
Contents

Preface	UTM-1
1 Introduction to TGrid	1-1
1.1 Introduction	1-1
1.2 Program Structure	1-2
1.3 Program Capabilities	1-3
1.4 Accessing TGrid Manuals	1-4
2 Getting Started	2-1
2.1 Using TGrid	2-1
2.1.1 Grid Generation Steps	2-1
2.2 Starting TGrid	2-2
2.3 Starting Dual Process Build of TGrid	2-3
2.3.1 Startup Options	2-4
3 Graphical User Interface	3-1
3.1 Console	3-2
3.1.1 Terminal Emulator	3-2
3.1.2 Menu Bar	3-3
3.2 Dialog Boxes	3-4
3.2.1 Error Dialog Box	3-4
3.2.2 Information Dialog Box	3-5
3.2.3 Warning Dialog Box	3-5
3.2.4 Working Dialog Box	3-5
3.2.5 Question Dialog Box	3-6
3.2.6 Select File Dialog Box	3-6

3.3	Panels	3-9
3.3.1	Categories of Panels	3-9
3.3.2	Controls of a Panel	3-10
3.4	Graphics Display Windows	3-15
3.4.1	Printing the Contents of the Graphics Display Window (Windows Systems Only)	3-16
3.4.2	The Page Setup Panel	3-16
3.5	Customizing the GUI (UNIX Systems)	3-18
3.6	Using the GUI Help System	3-19
3.6.1	Opening the User's Guide Table of Contents	3-20
3.6.2	Opening the User's Guide Index	3-21
3.6.3	Accessing the Other Manuals	3-21
3.6.4	Using Help	3-22
3.6.5	Accessing the User Service Center Web Site	3-22
3.6.6	Accessing the Online Technical Support Web Site	3-22
3.6.7	Obtaining a Listing of Other TGrid License Users	3-22
4	Sample Session	4-1
4.1	Preparation	4-1
4.2	Reading the Boundary Mesh	4-2
4.3	Examining the Boundary Mesh	4-3
4.4	Generating the Interior Mesh	4-5
4.5	Displaying the Mesh	4-6
4.6	Reporting the Mesh Statistics	4-8
4.7	Checking the Mesh	4-12
4.8	Saving the Mesh and Exiting TGrid	4-12
5	Text User Interface	5-1
5.1	Text Menu System	5-1
5.1.1	Command Abbreviation	5-3

5.1.2	Scheme Evaluation	5-4
5.1.3	Aliases	5-4
5.2	Text Prompt System	5-4
5.2.1	Numbers	5-5
5.2.2	Booleans	5-5
5.2.3	Strings	5-5
5.2.4	Symbols	5-6
5.2.5	Filenames	5-6
5.2.6	Lists	5-7
5.2.7	Evaluation	5-8
5.2.8	Default Value Binding	5-8
5.3	Interrupts	5-8
5.4	System Commands	5-9
5.5	Text Menu Input from Character Strings	5-10
5.6	Using the Text Interface Help System	5-11
6	File Types	6-1
6.1	Mesh Files	6-1
6.1.1	Reading Boundary Mesh Files	6-2
6.1.2	Reading TGrid Mesh Files	6-2
6.1.3	Appending Mesh Files	6-3
6.1.4	Writing Mesh Files	6-4
6.1.5	Writing Boundary Mesh Files	6-5
6.2	Compressed Files	6-6
6.2.1	Reading Compressed Files	6-6
6.2.2	Writing Compressed Files	6-7
6.3	Reading Scheme Source Files	6-7
6.4	Journal Files	6-8
6.4.1	Using the GUI	6-8

6.4.2	Using Text Commands	6-9
6.5	Transcript Files	6-9
6.5.1	Using the GUI	6-9
6.5.2	Using Text Commands	6-9
6.6	Domain Files	6-10
6.6.1	Reading Domain Files	6-10
6.6.2	Writing Domain Files	6-10
6.7	Importing Files	6-11
6.7.1	Importing Mesh Files Generated by Third-Party Packages	6-11
6.7.2	Importing FIDAP Neutral Mesh Files	6-14
6.7.3	Importing GAMBIT Neutral Mesh Files	6-14
6.7.4	Grid Import Filter Options	6-14
6.8	Exporting Files	6-16
6.8.1	Exporting HYPERMESH Files	6-16
6.8.2	Exporting NASTRAN Files	6-16
6.8.3	Exporting PATRAN Files	6-16
6.8.4	Exporting ANSYS and STL Files	6-17
6.9	Saving Hardcopy Files	6-17
6.9.1	Using the Hardcopy Panel	6-17
6.9.2	The Hardcopy Panel	6-22
6.9.3	Text Interface for Saving Hardcopy Files	6-23
6.10	Saving the Panel Layout	6-24
6.11	The .tgrid File	6-25
6.12	Exiting TGrid	6-25
7	Manipulating the Boundary Mesh	7-1
7.1	Manipulating Boundary Nodes	7-2
7.1.1	Free and Isolated Nodes	7-2
7.1.2	The Merge Boundary Nodes Panel	7-3

7.1.3	Text Commands for Manipulating Boundary Nodes	7-5
7.2	Intersecting Boundary Zones	7-6
7.2.1	Intersect	7-6
7.2.2	Join	7-7
7.2.3	Stitch	7-9
7.2.4	Using the Intersect Boundary Zones Panel	7-10
7.2.5	The Intersect Boundary Zones Panel	7-11
7.2.6	Text Commands for Boundary Intersection	7-13
7.3	Modifying the Boundary Mesh	7-15
7.3.1	Using the Modify Boundary Panel	7-15
7.3.2	Operations Performed: Modify Boundary Panel	7-16
7.3.3	The Modify Boundary Panel	7-23
7.3.4	Text Commands for Boundary Modification	7-29
7.4	Improving Boundary Surfaces	7-32
7.4.1	Improving the Boundary Surface Quality	7-32
7.4.2	Smoothing the Boundary Surface	7-32
7.4.3	Swapping Face Edges	7-32
7.4.4	The Boundary Improve Panel	7-33
7.4.5	Text Commands for Improving Boundary Surfaces	7-35
7.5	Refining the Boundary Mesh	7-36
7.5.1	Procedure for Refining Boundary Zone(s)	7-36
7.5.2	The Refine Boundary Zones Panel	7-38
7.5.3	Text Commands for Boundary Zone Refinement	7-42
7.6	Creating and Modifying Features	7-42
7.6.1	Creating Edge Loops	7-43
7.6.2	Modifying Edge Loops	7-47
7.6.3	The Feature Modify Panel	7-50
7.6.4	Text Commands for Creating and Modifying Features	7-53
7.7	Remeshing Boundary Zones	7-54

7.7.1	Creating Edge Loops	7-54
7.7.2	Modifying Edge Loops	7-55
7.7.3	Remeshing Surface Zones	7-55
7.7.4	Remeshing Zones Using the Surface Retriangulation Panel	7-56
7.7.5	The Surface Retriangulation Panel	7-57
7.7.6	Text Commands for Remeshing	7-59
7.8	Faceted Stitching of Boundary Zones	7-61
7.8.1	The Faceted Stitch Panel	7-62
7.9	Triangulating Boundary Zones	7-63
7.9.1	The Triangulate Zones Panel	7-63
7.10	Separating Boundary Zones	7-64
7.10.1	Methods for Separating Face Zones	7-64
7.10.2	The Separate Face Zones Panel	7-68
7.10.3	Text Commands for Separating Face Zones	7-70
7.11	Projecting Boundary Zones	7-70
7.11.1	The Project Face Zone Panel	7-71
7.11.2	Text Commands for Projecting Boundary Zones	7-72
7.12	Creating Groups	7-72
7.12.1	The User Defined Groups Panel	7-73
7.12.2	Text Commands for User-Defined Groups	7-74
7.13	Manipulating Boundary Zones	7-75
7.13.1	The Manage Face Zones Panel	7-75
7.13.2	Text Commands for Manipulating Boundary Zones	7-78
7.14	Creating Surfaces	7-79
7.14.1	Creating a Bounding Box	7-79
7.14.2	Creating a Planar Surface Mesh	7-82
7.14.3	Creating a Cylinder	7-86
7.14.4	Creating a Swept Surface	7-88
7.14.5	Creating Periodic Boundaries	7-90

7.14.6	Text Commands for Creating Surfaces	7-92
7.15	Additional Boundary Mesh Text Commands	7-92
8	Wrapping Boundaries	8-1
8.1	The Boundary Wrapper	8-1
8.1.1	Applications of Wrapper	8-2
8.2	The Wrapping Process	8-2
8.3	Examining and Repairing the Input Geometry	8-4
8.4	Initializing the Cartesian Grid	8-6
8.5	Examining the Cartesian Grid for Leakages	8-11
8.5.1	Automatic Leak Detection	8-11
8.5.2	Manual Leak Detection	8-12
8.6	Extracting the Wrapper Surface	8-16
8.7	Checking the Quality of the Wrapper Surface	8-18
8.8	Post Wrapping Improvement Operations	8-18
8.8.1	Coarsening the Wrapper Surface	8-19
8.8.2	Post Wrap Options	8-20
8.8.3	Zone Options	8-27
8.8.4	Expert Options	8-29
8.9	The Boundary Wrapper Panel	8-33
8.9.1	The Wrapper Refinement Region Panel	8-44
8.9.2	The Pan Regions Panel	8-45
8.9.3	The Trace Path Panel	8-46
8.10	Text Commands for the Wrapper	8-47
9	Creating a Mesh	9-1
9.1	Choosing the Meshing Strategy	9-1
9.1.1	3D Boundary Mesh Containing Only Triangular Faces	9-2
9.1.2	3D Boundary Mesh	9-3
9.1.3	2D Boundary Mesh	9-5

9.1.4	2D Boundary Mesh with Some Quadrilateral Cells	9-6
9.1.5	Generating a Hexcore Volume Mesh	9-6
9.1.6	Additional Meshing Tasks	9-7
9.1.7	Inserting Isolated Nodes into a Tri or Tet Mesh	9-9
9.2	Using the Auto Mesh Option	9-11
9.2.1	The Auto Mesh Panel	9-12
9.3	Generating Pyramids	9-13
9.3.1	Creating Pyramids	9-14
9.3.2	Zones Created During Pyramid Generation	9-16
9.3.3	The Pyramids Panel	9-16
9.3.4	Text Interface for Generating Pyramids	9-20
9.3.5	Pyramid Meshing Problems	9-20
9.4	Creating a Non-Conformal Interface	9-22
9.4.1	The Non Conformals Panel	9-22
9.4.2	Text Interface for Creating a Non-Conformal Interface	9-24
9.5	Creating a Heat Exchanger Zone	9-24
9.5.1	The Heat Exchanger Mesh Panel	9-25
10	Generating Prisms	10-1
10.1	Overview	10-1
10.2	Procedure for Generating Prisms	10-2
10.3	Prism Meshing Options	10-5
10.3.1	Growing Prisms Simultaneously from Multiple Zones	10-5
10.3.2	Growing Prisms on a Two-Sided Wall	10-6
10.3.3	Detecting Proximity and Collision	10-7
10.3.4	Ignoring Invalid Normals	10-10
10.3.5	Preserving Orthogonality	10-11
10.4	Zones Created During Prism Generation	10-12
10.5	How TGrid Builds Prisms	10-12

10.6	Using Adjacent Zones as the Sides of Prisms	10-14
10.7	Direction Vectors	10-17
10.8	Offset Distances	10-19
10.9	Improving Prism Quality	10-22
10.9.1	Edge Swapping and Smoothing	10-22
10.9.2	Node Smoothing	10-22
10.9.3	Improving Warp	10-23
10.10	The Prisms Panel	10-24
10.10.1	The Prisms Growth Options Panel	10-32
10.11	Text Interface for Generating Prisms	10-33
10.12	Prism Meshing Problems	10-39
11	Generating Triangular/Tetrahedral Meshes	11-1
11.1	Automatically Creating a Tri or Tet Mesh	11-2
11.1.1	Automatic Meshing Procedure for Tri/Tet Meshes	11-2
11.1.2	Using the Auto Mesh Tool	11-4
11.1.3	Automatic Meshing of Multiple Cell Zones	11-4
11.1.4	Automatic Meshing for Hybrid Meshes	11-5
11.1.5	Further Mesh Improvements	11-6
11.2	Manually Creating a Tri or Tet Mesh	11-6
11.2.1	Manual Meshing Procedure for Tri/Tet Meshes	11-6
11.3	Initializing the Tri/Tet Mesh	11-10
11.3.1	Using the Tri/Tet Panel	11-10
11.3.2	Text Commands for Initializing the Mesh	11-11
11.4	Refining the Tri/Tet Mesh	11-12
11.4.1	Using Local Refinement Regions	11-13
11.4.2	Using the Tri/Tet Panel	11-14
11.4.3	Text Commands for Setting Refinement Controls	11-15
11.5	The Tri/Tet Panel	11-18

11.5.1	The Tri/Tet Init Controls Panel	11-20
11.5.2	The Tri/Tet Refine Controls Panel	11-21
11.5.3	The Tri/Tet Refinement Region Panel	11-23
11.6	Additional Text Commands for Tri/Tet Mesh Generation	11-24
11.7	Common Tri/Tet Meshing Problems	11-25
12	Generating the Hexcore Mesh	12-1
12.1	Automatic Hexcore Meshing Procedure	12-1
12.2	Manual Hexcore Meshing Procedure	12-2
12.3	Controlling Hexcore Parameters	12-3
12.3.1	Keep Outer Domain	12-3
12.3.2	Hexcore Upto Boundaries	12-4
12.3.3	Only Hexcore	12-5
12.3.4	Maximum Cell Length	12-6
12.3.5	Buffer Layers	12-6
12.3.6	Peel Layers	12-7
12.3.7	Local Refinement Regions	12-8
12.4	The Hexcore Panel	12-9
12.4.1	The Outer Box Zones Panel	12-11
12.4.2	The Hexcore Refinement Region Panel	12-12
12.5	Text Commands for Hexcore Meshing	12-13
13	Improving the Mesh	13-1
13.1	Smoothing Nodes	13-2
13.1.1	Laplacian Smoothing	13-2
13.1.2	Variational Smoothing	13-2
13.1.3	Skewness-Based Smoothing	13-2
13.1.4	Text Commands for Smoothing	13-3
13.2	Swapping	13-3
13.2.1	Triangular Grids	13-3

13.2.2	Tetrahedral Grids	13-4
13.2.3	Text Interface for Smoothing and Swapping	13-5
13.3	Improving the Mesh	13-5
13.4	Removing Slivers from a Tetrahedral Mesh	13-6
13.4.1	Automatic Sliver Removal	13-7
13.4.2	Removing Slivers Manually	13-7
13.4.3	Text Interface for Sliver Removal	13-9
13.5	The Tri/Tet Improve Panel	13-10
13.6	Modifying Cells	13-13
13.6.1	Using the Modify Cells Panel	13-13
13.6.2	The Modify Cells Panel	13-16
13.6.3	Text Commands for Modifying Cell Zones	13-18
13.7	Moving Nodes	13-19
13.7.1	Automatic Correction	13-19
13.7.2	Semi-Automatic Correction	13-20
13.7.3	The Auto Node Move Panel	13-21
13.7.4	Text Commands for Moving Nodes	13-22
13.8	Cavity Remeshing	13-23
13.8.1	The Cavity Remesh Panel	13-26
13.8.2	Text Commands for Cavity Remeshing	13-27
13.9	Manipulating Cell Zones	13-27
13.9.1	Active Zones and Cell Types	13-27
13.9.2	Copying and Moving Cell Zones	13-28
13.9.3	The Manage Cell Zones Panel	13-29
13.9.4	Text Commands for Manipulating Cell Zones	13-32
13.10	Using Domains to Group and Mesh Boundary Faces	13-33
13.10.1	Using Domains	13-34
13.10.2	Defining Domains	13-34
13.10.3	The Domains Panel	13-35

13.10.4	Text Commands for Domains	13-37
13.11	Checking the Mesh	13-37
13.12	Clearing the Mesh	13-38
14	Examining the Mesh	14-1
14.1	Displaying the Grid	14-2
14.1.1	Generating the Grid Display	14-2
14.1.2	Grid Display Options	14-3
14.1.3	The Display Grid Panel	14-4
14.1.4	Text Commands for Displaying the Grid	14-11
14.1.5	The Grid Colors Panel	14-13
14.1.6	Text Commands for Grid Colors	14-14
14.1.7	The Style Attributes Panel	14-15
14.1.8	Text Commands for Style Attributes	14-17
14.2	Checking Face Distribution	14-17
14.2.1	The Face Distribution Panel	14-18
14.2.2	Face Distribution Text Interface	14-20
14.3	Checking Cell Distribution	14-20
14.3.1	The Cell Distribution Panel	14-21
14.3.2	Cell Distribution Text Interface	14-22
14.4	Modifying the Attributes of the Plot Axes	14-22
14.4.1	The Axes - Histogram Panel	14-23
14.4.2	Text Interface for Modifying Axes Attributes	14-25
14.5	Controlling Display Options	14-25
14.5.1	The Display Options Panel	14-26
14.5.2	Text Commands for Controlling Display Options	14-29
14.6	Modifying the View	14-31
14.6.1	The Views Panel	14-32
14.6.2	The Write Views Panel	14-33

14.6.3	The Mirror Planes Panel	14-34
14.6.4	The Camera Parameters Panel	14-34
14.6.5	Text Commands for Modifying the View	14-36
14.7	Adding Lights	14-37
14.7.1	The Lights Panel	14-37
14.7.2	Text Commands for Adding Lights	14-39
14.8	Describing a Scene	14-39
14.8.1	The Scene Description Panel	14-39
14.8.2	Text Commands for Scene Description	14-41
14.8.3	Changing the Display Properties	14-41
14.8.4	The Display Properties Panel	14-42
14.8.5	Transforming Geometric Objects in a Scene	14-43
14.8.6	The Bounding Frame Panel	14-45
14.9	Controlling the Mouse Buttons	14-46
14.9.1	The Mouse Buttons Panel	14-46
14.9.2	Text Commands for Selecting Mouse Buttons	14-48
14.10	Controlling the Mouse Probe Functions	14-48
14.10.1	The Mouse Probe Panel	14-49
14.10.2	Text Commands for Mouse Probe Selection	14-50
14.11	Annotating the Display	14-50
14.11.1	The Annotate Panel	14-50
14.11.2	Text Commands for Text Annotation	14-51
14.12	Shortcuts for Selecting Zones	14-52
14.12.1	The Zone Selection Helper Panel	14-52
15	Reporting Mesh Statistics	15-1
15.1	Reporting the Mesh Size	15-1
15.1.1	The Report Mesh Size Panel	15-1
15.1.2	Text Commands for Reporting Mesh Size	15-2

15.2	Reporting Face Limits	15-3
15.2.1	The Report Face Limits Panel	15-3
15.2.2	Text Commands for Reporting Face Limits	15-5
15.3	Reporting Cell Limits	15-5
15.3.1	The Report Cell Limits Panel	15-5
15.3.2	Text Commands for Reporting Cell Limits	15-6
15.4	Reporting Boundary Cell Limits	15-6
15.4.1	The Report Boundary Cell Limits Panel	15-7
15.4.2	Text Commands for Reporting Boundary Cell Limits	15-8
15.5	Mesh Quality	15-8
15.5.1	Quality Measures Available in TGrid	15-9
15.5.2	Specifying the Quality Measure	15-13
15.5.3	Text Commands for Selecting the Quality Measure	15-15
15.6	Printing Grid Information	15-15
15.6.1	Boundary Node	15-15
15.6.2	Node	15-16
15.6.3	Boundary Face	15-16
15.6.4	Cell	15-17
15.6.5	Face	15-17
15.7	Additional Text Commands for Reporting	15-18
A	Importing Boundary and Volume Meshes	A-1
A.1	GAMBIT Meshes	A-1
A.2	TetraMesher Volume Mesh	A-1
A.3	Meshes from Third-Party CAD Packages	A-1
A.3.1	Using the fe2ram Filter to Convert Files	A-1
A.3.2	I-deas Universal Files	A-2
A.3.3	PATRAN Neutral Files	A-4
A.3.4	ANSYS Files	A-5

A.3.5	ARIES Files	A-6
A.3.6	NASTRAN Files	A-6
B	Mesh File Format	B-1
B.1	Comment	B-1
B.2	Header	B-2
B.3	Dimensions	B-2
B.4	Nodes	B-3
B.5	Periodic Shadow Faces	B-4
B.6	Cells	B-6
B.7	Faces	B-7
B.8	Face Tree	B-9
B.9	Cell Tree	B-9
B.10	Interface Face Parents	B-10
B.11	Example Files	B-11
C	Shortcut Keys	C-1
C.1	Arrow Keys	C-1
C.2	Help Keys	C-2
C.3	Hot Keys	C-3
D	Query Functions	D-1
D.1	Using Boolean Operations with Query Functions	D-3
D.2	Examples	D-4
E	Tips	E-1
E.1	Reading Files	E-1
E.2	Writing Files	E-2
E.3	Saving Hard Copy Files	E-3
E.4	Importing Meshes	E-4
E.5	Creating a Mesh	E-5

E.6	Grouping Elements	E-5
E.7	Deleting Duplicate Nodes	E-5
E.8	Manipulating the Boundary Mesh File	E-6
E.9	Examining the Mesh	E-7
E.10	Reporting Mesh Statistics	E-7
E.11	Refining the Mesh	E-8
E.12	Using the GUI	E-10