

How to use Plane Truss Finite Element Solver

Developed by Samson Mano

email: saminnx@gmail.com

Github: <https://github.com/Samson-Mano/>

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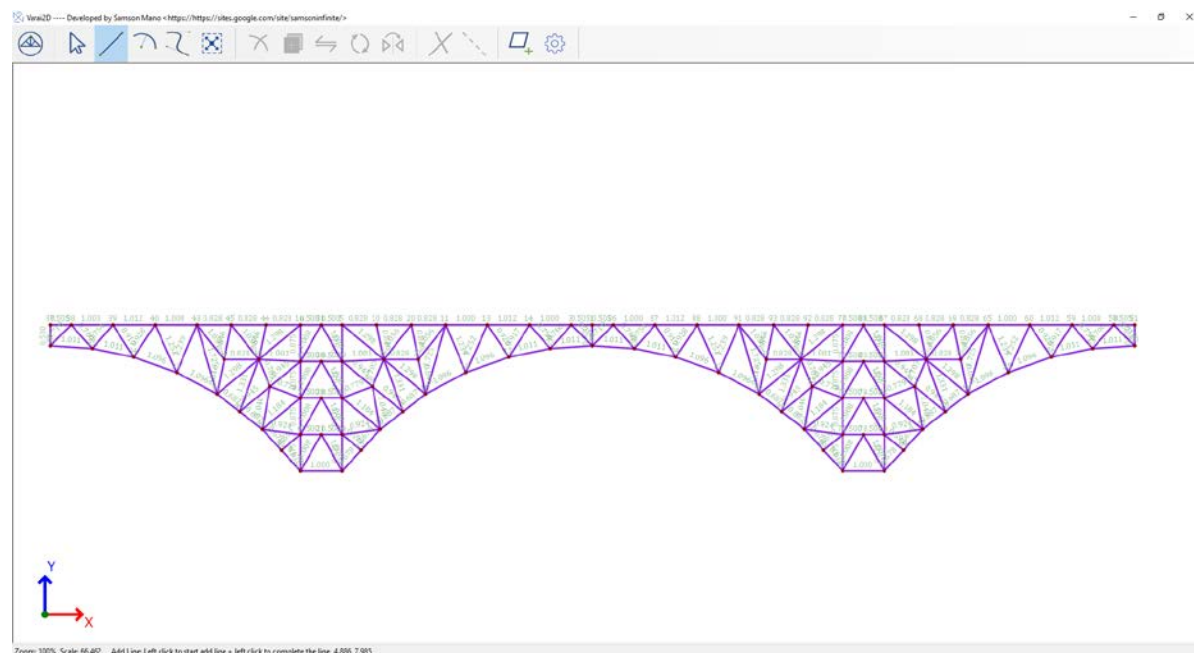
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1. Model creation using Draw2D Geometry

The first step is to create the 2D line geometry model. You can download the Draw2D geometry software from this link:

https://github.com/Samson-Mano/Draw2D_geometry/tree/main/Varai2D_portable

It is very easy to create the 2D model using this application.



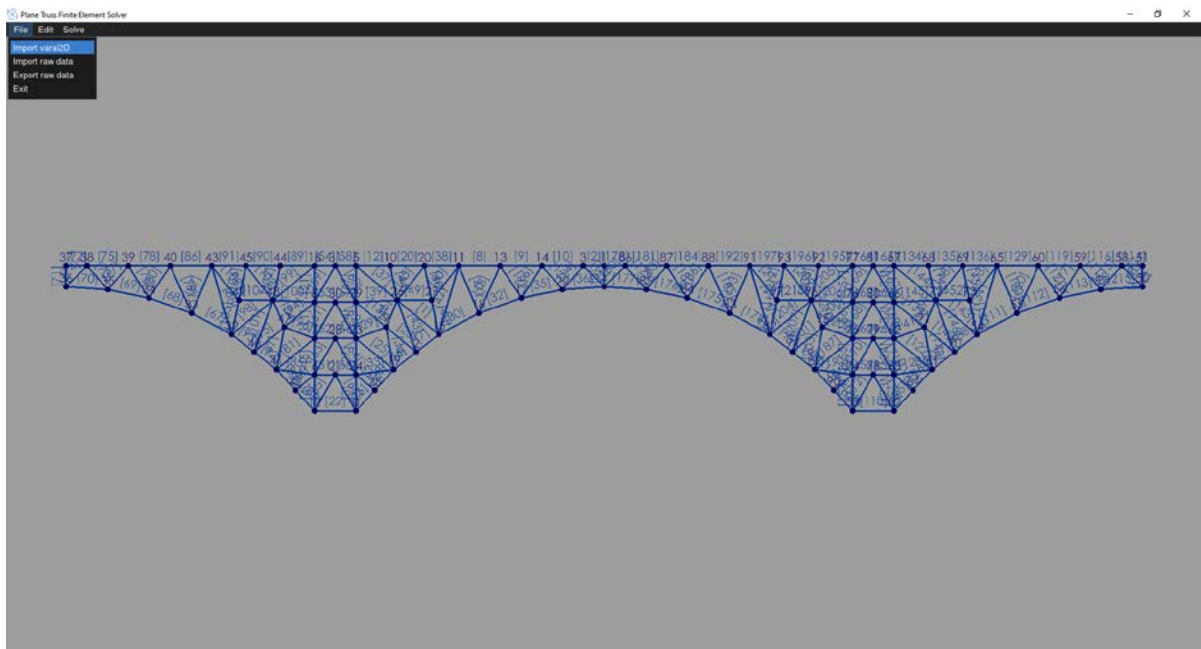
There is also other way to create the model using text inputs which can be imported as raw text data.

2. Model import and model view basics

Important GUI commands to note are,

- Zoom in/ out => **Ctrl** + mouse scroll
- Pan operation => **Ctrl** + mouse right drag
- Zoom to fit => **Ctrl** + **F**

Use *File -> Import Varai2D* to open the model in the solver.



In-order to create model using text inputs use the following format and open the model using *File -> Import raw data*

Below is the definition of values for the raw data input

Diagram illustrating the input data for a Plane Truss Finite Element Solver, with labels pointing to specific fields in the input lines:

```

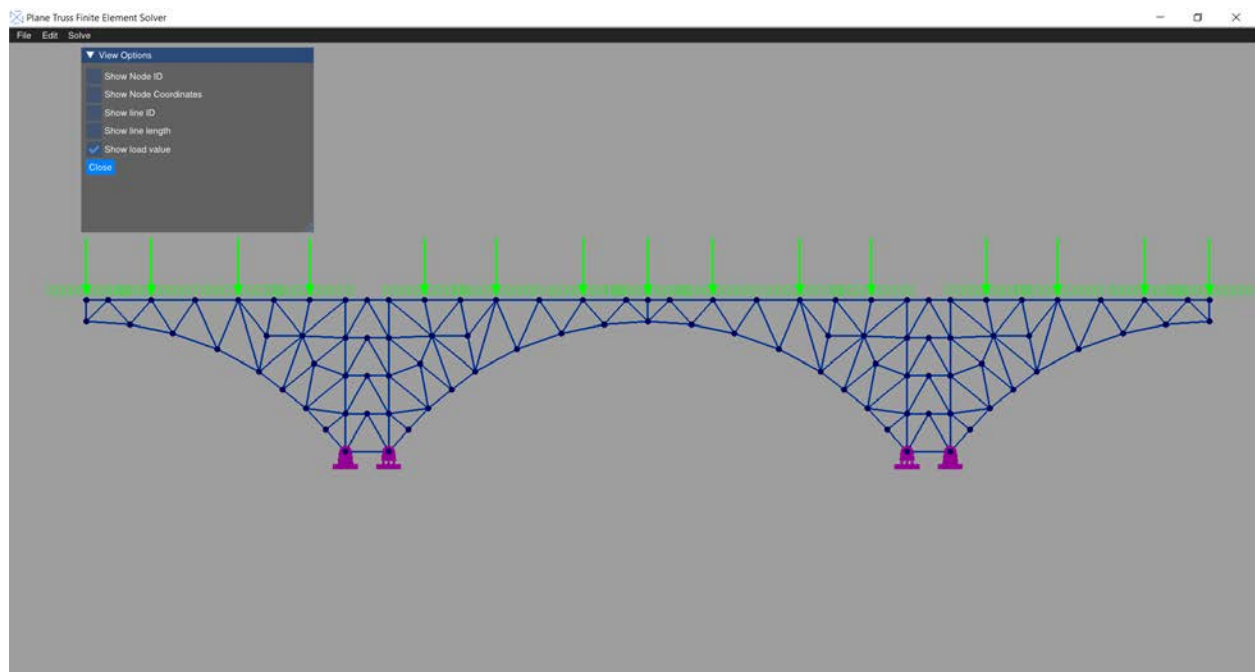
node, 0, -2280, -1299.04
node, 1, -780, 1299.04
node, 2, -780, -1299.04
node, 3, 2280, -1299.04
line, 0, 0, 1, 0
line, 1, 0, 2, 0
line, 2, 1, 2, 0
line, 3, 2, 3, 0
line, 4, 1, 3, 0
cnst, 0, 0, 90
cnst, 3, 1, 90
load, 1, 100, 90
mtrl, 0, Default material, 207000, 7.83e-09, 6014

```

Labels and their corresponding fields:

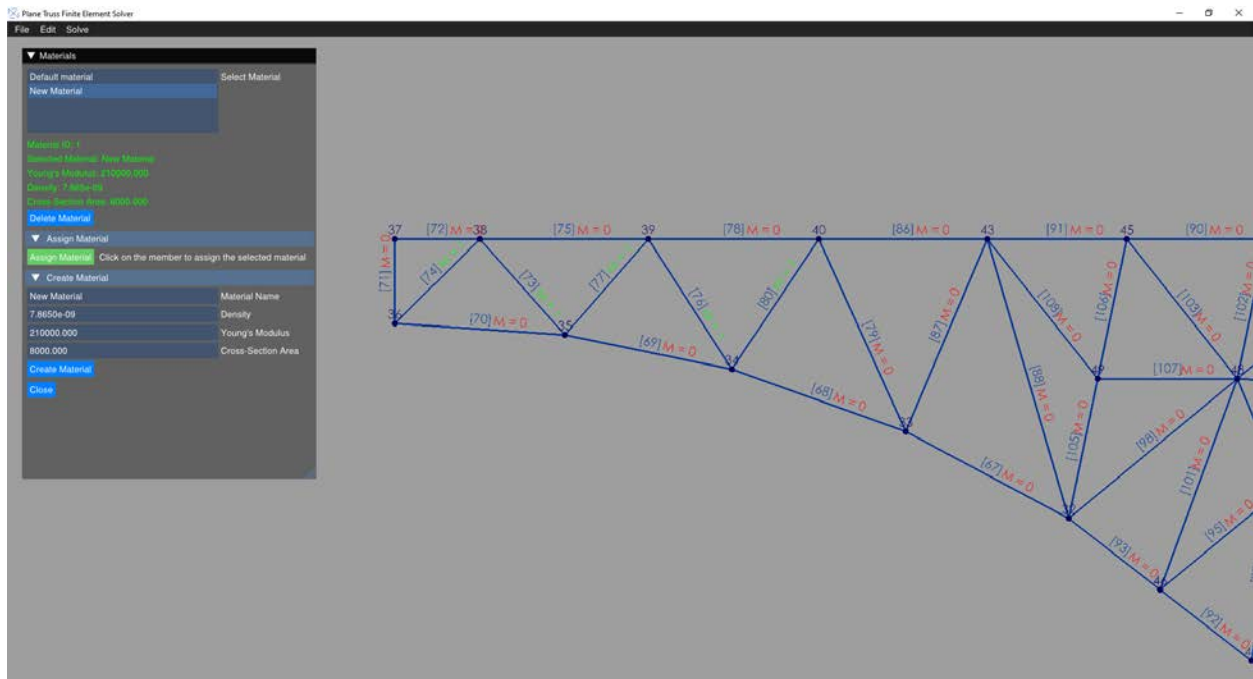
- Identifier for node: node, 0, -2280, -1299.04
- Node X Coordinate: -2280
- Node Y Coordinate: -1299.04
- Line ID: line, 0, 0, 1, 0
- Line Material ID: 0
- Line Start Node ID: 0
- Line End Node ID: 1
- Constraint ID: cnst, 0, 0, 90
- Constraint angle: 90
- Constraint type: 0 - Pin support, 1 - roller support
- Identifier for constraint: cnst, 3, 1, 90
- Load value: 100
- Load angle: 90
- Load ID: load, 1, 100, 90
- Identifier for material: mtrl, 0, Default material, 207000, 7.83e-09, 6014
- Material ID: 0
- Material name: Default material
- Material Youngs modulus: 207000
- Material density: 7.83e-09
- Cross-section area: 6014

Use *Edit -> view options* to change the model view setting.



3. Assign material property

Use *Edit -> material* to update the material properties.



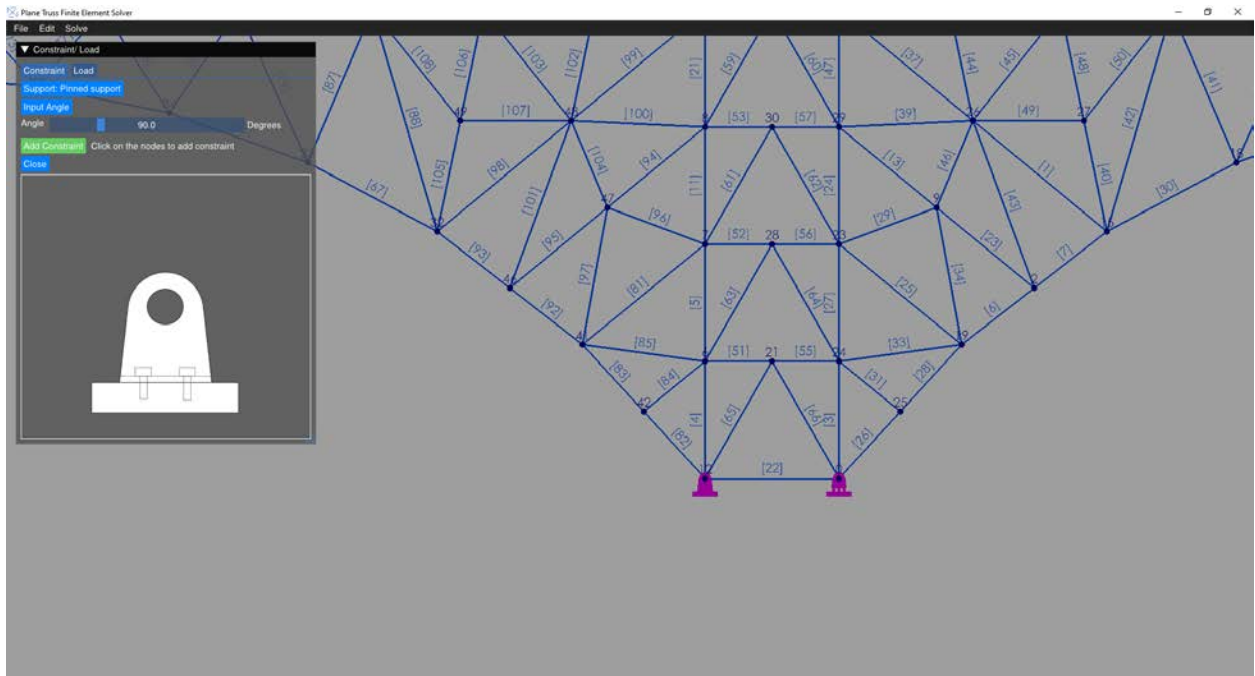
Create material button to create new material.

Select **Assign Material** button and click on the member to assign the selected material. Material ID will be displayed to show the assigned material properties.

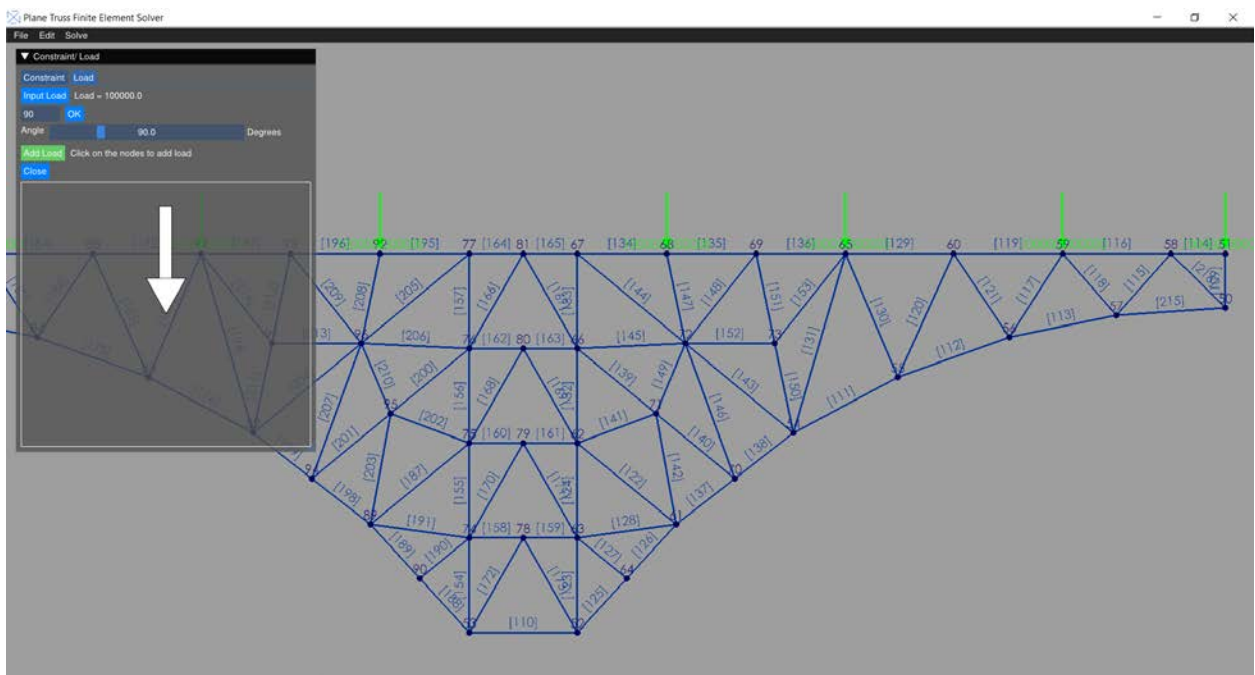
4. Apply boundary condition

Use *Edit -> constraint/load* to add constraint and loads

Select the type of support, angle of support and Select **Add constraint** button and click on the node to assign the constraint.

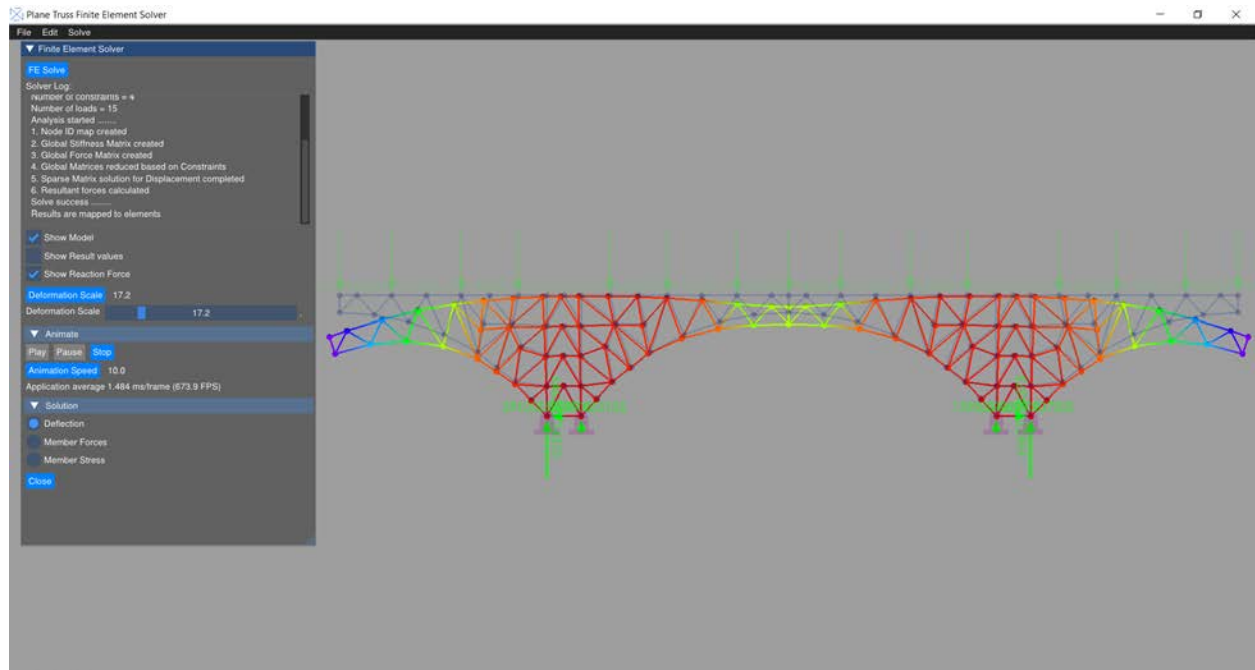


Similarly select the **add load** button and click on the nodes to add the load.

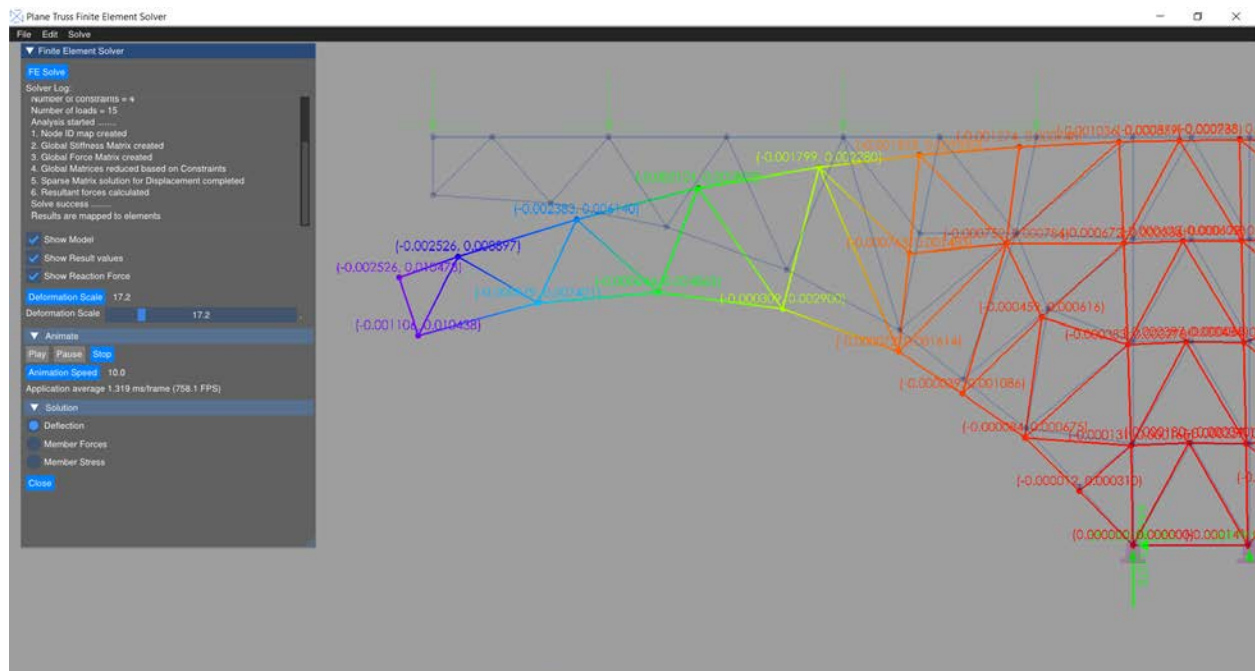


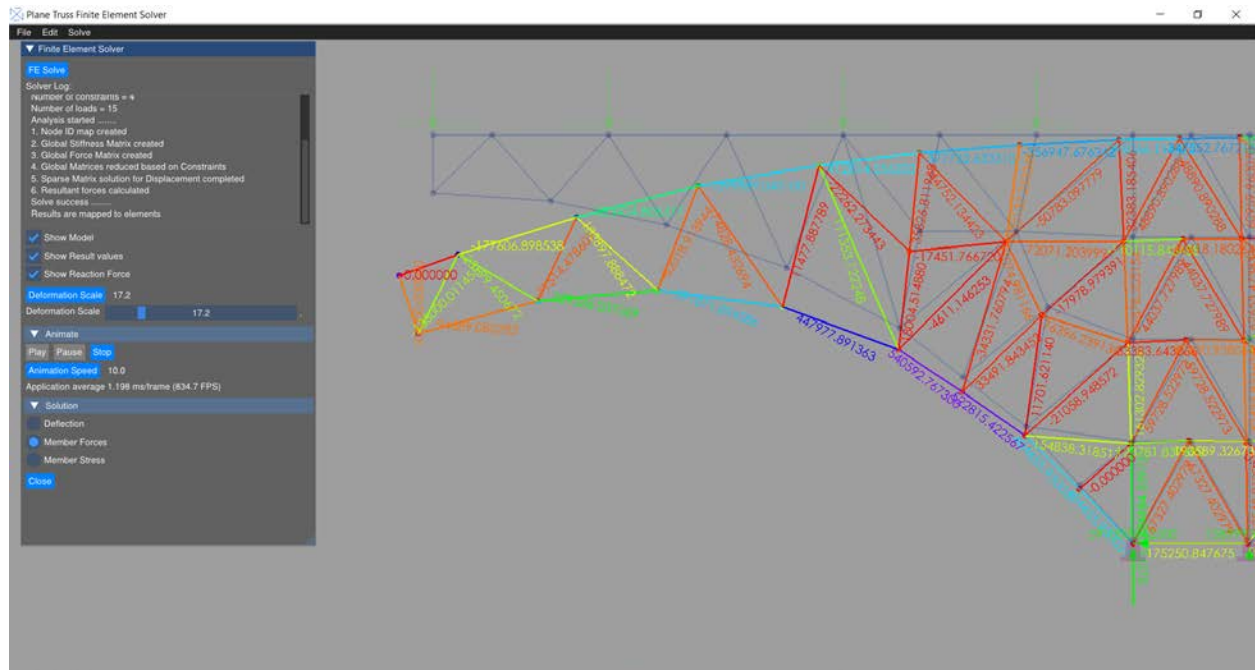
5. Solve and post-processing.

Once the model setup is done use *Solve -> FE Analysis* and click **FE Solve** button to solve the model.



Use the various options for post processing. For example, selecting Show Result values will show the nodal deflection values. Selecting Member Forces option will show the member force of individual member.





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