



# **Tips and Tricks**

## **cad**micro



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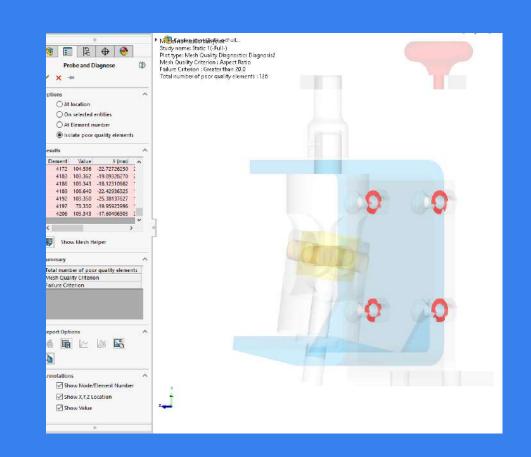
## **Trend Tracker**

- Creates a Trend Journal
- Tracks changes made in study
- Not helpful for tracking fashion trends

<ul> <li>Static 1* (-fillet-)</li> <li>Connections</li> <li>Fixtures</li> </ul>	<ul> <li><u>R</u>un</li> <li><u>U</u>pdate All Components</li> <li><u>Export</u></li> </ul>
🕌 External Loads	Save Results to 3DEXPERIENCE
<ul> <li>Trend Tracker</li> <li>Result Options</li> </ul>	Trend Tracker
Mesure options	Load Case Manager
	Simulation Evaluator
	De <u>t</u> ails Pr <u>o</u> perties
	e Mass Properties
	Define <u>F</u> unction Curves Rename

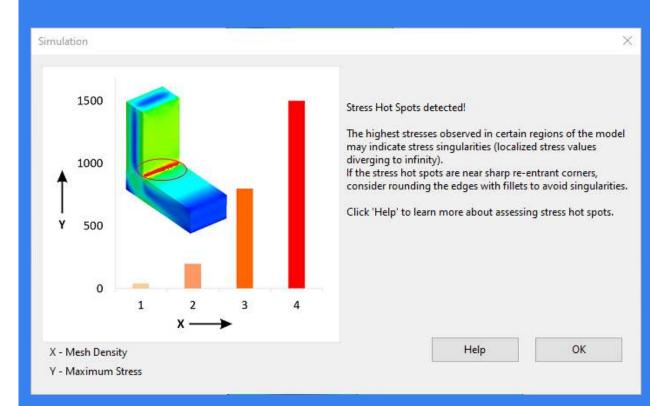
## Mesh Quality Diagnostics

- Highlights poor quality elements
- Allows creation of mesh controls in areas of lower quality



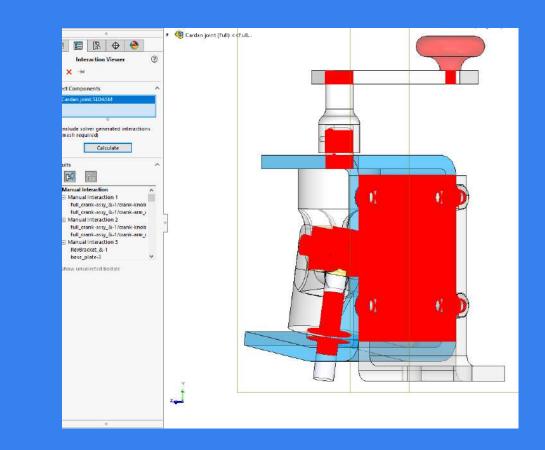
## Hot Spot Diagnostics

- Identifies irregular stress gradients
- Refines to find singularities



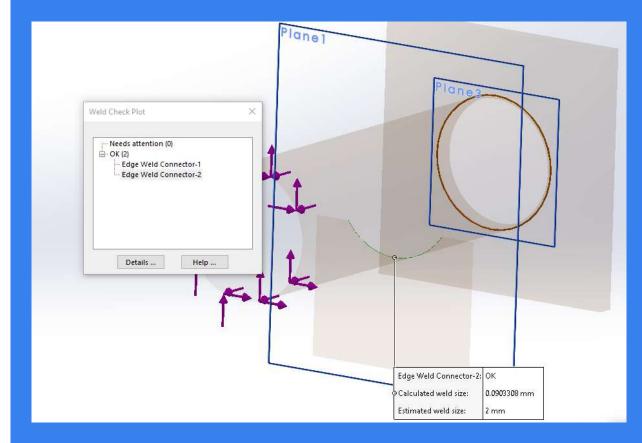
## **Interaction Viewer**

- Highlight interactions in study
- Shows under constrained bodies



## Weld Connectors

- Connectors approximate welds in the assembly
- Includes weld check plot
- Available in Simulation Professional



## Composite Analysis

- Requires Simulation Premium
- Layered composites can be represented
- Available in Static, Buckling, and Frequency Analyses

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## Bonus

- Material Search
- Copy between studies
- Copy Study
- Simulation Evaluator



## What and Why Simulation API?

- SOLIDWORKS Simulation API...A Hidden Gem!
- Application Programming Interface
  - Set of routines, protocols for building custom software applications
- A toolset for
  - Automation
  - **P**roductivity
  - Improve Process



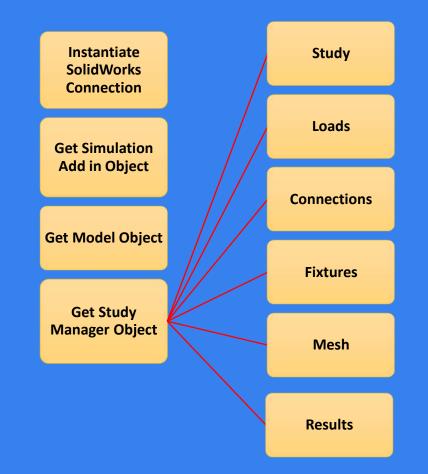
## Who and When of Simulation API?

- Basic scripting knowledge
  - Eg:VB, VBA, VB.NET, C++ 6.0, C++.NET, and C#.NET
- Simulation API = SOLIDWORKS API
- Build custom application: custom inputs / outputs
- Work past User Interface limits
- Optimize by automating "What if" scenarios

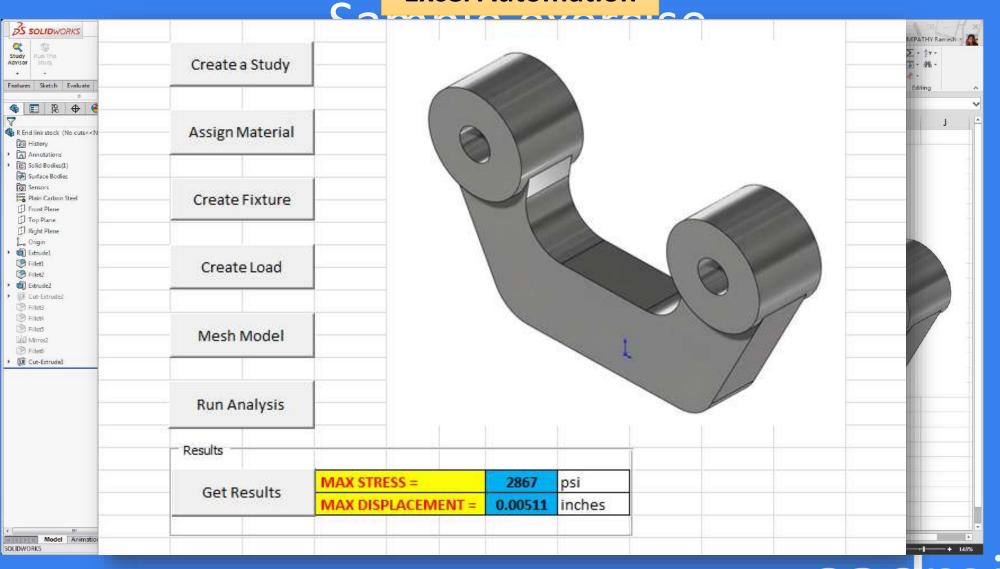


## How to of Simulation API

**Basic API Calls** 



### **Excel Automation**



## Example Applications – Beam Effective Lengths

II      II     III     IIII     III     I		Table 5.1 Ef	fective leng	th of co	mpres	sion members			
s Sketch Evaluate DimXpert SOLIDWORKS Add-Ins Simulation Flow	Boundary conditions			Theory	neory Code value (CI.7.2.2)			A CONTRACTOR OF THE OWNER OF	E E _ d
	Both ends pin ended			1.0L 1.0L					
□ 12 ◆ ● 10 ≥	Both ends fixed One end fixed and the other end pinned			0.5L 0.65L 0.707L 0.8L					
Cut list(31)									
Surface Bodies									
Equations AS72 Grade 50	One end fixe	d, and the d	ther free to	1.2L	1.2L				
Front Plane	sway			1.21	1.26				
Top Plane Right Plane	One end fixed	and the other	end free	2.0L	2.0L				
Origin	1			1	1				
Weldment 3DSketch1					1				
A	B	c		D		E De sous la su eth	F De sur K Es star		
Structural Member2 1 Cut-List Folder Name Bear					undary				
	uctural Member1[1]	L8x8x0.75		d - Fixed		288 inches	0.5	144 inches	
	uctural Member1[2]	L8x8x0.75		d - Fixed		288 inches	0.5	144 inches	
0	uctural Member1[3] uctural Member1[4]	L8x8x0.75 L8x8x0.75		d - Fixed d - Fixed		288 inches 288 inches	0.5	144 inches 144 inches	
0	Trim/Extend3[1]	W12x40		d - Fixed		72 inches	0.5	36 inches	
11 (-Delability a Machin	Trim/Extend3[2]	W12x40		d - Fixed		72 inches	0.5	36 inches	
Cut list 8 Cut-List-Item2	Trim/Extend3[3]	W12x40		d - Fixed		72 inches	0.5	36 inches	
oint group	Trim/Extend3[4]	W12x40	Fixed - Fixed		72 inches	0.5	36 inches		
Connections 10 Cut-List-Item3	Trim/Extend4	L4x4x0.375	Fixed - Fixed		114.695 inches	0.5	57.3475 inches		
Fixed-1 11 Cut-List-Item16	Trim/Extend2[1]	W6x20	Fixed - Fixed		59.31 inches	0.5	29.655 inches		
Force-1 (Per item:	Trim/Extend2[2]	W6x20	Fixe	d - Fixed		59.31 inches	0.5	29.655 inches	
Force-2 (Peritem: 13 Cut-List-Item16	Trim/Extend2[3]	W6x20	Fixed - Fixed		59.31 inches	0.5	29.655 inches		
Mesh 14 Cut-List-Item16	Trim/Extend2[4]	W6x20	Fixed - Fixed		59.31 inches	0.5	29.655 inches		
	Trim/Extend2[5]	W6x20	Fixed - Fixed		59.31 inches	0.5	29.655 inches		
	Trim/Extend2[6]	W6x20	Fixed - Fixed		59.31 inches	0.5	29.655 inches		
		W6x20	Fixe	d - Fixed		59.31 inches	0.5	29.655 inches	
17 Cut-List-Item16	Trim/Extend2[7]								
Initial     Cut-List-Item16       17     Cut-List-Item16       18     Cut-List-Item16	Trim/Extend2[7] Trim/Extend2[8] Trim/Extend12	W6x20 W6x20		d - Fixed		59.31 inches 59.005 inches	0.5	29.655 inches 29.5025 inches	

## Example Applications – Wind Loading API 4F Specs

### 8.3.1.1 Onshore Wind

The design reference wind velocity,  $V_{ref}$ , for the operating, erection and transportation environments shall be as specified by purchaser.

For non-operating design environments on land in the U.S.,  $V_{ref}$  for expected storm conditions is to be obtained from the ASCE/SEI 7-05 wind speed map. For other onshore locations,  $V_{ref}$  shall be taken from a source such as a recognized standards agency or a governmental meteorological agency. The wind velocity chosen shall be a 3second gust wind, in knots (1 knot = 1.15 mph), measured at 10 m (33 ft) in open terrain with an associated return period of 50 years.

For the unexpected wind condition where pipe setback might be racked in the drilling structure,  $V_{ref}$  shall be taken as no less than 75% of the expected storm  $V_{ref}$ .

For each wind environment, the maximum rated design wind velocity,  $V_{des}$ , for various SSLs is then determined by multiplying the design reference wind velocity,  $V_{refr}$  by an onshore multiplier  $\alpha_{orshore}$  as listed in Table 8.1, but not less than as specified in Table 8.3.

#### $V_{\rm des} = V_{\rm ref} \times \alpha_{\rm onshore}$

The direction of the wind in all cases may be from any azimuth. The methodology for determining the local wind velocity to be used in the design is discussed in 8.3.1.3.

### 8.3.1.3 Local Wind Velocity

The maximum rated design wind velocity,  $V_{des}$ , calculated using Tables 8.1 and 8.2 is to be scaled by the appropriate elevation factor  $\beta$  to obtain the velocity to be used to estimate wind forces per 8.3.3.

 $V_z = V_{des} \times \beta$ 

where

- $\beta$  is  $\sqrt{0.85}$  for heights up to 4.6 m (15 ft);
- $\beta$  is  $\sqrt{(2.01 \times (z/900)^{0.211})}$  for heights > 4.6 m (15 ft) with z = height above ground level or mean sea level (ft);
- 3 is tabulated in Table 8.4.

### 8.3.3 Member-by-Member Method

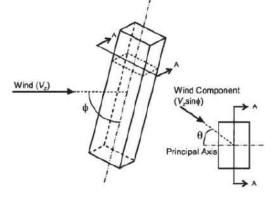
The total wind force on the structure shall be estimated by taking the vector sum of wind forces acting on individual members and appurtenances. The wind directions must be determined and considered which result in stresses having the highest magnitude for each component part of the structure. Wind forces for the various design wind speeds shall be calculated in accordance with the following equations and tables:

 $F_m = 0.00338 \times K_i \times V_z^2 \times C_s \times A$ 

 $F_t = G_f \times K_{sh} \times \Sigma F_m$ 

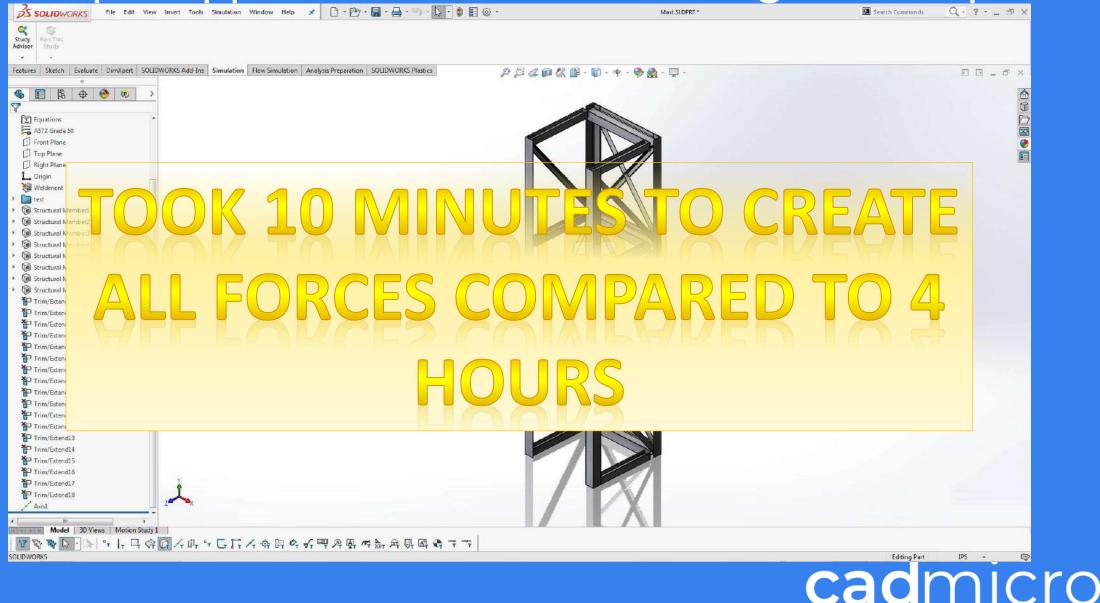
### 8.3.3.2 Member Angle of Inclination

The angle of inclination. A is defined as the angle in degrees between the *longitudinal* axis of a member and the wind directi

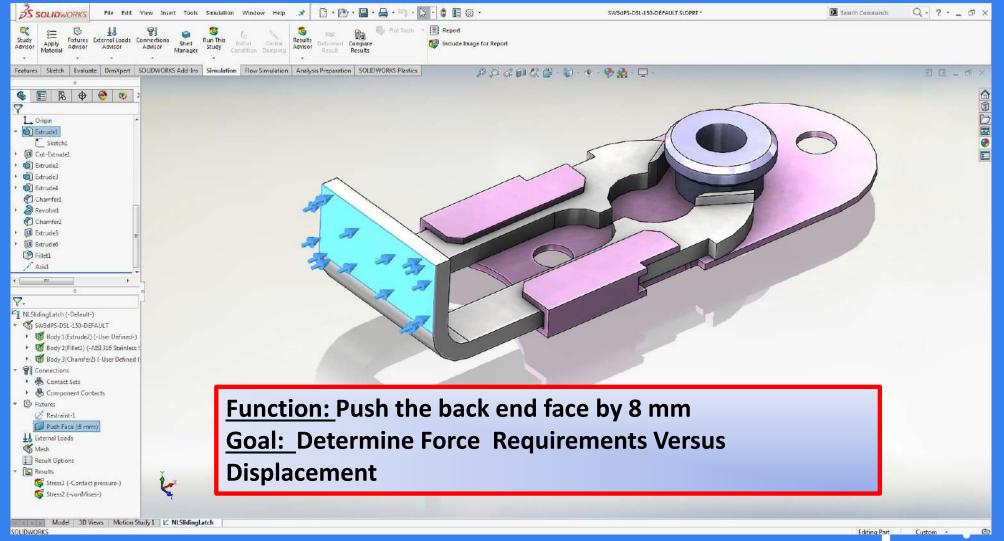


The member orientation angle,  $\theta$ , is defined as the angle in degrees between the wind component acting perpendicular to the longitudinal axis and the principal axis of the member, with the principal axis normal to the longitudinal axis. The angle  $\theta$  lies in a plane normal to the longitudinal axis, and is used to select a shape coefficient per 8.3.3.4. For wind walls,  $K_i$  equals 1.0.

## Example Applications – Wind Loading API 4F Specs

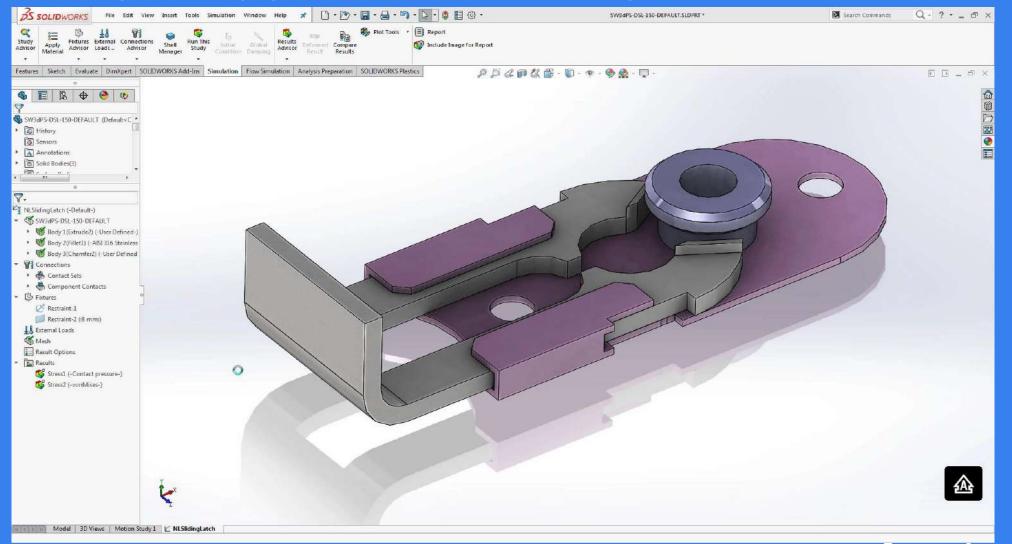


## **Example Applications– Snap Fit Mechanism**

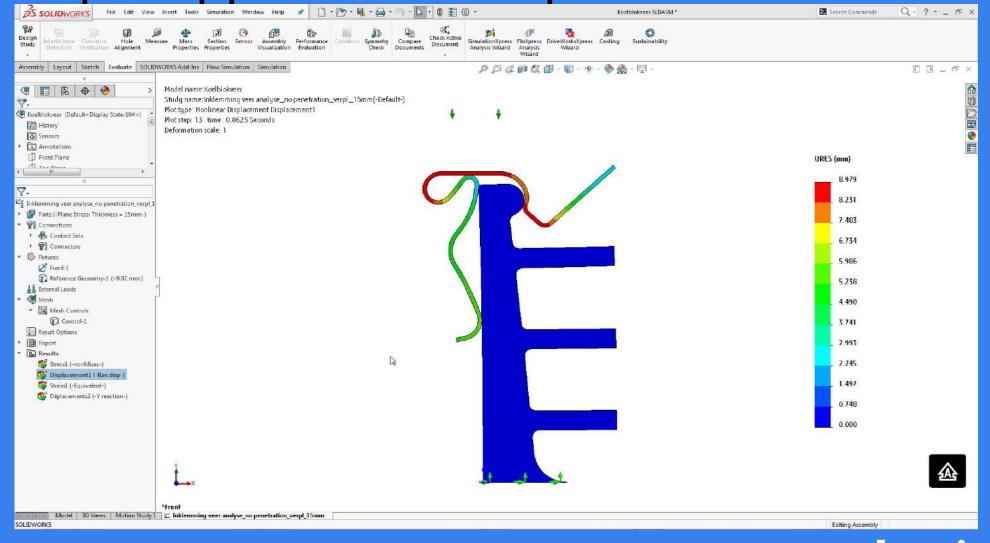




## **Example Applications– Snap Fit Mechanism**



## **Example Applications- Clip Insert**



# Questions?

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