## Collaborative Engineering with STAR-CCM+



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## Collaborative Engineering with STAR-CCM+

- 1. Importance of Collaboration
- 2. Examples of Multi-User programs
- 3. STAR-CCM+ Client-Server Architecture
- 4. Using Collaboration Mode in STAR-CCM+
- 5. STAR-CCM+ Multi-User Capabilities
- 6. Best Practices for Collaboration
- 7. Multi-User Testing on CFD Models
- 8. Potential Improvements
- 9. Example Set-Up





## Importance

- 1. Time
- 2. Knowledge
- 3. Revision



## Collaboration



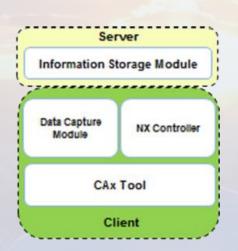


## Motivation

#### **NXConnect**

- Multi-User CAD
- Thick Client Thin Server
- Developed at Brigham Young University
- $\frac{1}{n}$  design time for n users

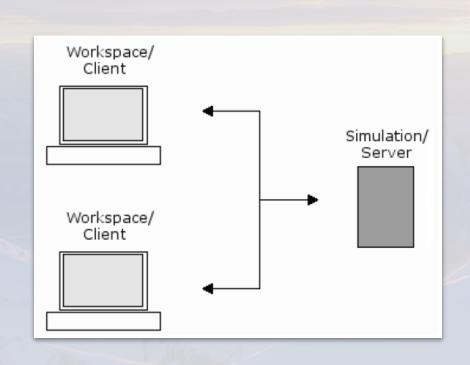








## Client-Server Architecture

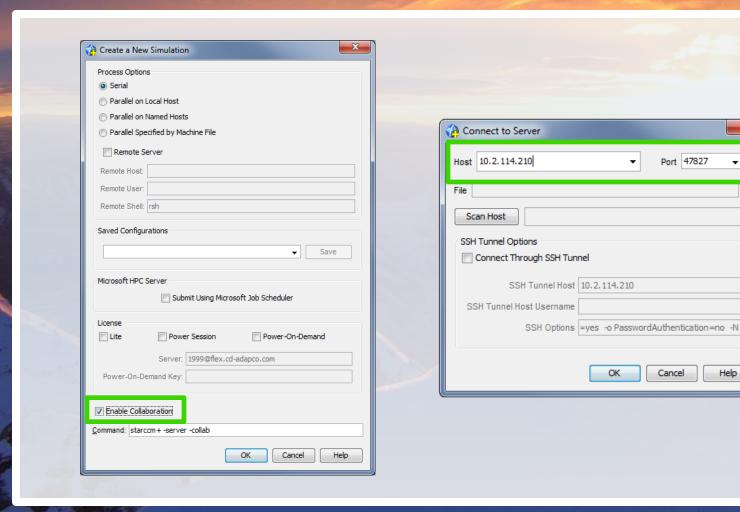


Client – Where the user can set up simulations, input commands, and manipulate views for analysis. Generally the GUI workspace

**Server** – Executes the commands set up by the user.



## Using Collaboration Mode







# STAR-CCM+ Multi-User Capabilities





#### Geometry

_	
Yes	No
X	
X	
	X
*(see i	notes)
*(see i	notes)
X	
X	
X	
X	
X	
	X X *(see ) *(see ) X X X

#### **SURFACE REPAIR**

- 2 Users cannot use surface repair mode at the same time
  - "WARNING: Already editing surface, shutting down repair session"
  - The client that gets closed will often have errors in the scene that was used



#### Geometry

_	
Yes	No
X	
X	
	X
*(see i	notes)
*(see i	notes)
X	
X	
X	
X	
X	
	X X *(see ) *(see ) X X X

#### SPLITTING SURFACES

- Can be done with multiple clients, but with some issues\*
  - While splitting by patch, the scene only highlights the part surface in the client which selected it and the part surface number will not be removed from the edit window
  - User 1 and User 2 can select the same surface to be split by angle, but the operation done last will split a different surface



#### Geometry

	Yes	No
Combine Parts	X	
Combine Surfaces	X	
Surface Repair		X
Splitting Surfaces	*(see i	notes)
3D CAD Models	*(see i	notes)
Create part	X	
Composite Parts	X	
<b>Boolean Operations</b>	X	
Retesselate Parts	X	
Apply Tags/Filters	X	

#### 3D CAD MODELS

- Can be used by both clients simultaneously\*
  - Different operations can be performed simultaneously
  - 1 scene is shared by all users
  - Operations open at the same time will be combined, not overwritten
- If features are being edited by user 1, only those listed below that operation can be edited simultaneously by user 2



#### Meshing

Yes	No
X	
X	
X	
	X
	X
X	
	X X X

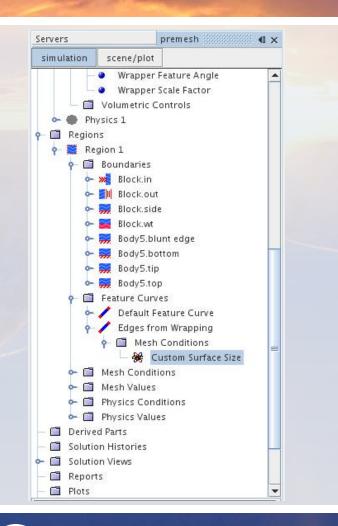
#### WHILE GENERATING MESH

- No new operations can be performed
- Only values in the properties window can be edited



#### Region

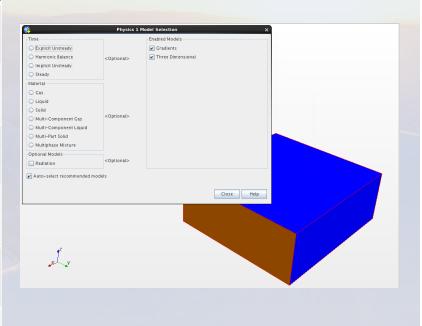
U			
		Yes	No
Assign Parts to Regions		X	
Defining Bound	daries	X	
Specify Applied Continua	d	X	
Edit Boundary Values	Mesh	X	
Splitting Featu Curves	re	X	
Edit Feature Co Mesh Size	urve	X	
Create Interfac	ce	X	





#### **Boundary Conditions**

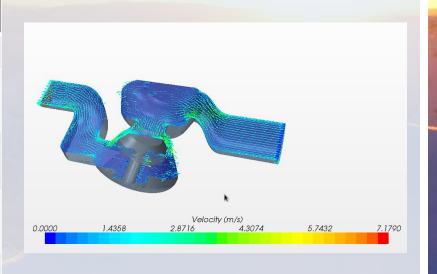
	Yes	No
Create Physics Continua	X	
Define Initial Conditions	X	
Define Boundary conditions	X	
Setting Boundary Type	X	
Edit Boundary Mesh Values	X	
Edit Boundary Physics Values	X	





#### Post Processing

	Yes	No
Create Scenes	X	
Create Reports, Monitors, and Plots	X	
Visualize Report Solutions in Scenes	X	
Select Convergence Criteria	X	
Create Derived Parts	X	





## Using Macros

- Macros can be created and saved by each client
  - The macro for each client will be different
  - Macros are saved from client rather than server
- Macros set up in a collaborative simulation cannot be played if operations not yet executed are called.



### Best Practices

#### Viewing Scenes

#### **Highlighted Parts**

- Selected part is highlighted for each client
- Have only the working scene open in each client

#### **Split Surfaces**

- Surfaces hidden in a scene can be seen when that surface is split (only specific named surface is hidden)
- Each user should include only the necessary parts in a scene, rather than hiding other parts



### Best Practices

#### Surfaces

#### Surface Repair

- Avoid opening surface repair mode when it is in use by another user
- Use Boolean operations (unite, intersect, merge) for other surface repair
  - Parts must be closed and manifold

#### **Splitting Surfaces**

- User 1 cannot split a surface that is currently open in surface repair mode by User 2
  - False split surfaces will appear in the tree, but will not correspond to any geometry
  - Surface Repair mode will be closed for User 2

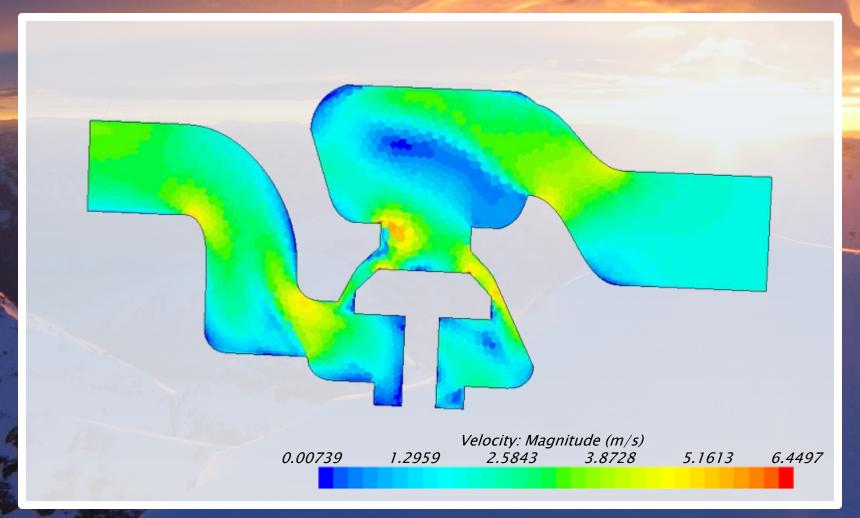


## Multi-User Testing



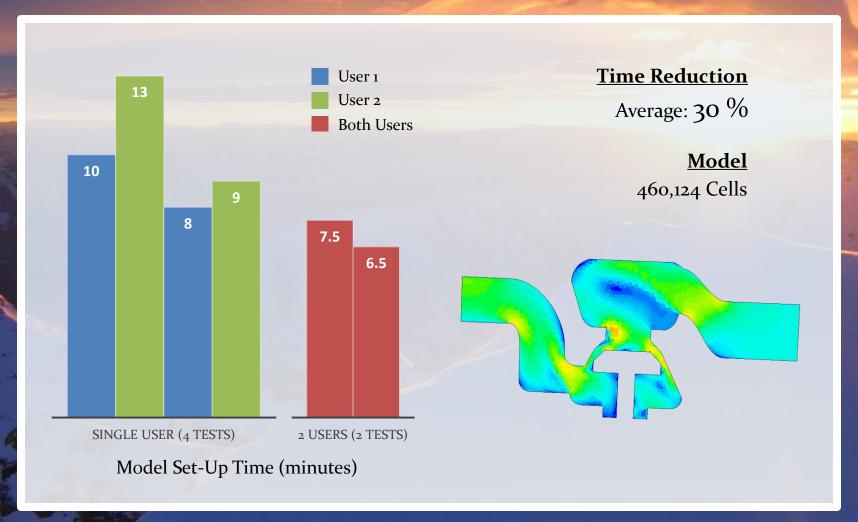


## Control Valve Model



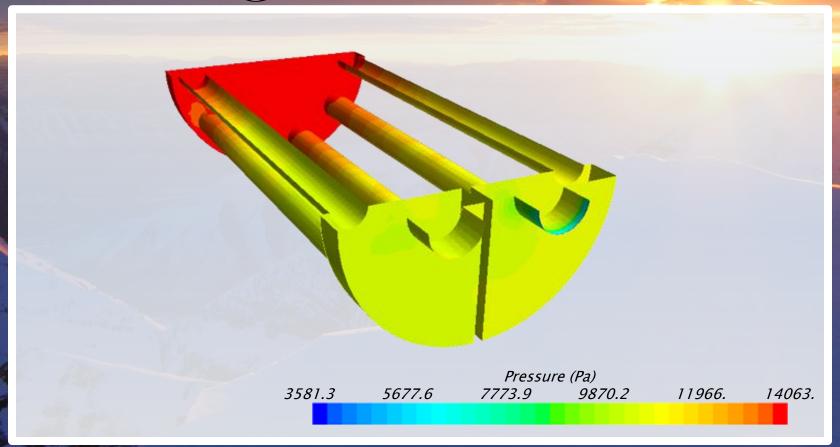


## Control Valve Model



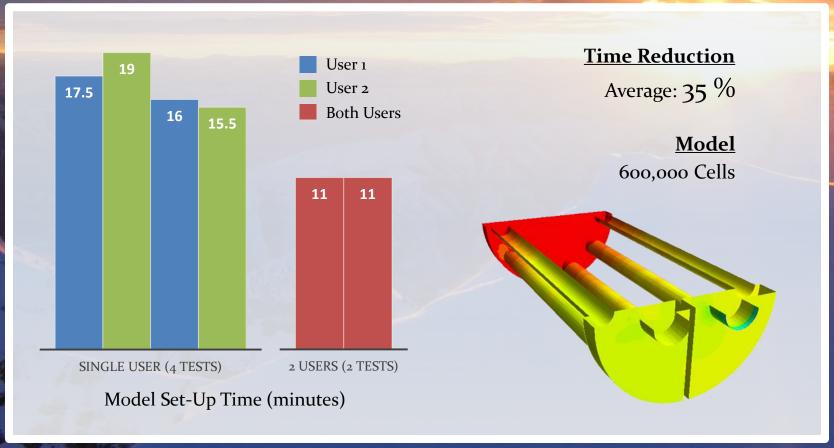


## Multi-Region Heat Exchanger Model



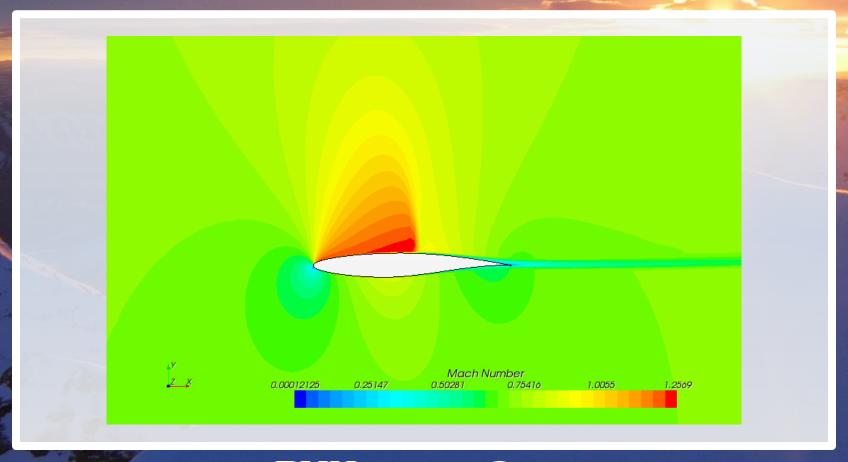


## Multi-Region Heat Exchanger Model



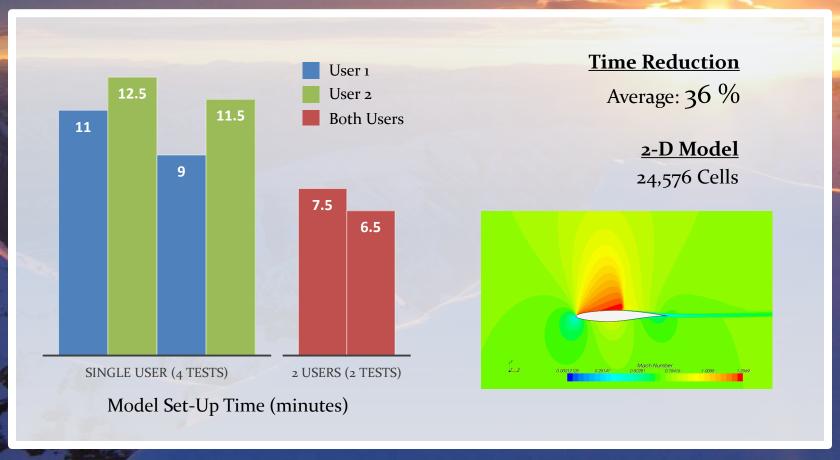


## Transonic Flow: RAE2822 Airfoil Model



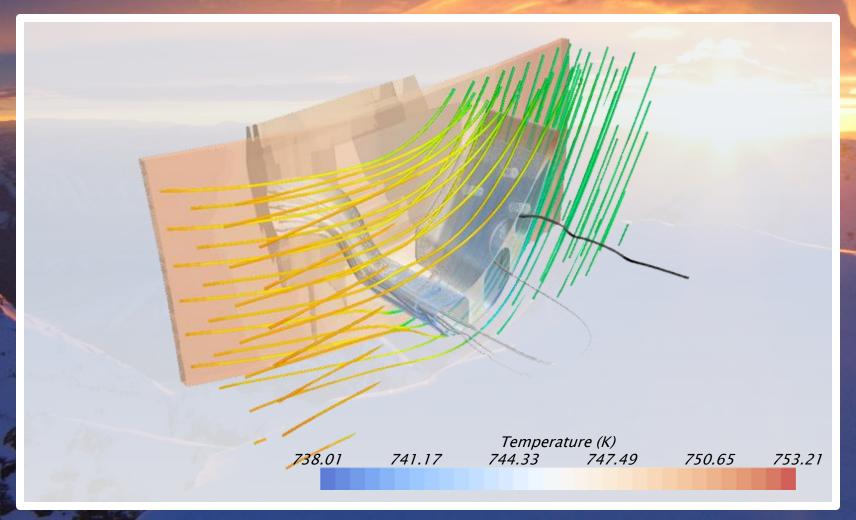


## Transonic Flow: RAE2822 Airfoil Model



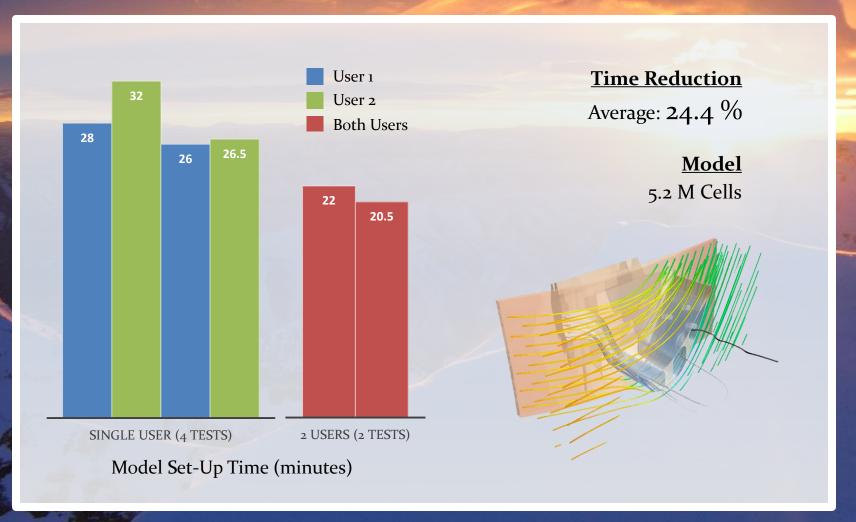


## Cooled Turbine Model



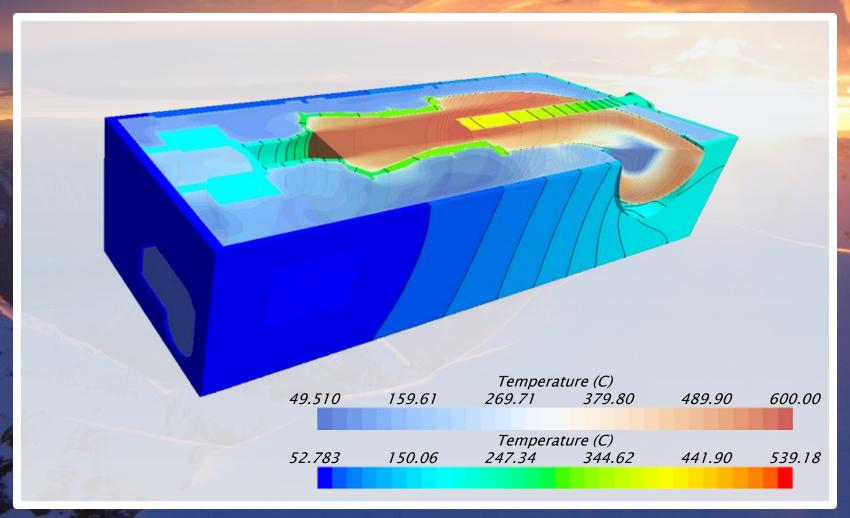


## Cooled Turbine Model



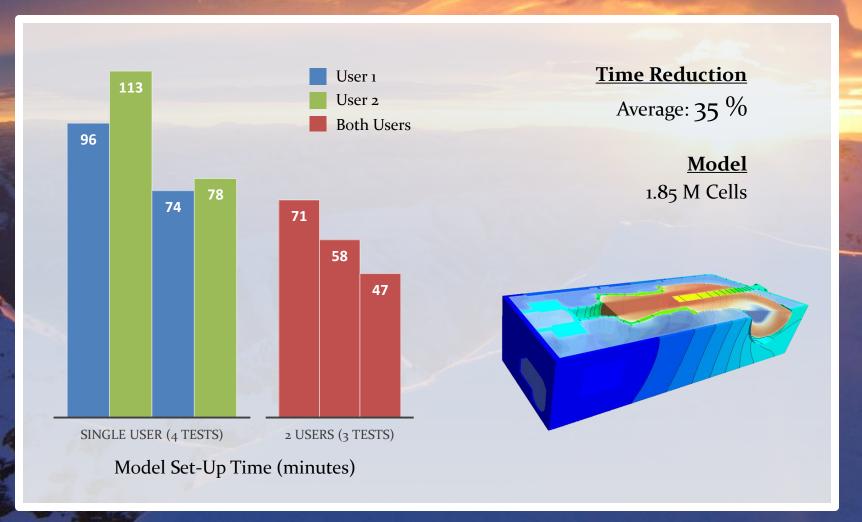


## Crescendo Model



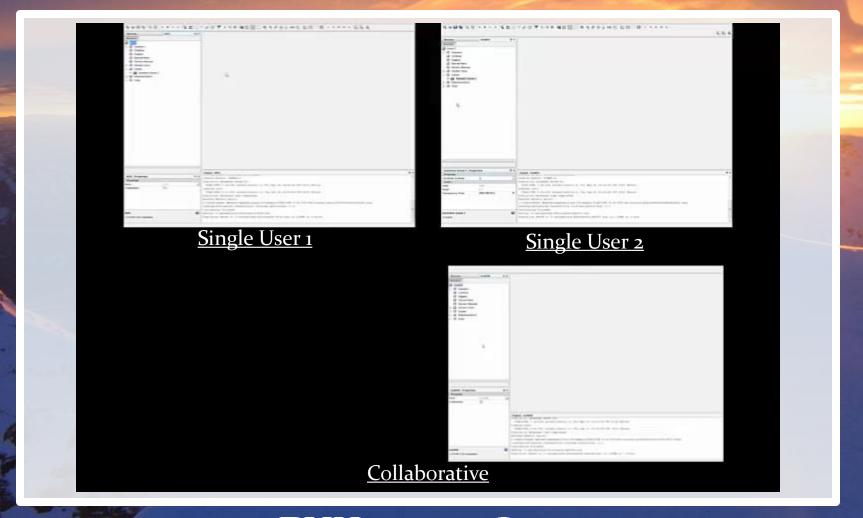


## Crescendo Model





## Set-Up Example





## Improvements

#### Mesh Generation

- Only values can be changed while the mesh is being generated. No new operations can be executed
- Possible Improvements Enable other non mesh based operations during mesh generation (post processing setup, continua setup, new shape part creation)

#### Surface Repair

- Only one user can use surface repair at a time. All other non mesh based operations can still be done while surface is being repaired.
- Possible Improvements Enable surface repair for different users when used on different parts

#### **Macros**

- Macros will only log processes done by one client
- Possible Improvements Record macros on server so that all commands are logged and can be re-executed



## Thank You

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