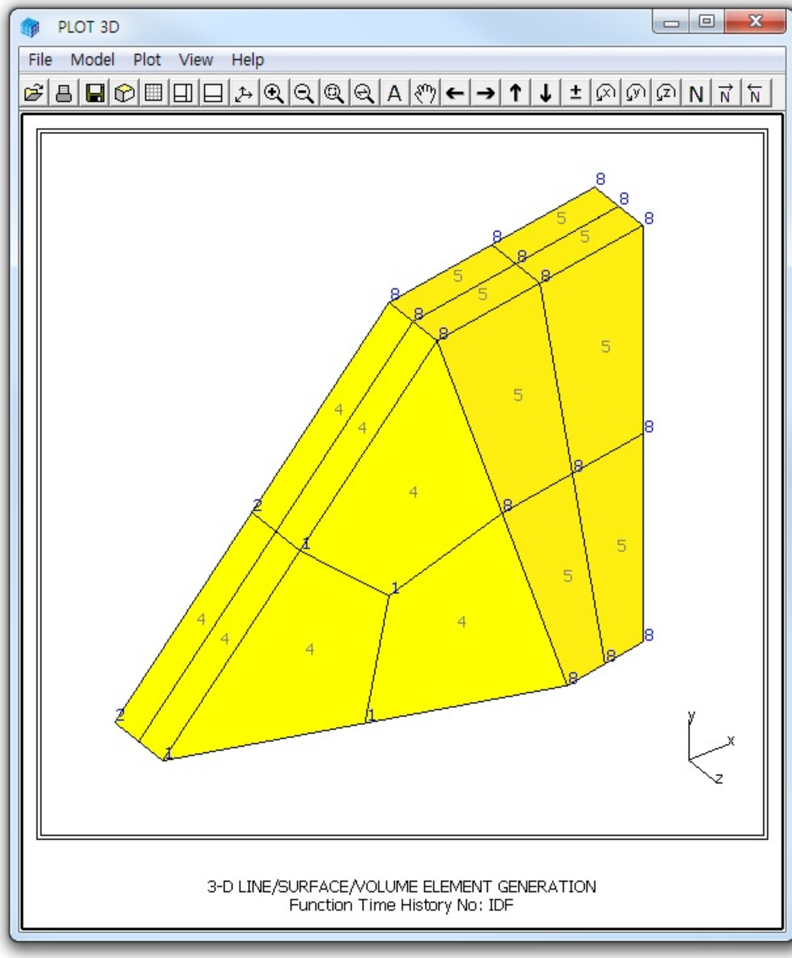


Figure 7.70 Function time history numbers

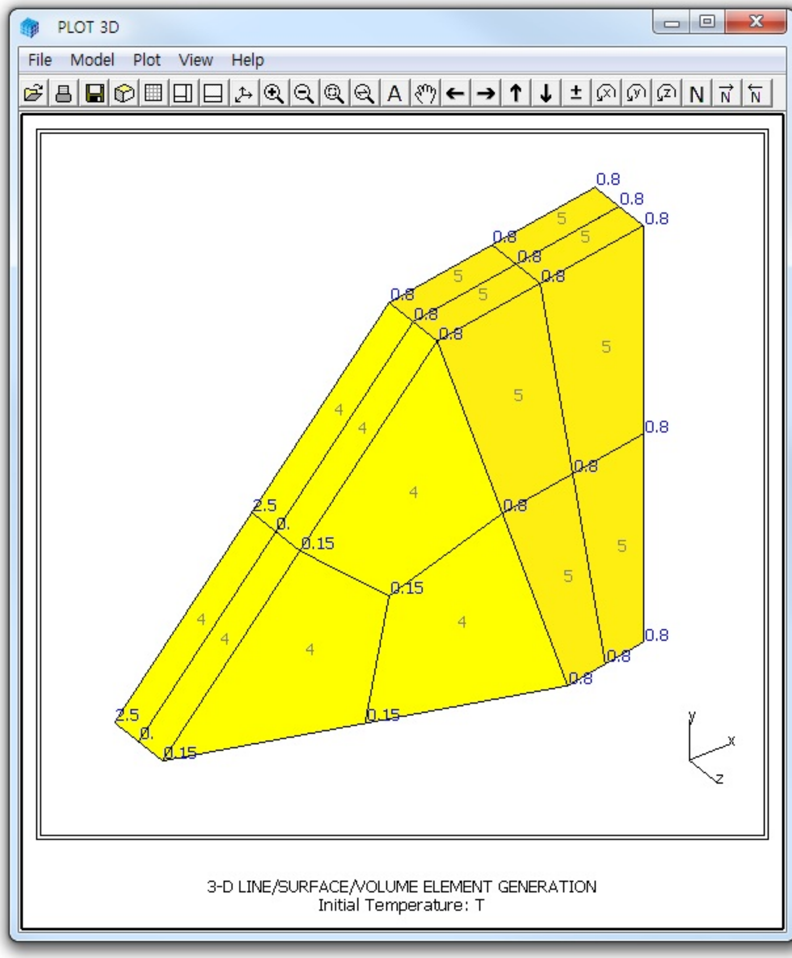


Figure 7.71 Initial temperatures

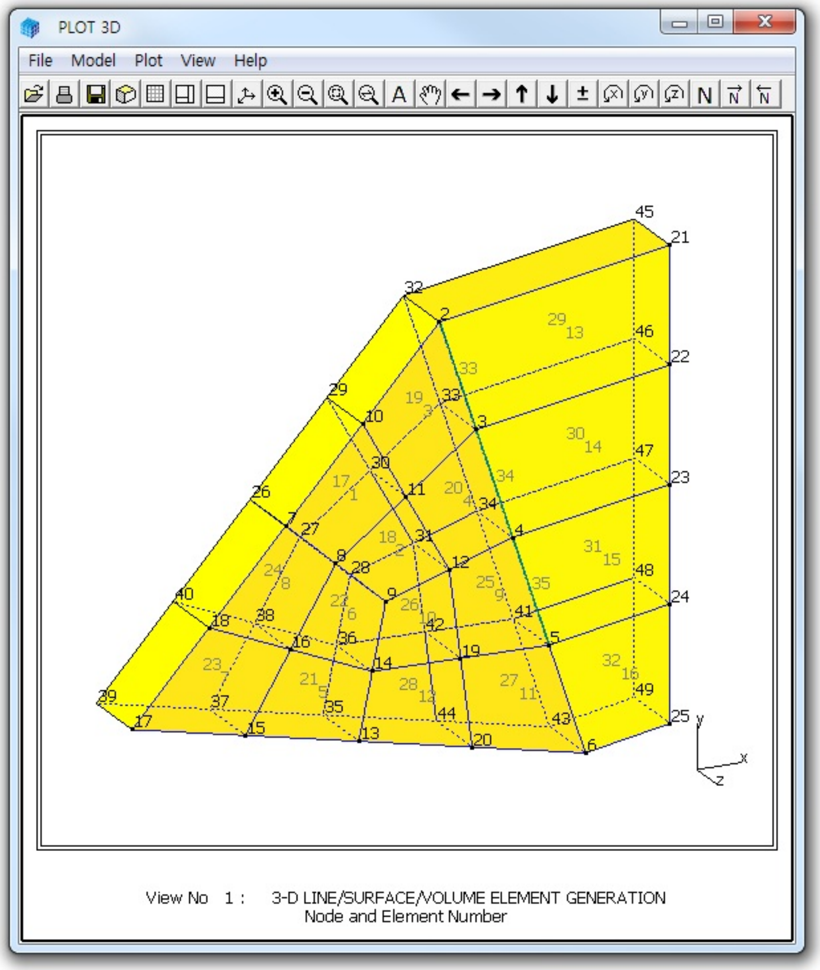


Figure 7.72 Node and element numbers for Example 1

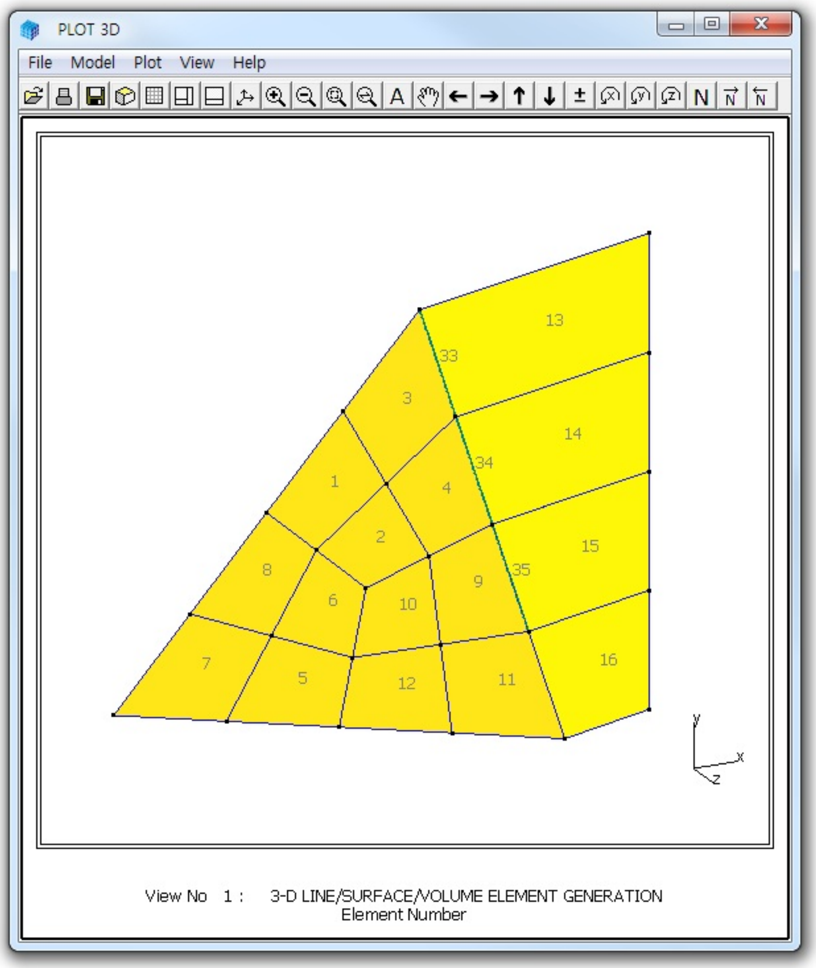


Figure 7.73 Element numbers for beam and shell elements

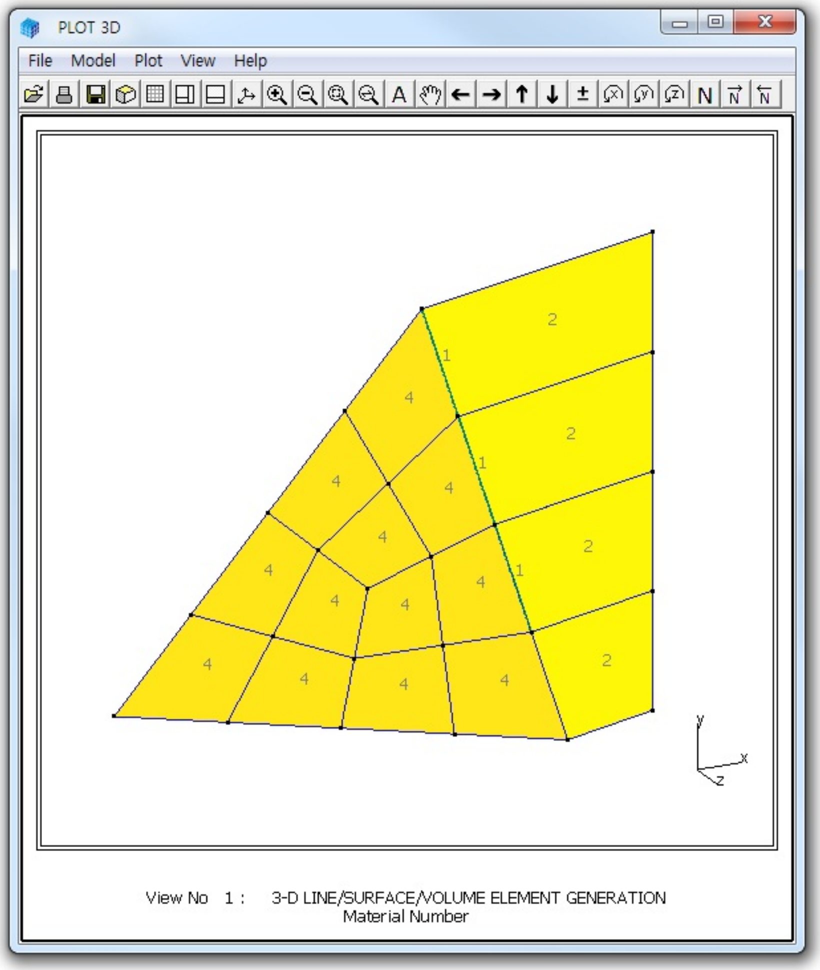


Figure 7.74 Material numbers for beam and shell elements

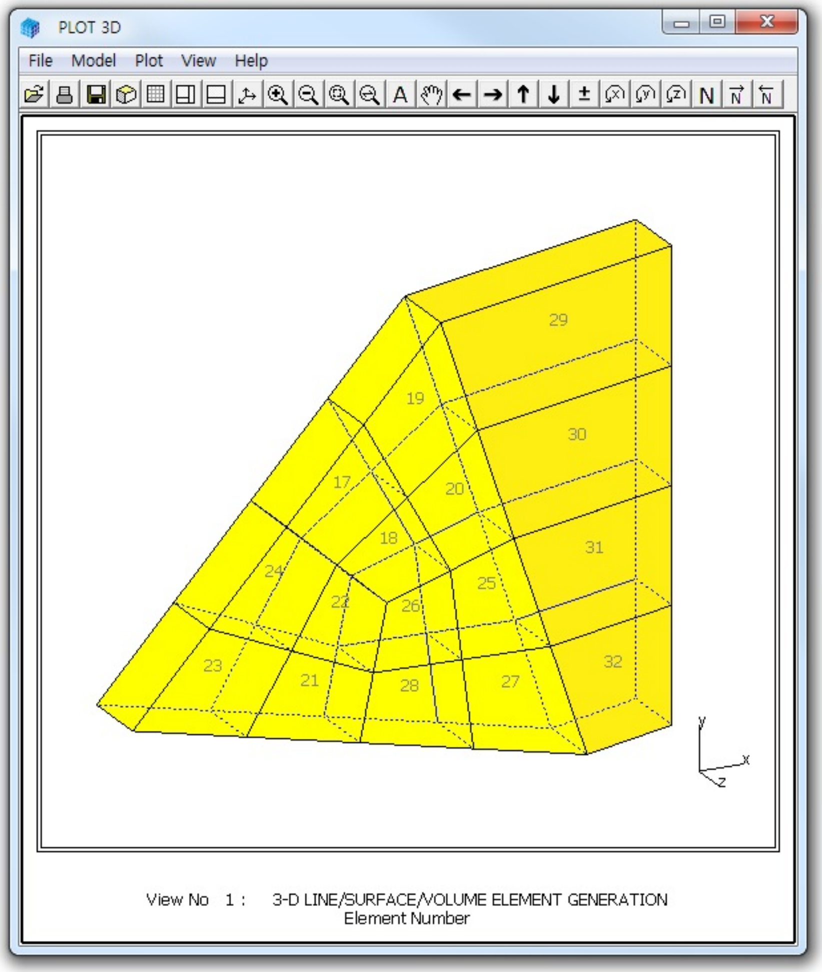


Figure 7.75 Element numbers for continuum elements

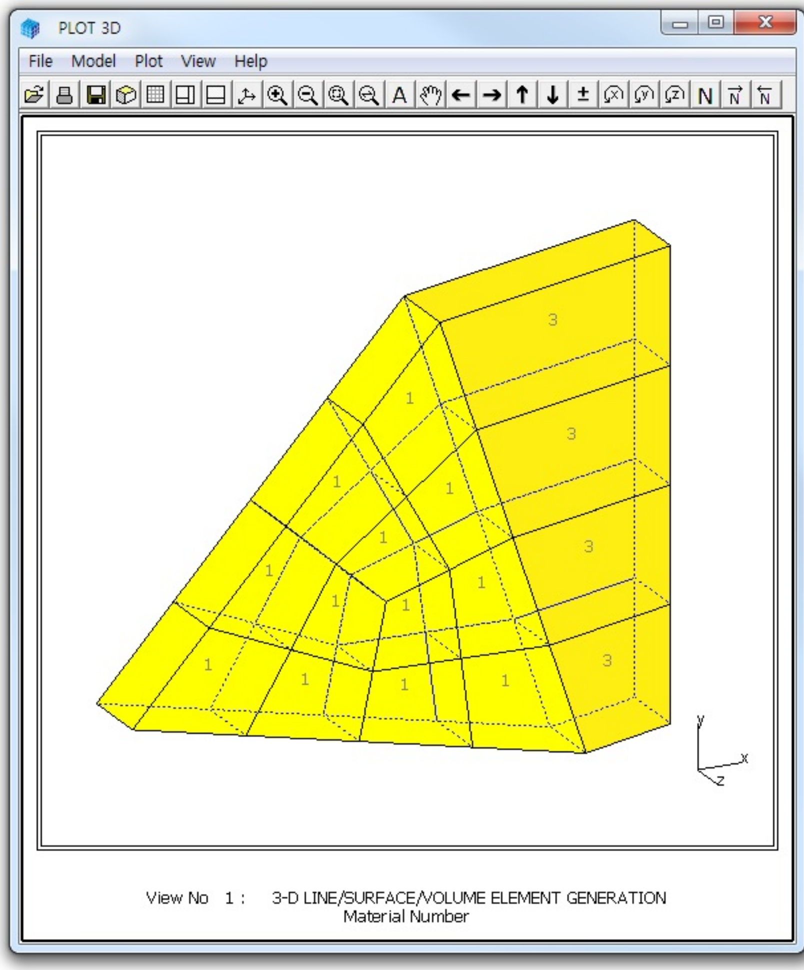


Figure 7.76 Material numbers for continuum elements

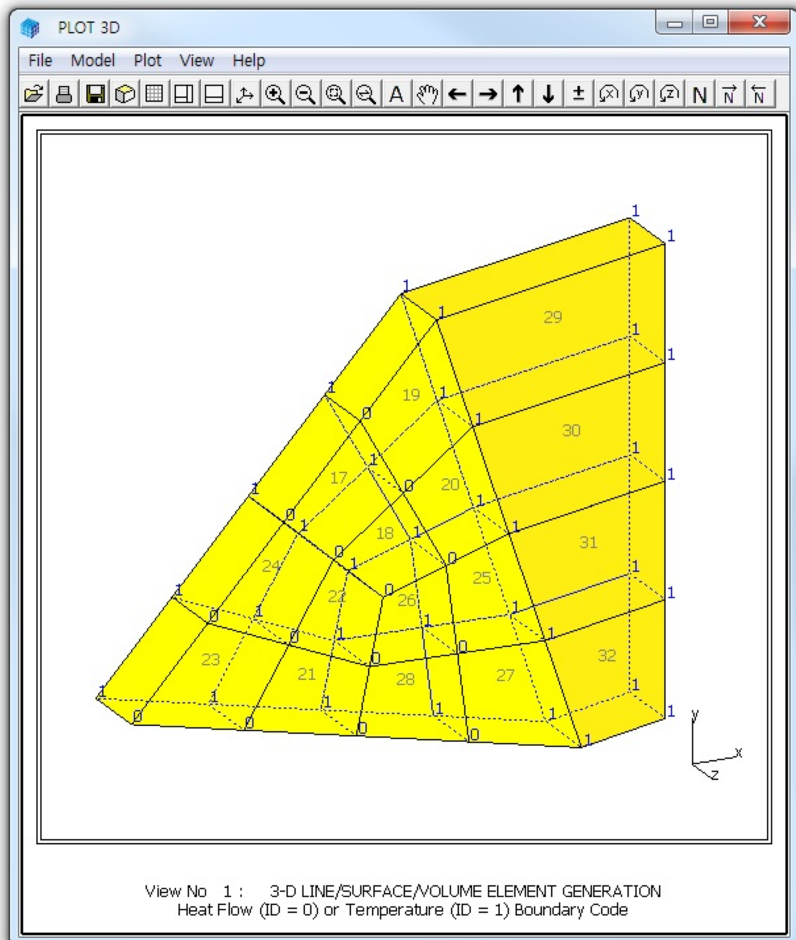


Figure 7.77 Heat flow boundary codes

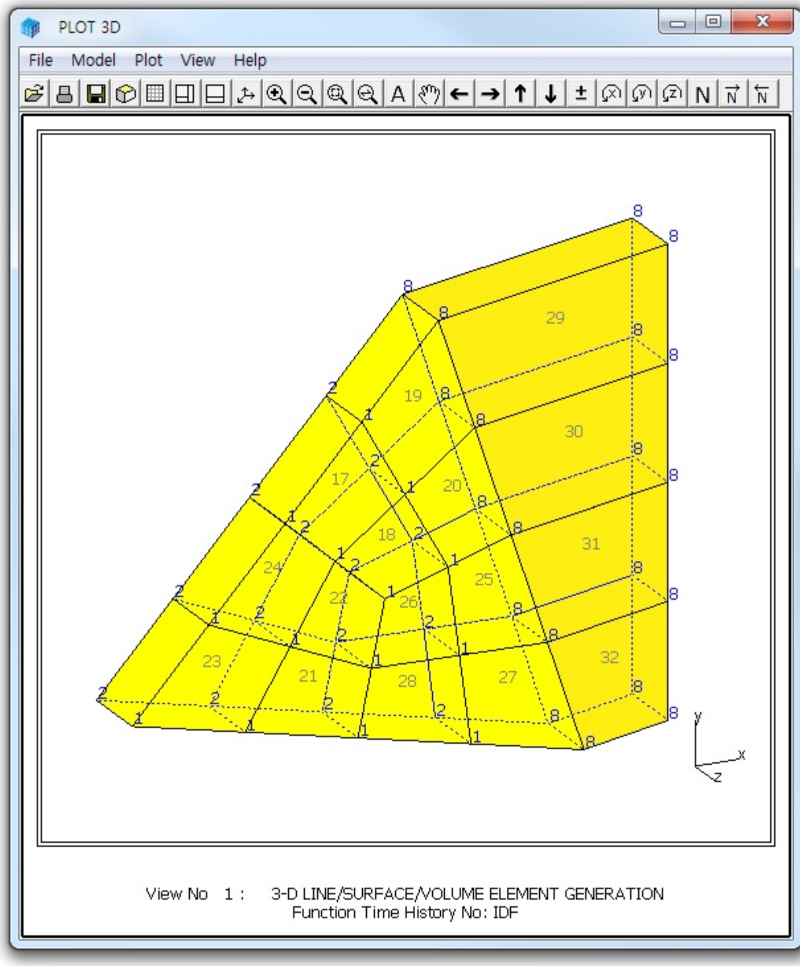


Figure 7.78 Function time history numbers

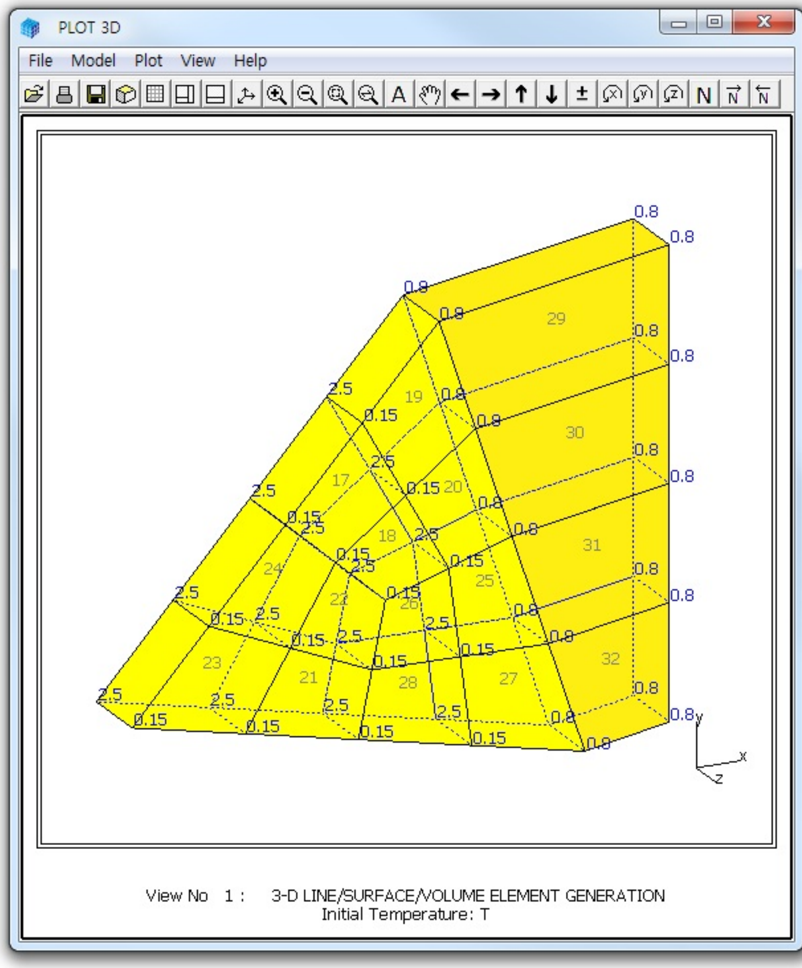


Figure 7.79 Initial temperatures

7.7.2 Example 2: Surface with Corner Triangles

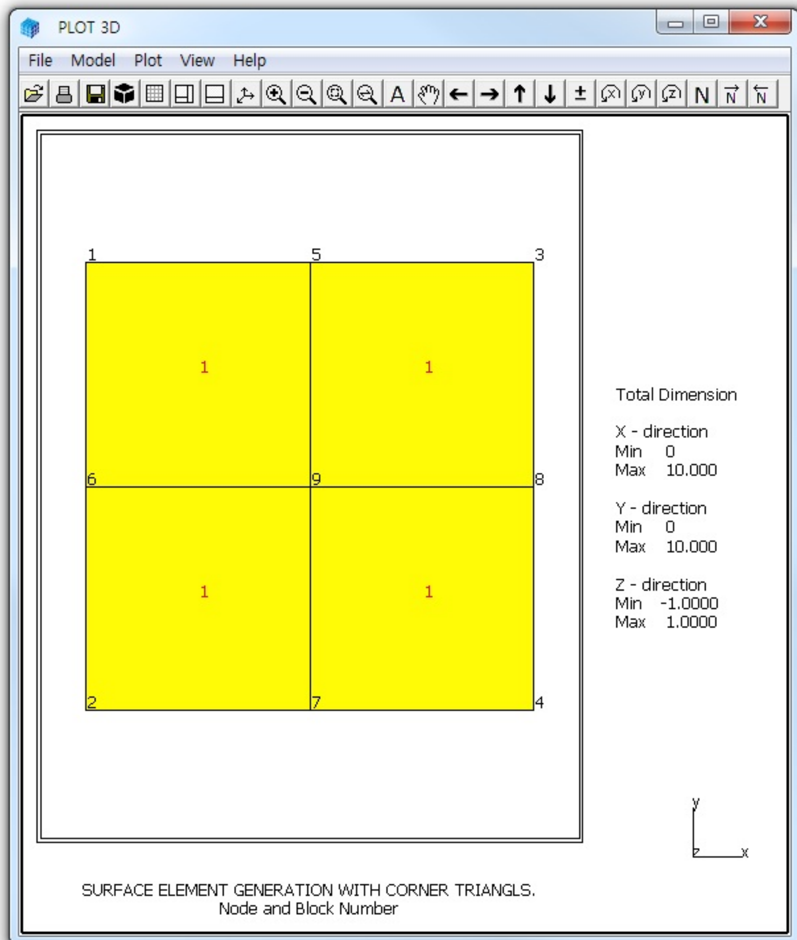


Figure 7.80 Block mesh for Example 2

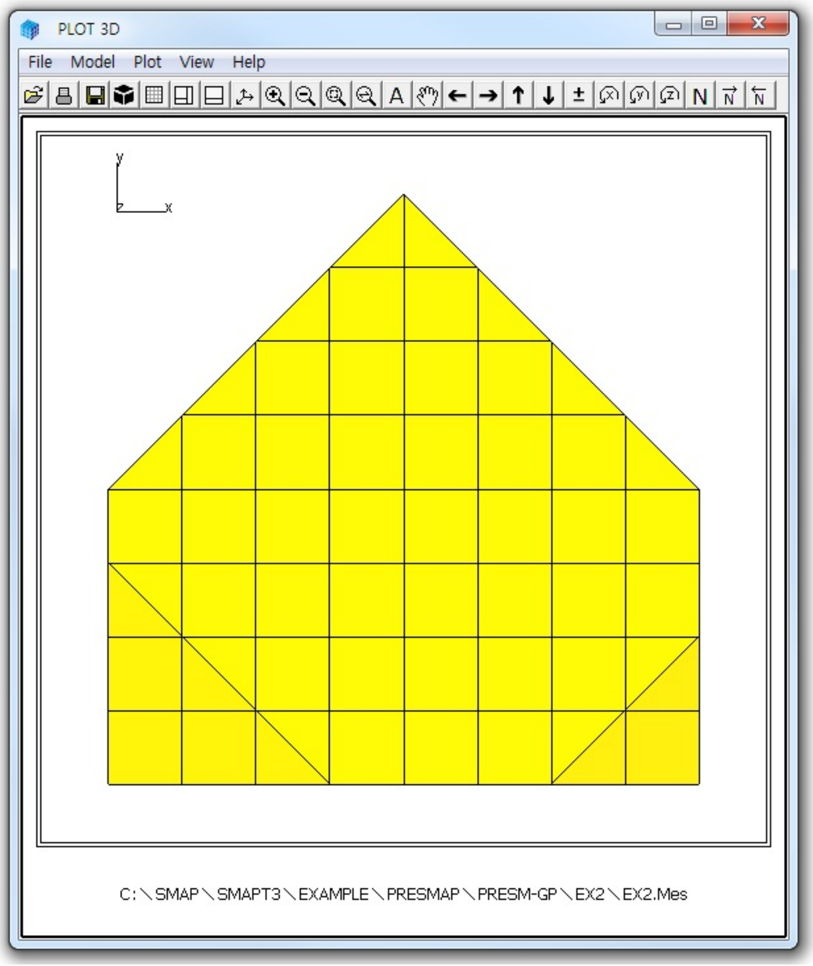


Figure 7.81 Finite element mesh for Example 2

7.7.3 Example 3: Circular Sector

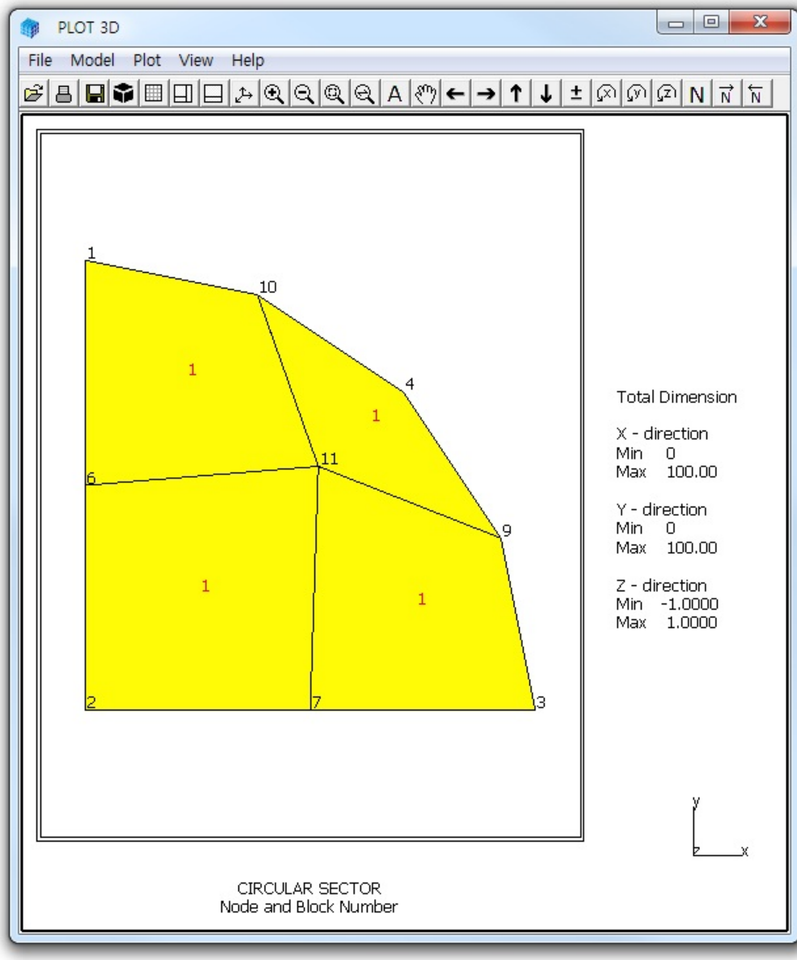


Figure 7.82 Block mesh for Example 3

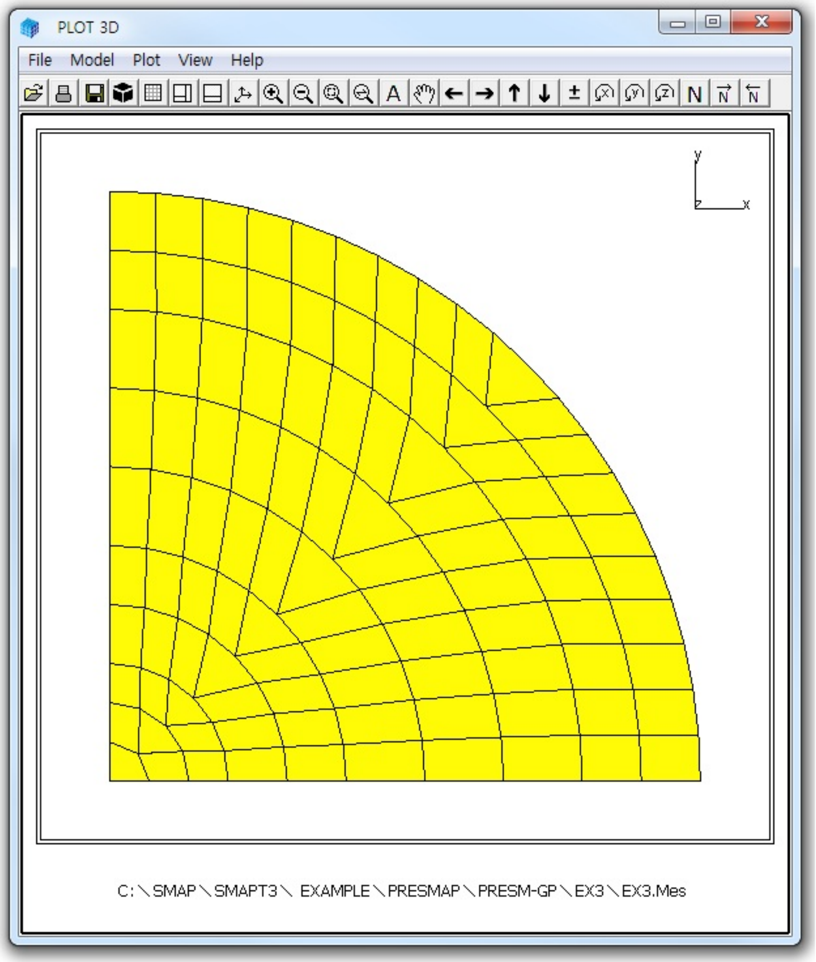


Figure 7.83 Finite element mesh for Example 3

7.7.4 Example 4: Straight Line Sector

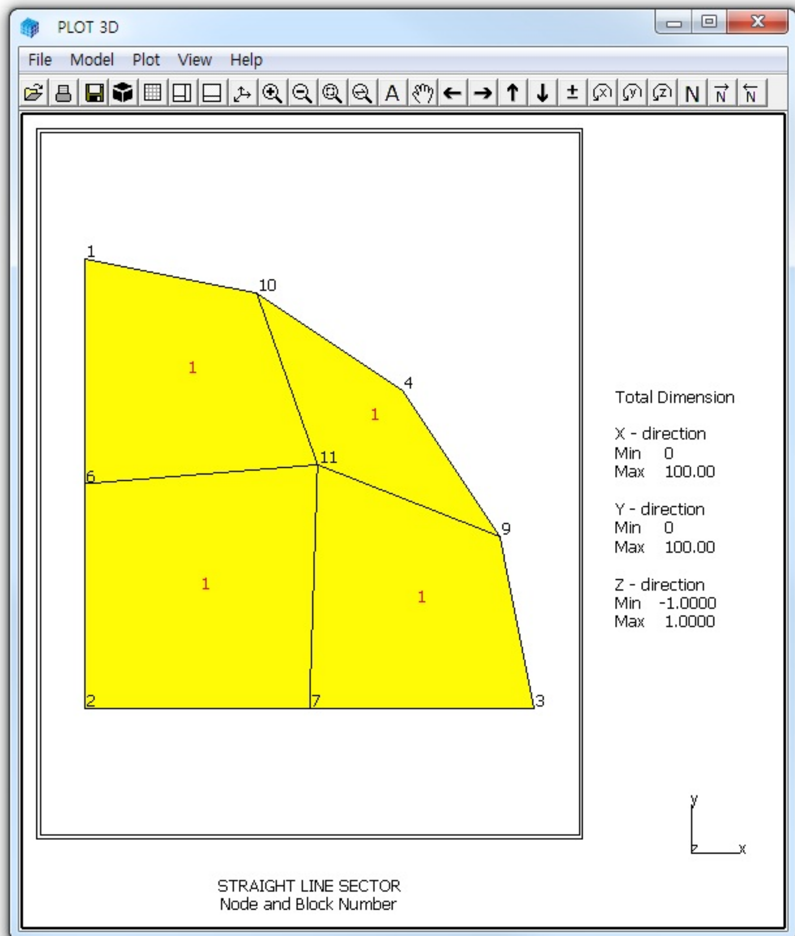


Figure 7.84 Block mesh for Example 4

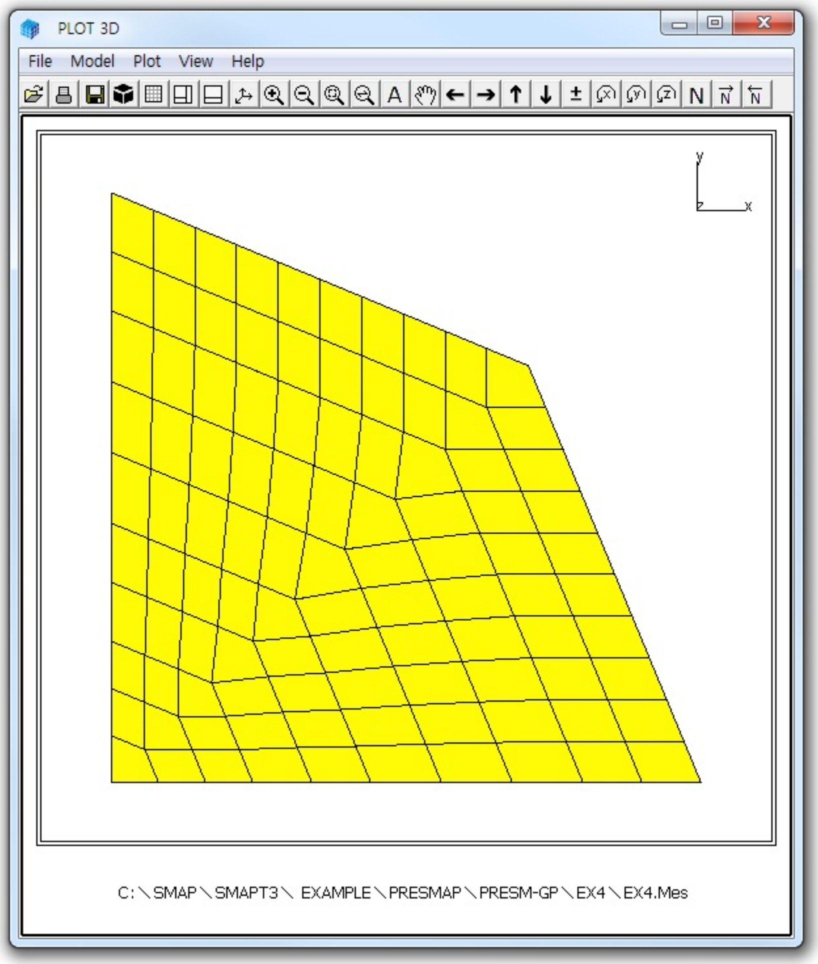


Figure 7.85 Finite element mesh for Example 4

7.7.5 Example 5: Surface and Line Element (1)

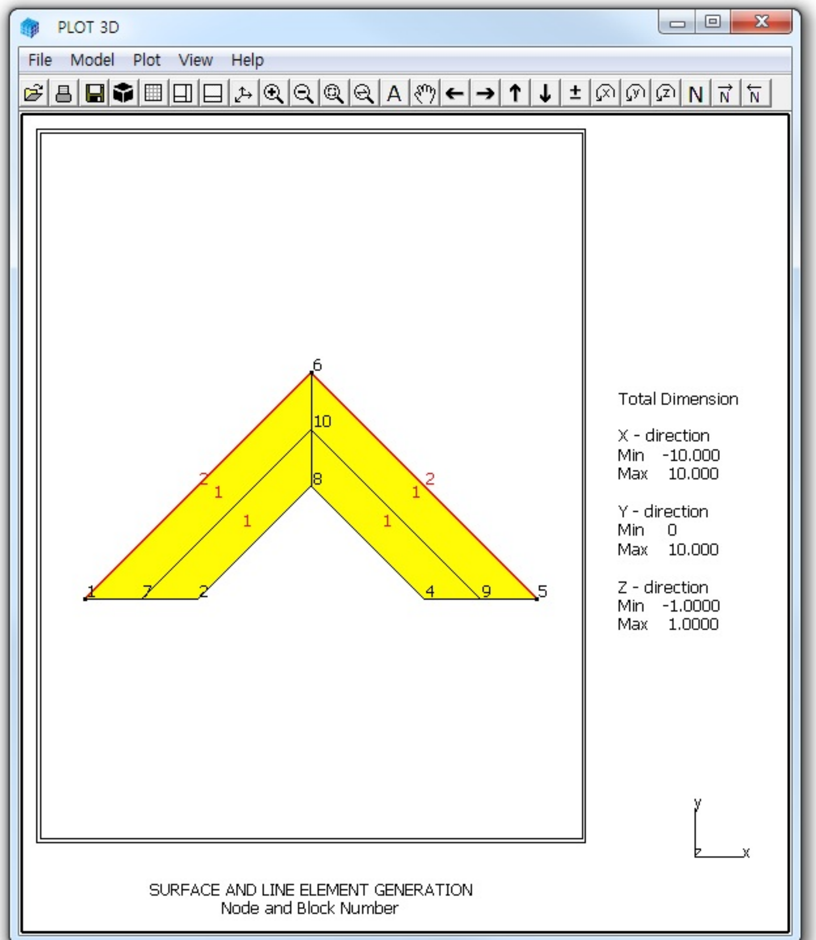


Figure 7.86 Block mesh for Example 5

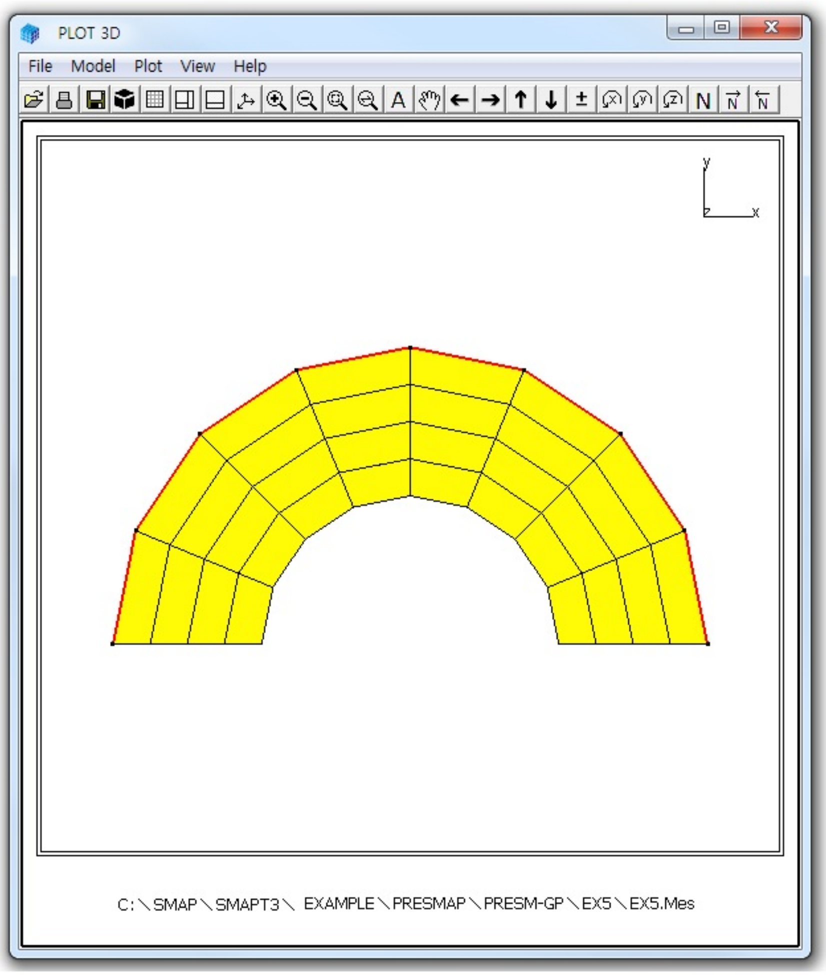


Figure 7.87 Finite element mesh for Example 5

7.7.6 Example 6: Surface and Line Element (2)

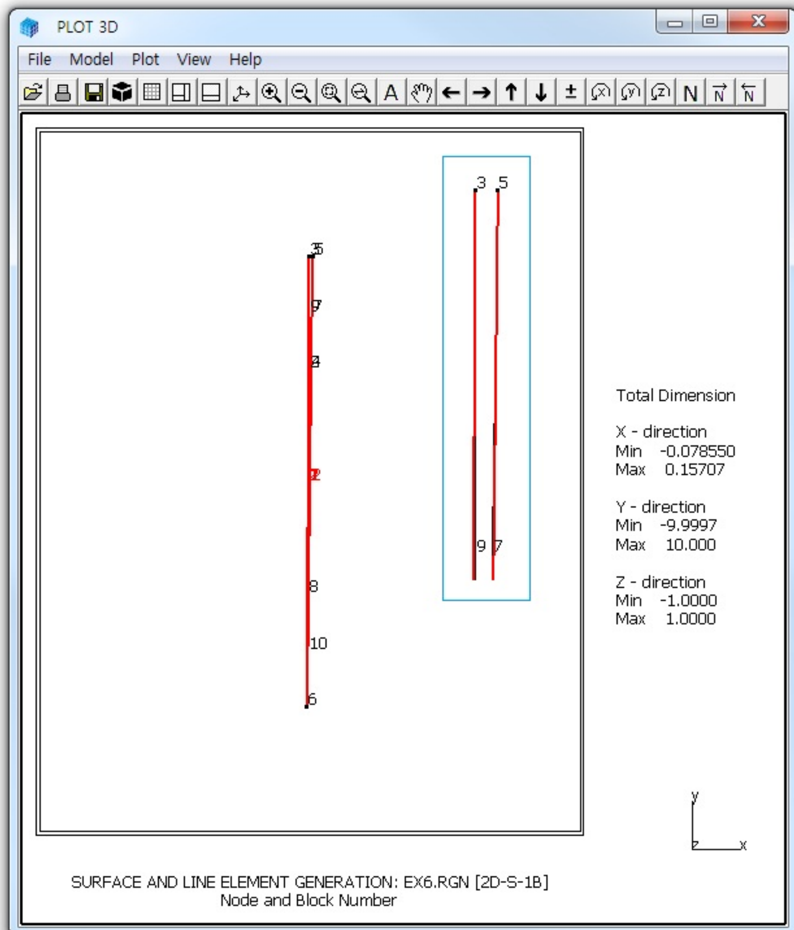


Figure 7.88 Block mesh for Example 6

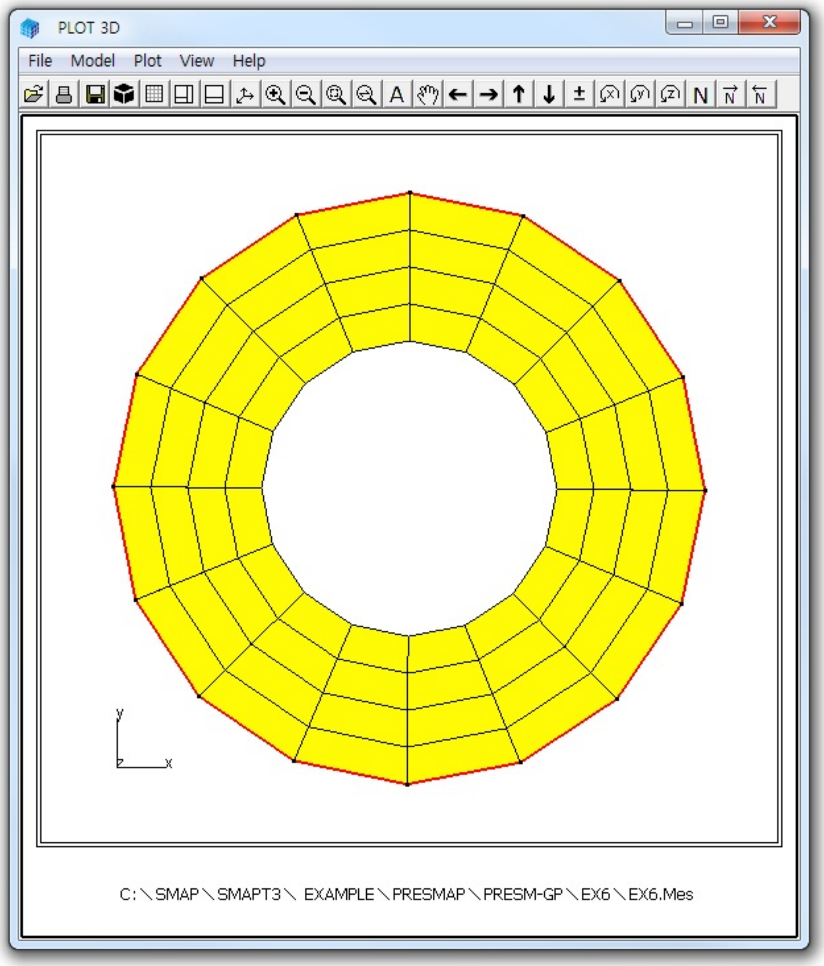


Figure 7.89 Finite element mesh for Example 6

7.7.7 Example 7: Surface and Line Element (3)

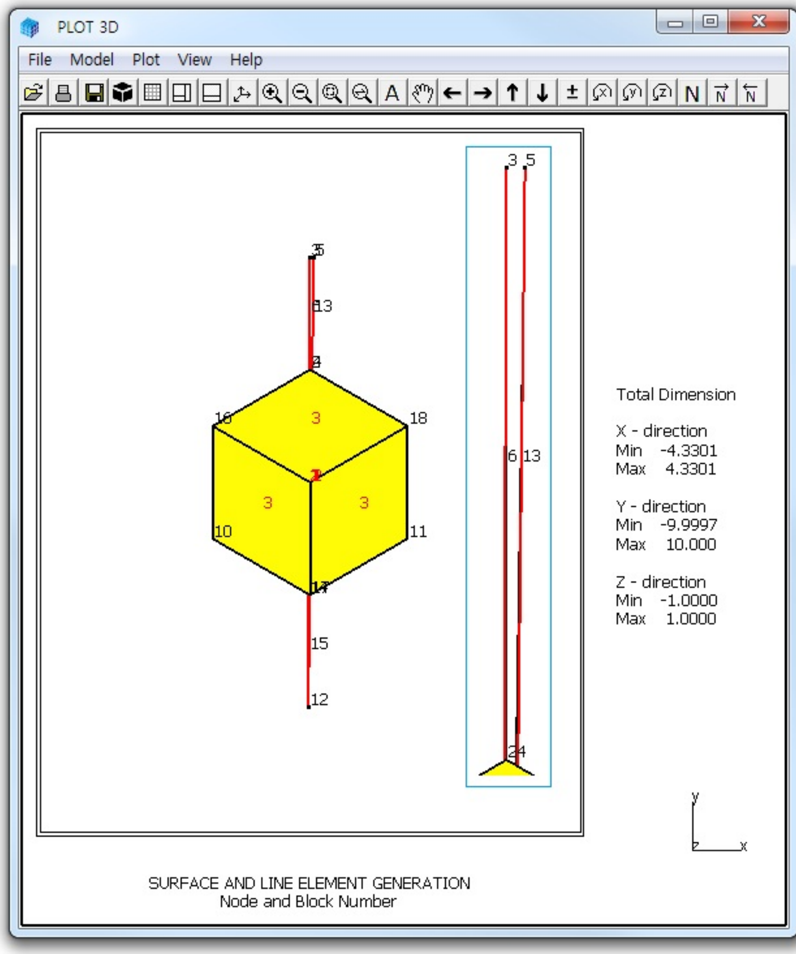


Figure 7.90 Block mesh for Example 7

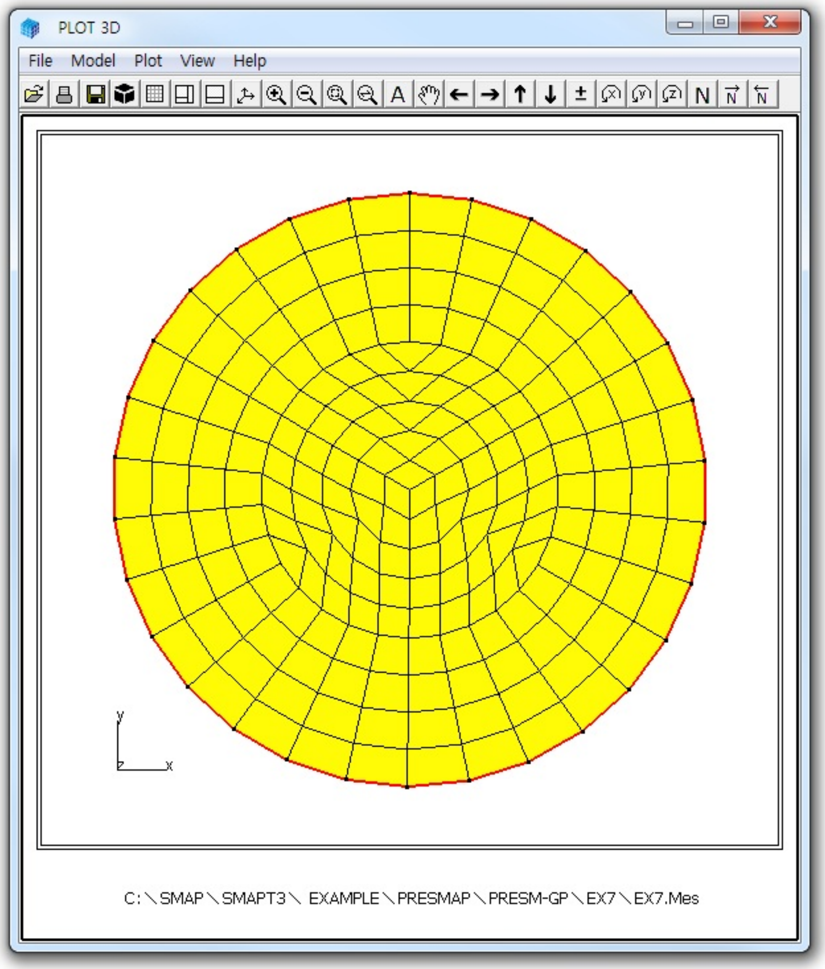


Figure 7.91 Finite element mesh for Example 7

7.7.8 Example 8: Cement-Soil Road

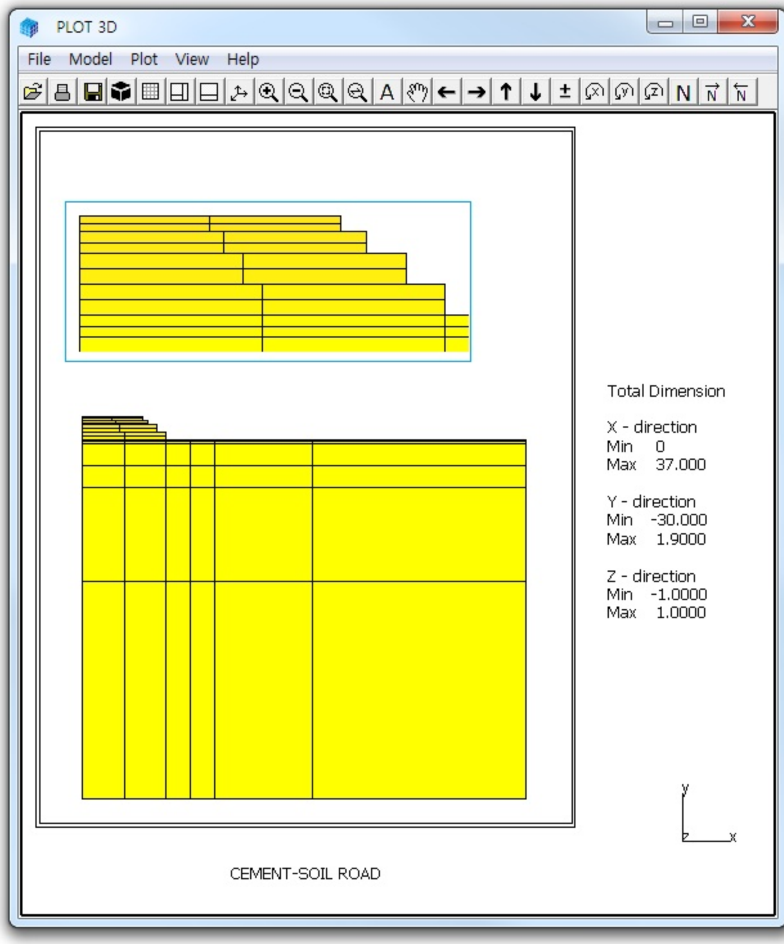


Figure 7.92 Block mesh for Example 8

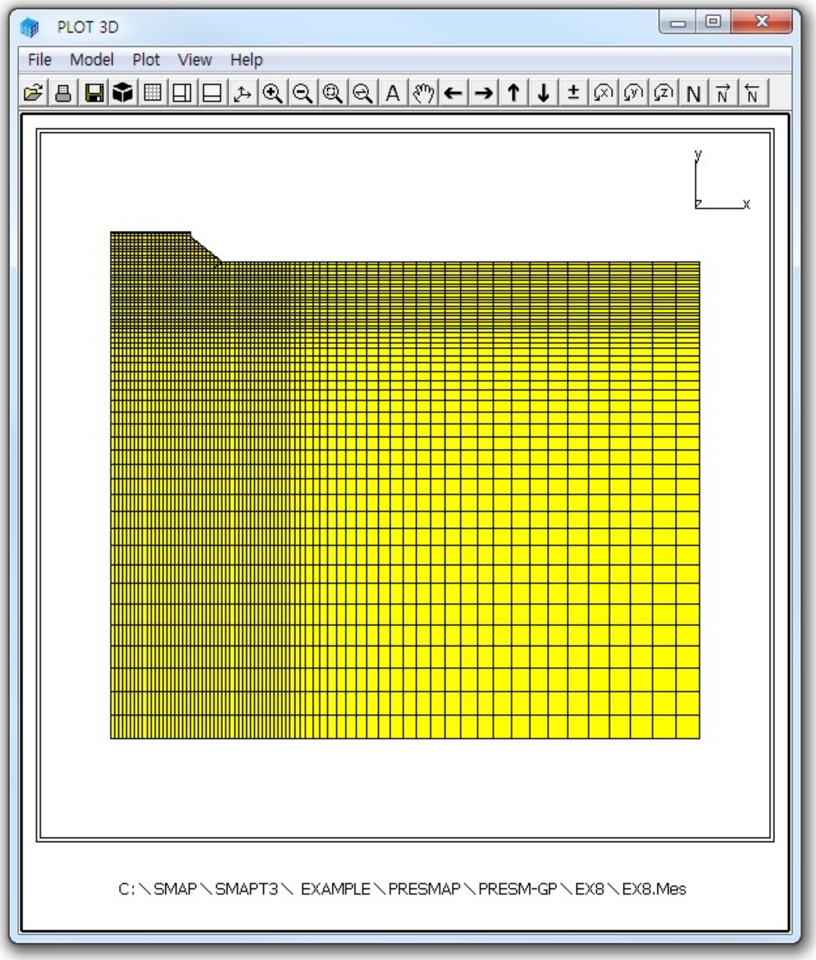


Figure 7.93 Finite element mesh for Example 8

7.7.9 Example 9: Tunnel in Spherical Geometry

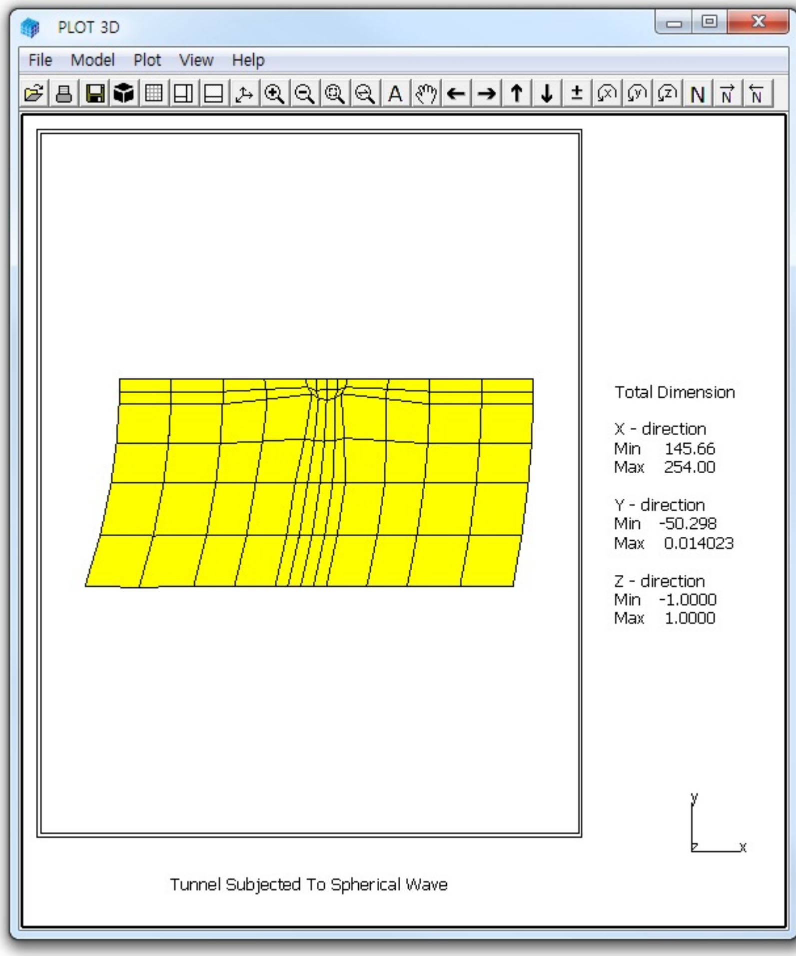


Figure 7.94 Block mesh for Example 9

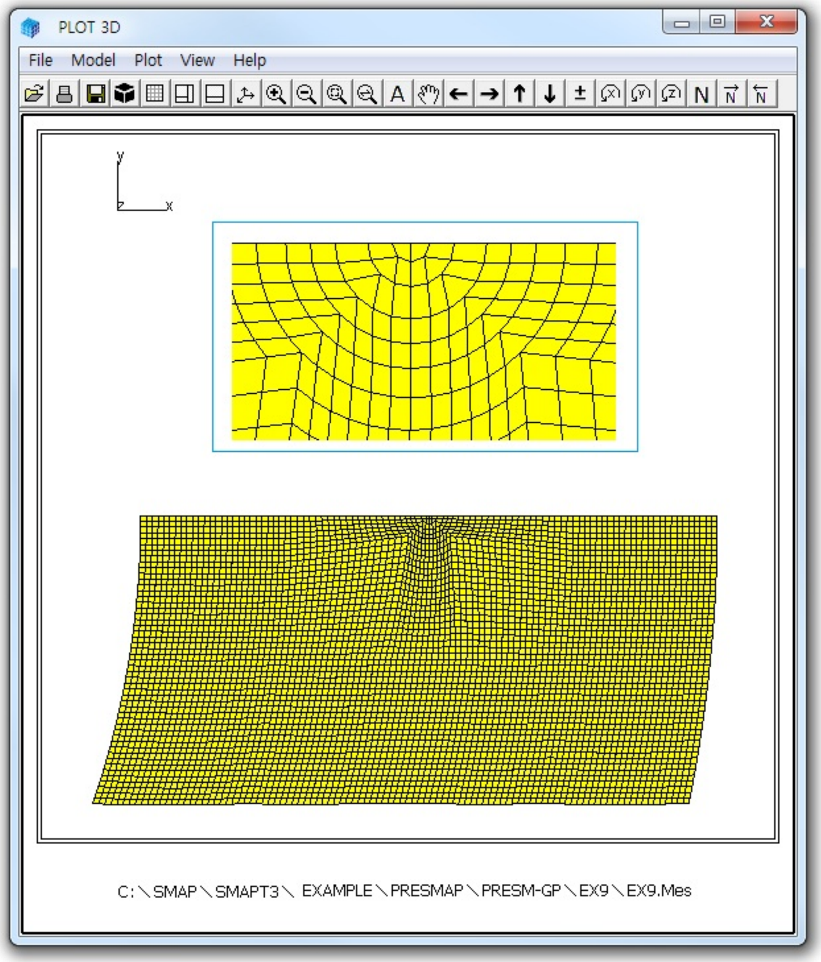


Figure 7.95 Finite element mesh for Example 9

7.7.10 Example 10: Horseshoe Tunnel

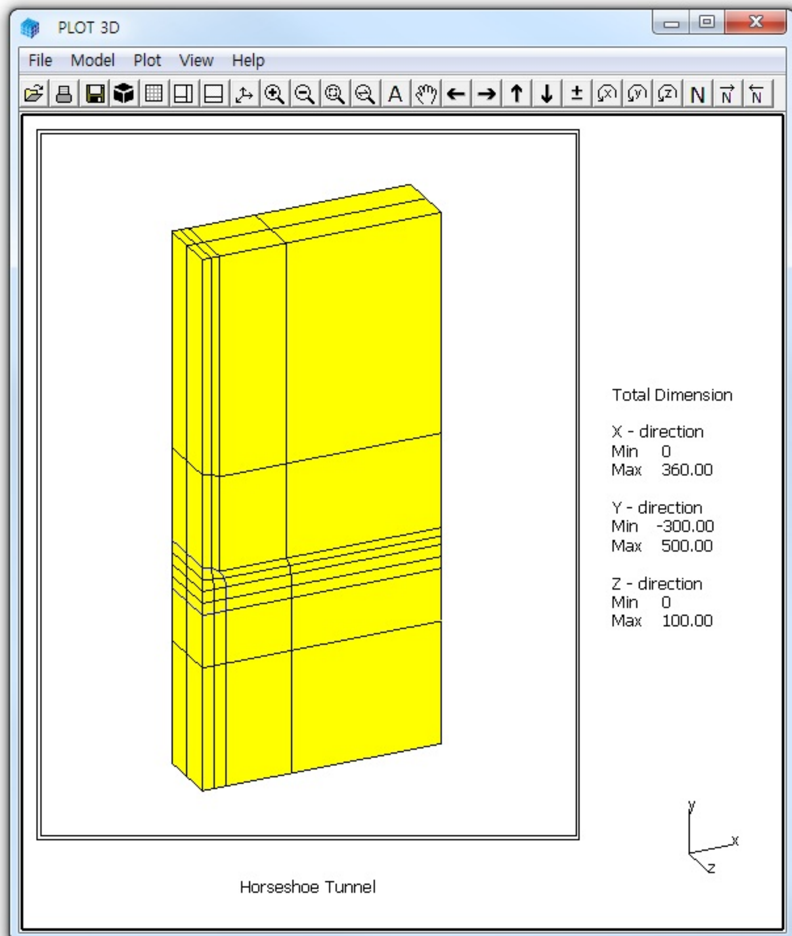


Figure 7.96 Block mesh for Example 10

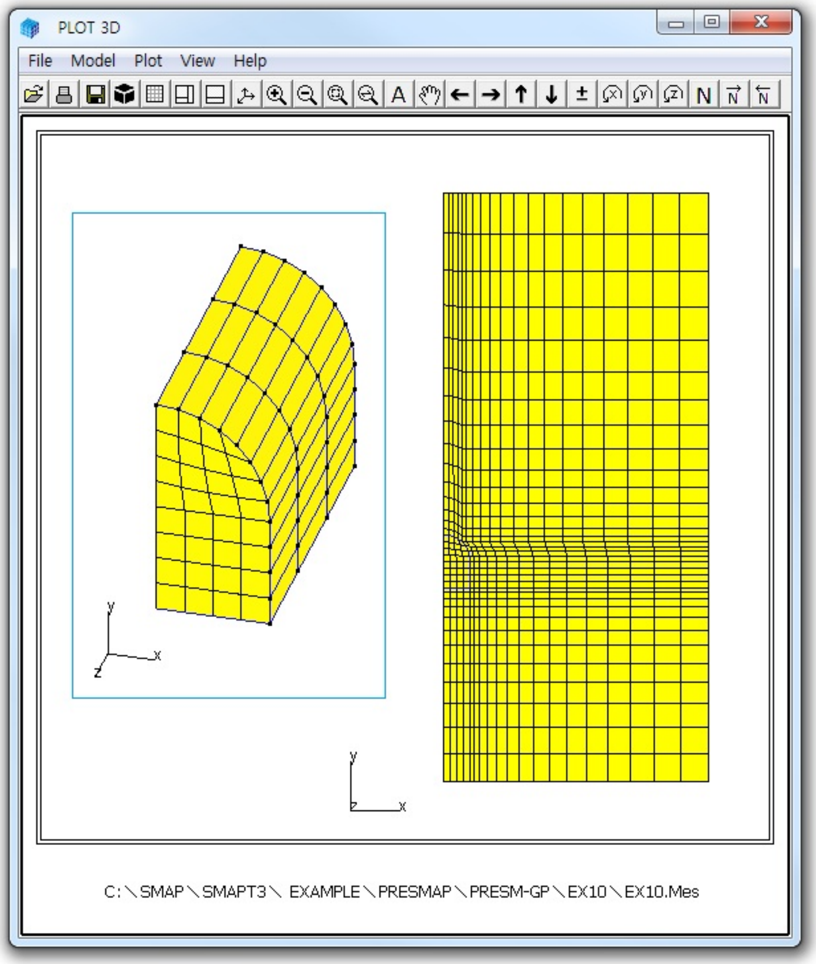


Figure 7.97 Finite element mesh for Example 10

7.7.11 Example 11: Wedge Volume and Surface Block

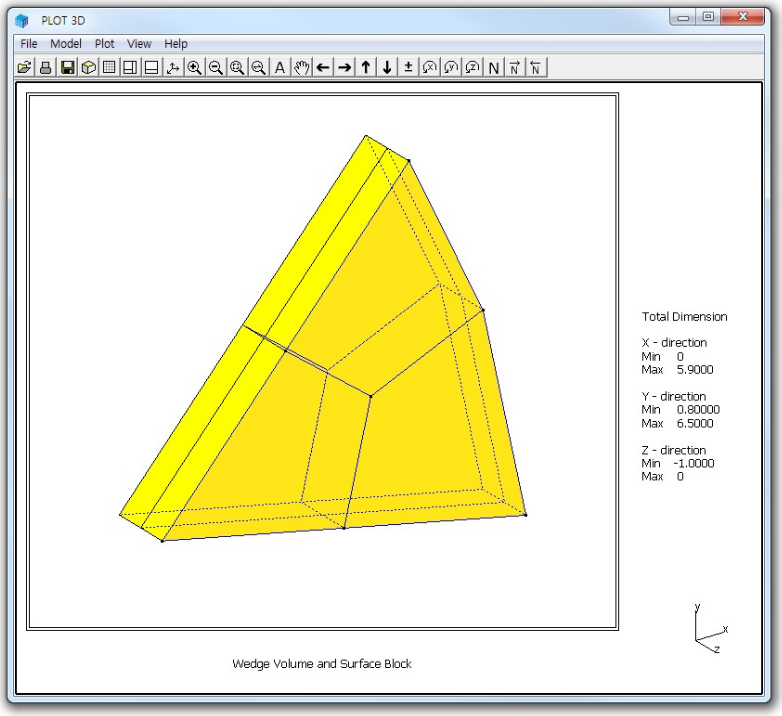


Figure 7.98 Block mesh for Example 11

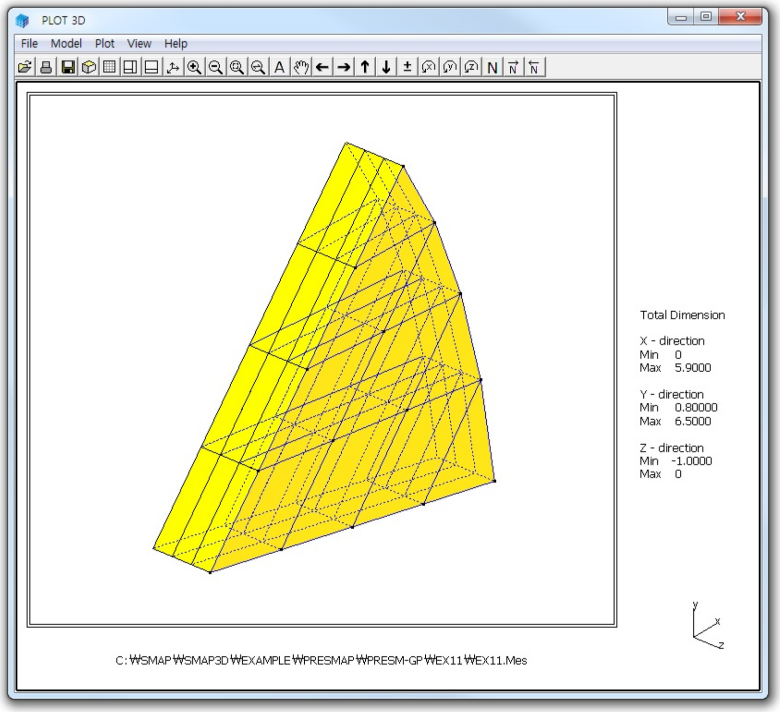


Figure 7.99 Finite element mesh for Example 11

ADDRGN
Example Problem

ADDRGN is the pre-processing program which has the following functions:

- Combine two different meshes
- Modify existing meshes
  - Change coordinates
  - Change boundary codes
  - Cut elements
  - Change material numbers
- Generate finite element meshes (ADDRGN-2D)

Refer to SMAP-T3 User's Manual:

- Section 5 for group mesh generation (ADDRGN-2D)
- Section 8 for input parameters

8.1 ADDRGN-2D

ADDRGN-2D is the two dimensional pre-processor which is used to combine, modify, or generate finite element meshes.

ADDRGN-2D can be selected in the following order:

Run → Mesh Generator → AddRgn → Addrgn 2D

When you finish the execution of ADDRGN-2D, select PLOT-3D to plot modified or generated mesh.

8.1.1 Combining Meshes

In the PRESMAP-2D Example Problem in Sections 7.1.1 and 7.1.2, three different regions (Core, Near-field, and Far-field) are generated using Models 1 and 2. Now, we want to combine all these different regions into one using ADDRGN-2D. Note that CORE.Mes, NEAR.Mes and FAR.Mes are the output files corresponding to the input file CORE.Rgn, NEAR.Rgn and FAR.Rgn respectively.

Element numbers 1 to 72 are assigned for CORE.Mes, 73 to 336 for NEAR.Mes and 337 to 464 for FAR.Mes. When we combine two regions, element numbers should be continuous through the regions. So, let's first add NEAR.Mes (called REGION B) to CORE.Mes (called REGION A) to make CONE.Mes (called COMBINED REGION). Next, let's add FAR.Mes (called REGION B) to CONE.Mes (called REGION A) to make the final mesh CNF.Mes (called COMBINED REGION). ADDRGN input files are listed in Tables 8.1 and 8.2.

Figure 8.1 shows the element meshes of combined region representing all three regions.

Table 8.1 Listing of input file ADD2D-1.Dat

```
* ADD2D-1.Dat
* CARD 1.1
* IMOD = 0 : ADD REGION B TO REGION A
  0
* CARD 2.1
* FILEA : Input file name containing REGION A
  CORE.Mes
* FILEB : Input file name containing REGION B
  NEAR.Mes
* FILEC : Output file name to store COMBINED REGION
  CONE.Mes
* CARD 2.2
* INTERFACE
  0
* END OF DATA
```

Table 8.2 Listing of input file ADD2D-2.Dat

```
* ADD2D-2.Dat
* CARD 1.1
* IMOD = 0 : ADD REGION B TO REGION A
  0
* CARD 2.1
* FILEA : Input file name containing REGION A
  CONE.Mes
* FILEB : Input file name containing REGION B
  FAR.Mes
* FILEC : Output file name to store COMBINED REGION
  CNF.Mes
* CARD 2.2
* INTERFACE
  0
* END OF DATA
```

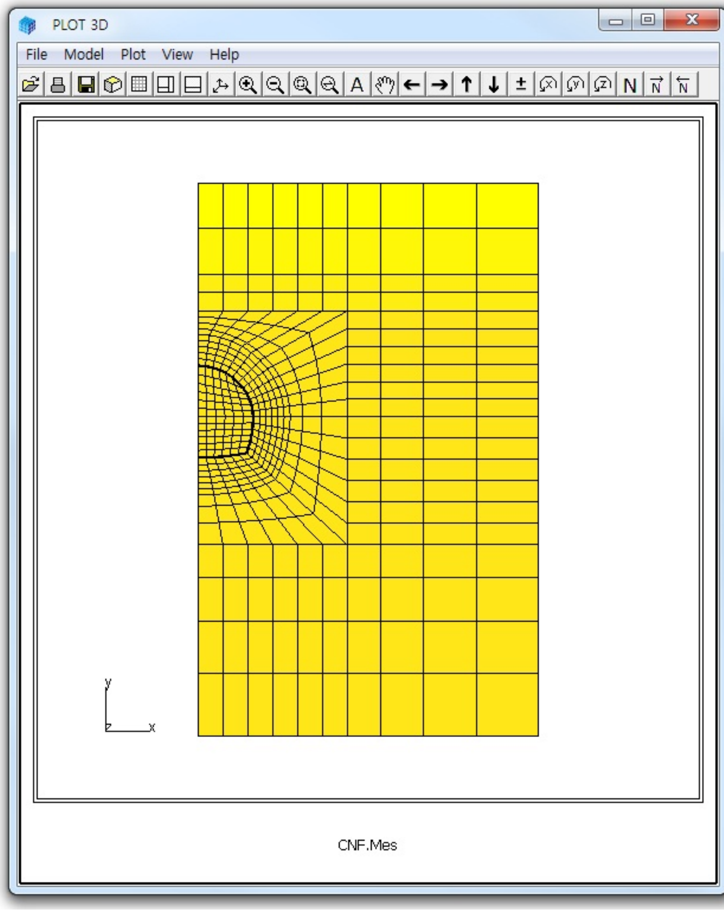


Figure 8.1 Final element meshes representing Core, Near-field, and Far-field regions, CNF.Mes

8.1.2 Modifying Mesh

In this example, we want to generate symmetric meshes using ADDRGN-2D. As the existing mesh, we take the CORE.Mes which has been generated using PRESMAP-2D Model 1 (refer to Section 7.1.1.2). Note that CORE.Mes represents the right side of the tunnel core. ADDRGN input file to generate Left Core is listed in Table 8.3. The output file LCORE.Mes contains Left Core whose graphical output is shown in Figure 8.2.

By combining both left and right core regions as instructed in Table 8.4, we can generate a whole core region, WCORE.Mes. Graphical output of WCORE.Mes is shown in Figure 8.3.

Table 8.3 Listing of input file ADD2D-3.Dat

```
* ADD2D-3.Dat
* CARD 1.1
* IMOD = 1 : MODIFY EXISTING MESH
  1
* CARD 3.1
* FILEA : Input file name to be modified
  CORE.Mes
* FILEM : Output file name to store modified mesh
  LCORE.Mes
* CARD 3.2
* NSNEL  NSNODE
  73     1
* CARD 3.3
* IEDIT = 0 : CHANGE COORDINATES
  0
* CARD 3.3.1.1
* Xo    Yo    Xonew   Yonew
  0.0   0.0   0.0     0.0
* CARD 3.3.1.2
* Xscale  Yscale
 -1.0      1.0
* END OF DATA
```

Table 8.4 Listing of input file ADD2D-4.Dat

```
* ADD2D-4.Dat
* CARD 1.1
* IMOD = 0 : ADD REGION B TO REGION A
  0
* CARD 2.1
* FILEA : Input file name containing REGION A
  CORE.Mes
* FILEB : Input file name containing REGION B
  LCORE.Mes
* FILEC : Output file name to store COMBINED REGION
  WCORE.Mes
* CARD 2.2
* INTERFACE
  0
* END OF DATA
```

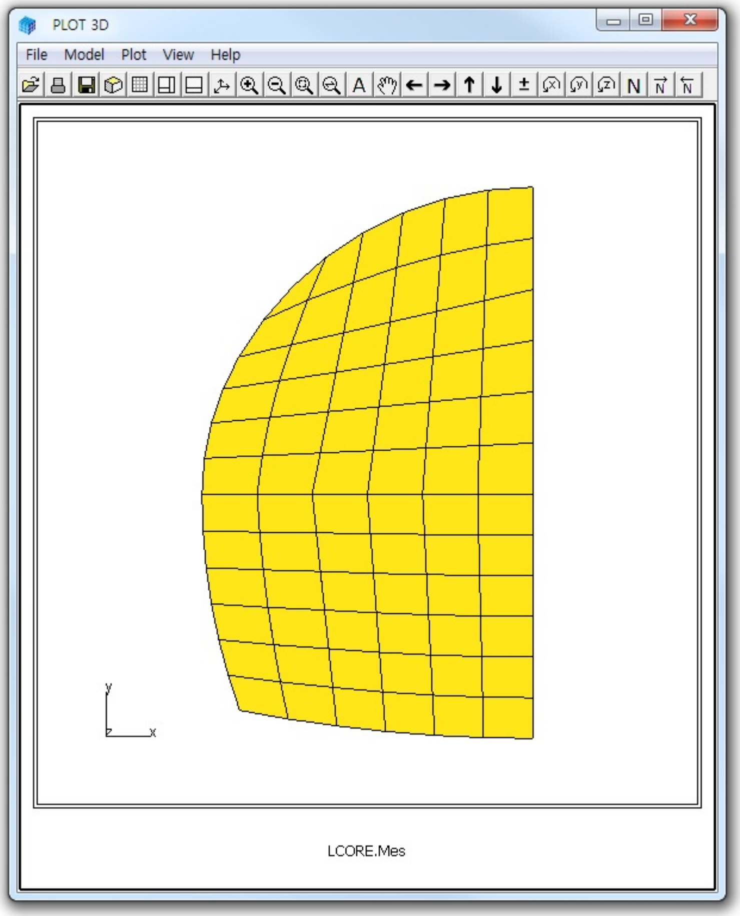


Figure 8.2 Left core mesh, LCORE.Mes

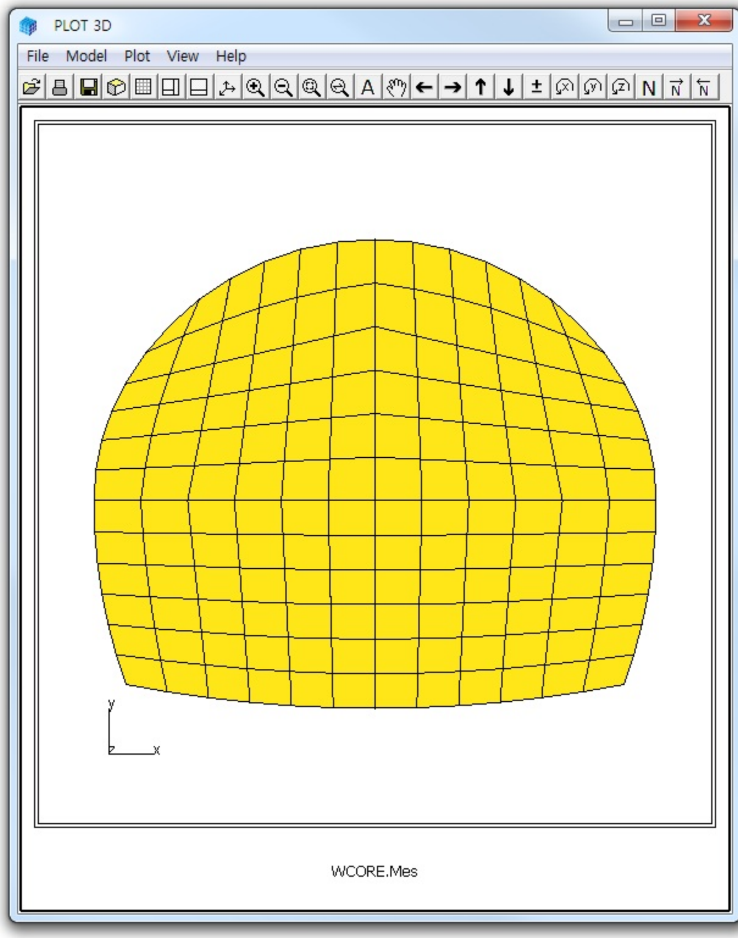


Figure 8.3 Combined whole core mesh, WCORE.Mes

8.1.3 Generating Mesh

This example is to show a powerful mesh generation feature using ADDRGN-2D. All you need to do is to specify the locations, dimensions and material numbers of structures along with few instructions for mesh generation. ADDRGN-2D will do the rest of the work to build the Mesh File.

As the first example, we take a simple problem as schematically shown in Figure 8.4. A utility tunnel with a diameter of 4 meters is located 6 meters below the ground surface. Table 8.5 shows the full listing of input file ADD2D-5.Dat. The base mesh consists of 3 blocks in the horizontal direction and 1 block in the vertical direction.

The first group represents soft rock underlying soil. And the second group represents the utility tunnel. Tunnel liner is modeled by beam element and the interface between the liner and the surrounding soil is modeled by joint element which will allow the slippage and separation. Finite element meshes generated by ADDRGN-2D are shown in Figures 8.5 and 8.6. It should be noted that the joint thickness in Figure 8.6 is exaggerated to show clearly both inner and outer joint faces. The real joint thickness is specified in material property card in Main File.

Table 8.5 Listing of input file ADD2D-5.Dat

```
* ADD2D-5.Dat
* CARD 1.1
* IMOD = 2 : GENERATE BASE MESH AND THEN MODIFY
* IMOD JK
   2    1
* CARD 4.1
* NBX  NBY
   3    1
* CARD 4.2
* XO    YO
  0.0   0.0
* CARD 4.3
* W     DX     ALPAX
  14.0  0.3   -0.3
  21.0  0.3    0.5
  11.0  0.3    0.3
* CARD 4.4
* H     DY     ALPAY
  20.0  0.3    0.5
* CARD 4.5
* IGMOD
  1
* -------------------------------------------------------------
* CARD 3.1
* FILEA
  BMESH.Dat
* FILEM
  ADD2D-5.Mes
* CARD 3.2
* NSNEL  NSNODE
  1      1
* CARD 3.3
* IEDIT = 4 : BUILD USER-SPECIFIED CURVES.
     4
* CARD 3.3.5.1
* NODE
     0
* CARD 3.3.5.2
* NOEL
     0
* CARD 3.3.5.3
* IBOUND
     0
```

```
* CARD 3.3.5.4
* NGROUP
    2
* XREF  YREF
  14.0  20.0
* --------------------- GROUP 1  ------------------------------
*
*                      SOFT ROCK
*
* CARD 3.3.5.4.1.1
* MTYPE
     3
* CARD 3.3.5.4.1.2
* MATNO IDH  LTPI  LMAT
     7   0     0     0
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
     6     1     0    0.0   0.0
* CARD 3.3.5.4.2.2
* NP    X     Y
   1   0.0   0.0
   2  46.0   0.0
   3  46.0  13.0
   4  31.0  12.0
   5  19.0   8.0
   6   0.0   4.0
* CARD 3.3.5.4.3
* NSEGMENT
     6
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     1      1    0     3
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     2      1    0     3
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     3      1    0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     4      1    0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     5      1    0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     6      1    0     2
```

```
* --------------------- GROUP 2 -------------------------------
*                  UTILITY TUNNEL
* CARD 3.3.5.4.1.1
* MTYPE
    -3
* CARD 3.3.5.4.1.2
* MATNO IDH MATNOJT IDHJT THICJT  LTPI, LMATI, LTPO, LMATO
     3   0     4       0     0.1     2     5      2     6
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
     1      0    1    8.0  -6.0
* CARD 3.3.5.4.2.2
* NP   X     Y
   1   2.0   0.0
* CARD 3.3.5.4.3
* NSEGMENT
     1
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV IEND
     1      2     0   2
* CARD 3.3.5.4.3.2
* X0    Y0    RX   RY   THETA_B   THETA_E
  0.0   0.0   2.0  2.0  0.0       360.
* ------------------------------------------------------------
* END OF DATA
```

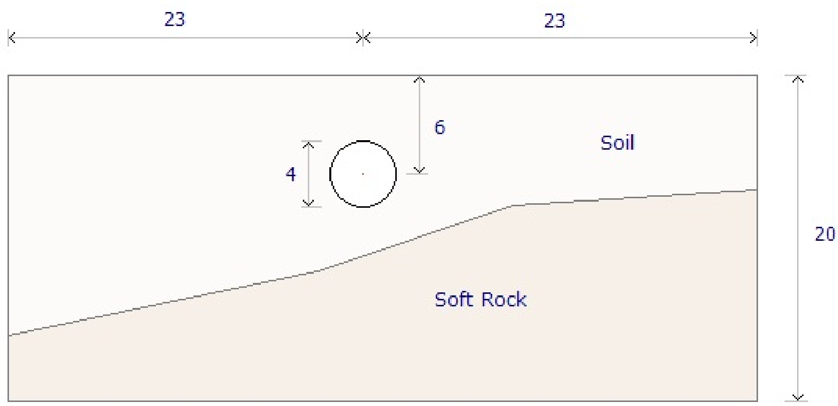


Figure 8.4 Schematic section view.

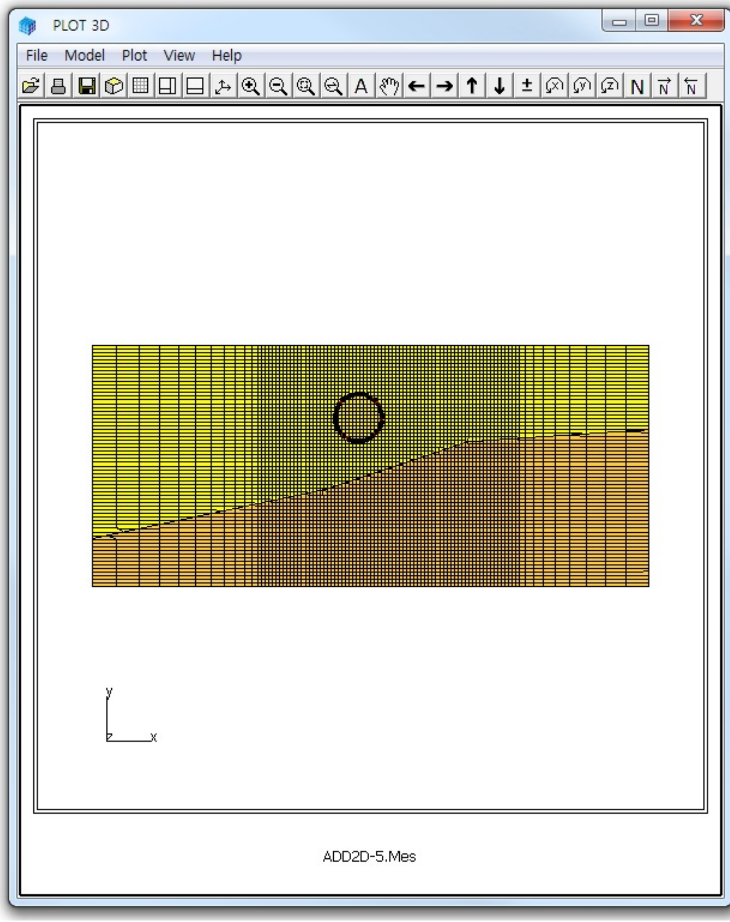


Figure 8.5 Overall finite element mesh

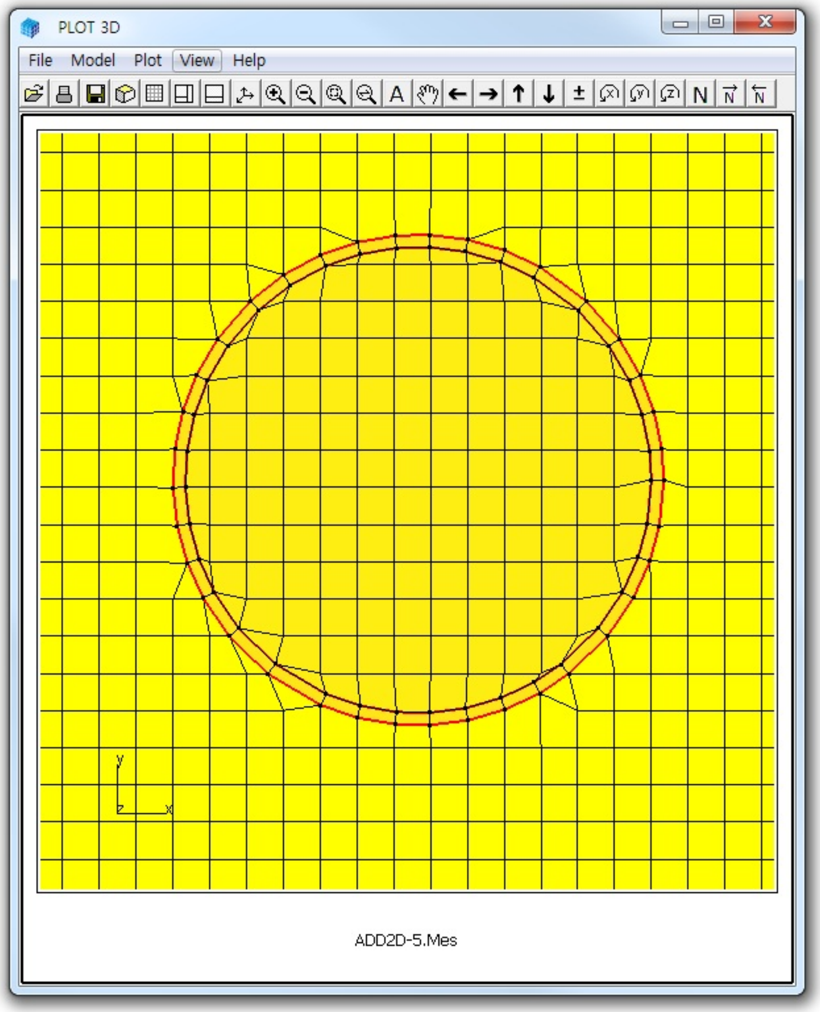


Figure 8.6 Finite element mesh around utility tunnel.

As the second example, we take a complex problem as schematically shown in Figure 8.7. The problem geometry includes different types of underground structures; strut, anchor bar, pile, utility tunnel, subway tunnel, rock bolt, foundation and fault zone. Table 8.6 shows the partial listing of input file ADD2D-6.Dat. The base mesh consists of 3 blocks in the horizontal direction and 2 blocks in the vertical direction.

For detailed description of input parameters, refer to Section 8.2 in SMAP-3D User's Manual. Joint elements are used to model the fault zone and the interfaces between surrounding medium and the structures such as pile and tunnels. Figure 8.8 shows overall finite element mesh generated by ADDRGN-2D. Detailed finite element meshes are shown in Figure 8.9 for the excavation zone and in Figure 8.10 for the tunnels and foundation. As in the previous example, the joint thickness in Figures 8.9 and 8.10 is exaggerated to show clearly both inner and outer joint faces. The real joint thickness is specified in material property card in Main File.

Table 8.6 Listing of input file ADD2D-6.Dat (Partial Listing)

```
* ADD2D-6.Dat
* CARD 1.1
* IMOD = 2 : GENERATE BASE MESH AND THEN MODIFY
* IMOD JK
   2    1
* CARD 4.1
* NBX  NBY
   3    2
* CARD 4.2
* XO    YO
  0.0   0.0
* CARD 4.3
* W     DX     ALPAX
  14.0  0.3   -0.3
  21.0  0.3    0.5
  11.0  0.3    0.3
* CARD 4.4
* H     DY     ALPAY
  23.0  0.3    0.5
  16.0  0.3    0.3
```

```
* CARD 4.5
* IGMOD
  1
* -------------------------------------------------------------
* CARD 3.1
* FILEA
  BMESH.Dat
* FILEM
  ADD2D-6.Mes
* CARD 3.2
* NSNEL  NSNODE
     1       1
* CARD 3.3
* IEDIT = 4 : BUILD USER-SPECIFIED CURVES.
     4
* CARD 3.3.5.1
* NODE
     0
* CARD 3.3.5.2
* NOEL
     0
* CARD 3.3.5.3
* IBOUND
     0
* CARD 3.3.5.4
* NGROUP
   22
* XREF  YREF
  14.0  39.0
* --------------------- GROUP 1  ------------------------------
*
*               MAKING GROUND SURFACE
*
* CARD 3.3.5.4.1.1
* MTYPE
    -1
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
     8     1     0    0.0   0.0
* CARD 3.3.5.4.2.2
* NP   X     Y
   1  46.0  34.0
   2  39.0  34.0
   3  33.0  39.0
   4  18.0  39.0
   5  12.0  34.0
   6   0.0  34.0
   7   0.0   0.0
   8  46.0   0.0
```

```
* CARD 3.3.5.4.3
* NSEGMENT
     8
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     1      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEDN
     2      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     3      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEDN
     4      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     5      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEDN
     6      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     7      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEDN
     8      1     0     2
* --------------------- GROUP 2  ------------------------------
*
*                      SOFT ROCK
*
* CARD 3.3.5.4.1.1
* MTYPE
     3
* CARD 3.3.5.4.1.2
* MATNO IDH  LTPI  LMAT
     7   0     0     0
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
     6     1     0    0.0   0.0
* CARD 3.3.5.4.2.2
* NP    X     Y
   1  46.0   0.0
   2  46.0  33.0
   3  31.0  32.0
   4  19.0  28.0
   5   0.0  24.0
   6   0.0   0.0
```

```
* CARD 3.3.5.4.3
* NSEGMENT
     6
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     1      1    0     3
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     2      1    0     3
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     3      1    0     0
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     4      1    0     0
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     5      1    0     0
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     6      1    0     3
* --------------------- GROUP 3  ------------------------------
*
*                       FAULT
*
* MTYPE
    -2
* CARD 3.3.5.4.1.2
* MATNOJT IDHJT THICJT  LTPI, LMATI, LTPO, LMATO
    5        0   -0.1     0     0      0     0
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
     4     1     0    0.0   0.0
* CARD 3.3.5.4.2.2
* NP   X     Y
   1  46.0  29.0
   2  29.0  19.0
   3  16.0  14.0
   4   0.0  10.0
* CARD 3.3.5.4.3
* NSEGMENT
     3
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     1      1    0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEDN
     2      1    0     2
```

```
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     3      1     0     2
* --------------------- GROUP 4  ------------------------------
*
*                      FOUNDATION
*
* CARD 3.3.5.4.1.1
* MTYPE
     4
* CARD 3.3.5.4.1.2
* MATNO  IDH LTPI  LMAT
     2    0   0     0
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
     8     1     0    0.0   0.0
* CARD 3.3.5.4.2.2
* NP   X     Y
   1  34.5  29.0
   2  34.5  30.0
   3  32.5  30.5
   4  32.5  39.0
   5  31.5  39.0
   6  31.5  30.5
   7  29.5  30.0
   8  29.5  29.0
* CARD 3.3.5.4.3
* NSEGMENT
     8
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     1      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     2      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     3      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     4      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     5      1     0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     6      1     0     2
* CARD 3.3.5.4.3.1
```

```
* SEGNO  LTYPE  NDIV  IEND
     7      1    0     2
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     8      1    0     2
* --------------------- GROUP 5 -------------------------------
*
*                  LEFT UTILITY TUNNEL
*
* CARD 3.3.5.4.1.1
* MTYPE
    -3
* CARD 3.3.5.4.1.2
* MATNO IDH MATNOJT IDHJT THICJT  LTPI, LMATI, LTPO, LMATO
     3   0     4       0    -0.1     2     5      2     6
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
     1      0    1    8.0  -6.0
* CARD 3.3.5.4.2.2
* NP   X     Y
   1   2.0   0.0
* CARD 3.3.5.4.3
* NSEGMENT
     1
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV IEND
     1      2     0   2
* CARD 3.3.5.4.3.2
* X0    Y0    RX   RY   THETA_B   THETA_E
  0.0   0.0   2.0  2.0  0.0       360.
* --------------------- GROUP 6 -------------------------------
*
*                  RIGHT UTILITY TUNNEL
*
* CARD 3.3.5.4.1.1
* MTYPE
    -3
* CARD 3.3.5.4.1.2
* MATNO  KF  MATNOJT  KFJT  THICJT  LTPI, LMATI, LTPO, LMATO
     3   0     4       0    -0.1     2     5      2     6
* CARD 3.3.5.4.2.1

---
---
```

```
* --------------------- GROUP 22 ------------------------------
*
*                       SUBWAY TUNNEL
*
* CARD 3.3.5.4.1.1
* MTYPE IGPOST OVERLAY GCOLOR GLTYPE GLTHIC GHIDE
  -3     0      0       0      0      0      0
* Card 3.3.5.4.1-1
* MAT IDH MATj IDHj THICj  LTi LMi LTo LMo
    3   0    4   0  -0.100   2   5   2   6
* CARD 3.3.5.4.2.1
* NPOINT  MOVE  IREF  XLO   YLO
    4      1     1    0.0   0.0
* CARD 3.3.5.4.2.2
* NP   X     Y
   1   26.  24.
   2   20.  24.
   3   20.  20.
   4   26.  20
* CARD 3.3.5.4.3
* NSEGMENT
     4
* CARD 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV  IEND
     1      2    0     2
* Card 3.3.5.4.3.1-1
* Xo      Yo     Rx    Ry    Qb    Qe
  23.     24.    3.0   3.0   0.0   180.
* Card 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV   IEND
    2     1       0     2
* Card 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV   IEND
    3     1       0     2
* Card 3.3.5.4.3.1
* SEGNO  LTYPE  NDIV   IEND
    4     1       0     2
* ------------------------------------------------------------
* END OF DATA
```

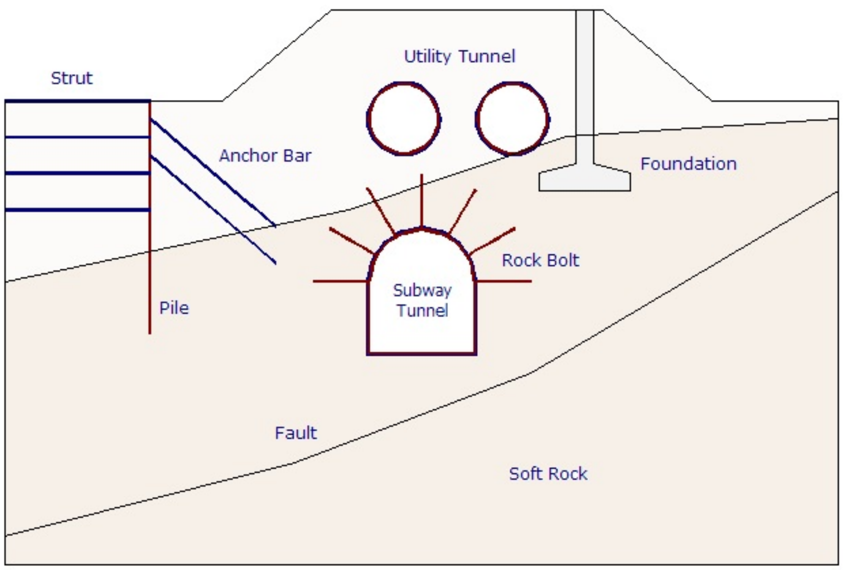


Figure 8.7 Schematic section view

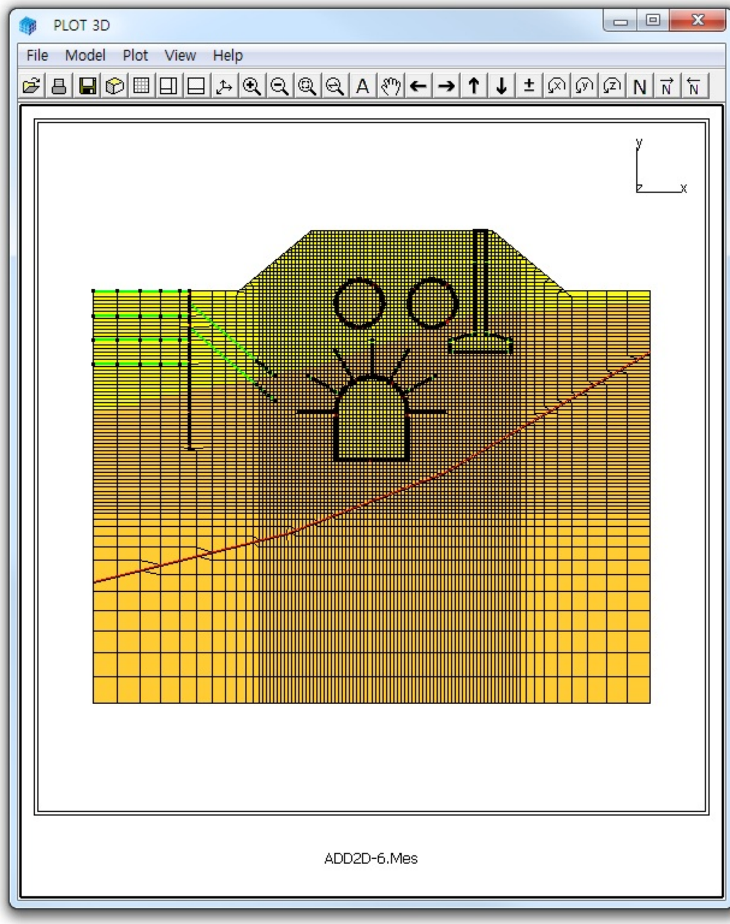


Figure 8.8 Overall finite element mesh

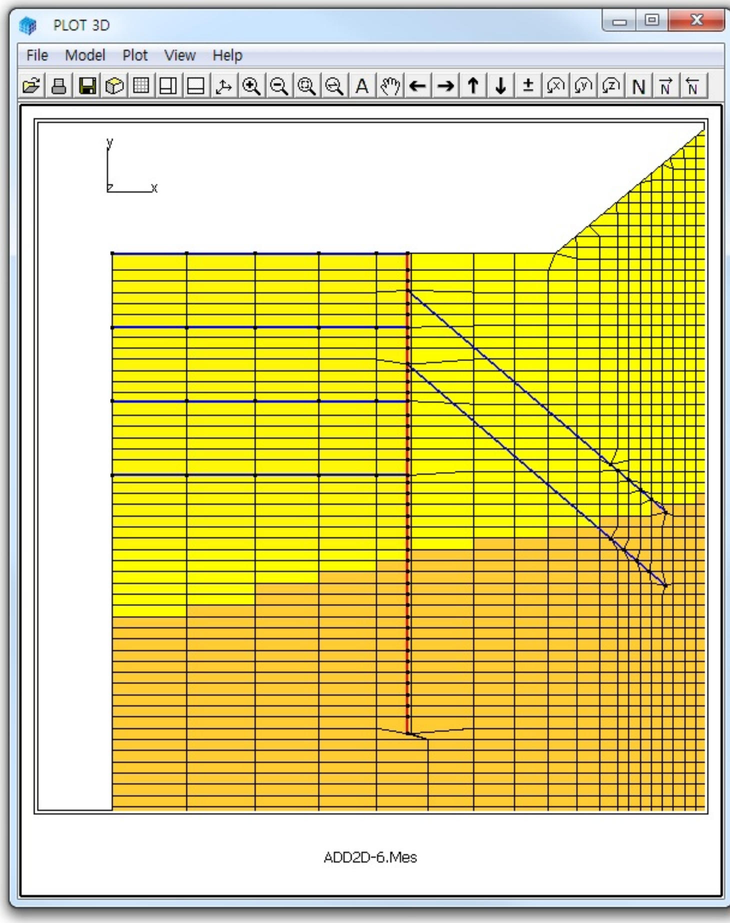


Figure 8.9 Finite element mesh around excavation zone

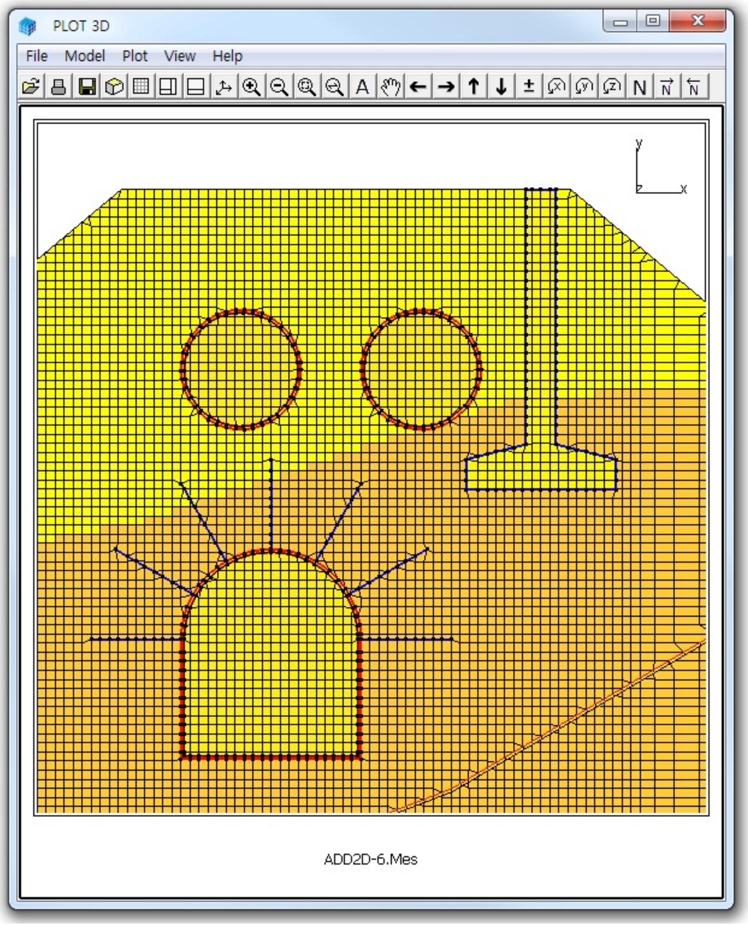


Figure 8.10 Finite element mesh around tunnels and foundation

8.2 ADDRGN-3D

ADDRGN-3D is mainly used to combine or modify the existing three dimensional continuum meshes.

ADDRGN-3D can be selected in the following order:

Run → Mesh Generator → AddRgn → Addrgn 3D

When you finish the execution of ADDRGN-3D, select PLOT-3D to plot the combined or modified mesh.

8.2.1 Combining Meshes

In this example, ADDRGN-3D is used to combine two different regions; FARA3D and FARB3D. FARA3D has 63 nodes and 24 elements as shown in Figure 8.11. FARB3D has 84 nodes and 36 elements as shown in Figure 8.12.

Both FARA3D and FARB3D have the common plane at y=10 where both regions share the identical nodal coordinates. Element numbers 1 to 24 are assigned for FARA3D and 25 to 60 for FARB3D. Note that element numbers should be continuous when combining two regions. The output file, FAR3D.Mes, is obtained by adding FARB3D.Mes (called REGION B) to FARA3D.Mes (called REGION A) as specified in input file ADD3D-1.Dat in Table 8.7. Graphical output for the combined region FAR3D is presented in Figure 8.13.

This example also demonstrates that ADDRGN-3D combines not only meshes but also nodal damping constants for transmitting boundary. Combined nodal damping constants are listed at the end of element indexes in the output file FAR3D.Mes.

Table 8.7 Listing of input file ADD3D-1.Dat

```
* ADD3D-1.Dat
* CARD 1.1
* IMOD = 0 : ADD REGION B TO REGION A
  0
* CARD 2.1
* FILEA : Input file name containing REGION A
  FARA3D.Mes
* FILEB : Input file name containing REGION B
  FARB3D.Mes
* FILEC : Output file name to store COMBINED REGION
  FAR3D.Mes
* END OF DATA
```

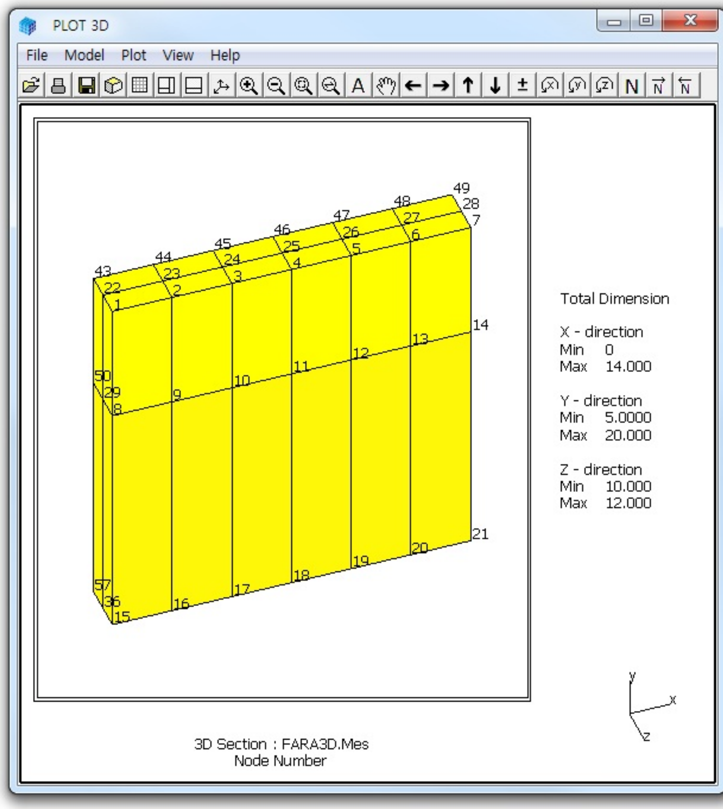


Figure 8.11 Node numbers for FARA3D.Mes

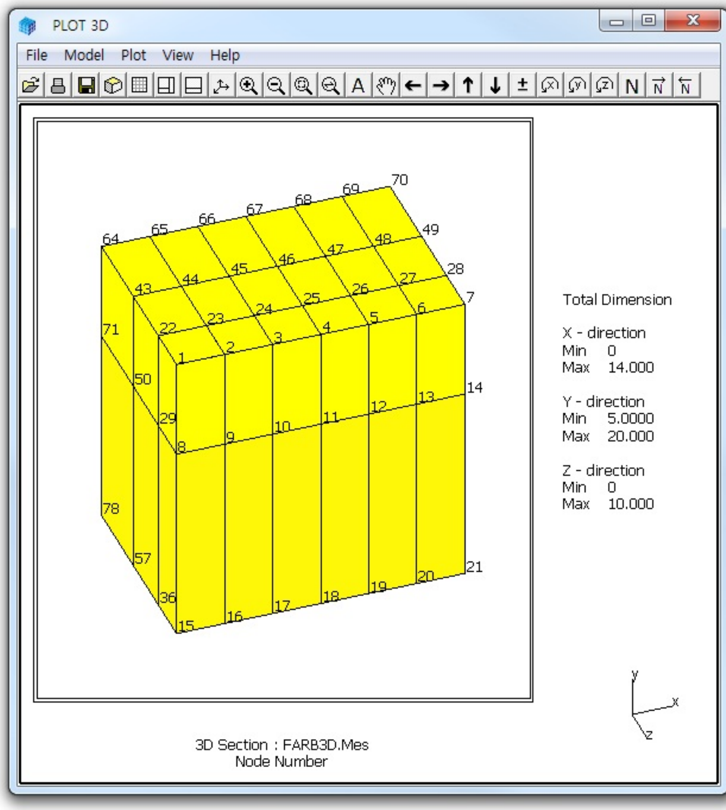


Figure 8.12 Node numbers for FARB3D.Mes

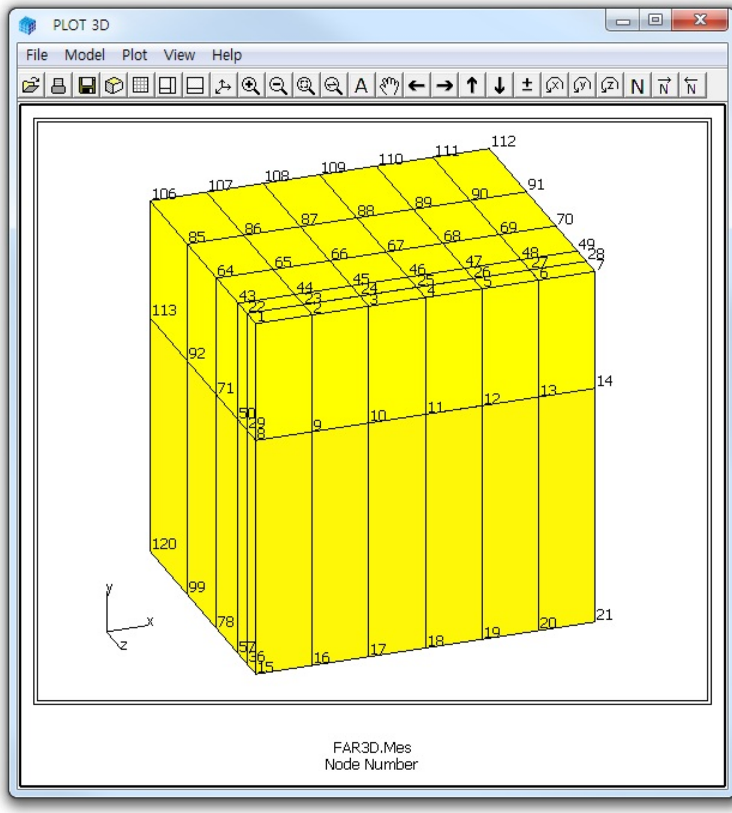


Figure 8.13 Node numbers for generated output FAR3D.Mes

8.2.2 Modifying Mesh

In this example, we want to generate symmetric meshes using ADDRGN-3D. As the existing mesh, we take the CROSS-3D Model 1 example problem, but generates only top half by specifying IPART=1 in card Group 2.1.2. Table 8.8 shows the listing of CROSS-3D input file CRM1-TOP.Dat. Graphical output is shown in Figure 8.14.

To generate bottom half which is symmetric about the plane at y=0, you can execute the input file ADD3D-2.Dat in Table 8.9. Graphical output is shown in Figure 8.15.

By combining both top and bottom regions, we can generate a whole region WCRM1.Mes. Input file ADD3D-3.Dat in Table 8.10 is used to build the combined mesh. Graphical output of this combined region is shown in Figure 8.16.

Table 8.8 Listing of CROSS-3D input file CRM1-TOP.Dat

```
* CARD 1.1
* TITLE
  Identical two crossing tunnels (MODELNO = 1)
* CARD 1.2
* MODELNO IDH NSNODE  NSNEL  CMFAC
    1       1    1       1     1.0
* CARD 2.1.1
* XL    YB    YT    ZL    t
 100.   50.   100.  100.  3.0
* CARD 2.1.2
* IPART  NDR  NTBND  NTOPN
    1      2   20     20
* CARD 2.1.3
* NTNODE
    9
* NODE  X        Y
    1   0.0      4.0
    2   2.8284   2.8284
    3   4.0      0.0
    4   4.0     -2.0
    5   0.0     -3.0
    6   1.53     3.7
    7   3.7      1.53
    8   4.0     -1.0
    9   2.0     -2.7
* CARD 3.1
* NBOUND
    6
* CARD 3.2
* IBTYPE ISX  ISY  ISZ  IFX  IFY  IFZ
    1     0    0    0    1    1    1
    2     0    0    1    1    1    1
    3     0    0    1    1    1    1
    4     1    0    0    1    1    1
    5     1    0    0    1    1    1
    7     0    1    0    1    1    1
* END OF DATA
```

Table 8.9 Listing of input file ADD3D-2.Dat

```
* ADD3D-2.Dat
* CARD 1.1
* IMOD = 1 : MODIFY EXISTING MESH
  1
* CARD 3.1
* FILEA : Input file name to be modified
  CRM1-TOP.Mes
* FILEM : Output file name to store modified mesh
  CRM1-BOT.Mes
* CARD 3.2
* NSNEL  NSNODE
  746    1
* CARD 3.3
* IEDIT = 0 : CHANGE COORDINATES
  0
* CARD 3.3.1.1
* Xo    Yo    Zo      Xonew   Yonew   Zonew
  0.0   0.0   0.0     0.0     0.0     0.0
* CARD 3.3.1.2
* Xscale  Yscale  Zscale
  1.0     -1.0     1.0
* END OF DATA
```

Table 8.10 Listing of input file ADD3D-3.Dat

```
* ADD3D-3.Dat
* CARD 1.1
* IMOD = 0 : ADD REGION B TO REGION A
  0
* CARD 2.1
* FILEA : Input file name containing REGION A
  CRM1-TOP.Mes
* FILEB : Input file name containing REGION B
  CRM1-BOT.Mes
* FILEC : Output file name to store COMBINED REGION
  WCRM1.Mes
* END OF DATA
```

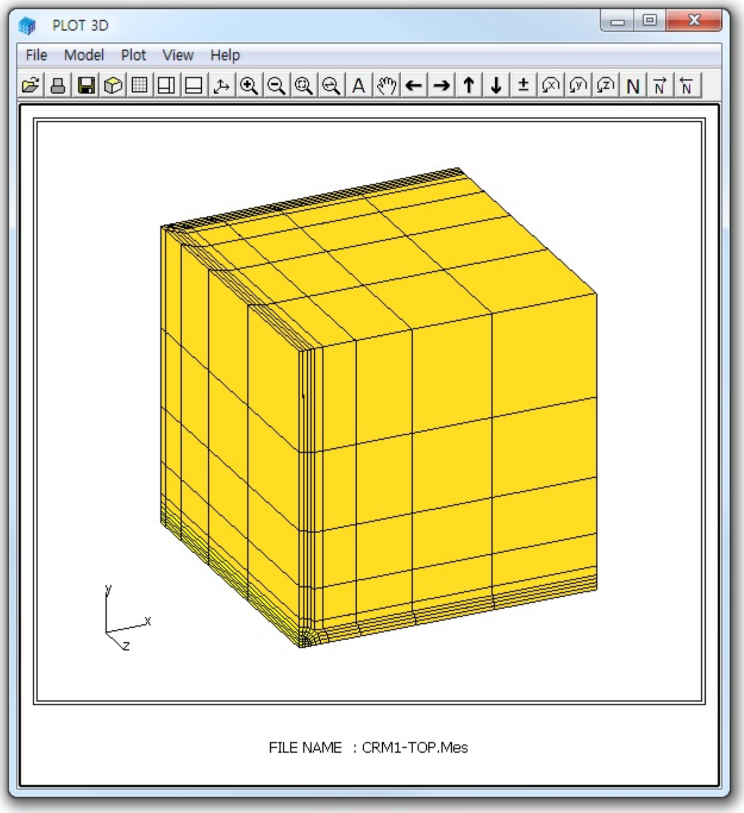


Figure 8.14 Finite element mesh for top half region

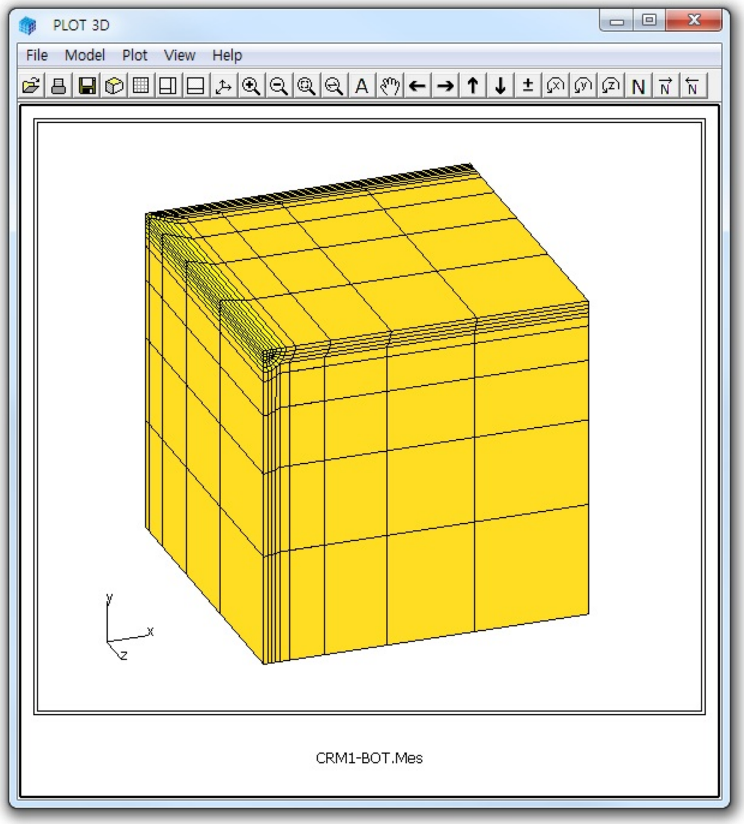


Figure 8.15 Finite element mesh for bottom half region

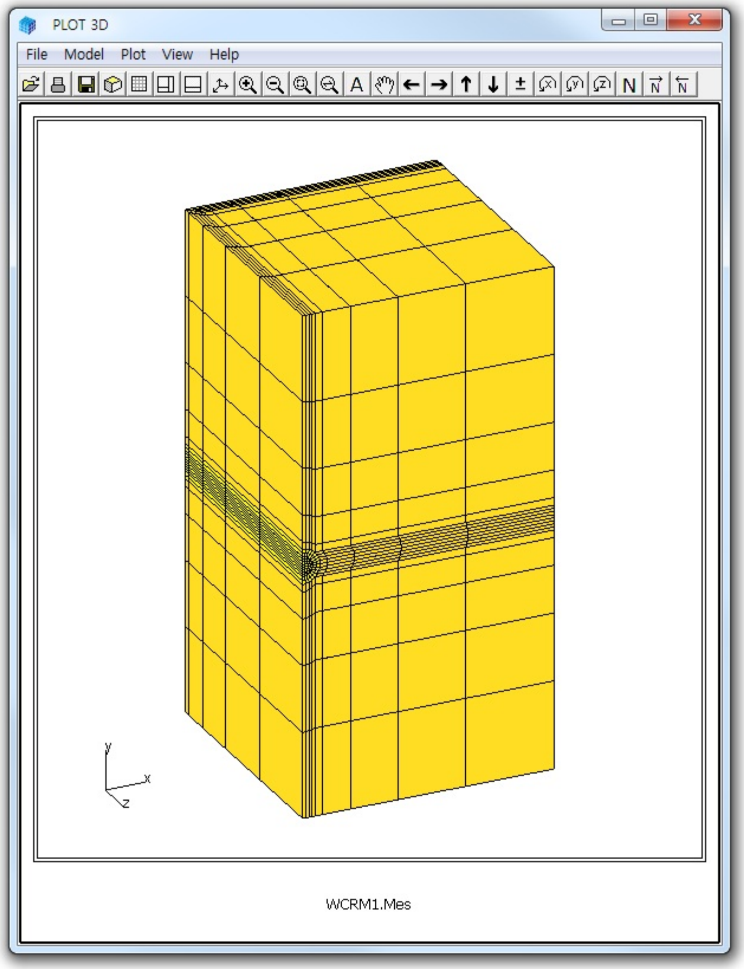


Figure 8.16 Finite element mesh for combined region

SUPPLEMENT
Example Problem

SUPPLEMENT Menu contains supporting programs which are useful to prepare input data for pre- and main-processing programs of SMAP-T3.

Running SUPPLEMENT is described in Section 3.2.6 of User's Manual and can be selected in the following order:

Run → Mesh Generater → Supplement → Edit, XY. Cards or Shrink File

EDIT is used to run text editor.

XY computes coordinates of mid points, cross points, or normal points.

CARDS generates element activity data in Card 8 in Section 4.4 Main File.

SHRINK FILE removes extra blank spaces before carriage return.
This will reduce the size of the file.

9.1 XY Example Problem

XY is the supporting program which computes coordinates of mid points, cross points, or normal points. Full description of XY is presented in Section 9.3 of User's Manual.

As an example, we select NF=6 which computes coordinates of point normal to the circular arc as shown in Figure 9.1.

Table 9.1 illustrates options available to the program XY and the user inputs specific to NF=6. Computed coordinates of the normal point are stored in the output file XY.Out and are listed in bottom part of Table 9.l.

Table 9.1 XY Example Problem

Type file name to store output: XY.Out

NF	=	0	END OF COMPUTATION.
		1	COMPUTE MIDPOINT ON STRAIGHT LINE.
		2	COMPUTE MIDPOINT ON CIRCULAR ARC.
		3	COMPUTE INTERSECTION POINT OF TWO STRAIGHT LINES.
		4	COMPUTE INTERSECTION POINT OF CIRCULAR ARC AND STRAIGHT LINE.
		5	COMPUTE POINTS NORMAL TO STRAIGHT LINE.
		6	COMPUTE POINTS NORMAL TO CIRCULAR ARC.

NF= **6**

R, Xo, Yo, TA

5.0 0.0 0.0 0.0

TAC, CD

45.0 3.0

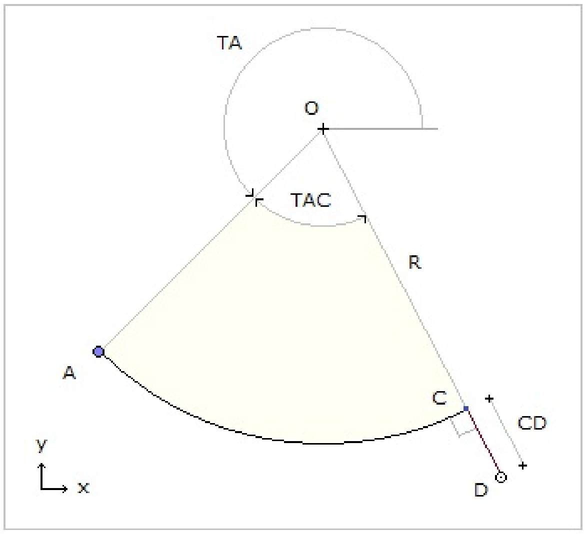
User inputs are **bold**.

Output file contains following information:

COMPUTED POINTS NORMAL TO CIRCULAR ARC

R	=	5.000000			
Xo	=	0.000000E+00	Yo	=	0.000000E+00
TA	=	0.000000E+00			
TAC	=	45.000000	CD	=	3.000000
XC	=	3.535527	YC	=	3.535540
XD	=	5.656844	YD	=	5.656865

NF = 6 Compute Points Normal to Circular Arc



INPUT:

R,	X_o,	Y_o,	TA
TAC,	CD		

R	=	5.0	
X_o, Y_o	=	0.0,	0.0
TA	=	0.0	
TAC	=	45.0	
CD	=	3.0	

Figure 9.1 XY example problem

9.2 CARDS Example Problem

CARDS is the supporting program which is written to aid the preparation of SMAP-3D input cards. Currently, there is only one routine available to generate element activity data in Card Group 8.2 of Users Manual.

Table 9.2 shows user inputs for the example problem. Generated element activity data is stored in the output file, CARDS.Out, which is listed in Table 9.3.

Table 9.2 User inputs for CARDS example problem

CARD NO =	0	EXIT
	8.2	ELEMENT ACTIVITY

CARD NO = **8.2**
Type file name to store output: **CARDS.OUT**

NF =	0	END OF GENERATION
	1	GENERATE ELEMENT ACTIVITY/ DEACTIVITY

NF = **1**
NEL (start), NEL (end), NAC, NDAC
101 120 0 6

NF =	0	END OF GENERATION
	1	GENERATE ELEMENT ACTIVITY/ DEACTIVITY

NF = **1**
NEL (start), NEL (end), NAC, NDAC
121 130 3 50

NF =	0	END OF GENERATION
	1	GENERATE ELEMENT ACTIVITY/ DEACTIVITY

NF = **0**

User inputs are **bold**.

Table 9.3 Listing of output file CARDS.Out

```
* NEL   NAC  NDAC
*
  101     0     6
  102     0     6
  103     0     6
  104     0     6
  105     0     6
  106     0     6
  107     0     6
  108     0     6
  109     0     6
  110     0     6
  111     0     6
  112     0     6
  113     0     6
  114     0     6
  115     0     6
  116     0     6
  117     0     6
  118     0     6
  119     0     6
  120     0     6
*
  121     3    50
  122     3    50
  123     3    50
  124     3    50
  125     3    50
  126     3    50
  127     3    50
  128     3    50
  129     3    50
  130     3    50
* NFAD =    30
```

10.1 LOAD-2D

LOAD-2D is the pre-processing program which can be used to generate initial temperature, heat pipe, convection boundary, external heat flow, and temperature boundary. For the detailed description of input parameters, refer to section 11 of User's Manual.

LOAD-2D can be selected in the following order:

Run → Load Generator → Load 2D

When you select LOAD-2D, Load Generation Dialog will be displayed as in Figure 10.1. You need to specify input file names for Load and Mesh Data.

10.1.1 Example 1

Example 1 is to show all load generations related to heat conduction problem as schematically shown in Figure 10.2. Heat pipe is acting on loading surface 1, convection boundary on surface 2, external heat flow on surface 3 and temperature boundary on surface 4. Initial temperatures are linearly increasing from top to bottom surface. Three different load time histories, as shown in Figure 10.3, are considered.

Mesh Data contains information for nodal coordinates and element indexes. MeshT2.Mes represents Mesh Data graphically shown in Figure 10.4 along with partial listing in Table 10.1. Load Data contains information for loads to be generated. LoadT2.Dat in Table 10.2, has been prepared according to LOAD-2D User's Manual.

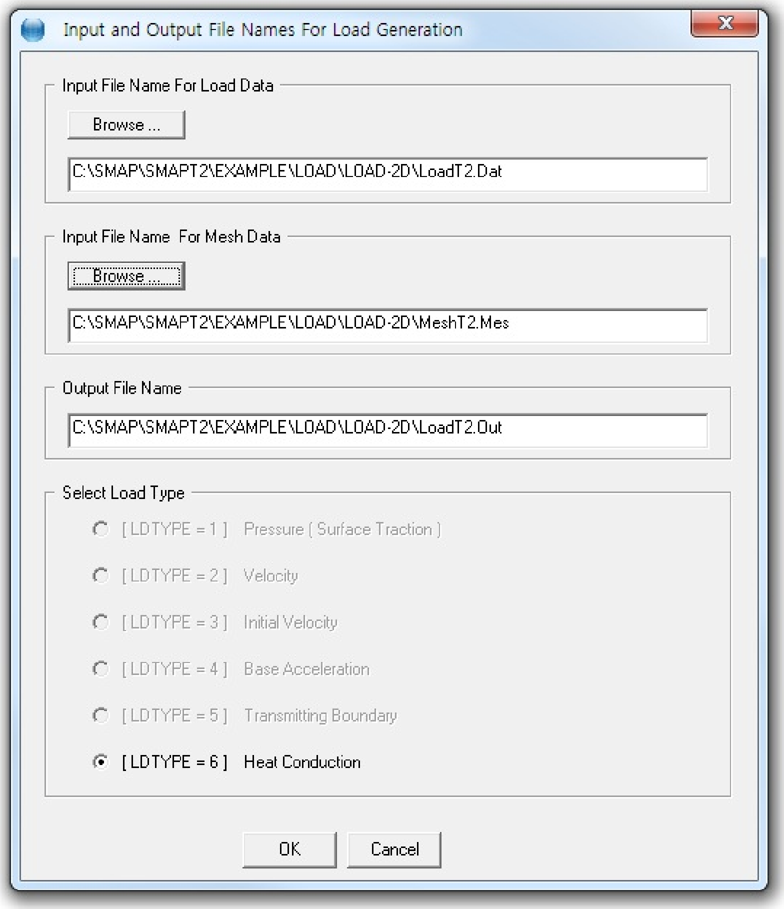


Figure 10.1 Load generation dialog

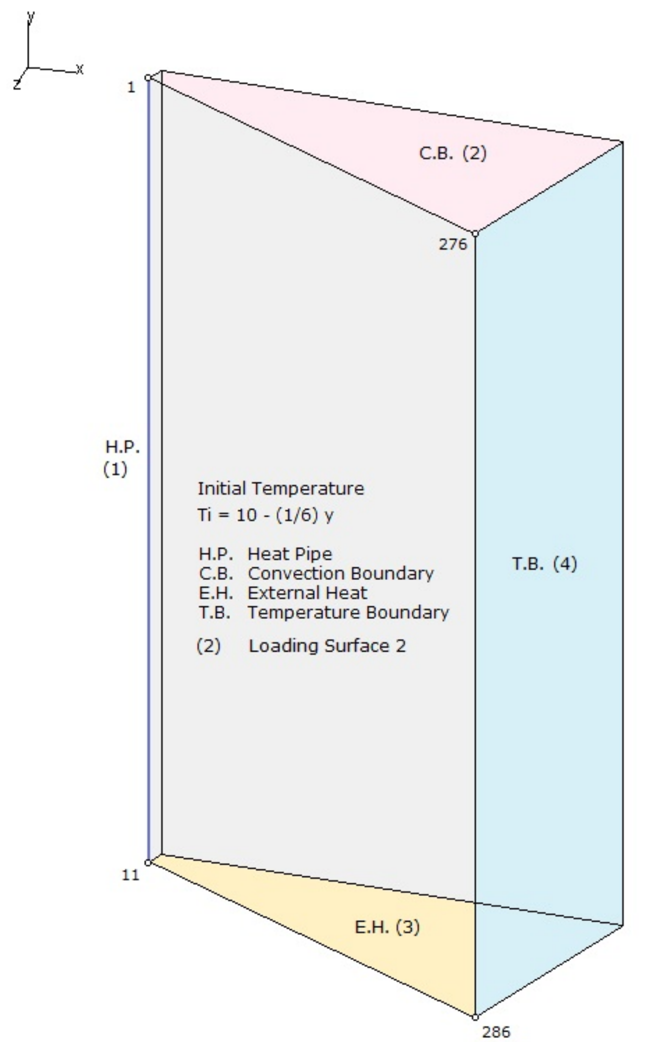


Figure 10.2 Schematic view of load for Example 1

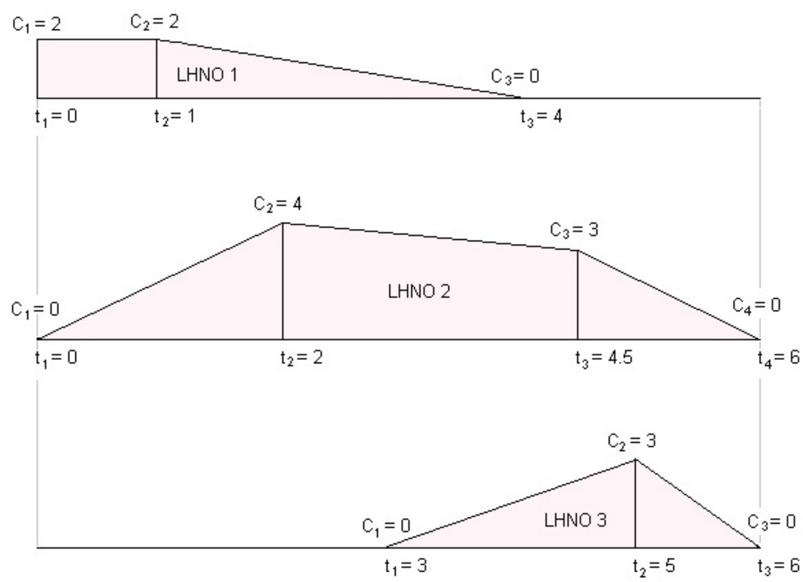


Figure 10.3 Load time histories for Example 1

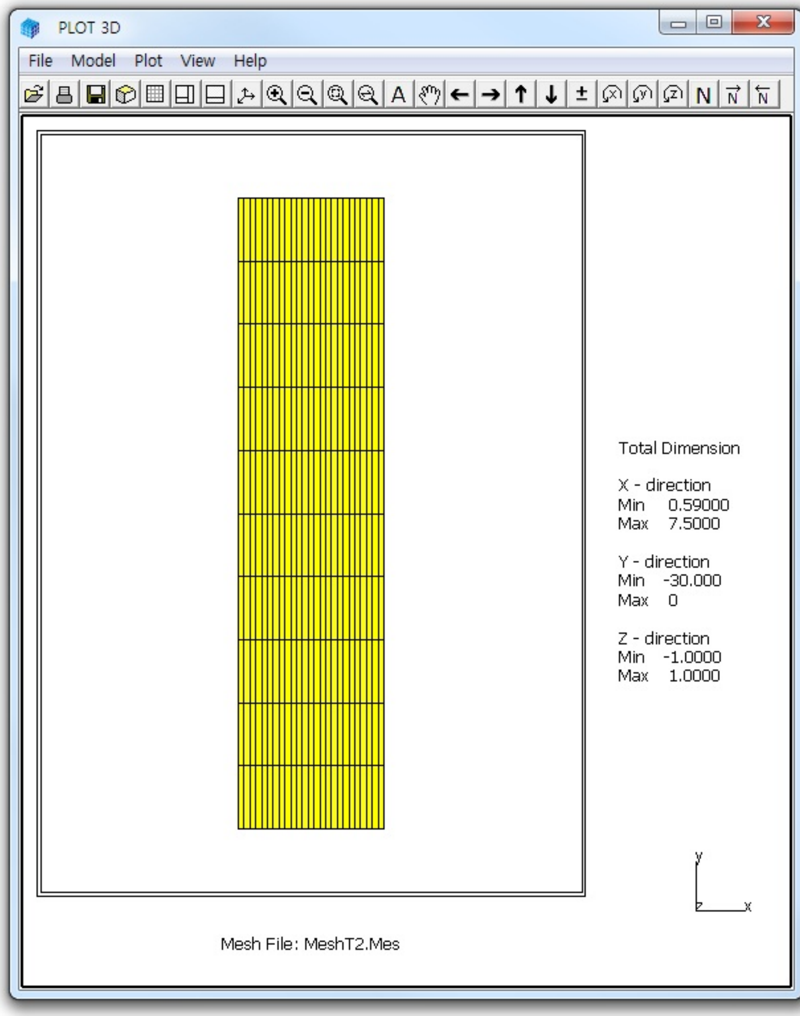


Figure 10.4 Finite element mesh for Example 1

Table 10.1 Listing of mesh input file MeshT2.Mes for Example 1

```
 2D Section
 NUMNP   NCONT   NBEAM   NTRUSS
 286     250     0       0
 Nodal Coordinates and Boundary Codes
 NODE  ID   IDF      XC          YC           T           CF
   1    0    0  .590000E+00  .000000E+00  .700000E+02  .000000E+00
   2    0    0  .590000E+00 -.300000E+01  .700000E+02  .000000E+00
   3    0    0  .590000E+00 -.600000E+01  .700000E+02  .000000E+00
   4    0    0  .590000E+00 -.900000E+01  .700000E+02  .000000E+00
   5    0    0  .590000E+00 -.120000E+02  .700000E+02  .000000E+00
   6    0    0  .590000E+00 -.150000E+02  .700000E+02  .000000E+00
   7    0    0  .590000E+00 -.180000E+02  .700000E+02  .000000E+00

 284    0    0  .750000E+01 -.240000E+02  .700000E+02  .000000E+00
 285    0    0  .750000E+01 -.270000E+02  .700000E+02  .000000E+00
 286    0    0  .750000E+01 -.300000E+02  .700000E+02  .000000E+00
 Continuum Element Indexes
 NEL    I    J    K    L  MATNO IDH
   1   12    1    2   13    1    0
   2   13    2    3   14    1    0

 248  283  272  273  284    1    0
 249  284  273  274  285    1    0
 250  285  274  275  286    1    0
* END OF DATA
```

Table 10.2 Listing of load input file LoadT2.Dat for Example 1

```
*
* LOAD-T2  INPUT
*
* CARD 1.1
* TITLE
  EXAMPLE 1  LOAD-T2 [LDTYPE = 6]
* CARD 1.2
* NCTYPE
  0
* ========================================
* CARD 2.1
* NUMLS
  4
* ----------------------------------------
* HEAT PIPE
* CARD 2.2.1
* LSNO   LSTYPE (LINE STRIP)
  1,     1
* CARD 2.2.2
* NUMNODE
  2
* CARD 2.2.3
* LISTING OF NODES
  1, 11
* ----------------------------------------
* CONVECTION BOUNDARY
* CARD 2.2.1
* LSNO   LSTYPE (LINE STRIP)
  2,     1
* CARD 2.2.2
* NUMNODE
  2
* CARD 2.2.3
* LISTING OF NODES
  1, 276
* ----------------------------------------
* EXTERNAL HEAT FLOW
* CARD 2.2.1
* LSNO   LSTYPE (LINE STRIP)
  3,     1
```

```
* CARD 2.2.2
* NUMNODE
  2
* CARD 2.2.3
* LISTING OF NODES
  11, 286
* -----------------------------------------
* TEMPERATURE BOUNDARY
* CARD 2.2.1
* LSNO   LSTYPE (LINE STRIP)
  4,      1
* CARD 2.2.2
* NUMNODE
  2
* CARD 2.2.3
* LISTING OF NODES
  276, 286
* =========================================
* CARD 3.1
* NUMLF
  6
* -----------------------------------------
* INITIAL TEMPERATURE
* CARD 3.2.1
* LFNO
  1
* CARD 3.2.2
* A-0       A-X       A-Y
  10.,      0.0,     -0.166667
* -----------------------------------------
* HEAT PIPE (TEMPERATURE AT START)
* CARD 3.2.1
* LFNO
  2
* CARD 3.2.2
* A-0       A-X       A-Y
 -10.,      0.0,      0.0
* -----------------------------------------
```

```
* CONVECTION (HEAT TRANSFER COEFFICIENT)
* CARD 3.2.1
* LFNO
  3
* CARD 3.2.2
* A-0        A-X        A-Y
  3.,        0.0,       0.0
* -----------------------------------------
* CONVECTION (EXTERNAL TEMPERATURE)
* CARD 3.2.1
* LFNO
  4
* CARD 3.2.2
* A-0        A-X        A-Y
  10.,       0.0,       0.0
* -----------------------------------------
* EXTERNAL HEAT FLOW
* CARD 3.2.1
* LFNO
  5
* CARD 3.2.2
* A-0        A-X        A-Y
  20.,       0.0,       0.0
* -----------------------------------------
* TEMPERATURE BOUNDARY
* CARD 3.2.1
* LFNO
  6
* CARD 3.2.2
* A-0        A-X        A-Y
  10.,       0.0,      -0.166667
* =========================================
* CARD 4.1
* NUMLH
  3
* -----------------------------------------
* CARD 4.2.1
* LHNO
  1
* CARD 4.2.2
* NUMTP
  3
```

```
* CARD 4.2.3
* T1   T2   T3
  0.0  1.0  4.0
* CARD 4.2.4
* C1   C2   C3
  2.0  2.0  0.0
* -----------------------------------------
* CARD 4.2.1
* LHNO
  2
* CARD 4.2.2
* NUMTP
  4
* CARD 4.2.3
* T1   T2   T3   T4
  0.0  2.0  4.5  6.0
* CARD 4.2.4
* C1   C2   C3   C4
  0.0  4.0  3.0  0.0
* -----------------------------------------
* CARD 4.2.1
* LHNO
  3
* CARD 4.2.2
* NUMTP
  3
* CARD 4.2.3
* T1   T2   T3
  3.0  5.0  6.0
* CARD 4.2.4
* C1   C2   C3
  0.0  3.0  0.0
* =========================================
* INITIAL TEMPERATURE
* CARD 5.1-0
* IBTYPE
  1
* CARD 5.1-1
* LFNO_IT
  1
* -----------------------------------------
```

```
* HEAT PIPE
* CARD 5.1-0
* IBTYPE
  2
* CARD 5.1-2
* IDP  MATP  LSNO_HP  LFNO_HP  LHNO_HP
  1    1     1        2        2
* -------------------------------------------------
* CONVECTION BOUNDARY
* CARD 5.1-0
* IBTYPE
  3
* CARD 5.1-3
* IDC  LSNO_CB  LFNO_HC  LHNO_HC  LFNO_ET  LHNO_ET
  1    2        3        1        4        3
* -------------------------------------------------
* EXTERNAL HEAT FLOW
* CARD 5.1-0
* IBTYPE
  4
* CARD 5.1-4
* LSNO_EH  LFNO_EH  LHNO_EH
  3        5        1
* -------------------------------------------------
* TEMPERATURE BOUNDARY
* CARD 5.1-0
* IBTYPE
  5
* CARD 5.1-5
* LSNO_TB  LFNO_TB  LHNO_TB
  4        6        3
* -------------------------------------------------
* END
* CARD 5.1-0
* IBTYPE
  0
* END OF INPUT DATA
```

The output file, LoadT2.Out listed in Table 10.3, contains generated heat pipe, convection boundary, external heat flow, temperature boundary and load time histories. Figure 10.5 shows time history curves for each load history number. The format of the generated load output is compatible to the format of Card Group 9 in SMAP-T2 main input. For IBTYPE = 1, 4, or 5, specified initial temperatures or boundary conditions are saved in mesh file (NewMeshFile.Mes).

Table 10.3 Listing of load output file LoadT2.Out for Example 1

```
* Card 9.1.1
* NTNP
  1
* Card 9.1.2.1
* TITLE
  Property No :   1
* Card 9.1.2.2
* MATP   FVOL       SPHL       ROL        HCL
  1      1.000      1.000      1.000      1.000
* Card 9.2.1
* NPIPE
  1
* Card 9.2.2.1
* TITLE
  Heat Pipe No :   1
* Card 9.2.2.2-1
* IDP   MATP  IDFNP  NODEP     FMP
  1     1     2      11       -.100000E+02
* Card 9.2.2.2-2
* Listing of Nodes ---
  1     2     3      4     5     6     7     8     9    10
  11
* Card 9.3.1
* NCONV
  1
* Card 9.3.2.1
* TITLE
  Convection Boundary No :   1
* Card 9.3.2.2-1
* IDC   IDFNC  IDFNT  NODEC     FMC           FMT
  1     1      3      26        .300000E+01   .100000E+02
```

```
* Card 9.3.2.2-2
* Listing of Nodes ---
    1   12   23   34   45   56   67   78   89  100
  111  122  133  144  155  166  177  188  199  210
  221  232  243  254  265  276
* CARD 9.4.1
* NTIMF  NTIM
  3      8
* CARD 9.4.2
*       TIME          FN1           FN2           FN3
 .00000E+00   .20000E+01   .00000E+00   .00000E+00
 .10000E+01   .20000E+01   .20000E+01   .00000E+00
 .20000E+01   .13333E+01   .40000E+01   .00000E+00
 .30000E+01   .66667E+00   .36000E+01   .00000E+00
 .40000E+01  -.59605E-07   .32000E+01   .15000E+01
 .45000E+01   .00000E+00   .30000E+01   .22500E+01
 .50000E+01   .00000E+00   .20000E+01   .30000E+01
 .60000E+01   .00000E+00   .00000E+00   .00000E+00
* End of Data
```

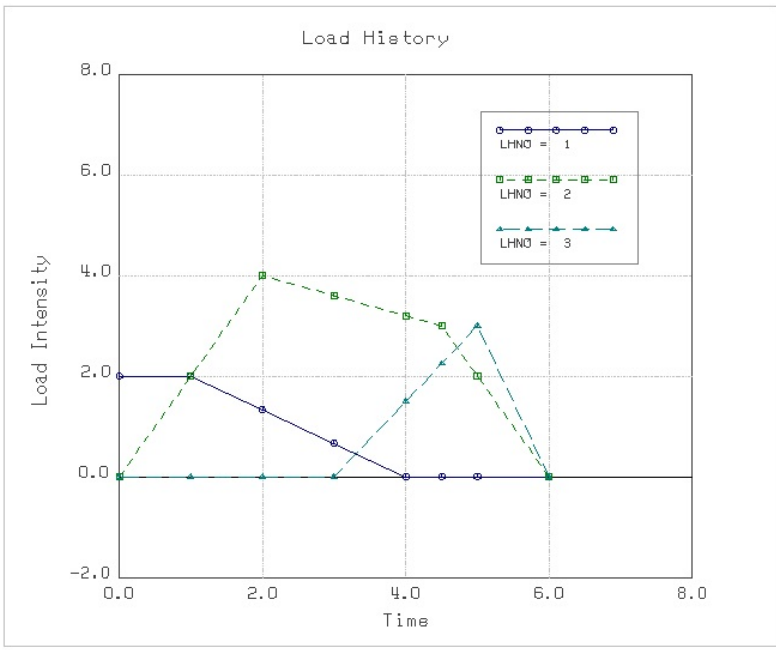


Figure 10.5 Generated load time histories for Example 1

10.2 LOAD-3D

LOAD-3D is the pre-processing program which can be used to generate initial temperature, heat pipe, convection boundary, external heat flow, and temperature boundary. For the detailed description of input parameters, refer to section 11 of User's Manual.

LOAD-3D can be selected in the following order:

Run → Load Generator → Load 3D

When you select LOAD-3D, Load Generation Dialog will be displayed as in Figure 10.6. You need to specify input file names for Load and Mesh Data.

10.2.1 Example 1

Example 1 is to show all load generations related to heat conduction problem as schematically shown in Figure 10.7. Heat pipe is acting on loading surface 1, convection boundary on surface 2, external heat flow on surface 3 and temperature boundary on surface 4. Initial temperatures are linearly increasing from top to bottom surface. Three different load time histories, as shown in Figure 10.8, are considered.

Mesh Data contains information for nodal coordinates and element indexes. MeshT3.Mes represents Mesh Data graphically shown in Figure 10.9 along with partial listing in Table 10.3. Load Data contains information for loads to be generated. LoadT3.Dat in Table 10.4, has been prepared according to LOAD-3D User's Manual.

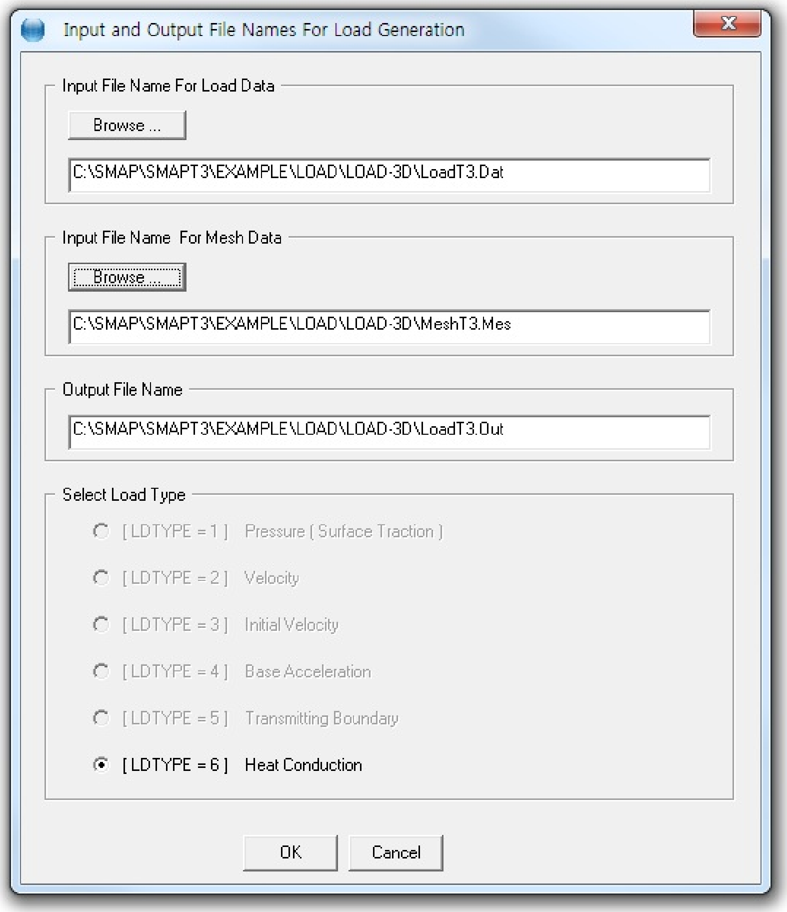


Figure 10.6 Load generation dialog

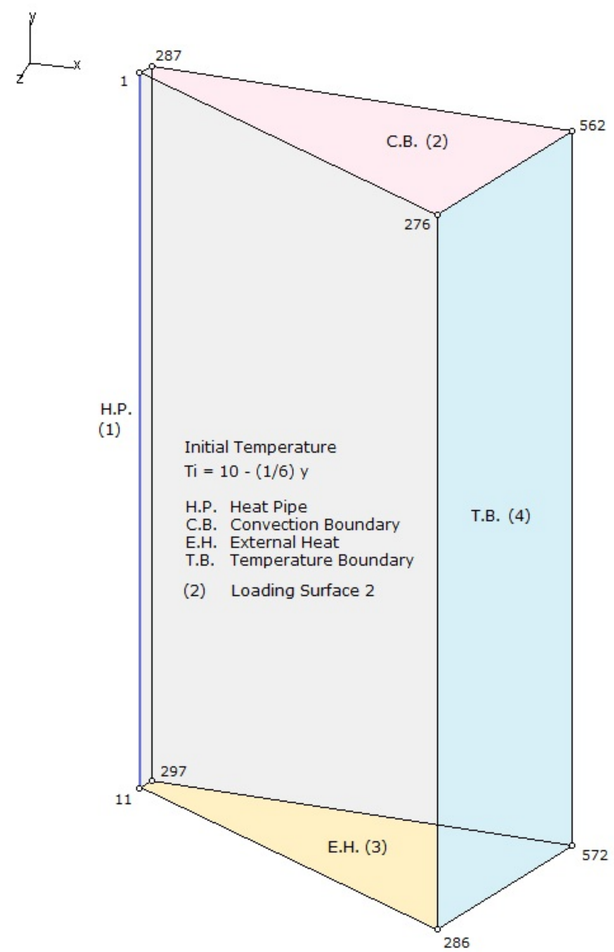


Figure 10.7 Schematic view of load for Example 1

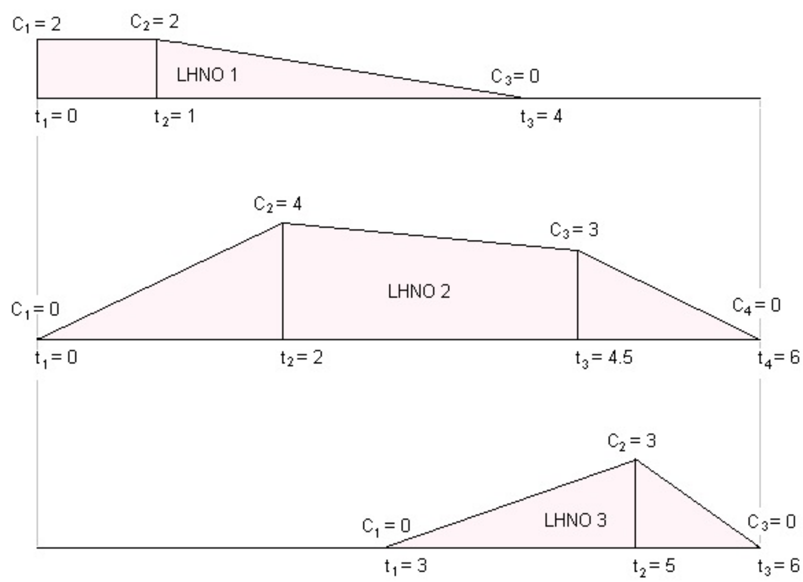


Figure 10.8 Load time histories for Example 1

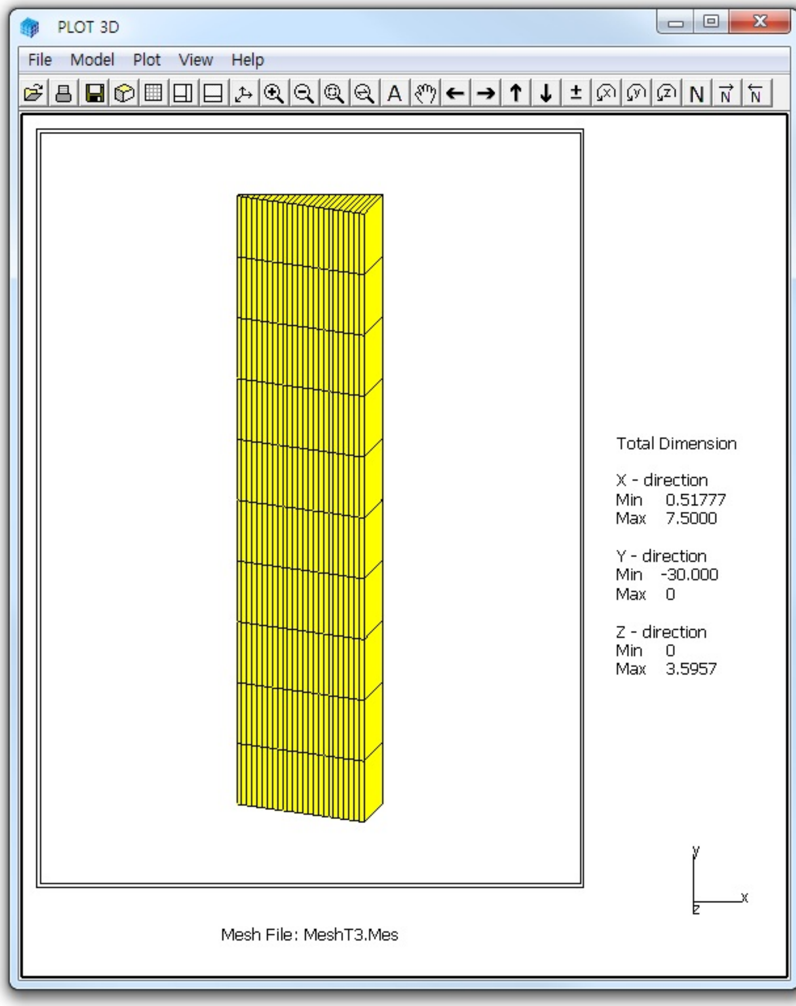


Figure 10.9 Finite element mesh for Example 1

Table 10.4 Listing of mesh input file MeshT3.Mes for Example 1

```
 3D Section
 NUMNP   NCONT   NBEAM   NTRUSS
 572     250     0       0
 Nodal Coordinates and Boundary Codes
 NODE  ID  IDF      XC          YC           ZC           T           CF
    1   0    0 0.517774E+00 0.000000E+00 0.282861E+00 0.700000E+02 0.000000E+00
    2   0    0 0.517774E+00 -.300000E+01 0.282861E+00 0.700000E+02 0.000000E+00
    3   0    0 0.517774E+00 -.600000E+01 0.282861E+00 0.700000E+02 0.000000E+00
    4   0    0 0.517774E+00 -.900000E+01 0.282861E+00 0.700000E+02 0.000000E+00
    5   0    0 0.517774E+00 -.120000E+02 0.282861E+00 0.700000E+02 0.000000E+00
    6   0    0 0.517774E+00 -.150000E+02 0.282861E+00 0.700000E+02 0.000000E+00
    7   0    0 0.517774E+00 -.180000E+02 0.282861E+00 0.700000E+02 0.000000E+00

  570   0    0  .750000E+01 -.240000E+02  .000000E+00  .700000E+02  .000000E+00
  571   0    0  .750000E+01 -.270000E+02  .000000E+00  .700000E+02  .000000E+00
  572   0    0  .750000E+01 -.300000E+02  .000000E+00  .700000E+02  .000000E+00
Continuum Element Indexes
 NEL   i1   i2   i3   i4   i5   i6   i7   i8   MATNO IDH
   1   12    1    2   13  298  287  288  299    1    0
   2   13    2    3   14  299  288  289  300    1    0

 248  283  272  273  284  569  558  559  570    1    0
 249  284  273  274  285  570  559  560  571    1    0
 250  285  274  275  286  571  560  561  572    1    0
* END OF DATA
```

Table 10.5 Listing of load input file LoadT3.Dat for Example 1

```
*
* LOAD-T3  INPUT
*
* CARD 1.1
* TITLE
  EXAMPLE 1  LOAD-T3 [LDTYPE = 6]
* ========================================
* CARD 2.1
* NUMLS
  4
* ----------------------------------------
* HEAT PIPE
* CARD 2.2.1
* LSNO   LSTYPE (LINE STRIP)
  1,      3
* CARD 2.2.2
* NUMNODE
  2
* CARD 2.2.3
* LISTING OF NODES
  1, 11
* ----------------------------------------
* CONVECTION BOUNDARY
* CARD 2.2.1
* LSNO   LSTYPE (PLANE)
  2,      2
* CARD 2.2.2
* NUMNODE
  3
* CARD 2.2.3
* LISTING OF NODES
  562, 287, 1
* ----------------------------------------
* EXTERNAL HEAT FLOW
* CARD 2.2.1
* LSNO   LSTYPE (PLANE)
  3,      2
```

```
* CARD 2.2.2
* NUMNODE
  3
* CARD 2.2.3
* LISTING OF NODES
  572, 297, 11
* -----------------------------------------
* TEMPERATURE BOUNDARY
* CARD 2.2.1
* LSNO   LSTYPE (POLYGON)
  4,      1
* CARD 2.2.2
* NUMNODE
  4
* CARD 2.2.3
* LISTING OF NODES
  562, 276, 286, 572
* =========================================
* CARD 3.1
* NUMLF
  6
* -----------------------------------------
* INITIAL TEMPERATURE
* CARD 3.2.1
* LFNO
  1
* CARD 3.2.2
* A-0       A-X       A-Y         A-Z
  10.,      0.0,     -0.166667,   0.0
* -----------------------------------------
* HEAT PIPE (TEMPERATURE AT START)
* CARD 3.2.1
* LFNO
  2
* CARD 3.2.2
* A-0       A-X       A-Y         A-Z
 -10.,      0.0,      0.0,        0.0
* -----------------------------------------
```

```
* CONVECTION (HEAT TRANSFER COEFFICIENT)
* CARD 3.2.1
* LFNO
  3
* CARD 3.2.2
* A-0        A-X        A-Y          A-Z
  3.,        0.0,       0.0,         0.0
* -----------------------------------------
* CONVECTION (EXTERNAL TEMPERATURE)
* CARD 3.2.1
* LFNO
  4
* CARD 3.2.2
* A-0        A-X        A-Y          A-Z
  10.,       0.0,       0.0,         0.0
* -----------------------------------------
* EXTERNAL HEAT FLOW
* CARD 3.2.1
* LFNO
  5
* CARD 3.2.2
* A-0        A-X        A-Y          A-Z
  20.,       0.0,       0.0,         0.0
* -----------------------------------------
* TEMPERATURE BOUNDARY
* CARD 3.2.1
* LFNO
  6
* CARD 3.2.2
* A-0        A-X        A-Y          A-Z
  10.,       0.0,     -0.166667,     0.0
* =========================================
* CARD 4.1
* NUMLH
  3
* -----------------------------------------
* CARD 4.2.1
* LHNO
  1
* CARD 4.2.2
* NUMTP
  3
```

```
* CARD 4.2.3
* T1   T2   T3
  0.0  1.0  4.0
* CARD 4.2.4
* C1   C2   C3
  2.0  2.0  0.0
* -----------------------------------------
* CARD 4.2.1
* LHNO
  2
* CARD 4.2.2
* NUMTP
  4
* CARD 4.2.3
* T1   T2   T3   T4
  0.0  2.0  4.5  6.0
* CARD 4.2.4
* C1   C2   C3   C4
  0.0  4.0  3.0  0.0
* -----------------------------------------
* CARD 4.2.1
* LHNO
  3
* CARD 4.2.2
* NUMTP
  3
* CARD 4.2.3
* T1   T2   T3
  3.0  5.0  6.0
* CARD 4.2.4
* C1   C2   C3
  0.0  3.0  0.0
* =========================================
* INITIAL TEMPERATURE
* CARD 5.1-0
* IBTYPE
  1
* CARD 5.1-1
* LFNO_IT
  1
* -----------------------------------------
```

```
* HEAT PIPE
* CARD 5.1-0
* IBTYPE
  2
* CARD 5.1-2
* IDP   MATP   LSNO_HP   LFNO_HP   LHNO_HP
  1     1      1         2         2
* --------------------------------------------------
* CONVECTION BOUNDARY
* CARD 5.1-0
* IBTYPE
  3
* CARD 5.1-3
* IDC   LSNO_CB   LFNO_HC   LHNO_HC   LFNO_ET   LHNO_ET
  1     2         3         1         4         3
* --------------------------------------------------
* EXTERNAL HEAT FLOW
* CARD 5.1-0
* IBTYPE
  4
* CARD 5.1-4
* LSNO_EH   LFNO_EH   LHNO_EH
  3         5         1
* --------------------------------------------------
* TEMPERATURE BOUNDARY
* CARD 5.1-0
* IBTYPE
  5
* CARD 5.1-5
* LSNO_TB   LFNO_TB   LHNO_TB
  4         6         3
* --------------------------------------------------
* END
* CARD 5.1-0
* IBTYPE
  0
* END OF INPUT DATA
```

The output file, LoadT3.Out listed in Table 10.6, contains generated heat pipe, convection boundary, external heat flow, temperature boundary and load time histories. Figure 10.10 shows time history curves for each load history number. The format of the generated load output is compatible to the format of Card Group 9 in SMAP-T3 main input. For IBTYPE = 1, 4, or 5, specified initial temperatures or boundary conditions are saved in mesh file (NewMeshFile.Mes).

Table 10.6 Listing of load output file LoadT3.Out for Example 1

```
* Card 9.1.1
* NTNP
  1
* Card 9.1.2.1
* TITLE
  Property No :   1
* Card 9.1.2.2
* MATP  FVOL    SPHL    ROL     HCL     DOL     PRL
  1     1.000   1.000   1.000   1.000   1.000   1.000
* Card 9.2.1
* NPIPE  IPOUT
  1       0
* Card 9.2.2.1
* TITLE
  Heat Pipe No :   1
* Card 9.2.2.2-1
* IDP  MATP  IDFNP  NODEP     FMP
  1    1     2      11      -.100000E+02
* Card 9.2.2.2-2
* Listing of Nodes ---
  1    2     3      4    5    6    7    8    9   10
  11
* Card 9.3.1
* NCONV
  1
* Card 9.3.2.1
* TITLE
  Convection Boundary No :   1
* Card 9.3.2.2-1
* IDC  IDFNC  IDFNT  NS   NELC
  1    1      3      1    25
```

```
* Card 9.3.2.2-2
* FMC             FMT
 .300000E+01   .100000E+02
* Card 9.3.2.2-3
* Listing of Elements ---
    1    11    21    31    41    51    61    71    81    91
  101   111   121   131   141   151   161   171   181   191
  201   211   221   231   241
* CARD 9.4.1
* NTIMF  NTIM
  3       8
* CARD 9.4.2
*      TIME          FN1           FN2           FN3
 .00000E+00   .20000E+01   .00000E+00   .00000E+00
 .10000E+01   .20000E+01   .20000E+01   .00000E+00
 .20000E+01   .13333E+01   .40000E+01   .00000E+00
 .30000E+01   .66667E+00   .36000E+01   .00000E+00
 .40000E+01  -.59605E-07   .32000E+01   .15000E+01
 .45000E+01   .00000E+00   .30000E+01   .22500E+01
 .50000E+01   .00000E+00   .20000E+01   .30000E+01
 .60000E+01   .00000E+00   .00000E+00   .00000E+00
* End of Data
```

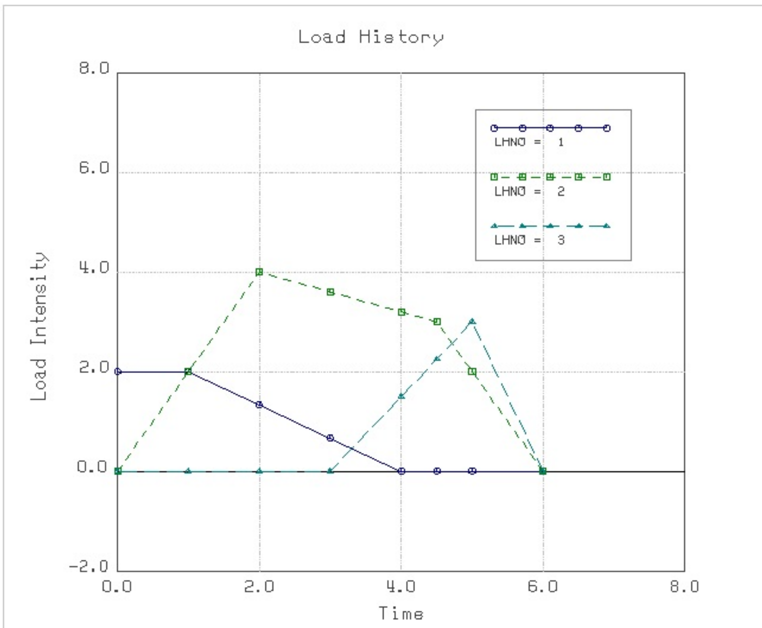


Figure 10.10 Generated load time histories for Example 1

XY Graph
Example Problem

XY Graph is a two-dimensional graph consisting of lines connecting each pair of data points, which can be plotted by PLOT XY or EXCEL. XY Graph User's Manual describes all the basic functions associated with XY graph creation and modifications.

Two example problems are presented:

1. New Graph
   Shows step by step procedure to create and modify XY graph.
   Main actions:
- Access XY graph
- Edit initial Draft XY
- Modify XY graph by Edit dialog
- Open XY graph on Excel Spreadsheet

2. SMAP Result
   Plots SMAP results specified in Card Group 12 in SMAP Post File.
   Main actions:
- Execute SMAP-T3 example
- Access SMAP result
- Access PLOT XY in Plot menu
- Modify XY graph by Edit dialog
- Open XY graph on Excel Spreadsheet

11.1 New Graph

The main objective of this first example is to show the step by step procedure to create and modify XY graph.

This example consists of the following main actions:

- Access XY graph
- Edit initial Draft XY
- Modify XY graph by Edit dialog
- Open XY graph on Excel Spreadsheet

Step 1: Access XY Graph (New)

Access XY Graph by selecting following items in SMAP (Figure 11.1):
Plot → XY → PLOT XY → New

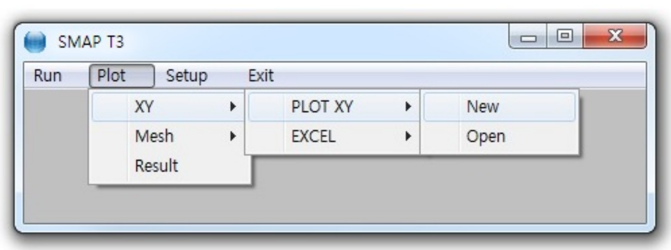


Figure 11.1 Accessing XY graph (New)

Step 2: Edit Initial Draft XY

Once selected, initial default file XY.dat will be opened by Notepad as listed in Table 11.1.

Edit the first plot in this default file as listed in Table 11.2.
And then save and exit.

Modified graph will be displayed on PLOT XY drawing board as shown in Figure 11.2.

Table 11.1 Draft XY Data (Initial Default File XY.dat)

```
Plot No. 1
Sub Title 1
XLabel-1
YLabel-1
 0          10
 100        20
 .000000E+00   .123456E+06
Curve 1
Legend
10,         20
90,         30
 .000000E+00   .123456E+06
Curve 2
Legend
 .000000E+00   .987654E+06
Plot No. 2
Sub Title 2
XLabel-2
YLabel-2
0           100
1000        200
 .000000E+00   .123456E+06
Curve 1
Legend
100         200
900         300
.000000E+00   .123456E+06
Curve 2
Legend
.000000E+00   .987654E+06
Plot No. 3
Sub Title 3
XLabel-3
YLabel-3
0            100
1000         200
.000000E+00   .123456E+06
Curve 1
Legend
200,        200
900,        300
.000000E+00   .123456E+06
Curve 2
Legend
.000000E+00   .987654E
```

Table 11.2 Modified Draft XY Data (File XY.dat)

```
Example 1
Stress History
Time (Sec)
Stress (MPa)
 0          10
 100        20
 .000000E+00   .123456E+06
Vertical
Stress
0           20
100         30
 .000000E+00   .123456E+06
Horizontal
Stress
 .000000E+00   .987654E+06
Plot No. 2
Sub Title 2
XLabel-2
YLabel-2
0           100
1000        200
 .000000E+00   .123456E+06
Curve 1
Legend
100         200
900         300
.000000E+00   .123456E+06
Curve 2
Legend
.000000E+00   .987654E+06
Plot No. 3
Sub Title 3
XLabel-3
YLabel-3
0           100
1000        200
.000000E+00   .123456E+06
Curve 1
Legend
200,        200
900,        300
.000000E+00   .123456E+06
Curve 2
Legend
.000000E+00   .987654E
```

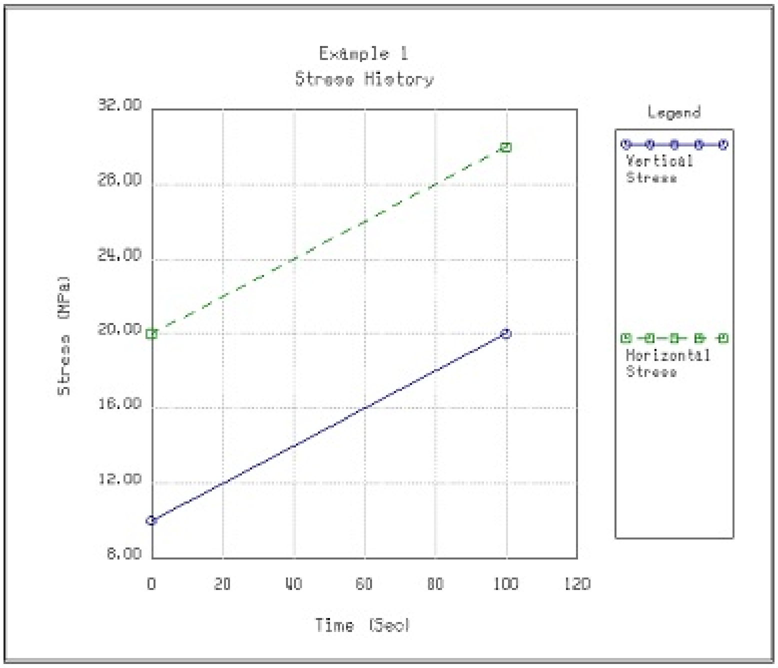


Figure 11.2 Modified graph on PLOT XY

Step 3: Modify XY Graph by Edit Dialog

Access Edit dialog by clicking the Edit menu in PLOT XY (Figure 11.3):

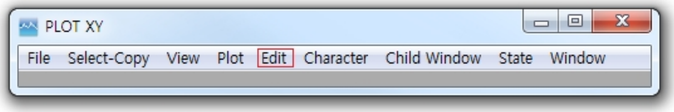


Figure 11.3 Edit menu in PLOT XY

Edit dialog will be displayed as shown in Figure 11.4.

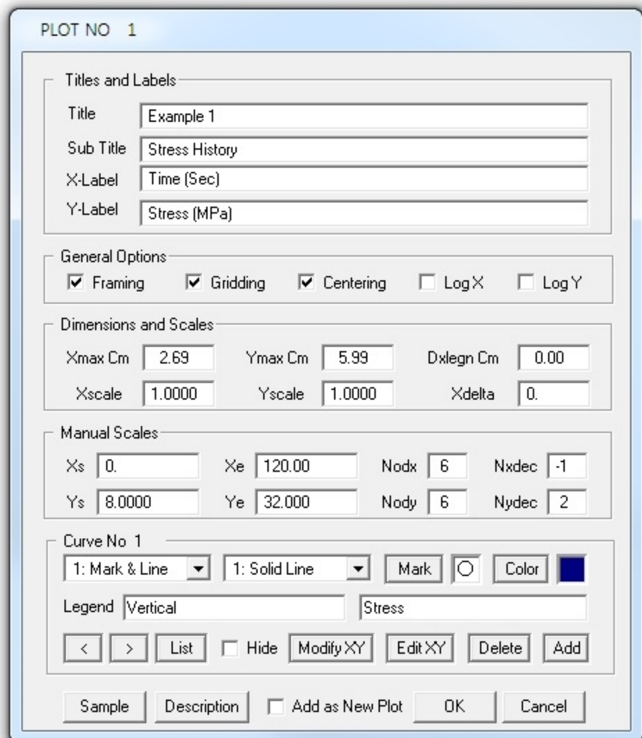


Figure 11.4 Edit dialog

There are many different options available for changing view of XY graphas described in detail in Section 12.3 in XY Graph User's Manual.

Here, change the color of the first curve into Red.
Click Color button and select Red from Color Palette dialog.
Then Red color will be updated for first curve as shown in Figure 11.5.

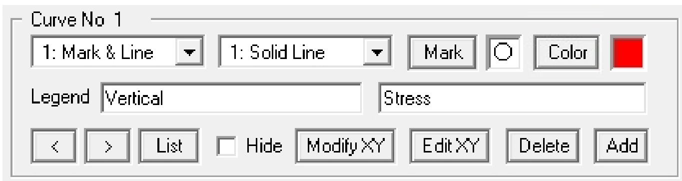


Figure 11.5 Updated red color in Edit dialog

Click OK button in Edit dialog.
Then updated plot will be displayed on PLOT XY as in Figure 11.6.

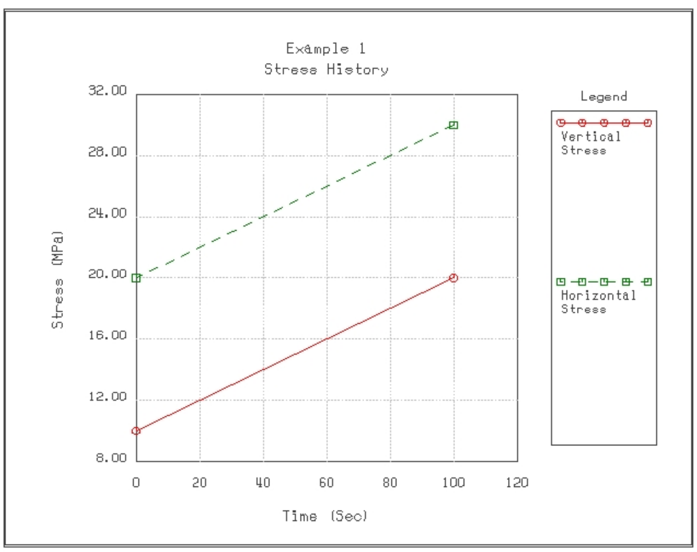


Figure 11.6 Updated first curve on PLOT XY

Step 4: Open XY Graph on Excel Spreadsheet

Access XY Graph by selecting following items in SMAP (Figure 11.7):
Plot → XY → EXCEL → Open

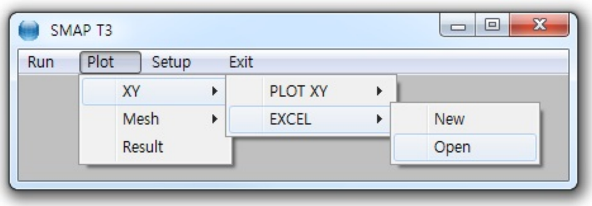


Figure 11.7 Accessing XY graph on Excel (Open)

Open XY.dat in the current working directory.
XY graph will be displayed on Excel Spreadsheet as in Figure 11.8.

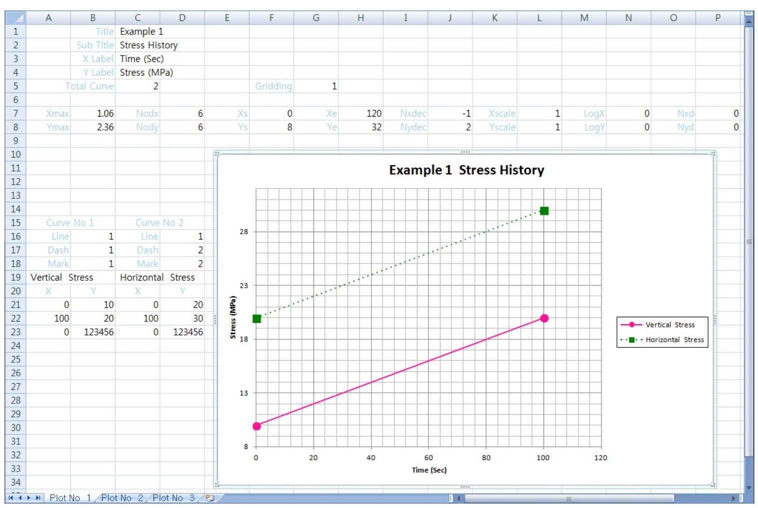


Figure 11.8 XY graph on Excel spreadsheet

Refer to more samples in the following directory:
C:\Smap \SmapT3 \Example \XY_Graph \Excel XY Graph Sample.pdf

11.2 SMAP Result

The main objective of this second example is to show the step by step procedure to plot SMAP results specified in Card Group 12 in SMAP Post File. This example involves SMAP-T3 Example Problem 1 (Long Cylinder to Sudden Temperature Change).

This example consists of the following main actions:

- Execute SMAP-T3 example
- Access SMAP result
- Access PLOT XY in Plot menu
- Modify XY graph by Edit dialog
- Open XY graph on Excel Spreadsheet

Step 1: Execute SMAP-T3 Example

Execute SMAP-T3 by selecting the following menu items in SMAP (Figure 11.9): Run → Smap → Execute

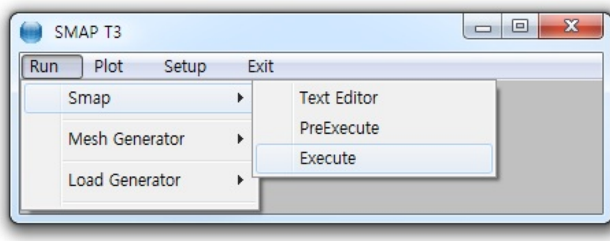


Figure 11.9 Execute SMAP-T3 example problem

Note that SMAP-T3 Example Problem 1 includes XY graph specified in Card Group 12 in SMAP Post File Vp1.Pos as listed in Table 11.3

Step 2: Access SMAP Result

Access SMAP Result by selecting the following menu items in SMAP : Plot → Result

Table 11.3 SMAP-T3 post file (File Vp1.Pos)

```
* PLOT-2D Information
* CARD 11.1
* NPTYPE
   0
* PLOT-XY Information
* Midplane Temperature Time History
* CARD 12.1
* IPTYPE
  2
* CARD 12.3.1
* IPLOT
  0
* CARD 12.3.2
* NODE
  1
* CARD 12.3.3
* LIST OF NODES
  1
* CARD 12.3.4
* NDPQ
  1
* CARD 12.3.5
* KX      KY
  1       31
* CARD 12.3.6
* TMFAC   TPFAC
  1.0     1.0
* CARD 12.3.7
* TITLE / X-LABEL / Y-LABEL
  Midplane Temperature Time History
  Time ( Hour )
  Temperature ( Deg. F )
* CARD 12.1
* IPTYPE
  0
* End of Data
```

Step 3: Access PLOT XY in Plot Menu

Select PLOT XY in Plot Menu dialog in Figure 11.10.

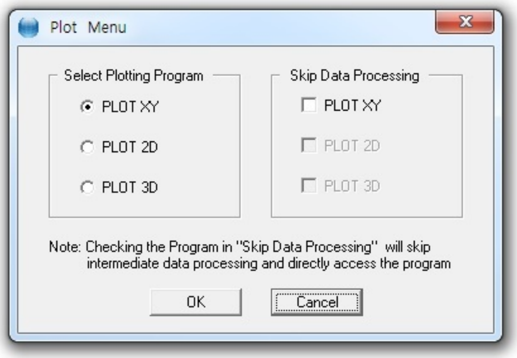


Figure 11.10 Plot menu dialog

Select PLOT XY in Select Plotting Program dialog in Figure 11.11. Click OK button.

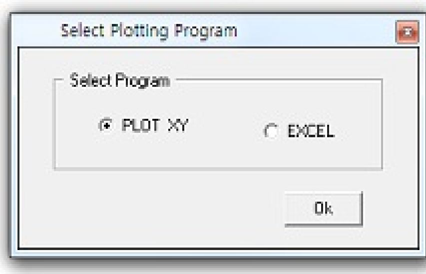


Figure 11.11 Select plotting program dialog

Step 4: Modify XY Graph by Edit Dialog

Once XY graph is displayed on PLOT XY, access Edit dialog by clicking the Edit menu in PLOT XY as shown in Figure 11.12

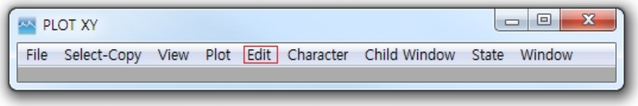


Figure 11.12 Edit menu in PLOT XY

Modify Edit dialog as shown in Figure 11.13.
The main modification is to plot the XY graph in log scales.
Click OK button in Edit dialog.

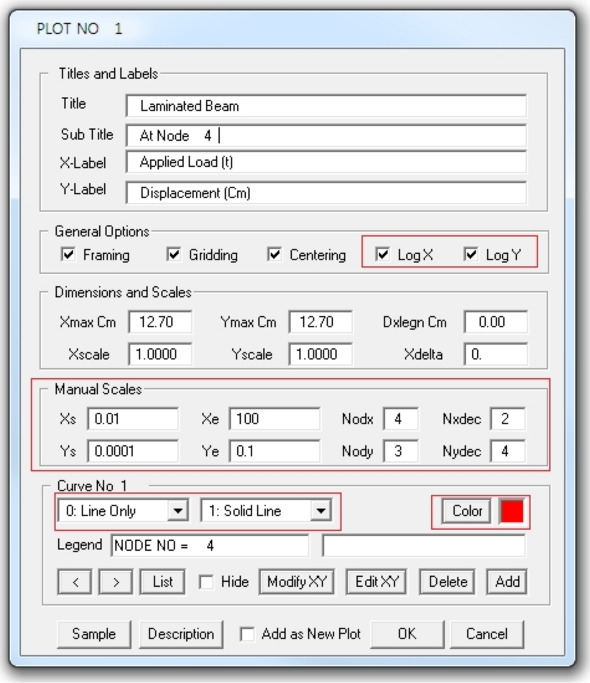


Figure 11.13 Edit dialog

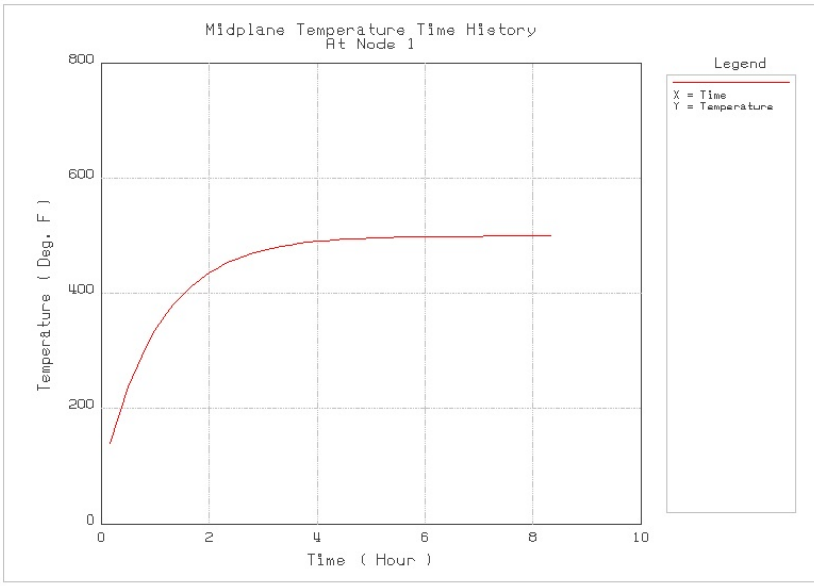


Figure 11.14 XY graph on PLOT XY

Refer to more samples in the following directory:
C:\Smap \SmapT3 \Example \XY_Graph \PLOT XY Graph Sample.pdf

Step 5: Open XY Graph on Excel Spreadsheet

Access XY Graph by selecting following items in SMAP (Figure 11.15):
Plot → XY → EXCEL → Open

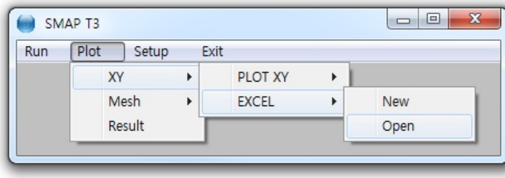


Figure 11.15 Accessing XY graph on Excel (Open)

Open PlotXy.dat in the current working directory.
XY graph will be displayed on Excel Spreadsheet as in Figure 11.16.

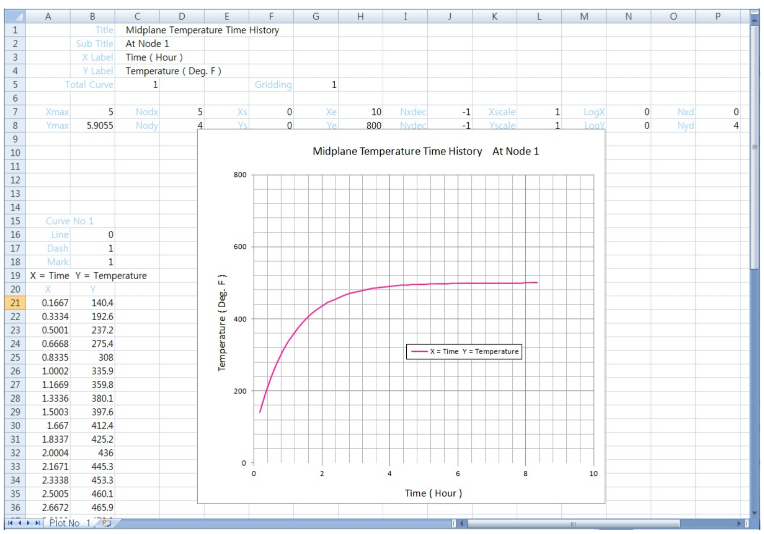


Figure 11.16 XY graph on Excel spreadsheet

Refer to more samples in the following directory:
C:\Smap \SmapT3 \Example \XY_Graph \Excel XY Graph Sample.pdf

Go to Edit > Preferences > Page Display > Uncheck Enhance Thin Lines

SMAP ® - T3

Structure Medium Analysis Program

3-D Heat Conduction Analysis

Theory

Printed in the United States of America.

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Contents

Introduction

1.1 Introduction

This paper introduces the nonlinear finite element computer program SMAP-T3 developed by COMTEC RESEARCH. The program has specific applications for modeling nonlinear heat conduction problems including phase change. Other practical applications of SMAP-T3 includes long term heat flow from the high-level nuclear waste repository, power requirements to freeze saturated backfilled soils to be used for egress/heat sinks and design of freezing pipes.

Section 2 describes derivation of finite element formulation for heat conduction in three-dimensional body. We set the energy balance in control volume, construct structural energy equilibrium equation using the Garlerkin's residual method and then convert volume integration into surface integration using Gauss divergence theorem. Finally we construct finite element formulation by discretizing the continuous system using shape functions and numerical integration technique.

Section 2.3 discusses an efficient method of averaging heat capacity during the phase change and Section 2.4 discusses derivation of the computational algorithm associated with modeling the freezing pipe

Section 3 presents some useful formulas to compute thermal properties of granular materials and freezing pipe.

Section 3.2 describes equations of thermal conductivity, capacity and latent heat for saturated soils and porous rocks. Conductivity and capacity equations are expressed in unfrozen and frozen states

Section 3.3 describes equations of convective heat transfer coefficient for a circular freezing pipe.

Appendix A derives finite element formulation of one-dimensional heat and mass flow through borehole.

Appendix B describes step-by-step procedure for backward differential scheme.

Finite Element Formulation

2.1 Introduction

Section 2.2 derives finite element formulation for heat conduction in three-dimensional body. First, we set the energy balance in control volume as shown in Figure 2.1. Then we construct structural energy equilibrium equation using the Garlerkin's residual method. Then we convert volume integration into surface integration using Gauss divergence theorem. Finally we construct finite element formulation by discretizing the continuous system using shape functions and numerical integration technique.

Section 2.3 discusses an efficient method of averaging heat capacity during the phase change.

Section 2.4 derives the computational algorithm associated with modeling the freezing pipe.

2.2 Finite Element Formulation

For a differential cubic element volume dv = dx dy dz
See Figure 2.1 for heat conduction in x direction.

$\dot{Q}_x$: Heat energy rate in x direction
$\dot{Q}_y$: Heat energy rate in y direction
$\dot{Q}_z$: Heat energy rate in z direction

Heat energy rate by conduction (J. B. J. Fourier, 1822)

$$\begin{aligned} \dot{Q}_x &= -k_x\,(dy \cdot dz)\,\partial T / \partial x \\ \dot{Q}_y &= -k_y\,(dx \cdot dz)\,\partial T / \partial y \\ \dot{Q}_z &= -k_z\,(dx \cdot dy)\,\partial T / \partial z \end{aligned} \tag{2.1}$$

Derivatives of Equation 2.1

$$\begin{aligned} \partial \dot{Q}_x / \partial x &= -k_x\,(dy \cdot dz)\,\partial^2 T / \partial x^2 \\ \partial \dot{Q}_y / \partial y &= -k_y\,(dx \cdot dz)\,\partial^2 T / \partial y^2 \\ \partial \dot{Q}_z / \partial z &= -k_z\,(dx \cdot dy)\,\partial^2 T / \partial z^2 \end{aligned} \tag{2.2}$$

Energy balance within control volume dxdydz during dt

$$E_I + E_G = E_O + E_R \tag{2.3}$$

Energy coming into the control volume

$$E_I = \dot{Q}_x \cdot dt + \dot{Q}_y \cdot dt + \dot{Q}_z \cdot dt \tag{2.4}$$

Energy generated within the control volume

$$E_G = \dot{q}_G \cdot dv \cdot dt \tag{2.5}$$

Energy coming out from the control volume

$$\begin{aligned} E_O = &\ (\dot{Q}_x + (\partial \dot{Q}_x / \partial x) \cdot dx) \cdot dt \\ &+ (\dot{Q}_y + (\partial \dot{Q}_y / \partial y) \cdot dy) \cdot dt \\ &+ (\dot{Q}_z + (\partial \dot{Q}_z / \partial z) \cdot dz) \cdot dt \end{aligned} \tag{2.6}$$

Energy remained within volume resulted in temperature increase

$$E_R = \rho c \cdot dv \cdot (\partial T / \partial t) \cdot dt \tag{2.7}$$

Substituting Equations 2.1 and 2.2 into 2.3 with 2.4 through 2.7

$$k_x (\partial^2 T / \partial x^2) + k_y (\partial^2 T / \partial y^2) + k_z (\partial^2 T / \partial z^2) + \dot{q}_G - \rho c (\partial T / \partial t) = 0 \tag{2.8}$$

Assume temperature field using shape functions

$$\begin{aligned} T &= [N_i]\,[T_i] \\ [N_i] &= [N_1\ N_2\ N_3\ N_4\ N_5\ N_6\ N_7\ N_8] \\ [T_i]^T &= [T_1\ T_2\ T_3\ T_4\ T_5\ T_6\ T_7\ T_8\,] \end{aligned} \tag{2.9}$$

Residual by applying Equation 2.9 into 2.8

$$R = (\,k_x \partial[N_i,x]/\partial x + k_y \partial[N_i,y]/\partial y + k_z \partial[N_i,z]/\partial z\,)\ [T_i] + \dot{q}_G - \rho c\,[N_i]\,[\dot{T}_i] \tag{2.10}$$

Applying Garlerkin's weighted residual method

$$\int_v [N_i]^T \cdot R = 0 \quad : \quad i = 1 \text{ to } 8 \tag{2.11}$$

Divergence theorem

$$\int_v A \cdot (\partial B / \partial x) \cdot dv = -\int_v B \cdot (\partial A / \partial x) \cdot dv + \int_s A \cdot B \cdot ds \tag{2.12}$$

Divergence theorem for x component

$$\int_v [N_i]^T k_x (\partial[N_i,x]/\partial x)\, dv = -\int_v k_x [N_i,x]^T [N_i,x]\, dv + \int_s k_x [N_i]^T [N_i,x]\, n_x\, ds \tag{2.13}$$

Divergence theorem for y component

$$\int_v [N_i]^T k_y (\partial[N_i,y]/\partial y)\, dv = -\int_v k_y [N_i,y]^T [N_i,y]\, dv + \int_s k_y [N_i]^T [N_i,y]\, n_y\, ds \tag{2.14}$$

Divergence theorem for z component

$$\int_v [N_i]^T k_z (\partial[N_i,z]/\partial z)\, dv = -\int_v k_z [N_i,z]^T [N_i,z]\, dv + \int_s k_z [N_i]^T [N_i,z]\, n_z\, ds \qquad (2.15)$$

Substituting Equations 2.10 into 2.11 with 2.13 through 2.15

$$[c] \cdot [\dot{T}_i] + [k] \cdot [T_i] = [\dot{q}_h] + [\dot{q}_B] \qquad (2.16)$$

Element capacity matrix

$$[c] = \int_v \rho c \; [N_i]^T \cdot [N_i]\, dv \qquad (2.17)$$

Element conductivity matrix

$$[k] = \int_v k_x [N_i,x]^T [N_i,x]\, dv + \int_v k_y [N_i,y]^T [N_i,y]\, dv + \int_v k_z [N_i,z]^T [N_i,z]\, dv \qquad (2.18)$$

Element heat generation flow vector

$$[\dot{q}_h] = \int_v [N_i]^T \cdot \dot{q}_G\, dv \qquad (2.19)$$

Element specified boundary flow vector

$$\begin{aligned} [\dot{q}_B] &= \int_s [N_i]^T \left(k_x [N_i,x][T_i]\, n_x + k_y [N_i,y][T_i]\, n_y + k_z [N_i,z][T_i]\, n_z \right) ds \\ &= \int_s [N_i]^T \left(k_x (\partial T/\partial x)\, n_x + k_y (\partial T/\partial y)\, n_y + k_z (\partial T/\partial z)\, n_z \right) ds \\ &= \int_s [N_i]^T \cdot f_B \cdot ds \end{aligned} \qquad (2.20)$$

Where f_B is specified flux on the element surface

Interpolation of x, y and z coordinates

$$\begin{aligned} x &= x(\xi,\eta,\zeta) = N_1(\xi,\eta,\zeta)\, x_1 + \ldots + N_8(\xi,\eta,\zeta)\, x_8 \\ y &= y(\xi,\eta,\zeta) = N_1(\xi,\eta,\zeta)\, y_1 + \ldots + N_8(\xi,\eta,\zeta)\, y_8 \\ z &= z(\xi,\eta,\zeta) = N_1(\xi,\eta,\zeta)\, z_1 + \ldots + N_8(\xi,\eta,\zeta)\, z_8 \end{aligned} \qquad (2.21)$$

Derivatives of shape functions wrt ξ, η, ζ coordinates by chain rule

$$\begin{aligned} N_1,\xi &= (N_1,x)\cdot(x,\xi) + (N_1,y)\cdot(y,\xi) + (N_1,z)\cdot(z,\xi) \\ N_1,\eta &= (N_1,x)\cdot(x,\eta) + (N_1,y)\cdot(y,\eta) + (N_1,z)\cdot(z,\eta) \\ N_1,\zeta &= (N_1,x)\cdot(x,\zeta) + (N_1,y)\cdot(y,\zeta) + (N_1,z)\cdot(z,\zeta) \end{aligned} \tag{2.22}$$

$$\begin{bmatrix} N_1,\xi \\ N_1,\eta \\ N_1,\zeta \end{bmatrix} = \begin{bmatrix} x,\xi & y,\xi & z,\xi \\ x,\eta & y,\eta & z,\eta \\ x,\zeta & y,\zeta & z,\zeta \end{bmatrix} \begin{bmatrix} N_1,x \\ N_1,y \\ N_1,z \end{bmatrix} \tag{2.23}$$

Derivatives of shape functions wrt x, y and z coordinates

$$\begin{bmatrix} N_1,x \\ N_1,y \\ N_1,z \end{bmatrix} = \begin{bmatrix} x,\xi & y,\xi & z,\xi \\ x,\eta & y,\eta & z,\eta \\ x,\zeta & y,\zeta & z,\zeta \end{bmatrix}^{-1} \begin{bmatrix} N_1,\xi \\ N_1,\eta \\ N_1,\zeta \end{bmatrix} \tag{2.24}$$

N_i, $N_{i,x}$, $N_{i,y}$ and $N_{i,z}$ can be evaluated at integration point (ξ, η, ζ)

$$\begin{bmatrix} H_x(1) \\ H_y(1) \\ H_z(1) \end{bmatrix} = \begin{bmatrix} & J & \end{bmatrix}^{-1} \begin{bmatrix} P(1,1) \\ P(2,1) \\ P(3,1) \end{bmatrix} \tag{2.25}$$

Interpolation of temperature field

$$T = T(\xi,\eta,\zeta) = N_1(\xi,\eta,\zeta)\cdot T_1 + \ldots + N_8(\xi,\eta,\zeta)\cdot T_8 \tag{2.26}$$

Derivatives of temperature field wrt x, y and z coordinates

$$\begin{aligned} T,x &= N_1,x \cdot T_1 + \ldots + N_8,x \cdot T_8 \\ T,y &= N_1,y \cdot T_1 + \ldots + N_8,y \cdot T_8 \\ T,z &= N_1,z \cdot T_1 + \ldots + N_8,z \cdot T_8 \end{aligned} \tag{2.27}$$

Numerical integration in ξ, η and ζ coordinates

$$\int_v F(x,y,z)\,dx\,dy\,dz = \int_v F(\xi,\eta,\zeta)\cdot|J(\xi,\eta,\zeta)|\,d\xi\,d\eta\,d\zeta$$
$$= F_1(\xi_1,\eta_1,\zeta_1)\cdot|J_1|\cdot W_1 + \ldots + F_8(\xi_8,\eta_8,\zeta_8)\cdot|J_8|\cdot W_8 \qquad (2.28)$$

Numerical integration of capacity matrix using 2x2x2 Gauss points

$$[c] = \sum_{i=1}^{2}\sum_{j=1}^{2}\sum_{k=1}^{2} \rho c\,[N(\xi,\eta,\zeta)]^T\cdot[N(\xi,\eta,\zeta)]\cdot|J(\xi,\eta,\zeta)|\cdot H_i H_j H_k \qquad (2.29)$$

Numerical integration of conductivity matrix using 2x2x2 points

$$[k] = \sum_{i=1}^{2}\sum_{j=1}^{2}\sum_{k=1}^{2} (k_x\,[N,x(\xi,\eta,\zeta)]^T\cdot[N,x(\xi,\eta,\zeta)]$$
$$+ k_y\,[N,y(\xi,\eta,\zeta)]^T\cdot[N,y(\xi,\eta,\zeta)] \qquad (2.30)$$
$$+ k_z\,[N,z(\xi,\eta,\zeta)]^T\cdot[N,z(\xi,\eta,\zeta)])\cdot|J(\xi,\eta,\zeta)|\cdot H_i H_j H_k$$

Numerical integration of heat generation vector using 2x2x2 points

$$[\dot{q}_h] = \sum_{i=1}^{2}\sum_{j=1}^{2}\sum_{k=1}^{2} \dot{q}_G\cdot[N(\xi,\eta,\zeta)]^T\cdot|J(\xi,\eta,\zeta)|\cdot H_i H_j H_k \qquad (2.31)$$

Numerical integration of specified flow vector using 2x2x2 points

$$[\dot{q}_B] = \sum_{i=1}^{2}\sum_{j=1}^{2} f_B\cdot[N_s(r,t)]^T\cdot|J(r,t)|\cdot H_i H_j$$
$$[N_s] = [N_{s1}\;\; N_{s2}\;\; N_{s3}\;\; N_{s4}] \qquad (2.32)$$

r, t : Natural coordinate on element surface where boundary flux is specified

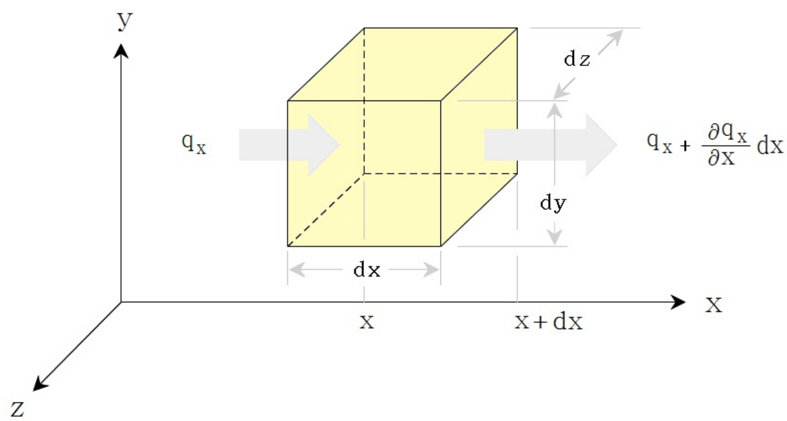

Figure 2.1 Heat conduction in differential control volume

2.3 Numerical Modeling of Phase Change

The latent heat required for the phase change of water or saturated earth materials from the unfrozen to the frozen condition can be represented by a sudden jump in heat capacity at the freezing point.

To avoid the numerical difficulties associated with this jump, Comini et at. (1974) have introduced a heat capacity averaging scheme based on the spatial distribution of the enthalpy gradient with respect to the temperature in an element. In the three-dimensional problems, the average heat capacity in an element experiencing phase change is expressed as follows:

$$< \rho c >_{x,y,z} \simeq \frac{1}{3} \left(\frac{\partial H}{\partial x} / \frac{\partial T}{\partial x} + \frac{\partial H}{\partial y} / \frac{\partial T}{\partial y} + \frac{\partial H}{\partial z} / \frac{\partial T}{\partial z} \right) \qquad (2.33)$$

where H is the enthalpy defined as the integral of heat capacity with respect to temperature.

Though Equation 2.33 can be used successfully under the small temperature changes within a time step, SMAP-T3 uses a simpler and better way to compute average heat capacity based on the time history of the enthalpy gradient with respect to the temperature:

$$< \rho c > \simeq \frac{H_t - H_{t-\Delta t}}{T_t - T_{t-\Delta t}} \qquad (2.34)$$

where H_t and T_t are enthalpy and temperature, respectively, at time t.

2.4 Numerical Modeling of Freezing Pipe

One of the considerations in artificial freezing of saturated earth material is realistic modeling of the freezing pipe. The heat flow transferred from the saturated earth material to the freezing pipe, shown schematically in Figure 2.2, can be approximated by

$$Q = A\,h\,(T_O - T) \tag{2.35}$$
$$T = (T_K + T_L)/2$$
$$T_O = (T_I + T_J)/2$$

where

- A Contact surface area
- h Heat transfer coefficient

The inclusion of this heat transfer mechanism requires modification of the conductivity matrix and the heat flux vector.

Fluid temperature along the pipe can be approximated by the heat equilibrium, considering the mass transfer of fluid. Thus, the fluid temperature at Node J can be computed by the following recurrence formula:

$$T_J = ((1 - \gamma)\,T_I + \gamma\,(T_K + T_L)) \,/\, (1 + \gamma)$$
$$\gamma = \frac{A\,h}{2\,\rho\,c\,v} \tag{2.36}$$

where

- ρ Mass density of the fluid
- c Specific heat of the fluid
- v Flow of the fluid (Volume / Time)

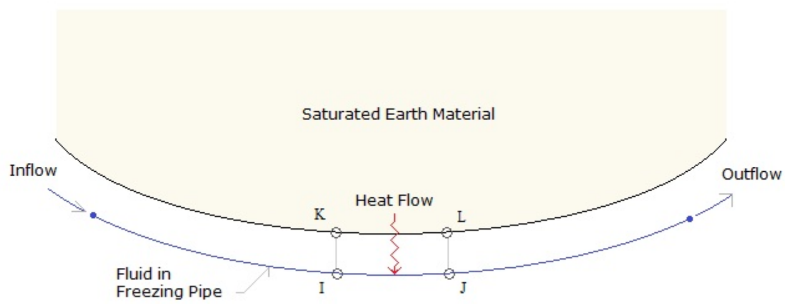

Figure 2.2 Schematic section view of freezing pipe model

Thermal Properties of Granular Materials and Freezing Pipe

3.1 Introduction

This section presents some useful formulas to compute thermal properties of granular materials and freezing pipe.

Section 3.2 describes equations of thermal conductivity, capacity and latent heat for saturated soils and porous rocks. Conductivity and capacity equations are expressed in unfrozen and frozen states.

Section 3.3 describes equations of convective heat transfer coefficient for a circular freezing pipe.

3.2 Thermal Properties of Granular Materials

There are several semi-empirical equations describing the thermal conductivity of granular soils presented in the literature, e.g. Johansen (1975), Kersten (1959), and DeVries (1952). As discussed by Farouski (1981), Johansen's geometric mean equation gives the best agreement with measured values for both frozen and unfrozen saturated granular soils.

For saturated unfrozen soils

$$k_{sat} = k_s^{(1-n)} \; k_w^{n} \tag{3.1}$$

where

k_s = Effective solid thermal conductivity

k_w = Thermal conductivity of water

n = Soil porosity

For saturated frozen soils

$$k_{sat} = k_s^{(1-n)} \; k_i^{(n-w_u)} \; k_w^{w_u} \tag{3.2}$$

where

k_i = Thermal conductivity of ice

w_u = Unfrozen water content as a fraction of unit soil volume

Effective solid thermal conductivity is given by

$$k_s = k_q^{q} \; k_o^{(1-q)} \tag{3.3}$$

where

k_q = Thermal conductivity of quartz

k_o = Thermal conductivity of solids other than quartz

q = Quartz content as a fraction of the total solids content

Thermal conductivity is simply a measure of the ease with which heat energy is transmitted through a material. The units of conductivity are W/M-K. For example, thermal conductivities for silt with assumed porosity, n, of 50%, sand (n = 35%), and sandstone (n = 15%) are calculated based on Johansen's equation assuming 50% quartz content. These are listed in Table 3.1. The computed thermal conductivities are close to the corresponding measured values by Johansen (1975), Kersten (1949), Wolfe et al. (1964), Andersland and Anderson (1978) and Clark (1966).

The volumetric heat capacity (C) and the volumetric latent heat (λ), also listed in Table 3.1, are computed from the following equations:

In the unfrozen state

$$C = \frac{\gamma_d}{\gamma_w} (c_s + w)\, C_w \tag{3.4}$$

In the frozen state

$$C = \frac{\gamma_d}{\gamma_w} (c_s + w\, G_i\, c_i)\, C_w \tag{3.5}$$

Volumetric latent heat

$$\lambda = \gamma_d\, L\, w \tag{3.6}$$

where

- γ_d = Dry bulk density (g/cm^3)
- γ_w = Density of water (g/cm^3)
- c_s = Specific heat of solid grains (cal/g-°C)
- c_i = Specific heat of ice (cal/g-°C)
- G_i = Specific gravity of ice
- w = Water content
- C_w = Volumetric heat capacity of water (cal/cm^3-°C)
- L = Latent heat of water (cal/g)

3.3 Heat Transfer Properties of Freezing Pipes

Proper modeling of the heat transfer from the hot surrounding medium to the freezing system is one of the considerations in numerical analysis of artificial freezing. This requires some knowledge of assumptions about the freezing system. For example, the secondary refrigerant system may use the brine at 30 parts $CaCl_2$ by weight per 100 parts of the solution. The cold brine is pumped through steel freezing pipes which are embedded in the saturated soils or porous rocks. The freezing point of this brine is about -46°F. We may assume a constant brine temperature of -30°F, which is far below the freezing point of water but far above the freezing point of the brine.

The flow of brine within a freezing pipe is not uniform across the pipe. A flow gradient is created near the wall of the pipe by drag between the wall and the moving brine. The slow moving brine immediately adjacent to the pipe wall tends to become warmer and acts as an insulator between the colder, faster moving brine toward the center of the pipe and the warmer surrounding media. The inhibiting heat transfer characteristics of the flow gradient are expressed in terms of a convective heat transfer coefficient (h) for the brine inside the freezing pipe. This coefficient is a function of the brine properties, the flow velocity and the pipe diameter. It may be computed from the Nusselt equation from Dittus and Boelter (1930):

$$h = 0.023 \frac{k}{D} \left(\frac{V D \rho}{\mu} \right)^{0.8} \left(\frac{c \mu}{k} \right)^{0.4} \qquad (3.7)$$

Where

D = Diameter of the pipe (ft)

And brine properties are given by:

ρ = Mass density (lb/ft^3)
V = Velocity (ft/hr)
μ = Absolute viscosity (lb/ft-hr)
k = Thermal conductivity (BTU/hr-ft-°F)
c = Specific heat (BTU/lb-°F)

In addition to the convective coefficient for the boundary layer in the brine, the conductivity of the steel freezing pipe also influences the heat transfer to the brine. Pipe conductivity is included in the overall heat transfer coefficient U for a given freezing pipe expressed as:

$$U = \frac{1}{\dfrac{r_0}{h\ r_1} + \dfrac{r_0 \log_e\left(\dfrac{r_2}{r_1}\right)}{k}} \tag{3.8}$$

Where

r_1 = Inner radius of pipe

r_2 = Outer radius of pipe

r_0 = $(r_1 + r_2) / 2$

k = Thermal conductivity of steel pipe
Approximately 26 BTU / hr-ft-°F for steel

Table 3.1 Thermal properties of soils and porous rocks

Material	Frozen		Unfrozen		Latent Heat λ
	k	C	k	C	
Ice-Water	1.39	27.0	0.35	62.4	8990
Silt n =50%	1.78	28.0	0.89	45.7	4500
Sand n = 35%	1.91	28.3	1.18	40.7	3150
Saturated Sandstone n = 15%	2.11	28.7	1.72	34.0	1350
Dry Sandstone n = 20%	0.51	23.8	0.51	23.8	0

n Porosity
k Thermal conductivity [BTU / Ft - Hr - °F]
C Volumetric heat capacity [BTU / Ft^3 - °F]
λ Volumetric latent heat [BTU / Ft^3]

Dry sandstone properties given by Somerton (1958)

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Appendix A

Finite Element Formulation of 1D Heat and Mass Flow Through Borehole

A.1 Introduction

Appendix A presents finite element formulation of one-dimensional heat and mass flow through borehole as shown in Figure A.1.

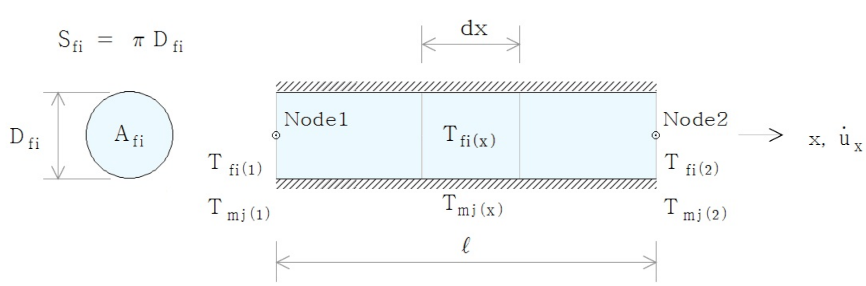

Figure A.1 Schematic section of borehole heat and mass flow

A.2 Finite Element Formulation

Shape functions for element temperature field

$$T_{fi(x)} = N_1 T_{fi(1)} + N_2 T_{fi(2)}$$
$$N_1 = (1 - x/L) \quad N_2 = (x/L) \qquad (A.1)$$

Energy balance within control volume $dV = A_{fi}\ dx$

$$\text{Stored Energy Change Rate } (\sum \dot{Q})$$
$$= \text{Energy Increase Rate By Capacity } (\dot{Q}_t) \qquad (A.2)$$

Conduction per unit length

$$\dot{Q}_k = k(d^2T_{fi}/dx^2) \cdot A_{fi} \quad : \quad k\,[W/(m^2 \cdot K/m)] \qquad (A.3)$$

Internal generation per unit volume

$$\dot{Q}_G = \dot{q}_G \cdot A_{fi} \quad : \quad \dot{q}_G\,[W/m^3] \qquad (A.4)$$

Convection per unit length assuming $T_{mi} > T_{fi}$

$$\dot{Q}_{hij} = h_{ij} \cdot S_{ij} \cdot (T_{mi} - T_{fi}) \quad : \quad h_{ij}\,[W/(m^2 \cdot K)]$$
$$= R_{ij}^{-1} \cdot (T_{mi} - T_{fi}) \quad : \quad R_{ij}^{-1}\,[W/(m \cdot K)] \qquad (A.5)$$

Mass transport per unit length

$$\dot{Q}_u = -\rho \cdot c \cdot \dot{u}_x \cdot (dT_{fi}/dx) \cdot A_{fi} \qquad (A.6)$$

Temperature increase rate by capacity per unit length

$$\dot{Q}_t = \rho \cdot c \cdot \dot{T}_{fi} \cdot A_{fi} \qquad (A.7)$$

Specified boundary heat flux per unit length

$$\dot{Q}_B = f_B \cdot S_B \quad : \quad S_B\,[W/m^2] \qquad (A.8)$$

S_B is positive when flowing into control volume

Element matrices

$$[c_t]_{ii} = \int_0^L [N]_i^T [N]_i \ \rho \ c \ A_{fi} \ dx$$

$$[r_G]_i = \int_0^L [N]_i^T \ \dot{q}_G \ A_{fi} \ dx$$

$$[h_{ii}]_{ii} = \int_0^L [N]_i^T [N]_i \ R_{ii}^{-1} \ dx$$

$$[h_{ij}]_{ij} = -\int_0^L [N]_i^T [N]_j \ R_{ij}^{-1} \ dx \qquad \text{(A.9)}$$

$$[c_u]_{ii} = \int_0^L [N]_i^T [N,x]_i \ \rho \ c \ (-\dot{u}_x) \ A_{fi} \ dx$$

$$[r_B]_i = \int_0^L [N]_i^T \ f_B \ S_B \ dx$$

$$[k]_{ii} = \int_0^L [N,x]_i^T [N,x]_i \ k \ A_{fi} \ dx$$

Finite element formulation

$$[C] \cdot [\dot{T}] + [K] \cdot [T] = [R]$$

$$\begin{aligned} [C]_{ii} &= [c_t]_{ii} \\ [K]_{ii} &= [k]_{ii} + \sum [h_{ii}]_{ii} + [c_u]_{ii} \\ [K]_{ij} &= \sum [h_{ij}]_{ij} \\ [R]_i &= [r_G]_i + [r_B]_i \end{aligned} \qquad \text{(A.10)}$$

Integrations

$$[I]_i = \int_0^L [N]^T \, dx = \begin{bmatrix} L/2 \\ L/2 \end{bmatrix}$$

$$[I]_{ii} = \int_0^L [N]^T [N] \, dx = \begin{bmatrix} L/3 & L/6 \\ L/6 & L/3 \end{bmatrix}$$

$$[I_u]_{ii} = \int_0^L [N]^T [N,x] \, dx = \begin{bmatrix} -1/2 & 1/2 \\ -1/2 & 1/2 \end{bmatrix} \qquad \text{(A.11)}$$

$$[I_k]_{ii} = \int_0^L [N,x]^T [N,x] \, dx = \begin{bmatrix} 1/L & -1/L \\ -1/L & 1/L \end{bmatrix}$$

Element matrices using Equation A.11

$$[c_t]_{ii} = \frac{\rho \, c \, L \, A_{fi}}{6} \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \qquad [r_G]_i = \frac{\dot{q}_G \, L \, A_{fi}}{2} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$[h_{ii}]_{ii} = \frac{R_{ii}^{-1} \, L}{6} \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \qquad [h_{ij}]_{ij} = -\frac{R_{ij}^{-1} \, L}{6} \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \qquad \text{(A.12)}$$

$$[k]_{ii} = \frac{k \, A_{fi}}{L} \begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix} \qquad [r_B]_i = \frac{f_B \, S_B \, L}{2} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$[c_u]_{ii} = \frac{\rho \, c \, (-\dot{u}_x) \, A_{fi}}{2} \begin{bmatrix} -1 & 1 \\ -1 & 1 \end{bmatrix}$$

Finite element formulation using Equation A.11

$$[C]_{ii} = \frac{\rho\, c\, L\, A_{fi}}{6}\begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}$$

$$[K]_{ii} = \frac{k\ A_{fi}}{L}\begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix} + \frac{\rho\ c\ (-\dot{u}_x)\ A_{fi}}{2}\begin{bmatrix} -1 & 1 \\ -1 & 1 \end{bmatrix} + \frac{\sum R_{ii}^{-1}\ L}{6}\begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \qquad \text{(A.13)}$$

$$[K]_{ij} = -\frac{\sum R_{ij}^{-1}\ L}{6}\begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}$$

$$[R]_{i} = \frac{\dot{q}_G\ L\ A_{fi}}{2}\begin{bmatrix} 1 \\ 1 \end{bmatrix} + \frac{f_B\ S_B\ L}{2}\begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

Appendix B

Step-By-Step Procedure for Backward Differential Scheme

B.1 Introduction

Appendix B presents step-by-step procedure to solve nonlinear heat conduction analysis, which is based on backward differential scheme.

B.2 Step-By-Step Procedure

1. Set initial time : $t_o = 0$
2. Read initial nodal temperature : $[T]_{to}$

   For each time increment

3. Update current time : $t = t_o + \Delta t$
4. Evaluate following matrices and vectors at time t :

   $[C]$ Capacity matrix
   $[K]$ Conductivity matrix
   $[K_c]$ Conductivity matrix due to convective boundary
   $[T_e]_t$ Environmental temperature vector
   $[\dot{Q}_G]_t$ Internal heat generation vector
   $[\dot{Q}_B]_t$ Specified boundary flow vector

5. Compute generalized conduction matrix

   $$[A] = (1/\Delta t) \cdot [C] + ([K] + [K_c])$$

6. Compute generalized flow vector

   $$[\dot{Q}] = (1/\Delta t) \cdot [C] \cdot [T]_{to} + ([K_c] \cdot [T_e]_t + [\dot{Q}_G]_t + [\dot{Q}_B]_t)$$

7. Modify [A] and **$[\dot{Q}]$** for specified temperature $(T_i)_t$

   $A_{ii}^* = A_\infty$ $A_{ij} = 0$ $\dot{Q}_i^* = A_\infty \cdot (T_i)_t$
   A_∞ is several orders higher than maximum

8. Solve linear equation for temperature at time t

   $$[T]_t = [A^*]^{-1} \cdot [\dot{Q}^*]$$

9. Update variables to be used as old variables

   $t_o = t$ $[T]_{to} = [T]_t$

10. Repeat steps 3 to 9 for the next time increment