

Altair HyperView 2019 Tutorials

HV-2020: Using the Results Browser

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HV-2020: Using the Results Browser

In this tutorial, you will learn how to:

- Turn components on and off from the Results Browser
- Isolate components in the Results Browser
- Change the display style and attributes from the Results Browser
- Add items to panel collectors using the Results Browser
- Change the items which are displayed in the Results Browser

Tools

To access the **Results Browser**, select *View > Browsers > HyperView > Results* from the menu bar.

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The **Results Browser** displays the contents of the current model such as assemblies, parts/components, systems, and sets (groups) in a tree-like structure. It allows you to change the attributes of individual entities, and also control which entities appear in the model display.

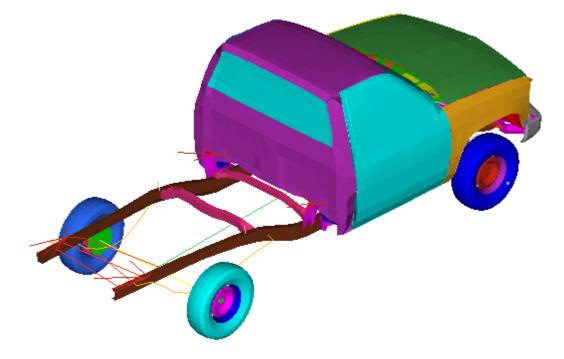
Exercise: Using the Results Browser

This exercise uses the model file, truck.key and the corresponding d3plot file as the results file.

Step 1: Turning components on and off from the Results Browser.

- 1. Load the truck.key model file and the d3plot results file, located in the animation\truck folder.
- 2. In the **Results Browser**, click $\stackrel{@}{*}$ to activate the **Show/Hide** mode.
- 3. Right-click on the bed of the truck in the graphics area.

The component is hidden from display.



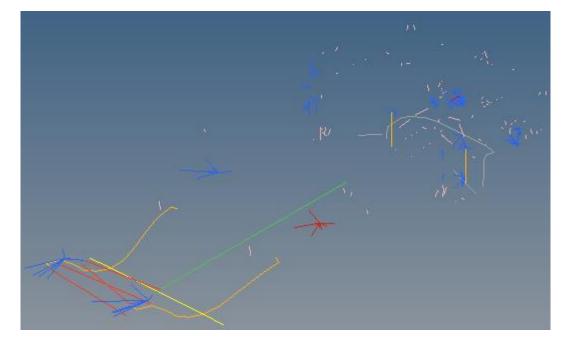
- 4. Left-click in the area of the truck bed to show the component.
 - **Note** Holding down the left mouse button will generate a wire frame highlight of a hidden component.
- 5. Expand the tree under **Components** by clicking the **'+'** icon in the **Results Browser**.
- 6. Right-click on **SHELL: BED**, and select **Hide** from the context menu.

The component is no longer displayed in the graphics area.



- Right-click on *SHELL: BED* and select *Show*.
 The component is turned back on.
- 8. Select the *Components* folder.
- 9. Click the **Display None** button ¹ to turn off all components.
- 10. Expand the **Sets** folder.
- 11. Select **1D Set** under the **Sets** folder.
- 12. Click the **Display All** is button to turn on the 1D set.

Only the 1D Set is displayed in the graphics area.



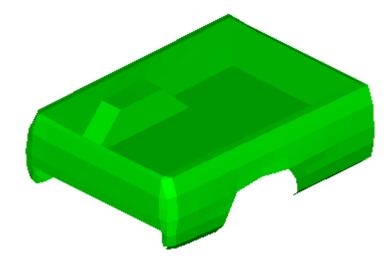
- 13. Right-click on the **1D Set** folder and select **Hide**.
- 14. Select the *Components* folder again.
- 15. Click **Display All** to turn on the display of all components.
- 16. Click **Selector** $\stackrel{\text{$\earrow}}{\to}$ to activate the selector.
- 17. Press and hold down the left mouse button over the hood area.
- 18. Rotate the mouse wheel to select hidden items and select **SOLID: RADIATOR**.
- 19. Click **Display None** to remove it from display.



Step 2: Isolating components using the Results Browser.

- 1. Click ⁽²⁾ to activate the **Isolate** tool.
- 2. Click on **SHELL: BED** in the **Results Browser**.

The component is isolated in the graphics area.



- 3. Click again to deactivate **Isolate**.
- Right-click on *SHELL: CABIN* and select *Isolate*.
 The cabin is isolated in the graphics area.
- Right-click on the *Components* folder and select *Show*.
 All components are displayed in the graphics area.



Step 3: Changing the display style and attributes from the Results Browser.

1. Click on the **SHELL: BED** component in the **Results Browser**.

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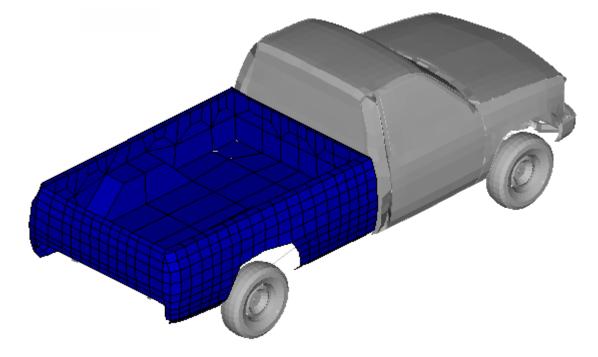
- 2. Under the **Display** section in the **Entity Editor**, click on the icon **•** next to **FE Style**.
- 3. Select the **Shaded Elements and Mesh Lines** mode from the display **Style** pop-up menu.
- 4. Click on the *Color* for the **SHELL: BED** component.
- 5. Select a new color from the color palette.

The color of the component is changed.



Step 4: Using the Results Browser to add items to a panel collector.

- 1. Select the **Contour** panel μ from the **Results** toolbar.
- 2. From the **Results Browser**, click **Selector** \Bbbk to activate the selector.
- 3. Select the **SHELL: BED** component.
- 4. Click on the *Add To Panel Collector* icon icon to add the bed component to the **Components** collector.
- 5. Change the **Result type** to *Stress (t) vonMises*.
- 6. Click *Apply* to apply the contour to the **SHELL: BED** component.



- 7. Animate the model and use the **Animation Controls** to view the contour applied only to the **SHELL: BED** component.
- 8. Stop the animation.



Step 5: Change the entities displayed in the Results Browser view.

1. Click on the *Files view* icon view icon the files view in the **Results Browser**.

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2. Click on the **Component View** icon to change the view in the **Results Browser** to display only components.

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