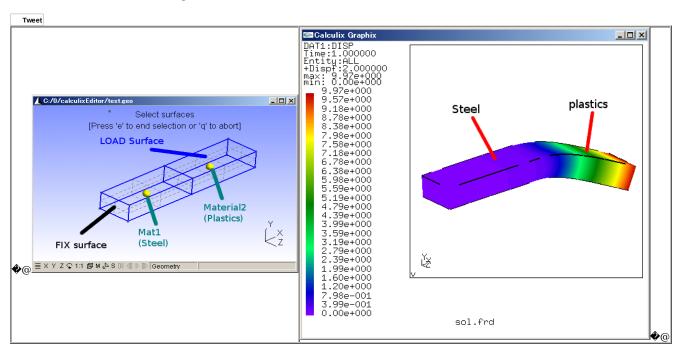
Gmsh Assembly -> Calculix (via unv)



gmsh -- gmsh

Calculix -- Calculix WindowsVersion

You need Python2.* . if you don't have it , please get and install it. (I don't know the script will run with Python3)

```
    get Media:unv2xUpd2.zip from http://www.caelinux.org/wiki/index.php/Proj:UNVConvert
    extract zip file and copy unv2abaqus.py to unv2calculix.py copy unv2x.py to unv2xc.py
    open unv2calculix.py with TextEditor change line 1 from unv2x import * to from unv2xc import *
    change line 112 fil.write('%8d' % (lst.pop(0)))
    to fil.write(('%8d'+ls) % (lst.pop(0)))
    save and close TextEditor
```

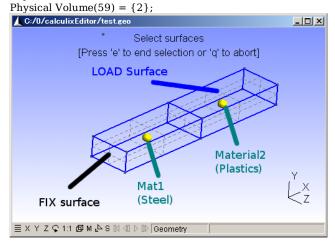
 open unv2xc.py with TextEditor change line 179-180

```
self.datasetsIds=[2411,2412,2467]
self.datasetsHandlers=[UNV2411Reader,UNV2412Reader,UNV2467Reader]
self.datasetsIds=[2411,2412,2467,2477]
self.datasetsHandlers=[UNV2411Reader,UNV2412Reader,UNV2467Reader,UNV2467Reader]
```

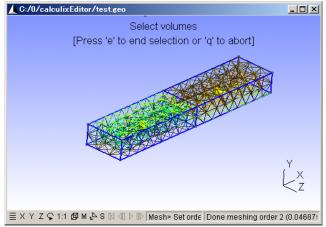
• save and close TextEditor

Make Assy with Gmsh

```
// Gmsh project created on Wed Aug 17 15:55:39 2011
lc = 5;
Point(1) = \{0, 0, 0, lc\};
Point(2) = \{50, 0, 0, lc\};
Point(3) = \{50, 10, 0, lc\};
Point(4) = \{0, 10, 0, lc\};
Point(5) = \{100, 0, 0, lc\};
Point(6) = \{100, 10, 0, lc\};
Line(1) = \{1, 2\};
Line(2) = \{2, 3\};
Line(3) = \{3, 4\};
Line(4) = \{4, 1\};
Line(5) = \{2, 5\};
Line(6) = \{5, 6\};
Line(7) = \{6, 3\};
Line Loop(8) = \{4, 1, 2, 3\};
Plane Surface(9) = \{8\};
Line Loop(10) = \{2, -7, -6, -5\};
Plane Surface(11) = \{10\};
Extrude {0, 0, 20} {
 Surface { 9, 11 };
Physical Surface(56) = \{20\};
Physical Surface(57) = \{46\};
Physical Volume(58) = \{1\};
```



• Mesh 3D and set order 2



• Save as gmsh.unv (check Save Group of nodes)



• Run convert script

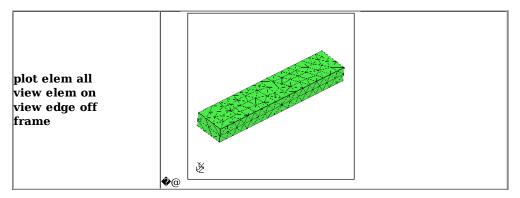
```
:\0\calculixEditor
c:\Python26\python.exe unv2calculix.py gmsh.unv gmsh
1, 3, 5, 10, 2, 4, 6, 7, 8, 9l
NV file converted successfully to Abagus INP format
```

gmsh.unv is input file name , gmsh is output inp file name (it will make gmsh.inp)

· Run calculix



display mesh



- check set

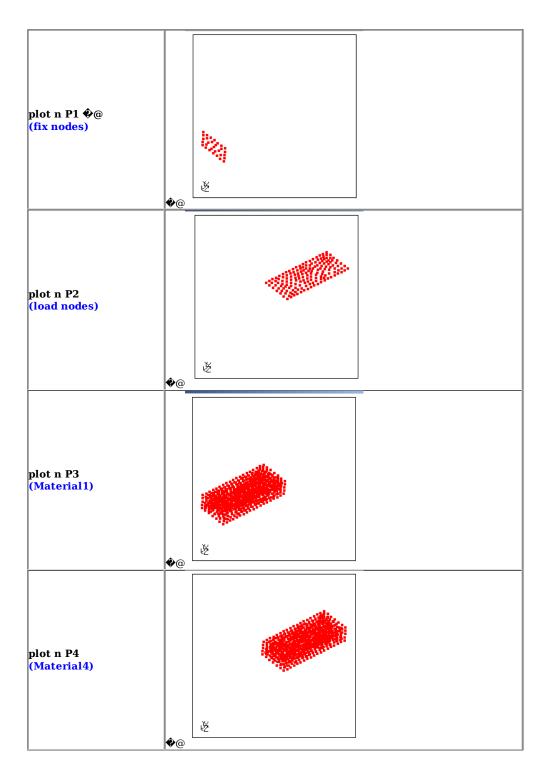
�@prnt set

- all stat:o n:1562 e:813 f:436 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- NALL stat:c n:1562 e:0 f:0 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- C3D10 stat:c n:0 e:813 f:0 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- +C3D10 stat:c n:0 e:813 f:0 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- PERMANENTGROUP1 stat:c n:31 e:0 f:0 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- PERMANENTGROUP2 stat:c n:161 e:0 f:0 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- PERMANENTGROUP3 stat:c n:819 e:0 f:0 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- PERMANENTGROUP4 stat:c n:774 e:0 f:0 p:0 l:0 s:0 b:0 L:0 S:0 se:0 sh:0
- So set names are too long, copy sets for convenience.

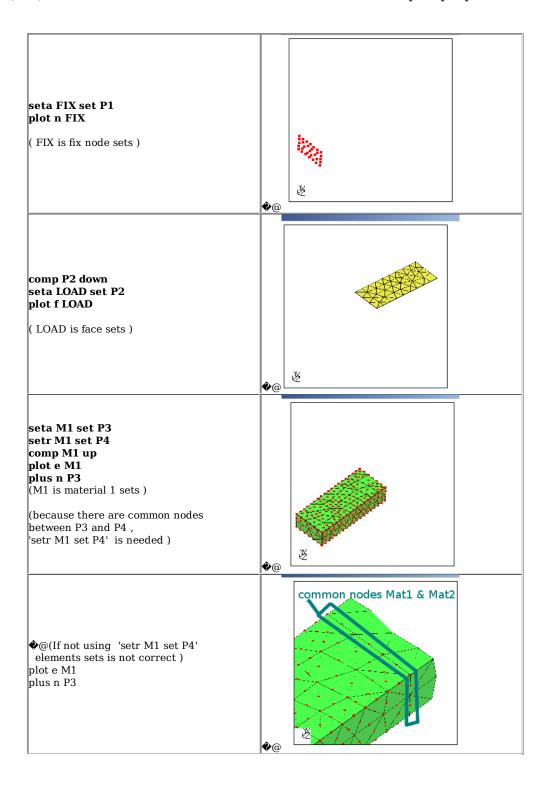
seta P1 set PERMANENTGROUP1 seta P2 set PERMANENTGROUP2 seta P3 set PERMANENTGROUP3 seta P4 set PERMANENTGROUP4

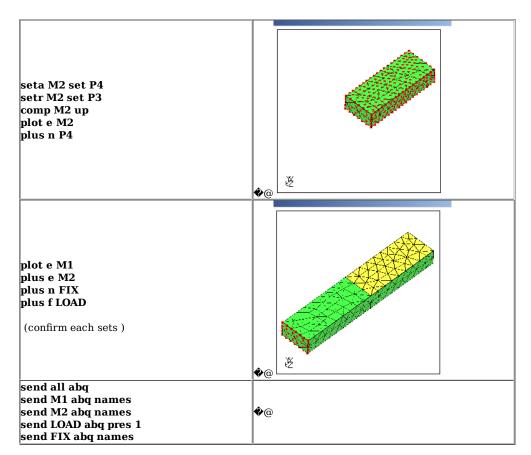
display and check each sets

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• then make surface set and element sets form these node sets

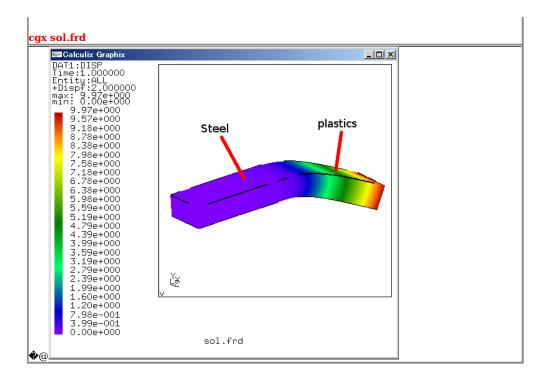




• sol.inp is like this

ccx sol

```
*INCLUDE, INPUT=all.msh
*INCLUDE, INPUT=FIX.nam
*INCLUDE, INPUT=M1.nam
*INCLUDE, INPUT=M2.nam
*MATERIAL, NAME=STEEL
*ELASTIC
200000 , 0.3
*MATERIAL, NAME=PLA
*ELASTIC
1000 , 0.35
*SOLID SECTION , Elset=EM1 , Material=STEEL
*SOLID SECTION , Elset=EM2 , Material=PLA
*STEP
*STATIC
*BOUNDARY
NFIX,1,3,0
*DLOAD
*include,input=LOAD.dlo
*NODE PRINT,NSET=Nall
*EL PRINT,ELSET=Eall
*NODE FILE
*EL FILE
*END STEP
```



return

now:

///

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