

Attached



What is the Attached Panel?

- The purpose of this panel is to allow you to find things that are attached to what is currently 'drawn'.
- When entering the attached panel the current blanking is automatically saved as the 'current' state.
- This function can also be used to ensure that all the elements in a model are connected to each other correctly.
- Finding entities attached to the displayed entities can also be implemented using the keyboard "j" shortcut.



Attached Options

- There are several options available to the user to increase the flexibility of the attached panel.
 - Beam 3rd nodes – Will find attached entities through a beam's 3rd node (and vice versa).
 - Beam PID's – Will find attached beams that refer to a part displayed through their PID1 and PID2 fields.
 - Tied Contacts – Will find attached elements through tied contacts using PRIMER's contact penetration checker.
 - Recursive – Will iteratively keep finding attached until no more entities can be found – note there is a failsafe value in PRIMER to allow for any anomalies that might cause this routine to go on indefinitely.
- Instead of finding attached to all the visible entities, the user can select the entity/entities they wish to find entities attached to.
 - This can be done by selecting the "Selected" method instead of visible.

Attached

Apply Blank Entities Help

Save current Restore saved

Attach opts: Beam 3rd nodes Beam PID's

Tied contacts Recursive

☐ Reduced Recheck of tied contact data (fast)

Deformable: Attached part Single elems

Rigid body: Whole part Single elems

Method: Visible Selected

Clear Selected

Save settings

Find attached through: All off All on

Max. number of recursive loops: 50

<input type="checkbox"/> Node	<input checked="" type="checkbox"/> Solid
<input checked="" type="checkbox"/> Beam	<input checked="" type="checkbox"/> Shell
<input type="checkbox"/> Accelerometer	<input checked="" type="checkbox"/> Constrained
<input type="checkbox"/> Contact	<input type="checkbox"/> Database
<input type="checkbox"/> Define	<input type="checkbox"/> Set

Restricting the amount of attached to items.

- The way the attached function works may lead to making too many things visible, it is therefore possible to limit what is “attached” through entity switches.
- You can enable/disable each entity using the menu as shown on the right where red means this entity is disabled and the green means this entity will be enabled.

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