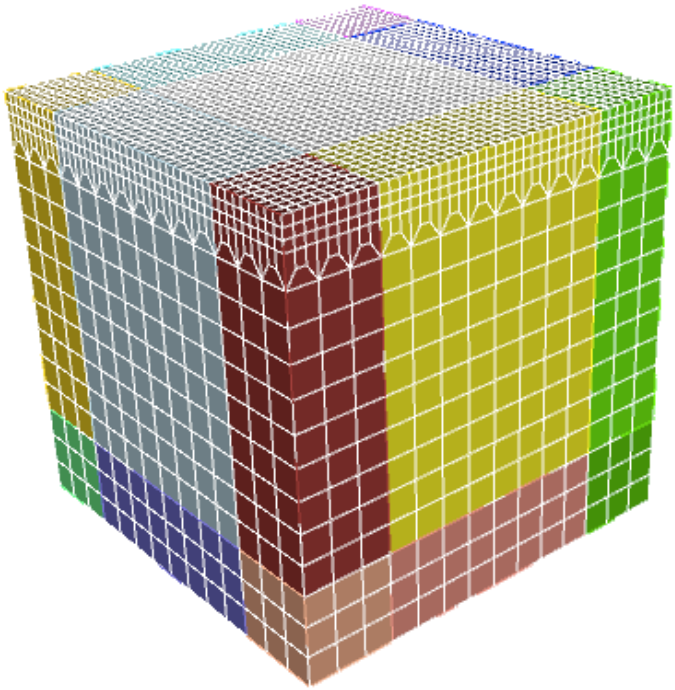
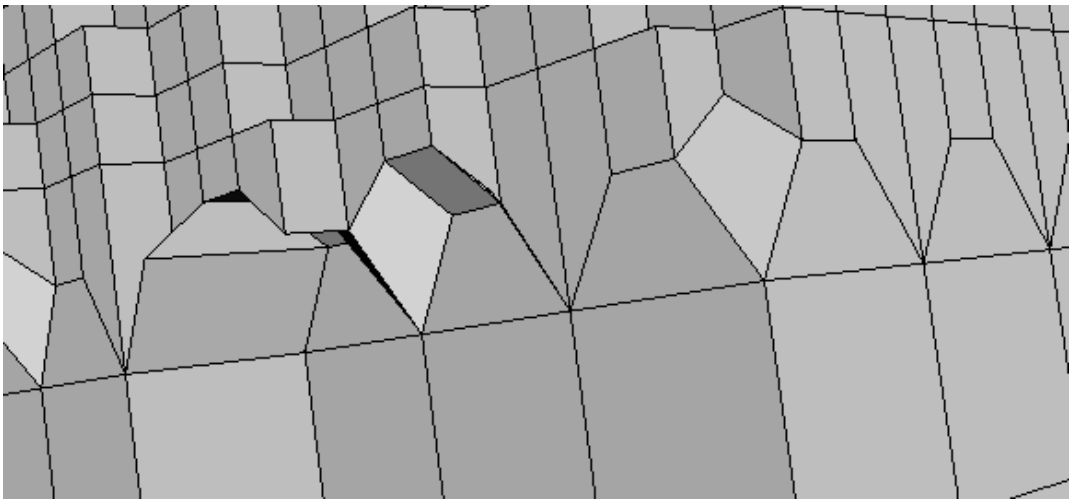
PML ALL MERGE

reset
br x 14
webcut volume 4 with plane yplane noimprint nomerge
webcut volume all with plane xplane offset 4 noimprint nomerge
webcut volume all with plane yplane offset 4 noimprint nomerge
webcut volume all with plane yplane offset -4 noimprint nomerge
webcut volume all with plane xplane offset -4 noimprint nomerge
webcut volume all with plane zplane offset -4 noimprint nomerge
merge all
mesh vol all
vol all size 1
mesh vol all
refine Surface 43 25 69 75 86 61 79 63 41

PML NO MERGE (IF you already have the mesh of the volume)

reset
br x 14
webcut volume all with plane xplane offset 4 noimprint nomerge
webcut volume all with plane yplane offset 4 noimprint nomerge
webcut volume all with plane yplane offset -4 noimprint nomerge
webcut volume all with plane xplane offset -4 noimprint nomerge
webcut volume all with plane zplane offset -4 noimprint nomerge
vol all size 1
mesh vol all
mesh vol all
refine node in surf 79 numsplit 1 bias 1.0 depth 1
refine node in surf 75 86 69 25 43 41 61 63 numsplit 1 bias 1.0 depth 1
align mesh surf 138 closeto surf 129
surface 129 smooth scheme centroid area pull
smooth surface 129
align mesh surf 129 closeto surf 138
align mesh surf 129 closeto surf 138 tolerance 0.01
merge all



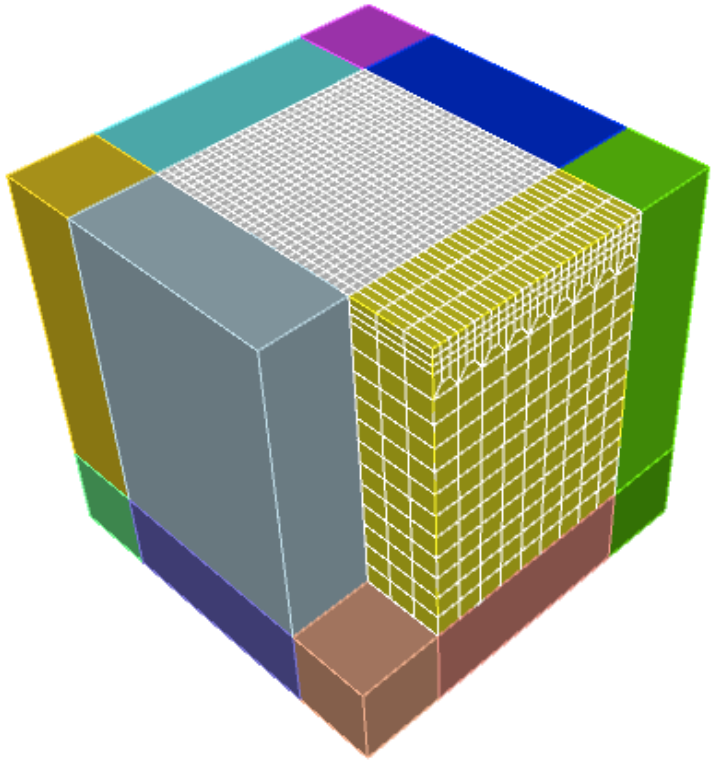


PML EXTENSION NO REFINEMENT

reset
br x 14
webcut volume 4 with plane yplane noimprint nomerge
webcut volume all with plane xplane offset 4 noimprint nomerge
webcut volume all with plane yplane offset 4 noimprint nomerge
webcut volume all with plane yplane offset -4 noimprint nomerge
webcut volume all with plane xplane offset -4 noimprint nomerge
webcut volume all with plane zplane offset -4 noimprint nomerge
mesh vol 6
refine surf 79
surface 101 scheme copy source surface 99 source vertex 50 target vertex 52 source curve 100 target curve 98 nosmoothing
mesh surface 101
curve in vol 2 int 3
mesh curve in vol 2

mesh surf in vol 2

mesh vol 2

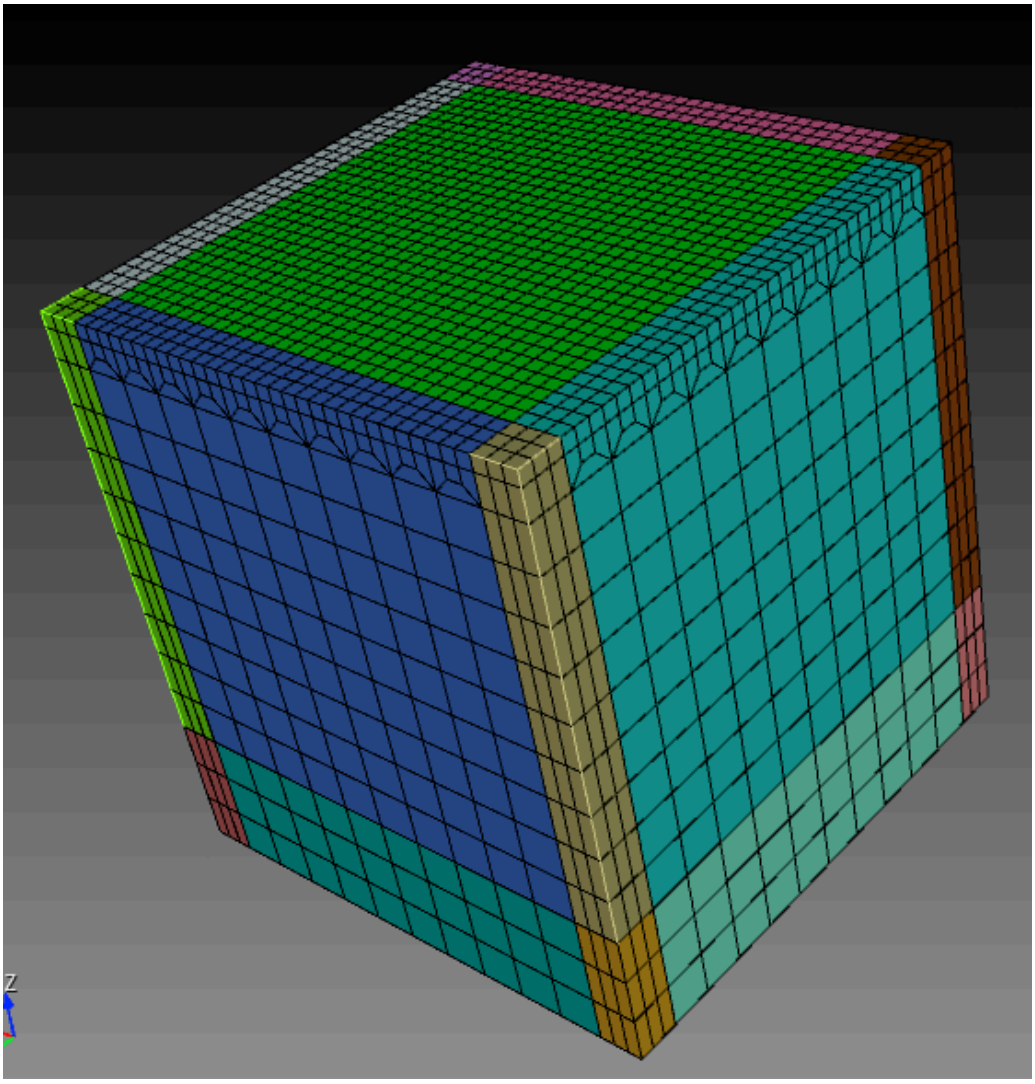


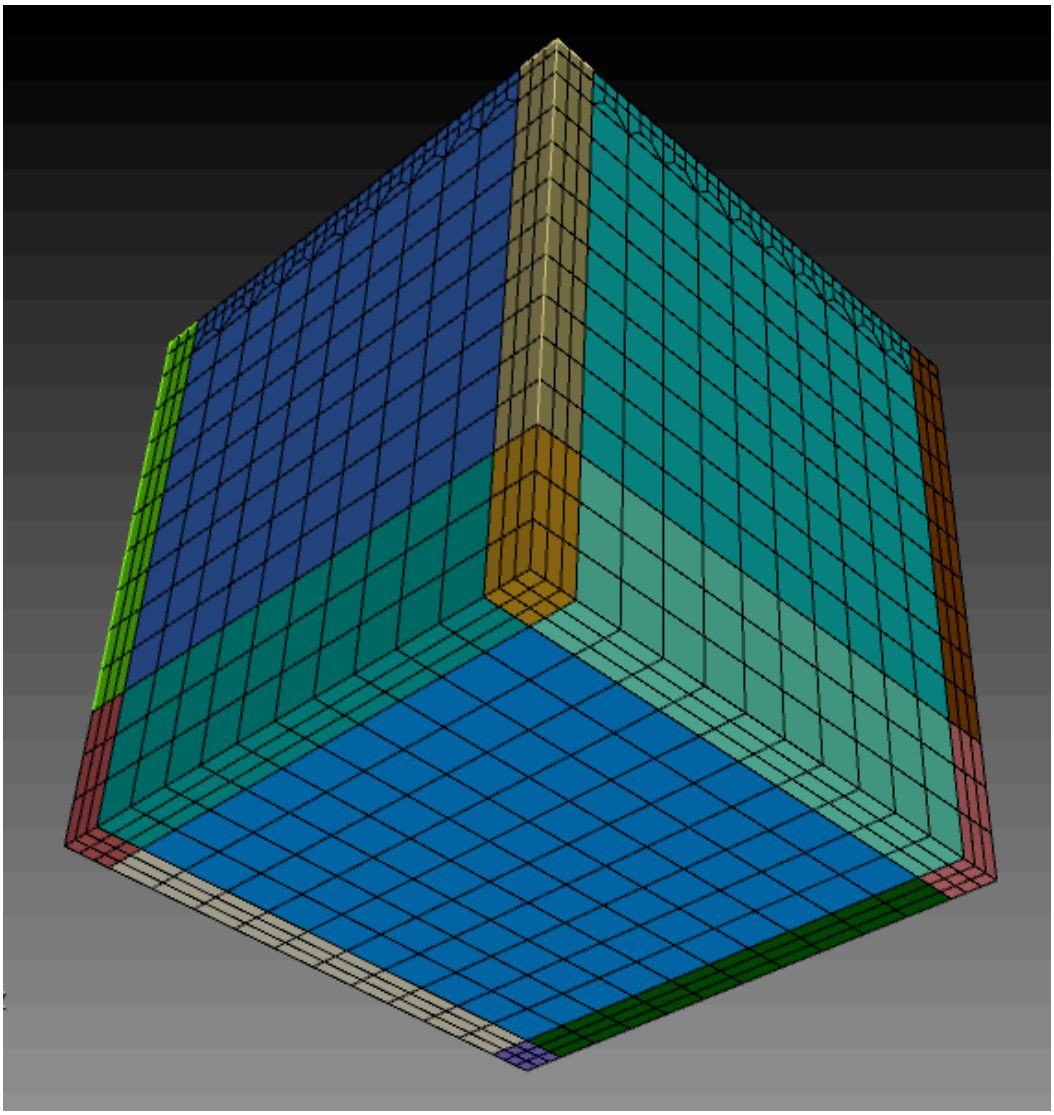
FROM FREE MESH
assuming that you have selected the face on the side

Create Element Extrude face in block 1005 direction 1 0 0 distance 9000 layers 3

brick x 10
mesh vol all
refine node in surf 1
create element extrude face in surf 4 direction -1 0 0 distance 1 layers 3
create element extrude face in surf 6 direction 1 0 0 distance 1 layers 3
disassociate mesh from Volume all
del vol all
high face all
create mesh geometry Hex all feature_angle 135.0
high face all
high face with Y_coord < -4.99
create element extrude face in surface with Y_coord < -4.99 direction 0 -1 0 distance 1 layers 3
create element extrude face in surface with Y_coord > 4.99 direction 0 1 0 distance 1 layers 3
high face with Z_cood < -4.9
high face with Z_coord < -4.9
disassociate mesh from Volume all
del vol all
create mesh geometry Hex all feature_angle 135.0
high face with Z_coord < -4.9
create element extrude face in surface with Z_coord < -4.9 direction 0 0 -1 distance 1 layers 3
del hex all except hex in vol all

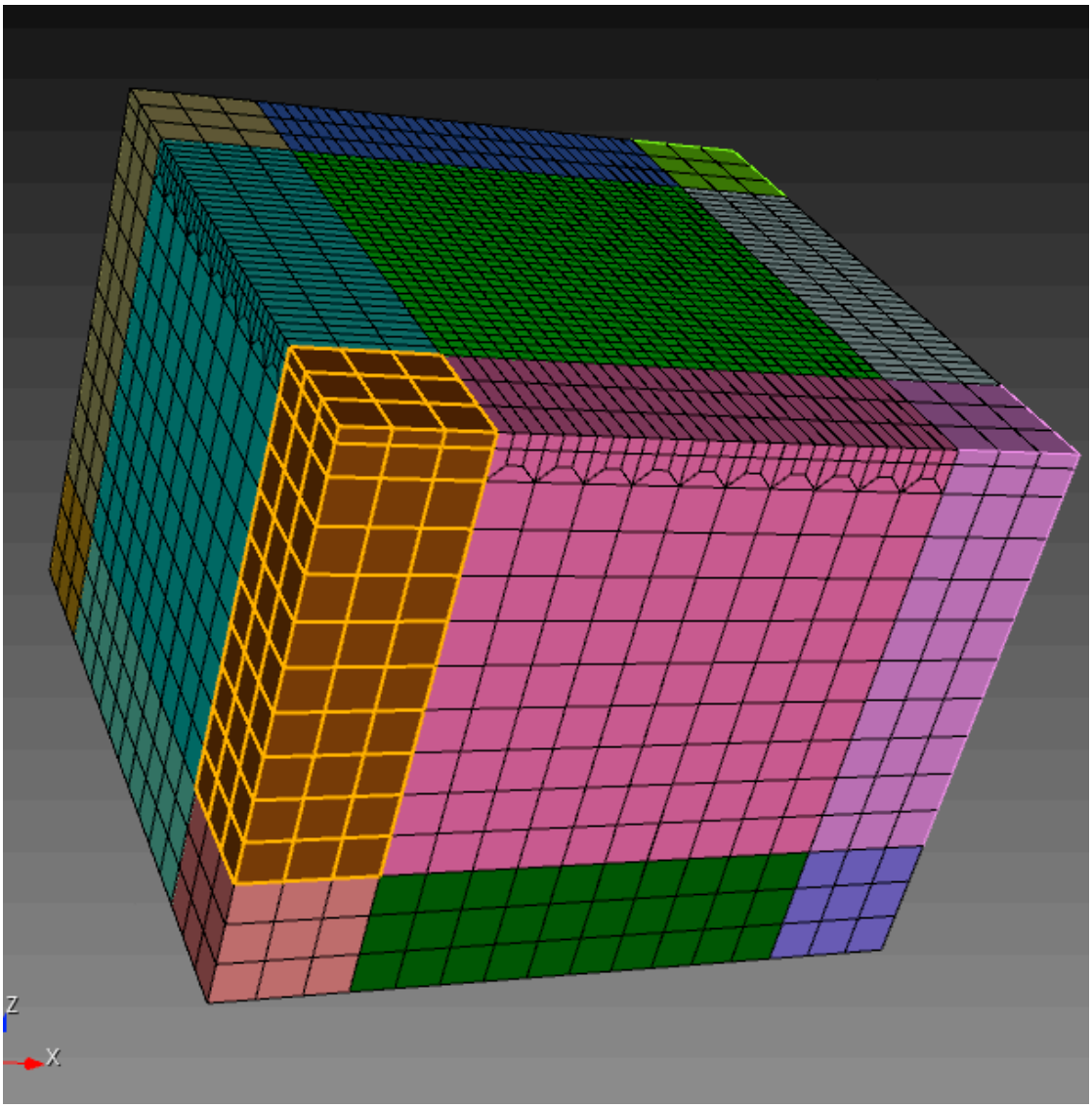
create element extrude face in surface with Z_coord < -4.9 direction 0 0 -1 distance 3 layers 3
disassociate mesh from Volume all
del vol all
create mesh geometry Hex all feature_angle 135.0

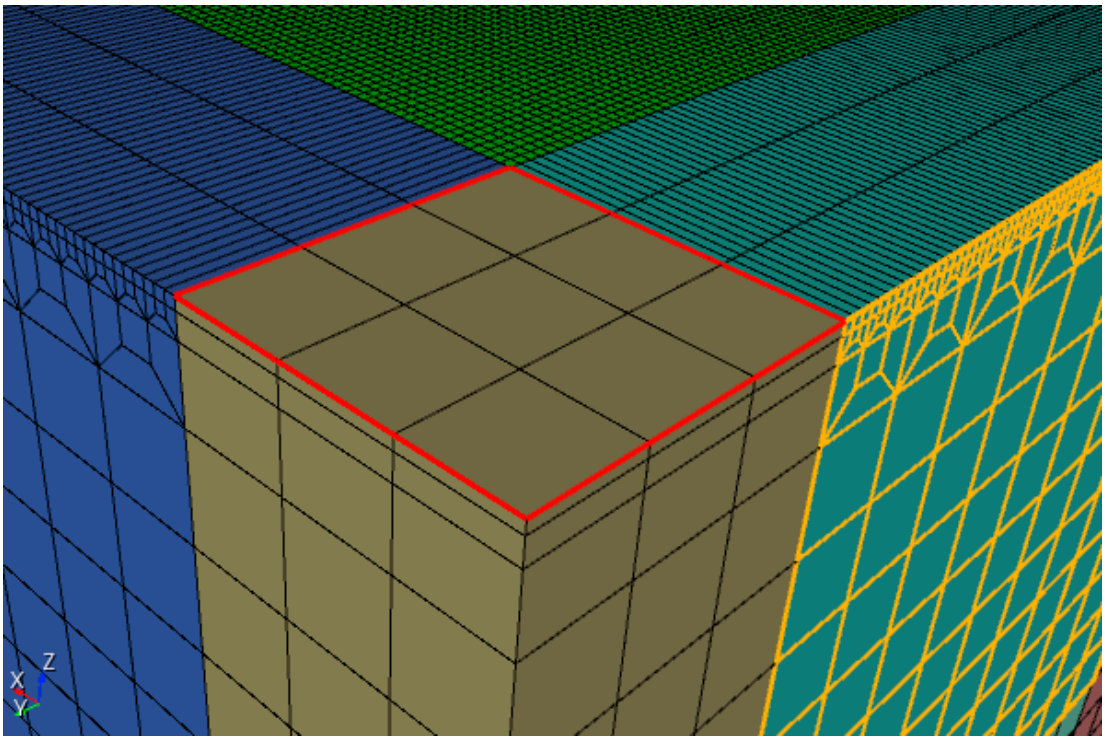


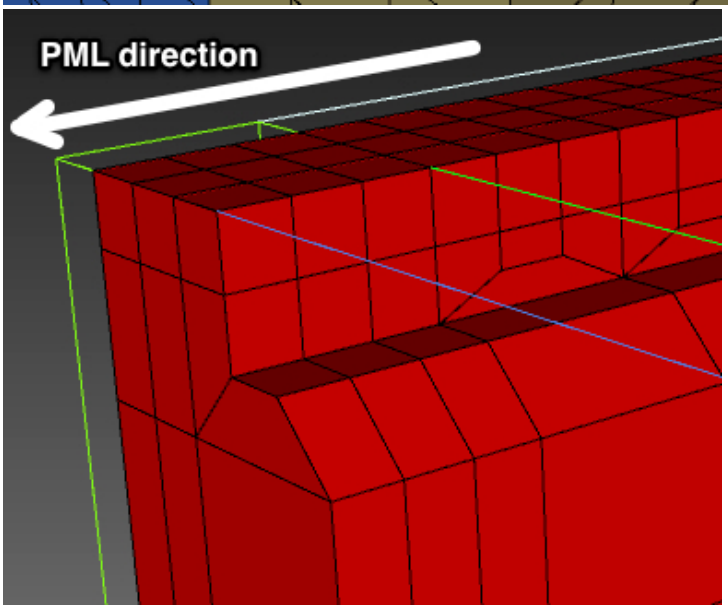


```
brick x 10
mesh vol all
refine node in surf 1
refine node in surf 1
create element extrude face in surf 4 direction -1 0 0 distance 3 layers 3
create element extrude face in surf 6 direction 1 0 0 distance 3 layers 3
disassociate mesh from Volume all
del vol all
high face all
create mesh geometry Hex all feature_angle 135.0
high face all
high face with Y_coord < -4.99
create element extrude face in surface with Y_coord < -4.99 direction 0 -1 0 distance 3 layers 3
create element extrude face in surface with Y_coord > 4.99 direction 0 1 0 distance 3 layers 3
high face with Z_cood < -4.9
high face with Z_coord < -4.9
disassociate mesh from Volume all
del vol all
create mesh geometry Hex all feature_angle 135.0
high face with Z_coord < -4.9
create element extrude face in surface with Z_coord < -4.9 direction 0 0 -1 distance 3 layers 3
```

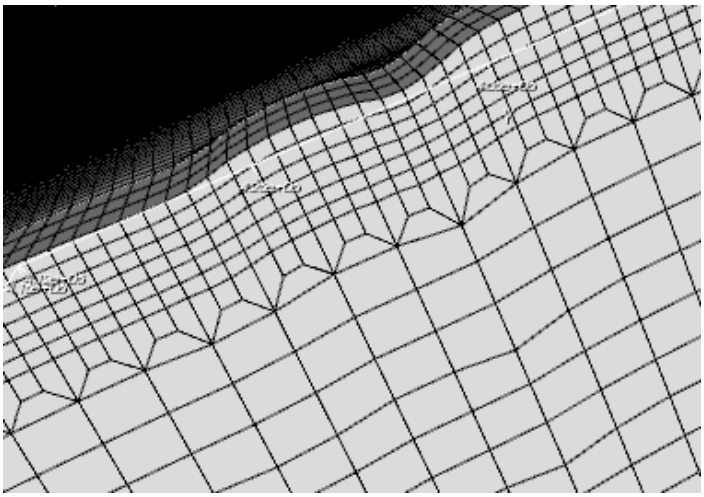
del hex all except hex in vol all
create element extrude face in surface with Z_coord < -4.9 direction 0 0 -1 distance 3 layers 3
disassociate mesh from Volume all
del vol all
create mesh geometry Hex all feature_angle 135.0

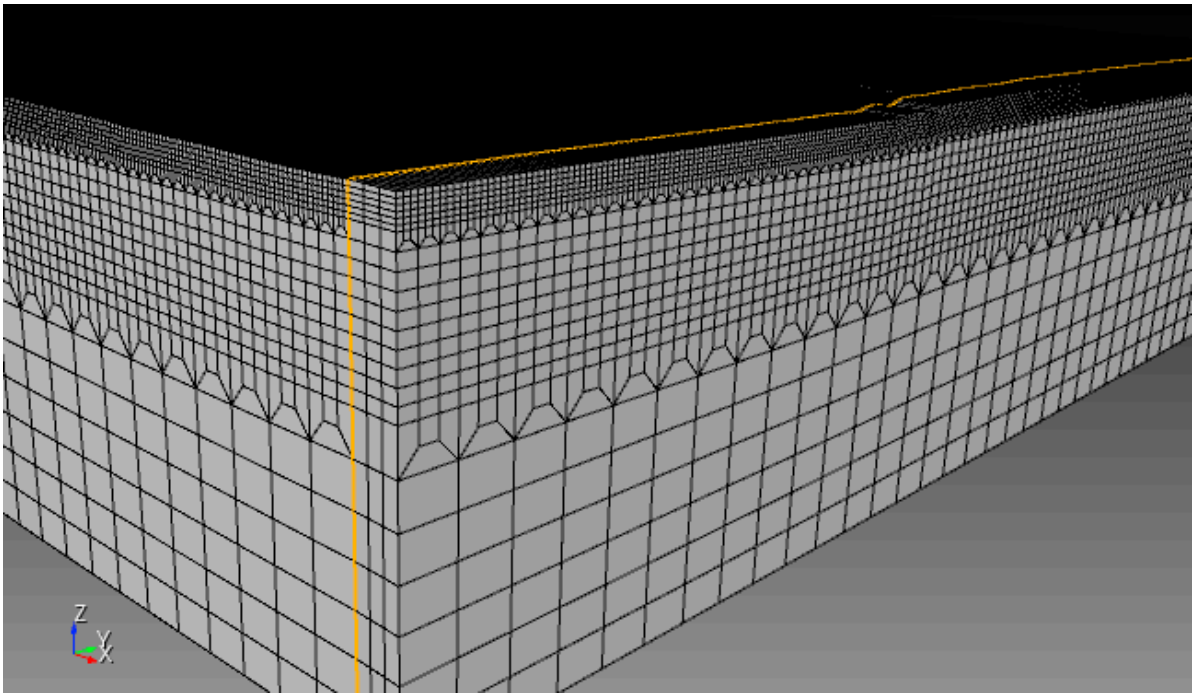


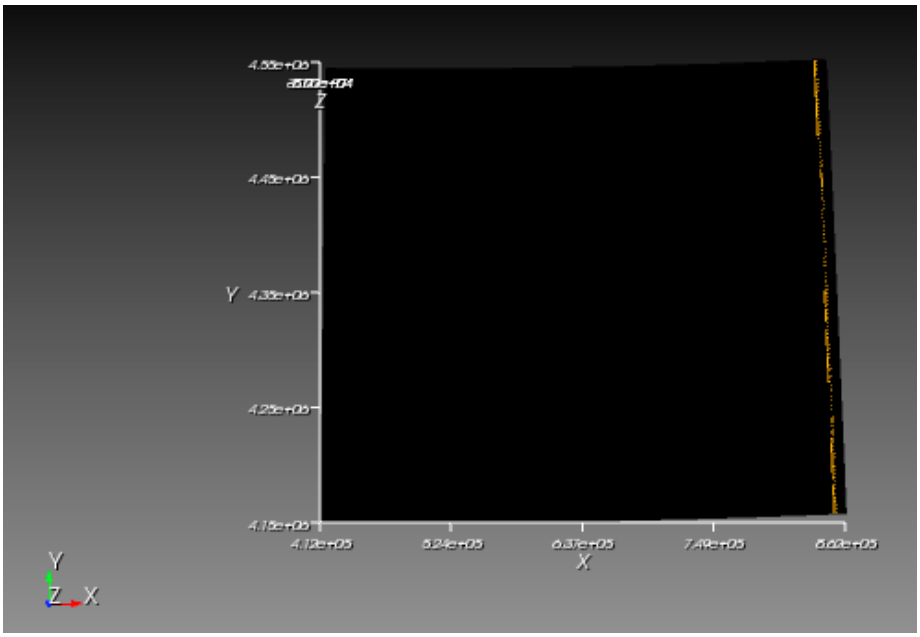




other things....




Z
Y
X


4.56e+05
Z
4.45e+05
Y
4.35e+05
4.25e+05
4.15e+05
4.12e+05
5.24e+05
6.37e+05
7.49e+05
6.63e+05
X
Y
Z
X