



Altair

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**HyperWorks**

Altair HyperView 2019 Tutorials

HV-2020: Using the Results Browser

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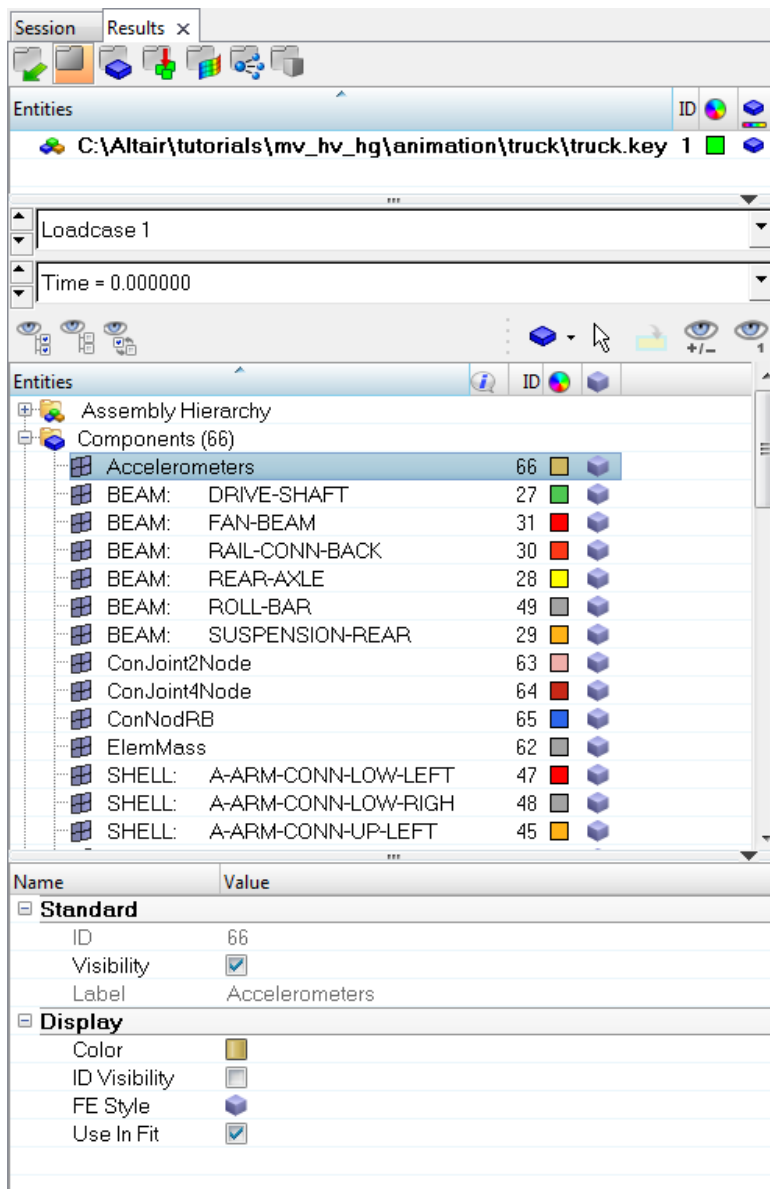
## HV-2020: Using the Results Browser

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.




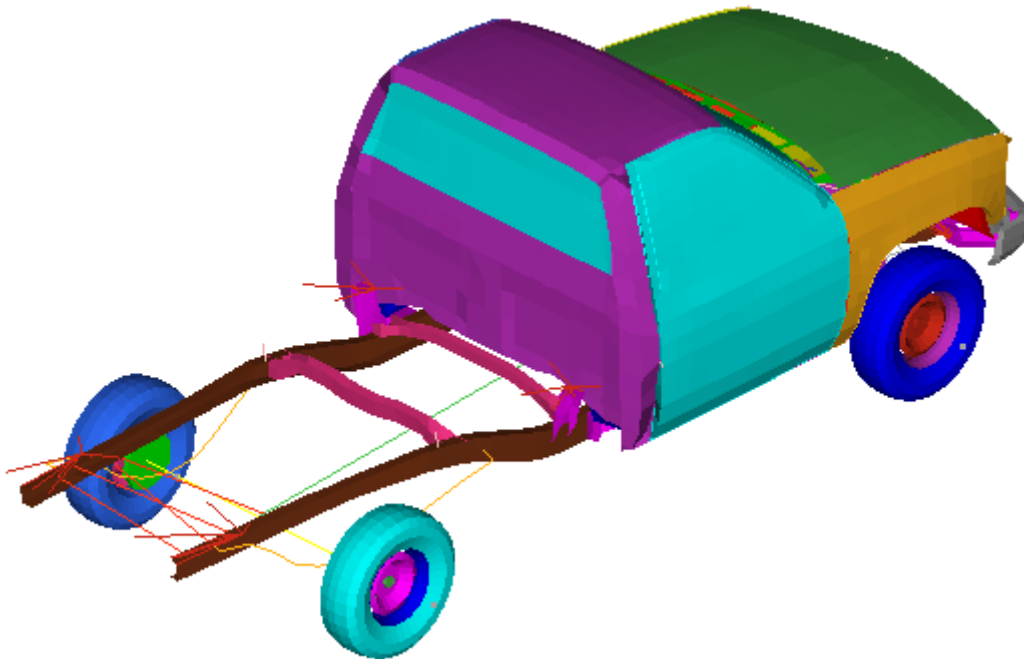
The **Results Browser** displays the contents of the current model such as assemblies, parts/components, systems, and sets (groups) in a tree-like structure. It allows you to change the attributes of individual entities, and also control which entities appear in the model display.

## 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  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.

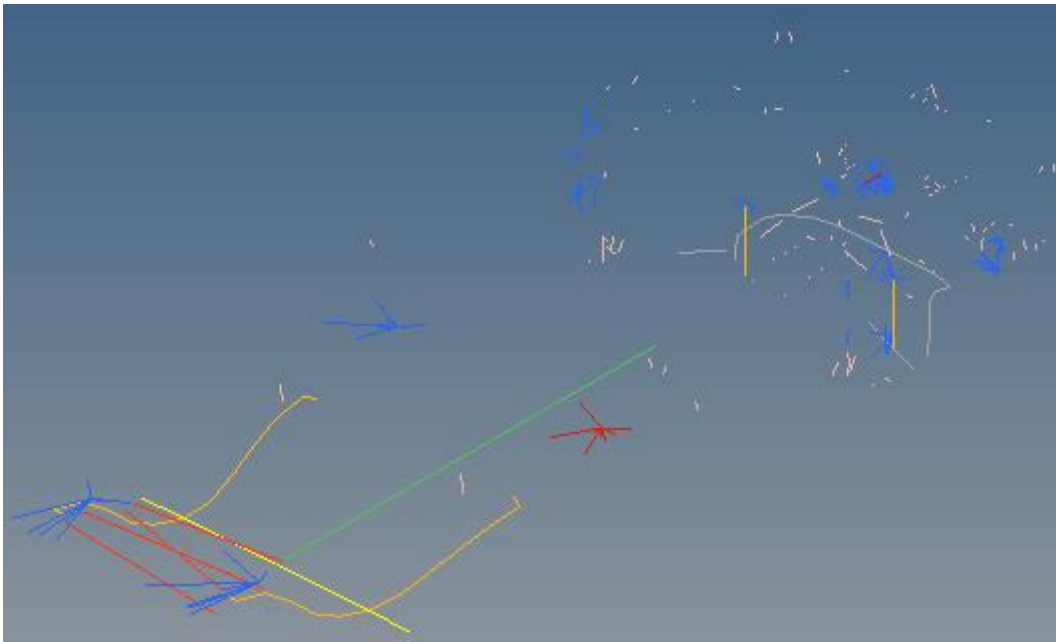





4. Left-click in the area of the truck bed to show the component.

**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.

7. 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  to turn off all components.
10. Expand the **Sets** folder.
11. Select **1D Set** under the **Sets** folder.
12. Click the **Display All**  button to turn on the 1D set.  
Only the 1D Set is displayed in the graphics area.

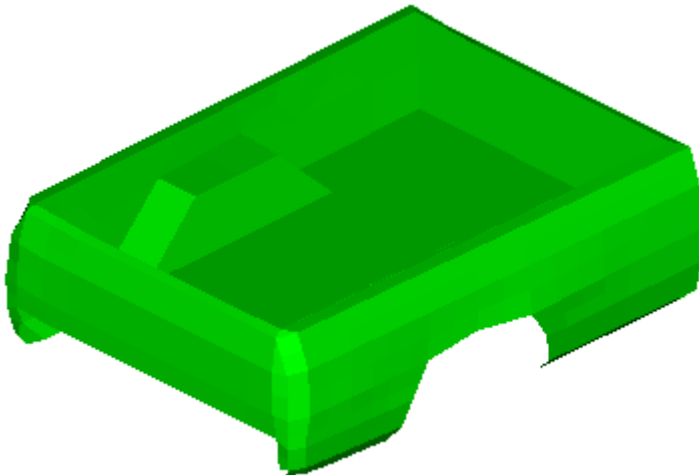



13. Right-click on the **1D Set** folder and select **Hide**.
14. Select the **Components** folder again.
15. Click **Display All**  to turn on the display of all components.
16. Click **Selector**  to activate the selector.
17. Press and hold down the left mouse button over the hood area.
18. Rotate 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  to activate the **Isolate** tool.
2. Click on **SHELL: BED** in the **Results Browser**.

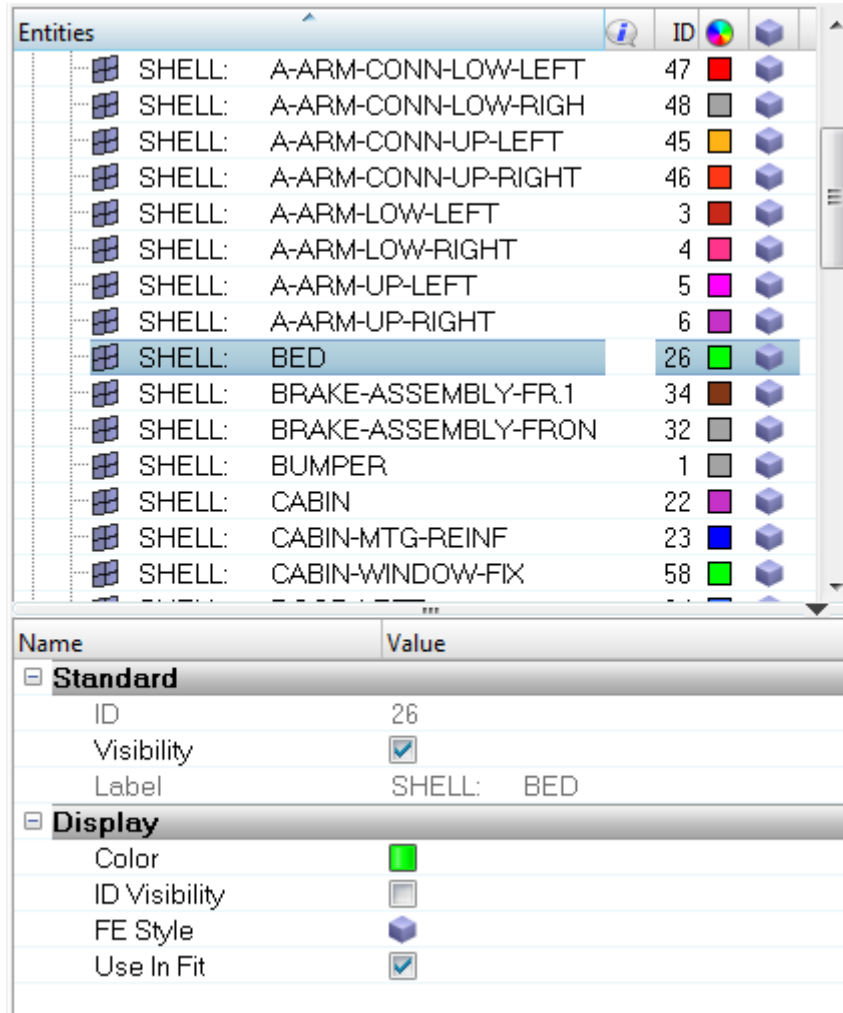
The component is isolated in the graphics area.






3. Click  again to deactivate **Isolate**.
4. Right-click on **SHELL: CABIN** and select **Isolate**.  
The cabin is isolated in the graphics area.
5. 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**.

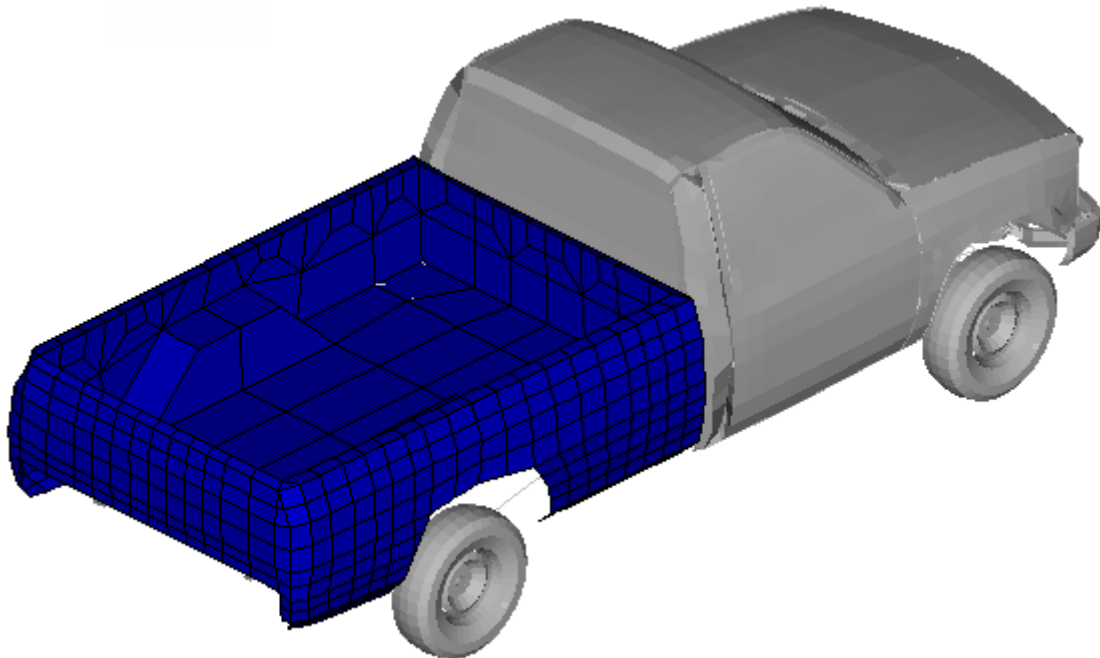


2. Under the **Display** section in the **Entity Editor**, click on the icon  next to **FE Style**.
3. Select the **Shaded Elements and Mesh Lines** mode  from the display **Style** pop-up menu.
4. Click on the **Color**  for the **SHELL: BED** component.
5. Select a new color from the color palette.

The color of the component is changed.


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

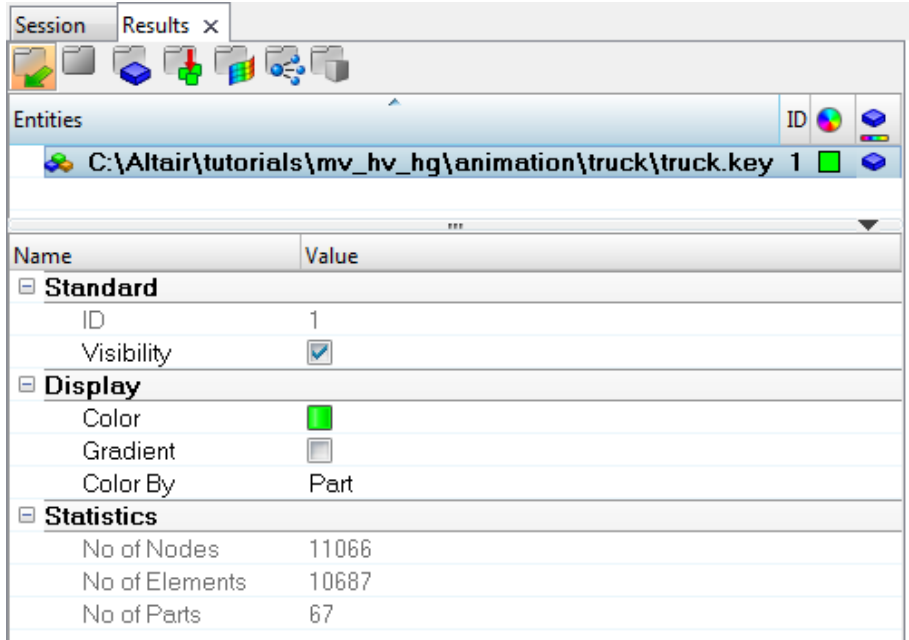
1. Select the **Contour** panel  from the **Results** toolbar.
2. From the **Results Browser**, click **Selector**  to activate the selector.
3. Select the **SHELL: BED** component.
4. Click on the **Add To Panel Collector** icon  to add the bed component to the **Components** collector.
5. Change the **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  to open the files view in the **Results Browser**.



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

