LS-Reader Tutorial

LS-Reader Tutorial	1
Python	
D3plotReader	3
API Functions (Recommended)	3
API Functions (Deprecated)	5
D3P_Parameter	9
DataType	12
How to use	23
Sample1.py	23
Sample2.py	26
BinoutReader	28
API Functions	28
How to use	31
Sample1.py	31

Introduction

This document describes the application functions interface of LS-Reader using C++, Python and C.

The LS-Reader is designed to read LS-DYNA results and it supports C, C++ and Python languages. It supports both Windows(vs2010, vs2015, vs2017, vs2019) and Linux(GCC>=4.1.2). Because of the simplicity of the LS-Reader, using the libraries is very convenie

Python

D3plotReader

```
API Functions (Recommended)
class D3plotReader():
    def __init__(self, path):
         pass
    Purpose: Constructor.
    ❖ Input: path: d3plot name.
    ❖ Return: D3plotReader object.
      Example: dr = D3plotReader("d3plot/file/path")
    def get_data(self, type, param):
        pass
    ❖ Purpose: Extract data.
    ❖ Input: type: type - enum the data variables' name in d3plot.
            param:
                      structure of description which is the advance setting for
               getting special data in d3plot.
    ❖ Return: data.
      Example:
            dr = D3plotReader("d3plot/file/path")
            p = D3P_Parameter()
            p.ist = 11
            p.ipt = 0
            shell_stress = dr.get_data(DataType.D3P_SHELL_STRESS, p)
      Or
```

```
dr = D3plotReader("d3plot/file/path")
shell_stress = dr.get_data(
DataType.D3P_SHELL_STRESS, ist=11, ipt=0
)
```

API Functions (Deprecated) class D3plotReader(): def init (self, path): pass ❖ Purpose: Constructor. ❖ Input: path: d3plot name. ❖ Return: D3plotReader object. Example:dr = D3plotReader("d3plot/file/path") def GetDataInt(self, type, param): pass Deprecated. Use the get_data(...) instead. ❖ Purpose: Get an integer value. ❖ Input: type - enum the data variables' name in d3plot. Param - structure of description which is the advance setting for getting special data in d3plot. ❖ Return: int def GetDataFloat(self, type, param): pass Deprecated. Use the get_data(...) instead. ❖ Purpose: Get a float value.

param - structure of description which is the advance setting for getting

❖ Input: type - enum the data variables' name in d3plot.

special data in d3plot.

❖ Return: float.

```
def GetDataString(self, type, param):
    pass
  Deprecated. Use the get_data(...) instead.
❖ Purpose: Get a string value.
❖ Input: type - enum the data variables' name in d3plot.
         param - structure of description which is the advance setting for getting
  special data in d3plot.
* Return: string.
def GetDataIntArray(self, type, param):
    pass
  Deprecated. Use the get_data(...) instead.
❖ Purpose: Get a int array.
❖ Input: type - enum the data variables' name in d3plot.
         param - structure of description which is the advance setting for getting
  special data in d3plot.
❖ Return: int array.
def GetDataFloatArray(self, type, param):
    pass
  Deprecated. Use the get_data(...) instead.
❖ Purpose: Get a float array.
```

❖ Input: type - enum the data variables' name in d3plot.

param - structure of description which is the advance setting for getting special data in d3plot.

❖ Return: float array.

def GetDataVectorArray(self, type, param):

pass

Deprecated. Use the get_data(...) instead.

- ❖ Purpose: Get a vector array.
- ❖ Input: type enum the data variables' name in d3plot.

param - structure of description which is the advance setting for getting special data in d3plot.

* Return: vector array.

def GetDataTensorArray(self, type, param):

pass

Deprecated. Use the get_data(...) instead.

- ❖ Purpose: Get a tensor array.
- ❖ Input: type enum the data variables' name in d3plot.

param - structure of description which is the advance setting for getting special data in d3plot.

❖ Return: tensor array.

def GetDataSolidArray(self):

pass

Deprecated. Use the get_data(...) instead.

- ❖ Purpose: Get solid elements array.
- ❖ Return: solid elements array.

def GetDataTshellArray(self):

pass

Deprecated. Use the get_data(...) instead.

- ❖ Purpose: Get tshell elements array.
- ❖ Return: tshell elements array.

def GetDataBeamArray(self):

pass

Deprecated. Use the get_data(...) instead.

- ❖ Purpose: Get beam elements array.
- ❖ Return: beam elements array.

def GetDataShellArray(self):

pass

Deprecated. Use the get_data(...) instead.

- ❖ Purpose: Get shell elements array.
- ❖ Return: shell elements array.

def GetDataSphArray(self):

pass

Deprecated. Use the get_data(...) instead.

- ❖ Purpose: Get sph elements array.
- ❖ Return: sph elements array.

D3P Parameter

p.ipt = 0

parameter to call D3plotReader::get_data*, only specific those member variables you are interested, otherwise, ignore this.

```
class D3P_Parameter:
    def __init__(self):
        self.ist = -1
        self.ipt = -1
        self.ipart = -1
        self.i_rigid_wall = -1
        self.ides = -1
        self.ihv = -1
        self.index_multisolver = -1
        self.id var multisolver = -1
        self.var name = ""
1.
      ist: Specify the state number, starting from 0, as follows:
      shell_thickness = dr.get_data(DataType.D3P_SHELL_THICKNESS, ist=11)
      0r
      p = D3P_Parameter()
      p.ist = 11
      shell_thickness = dr.get_data(DataType.D3P_SHELL_THICKNESS, p)
2.
      ipt: Specify the integration point, ranging in [0, MAXINT), as follows:
      shell_stress = dr.get_data(DataType.D3P_SHELL_STRESS, ist=11, ipt=0)
      0r
      p = D3P_Parameter()
      p.ist = 11
```

```
shell stress = dr.get data(DataType.D3P SHELL STRESS, p)
3.
      ipart: Specify the index of part, starting from 0, as follows:
      part_name = dr.get_data(DataType.D3P_PART_NAME, ipart=0)
      0r
      p = D3P_Parameter()
      p.ipart = 0
      part_name = dr.get_data(DataType.D3P_PART_NAME, p)
4.
      i_rigid_wall: Specify the index of rigid wall, starting from 0, as follows:
      r_wall_f = dr.get_data(
             DataType.D3P_RIGID_WALL_FORCE, ist=11, i_rigid_wall=0
      )
      0r
      p = D3P_Parameter()
      p.ist = 11
      p.i_rigid_wall = 0
      r_wall_f = dr.get_data(DataType.D3P_RIGID_WALL_FORCE, p)
5.
      ides: Specify the index of the des data, starting from 0, as follows:
      num_des = dr.get_data(DataType.D3P_NUM_DES_PART_IN_GEOM, ides=0)
      0r
      p = D3P_Parameter()
      p.ides = 0
      num_des = dr.get_data(DataType.D3P_NUM_DES_PART_IN_GEOM, p)
6.
      ihv: Specify the index of history variables, starting from 0, as follows:
      solid_hsvar = dr.get_data(
             DataType.D3P_SOLID_HISTORY_VAR, ist=11, ipt=0, ihv=5
      )
      0r
```

```
p = D3P_Parameter()
p.ist = 11
p.ipt = 0
p.ihv = 5
solid hsvar = dr.get_data(DataType.D3P_SOLID_HISTORY_VAR, p)
```

7. **index_multisolver**: Specify the index of the multisolver domain, start from 0 and default is 0 also:

```
ms_id = dr.get_data(DataType.D3P_MS_DOMAIN_ID, index_multisolver=0)
Or
p = D3P_Parameter()
p.index_multisolver = 0
ms_id = dr.get_data(DataType.D3P_MS_DOMAIN_ID, p)
```

8. **id_var_multisolver**: Specify the index of the multisolver var, start from 0 and default is 0 also:

```
ms_varn = dr.get_data(DataType.D3P_MS_VAR_NAME, id_var_multisolver=0)
Or

p = D3P_Parameter()
p.id_var_multisolver = 0

ms_varn = dr.get_data(DataType.D3P_MS_VAR_NAME, p)
```

9. **var_name**: Specify name of output variables, currently used by DES and CPM data, default is empty

```
cpm_geodt = dr.get_data(DataType.D3P_CPM_GEOM_DATA, var_name='cpm1')
Or
p = D3P_Parameter()
p.var_name = 'cpm1'
cpm_geodt = dr.get_data(DataType.D3P_CPM_GEOM_DATA, p)
```

DataType

```
class D3P_Vector():
    def x(self):
        pass
    def y(self):
        pass
    def z(self):
        pass
class D3P_VectorDouble():
    def x(self):
        pass
    def y(self):
        pass
    def z(self):
        pass
class D3P_Tensor():
    def x(self):
        pass
    def y(self):
        pass
    def z(self):
        pass
    def xy(self):
        pass
```

```
def yz(self):
        pass
    def zx(self):
        pass
class D3P_Solid():
    # return the value of nodal index(start from 0) plus one
    def node(self, index):
        pass
    def mat(self):
        pass
class D3P_Tshell():
    # return the value of nodal index(start from 0) plus one
    def node(self, index):
        pass
    def mat(self):
        pass
class D3P_Beam():
    # return the value of nodal index(start from 0) plus one
    def node(self, index):
        pass
    def mat(self):
        pass
class D3P_Shell():
```

```
\# return the value of nodal index(start from 0) plus one
    def node(self, index):
        pass
    def mat(self):
        pass
class D3P_Sph():
    def id(self):
        pass
    def mat(self):
        pass
class D3P_Var():
    def type(self):
        pass
    def name(self):
        pass
class D3P_Des():
    def id(self):
        pass
    def mat(self):
        pass
    def radius(self):
        pass
    def mass(self):
        pass
```

def inertia(self):

pass

name	conversion	length	paramete rs
D3P_NUM_STATES	int	1	ignore
D3P_TIMES	float	D3P_NUM_STATES	ignore
D3P_TITLE	Char		ignore
Global			
D3P_GLOBAL_KINETIC_ENERGY	float	1	ist
D3P_GLOBAL_INTERNAL_ENERGY	float	1	ist
D3P_GLOBAL_TOTAL_ENERGY	float	1	ist
D3P_GLOBAL_VELOCITY	D3P_Vector	1	ist
Part			
D3P_NUM_PARTS	int	1	ignore
D3P_PART_IDS	int	D3P_NUM_PARTS	ignore
D3P_PART_NAME	char	80	ipart
D3P_PART_INTERNAL_ENERGY	float	1	ist, ipart
D3P_PART_KINETIC_ENERGY	float	1	ist, ipart
D3P_PART_VELOCITY	D3P_Vector	1	ist, ipart
D3P_PART_MASS	float	1	ist, ipart
D3P_PART_HOURGLASS	float	1	ist, ipart
RIGID WALL			
D3P_NUM_RIGID_WALL	int	1	ignore
D3P_RIGID_WALL_FORCE	float	1	ist, i_rigid_wal l
D3P_RIGID_WALL_POSITION	D3P_Vector	1	ist, i_rigid_wal l
NODE			
D3P_NUM_NODES	int	1	ignore
D3P_NODE_INITIAL_COORDINATES	D3P_Vector	D3P_NUM_NODES	ignore
D3P_NODE_IDS	int	D3P_NUM_NODES	ignore

D3P_NODE_TEMPERATURE	float	D3P_NUM_NODES	ist
D3P_NODE_COORDINATES	D3P_Vector	D3P_NUM_NODES	ist
D3P_NODE_VELOCITIES	D3P_Vector	D3P_NUM_NODES	ist
D3P_NODE_ACCELERATIONS	D3P_Vector	D3P_NUM_NODES	ist
D3P_NODE_COORDINATES_DOUBLE	D3P_VectorDoub	D3P_NUM_NODES	ist
D3P_NODE_VELOCITIES_DOUBLE	D3P_VectorDoub le	D3P_NUM_NODES	ist
D3P_NODE_ACCELERATIONS_DOUBLE	D3P_VectorDoub le	D3P_NUM_NODES	ist
SOLID			
D3P_NUM_SOLID	int	1	ignore
D3P_SOLID_MAXINT	int	1	ignore
D3P_SOLID_CONNECTIVITY_MAT	D3P_Solid	D3P_NUM_SOLID	ignore
D3P_SOLID_IDS	int	D3P_NUM_SOLID	ignore
D3P_SOLID_STRESS	D3P_Tensor	D3P_NUM_SOLID	ist, ipt if necessary
D3P_SOLID_EFFECTIVE_PLASTIC_STRA IN	float	D3P_NUM_SOLID	ist, ipt if necessary
D3P_SOLID_STRAIN	D3P_Tensor	D3P_NUM_SOLID	ist, ipt if necessary
D3P_SOLID_HISTORY_VAR	float	D3P_NUM_SOLID	ist, ipt, ihv
TSHELL			
D3P_NUM_TSHELL	int	1	ignore
D3P_TSHELL_MAXINT	int	1	ignore
D3P_TSHELL_CONNECTIVITY_MAT	D3P_Tshell	D3P_NUM_TSHELL	ignore
D3P_TSHELL_IDS	int	D3P_NUM_TSHELL	ignore
D3P_TSHELL_STRESS	D3P_Tensor	D3P_NUM_TSHELL	ist, ipt
D3P_TSHELL_EFFECTIVE_PLASTIC_STR AIN	float	D3P_NUM_TSHELL	ist, ipt

D3P_TSHELL_STRAIN	D3P_Tensor	D3P_NUM_TSHELL	ist, ipt
D3P_TSHELL_HISTORY_VAR	float	D3P_NUM_TSHELL	ist, ipt, ihv
BEAM			
D3P_NUM_BEAM	int	1	ignore
D3P_BEAM_MAXINT	int	1	ignore
D3P_BEAM_CONNECTIVITY_THIRD_MAT	D3P_Beam	D3P_NUM_BEAM	ignore
D3P_BEAM_IDS	int	D3P_NUM_BEAM	ignore
D3P_BEAM_AXIAL_FORCE	float	D3P_NUM_BEAM	ist
D3P_BEAM_S_SHEAR_RESULTANT	float	D3P_NUM_BEAM	ist
D3P_BEAM_T_SHEAR_RESULTANT	float	D3P_NUM_BEAM	ist
D3P_BEAM_S_BENDING_MOMENT	float	D3P_NUM_BEAM	ist
D3P_BEAM_T_BENDING_MOMENT	float	D3P_NUM_BEAM	ist
D3P_BEAM_TORSIONAL_RESULTANT	float	D3P_NUM_BEAM	ist
D3P_BEAM_RS_SHEAR_STRESS	float	D3P_NUM_BEAM	ist, ipt
D3P_BEAM_TR_SHEAR_STRESS	float	D3P_NUM_BEAM	ist, ipt
D3P_BEAM_AXIAL_STRESS	float	D3P_NUM_BEAM	ist, ipt
D3P_BEAM_AXIAL_PLASTIC_STRAIN	float	D3P_NUM_BEAM	ist, ipt
D3P_BEAM_AXIAL_STRAIN	float	D3P_NUM_BEAM	ist, ipt
D3P_BEAM_HISTORY_VAR	float	D3P_NUM_BEAM	ist, ipt, ihv
SHELL			
D3P_NUM_SHELL	int	1	ignore
D3P_SHELL_MAXINT	int	1	ignore
D3P_SHELL_CONNECTIVITY_MAT	D3P_She11	D3P_NUM_SHELL	ignore
D3P_SHELL_IDS	int	D3P_NUM_SHELL	ignore
D3P_SHELL_STRESS	D3P_Tensor	D3P_NUM_SHELL	ist, ipt

D3P_SHELL_EFFECTIVE_PLASTIC_STRAIN	float	D3P_NUM_SHELL	ist, ipt
D3P_SHELL_STRAIN	D3P_Tensor	D3P_NUM_SHELL	ist, ipt
D3P_SHELL_HISTORY_VAR	float	D3P_NUM_SHELL	ist, ipt, ihv
D3P_SHELL_MX	float	D3P_NUM_SHELL	ist
D3P_SHELL_MY	float	D3P_NUM_SHELL	ist
D3P_SHELL_MXY	float	D3P_NUM_SHELL	ist
D3P_SHELL_QX	float	D3P_NUM_SHELL	ist
D3P_SHELL_QY	float	D3P_NUM_SHELL	ist
D3P_SHELL_NX	float	D3P_NUM_SHELL	ist
D3P_SHELL_NY	float	D3P_NUM_SHELL	ist
D3P_SHELL_NXY	float	D3P_NUM_SHELL	ist
DELETION			
D3P_HAS_DELETION	bool	1	ist
D3P_SOLID_DELETION	float	D3P_NUM_SOLID	ist
D3P_TSHELL_DELETION	float	D3P_NUM_TSHELL	ist
D3P_SHELL_DELETION	float	D3P_NUM_SHELL	ist
D3P_BEAM_DELETION	float	D3P_NUM_BEAM	ist
SPH			
D3P_NUM_SPH	int	1	ignore
D3P_SPH_NODE_MAT	D3P_Sph	D3P_NUM_SPH	ignore
D3P_SPH_RADIUS	float	D3P_NUM_SPH	ist
D3P_SPH_PRESSURE	float	D3P_NUM_SPH	ist
D3P_SPH_STRESS	D3P_Tensor	D3P_NUM_SPH	ist
D3P_SPH_PLASTIC_STRAIN	float	D3P_NUM_SPH	ist
D3P_SPH_DENSITY	float	D3P_NUM_SPH	ist
D3P_SPH_INTERNAL_ENERGY	float	D3P_NUM_SPH	ist

D3P_SPH_NUMBER_OF_PARTICLE_NEIGH	int	D3P_NUM_SPH	ist
BORS D3P SPH STRAIN	D3P Tensor	D3P NUM SPH	ist
	_		
D3P_SPH_MASS	float	D3P_NUM_SPH	ist
DES			
D3P_HAS_DES_DATA	bool	1	ignore
D3P_NUM_DES_DATA	int	1	ignore
D3P_NUM_DES_PART_IN_GEOM	int	1	ides if necessary
D3P_NUM_DES_ELEM_IN_GEOM	int	1	ides if necessary
D3P_NUM_DES_PART_IN_STATE	int	1	ides if necessary
D3P_NUM_DES_ELEM_IN_STATE	int	1	ides if necessary
D3P_NUM_DES_PART_VAR_IN_GEOM	int	1	ides if necessary
D3P_DES_PART_VAR_LIST_IN_GEOM	D3P_Var	D3P_NUM_DES_PART_VA R_IN_GEOM	ides if necessary
D3P_NUM_DES_ELEM_VAR_IN_GEOM	int	1	ides if necessary
D3P_DES_ELEM_VAR_LIST_IN_GEOM	D3P_Var	D3P_NUM_DES_ELEM_VA R_IN_GEOM	ides if necessary
D3P_NUM_DES_PART_VAR_IN_STATE	int	1	ides if necessary
D3P_DES_PART_VAR_LIST_IN_STATE	D3P_Var	D3P_NUM_DES_PART_VA R_IN_STATE	ides if necessary
D3P_NUM_DES_ELEM_VAR_IN_STATE	int	1	ides if necessary
D3P_DES_ELEM_VAR_LIST_IN_STATE	D3P_Var	D3P_NUM_DES_ELEM_VA R_IN_STATE	ides if necessary
D3P_DES_NODAL_MAT_RADIUS_MASS_IN ERTIA	D3P_Des	D3P_NUM_DES_ELEM_IN _GEOM	ides if necessary
D3P_DES_DATA_IN_STATE	int/float/vect	D3P_NUM_DES_ELEM_IN	var_name,

	or/tensordep ends	_STATE	ist, ides if necessary
CPM			
D3P_HAS_CPM_DATA	bool	1	ignore
D3P_CPM_NUM_AIRBAGS	int	1	ignore
D3P_CPM_NUM_PARTICLES	int	1	ignore
D3P_CPM_NUM_GEOM_VAR	int	1	ignore
D3P_CPM_GEOM_VAR_LIST	D3P_Var	D3P_CPM_NUM_GEOM_VAR	ignore
D3P_CPM_GEOM_DATA	D3P_Var	D3P_CPM_NUM_GEOM_VAR	ignore
D3P_CPM_NUM_STATE_VAR	int	1	ignore
D3P_CPM_STATE_VAR_LIST	D3P_Var	D3P_CPM_NUM_STATE_V AR	ignore
D3P_CPM_STATE_DATA	int/floatde pends	D3P_CPM_NUM_PARTICL ES	var_name, ist
D3P_CPM_NUM_STATE_GEOM_VAR	int	1	ignore
D3P_CPM_STATE_GEOM_VAR_LIST	D3P_Var	D3P_CPM_NUM_STATE_G EOM_VAR	ignore
D3P_CPM_STATE_GEOM_DATA	int/floatde pends	D3P_CPM_NUM_AIRBAGS	var_name, ist
Multisolver			
D3P_HAS_MS_DATA	bool	1	ignore
D3P_MS_NUM_DOMAINS	int	1	ignore
D3P_MS_DOMAIN_ID	int	1	index_multi solver
D3P_MS_DOMAIN_NAME	char	80	index_multi solver
D3P_MS_DOMAIN_VAR_NUM	int	1	index_multi solver
D3P_MS_DOMAIN_VARS_LIST	int	D3P_MS_DOMAIN_VAR_N	index_multi

		UM	solver
D3P_MS_VAR_NAME	char	80	id_var_mult isolver
D3P_MS_VAR_IS_VECTOR	bool	1	id_var_mult isolver
D3P_MS_VAR_IS_SCALAR	bool	1	id_var_mult isolver
D3P_MS_VAR_IS_TENSOR	bool	1	id_var_mult isolver
D3P_MS_DOMAIN_VAR_LENGTH	int	1	ist, index_multi solver
D3P_MS_DOMAIN_IS_SOLID	bool	1	ist, index_multi solver
D3P_MS_DOMAIN_IS_SHELL	bool	1	ist, index_multi solver
D3P_MS_DOMAIN_IS_BEAM	bool	1	ist, index_multi solver
D3P_MS_DOMAIN_ELEM_NUM_IN_STATE	int	1	ist, index_multi solver
D3P_MS_SOLID_CONNECTIVITY_MAT_IN _STATE	D3P_Solid	D3P_MS_DOMAIN_ELEM_ NUM_IN_STATE	ist, index_multi solver
D3P_MS_SHELL_CONNECTIVITY_MAT_IN _STATE	D3P_She11	D3P_MS_DOMAIN_ELEM_ NUM_IN_STATE	ist, index_multi solver
D3P_MS_BEAM_CONNECTIVITY_MAT_IN_ STATE	D3P_Beam	D3P_MS_DOMAIN_ELEM_ NUM_IN_STATE	ist, index_multi solver
D3P_MS_DOMAIN_NODE_NUM_IN_STATE	int	1	ist, index_multi solver

D3P_MS_DOMAIN_COORD_IN_STATE	D3P_Vector	D3P_MS_DOMAIN_NODE_ NUM_IN_STATE	ist, index_multi solver
D3P_MS_DOMAIN_DATA_IN_STATE	float or D3P_Vector or D3P_Tensor	D3P_MS_DOMAIN_VAR_L ENGTH	ist, index_multi solver,id_v ar_multisol ver
D3P_MS_DOMAIN_DATA_IS_ON_STRUCTU RE_ELEMENT	bool	1	index_multi solver
D3P_MS_DOMAIN_DATA_IS_ON_MS_NODE	bool	1	index_multi solver
D3P_MS_DOMAIN_DATA_IS_ON_MS_ELEM ENT,	bool	1	index_multi solver
D3P_MS_DOMAIN_IS_FOLLOW_SURFACE_ METHOD	bool	1	index_multi solver
D3P_MS_DOMAIN_NODE_NUM_ONSURFACE _IN_STATE	int	1	ist, index_multi solver
D3P_MS_DOMAIN_SURFACE_IDS_IN_STA TE	int	D3P_MS_DOMAIN_NODE_ NUM_ONSURFACE_IN_ST ATE	ist, index_multi solver

How to use

Sample1.py

Purpose: obtain resultant displacement for all the nodes and find maximum value.

3D scatterplot(x=shell_nodes_x, y=shell_nodes_y, z=shell_nodes_z, c=resultant displacement of shell nodes)

ist: last.

```
from lsreader import D3plotReader, DataType as dt
import os
import matplotlib.pyplot as plt
from mpl_toolkits import mplot3d
from math import pow
d3plot = os.path.join(os.getcwd(), 'd3plot')
dr = D3plotReader(d3plot)
num_states = dr.get_data(dt.D3P_NUM_STATES)
nodes_init_coor = dr.get_data(
   dt.D3P NODE INITIAL COORDINATES, ist=num states-1
)
nodes_coor = dr.get_data(dt.D3P_NODE_COORDINATES, ist=num_states-1)
# obtain resultant displacement for all nodes and find maximum
nodes_res_disp = []
for i in range(nodes_coor.__len__()):
   disp_x = nodes_coor[i].x() - nodes_init_coor[i].x()
   disp_y = nodes_coor[i].y() - nodes_init_coor[i].y()
   disp_z = nodes_coor[i].z() - nodes_init_coor[i].z()
```

```
tmp = pow(disp_x, 2) + pow(disp_y, 2) + pow(disp_z, 2)
   nodes_res_disp.append(pow(tmp, 0.5))
print(
.....
Maximum resultant displacement of nodes is: {0}, index is: {1}
""".format(
   max(nodes_res_disp), nodes_res_disp.index(max(nodes_res_disp))
    )
)
# nodes coordinates of shell elements when ist=last
shells = dr.get_data(dt.D3P_SHELL_CONNECTIVITY_MAT)
nodes_shell = []
for shell in shells:
   nodes_shell.append(shell.node(0))
   nodes_shell.append(shell.node(1))
   nodes_shell.append(shell.node(2))
   nodes_shell.append(shell.node(3))
nodes_shell = list(set(nodes_shell))
nodes_shell.sort()
nodes_x, nodes_y, nodes_z, res = [], [], [], []
for node_shell in nodes_shell:
   nodes_x.append(nodes_coor[node_shell-1].x())
   nodes_y.append(nodes_coor[node_shell-1].y())
   nodes z.append(nodes coor[node shell-1].z())
    res.append(nodes_res_disp[node_shell-1])
```

```
# plotting
fig = plt.figure()
ax = fig.add_subplot(1, 1, 1, projection='3d')
scat = ax.scatter3D(
    nodes_x, nodes_y, nodes_z, c=res, s=15,
)
fig.colorbar(scat, label='Resultant Displacement')
ax.set_zlim3d(-50, 50)
plt.show()
```

Sample2.py

Purpose: extract Variable data for Multisolver.

State: 2

```
import lsreader
from lsreader import D3plotReader
from lsreader import DataType as dt
from lsreader import D3P_Parameter as dp
import os
d3plot = os.path.join(os.getcwd(), 'd3plot')
dr = D3plotReader(d3plot)
has_ms_data = dr.get_data(dt.D3P_HAS_MS_DATA)
if not has_ms_data:
   print("No Multisolver Data")
num ms datasets = dr.get data(dt.D3P MS NUM DOMAINS)
for dataset in range(num_ms_datasets):
    domain_var_ids = dr.get_data(dt.D3P_MS_DOMAIN_VARS_LIST, index_multisolver=da
taset)
   for var in range(domain_var_ids.__len__()):
        sizevar = dr.get data(dt.D3P MS DOMAIN VAR LENGTH, index multisolver=data
set, ist=2)
        is scalar = dr.get data(dt.D3P MS VAR IS SCALAR, id var multisolver=domai
n_var_ids[var])
        is_vector = dr.get_data(dt.D3P_MS_VAR_IS_VECTOR, id_var_multisolver=domai
n_var_ids[var])
```

```
is_tensor = dr.get_data(dt.D3P_MS_VAR_IS_TENSOR, id_var_multisolver=domai
n_var_ids[var])
        p = dp()
        p.ist=2
        p.index_multisolver = dataset
        p.id_var_multisolver = domain_var_ids[var]
        if is scalar:
            svalue = dr.get_data(dt.D3P_MS_DOMAIN_DATA_IN_STATE, p)
            print("Value type: scalar, value[0]={}".format(svalue[0]))
        if is_vector:
            vvalue = dr.get_data(dt.D3P_MS_DOMAIN_DATA_IN_STATE, p)
            print(
                   "Value type: vector, value[0].X()={}"
                   .format(vvalue[0].x())
            )
        if is_tensor:
            tvalue = dr.get_data(dt.D3P_MS_DOMAIN_DATA_IN_STATE, p)
            print(
                   "Value type: tensor, value[0].X()={}"
                   .format(tvalue[0].x())
            )
```

BinoutReader

API Functions

```
class BinoutReader():
    def __init__(self, path):
         pass
    ❖ Purpose: Constructor.
    ❖ Input: path: binout name.
    ❖ Return: BinoutReader object.
      Example: br = BinoutReader("binout/file/path")
    @staticmethod
    def is_valid(path):
         pass
    Purpose: Check if the path is correct
    ❖ Input: path: binout name(full path).
    * Return: True or False.
    @staticmethod
    def write(path, x_array, y_array):
         pass
    ❖ Purpose: Output the x_array and y_array to path.
    ❖ Input: path: binout name(full path).
            x_array: The array of X direction.
            y_array: The array of Y direction.
    * Return: True.
```

```
def get_branch(self):
    pass
❖ Purpose: Get branches.
❖ Input: void.
* Return: The array of branches.
def set_branch(self, branch):
    pass
❖ Purpose: Set current branch.
❖ Input: branch: The name of the branch to set.
❖ Return: True.
def set_id(self, id, master):
    pass
❖ Purpose: Set current id.
❖ Input: id: The id to set. It can be string or integer.
        master: choose master or slave. It can be ignored.
* Return: True.
def get_id(self):
    pass
❖ Purpose: Get ids.
❖ Input: void.
❖ Return: The array of ids.
```

```
def set_component(component):
    pass
❖ Purpose: Set current component.
❖ Input: branch: The name of the component to set.
* Return: True.
def get_component():
    pass
Purpose: Get components.
❖ Input: void.
❖ Return: The array of components.
def get_x_array():
    pass
❖ Purpose: Get the array of X direction.
❖ Input: void.
❖ Return: The array of X direction.
def get_y_array():
    pass
❖ Purpose: Get the array of Y direction.
❖ Input: void.
❖ Return: The array of Y direction.
```

How to use

Sample1.py

Purpose: obtain branches and component, and get x_array, y_array.

Branch: nodout.

 ${\color{red} \textbf{Component: } x_acceleration.}$

Id: 1787

Ouput: nodoutPy.dat

```
br = BinoutReader(data_path)

res = BinoutReader.is_valid(data_path)
print(res)

branches = br.get_branch()

for branch in branches:
    print(branch, end=',')

br.set_branch('nodout')
br.set_id(1787)
br.set_component('x_acceleration')
x_array = br.get_x_array()
y_array = br.get_y_array()
out_path = os.path.join(cwd, 'nodoutPy.dat')
BinoutReader.write(out_path, x_array, y_array)
```