

Object Selection Menu



What is the object selection menu?

- The object selection menu allows the user to select various types of objects within PRIMER for further action. The selection menus are available in many of PRIMER's tools, for example orient, deletion, mass properties etc.
- Entities can be selected within the menu, but also interactively on the screen.



Object Selection Menu

Object menu order

The listing order can be changed to one of original, A-Z, Z-A, 1-9, 9-1 by clicking on the appropriate bar.

(M/L) PART(s) (all models)

(A-Z) PART(s) (all models)

(Z-A) PART(s) (all models)

(0-9) PART(s) (all models)

(9-0) PART(s) (all models)

Key In - Ranges

Parts between a range of IDs can be selected.

KEY IN ? - □ X

DISMISS HELP

Key in PART(s)

1006 -1012

- M1/P1005 (H3-50 THORAX -
- M1/P1006 (H3-50 LTORSO -
- M1/P1007 (H3-50 LTORSO -
- M1/P1008 (H3-50 LTORSO -
- M1/P1009 (H3-50 UPPARML
- M1/P1010 (H3-50 LOWARM
- M1/P1011 (H3-50 HANDL -
- M1/P1012 (H3-50 UPPARMR
- M1/P1013 (H3-50 LOWARM
- M1/P1014 (H3-50 HANDL -

Key In - ID search

Parts with ID's 4 digits long that begin with '101' can be selected.

KEY IN ? - □ X

DISMISS HELP

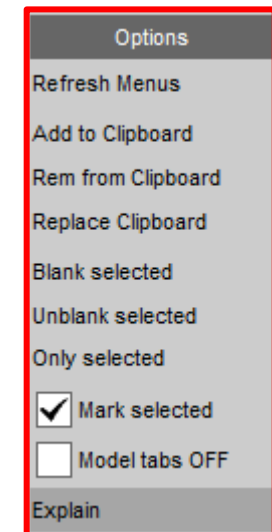
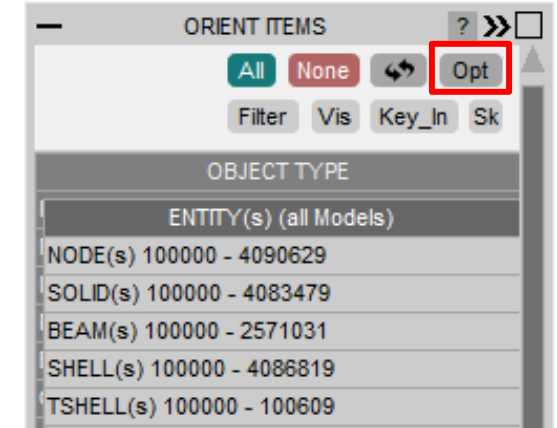
Key in PART(s)

101?

- M1/P1007 (H3-50 LTORSO -
- M1/P1008 (H3-50 LTORSO -
- M1/P1009 (H3-50 UPPARML
- M1/P1010 (H3-50 LOWARM
- M1/P1011 (H3-50 HANDL -
- M1/P1012 (H3-50 UPPARMR
- M1/P1013 (H3-50 LOWARM
- M1/P1014 (H3-50 HANDR -
- M1/P1015 (H3-50 UPPLEGL
- M1/P1016 (H3-50 UPPLEGL

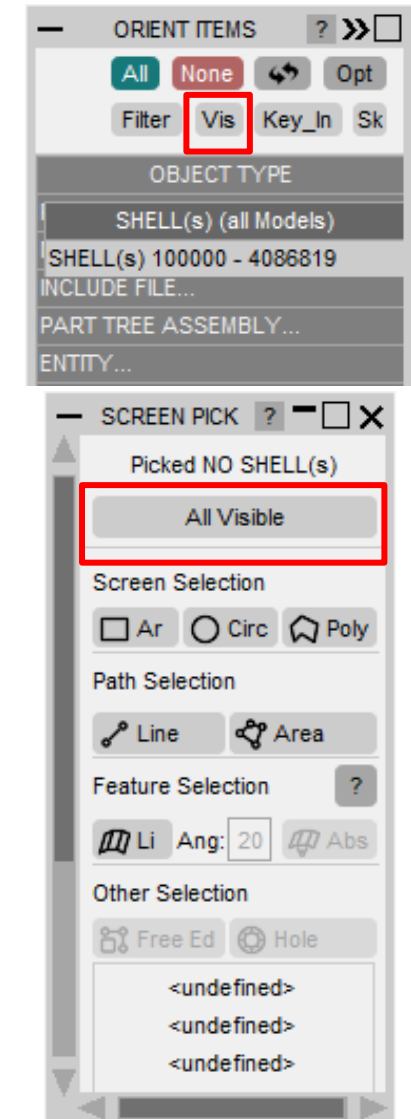
Object Selection Menu (Options)

- **Refresh Menus** – Refreshes the current menu, updating it to reflect changes to things such as titles and set contents which may not have triggered an automatic menu refresh.
- **Add to Clipboard** – Adds the current selection to the Clipboard. Existing clipboard contents remain, and only new items are added.
- **Rem from Clipboard** – Removes the current selection from the Clipboard. If the selected items are not already in the clipboard then no change takes place.
- **Replace Clipboard** – Replaces the current clipboard contents with the currently selected items. Any existing clipboard contents is lost.
- **Mark Selected** – This will mark all the selected items on screen with a grey box that will display the entities' part ID and title when hovering over it.
- **Model tabs** – Used to turn ON/OFF the model tabs in the object selection menu.



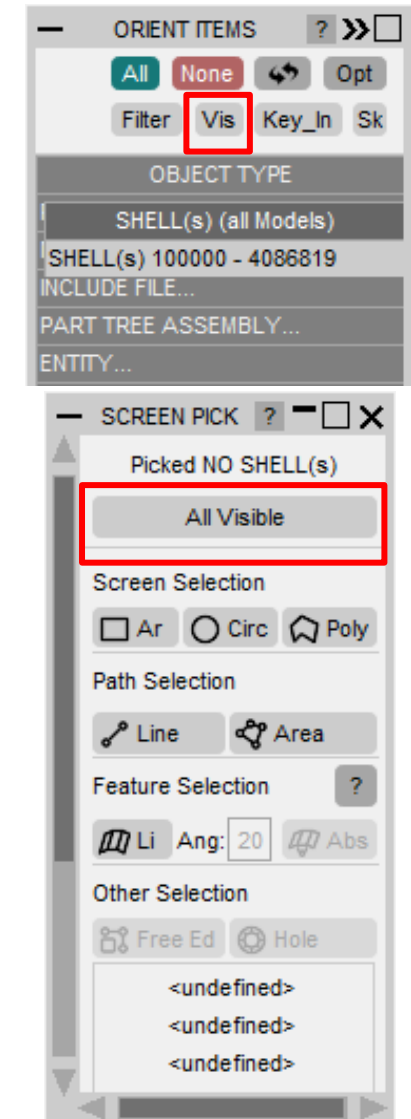
Object Selection Menu (Vis)

- **All_Vis** – Will select automatically all “visible” items that are eligible. Note that “visible” in this context means what is displayed on the screen, but not necessarily what you can see.
- **Scr_Area** – An alternative way of defining a rectangular area by picking two points at opposite corners. Eligible items within the rectangle are selected.
- **Scr_Circ** – Selects within a circular area. Click on the centre of the circle, drag out to define its radius and release to select eligible items within the circle.
- **Scr_Poly** – Selects within an arbitrarily shaped polygon. Select three or more points (limited to 100) to define the polygon, and close it when complete (close by clicking on starting point or double click to auto-close) . All eligible items within the polygon will be selected.



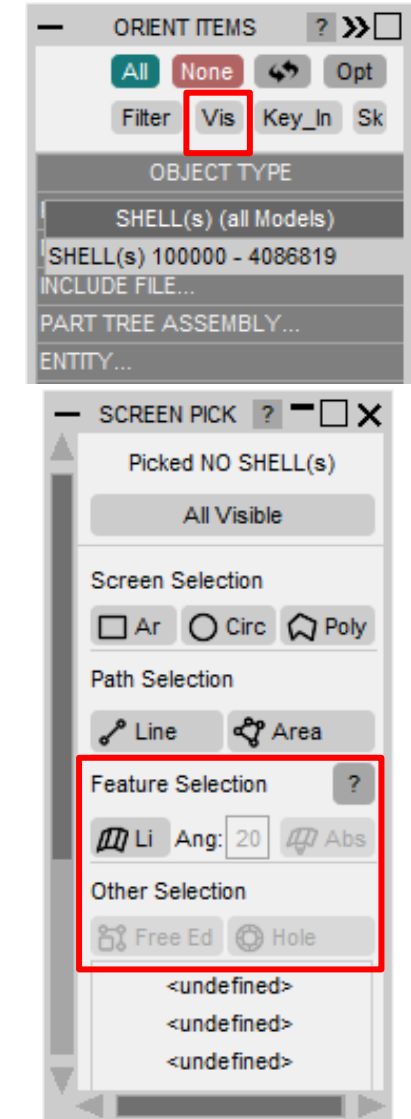
Object Selection Menu (Vis)

- **Path_L** – This mode applies only to the picking of nodes on shells or shell elements. Pick any number of nodes/shells in a shell part. User selections are connected via a shortest path of adjacent entities with all path entities in between also selected.
- **Path_A** – This mode applies only to the picking of nodes on shells or shell elements. Pick any number of nodes/shells in a Shell part. User selections can then be used to create an enclosed polygon. The final selection will also contain entities within/outside that polygon.



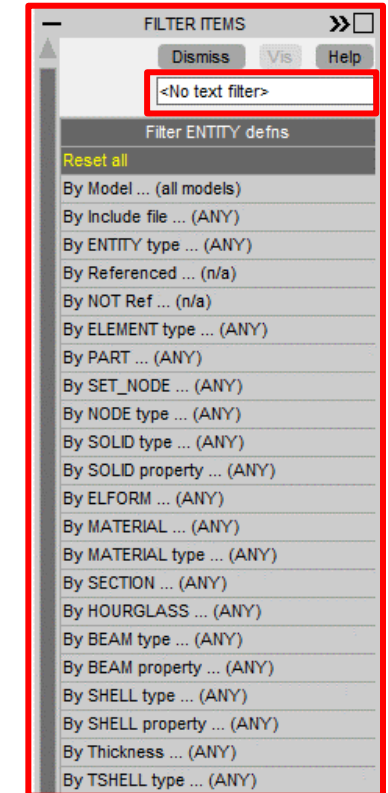
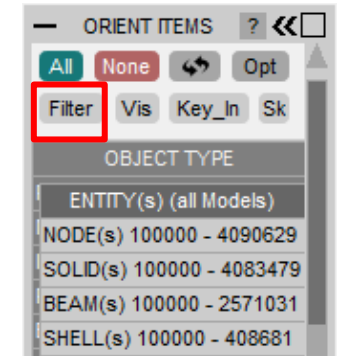
Object Selection Menu (Vis)

- **Free_Edge** – Applies only to the picking of nodes in a shell part. Pick two nodes on a free edge. All nodes situated on the edge between the two nodes will also be selected.
- **Hole** – Applies only to the picking of nodes in a shell part. Pick one node on the edge of a formed by shell elements. All the nodes on the border of the hole will be selected.
- **Feat_Line** – Applies only to the picking of 2D and 3D elements, and of nodes.
 - A single node or element is picked, and its outward normal vector is computed.
 - The pick is then propagated across the mesh of that element type so long as the difference in angle at a common edge between the outward normal of an element and its neighbour is not greater than the Feature Angle value.
- **Feat_Abs** – This is an extension of the “Feat_Line” function. If selected not only must adjacent elements have normal within “feature angle” but also the angle between the original (picked) element normal and the current angle must lie within “feature angle”.



Object Selection Menu (Filter)

- The filter option allows you to control what is displayed in the selection menu by providing a series of tests against which entities are compared before they are included.
- The filter option also allows you to combine multiple filters allowing you to narrow down the list of entities significantly.
- In addition to the specific types in the menu rows you can search the object menu list by Text filter.
 - Using text filter will allow you to filter down a list to a specific entity based on the name it has been given within PRIMER.
 - When searching using a text filter it is possible to use the following wildcard characters to widen the search:
 - ? Means match any single character.
 - * means match any number of characters
 - For example: *quick*fox* will match the string "The quick brown fox jumped."



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