

Find Tool



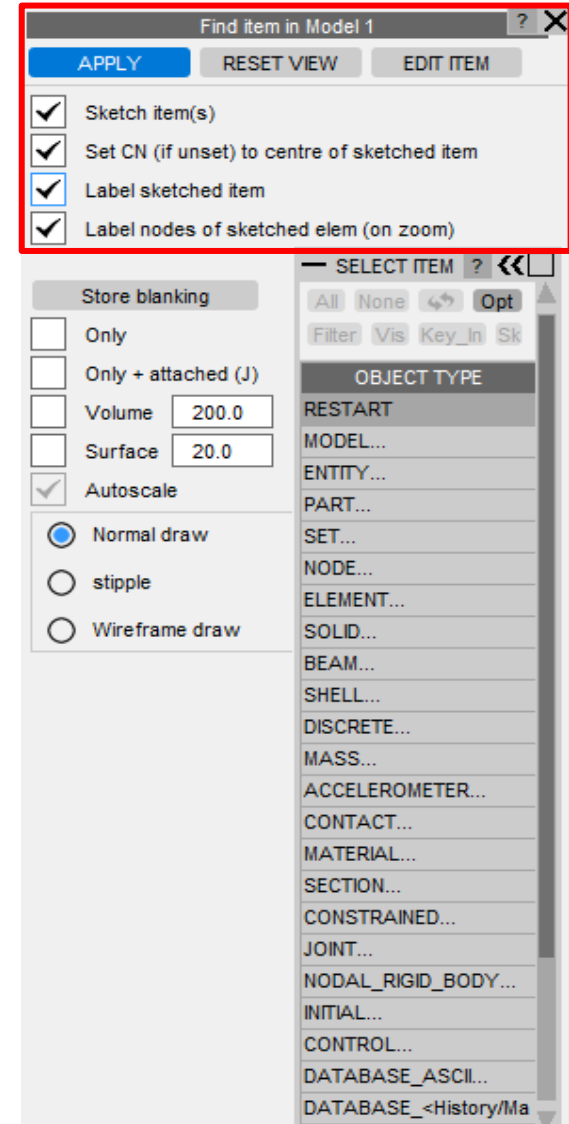
What is the Find tool?

- The “Find” tool allows you to locate a specific item or items in your model.
- By default, the entity found is sketched with a location crosshair.
- There are also further options for viewing the entity in context, for example:
 - Only viewing the entity and what it is attached to.
 - Creating a volume of a specified size around the entity and just viewing what is within that volume.



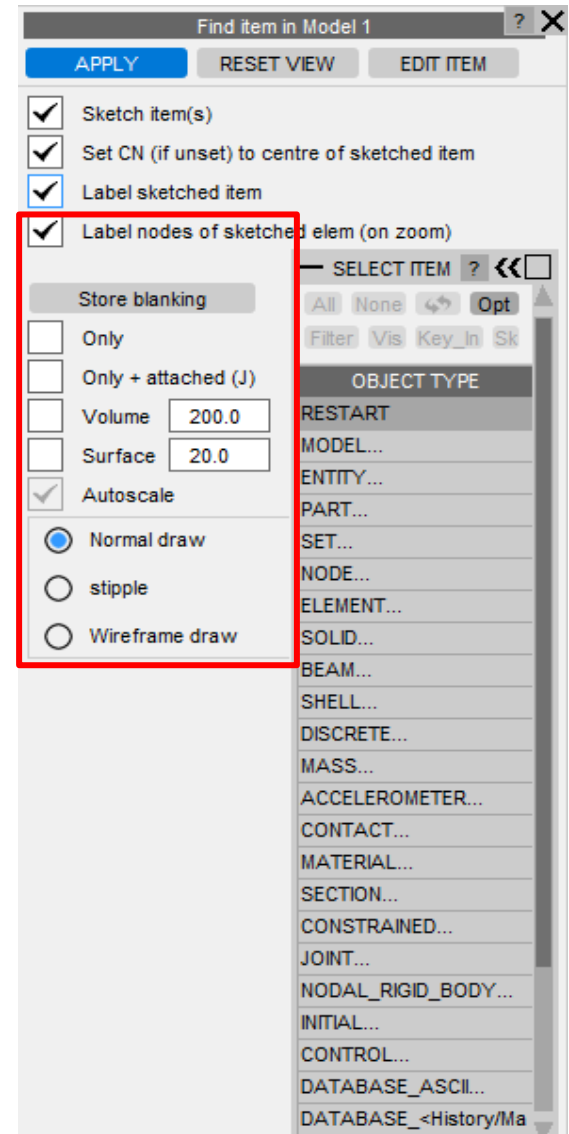
Layout of the Find panel

- “Apply Find” – will apply the find operation using current options.
- “Reset View” – On initial map of find panel, current blanking and entity settings are cached. “Reset view” will apply these. Cache of blanking status will be updated by pressing “Store blanking”.
- “Edit item” – will invoke editor for currently selected item.
- “Sketch item” – will sketch the item that has been found (with crosshair).
- “Set CN to centre of sketched item” – will set the rotation/zoom centre to match the crosshairs; this will not apply if CN has already been set and may be dismissed without losing the crosshairs by pressing “CN”.
- “Label sketched item” – labels item using format Mn/Sn.
- “Label nodes of sketched elem” – labels nodes if an element has been selected and if it is sensible; this will be blocked for items likely to have many nodes. For small items you may need to zoom in to get them to plot.



Layout of the find panel

- “Only” –will display only the items selected.
- “Only + attached (J)” – switching to only + attached will also display any entities attached to the selected entities.
- “Volume” – volume clip view will show everything that lies in the spatial volume $N \times N \times N$ centred on the selected object, where the value of N is controlled by the user.
- “Surface” – surface search can be applied to solid or shell parts and will find all items which lie within the search distance of the surface of the part.
- “Autoscale” – for the various options mentioned, when redrawing, autoscale can be applied automatically.
- Drawing types:
 - “Normal draw” – the default drawing setting that will display the found entities in the drawing mode you are currently in.
 - “Stipple” – stippled draw is a form of transparency which eases visibility of the found item.
 - “Wireframe draw” – this will show the found item in a wireframe view which is most useful if the item is enclosed within an object.



Contact us

Global / UK

T: +44 121 213 3399

E: dyna.support@arup.com

India

T: +91 40 69019723 / 98

E: india.support@arup.com

China

T: +86 21 3118 8875

E: china.support@arup.com

USA

T: +1 415 940 0959

E: us.support@arup.com

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