

Visible Entities/Entity
Displayed



What is the Visible Entities Menu?

- The visible entities menu is one which allows the user to select which entities they would like to be displayed on the screen – these include all entities that can be visualised in PRIMER.
- In this menu, as well as drawing the entity, you can also choose whether to turn on/off entity labels or names/titles.
- This panel also gives various options for displaying local element axes.



Visible Entities Type

• Visibility:

- The visibility of each category can be switched on and off using the “drawn” button.

• Labelling:

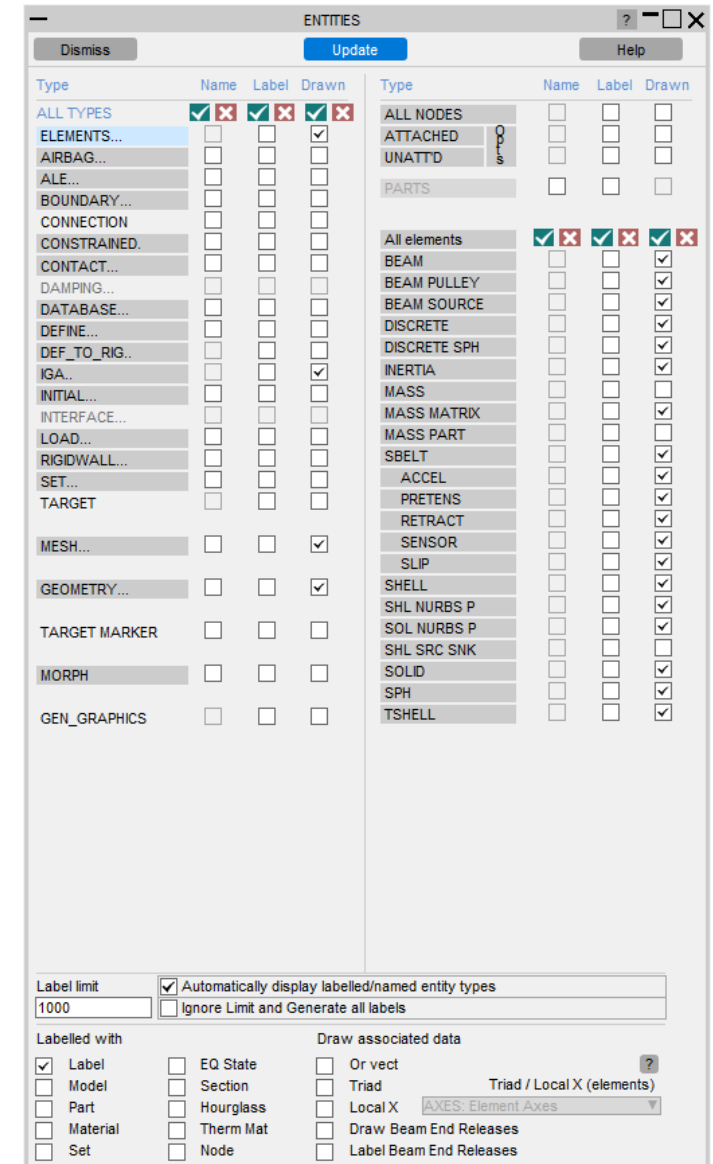
- The label buttons control the display of item labels. Where items have an explicit label this will be shown, unlabelled items will show their internal PRIMER label.

• Names:

- The names of items will be shown if the entities have specific titles.

• Tip:

- The keyboard shortcut “k” will set entity switches back to default.



Further Options and Shortcuts

- **Label limit:**

- Allows the user to limit the number of labels you can have in PRIMER at any one time – displaying millions of labels, for example for nodes, can slow down the graphical display of the model.

- **Triad/Local X directions:**

- The triads or local x directions can be displayed on elements by selecting this option.

Label limit
1000

☒ Automatically display labelled/named entity types
☐ Ignore Limit and Generate all labels

Labelled with

<input checked="" type="checkbox"/> Label	<input type="checkbox"/> EQ State
<input type="checkbox"/> Model	<input type="checkbox"/> Section
<input type="checkbox"/> Part	<input type="checkbox"/> Hourglass
<input type="checkbox"/> Material	<input type="checkbox"/> Therm Mat
<input type="checkbox"/> Set	<input type="checkbox"/> Node

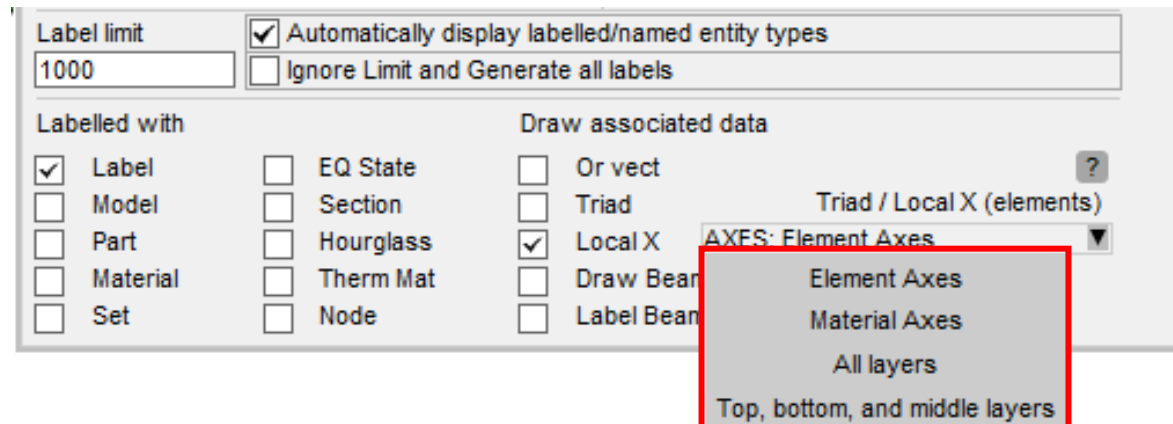
Draw associated data

<input type="checkbox"/> Or vect	<input type="checkbox"/> Triad
<input type="checkbox"/> Triad / Local X (elements)	<input type="checkbox"/> Local X
<input type="checkbox"/> Draw Beam End Releases	<input type="checkbox"/> Label Beam End Releases

AXES: Element Axes

Further Options and Shortcuts

- There are 4 options for displaying local X on elements:
 - **Element Axes** – This is the default option, the base triad as defined by the topology is evaluated and displayed for each element with no regard for local angle specifications.
 - **Material Axes** – Local angles as defined by MAT, ELEMENT_SHELL_BETA, ELEMENT_SHELL_MCID, or ELEMENT_SOLID_ORTHO cards are computed and a suitable triad/local X direction is drawn onto each element.
 - **All Layers** – This option is only applicable to shells. Effective local angles are evaluated for each integration point. Triads/local X directions are then displayed for each integration point according to the appropriate orientation.
 - **Top, bottom, middle layers** – The topmost, bottommost, and middle integration points are displayed. Local directions are evaluated as in the “All Layers” case. The middle layer is not displayed if a user defined INTEGRATION rule is defined or if the number of integration points is even.



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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