

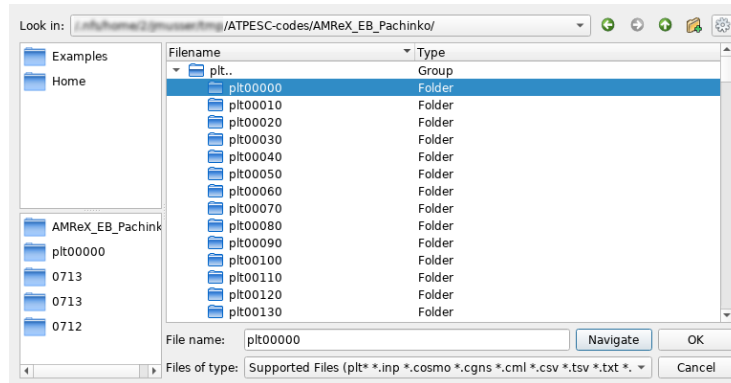
Visualizing AMReX_EB_Pachinko with ParaView (version 5.6.0)

Build and run the 3d version of AMReX_EB_Pachinko. The default `inputs_3d` file should generate 300 directories with a `plt` prefix (e.g., `plt00000`, `plt00010`, ..., `plt03000`).

Visualizing the Pachinko board

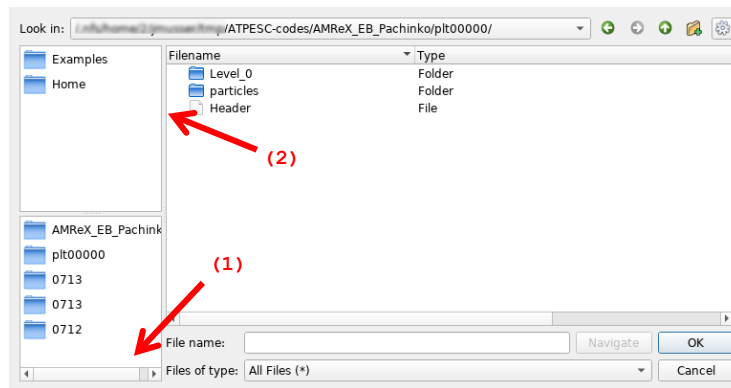
Launch ParaView (version 5.6.0 or newer). Next read the Header file in `plt00000`.

In ParaView, click **File > Open**, and navigate to the directory where you ran AMReX_EB_Pachinko.

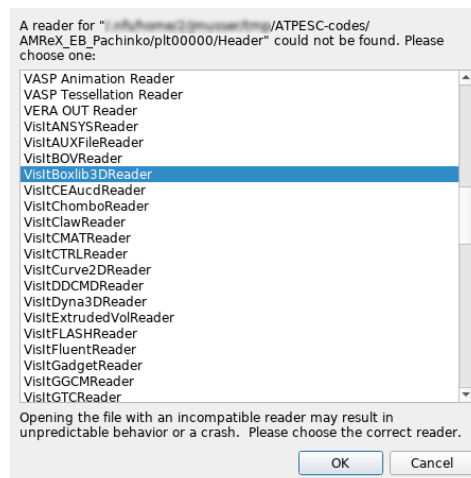


Double click the `plt00000` directory. Using the drop down menu,

- (1) change the 'Files of type:' selection to 'All Files (*)'
- (2) double click on **Header**

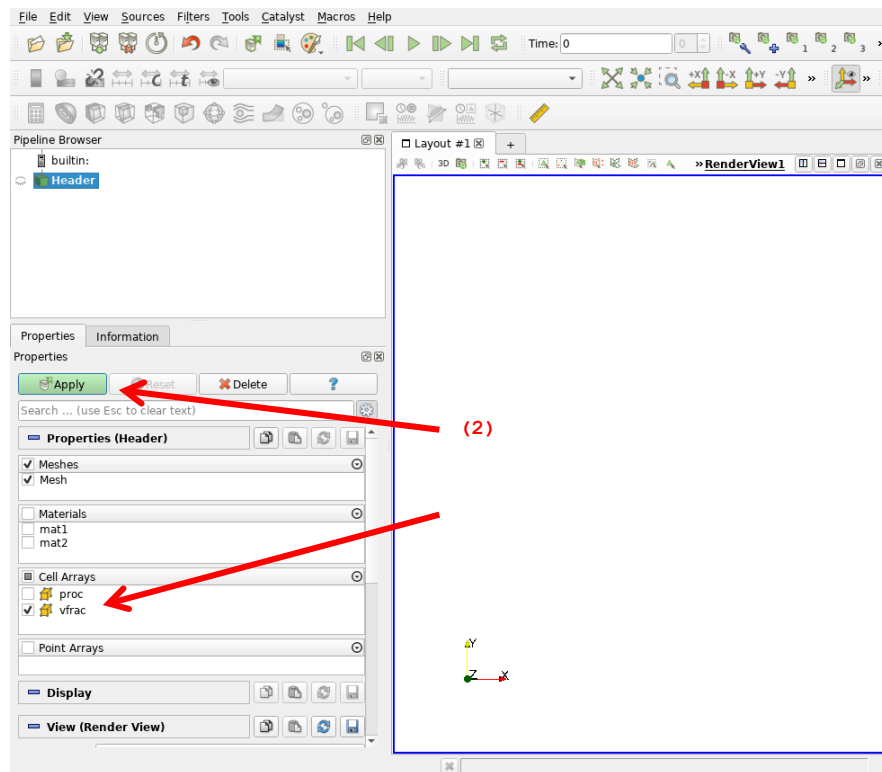


This opens the 'Open Data With...' dialog box. Select `VisitBoxlib3DReader`, and click OK.



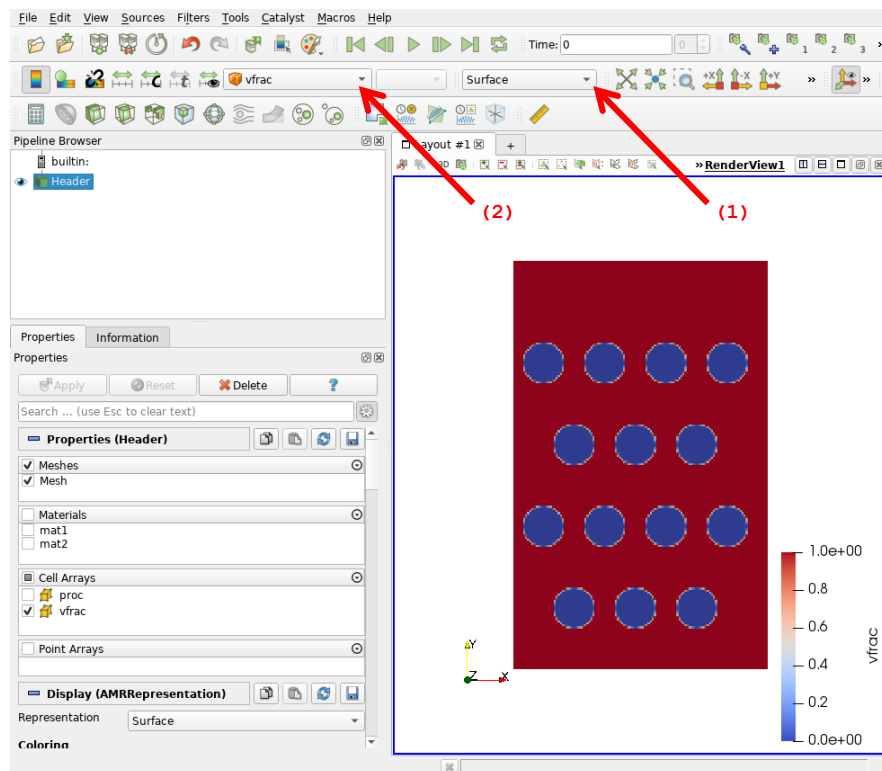
Header should now be listed in the Pipeline Browser. To load data

- (1) Click the checkbox beside `vfrac`
- (2) Click the **Apply** button.



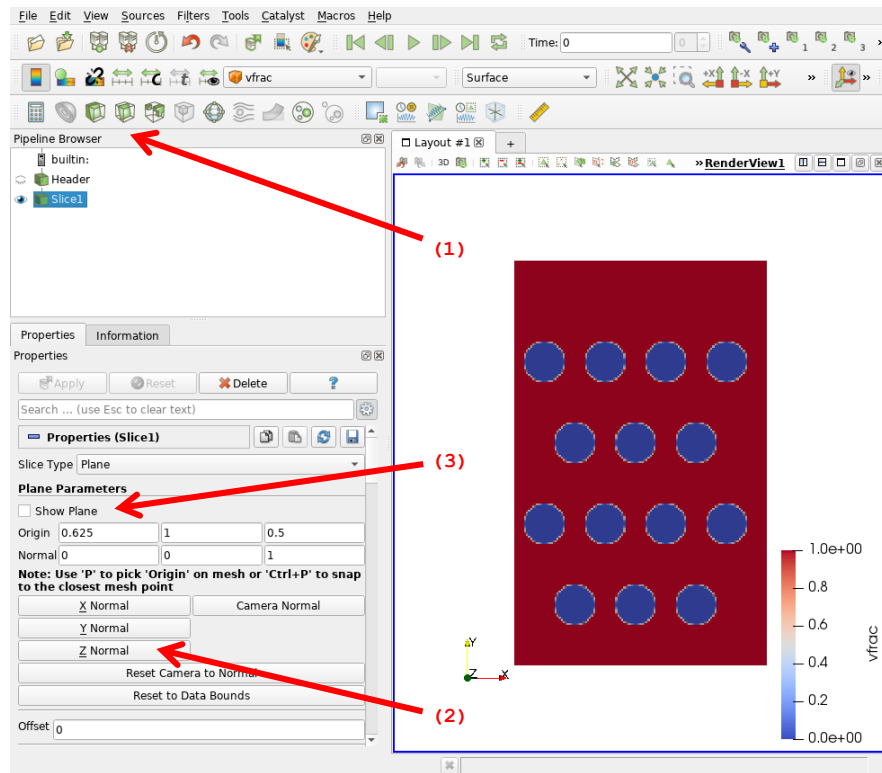
Change the visualization options using the drop down menus to

- (1) Change the representation from **outline** to **Surface**
- (2) Color by `vfrac`



Take a 2D slice of the data along the Z Normal

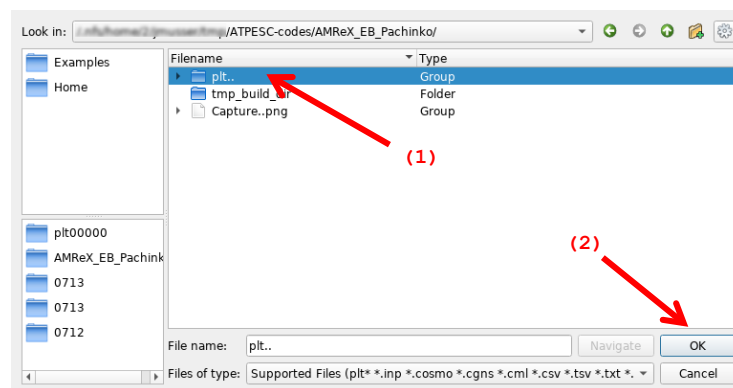
- (1) Click the **slice** filter icon
- (2) Click the **z Normal** direction button
- (3) Deselect the **Show Plane** option



Visualizing the Tracer data

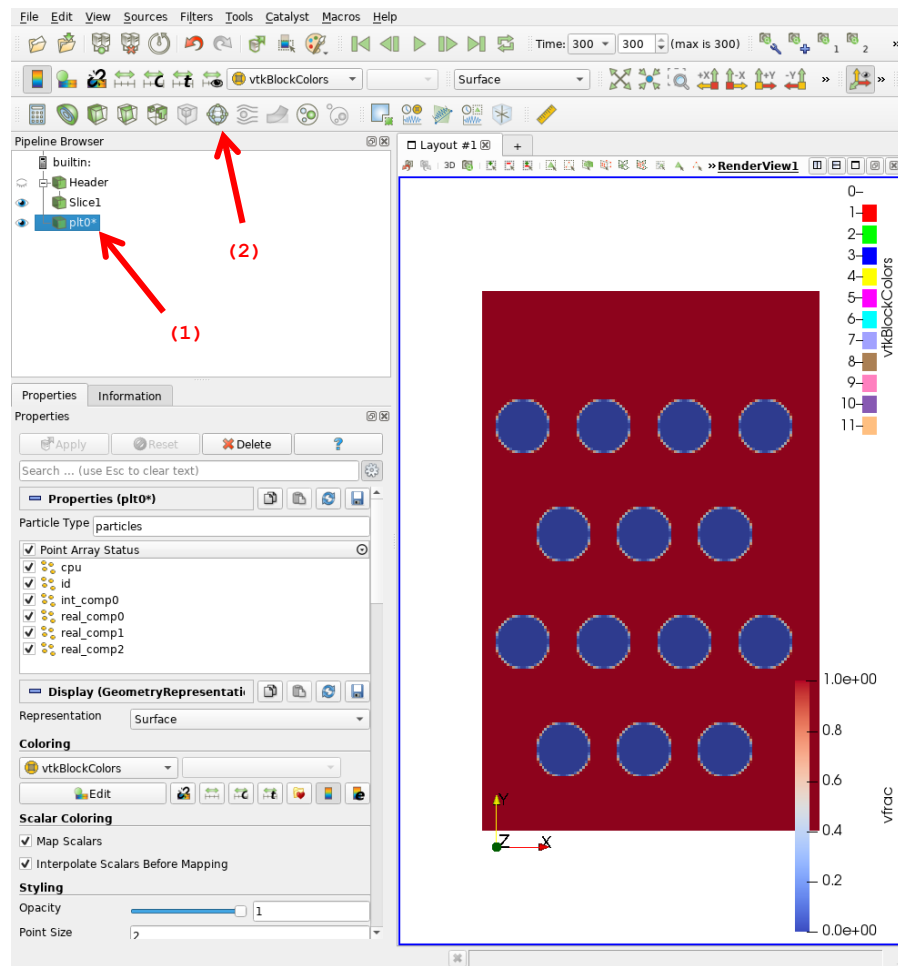
Load the tracer data. Again, click **File > Open**, and navigate to the directory where you ran `AMReX_EB_Pachinko`.

- (1) Highlight the plotfile glob (plt..)
- (2) Click OK
- (3) Click the green Apply button in ParaView (not shown)



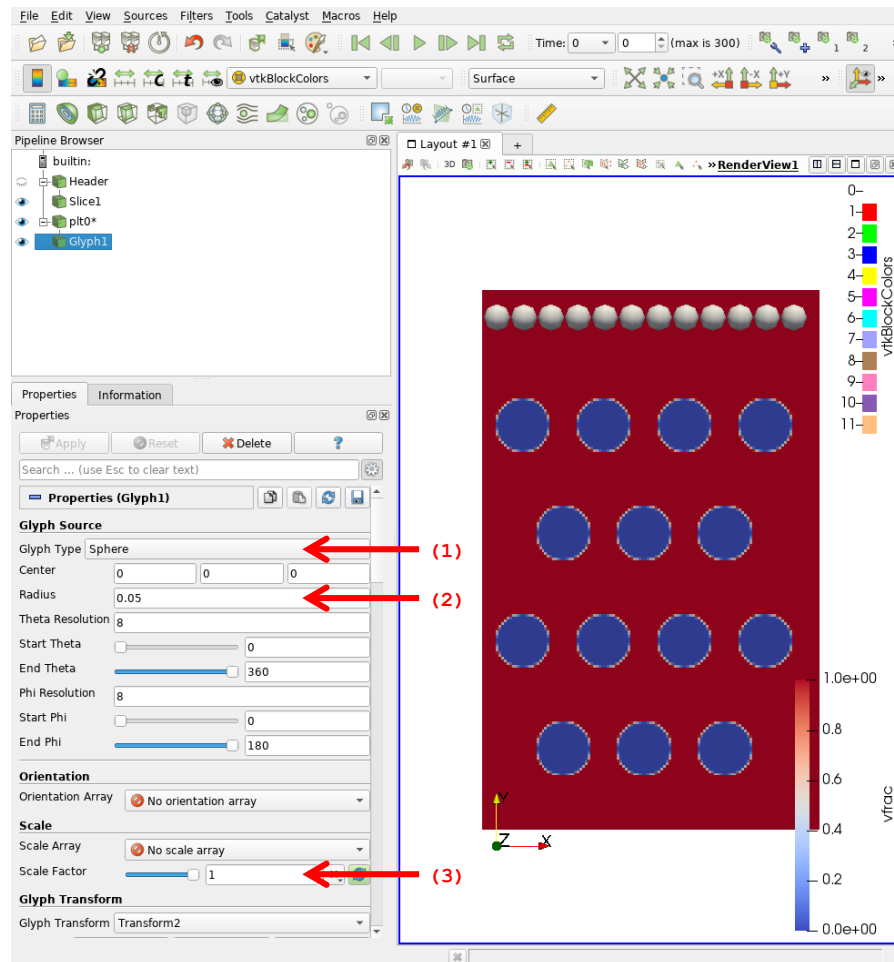
Add a glyph to the tracer data.

- (1) Verify that the `plt*` glob is selected.
- (2) Click the Glyph filter button.



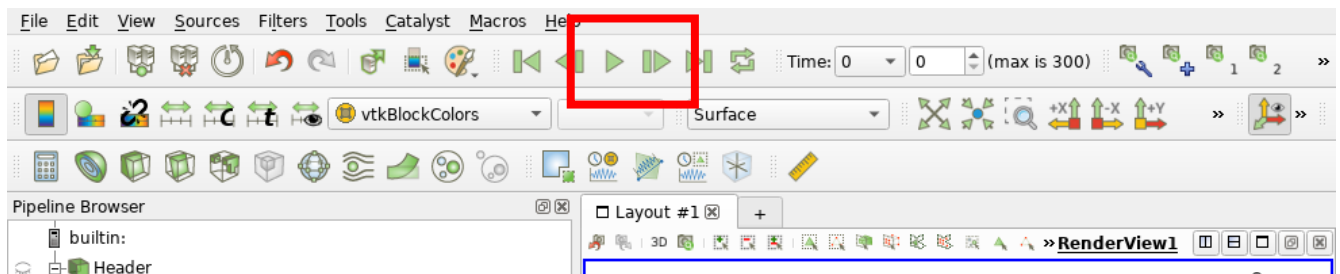
Modify the glyph properties.

- (1) Change the Glyph Type to Sphere
- (2) Change the Radius to 0.05
- (3) Set the Scale Factor to 1.0
- (4) Click the green Apply button



Animate the scene by either

- (1) Clicking the play button, or
- (2) Click the Next Frame button to advance one frame at a time



ParaView may not display all the glyphs at once. To ensure that all tracers are shown for all steps, you can change the **Masking** option from **Uniform Spatial Distribution** to **All Points** to prevent tracers from disappearing and reappearing throughout the animation.

