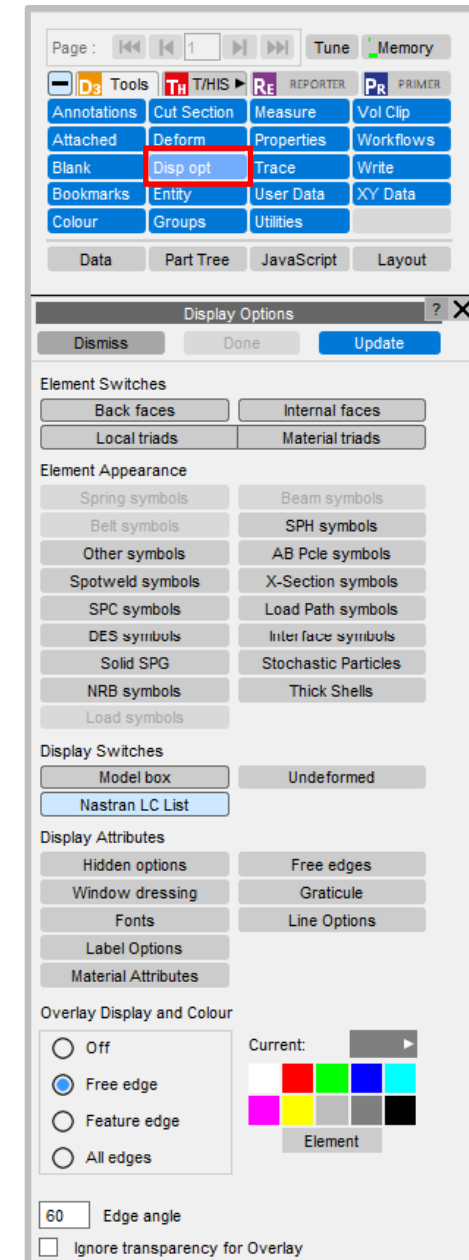
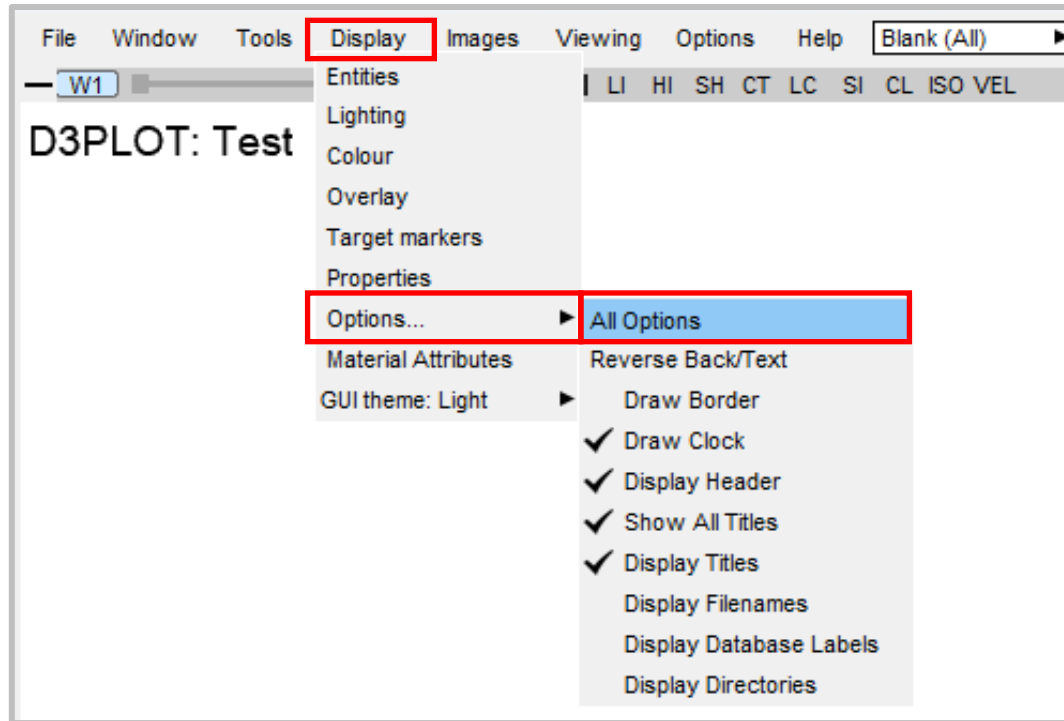


Display Options



Display Options Access

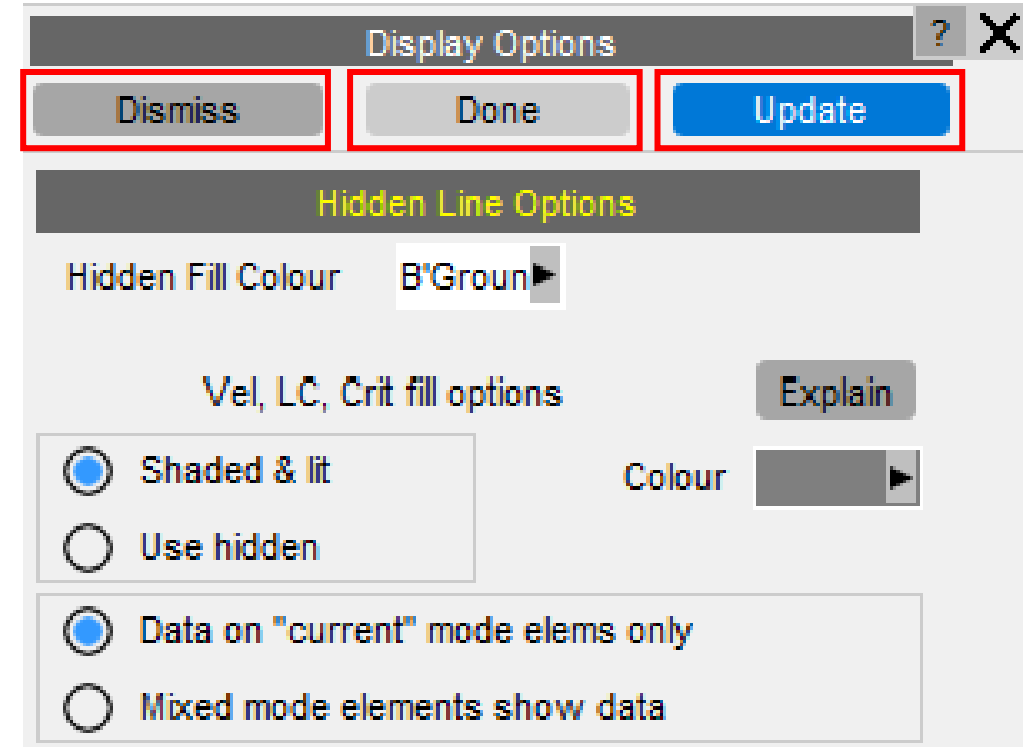
The display options control the appearance of each plot and many of the items drawn in each plot. The display options panel can be accessed by either clicking the **Disp opt** button in the D3PLOT menu, pressing the 'O' button on a keyboard or via **Display->Options** on the top toolbar.



Display Options

Three buttons appear at the top of the Display Options panel and all subpanels.

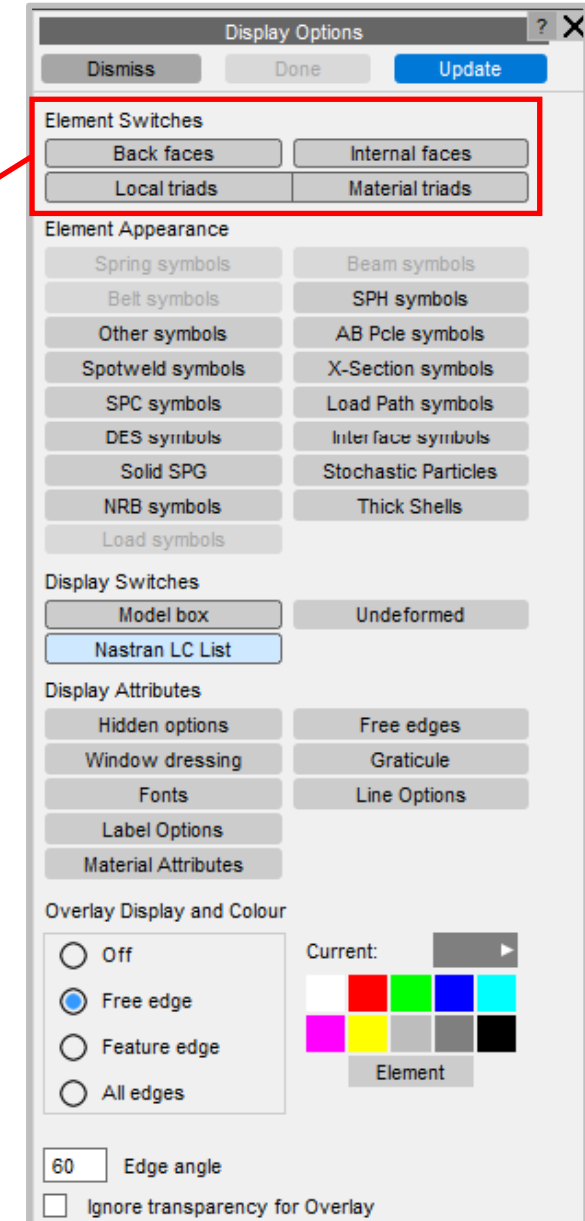
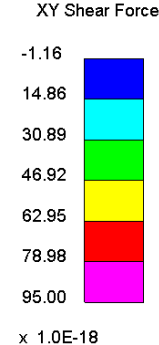
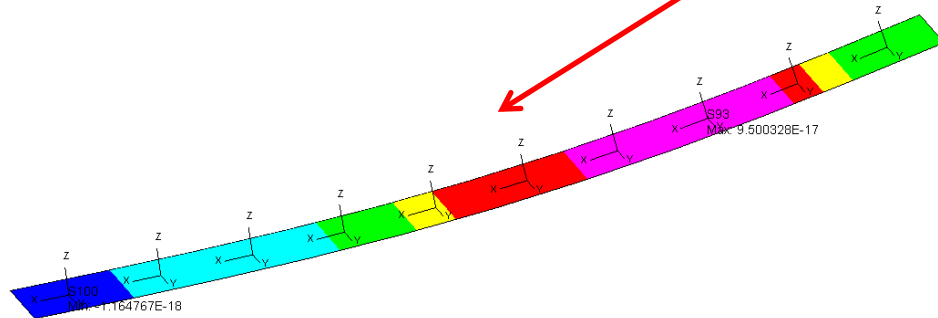
- **Dismiss** – saves changes made, dismisses the current menu and returns to the Data menu.
- **Done** – saves changes made and returns to the main 'Display Options' menu.
- **Update** – applies changes made and updates the graphics window to display changes.



Element Switches

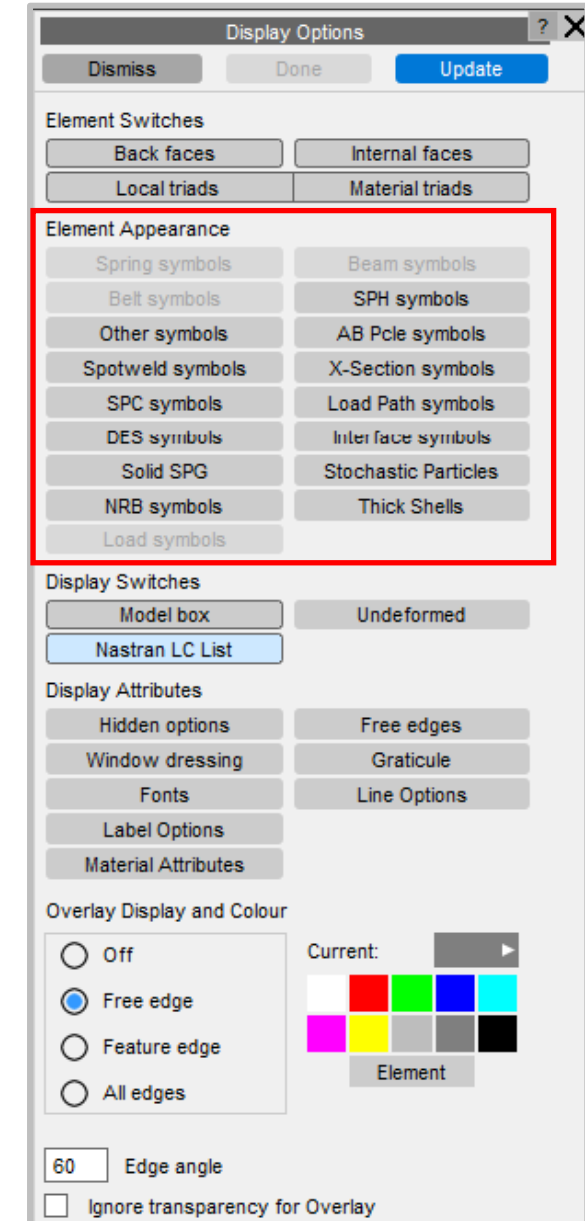
Element Switches – these options control the display of back and internal faces of 3D elements and the display of element triads showing the local element axes.

D3PLOT:
1: Max S93 : 9.500328E-17, Min S100 : -1.164767E-18



Element Appearance

Element Appearance – these options control how a number of different element types are drawn. Some types have alternate symbols, while others have options to control their size.

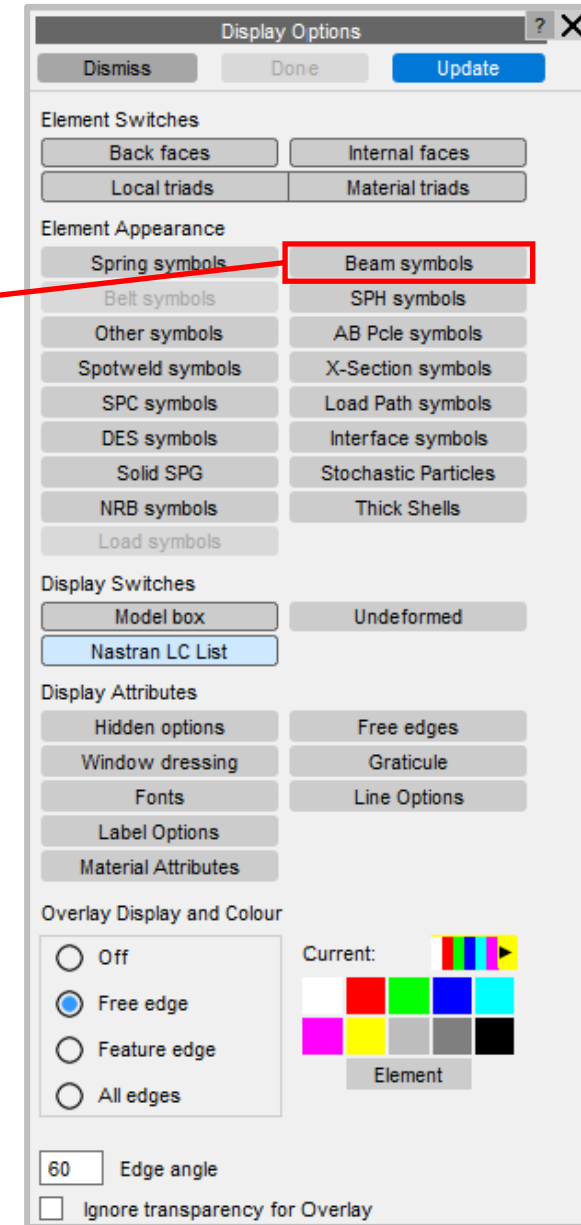
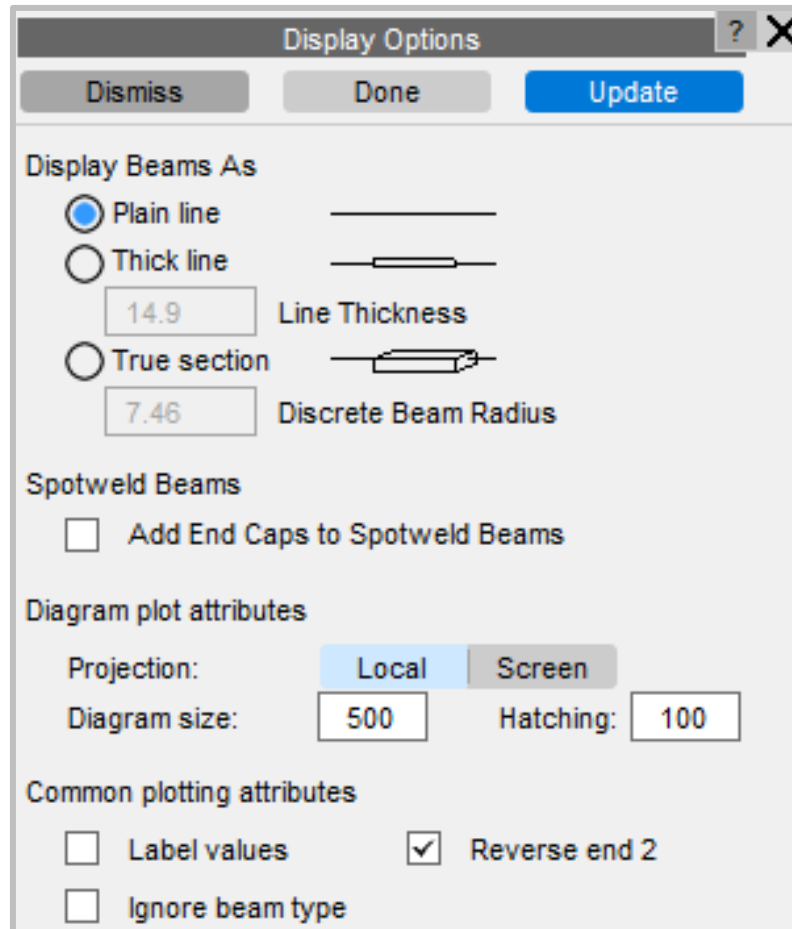


The screenshot shows the 'Display Options' dialog box with the 'Element Appearance' section highlighted by a red border. The dialog box contains several sections of controls:

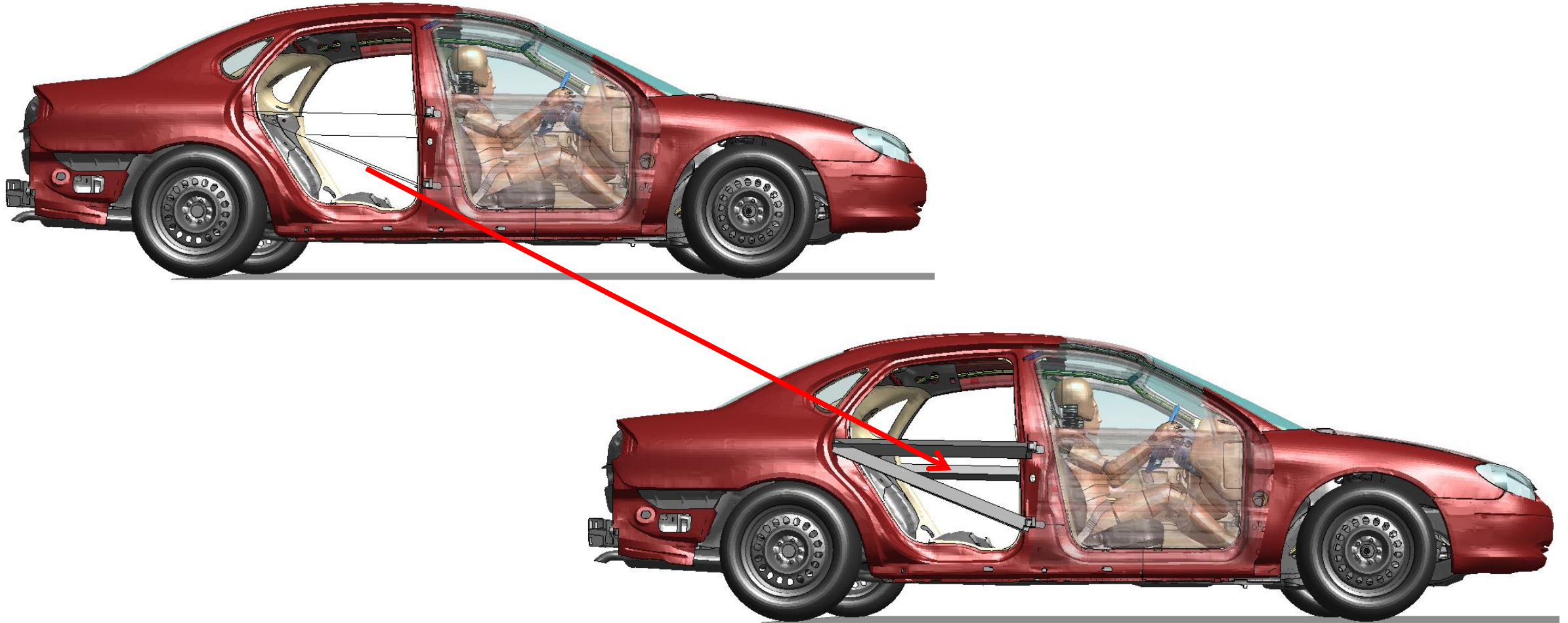
- Dismiss**, **Done**, and **Update** buttons at the top.
- Element Switches** section with buttons for **Back faces**, **Internal faces**, **Local triads**, and **Material triads**.
- Element Appearance** section (highlighted with a red border) containing a grid of buttons for various element types: **Spring symbols**, **Beam symbols**, **Belt symbols**, **SPH symbols**, **Other symbols**, **AB Pcle symbols**, **Spotweld symbols**, **X-Section symbols**, **SPC symbols**, **Load Path symbols**, **DES symbols**, **Inter face symbols**, **Solid SPG**, **Stochastic Particles**, **NRB symbols**, **Thick Shells**, and **Load symbols**.
- Display Switches** section with buttons for **Model box**, **Undeformed**, and **Nastran LC List**.
- Display Attributes** section with buttons for **Hidden options**, **Free edges**, **Window dressing**, **Graticule**, **Fonts**, **Line Options**, **Label Options**, and **Material Attributes**.
- Overlay Display and Colour** section with radio buttons for **Off**, **Free edge** (selected), **Feature edge**, and **All edges**. It also includes a color palette with a 'Current' color selector and an 'Element' color selector.
- Edge angle** input field set to **60**.
- Ignore transparency for Overlay** checkbox.

Element Appearance example - Beam symbols

Beam symbols – this menu controls the appearance of beam (1D) elements. ‘**True section**’ is not output in LS-DYNA and requires a .ztf file to be written from PRIMER.

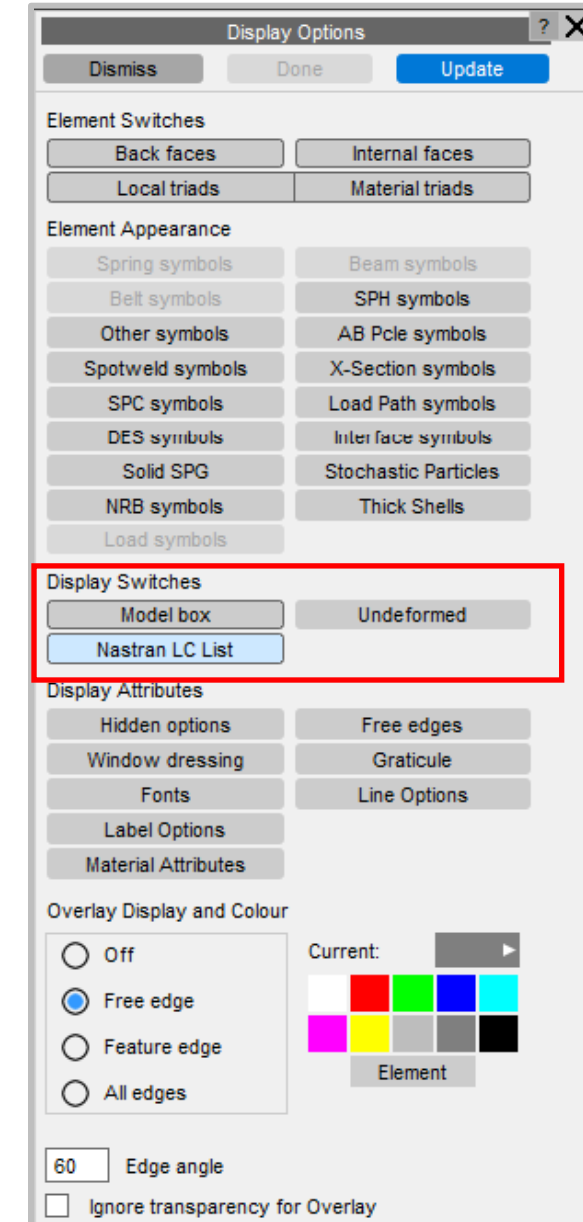


Element Appearance example – Beam symbols



Display Switches

Display Switches – these options can be used to display a box around the model and to display the undeformed geometry of a model.



The screenshot shows the 'Display Options' dialog box with the following sections:

- Element Switches:** Back faces, Internal faces, Local triads, Material triads.
- Element Appearance:** Spring symbols, Beam symbols, Belt symbols, SPH symbols, Other symbols, AB Pole symbols, Spotweld symbols, X-Section symbols, SPC symbols, Load Path symbols, DES symbols, Interface symbols, Solid SPG, Stochastic Particles, NRB symbols, Thick Shells, Load symbols.
- Display Switches (highlighted with a red box):** Model box, Undeformed, Nastran LC List.
- Display Attributes:** Hidden options, Free edges, Window dressing, Graticule, Fonts, Line Options, Label Options, Material Attributes.
- Overlay Display and Colour:** Radio buttons for Off, Free edge (selected), Feature edge, All edges. A color palette with 12 colors (Current, Red, Green, Blue, Cyan, Magenta, Yellow, Grey, Black) and a label 'Element'.
- Edge angle:** A text box containing '60' and a label 'Edge angle'.
- Ignore transparency for Overlay:** A checkbox.

Display Switches – Example

Display Switches

Model box

Nastran LC List

Undeformed

Display Options

Dismiss

Done

Update

Undeformed Geometry Display

DRAWN

Colour Not Bg'd

Line Style

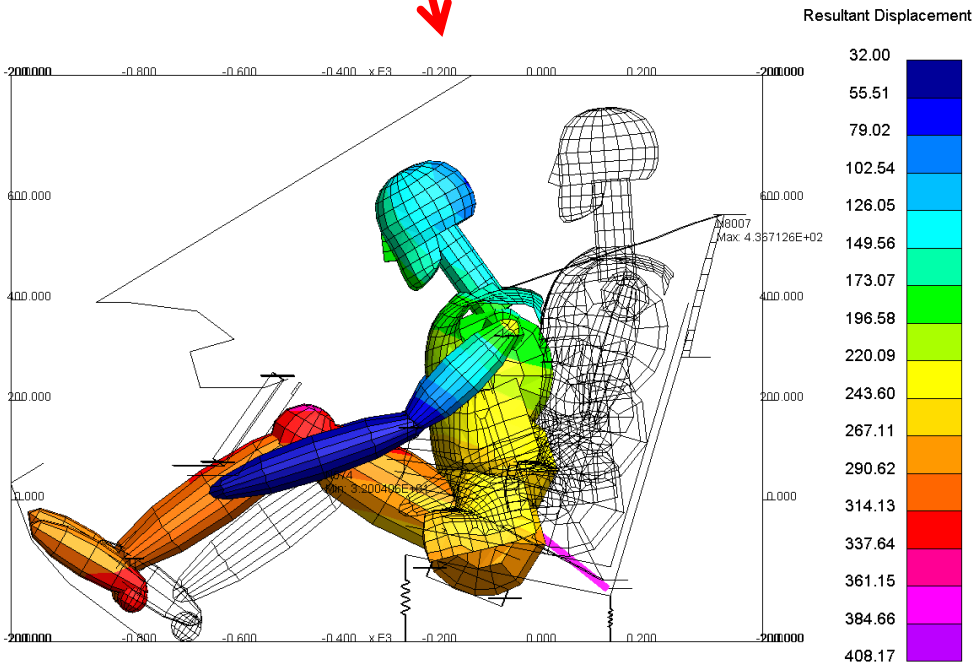
Edge Style

☐ Broken

☒ Solid

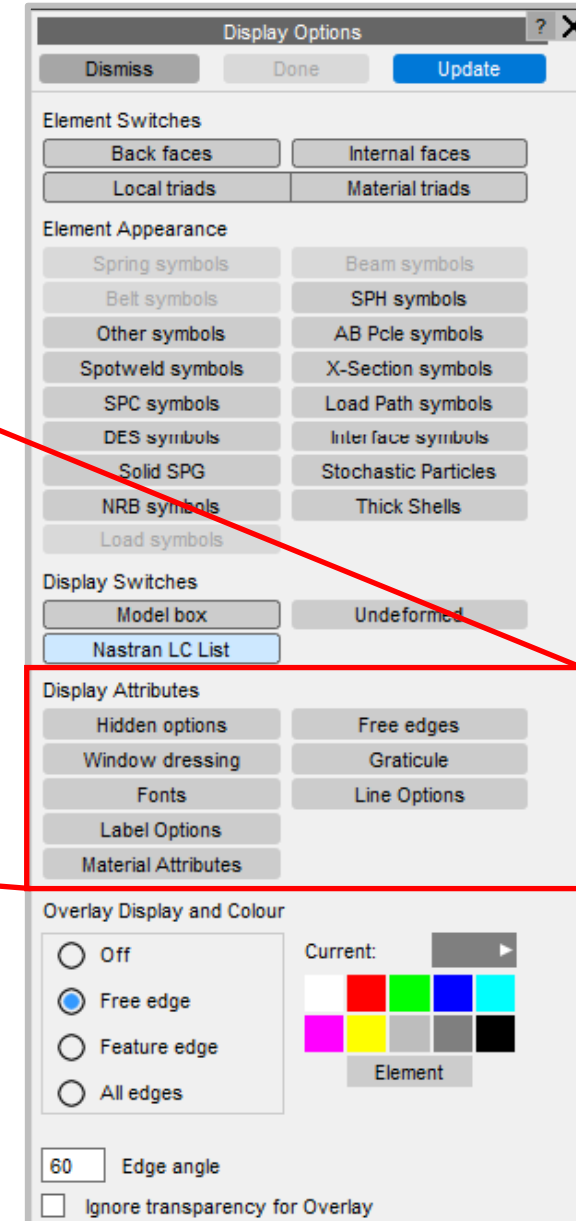
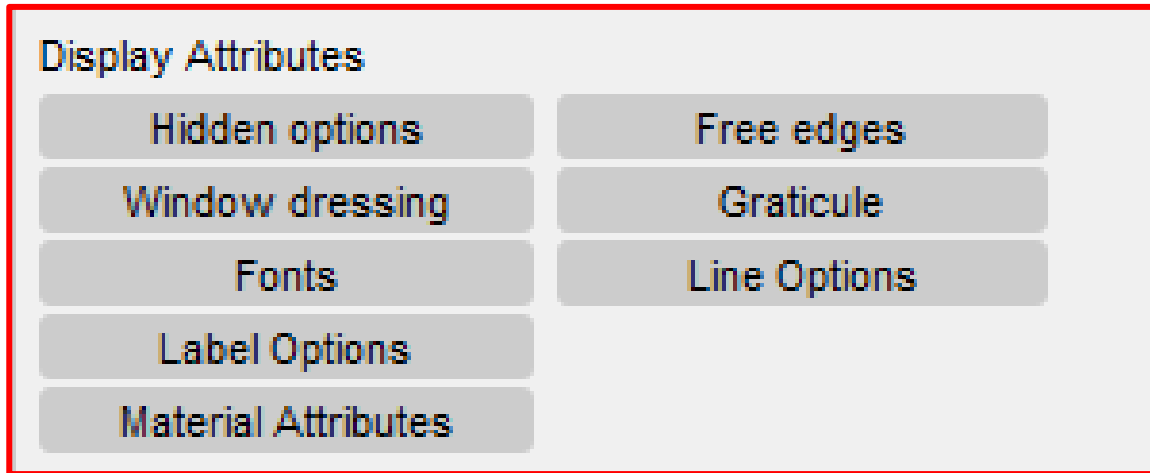
☐ Free

☒ All



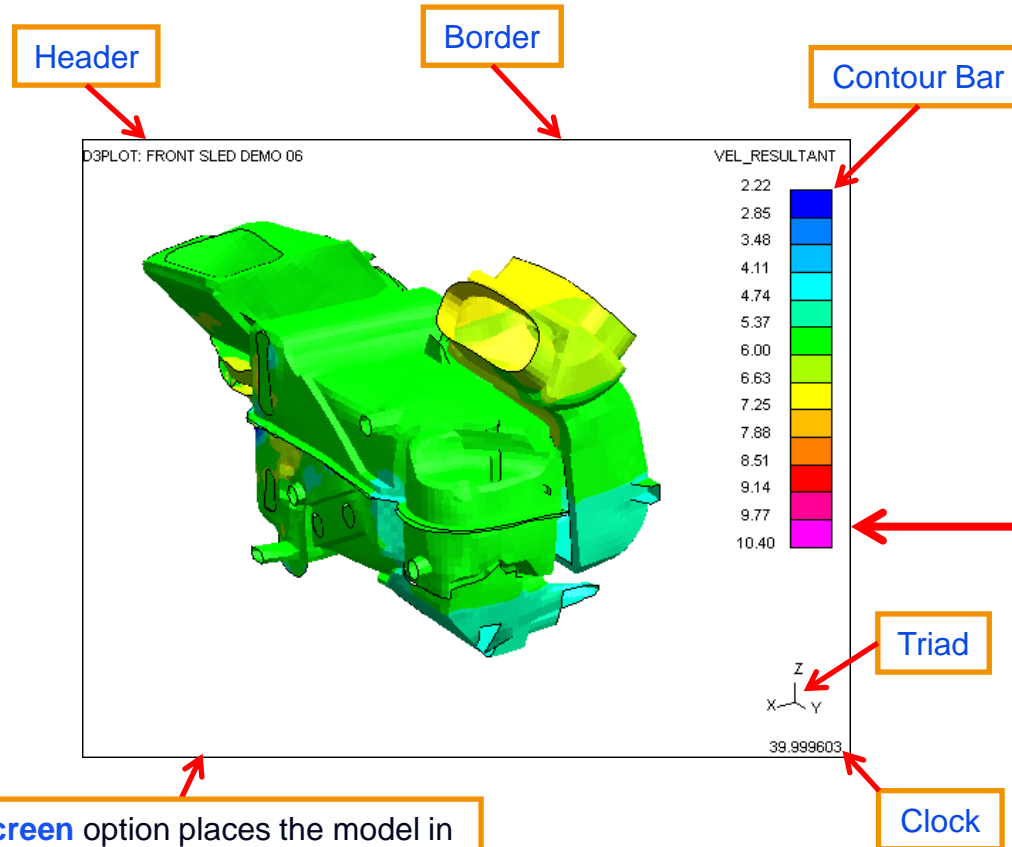
Display Attributes

Display Attributes – these options enable the graphics window to be customised, including adding a graticule (gridlines) and choosing fonts.

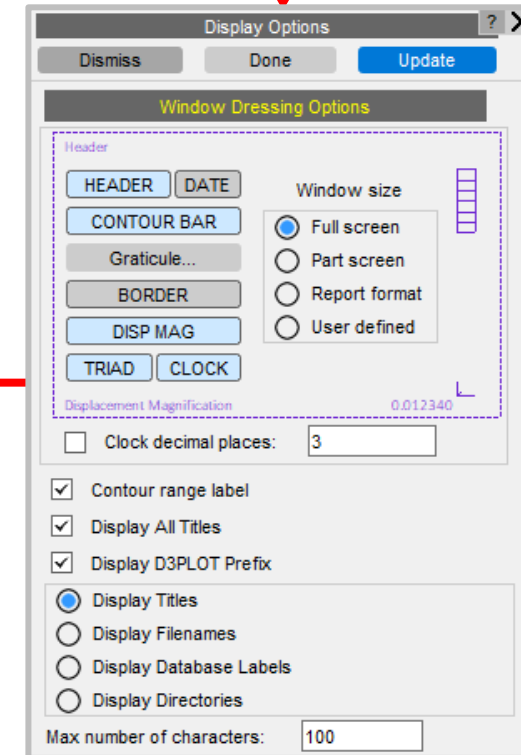
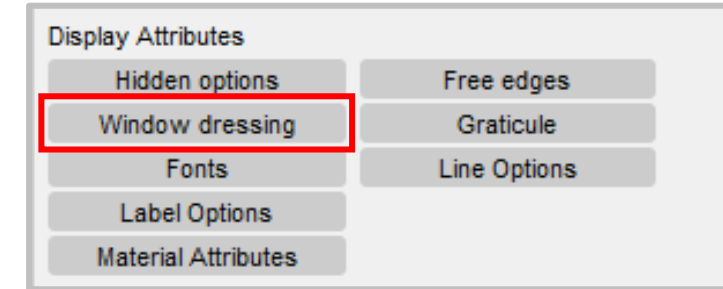


Window Dressing

Window dressing controls which additional items are added to plots.

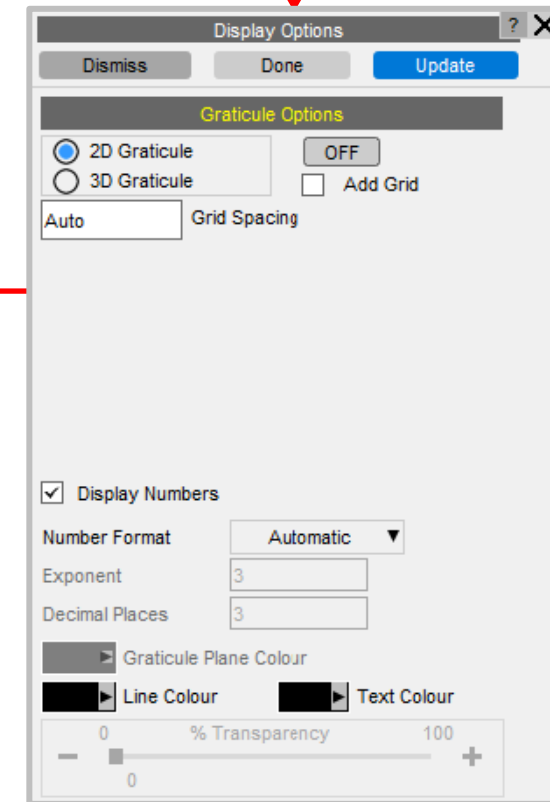
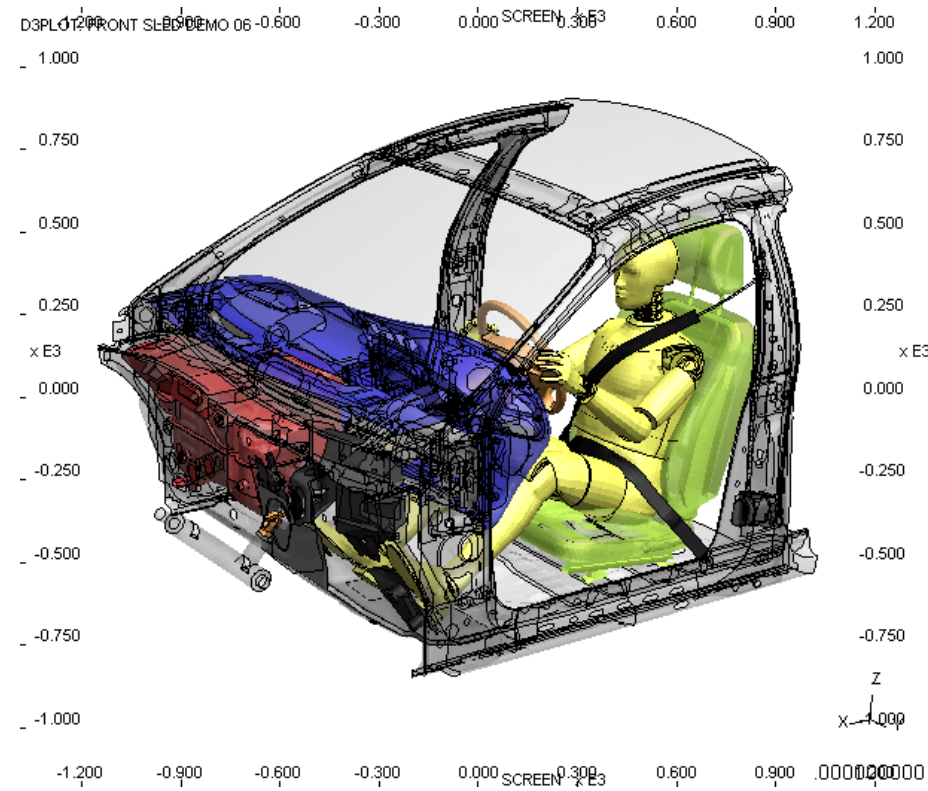
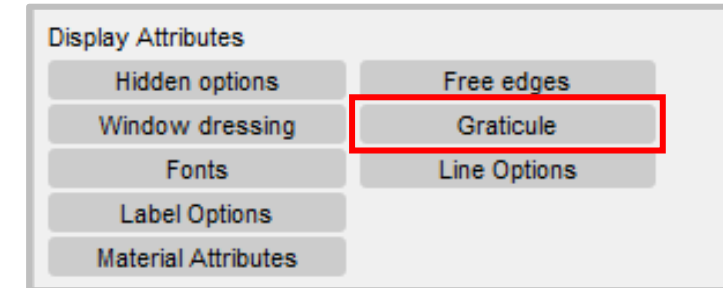


The **Part screen** option places the model in this dashed window, so that the contour bar, triad, clock and header are not obscured.



Graticule (2D)

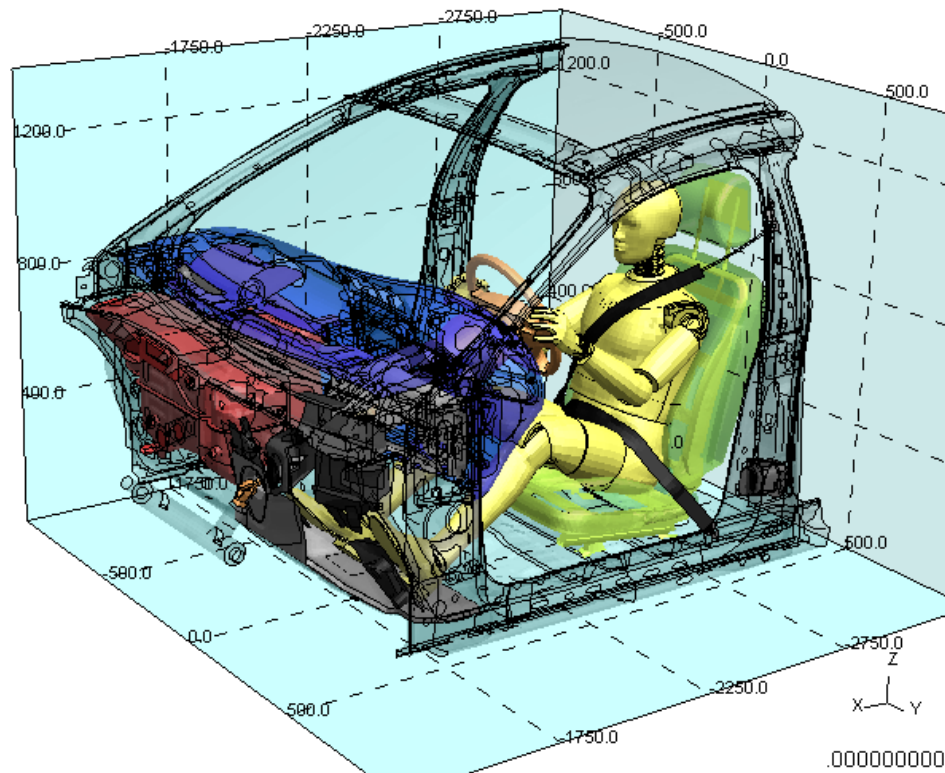
The **Graticule** option can be used to display the current model dimensions. In 2D mode, the Graticule shows either model space or screen space, depending on the view..



Graticule (3D)

In 3D mode, the size and location of each plane can be set along with the grid spacing along each axis.

D3PLOT: FRONT SLED DEMO 06



Display Options

Dismiss Done Update

Graticule Options

☐ 2D Graticule OFF

☒ 3D Graticule ☐ Add Grid

☒ Show plane at X= Auto

☒ Show plane at Y= Auto

☒ Show plane at Z= Auto

	Min	Max	Tick Interval
X	1600.0	3800.0	200.0
Y	-75.0	675.0	75.0
Z	-200.0	1800.0	200.0

☒ Display Numbers

Number Format Automatic

Exponent 3

Decimal Places 3

Graticule Plane Colour

Line Colour Text Colour

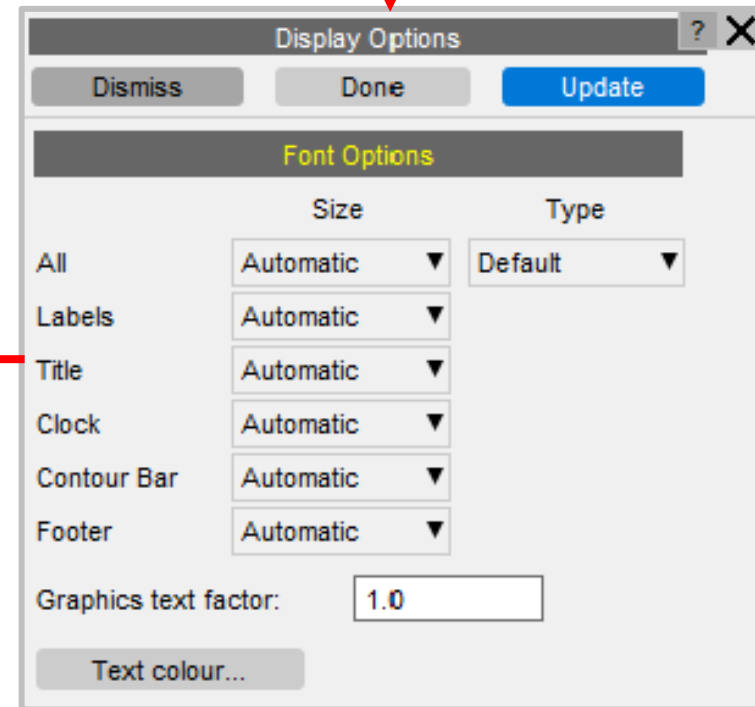
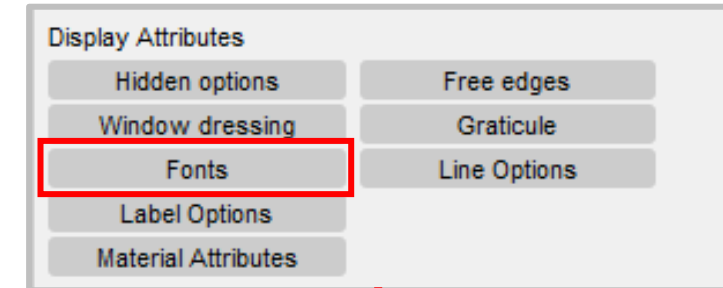
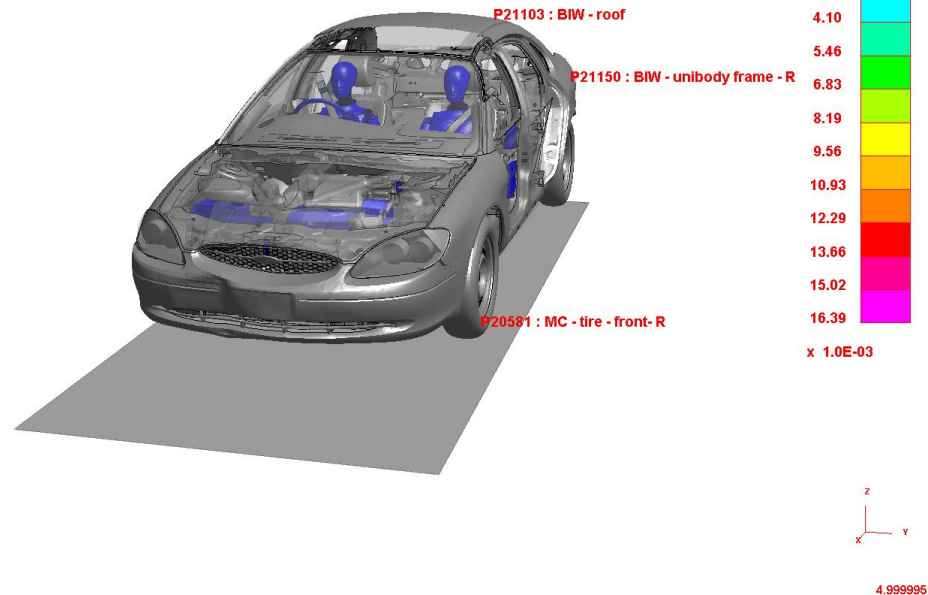
% Transparency 0 100

Fonts

Set text font size for:

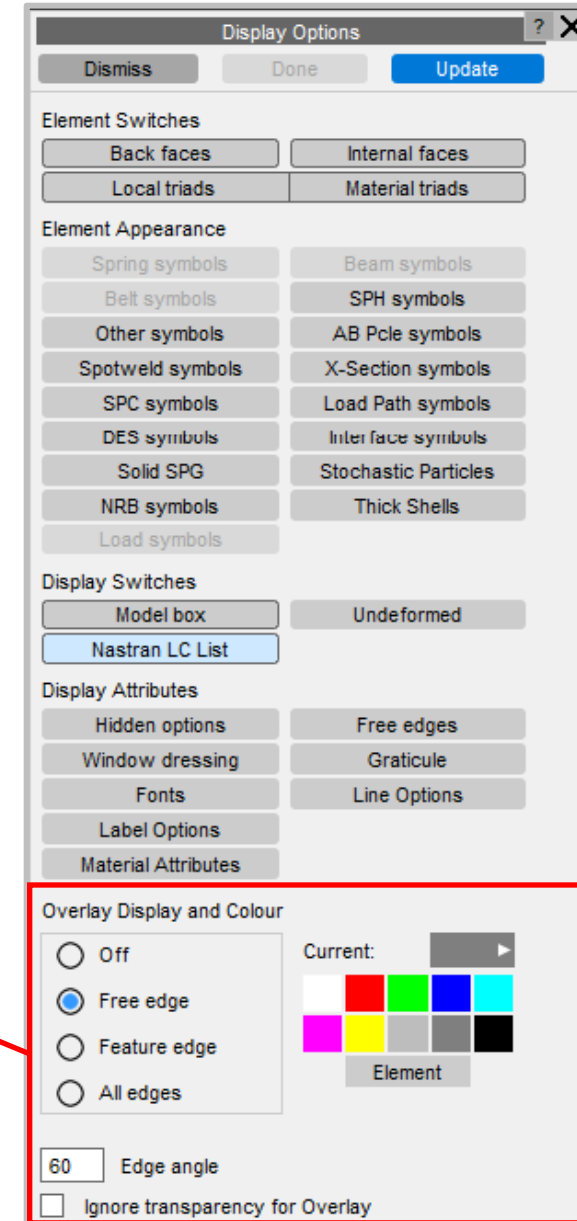
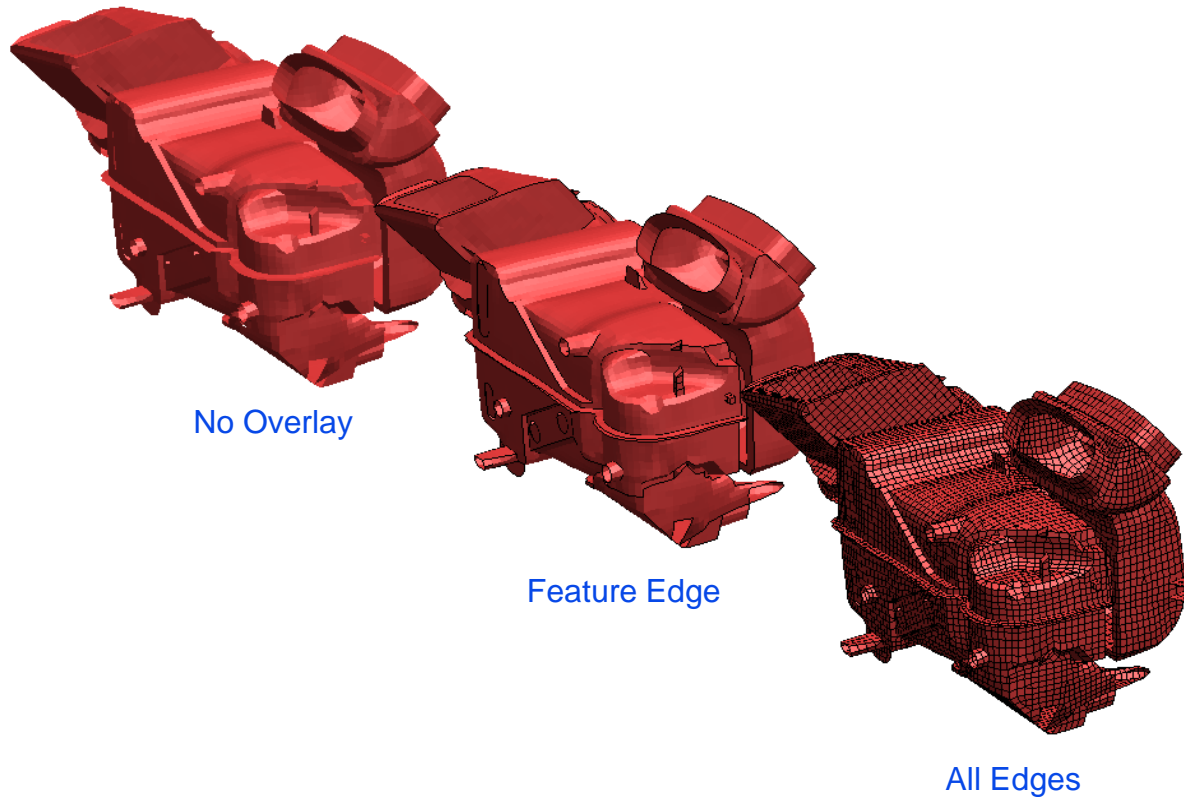
- Labels
- Title
- Clock
- Contour Bar
- Graticule

D3PLOT: VEH_21



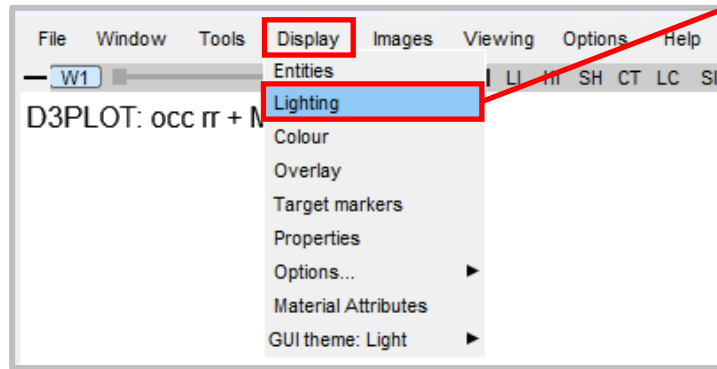
Element Overlay

The **Overlay** options control how the mesh line overlay is drawn, along with the colour used for the overlay. Pressing the 'Y' button on a keyboard cycles through no/free/all overlay.



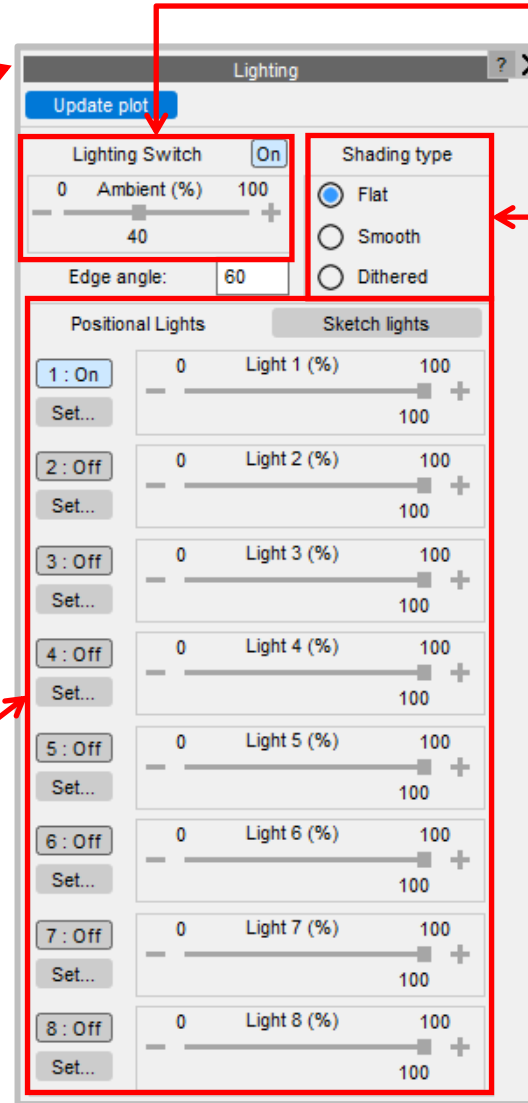
Lighting

The **Lighting** panel can be accessed through the top toolbar within D3PLOT.



Pre-set lights – there are a selection of 8 lights which are pre-set at different angles. These pre-set lights can be toggled on/off.

Adjusting the brightness will change the appearance of the colours (e.g. if you increase the brightness, the colour will appear a lighter shade)



Change ambient light brightness using the slider.

Shading type – change shading type to Flat/Smooth/Dithered.

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