

#1247: HyperMesh (Radioss) - Engine File Assistant

Product: HyperMesh

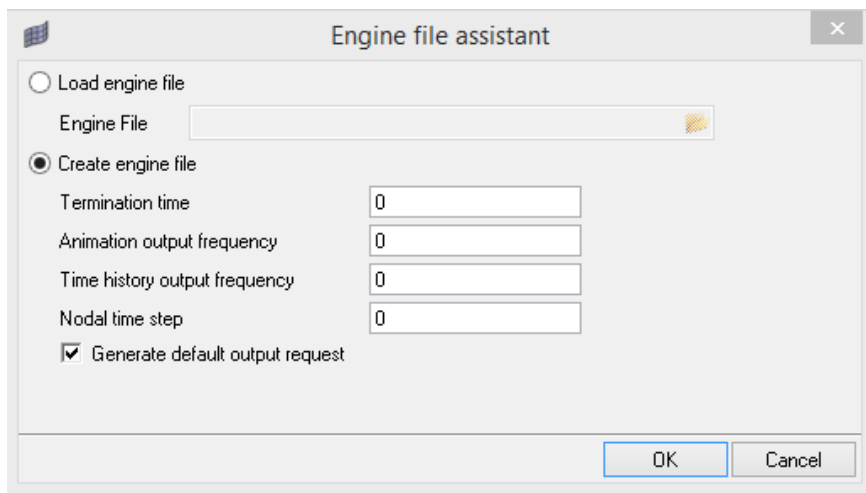
Product Version: HyperMesh 14.0 and above

Topic Objective

Create Engine file with just few clicks

Topic Details

Engine file assistant is a great time saving tool which allows users to import an existing engine file or create new with just few clicks in RADIOSS user profile.



One can import an existing engine file or create a new file by providing run parameters like termination time, animation and time history output frequency, etc.

Use generate default output request option to create output requests automatically and these cards will be populated in Model browser. The following output cards will be created when using Engine file assistant:

```
/ANIM/VECT/VEL  
/ANIM/SHELL/TENS/STRESS/UPPER  
/ANIM/SHELL/TENS/STRESS/LOWER  
/ANIM/ELEM/EPSP  
/ANIM/ELEM/VONM
```

```
/PRINT/-500
```

```
/MON/ON  
/ANIM/SHELL/EPSP/UPPER  
/ANIM/SHELL/EPSP/LOWER  
/ANIM/NODA/DMAS
```