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HyperWorks

Altair HyperView 2019 Tutorials

HV-6010: Creating Notes

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HV-6010: Creating Notes

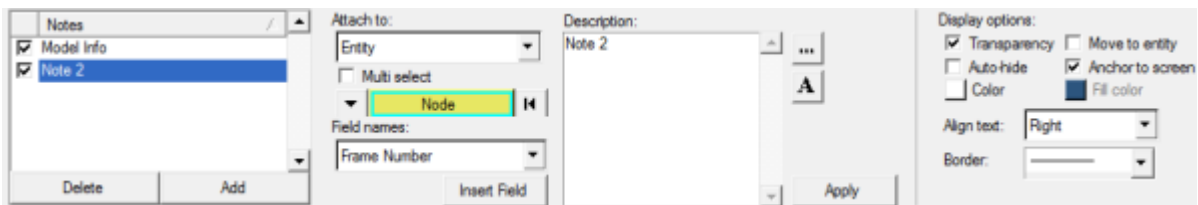
In this tutorial, you will learn how to:

- Edit the model info label
- Create notes
- Use notes to query data
- Show information about all overlaid models or only the current (active) model

Tools

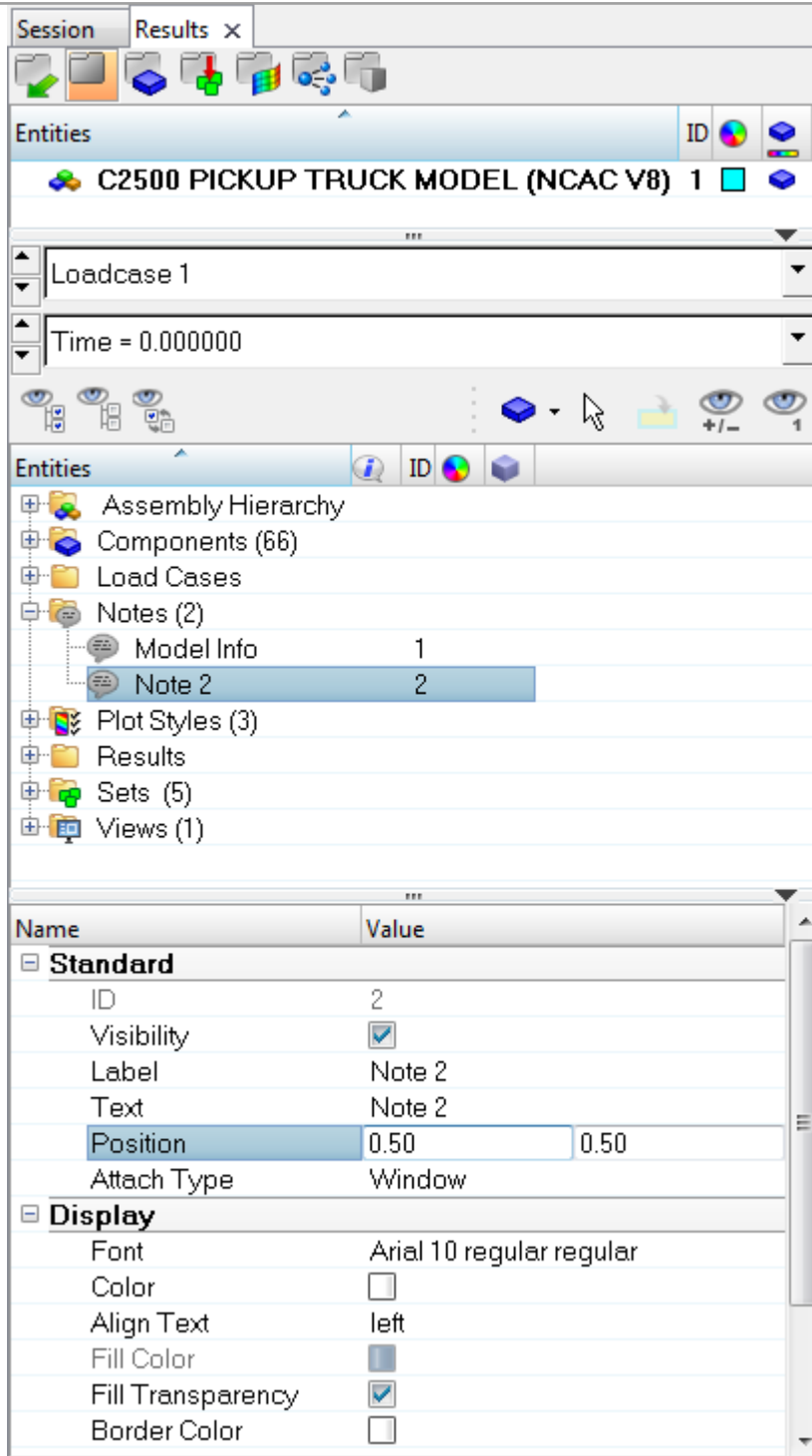
To access the **Notes** panel:

- Click the **Notes** panel button  on the **Annotations** toolbar.
- OR
- Select **Annotations > Notes** from the menu bar.



The **Notes** panel allows you to create, edit, and attach notes to the animation window or to model entities. This is useful for such purposes as labeling items, describing trends, and relaying additional information. If you have a contour applied, the notes panel can also be used to query data and perform math operations using Tempex.




Notes can also be created and edited using the **Entity Editor** in the **Results Browser**.



Exercise: Using the Notes Panel

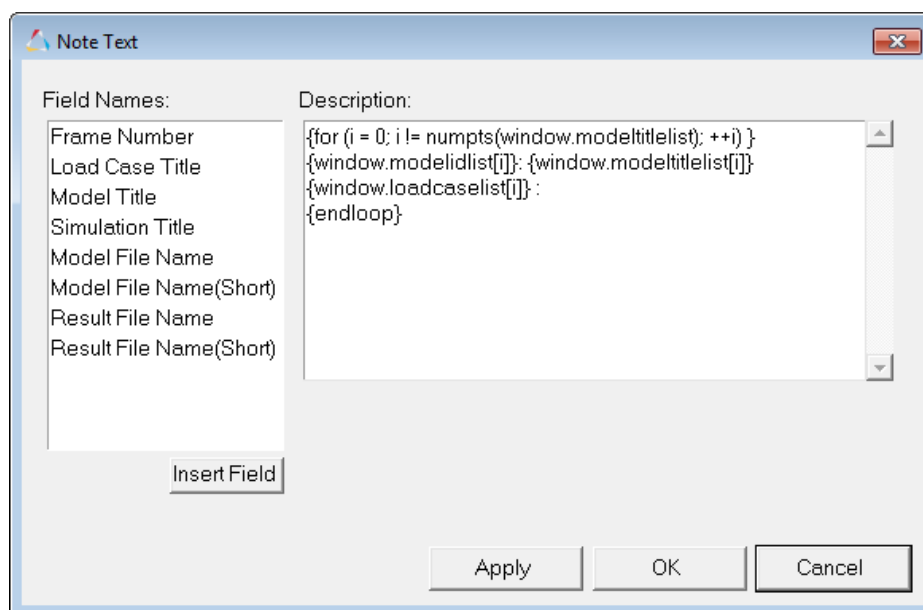
This exercise uses the d3plot file as both the model and the results file.

Step 1: Editing the model information label.

1. Load the `d3plot` file, located in the `animation\truck` folder.
2. Click the **Contour** panel button  on the **Results** toolbar to enter the **Contour** panel.
3. Contour the model for **vonMises** stresses.
4. Click **Apply**.
5. Animate the model .
6. Stop the animation.
7. Right-click in the **Results Browser** and select **Create > Note**.
8. Under the **Standard** section of the **Entity Editor**, verify that the **Attach Type** is set to **Window**.
9. Click on the icon  to the left of **Model Info**, located in the **Notes** folder of the **Results Browser**.

The model information label, located in the top right portion of the graphics area, is no longer displayed.

10. Select the **Model Info** icon again to turn back on the display of the model information.
11. Select the **Model Info** note in the **Results Browser**.
12. Under the **Standard** section of the **Entity Editor**, select the **Text** field.
The **Note Text** dialog is displayed.
13. Delete `{window.simulationsteplist[i]} : {window.frameidlist[i]}` from the **Description** list.



14. Click **OK**.

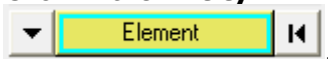
The simulation step time and frame number are no longer displayed in the model information label.

Step 2: Creating and attaching a note to the window.

1. Within the **Results Browser**, select **Note 2** (located under the **Notes** folder).
2. Under the **Standard** section in the **Entity Editor**, click in the **Text** field.
3. From the **Note Text** dialog, click in the **Description** box. Delete the text **Note 2**, and enter `this note is attached to the window` as the new description.
4. Click **OK**.
5. In the graphics area, click on the note and drag it to a different location on the screen.
6. Under the **Display** section in the **Entity Editor**, click on the **Color** box and select the color red from the color palette.

Observe that the text and the border of the note are now red.

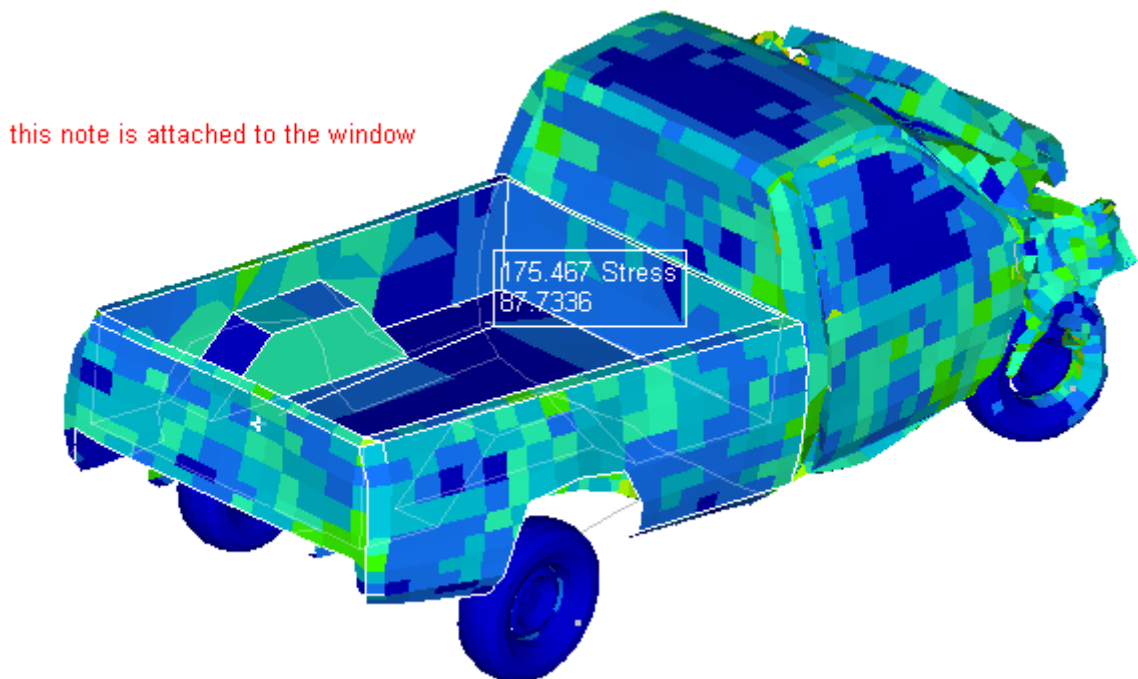
Step 3: Attaching a note to an entity and querying a result.

1. Right-click in the **Results Browser** and **Create > Note**.
2. Under the **Standard** section in the **Entity Editor**, select **Entity** from the **Attach Type** drop-down menu.
3. Click in the **Entity ID** field and change the entity type to **Element**

4. In the graphics area, pick an element on the model to attach the note to.
5. Under the **Standard** section in the **Entity Editor**, click in the **Text** field.
6. From the **Note Text** dialog, click in the **Description** box and delete the text `note 3`.
7. Select **Entity contour value** from the **Field names** list, and insert it. Add a space after inserting the value.
8. Select **Contour datatype** from the **Field names** list, and insert it.
9. Click **OK**.

The note displays the contour value of the chosen element, as well as the result type that has been contoured.
10. Under the **Advanced** section of the **Entity Editor**, deactivate the **Screen Anchor** option.
11. Animate the model.


Observe how the note moves with the model.
12. Stop the animation.

13. Activate the **Screen Anchor** option.
14. Animate the model.
The note is anchored to the screen and does not move as the model animates.
15. Stop the animation.
16. Click in the **Text** field in the **Entity Editor**.
17. From the **Note Text** dialog, click in the **Description** box, add a new line, and enter in `{{entity.contour_val}}/2`.
18. Click **OK**.
The new value is computed and displayed in the note.



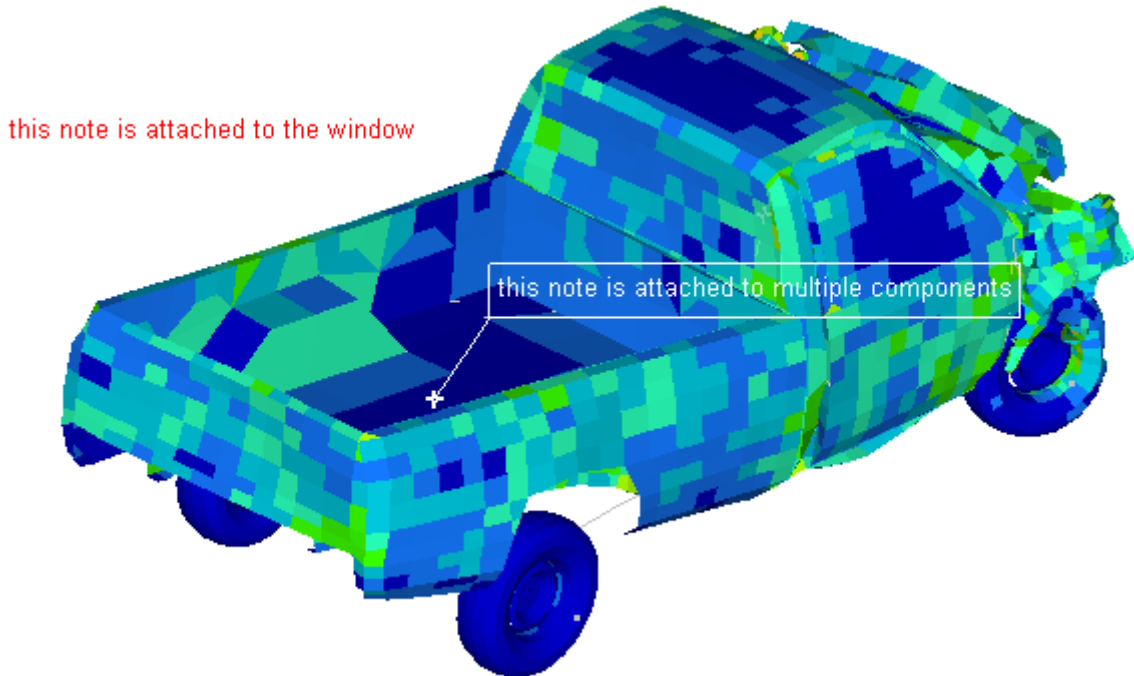
19. Deactivate the check box next to **Note 3**.
The note is hidden from display in the graphics area.

Step 4: Attaching a note to multiple entities.

1. Click the **Notes** panel button  on the **Annotations** toolbar.
2. Click **Add**, to add a note.
3. In the **Description** box, delete the text **Note 4**, and enter `this note is attached to multiple components` as the new description.
4. For **Attach to**, select **Entity**.
5. Activate the **Multi select** option.
6. Change the entity type to **Components**.
7. In the graphics area, click on the bed, the door, and the roof of the truck.

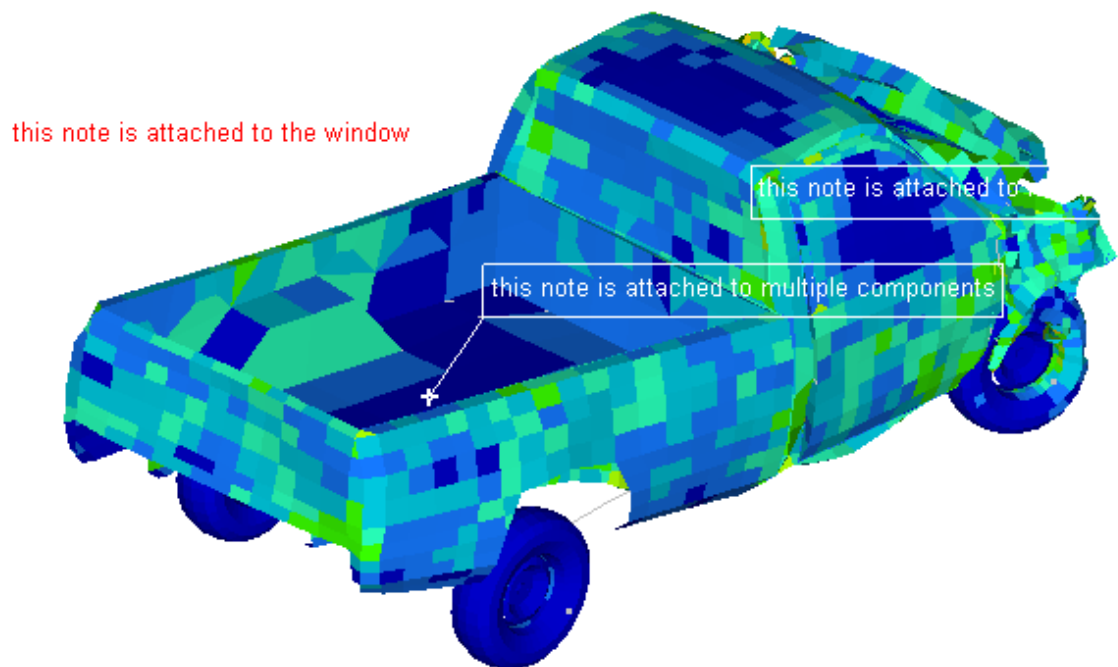
8. Deactivate the **Move to entity** option.
9. Click **Apply**

Notice that three new notes (one for each part/component) are created and added to the **Notes** list. Also, a line is visible from the note to each part/component.



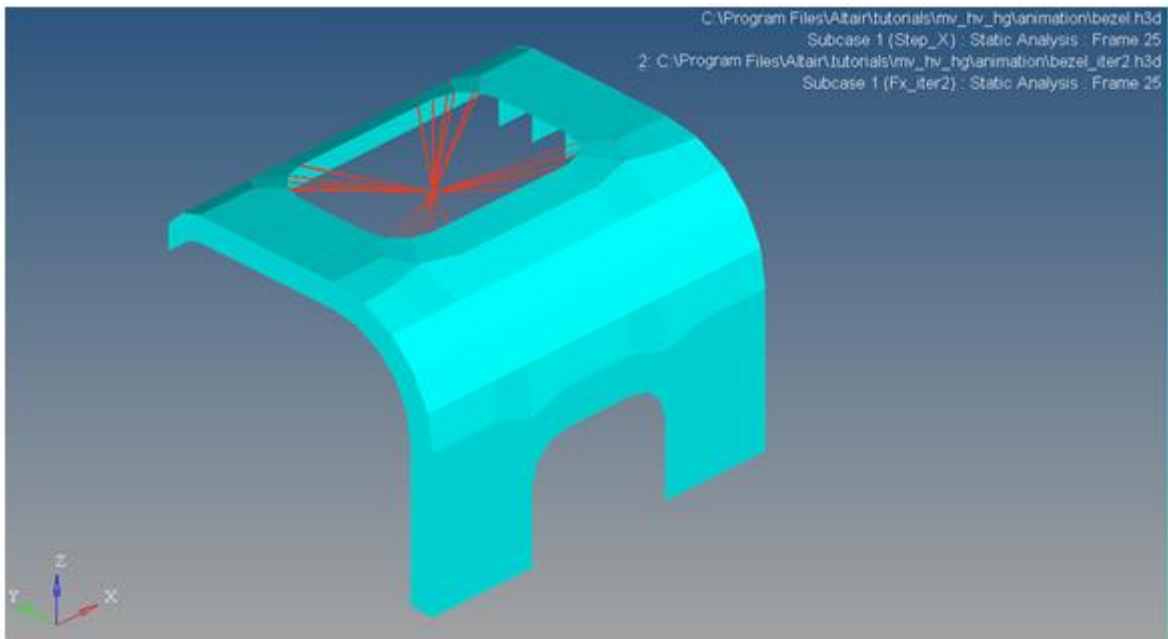
10. Click on **Note 4** in the **Notes** List.
11. Activate the **Move to entity** option.

Observe that the note is now placed on the component and the line is removed.



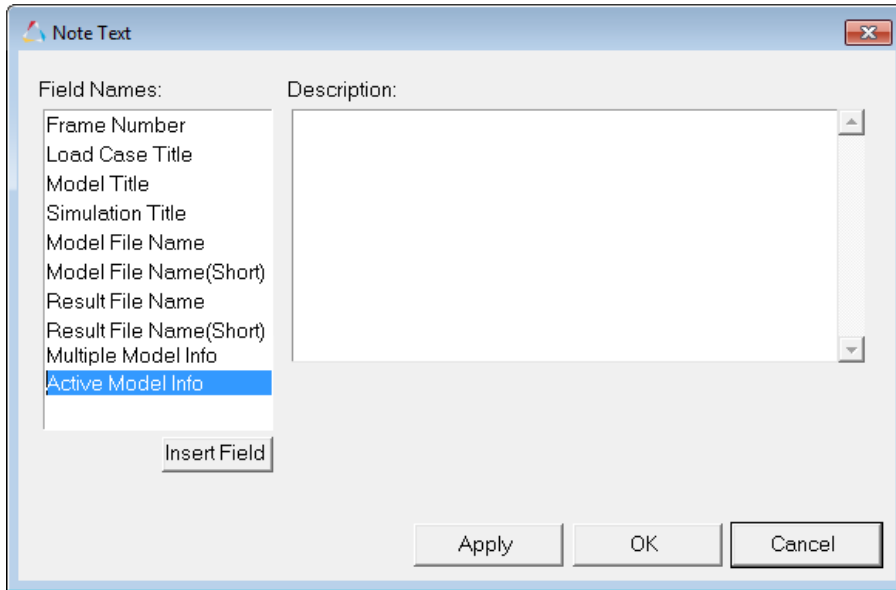
Step 5: Displaying information for all overlaid models or only the current model.

1. From the **File** Menu, select **New > Session** to start a new HyperView session.
2. Load the `bezel.h3d` file from the
<installation_directory>\tutorials\mv_hv_hg\animation folder.
3. From the **Load Model** panel, activate the **Overlay** option check box.
4. Load the `bezel_iter2.h3d` file from the
<installation_directory>\tutorials\mv_hv_hg\animation folder.
5. When the models are overlaid, by default information about both models is displayed in the note.



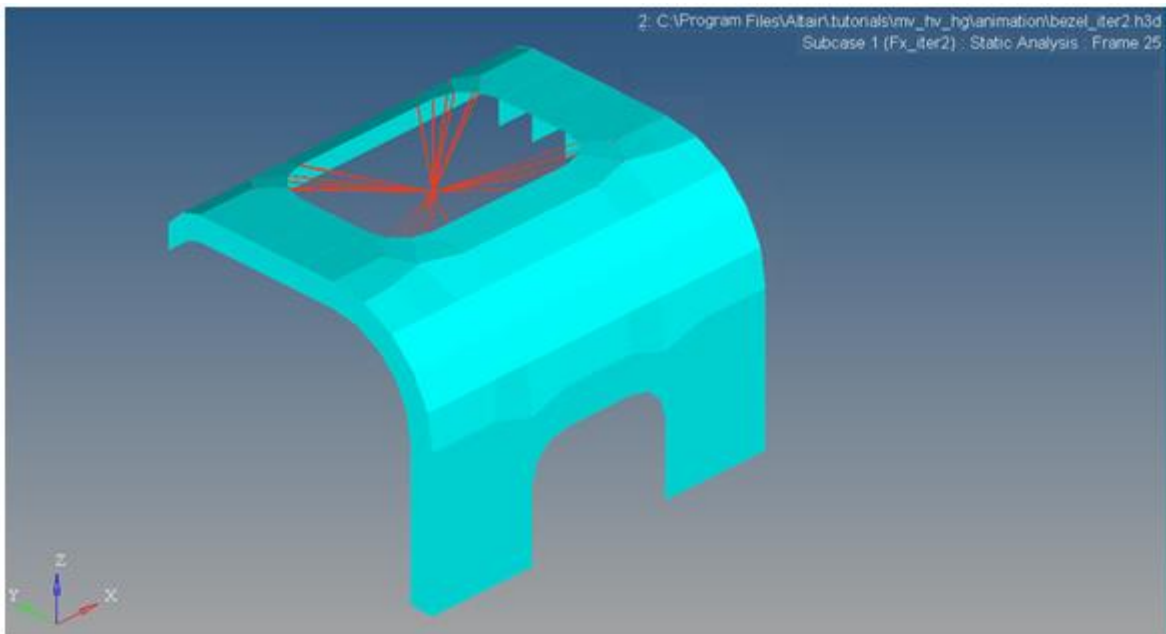
6. In order to see only information for the active model, select the **Model Info** note in the **Results Browser**.
7. Under the **Standard** section of the **Entity Editor**, select the **Text** field.
The **Note Text** dialog is displayed.
8. Delete everything in the **Description** list.

9. Select **Active Model Info** from the **Field Names** list.



10. Click **Insert Field**.
Active Model Info is added to the **Fields** list.
11. Click **Apply**.

The note in the graphics area now only displays information for the active model.



12. To return to displaying information for multiple models:
 - Open the **Note Text** dialog.
 - Remove whatever is in the **Description** list.
 - Insert the **Multiple Model Info** field.
 - Click **OK**.